





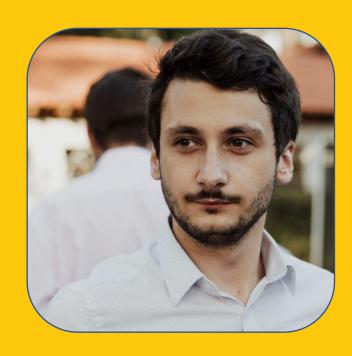
FOIL Agency



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World-wide known and loved

Allow children and grown-ups to let their imagination go wild

Makes the world travel into various universes (Harry potter, Star Wars...)

Catalogs are free yet not taken at the LEGO stores

When taken, catalogs stays two to three month in the household



Put the catalog into the hands of children aged from 6 to 10 years old before the Christmas wish-listing season. *i.e Aug-Sept-Nov*

Rework the catalog so it becomes a perfect product for children of today



Think about a new way of distributing the catalog



- 1. 65% of children aged 6 to 12 play video games regularly
- 2. 68% of children between the ages of 6 and 10 said they preferred books with characters that they could relate to
- **3.** 6 and 10 were more engaged with stories that were interactive and allowed them to participate in the story, with 76% of children expressing a preference for interactive stories.
- **4.** 63% of parents reported being concerned about their child's screen time, and 79% said they were worried that excessive screen time was affecting their child's physical health.
- 5. 91% of parents believe it is important for their child to have time for unstructured play outdoors, and 85% of parents said that they believe their child's mental health is positively impacted by spending time in nature.

[•] Source : American Heart Association survey: https://www.heart.org/en/news/2021/04/22/parents-are-still-concerned-about-their-childrens-screen-time/ BMC Public Health study:

https://bmcpublichealth.biomedcentral.com/articles/10.1186/s12889-020-09746-4 / National Recreation and Park Association survey: https://www.nrpa.org/globalassets/journals/jlr/2018/volume-51/jlr-volume-51-number-3.pdf

^{*}Common Sense Media survey: https://www.commonsensemedia.org/research/the-common-sense-census-media-use-by-kids-age-zero-to-eight-2021/https://www.commonsensemedia.org/research/parent-concerns-about-screen-time.

JAMA Pediatrics study: https://jamanetwork.com/journals/jamapediatrics/article-abstract/2772935

American Academy of Pediatrics survey: https://www.aap.org/en-us/about-the-aap/aap-press-room/pages/As-School-Year-Approaches-Parents-Encouraged-to-Ensure-Children-Get-Physical-Activity.aspx

[•]The NPD Group. (2020). Kids & gaming 2020. https://www.npd.com/perspectives/retail-perspectives/2020/kids-gaming-2020/

[•]Common Sense Media. (2021). The common sense census: Media use by kids age zero to eight 2021. https://www.commonsensemedia.org/research/the-common-sense-census-media-use-by-kids-age-zero-to-eight-2021

^{*}American Academy of Pediatrics. (2016). Media and young minds. Pediatrics, 138(5), e20162591. https://pediatrics.aappublications.org/content/138/5/e201625



#1 Turn the catalog into a product nobody wants to miss

#2 Make the catalog stay longer in the household

#3 Create a sentimental value about the catalog

#4 Create an intergenerational experience, increasing the number of opportunity to be seen



Main target

Children, aged from 6 to 10

- Will be the LEGO players
- Most likely to read the catalog
- Makes the Christmas list



Core target

Parents, aged from 30 to 50

- Have known and grown with LEGO
- Can pass the passion onto their children
- Will be the final buyer



Prescriptors

Influencer, content creators, press

- Content Creators who helped write the catalog
- Influencer parents
- Press releases given to newspaper before the catalog launch







JBB BBB

I like adventure, enigmas, video games

I wish my child would read a bit more instead of playing video games

when I was small

Whenever I'm in a LEGO store, I'm more interested in toys than catalogs

I don't know how to build things with LEGO



How can we turn the LEGO catalog into a product every 6-10 children will want in their hands when they're more interested in video games and the internet?



Meet your new catalog



THE BRAVE NINJAS DEFENDERS OF THE VILLAGE

Once upon a time, a group of ninjas discovered that a group of giant monsters had been terrorizing their village. The ninjas were brave and skilled, so they set out to confront the monsters.

When they arrived at the monsters' lair, they found them to be massive, towering over them with sharp claws and scaly skin. But the ninjas were not afraid. They knew they had the skills to defeat the monsters.

The ninjas charged at the monsters, using their swords and shurikens to fight. They dodged the monsters' attacks and struck back with precision.

The battle was long and difficult, but the ninjas never gave up. They fought with all their might until the monsters were finally defeated.

The villagers cheered and thanked the ninjas for their bravery. From that day on, the ninjas became known as the protectors of the village.

Whenever a threat emerged, the ninjas were there to defend the village and its people. And the monsters never dared to attack again.





- A whole story for each catalog
- Written by content creators / influencers or known artists
- Lego is in a
 partnership with
 Minecraft. The
 Minecraft skin can
 be adapted with any
 license.
- Found in LEGO stores, Malls, Website, Toy stores, Disneyland attraction parks



Meet your new catalog



- The catalog can be scanned to find the eshop and link the print to the shopping cart
- An AR will be available









DON TON

Content creator on Twitch and Youtube

As a millenials gamer, he goes through different world with video games and will be able to create a story.

TO DOIGHS

Youtube content creator

His youtube channel revolves around LEGOS. He's a massive fan and knows the universe. He'll be able to help the others and work as the team to follow the LEGO structure.

MIGNIGULG MANGE

Youtube Content Creator

She's known for exploring new worlds every week (firefighting, 911 operator, Quantico, MMA Fighting or chess championship), she has a very positive image. She's bring with her energy and her experience I





Authors statues in LEGO will be created and displayed in the LEGO stores to promote the catalog





#1

The catalog will be displayed in every LEGO Store #2

Create your own avatar in the LEGO store with a digital terminal

#3

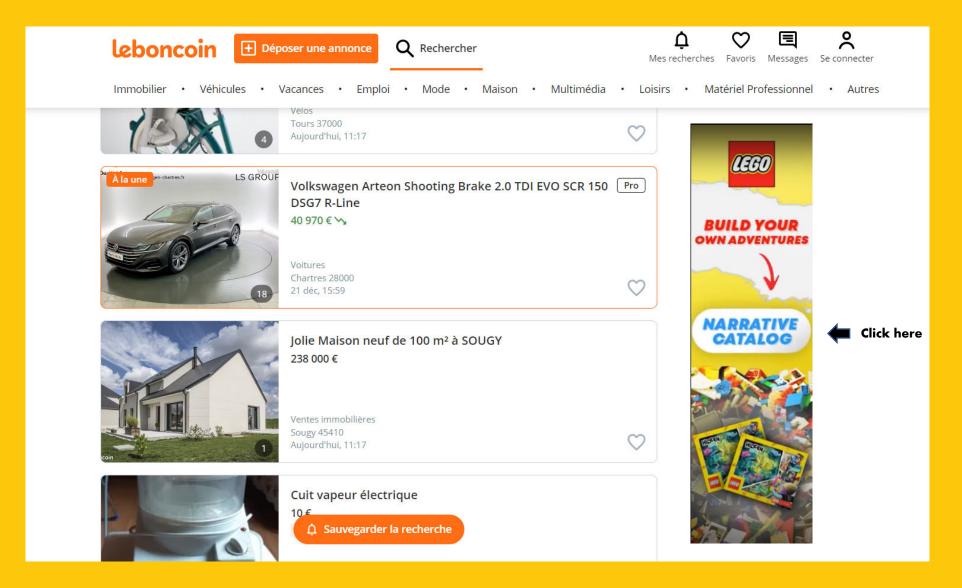
The avatar can be used for:

- Personnal LEGO profile
- Personalized avatar for the catalog adventure
- Your Avatar can also be used and interact in the 3D AR experience



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Ad displays will be bought on strategical websites where parents tend to go













Sponsored posts will appear on social medias.

Both SEA and SMA will lead to a landing page where anyone can order his own copy of the catalog for free.



В











Distributed Catalogs

Ads Impressions

Ads Clicks

PR Clipping

LEGO Characters Created In-Catalog QR Codes Scanned

Book signing sessions visitors

Content Creators Engagement Rate Social Media Engagement Rate



- Digital terminals | 84000\$
- Digital scene modeling | 5300\$
- Production of stories and illustrations by content creators | 470000\$
- Book signing | 320000\$
- Development of the web page and software | 65 000\$
- Making the Minecraft skin | 200\$
- ADS = 75 000\$ | Price/day = 420\$

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