COURSE DESCRIPTION

_Digital Marketing: Strategy and Tactics_ combines a high level strategic view of digital marketing and its challenges and opportunities, with a tactical approach using exercises and projects to learn and use the ‘growth hacking’ tools and techniques of digital marketers. From the web to mobile, email to apps, social media and user generated content, the course will develop a strategic framework for planning and analyzing digital marketing strategies. Students will leave the course with the skills and strategies to manage digital marketing teams and agencies, and gain hands-on experience with key digital tools as part of the class.

The course will cover the range of digital advertising and marketing channels, as well as touch upon new and emerging channels and developments. Discussion will focus on strategies and metrics for success, measurement and optimization techniques, and planning and goal setting. Using a variety of tools and techniques in practical exercises and projects, students will gain an understanding of using digital channels to achieve their marketing goals.

Student teams will gain practical experience in usage of channels such as:
- **Search** – SEO and PPC - Optimization and Marketing
- **Display** – Banners, Video, Programmatic, and Beyond – Advanced topics
- **Email** – Design and Deployment
- **Social** – Media, Content, and Community - Inbound and Influencer Marketing
- **Mobile** – Mobile Web, Apps and Ecosystems, Location Based Services
- **E-commerce** – Shopping Ads and e-commerce
- **Online Business Models** – Direct Sales, Disintermediation and Digital Distribution
- **Emerging** – Gaming and e-sports; AR, VR and Mixed reality, and beyond

Any traditional business now sees the Internet as a vital part of a multi-channel approach to both marketing to new customers and servicing the old. This course will explore the Internet as a source of product information, public relations, marketing and advertising medium, a customer relationship management tool, and a customer service channel. Internet marketing and issues will be discussed and considered, such as:
- Social Media, Behavioral Targeting, and Privacy
- Tracking and accountability, (incl. click fraud, etc.)
- Channels of online marketing, from search, to email, to banner ads, to blogs, etc.

Speakers and real-life group project companies will provide hands-on experience and real-life feedback from practitioners. Past speakers have included founders, investors, and senior executives of Hubspot, Shopify, Google, AppNexus, Foursquare, Bonobos, and Squarespace, and project companies have included NBC Universal, LVMH, and other large and small digital companies and agencies.
Students will have exercises and homework related to using the tools of digital marketing, from planning tools, to user generated content, to metrics and measurement. Grading is based on the following:

- Take Home Final Exam (50%)
- Group Project (30%)
- Homework (Blogging and tools) (10%), and
- Class participation (10%).

**COURSE READINGS**

**Recommended Sites for Current Issues:**
- Wired.com, Adage.com, other traditional media
- SearchEngineJournal.com, SocialMediaToday.com, MarketingLand.com, Mashable.com
- TechCrunch.com, BusinessInsider.com, other tech industry blogs
- eMarketer, HubSpot, eConsultancy, other ad industry resources
- Google, Twitter, and other platforms for trends and breaking news

**Required Texts:**
- David Kirkpatrick, “The Facebook Effect”
- Brad Stone, “The Everything Store: Jeff Bezos and the Age of Amazon”
# COURSE SYLLABUS
*(this weekly breakdown is subject to changes)*

<table>
<thead>
<tr>
<th>Week</th>
<th>Session Topics</th>
<th>Examples</th>
<th>Exercises &amp; Assignments</th>
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</thead>
<tbody>
<tr>
<td>Session 1</td>
<td><strong>Introduction to Digital Marketing:</strong> Strategies and Channels of the web, mobile, and beyond</td>
<td>Rethinking the 4 P’s; Examples from Nike, Lego, etc.</td>
<td>Course requirements; form groups</td>
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<tr>
<td>Session 2</td>
<td><strong>Search:</strong> History and Functionality Search Engine Optimization (<strong>SEO</strong>)</td>
<td>Google, Bing, Baidu, DuckDuckGo</td>
<td>Blog Post #1 Using keyword tools; Writing for the web</td>
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<td>Session 3</td>
<td><strong>Search:</strong> Search Engine Marketing (<strong>SEM</strong>); Search Innovation and challenges</td>
<td>Google Ads Microsoft Adcenter</td>
<td>Read <em>The Search</em> Blog Post #2 Using Google Ads</td>
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<td>Session 4</td>
<td><strong>Email:</strong> Email Marketing Triggers and Cadences</td>
<td>Constant Contact; Mailchimp</td>
<td>Blog Post #3 Using Email Service Providers</td>
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<td>Session 5</td>
<td><strong>Display:</strong> The Advertising Ecosystem; Banners and Media Buying</td>
<td>Interactive Advertising Bureau (IAB)</td>
<td>Blog Post #4 Using Audience and Media Buying tools</td>
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<td>Session 6</td>
<td><strong>Display:</strong> Video and Rich Media; Programmatic ads; Targeting and Optimization</td>
<td>Youtube, etc. AppNexus and programmatic ads</td>
<td>Blog Post #5 Moat tool</td>
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<td>Session 7</td>
<td><strong>Social Media Intro:</strong> Introduction to Social Media Social Media platforms; the Social Graph and UGC</td>
<td>Facebook, LinkedIn, Twitter, Instagram, Snap, TikTok; Social Ads</td>
<td>Blog Post #6 Read <em>The Facebook Effect</em> Using UGC &amp; Social discovery tools <em>The Facebook Ad Challenge!</em></td>
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<td>Session 8</td>
<td><strong>Social Content Marketing:</strong> Content strategies; Online PR, Community &amp; Link Building Strategies; Influencer Marketing</td>
<td>BP, Dell, Old Spice Dell Ideastorm; Fyre Festival</td>
<td>Blog Post #7 Using Social Media tools; SocialMention, Sparktoro, FollowerWonk, etc.</td>
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<td>Session 9</td>
<td><strong>Mobile &amp; Location Based Services:</strong> Mobile Marketing, Apps &amp; Ecosystems, the Check-in &amp; Local</td>
<td>iOS vs. Android Apps vs. Mobile Web</td>
<td>Blog Post #8 Google Mobile tester App Annie charts</td>
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<td>Session 10</td>
<td><strong>E-Commerce and Shopping</strong> Shopping Ads; E-commerce and online retail; New Models</td>
<td>Google Shopping, Amazon PLAs; Facebook</td>
<td>Blog Post #9 Project Pitchbacks Read <em>The Everything Store</em> Google Analytics &amp; Goals</td>
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*Group Projects are due in class at the beginning of Lecture 11.*

| Session 11 | **Online Business Models & Strategies:** Media, Services, and E-Commerce; SaaS and Freemium | Industry examples | Blog Post #10 Economics of business models; SaaS tools |

*Individual Final Exams are due in class at the beginning of Lecture 12.*

| Session 12 | **Emerging Technologies:** Gaming and E-sports New Platforms and UI/Interfaces Mixed Reality (AR/VR); IoT | Gaming platforms; Augmented & Mixed Reality apps; Wearables | A/R Browsers; Google Cardboard demo |