#MATTION THE 60-

SUMMARY

#MattiOnTheGo gamifys social media API's into a responsive gamelike campaign page and aims to gain more donators for HelsinkiMissio and increase the awarness of socially excluded youngsters in a fun and simple way.

Matti, the main character of the game, represents all the socially excluded youngsters. He's kind and symphatic, even though he doesn't always feel that good.

On his journey, Matti faces different barriers from brick walls to dragons and from drugs to unemployment, which are demonstrated by funny animations and more serious videos. Together with the social media community and donators, he'll overcome the objects and raise money for the work against social exclusion of the youth.

Campaing is taking part in public conversation in various channels and from different perspectives. In addition, Matti represents all the socially excluded on chosen channels.



INSIGHT

We've been told, that once you're old enough you'll see your life as a path: sometimes you've stayed on the path, sometimes you haven't. But what matters the most, each person has one, and each one needs guidance at some point not to get lost.

Every now and then there isn't guidance available or the social safety net fails for some reason, and that is when HelsinkiMission helps youngsters to follow their path.

In this campaign, people will have a chance to peek what HelsinkiMissio is doing and be part of the important work.

OUR SOLUTION

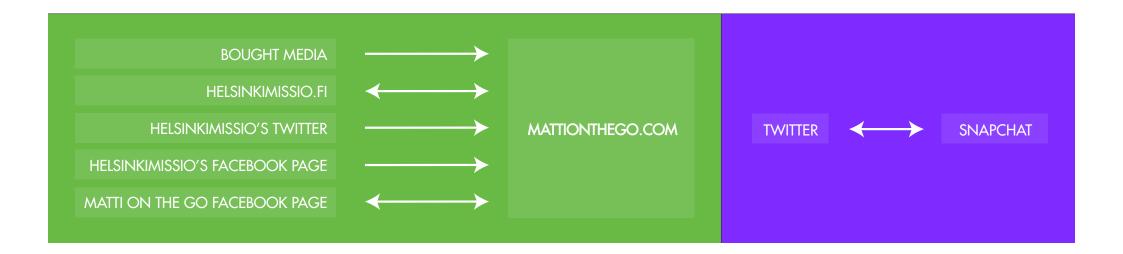
The gamelike site on mattionthego.com is the heart of the campaing. Besides the game, site offers real stories of HelsinkiMission's work, campaign info and all campaign media.

Facebook post likes and Twitter hashtags are Matti's fuel: the more buzz, the better mood Matti has and the faster he goes.

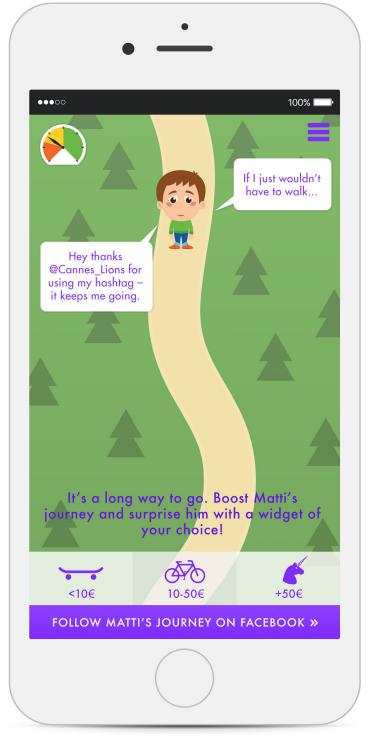
On his journey, Matti faces barriers and the audience can invent and vote on Facebook how to surpass: not only to engage them but to increase organic reach as well. Every vote counts and the chosen surpass methods will be added to the game.

While the journey goes on, videos related to social exclusion and funny animations are created and published in the game and on social media. HelsinkiMissio's own medias and social media channels support the campaign strongly with more serious peak.

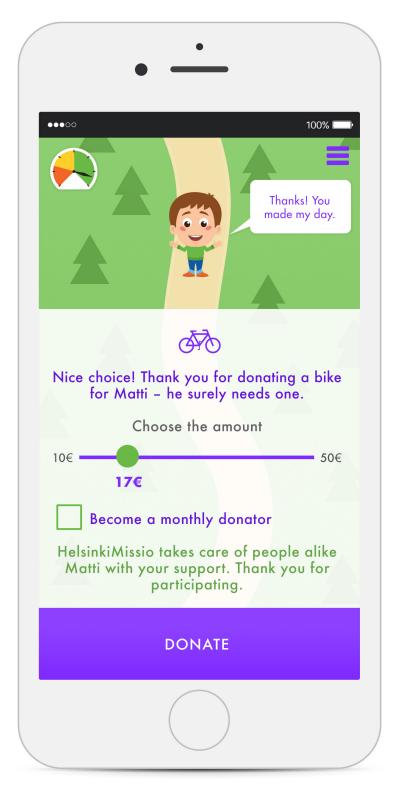
On Twitter Matti shares his own thoughts. His Snapchat is diarylike and provides peer support for alike.











PROBLEM SOLVED

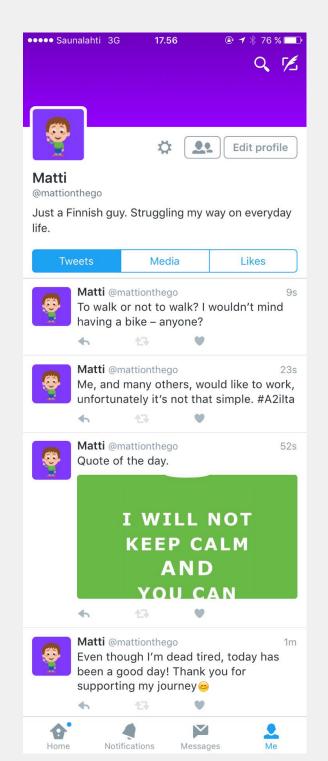
Instead of shocking, we wanted to charm people.

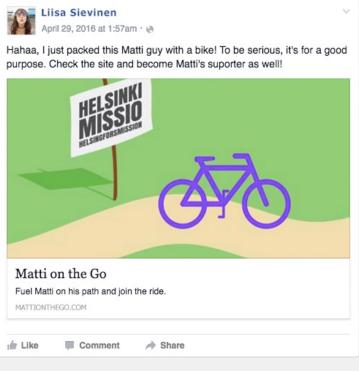
Beautiful design and a playful look together with the creative use of social media mechanics make the campaign stand out. By engaging people through different medias and involving them to contribute in the advance of the campaign makes the issue personal.

Campaign's multidimensionality ensures the coverage of right target groups with corresponding messages. Due to transmedial storytelling, people can participate in the campaign in one or more channels: play the game on mattionthego.com, contribute on Facebook, take part in the conversation on Twitter or get peer support and awareness about social exclusion on Snapchat.

Campaign mechanics makes sure that the buzz around the topic stays on the carpet and social exclusion gets the attention it deserves.

Donating through the campaing is motivating: donators see Matti reacting to their actions and get an instant reward. When the whole fundraising process is gamified, participating is easy and fun: or wouldn't you like to see Matti riding a unicorn?











Matti has faced a barrier and we're about to help him. But first, we want to hear your opinion: how should Matti cross the vicious brick wall? Would you like to see Matti flying with Space X rocket or propeller hat? Or maybe he should get a little push from a trampoline?

The choice is yours. Vote by liking your favourite image and we'll worry about the execution!

