

GDC

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How To Use Niche Audiences To Create Brand Evangelists

#GDC23

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What is a Niche Audience?

- Audiences that come to a game explicitly because of the subject matter of the game
- Can be a franchise, a profession, a hobby - passion-driven
- Often underserved, sometimes served poorly
- Discovered while concepting a game
- Do not have to be small, just focused

Key Takeaways

- Get a clear understanding of the importance of niche audiences in your communities
- Understand best practices for engaging with/managing these audiences
- Understand and discover the leaders in this style of community management

Niche Examples



Scuba Diving Simulator



Step 1:

Who is Your Audience?

- Ideally discovered during game concepting
- Subject matter experts/enthusiasts
- Subject matter explorers



Step 2:

What Are They Looking For?

- Attention to detail + authenticity
 - Are you real fans, or just making a quick buck?
- Variety
 - Hobbyists want to explore what they can't afford
- Challenge
 - Hobbyists want to push their limits



Step 3:

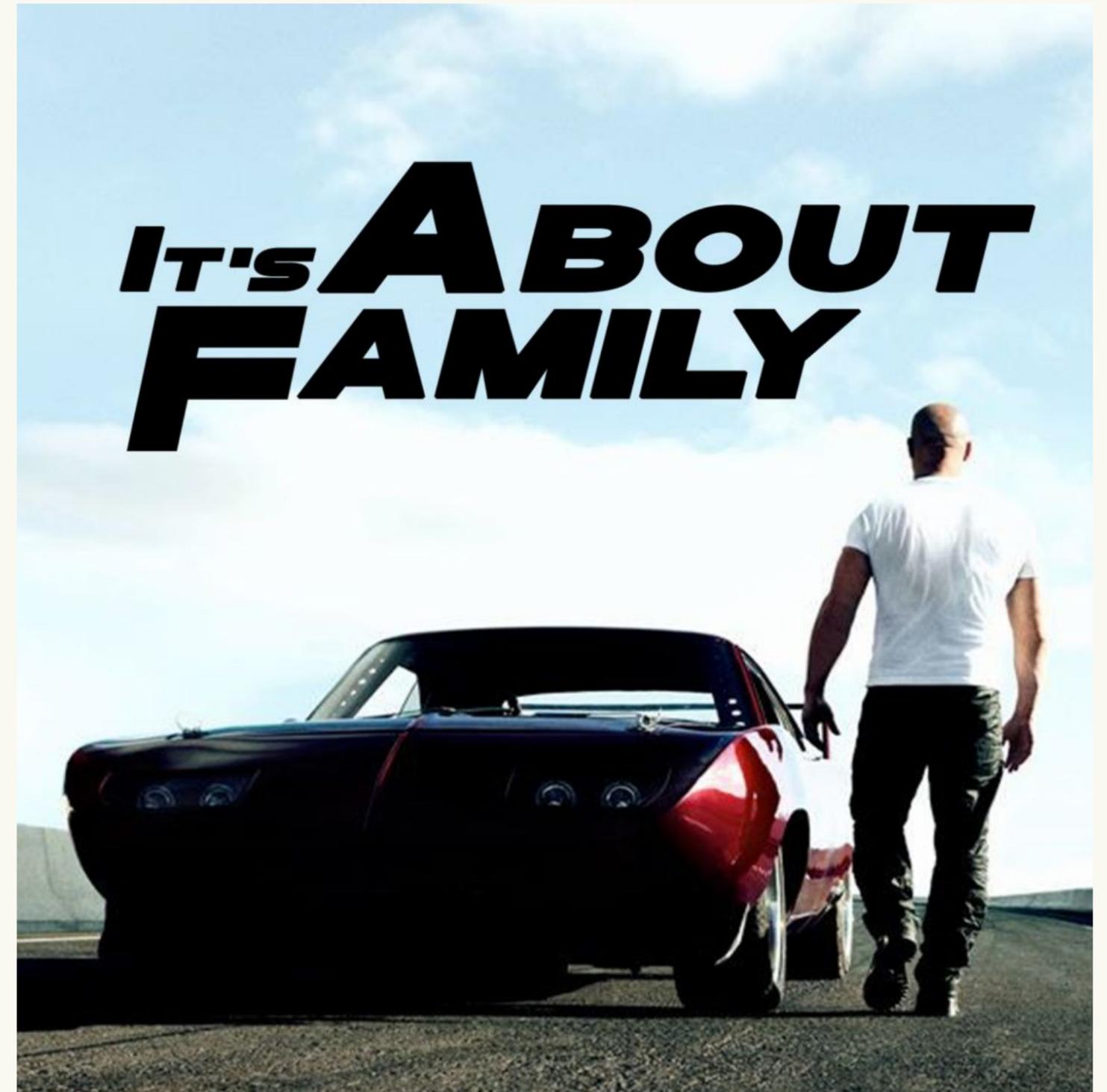
Understanding Your Audience

- Become involved, ask questions about real-life experience
 - Discover where they get their information
 - Empower the experts, but don't hand over control



Games are an
extension of passion:

**Become the
place for your
audience to
explore their
passion**



How This Benefits You

- A built-in engaged and enthusiastic captive audience
- Content generation from an expert perspective
- Easy avenues into non-gamer audiences

Potential Pitfalls

- Can alienate non-engaged audiences
- Audiences expect their passions done justice, set expectations
 - Difficult for smaller scoped projects
- Justice is very personal, can't please everyone
- Being down-to-earth matters



How They Did It:

Farming Simulator 19

- Was an **underserved**, tight-knit audience
- Largely non-gamer audience
- Community cares about grassroots: Do you **REALLY** understand farming?



How They Did It:

Warhammer

- Encouraging speculation
- Relying on the history and the fans themselves



How They Did It:

Shredders

- **Controller bindings!**
- Taking risk on inclusion
- True fans
- Earnest



Closing Thoughts

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- Being authentic to that audience is difficult, but earns you their trust and respect.
- Converts into a built-in audience that will spread the word of your game to similarly interested people.