

## AIM/BRAND STORY

TT Kidz provides young people with an inspiring, engaging and fun first experience in the sport.













TT Kidz INSPIRES children to try the game for the first time, and gives them the space and freedom to grow to love the game.









Through a Shared passion for the game, we will deliver an ENGAGING programme to motivate a new generation of table tennis lovers.









Table Tennis is a game without limits.

TT Kidz is an opportunity to let imaginations run free, and for children to have loads of FUN!







# TOGETHER we bring TT Kidz to life!





## **TONE OF VOICE MATTERS**

Table Tennis
England

Having defined the Brand Personality, we can define our Tone of Voice.

Tone of voice is how your brand comes through in your words, both written and spoken. It's not about what you say, but rather the way that you say it, and the impression it makes on everyone who reads or hears you.

For TT Kidz, we should always check back.

Does our tone of voice sound...

- ✓ Inspiring
- ✓ Engaging
- √ Fun

If it doesn't, we make some tweaks!





## **LANGUAGE MATTERS**

The emphasis is on FUN... it's a first introduction to our game, after all.

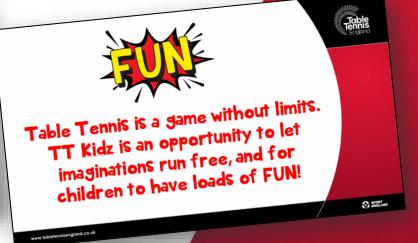
Notice something?

I called it "our game", and not "our Sport". Subtle, but important.

Yes, Table Tennis is serious. And yes, it's fun. But for TT Kidz, we keep the language simple.





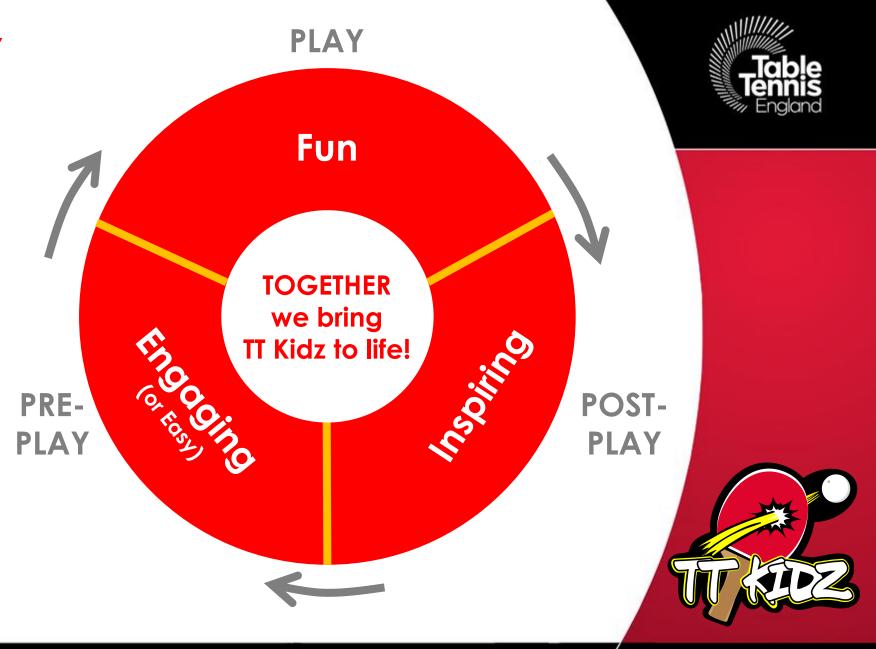




## **COMMUNICATION JOURNEY**

Understanding what parents, children, Clubs and Activators expect and need at each stage of their journey helps us to make all our communications and touchpoints relevant and useful.

For this, we developed the **3 Phases of Play.** 





# PRE-PLAY (Engaging/Easy)

We need to make it effortless for parents to find us, get enough information, and want to join up... from finding their local TT Kidz Centre, to paying for and receiving their child's pack.

We want children to be warmly welcomed at each session, and to not feel uncomfortable.

The Clubs, Activators and Partners need excellent support, resources and briefing.



# PLAY (Fun)

We need to make it as fun as we can, so they'll want to come back!

We want the Clubs and Activators to

have fun too!





# POST-PLAY (Inspiring)

We will make it as rewarding, inspiring and inclusive as possible, so they keep coming back!

The Clubs, Activators and Partners need great support from us, so that they can concentrate on inspiring the kids.

Whether a player is online or at the club, making them feel like they belong in our community is key.

So remind them all how much fun they had at the last session, and what awaits them at the next!





## THE NUDGE!

But... it's not in our nature to push people between one state of play and the next.

We should send active parents and players occasional and relevant content to nudge them happily around the wheel from pre-play to post-play and back again.













## **EMOTIONS THROUGHOUT THE JOURNEY!**









#### **IN SUMMARY**

TT Kidz is a fun, first introduction to the game.

The brand personality is







Keep the tone of voice simple and informal, and always check back.

Nudge the children and parents through the 3 phases of play. Don't pressure!

Use your established local networks to grow the programme. If there's anything you feel would help you... ask!

We'll support you with centrally generated ads and brand awareness.

Register your interest, and HAVE FUN!









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