

Play With Your Audience: Enhancing Your Social Strategy Through Theater

Catherine Litvaitis

Communications Manager, Armor Games Studios @LitvacArt



Howdy! I'm Catherine!

- Community manager with 5 years experience
- Currently Communications Manager at Armor Games Studios, publisher for games like Bear and Breakfast and In Stars and Time
- Previously worked for Tilting Point, Paradox Interactive, and others



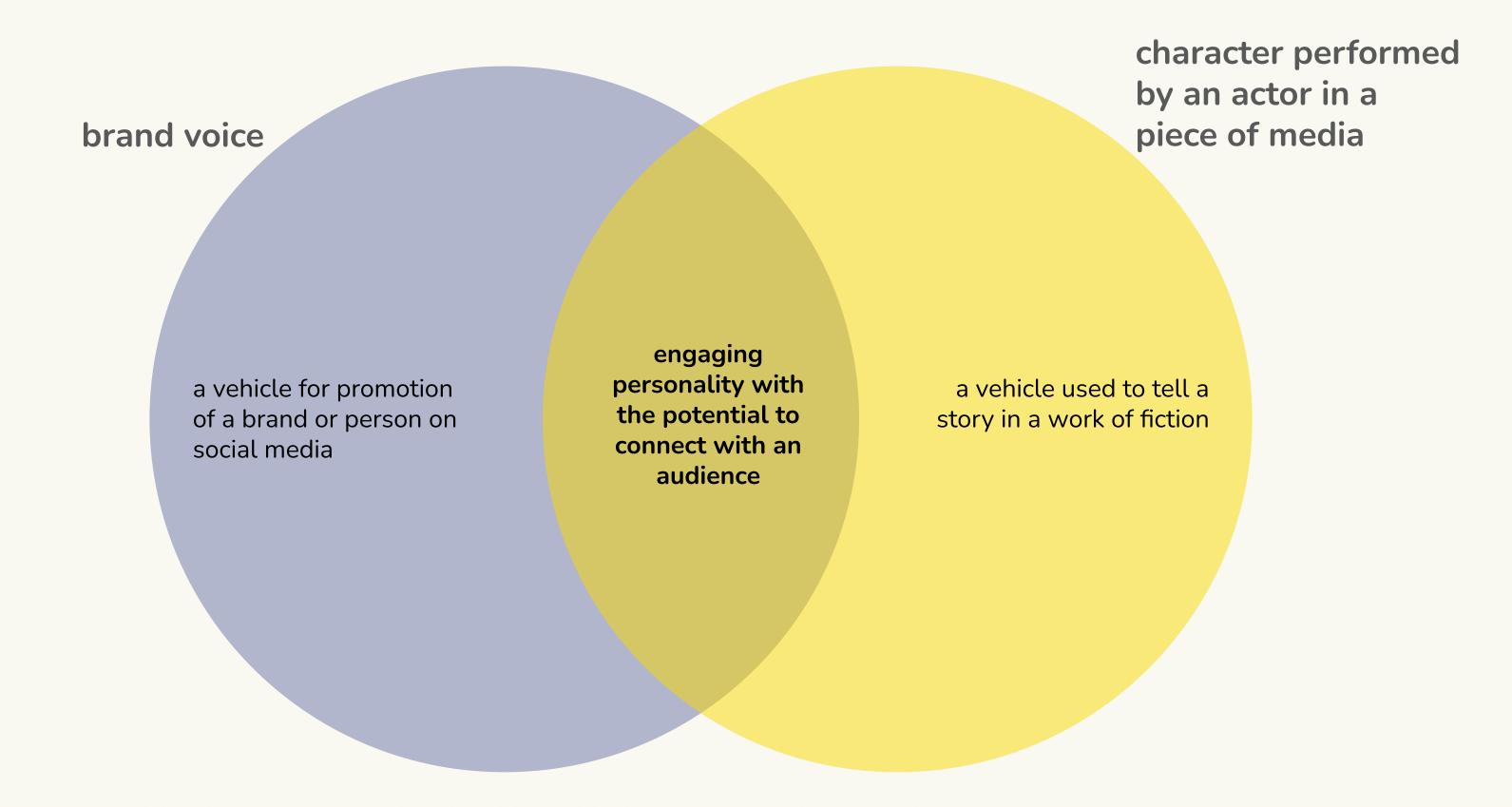
Talk Overview

- What a brand voice is and how it relates to theater
- Acting basics
- Breaking down what makes a character
- Examples of these principles in practice, including a brief retrospective on how we approached this on Bear and Breakfast



I regret to inform you I am a theater kid.





Who does this approach work best for?

- Character-driven stories
- Games with obvious mascot characters
- Accounts focused on one specific game or franchise

Think things with big personalities!





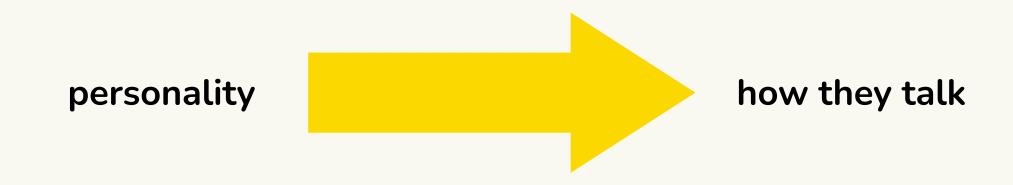
⁶⁶ Everyone has 1000 characters inside of them!"

Michael Burns, Mopco Improv Theater



Breaking Down a Character

- 1. What are the core pillars of their personality?
- 2. How do they present themself to others?
- 3. What kind of audience is this character speaking to?





Meet Hank!

His personality

- Easygoing
- Lovable
- Goofy
- Sometimes mildly unhinged

His voice

- mostly lowercase
- excitable but not overbearing
- proper punctuation? Optional. (he is a bear)



Acting Basics

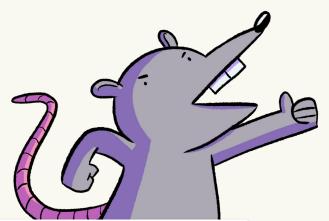
There are two rules you really need to know:

1. Commit to the bit. and

2. Yes, and...?

























Rares tweet



Catherine tweet



Is my voice working?

- 1. Are you seeing an increase in your average engagement rate across posts?
- 2. Are you seeing an increase in followers?
- 3. Is your growth consistent?

Try testing this approach on your account for a month or two and compare the new results to your old data!

Some Cool Bear Stats^{TMTMTM}

August 2021 - July 2022

- 143.2% increase in followers
- 326.9% increase in engagements

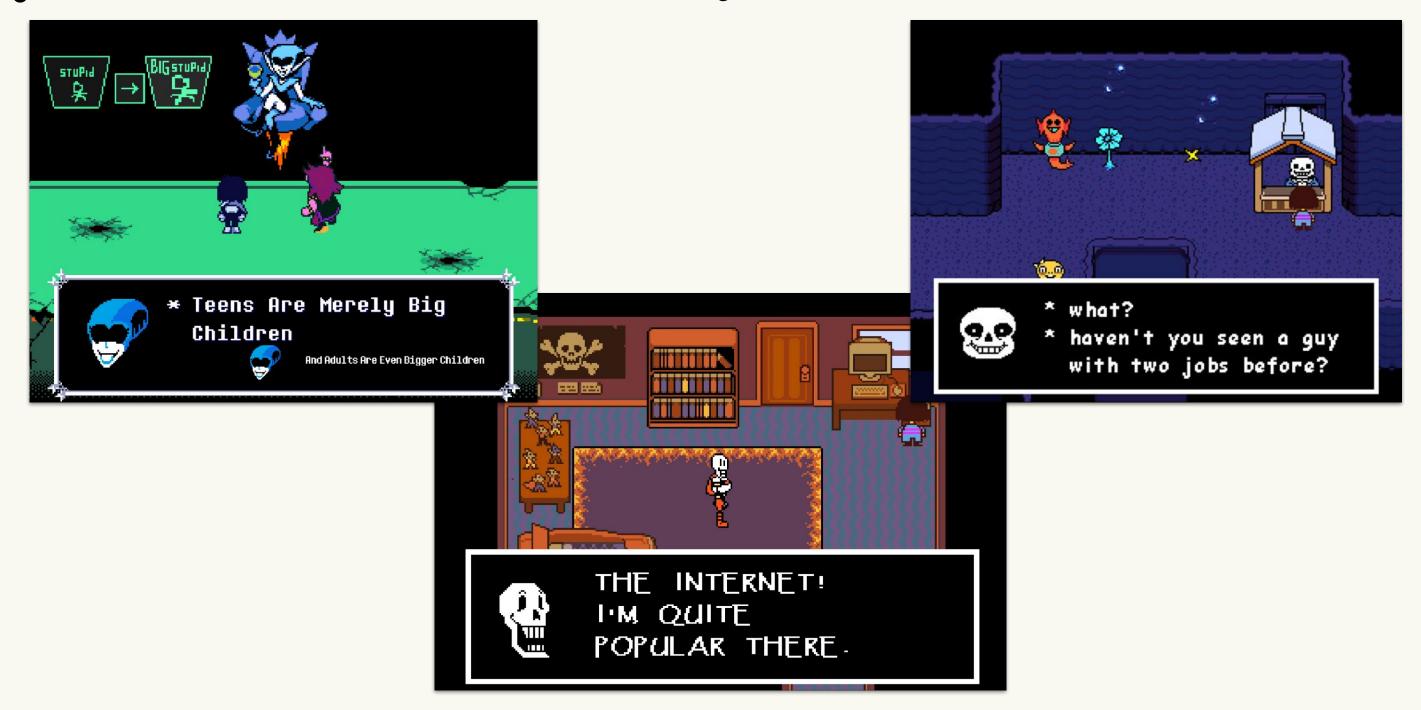






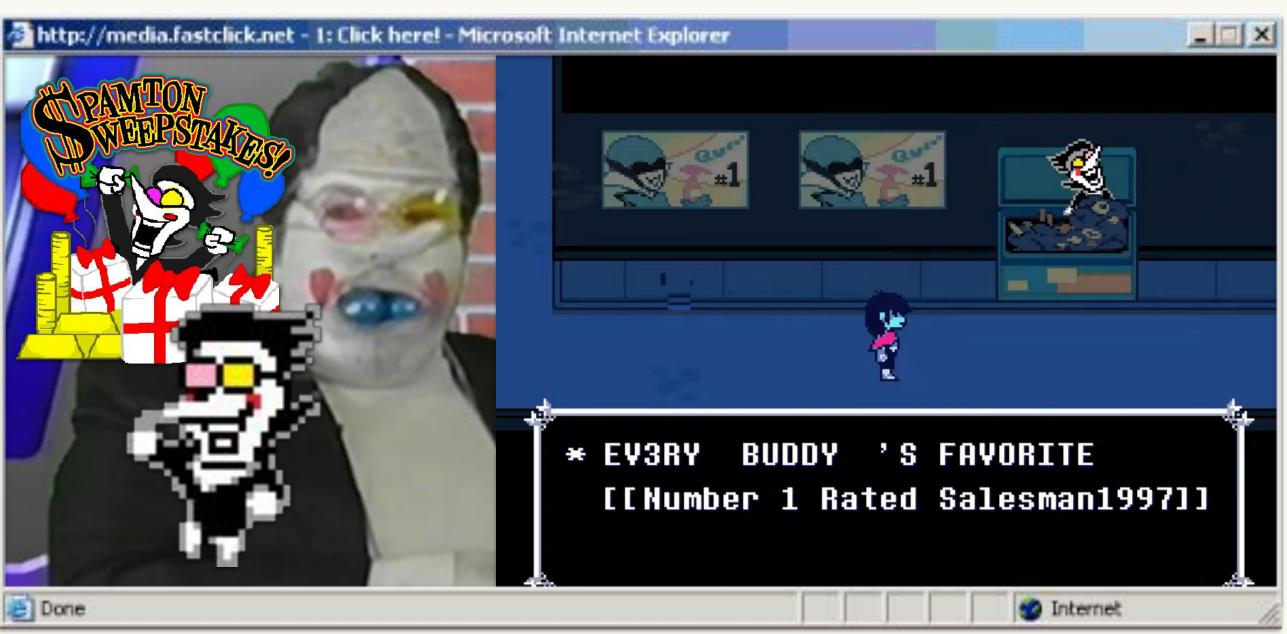


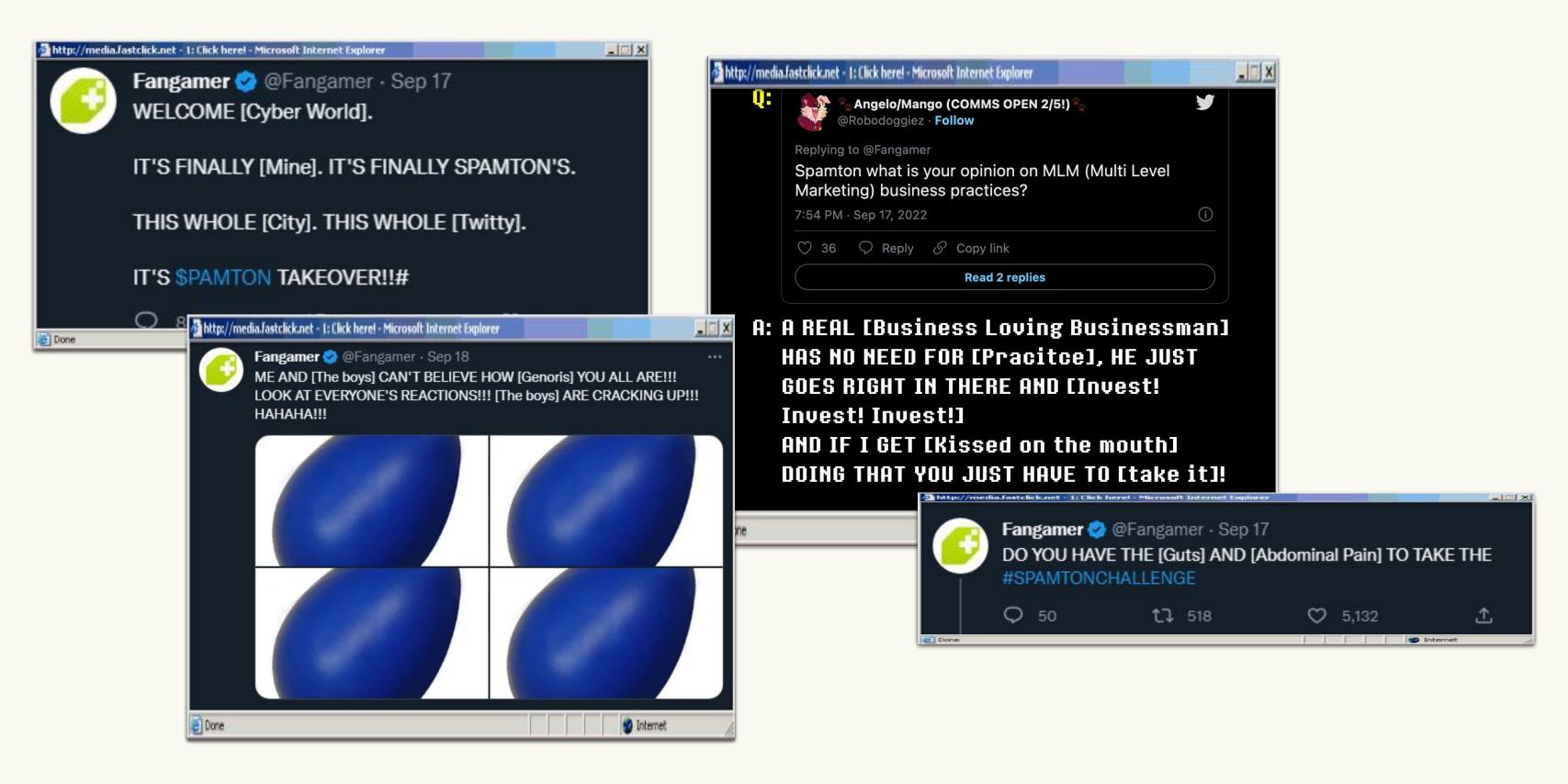
Quick Case Study on Undertale



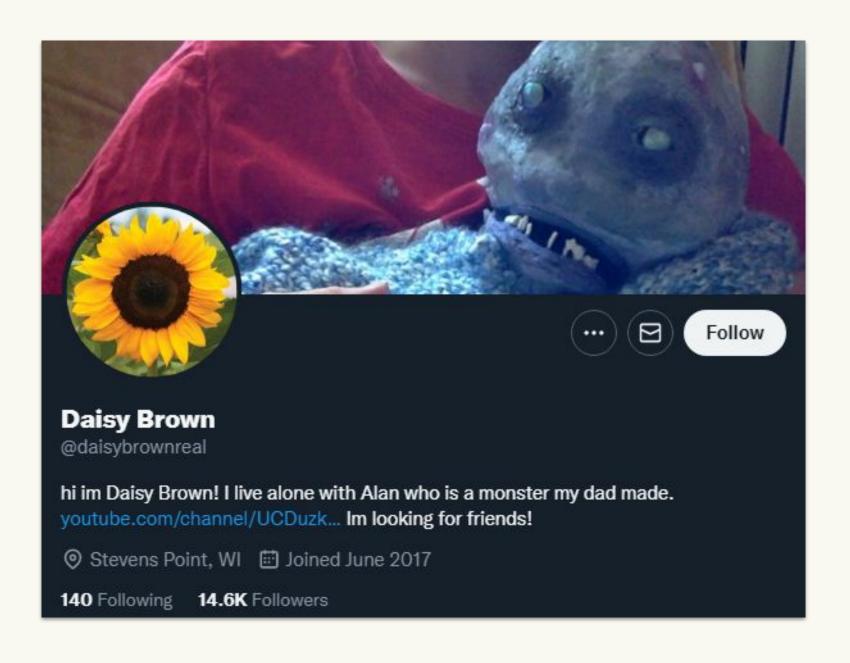
the part where we talk about the







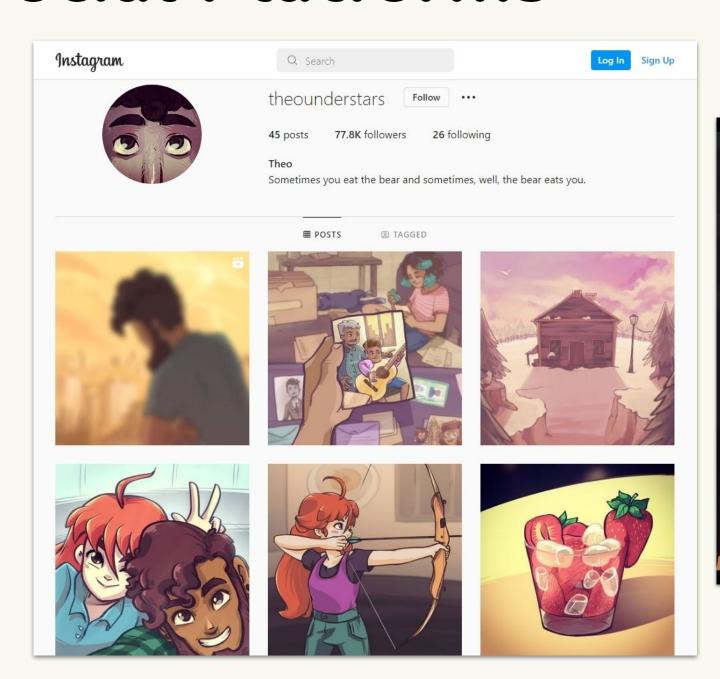
A More Serious Example: Daisy Brown







Applying These Techniques to Other Social Platforms







So, what did we learn today?

- 1. Character-driven brand voices can be an effective tool for engaging with your players in an approachable and fun way.
- 2. Acting isn't scary! We do it all the time in our day-to-day, and you can do it too on your brand accounts!
- 3. Understand what breathes life into your character, and find ways to reflect that in the way you craft your copy.
- 4. Commit to the bit! Whatever you decide for your brand voice, honor it.
- 5. "Yes, and" to create fun opportunities for interacting with your followers.

Thank you!

Any questions?

Feel free to connect with me on Twitter @LitvacArt