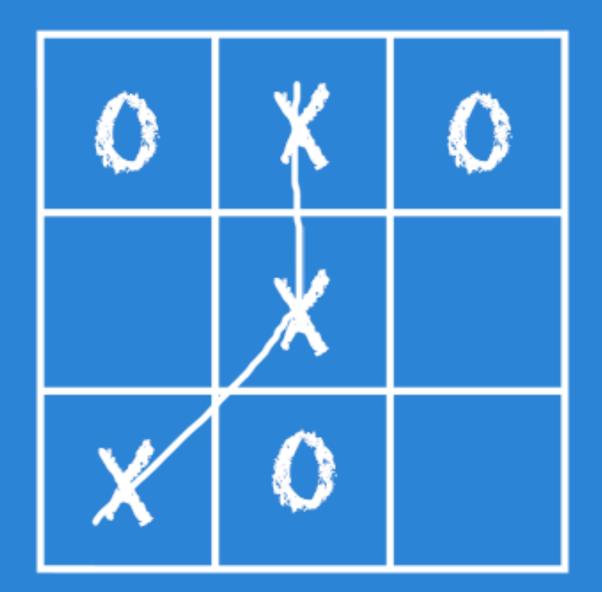
# THE STRATEGY MATRIX

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# What is the Strategy Matrix...

Strategy is bottomless; strategy is always changing dependent on goals, new stakeholders, market forces, and other miscellaneous items. As web strategists, we need to be able to understand the environment in which strategy develops.

This template will act as a guide to help you break down digital strategic initiatives. Since strategy is not linear, we can't approach it as a linear process. We should approach it as a surrounding medium or structure that can be shaped.

The Strategy Matrix is designed to outline the flow of strategy. If we understand all the elements and variables of strategy, and the tactics which can get us closer to our results, then we can make better informed decisions, which will materialize into good recommendations for our clients.



## The Strategy Object & Entity



#### DISCIPLINARY

A branch of knowledge; of or relating to a particular field of study



#### **PROCEDURAL**

A series of steps; relating to an established or official way of doing something



#### **TACTICAL**

Carefully planned and executed; activity required to uncover a specific result



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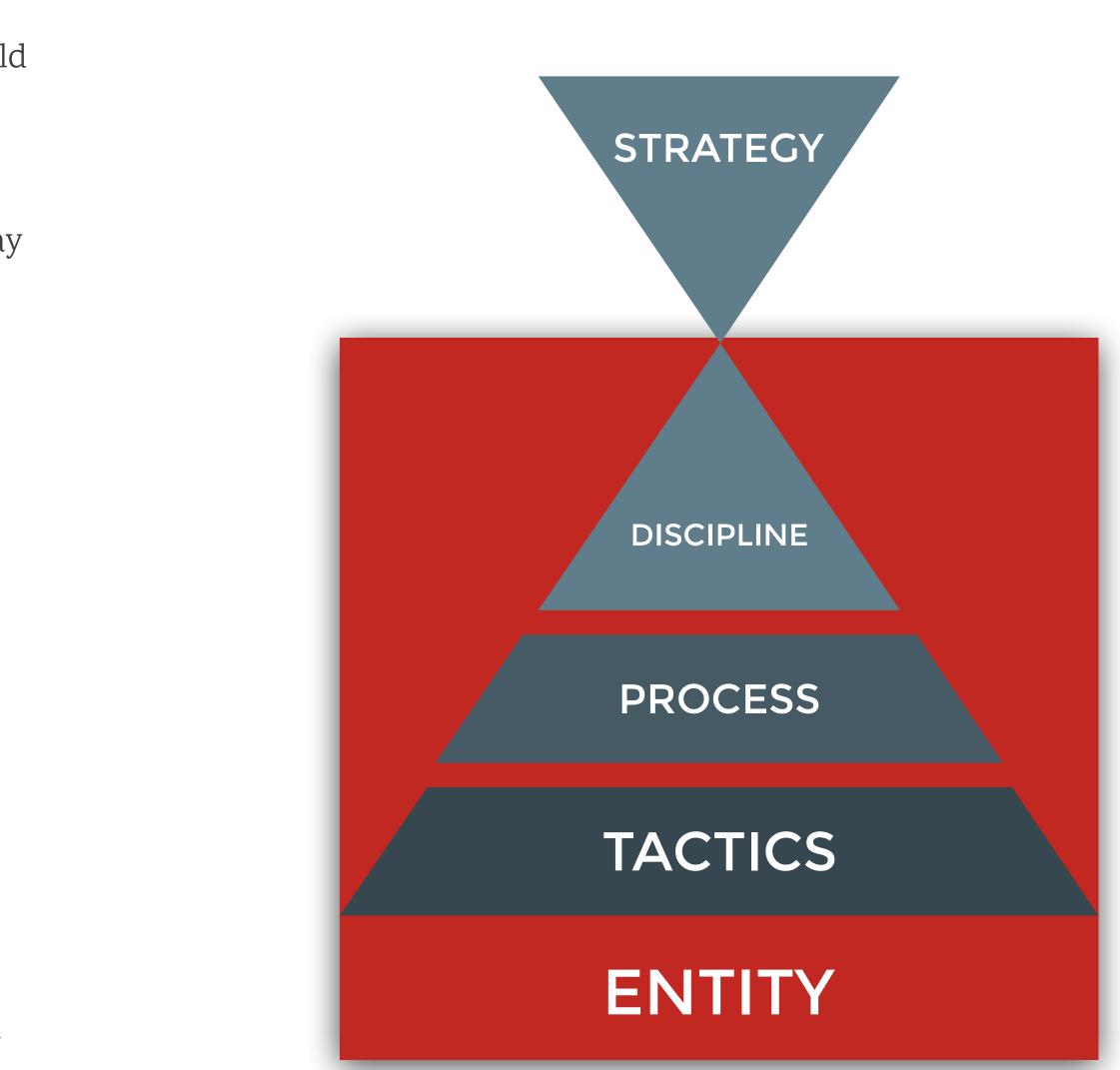
#### **ENTITY**

Digital strategy needs to sit in context of an entity (usually a business, brand, project, etc.), otherwise it has no meaning



#### **STRATEGIC**

A plan of action; relating to the identification of overall interests and the means of achieving them - this will form results





# THE OBJECT Strategy from a Bird's Eye View

SECTION



## Layer #1: Disciplinary

The first layer of digital strategy is discipline. There are many types of digital disciplines including brand, content, design, marketing, etc., which will feed into a company's bigger business strategy. This layer will help you (the strategist) decide who needs to be involved from your team

Disciplines (just a few):

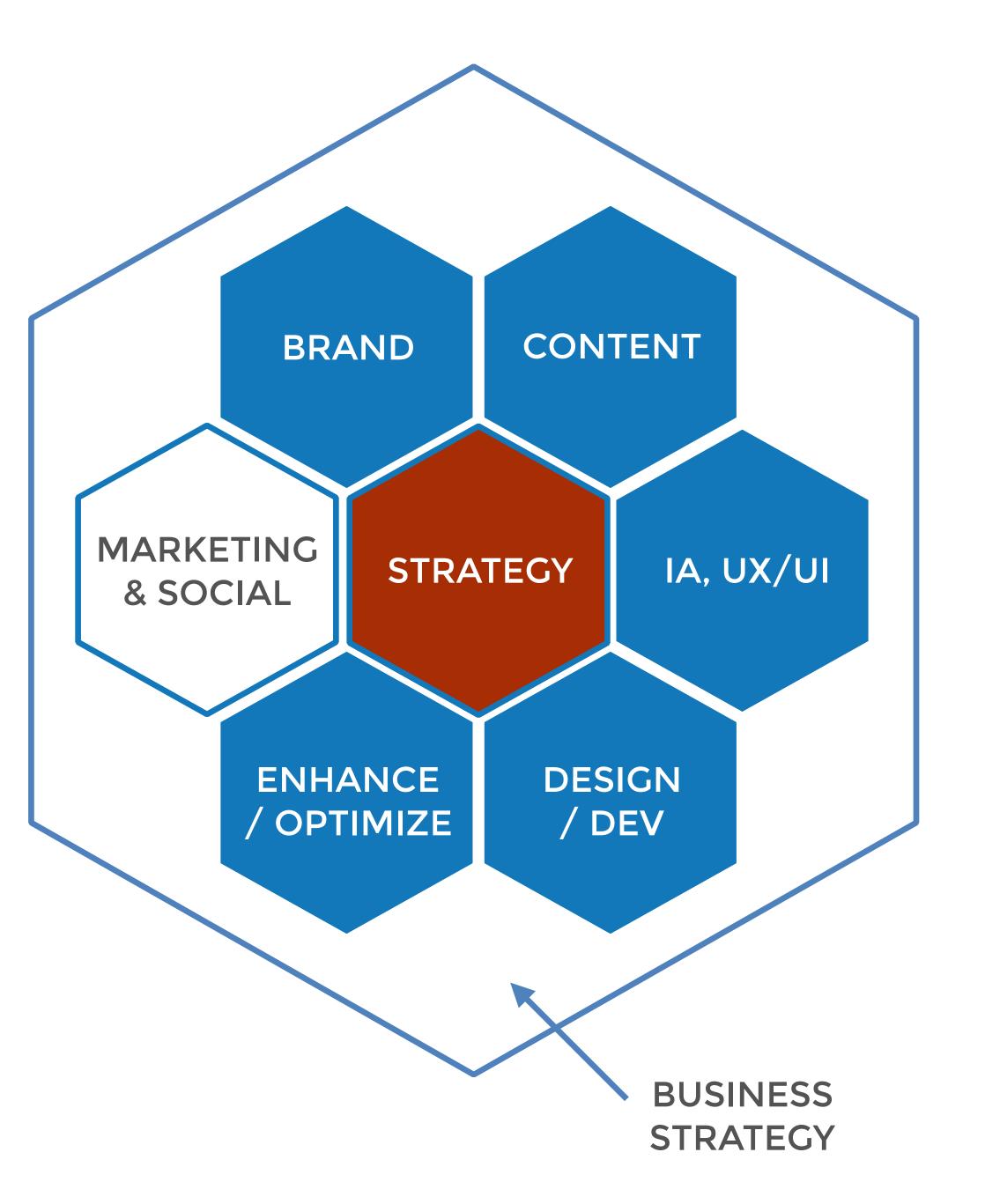
**Brand** - long-term plan for the development of a successful brand

**Content** - creation, planning, and distribution of useful and usable content

**UX/Design** - understanding web users (behaviors/ habits) and how that will effect the performance of a website/digital product

**Marketing** - long-term, forward looking approach to achieving a sustainable competitive advantage

**Enhance/Optimize** - continually optimizing and enhancing websites to stay ahead (or keep up with) the market





## Layer #2: Procedural

The second layer will consist of your approach to the current initiative. A process is a series of actions or steps taken in order to achieve a particular result.

Approaches (just a few):

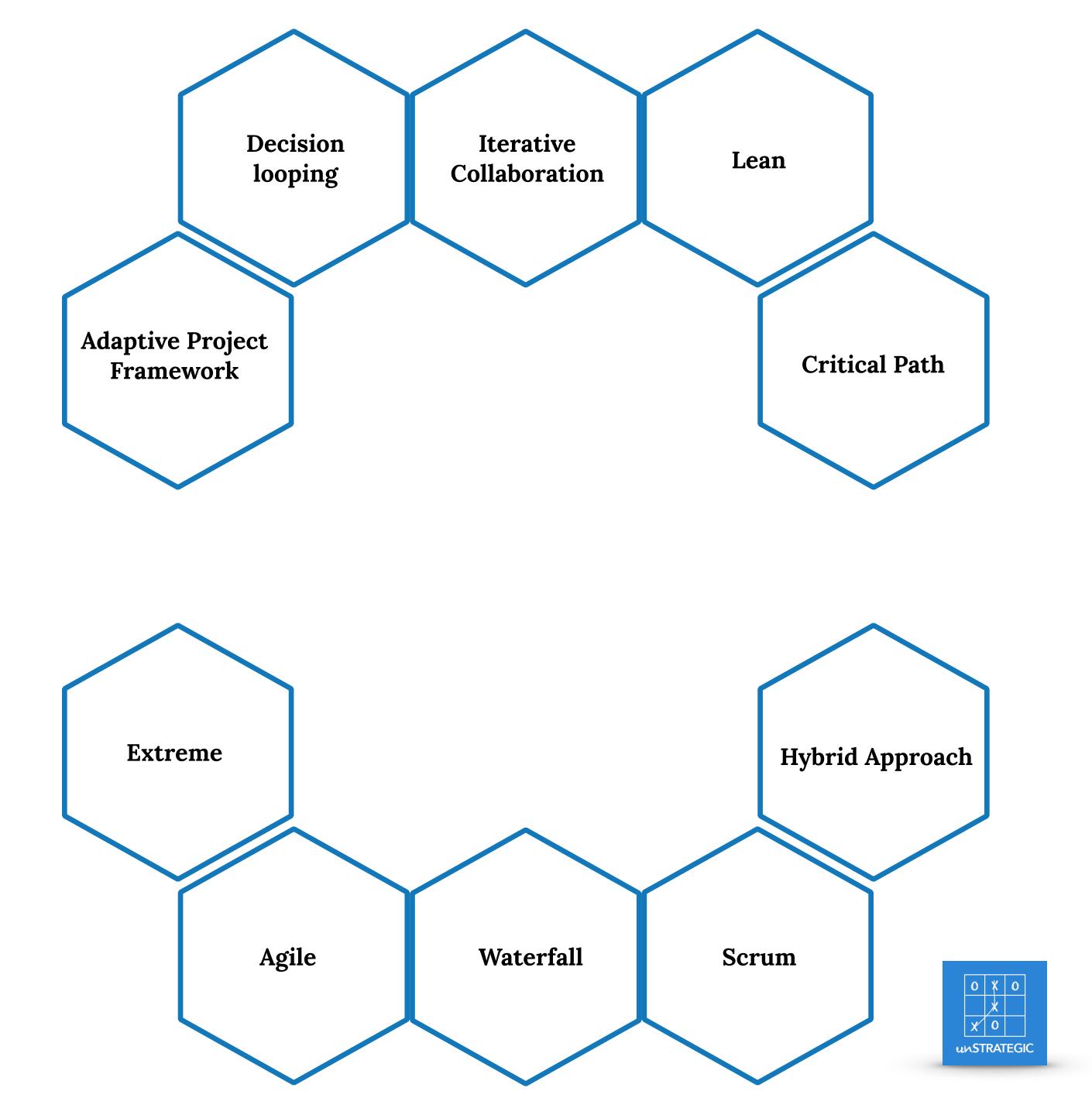
**Critical Path** - determines which activities are "critical" and which activities are not

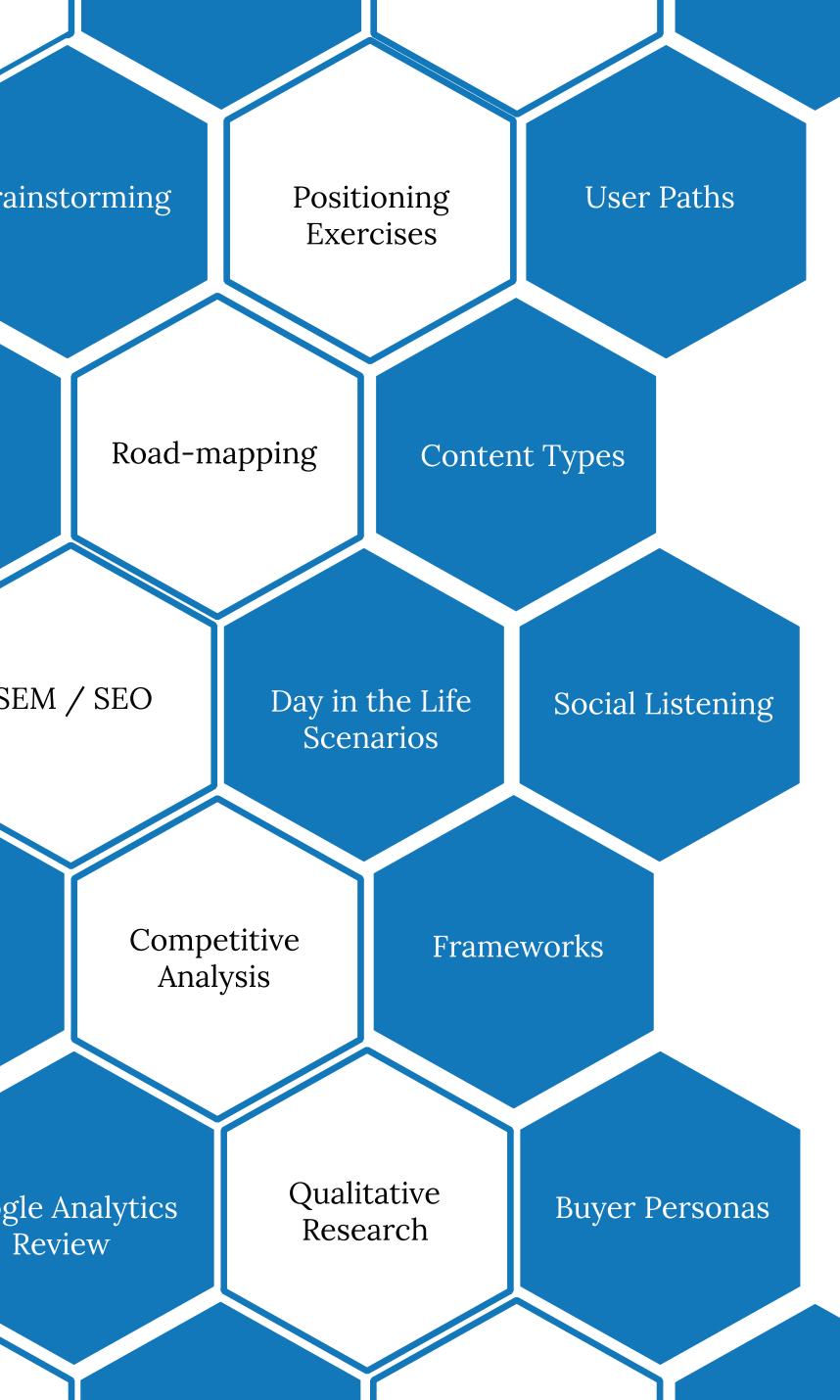
**Decision-looping** - cycles through the steps of data, analysis, decide, and act

**Agile** - evolving requirements and solutions through ongoing collaboration

**Waterfall** - linear sequence approach completing the previous step before moving to the next

**Epicenter** - starting with the root of the problem and working outward toward a solution





## Layer #3: Tactical

The third layer consists of all the exercises, tactics, and techniques we can use to help uncover the correct solution. We'll be focusing on many of these activities throughout Season Two of unSTRATEGIC.

Tactics (just a few): between these two points

brand or industry

website design

- **Road-mapping** defining the current state, defining the ideal state, and mapping a path
- **Behavior Flows** flowcharts to express the path visitors take while navigating a website
- **Content Audit** starting with a content inventory, use qualitative analysis to determine if the content addresses the goals set forth by the client/brand
- **Social Listening** monitoring digital conversations to understand what customers are saying about a

**Analytics Review** - used to review a website's performance and evaluate the effectiveness of



# THE ENTITY Strategy in Context

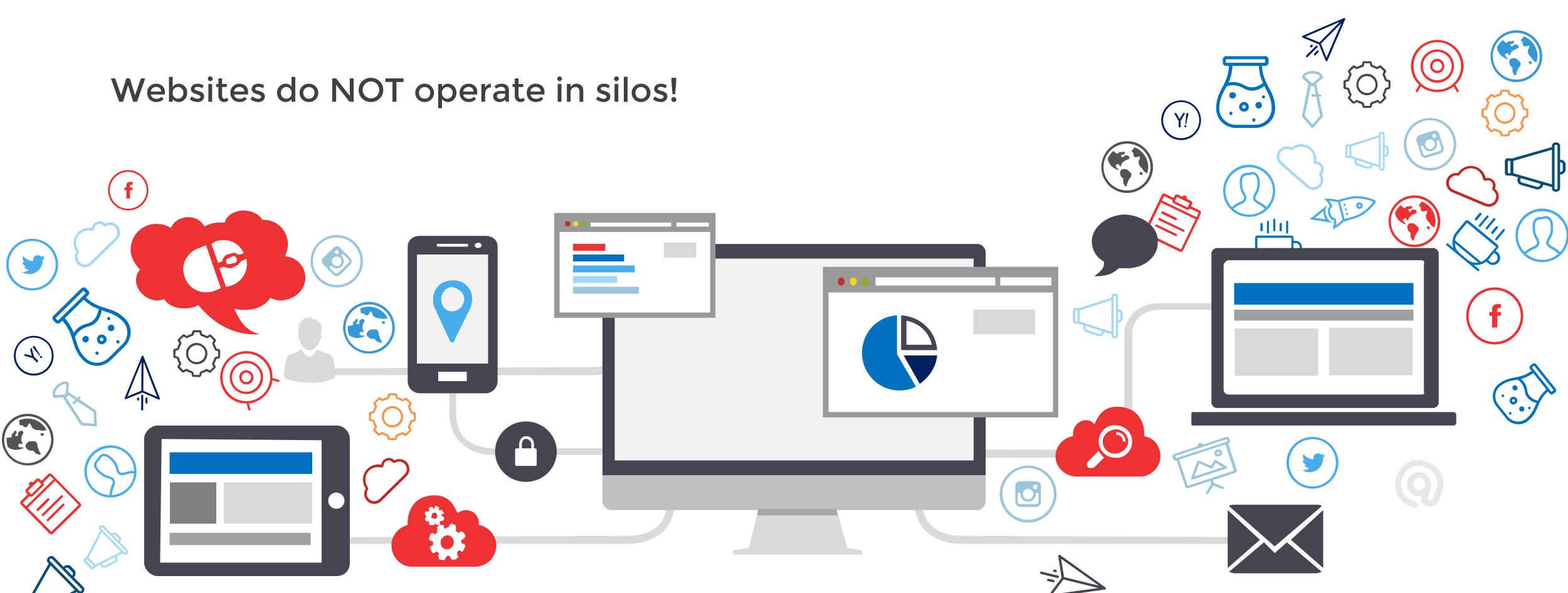


## Strategy Entanglement

Quantum entanglement is a physical phenomenon that occurs when groups of particles interact in ways such that the quantum state of each particle cannot be described independently of the others, even when the particles are separated by large distances. Simply put, the state of each particle improves our knowledge of the next one. Strategy is similar.

In order to understand strategy, you need to look at it holistically. Your business strategy (known as the macro-strategy) is comprised of microstrategies that include web, mobile, social, brand, content, and more. But you should also consider the elements that make up the business (or the entity), their market, and their industry.







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#### This means that the performance of websites are dependent on other channels not just the website itself.

In order to give real strategic insights, you have to look at and analyze these other channels and impacts. It could be what's currently happening in the market, or how user behavior has changed, or which social channels have the furthest reach. By doing this you create a more holistic picture of your clients market, where they are positioned, and how best to help them.



## **Understanding Valuable Data**

In the context of account management and strategy, we need to understand and evaluate our clients business world. This means revenue streams, marketing mediums, competitors, their industry, and any miscellaneous data that might be valuable to our initiatives. Keep in mind, that most business goals revolve around increased revenue, increased value, and increased visibility.

The data that most clients and businesses value are:

- **Revenue** increasing revenue streams or lines of business
- **Marketing** understanding and providing more value for users
- **Competition** gaining competitive edges
- **Industry** market forces that impact the industry
- **Miscellaneous** any data including research, articles, press releases, stakeholder concerns, and more







#### **GENERAL DATA**

What data is available about the business?

#### **REVENUE**

Service Lines Products, Apps. etc. Ecommerce Platform & unique features

#### MARKETING

Generalizations about users and customers Reviews, Distribution Channels/Mediums

#### COMPETITION

Generalizations about competitors, competitive collateral & systems used

#### **INDUSTRY**

Generalizations about the industry, its trajectory, market forces, etc

#### MISC

Research outlets, press outlets, organizational structures

### Available Data

#### SPECIFIC DATA

What data is available within the business?

#### REVENUE

Profitability on service lines/products, Performance reports, Product reports, Revenue reports etc.

#### MARKETING

User Personas, Affinity/Demographic data, Buyer's Journeys, Social reports, PPC campaigns

#### COMPETITION

Flow of a competitor's website, social channel analysis

#### **INDUSTRY**

Industry Trends, Disruptors, and Influencers Industry trend reports

#### MISC

Studies, articles, research papers, surveys etc. Stakeholder concerns



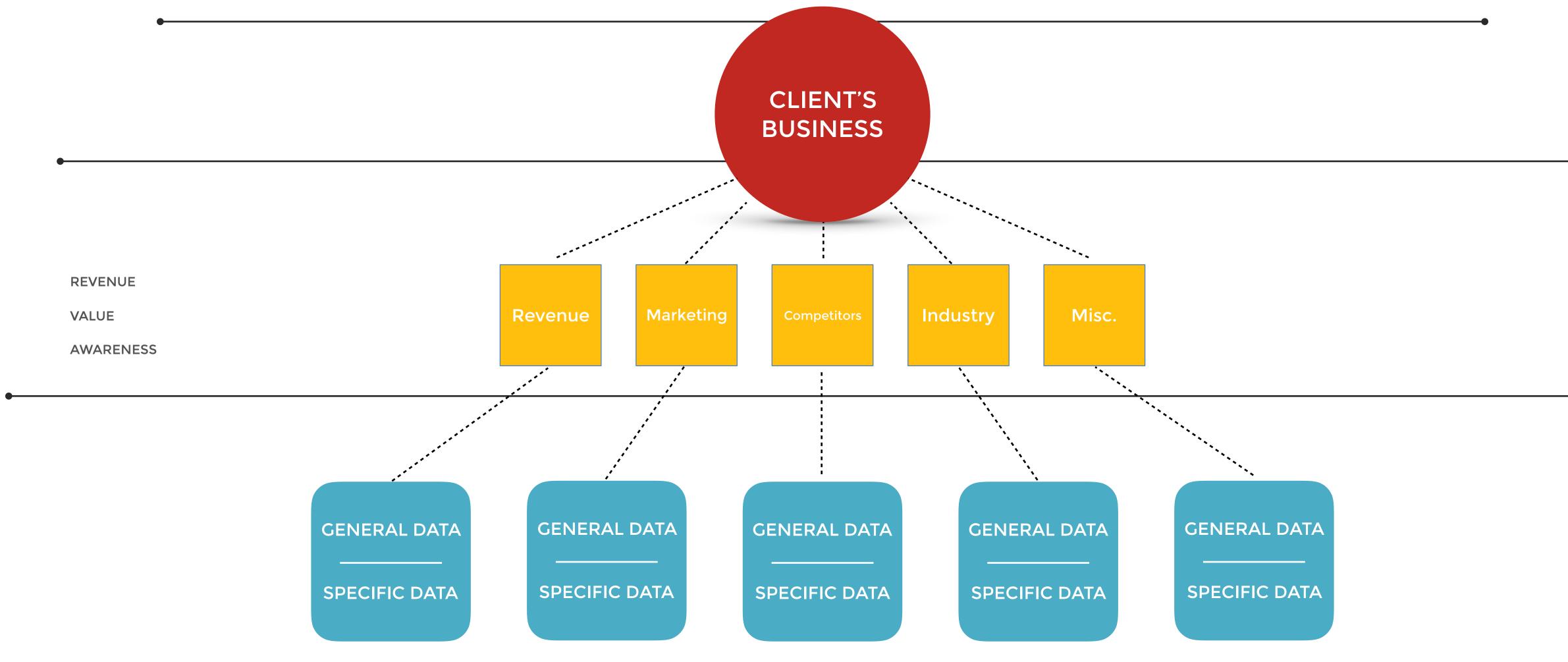


# THE MATRIX Providing Structure for Strategy



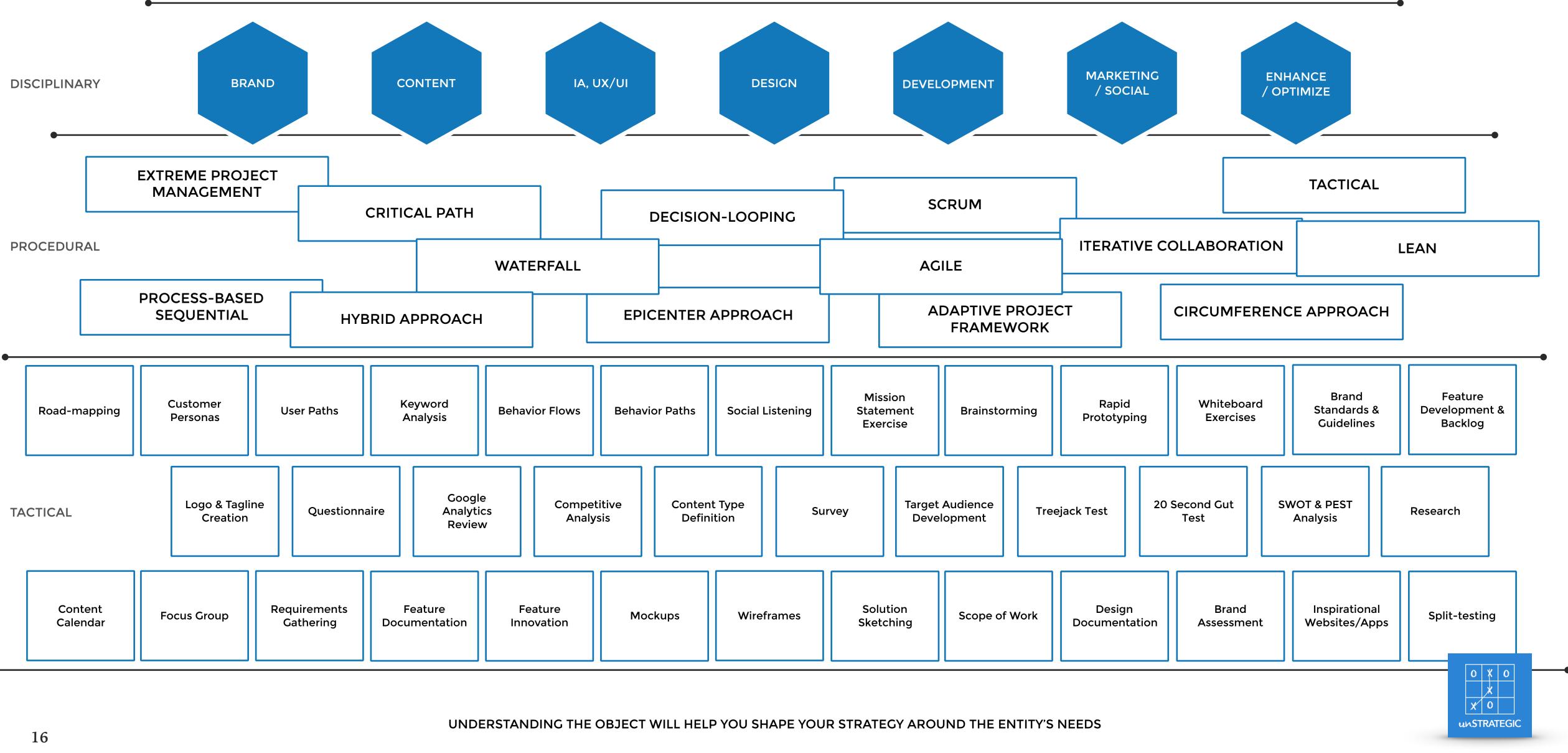


## UNDERSTAND THE ENTITY





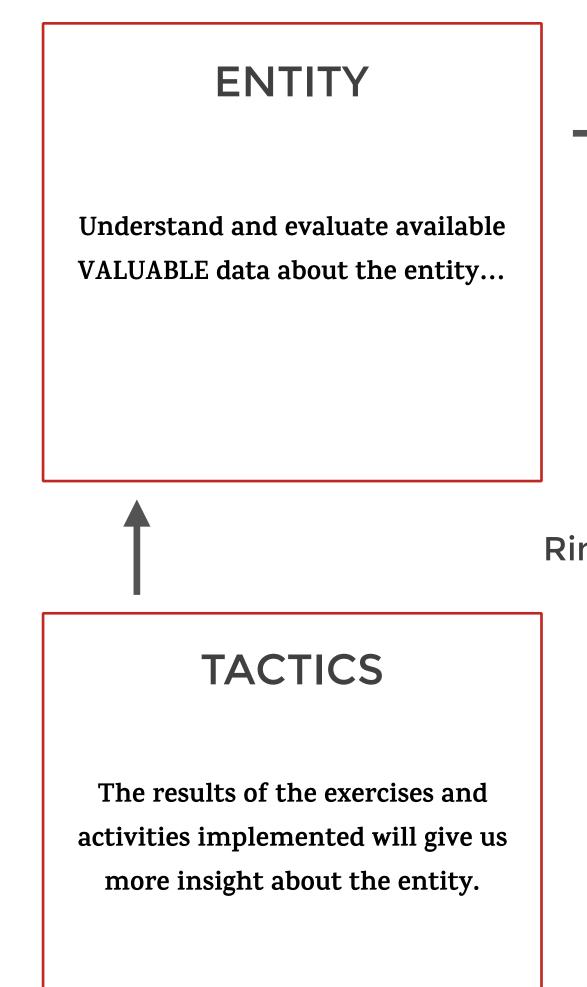
## UNDERSTAND THE OBJECT

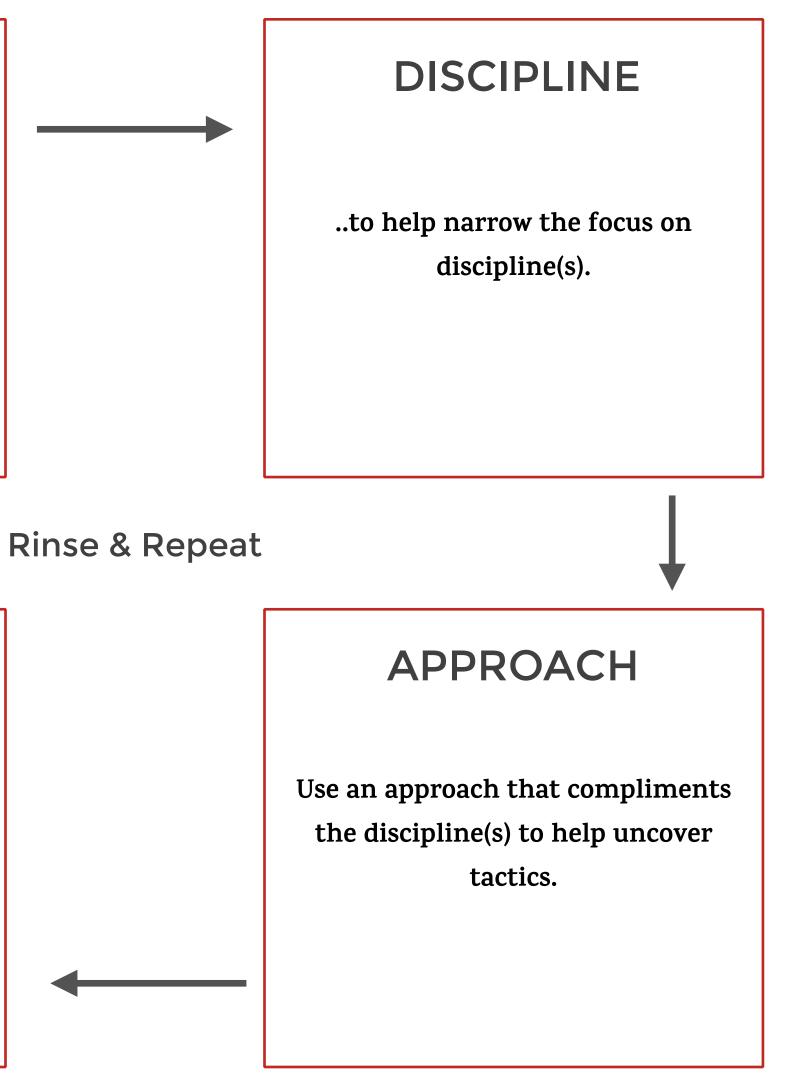


# RECAP Combining it Altogether



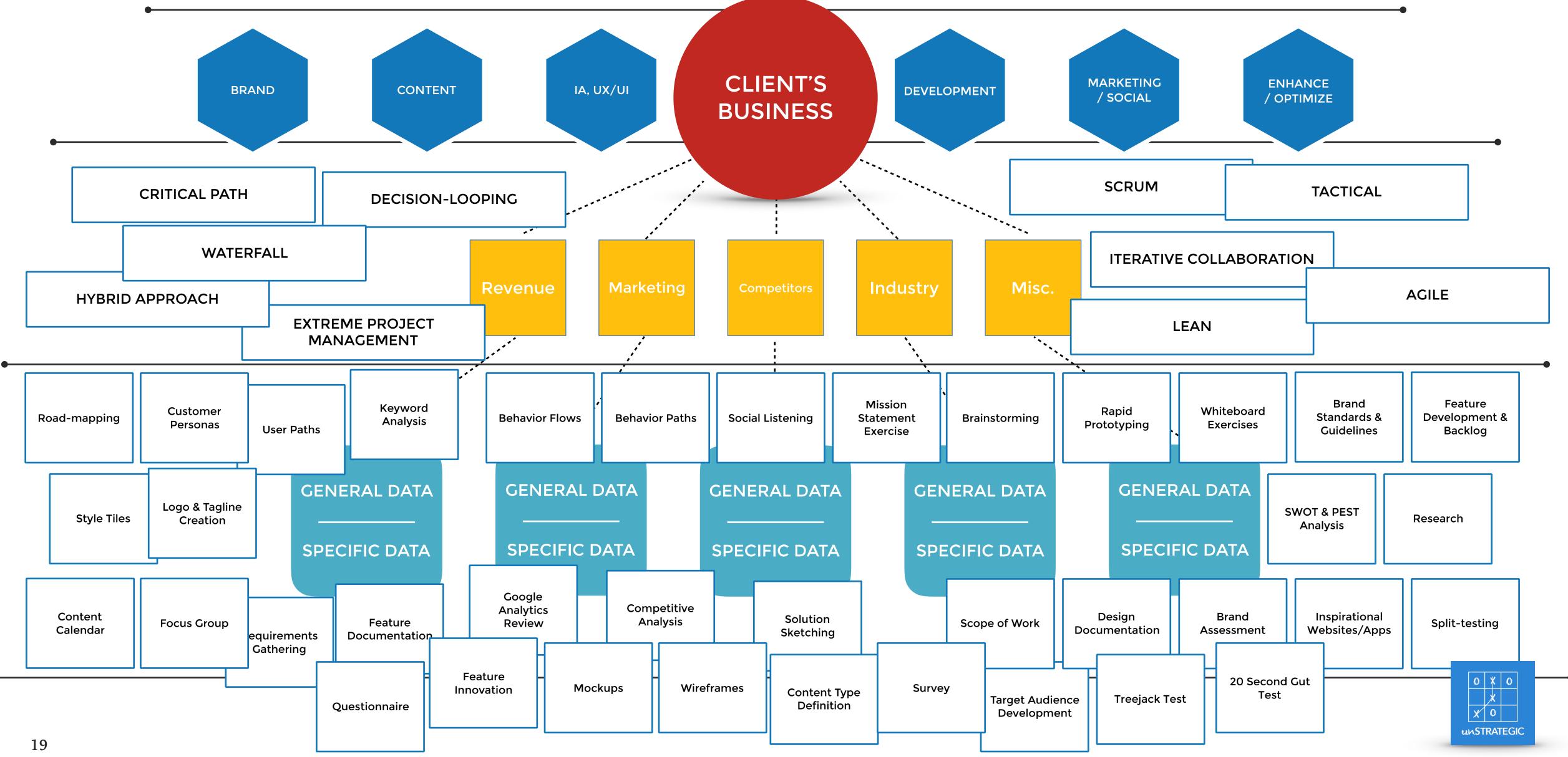
## Cycling through the Motions





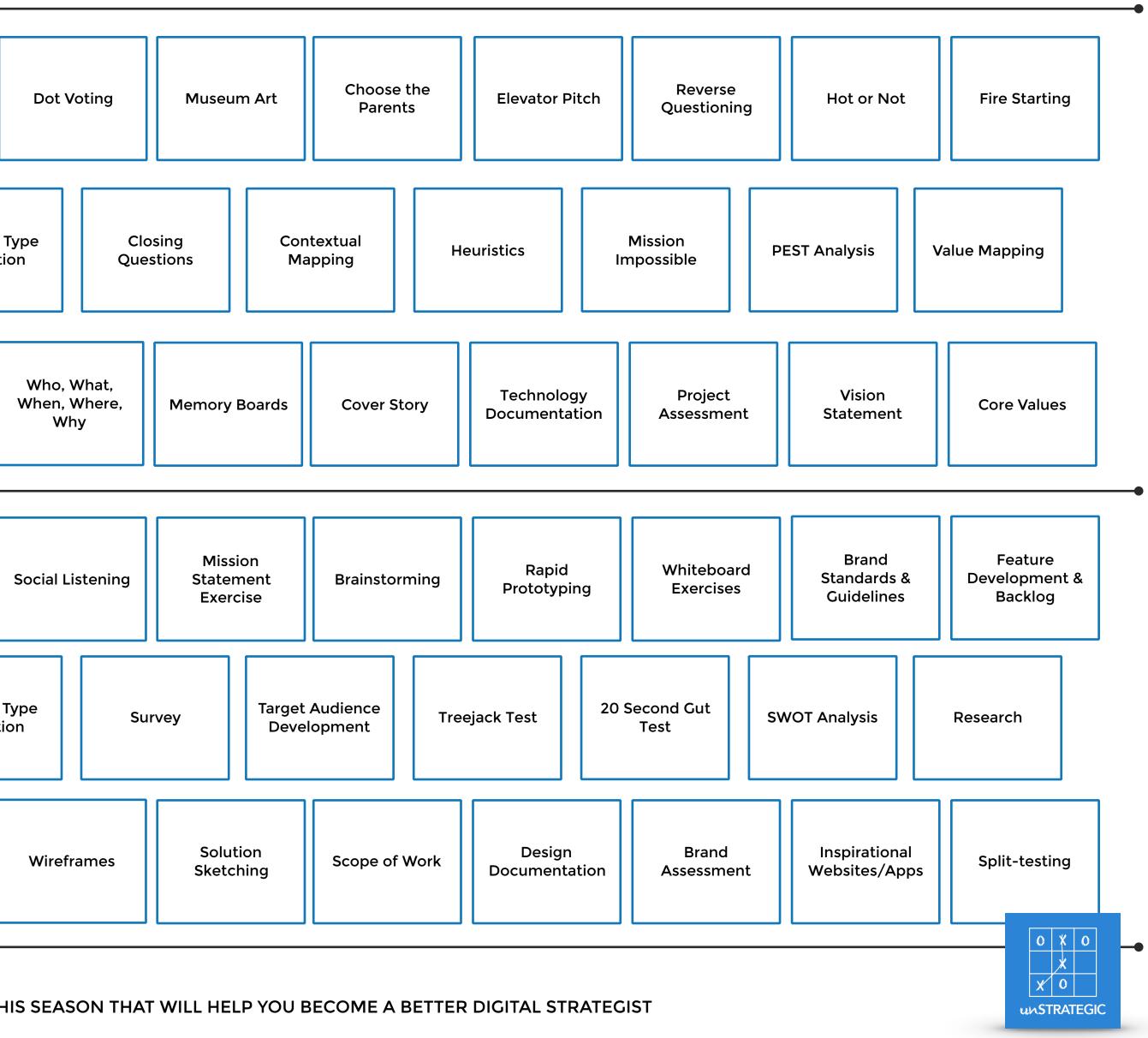


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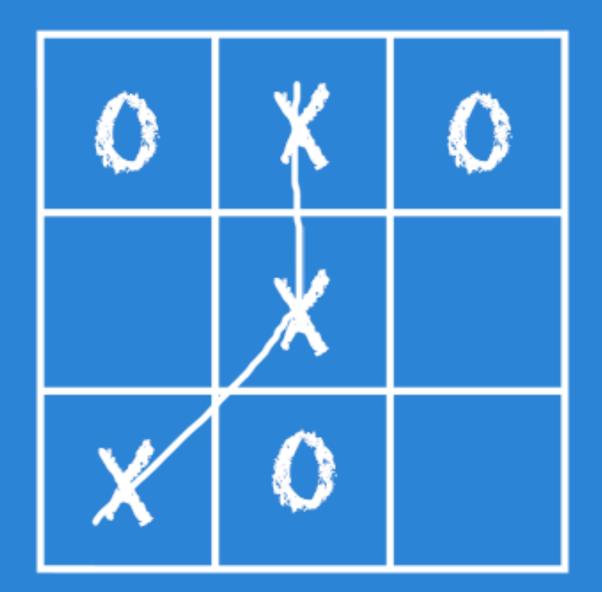


## TACTICS

Goals Workshop	Feature Tournament Bracket	Business vs. Design	Pattern- Breaking Exercises	Card Sorting	Opening Questions	
	Model Maki	ng Improv	Affinit Mappir			
Story Boards	Vision Boards	Mood Boards	Pain vs. Gain	20 / 20s	Hypotheticals	
Road-mapping	Customer Personas	User Paths	Keyword Analysis	Behavior Flows	Behavior Paths	
TACTICAL	Logo & Tagli Creation	ne Questionna	aire Google Analyti Review	cs		
Content Calendar	Focus Group	Requirements Gathering	Feature Documentation	Feature Innovation	Mockups	



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