

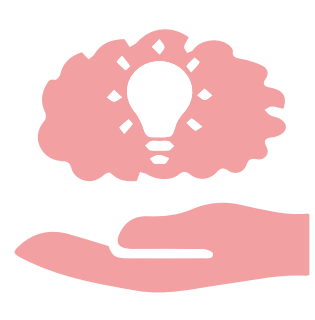
Creative Agencies often receive ineffective client- feedback on their creative work. This can be as vague as...

# JUST MAKE IT POP!

This kind of feedback does not give any foundation to build on. While in the process of creating a design or strategy for a brand, a lot of different elements have to be appropriately incorporated. Therefore, good communication between a client and an agency is essential!


To improve the feedback process, this thesis introduces a tool to receive more effective client feedback on strategy and design.

## THE FEEDBACK TOOL AIMS TO..




### MAKE IT JUSTIFIED

The feedback does not only describe what the client likes but why they like it.



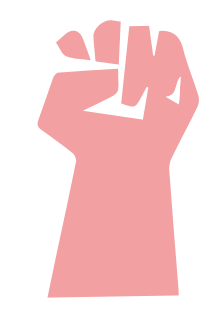
### MAKE IT UNDERSTANDABLE

The wording and structure of the written feedback makes sense and is understandable.



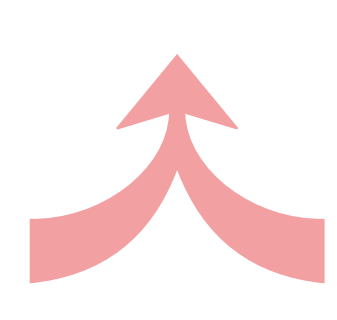
### MAKE IT SPECIFIC

feedback is directed at a specific element rather than general.



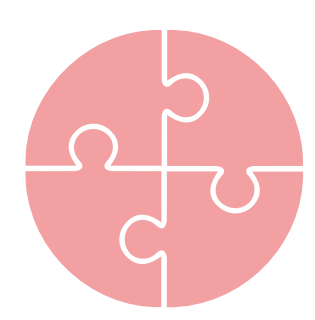
### MAKE IT ACTIONABLE

Negative feedback has to provide ideas or advice on what to do differently.



### MAKE IT ALIGNED

The received feedback has no contradictions and is single-minded.

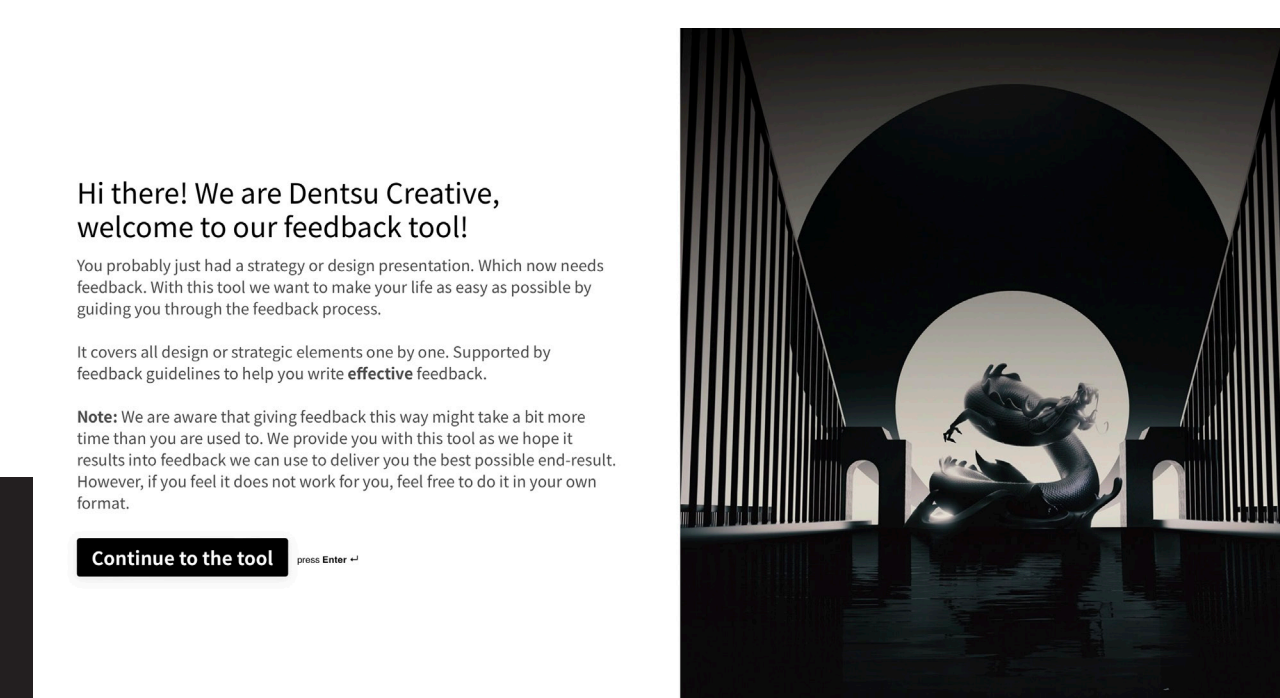


### MAKE IT COMPLETE

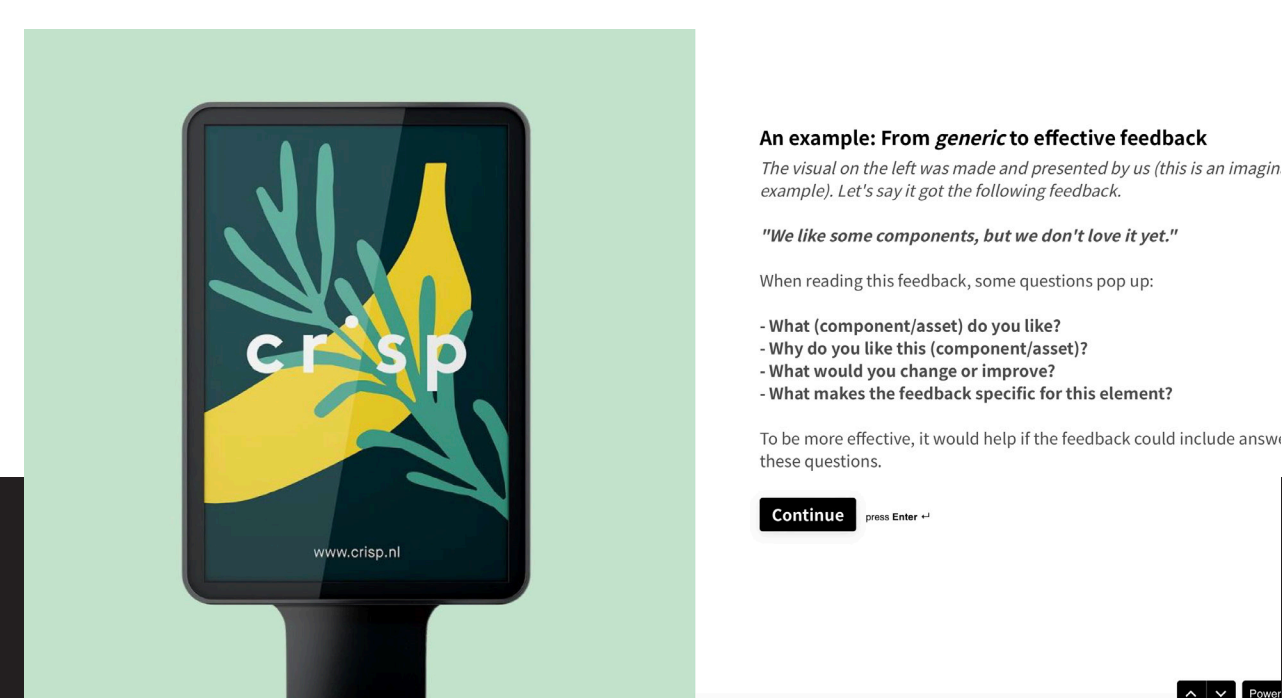
The feedback covers all the relevant elements that need feedback.

## HOW IT WORKS

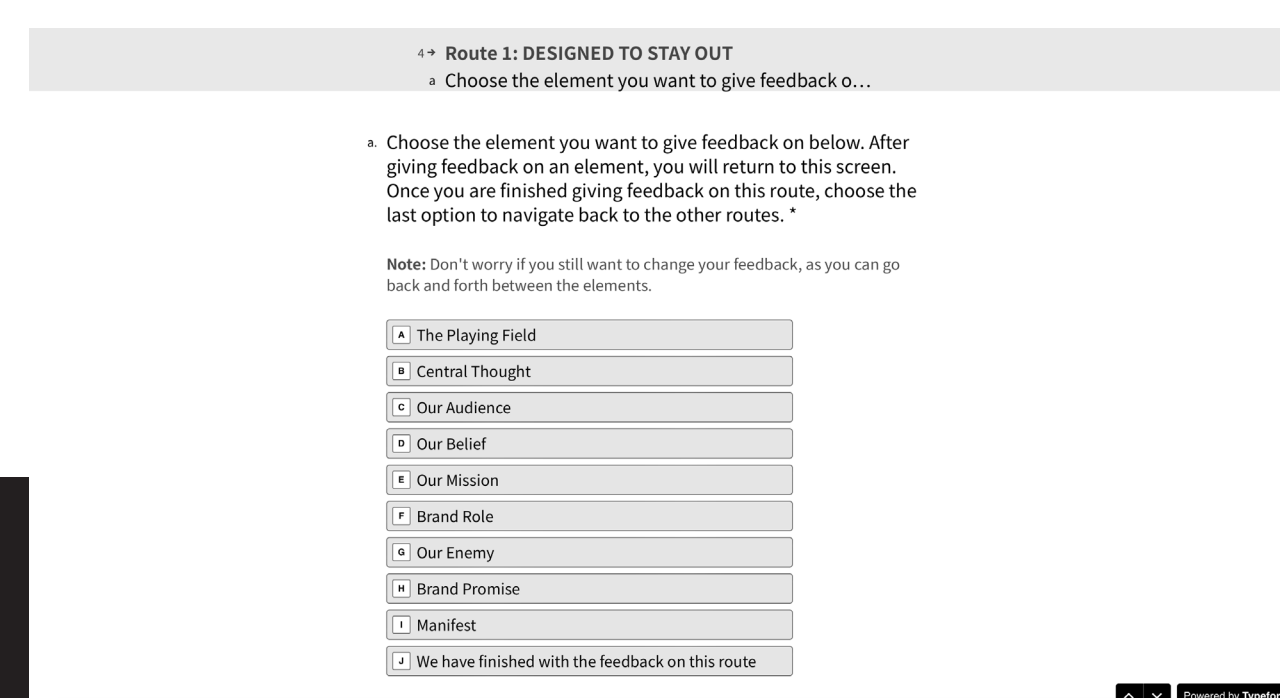
The tool tries to achieve this by **educating** the client on effective feedback and **guiding** them through the whole process. The structure of the tool is dependent on the decisions made by the client, as they are presented with different follow-up questions based on the feedback they give. **The tool consists out of the following six segments:**



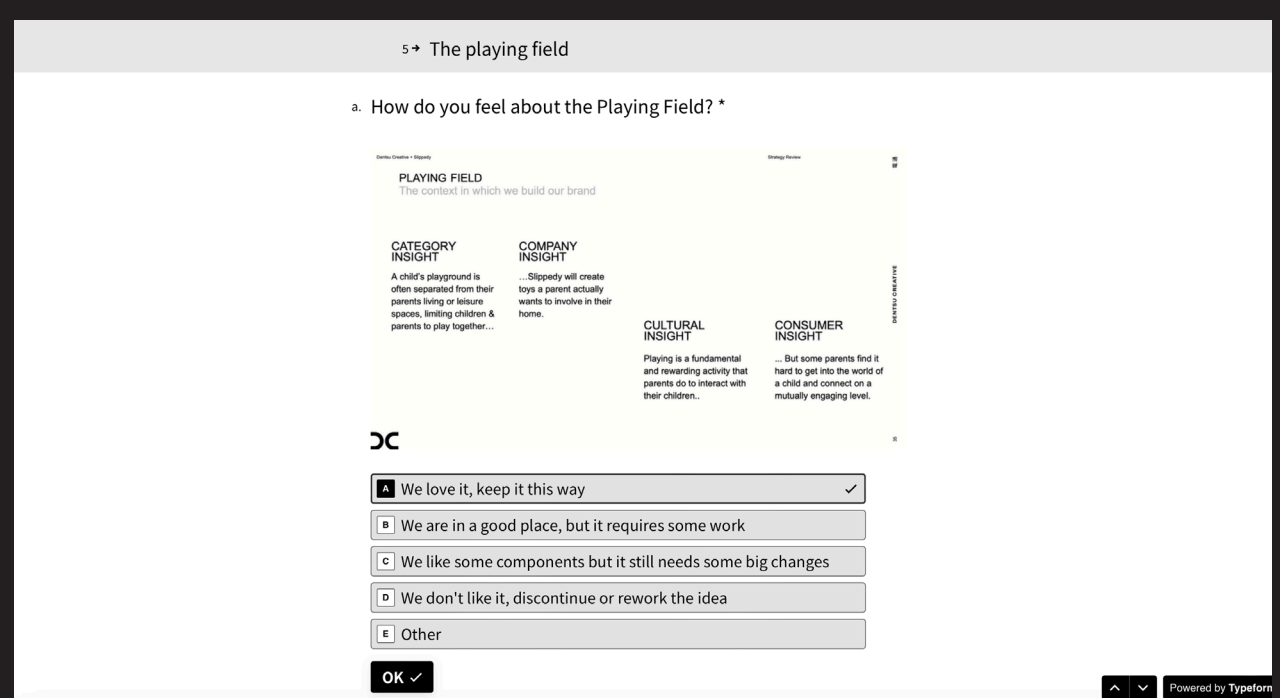
### 1. INTRODUCING THE TOOL



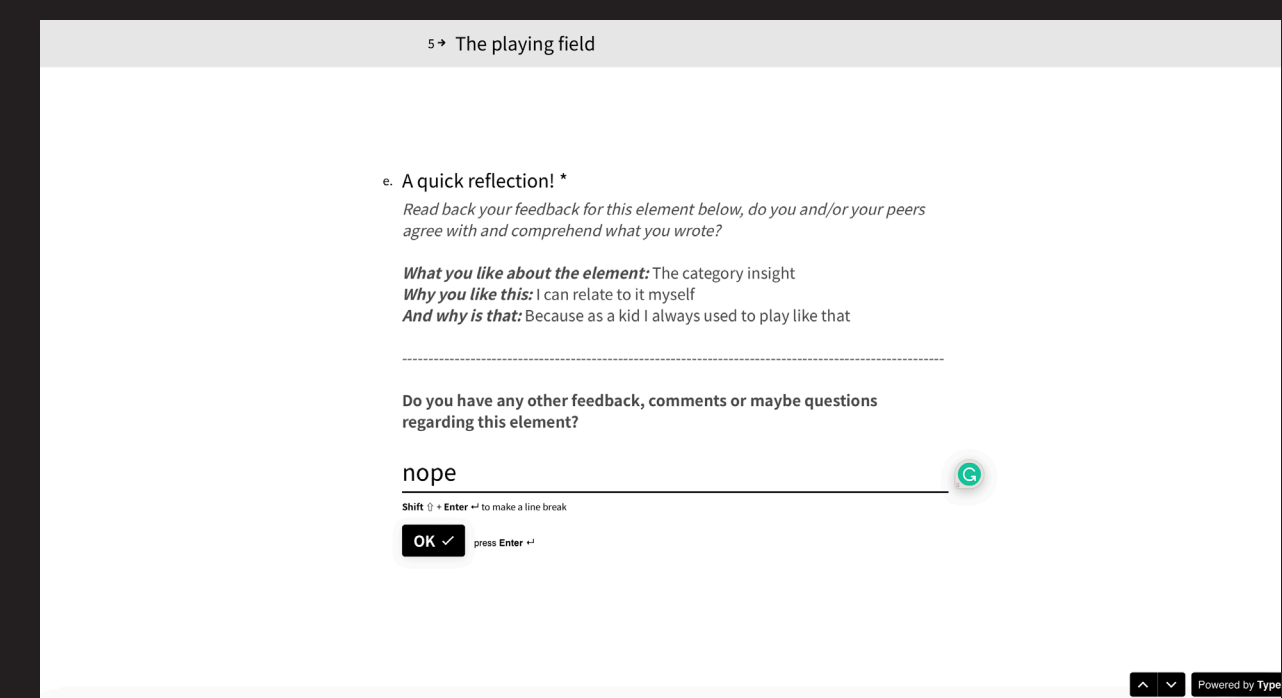
### 2. GIVING AN EXAMPLE OF EFFECTIVE FEEDBACK



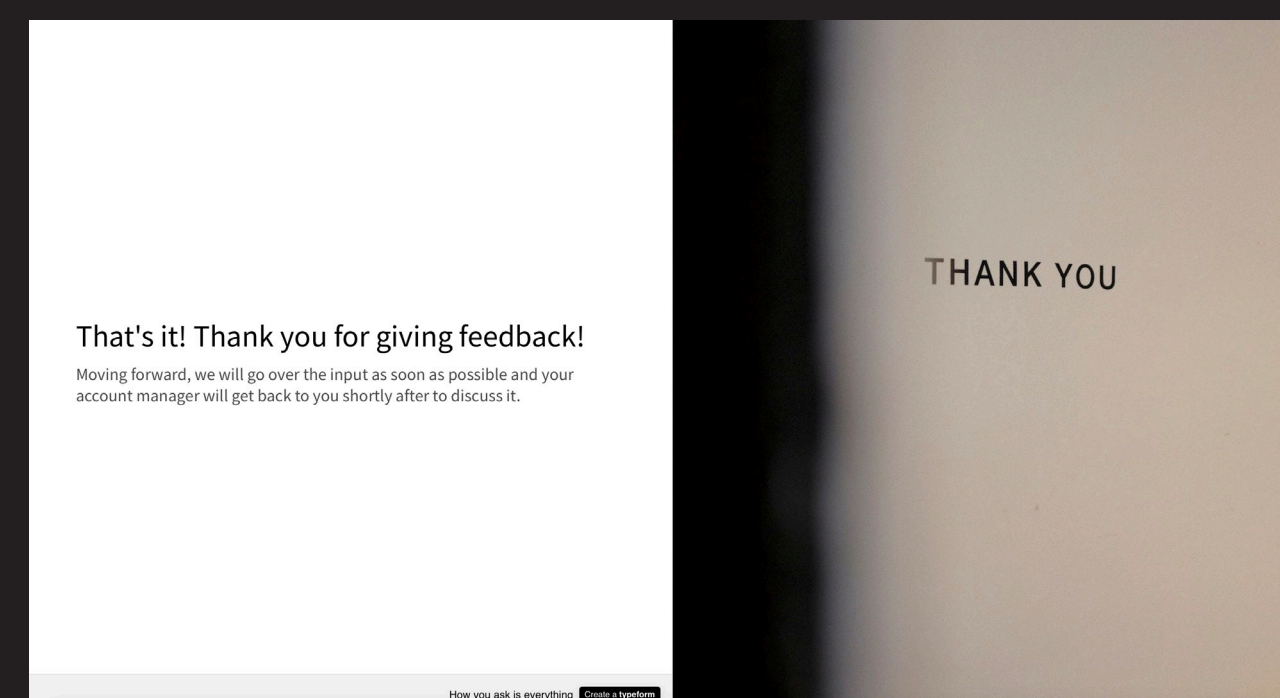
### 3. SHOWING THE BRAND GUIDELINES



### 4. GIVING THE FEEDBACK



### 5. REFLECTING ON THE FEEDBACK



### 6. SUBMITTING THE FEEDBACK