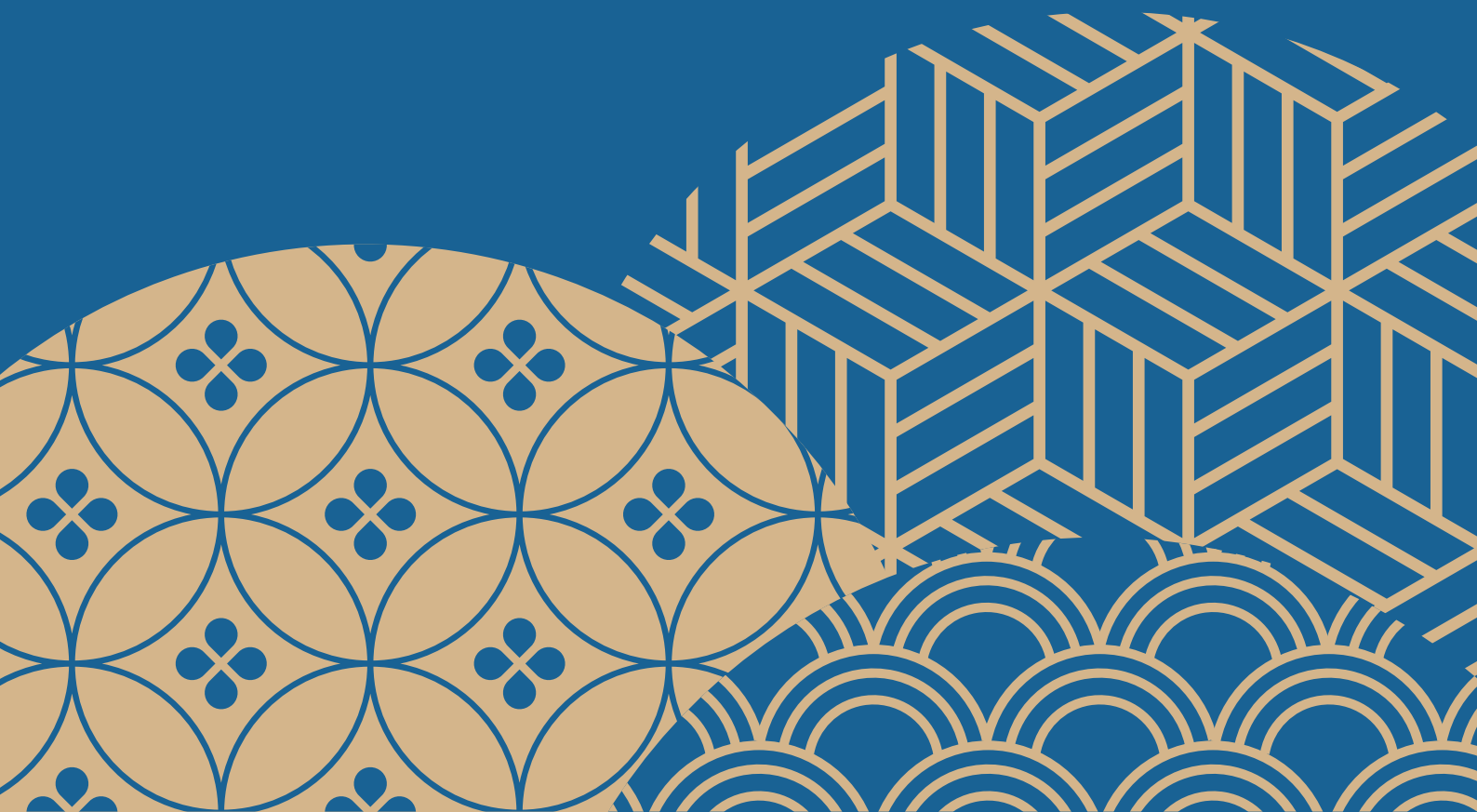


ENTRY KIT 1

2024

Part 1:
Categories & Material Guidelines



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Brand Experience & Activation

The Brand Experience & Activation Spikes celebrate creative, comprehensive brand building through the next level use of experience design, activation, immersive, retail and 360° customer engagement.

Work should demonstrate how the customer journey, experience of the brand and optimisation of every touch point led to increased brand affinity and commercial success.

- A number of criteria will be considered during judging and weighted as follows: 20% Idea; 20% strategy; 30% execution; 30% results.
- The same piece of work can be entered up to three times in Brand Experience & Activation.
- However, the same piece of work may only be entered once in 'A. Brand Experience & Activation: Sectors'.
- For Brand Experience & Activation the eligibility dates are 1st January 2023 – 31st January 2024, except for category 'D08. Experience Transformation', where the transformation being judged was first implemented within the eligibility period of 1st January 2021 – 31st January 2024.

A. Brand Experience & Activation: Sectors The same entry can be submitted only once in this section.	Materials
A01. Consumer Goods All fast moving & durable consumer goods, including food and drinks, toiletries, cleaning products, other household goods, other FMCG, clothing and accessories, furniture, consumer electronics, cars and automotive products & services. <i>All fast food entries should go in A03. Travel, Leisure, Retail, Restaurants & Fast Food Chains</i>	Compulsory <ul style="list-style-type: none"> • Digital Presentation Image JPG Highly Recommended (Optional) <ul style="list-style-type: none"> • Case Film Optional <ul style="list-style-type: none"> • URL • Awards Show Film • Digital Supporting Content • Digital Supporting Images JPG
A02. Healthcare Pharma, OTC drugs, wellness.	
A03. Travel, Leisure, Retail, Restaurants & Fast Food Chains All transport and travel related services, including public transport and tourism boards. All entertainment and leisure related services, including museums, festivals and gyms. All shops, including online shopping, opticians, hairdressers and estate agents. All restaurants and fast food chains, including cafes and bars.	
A04. Media / Entertainment Music, film, television, publications & media, books, news, digital platforms, other media.	
A05. Consumer Services / Business to Business All commercial public services, Legal, financial, B2B technology, consultancies & professional services, other business services, internal & corporate communications.	
A06. Not-for-profit / Charity / Government Government, public information, NGOs, military, charities, non-profit organisations. <i>All CSR work should be entered in the relevant sector and/or G07. Corporate Purpose & Social Responsibility category in section G. Culture & Context</i>	

<h2>B. Channels</h2> <p>The strategic use of channels across a brand experience or activation.</p>	<h2>Materials</h2>
B01. Small Scale Media Including items in bars & restaurants and all other hand-held (or equivalent in size) items. <i>'Small Scale' refers to the physical size of the ambient item, not the scale of the distribution.</i>	Compulsory <ul style="list-style-type: none"> Digital Presentation Image JPG Highly Recommended (Optional) <ul style="list-style-type: none"> Case Film Optional <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
B02. Large Scale Media Non-traditional outdoor / billboards, including 3D and non-standard shaped sites, ticket barriers, signage, wallscapes, digital billboards, window clings, building wrapping, helicopter banners and other executions that utilise a space or an existing permanent feature. <i>'Large Scale' refers to the physical size of the ambient item or execution, not the scale of the distribution.</i>	
B03. Use of Broadcast Brand experience or activations using Cinema, TV, Online or Audio.	
B04. Use of Print or Outdoor Brand experience or activations using Print or Outdoor. Including, but not limited to, newspapers, magazines, inserts, trade journals, traditional billboard or poster sites, bus shelters and transit advertising using standard advertising space.	

<h2>C. Use of Brand Experience & Activation</h2> <p>These categories focus on strategic planning and execution of brand experiences.</p>	<h2>Materials</h2>
C01. Guerrilla Marketing & Stunts Brand experience or activations using guerrilla marketing, short term / one-off live pop up events and executions, street teams, publicity stunts and street stunts to drive customers' engagement.	Compulsory <ul style="list-style-type: none"> Digital Presentation Image JPG Highly Recommended (Optional) <ul style="list-style-type: none"> Case Film Optional <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
C02. Live Shows / Concerts / Festivals Brand experience or activations using large-scale events to engage with customers such as sport, festivals, concerts, corporate entertainment, built stages, etc.	
C03. Exhibitions / Installations Brand experience or activations creating a space or using a more permanent spatial feature to drive customer engagement. Including but not limited to, galleries, exhibitions, fairs, trade shows, vending machines, signage, floor graphics, etc.	
C04. Competitions & Promotional Games Competitions or promotional incentives used to drive customer engagement.	
C05. Customer Retail / In-Store Experience In-store and retail activities including, but not limited to, product launches, demonstrations, sampling activities and pop-ups that engage and guide consumers across all channels of their path to purchase.	
C06. 360 integrated Brand Experience Online and offline multi-channel experiences that engage and amplify a brand's message, product or service.	
C07. Customer Acquisition & Retention Work that pushes boundaries, creating meaningful, engaging experiences and activations in order to attract or maintain customers, encourage customer activity and increase overall transaction value.	

D. Touchpoints & Technology The use of technology and multiple touchpoints across a brand experience or activation.	Materials
D01. Tech-led Brand Experience Work that uses new or existing technology to enhance a brand experience or activation.	Compulsory <ul style="list-style-type: none"> Digital Presentation Image JPG Highly Recommended (Optional) <ul style="list-style-type: none"> Case Film Optional <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
D02. Use of Mobile & Devices Work that uses a mobile app, portable device or mobile technology to create or enhance interaction with consumers at a brand experience or activation.	Compulsory <ul style="list-style-type: none"> Digital Presentation Image JPG URL Highly Recommended (Optional) <ul style="list-style-type: none"> Case Film Optional <ul style="list-style-type: none"> Awards Show Film Digital Supporting Content Digital Supporting Images JPG
D03. Use of Social & Digital Platforms Work that uses social and digital platforms to enhance a brand experience or activation.	
D04. Digital Installations Immersive large or small scale digital experiences and events that are set up to engage and strengthen relationships with consumers. This can include, but is not limited to VR / AR installations, motion chairs, multi-screen and multi-dimensional experiences.	Compulsory <ul style="list-style-type: none"> Digital Presentation Image JPG Highly Recommended (Optional) <ul style="list-style-type: none"> Case Film Optional <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG

<p>D05. Metaverse, New Realities & Emerging Tech NEW</p> <p>Immersive experiences that creatively push the boundaries of technology within brand experiences and activations. Including but not limited to, AR, VR, AI, wearable tech and mobile devices, voice technology, blockchain technology, gamification, virtual worlds, metaverse and all other emerging platforms. Does not include prototypes of early stage technology.</p> <p><i>Please provide a demo film of the technology for the jury</i></p>	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Case Film <p>Optional</p> <ul style="list-style-type: none"> URL AR/VR Files Awards Show Film Digital Supporting Content Digital Supporting Images JPG
<p>D06. Branded Games</p> <p>Console, online and mobile games specifically created for a brand, including emerging tech for games.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Case Film <p>Optional</p> <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
<p>D07. Branded Tech</p> <p>Digital products, activations, utilities and tools that create brand value and enhance lifestyle or behaviour. Including, but not limited to robotics, biotech, installations, exhibitions, interactive screens, etc.</p>	
<p>D08. Experience Transformation NEW</p> <p>Creative transformation of the customer experience. Initiatives that strengthen customer relationships by creating seamless journeys that span the digital and physical worlds, characterised by timely and personalised touchpoints.</p> <p><i>There is an increased eligibility for this category of 3+ years: 1 January 2021 – 31 January 2024.</i></p>	

<p>E. Strategy</p> <p>Strategic planning and execution of a brand experience or activation.</p>	<p>Materials</p>
<p>E01. Launch / Re-launch</p> <p>Brand experiences or activations created to launch or re-launch a brand, product or service.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Case Film <p>Optional</p> <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
<p>E02. Sponsorship & Brand Partnership</p> <p>Partnerships / sponsorships that create immediate and long term brand experiences or activations. The work will be judged on how effective the partnership / sponsorship was.</p>	

F. Campaign	Materials
<p>F01. Integrated Campaign led by Brand Experience & Activation</p> <p>Work that uses multiple platforms which is initiated, led or driven predominantly by a brand experience or activation. Entries in this category must contain different media and will be judged on how successfully they have integrated the chosen elements or channels throughout the campaign.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Case Film <p>Optional</p> <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG

G. Culture & Context	Materials
<p>Work that is brought to life through cultural insights and regional context.</p>	
<p>G01. Local Brand</p> <p>Work for brands that are only distributed in a single locality that resonated with a specific target audience.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Case Film <p>Optional</p> <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
<p>G02. Challenger Brand</p> <p>Brands that have creatively adapted their approach in response to competitor pressure by challenging the status quo to create game-changing work that uses progressive thinking and innovative creativity.</p>	
<p>G03. Single-market Campaign</p> <p>Work that only aired or ran in a single country / region / market. The work should describe how it was designed for the specific target market.</p>	
<p>G04. Social Behaviour</p> <p>Work inspired by a specific audience / community, hinging on identifiable social behaviour.</p>	
<p>G05. Cultural Insight</p> <p>Work inspired by a specific cultural insight stemming from the ideas, customs, values and lifestyles found within a specific region or locality.</p>	
<p>G06. Breakthrough on a Budget</p> <p>Creative use of modest budgets and/or resources in relation to the market and/or industry to create maximum impact. The work should demonstrate how fresh insight, smart spending and compelling strategic thinking solved a business problem despite limited resources.</p>	
<p>G07. Corporate Purpose & Social Responsibility</p> <p>Purpose driven work / brand activism that address social, ethical and environmental issues. Entries should demonstrate how the brand's purpose has created value and impacted communities by connecting customers to culture.</p>	
<p>G08. Market Disruption</p> <p>Brands that have creatively adapted their strategy in response to local / regional / global issues, embracing new ways of delivering their brand while showing consideration for the consumer.</p>	

Creative Commerce

The Creative Commerce Spikes celebrate the innovative and creative approach to online and offline commerce, payment solutions and transactional journeys.

Work will need to demonstrate how innovation and optimisation at any point of the end to end customer journey led to increased consumer engagement and commercial success.

- A number of criteria will be considered during judging and weighted as follows: 30% Idea, 20% strategy, 20% execution, 30% results.
- The same piece of work can be entered up to three times in Creative Commerce.
- However, the same piece of work may only be entered once in 'A. Creative Commerce: Sectors'.

A. Creative Commerce: Sectors The same piece of work can be submitted only once in this section.	Materials
A01. Consumer Goods All fast moving & durable consumer goods, including food and drinks, toiletries, cleaning products, other household goods, other FMCG, clothing and accessories, furniture, consumer electronics, cars and automotive products & services. <i>All fast food entries should go in A03. Travel, Leisure, Retail, Restaurants & Fast Food Chains</i>	Compulsory <ul style="list-style-type: none"> • Digital Presentation Image JPG Highly Recommended (Optional) <ul style="list-style-type: none"> • Case Film Optional <ul style="list-style-type: none"> • URL • Awards Show Film • Digital Supporting Content • Digital Supporting Images JPG
A02. Healthcare Pharma, OTC drugs, wellness.	
A03. Travel, Leisure, Retail, Restaurants & Fast Food Chains All transport and travel related services, including public transport and tourism boards. All entertainment and leisure related services, including museums, festivals and gyms. All shops, including online shopping, opticians, hairdressers and estate agents. All restaurants and fast food chains, including cafes and bars.	
A04. Media / Entertainment Music, film, television, publications & media, books, news, digital platforms, other media.	
A05. Consumer Services / Business to Business All commercial public services, Legal, financial, B2B technology, consultancies & professional services, other business services, internal & corporate communications.	
A06. Not-for-profit / Charity / Government Government, public information, NGOs, military, charities, non-profit organisations. <i>All CSR work should be entered in the relevant sector and/or D02. Corporate Purpose & Social Responsibility category in section D. Challenges & Breakthroughs</i>	

<h2>B. Channels</h2> <p>Work in these categories will be judged on commerce creativity and channel innovation.</p>	<h2>Materials</h2>
<p>B01. Social / Influencer Commerce</p> <p>Work that harnesses social platforms to engage consumers and drive business results.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Case Film <p>Optional</p> <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
<p>B02. Mobile-led Commerce</p> <p>The creative application of mobile commerce solutions that led to the optimisation of the customer journey, increased engagement and commercial success. This may include, but is not limited to apps, wallets, reward programs and hyper convenience.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Presentation Image JPG URL <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Case Film <p>Optional</p> <ul style="list-style-type: none"> Awards Show Film Digital Supporting Content Digital Supporting Images JPG
<p>B03. Entertainment Commerce</p> <p>The seamless integration of transactional commerce and entertainment content through unexpected partnerships and brand experiences. Including, but not limited to, long form content, retail theatre, gaming, sports, music, virtual worlds, etc.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Case Film <p>Optional</p> <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
<p>B04. Omnichannel Commerce</p> <p>Work that effectively integrates multiple digital and physical channels to provide exceptional customer experience and conversion.</p>	
<p>B05. Sustainable Commerce</p> <p>Including, but not limited to, responsible consumption and production, packaging, economic models (ie replenishment), environmentally friendly shipping options, waste management, commerce for good, etc.</p>	
<p>B06. Innovative Use of Media</p> <p>Commerce work that demonstrates the inventive use of new or existing technology, platforms, media or channels.</p>	

<h2>C. Experience & Engagement</h2> <p>Commerce work in this section should focus on the customer journey, ensuring a seamless experience at every touchpoint to engage and captivate audiences both online and offline.</p>	<h2>Materials</h2>
C01. Targeting, Insights and Personalisation Work that uses consumer insights to provide authentic, real-time communication at every touchpoint of the transactional journey, enriching the user experience and driving engagement to achieve business results. Including, but not limited to, segmentation strategies, dynamic content, personalised messaging, etc.	Compulsory <ul style="list-style-type: none"> Digital Presentation Image JPG
C02. In-Store Experiences Including, but not limited to, offline retail promotions, store displays, pop-up stores and events, product sampling / trial, limited edition products, etc.	Highly Recommended (Optional) <ul style="list-style-type: none"> Case Film
C03. Data-driven Consumer Product Online and offline work designed to attract or maintain customers, encourage customer activity and increase overall transaction value. This may include, but is not limited to, promotions, competitions, geofencing, app and social integration etc.	Optional <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
C04. Metaverse, New Realities & Emerging Tech NEW Immersive experiences that creatively push the boundaries of technology within commerce. Including but not limited to AR, VR, AI, wearable tech and mobile devices, voice technology, blockchain technology, Web3, gamification, virtual worlds, metaverse and all other emerging platforms. Does not include prototypes of early stage technology. <i>Please provide a demo film of the technology for the jury</i>	Compulsory <ul style="list-style-type: none"> Digital Presentation Image JPG Highly Recommended (Optional) <ul style="list-style-type: none"> Case Film Optional <ul style="list-style-type: none"> URL AR/VR Files Awards Show Film Digital Supporting Content Digital Supporting Images JPG
C05. Payment Solutions Payment solutions that effectively incentivise purchasing and/or engage consumers (including social verification & biometric data). Including but not limited to, software & apps, blockchain technology, cryptocurrencies, NFTs, mobile wallets and reward programs automation, delegated authority, hyper convenience and order buttons. Does not include prototypes of early stage technology.	Compulsory <ul style="list-style-type: none"> Digital Presentation Image JPG Highly Recommended (Optional) <ul style="list-style-type: none"> Case Film Optional <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG

<p>C06. eCommerce Websites / Apps</p> <p>The creation of exceptional eCommerce B2B or B2C websites or apps that provide a seamless user experience throughout the entire customer journey. This may include, but is not limited to, UX and UI strategies, user experience patterns, conventions, preferences, branding, display advertising, conversational interfaces, any other functionality & the conversion rate of the website / app in order to drive sales.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> • Digital Presentation Image JPG • URL <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> • Case Film <p>Optional</p> <ul style="list-style-type: none"> • Awards Show Film • Digital Supporting Content • Digital Supporting Images JPG
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<p>D. Challenges & Breakthroughs</p> <p>Creative and innovative work that is brought to life through deep cultural insight, regional context and progressive thinking.</p>	<p>Materials</p>
<p>D01. Social Behaviour & Cultural Insight</p> <p>Work inspired by a specific audience / community, hinging on identifiable social behaviour or cultural insights.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> • Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> • Case Film <p>Optional</p> <ul style="list-style-type: none"> • URL • Awards Show Film • Digital Supporting Content • Digital Supporting Images JPG
<p>D02. Corporate Purpose & Social Responsibility</p> <p>Purpose driven work / brand activism that address social, ethical and environmental issues. Entries should demonstrate how the brand's purpose has created value and impacted communities by connecting customers to culture.</p>	
<p>D03. Market Disruption</p> <p>Brands that have creatively adapted their strategy in response to local / regional / global issues, embracing new ways of delivering their brand while showing consideration for the consumer.</p>	

Creative Data

The Creative Data Spikes celebrate the interplay of ideas and information.

Work should demonstrate how the work was enhanced by the creative and strategic use, interpretation, analysis or application of data and insights. The data-driven strategy must sit at the core of the idea and the results / impact must be clear and robust.

- A number of criteria will be considered during judging and weighted as follows: 30% strategy; 30% application; 20% innovation; 20% impact and results.
- There is no overall limit to how many times the same piece of work can be entered into Creative Data as long as the categories chosen are relevant.

A. Creative Data	Materials
A01. Data-enhanced Creativity Creative work elevated through the use of data or data-driven methods, including but not limited to, personalisation and interactivity. The enhancement should demonstrably improve both the customer experience and the outcome.	Compulsory <ul style="list-style-type: none"> • Digital Presentation Image JPG Highly Recommended (Optional) <ul style="list-style-type: none"> • Case Film Optional <ul style="list-style-type: none"> • URL • Awards Show Film • Digital Supporting Content • Digital Supporting Images JPG
A02. Data-driven Targeting The creative use or interpretation of data to deliver an effective audience segmentation strategy. Entries should demonstrate how data contributed either to programmatic targeting or provided a key quantitative insight that helped define the target and specific consumer groups, brand message or channel, allowed for better personalisation or increased a brand's position in the market.	
A03. Data-driven Consumer Product Physical or digital products created using data and research. Work that clearly demonstrates how data has contributed to the development of the product and how the product met business objectives. Sales data and ongoing data based product improvements will be considered.	
A04. Data Storytelling The strategic use of data to convey a powerful brand narrative. Entries should show how data driven insight increased consumer engagement or how messages derived from data were presented to provide successful brand / consumer stories.	
A05. Data Visualisation Bespoke visualisations of complex data that communicates information clearly and efficiently to consumers in a way that led to a change in behaviour. Including online dynamic, static, interactive or real-time infographics and offline visualisations such as visual installations and activations.	
A06. Data Technology The creative and strategic use of new or existing data driven technology, including but not limited to, models, tools, platforms, apps and algorithms. Entries must demonstrate how the application or invention of data technology enhanced the brand's strategy and creative message. Strategic collaborations with technology providers will also be considered.	
A07. Use of Real-time Data Data created or used in real-time, that provides dynamic content or enables an on-going consumer relationship. Entries should clearly demonstrate the responsive relationship between real-time data and the strategic output, showing how the data improved the consumer experience by making the work more relevant, timely or personalised.	

<p>A08. Social Data & Insight</p> <p>The creative interpretation of data specifically generated from social media platforms in order to target, engage or develop a relationship with a specific audience or community. Insights gained through the strategic use of social data and associated targeting methods will be considered.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> • Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> • Case Film <p>Optional</p> <ul style="list-style-type: none"> • URL • Awards Show Film • Digital Supporting Content • Digital Supporting Images JPG
<p>A09. Creative Data Collection & Research</p> <p>Data-driven research (including market research), data sourcing and/or data aggregation, carried out in order to deliver a stronger campaign or brand strategy. Entries should thoroughly outline how the selected processes, research methodologies, technologies, channels and/or resources influenced the overall outcome.</p>	
<p>A10. Data Integration</p> <p>The integration of multiple data streams to provide new insights from planning through to delivery of a creative campaign or brand strategy. This may include, but is not limited to, data collection, fusion, technology enabled integration of data from various sources and connecting data streams.</p>	
<p>A11. Innovative use of Analytics</p> <p>The strategic use of progressive or original analytical technologies in order to better understand the consumer or produce compelling insight.</p>	
<p>A12. Customer / Business Intelligence</p> <p>Strategic use of technologies that aid the interpretation of raw consumer and business data into meaningful information. Entries in this category should demonstrate how the creative use of technology had a direct impact on the overall engagement strategy.</p>	

Creative Effectiveness

The Creative Effectiveness Spikes celebrates the measurable impact of creative work.

Work will need to demonstrate how an effective strategy rooted in creativity has met its chosen business objectives, how it generated positive customer outcomes and drove sustainable business impact over time.

- A number of criteria will be considered during judging and weighted as follows: 25% idea; 25% strategy; 50% impact and results.
- To be eligible your work must have won or been shortlisted at one of the previous three Spikes Asia festivals.
- The same piece of work can be entered up to three times in Creative Effectiveness.
- However, the same piece of work may only be entered once in 'A. Creative Effectiveness: Sectors'.

A. Creative Effectiveness: Sectors Work in this section should focus on effectiveness achieved in a particular sector, and whether the work achieved or exceeded its objectives and goals. The same entry can be submitted only once in this section.	Materials
A01. Consumer Goods All fast moving & durable consumer goods, including food and drinks, toiletries, cleaning products, other household goods, other FMCG, clothing and accessories, furniture, consumer electronics, cars and automotive products & services. <i>All fast food entries should go in A03. Travel, Leisure, Retail, Restaurants & Fast Food Chains.</i>	Compulsory <ul style="list-style-type: none"> • Online Form • Client Approval Letter Optional <ul style="list-style-type: none"> • URL • Appendix • Digital Supporting Images JPG
A02. Healthcare Pharma, OTC drugs, wellness.	
A03. Travel, Leisure, Retail, Restaurants & Fast Food Chains All transport and travel related services, including public transport and tourism boards. All entertainment and leisure related services, including museums, festivals and gyms. All shops, including online shopping, opticians, hairdressers and estate agents. All restaurants and fast food chains, including cafes and bars.	
A04. Media / Entertainment Music, film, television, publications & media, books, news, digital platforms, other media.	
A05. Consumer Services / Business to Business All commercial public services, legal, financial, B2B technology, consultancies & professional services, other business services, internal & corporate communications.	
A06. Not-for-profit / Charity / Government Government, public information, NGOs, military, charities, non-profit organisations.	

B. Market Work in this section should demonstrate how the work enabled the brand to effectively achieve their objectives in a chosen market.	Materials
B01. Single Market Work that has been implemented in a single market with a single target market at its core. Entries should describe how the work was creatively designed for the target market and the tangible business and/or awareness results achieved.	Compulsory <ul style="list-style-type: none"> • Online Form • Client Approval Letter Optional <ul style="list-style-type: none"> • URL • Appendix • Digital Supporting Images JPG
B02. Multi Market Work that has been implemented across multiple markets, including global approaches. The work should describe how it was creatively designed for multiple markets and the tangible business and/or awareness results achieved.	
B03. Creative Effectiveness for Good Celebrating the measurable impact of creative work with social purpose at the heart. The work should be for a charity, non-profit or government body or for brands who can demonstrate they worked in partnership with a not-for-profit organisation. Entries should illustrate how the campaign drove tangible results, was instrumental to cultural change or integral to achieving a brand's purpose.	

C. Brand Challenges & Opportunities Work in these categories should focus on the brand challenge or opportunity identified. Entries should explain their strategic response, as well as specific channels and touchpoints chosen and why.	Materials
C01. Launch & Re-Brand Work created to launch or re-brand/refresh a product, service or organisation	Compulsory <ul style="list-style-type: none"> ● Online Form ● Client Approval Letter Optional <ul style="list-style-type: none"> ● URL ● Appendix ● Digital Supporting Images JPG
C02. Acquisition & Retention Work that effectively attracts new customers, drives new engagement or strengthens existing customer relationships. Entries should show an increase in new business or customer activity.	
C03. Real-time Response Effective targeted work which responds to world events, public affairs and other real-world, real-time activity prompting social sharing and a measurable response.	
C04. Sustained Success Celebrating the long-term impact of creative work. The work should demonstrate how a long running campaign drove tangible business results, was instrumental to cultural change or integral to achieving a brand's purpose. Entries in this category must show results over several years.	
C05. Collaboration Celebrating the measurable impact of creative work that is the result of a collaboration between brands and agencies or partner agencies to achieve a business goal. Entries should demonstrate how the collaborative effort drove tangible business results.	
C06. Breakthrough on a Budget Creative use of modest budgets and/or resources in relation to the market and/or industry to create maximum impact. The work should demonstrate how fresh insight, smart spending and compelling strategic thinking solved a business problem despite limited resources.	
C07. Challenger Brand Brands that have creatively adapted their approach in response to competitor pressure by challenging the status quo to create game-changing work that uses progressive thinking and innovative creativity.	
C08. Market Disruption Brands that have creatively adapted their strategy in response to local / regional / global issues, embracing new ways of delivering their brand while showing consideration for the consumer.	

Creative Strategy

The Creative Strategy Spikes celebrates the idea behind the idea, how strategic planning can redefine a brand, reinvent its business, and influence consumers or wider culture.

The work will need to demonstrate exceptional interpretation of the business / brand challenge, breakthrough thinking and transformational problem-solving that led to compelling creative strategy.

- A number of criteria will be considered during judging and weighted as follows: 30% interpretation of business / brand challenge / 30% insight breakthrough thinking / 20% creative idea / 20% outcome and results. The same piece of work can be entered up to three times in Creative Strategy. However, the same piece of work may only be entered once in 'A. Sectors'. For Creative Strategy Spikes Award the eligibility dates are 01 January 2021 – 31 January 2024.

A. Creative Strategy: Sectors	Materials
A01. Consumer Goods NEW All fast moving & durable consumer goods, including food and drinks, toiletries, cleaning products, other household goods, other FMCG, clothing and accessories, furniture, consumer electronics, cars and automotive products & services.	Compulsory <ul style="list-style-type: none"> Information Deck Highly Recommended (Optional) <ul style="list-style-type: none"> Case Film Optional <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
A02. Healthcare NEW Pharma, OTC drugs, wellness.	
A03. Travel, Leisure, Retail, Restaurants & Fast Food Chains NEW All transport and travel related services, including public transport and tourism boards. All entertainment and leisure related services, including museums, festivals and gyms. All shops, including online shopping, opticians, hairdressers and estate agents. All restaurants and fast food chains, including cafes and bars.	
A04. Media / Entertainment NEW Music, film, television, publications & media, books, news, digital platforms, other media.	
A05. Consumer Services / Business to Business NEW Legal, financial, B2B technology, consultancies & professional services, other business services, internal & corporate communications.	
A06. Not-for-profit / Charity / Government NEW Government, public information, NGOs, military, charities, non-profit organisations. <i>All CSR work should be entered in the relevant sector and/or C05. Corporate Purpose & Social Responsibility category in section C. Challenges & Breakthroughs</i>	
B. Insights & Research	Materials
B01. Data & Analytics & Insight NEW Strategy inspired by insightful analysis and interpretation of data, revealing a clear business problem / opportunity. Including, but not limited to, the use of data science, commissioned research, online behavioural data, statistical analysis, sales information, consumer first party data etc.	Compulsory <ul style="list-style-type: none"> Information Deck Highly Recommended (Optional) <ul style="list-style-type: none"> Case Film Optional <ul style="list-style-type: none"> URL Digital Supporting Content Digital Supporting Images JPG

C. Challenges & Breakthroughs	Materials
<p>C01. Challenger Brand Strategy NEW</p> <p>Celebrating brands that have creatively adapted their approach in response to competitor pressure by challenging the status quo to create game-changing work that uses progressive thinking and innovative creativity. The work should demonstrate the core strategic thought and its positive effect on brand value by challenging the dominant narrative conventions in their category.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> Information Deck <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Case Film <p>Optional</p> <ul style="list-style-type: none"> URL Digital Supporting Content Digital Supporting Images JPG
<p>C02. Breakthrough on a Budget NEW</p> <p>Creative use of modest budgets and/or resources in relation to the market and/or industry to create maximum impact. The work should demonstrate how fresh insight, smart spending and compelling strategic thinking solved a business problem despite limited resources.</p>	
<p>C03. Multi-market Strategy NEW</p> <p>Successful translation and integration of strategy across multiple markets. How a global strategy was applied to specific markets in order to drive tangible business results, or achieve a brand's purpose.</p> <p><i>Entries should identify a minimum of three countries / regions the strategy was applied to.</i></p>	
<p>C04. Long-term Strategy NEW</p> <p>Celebrating the creativity of long-term strategy. The work should demonstrate how a long-running strategy was instrumental to achieving a brand's purpose, driving engagement and shaping brand identity.</p> <p><i>There is an increased eligibility for this category of 5+ years: 1 January 2019 – 31 January 2024.</i></p>	
<p>C05. Corporate Purpose & Social Responsibility NEW</p> <p>Purpose driven work / brand activism that addresses social, ethical and environmental issues. How the brand's purpose has created value and impacted communities by connecting customers to culture.</p>	
<p>C06. Market Disruption NEW</p> <p>Brands that have creatively adapted their strategy in response to local / regional / global issues, embracing new ways of delivering their brand while showing consideration for the consumer.</p>	

D. Partnerships & Perspectives	Materials
<p>D01. Brave Brands NEW</p> <p>Outstanding brand bravery including progressive thinking relating to a challenge. How risk-taking has produced tangible results for the brand.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> Information Deck <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Case Film <p>Optional</p> <ul style="list-style-type: none"> URL Digital Supporting Content Digital Supporting Images JPG

<p>D02. Partnerships & Sponsorship NEW</p> <p>Strategic partnerships and / or sponsorships that create immediate and long term business results. Entries will be judged on how effective the partnership / sponsorship was.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> Information Deck <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Case Film <p>Optional</p> <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
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E. Excellence in Creative Strategy	Materials
<p>E01. Strategic Transformation NEW</p> <p>Innovative strategic, scalable solutions to business challenges that have a tangible impact on the business model, structure and operations, culture, customer / employee experience etc.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> Information Deck <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Case Film <p>Optional</p> <ul style="list-style-type: none"> URL Digital Supporting Content Digital Supporting Images JPG
<p>E02. Use of Mobile & Devices NEW</p> <p>The strategic execution of mobile first work to create a measurable impact. This may include, but is not limited to all mobile platforms, devices and wearables.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> Information Deck <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Case Film <p>Optional</p> <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
<p>E03. Use of Social & Digital Platforms NEW</p> <p>Work with strategic social thinking at its core. Effective use of social & digital platforms and communities to target and engage consumers in order to maintain market share and achieve tangible business results.</p>	
<p>E04. Live Brand Experience NEW</p> <p>Work with strategic brand experience at the core that enables a brand to provide message amplification and engage with a public/audience, driving clear business results. Including, but not limited to, live shows, festivals, concerts, sporting events, guerrilla marketing, large and small scale stunts, one off experiential events, etc.</p>	
<p>E05. Tech-led Strategy NEW</p> <p>The strategic use of new or existing technology, including but not limited to, models, tools, platforms, apps and algorithms.</p>	
<p>E06. 360 Integrated Brand Strategy NEW</p> <p>The strategic and effective integration of multiple channels to achieve tangible business results. Entries should demonstrate the use of at least 3 different channels.</p>	

Design

The Design Spikes celebrate visual craftsmanship.

Work should demonstrate how design has been used to define a brand or communicate its key messages; work in which a unique visual identity leads to consumer recognition or understanding.

- A number of criteria will be considered during judging and weighted as follows: 40% idea; 40% execution; 20% results.
- There is no overall limit to how many times the same piece of work can be entered into Design as long as the categories chosen are relevant.

A. Comprehensive Branding Programmes Celebrating work across multiple brand touchpoints and media platforms. Entries should demonstrate the brand experience across a variety of media including, but not limited to, packaging, print, brand collateral, digital content, environments and film content.	Materials
A01. Creation of a new Brand Identity Creation of a new brand or corporate identity for any product, service or organisation. <i>Please provide at least 3 examples of the new branding in situ.</i>	Compulsory <ul style="list-style-type: none"> • Digital Presentation Image JPG
A02. Rebrand / Refresh of an existing Brand Rebrand / refresh of an existing brand identity for any product, service or organisation. <i>Please provide examples of the previous branding for comparison.</i>	Highly Recommended (Optional) <ul style="list-style-type: none"> • Case Film Optional <ul style="list-style-type: none"> • URL • Awards Show Film • Digital Supporting Content • Digital Supporting Images JPG

B. Communication Design Please supply a demo film showcasing the design element of the work.	Materials
B01. Books Including, but not limited to, editorial and cover design for printed books. Please indicate in your submission whether you would like the cover or the whole book to be considered / judged. <i>eBooks should be entered into C01. Digital & Interactive Design.</i>	Compulsory <ul style="list-style-type: none"> • Digital Presentation Image JPG Highly Recommended (Optional)
B02. Publications & Brand Collateral Including but not limited to magazines, newspapers, brochures, articles, press/media kits, games, branded stationery, etc. <i>Online publications should be entered into C01. Digital & Interactive Design</i>	<ul style="list-style-type: none"> • Case Film • Physical Support Material
B03. Posters Poster design for the use of promotion and brand communication. <i>Poster campaigns of 2+ executions should be entered together as a single entry. Concepts conceived for another medium and applied to a poster format are not eligible in this category.</i>	Optional <ul style="list-style-type: none"> • URL • Awards Show Film • Digital Supporting Content • Digital Supporting Images JPG
B04. Self-promotion Any type of media format designed by agencies to promote themselves.	

C. Digital & Interactive Design	Materials
<p>C01. Digital & Interactive Design</p> <p>The execution of design to aid the function and use of the digital product. This may include, but is not limited to, websites, online publications, digital installations, apps, data visualisation, virtual worlds, etc. Does not include prototypes of early stage technology.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Presentation Image JPG URL <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Case Film <p>Optional</p> <ul style="list-style-type: none"> Awards Show Film Digital Supporting Content Digital Supporting Images JPG

D. Brand Environment & Experience Design	Materials
<p>Work focused on the personal experience of the brand story or message as told in space and in time, demonstrating why the target audience found the experience remarkable, meaningful and memorable.</p> <p>Please supply 3-5 images in JPG format showing different views of the interior or exhibition, including a floor plan or layout if possible.</p>	
<p>D01. Retail Environment & Experience Design</p> <p>The design and construction of a permanent or temporary retail space / installation. The work should demonstrate functionality, presentation of the brand values and ease of sale. Including, but not limited to, pop-up stores, seasonal displays, mobile demo units, department and specialist stores, banks, salons etc.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Case Film <p>Optional</p> <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
<p>D02. Point of Sales, Consumer Touchpoints & In-store Collateral</p> <p>In-store communications in order to drive immediate sales including, but not limited to, posters, on-shelf communication, physical or digital POS, visual merchandising, product displays, retail fixtures, shopping bags, gift wrapping, catalogues and other post-purchase collateral.</p> <p><i>Entries should show the work within a sales environment.</i></p>	
<p>D03. Events Storytelling</p> <p>Attendees' physical and emotional journey that enhances the key messaging of the event through narrative and storytelling. The elements of focus include the use of technology, interactivity and the multisensory experience.</p>	
<p>D04. Spatial & Sculptural Exhibitions and Experiences</p> <p>Exhibitions / experiences that make use of community & public spaces. Including, but not limited to, how the space is curated, designed and built to enhance the experience of the attendee.</p>	
<p>D05. Multi Channel Experience</p> <p>Work designed for multiple online or offline channels that demonstrates a holistic user experience across multiple touchpoints.</p>	

<h2>E. Packaging</h2> <p>Please supply a sample of the actual packaging piece or range.</p>	<h2>Materials</h2>
E01. Consumer Goods All fast moving & durable consumer goods, including food and drinks, toiletries, cleaning products, other household goods, other FMCG, clothing and accessories, furniture, consumer electronics, cars and automotive products & services.	Compulsory <ul style="list-style-type: none"> Digital Presentation Image JPG Highly Recommended (Optional) <ul style="list-style-type: none"> Case Film Demo Film Physical Support Material Optional <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
E02. Beauty / Healthcare Beauty products & cosmetics, pharma, OTC drugs and wellness.	
E03. Consumer Durables Consumer technology, homeware, furniture, lighting, toys, fashion, home appliances, other durables.	
<h2>F. Products</h2> <p>Design that increases brand value through functional and aesthetic resolution demonstrating brand qualities / product identity through form, function, usability, aesthetics, problem solving, production, research and manufacturability.</p> <p>Products must have been available for purchase within the festival's eligibility dates. Please send physical samples for the jury to experience.</p>	<h2>Materials</h2>
F01. Consumer Products Consumer technology, homeware, furniture, lighting, toys, fashion, home appliances, other durables. <i>Products must have been available for purchase within the festival's eligibility dates. Please send physical samples for the jury to experience.</i>	Compulsory <ul style="list-style-type: none"> Digital Presentation Image JPG Highly Recommended (Optional) <ul style="list-style-type: none"> Case Film Demo Film Physical Support Material Optional <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
F02. Environmental / Social Impact The use of product design to positively impact society. This may include but is not limited to, education, health, medical, global social challenges etc. <i>Products must have been available for purchase within the festival's eligibility dates. Please send physical samples for the jury to experience.</i>	
F03. Innovative solutions The use of new technologies, depth of development, techniques, methods and materials to create a truly innovative product with design solutions that enhance the quality of life through their functionality, problem solving, ease of use, ergonomics and product compliance with appropriate standards. <i>Products must have been available for purchase within the festival's eligibility dates. Please send physical samples for the jury to experience.</i>	

Digital Craft

The Digital Craft Spikes celebrate technological artistry.

Work should demonstrate exceptional form and function in a digital context; work with flawless design, masterful execution and outstanding user experience created for all digital environments.

- Criteria considered during judging will predominantly be the execution and experience.
- There is no overall limit to how many times the same piece of work can be entered into Digital Craft as long as the categories chosen are relevant.

A. Form The overall creative aesthetic value of the work entered in both sound and visuals.	Materials
A01. UI The interactive journey created through the transference of a brand's visual assets to a digital product or service; with particular focus on the overall consistency in presentation, look, feel and interaction.	Compulsory <ul style="list-style-type: none"> • Digital Presentation Image JPG • URL Highly Recommended (Optional) <ul style="list-style-type: none"> • Demo Film Optional <ul style="list-style-type: none"> • AR/VR Files • Awards Show Film • Digital Supporting Content • Digital Supporting Images JPG
A02. Digital Illustration Creative application of illustration within a digital context, including 3D modelling.	
A03. Video / Moving Image Creative use of online video and digital footage with technical skill involved, including 360 and interactive video.	
A04. Digital Image Design Creative use of still images including photography, artwork, image manipulation.	
A05. Music / Sound Design Creative use of music and / or sound design including sonic branding and music initiated work etc.	
A06. Overall Aesthetic Design The overall achievement in aesthetic composition and fluidity of graphic design.	
A07. Experience Design: Multi-platform NEW Immersive large or small scale digital experiences and events which are set up to engage and strengthen relationships with the consumer. This may include, but is not limited to VR, AR, installations, voice activated technologies, multi-screen / multi-dimensional experiences, metaverse and virtual worlds. Does not include prototypes of early stage technology.	Compulsory <ul style="list-style-type: none"> • Digital Presentation Image JPG • URL Highly Recommended (Optional) <ul style="list-style-type: none"> • Demo Film Optional <ul style="list-style-type: none"> • AR/VR Files • Digital Supporting Content • Digital Supporting Images JPG

B. Function The practical use and/or purpose in the creative design, operation and performance. All digital entries including mobile can be entered multiple times in this section.	Materials
B01. UX & Journey Design Design practice focused on the emotional and behavioural response to a digital product or service with relevant, seamless and consistent user experience at every point of interaction.	Compulsory <ul style="list-style-type: none"> Digital Presentation Image JPG URL Highly Recommended (Optional) <ul style="list-style-type: none"> Demo Film Optional <ul style="list-style-type: none"> AR/VR Files Awards Show Film Digital Supporting Content Digital Supporting Images JPG
B02. Native & Built-in Feature Integration The creative use of built-in and existing integral features of a mobile, desktop or other digital device including cameras, microphones, touchscreens, Bluetooth, mobile sensors, GPS etc.	
B03. Experience Design: Multi-platform Immersive digital experiences and events which engage and strengthen relationships with the consumer. This may include, but is not limited to VR, AR, installations, motion chairs, multi-screen and multi-dimensional experiences.	
B04. Overall Functional Design The overall excellence in performance of all user functions of a digital product or service.	
B05. Websites / Microsites Long-term or short term site destinations for a brand, product or service.	
C. Data The presentation of data and artificial intelligence utilised to enhance brand experience.	Materials
C01. Curation of Data The creative tracking and / or collection of personal and big data to enhance user experience, design and content in a significant way. This may include but is not limited to, non-traditional interface, transactional / non-transactional, active / passive user data capture, social listening / analytics, GPS, internet of things, biometrics etc.	Compulsory <ul style="list-style-type: none"> Digital Presentation Image JPG URL Highly Recommended (Optional) <ul style="list-style-type: none"> Demo Film Optional <ul style="list-style-type: none"> AR/VR Files Awards Show Film Digital Supporting Content Digital Supporting Images JPG
C02. Data Storytelling The creative use of data to convey a brand story. Focus will be placed on how the curated data / insight was used in order to engage or develop a meaningful relationship with a specific audience, culture or community.	
C03. Data Visualisation Creative visual representation and presentation of digital data and insights.	

<h2>D. Technology</h2> <p>The value of the applied technology as a platform for creative digital content and how it is executed to enhance the user experience.</p>	<h2>Materials</h2>
<p>D01. Metaverse, New Realities & Emerging Tech NEW</p> <p>The creative application of immersive experiences which creatively push the boundaries of technology within digital craft. Including but not limited to AR, VR, AI, wearable tech and mobile devices, voice technology, video mapping, blockchain technology, gamification, virtual worlds, metaverse and all other emerging platforms. Does not include prototypes of early stage technology.</p> <p><i>Please provide a demo film of the customer experience for the jury.</i></p>	<p>Compulsory</p> <ul style="list-style-type: none"> • Digital Presentation Image JPG • URL <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> • Demo Film <p>Optional</p> <ul style="list-style-type: none"> • AR/VR Files • Awards Show Film • Digital Supporting Content • Digital Supporting Images JPG
<p>D02. Innovative Use of Technology</p> <p>Existing or new technology used to enhance the user experience and/or brand communication. Including, but not limited to, smart automation, AI applications, chatbots, avatars, virtual influencers, utility apps, on-demand services, content crowdsourcing / distribution, cloud services and marketplaces. Does not include prototypes of early stage technology.</p>	
<p>D03. Technological Achievement in Digital Craft</p> <p>Digital work that balances aesthetic craft with technical understanding / advancement in digital communications / experiences.</p>	

Direct

The Direct Spikes celebrate targeted and response-driven creativity.

Work should demonstrate how insights and/or data were used as part of the strategy to engage specific target audience groups and develop customer relationships, inspiring action and producing measurable results.

- A number of criteria will be considered during judging and weighted as follows: 30% idea; 20% strategy; 20% execution; 30% impact and results.
- The same piece of work can be entered up to three times in Direct.
- However, the same piece of work may only be entered once in 'A. Direct: Sectors'.

A. Direct: Sectors The same entry can be submitted only once in this section.	Materials
A01. Consumer Goods All fast moving & durable consumer goods, including food and drinks, toiletries, cleaning products, other household goods, other FMCG, clothing and accessories, furniture, consumer electronics, cars and automotive products & services. <i>All fast food entries should go in A03. Travel, Leisure, Retail, Restaurants & Fast Food Chains</i>	Compulsory <ul style="list-style-type: none"> • Digital Presentation Image JPG Highly Recommended (Optional) <ul style="list-style-type: none"> • Case Film Optional <ul style="list-style-type: none"> • URL • Awards Show Film • Digital Supporting Content • Digital Supporting Images JPG
A02. Healthcare Pharma, OTC drugs, wellness.	
A03. Travel, Leisure, Retail, Restaurants & Fast Food Chains All transport and travel related services, including public transport and tourism boards. All entertainment and leisure related services, including museums, festivals and gyms. All shops, including online shopping, opticians, hairdressers and estate agents. All restaurants and fast food chains, including cafes and bars.	
A04. Media / Entertainment Music, film, television, publications & media, books, news, digital platforms, other media.	
A05. Consumer Services / Business to Business All commercial public services, legal, financial, B2B technology, consultancies & professional services, other business services, internal & corporate communications.	
A06. Not-for-profit / Charity / Government Government, public information, NGOs, military, charities, non-profit organisations. <i>All CSR work should be entered in the relevant sector and/or G07. Corporate Purpose & Social Responsibility category in section G. Culture & Context</i>	

B. Use of Direct How the medium was used as a piece of direct communication for a brand.	Materials
B01. Mailing One dimensional and multi-dimensional mailings. This may include, but is not limited to, greeting cards, invitations, samples, pop ups and all other types of mailed collateral. <i>Please send physical samples for the jury to experience.</i>	Compulsory <ul style="list-style-type: none"> Digital Presentation Image JPG Highly Recommended (Optional) <ul style="list-style-type: none"> Case Film Physical Support Material Optional <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
B02. Small Scale Media Non-mail and print collateral, including small physical objects and all other hand-held (or equivalent in size) items. <i>Small Scale' refers to the physical size of the ambient item, not the scale of the distribution. Please send physical samples for the jury to experience.</i>	
B03. Large Scale Media Non-traditional media, including stunts, street teams, events, outdoor / ambient media and other mediums that encourage direct interaction and seek a measurable response. <i>Large Scale' refers to the physical size of the ambient item, not the scale of the distribution.</i>	Compulsory <ul style="list-style-type: none"> Digital Presentation Image JPG Highly Recommended (Optional) <ul style="list-style-type: none"> Case Film Optional <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
B04. Use of Broadcast Direct led work using cinema, TV or audio, demonstrating how the chosen medium led the other direct elements.	
B05. Use of Print / Outdoor Direct work using Print or Outdoor. Including, but not limited to, newspapers, magazines, inserts, trade journals, traditional billboard or poster sites, bus shelters and transit advertising using standard advertising space. <i>Augmented billboards should be entered into B03. Large Scale Media.</i>	
B06. Use of Technology Other technology methods, including ad production, dynamic ads, and creative optimization techniques.	

<h2>C. Digital & Social</h2> <p>Work in these categories will be judged on how well the digital and social mediums and techniques were used as a piece of direct communication for a brand.</p>	<h2>Materials</h2>
<h3>C01. Use of Social / Digital Platforms</h3> <p>Use of digital platforms or social networks to create and/or enhance relationships with a community / consumers.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> • Digital Presentation Image JPG • URL <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> • Case Film <p>Optional</p> <ul style="list-style-type: none"> • AR/VR Files • Awards Show Film • Digital Supporting Content • Digital Supporting Images JPG
<h3>C02. Use of Mobile & Devices</h3> <p>Targeted communication with a clearly identifiable call to action or response mechanism delivered through mobile / portable devices.</p>	
<h3>C03. Real-time Response</h3> <p>Targeted social activity which responds to world events, public affairs and other real-world, real-time activity prompting social sharing and a measurable response.</p>	
<h3>C04. Co-creation & User Generated Content</h3> <p>Social activity designed to encourage a community / fanbase to contribute or collaborate with a brand initiative through a clear call to action.</p>	
<h2>D. Data</h2> <p>Work driven by the creative use of data or technology which enhanced the customer experience and led to measurable business results.</p>	<h2>Materials</h2>
<h3>D01. Data Strategy</h3> <p>The application of data which significantly forms the basis of a direct strategy. How the data-driven strategy helped to profile customer's behaviour and segmentation, which ultimately led to successful direct marketing activities.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> • Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> • Case Film <p>Optional</p> <ul style="list-style-type: none"> • URL • Awards Show Film • Digital Supporting Content • Digital Supporting Images JPG
<h3>D02. Data-driven Targeting</h3> <p>The interpretation and analysis of data used to build a targeted communication for a specific audience. This may include, but is not limited, to hyper-targeting, precision targeting, audience mapping and targeting segmentation.</p>	

E. Strategy Work that generated a significant consumer response through the use of a specific direct strategy.	Materials
E01. Acquisition & Retention Direct marketing used to maintain, drive new and reinvigorate lapsed relationships with B2B and B2C audiences.	Compulsory <ul style="list-style-type: none"> Digital Presentation Image JPG
E02. Launch / Re-launch Direct work created to launch or re-launch a product or service.	Highly Recommended (Optional) <ul style="list-style-type: none"> Case Film Optional <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG

F. Campaign	Materials
F01. Integrated Campaign Led by Direct Work which uses multiple platforms and is initiated, led or driven predominantly by direct marketing.	Compulsory <ul style="list-style-type: none"> Digital Presentation Image JPG Highly Recommended (Optional) <ul style="list-style-type: none"> Case Film Optional <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG

G. Culture & Context Work that is brought to life through cultural insights and regional context.	Materials
G01. Local Brand Work for brands which are only distributed in a single locality that resonated with a specific target audience.	Compulsory <ul style="list-style-type: none"> Digital Presentation Image JPG Highly Recommended (Optional) <ul style="list-style-type: none"> Case Film Optional <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
G02. Challenger Brand Brands which have creatively adapted their approach in response to competitor pressure by challenging the status quo to create game-changing work that uses progressive thinking and innovative creativity.	
G03. Single-market Campaign Work that only aired or ran in a single country / region / market. The work should describe how it was designed for the specific target market.	
G04. Social Behaviour Work inspired by a specific audience / community, hinging on identifiable social behaviour.	
G05. Cultural Insight Work inspired by a specific cultural insight stemming from the ideas, customs, values and lifestyles found within a specific region or locality.	
G06. Breakthrough on a Budget Creative use of modest budgets and/or resources in relation to the market and/or industry to create maximum impact. The work should demonstrate how fresh insight, smart spending and compelling strategic thinking solved a business problem despite limited resources.	
G07. Corporate Purpose & Social Responsibility Purpose driven work / brand activism which address social, ethical and environmental issues. The work should demonstrate how the brand's purpose has created value and impacted communities by connecting customers to culture.	
G08. Market Disruption Brands that have creatively adapted their strategy in response to local / regional / global issues, embracing new ways of delivering their brand while showing consideration for the consumer.	

Entertainment

The Entertainment Spikes celebrate creativity that turns content into culture.

Work should demonstrate ideas that are unskippable; work that captivates in order to cut-through, communicate a brand message or connected with consumers in a new way.

- A number of criteria will be considered during judging and weighted as follows: 20% strategy & insight; 30% creative idea; 30% craft & execution; 20% results.
- Brands refers to talent, artists, creators, influencers, streamers, athletes, teams, organisations, sponsors, platforms, media owners, rights holders or any entity that produces and distributes products and content related to the entertainment industry.
- There is no overall limit to how many times the same piece of work can be entered into Entertainment as long as the categories chosen are relevant.

<h2>A. Entertainment</h2> <p>Creative content crafted to build awareness for a brand by associating it with culture and values through entertainment.</p>	<h2>Materials</h2>
<p>A01. Fiction & Non-Fiction Film: Up to 5 minutes Branded fiction or non-fiction film, series or documentary / reality film created for cinema, TV, online or video on demand platforms.</p> <p><i>If you are submitting a series please upload all episodes in a single video file with slates denoting the start of the next episode. Traditional film advertising should be entered into the Film Spikes Asia Award.</i></p>	<p>Compulsory</p> <ul style="list-style-type: none"> • Original Content <p>Optional</p> <ul style="list-style-type: none"> • URL • Awards Show Film • Digital Supporting Content • Digital Supporting Images JPG
<p>A02. Fiction & Non-Fiction Film: 5–30 minutes Branded fiction or non-fiction film, series or documentary / reality film created for cinema, TV, online or video on demand platforms.</p> <p><i>If you are submitting a series please upload all episodes in a single video file with slates denoting the start of the next episode. Traditional film advertising should be entered into the Film Spikes Asia Award.</i></p>	
<p>A03. Fiction & Non-Fiction Film: Over 30 minutes Branded fiction or non-fiction film, series or documentary / reality film created for cinema, TV, online or video on demand platforms.</p> <p><i>If you are submitting a series please upload all episodes in a single video file with slates denoting the start of the next episode. Traditional film advertising should be entered into the Film Spikes Asia Award.</i></p>	
<p>A04. Metaverse, New Realities & Emerging Tech NEW Immersive experiences which creatively push the boundaries of technology within Entertainment, Gaming, Music and Sport. Including but not limited to AR, VR, AI, voice technology, blockchain technology, gamification, virtual worlds, metaverse and all other emerging platforms. Does not include prototypes of early stage technology.</p> <p><i>Please provide a demo film of the technology for the jury</i></p>	<p>Compulsory</p> <ul style="list-style-type: none"> • Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> • Case Film <p>Optional</p> <ul style="list-style-type: none"> • URL • AR/VR Files • Awards Show Film • Digital Supporting Content • Digital Supporting Images JPG

<p>A05. Live Entertainment NEW</p> <p>Live entertainment, including live broadcasts, live streams, concerts, stunts and festivals held physically or within virtual worlds, crafted to amplify a brand's message and increase engagement with an audience.</p> <p><i>Please supply a sample film file of up to 30 minutes.</i></p>	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Case Film <p>Optional</p> <ul style="list-style-type: none"> URL Digital Supporting Content Digital Supporting Images JPG
<p>A06. Audio Content</p> <p>Content created for radio, podcasts or other audio platforms.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> MP3 Original Version <p>Optional</p> <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
<p>A07. Brand Integration & Sponsorships / Partnerships for Branded Content</p> <p>Integration of brands into existing content such as films, series and TV or radio shows as well as strategic and creative partnership / sponsorships for branded content.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Presentation Image JPG
<p>A08. Audience Engagement or Distribution Strategy</p> <p>Exceptional audience engagement and distribution strategies that creatively and effectively further the content's reach.</p>	<p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Case Film <p>Optional</p> <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
<p>A09. Promotional Content for Publishers and Networks NEW</p> <p>Original content / programming created to promote a media company, network, broadcaster or publisher. Focus on how the work influenced audience perception, drove engagement, and communicated or evolved the identity of the publisher.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Case Film <p>Optional</p> <ul style="list-style-type: none"> URL Digital Supporting Content Digital Supporting Images JPG

<p>A10. Entertainment for Good NEW</p> <p>Brand led entertainment work which drove cultural change or was integral to achieving a brand's purpose.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Presentation Image JPG <p>Optional</p> <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
<p>A11. Innovation in Branded Content</p> <p>Ground-breaking and unparalleled branded content.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Case Film <p>Optional</p> <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG

<p>B. Talent</p> <p>Work that features or is developed in collaboration with talent, leveraging their influence to amplify a brand's message.</p>	<p>Materials</p>
<p>B01. Talent: Film, Series & Audio NEW</p> <p>Branded fiction films, documentaries, series or audio content that feature a talent to amplify a brand's message and increase engagement with an audience.</p> <p><i>If you are submitting a series please upload all episodes in a single video file with slates denoting the start of the next episode.</i></p>	<p>Compulsory</p> <ul style="list-style-type: none"> Film <p>Optional</p> <ul style="list-style-type: none"> URL Digital Supporting Content Digital Supporting Images JPG
<p>B02. Talent: Live Experience NEW</p> <p>Live entertainment, including concerts, stunts and festivals that feature a talent to amplify a brand's message and increase engagement with an audience.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Presentation Image JPG
<p>B03. Talent: Digital & Social NEW</p> <p>Digital and social media initiatives, which feature a talent to amplify a brand's message and increase engagement with an audience.</p>	<p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Case Film
<p>B04. Partnerships in Talent NEW</p> <p>Strategic, effective and mutually beneficial partnerships between a brand and a talent.</p>	<p>Optional</p> <ul style="list-style-type: none"> URL Digital Supporting Content Digital Supporting Images JPG

<h2>C. Sports & eSports</h2> <p>Creativity that taps into fan culture and leverages the power of sports and esports in connecting people to brands.</p> <p>*Esports may be entered across all categories within Section C.</p>	<h2>Materials</h2>
<p>C01. Sports: Film, Series & Audio</p> <p>Films, documentaries, series, live streams or audio content with sports at their core that aim to amplify a brand's message and increase engagement with an audience.</p> <p><i>If you are submitting a series please upload all episodes in a single video file with slates denoting the start of the next episode. Traditional film advertising should be entered into the Film Eurobest Award.</i></p>	<p>Compulsory</p> <ul style="list-style-type: none"> Original Content <p>Optional</p> <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
<p>C02. Brand Integration & Sponsorship / Partnership</p> <p>Integration of a brand into existing sports entertainment, such as sports events or sports TV shows and content.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Presentation Image JPG
<p>C03. Live Sports Experience</p> <p>Brand or sponsor integration into live sport or esports events, live broadcasts, live streams, shows, stunts and installations held physically or within virtual worlds, enabling a brand to provide message amplification and engage with an audience.</p>	<p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Case Film
<p>C04. Audience Targeting or Distribution Strategy</p> <p>Audience engagement and distribution strategies designed to build and engage a sports-related fanbase, enhancing community activity and brand affinity.</p>	<p>Optional</p> <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
<p>C05. Sports: Digital, Social & Emerging Tech</p> <p>Digital, mobile and social media initiatives with sports at their core. Sports entertainment designed for VR, AR or other emerging technologies or platforms.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Presentation Image JPG URL <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Case Film <p>Optional</p> <ul style="list-style-type: none"> AR/VR Files Awards Show Film Digital Supporting Content Digital Supporting Images JPG

<p>C06. Sports for Good</p> <p>The use of sports in collaboration with a brand, athlete, team, or sports organisation for a social purpose, including grassroots initiatives.</p>	<p>Compulsory</p> <ul style="list-style-type: none">• Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none">• Case Film <p>Optional</p> <ul style="list-style-type: none">• URL• Awards Show Film• Digital Supporting Content• Digital Supporting Images JPG
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Film

The Film Spikes celebrate the creativity of the moving image.

Work should demonstrate brilliant brand storytelling intended for a screen; filmed content created for TV, cinema, online and out-of-home experiences.

- Criteria considered during judging will predominantly be the idea and the execution.
- There is no overall limit to how many times the same piece of work can be entered into Film as long as the categories chosen are relevant.
- However, the same piece of work may only be entered once into section 'A. TV / Cinema Film: Sectors' and once into section 'B. Online Film: Sectors'.
- In sections A, B, C and D each execution constitutes one entry and all executions must have run within the eligibility period.
- In Sections E, F and G multiple executions can be entered as one entry however all Film executions must have run within the eligibility period.

<h2>A. TV/Cinema Film: Sectors</h2> <p>Films aired on TV or in cinemas. The same piece of work may only be entered once in this Section.</p> <p>The work in this Section should include a TV or Cinema media placement. All films must be 180 seconds or less.</p>	<h2>Materials</h2>
<p>A01. Consumer Goods All fast moving & durable consumer goods, including food and drinks, toiletries, cleaning products, other household goods, other FMCG, clothing and accessories, furniture, consumer electronics, cars and automotive products & services.</p> <p><i>All fast food entries should go in A03. Travel, Leisure, Retail, Restaurants & Fast Food Chains</i></p>	<p>Compulsory</p> <ul style="list-style-type: none"> • Film (3 mins) <p>Optional</p> <ul style="list-style-type: none"> • Awards Show Film
<p>A02. Healthcare Pharma, OTC drugs, wellness.</p>	
<p>A03. Travel, Leisure, Retail, Restaurants & Fast Food Chains All transport and travel related services, including public transport and tourism boards. All entertainment and leisure related services, including museums, festivals and gyms. All shops, including online shopping, opticians, hairdressers and estate agents. All restaurants and fast food chains, including cafes and bars.</p>	
<p>A04. Media / Entertainment Music, film, television, publications & media, books, news, digital platforms, other media.</p>	
<p>A05. Consumer Services / Business to Business All commercial public services, legal, financial, B2B technology, consultancies & professional services, other business services, internal & corporate communications.</p>	
<p>A06. Not-for-profit / Charity / Government Government, public information, NGOs, military, charities, non-profit organisations.</p> <p><i>All CSR work should be entered in the relevant sector and/or G07. Corporate Purpose & Social Responsibility category in section G. Culture & Context</i></p>	

B. Online Film: Sectors Films that aired online, including pre-roll adverts. The work in this Section should include an online media placement. The same piece of work may only be entered once in this Section.	Materials
B01. Consumer Goods All fast moving & durable consumer goods, including food and drinks, toiletries, cleaning products, other household goods, other FMCG, clothing and accessories, furniture, consumer electronics, cars and automotive products & services. <i>All fast food entries should go in B03. Travel, Leisure, Retail, Restaurants & Fast Food Chains</i>	Compulsory <ul style="list-style-type: none"> Film URL Optional <ul style="list-style-type: none"> Awards Show Film
B02. Healthcare Pharma, OTC drugs, wellness.	
B03. Travel, Leisure, Retail, Restaurants & Fast Food Chains All transport and travel related services, including public transport and tourism boards. All entertainment and leisure related services, including museums, festivals and gyms. All shops, including online shopping, opticians, hairdressers and estate agents. All restaurants and fast food chains, including cafes and bars.	
B04. Media / Entertainment Music, film, television, publications & media, books, news, digital platforms, other media.	
B05. Consumer Services / Business to Business All commercial public services, legal, financial, B2B technology, consultancies & professional services, other business services, internal & corporate communications.	
B06. Not-for-profit / Charity / Government Government, public information, NGOs, military, charities, non-profit organisations. <i>All CSR work should be entered in the relevant sector and/or G07. Corporate Purpose & Social Responsibility category in section G. Culture & Context</i>	
C. Online Content Films created with the primary intention of being shared and / or user-distributed online. If you are submitting a series please upload all episodes in a single video file with slates denoting the start of the next episode.	Materials
C01. Social Film Online films specifically created for social platforms and widespread sharing. Results and number of views will be taken into consideration.	Compulsory <ul style="list-style-type: none"> Film URL Highly Recommended (Optional) <ul style="list-style-type: none"> Case Film Optional <ul style="list-style-type: none"> Awards Show Film Digital Supporting Content Digital Supporting Images JPG

<p>C02. Interactive Film</p> <p>Online films in which interactivity is at the core of the idea: conversational, customisable, narrative, or explorative.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> • Film • URL <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> • Demo Film <p>Optional</p> <ul style="list-style-type: none"> • Awards Show Film • Digital Supporting Content • Digital Supporting Images JPG
<p>D. Screens & Events</p> <p>Films that aired on screens other than TV, cinema or online.</p>	<p>Materials</p>
<p>D01. Screens & Events</p> <p>Films shown at public and private events, including but not limited to, sporting venues, festivals, expos, trade shows, award shows, seminars, internal presentations.</p> <p><i>If you are submitting a series please upload all episodes in a single video file with slates denoting the start of the next episode.</i></p>	<p>Compulsory</p> <ul style="list-style-type: none"> • Film <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> • Case Film <p>Optional</p> <ul style="list-style-type: none"> • URL • Awards Show Film • Digital Supporting Content • Digital Supporting Images JPG
<p>D02. Micro-film</p> <p>Short-form films made for social platforms including, but not limited to, Facebook, Twitter, TikTok, Instagram, YouTube Shorts, Snapchat etc.</p> <p><i>Multiple executions can be entered as one entry up to a maximum of 60 seconds. Each microfilm should be a maximum of 15 seconds in length.</i></p>	<p>Compulsory</p> <ul style="list-style-type: none"> • Film (1 min) • URL <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> • Case Film <p>Optional</p> <ul style="list-style-type: none"> • Awards Show Film • Digital Supporting Content • Digital Supporting Images JPG
<p>D03. Metaverse, New Realities & Emerging Tech NEW</p> <p>Video and computer generated content created for immersive experiences which creatively push the boundaries within film. Including but not limited to photography, AR, VR, AI, gamification, virtual worlds, metaverse and all other emerging platforms. Does not include prototypes of early stage technology.</p> <p><i>Please provide a demo film of the technology for the jury</i></p>	<p>Compulsory</p> <ul style="list-style-type: none"> • Film <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> • Demo Film <p>Optional</p> <ul style="list-style-type: none"> • URL • AR/VR Files • Awards Show Film

E. Branded Content & Entertainment	Materials
<p>E01. Branded Content & Entertainment Film</p> <p>Films created by or with a brand which aired on the internet, TV or in cinema; usually in the form of documentary/non-fiction or fiction films or music videos. The brand does not necessarily have to be revealed in the film.</p> <p><i>If you are submitting a series please upload all episodes in a single video file with slates denoting the start of the next episode.</i></p>	<p>Compulsory</p> <ul style="list-style-type: none"> Film <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Case Film <p>Optional</p> <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
F. Use of Film	Materials
<p>F01. Use of Film</p> <p>Innovative use of the film medium to communicate a brand's message. Work that enhances and reinvigorates the consumers' experience.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> Film <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Case Film <p>Optional</p> <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG

<h2>G. Culture & Context</h2> <p>Work that is brought to life through cultural insights and regional context.</p> <p>If you are submitting a series of films please upload all executions in a single video file with slates denoting the start of the next execution.</p>	<h2>Materials</h2>
<p>G01. Local Brand</p> <p>Work for brands which are only distributed in a single locality that resonated with a specific target audience.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> Film <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Case Film <p>Optional</p> <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
<p>G02. Challenger Brand</p> <p>Brands which have creatively adapted their approach in response to competitor pressure by challenging the status quo to create game-changing work that uses progressive thinking and innovative creativity.</p>	
<p>G03. Single-market Campaign</p> <p>Work that only aired or ran in a single country / region / market. The work should describe how it was designed for the specific target market.</p>	
<p>G04. Social Behaviour</p> <p>Work inspired by a specific audience / community, hinging on identifiable social behaviour.</p>	
<p>G05. Cultural Insight</p> <p>Work inspired by a specific cultural insight stemming from the ideas, customs, values and lifestyles found within a specific region or locality.</p>	
<p>G06. Breakthrough on a Budget</p> <p>Creative use of modest budgets and/or resources in relation to the market and/or industry to create maximum impact. The work should demonstrate how fresh insight, smart spending and compelling strategic thinking solved a business problem despite limited resources.</p>	
<p>G07. Corporate Purpose & Social Responsibility</p> <p>Purpose driven work / brand activism which address social, ethical and environmental issues. Entries should demonstrate how the brand's purpose has created value and impacted communities by connecting customers to culture.</p>	
<p>G08. Market Disruption</p> <p>Brands that have creatively adapted their strategy in response to local / regional / global issues, embracing new ways of delivering their brand while showing consideration for the consumer.</p>	

Film Craft

The Film Craft Spikes celebrate onscreen artistry.

Work should demonstrate exceptional filmmaking; work in which technical skill and prowess in production elevates an idea or dramatically enhances its execution.

- Criteria considered during judging will predominantly be the execution.
- There is no overall limit to how many times the same piece of work can be entered into Film Craft.
- Each execution constitutes one entry and all executions must have run within the eligibility period. However multiple executions of microfilms can be entered as one entry up to a maximum of 60 seconds. Each microfilm should be a maximum of 15 seconds in length.

A. Production	Materials
A01. Direction The vision and achievement of the direction including the translation of the creative brief through a director's vision and how well that vision has been achieved. This may include but is not limited to, the way that casting, set design, sound design and cinematography have been used to bring that vision to life.	Compulsory <ul style="list-style-type: none"> • Film Highly Recommended (Optional) <ul style="list-style-type: none"> • Demo Film Optional <ul style="list-style-type: none"> • URL • AR/VR Files • Awards Show Film • Digital Supporting Content
A02. Script The film's script, as written. Analysis of the script will include dialogue, voice-overs, scene-setting, movement, actions and expressions, including how successfully the script delivers on the creative idea and supports the final execution. <i>You are required to provide a written English translation of the script as part of your submission.</i>	
A03. Casting The vision and achievement of the casting. Including the pre-production selection of actors, dancers, singers, models, non-professionals, animals and other talent. <i>It is highly recommended to provide a two minute Demo Film showcasing the casting process in addition to the film as it aired.</i>	
A04. Production Design / Art Direction The aesthetic of the production design / art direction. This includes set design and location builds, as well as the overall look, feel and atmosphere of the piece and how the narrative has been enhanced by the artful management of the visual components.	
A05. Cinematography The quality and effect of the cinematography. The style, artistic choices, camerawork, cinematic techniques, shot composition, lighting and other effects will be considered.	
A06. Use of Original Music The impact and success of original music compositions, created specifically for film advertisements. The artistic achievement of the track itself will be considered, along with its contribution to the piece as a whole.	
A07. Use of Licensed / Adapted Music The selection of licensed or adapted music. The way a track supports the script, creates the necessary atmosphere or otherwise delivers on the creative brief will be considered.	
A08. Achievement in Production The overall success of a film, assessed within the context of its individual ambitions and challenges. Scale of production, budget constraints, technical issues, challenges faced during the production process and how the production team made best use of resources available to them to achieve the final execution will be considered. <i>It is highly recommended to provide a two minute Demo Film showcasing the production process e.g. a 'making-of' or 'behind the scenes' film, in addition to the film as it aired.</i>	

B. Post-Production	Materials
<p>B01. Editing</p> <p>The technical and creative success of the edit. All aspects of the film's edit will be considered including timing, pace, visual dynamics, dialogue dynamics, sound integration and overall storytelling.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> Film <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Demo Film <p>Optional</p> <ul style="list-style-type: none"> URL AR/VR Files Awards Show Film Digital Supporting Content
<p>B02. Colour Correction / Grading</p> <p>The overall achievement in colour correction and grading to create consistent and stylised colour schemes that evoke a specific emotion and transform the final look of the film. Including, but not limited to, how the grading works cohesively with the lighting, production design and direction to affect and enhance the mood, feel and interpretation of the final footage.</p> <p><i>It is highly recommended to provide a two minute Demo Film showcasing the before and after effects of correction / grading.</i></p>	
<p>B03. Sound Design</p> <p>The creative use of sound design within film advertising. Technical excellence in recording, mixing and the synthesis of samples and sound effects will be considered, along with the cohesion of the edit and its impact on the overall piece.</p>	
<p>B04. Animation</p> <p>The use and aesthetic of animation in film. All types of animation, including cell, stop-motion, graphic, silhouette and computer animation in 2D or 3D will be accepted. For films that include both animation and live action, it will be the animation that is judged.</p>	
<p>B05. Visual Effects</p> <p>The creation of film environments and other visual effects, including the aesthetic and technical excellence of the effects themselves along with the success of their integration into real footage.</p> <p><i>It is highly recommended to provide a two minute Demo Film showcasing how the visual effects were created.</i></p>	

Gaming

The Gaming Spikes celebrate creative work that connects people to brands through gameplay.

Entries will need to demonstrate how brands successfully tapped into complex gaming communities and seamlessly added real value to the overall gaming experience while driving commercial success.

- A number of criteria will be considered during judging and weighted as follows: 20% strategy & insight; 30% creative idea; 30% craft & execution; 20% results.
- Brands refers to talent, artists, creators, influencers, streamers, athletes, teams, organisations, sponsors, platforms, media owners, rights holders or any entity that produces and distributes products and content related to the gaming industry.
- Esports may be entered across all categories within Gaming Spikes.
- There is no overall limit to how many times the same piece of work can be entered into Gaming Spikes as long as the categories chosen are relevant.
- For Gaming Spikes Award the eligibility dates are 01 January 2022 – 31 January 2024.

A. Gaming	Materials
<p>A01. Audio-visual Content NEW</p> <p>Branded film, key art and radio & audio content including but not limited to trailers, documentaries, series, posters and original music content with gaming at their core which aim to amplify a brand's message or promote a new game or gaming product.</p> <p><i>If you are submitting a series of films please upload all executions in a single video file with slates denoting the start of the next execution.</i></p>	<p>Compulsory</p> <ul style="list-style-type: none"> • Original Content <p>Optional</p> <ul style="list-style-type: none"> • URL • AR/VR Files • Digital Supporting Content • Digital Supporting Images JPG

<p>A02. Brand Integration for Games NEW</p> <p>The seamless integration of a brand into a game or gaming platform, enhancing the overall gaming experience and delivering tangible business results. Including, but not limited to, one-off stunts and events, temporary environments or permanent brand installations within existing or new gaming platforms.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Case Film <p>Optional</p> <ul style="list-style-type: none"> URL AR/VR Files Awards Show Film Digital Supporting Content Digital Supporting Images JPG
<p>A03. Use of Gaming / Streaming Platforms NEW</p> <p>Innovative use of gaming / streaming platforms to effectively promote a brand, product or service.</p>	
<p>A04. Influencer & Co-Creation NEW</p> <p>The creative and innovative use of content creators, streamers and/or influencers to drive a brand's message and engage with a specific audience within the gaming community. This may include, but is not limited to, collaborations, sponsored content and user-generated content.</p>	
<p>A05. Live Gaming Experience NEW</p> <p>Any live gaming experience or activation that was held at a consumer or B2B event for product launch or promotion. Including but not limited to installations, festivals, conventions, product demos, pop-ups, esports competitions, virtual concerts and live performances held physically or within virtual worlds.</p>	
<p>A06. Community Management / Social Engagement NEW</p> <p>Work which focuses on the development, maintenance and nurturing of a gaming audience. The work should demonstrate how engaging with a gaming community has increased social engagement, enhancing the brand reputation and trust within the community.</p>	
<p>A07. Brand Partnerships, Sponsorships & Collaborations NEW</p> <p>Strategic partnerships and collaborations between gaming brands and non-gaming brands that leverage gaming experiences, branded content and entertainment to meet specific business goals and mutually benefit everyone involved.</p>	
<p>A08. Diversity & Inclusion in Gaming NEW</p> <p>Gaming work that tackles and confronts disparities based on sex, sexuality, disability, age, race, ethnicity, origin, religion or other status within the gaming community.</p>	
<p>A09. Launch / Re-Launch NEW</p> <p>Immersive gaming experiences created to launch or relaunch a game or gaming product.</p>	
<p>A10. Innovation in Gaming NEW</p> <p>The innovative use of new or existing technology, platforms, media or channels to create branded products and content that enhance the gaming experience, comfort, performance, safety and accessibility for gamers.</p>	

Glass: The Award For Change

Glass: The Award for Change celebrates culture-shifting creativity.

Work should demonstrate ideas intended to change the world; work that sets out to positively impact ingrained gender inequality, imbalance or injustice.

The Glass Award recognises work that implicitly or explicitly addresses issues of gender inequality or prejudice, through the conscious representation of gender in advertising.

- The same piece of work can only be entered only once into Glass.
- The work entered into Glass can be for any commercial or non-commercial brand, regardless of the product or service being advertised, or the medium of communication, as long as they address the conscious representation of gender in advertising.
- All entry fees for Glass are donated to related charities that will be announced nearer to the festival dates.

<h2>A. Glass: The Award for Change</h2> <p>We recognise the power of creativity to positively impact not only businesses and brands, but also the world at large. This Award rewards creative work which rejects gender stereotypes and confronts prejudice and inequality by representing the gendering of individuals in a progressive or socially conscious way.</p>	<h2>Materials</h2>
<p>A01. Glass</p> <p>The work can be for any product or service and designed for any medium, but will in some way represent a shift towards more positive, progressive and gender-aware communication.</p>	<p>Compulsory</p> <ul style="list-style-type: none">• Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none">• Case Film <p>Optional</p> <ul style="list-style-type: none">• URL• Awards Show Film• Digital Supporting Content• Digital Supporting Images JPG

Healthcare

The Healthcare Spikes celebrates creativity found in consumer healthcare as well as the more regulated pharmaceutical industry.

Consumer Healthcare entries should demonstrate an inspired approach to exceptionally engaging work which publicly educates, promotes non-prescription products, allows self-diagnosis or facilitates pro-active personal care.

Pharma entries should demonstrate ideas that inform and engage health practitioners, patients and targeted consumers; work that brings science and innovation to life, facilitating diagnosis, prescription, disease mitigation or illness management.

- Criteria considered during judging will be medium dependent.
- There is no overall limit to how many times the same piece of work may be entered into Healthcare as long as the categories and mediums chosen are relevant.
- However, the same piece of work may only be entered as Health & Wellness in sections A, B, C & D or as Pharma Section E.
- All entrants must provide regulatory requirements for your region in relation to your submission.

A. Health & Wellness: Consumer Products Promotion

Work created to drive choice for a specific branded product that does not require prescription but provides either a meaningful health benefit or supports personal wellbeing.

A01. OTC Oral Medicines

Non-prescription drugs, OTC medicines & tablets, digestive health.

Choose your Healthcare mediums from the list below.

A02. OTC Applications

Insect repellents, skin remedies (non-cosmetic), corn treatments, wart & verruca treatments, athletes foot treatments, eye drops, ear drops, heat creams, nail treatments, foot treatments, hand sanitizer, toothpaste, mouthwash, medicated shampoo, hair loss products.

Choose your Healthcare mediums from the list below.

A03. OTC Products / Devices

Condoms, contact lenses, prescription glasses, dental floss, adhesive plasters, heat pads, first aid kit items, orthotics, back supports, incontinence products, hearing aids, pregnancy tests, fertility testing kits / products, TENS machines, thermometers, drug free pain relief, other health and wellness products.

Choose your Healthcare mediums from the list below.

A04. Nutraceuticals

Vitamins, minerals, herbal remedies, supplements, functional food, micronutrients, omega3s, antioxidants, probiotics, effervescent vitamin drinks.

Choose your Healthcare mediums from the list below.

A05. Health & Wellness Tech

Digital products, apps, wearables and gadgets that aid a healthy lifestyle, including but not limited to fitness, diet, stress and sleep.

Choose your Healthcare mediums from the list below.

B. Health & Wellness: Awareness & Advocacy

Work that promotes general public health awareness, encourage proactive personal care or inspire advocacy and donations for legitimate health related causes.

B01. Brand-led Education & Awareness

Brand / Client funded communications to promote health awareness and encourage proactive personal care. Including, but not limited to, self-examination, anti-smoking, anti-drugs, health and hygiene information, AIDS awareness, alcohol abuse awareness, sexual health awareness, dietary information, cardio-vascular care, exercise and wellbeing. This category will also include unbranded disease awareness.

Choose your Healthcare mediums from the list below.

B02. Non-profit / Foundation-led Education & Awareness

Public health awareness messages and non-profit cause marketing such as self-examination, anti-smoking, anti-drugs, health and hygiene information, AIDS awareness, alcohol abuse awareness, sexual health awareness, dietary information, cardio-vascular care, exercise and wellbeing.

Choose your Healthcare mediums from the list below.

B03. Fundraising & Advocacy

Customer-oriented Health and Wellness charity and institutions fundraising, patient advocacy (to general public), disease and condition advocacy, treatment literature, blood and organ donations, volunteers.

Choose your Healthcare mediums from the list below.

C. Health & Wellness: Health Services & Corporate Communications

Work created to communicate a health brand ethos through public facing corporate image campaigns; or directly promote public health services and facilities, medical insurance and financial plans.

C01. Corporate Image & Communication

Corporate image work for health & wellness products, companies, producers, clinics, hospitals, retail and facilities.

Choose your Healthcare mediums from the list below.

C02. Health Services & Facilities

Communications directly promoting consumer facilities, including: hospitals, clinics and surgeries, psychiatrists, psychologists, therapists, physiotherapists, opticians, optometrists, dental clinics, chiropodists, osteopaths, chiropractors, dermatologists, obstetricians & gynaecologists, cardiologists, paediatricians, plastic surgeons, urologists, endocrinologist, oncologist, nutritionists, dieticians, pharmacies, health shops, gyms, fitness & yoga studios.

Choose your Healthcare mediums from the list below.

C03. Insurance

Medical insurance and financial plans.

Choose your Healthcare mediums from the list below.

D. Health & Wellness: Animal Health

D01. Animal Health

Pets and other animal health products and services for the attention of consumers that show a meaningful health benefit. Includes veterinary clinics and surgeries, fundraising for animal charities and facilities, animal wellbeing.

Choose your Healthcare mediums from the list below.

E. Pharma: Promotion, Awareness & Engagement

Work created for pharmaceutical brands to engage patients, healthcare professionals and targeted consumers through the promotion of products, awareness and understanding of disease / medical conditions and the advancement of healthcare through engagement.

E01. Direct to Patient

Work targeted direct to patient and created to launch and / or promote a regulated product or service.

Work here must be in relation to the management of a disease or medical condition diagnosed and treated by a healthcare professional. If you wish to enter an OTC or general wellbeing product or service, please see Health & Wellness. Choose your Healthcare mediums from the list below.

E02. Direct to Healthcare Professional

Work targeted direct to healthcare professionals and created to launch and / or promote a regulated product or service.

Work here must be in relation to the management of a disease or medical condition diagnosed and treated by a healthcare professional. If you wish to enter an OTC or general wellbeing product or service, please see Health & Wellness. Choose your Healthcare mediums from the list below.

E03. Disease Awareness & Understanding

Work created to raise awareness and understanding of a disease / medical condition, change perceptions or overcome social stigma. This may include, but is not limited to, branded and unbranded communications providing education on the signs and symptoms of various diseases / disorders / conditions and encouraging responsible, proactive action and initiative.

Choose your Healthcare mediums from the list below.

E04. Healthcare Professional Engagement

Work created with the intent of driving healthcare advancement, supporting management of a disease or medical condition, motivating treatment, supporting adherence, or aiding patient independence. Communications aimed at healthcare professionals, influencers, researchers and key opinion leaders to establish and continue scientific education, drive industry advancement and adopt technologies and programs associated to the development and distribution of research and treatment options. Approaches may include, but are not limited to, communication tools and devices to assist healthcare professionals with patient adherence, monitoring, data collection, analysis and reporting. It would be expected that entries here would convey a brand ethos as well as result in better patient outcomes.

Choose your Healthcare mediums from the list below.

E05. Patient Engagement

Work that supports patient adherence, drives proper and responsible usage of treatment, improves patient experience and drives better outcomes while building a positive reputation for a client and / or brand. This may include, but is not limited to, enhancement of the patient journey, compliance programmes, screening services, psychosocial support services etc.

Choose your Healthcare mediums from the list below.

Healthcare Mediums

Brand Experience & Activation	Materials
<p>Brand Experience & Activation</p> <p>Creative, comprehensive brand building through the next level use of experience design, activation, immersive, retail and 360° customer engagement. Entries should demonstrate how the customer journey, experience of the brand and optimisation of every touch point led to increased brand affinity and commercial success.</p> <ul style="list-style-type: none"> A number of criteria will be considered during judging and weighted as follows: 20% Idea; 20% strategy; 30% execution; 30% results. 	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Case Film <p>Optional</p> <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
Creative Data	Materials
<p>Creative Data</p> <p>Work enhanced or driven by the creative use, interpretation, analysis or application of data. The creative use of data must sit at the core of the idea and the results / impact must be clear and robust.</p> <ul style="list-style-type: none"> A number of criteria will be considered during judging and weighted as follows: 30% strategy; 20% application; 20% innovation; 30% impact and results. 	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Case Film <p>Optional</p> <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
Digital Craft	Materials
<p>Digital Craft: Interface & Navigation (UI)</p> <p>The interactive journey created through the transference of a brand's visual assets to a digital product or service; with particular focus on the overall consistency in presentation, look, feel and interaction.</p> <ul style="list-style-type: none"> Criteria considered during judging will predominantly be the execution and experience. <p>Digital Craft: User Experience (UX)</p> <p>Design practice focused on the emotional and behavioural response to a digital product or service with relevant, seamless and consistent user experience at every point of interaction.</p> <ul style="list-style-type: none"> Criteria considered during judging will predominantly be the execution and experience. 	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Presentation Image JPG URL <p>Optional</p> <ul style="list-style-type: none"> AR/VR Files Awards Show Film Digital Supporting Content Digital Supporting Images JPG

Direct	Materials
<p>Direct</p> <p>Targeted and response-driven creativity. Entries should demonstrate how insights and/or data were used as part of the strategy to engage specific target audience groups and develop customer relationships, inspiring action and producing measurable results.</p> <ul style="list-style-type: none"> A number of criteria will be considered during judging and weighted as follows: 30% idea; 20% strategy; 20% execution; 30% impact and results. 	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Case Film <p>Optional</p> <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
Entertainment	Materials
<p>Entertainment</p> <p>Ideas that are unskippable, engaging users through entertainment platforms such as music, sport and gaming; communicating a brand message or connecting with consumers in a new way.</p> <ul style="list-style-type: none"> A number of criteria will be considered during judging and weighted as follows: 20% strategy & insight; 30% creative idea; 30% craft & execution; 20% impact and results. Brands refers to talent, artists, creators, influencers, streamers, athletes, teams, organisations, sponsors, platforms, media owners, rights holders or any entity that produces and distributes products and content related to the entertainment industry. If you are submitting a series please upload all episodes in a single video file with slates denoting the start of the next episode. Traditional film advertising should be entered into the Film medium. 	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Case Film <p>Optional</p> <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
Film	Materials
<p>Film: Cinema, TV and Digital Film Content</p> <p>Creativity of the moving image. Entries should demonstrate brilliant brand storytelling intended for a screen; filmed content created for TV, cinema, online and out-of-home experiences.</p> <ul style="list-style-type: none"> Criteria considered during judging will predominantly be the idea and the execution. Each film execution constitutes one entry 	<p>Compulsory</p> <ul style="list-style-type: none"> Film <p>Optional</p> <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG

Film Craft	Materials
<p>Film Craft: Animation / Visual Effects</p> <p>All forms and styles of animation and visual effects created for film.</p> <ul style="list-style-type: none"> Criteria considered during judging will predominantly be the idea and the execution. Each film execution constitutes one entry 	<p>Compulsory</p> <ul style="list-style-type: none"> Film <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Demo Film <p>Optional</p> <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
<p>Film Craft: Cinematography</p> <p>The quality and effect of the cinematography. The style, artistic choices, camerawork, cinematic techniques, shot composition, lighting and other effects will be considered.</p> <ul style="list-style-type: none"> Criteria considered during judging will predominantly be the idea and the execution. Each film execution constitutes one entry 	
<p>Film Craft: Direction</p> <p>The vision and achievement of the direction including the translation of the creative brief through a director's vision and how well that vision has been achieved. This may include but is not limited to, the way that casting, set design, sound design and cinematography have been used to bring that vision to life.</p> <ul style="list-style-type: none"> Criteria considered during judging will predominantly be the idea and the execution. Each film execution constitutes one entry 	
<p>Film Craft: Production Design / Art Direction</p> <p>The aesthetic of the Production Design/Art Direction. This includes set design and location builds, as well as the overall look, feel and atmosphere of the piece. The jury will consider how the narrative has been enhanced by the artful management of the visual components.</p> <ul style="list-style-type: none"> Criteria considered during judging will predominantly be the idea and the execution. Each film execution constitutes one entry 	
<p>Film Craft: Script</p> <p>The film's script, as written. Analysis of the script will include dialogue, voice-overs, scene-setting, movement, actions and expressions. The jury will consider how successfully the script delivers on the creative idea, while also considering the effectiveness in conveying important health related information.</p> <ul style="list-style-type: none"> Criteria considered during judging will predominantly be the idea and the execution. Each film execution constitutes one entry 	
<p>Film Craft: Use of Music / Sound Design</p> <p>The impact and success of original/licensed music and/or the creative use of sound design within film advertising.</p> <ul style="list-style-type: none"> Criteria considered during judging will predominantly be the idea and the execution. Each film execution constitutes one entry 	

Healthcare Product Innovation	Materials
<p>Healthcare Product Innovation</p> <p>Products, devices and service innovations that have helped solve a business or patient issue for a health brand, or have been produced / developed in order to solve a brand's communication need.</p> <ul style="list-style-type: none">A number of criteria will be considered during judging and weighted as follows: 40% idea; 40% execution, form and function; 20% results.	<p>Compulsory</p> <ul style="list-style-type: none">Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none">Case Film <p>Optional</p> <ul style="list-style-type: none">URLAwards Show FilmDigital Supporting ContentDigital Supporting Images JPG

Industry Craft	Materials
<p>Industry Craft: Art Direction</p> <p>The overall design, direction and visual execution.</p> <ul style="list-style-type: none"> • All Brand & Communications Design, Packaging Design, Print & Publishing & Outdoor craft. • Criteria considered during judging will predominantly be the execution. • For Standard Print and Outdoor entries each execution constitutes one entry. • For Packaging & Brand Communication & Design entries whole campaigns should be entered as one entry. • There is no overall limit to how many times the same piece of work can be entered into Industry Craft. 	<p>Compulsory</p> <ul style="list-style-type: none"> • Digital Proof JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> • Demo Film <p>Optional</p> <ul style="list-style-type: none"> • URL • Awards Show Film • Digital Supporting Content • Digital Supporting Images JPG
<p>Industry Craft: Copywriting</p> <p>How the copywriting brings the creative idea to life.</p> <ul style="list-style-type: none"> • All Brand & Communications Design, Packaging Design, Print & Publishing & Outdoor craft. • Criteria considered during judging will predominantly be the execution. • For Standard Print and Outdoor entries each execution constitutes one entry. • For Packaging & Brand Communication & Design entries whole campaigns should be entered as one entry. • There is no overall limit to how many times the same piece of work can be entered into Industry Craft. 	
<p>Industry Craft: Illustration</p> <p>The creative impact of the illustration.</p> <ul style="list-style-type: none"> • All Brand & Communications Design, Packaging Design, Print & Publishing & Outdoor craft. • Criteria considered during judging will predominantly be the execution. • For Standard Print and Outdoor entries each execution constitutes one entry. • For Packaging & Brand Communication & Design entries whole campaigns should be entered as one entry. • There is no overall limit to how many times the same piece of work can be entered into Industry Craft. 	
<p>Industry Craft: Photography</p> <p>Engagement through use of photography and creative expression.</p> <ul style="list-style-type: none"> • All Brand & Communications Design, Packaging Design, Print & Publishing & Outdoor craft. • Criteria considered during judging will predominantly be the execution. • For Standard Print and Outdoor entries each execution constitutes one entry. • For Packaging & Brand Communication & Design entries whole campaigns should be entered as one entry. • There is no overall limit to how many times the same piece of work can be entered into Industry Craft. 	
<p>Industry Craft: Typography</p> <p>Design aesthetics and storytelling conveyed through the use of typography.</p> <ul style="list-style-type: none"> • All Brand & Communications Design, Packaging Design, Print & Publishing & Outdoor craft. • Criteria considered during judging will predominantly be the execution. • For Standard Print and Outdoor entries each execution constitutes one entry. • For Packaging & Brand Communication & Design entries whole campaigns should be entered as one entry. • There is no overall limit to how many times the same piece of work can be entered into Industry Craft. 	

Outdoor	Materials
<p>Outdoor: Ambient</p> <p>Non-standard and free-format outdoor advertising that leverages the use of public spaces, objects and environments in an unconventional manner. Including, but not limited to, small scale solutions, special build, installations, live advertising and events.</p> <ul style="list-style-type: none"> Criteria considered during judging will predominantly be the idea, the execution and the impact. 	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Demo Film <p>Optional</p> <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
<p>Outdoor: Standard</p> <p>Content intended for static and digital billboards, posters, bus stops, in store posters, point of sale, signage, transit solutions, banners etc.</p> <ul style="list-style-type: none"> Criteria considered during judging will predominantly be the idea, the execution and the impact. For Standard Outdoor entries each execution constitutes one entry. 	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Proof JPG <p>Optional</p> <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
PR	Materials
<p>PR</p> <p>Strategic and creative communication that demonstrates how original thinking, transformative insight and a strategy rooted in earned has influenced opinion and driven business, societal, and/or cultural change. Work with storytelling at its core, which established, protected and enhanced reputation and business of an organisation or brand.</p> <ul style="list-style-type: none"> A number of criteria will be considered during judging and weighted as follows: 20% idea; 30% strategy; 20% execution; 30% impact and results. 	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Case Film <p>Optional</p> <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG

Print & Publishing	Materials
<p>Print & Publishing: Collateral Brochures, booklets, leave behinds, custom sales materials, detail aids, promotional items, brand reminders, calendars, newsletters, annual reports and press releases.</p> <ul style="list-style-type: none"> Criteria considered during judging will predominantly be the idea, the execution and the impact. 	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Demo Film <p>Optional</p> <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
<p>Print & Publishing: Standard Content intended for published printed media including, but not limited to; newspaper, magazines, medical journals and inserts.</p> <ul style="list-style-type: none"> Criteria considered during judging will predominantly be the idea, the execution and the impact. For Standard Print entries each execution constitutes one entry. 	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Proof JPG <p>Optional</p> <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
Radio & Audio	Materials
<p>Radio & Audio Work that communicates a brand message across the airwaves and digital streams, through audio excellence, sonic innovation and/or superior aural storytelling.</p> <ul style="list-style-type: none"> Criteria considered during judging will predominantly be the idea, the execution and the impact. Each execution constitutes one entry. 	<p>Compulsory</p> <ul style="list-style-type: none"> MP3 Original Version <p>Optional</p> <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
Social & Influencer	Materials
<p>Social & Influencer Creative social thinking and strategic influencer marketing specifically created for healthcare solutions to engage with online communities, enhance meaningful relations and deliver measurable results for a brand.</p> <ul style="list-style-type: none"> A number of criteria will be considered during judging and weighted as follows: 30% idea; 20% strategy; 20% execution; 30% results. 	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Presentation Image JPG URL <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Case Film <p>Optional</p> <ul style="list-style-type: none"> Awards Show Film Digital Supporting Content Digital Supporting Images JPG

Use of Technology	Materials
<p>Use of Technology Use of existing or new technology to execute or support a brand campaign. Including, but not limited to, AI, AR and VR, robotics, gadgets and electronics, wearable and interactive technology etc. Does not include prototypes of early stage tech.</p> <ul style="list-style-type: none"> Criteria considered will predominately be the idea, execution and results of the technology on the brand, product or service 	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Case Film Demo Film <p>Optional</p> <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG

Industry Craft

The Industry Craft Spikes celebrate the creative artistry, talent and skill required to deliver a beautifully executed solution and bring a creative idea to life.

Work should demonstrate the highest levels of expertise and vision in the application of creative techniques.

- Criteria considered during judging will predominantly be the execution.
- Single executions of Packaging, Print & Publishing and Outdoor should only be entered into the relevant category. However if they form part of a wider campaign they will be accepted into Brand & Communications Design.
- For Standard Print and Outdoor entries, each execution constitutes one entry.
- For Packaging & Brand Communication & Design entries, whole campaigns should be entered as one entry.
- There is no overall limit to how many times the same piece of work can be entered into Industry Craft as long as the categories and mediums chosen are relevant.

<h2>A. Typography</h2> <p>Design aesthetics and storytelling conveyed through the use of typography.</p>	<h2>Materials</h2>
<p>A01. Typography: Brand & Communications Design Including brand identity, logo design, self-promotion, brand environment design, brand collateral, corporate communications, promotional items and other comprehensive branding programmes.</p> <p><i>Standalone Packaging, Print & Publishing and Outdoor poster design work should not be submitted here. Please send physical samples for the jury to experience.</i></p>	<p>Compulsory</p> <ul style="list-style-type: none"> • Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> • Physical Support Material <p>Optional</p> <ul style="list-style-type: none"> • URL • Awards Show Film • Demo Film • Digital Supporting Content • Digital Supporting Images JPG
<p>A02. Typography: Outdoor Any outdoor work, including but not limited to, traditional billboards, posters, digital outdoor screens or ambient work.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> • Digital Proof JPG <p>Optional</p> <ul style="list-style-type: none"> • URL • Awards Show Film • Demo Film • Digital Supporting Content • Digital Supporting Images JPG
<p>A03. Typography: Print & Publishing Any print or published work.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> • Digital Proof JPG <p>Optional</p> <ul style="list-style-type: none"> • URL • Awards Show Film • Demo Film • Digital Supporting Content • Digital Supporting Images JPG

<p>A04. Typography: Packaging Design Any packaging.</p> <p><i>Please send physical samples for the jury to experience.</i></p>	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Physical Support Material <p>Optional</p> <ul style="list-style-type: none"> URL Awards Show Film Demo Film Digital Supporting Content Digital Supporting Images JPG
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<p>B. Art Direction The work in these categories will focus on the overall design, direction and visual execution.</p>	<p>Materials</p>
<p>B01. Art Direction: Brand & Communications Design Including brand identity, logo design, self-promotion, brand environment design, brand collateral, corporate communications, promotional items and other comprehensive branding programmes.</p> <p><i>Standalone Packaging, Print & Publishing and Outdoor poster design work should not be submitted here. Please send physical samples for the jury to experience.</i></p>	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Physical Support Material <p>Optional</p> <ul style="list-style-type: none"> URL Awards Show Film Demo Film Digital Supporting Content Digital Supporting Images JPG
<p>B02. Art Direction: Outdoor Any outdoor work, including but not limited to, traditional billboards, posters, digital outdoor screens or ambient work.</p> <p>B03. Art Direction: Print & Publishing Any print or published work.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Proof JPG <p>Optional</p> <ul style="list-style-type: none"> URL Awards Show Film Demo Film Digital Supporting Content Digital Supporting Images JPG

<p>B04. Art Direction: Packaging Design Any packaging.</p> <p><i>Please send physical samples for the jury to experience.</i></p>	<p>Compulsory</p> <ul style="list-style-type: none"> • Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> • Physical Support Material <p>Optional</p> <ul style="list-style-type: none"> • URL • Awards Show Film • Demo Film • Digital Supporting Content • Digital Supporting Images JPG
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<p>C. Illustration The work in these categories will focus on the creative impact of the illustration.</p>	<p>Materials</p>
<p>C01. Illustration: Brand & Communications Design Including brand identity, logo design, self-promotion, brand environment design, brand collateral, corporate communications, promotional items and other comprehensive branding programmes.</p> <p><i>Standalone Packaging, Print & Publishing and Outdoor poster design work should not be submitted here. Please send physical samples for the jury to experience.</i></p>	<p>Compulsory</p> <ul style="list-style-type: none"> • Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> • Physical Support Material <p>Optional</p> <ul style="list-style-type: none"> • URL • Awards Show Film • Demo Film • Digital Supporting Content • Digital Supporting Images JPG
<p>C02. Illustration: Outdoor Any outdoor work, including but not limited to, traditional billboards, posters, digital outdoor screens or ambient work.</p> <p>C03. Illustration: Print & Publishing Any print or published work.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> • Digital Proof JPG <p>Optional</p> <ul style="list-style-type: none"> • URL • Awards Show Film • Demo Film • Digital Supporting Content • Digital Supporting Images JPG

<p>C04. Illustration: Packaging Design Any packaging.</p> <p><i>Please send physical samples for the jury to experience.</i></p>	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Physical Support Material <p>Optional</p> <ul style="list-style-type: none"> URL Awards Show Film Demo Film Digital Supporting Content Digital Supporting Images JPG
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<p>D. Photography The work in these categories will focus on engagement through creative expression.</p>	<p>Materials</p>
<p>D01. Photography: Brand & Communications Design Including brand identity, logo design, self-promotion, brand environment design, brand collateral, corporate communications, promotional items and other comprehensive branding programmes.</p> <p><i>Standalone Packaging, Print & Publishing and Outdoor poster design work should not be submitted here. Please send physical samples for the jury to experience.</i></p>	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Physical Support Material <p>Optional</p> <ul style="list-style-type: none"> URL Awards Show Film Demo Film Digital Supporting Content Digital Supporting Images JPG
<p>D02. Photography: Outdoor Any outdoor work, including but not limited to, traditional billboards, posters, digital outdoor screens or ambient work.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Proof JPG <p>Optional</p> <ul style="list-style-type: none"> URL Awards Show Film Demo Film Digital Supporting Content Digital Supporting Images JPG

<p>D03. Photography: Print & Publishing Any print or published work.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> • Digital Proof JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> • Physical Support Material <p>Optional</p> <ul style="list-style-type: none"> • URL • Awards Show Film • Demo Film • Digital Supporting Content • Digital Supporting Images JPG
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<p>E. Copywriting The work in these categories will focus on how the copywriting brings the creative idea to life.</p>	<p>Materials</p>
<p>E01. Copywriting: Brand & Communications Design Including brand identity, logo design, self-promotion, brand environment design, brand collateral, corporate communications, promotional items and other comprehensive branding programmes.</p> <p><i>Standalone Packaging, Print & Publishing and Outdoor poster design work should not be submitted here. Please send physical samples for the jury to experience.</i></p>	<p>Compulsory</p> <ul style="list-style-type: none"> • Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> • Physical Support Material <p>Optional</p> <ul style="list-style-type: none"> • URL • Awards Show Film • Demo Film • Digital Supporting Content • Digital Supporting Images JPG
<p>E02. Copywriting: Outdoor Any outdoor work, including but not limited to, traditional billboards, posters, digital outdoor screens or ambient work.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> • Digital Proof JPG <p>Optional</p> <ul style="list-style-type: none"> • URL • Awards Show Film • Demo Film • Digital Supporting Content • Digital Supporting Images JPG
<p>E03. Copywriting: Print & Publishing Any print or published work.</p>	

<p>E04. Copywriting: Packaging Design</p> <p>Any packaging.</p> <p><i>Please send physical samples for the jury to experience.</i></p>	<p>Compulsory</p> <ul style="list-style-type: none">• Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none">• Physical Support Material <p>Optional</p> <ul style="list-style-type: none">• URL• Awards Show Film• Demo Film• Digital Supporting Content• Digital Supporting Images JPG
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Innovation

The Innovation Spikes celebrate ground-breaking innovation, technology and problem solving. Standalone technological solutions including tools, products, models, platforms and other forms of ad tech will also be recognised, as well as creative campaigns utilising new tech.

- Entrants must be in a position to fully demonstrate the technology. Concepts alone will not be permitted.
- The same piece of work can only be entered once into Innovation.
- Shortlisted entrants will be required to present their work to the jury online.

A. Innovation	Materials
A01. Innovative Technology Standalone, technological solutions not in association with a brand or creative work. Non-brand-aligned, breakthrough technology that aims to advance, enrich or improve. Including, but not limited to, data-led technologies, mobile technology, innovative platforms, tools, models, programmes, hardware, software, bespoke products and solutions.	Compulsory <ul style="list-style-type: none"> • Digital Presentation Image JPG Highly Recommended (Optional) <ul style="list-style-type: none"> • Case Film Optional <ul style="list-style-type: none"> • URL • Awards Show Film • Digital Supporting Content • Digital Supporting Images JPG
A02. Applied Innovation Innovative solutions in association with a brand or creative work. Brand-aligned, breakthrough and revolutionary ideas with forward-thinking methods that are rooted in finding solutions to brand challenges and / or propelling a brand forward.	
A03. Scalable Innovation The scaling out of an innovation or creative work enhanced by new tech or forward-thinking ideas, going beyond its original objectives and goals to reach new heights. <i>You may have entered Innovation Spikes in previous years but must show a marked development in your innovation since your previous submission.</i>	
A04. Early-stage Technology Work that is still in the testing, prototype and beta stages of creation. Including, but not limited to, work that is still attracting funding or only operating at a fraction of the projected scale. The work must still be demonstrable at presentation stage. Concepts alone will not be permitted.	
A05. Brand Strategy & Experience Innovative strategic solutions to brand challenges that have a tangible impact on customer experience. Brand positioning achieved through the launch of a new product/service, customer experience or relationship model as part of the branded communications plan.	

Integrated

The Integrated Spikes celebrate work that uses multiple media platforms.

Work should demonstrate the integration of chosen elements or channels throughout the campaign, and how the different media complemented and built on each other to drive tangible business results, were instrumental to cultural change or integral in the achievement of brand purpose.

- The same piece of work can only be entered once in Integrated.

A. Integrated	Materials
<p>A01. Integrated</p> <p>Work that creatively uses multiple channels and touchpoints to succesfully integrate a powerful idea into society, driving behavioural change tangible business results.</p>	<p>Compulsory</p> <ul style="list-style-type: none">• Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none">• Case Film <p>Optional</p> <ul style="list-style-type: none">• URL• Awards Show Film• Digital Supporting Content• Digital Supporting Images JPG

Media

The Media Spikes celebrate the context of creativity.

Work will need to demonstrate an inspiring and innovative implementation of media ideas; work which is enhanced and amplified by a game-changing channel strategy.

- A number of criteria will be considered during judging and weighted as follows: 30% insight and idea; 30% media strategy and targeting; 20% media execution; 20% impact and results.
- The same piece of work can be entered up to three times in Media, not including Section 'E: Excellence in Media Craft'. However, the same piece of work may only be entered once in 'A. Media: Sectors'.
- Entries in Section E: Excellence in Media Craft can only be submitted and paid for by Independent Media Agencies or companies owned by a Media Network or Independent Media Network. The same piece of work can be entered only once in each category within this Section.

A. Media: Sectors The same work can be submitted only once in this Section.	Materials
A01. Consumer Goods All fast moving & durable consumer goods, including food and drinks, toiletries, cleaning products, other household goods, other FMCG, clothing and accessories, furniture, consumer electronics and cars and automotive products & services. <i>All fast food entries should go in A03. Travel, Leisure, Retail, Restaurants & Fast Food Chains.</i>	Compulsory <ul style="list-style-type: none"> • Digital Presentation Image JPG Highly Recommended (Optional) <ul style="list-style-type: none"> • Case Film Optional <ul style="list-style-type: none"> • URL • Awards Show Film • Digital Supporting Content • Digital Supporting Images JPG
A02. Healthcare Pharma, OTC drugs, wellness.	
A03. Travel, Leisure, Retail, Restaurants & Fast Food Chains All transport and travel related services, including public transport and tourism boards. All entertainment and leisure related services, including museums, festivals and gyms. All shops, including online shopping, opticians, hairdressers and estate agents. All restaurants and fast food chains, including cafes and bars.	
A04. Media / Entertainment Music, film, television, publications & media, books, news, digital platforms, other media.	
A05. Consumer Services / Business to Business All commercial public services, legal, financial, B2B technology, consultancies & professional services, other business services, internal & corporate communications.	
A06. Not-for-profit / Charity / Government Government, public information, NGOs, military, charities, non-profit organisations. <i>All CSR work should be entered in the relevant sector and/or D07. Corporate Purpose & Social Responsibility category in Section D Culture & Context.</i>	

<h2>B. Channels</h2> <p>Work in these categories will be judged on media creativity and channel innovation; work which unleashes the media opportunities beyond existing formats to effectively communicate the brand message.</p>	<h2>Materials</h2>
B01. Use of Screens & Audio Visual Platforms Including TV, video-on-demand platforms (VOD), streaming platforms and other online service providers. Screens other than TV might include, but are not limited to, touchscreens, dynamic digital screens, interactive screens and responsive displays.	Compulsory <ul style="list-style-type: none"> Digital Presentation Image JPG
B02. Use of Audio Platforms Including radio, podcasts, social audio platforms and other audio technology.	Highly Recommended (Optional) <ul style="list-style-type: none"> Case Film
B03. Use of Print / Outdoor Including, but not limited to, newspapers, magazines, inserts and trade journals, traditional billboard or poster sites, bus shelters and transit advertising using standard advertising space.	Optional <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
B04. Small Scale Media Non-mail and print collateral, including small physical objects and all other hand-held (or equivalent in size) items. <i>'Small Scale' refers to the physical size of the ambient item, not the scale of the distribution. Please send physical samples for the jury to experience.</i>	Compulsory <ul style="list-style-type: none"> Digital Presentation Image JPG Highly Recommended (Optional) <ul style="list-style-type: none"> Case Film Physical Support Material Optional <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
B05. Large Scale Media Non-traditional outdoor / billboards, including 3D and non-standard shaped sites, ticket barriers, signage, wallscape, digital billboards, window clings, building wrapping, helicopter banners and other executions that utilise a space or an existing permanent feature. <i>'Large Scale' refers to the physical size of the ambient item or execution, not the scale of the distribution.</i>	Compulsory <ul style="list-style-type: none"> Digital Presentation Image JPG Highly Recommended (Optional) <ul style="list-style-type: none"> Case Film
B06. Use of Events / Stunts Work which uses stunts, events, event sponsorship, competitions, promotional games, street art, guerrilla marketing, launch parties, live shows, live streamed events, festivals, concerts, sporting events, etc. within traditional, digital and new emerging environments.	Optional <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG

<p>B07. Use of Digital Platforms</p> <p>Online platforms or associated technologies and the harnessing of a digital environment in a media campaign. These may include, but are not limited to, websites, search engines, ecommerce platforms, banner ads, instant messaging, mobile apps, etc. Does not include prototypes of early stage technology.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> • Digital Presentation Image JPG • URL <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> • Case Film <p>Optional</p> <ul style="list-style-type: none"> • Awards Show Film • Digital Supporting Content • Digital Supporting Images JPG
<p>B08. Use of Mobile</p> <p>Mobile technology including smartphones, tablets, Bluetooth, SMS, MMS, WAP, GPS, mobile games and applications, etc.</p>	
<p>B09. Use of Social Platforms</p> <p>Work that uses social media, blogs, wikis, video-sharing sites, hosted services, etc. to create and / or enhance relationships with a community / consumers.</p> <p><i>Work entered in this category should be planned and executed on Social Platforms as opposed to campaigns that went social.</i></p>	
<p>B10. Innovative Use of Influencers NEW</p> <p>The creative and innovative use of influencers to drive brand message and awareness to a specific audience and/or to drive business results.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> • Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> • Case Film <p>Optional</p> <ul style="list-style-type: none"> • URL • Awards Show Film • Digital Supporting Content • Digital Supporting Images JPG
<p>B11. Metaverse, New Realities & Emerging Tech NEW</p> <p>Use of existing or new technology to execute or support a media campaign, which creatively pushes the boundaries of existing platforms or media formats. Including but not limited to AR, VR, AI, wearable tech and mobile devices, voice technology, blockchain technology, gamification, virtual worlds, metaverse and all other emerging platforms. Does not include prototypes of early stage technology.</p> <p><i>Please provide a demo film of the technology for the jury</i></p>	<p>Compulsory</p> <ul style="list-style-type: none"> • Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> • Case Film <p>Optional</p> <ul style="list-style-type: none"> • URL • AR/VR Files • Awards Show Film • Digital Supporting Content • Digital Supporting Images JPG

<h2>C. Insights & Media Strategy</h2> <p>Entries in these categories should demonstrate how a media execution was enhanced or driven by data.</p>	<h2>Materials</h2>
<p>C01. Audience Insights NEW</p> <p>The use of audience insights and understanding of consumer behaviours or needs in order to develop a customised media strategy. The work in this category should demonstrate how these insights contributed to the effectiveness of the media campaign and generated real impact.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Case Film <p>Optional</p> <ul style="list-style-type: none"> URL Digital Supporting Content Digital Supporting Images JPG
<p>C02. Use of Real-Time Data</p> <p>The use of data, created or used in real-time, which provides dynamic content or enables an on-going consumer relationship. The work should clearly demonstrate the responsive relationship between real-time data and the creative output, showing how the data improved the consumer experience by making the creative more relevant, timely or personalised.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Case Film
<p>C03. Data-Driven Targeting</p> <p>The creative use of data to deliver effective targeting, either contributing to programmatic targeting, or providing a key quantitative insight that helped define the target, brand message or channel.</p>	<p>Optional</p> <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
<p>C04. Use of Brand or Product Integration into a Programme or Platform</p> <p>Including, but not limited to, product placement and branding in film, TV, mini-series, web series, music video, streaming services, sponsorship, etc.</p>	<p>Optional</p> <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
<p>C05. Use of Branded Content created for Digital or Social</p> <p>Including branded social media, websites, microsites, mobile applications, games, native advertising, etc.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Presentation Image JPG URL <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Case Film <p>Optional</p> <ul style="list-style-type: none"> Awards Show Film Digital Supporting Content Digital Supporting Images JPG

C06. Data Integration The creative interpretation of data to demonstrate how different streams were integrated to provide new insights from planning through to delivery of a creative campaign or brand strategy.	Compulsory <ul style="list-style-type: none"> Digital Presentation Image JPG Highly Recommended (Optional) <ul style="list-style-type: none"> Case Film Optional <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
C07. Co-creation of Branded IP The creation of a new and shared piece of IP by a brand or product in collaboration with its media partners to drive engagement and specific business results. The work should demonstrate how effective and mutually beneficial the unified working relationship was.	
C08. Social Data The creative use of data specifically generated from social media. Insights gained through the strategic use of social data and associated targeting methods will be considered.	

D. Culture & Context Work that is brought to life through cultural insights and regional context.	Materials
D01. Local Brand Work for brands which are only distributed in a single locality that resonated with a specific target audience.	Compulsory <ul style="list-style-type: none"> Digital Presentation Image JPG Highly Recommended (Optional) <ul style="list-style-type: none"> Case Film Optional <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
D02. Challenger Brand Brands which have creatively adapted their approach in response to competitor pressure by challenging the status quo to create game-changing work that uses progressive thinking and innovative creativity.	
D03. Single-market Campaign Work that only aired or ran in a single country / region / market. Entries should describe how the work was designed for the specific target market.	
D04. Social Behaviour Work inspired by a specific audience / community, hinging on identifiable social behaviour.	
D05. Cultural Insight Work inspired by a specific cultural insight stemming from the ideas, customs, values and lifestyles found within a specific region or locality.	
D06. Breakthrough on a Budget Creative use of modest budgets and/or resources in relation to the market and/or industry to create maximum impact. The work should demonstrate how fresh insight, smart spending and compelling strategic thinking solved a business problem despite limited resources.	
D07. Corporate Purpose & Social Responsibility Purpose driven work or brand activism which address social, ethical and environmental issues. The work should demonstrate how the brand's purpose has created value and impacted communities by connecting customers to culture.	
D08. Market Disruption Brands that have creatively adapted their strategy in response to local / regional / global issues, embracing new ways of delivering their brand while showing consideration for the consumer.	

<h2>E. Excellence in Media</h2> <p>Work that exhibits ingenuity and outstanding craftsmanship in harnessing media to deliver a brand message, change behaviour or engage consumers at scale.</p> <p>The work in this section can only be submitted and paid for by Independent Media Agencies or companies owned by a Media Network or Independent Media Network. The same piece of work can be entered only once in each category within this Section.</p>	<h2>Materials</h2>
<h3>E01. Media Insights & Strategy</h3> <p>The use of unlocked insights and understanding of consumer behaviour / needs in order to develop a customised media strategy to meet a brand's specific business objectives, marketing goals and overall positioning.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Case Film <p>Optional</p> <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
<h3>E02. Media Planning</h3> <p>Sourcing and selection of media platforms to deliver a brand's message based on deep audience insight and creative use of media channels. The work should detail the reach, penetration and frequency of the message to generate the desired response.</p>	
<h3>E03. Media Execution</h3> <p>The work should demonstrate how media thinking and skilful negotiations with media owners contributed to the execution of a campaign strategy across selected channels and achieved business goals. Consideration will be given to effective use of media channels as part of the brand storytelling and to the creative delivery.</p>	
<h3>E04. Use of Channel Integration NEW</h3> <p>Work which connects multiple brand touch-points, successfully blurring the line between chosen media channels and demonstrating how the different mediums complement and build on each other to cut through and deliver results on clear brand objectives.</p> <p><i>The work in this category must show that multiple types of media were used in the campaign (e.g. Screens, Social, Outdoor, Print, New Realities etc).</i></p>	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Case Film <p>Optional</p> <ul style="list-style-type: none"> URL Digital Supporting Content Digital Supporting Images JPG

Music

The Music Spikes celebrate creative musical collaborations and original music content.

Work should demonstrate original production, promotion or distribution of music for brands; work where a recording artist or platform is creatively leveraged to communicate with consumers.

- A number of criteria will be considered during judging and weighted as follows: 20% strategy & insight; 30% creative idea; 30% craft & execution; 20% results.
- Brands refers to talent, artists, creators, influencers, organisations, sponsors, platforms, media owners, rights holders or any entity that produces and distributes products and content related to the music industry.
- There is no overall limit to how many times the same piece of work can be entered into Music Spikes as long as the categories chosen are relevant.

A. Music Content Original music content to promote a track, album or artist.	Materials
A01. Music Video Entries should demonstrate exceptional examples of original music videos and interactive music videos.	Compulsory <ul style="list-style-type: none"> • Film Optional <ul style="list-style-type: none"> • URL • Awards Show Film • Digital Supporting Content • Digital Supporting Images JPG
A02. Brand or Product Integration into Music Content Relevant and symbiotic brand integration into music videos or other music content.	Compulsory <ul style="list-style-type: none"> • Film Highly Recommended (Optional) <ul style="list-style-type: none"> • Case Film Optional <ul style="list-style-type: none"> • URL • Awards Show Film • Digital Supporting Content • Digital Supporting Images JPG

B. Community Initiatives to promote a track, album or artist, created to engage new or existing fans.	Materials
B01. Music Live Experience The design and production of experiences with music at its core. This could include, but not be limited to, concerts, stunts, installations and activations.	Compulsory <ul style="list-style-type: none"> Digital Presentation Image JPG
B02. Fan Engagement / Community Building Strategic initiatives designed to engage, build and/or maintain an artist's fanbase / community that may result in an enhanced brand affinity. Community activity (passive fans vs active fans), engagement levels and the appropriateness of targeted conversation / communication directed at active / non-active users will all be considered.	Highly Recommended (Optional) <ul style="list-style-type: none"> Case Film Optional <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG

C. Innovation in Music Creative use of music platforms and technology for a brand or artist. Focus will be placed on the creative application of technology to enrich a brand's content and its product or service.	Materials
C01. Innovative use of Music Technology Creative use of music platforms and technology to enrich a brand's content and its product or service. This may include, but is not limited to, creation or use of music streaming platforms, video hosting services, playlist strategies, apps, devices and new technology in the promotion of a brand or an artist.	Compulsory <ul style="list-style-type: none"> Digital Presentation Image JPG Highly Recommended (Optional) <ul style="list-style-type: none"> Case Film Optional <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG

D. Excellence in Music Collaboration between a brand and music artists to co-create and develop entertaining and engaging content to further a brand's reach, increase awareness and drive business.	Materials
D01. Use of Original Composition Collaboration between a brand and music artists to co-create, license or adapt music compositions to further a brand's reach, increase awareness and drive business.	Compulsory <ul style="list-style-type: none"> Digital Presentation Image JPG
D02. Use of Licensed / Adapted Music Placement of a track that has been licensed or adapted by, but not specifically created for, a brand for use in its communications. The sourcing and suitability of the music for the brand will be considered.	Highly Recommended (Optional) <ul style="list-style-type: none"> Case Film
D03. Strategic Partnership Exceptional collaboration between a brand or charity / non-profit organisation and music artists that mutually benefit everyone involved, producing exclusive content to increase a brand's reach or awareness of a cause.	Optional <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG

Outdoor

The Outdoor Spikes celebrate creativity experienced out of home.

Work will need to demonstrate ideas that engage in-the-field; work which leverages public spaces to communicate a message or immerse consumers in a brand experience.

- Criteria considered during judging will predominantly be the idea and the execution.
- There is no overall limit to how many times the same piece of work can be entered into Outdoor as long as the categories chosen are relevant.
- However, the same piece of work may only be entered once in 'A. Sectors: Billboards' and/or 'B. Sectors: Posters'.
- In sections A and B each execution constitutes one entry and all executions must have run within the eligibility period.
- In Sections C, D, E and F multiple executions can be entered as one entry however all Outdoor executions must have run within the eligibility period.

A. Billboards: Sectors Classic 2-dimensional sheet and static digital billboards made for standard billboard spaces including roadsides, highways and transit sides. The work in this Section should include a billboard media placement.	Materials
A01. Consumer Goods All fast moving & durable consumer goods, including food and drinks, toiletries, cleaning products, other household goods, other FMCG, clothing and accessories, furniture, consumer electronics, cars and automotive products & services. <i>All fast food entries should go in A03. Travel, Leisure, Retail, Restaurants & Fast Food Chains</i>	Compulsory <ul style="list-style-type: none"> • Digital Proof JPG
A02. Healthcare Pharma, OTC drugs, wellness.	
A03. Travel, Leisure, Retail, Restaurants & Fast Food Chains All transport and travel related services, including public transport and tourism boards. All entertainment and leisure related services, including museums, festivals and gyms. All shops, including online shopping, opticians, hairdressers and estate agents. All restaurants and fast food chains, including cafes and bars.	
A04. Media / Entertainment Music, film, television, publications & media, books, news, digital platforms, other media.	
A05. Consumer Services / Business to Business All commercial public services, legal, financial, B2B technology, consultancies & professional services, other business services, internal & corporate communications.	
A06. Not-for-profit / Charity / Government Government, public information, NGOs, military, charities, non-profit organisations. <i>All CSR work should be entered in the relevant sector and/or F07. Corporate Purpose & Social Responsibility category in section F. Culture & Context</i>	

B. Posters: Sectors Classic sheet and static digital posters made for public spaces. e.g. supermarkets, shopping malls, airports, etc. The work in this Section should include a poster media placement.	Materials
B01. Consumer Goods All fast moving & durable consumer goods, including food and drinks, toiletries, cleaning products, other household goods, other FMCG, clothing and accessories, furniture, consumer electronics, cars and automotive products & services. <i>All fast food entries should go in B03. Travel, Leisure, Retail, Restaurants & Fast Food Chains</i>	Compulsory <ul style="list-style-type: none"> Digital Proof JPG
B02. Healthcare Pharma, OTC drugs, wellness.	
B03. Travel, Leisure, Retail, Restaurants & Fast Food Chains All transport and travel related services, including public transport and tourism boards. All entertainment and leisure related services, including museums, festivals and gyms. All shops, including online shopping, opticians, hairdressers and estate agents. All restaurants and fast food chains, including cafes and bars.	
B04. Media / Entertainment Music, film, television, publications & media, books, news, digital platforms, other media.	
B05. Consumer Services / Business to Business All commercial public services, legal, financial, B2B technology, consultancies & professional services, other business services, internal & corporate communications.	
B06. Not-for-profit / Charity / Government Government, public information, NGOs, military, charities, non-profit organisations. <i>All CSR work should be entered in the relevant sector and/or F07. Corporate Purpose & Social Responsibility category in section F. Culture & Context</i>	
C. Digital Screens All standard digital out of home (DOOH) advertising involving the use of non-static digital display screens to convey a message. For static digital billboards/posters please enter A. Billboards: Sectors or B. Posters: Sectors.	Materials
C01. Animated Digital Screens DOOH that uses linear motion picture / content or animation in the outdoor environment including, but not limited to, digital billboards, posters, transit displays and LED displays.	Compulsory <ul style="list-style-type: none"> Digital Presentation Image JPG Highly Recommended (Optional) <ul style="list-style-type: none"> Demo Film Optional <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
C02. Interactive / Dynamic Digital Screens DOOH that requires either interaction and active consumer engagement through the use of digital touchscreens, motion technology, social media and mobile integration or dynamic DOOH that uses personalised or real-time data that informs updateable content such as data-driven visualisation, responsive displays, conditional content.	

D. Ambient Non-standard and free-format out of home work that leverages the use of public spaces, objects and environments in an unconventional manner.	Materials
D01. Displays Content on display including objects and promotional artwork designed to make a significant brand impact within the out of home environment. Work may be viewable in public spaces including exhibitions, installations and in-store displays. <i>All traditional advertising sites entries should go in Section A. Billboards: Sectors or B. Posters: Sectors</i>	Compulsory <ul style="list-style-type: none"> Digital Presentation Image JPG Highly Recommended (Optional) <ul style="list-style-type: none"> Demo Film Optional <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
D02. Promotional Items & Printed Media Promotional items and brand merchandise distributed in the out of home environment. Including, but not limited to, giveaways at events, retail stores, exhibitions etc. <i>Please send physical samples for the jury to experience.</i>	Compulsory <ul style="list-style-type: none"> Digital Presentation Image JPG Highly Recommended (Optional) <ul style="list-style-type: none"> Physical Support Material Optional <ul style="list-style-type: none"> URL Awards Show Film Demo Film Digital Supporting Content Digital Supporting Images JPG
D03. Special Build Physical constructions and adaptations of outdoor sites including building exteriors, street furniture and large scale signage. This could include, but not be limited to, supersize sites, pop-up shops, 3D / non-standard shaped sites, ticket barriers and floor media.	Compulsory <ul style="list-style-type: none"> Digital Presentation Image JPG Highly Recommended (Optional) <ul style="list-style-type: none"> Demo Film Optional <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
D04. Live Advertising & Events Out of home activations that involve something live on the part of the advertiser and are witnessed by an audience in real-time. The work may include, but is not limited to live performances, demonstrations, branded concerts and promotional events.	
D05. Interactive & Immersive Experiences Out of home activations that involve consumers. Including, but not limited to, experiential marketing, consumer and audience participation, physical interaction and interactive games, immersive storytelling, use of mobile, VR/AR/MR, installations and multidimensional experiences.	
D06. Transit Non-standard or free-format advertising using vehicles or transit sites / locations. The work may include the use of cars, trains, buses, taxis, trucks, airplanes etc. or the use of transit and commuter advertising sites such as car parks, airports, stations (bus & train), ferry ports, roads and driving tracks.	

<h2>E. Innovation in Outdoor</h2> <p>The creative and/or innovative use of the out of home medium to communicate the brand's message.</p>	<h2>Materials</h2>
<p>E01. Standard Sites</p> <p>Work created for standard out of home sites which pushes boundaries or broadens the scope of traditional out of home mediums including, but not limited to, billboards, posters, transit advertising, commuter rail, wallsapes, displays, street advertising.</p> <p><i>If you are submitting more than one execution please upload all executions in a single digital presentation image.</i></p>	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Demo Film <p>Optional</p> <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
<p>E02. Ambient Outdoor</p> <p>Work created for non-standard, ambient out of home sites which leverage public spaces, objects and environments and are forward thinking in their innovation.</p>	
<p>E03. Technology</p> <p>Innovative use of technology to create out of home experiences, including but not limited to, the use of mobile with a strong out of home touch-point, holographic images, drones, AR, computer-generated imagery, algorithms and AI.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Demo Film <p>Optional</p> <ul style="list-style-type: none"> URL AR/VR Files Awards Show Film Digital Supporting Content Digital Supporting Images JPG

<h2>F. Culture & Context</h2> <p>Work that is brought to life through cultural insights and regional context.</p> <p>If you are submitting more than one execution please upload all executions in a single digital presentation image.</p>	<h2>Materials</h2>
<p>F01. Local Brand</p> <p>Work for brands which are only distributed in a single locality that resonated with a specific target audience.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Case Film <p>Optional</p> <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
<p>F02. Challenger Brand</p> <p>Brands which have creatively adapted their approach in response to competitor pressure by challenging the status quo to create game-changing work that uses progressive thinking and innovative creativity.</p>	
<p>F03. Single-market Campaign</p> <p>Work that only aired or ran in a single country / region / market. Entries should describe how the work was designed for the specific target market.</p>	
<p>F04. Social Behaviour</p> <p>Work inspired by a specific audience / community, hinging on identifiable social behaviour.</p>	
<p>F05. Cultural Insight</p> <p>Work inspired by a specific cultural insight stemming from the ideas, customs, values and lifestyles found within a specific region or locality.</p>	
<p>F06. Breakthrough on a Budget</p> <p>Creative use of modest budgets and/or resources in relation to the market and/or industry to create maximum impact. The work should demonstrate how fresh insight, smart spending and compelling strategic thinking solved a business problem despite limited resources.</p>	
<p>F07. Corporate Purpose & Social Responsibility</p> <p>Purpose driven work / brand activism which address social, ethical and environmental issues. The work should demonstrate how the brand's purpose has created value and impacted communities by connecting customers to culture.</p>	
<p>F08. Market Disruption</p> <p>Brands that have creatively adapted their strategy in response to local / regional / global issues, embracing new ways of delivering their brand while showing consideration for the consumer.</p>	

PR

The PR Spikes celebrate the craft of strategic and creative communication.

Work should demonstrate how original thinking, transformative insight and a strategy rooted in earned media has influenced opinion and driven business, societal, and/or cultural change. Work with storytelling at its core, which established, protected and enhanced the reputation and business of an organisation or brand.

- A number of criteria will be considered during judging and weighted as follows: 20% idea; 30% strategy; 20% execution; 30% impact and results.
- The same piece of work can be entered up to three times in PR.
- However, the same piece of work may only be entered once in 'A. PR: Sectors'.
- For PR the eligibility dates are 1st January 2023 – 31st January 2024, except for category 'D06. Strategic Transformation', where the transformation being judged was first implemented within the eligibility period of 1st January 2021 – 31st January 2024.

A. PR: Sectors The same entry can be submitted only once in this section.	Materials
A01. Consumer Goods All fast moving & durable consumer goods, including food and drinks, toiletries, cleaning products, other household goods, other FMCG, clothing and accessories, furniture, consumer electronics, cars and automotive products & services. <i>All fast food entries should go in A03. Travel, Leisure, Retail, Restaurants & Fast Food Chains</i>	Compulsory <ul style="list-style-type: none"> • Digital Presentation Image JPG Highly Recommended (Optional) <ul style="list-style-type: none"> • Case Film Optional <ul style="list-style-type: none"> • URL • Awards Show Film • Digital Supporting Content • Digital Supporting Images JPG
A02. Healthcare Pharma, OTC drugs, wellness.	
A03. Travel, Leisure, Retail, Restaurants & Fast Food Chains All transport and travel related services, including public transport and tourism boards. All entertainment and leisure related services, including museums, festivals and gyms. All shops, including online shopping, opticians, hairdressers and estate agents. All restaurants and fast food chains, including cafes and bars.	
A04. Media / Entertainment Music, film, television, publications & media, books, news, digital platforms, other media.	
A05. Consumer Services / Business to Business All commercial public services, legal, financial, B2B technology, consultancies & professional services, other business services, internal & corporate communications.	
A06. Not-for-profit / Charity / Government Government, public information, NGOs, military, charities, non-profit organisations. <i>All CSR work should be entered in the relevant sector and/or G07. Corporate Purpose & Social Responsibility category in section G. Culture & Context</i>	

B. Social Engagement & Influencer Marketing The work should focus on how social / digital platforms were leveraged to support or execute the PR campaign.	Materials
B01. Social Engagement Celebrating Public Relations and social media storytelling that builds brand awareness and advocacy. The work should demonstrate how social media was harnessed to increase brand awareness and relevance.	Compulsory <ul style="list-style-type: none"> Digital Presentation Image JPG URL Highly Recommended (Optional) <ul style="list-style-type: none"> Case Film Optional <ul style="list-style-type: none"> Awards Show Film Digital Supporting Content Digital Supporting Images JPG
B02. Community Management Recognising the development, maintenance and nurturing of brand relationships. The work should demonstrate how engaging with a brand's online community / targeted audience built its reputation and established trust & authority within the online community.	
B03. Real-time Response Real-time social activity designed to respond and engage in the conversation around world events, public affairs and other real-world, real-time activity in a creative and meaningful way.	
B04. Content Creation & Production Content created and produced to entertain, inspire or educate. The work should demonstrate how the content created was audience relevant and engaging as well as in line with brand messaging.	
B05. Content Discovery & Amplification Recognising a creative approach to content amplification and distribution in order to reach the largest potential audience. The work should demonstrate how a combination of earned, paid, shared and owned media contributed to increased brand engagement and awareness.	
B06. Innovative Use of Influencers The creative and innovative use of influencers to drive brand message and awareness to a specific audience.	
C. Insights & Measurement Effectiveness in using data to drive creative inspiration and communications strategies. The work should focus on the deliberate and thoughtful introduction of insights and measurements to develop campaigns that have had a real impact on the performance of an organisation. The work should demonstrate the success of activities that tackles the wide range of reputational and stakeholder challenges that non-advertising communications have to address.	Materials
C01. Research, Data & Analytics Research, data-led or actionable insight that provides a meaningful contribution or input to a public relations program. The work should provide evidence of research or insight, quality of thinking and the development of a strategy.	Compulsory <ul style="list-style-type: none"> Digital Presentation Image JPG Highly Recommended (Optional) <ul style="list-style-type: none"> Case Film Optional <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
C02. PR Effectiveness Creative work that has a proven impact on business and reputation. The work should provide results data, as well as details of measurement tools and analysis methods used to evaluate results. Consideration will be given to tangible business results and the quality and quantity of media.	

<h2>D. PR Techniques</h2> <p>The creative implementation of PR techniques in order to increase reach and achieve desired campaign outcomes.</p>	<h2>Materials</h2>
<p>D01. Media Relations</p> <p>PR that puts journalism at the forefront of the campaign, with evidence of a high-degree of innovation intended to engage, educate or influence editorial. The work should explain the relevance of media outcomes, including depth, quality and messaging. Consideration will be given to how this strategy achieved or supported the desired campaign outcome.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Case Film <p>Optional</p> <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
<p>D02. Use of Events & Stunts</p> <p>Work which uses stunts, events, competitions, promotional games, pop-up events, street art, guerrilla marketing, corporate events, launch parties, live streamed events, festivals etc. to build the value and reputation of a brand or communication project as part of a wider public relations strategy.</p>	
<p>D03. Launch / Re-launch</p> <p>Work created to launch or re-launch a product or service.</p>	
<p>D04. Brand Voice & Strategic Storytelling</p> <p>Customised strategies designed to communicate a particular point of view / story of a brand / organisation in a consistently relevant way and to build an emotional connection with employees, shareholders and customers alike.</p>	
<p>D05. Use of Technology</p> <p>Existing or new technology that pushes the boundaries of digital innovation to execute or support a PR campaign, including artificial intelligence, virtual reality, virtual worlds, robotics, gadgets and electronics, wearable and interactive technology, etc. Does not include prototypes of early stage technology.</p>	
<p>D06. Strategic Transformation NEW</p> <p>Internal transformation led by PR that has created value through strategic storytelling, transformative insight and has established or enhanced the reputation of a brand. This could include, but not be limited to, scaled adoption of new technology or modified ways of working that facilitate efficiency, collaboration and drive business results.</p> <p><i>There is an increased eligibility for this category of 3+ years: 1 January 2021 – 31 January 2024.</i></p>	

E. Excellence: PR Craft Work that demonstrates exceptional and creative best practice within the chosen PR specialism.	Materials
E01. Corporate Image, Communication & Reputation Management Work which builds the image / raises the profile and shapes the perceptions of a corporate brand, organisation or corporation.	Compulsory <ul style="list-style-type: none"> Digital Presentation Image JPG Highly Recommended (Optional) <ul style="list-style-type: none"> Case Film Optional <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
E02. Public Affairs & Lobbying Work planned to influence or inform the public policy agenda using either lobbying or wider public affairs strategies, as well as political or ballot initiatives.	
E03. Crisis Communications & Issue Management The planning and/or handling of the consequences of a crisis or an issue that may affect a company's credibility and reputation. The work should demonstrate evidence of the planning and/or implementation of a crisis communication strategy and how the desired outcome was achieved. <i>Content of entries in this category can be kept entirely confidential and used for judging purposes only.</i>	
E04. Internal Communications & Employee Engagement Engaging internal communications and activities, including change management, intended to connect employees with a company identity or message. The work should demonstrate how activities translated into measurable results, employee satisfaction, and business growth.	
E05. Sponsorship & Brand Partnerships Work which utilised sponsorship and/or partnership programs in order to meet specific awareness / business goals as well as to enhance the image of a brand, organisation or corporation.	
F. Campaign Programmes that use multiple media platforms in one campaign which is initiated, led or driven predominantly by PR.	Materials
F01. Integrated Campaign led by PR Work that has successfully integrated the chosen elements or channels throughout the campaign, with evidence of how well the different types complement and build on each other to communicate the brand's message and / or change consumer awareness and attitudes.	Compulsory <ul style="list-style-type: none"> Digital Presentation Image JPG Highly Recommended (Optional) <ul style="list-style-type: none"> Case Film Optional <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG

G. Culture & Context Work that is brought to life through cultural insights and regional context.	Materials
G01. Local Brand Work for brands which are only distributed in a single locality that resonated with a specific target audience.	Compulsory <ul style="list-style-type: none"> Digital Presentation Image JPG Highly Recommended (Optional) <ul style="list-style-type: none"> Case Film Optional <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
G02. Challenger Brand Brands which have creatively adapted their approach in response to competitor pressure by challenging the status quo to create game-changing work that uses progressive thinking and innovative creativity.	
G03. Single-market Campaign Work that only aired or ran in a single country / region / market. The work should describe how it was designed for the specific target market.	
G04. Social Behaviour Work inspired by a specific audience / community, hinging on identifiable social behaviour.	
G05. Cultural Insight Work inspired by a specific cultural insight stemming from the ideas, customs, values and lifestyles found within a specific region or locality.	
G06. Breakthrough on a Budget Creative use of modest budgets and/or resources in relation to the market and/or industry to create maximum impact. The work should demonstrate how fresh insight, smart spending and compelling strategic thinking solved a business problem despite limited resources.	
G07. Corporate Purpose & Social Responsibility Purpose driven work / brand activism which address social, ethical and environmental issues. The work should demonstrate how the brand's purpose has created value and impacted communities by connecting customers to culture.	
G08. Market Disruption Brands that have creatively adapted their strategy in response to local / regional / global issues, embracing new ways of delivering their brand while showing consideration for the consumer.	

Print & Publishing

The Print & Publishing Spikes celebrate creativity in circulation.

Work should demonstrate ideas that leap off the page; work that exhibits ingenuity and outstanding craftsmanship in published media.

- Criteria considered during judging will predominantly be the idea and the execution.
- There is no overall limit to how many times the same piece of work can be entered into Print & Publishing as long as the categories chosen are relevant.
- However, the same piece of work may only be entered once in 'A. Print: Sectors'.
- In section A each execution constitutes one entry and all executions must have run within the eligibility period.
- In Sections B and C multiple executions can be entered as one entry however all Print & Publishing executions must have run within the eligibility period.

A. Print & Publishing: Sectors The same entry can be submitted only once in this section.	Materials
A01. Consumer Goods All fast moving & durable consumer goods, including food and drinks, toiletries, cleaning products, other household goods, other FMCG, clothing and accessories, furniture, consumer electronics, cars and automotive products & services. <i>All fast food entries should go in A03. Travel, Leisure, Retail, Restaurants & Fast Food Chains</i>	Compulsory <ul style="list-style-type: none"> • Digital Proof JPG Optional <ul style="list-style-type: none"> • Digital Supporting Content • Digital Supporting Images JPG
A02. Healthcare Pharma, OTC drugs, wellness.	
A03. Travel, Leisure, Retail, Restaurants & Fast Food Chains All transport and travel related services, including public transport and tourism boards. All entertainment and leisure related services, including museums, festivals and gyms. All shops, including online shopping, opticians, hairdressers and estate agents. All restaurants and fast food chains, including cafes and bars.	
A04. Media / Entertainment Music, film, television, publications & media, books, news, digital platforms, other media.	
A05. Consumer Services / Business to Business All commercial public services, legal, financial, B2B technology, consultancies & professional services, other business services, internal & corporate communications.	
A06. Not-for-profit / Charity / Government Government, public information, NGOs, military, charities, non-profit organisations. <i>All CSR work should be entered in the relevant sector and/or C07. Corporate Purpose & Social Responsibility category in section C. Culture & Context</i>	

<h2>B. Innovation in Print & Publishing</h2> <p>If you are submitting more than one execution please upload all executions in a single digital presentation image.</p>	<h2>Materials</h2>
<p>B01. Innovative and Adapted use of Print & Publishing</p> <p>Non-traditional and innovative print work that has been modified or adapted to have physically active elements. This may include, but is not limited to, print work with digital and interactive elements such as downloadable applications, QR codes, AR and 3D printing.</p> <p><i>Please send physical samples for the jury to experience.</i></p>	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Physical Support Material <p>Optional</p> <ul style="list-style-type: none"> URL AR/VR Files Awards Show Film Demo Film Digital Supporting Content Digital Supporting Images JPG

<h2>C. Culture & Context</h2> <p>Work that is brought to life through cultural insights and regional context.</p> <p>If you are submitting more than one execution please upload all executions in a single digital presentation image.</p>	<h2>Materials</h2>
<p>C01. Local Brand</p> <p>Work for brands which are only distributed in a single locality that resonated with a specific target audience.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> Digital Presentation Image JPG <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> Case Film <p>Optional</p> <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
<p>C02. Challenger Brand</p> <p>Brands which have creatively adapted their approach in response to competitor pressure by challenging the status quo to create game-changing work that uses progressive thinking and innovative creativity.</p>	
<p>C03. Single-market Campaign</p> <p>Work that only aired or ran in a single country / region / market. The work should describe how it was designed for the specific target market.</p>	
<p>C04. Social Behaviour</p> <p>Work inspired by a specific audience / community, hinging on identifiable social behaviour.</p>	
<p>C05. Cultural Insight</p> <p>Work inspired by a specific cultural insight stemming from the ideas, customs, values and lifestyles found within a specific region or locality.</p>	
<p>C06. Breakthrough on a Budget</p> <p>Creative use of modest budgets and/or resources in relation to the market and/or industry to create maximum impact. The work should demonstrate how fresh insight, smart spending and compelling strategic thinking solved a business problem despite limited resources.</p>	
<p>C07. Corporate Purpose & Social Responsibility</p> <p>Purpose driven work / brand activism which address social, ethical and environmental issues. The work should demonstrate how the brand's purpose has created value and impacted communities by connecting customers to culture.</p>	
<p>C08. Market Disruption</p> <p>Brands that have creatively adapted their strategy in response to local / regional / global issues, embracing new ways of delivering their brand while showing consideration for the consumer.</p>	

Radio & Audio

The Radio & Audio Spikes celebrate creativity that is wired for sound.

Entries should demonstrate work that communicates a brand message through audio excellence, sonic innovation or superior aural storytelling across the airwaves and digital streams.

- Criteria considered during judging will predominantly be the idea and the execution.
- There is no overall limit to how many times the same piece of work can be entered into Radio & Audio as long as the categories chosen are relevant.
- However, the same piece of work may only be entered once in 'A. Radio & Audio: Sectors'.
- In sections A & B, each execution constitutes one entry and all executions must have run in the eligibility period. In sections C & D, multiple executions can be entered as one entry. However, all Radio & Audio executions must have run in the eligibility period.

A. Radio & Audio: Sectors The same entry can be submitted only once in this section.	Materials
A01. Consumer Goods All fast moving & durable consumer goods, including food and drinks, toiletries, cleaning products, other household goods, other FMCG, clothing and accessories, furniture, consumer electronics, cars and automotive products & services. <i>All fast food entries should go in A03. Travel, Leisure, Retail, Restaurants & Fast Food Chains</i>	Compulsory <ul style="list-style-type: none"> • MP3 Original Version Optional <ul style="list-style-type: none"> • URL • Digital Supporting Content • Digital Supporting Images JPG
A02. Healthcare Pharma, OTC drugs, wellness.	
A03. Travel, Leisure, Retail, Restaurants & Fast Food Chains All transport and travel related services, including public transport and tourism boards. All entertainment and leisure related services, including museums, festivals and gyms. All shops, including online shopping, opticians, hairdressers and estate agents. All restaurants and fast food chains, including cafes and bars.	
A04. Media / Entertainment Music, film, television, publications & media, books, news, digital platforms, other media.	
A05. Consumer Services / Business to Business All commercial public services, legal, financial, B2B technology, consultancies & professional services, other business services, internal & corporate communications.	
A06. Not-for-profit / Charity / Government Government, public information, NGOs, military, charities, non-profit organisations. <i>All CSR work should be entered in the relevant sector and/or D07. Corporate Purpose & Social Responsibility category in section D. Culture & Context</i>	

B. Excellence in Radio & Audio	Materials
B01. Use of Music Including, but not limited to, original compositions, licensed recordings or adapted / altered versions of an existing recording.	Compulsory <ul style="list-style-type: none"> MP3 Original Version Highly Recommended (Optional) <ul style="list-style-type: none"> Demo Film Optional <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
B02. Sound Design The process of specifying, acquiring, manipulating or generating audio elements, including sound effects, location recordings, 'Atmos' etc.	
B03. Script Scripts that bring to life a brand idea or message in an audio context. <i>Scripts should be specific to the audio medium. Scripts for film work will not be accepted here unless it ran as a standalone audio content.</i>	
B04. Casting & Performance The overall delivery of the script through performance. Including, but not limited to, tone and pacing, use of accents or impersonation etc.	

C. Innovation in Radio & Audio	Materials
Innovative use of the radio/audio to communicate a brand's message. Work that enhances and reinvigorates the consumers' experience by allowing them to engage with and respond to the radio/audio content.	Compulsory <ul style="list-style-type: none"> MP3 Original Version Highly Recommended (Optional) <ul style="list-style-type: none"> Demo Film Optional <ul style="list-style-type: none"> URL Awards Show Film Digital Supporting Content Digital Supporting Images JPG
C01. Use of Radio & Audio as a Medium The innovative or creative use of radio or audio as a medium, with evidence of how the medium was used in a creative and innovative way to communicate the brand's message. <i>If you are submitting a series please upload all executions in a single mp3 file with a gap denoting the start of the next execution.</i>	
C02. Use of Audio Technology / Voice Activation Forward thinking ideas which directly enhance the experience of the listener. Including, but not limited to, use of apps or mobile, voice technology, web technology, software development and all other technology that demonstrates a development in the production process and distribution of audio.	
C03. Branded Content / Podcasts Paid-for, sponsored or brand funded content / programming on all audio platforms including radio stations, streaming platforms, podcasts or programme sponsorship. Content that exemplifies the brand message / ethos, as well as enhances the experience of the listener. <i>Please supply a sample MP3 file of up to 30 minutes.</i>	

<h2>D. Culture & Context</h2> <p>Work that is brought to life through cultural insights and regional context.</p> <p>If you are submitting more than one execution please upload all executions in a single mp3 with a gap to denote each new execution.</p>	<h2>Materials</h2>
<p>D01. Local Brand</p> <p>Work for brands which are only distributed in a single locality that resonated with a specific target audience.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> • MP3 Original Version <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> • Case Film <p>Optional</p> <ul style="list-style-type: none"> • URL • Awards Show Film • Digital Supporting Content • Digital Supporting Images JPG
<p>D02. Challenger Brand</p> <p>Brands which have creatively adapted their approach in response to competitor pressure by challenging the status quo to create game-changing work that uses progressive thinking and innovative creativity.</p>	
<p>D03. Single-market Campaign</p> <p>Work that only aired or ran in a single country / region / market. Entries should describe how the work was designed for the specific target market.</p>	
<p>D04. Social Behaviour</p> <p>Work inspired by a specific audience / community, hinging on identifiable social behaviour.</p>	
<p>D05. Cultural Insight</p> <p>Work inspired by a specific cultural insight stemming from the ideas, customs, values and lifestyles found within a specific region or locality.</p>	
<p>D06. Breakthrough on a Budget</p> <p>Creative use of modest budgets and/or resources in relation to the market and/or industry to create maximum impact. The work should demonstrate how fresh insight, smart spending and compelling strategic thinking solved a business problem despite limited resources.</p>	
<p>D07. Corporate Purpose & Social Responsibility</p> <p>Purpose driven work / brand activism which address social, ethical and environmental issues. The work should demonstrate how the brand's purpose has created value and impacted communities by connecting customers to culture.</p>	
<p>D08. Market Disruption</p> <p>Brands that have creatively adapted their strategy in response to local / regional / global issues, embracing new ways of delivering their brand while showing consideration for the consumer.</p>	

Social & Influencer

The Social & Influencer Spikes celebrate creative social thinking and strategic influencer marketing solutions.

Work should demonstrate how levels of engagement, social reach and the creative use of social media, brand ambassadors and influencers led to commercial success.

- A number of criteria will be considered during judging and weighted as follows: 30% Idea; 20% strategy; 20% execution; 30% results.
- There is no overall limit to how many times the same piece of work can be entered into Social & Influencer as long as the categories chosen are relevant.
- However, the same piece of work may only be entered once in 'A. Social & Influencer: Sectors'.

A. Social & Influencer: Sectors The same entry can be submitted only once in this section.	Materials
A01. Consumer Goods All fast moving & durable consumer goods, including food and drinks, toiletries, cleaning products, other household goods, other FMCG, clothing and accessories, furniture, consumer electronics, cars and automotive products & services. <i>All fast food entries should go in A03. Travel, Leisure, Retail, Restaurants & Fast Food Chains.</i>	Compulsory <ul style="list-style-type: none"> • Digital Presentation Image JPG • URL Highly Recommended (Optional) <ul style="list-style-type: none"> • Case Film Optional <ul style="list-style-type: none"> • Awards Show Film • Digital Supporting Content • Digital Supporting Images JPG
A02. Healthcare Pharma, OTC drugs, wellness.	
A03. Travel, Leisure, Retail, Restaurants & Fast Food Chains All transport and travel related services, including public transport and tourism boards. All entertainment and leisure related services, including museums, festivals and gyms. All shops, including online shopping, opticians, hairdressers and estate agents. All restaurants and fast food chains, including cafes and bars.	
A04. Media / Entertainment Music, film, television, publications & media, books, news, digital platforms, other media.	
A05. Consumer Services / Business to Business All commercial public services, legal, financial, B2B technology, consultancies & professional services, other business services, internal & corporate communications.	
A06. Not-for-profit / Charity / Government Government, public information, NGOs, military, charities, non-profit organisations. <i>All CSR work should be entered in the relevant sector and/or D07. Corporate Purpose & Social Responsibility category in section D. Culture & Context.</i>	

<h2>B. Social Insights & Engagement</h2> <p>Work in these categories will be judged on how successfully social was used to engage with online communities and deliver measurable and meaningful results for a brand.</p>	<h2>Materials</h2>
<p>B01. Community Management</p> <p>Social activity that is designed to engage, build or maintain an online social community. Engagement levels and the relevance of targeted communications directed at active / non-active users will all be considered.</p>	<p>Compulsory</p> <ul style="list-style-type: none"> • Digital Presentation Image JPG • URL
<p>B02. Real-time Response</p> <p>Targeted social activity that utilises social platforms to respond to world events, public affairs and other real-time activity in a meaningful, time sensitive and creative way, which prompts social sharing and engagement.</p>	<p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> • Case Film
<p>B03. Social Data & Insight</p> <p>Social campaigns elevated through their use of data and insights to engage or develop a meaningful relationship with a specific audience or community. Insights gained through the strategic application of social data / analytics will be considered.</p>	<p>Optional</p> <ul style="list-style-type: none"> • Awards Show Film • Digital Supporting Content • Digital Supporting Images JPG
<p>B04. Innovative Use of Community</p> <p>Creative use of existing social platforms and/or online communities to impact business objectives or enhance a relationships with a brand, community or consumers. This may also include the use of new functions built for existing social platforms, levels of engagement, social reach and the creative strategy etc.</p>	
<p>B05. Metaverse, New Realities & Emerging Tech NEW</p> <p>Immersive experiences that creatively push the boundaries of technology within social media. Including but not limited to AI, AR, VR, XR, wearable tech and mobile devices, voice technology, blockchain technology, gamification, virtual worlds, metaverse and all other emerging platforms. Does not include prototypes of early stage technology.</p> <p><i>Please provide a demo film of the technology for the jury</i></p>	<p>Compulsory</p> <ul style="list-style-type: none"> • Digital Presentation Image JPG • URL <p>Highly Recommended (Optional)</p> <ul style="list-style-type: none"> • Case Film <p>Optional</p> <ul style="list-style-type: none"> • AR/VR Files • Awards Show Film • Digital Supporting Content • Digital Supporting Images JPG

C. Social Content Marketing Work in these categories will be judged on how successfully content was used to engage with consumers and target audiences.	Materials
C01. Content Placement Content and editorial strategy and placement using social channels. The strategic arrangement and curation of appropriate content that may either drive or enhance a wider social campaign.	Compulsory <ul style="list-style-type: none"> • Digital Presentation Image JPG • URL Highly Recommended (Optional) <ul style="list-style-type: none"> • Case Film Optional <ul style="list-style-type: none"> • Awards Show Film • Digital Supporting Content • Digital Supporting Images JPG
C02. Innovative Use of Influencers Creative use of influencers, including but not limited to, unique content created by an influencer for the primary purpose of increasing a brand or organisation's reach and awareness and/or to drive business results.	
C03. Co-Creation & User Generated Content Social activity designed to encourage a community / fanbase to contribute or collaborate with a brand initiative to enhance loyalty and engagement.	
C04. Social Commerce Work which harnesses social media, social platforms and virtual communities for eCommerce and mCommerce to drive business results.	
C05. Emerging Platforms Creative use of emerging social platforms to impact business objectives and / or to enhance relationships with a brand, community or consumers.	

D. Culture & Context Work that is brought to life through cultural insights and regional context.	Materials
D01. Local Brand Work for brands that are only distributed in a single locality that resonated with a specific target audience.	Compulsory <ul style="list-style-type: none"> Digital Presentation Image JPG URL Highly Recommended (Optional) <ul style="list-style-type: none"> Case Film Optional <ul style="list-style-type: none"> Awards Show Film Digital Supporting Content Digital Supporting Images JPG
D02. Challenger Brand Brands which have creatively adapted their approach in response to competitor pressure by challenging the status quo to create game-changing work that uses progressive thinking and innovative creativity.	
D03. Single-market Campaign Work which aired or ran in a single country / region / market. Entries should describe how the campaign was designed for the specific target market.	
D04. Social Behaviour Work inspired by a specific audience / community, hinging on identifiable social behaviour.	
D05. Cultural Insight Work inspired by a specific cultural insight stemming from the ideas, customs, values and lifestyles found within a specific region or locality.	
D06. Breakthrough on a Budget Creative use of modest budgets and/or resources in relation to the market and/or industry to create maximum impact. The work should demonstrate how fresh insight, smart spending and compelling strategic thinking solved a business problem despite limited resources.	
D07. Corporate Purpose & Social Responsibility Purpose driven work / brand activism which address social, ethical and environmental issues. The work should demonstrate how the brand's purpose has created value and impacted communities by connecting customers to culture.	
D08. Market Disruption Brands that have creatively adapted their strategy in response to local / regional / global issues, embracing new ways of delivering their brand while showing consideration for the consumer.	

SUPPORTING MATERIAL GUIDELINES

Supporting materials are some of the most important elements of your entry. This is what the jury will examine, watch and read during their decision-making. Each Spikes Award has different material requirements. In some cases, they are mandatory whereas in others, they are recommended or optional.

It's important to remember there are strict rules about adding extra information or replacing files once you've submitted your entry. Entry media e.g. case films and JPGs, cannot be updated under any circumstances. Please make sure you are absolutely ready to submit before you pay.

If new results are collected after the entry has been paid for, we will only accept additional written information in the results section of the entry form before 1st February 2024.

In order to avoid your work being withdrawn from the Festival, please adhere to the following guidelines:

- All case films and presentation images must be in English.
- Work which was not originally published in English (TVCs, print ads, billboards etc.) can be translated or subtitled exactly as it was published or aired, so that they can be understood by the English-speaking jury.
- If translating original video work, please note that dubbing is not allowed. Voiceovers can be translated but visible speech must be kept in the original language and subtitled.
- Supporting materials must not contain any reference to your agency or any contributing creative companies or individuals.

Labelling And Delivery Guidelines

- **ENTRY LABELS:** The individual entry labels are provided with your confirmation email, after payment. Labels have individual entry numbers which are specific to your entries and are vital for us to identify your physical material(s) when they arrive, as they will be made available to the jury in the latter stages of judging. The entry labels must be attached to the supporting material, as appropriate.



Attention: Spikes Asia
Level 17, Frasers Tower
182 Cecil Street
Singapore 069547
Telephone number: +65 9728 6037

- **PACKAGE ADDRESS LABELS:** On your confirmation email, there will be a package address label for the outside of your package(s). Instructions on where and how to attach them are in your confirmation email. You can also download them from your online account. We are unable to accept entry materials which are not labelled correctly.
- **LARGE ITEMS:** If your physical support materials are oversized or require assembly instructions please contact awards@spikes.asia
- **Please send us your physical materials within seven days of completing your submission.**
- **Please ensure your physical materials arrive at the Singapore address above before 1st March 2024.**
- **We kindly ask you to refrain from sending us any printed proofs or boards as we are no longer accepting these as supporting materials.**
- You must cover all courier and mailing costs in advance, to secure the delivery of your materials. The Festival Organisers cannot accept responsibility for packages at any stage of transit. If entries are lost, held up at customs or require payment for delivery, resolution is the sole responsibility of the entrant.
- A Customs Invoice should be included in your consignment, saying: 'Festival MATERIAL - NO COMMERCIAL VALUE'. A nominal amount of money, e.g. SGD \$1.50 per material, can be stated if necessary..
- Products should be insured against damage or loss in transit or on Festival premises. We do not accept any liability for any loss, damage or expense incurred.
- Physical support material becomes the property of the Festival Organisers once it has been received. We cannot return materials to entrants after judging. In exceptional circumstances and at the Festival's discretion, we may agree to return large or valuable items. However, this must be pre agreed with the Festival in writing by 1st March 2024 and all transit costs must be covered by the entrant. Please email awards@spikes.asia for more info.

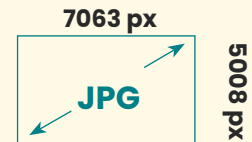
Image File Format Guidelines

Digital Presentation Image

A visual presentation of your work, including images and English text, concisely summarising the brief, execution and results.

SPECIFICATIONS:

JPG,
7063 x 5008 pixels,
5 - 15MB



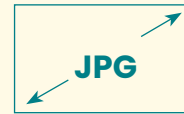
Digital Proof

The digital version of the original advertisement or execution, exactly as it ran.

SPECIFICATIONS:

JPG,
7063 x 5008 pixels,
5 - 15MB

7063 px



5008 px

Since the beginning of professional rugby the All Blacks have become a real team of men, making them the most successful team in the world across all codes.

Now in 2010, something almost unprecedented happened. The All Blacks lost, their status in a way a blow to their territory for many years, and as a result to the beloved team began to wane.

As the much long-standing sponsor of 34 years, Heineken (the most popular beer) seemed to realize that support should never be slowing. Their loss.

So, before the biggest test of the season against the world champions Springboks, we ran this full page ad in the national paper - with a headline accompanying every single detail about Heineken's sponsorship began way back in 1986 - giving the brand new much needed perspective to this latest bump in the road.

The ad was published hundreds of times online in the weeks and by the time, and was soon replaced by local clubs here in New Zealand and abroad.

Reel of content.



Supporting Images

Digital images that may help support your entry in the jury room. Maximum 5. Only to be included if necessary and relevant.

SPECIFICATIONS:

JPG,
7063 x 5008 pixels,
5 – 15MB



Video File Format Guidelines

Please supply a high quality video as .MOV or .MP4. The maximum file size is 350MB

	ASPECT RATIO	RESOLUTION	FORMAT/CODEC	AUDIO
PREFERRED	Full HD 1080p	1920 x 1080	.MOV/H.264	AAC, Stereo, 48kHz
	HD 720p	1280 x 720		
ACCEPTED	4:3 or 16:9	1024x576	.MP4/H.264	AAC, Stereo, 48kHz
		720x576		
		854x480		
		640x480		

Case Film (120 seconds maximum)

A short film explaining your work. Content includes the brief, execution and results. This will be used in judging and displayed publicly.

[Example Case Film](#)

SPECIFICATIONS:

MOV/ MP4,
350MB.

Film

The original film advertisement or content, exactly as it aired. No extra slates or information. Work which is not in English should be subtitled, so that it can be understood in English, exactly as it was published or aired. Please note that dubbing is not allowed. Voiceovers can be translated but visible speech must be kept in the original language and subtitled.

[Example Film Entry](#)

SPECIFICATIONS:

MOV/ MP4,
350MB.

Awards Show Film (30 - 45 seconds)

A shorter, edited version of your case film. This will be shown at the Awards Show, should your work win Gold. It will not be shown to the jury. Award Show Films should be in English.

[Example Awards Show Film](#)

SPECIFICATIONS:

MOV/ MP4,
350MB.

Demo Film (120 seconds maximum)

Depending on the Spikes Award being entered, this is either a 'making of', a recording of the activation in action or a walk through showing the specific elements of your work. Demo Films should be in English.

[Example 'Walk through' Demo Film](#)

[Example 'Making of' Demo Film](#)

SPECIFICATIONS:

MOV/ MP4,
350MB.

URLS

In order to avoid your work being withdrawn from the Festival, your URL must be accessible online. until 31st May 2024.

URLs must start with 'http://' or 'https://' and preferably accessible without a login or password.

Content URL

Direct link to your digital execution e.g. website, microsite, app download page or social media page.

[Example of a website / microsite entry](#)

[Example of an app download page](#)

[Example social media post](#)

Video URL

Direct link to where the online video aired.

[Example Video URL](#)

Presentation Webpage URL

If your direct link is not in English, you may provide a URL which leads to a page which explains your work in English.

[Example Supporting Webpage URL](#)

Other File Formats

Radio File

MP3 audio file of original radio advertisement, as it aired.

SPECIFICATIONS:

258 kbps preferred, 128 kbps = minimum accepted.

Digital Supporting Content

Any supporting documents, videos, or radio files which are relevant to your entry.

FILE TYPES ACCEPTED:

jpg, mp3, mp4, mov, doc, docx, pdf, xls, xlsx, ppt, pptx

Appendix

A collection of supplementary material to support the written submission. This could include graphs, diagrams, press clippings, screen grabs or the original source data submitted as a single PDF file.

AR/VR Files

A collection of .zip files containing the AR/VR element of the work entered into certain specific categories for the jury to experience.

Information Deck

An information deck (PDF) containing all aspects of the work. This could include original objectives; the strategy and planning; how the work was designed and implemented; data sources and technology used; and a breakdown of the results and impact for business, brand and customer.