How did the Photoshop audience respond to what we thought would be a compelling and slamdunk piece of content?

Let's find out.

Not well.

You don't always need fancy analytics to analyze your Facebook audience.

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Just stalk them on Facebook.

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(Like you do with the people who went to your high school.)



*surreal photography

*surreal photography

*dark and gruesome

*surreal photography

*dark and gruesome

*one-upping one another

*surreal photography

*dark and gruesome

*one-upping one another

*ugliest shit I can imagine

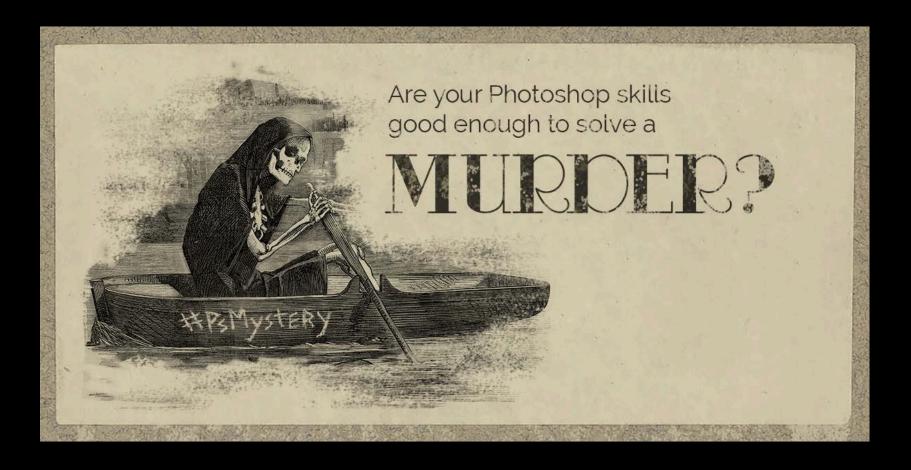


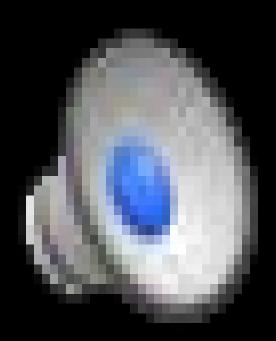


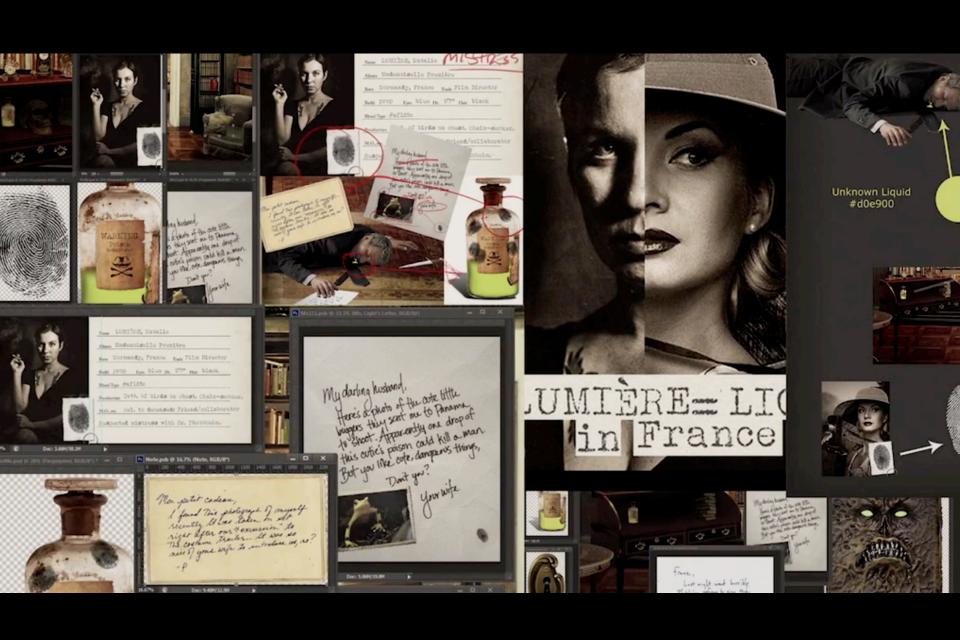
memegenerator.net

Our insight: Our audience will try and one up one another by posting weird, gross works of art on our page no matter what we do. Let's use this to our advantage.

Our idea:







Do's and don'ts:

(The lack of apostrophe consistency in this headline is driving me crazy too, but trust me, I do believe it's correct.)

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Don't: create a murder mystery game for your brand

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Don't: create a murder mystery game for your brand

Do: Facebook-stalk your community, notice trends in behavior, AND THEN rip off what they're doing and serve it back to them (they'll love it)

Thanks, y'all!

I'm Derekh Froude, Associate Creative Director from Edelman SF.

Do email me with questions.

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