

● Case Study

CLIENT/AREA:

Apple | Marketing, content development

“Thinking It Through”

Business Challenge

Develop an original white paper in the early days of the Web; aim for a “shelf life” of ≥ 2 years. Inform design, media and content businesses about the implications of the Internet for their industry and future customers.

Client Profile

Apple Marketing group responsible for publishing/graphics/new media industries

Project Outcomes

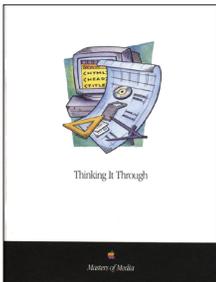
- Developed the content for a highly regarded white paper, on time and on budget
- Apple distributed hundreds of thousands of copies around the world, in multiple languages — over several years
- Content guided core syllabus for leading universities’ new media courses
- Full-service agencies adapted it for client relations, digital marketing service development
- Remarkable amount of positive feedback to Apple and Informing Arts for years after

Project Summary

Informing Arts handled all aspects of content development, except for page layout / design, production and translation. IA pitched Apple on the concept, rationale and process for creating this paper, and garnered Apple’s enthusiastic support.

Key Activities

- Interviewed forward-thinking developers (e.g., Adobe) on the implications of the Internet for software products, services and applications
- Interviewed Apple product managers and developers
- Interviewed early adopters, visionaries, and “lighthouse customers” for their perspectives on how the Internet was likely to transform B2B and B2C communications, and disrupt established industries
- Experimented with released and beta Internet applications, to further our own practice-based understanding of the Web’s implications
- Created conceptual models to suggest where and how the Web would most likely have huge impacts
- Developed the outline, wrote and edited all the content for the white paper — without benefit of a “creative brief” from the client
- Conducted several review and editing cycles with internal Apple clients
- Delivered manuscript, graphics and tables to Apple’s design team
- Handled post-publication interactions with universities, agencies, and others requesting citation or reprint rights on Apple’s behalf



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