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Nota di contenuto	Intro -- Contents -- Part 1: Basics -- What is brand? -- What is brand identity? -- What is branding? -- Who are stakeholders? -- Why invest? -- Brand strategy -- Cross cultures -- Big idea -- Customer experience -- Brand architecture -- Names -- Taglines -- Staying on message -- Brand ideals: Overview -- Vision -- Meaning -- Authenticity -- Coherence -- Flexibility -- Commitment -- Value -- Differentiation -- Sustainability -- Brandmarks -- Sequence of cognition -- Wordmarks -- Letterform marks -- Pictorial marks -- Abstract marks -- Emblems -- Dynamic marks -- Characters -- Brand dynamics: Overview -- Making a difference -- Social media -- Mobile -- Apps -- Touch -- Video -- China -- Private labeling -- Brand licensing -- Certification -- Crisis communications -- Personal branding -- Before and after: Overview -- Redesign -- Packaging -- Part 2: Process -- A process for success -- Managing the process -- Measuring success -- Collaboration -- Decision making -- Intellectual property -- Design management -- Conducting research: Phase 1 overview -- Insight -- Market research -- Usability testing -- Marketing audit -- Competitive audit -- Language audit -- Audit readout -- Clarifying strategy: Phase 2 overview -- Narrowing the focus -- Positioning -- Brand brief --

Naming -- Renaming -- Designing identity: Phase 3 overview -- Logotype + signature -- Look and feel -- Color -- More color -- Typography -- Sound -- Animation -- Trial applications -- Presentation -- Creating touchpoints: Phase 4 overview -- Website -- Favicons -- Correspondence -- Business card -- Collateral -- Signage -- Product design -- Packaging -- Advertising -- Environments -- Vehicles -- Uniforms -- Ephemera -- Managing assets: Phase 5 overview -- Changing brand identity -- Launching brand identity -- Building brand champions -- Brand books -- Standards + guidelines. Standards content -- Online branding tools -- Reproduction files -- Part 3: Best Practices -- ACHC -- ACLU -- Adobe Community SwApp -- Aether Apparel -- Amazon.com -- Beeline -- Bela União -- Beltline Bike Shop -- California Academy of Sciences -- Carnegie Fabrics -- Chatype -- Coca-Cola -- Deloitte -- Everwines -- GE Brand Central -- GE Sponsorship Central -- Global Handwashing Day -- Good Housekeeping Seal -- Healthy Child Healthy World -- Herman Miller -- High Line -- IBM 100 Icons of Progress -- IBM Watson -- Ieper -- Inkling -- Johnson Controls -- Kleenex -- L'Arte del Gelato -- Laura Zindel -- Minnesota Historical Society -- MoMA -- Nizuc -- NO MORE -- Olympic Games -- Peru -- PNC -- (RED) -- Santos Brasil -- Schoolhouse Electric & Supply Co. -- Slice -- SocialMedia.org -- Spectrum Health System -- SPIN! -- Starbucks -- SUGARFISH -- Tunerfish -- U by Kotex -- Unstuck -- Vueling -- Willoughby Design Barn -- Wonderopolis -- Bibliography -- Index -- About the author.

Sommario/riassunto

"A revised new edition of the bestselling toolkit for creating, building, and maintaining a strong brand. From research and analysis through brand strategy, design development through application design, and identity standards through launch and governance, *Designing Brand Identity*, Fourth Edition offers brand managers, marketers, and designers a proven, universal five-phase process for creating and implementing effective brand identity. Enriched by new case studies showcasing successful world-class brands, this Fourth Edition brings readers up to date with a detailed look at the latest trends in branding, including social networks, mobile devices, global markets, apps, video, and virtual brands. Features more than 30 all-new case studies showing best practices. Updated to include more than 35 percent new material. Offers a proven, universal five-phase process and methodology for creating and implementing effective brand identity"--
