

# CREATE ENGAGING & PERSUASIVE SRHR CONTENT

Day 2: Persuasive Aims



Camera on, mic off



Notebook and pen



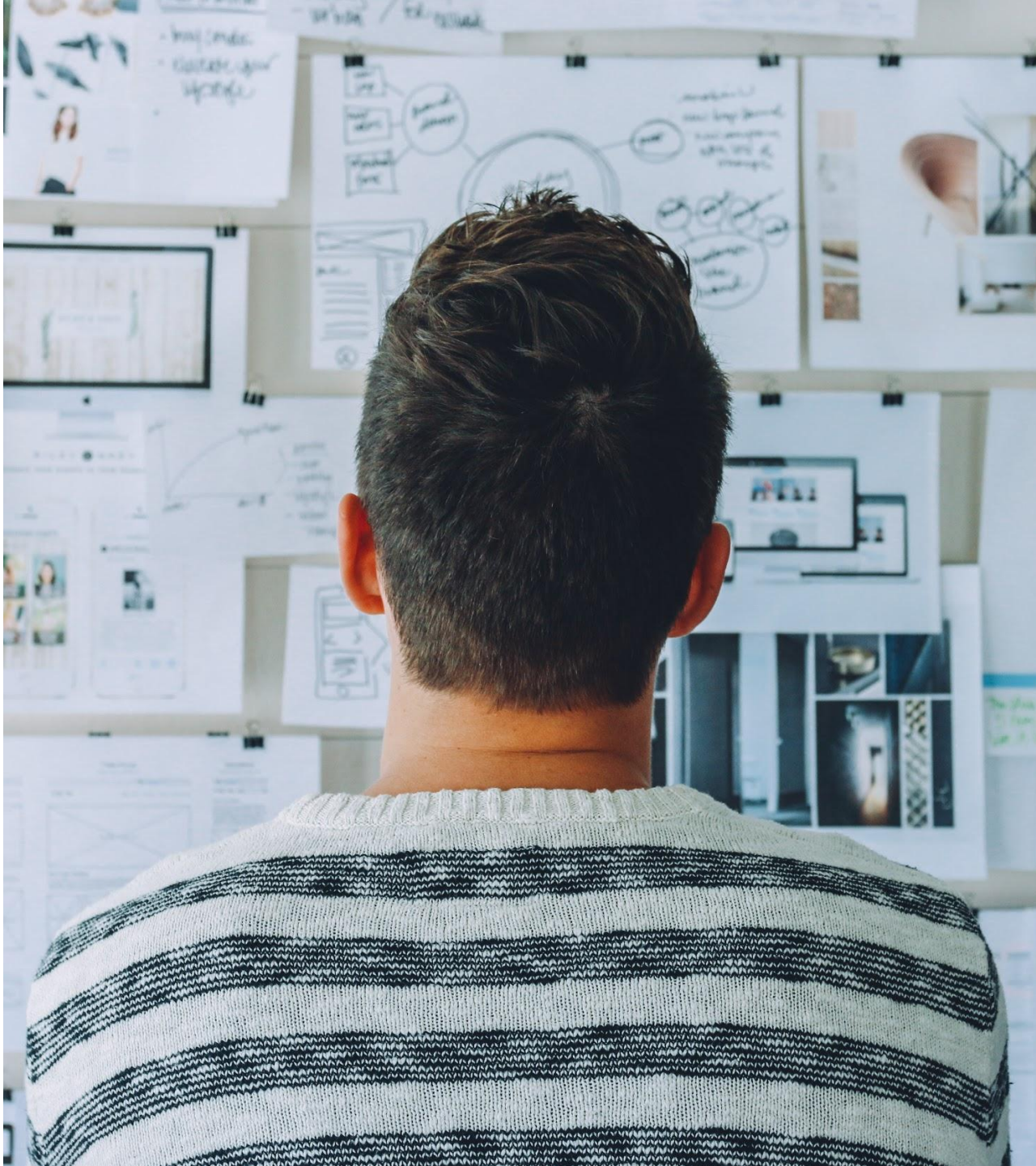
OLA account



Smartphone

## WHAT YOU NEED

# RECAP AND REFLECTION





**our approach to  
content creation**

**Target Audiences**

**Persuasive Aims**

**Storytelling**

**Creative Formats**

**SRHR Content**

**Popular Platforms**

# AGENDA DAY 2

**Media & Learning**

**The 3 Steps of Persuasion**

**Case Studies**





**INFORM**



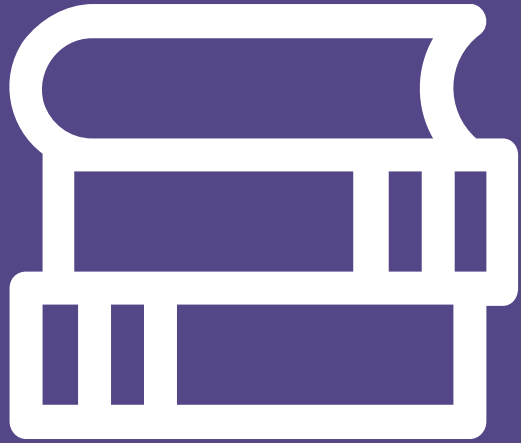
**EDUCATE**



**ENTERTAIN**



# LEARNING DOMAINS



**KNOWLEDGE**  
Information



**SKILLS**  
Abilities



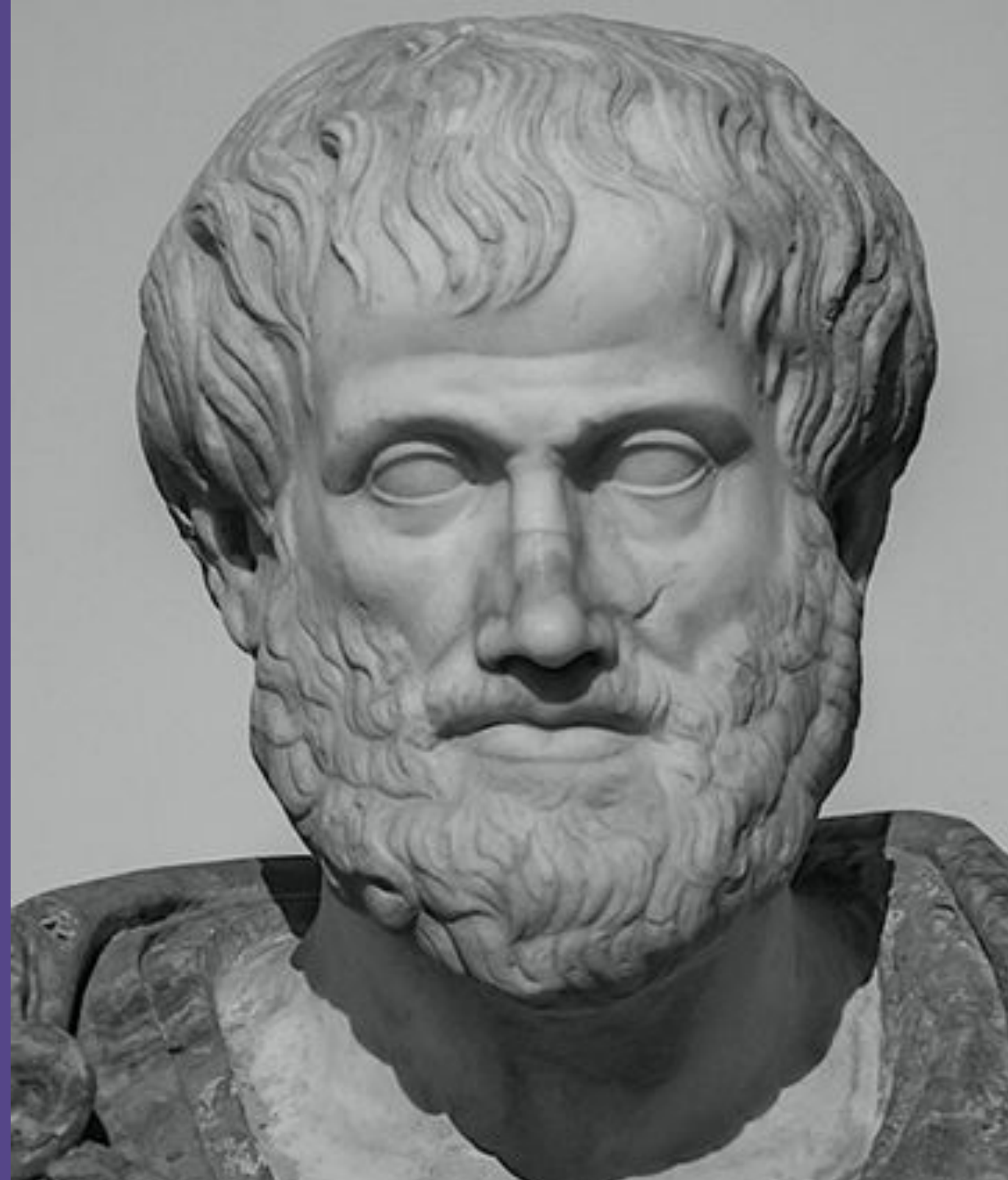
**ATTITUDE**  
Beliefs

# Persuasion

In order to change behaviour, we need to persuade.

**Persuasion is learning with  
EMOTION.**

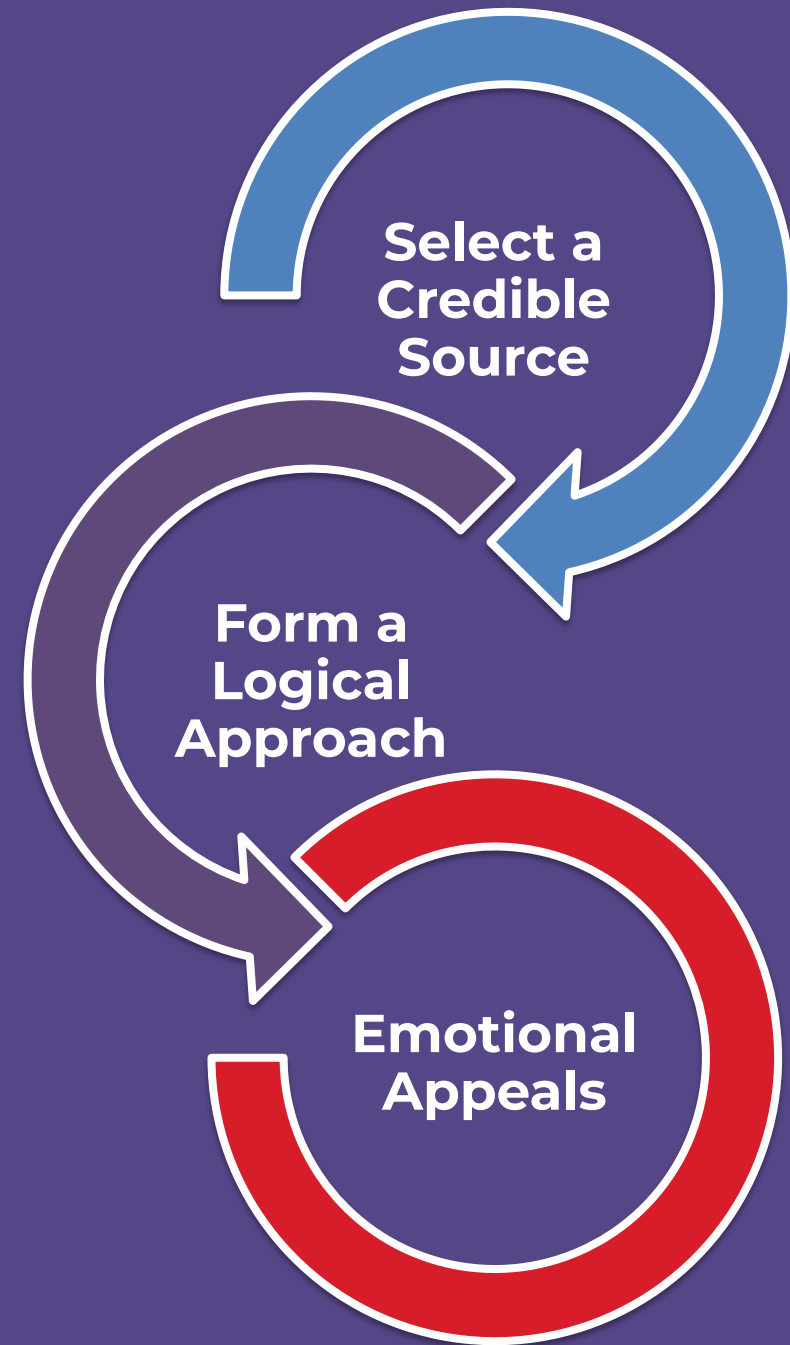
You need to persuade people if you want to add skills or attitudes.







# Three Steps in Persuading People



# Credible Sources

People we trust to get information from.

Who are credible sources for your audience?





 **IDEA STORM**

**Who do you trust to  
get your information  
from?**



## IDEA STORM

Go to **menti.com**, enter the code [44954456] and answer the following question:

**Who do you trust to get your information from?**





## Credible Sources

Category	Description	Emotion
1. People like us	These are family members, friends or peers. Depending on the context of the target audience. This is your community.	Highest
2. Celebrities	Each community has their own celebrities. Celebrities are on a psychological level the aspirational versions of ourselves.	Higher
3. Role Models	People similar like us but have achieved success. A role model is usually community based. They are accessible, whereas celebrities are more distant.	Medium
4. Community leaders	These include policemen, local politicians, religious leaders, etc. They are specific to the community.	Lower
5. Experts	Experts rank low in the persuasive list due to their low emotional value. Experts use jargon and have a habit of superiority that the audience disengages with. This is not to say that they aren't important.	Lowest







# Logical Approach

The starting point is essential, you must understand the logic of your audience.

What are their current beliefs?

# Emotional Appeal

Behaviour is belief + emotional payoffs.

Emotion persuades us.

Positive emotional messages are preferred over negative ones.





NEW  EXTRA STRONG AXE

FRAGRANCE SO STRONG THAT ONCE YOU SPRAY  
YOU CAN NEVER KNOW WHAT WILL HAPPEN



## Emotional Appeals used frequently in advertising:

Social Appeal

Scarcity Appeal

**Sex Appeal**

Class Appeal

**Adventure Appeal**

Youth Appeal







Jui | International Women's Day | 2017



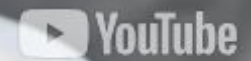
Watch later



Share



So that no one can hold it like this again



# VIDEO 2







Answer the following questions:

1. Which video carries more information?
2. Which one has more emotion?
3. Which one do you connect with more, why?



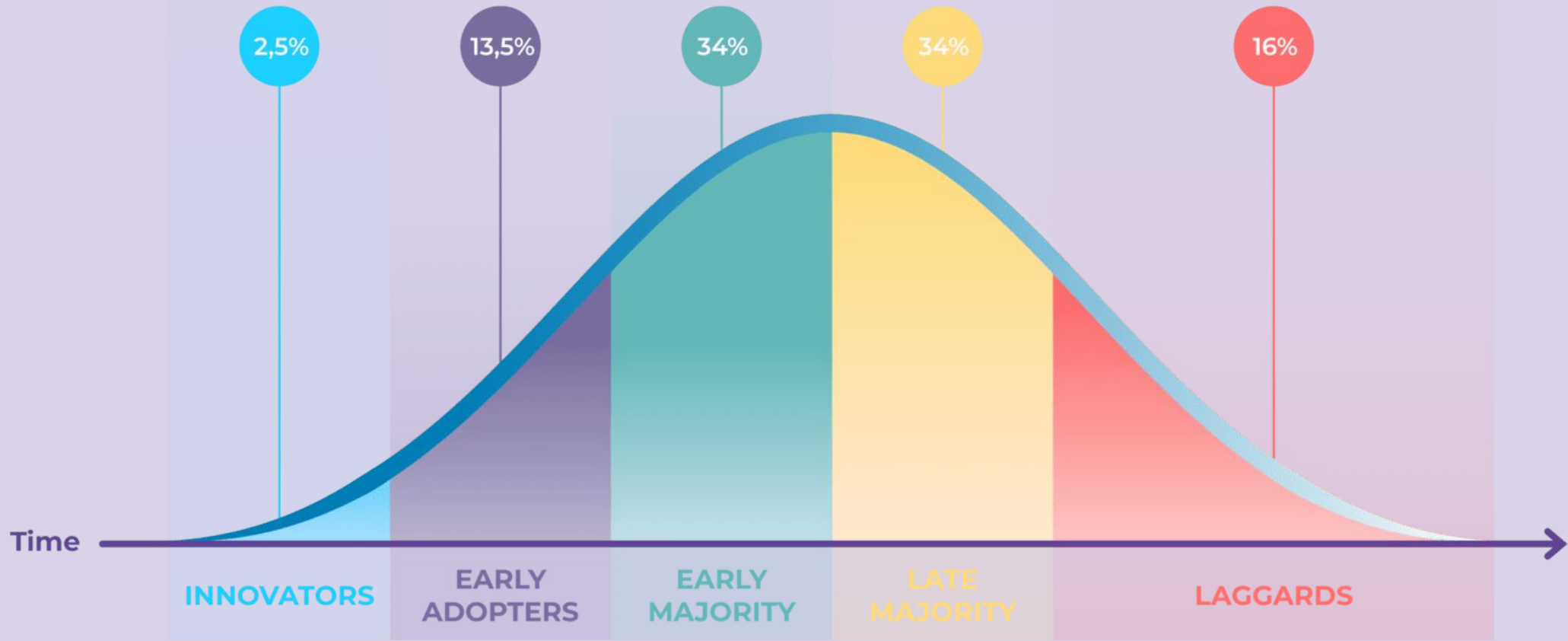


Go to **menti.com**, enter the code [4495 4456] and answer the following questions:

1. Which video carries more information?
2. Which one has more emotion?
3. Which one do you connect with more, why?

# THE MAGIC BULLET

There is no one piece of content that can change everyone's mind.



# PERSUASIVE AIM

- What do you want to say?

**Target audience statement +  
New agreed reality +  
New influencer +  
New emotional appeal**

## PERSUASIVE AIM – Example

I want to target (aim)

“Some teenage boys (target audience)

who have heard from their peers (their original influencers)

and believe smoking is attractive to girls (their agreed reality)

and that it will make them feel desired (their emotional pay off from smoking)

## PERSUASIVE AIM – Example

that smoking makes you unattractive to girls and makes your look weak (for giving into peer pressure) (new agreed reality)

and therefore feel shame (new emotional reaction).



# QUESTIONS





## REFLECTION

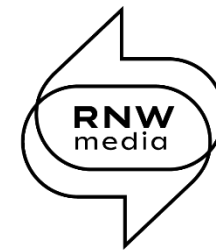
Go to **menti.com**, enter the code [4495 4456] and answer the following question:

**What is your key takeaway from this session?**

# ASSIGNMENT

Draft statements





# Thank you!