#### Objective

Make Sheepworld a desirable destination amongst families and draw the connection between visiting Sheepworld and supporting youth at risk. Culminating in more visitation across the winter holidays and beyond.

#### Audience

Caregivers and children alike in the North Island (and beyond) looking for wholesome entertainment over the school holidays to keep kids engaged and off screens.



#### Challenge

With free time in the school holidays the default is screen time, which is at odds with what caregivers want. There has to be a balance between keeping kids happy and having fun.

Between kids and parents what is fun entertainment to one isn't necessarily fun to the other. No caregiver wants to drag a grumpy kid through a public experience so ultimately, kids have the final sign off on activities over the holidays.





## Caregivers want to educate and entertain kids with real world experiences, but ultimately kids have the final say.





Intercept the sweet spot between caregivers' wants and kids' idea of fun by giving kids **online rewards for real world activities**, on a platform habitually visited for entertainment and education.

Kids idea of fun



The **Sheep** 

Caregivers idea of wholesome entertainment





to give kids an **exclusive** in game benefit when they visit Sheepworld.

Microsoft has given Minecraft Education for

free to every school student in New Zealand,

that's 746K primary & secondary school kids.\*

Opportunity

#### The Big Idea

# MINECRAFT SPRINGBOARD SHEEP ARMOUR

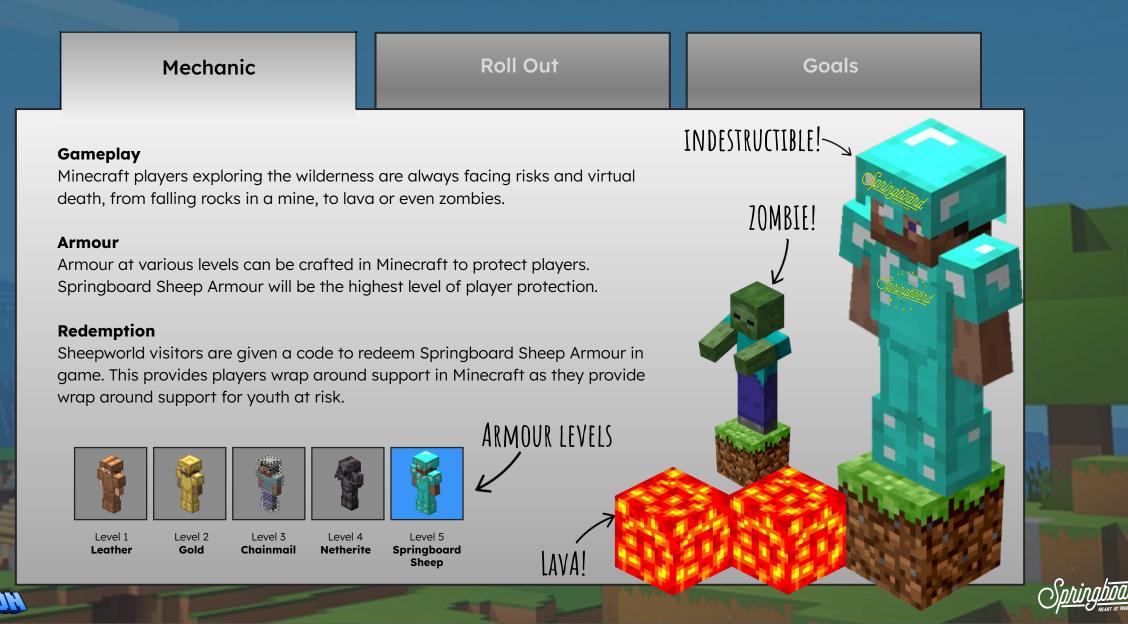
Reward visitors of Sheepworld who have supported youth at risk, with virtual Springboard Sheep Armour to support players at risk in Minecraft.

Connecting the support that Springboard offers to the support kids want in video games.



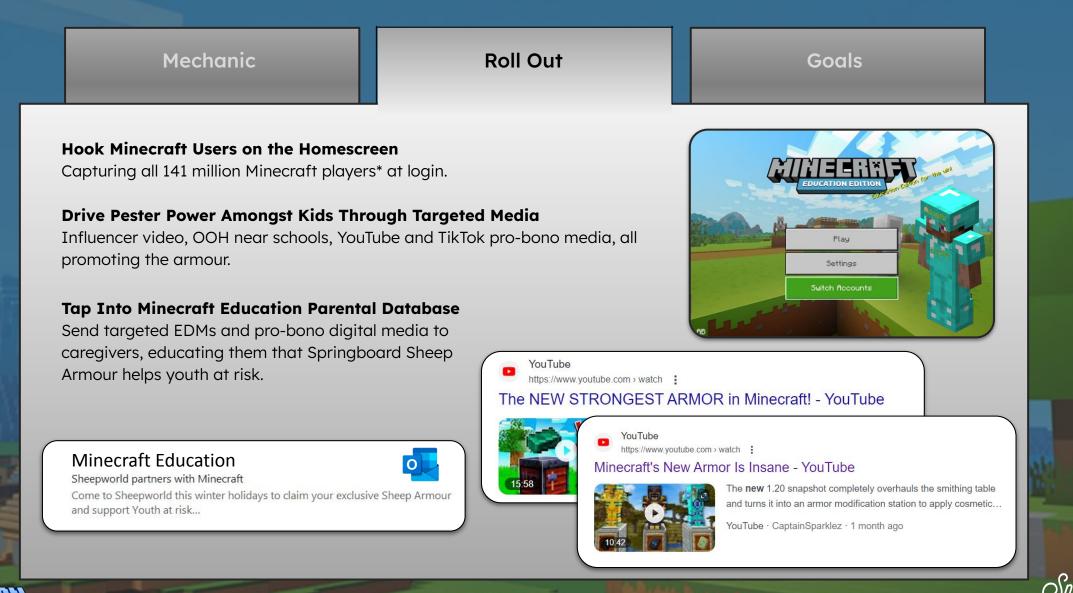


## **SPRINGBOARD SHEEP ARMOUR**



MINEERAFT

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## SPRINGBOARD SHEEP ARMOUR

**Objective** Make Sheepworld a desirable destination, drawing the connection between visiting Sheepworld and supporting youth at risk.



Audience Caregivers and children alike looking for wholesome entertainment over the school holidays.



Challenge With free time in the school holidays the default is screen time, which is at odds with what caregivers want. There has to be a balance between keeping kids happy and having fun.

Insight Caregivers want to educate and entertain kids with real world experiences, but ultimately kids have the final say.

**Strategy** Intercept the sweet spot between caregivers wants and kids' idea of fun by giving kids online rewards for real world activities, on a platform habitually visited for entertainment and education.

Idea Reward visitors of Sheepworld with virtual Springboard Sheep Armour in Minecraft. Let kids pester power dictate where families go in the school holidays.

Mechanic Reward Sheepworld visitors with exclusive Springboard Sheep Armour to wrap around & support players in game, redeemable only at Sheepworld.

### Summary



Roll Out Release exclusive Springboard Sheepskin Armour on the Minecraft homepage and hook all 141 million players globally.

Drive pester power amongst kids by reaching them on YouTube for Kids, TikTok & OOH near schools.

Tap into the Minecraft Parental database and educate parents that a visit to Sheepworld supports youth at risk.



Goals Converting only 0.7% of school kids in Auckland results in 1,400 additional visits to Sheepworld... but we expect a lot more!