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 - PRINT & OUTDOOR CRAFT LOTUS ...
 - RADIO & AUDIO LOTUS *
 - **SUSTAINABLE LOTUS**

ENTRY RULES

- Only one party may enter a particular work into a given sub-category. It must be agreed in advance between the parties concerned. If a work is entered twice in the same sub-category, ADFEST will accept the first entry submitted.
- ADFEST reserves the right to disqualify entries that fail to provide required documentations.
 Entries that have been run purely to make them eligible for competition will be disqualified and the submitting organisation may be banned from ADFEST competitions for a period of 3 years.
- ADFEST reserves the right to move entries to more appropriate Lotus category or sub-category.
- Brand Communication which might offend national or religious sentiments or public taste will not be accepted.
- ADFEST reserves the right to disqualify inappropriate and offensive entries.
- ADFEST reserves the right to disqualify an entry if full payment is not made before judging commences.
- No refund will be given for wrong entries, withdrawn entries or disqualified entries.
- Entry credits <u>CANNOT</u> be revised <u>after Friday 31st January 2025.</u> Any requests for changes are subject to the approval of the Organiser. A fee of THB 2,000 per request will be charged for each change including revisions for credit revisions, written submission and material replacements.
- During or after the festival, any changes to the permission for the publication of entries is subject a fee of **THB 2,000 per request.**

- Entry submissions to ADFEST are open to companies involved in advertising, communications, and production industry throughout Asia and the Pacific, including Australia, New Zealand, and the Middle East.
- The company must be based in the region regardless of where the entry was designed, implemented, published or aired. Works created for clients in the region, but by companies based elsewhere are not eligible.
- All Brand Communication must have been commercially launched between 1st December 2023 and 31st December 2024. Except:
 - Works can be launched between 1st January 2023 and 31st December 2024 (in the past 2 years):
 - Brand Experience Lotus: Customer Acquisition & Retention (BE17)
 - Commerce Lotus: Customer Acquisition & Retention (CM11)
 - Direct Lotus: Customer Acquisition & Retention (DM16)
 - Effective Lotus (except EF02 Long-Term Creativity and Lotus Roots sub-category (LREF)
 - New Director Lotus
 - Works can be launched between 1st January 2022 and 31st December 2024 (in the past 3 years):
 - Creative Strategy Lotus: Long-Term Strategy (CS13)
 - Effective Lotus: Long-Term Creativity (EF02)
- Works that have entered ADFEST in the past years are not eligible, <u>except</u> for entries into:
 - Brand Experience Lotus: Customer Acquisition & Retention (BE17)
 - Commerce Lotus: Customer Acquisition & Retention (CM11)
 - Direct Lotus: Customer Acquisition & Retention (DM16)
 - Effective Lotus: EF01-EF07
- All Brand Communication must be designed for public exposure except:
 - INNOVA Lotus: Innovation in Prototype Technology (INO3)
 While entries submitted to Innovation in Prototype Technology (INO3) do not need to be public, they must have at least been launched or tested to a small group of people and executed to some extent not merely a prototype idea.
 - New Director Lotus: Portfolio Spot (ND08) & Film School (ND09)
- All Brand Communication must have been made within the context of a paying contract with the client, except:
 - Self-Promotion sub-categories: for Self-Promotion or works for non-profit organisations, the works must be endorsed and approved by the client.
 - New Director Lotus: Online Film (ND05), Portfolio (ND08), Film School (ND09), and Short Films for ADFEST 2025 by The Fabulous Five (ND10)
- Entries cannot be made without the prior permission of the advertiser/owner of the rights of the commercial or advertisement.
- Entries which have infringed any of its country of origin's voluntary or regulatory codes of practice are
 not eligible. It is the responsibility of the entrant to withdraw such work immediately should an
 infringement arise.

JUDGING

Judging will be done by a panel of industry experts and the procedure overview is as follow:

- Shortlists determined from 1st Round independent remote judging
- Finalists determined from juries' votes after discussions on each shortlisted & call-in entries
- Winners determined from juries' votes after discussions on finalists

The decision of the Juries in all matters related to the awarding of medals will be final and binding.

Interest Voting: At all stages of judging, a jury may not vote or be involved in any discussion on entries submitted by his/her company in his/her own city or on entries submitted by an overseas office for which he/she worked during the time the entries were produced.

AWARDING THE LOTUS WINNERS

The juries will make the final decision on the allocation of medal winners.

- If they feel none of the works is a Lotus winner, juries may not award any Lotus winner in that subcategory.
- There is no limit on the Lotus winners.
- Gold winners that are <u>NOT</u> for non-profit organisations, foundations, charities, or NGOs will compete
 for the Grande of their respective Lotus.
- Gold winners that are for non-profit organisations, foundations, charities, or NGOs will compete for the Grande for Humanity and cannot compete in the Grande of Lotus.

Lotus winners will receive a trophy and a certificate. Finalists will be given certificates.

LOTUS	AWARD
INNOVA Lotus	If there is only One INNOVA Lotus & Lotus Roots awarded, Grande of Lotus will not be awarded.
Lotus Roots	If there are two or more INNOVA Lotus & Lotus Roots awarded, the juries must vote for the Grande of Lotus.
Brand Experience Lotus	
Commerce Lotus	
Creative Strategy Lotus *NEW*	
Design Lotus	
Digital & Social Lotus	
Digital Craft Lotus	
Direct Lotus	
Effective Lotus	
Entertainment Lotus	
Film Craft Lotus	If there is only One Gold Lotus awarded, Grande of Lotus will not be awarded.
Film Lotus	If there are two or more Gold Lotus awarded, the juries must vote for the Grande of Lotus.
Media Lotus	
Mobile Lotus	
New Director Lotus	
Outdoor Lotus	
PR Lotus	
Press Lotus	
Print & Outdoor Craft Lotus	
Radio & Audio Lotus	
Sustainable Lotus	

AWARDING THE LOTUS WINNERS

The Grande for Humanity, which will be judged by the panel comprising of all the Jury Presidents, is an award recognizing creative excellence, where non-profit organisations, foundations, charities, or NGOs Gold winners from the following Lotus categories:

- Brand Experience Lotus
- Commerce Lotus
- Creative Strategy Lotus *NEW*
- Design Lotus
- Digital & Social Lotus
- Direct Lotus
- Effective Lotus
- Entertainment Lotus
- Film Lotus
- Media Lotus
- Mobile Lotus
- Outdoor Lotus
- PR Lotus
- Press Lotus
- Radio & Audio Lotus (Except Audio Craft Lotus sub-categories)
- Sustainable Lotus

and non-profit organisations, foundations, charities, or NGOs winners of:

- INNOVA Lotus
- Lotus Roots

compete for Grande for Humanity (but not for Grande in their respective Lotus categories).

The determinant of eligible work is the brand/client/advertiser of the work. That is, the work must be for non-profit organisations, foundations, charities, or NGOs including non-profit foundations & associations, appeals, charities & donations, volunteers, etc.

ADFEST 2025 Special Awards include:

- Network of the Year
- Agency of the Year
- Regional Agency of the Year
- Independent Agency of the Year
- Digital Agency of the Year
- Media Agency of the Year
- PR Agency of the Year
- Production Company of the Year
- Advertiser of the Year

Each entrant's inputs in marked fields of the online submission will be taken as final to count toward the scoring of these Special Awards. Please make sure the spelling (even spacing) of what you enter in the online submission is accurate and consistent to ensure all your well-deserved points are awarded. As Credits are provided by the entrant and only credits submitted at the point of entry via the ADFEST entry site are used and cannot be changed retrospectively.

ADFEST is not responsible for unallocated scores due to typo mistakes or name inconsistencies done on the entrant's part. Credit revisions cannot be made after Friday 31th January 2025 and must be done in writing to Nat@ADFEST.com. Any requests for changes are subject to the approval of the Organiser. A fee of THB 2,000 per request will be charged for each change including revisions for credit revisions, written submission and material replacements.

NETWORK OF THE YEAR

This award is given to the Network (own whole or majority stake in the company) that earned the highest score calculated from the credit entered in "Network" (regardless of Entrant Company) from the finalists and winners in all Lotus categories.

Note: Holding Company CANNOT be entered as Network!

AGENCY OF THE YEAR

This award is given to the Agency that earned the highest score calculated from the credit entered in "Agency" (regardless of Entrant Company) from the finalists and winners in all Lotus categories.

REGIONAL AGENCY OF THE YEAR

This award is given to the Regional Agency that earned the highest score calculated from the credit entered in "Agency" (regardless of Entrant Company) from the finalists and winners in all Lotus categories.

An Agency eligible to compete for Regional Agency of the Year must have a score of at least 30 points to qualify.

An Agency is eligible to win in only one of the following Regional Agency of the Year.

- Central & North Asia Agency of the Year
- East Asia Agency of the Year
- Middle East Agency of the Year
- Oceania Agency of the Year
- South Asia Agency of the Year
- Southeast Asia Agency of the Year

INDEPENDENT AGENCY OF THE YEAR

This award is given to the Independent Agency that earned the highest score calculated from the credit entered in "Agency" (regardless of Entrant Company) and declared itself as an Independent Agency from the finalists and winners in all Lotus categories.

DIGITAL AGENCY OF THE YEAR

This award is given to the Agency that earned the highest score calculated from the credit entered in "Agency" (regardless of Entrant Company) from the finalists and winners in the following Lotus categories:

- Digital & Social Lotus
- Digital Craft Lotus
- Mobile Lotus
- Lotus Roots sub-category in the above Lotus categories

MEDIA AGENCY OF THE YEAR

This award is given to the Agency that earned the highest score calculated from the credit entered in **"Media Agency"** (regardless of Entrant Company) from the finalists and winners in the following Lotus category:

Media Lotus (including Lotus Roots sub-category)

PR AGENCY OF THE YEAR

This award is given to the Agency that earned the highest score calculated from the credit entered in **"PR Agency"** (regardless of Entrant Company) from the finalists and winners in the following Lotus category:

PR Lotus (including Lotus Roots sub-category)

PRODUCTION COMPANY OF THE YEAR

The ADFEST Production Company of the Year is awarded for excellence in craftsmanship and technical prowess. This award is given to the production company that earned the highest score calculated from the credit entered in "Film Production Company", "Print Production Company", "Post-Production Company", "Special Effects Company" and "Sound Production Company" (regardless of Entrant Company) from the finalists and winners in the following Lotus categories:

- Audio Craft sub-categories (RA10-RA14) in Radio & Audio Lotus
- Digital Craft Lotus
- Film Craft Lotus
- New Director Lotus
- Print & Outdoor Craft Lotus
- Lotus Roots sub-category in the above Lotus categories (except Radio & Audio Lotus)

<u>Note:</u> A given production company will only be counted ONCE for a particular entry. That is, if the same production company is entered under Film Production Company, Print Production Company, Post-Production Company, Special Effects Company and Sound Production Company, that company will only be awarded once for that entry.

If the same production company (same legal entity in same country) has multiple branches in the same country, points will be counted as one production company.

ADVERTISER OF THE YEAR

This award is given to the Advertiser that earned the highest score calculated from the credit entered in "Advertiser" (regardless of Entrant Company) from the finalists and winners in all Lotus categories.

SPECIAL AWARDS SCORING

ALL LOTUS CATEGORIES (Except INNOVA Lotus/Lotus Roots)		
Finalist	1 Point	
Bronze	3 Points	
Silver	7 Points	
Gold	15 Points	
Grande	30 Points	

INNOVA LOTUS/LOTUS ROOTS/GRANDE FOR HUMANITY		
Finalist	7 Points	
INNOVA Lotus/Lotus Roots	20 Points	
Grande	35 Points	

SINGLE/CAMPAIGN SCORING

For sub-categories where single entries are submitted, juries may group single entries into a campaign. In which case, the scoring for the campaign will be scored from the point for that award plus additional campaign point (1 point each).

For example, a Silver campaign comprising of 3 single entries will be awarded 9 points: that is, 7 points for the Silver win, plus 2 campaign points. A Gold campaign winner with 4 single entries will be awarded a total of 18 points: 15 points for the Gold win plus 3 campaign points, and so on.

MULTIPLE AGENCIES/NETWORKS

If a work or campaign constitutes work(s) from multiple agencies and networks, the scores of the winning work will be allocated proportionately.

<u>Example 1:</u> An entry that is the collaboration between Agency A (Network 1) & Agency B (Network 2) wins Gold (15 points).

Agency A	7.5 points	Network 1	7.5 points
Agency B	7.5 points	Network 2	7.5 points

Example 2: A campaign entry grouped from 3 single entries wins Grande of Film Lotus (30 points), where:

Single Entry 1: Agency X Network α Single Entry 2: Agency Y Network α Single Entry 3: Agency Z Network β

The points will be awarded as follow:

Agency X, Agency Y, Agency Z 10 points each Network α 20 points Network β 10 points

TIED POINTS

In the event that points are tied between multiple Networks/Agencies/Production Companies, the Special Award will be awarded to the Network/Agency/Production Company that won the highest number of the highest ranking medal.

For example, both Agency A & Agency B both receive 95 points for Agency of the Year, where:

Agency A won:		Agency B wor	Agency B won:		
Grande for Humanity	35 points	1 x INNOVA Lotus	20 points		
Grande of Film Lotus	30 points	4 x Gold Lotus winners	60 points		
2 x Gold Lotus winners	30 points	1 x Silver Lotus winner	7 points		
		1 x Lotus Roots finalist	7 points		
		1 x Direct Lotus finalist	<u>1</u> point		
Total	95 points		95 points		

Agency A is the winner of Agency of the Year.

FOR ALL LOTUS CATEGORIES

FEES & DEADLINES	Entry Confirmation & Invoice Generation Deadline	Payment Deadline	Materials & Documents Deadline
Early Bird Rate	Friday 13 th December 2024	Friday 20 th December 2024 ¹	Crider 17th January 2025
Regular Rate	Friday 10 th January 2025	Friday 17 th January 2025 ²	Friday 17 th January 2025

Early Bird Rate¹: If payment is not received by **Friday 20**th **December 2024**, 11.59 pm BKK time (UTC+7), the Early Bird Rate invoice will be voided and a new invoice with the Regular Rate will be issued. **Regular Rate²:** If payment is not received by **Friday 17**th **January 2025**, 11.59 pm BKK time (UTC+7), the Regular Rate invoice will be voided and a new invoice with late fees will be issued.

FEES BY LOTUS	EARLY BIRD RATE Invoice by 13 th Dec 2024 Payment by 20 th Dec 2024	REGULAR RATE Invoice by 10 th Jan 2025 Payment by 17 th Jan 2025	LATE FEE Invoice after 17 th Jan 2025
Brand Experience Lotus			
Commerce Lotus			
Creative Strategy Lotus *NEW*			
Design Lotus			
Digital & Social Lotus			
Digital Craft Lotus			
Direct Lotus			
Effective Lotus			
Entertainment Lotus			
Film Craft Lotus	TUD IF FOO	TUD 17 500	TUD 10 500
Film Lotus	THB 15,500	THB 17,500	THB 19,500
Media Lotus			
Mobile Lotus			
New Director Lotus			
Outdoor Lotus			
PR Lotus			
Press Lotus			
Print & Outdoor Craft Lotus			
Radio & Audio Lotus			
Sustainable Lotus			
INNOVA Lotus	TUD 33,000	TUD 35 000	TUD 27 000
Lotus Roots	THB 23,000	THB 25,000	THB 27,000
Film School	TUD 7.750	TUD 0.750	TUD 0.750
(under New Director Lotus)	THB 7,750	THB 8,750	THB 9,750

Note: All entry fees are inclusive of VAT 7%

PAYMENT

FOR OVERSEA

Credit Card

There is an additional charge 3.2%

• International Bank Transfer

Payment in Baht, without deductions is due immediately to Payment Method by bank transfer to:

Account Name: Plannova Co., Ltd.
Account Number: 179-403-6879
SWIFT Code: BKKBTHBK

Bank Name: Bangkok Bank Pcl., Bangchak Branch

2109 Sukhumvit Road, Bangchak, Prakanong,

Bangkok 10250 Thailand

- o There is an additional charge of THB 300 per transaction.
- You must cover all bank charges (all local & overseas charges borne by remitter), otherwise your entry submission may be refused.
- Please send proof of payment to <u>Arunya@ADFEST.com</u> and <u>Da@ADFEST.com</u>

FOR THAILAND ONLY

Credit Card

o There is an additional charge 3.2%

• Cheque/Bank Transfer

Account Name: Plannova Co., Ltd.

Account Number: 140-255601-9

Bank Name: Siam Commercial Bank Pcl., Siyeaksiwara Branch

TERMS & CONDITIONS

- Entrant is responsible for all bank charges and fees. ADFEST must receive the full amount as stated in the invoice for the entry submission process to be complete.
- No refund will be given for wrong, disqualified or withdrawn entries.

BRAND EXPERIENCE LOTUS

The Brand Experience awards creative works that have all brand building through the dimension of experience design, activation, immersive, retail and 360° consumer engagement. Entries should demonstrate how the consumer journey, experience of the brand and optimisation of every touch point led to increased brand affinity and commercial success.

The decision of the Juries on Brand Experience Lotus winner will be based on 4 criteria and weighted as follow:

•	Creativity/Idea/Insight	30%
•	Strategy	20%
•	Execution	30%
•	Results	20%

Each execution/campaign/set of execution constitutes one entry.

USE OF MEDIA	MATERIALS *** see Guideline here
BEO1 Guerrilla Marketing & Stunts Guerrilla marketing tactics, stunts (publicity stunts, street stunts), pop-up events to drive consumer engagement.	RequiredWritten SubmissionVideo Presentation (max. 2 mins)
BEO2 Live Experiences & Events Big-scale events such as sport events, live shows, festivals, concerts, corporate entertainment, built stages, etc. to engage consumers.	Digital Presentation ImageClient Endorsement Letter
BEO3 Exhibitions & Installations Space utilisation or use of a more permanent feature to drive consumer engagement, including galleries, exhibitions, fairs, trade shows, vending machines, floor graphics, transit advertising, etc. Note: Works entered into BEO3 cannot be re-entered into Digital Installations (BE11).	
BEO4 Ambient: Small Scale Items in bars & restaurants, glasses, beer mats & ashtrays, petrol pumps, flyers, stickers, signage, door hangers. Note: 'Small Scale' refers to the physical size of the object, not the quantitative volume or scale of distribution.	 Required Written Submission Video Presentation (max. 2 mins) Digital Presentation Image Client Endorsement Letter Optional Actual Work or Demo Video (max. 1 min)

USE OF MEDIA	MATERIALS *** see Guideline here
REO5 Ambient: Large Scale Non-traditional outdoor/3D billboards including non-standard shaped sites, ticket barriers, signage, wallscape, digital billboards, window clings, building wrapping, helicopter banners and executions that utilise a space or an existing permanent feature, etc. Note: 'Large Scale' refers to the physical size of the object, not the quantitative volume or scale of distribution. BEO6 In-Store Experience In-store communications including product & shelf display, in-store merchandising & promotion, pop-up stores, events, sampling, etc. designed to drive consumer engagement with a brand.	 Required Written Submission Video Presentation (max. 2 mins) Digital Presentation Image Client Endorsement Letter
BE07 Use of Film & Audio Cinema, TV, online film or radio & audio.	Required Written Submission Video Presentation (max. 2 mins) Digital Presentation Image Client Endorsement Letter Optional URL
BE08 Use of Print & Conventional Outdoor Magazines, newspapers, inserts, trade journals, other printed collaterals, posters, billboards, etc.	 Required Written Submission Video Presentation (max. 2 mins) Digital Presentation Image Client Endorsement Letter
BEO9 Use of Mobile & Devices Use of technology for mobile or other portable devices such as mobile applications, widgets, Bluetooth and geolocation technology (RFID, NFC, GPS), QR codes, etc. The work should show how it engages the consumer and lead to interaction with the brand. BE10 Use of Digital & Social Platforms Digital (websites, microsites, banners ads, eDMs, messaging, search engine and viral campaigns & social platforms (social media platforms, networking sites, social activities, streaming platforms, online communities, blogs, etc.) that enhance brand experience or engagement.	 Required Written Submission Video Presentation (max. 2 mins) Digital Presentation Image Client Endorsement Letter Optional URL

TECHNOLOGY	MATERIALS
TECHNOLOGY	*** see Guideline <u>here</u>
BE11 Digital Installations	Required
Immersive digital experiences and events which are set up to	 Written Submission
engage and interact with consumers including VR/AR installations,	 Video Presentation (max. 2 mins)
multi-screen, multidimensional experience, etc.	· Digital Presentation Image
Note: Works entered into BE11 cannot be re-entered into	· Client Endorsement Letter
Exhibitions & Installations (BE03).	<u>Optional</u>
BE12 Emerging Technology & Tech-led Brand Experience	· URL
Use of existing or emerging technology such as AI, new realities	
(VR, AR, MR, XR), gamification, virtual worlds, wearable	
technology, geolocation technology (RFID, NFC, GPS), voice	
activated technology, blockchain technology, etc. to engage	
consumers and enhance the consumer experience with the brand.	
Note: Emerging Technology doesn't include prototypes of early	
stage technology.	
BE13 Branded Games	
Branded games that target and engage consumers through	
games including, but not limited to online games, mobile games,	
apps, to enhance the consumer experience with the brand.	

STRATEGY	MATERIALS
	*** see Guideline <u>here</u>
BE14 Launch/Re-Launch	Required
Launch or re-launched a brand, product or service.	 Written Submission
	 Video Presentation (max. 2 mins)
	 Digital Presentation Image
	· Client Endorsement Letter
BE15 Competitions & Promotions	Required
Competitions or promotional incentives used to drive consumer	 Written Submission
engagement with a brand.	 Video Presentation (max. 2 mins)
BE16 Sponsorship & Brand Partnership	· Digital Presentation Image
Partnerships and/or sponsorships that create immediate and long-	· Client Endorsement Letter
term brand experiences or activations.	Optional
BE17 Customer Acquisition & Retention	· URL
Consumer engagement that effectively attracts, maintains, or	
strengthens customer relationships with the brand.	
Note: Entrants must indicate how the campaign successfully	
retains consumer loyalty (eligibility period: past 2 years).	

CAMPAIGN EXCELLENCE

BE18 Integrated Brand Experience Campaign

Campaign that effectively and seamlessly utilises multiple mediums/channels to enhance and enrich consumer experience and engagement.

BE19 Resilience Through Creativity

Ideas and creative solutions that demonstrate the brand's resilience and resolve in the face of challenges such as budget constraints, changes in market conditions, societal issues, and/or changes in consumer behaviour.

MATERIALS

*** see Guideline here

Required

- Written Submission
- Video Presentation (max. 2 mins)
- Digital Presentation Image
- · Client Endorsement Letter

Optional

- URL
- Actual Work or Demo Video (max. 1 min)

LOTUS ROOTS

LRBE Lotus Roots

This is an award unique to ADFEST that is awarded to works that embody local values whether in terms of culture, religion, beliefs, traditions, language, insights, or context. Lotus Roots recognizes works that preserve and celebrate the rich heritage and value of each local culture.

MATERIALS

*** see Guideline here

Required

- Written Submission
- Cultural Context Explanation
- Video Presentation (max. 2 mins)
- Digital Presentation Image
- · Client Endorsement Letter

Optional

- URL
- Actual Work or Demo Video (max. 1 min)

COMMERCE LOTUS

The Commerce Lotus awards creative and innovative solutions to enhance the consumer experience and drive business sales including both offline commerce and eCommerce (Social Commerce, mCommerce, or Digital Commerce).

The decision of the Juries on Commerce Lotus winner will be based on 4 criteria and weighted as follow:

•	Creativity/Idea/Insight	30%
•	Strategy	20%
•	Execution	20%
•	Results	30%

Each campaign/set of execution constitutes one entry.

COMMERCE LOTUS	MATERIALS *** see Guideline here
CM01 eCommerce Websites Creative utilisation of websites to drive business sales. CM02 Social & Influencer Commerce Creative utilisation of online social platforms or influencers to engage consumers to drive business sales. CM03 mCommerce Creative utilisation of application of mobile commerce to drive business sales. This may include, but not limited, to apps, wallets, reward/loyalty programs.	 Required Written Submission URL Video Presentation (max. 2 mins) Digital Presentation Image Client Endorsement Letter
CM04 Entertainment Commerce Campaign that effectively combines entertainment content and commerce to engage consumers and drive business sales. Includes brand partnerships and collaborations, theatre, gaming, sports, music, virtual worlds, etc. CM05 Sustainable Commerce Application of environmentally friendly and sustainable commerce practices including use of sustainable/recycled materials for products or packaging, eco-friendly supply chain and logistics, waste management and recycling practices, use of clean energy, etc. CM06 Innovative Commerce Innovative and inventive use of new or existing platforms, technology, or channels to drive business sales.	 Required Written Submission Video Presentation (max. 2 mins) Digital Presentation Image Client Endorsement Letter Optional URL

EXPERIENCE & ENGAGEMENT	MATERIALS *** see Guideline here
CM07 In-Store Experiences	<u>Required</u>
In-store communications including product & shelf display, in-store	 Written Submission
merchandising & promotion, pop-up stores, events, sampling, etc.	 Video Presentation (max. 2 mins)
that drive business sales.	Digital Presentation Image
CM08 Customer Targeting	Client Endorsement Letter
Campaign that creatively and effectively target, engage, or retain	
consumers to enhance their experience and drive business sales	<u>Optional</u>
including relevant content, promotions, incentives, etc.	· URL

TECHNOLOGY

CM09 Use of Technology

Campaign that effectively utilises immersive and emerging technology such as AI, new realities (VR, AR, MR, XR), gamification, virtual worlds, wearable technology, geolocation technology (RFID, NFC, GPS), voice activated technology, blockchain technology, and all other emerging technology to drive business sales.

<u>Note:</u> Emerging Technology doesn't include prototypes of early stage technology.

CM10 Payment Solutions

Campaign that creatively and innovatively offers payment solutions that motivate consumer purchases or ease consumer purchasing experience including biometric verification technology, blockchain technology, softwares, apps, digital wallets, interactive & touch technology, customer reward automation, etc.

Note: This doesn't include prototypes of early stage technology.

MATERIALS

*** see Guideline here

Required

- Written Submission
- Video Presentation (max. 2 mins)
- · Digital Presentation Image
- Client Endorsement Letter

Optional

· URL

STRATEGY

CM11 Customer Acquisition & Retention

Campaign that effectively attracts, maintains, or strengthens customer relationships to drive engagement and business sales. Includes online and offline commerce such as competitions, promotional incentives, geofencing, app, use of social & digital platforms, etc.

<u>Note:</u> Entrants must indicate how the campaign successfully retains consumer loyalty (eligibility period: past 2 years).

CM12 Innovative Commerce Solutions

Campaign or brand initiative that creatively and innovatively adapts to changes in consumer behaviour or challenges in the marketplace to offer new commerce solutions.

MATERIALS

*** see Guideline <u>here</u>

Required

- Written Submission
- Video Presentation (max. 2 mins)
- · Digital Presentation Image
- · Client Endorsement Letter

Optional

· URL

MATERIALS CAMPAIGN EXCELLENCE *** see Guideline <u>here</u> **CM13 Integrated Commerce** Required Effective and seamless utilisation and integration of multiple Written Submission platforms, technology, or channels. Video Presentation (max. 2 mins) · Digital Presentation Image **CM14** Resilience Through Creativity Ideas and creative solutions that demonstrate the brand's · Client Endorsement Letter resilience and resolve in the face of challenges such as budget <u>Optional</u> constraints, changes in market conditions, societal issues, and/or · URL changes in consumer behaviour.

LOTUS ROOTS	MATERIALS *** see Guideline here
LRCM Lotus Roots This is an award unique to ADFEST that is awarded to works that embody local values whether in terms of culture, religion, beliefs, traditions, or language, insights, or context. Lotus Roots recognizes works that preserve and celebrate the rich heritage and value of each local culture.	 Required Written Submission Cultural Context Explanation Video Presentation (max. 2 mins) Digital Presentation Image Client Endorsement Letter Optional

· URL

CREATIVE STRATEGY LOTUS *NEW*

The Creative Strategy Lotus awards creative problem solving with perceptive insights to devise a creative strategy that enhances that brand.

The decision of the Juries on Creative Strategy Lotus winner will be based on 4 criteria and weighted as follow:

Insight 30%
Creative Strategy 30%
Creative Idea 20%
Results 20%

Each campaign/set of execution constitutes one entry.

PRODUCTS & SERVICES

CS01 Consumer Goods

Food & beverages, beauty & healthcare products, pharmaceutical products, household maintenance & cleaning products, electronics & appliances, home decoration & furniture, fashion, toys, sportswear & equipment, other FMCG & consumer durable goods.

CS02 Automotive

Vehicles, boats, and other automotive including automotive accessories.

CS03 Retail, Leisure & Entertainment

Retail stores including online stores, restaurants including cafes & bars. Transportation & travel services, hotel & resorts, sports, gaming, gambling, and other recreational facilities, festivals & events, museums. Film, music, publications, broadcasting stations, digital platforms, streaming service providers, podcasts, music services, and other media & entertainment services.

CS04 Finance, Business & Commercial Public Services

Financial & investment institutions, insurance, and real estate. B2B, B2C, and other professional business services. Commercial Public Services including telecommunications, waste management, education, law enforcement, utilities, healthcare.

CS05 Corporate Image & Corporate Social Responsibility

Brand's concerted effort and commitment to address social, environmental, or economic issues for the betterment of society and also increases positive corporate image.

CS06 Public Services & Cause Appeals

Announcements by non-profit organisations, foundations, charities, or NGOs to raise awareness, change public attitudes, or change behaviour on health & safety, environmental issues, societal issues, and public services issues.

MATERIALS

*** see Guideline here

Required

- · Written Submission
- Video Presentation (max. 2 mins)
- · Digital Presentation Image
- · Client Endorsement Letter

Optional

URL

CREATIVE STRATEGY LOTUS *NEW*

MATERIALS DATA, INSIGHT & BRAND PARTNERSHIP *** see Guideline here CS07 Use of Data Required Campaign that creatively utilises research, data or actionable Written Submission insight in the formulation of the creative strategy. Video Presentation (max. 2 mins) CS08 Audience Insight Digital Presentation Image Campaign that creatively utilises audience/consumer insights and Client Endorsement Letter behaviours to formulate and tailor the creative strategy to more <u>Optio</u>nal effectively resonate with the audience/consumer. Entries should URL indicate how the insights attributed to the success of the creative strategy. CS09 Contextual Insight Campaign that creatively utilises contextual, local, cultural, or societal insights and behaviours to formulate and tailor the creative strategy to more effectively resonate with the market. Entries should indicate how the insights attributed to the success of the creative strategy. **C510 Collaboration & Partnership** Campaign that creatively utilises brand collaboration or partnership with individuals, influencers, or other organisations in the formulation of the creative strategy.

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C511 Breakthrough in Creative Strategy

Gamechanging creative strategy that redefines conventions and sets the brand apart from its competitors.

CS12 Breakthrough on a Budget

Campaign that creatively and effectively formulates its strategy in the face of limited budget and resources to overcome the challenges. Entries should make clear the challenges and limited resources faced by the campaign.

MATERIALS

*** see Guideline here

Required

- Written Submission
- Video Presentation (max. 2 mins)
- · Digital Presentation Image
- · Client Endorsement Letter

Optional

· URL

CAMPAIGN EXCELLENCE

CS13 Long-Term Strategy

Campaign that demonstrates long-term creative strategic plan in achieving specified objectives over the years.

<u>Note:</u> Entrants must indicate how the long-term strategy was part of a longer term campaign (eligibility period: past 3 years).

CS14 Gutsy Strategy

Campaign strategy the demonstrates bravery and boldness in its approach to set the brand apart.

CS15 Resilience Through Creativity

Ideas and creative solutions that demonstrate the brand's resilience and resolve in the face of challenges such as budget constraints, changes in market conditions, societal issues, and/or changes in consumer behaviour.

MATERIALS

*** see Guideline <mark>here</mark>

Required

- Written Submission
- Video Presentation (max. 2 mins)
- Digital Presentation Image
- Client Endorsement Letter

Optional

· URL

CREATIVE STRATEGY LOTUS *NEW*

LOTUS ROOTS

LRCS Lotus Roots

This is an award unique to ADFEST that is awarded to works that embody local values whether in terms of culture, religion, beliefs, traditions, or language, insights, or context. Lotus Roots recognizes works that preserve and celebrate the rich heritage and value of each local culture.

MATERIALS

*** see Guideline <u>here</u>

Required

- Written Submission
- Cultural Context Explanation
- Video Presentation (max. 2 mins)
- Digital Presentation Image
- Client Endorsement Letter

Optional

· URL

DESIGN LOTUS

The Design Lotus awards works of design craftsmanship where the design elevates the brand communication objectives..

The decision of the Juries on Design Lotus winner will be based on the following criteria:

Design-based with no Functionality		Design-based with Functionality		
Creativity/Idea/Insight	40%	Creativity/Idea/Insight	30%	
Execution & Croft	30%	Execution & Craft	30%	
Brand Engagement & Justification	30%	Brand Engagement & Justification	20%	
		Functionality	20%	

Each campaign/set of execution constitutes one entry.

BRANDING	MATERIALS
DE01 New Brand Identity Design of a new brand or corporate identity for any product, service or organisation. Note: Works entered into DE01 cannot be re-entered into Rebrand of an existing Brand (DE02).	*** see Guideline here Required Digital Presentation Image Client Endorsement Letter Optional
DE02 Rebrand of an Existing Brand Design to rebrand an existing brand identity for any product, service or organisation. Note: Works entered into DE02 cannot be re-entered into New Brand Identity (DE01). Previous brand identity design should be provided for reference.	 Video Presentation (max. 2 mins) Actual Work or Demo Video (max. 1 min)

PRODUCT DESIGN

Design that creatively and effectively integrates form and function.

Products include FMCG, durable consumer goods, appliances, and automotive products.

DE03 Product Design: Consumer Products

Design that enhances the brand value and experience. How the scale of the creative idea and execution fits the scale of the problem; how the idea works for the particular brand, production execution, and the form and functionality of the design will also be considered.

DE04 Product Design: Innovative Design

Innovative design that redefines or explores inventive utilisation of technology, production process, or use of materials to create a functional and practical product.

<u>Note:</u> Works entered into DE04 cannot be re-entered into Other: Innovative Design (DE20). Works must be at least at the prototype stage to be eligible to enter. Conceptual ideas are not eligible. For prototype works, potential for scalability and production execution will also be considered.

MATERIALS

*** see Guideline <u>here</u>

Required

- Digital Presentation Image
- Client Endorsement Letter

<u>Optional</u>

- Video Presentation (max. 2 mins)
- Actual Work or Demo Video (max. 1 min)

PRODUCT DESIGN

Design that creatively and effectively integrates form and function.

Products include FMCG, durable consumer goods, appliances, and automotive products.

DE05 Product Design: Sustainable Design

Product design that addresses social or environmental issues and introduces long-term solutions to raise the standard and quality of life. Includes environmental and sustainable energy, education, health & hygiene, disaster relief, etc. solutions.

<u>Note:</u> Works entered into DE05 cannot be re-entered into Other: Sustainable Design (DE21). Works must be at least at the prototype stage to be eligible to enter. Conceptual ideas are not eligible. For prototype works, potential for scalability and production execution will also be considered.

MATERIALS

*** see Guideline here

Required

- Digital Presentation Image
- · Client Endorsement Letter

Optional

- Video Presentation (max. 2 mins)
- Actual Work or Demo Video (max. 1 min)

PACKAGING DESIGN

DE06 Packaging Design: Consumer Products

Packaging design of physical products used for promotion, sales, or displays.

DE07 Packaging Design: Sustainable Design

Packaging design that aims to reduce harm on the environment including, but not limited to, materials used, resource & energy consumption, and production process. This includes recyclable or compostable materials, multi-use packaging, or refurbish materials.

Note: Works entered into DE07 cannot be re-entered into Other: Sustainable Design (DE21). Works must be at least at the prototype stage to be eligible to enter. Conceptual ideas are not eligible. For prototype works, potential for scalability and production execution will also be considered.

MATERIALS

*** see Guideline here

Required

- · Digital Presentation Image
- · Client Endorsement Letter

Optional

- Video Presentation (max. 2 mins)
- Actual Work or
 Demo Video (max. 1 min)

COMMUNICATION DESIGN

DE08 Brand Collateral & Publications

Physical brand collateral materials e.g. stationary, direct mail, calendars, flyers, leaflets, tickets, postcards, invitations, greetings cards, books, magazines, reports, catalogues, brochures, press kits, etc.

<u>Note:</u> E-Book and online publication are not eligible and should be submitted to DE18: Digital & Interactive Design.

MATERIALS

*** see Guideline here

Required

- · Digital Presentation Image
- Client Endorsement Letter

<u>Optional</u>

- Video Presentation (max. 2 mins)
- Actual Work or
 Demo Video (max. 1 min)

COMMUNICATION DECICAL	MATERIALS
COMMUNICATION DESIGN	*** see Guideline <u>here</u>
DE09 Poster Printed poster design. Note: Digital poster is not eligible and should be submitted into DE18: Digital & Interactive Design.	RequiredDigital Presentation Image or Digital ImageClient Endorsement Letter
DE10 Type Design Design and creation of new typefaces including font styles and font families.	OptionalVideo Presentation (max. 2 mins)Actual Work or
DE11 Illustration	Demo Video (max. 1 min)
DE12 Self-Promotion Design of collateral, souvenir, products, etc. for own company's or client's promotion.	
DE13 Limited Special Editions Special edition products designed and produced in a limited quantity for a one-time occasion.	Required Digital Presentation Image Client Endorsement Letter Optional URL Video Presentation (max. 2 mins) Actual Work or Demo Video (max. 1 min)

EXPERIENTIAL DESIGN	MATERIALS *** see Guideline <u>here</u>
In-store communications including product & shelf display, in-store merchandising, signage, poster, POS communication, structural graphics, retail bags & boxes, etc. designed to drive sales at point of purchase. Note: 'Small Scale' refers to the physical size of the object, not the quantitative volume or scale of distribution. DE15 Point of Sale: Large Scale Permanent or temporary construction including retail & specialist stores, pop-up stores, installations, etc. at point of purchase. Note: 'Large Scale' refers to the physical size of the object, not the quantitative volume or scale of distribution.	 Required Digital Presentation Image or Digital Image Client Endorsement Letter Optional Video Presentation (max. 2 mins) Actual Work or Demo Video (max. 1 min)
DE16 Exhibitions, Events & Public Environment Exhibitions, installations, festivals, events, expos, trade fairs, galleries & museums, office & residential spaces, transportation & transit spaces.	RequiredVideo Presentation (max. 2 mins)Digital Presentation ImageClient Endorsement Letter

DIGITAL DESIGN	MATERIALS *** see Guideline here
DE17 Motion Design Motion graphics, video, moving images, animation.	 Required Original Work Digital Presentation Image Client Endorsement Letter Optional Video Presentation (max. 2 mins)
DE18 Digital & Interactive Design Design created for the digital platform to enhance customer journey and experience. Includes static graphic, icon, websites, microsites, digital poster, digital publications, apps and digital installations.	 Required Video Presentation (max. 2 mins) Digital Presentation Image Client Endorsement Letter Optional
DE19 Social Related Design Design that utilises social platforms including social media platforms, networking sites, social activities, etc.	· URL

	ON

DE20 Innovative Design

Innovative design that redefines or explores inventive utilisation of technology, production process, or use of materials.

Note: Works entered into DE20 cannot be re-entered into Product Design: Innovative Design (DE04). Works must be at least at the prototype stage to be eligible to enter. Conceptual ideas are not eligible. For prototype works, potential for scalability and production execution will also be considered.

DE21 Sustainable Design

Innovative design that addresses social or environmental issues and introduces long-term solutions to raise the standard and quality of life. Includes environmental and sustainable energy, education, health & hygiene, disaster relief, etc. solutions.

Note: Works entered into DE21 cannot be re-entered into Product Design: Sustainable Design (DE05) & Packaging Design:

Sustainable Design (DE07). Works must be at least at the prototype stage to be eligible to enter. Conceptual ideas are not eligible. For prototype works, potential for scalability and production execution will also be considered.

MATERIALS

*** see Guideline here

Required

- Video Presentation (max. 2 mins)
- · Digital Presentation Image
- · Client Endorsement Letter

Optional

- URL
- Actual Work or Demo Video (max. 1 min)

MATERIALS CAMPAIGN EXCELLENCE *** see Guideline here **DE22 Integrated Design Campaign** Required Campaign that effectively and seamlessly utilises multiple Video Presentation (max. 2 mins) mediums. Digital Presentation Image · Client Endorsement Letter **DE23 Resilience Through Creativity** Optional Ideas and creative solutions that demonstrate the brand's URL resilience and resolve in the face of challenges such as budget constraints, changes in market conditions, societal issues, and/or · Actual Work or changes in consumer behaviour.

LOTUS ROOTS

LRDE Lotus Roots

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MATERIALS

*** see Guideline here

Required

Cultural Context Explanation

Demo Video (max. 1 min)

- Video Presentation (max. 2 mins)
- Digital Presentation Image
- · Client Endorsement Letter

Optional

- URL
- Original Work
- · Actual Work or Demo Video (max. 1 min)

DIGITAL & SOCIAL LOTUS

The Digital & Social Lotus awards creative utilisation of the digital and social media platforms as well as its tools and capabilities to engage and enhance the consumer experience. The decision of the juries will focus on the creative idea, execution and consumer engagement.

- The same work can only be entered ONCE in Film & Series (DI01-DI03)
- Each campaign/set of execution constitutes one entry

	MATERIALS *** see Guideline <u>here</u>
Film specifically created for social platforms for widespread sharing. Juries will take into account the number of views. DIO2 Social Film Series Film series specifically created for social platforms for widespread sharing. Juries will take into account the number of views.	Required URL Original Film Digital Presentation Image Client Endorsement Letter Optional Video Presentation (max. 2 mins)

SOCIAL ENGAGEMENT Work will be judged specifically on how well social platform been utilised in its execution.	MATERIALS *** see Guideline <u>here</u>
DIO4 Community Engagement & Management Campaign that effectively utilises social media platforms, networking sites, social activities, etc. to target, build, engage, or maintain online communities to build and enhance consumers relationship with the brand.	 Required URL Video Presentation (max. 2 mins) Digital Presentation Image Client Endorsement Letter
DIO5 Real-time Response Campaign that effectively utilises social media platforms, networking sites, social activities, etc. to call for real-time response and social engagement. DIO6 Use of Data Campaign that effectively utilises data and insights on social platforms to engage consumers socially to enhance their relationship with the brand.	Required
DIO7 Brand Storytelling Campaign that effectively engages consumers on social platforms through storytelling to enhance consumer relationship with the brand.	 Required URL Video Presentation (max. 2 mins) Digital Presentation Image Client Endorsement Letter

SOCIAL ENGAGEMENT

Work will be judged specifically on how well social platform been utilised in its execution.

DIO8 New Realities & Emerging Technology

Campaign that effectively utilises immersive and emerging technology such as AI, new realities (VR, AR, MR, XR), gamification, virtual worlds, wearable technology, geolocation technology (RFID, NFC, GPS), voice activated technology, blockchain technology, and all other emerging technology to engage consumers on social platforms and enhance their relationship with the brand.

MATERIALS

*** see Guideline here

Required

- URL
- Video Presentation (max. 2 mins)
- Digital Presentation Image
- · Client Endorsement Letter

Optional

Demo Video (max. 1 min)

DI09 Social Commerce

Campaign that effectively utilises social media platforms, networking sites, social activities, etc. to drive eCommerce or mCommerce sales.

DI10 Social Purpose

Campaign that effectively utilises social media platforms, networking sites, social activities, etc. to call for social engagement or action for a social cause.

Required

- URL
- Video Presentation (max. 2 mins)
- Digital Presentation Image
- · Client Endorsement Letter

CONTENT & INFLUENCERS

DI11 User Generated Content

Campaign that effectively engages consumers to participate and collaborate with the brand on social platforms to enhance their relationship.

DI12 Content Placement

Campaign that effectively manages content placement on social platforms to engage consumers and enhance their relationship with the brand.

DI13 Use of Influencer

Campaign that effectively utilises talents, celebrities, influencers, KOLs, creators, etc. on digital & social platforms to engage consumers and enhance their relationship with the brand.

DI14 Organic Reach & Influence

Campaign that effectively achieves organic reach on social platforms, and campaign is picked-up by celebrities, influencers, KOLs, creators, etc. to further expand campaign's reach.

MATERIALS

*** see Guideline here

Required

- URL
- Video Presentation (max. 2 mins)
- Digital Presentation Image
- · Client Endorsement Letter

INNOVATION

DI15 Innovative Use of Social

Campaign that creatively and innovatively utilises social media platforms, networking sites, social activities, online communities, etc. to engage consumers and enhance their relationship with the brand.

MATERIALS

*** see Guideline <u>here</u>

Required

- · URL
- Video Presentation (max. 2 mins)
- · Digital Presentation Image
- Client Endorsement Letter

CAMPAIGN EXCELLENCE

DI16 Integrated Digital & Social Campaign

Campaign that effectively and seamlessly utilises multiple social platforms/channels.

DI17 Resilience Through Creativity

Ideas and creative solutions that demonstrate the brand's resilience and resolve in the face of challenges such as budget constraints, changes in market conditions, societal issues, and/or changes in consumer behaviour.

MATERIALS

*** see Guideline <u>here</u>

Required

- URL
- Video Presentation (max. 2 mins)
- Digital Presentation Image
- Client Endorsement Letter

Optional

Demo Video (max. 1 min)

LOTUS ROOTS

LRDI Lotus Roots

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MATERIALS

*** see Guideline here

Required

- Cultural Context Explanation
- · URL
- Video Presentation (max. 2 mins)
- Digital Presentation Image
- Client Endorsement Letter

Optional

- Original Work
- · Demo Video (max. 1 min)

DIGITAL CRAFT LOTUS

The Digital Craft Lotus awards technological craftsmanship, where design and function enhance user experience using digital elements and capabilities. The decision of the juries will focus on the creative idea, craftsmanship in its execution and user experience.

Each campaign/set of execution constitutes one entry.

Practicality, Functionality & Performance of the work. CD06 UX & Journey Design How the design fluidly results in the overall cohesive interactive user experience with focus on functionality. CD07 Native & Built-In Feature Integration Creative utilisation of built-in and existing integral features of a digital device such as mobile, tablet, desktop, laptop, or other digital device including built-in cameras, microphones, touchscreens, Bluetooth, mobile sensors, GPS, etc. CD08 Experience Design: Multi-Platform Immersive digital experiences (include both large and small scales) and events designed to engage and/or interact with consumers such as VR, AR, MR, XR, digital installations, motion chairs, multi-screen and multi-dimensional experiences.	MATERIAL5 *** see Guideline here Required • URL • Video Presentation (max. 2 mins) • Digital Presentation Image • Client Endorsement Letter Optional • Original Work • Demo Video (max. 1 min)
chairs, multi-screen and multi-dimensional experiences. CD09 Overall Functional Design The overall excellence in performance and functionality.	

DATA & TECHNOLOGY

CD10 Use of Data

Campaign that demonstrates and utilises innovative use of data to engage consumers whether through its collection, compilation, development, and/or visualisation to enhance the user experience and/or brand communication. The jury will consider how data is presented or utilised to enhance brand experience.

CD11 Use of Technology

Campaign that innovatively utilises existing or new technology such as AI, chatbots, automation, avatars, virtual influencers, apps, cloud services, etc. to enhance brand experience.

<u>Note:</u> This doesn't include prototypes of early stage technology.

MATERIALS

*** see Guideline here

Required

- · URL
- Video Presentation (max. 2 mins)
- Digital Presentation Image
- · Client Endorsement Letter

Optional

- · Original Work
- Demo Video (max. 1 min)

LOTUS ROOTS

LRCD Lotus Roots

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MATERIALS

*** see Guideline here

Required

- Cultural Context Explanation
- URI
- Video Presentation (max. 2 mins)
- Digital Presentation Image
- · Client Endorsement Letter

Optional

- · Original Work
- · Demo Video (max. 1 min)

DIRECT LOTUS

The Direct Lotus goes beyond the ambit of traditional direct marketing to encompass all or any kind of communication where it is possible to deliver measurable results in the consumer as well as business to business marketing. Direct medium can be used individually or in combination where there is a simple and clear method to measure success. The key to successful Direct communication is "targeted relationship" with measurable results.

The decision of the Juries on Direct Lotus winner will be based on 5 criteria and weighted as follow:

•	Creativity/Idea/Insight	40%
•	Strategy	10%
•	Execution & Craft	20%
•	Results	20%
•	Creative Targeting	10%

Each campaign/set of execution constitutes one entry.

USE OF DIRECT	MATERIALS
	*** see Guideline <u>here</u>
DM01 Mailing One-dimensional and multi-dimensional mailing including greeting cards, inserts, samples and pop-ups where there are clear and measurable results. DM02 Low Budget Campaign Best creative use of direct with a production budget of below USD 1 per item, excluding agency fee.	 Required Written Submission Digital Presentation Image Client Endorsement Letter Optional Video Presentation (max. 2 mins) Actual Work or Demo Video (max. 1 min)
DM03 Film & Audio Film developed for TV, cinema, web, mobile, or outdoor and communication developed for radio or other use of audio media including radio spots, DJ mentions, radio promos, etc. where there are clear and measurable results.	Required · Written Submission · Video Presentation (max. 2 mins) · Digital Presentation Image · Client Endorsement Letter Optional · URL
Print and outdoor communication, where there is a direct call to action and measurable results. Includes magazines, newspapers, posters, billboards, digital screen, etc. DM05 Ambient: Small Scale Use of the surrounding area or environment where there are clear and measurable results. Small scale includes glasses, napkins, beer mats, ashtrays, petrol pumps, flyers, stickers, signage, etc. Note: 'Small Scale' refers to the physical size of the object, not the quantitative volume or scale of distribution.	 Required Written Submission Video Presentation (max. 2 mins) Digital Presentation Image Client Endorsement Letter Optional Actual Work or Demo Video (max. 1 min)

USE OF DIRECT

DM06 Ambient: Large Scale

Use of the surrounding area or environment where there are clear and measurable results. Large scale includes supersized and non-standard shaped sites, floor media, events, live stunts, etc.

<u>Note:</u> 'Large Scale' refers to the physical size of the object, not the quantitative volume or scale of distribution.

DM07 Field Marketing

Field marketing targeting consumers face-to-face to build relationships with clear and measurable results including shopper marketing campaigns, on ground promotions, events, sampling, door-2-door campaigns, demo, direct sales, etc.

MATERIALS

*** see Guideline here

Required

- Written Submission
- Video Presentation (max. 2 mins)
- Digital Presentation Image
- · Client Endorsement Letter

DIGITAL

DM08 Online & Digital Platforms

Use of online and digital platforms including websites, microsites, banners ads, eDMs, messaging, widgets, games, search engine and viral campaigns where the activities have clear and measurable results.

DM09 Use of Social Media Platforms

Use of social platforms including social media platforms, networking sites, social activities, streaming platforms, online communities, blogs, etc. with clear and measurable results.

DM10 Mobile & Devices

Use of technology for mobile and portable devices including mobile applications, widgets, bluetooth and geolocation technology (RFID, NFC, GPS), QR codes, etc. with clear and measurable results.

DM11 Real-time Response

Use of direct marketing tools and activities to target consumers to call for real-time response with clear and measurable results.

DM12 User Generated Content

Use of direct marketing tools and activities to engage consumers with clear and measurable consumer engagement, participation, and/or brand collaboration.

MATERIALS

*** see Guideline here

Required

- Written Submission
- Video Presentation (max. 2 mins)
- Digital Presentation Image
- · Client Endorsement Letter

<u>Optional</u>

· URL

DATA & TECHNOLOGY

DM13 Use of Data

Campaign that effectively utilises data to identify, profile and target specific consumers to engage and build relationships with consumers with clear and measurable results.

DM14 New Realities & Emerging Technology

Campaign that creatively utilises immersive and emerging technology such as AI, new realities (VR, AR, MR, XR), gamification, virtual worlds, wearable technology, geolocation technology (RFID, NFC, GPS), voice activated technology, blockchain technology, and all other emerging technology to engage consumers with clear and measurable results.

<u>Note:</u> Emerging Technology doesn't include prototypes of early stage technology.

DM15 Use of Games

Campaign that effectively utilises gaming including online games, mobile games, in-game experiences, simulations tokens, puzzles, etc. to target specific consumers to engage consumers with clear and measurable results.

MATERIALS

*** see Guideline here

Required

- Written Submission
- Video Presentation (max. 2 mins)
- Digital Presentation Image
- Client Endorsement Letter

Optional

URL

STRATEGY

DM16 Customer Acquisition & Retention

Campaign that targets consumers to establish/maintain relationships with the brand or drive consumer loyalty for the brand.

<u>Note:</u> Entrants must indicate how the campaign successfully retains consumer loyalty (eligibility period: past 2 years).

DM17 Launch/Re-Launch

Campaign created to launch or re-launched a brand, product or service.

MATERIALS

*** see Guideline here

Required

- Written Submission
- Video Presentation (max. 2 mins)
- · Digital Presentation Image
- · Client Endorsement Letter

CAMPAIGN EXCELLENCE

DM18 Integrated Direct Campaign

Campaign that effectively and seamlessly utilises multiple mediums/channels. Entries should include details of measurable results of the campaign.

DM19 Resilience Through Creativity

Ideas and creative solutions that demonstrate the brand's resilience and resolve in the face of challenges such as budget constraints, changes in market conditions, societal issues, and/or changes in consumer behaviour.

MATERIALS

*** see Guideline here

Required

- Written Submission
- · Video Presentation (max. 2 mins)
- Digital Presentation Image
- · Client Endorsement Letter

Optional

- URL
- Actual Work or Demo Video (max. 1 min)

LOTUS ROOTS

LRDM Lotus Roots

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MATERIALS

*** see Guideline here

Required

- Written Submission
- Cultural Context Explanation
- Video Presentation (max. 2 mins)
- · Digital Presentation Image
- Client Endorsement Letter

<u>Optional</u>

- URL
- Actual Work or Demo Video (max. 1 min)

EFFECTIVE LOTUS

The Effective Lotus awards works that are not only creative, but also have significant and measurable impact.

The decision of the Juries on Effective Lotus winner will be based on 4 criteria and weighted as follow:

Creativity/Idea/Insight 30%
Strategy 15%
Execution 15%
Results 40%

Each campaign/set of execution constitutes one entry.

EFFECTIVE LOTUS

EF01 Campaign Success

Campaign that demonstrates measurable success in achieving specified objectives.

<u>Note:</u> Entrants must indicate the number/quantity of the increase in results to show campaign effectiveness, not simply a percentage increase of the results to support their entry.

EF02 Long-Term Creativity

Campaign that demonstrates long-term measurable success in achieving specified objectives over the years.

<u>Note:</u> Entrants must indicate how sustained brand effectiveness was achieved as part of a longer term campaign (eligibility period: past 3 years).

EF03 Small Budget

Campaign that creatively and effectively utilises limited budget to achieve objectives. This is only eligible for campaigns with a total budget under USD 200,000 (including all media & production budget).

<u>Note:</u> Entrants must indicate the number/quantity of the increase in results to show campaign effectiveness, not simply a percentage increase of the results to support their entry. Entrants must also clearly indicate a breakdown of the budget.

EF04 Launch/Re-launch

Campaign for launch or re-launch of a brand, product, or service.

EF05 Customer Acquisition & Retention

Campaign that effectively targets consumers to drive engagement or strengthen customer relationships with the brand.

<u>Note:</u> Entrants must indicate the number/quantity of the increase in new customer activities.

EF06 Collaboration & Partnership

Campaign that demonstrates effective brand collaboration or partnership to achieve objectives.

<u>Note:</u> Entrants must indicate how the collaboration or partnership has an effect on business results.

MATERIALS

*** see Guideline <u>here</u>

Required

- Written Submission
- Video Presentation (max. 2 mins)
- Digital Presentation Image
- Client Endorsement Letter

Optional

URL

CAMPAIGN EXCELLENCE

EF07 Resilience Through Creativity

Ideas and creative solutions that demonstrate the brand's resilience and resolve in the face of challenges such as budget constraints, changes in market conditions, societal issues, and/or changes in consumer behaviour.

MATERIALS

*** see Guideline <u>here</u>

Required

- Written Submission
- Video Presentation (max. 2 mins)
- · Digital Presentation Image
- Client Endorsement Letter

Optional

• URL

LOTUS ROOTS

LREF Lotus Roots

This is an award unique to ADFEST that is awarded to works that embody local values whether in terms of culture, religion, beliefs, traditions, or language, insights, or context. Lotus Roots recognizes works that preserve and celebrate the rich heritage and value of each local culture.

MATERIALS

*** see Guideline here

Required

- Written Submission
- Cultural Context Explanation
- Video Presentation (max. 2 mins)
- · Digital Presentation Image
- · Client Endorsement Letter

Optional

· URL

ENTERTAINMENT LOTUS

The Entertainment Lotus awards brand-funded creative content and entertainment that is created or cocreated seamlessly into a platform to engage consumers.

The decision of the Juries on Entertainment Lotus winner will be based on 4 criteria and weighted as follow:

•	Creativity/Idea/Insight	30%
•	Strategy	20%
•	Execution	20%
•	Results	30%

Each execution/campaign/set of execution constitutes one entry.

	MATERIALS
FILM	*** see Guideline <u>here</u>
ENO1 Fiction & Non-Fiction Film: Up to 5 minutes	Required
Branded fiction & non-fiction film, series, documentaries,	 Written Submission
docuseries, reality film for TV, cinema, online, video-on-demand	· Original Film
and streaming platforms.	Digital Presentation Image
Note: for series & docuseries, all episodes should be uploaded in a	Client Endorsement Letter
single video file with 3 seconds black between each episode.	<u>Optional</u>
ENO2 Fiction & Non-Fiction Film: 5-30 minutes	· URL
Branded fiction & non-fiction film, series, documentaries,	 Video Presentation (max. 2 mins)
docuseries, reality film for TV, cinema, online, video-on-demand	,
and streaming platforms.	
Note: for series & docuseries, all episodes should be uploaded in a	
single video file with 3 seconds black between each episode.	
EN03 Fiction & Non-Fiction Film: Over 30 minutes	
Branded fiction & non-fiction film, series, documentaries,	
docuseries, reality film for TV, cinema, online, video-on-demand	
and streaming platforms.	
Note: for series & docuseries, all episodes should be uploaded in a	
single video file with 3 seconds black between each episode.	

MUSIC & AUDIO	MATERIALS
MOSIC & AODIO	*** see Guideline <u>here</u>
EN04 Branded Music Content	<u>Required</u>
Branded entertainment through music including music videos,	 Written Submission
collaboration between brand and artist to promote brand or artist.	 Original Work or
EN05 Live Experience: Music	Video Presentation (max. 2 mins)
Branded entertainment utilising music-led live events to enhance	· Digital Presentation Image
experience for the audience including concerts, live stunts,	· Client Endorsement Letter
festivals, events, installations, virtual worlds, etc.	Optional
EN06 Audio Content	· URL
Branded entertainment or content created for radio, podcasts or	
other audio platforms.	

GAMING

Includes esports if appropriate.

EN07 Audio-Visual Content NEW

Branded entertainment utilising gaming-led content including film, series, documentaries, posters, music, etc.

<u>Note:</u> For series & docuseries, all episodes should be uploaded in a single video file with 3 seconds black between each episode.

ENO8 Brand Integration, Partnerships & Collaborations: Gaming NEW

Branded entertainment through gaming where brand partnerships, or collaborations are seamlessly integrated into the gaming experience and enhance the brand.

EN09 Live Experience: Gaming NEW

Branded entertainment utilising gaming-led live events to enhance experience for the audience including festivals, installations, live demonstrations, esports competitions, virtual worlds, etc.

EN10 Community Engagement: Gaming NEW

Branded entertainment that effectively utilises gaming to establish and maintain relationships with the gaming community through social engagement with the brand.

EN11 Use of Talent & Influencer: Gaming NEW

Branded entertainment that effectively utilises or collaborates with gamers, influencers, streamers, or creators to engage the gaming community.

EN12 Breakthrough in Gaming NEW

Branded entertainment through gaming that innovatively utilises technology, platforms, or other media to redefine and enhance the gaming experience.

MATERIALS

*** see Guideline here

Required

- Written Submission
- Video Presentation (max. 2 mins)
- · Digital Presentation Image
- Client Endorsement Letter

Optional

• URL

sports experience.

SPORTS	MATERIALS
Includes esports if appropriate.	*** see Guideline <u>here</u>
EN13 Film & Audio NEW Branded entertainment through sports including films, series, documentaries, radio, music, other audio content, etc. Note: For series & docuseries, all episodes should be uploaded in a single video file with 3 seconds black between each episode.	 Required Written Submission Video Presentation (max. 2 mins) Digital Presentation Image Client Endorsement Letter Optional URL
EN14 Live Broadcast & Livestream: Sports NEW Branded entertainment through live sports coverage including live broadcast through service providers and livestreams. Note: Sample film must not exceed 30 minutes.	 Required Written Submission Video Presentation (max. 2 mins) Digital Presentation Image Client Endorsement Letter Optional URL Sample film (max. 30 mins)
EN15 Live Experience: Sports Branded entertainment through live sporting events including esports, events, installations, virtual worlds, etc. EN16 Community Engagement: Sports NEW Branded entertainment that effectively utilises sports to establish and maintain relationships with the community and fans to enhance relationship with the brand.	 Required Written Submission Video Presentation (max. 2 mins) Digital Presentation Image Client Endorsement Letter Optional URL
EN17 Use of Talent & Influencer: Sports NEW Branded entertainment that effectively utilises or collaborates with athletes, sportscasters, influencers, streamers, or creators to engage the sports community.	
EN18 Breakthrough in Sports NEW Branded entertainment through sports that innovatively utilises technology, platforms, or other media to redefine and enhance the	

BRAND PARTNERSHIP & COLLABORATION

EN19 Brand Storytelling & Content NEW

Branded entertainment or content to promote the brand and engage consumers.

EN20 Brand Integration, Partnerships & Collaborations

Branded entertainment or content integrating brand into an existing platform or program including brand sponsorship or partnership collaborations in films, TV programs, radio shows, livestreams, etc. Includes sports-led brand collaborations.

Note: Gamina-led partnerships or collaborations must be enter

<u>Note:</u> Gaming-led partnerships or collaborations must be entered into ENO8.

EN21 Community Engagement NEW

Branded entertainment or content that effectively establishes and maintains relationships with the community through social engagement with the brand.

<u>Note:</u> Gaming community engagement must be entered into EN10. Sports community engagement must be entered into EN16.

EN22 Use of Talent & Influencer

Branded entertainment or content utilising strategic collaboration with talents, celebrities, influencers, KOLs, or creators to create content that engages consumers and enhances the brand.

<u>Note:</u> Use of gamers or gaming-related influencers must be entered into EN11. Use of athletes or sports-related influencers must be entered into EN17.

MATERIALS

*** see Guideline here

Required

- Written Submission
- Video Presentation (max. 2 mins)
- · Digital Presentation Image
- · Client Endorsement Letter

Optional

· URL

EXPERIENTIAL

EN23 Live Broadcast & Livestream

Branded entertainment or content utilising live broadcast through service providers and livestreams.

Note:

- Live sports broadcast & livestream must be entered into EN14.
- Sample film must not exceed 30 minutes.

MATERIALS

*** see Guideline <u>here</u>

Required

- Written Submission
- · Video Presentation (max. 2 mins)
- · Digital Presentation Image
- · Client Endorsement Letter

Optional

- URL
- Sample film (max. 30 mins)

EN24 Live Experience

Branded entertainment utilising live events to enhance experience for the audience including live stunts, festivals, events, installations, expos & trade fairs, virtual worlds, etc.

<u>Note:</u> Music-led live experience must be entered into EN05. Gaming-led live experience must be entered into EN09. Sports-led live experience must be entered into EN15.

Required

- Written Submission
- · Video Presentation (max. 2 mins)
- Digital Presentation Image
- · Client Endorsement Letter

Optional

· URL

INNOVATION & TECHNOLOGY

EN25 Diversity & Inclusion in Entertainment NEW

Branded entertainment or content that addresses diversity and/or inequality issues in the community including gender, disability, race, religion, etc.

EN26 Digital, Social & Emerging Technology

Branded entertainment or content utilising websites, microsites, social platforms, mobile technology, and emerging technology such as AI, new realities (VR, AR, MR, XR), gamification, virtual worlds, voice activated technology, blockchain technology, and all other emerging technology to engage consumers.

EN27 Breakthrough in Entertainment NEW

Branded entertainment or content that innovatively utilises technology, platforms, or other media to enhance the experience or redefines new excellence in branded entertainment.

MATERIALS

*** see Guideline here

Required

- Written Submission
- Video Presentation (max. 2 mins)
- · Digital Presentation Image
- · Client Endorsement Letter

Optional

· URL

CAMPAIGN EXCELLENCE

EN28 Integrated Entertainment Campaign

Campaign that effectively and seamlessly utilises multiple mediums.

EN29 Resilience Through Creativity

Ideas and creative solutions that demonstrate the brand's resilience and resolve in the face of challenges such as budget constraints, changes in market conditions, societal issues, and/or changes in consumer behaviour.

MATERIALS

*** see Guideline here

Required

- Written Submission
- Video Presentation (max. 2 mins)
- · Digital Presentation Image
- Client Endorsement Letter

Optional

· URL

LOTUS ROOTS

LREN Lotus Roots

This is an award unique to ADFEST that is awarded to works that embody local values whether in terms of culture, religion, beliefs, traditions, or language, insights, or context. Lotus Roots recognizes works that preserve and celebrate the rich heritage and value of each local culture.

MATERIALS

*** see Guideline <u>here</u>

Required

- Written Submission
- Cultural Context Explanation
- Video Presentation (max. 2 mins)
- Digital Presentation Image
- · Client Endorsement Letter

Optional

- URL
- Original Work or Sample film (max. 30 mins)

FILM CRAFT LOTUS

The Film Craft Lotus awards craftsmanship and technical prowess in film production that are not only flawlessly executed, but also enhance the idea.

For Film Craft Latus categories (CF01-CF16):

• Each execution constitutes one entry. Executions which form a campaign must be entered and paid for as single entries.

For Breakthrough in Production (CF17) and Lotus Roots (LRCF):

• Each execution/campaign/set of execution constitutes one entry.

PRODUCTION	MATERIALS *** see Guideline here
CF01 Directing How the director's vision enhances the story and makes the idea stronger.	RequiredOriginal FilmClient Endorsement Letter or Media Schedule
CF02 Script How the interpretation and development of the script enhance the story and make the idea stronger. The origin and development of the script can be either from agency or production.	 Required Original Film English Script Client Endorsement Letter or Media Schedule
CF03 Cinematography How the cinematography enhances the story and makes the idea stronger. Namely, through composition, style of photography, lighting and use of camera techniques.	RequiredOriginal FilmClient Endorsement Letter or Media Schedule
CF04 Production Design How the execution of a cohesive overall aesthetic via production design, including set design, location builds and prop design enhance a story and make the idea stronger.	RequiredOriginal FilmClient Endorsement Letter or Media Schedule
CF05 Costume Design How the costume designer's vision of props and wardrobes enhances the director's vision and makes the idea stronger.	 Recommended 'Making of' or demo VDO to provide juries with a better understanding of the crafts and technical skills involved in the production of the film. (max. 2 mins) If a 'making of' or demo VDO is
CF06 Casting How the casting selections bring the idea to life and enhance the delivery of the script. Script can be either way (agency or production/director).	
CF07 Use of Talent/Celebrity How the use of the talent, celebrity, influencer, or KOLs enhances the idea and brings the script to life.	not feasible, entrant can submit a presentation image.

POST-PRODUCTION	MATERIALS *** see Guideline <u>here</u>
CF08 Editing How the editing enhances the story and makes the idea stronger.	Required Original Film Client Endorsement Letter or Media Schedule
CF09 Colour Grading How the colour grading enhances a story and makes the idea stronger.	 Required Original Film Client Endorsement Letter or
CF10 Special Effects: In-Camera How the execution of in-camera practical effects (e.g. pyrotechnics, mechanized props, models, atmospheric effects) or in-camera optical effects (e.g. multiple exposure, ramping speed, shutter adjustment, time-lapse, mattes) enhance the story and make the idea stronger. Note: Works involving digital visual effects must be entered into Special Effects: Digital Visual Effects (CF11).	Media Schedule Recommended 'Making of' or demo VDO to provide juries with a better understanding of the crafts and technical skills involved in the production of the film. (max. 2 mins) If a 'making of' or demo VDO is not feasible, entrant can submit a presentation image.

POST-PRODUCTION

CF11 Special Effects: Digital Visual Effects

How the digitally created or manipulated imagery (CGI) enhances a story and makes the idea stronger.

Note: Works involving the integration of in-camera effects must be entered into Special Effects: In-Camera (CF10).

CF12 Animation (In-Camera or Digital)

How the execution of the animation (including character/asset design, build, 2D/3D animation and integration, stop motion, motion graphics) enhance a story and make the idea stronger.

MATERIALS

*** see Guideline <u>here</u>

Required

- Original Film
- Client Endorsement Letter or Media Schedule

Recommended

- 'Making of' or demo VDO to provide juries with a better understanding of the crafts and technical skills involved in the production of the film. (max. 2 mins)
- If a 'making of' or demo VDO is not feasible, entrant can submit a presentation image.

MUSIC & SOUND

CF13 Original Music NEW

How the creation of a completely new piece of music, instrumental or vocal, composed specifically for the film enhances the story and makes the idea stronger. This includes original lyrics, melody and arrangement.

Note: Works entered into CF13 cannot be re-entered into Use of Adapted Music (CF14) and Use of Licensed Music (CF15).

CF14 Use of Adapted Music NEW

How the creative adaptation of pre-existing music including remixes and cover versions enhances the story and makes the idea stronger. Entries will be judged on the quality of production, originality of the remix or new version and/or musical rearrangements of the existing music.

<u>Note:</u> Works entered into CF14 cannot be re-entered into Original Music (CF13) and Use of Licensed Music (CF15).

CF15 Use of Licensed Music NEW

How the creative use of an existing piece of music enhances the story and makes the idea stronger. Entries will be judged on the reinterpretation of the song, how it works within the story, and the quality of the production.

Note: Works entered into CF15 cannot be re-entered into Original Music (CF13) and Use of Adapted Music (CF14).

CF16 Sound Design

How the creation and integration of all non-musical sound elements enhance the story and make the idea stronger. This includes the use of original sound effects, Foley, ambient sounds, dialogue editing, and audio engineering. Entries will be judged on the creativity, technical skill, and how effectively the sound design enhances the narrative, atmosphere and emotional impact of the film.

MATERIALS

*** see Guideline here

Required

- · Original Film
- Client Endorsement Letter or Media Schedule

INNOVATION

CF17 Breakthrough in Production

How the production from idea to execution innovatively redefines production capabilities. The crafts utilised in the production should reflect unparalleled or groundbreaking achievements in production including production methods or technological applications.

MATERIALS

*** see Guideline here

Required

- Original Film
- Client Endorsement Letter or Media Schedule

Recommended

- 'Making of' or demo VDO to provide juries with a better understanding of the crafts and technical skills involved in the production of the film. (max. 2 mins)
- If a 'making of' or demo VDO is not feasible, entrant can submit a presentation image.

LOTUS ROOTS

LRCF Lotus Roots

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MATERIALS

*** see Guideline here

Required

- Cultural Context Explanation
- Original Film
- Client Endorsement Letter or Media Schedule

Recommended

- 'Making of' or demo VDO to provide juries with a better understanding of the crafts and technical skills involved in the production of the film. (max. 2 mins)
- If a 'making of' or demo VDO is not feasible, entrant can submit a presentation image.

FILM LOTUS

The same work (identical version & duration) can only be entered ONCE in Broadcast (F01-F10) and ONCE in Online Film: Products & Services (F11-F20)

For Broadcast (F01-10), Online Film: Products & Services, and Viral Film (F11-F21), Other Films (F24-F25), Resilience Through Creativity (F27):

• Each execution constitutes one entry. Executions which form a campaign must be entered and paid for as single entries.

For Micro Short Film (F22), Web Series (F23), Use of Film as a Medium (F26) and Lotus Roots (LRF):

• Each execution/campaign/set of execution constitutes one entry.

For entries in the Resilience Through Creativity (F27) sub-category can be either the broadcast film version or the internet film including other film version.

PROADCAST	MATERIALS
BROADCAST	*** see Guideline <u>here</u>
F01 Broadcast: Food & Beverages	<u>Required</u>
F02 Broadcast: Consumer Goods	Original Film
Beauty & healthcare products, pharmaceutical products, household	Media Schedule
maintenance & cleaning products, electronics & appliances, home	
decorations & furniture, fashion, toys, sportswear & equipment, other	
FMCG & consumer durable goods.	
FO3 Broadcast: Automotive	
Vehicles, boats, and other automotive including automotive	
accessories.	
F04 Broadcast: Retail	
Retail stores including online stores, restaurants including cafes &	
bars.	
F05 Broadcast: Travel & Leisure	
Transportation & travel services, hotel & resorts, sports, gaming,	
gambling, and other recreational facilities, festivals & events,	
museums.	
F06 Broadcast: Media & Entertainment	
Film, music, publications, broadcasting stations, digital platforms,	
streaming service providers, podcasts, music services, and other	
media & entertainment services.	
F07 Broadcast: Finance & Real Estate	
Financial & investment institutions, insurance, and real estate.	
F08 Broadcast: Business & Commercial Public Services	
B2B, B2C, and other professional business services. Commercial Public	
Services including telecommunications, waste management,	
education, law enforcement, utilities, healthcare.	
F09 Broadcast: Corporate Image & Corporate Social Responsibility	
Brand's concerted effort and commitment to address social,	
environmental, or economic issues for the betterment of society and	
also increases positive corporate image.	
F10 Broadcast: Public Services & Cause Appeals	
Announcements by non-profit organisations, foundations, charities, or	
NGOs to raise awareness, change public attitudes, or change	
behaviour on health & safety, environmental issues, societal issues,	

and public services issues.

ONLINE FILM

MATERIALS

*** see Guideline here

F11 Online Film: Food & Beverages

F12 Online Film: Consumer Goods

Beauty & healthcare products, pharmaceutical products, household maintenance & cleaning products, electronics & appliances, home decorations & furniture, fashion, toys, sportswear & equipment, other FMCG & consumer durable goods.

F13 Online Film: Automotive

Vehicles, boats, and other automotive including automotive accessories.

F14 Online Film: Retail

Retail stores including online stores, restaurants including cafes & bars.

F15 Online Film: Travel & Leisure

Transportation & travel services, hotel & resorts, sports, gaming, gambling, and other recreational facilities, festivals & events, museums.

F16 Online Film: Media & Entertainment

Film, music, publications, broadcasting stations, digital platforms, streaming service providers, podcasts, music services, and other media & entertainment services.

F17 Online Film: Finance & Real Estate

Financial & investment institutions, insurance, and real estate.

F18 Online Film: Business & Commercial Public Services

B2B, B2C, and other professional business services. Commercial Public Services including telecommunications, waste management, education, law enforcement, utilities, healthcare.

F19 Online Film: Corporate Image & Corporate Social Responsibility

Brand's concerted effort and commitment to address social, environmental, or economic issues for the betterment of society and also increases positive corporate image.

F20 Online Film: Public Services & Cause Appeals

Announcements by non-profit organisations, foundations, charities, or NGOs to raise awareness, change public attitudes, or change behaviour on health & safety, environmental issues, societal issues, and public services issues.

F21 Viral Film

Films created primarily to be shared or distributed online.

F22 Micro Short Film

Micro short films for social platforms such as TikTok, Facebook, Instagram, X, etc.

Note: Set of execution can be entered as one entry, where each micro short film cannot exceed 15 seconds, and total executions cannot exceed 60 seconds.

F23 Web Series

A series of online films.

Note: Series must consist of at least 2 episodes with episodes weaved into a single video file.

Required

- Original Film
- URL
- Client Endorsement Letter

OTHER FILMS	MATERIALS
OTHER FILMS	*** see Guideline <u>here</u>
F24 Other Screens	Required
Film primary aired on screen other than TV, cinema or online. Film	Original Film
can be aired at public or private events. It is not limited to	Client Endorsement Letter
festivals, expos, shows, exhibitions or internal functions.	<u>Optional</u>
	· URL
F25 New Realities & Emerging Technology	Required
Film that creatively utilises immersive and emerging technology	Original Film
such as AI, new realities (VR, AR, MR, XR), live action photography,	Client Endorsement Letter
gamification, virtual worlds, and all other emerging technology.	<u>Optional</u>
	· URL
	Recommended
	 'Making of' or demo VDO to
	provide juries with a better
	understanding of the immersive
	and emerging technology utilised
	with the film. (max. 2 mins)

INNOVATION	MATERIALS *** see Guideline here
F26 Use of Film as a Medium NEW	Required
Innovative use of film medium in the brand communication.	Original Film
	· Client Endorsement Letter
	<u>Optional</u>
	· URL
	 Video Presentation (max. 2 mins)

CAMPAIGN EXCELLENCE	MATERIALS *** see Guideline <u>here</u>
F27 Resilience Through Creativity	Required
Ideas and creative solutions that demonstrate the brand's	Original Film
resilience and resolve in the face of challenges such as budget	Client Endorsement Letter
constraints, changes in market conditions, societal issues, and/or	<u>Optional</u>
changes in consumer behaviour.	• URL
	Video Presentation (max. 2 mins)

LOTUS ROOTS

LRF Lotus Roots

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MATERIALS

*** see Guideline here

Required

- Cultural Context Explanation
- Original Film
- Client Endorsement Letter or Media Schedule

Optional

- URL
- Video Presentation (max. 2 mins)

Recommended

 'Making of' or demo VDO to provide juries with a better understanding of the immersive and emerging technology utilised with the film. (max. 2 mins)

INNOVA LOTUS

The INNOVA Lotus entries will be judged on their level of genuine innovation, talk-value, and results. The entry may utilise only one media or across multiple mediums.

INNOVA Lotus will be presented to world-class concepts that have made a dramatic impact on the marketplace i.e. unique, "landmark" ideas, technologies, designs, applications or creative properties that have pushed the marketing industry into unchartered territory.

Shortlisted INNOVA Lotus entries are required* to present their works to the juries and delegates at ADFEST 2025 on Thursday 20th March 2025 in Pattaya.

*Failure of a shortlisted entry to send a presenter forfeits the entry's right to be eligible to become a Finalist or INNOVA Lotus winner.

The same work can only be entered ONCE in IN01-IN03 but it may be re-entered into other subcategories.

Each execution/campaign/set of execution constitutes one entry.

INNOVA LOTUS

INO1 Innovation in Creativity

Campaign must clearly demonstrate a breakthrough in creative idea, execution, or innovation that provides communication or business solutions for the brand. Includes innovative ideas, as well as product innovations that create solutions to the challenges.

Note: Technological innovations should be entered into Innovation in Technology (INO2) or Innovation in Prototype Technology (INO3). Works must be at least at the prototype stage to be eligible to enter. Conceptual ideas are not eligible.

INO2 Innovation in Technology

Campaign must clearly demonstrate technological innovativeness that may utilise big data, innovative tools, invention, platforms or other measures that lead to an improvement or solutions. The solutions may or may not lead to the brand.

IN03 Innovation in Prototype Technology

Campaign with technological innovativeness but yet to be marketed or launched openly in the market. The technology can be prototype, beta, or pre-production stage. While the technology has yet to be launched, it must have at least been tested. Concept ideas are not acceptable.

INO4 Scalable Innovation

Campaign with scalability of innovation to expand the presence, use, and impact of the innovation. Includes expansion through Scaling Up (scaling effectiveness or economies of scale), Scaling Out (geographic or demographic expansion to new market segments), and Scaling Deep (maximising impact of innovation). Note: Submitted works do not need to achieve scalability yet, but should be able to demonstrate potential for scalability.

MATERIALS

*** see Guideline here

Required

- Written Submission
- Video Presentation (max. 2 mins)
- Digital Presentation Image
- Client Endorsement Letter

Optional

URL

INNOVA LOTUS

IN05 Sustainable Innovation

Campaign with innovation initiatives to address social or environmental issues to raise the standard and quality of life. Includes environmental and sustainable energy, education, health & hygiene, disaster relief, etc. solutions.

INO6 Innovation for Humanity

Campaign with innovation initiatives with the potential to transform and improve the quality of life of people on a significant scale. Includes initiatives to improve social or gender equality, education, healthcare, human rights, or other social justice issues.

IN07 Innovation in Local Culture Application

Campaign must demonstrate how the innovation is culturally relevant whether through solving a local issue or problem in terms of culture, religion, beliefs, traditions or languages.

MATERIALS

*** see Guideline <u>here</u>

Required

- Written Submission
- Video Presentation (max. 2 mins)
- Digital Presentation Image
- Client Endorsement Letter

Optional

• URL

LOTUS ROOTS

LOTUS ROOTS	MATERIALS *** see Guideline <u>here</u>
This is an award unique to ADFEST that is awarded to works that embody local values whether in terms of culture, religion, beliefs, traditions, language, insights, or context. Lotus Roots recognizes works that preserve and celebrate the rich heritage and value of each local culture.	See specific materials in each Lotus.
For Lotus Roots submissions, please enter into the Lotus Roots	
sub-category in the appropriate Lotus Award category.	

MEDIA LOTUS

The Media Lotus awards creative and effective use of media channels to help achieve business goals and objectives.

The decision of the Juries on Media Lotus winner will be based on 4 criteria and weighted as follow:

Creativity/Idea/Insight 30%
Strategy 20%
Execution 20%
Results 30%

Each execution/campaign/set of execution constitutes one entry.

USE OF MEDIA	MATERIALS *** see Guideline <u>here</u>
MEO1 Use of Screens & Displays TV, cinema, video-on-demand, in-flight screening, digital & interactive screens, online film, and other online service providers. MEO2 Use of Audio Radio, podcasts, and other audio platforms. MEO3 Use of Print & Conventional Outdoor Magazines, newspapers, inserts, trade journals, printed collaterals, posters, billboards.	 Required Written Submission Video Presentation (max. 2 mins) Digital Presentation Image Client Endorsement Letter
MEO4 Use of Ambient: Small Scale Items in bars & restaurants, glasses, beer mats & ashtrays, petrol pumps, flyers, stickers, signage, door hangers. Note: 'Small Scale' refers to the physical size of the object, not the quantitative volume or scale of distribution.	 Required Written Submission Video Presentation (max. 2 mins) Digital Presentation Image Client Endorsement Letter Optional Actual Work or Demo Video (max. 1 min)
ME05 Use of Ambient: Large Scale Supersize sites, 3D and non-standard shaped sites, ticket barriers, floor media and other adaptations, signage, buildings or street furniture. Note: 'Large Scale' refers to the physical size of the object, not the quantitative volume or scale of distribution. ME06 Use of Events Exhibitions, events, expos & trade fairs, festivals, etc. ME07 Use of Guerrilla Marketing & Stunts Guerrilla marketing tactics, stunts (publicity stunts, street stunts),	 Required Written Submission Video Presentation (max. 2 mins) Digital Presentation Image Client Endorsement Letter
MEO8 Use of Digital Platforms Websites, microsites, banner ads, email marketing, games, widgets. Note: Social media-led campaigns should be entered to Use of Social Platforms (ME10). MEO9 Use of Mobile & Devices Campaign that effectively utilises technology for mobile and portable devices including mobile applications, widgets, Bluetooth and geolocation technology (RFID, NFC, GPS), QR codes, etc. ME10 Use of Social Platforms Campaign that effectively utilises social platforms including social media platforms, networking sites, social activities, streaming platforms, online communities, blogs, etc.	Required • Written Submission • Video Presentation (max. 2 mins) • Digital Presentation Image • Client Endorsement Letter Optional • URL

DATA & TECHNOLOGY

ME11 Use of Data

Campaign that effectively utilises creative use of data collected, created, or generated including real-time data to execute its media plan.

ME12 Use of Technology

Campaign that effectively utilises existing or emerging technology such as AI, new realities (VR, AR, MR, XR), gamification, virtual worlds, wearable technology, geolocation technology (RFID, NFC, GPS), voice activated technology, blockchain technology, etc.

<u>Note:</u> Emerging Technology doesn't include prototypes of early stage technology.

MATERIALS

*** see Guideline here

Required

- Written Submission
- Video Presentation (max. 2 mins)
- Digital Presentation Image
- · Client Endorsement Letter

Optional

• URL

CONTENT & INFLUENCERS

ME13 Branded Entertainment & Content: Program & Platforms

Campaign that effectively utilises an entertainment or content funded (or co-funded) and generated by the brand for TV, cinema, series, program sponsorships, or partnerships.

ME14 Branded Entertainment & Content: Digital & Social Platforms

Campaign that effectively utilises an entertainment or content funded (or co-funded) and generated by the brand for digital (websites, microsites, banners ads, eDMs, messaging, search engine and viral campaigns & social platforms (social media platforms, networking sites, social activities, streaming platforms, online communities, blogs, etc.).

ME15 Use of Influencer

Campaign that effectively utilises talents, celebrities, influencers, KOLs, creators, etc.

MATERIALS

*** see Guideline <u>here</u>

Required

- Written Submission
- Video Presentation (max. 2 mins)
- · Digital Presentation Image
- Client Endorsement Letter

Optional

• URL

STRATEGY

ME16 Media Strategy

Campaign that effectively utilises insights to effectively target the right consumers with the right content and message, in the right tone, to achieve the brand's communication goals.

ME17 Media Planning & Execution

Campaign that effectively determines how, when, how often, and who to the target, and flawlessly executed the media plan in order to achieve the brand's communication goals.

ME18 Audience Insights

Campaign that effectively utilises consumer insights and behaviours to formulate and tailor the media plan appropriately. Entries should indicate how the insights attributed to the success of the media plan.

ME19 Collaboration & Media Partnership

Campaign that demonstrates effective brand collaboration or partnership between brand and media to strengthen its media plan and achieve the brand's communication goals.

MATERIALS

*** see Guideline here

Required

- Written Submission
- Video Presentation (max. 2 mins)
- Digital Presentation Image
- Client Endorsement Letter

<u>Optio</u>nal

• URL

CAMPAIGN EXCELLENCE

ME20 Integrated Media Campaign

Campaign that effectively and seamlessly utilises multiple mediums.

ME21 Resilience Through Creativity

Ideas and creative solutions that demonstrate the brand's resilience and resolve in the face of challenges such as budget constraints, changes in market conditions, societal issues, and/or changes in consumer behaviour.

MATERIALS

*** see Guideline here

Required

- Written Submission
- Video Presentation (max. 2 mins)
- · Digital Presentation Image
- · Client Endorsement Letter

Optional

- URL
- Actual Work or Demo Video (max. 1 min)

LOTUS ROOTS

LRME Lotus Roots

This is an award unique to ADFEST that is awarded to works that embody local values whether in terms of culture, religion, beliefs, traditions, language, insights, or context. Lotus Roots recognizes works that preserve and celebrate the rich heritage and value of each local culture.

MATERIALS

*** see Guideline <u>here</u>

Required

- Written Submission
- Cultural Context Explanation
- Video Presentation (max. 2 mins)
- Digital Presentation Image
- · Client Endorsement Letter

<u>Optional</u>

- URL
- Actual Work or Demo Video (max. 1 min)

MOBILE LOTUS

The Mobile Lotus awards creative and innovative use of mobile, portable, wearable devices and technology to target and engage consumers.

Each execution/campaign/set of execution constitutes one entry.

MOBILE CAMPAIGN	MATERIALS *** see Guideline <u>here</u>
MB01 Use of Mobile	Required
Campaign centrally led by mobile including mobile websites, apps,	 URL or URL link to Application
games, messaging, etc. on mobile and portable devices.	 Video Presentation (max. 2 mins)
	 Digital Presentation Image
	Client Endorsement Letter
	<u>Optional</u>
	 Demo Video (max. 1 min)

MOBILE DESIGN	MATERIALS *** see Guideline here
MB02 User Experience for Mobile User experience design for mobile enhancing customer satisfaction and loyalty by improving the usability, ease to use, and pleasure provided in the interaction between the customer and the product. MB03 Mobile Games Brand related games designed for and played on mobile phones, tablets or any other portable devices, whether pre-installed, downloaded or hosted on a mobile website. MB04 Application & Utility Applications and utilities designed for mobile and portable devices to engage the consumer with the brand. Can be pre-installed, downloaded or distributed.	 Required URL or URL link to Application Video Presentation (max. 2 mins) Digital Presentation Image Client Endorsement Letter Optional Demo Video (max. 1 min)

TECHNOLOGY	MATERIALS *** see Guideline here
MB05 Mobile Technology Campaign that creatively utilises geolocation technology, proximity technology, immersive and emerging technology, new realities, gamification, virtual worlds, voice activated technology, blockchain technology, wearable technology, connected devices, noise cancellation, interactive & touch technology, and other technology for mobile. Note: Emerging Technology doesn't include prototypes of early stage technology.	 Required URL or URL link to Application Video Presentation (max. 2 mins) Digital Presentation Image Client Endorsement Letter Optional Demo Video (max. 1 min)
MB06 mCommerce Campaign that creatively utilises application of mobile commerce that optimises the user experience and increases brand engagement and benefit. This may include, but not limited, to apps, wallets, reward/loyalty programs. MB07 Use of Data Campaign that effectively utilises data for mobile and other portable devices.	

SOCIAL & INFLUENCER	MATERIALS *** see Guideline here
MB08 Use of Social	Required
Campaign that effectively utilises social media platforms,	 URL or URL link to Application
networking sites, social activities, etc.	 Video Presentation (max. 2 mins)
MB09 Mobile-led Influencer	Digital Presentation Image
Campaign that creatively utilises influencers, creators, or	Client Endorsement Letter
streamers to engage consumers through portable platforms.	Otterit Erioorsement Letter

CAMPAIGN EXCELLENCE	MATERIALS
	*** see Guideline <u>here</u>
MB10 Integrated Mobile Campaign Campaign that effectively and seamlessly utilises mobile technology and other mediums, where the campaign's mobile element integrates across other channels. MB11 Resilience Through Creativity	 Required URL or URL link to Application Video Presentation (max. 2 mins) Digital Presentation Image Client Endorsement Letter
Ideas and creative solutions that demonstrate the brand's resilience and resolve in the face of challenges such as budget constraints, changes in market conditions, societal issues, and/or changes in consumer behaviour.	• Demo Video (max. 1 min)

LOTUS ROOTS	MATERIALS	
LOTOS ROOTS	*** see Guideline <u>here</u>	
LRMB Lotus Roots	<u>Required</u>	
This is an award unique to ADFEST that is awarded to works that	 Cultural Context Explanation 	
embody local values whether in terms of culture, religion, beliefs,	 URL or URL link to Application 	
traditions, language, insights, or context. Lotus Roots recognizes works that preserve and celebrate the rich heritage and value of each local culture.	 Video Presentation (max. 2 mins) 	
	 Digital Presentation Image 	
	· Client Endorsement Letter	
	<u>Optional</u>	
	• Demo Video (max. 1 min)	

NEW DIRECTOR LOTUS

The New Director Lotus awards up-and-coming new directors to give them exposure to the creative community and help launch their directorial careers.

- For New Director Lotus, works submitted must have been directed during a Director's first two years of Director career (Eligibility period: 1st January 2023 and 31st December 2024).
- For Portfolio Spot (ND08), works submitted do not need to be commercially broadcasted and Assistant Directors and students are also eligible.
- For Film School (ND09), entries must be part of a film school project.
- For Short Films for ADFEST 2025 by The Fabulous Five (ND10), the Director must have started a
 Director career after March 2023. That is, no more than 2 years professional experience as a
 Director.

Each execution constitutes one entry. Executions which form a campaign must be entered and paid for as single entries **except** Series Film (ND07), it constitutes one entry.

The same work (identical version & duration) can only be entered ONCE in New Director Lotus, but it can be re-entered into Lotus Roots (LRND).

NEW DIRECTOR LOTUS	MATERIALS *** see Guideline here
ND01 Commissioned Spot	Required
Eligible works must be works created for clients for the purpose of	Original Film
on-air TV or cinema broadcast, and other non-broadcast medium	· Client Endorsement Letter
such as internal promotion or special event screening.	<u>Optional</u>
NDO2 Music Video	· URL
ND03 Short Film: Up to 10 minutes	
Eligible works must be works created for clients for the purpose of	
broadcast program, internal promotion, or special event screening.	
ND04 Short Film: Over 10 minutes	
Eligible works must be works created for clients for the purpose of	
broadcast program, internal promotion, or special event screening.	
ND05 Online Film	Required
Eligible works must be created for online film, website, email, or	Original Film
mobile devices.	· URL
	· Client Endorsement Letter
ND06 Documentary NEW	Required
Eligible works must be work created for the reality or documentary	Original Film
film purpose. Films should be brought the story closely to the	Client Endorsement Letter
audience.	Optional
Note: maximum duration is 60 mins.	· URL
ND07 Series Film NEW	ONE
Eligible works must be created for series film.	
Note: Series must consist of at least 2 episodes with episodes	
weaved into a single video file.	

NEW DIRECTOR LOTUS	MATERIALS *** see Guideline here
ND08 Portfolio Eligible works must be directed for the purpose of building a director's reel without a client or on-air broadcast.	Required Original Film
ND09 Film School Eligible works must be films created for school projects.	RequiredOriginal FilmCertified Letter from Institution
ND10 Short Films for ADFEST 2025 by the Fabulous Five ND10 is a non-entry fee basis. Eligible entrants submit scripts under the ADFEST 2025 theme, COLLIDE, where only 5 selected scripts will become the Fabulous Five New Directors. The Fabulous Five will premiere their short films on stage at ADFEST 2025. For more information, refer to the Fabulous Five's Rules & Regulations or visit Fabulous Five.	Required • Script • Script Submission Form to ADFEST

LOTUS ROOTS	MATERIALS *** see Guideline <u>here</u>
LRND Lotus Roots	Required
This is an award unique to ADFEST that is awarded to works that embody local values whether in terms of culture, religion, beliefs, traditions, language, insights, or context. Lotus Roots recognizes	Cultural Context ExplanationOriginal FilmClient Endorsement Letter
works that preserve and celebrate the rich heritage and value of each local culture.	Optional URL Certified Letter from Institution

OUTDOOR LOTUS

The Outdoor Lotus awards creative and innovative use of out-of-home marketing executions.

- The same work can only be entered ONCE in Products & Services (OD01-OD06)
- Each execution/campaign/set of execution constitutes one entry.

POSTER

Traditional static posters including printed 2-dimensional & digital posters.

<u>Note:</u> Animated posters must be entered into Animated Billboard/Poster (OD08).

OD01 Consumer Goods

Food & beverages, beauty & healthcare products, pharmaceutical products, household maintenance & cleaning products, electronics & appliances, home decoration & furniture, fashion, toys, sportswear & equipment, other FMCG & consumer durable goods.

OD02 Automotive

Vehicles, boats, and other automotive including automotive accessories.

OD03 Retail, Leisure & Entertainment

Retail stores including online stores, restaurants including cafes & bars. Transportation & travel services, hotel & resorts, sports, gaming, gambling, and other recreational facilities, festivals & events, museums. Film, music, publications, broadcasting stations, digital platforms, streaming service providers, podcasts, music services, and other media & entertainment services.

OD04 Finance, Business & Commercial Public Services

Financial & investment institutions, insurance, and real estate. B2B, B2C, and other professional business services. Commercial Public Services including telecommunications, waste management, education, law enforcement, utilities, healthcare.

OD05 Corporate Image & Corporate Social Responsibility

Brand's concerted effort and commitment to address social, environmental, or economic issues for the betterment of society and also increases positive corporate image.

OD06 Public Services & Cause Appeals

Announcements by non-profit organisations, foundations, charities, or NGOs to raise awareness, change public attitudes, or change behaviour on health & safety, environmental issues, societal issues, and public services issues.

MATERIALS

*** see Guideline here

Required

- Digital Presentation or Digital Image
- Picture of Work on the Location
- Client Endorsement Letter

USE OF OUTDOOR

ODO7 Traditional Billboard

Traditional 2-dimensional billboards including static digital billboards for standardised, formatted billboard spaces including highway and transit billboards.

OD08 Animated Billboard/Poster

Standardised, formatted outdoor digital screens for motion content or animation including digital billboards, digital posters, transit displays, LED displays, etc.

Note: Works entered into OD08 cannot be re-entered into Poster (OD01-06) and Traditional Billboard (OD07).

OD09 Transit

Non-standardised, non-formatted transit and vehicle advertising including use of vehicles, non-standardised transit locations such as stations, airports, car parks, roads, etc.

OD10 Ambient: Small Scale

Non-standardised, non-formatted small scale ambient advertising to engage consumers in unique and creative ways including promotional items, merchandise, giveaways, flyers, signage, etc.

Note: 'Small Scale' refers to the physical size of the object, not the quantitative volume or scale of distribution.

OD11 Ambient: Exhibition & Installation

Non-standardised, non-formatted ambient advertising to engage consumers in unique and creative ways including exhibitions, digital & interactive installations, projection mapping, displays, etc.

OD12 Ambient: Special Build

Non-standardised, non-formatted large scale construction ambient advertising to engage consumers in unique and creative ways including supersize sites, 3D and non-standard shaped sites, pop-up stores, etc.

OD13 Events, Guerrilla Marketing & Stunts

Guerrilla marketing tactics, stunts (publicity stunts, street stunts), pop-up & promotional events, concerts, etc.

OD14 Interactive & Immersive Experiences

Campaign that effectively engages and interacts with consumers in unique and creative ways including interactive experiences, experiential marketing, and use of technology such as AI, new realities (VR, AR, MR, XR), gamification, geolocation technology (RFID, NFC, GPS), voice activated technology, etc.

MATERIALS

*** see Guideline here

Required

- Digital Presentation Image
- Picture of Work on the Location
- · Client Endorsement Letter

<u>Optional</u>

Video Presentation (max. 2 mins)

Required

- Video Presentation (max. 2 mins)
- Digital Presentation Image
- Picture of Work on the Location
- · Client Endorsement Letter

<u>Optional</u>

 Actual Work or Demo Video (max. 1 min)

Required

- Video Presentation (max. 2 mins)
- Digital Presentation Image
- Picture of Work on the Location
- Client Endorsement Letter

INNOVATION

OD15 Innovative Use of Outdoor

Campaign that innovatively utilises outdoor media including traditional outdoor, ambient, and use of technology that enhance consumer experience.

MATERIALS

*** see Guideline here

Required

- Video Presentation (max. 2 mins)
- Digital Presentation Image
- · Picture of Work on the Location
- · Client Endorsement Letter

Optional

 Actual Work or Demo Video (max. 1 min)

CAMPAIGN EXCELLENCE

OD16 Integrated Outdoor Campaign

Campaign that effectively and seamlessly utilises multiple platforms and channels, where the outdoor element plays a major role.

OD17 Resilience Through Creativity

Ideas and creative solutions that demonstrate the brand's resilience and resolve in the face of challenges such as budget constraints, changes in market conditions, societal issues, and/or changes in consumer behaviour.

MATERIALS

*** see Guideline here

Required

- Video Presentation (max. 2 mins)
- Digital Presentation Image
- · Picture of Work on the Location
- · Client Endorsement Letter

<u>Optional</u>

 Actual Work or Demo Video (max. 1 min)

LOTUS ROOTS

LROD Lotus Roots

This is an award unique to ADFEST that is awarded to works that embody local values whether in terms of culture, religion, beliefs, traditions, language, insights, or context. Lotus Roots recognizes works that preserve and celebrate the rich heritage and value of each local culture.

MATERIALS

*** see Guideline <u>here</u>

Required

- Cultural Context Explanation
- Video Presentation (max. 2 mins)
- Digital Image or
 Digital Presentation Image
- Picture of Work on the Location
- · Client Endorsement Letter

Optional

 Actual Work or Demo Video (max. 1 min)

PR LOTUS

The PR Lotus awards the strategy and creative execution that develop, preserve or strengthen the reputation and business of the brand. Entries should demonstrate how the strategy, insight, and creative ideas have a positive impact on the brand's perception leading to changes whether business, societal or cultural.

The decision of the Juries on PR Lotus winner will be based on 4 criteria and weighted as follow:

•	Creativity/Idea/Insight	30%
•	Strategy	20%
•	Execution	30%
•	Results	20%

Each execution/campaign/set of execution constitutes one entry.

IMPLEMENTATION

PR01 Corporate Image & Corporate Social Responsibility

Brand's concerted effort and commitment to address social, environmental, or economic issues for the betterment of society and also increases positive corporate image.

<u>Note:</u> Works entered into PR01 cannot be re-entered into Public Services & Cause Appeals (PR02).

PRO2 Public Services & Cause Appeals

Announcements by non-profit organisations, foundations, charities, or NGOs to raise awareness, change public attitudes, or change behaviour on health & safety, environmental issues, societal issues, and public services issues.

<u>Note:</u> Works entered into PRO2 cannot be re-entered into Corporate Image & Corporate Social Responsibility (PRO1).

PR03 Crisis Management

Campaign that aims to negate the impact of negative publicity or crisis that might affect the company's credibility and reputation. Entries should include details of the crisis management plan, execution, and demonstrate resolution of the issue.

PRO4 Use of Media Relations

Campaign with the media and journalism at its core, where innovative use of media leads to engagement or editorial influence. Entries should include details of media coverage and how the campaign met its communication objectives.

PR05 Use of Guerrilla Marketing & Stunts

Campaign that utilises guerrilla marketing tactics, stunts (publicity stunts, street stunts), pop-up events to increase brand perception and achieve communication objectives.

PR06 Use of Events

Big-scale events such as sport events, festivals, concerts, live shows, corporate entertainment, built stages, etc. to increase brand perception and achieve communication objectives.

MATERIALS

*** see Guideline here

Required

- Written Submission
- Video Presentation (max. 2 mins)
- · Digital Presentation Image
- Client Endorsement Letter

IMPLEMENTATION

PR07 Use of Talent/Celebrity

Campaign that collaborates with talents, celebrities, influencers, or KOLs to raise awareness, increase brand perception and achieve communication objectives.

PRO8 Sponsorship & Partnership

Campaign that utilises sponsorship and/or partnership programme to raise awareness, increase brand perception and achieve communication objectives.

PRO9 Launch/Re-launch

Campaign for launch or re-launch of a brand, product or service.

PR10 Brand Voice & Strategic Storytelling

Campaign that customises communication strategy to establish a brand's perception and identity in a particular way in order to establish brand affinity with its stakeholders.

MATERIALS

*** see Guideline here

Required

- Written Submission
- Video Presentation (max. 2 mins)
- Digital Presentation Image
- Client Endorsement Letter

DIGITAL & SOCIAL

Works will be judged specifically on how well the digital medium/social platform was used to execute the PR campaign.

PR11 Use of Social

Campaign that effectively utilises social media platforms, networking sites, social activities, online communities, etc. to increase brand perception and achieve communication objectives.

PR12 Real-time Response

Campaign that effectively engages consumers to call for real-time response.

PR13 Use of Content

Campaign that effectively creates and distributes content to reach and engage consumers to increase brand perception and achieve communication objectives.

MATERIALS

*** see Guideline here

Required

- Written Submission
- Video Presentation (max. 2 mins)
- Digital Presentation Image
- Client Endorsement Letter

Optional

URL

DATA & TECHNOLOGY

PR14 Use of Data

Campaign that effectively utilises research, data or actionable insight as part of the formulation of the PR strategy. Entries should include details of how the research, analytical data, and/or insights contribute to the strategic formulation of the campaign.

PR15 PR Effectiveness

Campaign that demonstrates effectiveness with measurable results on the brand's perception and reputation. Entries should include details of measurement methods, analysis, and results to demonstrate quantitatively the effectiveness of the campaign.

PR16 Use of Technology

Campaign that effectively utilises existing or emerging technology such as AI, new realities (VR, AR, MR, XR), gamification, virtual worlds, wearable technology, geolocation technology (RFID, NFC, GPS), voice activated technology, blockchain technology, robotics & electronic gadgets, etc. to increase brand perception and achieve communication objectives.

<u>Note:</u> Emerging Technology doesn't include prototypes of early stage technology.

MATERIALS

*** see Guideline <u>here</u>

Required

- Written Submission
- Video Presentation (max. 2 mins)
- · Digital Presentation Image
- · Client Endorsement Letter

<u>Optional</u>

· URL

CAMPAIGN EXCELLENCE

PR17 Integrated PR Campaign

Campaign that effectively and seamlessly utilises multiple platforms/channels, where the PR element plays a major role. Entries should include details of how the different platforms/channels complement each other to demonstrate how the campaign is truly integrated at its core.

PR18 Resilience Through Creativity

Ideas and creative solutions that demonstrate the brand's resilience and resolve in the face of challenges such as budget constraints, changes in market conditions, societal issues, and/or changes in consumer behaviour.

MATERIALS

*** see Guideline here

Required

- Written Submission
- Video Presentation (max. 2 mins)
- Digital Presentation Image
- · Client Endorsement Letter

Optional

· URL

LOTUS ROOTS

LRPR Lotus Roots

This is an award unique to ADFEST that is awarded to works that embody local values whether in terms of culture, religion, beliefs, traditions, language, insights, or context. Lotus Roots recognizes works that preserve and celebrate the rich heritage and value of each local culture.

MATERIALS

*** see Guideline <u>here</u>

Required

- Written Submission
- Cultural Context Explanation
- Video Presentation (max. 2 mins)
- · Digital Presentation Image
- Client Endorsement Letter

Optional

• URL

PRESS LOTUS

The Press Lotus awards creativity of traditional print advertising including the innovative use of print as the medium.

The same work can only be entered ONCE in Products & Services (P01-P06):

• Each execution constitutes one entry. Executions which form a campaign must be entered and paid for as single entries.

For Books & Publications (P07), Innovative Use of Print (P08), Resilience Through Creativity (P09) and Lotus Roots (LRP):

Each execution/campaign/set of execution constitutes one entry.

PRODUCTS & SERVICES

For print advertisement in newspaper, magazine, etc.

P01 Consumer Goods

Food & beverages, beauty & healthcare products, pharmaceutical products, household maintenance & cleaning products, electronics & appliances, home decoration & furniture, fashion, toys, sportswear & equipment, other FMCG & consumer durable goods.

PO2 Automotive

Vehicles, boats, and other automotive including automotive accessories.

PO3 Retail, Leisure & Entertainment

Retail stores including online stores, restaurants including cafes & bars. Transportation & travel services, hotel & resorts, sports, gaming, gambling, and other recreational facilities, festivals & events, museums. Film, music, publications, broadcasting stations, digital platforms, streaming service providers, podcasts, music services, and other media & entertainment services.

PO4 Finance, Business & Commercial Public Services

Financial & investment institutions, insurance, and real estate. B2B, B2C, and other professional business services. Commercial Public Services including telecommunications, waste management, education, law enforcement, utilities, healthcare.

PO5 Corporate Image & Corporate Social Responsibility

Brand's concerted effort and commitment to address social, environmental, or economic issues for the betterment of society and also increases positive corporate image.

P06 Public Services & Cause Appeals

Announcements by non-profit organisations, foundations, charities, or NGOs to raise awareness, change public attitudes, or change behaviour on health & safety, environmental issues, societal issues, and public services issues.

MATERIALS

*** see Guideline here

Required

- · Digital Image
- Tearsheet
- Client Endorsement Letter

PRINTED PUBLICATIONS

P07 Books & Publications

Printed or published media including books, magazines, annual reports, catalogues, brochures, press kits, covers and digital publications for commercial or promotional purposes.

<u>Note:</u> Entrants must indicate whether the publication should be judged in part or as a whole.

MATERIALS

*** see Guideline here

Required

- Digital Presentation Image
- Actual Work
- Client Endorsement Letter

Optional

Video Presentation (max. 2 mins)

INNOVATION

PO8 Innovative Use of Print

Innovative use of print as a medium including interactive print ads, use of new materials, use of printing technology such as 3D printing, use of immersive technology with digital and interactive elements such as downloadable applications, QR codes, AR and NFC to enhance consumer experience. Eligible works must have been published in newspapers, magazines, books, or inserts (digital works are not eligible).

MATERIALS

*** see Guideline here

Required

- Video Presentation (max. 2 mins)
- · Digital Presentation Image
- · Client Endorsement Letter

<u>Optional</u>

Actual Work or Demo Video (max. 1 min)

CAMPAIGN EXCELLENCE

P09 Resilience Through Creativity

Ideas and creative solutions that demonstrate the brand's resilience and resolve in the face of challenges such as budget constraints, changes in market conditions, societal issues, and/or changes in consumer behaviour.

MATERIALS

*** see Guideline here

Required

- Digital Presentation Image
- · Client Endorsement Letter

Optional

- Video Presentation (max. 2 mins)
- Actual Work or Demo Video (max. 1 min)

LOTUS ROOTS

LRP Lotus Roots

This is an award unique to ADFEST that is awarded to works that embody local values whether in terms of culture, religion, beliefs, traditions, language, insights, or context. Lotus Roots recognizes works that preserve and celebrate the rich heritage and value of each local culture.

MATERIALS

*** see Guideline here

Required

- Cultural Context Explanation
- Video Presentation (max. 2 mins)
- Digital Presentation Image
- Tearsheet or Client Endorsement Letter

Optional

 Actual Work or Demo Video (max. 1 min)

PRINT & OUTDOOR CRAFT LOTUS

The Print & Outdoor Craft Lotus awards craftsmanship and technical prowess in print production, where skillfulness is an integral part and its execution brings the idea to life.

Each execution/campaign/set of execution constitutes one entry.

	MATERIALS
PRINT & OUTDOOR CRAFT LOTUS	*** see Guideline <u>here</u>
CPO1 Photography	Required
How the photography or use of photography brings the creative	 Digital Image or
idea to life.	Digital Presentation Image
CPO2 Illustration	Tearsheet or
How the illustration or use of illustration brings the creative idea	Client Endorsement Letter
to life.	<u>Optional</u>
CPO3 Typography	 Video Presentation (max. 2 mins)
How the typography or font design brings the creative idea to life.	
CP04 Art Direction	
How the art direction brings the creative idea to life. CP05 Copywriting	_
How the writing of the copy, including headline, body, and tagline	
bring the creative idea to life.	
CP06 Retouching	Required
How the retouching and image manipulation bring the creative	Digital Image or
idea to life.	Digital Presentation Image
CP07 Computer Generated Imagery (CGI)	Tearsheet or
How CGI such as 3D modeling, lighting, rendering, etc. bring the	Client Endorsement Letter
creative idea to life.	Optional
	 Video Presentation (max. 2 mins)
	Recommended
	Original Layout/Layers/Stages
ODOO Dura decation Danier	Images or Source Photography
CP08 Production Design	Required
How the production design & styling including wardrobe, props contribute to the final image and bring the creative idea to life.	• Digital Image or
contribute to the inial image and oning the creative loca to inc.	Digital Presentation Image
	· Tearsheet or
	Client Endorsement Letter
	<u>Optional</u>
	 Video Presentation (max. 2 mins)
	Recommended
	· 'Making of' or demo VDO to
	provide juries with a better
	understanding of how the
	production design bring the
	creative idea to life. (max. 2 mins)

INNOVATION	MATERIALS *** see Guideline <u>here</u>
CP09 Innovative Use of Printing Technique	Required
Innovative use of printing techniques such as 3D printing, or use of	 Video Presentation (max. 2 mins)
new materials.	 Digital Presentation Image
	Client Endorsement Letter
	<u>Optional</u>
	Actual Work

MATERIALS **LOTUS ROOTS** *** see Guideline <u>here</u> **LRCP Lotus Roots Required** This is an award unique to ADFEST that is awarded to works that Cultural Context Explanation embody local values whether in terms of culture, religion, beliefs, · Digital Presentation Image traditions, language, insights, or context. Lotus Roots recognizes · Tearsheet or Client Endorsement works that preserve and celebrate the rich heritage and value of Letter each local culture. Optional Video Presentation (max. 2 mins) Actual Work Recommended Original Layout/Layers/Stages

Images or Source Photography
Video Presentation (max. 2 mins)
'Making of' or demo VDO to provide juries with a better understanding of how the production design bring the

creative idea to life. (max. 2 mins)

RADIO & AUDIO LOTUS

The Radio & Audio Lotus awards creativity through the use of the audio medium including radio, podcasts, and other audio streaming platforms. Audio Craft sub-categories also award craftsmanship.

For Radio Spots (RA01-RA06):

- Entries must be aired on the radio.
- The same work (that is, identical version & duration) can only be entered ONCE in Radio Spots.
- Each execution constitutes one entry. Executions which form a campaign must be entered and paid for as single entries.

For Innovation (RA07-RA09), Sonic Branding (RA14) in Audio Craft, Resilience Through Creativity (RA15) and Lotus Roots (LRRA):

• Each execution/campaign/set of execution constitutes one entry.

For RA10-RA13 in Audio Croft:

 Each execution constitutes one entry. Executions which form a campaign must be entered and paid for as single entries.

RADIO SPOTS

RA01 Consumer Goods

Food & beverages, beauty & healthcare products, pharmaceutical products, household maintenance & cleaning products, electronics & appliances, home decoration & furniture, fashion, toys, sportswear & equipment, other FMCG & consumer durable goods.

RA02 Automotive

Vehicles, boats, and other automotive including automotive accessories.

RA03 Retail, Leisure & Entertainment

Retail stores including online stores, restaurants including cafes & bars. Transportation & travel services, hotel & resorts, sports, gaming, gambling, and other recreational facilities, festivals & events, museums. Film, music, publications, broadcasting stations, digital platforms, streaming service providers, podcasts, music services, and other media & entertainment services.

RA04 Finance, Business & Commercial Public Services

Financial & investment institutions, insurance, and real estate. B2B, B2C, and other professional business services. Commercial Public Services including telecommunications, waste management, education, law enforcement, utilities, healthcare.

RA05 Corporate Image & Corporate Social Responsibility

Brand's concerted effort and commitment to address social, environmental, or economic issues for the betterment of society and also increases positive corporate image.

RA06 Public Services & Cause Appeals

Announcements by non-profit organisations, foundations, charities, or NGOs to raise awareness, change public attitudes, or change behaviour on health & safety, environmental issues, societal issues, and public services issues.

MATERIALS

*** see Guideline here

Required

- Original Radio Spot
- English Script
- Media Schedule or Client Endorsement Letter

MATERIALS INNOVATION *** see Guideline here RA07 Use of Radio & Audio as a Medium **Required** Innovative use of audio or radio medium in the brand Video Presentation (max. 2 mins) communication. · Client Endorsement Letter or RA08 Use of Audio or Voice Technology Media Schedule Innovative use of audio or voice technology such as software, **Optional** apps, AI, voice activated technology, or other technology in the · Original Work audio or voice production process to enhance the audience Digital Presentation Image experience. **RA09 Branded Content/Podcasts** Brand commissioned content created for radio, podcasts or other

audio platforms to enhance the audience experience in the brand

communication.	
AUDIO CRAFT	MATERIALS
	*** see Guideline <u>here</u>
RA10 Use of Music	Required
How the use of music (existing, composed, or rearranged)	Original Work or Video
enhances the radio spot/audio work.	Presentation (max. 2 mins)
RA11 Casting & Use of Talent/Celebrity	 Client Endorsement Letter or
How the use of voice talent, celebrity, or influencer whose script	Media Schedule
delivery enhances the radio spot/audio work.	<u>Optional</u>
RA12 Sound Design	 Digital Presentation Image
How the use of sound including sound effects, ambient sound, etc.	Recommended
enhances the radio spot/audio work.	 'Making of' or demo VDO to
RA13 Script	provide juries with a better
How the scriptwriting enhances the radio spot/audio work.	understanding of the crafts and
	technical skills involved in the
	production of the audio.
	(max. 2 mins)
RA14 Sonic Branding	Required
How the creation of a brand's sonic identity including sonic logos,	 Video Presentation (max. 2 mins)
brand music, UI sounds or brand voice enhances brand value and	· Client Endorsement Letter
elevates brand identity.	<u>Optional</u>
	· Original Work
Criteria for consideration includes <i>Appeal</i> (creative concept &	Digital Presentation Image
technical execution), Brand Fit (amplification and connection to	
brand identity), <i>Uniqueness</i> (distinctive & ownable by the brand),	
and <i>Recognition</i> (association with the brand).	
Note: Entrants must submit video presentations with details on the	
creative process and range of sonic branding applications and	
executions to demonstrate the flexibility of the sonic brand	
assets.	

CAMPAIGN EXCELLENCE

RA15 Resilience Through Creativity

Ideas and creative solutions that demonstrate the brand's resilience and resolve in the face of challenges such as budget constraints, changes in market conditions, societal issues, and/or changes in consumer behaviour.

MATERIALS

*** see Guideline here

Required

- Original Work or Video
 Presentation (max. 2 mins)
- Client Endorsement Letter or Media Schedule

Optional

- · Digital Presentation Image
- English Script

LOTUS ROOTS

LRRA Lotus Roots

This is an award unique to ADFEST that is awarded to works that embody local values whether in terms of culture, religion, beliefs, traditions, language, insights, or context. Lotus Roots recognizes works that preserve and celebrate the rich heritage and value of each local culture.

MATERIALS

*** see Guideline here

Required

- Cultural Context Explanation
- Video Presentation (max. 2 mins)
- Client Endorsement Letter or Media Schedule

Optional

- · Original Work
- · Digital Presentation Image
- English Script

SUSTAINABLE LOTUS

The Sustainable Lotus recognises the importance of Sustainable Development Goals and how striving for these Global Goals can drive transformational change and positively impact the world and its people. Creativity, knowhow, technological development and resources are invaluable to achieve social, environmental, and economic sustainability.

The decision of the Juries on Sustainable Lotus winner will be based on 4 criteria and weighted as follow:

Creativity/Idea/Insight 30%
Strategy 15%
Execution 15%
Results 40%

Each execution/campaign/set of execution constitutes one entry.

SOCIAL	MATERIALS *** see Guideline here
ST01 Poverty & Hunger	Required
Campaign initiatives to eradicate poverty, end hunger, achieve	Written Submission
food security and improved nutrition and promote sustainable	 Video Presentation (max. 2 mins)
agriculture.	 Digital Presentation Image
STO2 Health & Well-Being	Client Endorsement Letter
Campaign initiatives to ensure healthy lives and promote well-	Optional
being for all.	· URL
ST03 Education	
Campaign initiatives to ensure inclusive and equitable quality	
education and promote lifelong learning opportunities for all.	
ST04 Gender Equality	
Campaign initiatives to achieve gender equality and empower all	
women and girls.	

ENVIRONMENT	MATERIALS *** see Guideline <u>here</u>
ST05 Climate Action & Conservation Campaign initiatives to combat climate change and its impacts; conserve and sustainably use the oceans, seas and marine resources for sustainable development; and protect, restore and promote sustainable use of terrestrial ecosystems, sustainably manage forests, combat desertification, and halt and reverse land degradation and halt biodiversity loss.	 Required Written Submission Video Presentation (max. 2 mins) Digital Presentation Image Client Endorsement Letter Optional URL
STO6 Energy, Sanitation & Sustainable Communities Campaign initiatives to ensure access to affordable, reliable, sustainable and modern energy; availability and sustainable management of water and sanitation; make cities and human settlements inclusive, safe, resilient and sustainable; and ensure sustainable consumption and production patterns.	· ORL

MATERIALS ECONOMIC *** see Guideline here **ST07 Reduced Inequalities** Required Campaign initiatives to reduce inequality within and among Written Submission countries. Video Presentation (max. 2 mins) **ST08 Decent Work & Economic Growth** · Digital Presentation Image Campaign initiatives to promote sustained, inclusive and · Client Endorsement Letter sustainable economic growth, full and productive employment <u>Optional</u> and decent work for all. · URL ST09 Innovation, Infrastructure & Institutions Campaign initiatives to build resilient infrastructure, promote inclusive and sustainable industrialization and foster innovation; and peaceful and inclusive societies for sustainable development, provide access to justice for all and build effective, accountable and inclusive institutions at all levels. ST10 Partnerships for the Goals

LOTUS ROOTS	MATERIALS
LOTOS ROOTS	*** see Guideline <u>here</u>
LRST Lotus Roots	<u>Required</u>
This is an award unique to ADFEST that is awarded to works that	 Written Submission
embody local values whether in terms of culture, religion, beliefs,	 Cultural Context Explanation
traditions, language, insights, or context. Lotus Roots recognizes	 Video Presentation (max. 2 mins)
works that preserve and celebrate the rich heritage and value of	· Digital Presentation Image
each local culture.	Client Endorsement Letter

Optional

• URL

Campaign initiatives to strengthen the means of implementation and revitalise the global partnership for sustainable development.

ENTRY SUBMISSION

All entry details must be completed online. To submit:

- Go to www.ADFEST.com, in menu under "Awards", select "Entry Submission". You will be re-directed to an online entry submission system created by WebEnergy.
- Select the appropriate Lotus Category and complete the online submission.
 Note: An entry can be pended for further revisions and additions of details until you click "Confirm"
- After you confirmed your entry submission, you can download the Entry Submission form and Entry Confirmation form from the Entry List & Payment.
- After you have submitted your payment details, the Invoice will be sent directly to your email and you can also download/print it out from the Payment Summary page.
- An Entry Summary containing all your entries submitted can be downloaded/printed from the Entry Summary page.
 - <u>Note:</u> Your entry is not complete until all required materials, and payment have been received.

IMPORTANT: Carefully check the credits you enter. If the work is a finalist or winner, As Credits are provided by the entrant and only credits submitted at the point of entry via the ADFEST entry site are used and cannot be changed retrospectively. Any requests for credit changes must be done in writing to Nat@ADFEST.com. Entry credits CANNOT be revised after Friday 31st January 2025. Any requests for changes are subject to the approval of the Organiser. A fee of THB 2,000 per request will be charged for each change including revisions for credit revisions, written submission and material replacements.

HOW TO SUBMIT

All entry details must be completed online, so make sure you have read the rules and go through our Lotus categories prior to entering your works to the ADFEST 2025 Online Entry Submission. Our submission system is quite simple to enter. You only need to select the Lotus & sub-categories you wish to submit, enter the entry details including title and fill in the credit information of those involved in the creation of the work. You will be required to provide common information as well as some specific details depending on the Lotus categories selected.

Don't worry if you don't have all the information for your entries yet, you can edit your entry details and save them along the way before confirming your entries. You can come back to edit your details and upload your works as long as your entry is not confirmed.

Have you ever entered work to ADFEST before?

If you are new to ADFEST, you need to create an ADFEST account here

If you need help, please feel free to email Nat, Entry Manager at Nat@ADFEST.com

WHAT YOU MUST ENTER: ENTRY DETAILS

LOTUS CATEGORY

Select Lotus category and sub-category

ENTRY INFORMATION

Entry Title, Duration (if applicable), Brand, Advertiser, Launch Date of your entry

AGENCY INFORMATION

Details of companies involved in the work's creative process e.g. Agency, Media Agency, etc.

Details of people who were involved in the work e.g. Adam Johnson, Chief Creative Officer, Plannova

PRODUCTION INFORMATION

Details of companies involved in the work's production process e.g. Film Production Company, Post-Production Company, Special Effects Company, Sound Production Company, Print Production Company etc.

Details of people who were involved in the work e.g. Dan Brown, Director, Plannova

CONTACT INFORMATION

In the event that questions arise during judging, ADFEST may need to contact the team directly involved with the creation of the work for the juries' clarification.

CLIENT CONTACTS INFORMATION

In the event that questions arise during judging, ADFEST may need to contact the client directly involved with the creation of the work.

ADFEST will not contact the client unless it is absolutely necessary to do so in the case that it affects the judging of the work.

IS THIS BRAND NON-PROFIT ORGANISATION, FOUNDATION, CHARITY, OR NGO?

The determinant of eligible work is the brand/client/advertiser of the work. That is, the work must be for non-profit organisations, foundations, charities, or NGOs including non-profit foundations & associations, appeals, charities & donations, volunteers, etc. to complete in the Grande for Humanity.

While you are required to declare your brand whether YES or No, ADFEST Organiser reserves the right to determine the entries eligible to compete in the Grande for Humanity.

PUBLICATION OF ENTRIES:

Can all the materials submitted for your entry be used for public use?

Note: Public Use includes exhibition, award presentation, winners showcase, award annual.

URL:

URL of your entry

WRITTEN SUBMISSION:

Written information of the work according to the category guidelines.

ENTRY DETAILS	
LOTUS CATEGORY	
Select Lotus category and sub-category you wi	sh to enter.
TITLE	
The name of the work being entered.	
CAMPAIGN NAME	
If your work is part of a campaign, juries may gra	oup the single entries and award the works as a
	er what you would like the campaign to be named.
campaign in they see hit in this ease, prease one	or what you woold like the dampaight to do hamed.
BRAND	
The product or service of the work (e.g. Dove, G	oogle Play Music, Johnnie Walker)
ADVERTISER	
The name of the company or organisation who	commissioned the work (e.g. Unilever, Google, Diageo)
LAUNCHED DATE	
Launch date of your entry	
CREATIVE CREDITS	
Details of the company/ies significantly involved	d in the creativity of the work
–	te that the points will be divided proportionately
among the Agencies and Networks.	te that the points will be divided proportionately
among the Agenoles and Networks.	
AGENCY	
Agency credit will count towards Agency of the	Year, Independent Agency of the Year and Digital
Agency of the Year, so make sure your spelling,	
AGENCY	
CITY	
A OSNOV NISTWODY	
AGENCY NETWORK	ork of the Veer se make sums veer as allies are
- ·	ork of the Year, so make sure your spelling, even
spacing or use of symbols are consistent.	
AGENCY NETWORK	

CREATIVE TEAM CREDITS	
Details of people who made significant contribu	tion to the work.
CHAIRMAN	
_	
CHIEF EXECUTIVE OFFICER	
•	
MANAGING DIRECTOR	
CHIEF CREATIVE OFFICER	
Chief CREATIVE OFFICER	
EXECUTIVE CREATIVE DIRECTOR	
Г	
CREATIVE DIRECTOR	
Г	
ART DIRECTOR	
COPYWRITER	
EXECUTIVE PRODUCER	
AGENCY PRODUCER	
CREATIVE TECHNOLOGIST	
OKEATIVE TEGITIOEGGIST	
INTERACTIVE DESIGNER	
INTERACTIVE DESIGNER	
TECHNICAL DIDECTOR	
TECHNICAL DIRECTOR	
DEVELOPER	
Г	
PROGRAMMER	
Г	7
ANIMATOR SPECIAL EFFECTS	
r	
COMPUTER ARTIST	
RETOUCHER	
ILLUSTRATOR	
DESIGNER	
RESEACH & DATA ANALYST	
BUSINESS STRATEGY DIRECTOR	
DODINECTO STRATEGI DIRECTOR	

CLIENT SERVICE DIRECTOR	
ACCOUNT DIRECTOR	
ACCOUNT MANAGER	
ACCOUNT EXECUTIVE	
MARKETING COMMUNICATION DIRECTOR	
MARKETING COMMUNICATION MANAGER	
STRATEGIC PLANNING DIRECTOR	
STRATEGIC PLANNING MANAGER	
STRATEGIC PLANNER	
PLANNER	
PR DIRECTOR	
MEDIA PLANNER	
MEDIA BUYER	
OTHER CREATIVE CREDITS Enter the details (positions & names) of addition contribution to the work.	nal creative team members who made significant
MEDIA CREDITS Details of the company/ies significantly involved in the media strategy of the work. If the company/ies involved in both the creative and media strategy, it should be entered in both Agency and Media Agency.	
MEDIA AGENCY For Media Lotus entries, the Media Agency credit will count towards Media Agency of the Year, so make sure your spelling, even spacing or use of symbols are consistent.	
MEDIA AGENCY	
СІТУ	

MEDIA TEAM CREDITS WHO WAS INVOLVED?

Enter the details of people who significantly involved in the work. Enter the names of your media team members in the field.

MEDIA PLANNING DIRECTOR	
AASDIA DI AANNINO MAANAOSD	
MEDIA PLANNING MANAGER	
MEDIA PLANNER	
STRATEGIC DI ANNUNC DIDECTOR	
STRATEGIC PLANNING DIRECTOR	
STRATEGIC PLANNING MANAGER	
STRATEGIC PLANNER	
DATA & ANALYTICS MANAGER	
OLISHT BIRSOTOR	
CLIENT DIRECTOR	
CLIENT MANAGER	
OTHER MEDIA CREDITS	
Enter the details (positions & names) of addition contribution to the work.	nal media team members who made significant
PR CREDITS	
	d in the PR strategy of the work. If the company/ies
	should be entered in both Agency and PR Agency.
PR AGENCY	
	ount towards PR Agency of the Year, so make sure
your spelling, even spacing or use of symbols a	
PR AGENCY	
FR AGENCY	
CITY	

PR TEAM CREDITS WHO WAS INVOLVED?

Enter the details of people who significantly involved in the work. Enter the names of your PR team members in the field.

DD DIDECTOR		
PR DIRECTOR		
PR MANAGER		
EXECUTIVE PR		
PR PLANNER		
SOCIAL MEDIA MANAGER		
MEDIA RELATIONS		
INFLUENCER RELATIONS		
OTHER DR ORENITE		
OTHER PR CREDITS Enter the details (positions & names) of additional PR team members who made significant contribution to the work.		
Details of the company/ies involved in each specialisation in the production process. The company credits when entered into Audio Craft sub-categories (RA10-RA14) in Radio & Audio Lotus, Digital Craft Lotus, Film Craft Lotus, New Director Lotus and Print & Outdoor Craft will count towards Production Company of the Year, so make sure your spelling, even spacing or use of symbols are consistent.		
FILM PRODUCTION COMPANY Details of the company/ies significantly involved in film production of the work.		
FILM PRODUCTION COMPANY		
CITY		
FILM PRODUCTION TEAM CREDITS Details of people who made significant contribution to the film production of the work.		
MANAGING DIRECTOR		
DIRECTOR		
DIRECTOR		
DIDECTOR OF BUOTOGRADUY		

CINEMTOGRAPHER	
CAMERAMAN	
GAFFER	
ASSISTANT DIRECTOR	
EXECUTIVE PRODUCER	
FILM PRODUCER	
PRODUCTION MANAGER	
PRODUCTION DESIGNER	
LIGHTING	
GRADING	
CASTING	
HAIR & MAKE-UP	
STYLIST	
WARDROBE	
OTHER FILM PRODUCTION CREDITS Enter the details (positions & names) of addition to the film production of the work.	nal team members who made significant contribution
POST-PRODUCTION COMPANY Details of the company/ies significantly involved	d in post-production of the work.
POST-PRODUCTION COMPANY	
СІТУ	
POST-PRODUCTION TEAM CREDITS Details of people who made significant contribu	ution to the post-production of the work.
EDITOR	
COLORIST	

FLAME ARTIST		
SPECIAL EFFECTS		
SOUND DESIGNER		
TECHNICAL DESIGNER		
GRAPHIC DESIGNER		
COMPOSER		
MOTION GRAPHIC		
MIXER		
POST EXECUTIVE PRODUCER		
POST PRODUCER		
Enter the details (positions & names) of additional team members who made significant contribution to the post-production of the work. SPECIAL EFFECTS PRODUCTION COMPANY Details of the company/ies significantly involved in Special Effects, Visual Effects, or Animation of the work.		
SPECIAL EFFECTS COMPANY		
СІТУ		
SPECIAL EFFECTS PRODUCTION TEAM CREDITS Details of people who made significant contributor of the work.	5 ution to the Special Effects, Visual Effects, or Animation	
VISUAL EFFECTS		
SPECIAL EFFECTS		
CG DIRECTOR		
CG SUPERVISOR		
CG DESIGNER		

DESIGNER		
COMPUTER ARTIST		
ANIMATOR		
ILLUSTRATOR		
SPECIAL EFFECTS EXECUTIVE PRODUCER		
SPECIAL EFFECTS PRODUCER		
COMPOSER		
OTHER SPECIAL EFFECTS CREDITS Enter the details (positions & names) of addition to the Special Effects, Visual Effects, or Animat	nal team members who made significant contribution	
SOUND PRODUCTION COMPANY Details of the company/ies significantly involve		
SOUND PRODUCTION COMPANY		
СІТУ		
SOUND PRODUCTION TEAM CREDITS Details of people who made significant contribution to the sound production of the work.		
SOUND DESIGNER		
SOUND ENGINEER		
SOUND EXECUTIVE PRODUCER		
SOUND PRODUCER		
MIXER		
MUSIC DIRECTOR		
MUSIC COMPOSER		
MUSIC ARRANGER		
OTHER SOUND PRODUCTION CREDITS		

COLLIDE ADFEST 2025 20-22 MAR

to the sound production of the work.

Enter the details (positions & names) of additional team members who made significant contribution

PRINT PRODUCTION COMPANY Details of the company/ies significantly involve	ed in print production of the work.
PRINT PRODUCTION COMPANY	
CITY	
PRINT PRODUCTION TEAM CREDITS Details of people who made significant contributions.	ution to the print production of the work.
PHOTOGRAPHER	
TYPOGRAPHER	
RETOUCHER	
ILLUSTRATOR	
DESIGNER	
GRAPHIC DESIGNER	
PRINT EXECUTIVE PRODUCER	
PRINT PRODUCER	
OTHER PRINT PRODUCTION CREDITS Enter the details (positions & names) of addition to the print production of the work.	nal team members who made significant contribution
ENTRY CONTACTS DETAILS In the event that questions arise during judging involved with the creation of the work for the judging	, ADFEST may need to contact the team directly pries' clarification.
NAME	
POSITION	
MOBILE NUMBER	
FMAII	

CLIENT CONTACTS DETAILS

In the event that questions arise during judging, ADFEST may need to contact the client directly involved with the creation of the work.

ADFEST will not contact the client unless it is absolutely necessary to do so in the case that it affects the judging of the work.

NAME	
POSITION	
MOBILE NUMBER	
EMAIL	
ADDRESS	
CITY	
	-

WHAT YOU ENTER: SPECIFIC DETAILS

IS THIS BRAND NON-PROFIT ORGANISATION, FOUNDATION, CHARITY, OR NGO?

The determinant of eligible work is the brand/client/advertiser of the work. That is, the work must be for non-profit organisations, foundations, charities, or NGOs including non-profit foundations & associations, appeals, charities & donations, volunteers, etc. to complete in the Grande for Humanity.

While you are required to declare your brand whether YES or No, ADFEST Organiser reserves the right to determine the entries eligible to compete in the Grande for Humanity.

	□ YES
Γ	□NO
PUBLICATION	ON OF ENTRIES
*Can all the	materials submitted for this entry be used for public use?
If this work I	has restrictions on its public use, please specify what can be shown publicly.
*Can all the	materials submitted for this entry be used for public use?
If this work l	has restrictions on its public use, please specify what can be shown publicly.

 \square No, There are restrictions on some materials. Please select all that apply:

 \square Yes, All materials submitted can be made public. \square No, None of the materials can be made public.

VDO

☐ VDO can be used for Award Presentations
\square VDO can be used for Exhibition
\square VDO can be used for Winners Showcase
\square VDO can be used for Award Annual
\square VDO can be used for Press Kit
<u>JPEG</u>
\square Jpeg Can be used for Award Presentations
\square Jpeg Can be used for Exhibition
\square Jpeg Can be used for Winners Showcase
\square Jpeg Can be used for Award Annual
☐ Jpeg Can be used for Press Kit

URLS

Active browsable URL must lead the viewer straight into your entry. Your URL must be active until 30th April 2025. URLs must start with http:// or https:// and you must provide username and password (if applicable). ADFEST is not responsible for invalid/inactive sites or failure to provide necessary login/download details.

URL
E.G. http://www.ADFEST.com
TYPE
Please select from the drop-down
URL link to Application
Online Video
Social Page
Website
IF ENTERING 'URL link to Application'
Please provide the application download details. These details will not be shared with anyone but used
for judging purposes only.
ADD MANE
APP NAME
APP STORE/GOOGLE PLAY USERNAME
APP STORE/GOOGLE PLAY PASSWORD

Juries will go through the written submissions during judging, so it is recommended that you provide as much details as possible.

BRAND EXPERIENCE LOTUS

Campaign Summary

Overview of campaign's objective, creativity, idea, insight, strategy, and execution. Summary of the

campaign with focus on brand building through the dimension of experience design, activation, immersive
experience, retail and 360° consumer engagement.
Entries should demonstrate how the consumer journey, experience of the brand and optimisation of every
touch point led to increased brand affinity and commercial success. (300 words max).
Creativity/Idea/Insight:
Description of the Creativity/Idea/Insight. (200 words max.)
Stratagy
Strategy:
Description of the target consumer, and how the strategy is appropriate for this target. What is the current relationship/ perception of the consumer toward the brand? Include any specific the consumer
journey, experience of the brand and how it been optimized on every touch point to increase brand
affinity and commercial success? (200 words max.)
drinity and commercial soccess: (200 words max.)
Execution:
Description of campaign execution in order of implementation. Placement and timeline of the campaign
engage and/or attract the target consumer. (200 words max.)
Result:
How the campaign succeeded in achieving the objectives with inclusion of specific results and/or
statistical data on the target consumer awareness and behaviour. (200 words max.)

COMMERCE LOTUS

Campaign Summary	
Overview of campaign's objective, creativity, idea, insight, strategy, and execution. Summary of this	
campaign with focus on works have creativity of Commerce solutions to enhance the consumer	
experience and drive business sales including both offline commerce and eCommerce. Entries should	
demonstrate how the its effort in the business that define the future. (300 words max.)	
Creativity/Idea/Insight:	
Description of the Creativity/Idea/Insight. (200 words max.)	
Strategy:	
Description of the campaign, and how the strategy is appropriate for this target? Include any specific	
insights on the market and its audience. (200 words max.)	
Execution:	
Description how the idea is implemented for the work that have creativity of Commerce solutions to	
enhance the consumer experience and drive business sales including both offline commerce and	
eCommerce? Placement and timeline of the campaign connect and/or attract the target consumer. (200	
words max.)	
Result:	
How the campaign succeeded in achieving the objectives with inclusion of specific results and statistical	
data. Details of the result of the campaign and how it affects in the business that define the future? (200	
words max.)	

CREATIVE STRATEGY LOTUS *NEW*
Campaign Summary:
Overview of campaign's objective, creativity, idea, insight, strategy, and execution. Summary of the crucia
roles strategic planning and creative solutions played in the success of a campaign. (300 words max.)
Insight:
Description of any specific insights including consumer insights, behaviours, research, or other
background context. If applicable, entries should also outline any challenges the brand faced to provide
full context of the campaign. (300 words max.)
Creative Strategy:
Description of the creative strategy. How the strategic planning that utilised the insights and addressed
the challenges played a crucial role in the success of a campaign. Why the strategy is appropriate to
achieve campaign objectives and drive campaign success. (300 words max.)
Creative Idea:
What was the creative idea? And how it aligned with the creative strategy in addressing the challenge
and achieving the campaign objectives. (300 words max.)
Execution: Description of campaign execution in order of implementation. How the execution strengthened the creative strategy? (300 words max).
Result:
How the campaign succeeded in achieving the objectives with inclusion of specific results and statistical
data? Details of the result of the campaign and the creative strategy impact. To what extent can you
attribute the results to the campaign. Were there other factors that might have affected the results?
(300 words max.)
If the work is submitted into CS12 Breakthrough on a Budget, entrant must clearly indicate how the campaign utilised the limited budget and resources to overcome the challenges. (300 words max).
If the work is submitted into CS13 Long-Term Strategy, entrant must indicate how the long-term strategy
was part of a longer term campaign (eligibility period: past 3 years).

DIRECT LOTUS
Campaign Summary
Overview of campaign's objective, creativity, idea, insight, strategy, and execution and craft. Summary of
the direct marketing campaign with focus on the creativity. Entries should demonstrate how the
appropriate strategy been implemented to the target audience and its results. (300 words max.)
Creativity/Idea/Insight:
Description of the Creativity/Idea/Insight. (200 words max.)
Strategy:
Description of the target audience of this direct marketing campaign, and how the strategy is appropriate
for this target. What is the current relationship/perception of the target toward the brand? Include any
specific insights on the market and its audience. (200 words max.)
Execution & Craft:
Description of campaign execution in order of implementation. Placement and timeline of the campaign
connect and/or attract the target consumer. (200 words max.)
Result:
How the campaign succeeded in achieving the objectives with inclusion of specific results and statistical
data on how the target audience responded to the campaign? (200 words max.)

EFFECTIVE LOTUS
Campaign Summary
Overview of campaign's objective, creativity, idea, insight, strategy, and execution. Summary of the
campaign from launch to completion, and its results. (300 words max.)
Creativity/Idea/Insight:
Description of the Creativity/Idea/Insight. (300 words max.)
Strategy:
Description of the campaign. Why each chosen channel is appropriate to drive results and make the
campaign effective. Include any specific insights on the market and its audience? (300 words max.)
Execution:
Description of campaign execution in order of implementation. How the execution strengthened the
effectiveness of the campaign? (300 words max.)
Result:
How the campaign succeeded in achieving the objectives with inclusion of specific results and statistical
data? Details of the result of the campaign and how they served the objectives (commercial, marketing,
and/or communication). To what extent can you attribute the results to the campaign. Were there other factors that might have affected the results? (300 words max.)
The results must indicate the number/quantity of the increase to show effectiveness, not only the
percentage. For example, you must state that sales increase from 1,000 units to 1,500 units, not simply that
there was a 50% increase in sales.
If the work is submitted into EFO2: Long-Term Creativity, Entrant must clearly indicate how sustained
brand effectiveness was achieved as part of a longer term campaign (eligibility period: past 3 years) (300
words max.)
If the work is submitted into EFO3: Small Budget, Entrant must clearly indicate a breakdown of the budget,
which the total budget is under USD 200,000 (including all media & production budget). (300 words max.)
If the work is submitted into EF05: Customer Acquisition & Retention, Entrant must clearly indicate the
number/quantity of the increase in new customer activities or the number of retained customers. (300
words max.)

ENTERTAINMENT LOTUS

Campaign Summary

Campaign Sommary
Overview of campaign's objective, creativity, idea, insight, strategy, and execution. Summary of the
campaign from launch to completion. The campaign's brand-funded creative content and entertainment
that is created or co-created seamlessly into a platform to engage consumers., and how the audience
was drawn to the campaign. (300 words max.)
Creativity/Idea/Insight:
Description of the Creativity/Idea/Insight. (200 words max.)
Strategy:
Description of the campaign and its audience. How is the campaign appropriate for the content and the
audience? Include any background information of media landscape, challenges, restrictions in the market,
or any specific insights on the market and its audience. (200 words max.)
Execution:
Description of campaign execution in order of implementation. Placement and timeline of the campaign
engage and/or attract the target consumer. (200 words max.)
Result:
How the campaign succeeded in achieving the objectives with inclusion of specific results and impact on
the engage consumer? (200 words max.)

INNOVA LOTUS
Campaign Summary
Overview of campaign's objective, creativity, idea, insight, strategy, and execution. Summary of the
campaign on their level of genuine innovation, talk-value, and results. (300 words max.)
L
Creativity/Idea/Insight:
Description of the Creativity/Idea/Insight. (200 words max.)
Strategy:
Description of the campaign. What opportunities were there for such innovation? and how the innovation
would help achieve the objectives. Include any specific insights on the market and its audience?
(200 words max.)
Execution:
For Innovation in Creativity (INO1) Description of campaign execution in order of implementation. How was the campaign breakthrough in
creative idea, execution, or innovation that provides communication or business solutions for the brand?
(200 words max).
For Innovation in Technology (INO2)
Description of campaign execution in order of implementation. How was the campaign technological
innovativeness that may utilize big data, innovative tools, invention, platforms or other measures that
lead to an improvement or solutions? (200 words max.)
For Innovation in Prototype Technology (INO3)
Description of campaign execution in order of implementation. How was the campaign technological innovativeness but yet to be marketed or launched openly in the market? The technology can be
prototype, beta, or pre-production stage. (200 words max.)

For Scalable Innovation (INO4)
Description of campaign execution in order of implementation. How was the campaign expand its
scalability of innovation to the presence, or use, and impact of the innovation. Includes expansion through
Scaling Up (scaling effectiveness or economies of scale), Scaling Out (geographic or demographic
expansion to new market segments), and Scaling Deep (maximising impact of innovation)?
(200 words max.)
(200 words max.)
For Sustainable Innovation (INO5)
Description of campaign execution in order of implementation. How was the campaign initiatives
designed for improved and sustainable developments for the environment that create positive impact on
the physical environment? (200 words max.)
For Innovation for Humanity (INO6)
Description of campaign execution in order of implementation. How was the campaign initiatives with the
potential to transform and improve the quality of life of people on a significant scale? Includes initiatives
to improve social or gender equality, education, healthcare, human rights, or other social justice issues.
(200 words max.)
For Innovation in Local Culture Application (IN07)
Description of campaign execution in order of implementation. How was the campaign is innovative
culturally relevant whether through solving a local issue or problem in terms of culture, religion, beliefs,
traditions or languages? (200 words max.)
traditions of languages: (200 words max.)
Result:
How the innovation succeeded in achieving the objectives with inclusion of specific results and statistical
data? (200 words max.)

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Campaign Summary

Campaign Summary
Overview of campaign's objective, creativity, idea, insight, strategy, and execution. Summary of this
campaign with focus on the creativity and insight and results. Entries should demonstrate how the
appropriate media strategy been implemented to the target audience and what the executions and its
results. (300 words max.)
Creativity/Idea/Insight:
Description of the Creativity/Idea/Insight. (200 words max.)
Strategy:
Description of media strategy and target audience. How each media channel is appropriate for the
campaign and target? Include any specific insights on the market and its audience. (200 words max.)
Execution:
Description of media execution in order of implementation. How the media implementation strengthened
the overall campaign? (200 words max.)
Result:
How the campaign succeeded in achieving the objectives with inclusion of specific results and statistical
data? The results must indicate the number/quantity of the increase to show brand achievement, it also can be
any change on the consumer behavior or awareness. (200 words max.)
any change on the consumer behavior of awareness. (200 words max.)

PR LOTUS

Campaign Summary
Overview of campaign's objective,creativity, idea, insight, strategy, and execution. Summary of the
campaign with focus on the strategy and creative execution that develop, preserve or strengthen the
reputation and business of the brand. Entries should demonstrate how the strategy, insight, and creative
idea have a positive impact on the brand's perception leading to changes whether business, societal or
cultural. (300 words max.)
Creativity/Idea/Insight: Description of the Creativity/Idea/Insight. (200 words max.)
Strategy:
Description of PR strategy and target audience. How the creativity communication is appropriate for the
campaign and target? Include any PR platforms/channels or media. (200 words max.)
Execution:
Description of PR campaign execution in order of implementation. How the strategy, insight, and creative idea have a positive impact on the brand's perception leading to changes whether business, societal or cultural? (200 words max.)
Result:
How the campaign succeeded in achieving the objectives with inclusion of specific results and statistical
data to show the increasing the brand's perception leading to changes whether business, societal or
cultural? Any change on the consumer behavior or awareness can be shown and/or indicate the
number/quantity of the business achievement. (200 words max.)

SUSTAINABLE LOTUS

Campaign Summary

Overview of campaign's objective, creativity, idea, insight, strategy, and execution, strategy, and

execution. Summary of the campaign with focus on the how the brand striving for these sustainable goals						
driving transformational change and positively impact the world and its people.						
Entries should demonstrate how the creativity, knowhow, technological development and resources are						
invaluable to achieve social, environmental and economic sustainability. (300 words max.)						
Creativity/Idea/Insight:						
Description of the Creativity/Idea/Insight. (200 words max.)						
Strategy:						
Description of the strategy and target goal. How was the strategy initiatives planned for achieve the						
social, environmental and economic that create positive impact on the physical environment?						
(200 words max.)						
Execution:						
Description of campaign execution in order of implementation. How the strategy, insight, and creative						
idea been striven for these sustainable goals and positive impact on the world and its people?						
(200 words max.)						

Result:

How the campaign succeeded in achieving the objectives with inclusion of specific results and statistical data to show the increasing contribution to those goals or brand's perception leading to changes whether. (200 words max.)

RESILIENCE THROUGH CREATIVITY

*Description how the creative solutions relevant and/or appropriate for the campaign and target. (200 words max.)

LOTUS ROOTS

This is an award unique to ADFEST that is awarded to works that embody local values whether in terms of culture, religion, beliefs, traditions, language, insights, or context. Lotus Roots recognizes works that preserve and celebrate the rich heritage and value of each local culture.

Description of how the work is culturally relevant. (200 words max.)

ACTUAL WORK OR DEMO VIDEO (MAX. 1 min)

Any samples, products or other actual materials submitted for judging such as Packaging, Product Design, Flat & Dimensional Direct Mail etc.

CERTIFIED LETTER FROM INSTITUTION

An official letter from the Academic Institution certifying that the entrant is a student and created the submitted film for a school project.

CLIENT ENDORSEMENT LETTER IN CLIENT'S LETTERHEAD

An official letter from the client certifying that they endorsed the entrant's company to create the work submitted to ADFEST. <u>Note:</u> Your entry will not be shown to the juries if you fail to provide the Client Endorsement Letter in client's letterhead.

28th January 2012 To Whom It May Concern This letter is to confirm that we endorse your interest in entering the Carlton Mid 'Wifemen' campaigns into various advertising awards for 2012. The campaign launched on 30th October 2011. Should you have any other requests please let me know. Respectfully. Afr De Natthaporn Luevarapong Brand Manager Plannova Co., Ltd. PLANNOVA CO., LTD. 1537 Town in Town 3/1, Srivara Road, Plubpla, Wangthonglang, Bangkok 10310, Thailand. Tel: 622-530-9300 Fax: 622-530-9292-3

CULTURAL CONTEXT EXPLANATION

Written explanation of how the work is culturally relevant. It will be in your own interest to explain how the work reflects the local cultural relevance.

DIGITAL FILE

The digital file of the original motion & digital design as it ran such as motion graphic, video, moving image, animated or static graphic, icon, etc. Original digital file can be uploaded into the online submission.

DIGITAL IMAGE or DIGITAL PRESENTATION IMAGE

- JPEG file
- Resolution 300 dpi (CMYK & RGB) minimum A4 size
- Digital File can be uploaded into the online submission.

Sample of Digital Image



Note:

- Ad as it was published
- No agency logo
- No additional text description

Sample of Digital Presentation Image



Note:

- Ad as it was published
- No agency logo
- Clear & Concise Text separated in each section (100 words maximum for each section)

LAYOUT/LAYERS/STAGES IMAGES OR SOURCE PHOTOGRAPHY

Must be accompanied by the ad in which the work finally appeared in order to judge the image manipulation/3D contribution to the final ad.





Note:

- Ad as it was published
- No agency logo
- No additional text description

MEDIA SCHEDULE FROM MEDIA AGENCY

A programe or plan that identifies the media channel used in an advertising campaign, and specifies on broadcast dates, positions and durations. Media schedule can be uploaded into the online submission.

Note: Your entry will not be shown to the juries if you fail to provide Media Schedule from Media Agency.

) yve	psis	FA	LL/WINTER BROAD	CAS	T PRIMETIME SC	HEDU	LE - 2008-09			
	abc				NBC		FOX		CW	MNT
ON 8PM	Dancing with the Stars		Big Bang Theory		Chuck		Terminator: S.C. Chronicles		Gostip Girl	The Twilight Zone
830PM	Datising was the Olais		How I met Your Mother		Ondok		Terrimator, o.o. Orioricas		Gosap Gill	The Twilight Zone
9PM			Two and a Half Men		Heroes		Prison Break		One Tree Hill	Magic Secrets
930PM	Samantha Who?		Worst Week							
10PM 1030PM	Boston Legal (final season)		CSI Miami		My Own Worst Enemy					
UE										
8PM	ТВА		NCIS		Biggest Loser (2-hrs)		AMERICAN IDOL	11-Jan	90210	Street Patrol
830PM										Street Patrol [encore]
9PM 930PM	Dancing with the Stars	+	The Mentalist			+	Fringe		Priviledged	Jail
930PM 10PM	Eli Stone	+	Without a Trace		Law & Order: SVU	+				Jail [encore]
1030PM	Lit Ground		WINDOW & TRACE		Law a Citolii. SVO					
VED										
8PM	Pushing Daisies		The New Adv of Old Christine		Knight Rider		Bones		America's Next Top Model	Life's Funniest Moments
830PM		-	Gary Unmarried			_				
9PM 930PM	Private Practice	+	Criminal Minds		Life	+	House		Stylista	Tony Rock Project Tony Rock Project
10PM	Dirty Sexy Money		CSI New York		Law & Order	+				rony rook Project
1030PM	,,,									
ГНИ										
8PM	Ugly Betty		Survivor		My Name is Earl		Kitchen Nightmares		Smallville	MyNetwork TV Movie
830PM		_			Kath & Kim					
9PM 930PM	Grey's Anatomy	+	CSI		The Office 30 Rock	+	Hell's Kitchen	29-Jan	Supernatural	
10PM	Life on Mars		Eleventh Hour		ER					
1030PM										
FRI										
8PM 830PM	Wife Swap	-	Ghost Whisperer		Deal or No Deal		Are You Smarter than a 5th Grader?		Everybody Hates Chris	WWE Smackdown
9PM	Super Nanny	_	The Ex List		Crusoe		Dollhouse	10 5-6	The Game America Next Top Model [r]	
930PM	Super Namiy	_	The EX LIST		Crusoe		Dolinouse	13-160	America Next Top Model [1]	
10PM	20/20		numb3rs		Life					
1030PM										
SAT							-			
8PM 830PM	ABC College Football		Crimetime Saturday		Knight Rider [encore]		Cops Cops [r]			MyNetworkTV Movies [encores]
9PM			Crimetime Saturday		Law & Order		America's Most Wanted			
930PM										
10PM 1030PM		-	48 Hours Mystery		Lipstick Jungle					
1030PM SUN		_								
7PM	America's Funniest Home Videos		60 Minutes		Football Night in America		The O.T.		In Harms Way	
730PM									-	
8PM	Extreme Makeover: Home Edition		Amazing Race		Sunday Night Football		The Simpsons		Valentine, Inc.	
830PM	B	+	0.110			+	King of the Hill	-		
930PM	Desperate Housewives	_	Cold Case			_	Family Guy American Dad		Easy Money	
10PM	Brothers & Sisters		The Unit							
1030PM										
	Water		145		Miles		Miderania			
	Midseason: Banks/Kutchner Project	Mondays	Midseason:		Midseason: The Philanthropist		Midseason: 24	Mondays		
	The Bachelor	Mondays			Law & Order	Wed	American Idol	Tue/Wed		
	Scrubs The Goode Family	Tuesdays Tuesdays			Untitled The Office Spinoff The Apprentice	Thurs	House Helfs Kitchen	Wed		
	THE GOODS Family	uesdays			Friday Night Lights	Friday	Helf's Kitchen Secret Millionaire	Thurs		
					Law & Order [encore]	Sat.	Moment of Truth	TBA		
					Dateline NBC Merlin	Sunday	Bones Til Death	Friday		
		_			Merlin Medium	Sunday	Do Not Disturb	Friday		
	+	_								
					Kings	Sunday	Sit Down Shut Up The Cleveland Show	Sunday		

ORIGINAL FILM

The original film ad as it was broadcasted or aired. Original film can be uploaded into the online submission.

ORIGINAL RADIO SPOT

The original radio spot with the running script. Original radio spot can be uploaded into the online submission.

Digital File Format

• HD 720ρ: 1280 x 720		• Full HD 1080p: 1920 x 1080
· QuickTime (.mov) H.264	OR	· QuickTime (.mov) H.264
• MP4 H.264		· MP4 H.264

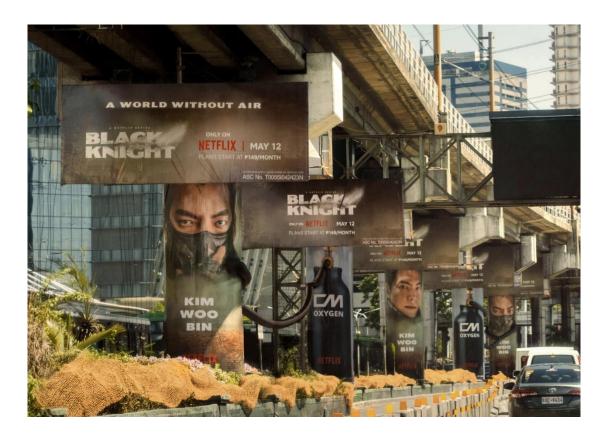
- Sound: Stereo
- 3 seconds black bar at the beginning
 - *Do not show the clock/agency/post house slate in encoding*
- <u>All works must be dubbed or subtitled in English.</u> ADFEST is not accountable for any disadvantage to your entry if translation is not provided.
- For Original Radio Spot with English Subtitles sync to the spoken script and colour-coded by speaker/voice over. For Sample, Click here

<u>Note:</u> Although the sample is not in Quicktime or MP4 format (for purposes of efficiency on the website), please make sure your entry is in Quicktime or MP4 format.

PICTURE OF WORK ON THE LOCATION

Entrant must provide the picture of work on the location.

- JPEG file (image must be shown on the location).
- Digital File can be uploaded into the online submission.



MATERIAL GUIDELINE

SAMPLE FILM

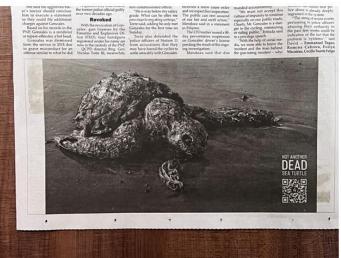
The edited shortened version of the original live broadcast or livesteam. Sample Film can be uploaded into the online submission.

TEARSHEET

The page cut from a publication to prove to the juries that this printed ad was published. Your entry will not be shown to the juries if you fail to provide the tearsheet. Furthermore, digital image must be exactly appeared as the tearsheet.

Note: Tearsheet must be sent not print proofs.





URL

- Active Browsable URL must lead the viewer straight into your entry
- You must provide username and password (if applicable)
- URL must be active until 30th April 2025.

Note: ADFEST is not accountable if your entry is not judged due to inactivated site

- English version of the site ADFEST is not accountable for any disadvantage to your entry during judging if English version is not provided
- Launch pages are permitted but must not show any agency branding
- Brief synopsis of the entry and the title and client name may be included
- Offline URL of the entry (if Online URL is expired)

MATERIAL GUIDELINE

URL LINK TO APPLICATION

Any URL Application that can be installed on a mobile device, or downloaded available in the Apple App Store or Google Play Store and can be downloaded throughout the judging periods.

VIDEO PRESENTATION

Video presentation can be uploaded into the online submission.

VDO SUPPORT

VDO support to provide the behind the scenes video show to the juries a better understanding of particular methods applied in the production process. It is highly recommended to provide a 2 minutes video in additional to the film as it aired. VDO support can be uploaded into the online submission.

Digital File Format

• HD 720p: 1280 x 720		• Full HD 1080p: 1920 x 1080
· QuickTime (.mov) H.264	OR	· QuickTime (.mov) H.264
· MP4 H.264		• MP4 H.264

- Sound: Stereo
- 3 seconds black bar at the beginning

Do not show the clock/agency/post house slate in encoding

• <u>All works must be dubbed or subtitled in English.</u> ADFEST is not accountable for any disadvantage to your entry if translation is not provided.

<u>Note:</u> for Video presentation If you are submitting video presentation, you must submit 2 Versions:

1. Long Version: Maximum duration 2 minutes

To be viewed by the Juries during judging and could be used if your work is a winner in post-Festival promotions.

<u>Note:</u> Videos exceeding 2 minutes limit will be cut-off at the 2 minutes mark and not shown to juries during judging.

2. **Short Version:** maximum duration 45 seconds

To be shown at the award presentation. If the short version (45 seconds) is not provided, ADFEST will use the long version and cut-off after 45 seconds instead.

<u>IMPORTANT:</u> If the video presentation has copyright or licensing concerns for which the video presentation cannot be shown after the festival e.g. on website or promotional activities, entrants must remark these constraints when submitting their entries.

SENDING MATERIAL OF ENTRIES

For ALL Lotus Categories:

Friday 17th January 2025

CHECKLISTS

The following instructions must be strictly adhered to. Failure to do so may loss of materials.

The following documentation must be included for all entries:

- 1) Entry Confirmation Form
- 2) Entry Summary Form

Note:

- All materials must be provided in the format as specified in Technical Requirements.
- It is the entrant's responsibility to guarantee arrival of shipment at ADFEST Office and to cover
 fully all courier, mailing and insurance costs and any import duties where applicable, in
 advance, up to and including arrival at ADFEST Office.
- ADFEST Organiser <u>cannot</u> accept responsibility for non-presentation at ADFEST of materials received in Bangkok <u>after Friday 17th January 2025.</u>

SENDING OF ENTRIES

The Entry Package should be couriered to:

Plannova Co., Ltd. c/o ADFEST

1537 Town in Town 3/1 Srivara Road, Plubpla, Wangthonglang, Bangkok 10310. Thailand

Tel: +662 530 9300

CONTACT

For more information, please contact:

Nat Luevarapong

Entry Manager

Tel: +662 530 9300 ext. 23

Mobile:+6687 711 6903 Email: Nat@ADFEST.com

TREATMENT AND PUBLICATION OF ENTRIES & MISCELLANEOUS

- 1) All entries submitted will become the property of ADFEST Organiser and will not be returned.
- 2) In order to promote the ADFEST, each entrant authorizes ADFEST Organiser to show his/her brand communication materials without charge at public or private presentations, at such time and place and as often as ADFEST Organiser sees fit. In addition, each entrant undertakes to allowing the lending or selling by ADFEST Organiser of the entries to any interested public or private organisation with a view to promoting The ADFEST, either directly or indirectly. If any materials have copyright or licensing concerns for which the material cannot be shown after the festival e.g. on website or promotional activities, entrants must remark these constraints when submitting their entries.
- 3) For further promotional purposes, each entrant of brand communication will supply ADFEST Organiser upon request with a series of different digital copies of each of his/her finalisted or award-winning commercials. ADFEST Organiser may also use advertisements submitted for similar purposes.
- 4) Any entry that wins an award may be used by ADFEST Organiser to compile into a collection bearing a designation indicating that the entry has won such an award. Such a collection of award winning materials, nor any extract or extracts from it, may not be copied, marketed or sold. Each entrant agrees to assist ADFEST Organiser in supporting any legal action taken by ADFEST Organiser to prevent a breach of this condition and to supply information to ADFEST Organiser immediately on becoming aware that an unauthorized collection or compilation is being made available for sale or distribution.
- 5) Each entrant agrees not to hold ADFEST Organiser responsible for any claims made against them by reason of any presentation set out in Clause 2 or the publication of any collection as set out in Clause 4.
- 6) Winners have the right to use any award given to them for promotional purposes on condition that this is correctly described.

MISCELLANEOUS

- 1) Each entrant accepts full responsibility in respect of the quality of supplement material and discharges ADFEST Organiser from any responsibility in respect of third parties.
- 2) All entrants must strictly observe the Entry Rules and Regulations. Completion of the summary of entries form will imply full acceptance by each entrant of ADFEST Rules. Non-compliance with any of the Entry Rules and Regulations will result in the automatic disqualification of the entry. The decisions of ADFEST Organiser in all matters relating to the ADFEST 2025 shall be final and binding.