

The target audience is the aspiring digital advocate



Why? Affluent, socially aware, receptive to innovation



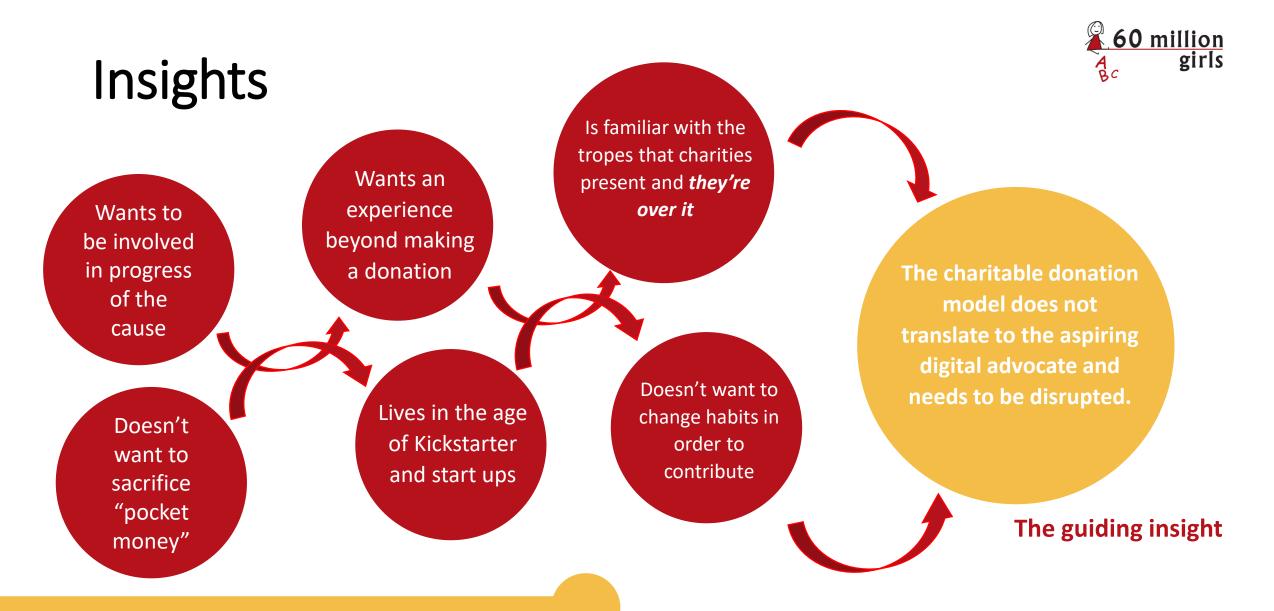
<u>Jenna, 25</u>

Reads think pieces

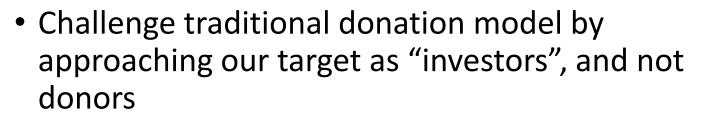
Wants to donate, doesn't know where/how much

Feels overwhelmed with options

Knows what she supports



The Strategy



- Position Mobile Learning Lab (MLL) as an "economy", in which our target can invest
- Align 60MillionGirls identity with start-up culture, which our target perceives as progressive and impactful





The Idea

Rethink the concept of "just the cost of a cup of coffee", suggesting you can have your coffee, and donate too

- 1. Invent a currency that grows the MLL "economy"
- Invite "investors" to buy currency, which they can spend on their routine cup of coffee





Media Solution – The Currency, The Coffee

What is sMG coin?

A currency that is valid in every participating coffee shop

sixtyMillionGirls Symbol: *§* ISO code: SMG



Where can it be spent? At local coffee shops who our target associates with innovation

COFFEE



BALZAC[§] ROASTERS

SAM LAMES COFFEE BAR



QUANTUM



Convert your cash to sMG coin Go to 60millionsdefilles.org, convert cash to sMG coin Spend your sMG coin On anything, at any participating local coffee shop Buy products sMG coin exclusives



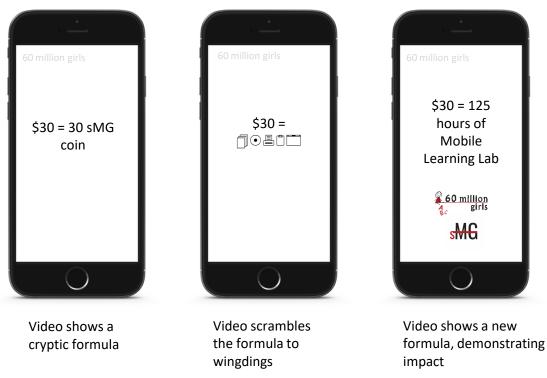
Investors can purchase Guatemalan coffee not purchasable with CAD

Media Solution – Disrupt



\$100k, 1 week

Cryptic messaging sparking curiosity through **DOOH** and **mobile video**



Prompts the question – how does a virtual currency fund education?





Media Solution – Reveal

\$200k, 3 weeks



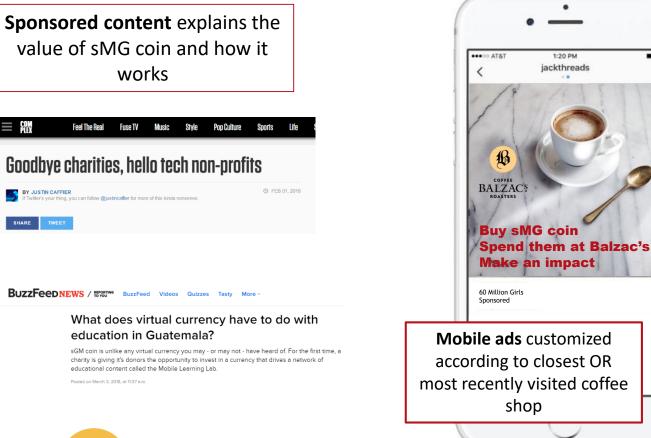
By BRANDI NEAL

a day ago



BY JUSTIN CAFFIER

Economists are calling it the most exciting new virtual currency to hit the market. We're calling it the first step towards improving access to education in rural Guatemala through Mobile Learning Labs.





Media Solution – Sustain \$100k, 2 weeks



Out of home provides live updates



Mobile ad is served after sMG coins are used, thanking "investor" and involving them in project progress

Effectiveness



Create a community of sMG coin currency holders Inspire audience to be involved in making an immediate impact

Spark social conversation and create advocates for 60MillionGirls

Provide 10,000 girls in Guatemala access to educational content

Results

RAISE

A person will spend \$4 on a cup of coffee/ day, which equates to \$20/week.

REACH RECEIVE

EQUATES

\$300,000

in 6 weeks

25,000

people in 6 weeks

\$10,000 **from**

at

10% of daily revenue

35

coffee shop locations

/day

\$0.40 per person

