

CASE STUDY:

Trade Show and Event Planning, Execution and Follow-up

CLIENT:Avid Bioservices



COMPANY DESCRIPTION:

Avid Bioservices is a CDMO (Contract Developer and Manufacturer) and a major player and partner in developing molecules from concept to commercialization.

TRADE SHOW/EVENT/OTHER:

The BIO International Convention (BIO) attracts 16,000+ biotechnology and pharma leaders from 67 countries. These attendees gather for one week of intensive education to discover new opportunities and promising partnerships.



CLIENT CHALLENGE:

• In 2017-2018 Avid Bioservices wanted to reinforce why the company was a major player and partner in developing the molecule from concept to commercial. This was especially critical as Avid was operating as an independent CDMO for the first time, having separated from the former parent company Peregrine Pharmaceuticals at the end of 2017.



BUSINESS OBJECTIVE:

Branding

- In 2017-2018 Avid Bioservices goal was to communicate its message as a major player and partner in developing the molecule from concept to commercial.
- Reinforce a leadership position and increase brand awareness



Product Positioning

 Introduce new product/service/solutions such as product filling robot and other expanded manufacturing capabilities of interest to Avids' target audience

Sales

Attract 100 quality attendees (10%-20% qualified for follow-up)

What did TSP add to the program?

- + TradeShows Plus consulted on pre-show planning and implementation of the marketing promotion strategies, onsite execution support and post show follow-up with successful results
 - 1) Developed the message "Find the Perfect Match-25 Years of Signature Achievements" to support tagline "Trusted Partner, Quality Solutions, Reliable Results Your CDMO Partner for Success
- + Developed an in-booth activity- "Find the Perfect Match with Avid" to ensure prospects got the message
 - 1) Searching a couple of continuous loop PowerPoints, attendees could find and match at least three pictures to the signature achievements from 1983 to 2018. In turn the players filled these in on the game card side of the lead/game card
 - All attendees that completed the game and lead information on the back of the card received one
 of two gifts including a transformer Rubik robot or magic dancing flower pots that respond to
 sunlight

TSP Responsibilities and Results:

- + Adjunct Trade Show/Marketing/Measurement from initiation to conclusion including:
 - 1) Strategy and creative ideas for client selection
 - 2) Feedback on the booth and graphics
 - 3) Creation of all promotional signs and starbursts based on the look and feel of the graphics for optimum consistency
 - 4) Recommendations for promotional approach to attract attendees to the booth
 - 5) Design custom PowerPoint educational game, (described above),
 - 6) Lead management and quantification
 - Post show management summary reports
 Post show competitive analysis comparing Avid to 6 comparative offerings

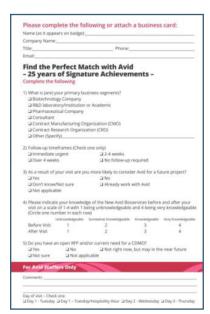


AVID BIOSERVICES Goals and Results

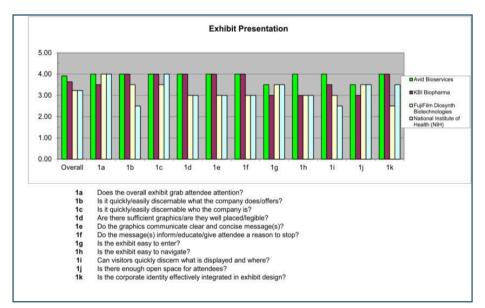
- + Attracted 100 attendees to the booth with 10-20 percent qualified for follow-up
 - 1) Met Objectives 23% qualified for follow-up
- + Encourage 50% to participate in activity
 - 1) Encouraged 23% to participate
 - 2) The rest just scanned badges
 - 3) However most provided valuable data for follow-up
- + Recommend attendees spend at least 5 or more minutes in the booth Mission accomplished



Front of the game/lead cards. Attendees completed game to win their gift



Back of card. Attendees filled this out to indicate post show needs

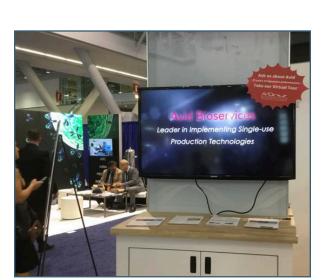


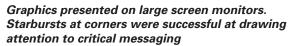
Comparison between four exhibitors including AVID based on 11 booth characteristics. Avid compared favorably in all 11 categories. The other three exhibitors were compared to Avid on another chart





Avids' booth evaluation and staff performance results. The statistics for the Comparative Analysis above were compiled from the results of the E3 Exhibitor Effectiveness Evaluation scorecard





Reception desk with sign promoting the activity and gift reward. This was used to attract attention to the booth and encourage attendees to participate for the chance to win!







Perfect Match Game encouraged attendees to learn more about Avid and 25 years of signature achievements

Attendees were intrigued by the game and needed little prompting to participate