

•What you need today:

- Notebook
- Something to write with

0:00 – 10:39

COOL HUNTING

It's a blizzard of **brands**, all **competing** for the same kids. To win **teens' loyalty**, marketers believe, they have to **speak their language** the best. So they **study them** carefully, as an anthropologist would an exotic native culture.

-Douglass Rushkoff

If you don't understand and recognize what they're thinking, what they're feeling, and then be able to take that in and come up with a **really precise message** that you're trying to reach these kids with in **their terms**, you're going to lose. **You're absolutely going to lose.**

-Rob Stone (Teen Marketing Executive)

Why You?

1. You are a HUGE group

There are 42 million 10-19 year-olds in the U.S., the largest generation ever. (U.S. Census Bureau, 2010)

2. You have a LOT of money

In 2010, U.S. teens spent an estimated \$160 billion. (Teen Research Unlimited)

3. You are young and loyal

Two-thirds of teens remain loyal to brands they like. (Harris Interactive)

4. You are the most insecure demographic

What makes this market so frustrating is that **[teens] don't operate the same way** as the rest of us. They're a stubborn demographic, **unresponsive to brands and traditional marketing** messages.

But there is one thing **they do respond to: cool**. Only **cool keeps changing**. So how do you map it, pin it down?

-Douglass Rushkoff

The **faster you pick up on these trends** and blow them out and **show them to everybody** and reveal them to corporate America, the more **you force the kind of person who starts them and spreads them to move on** and find the next.

So you simply- there's no kind of solution to this. You can't ever solve the puzzle permanently. By having- **by discovering cool, you force cool to move on to the next thing**.

-Malcolm Gladwell

And that's the **paradox of cool hunting**:
It kills what it finds.

As soon as marketers discover cool,
it stops being cool.

How might this paradox affect corporations? You? Society?