# The Hum

JUMOKE MOHAMMED



**DESIREE BARRETO** 



# Background

- Gen Z & millennials feel the power to bring climate change is more on the institutional than individual level, thus feel climate action is futile
- Gen Z and millennials highly value authenticity and social consciousness
- Achieving the SDGs is due for 2030
- A reward system can create a positive feedback loop that encourages people to stay consistent in their efforts

### We spoke to



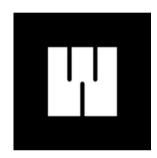
Stephen King **Climate Reality Volunteer Leader** 

Gen Z and millennials are notorious for dismissing appeals to sustainable action due to their inability to see their created impact. Additionally, climate action is interpreted at face value without consideration of other aspects that lead to positive sustainable change.





Kehkashan Basu, founder of Green Hope Foundation



Zahra Zakriya, Middlesex alumnus and senior associate at Weber Shandwick MENAT

# **Identified Problem**

# **Objectives**

- Uplift, inspire and unify people
- Encourage & sustain behavioural change toward the climate crisis
- Reframe climate action to be more accessible & convenient
- Illustrate the importance of other SDGs for climate action

NGOs

**Government Organisations** 

**Private-sector Organisations** 

Policymakers

# **Target Audience**

### Primary Target Audience:

Gen-Z & Millenials

### Secondary Target Audience:

# Solution/Concept

The "Hum" is a beckoning sound positioned at every touch point of the campaign. Sounds of nature have been crucial indicators of danger for humans since the dawn of time like thunder, roars, etc. It is a call to **unite and act.** 

Phases were crafted with target audience's **pleasure points** to create **positive connotations** 

## **Phase I: Activation**

Interactive LED floor physical activation

## Phase II: Hook

"The Hum" video posted on UNDP social channels



**Composed by BTS's Jungkook** 

UN Celeb Diplomat & proven impact (2022 FIFA World Cup, Calvin Klein)

### **Phase III: Retention**

The "Hum" Spotify & YouTube ads Gamified website

# Phase I: Activation

An Interactive LED Floor highlighting the importance of each individual's and SDG's impact within the context of climate action will be placed in four major cities. The "hum" will be heard.

Celebrity ambassadors will activate the floor by stepping on the edge and dancing on the spot. As they step on the floor, a colour sparks and moves to the centre of the floor. Each colour represents an SDG. The celeb calls on more people to come dance. Each person will activate a different SDG.

Once 16 people have gathered around the floor's edge, all the colours will merge to form the final SDG "Climate Action".

The message displayed then is a call for unity between the masses and the incorporation of all SDGs in the fight for climate action.

# **LED Floor Visuals**



# **Celeb Activators**



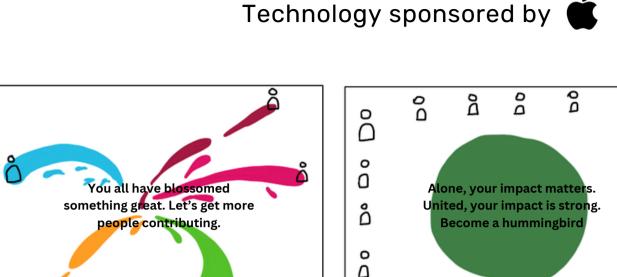


Zendava California, USA Socially active Actor

YoonA Seoul, South Korea **UNICEF** Advocate



**Millie Bobby Brown** London, UK Goodwill Ambassador







Kris Fade Dubai, UAE **Philanthropic Presenter** 

# **Publicity**

• The celeb activators would "soft launch" the campaign 12 hrs before the floor activates, posting a BTS of the floor on their IG with **#IAmAHummingbird** 

о

Δ

å

۵

Hummingbirds are symbols of devotion & respected as fierce defenders of their territory. Similar to what the campaign inspires individuals to commit to



Λ

å

0  $\cap$ 

2

• Popular media accounts from each country will be invited to cover the event.

**Guardia** 



Discovery

**The Korea Times** 



# Phase II: Hook

A video would be produced featuring the "Hum" playing in the background. The storyline would follow people going about their lives and making seemingly minuscule unsustainable decisions, progressively amplifying the "hum". As the hum grows louder, people search for this peculiar sound. They follow it to reach the LED floor activation. The video would convey the concept behind the floor and the "hum" as the unifying force, calling people to come together to act as an individual and see their impact globally.

The video would end with a CTA to sign up to our gamified website and create an impact today.



Posted on **@UNDP** 65.6K subscribers 12.189.061 views

# **Video Storyboard**





Scene: Agressive News Anchor speaking about climate change and it's severe impact on the world

Audio: News Reporter's voice

Scene: Woman on TikTok in her room skipping a climate change video on her for you page"

Audio: Low hum begins. FRAME 5

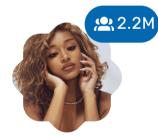




to ignore "go green" sign and chooses

source of the hum sound. Audio: Hum at loud pace

# **Celeb Actors**



**Amandla Stenberg** TIME "Next Generation Leader"



**Timothée Chalamet** Human Rights Advocate

### FRAME :



Scene: Man decides to buy a a fuel vehicle rather than an electric one

Audio: Hum gets louder

FRAME 6



Scene: People collectively going towards the sound of the hum

Audio: Hum at loud pace

FRAME



Scene: People arrive at the location of the Led Floor (source of the hum)

### Audio: Hum plays FRAME 10



Audio: Hum plays



Scene: People being to step on the LED floor and activate it's prompts.

Audio: Hum plays FRAME 11



Scene: The UNDP logo is displayed with instructions to dowload the web app.

Audio: Hum plays.



Scene: All 16 individuals stand in place ompletely activating the "Clima action" message

Audio: Hum plays



message and commit to a climate act

Audio: Hum plavs

# **Press Release**

**Do You Have a Beak? Here's Why People Are Calling Themselves** Hummingbirds







The New Hork Times

26M MUVs

**1B MUVs** 

22.5M MUVs

4M MUVs

**99M MVUs** 

# Phase III: Retention

# Web App

A gamified web app allowing users to create profiles and earn tokens for their logged sustainable actions, by engaging in sustainable initiatives within their locality or by donating to UNDP's climate action causes.

Tokens accumulated can unlock milestones that lead to large-scale changes by national or regional NGOs or corporations.

Users can also witness how their nation ranks among others through real-time progress charts.

# **Hum Repetition**

The hum will be played as Spotify & TikTok ads

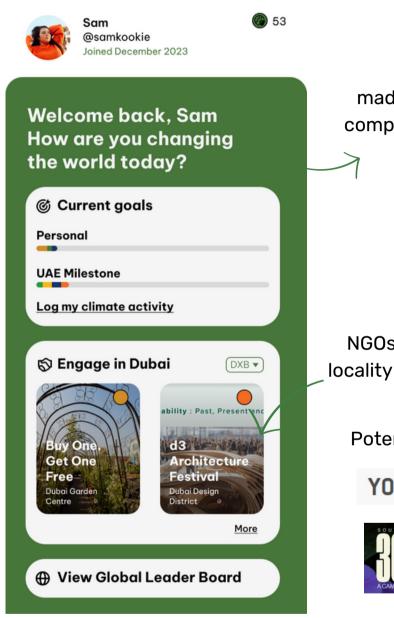


62% active users aged 18-35\*



70.2% active users aaed 18-35\*\*

# Web App Prototype





# **Publicity**

Users can post about their climate action journey or the global leaderboard with **#IAmAHummingbird** on TikTok, IG, etc., fostering healthy competition.

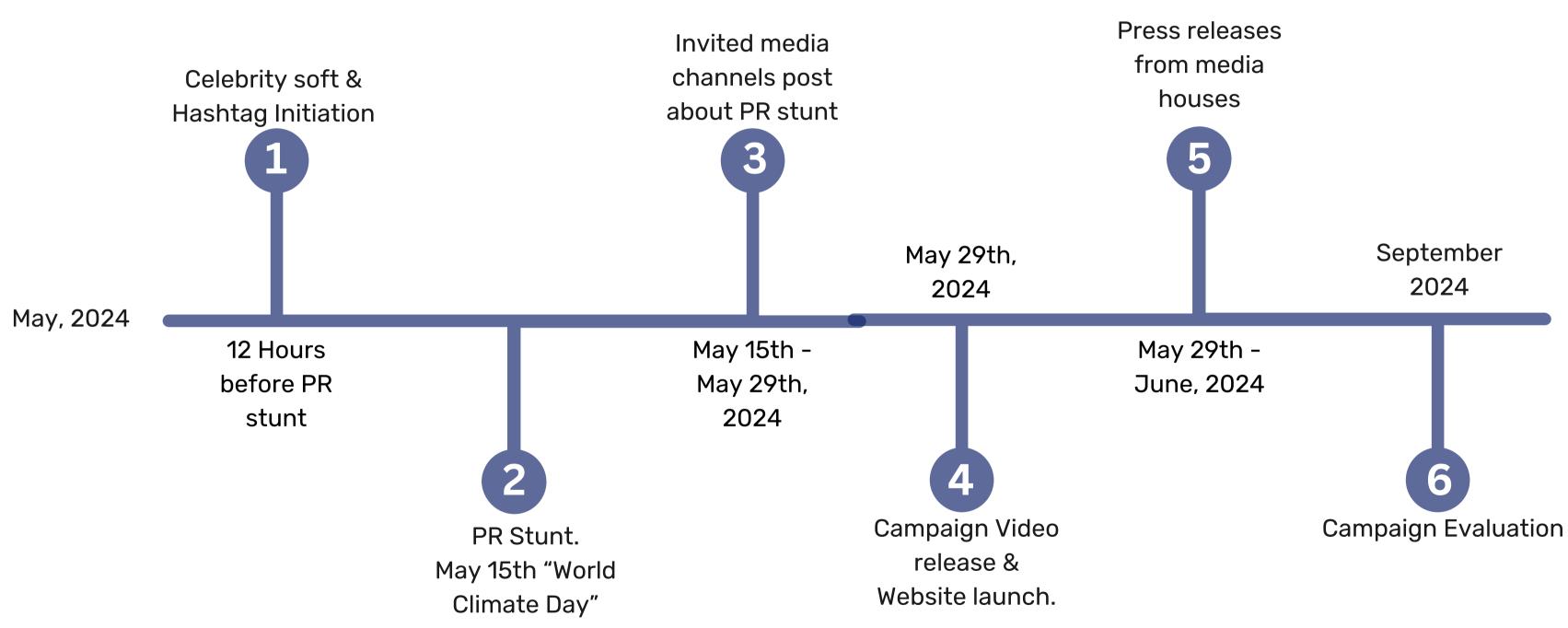
< Back

### See how your country fares against others

The UAE is currently made user-friendly & ranked #8 compatible with phones #1 Singapore 526.345 each colour depicts climate actions that relate to the colour's corresponding SDGs #2 Estonia 522,455 #3 USA 492,784 NGOs and organisations within a locality can add activities/events for users to engage with #4 Sweden 490,637 Potential organisations include: #5 South Korea 462.448 YOUTHPOLICY.ORG 462.439 #6 Japan GEN-Z

**Global Leader Board page** 

# Timeline



# Logic Model Evaluation

### Input

## Output

Funds Planning Staff Time Primary & Secondary research Expertise PR Stunt Campaign Video Celebrity Collaborations Social media

### Outcome

Increased engagement from Gen Z in climate change-related actions and topics.

Increase in UNDP funding towards climate change gathered from web app donations

# **Digital KPIs**

YouTube Video



Web App



Spotify & TikTok Ads



Viewers watched to 100%

User retention rate after 90 days

Click through rate Increase in traffic

### Impact

Social media attraction & International coverage.

Gen-Z's changed behaviour & attitude towards climate change.



### **UNDP Website**

