

usherU

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Brand Strategy

Entertainment is everywhere—with new films, events and streams happening all over the world. The same can be said for audiences, with a global convergence of people now able to interact seamlessly and instantly. And yet, despite this, the two could be more connected. Usheru brings them together through better experiences.

Key Themes

Convergence + Connection = Advancement

We create closer interactions between audiences and entertainment content.

We make those connections between audiences and entertainment stronger.

Which moves entertainment content and the industry forward through better tech.

Purpose

The ultimate goal that we're striving for. Progression for both our clients and their audiences.

Advance entertainment by bringing
people, data and technology together.

Audiences. Analytics. Automation.
The foundational parts of our offer.

Positioning

Bringing in this idea of Usheru being behind progress.

Buying tickets, streaming films, discovering content, they're all ways for audiences to interact with entertainment.

Powering closer interactions and better connections.

The connection between our clients and those audiences get better as a result.

Proposition

We're bringing audiences and entertainment closer together. At Usheru, our insights and solutions equip entertainment specialists with ways to build better digital experiences, understand audiences and drive growth.

What we're doing

How we're doing it

Why it's of value

Personality

Authentic

We work with, we don't talk at. We question, we don't command. We might be a tech business, but we're people first.

We are: Conversational

We aren't: Demanding

Brave

We see power in the detail. We remove boundaries and break moulds—always striving for better and never settling for less.

We are: Influential

We aren't: Pushovers

Problem-Solvers

Complex technology doesn't need more complication. We embrace challenges and find solution that keep things straightforward and easy.

We are: Pragmatic

We aren't: Controlling

Messaging Framework

The Story

Entertainment is available everywhere and anywhere. There's new films, events and streams happening all over the world. Getting any new content, the eyes, ears or attention it deserves then, is a challenge.

At Usheru, we're bringing audiences and entertainment closer together. Our insights and solutions equip entertainment specialists with ways to build better digital experiences, understand audiences and drive growth.

In a world saturated with entertainment—we help you manage, promote and launch any new content, anywhere—helping create better interactions and better connections. Partner with Usheru and get your audiences closer to the content they love.

Messaging Framework

The Paragraph

Entertainment is available everywhere and anywhere. Getting any new content, the eyes, ears or attention it deserves then, is a challenge. At Usheru, we're bringing audiences and entertainment closer together. Our insights and solutions equip entertainment specialists with ways to build better digital experiences, understand audiences and drive growth. Partner with Usheru and get your audiences closer to the content they love.

Messaging Framework

The Line

Get your
audiences
closer to
the content
they love.

Messaging Examples

Example 1

Energise
Experiences

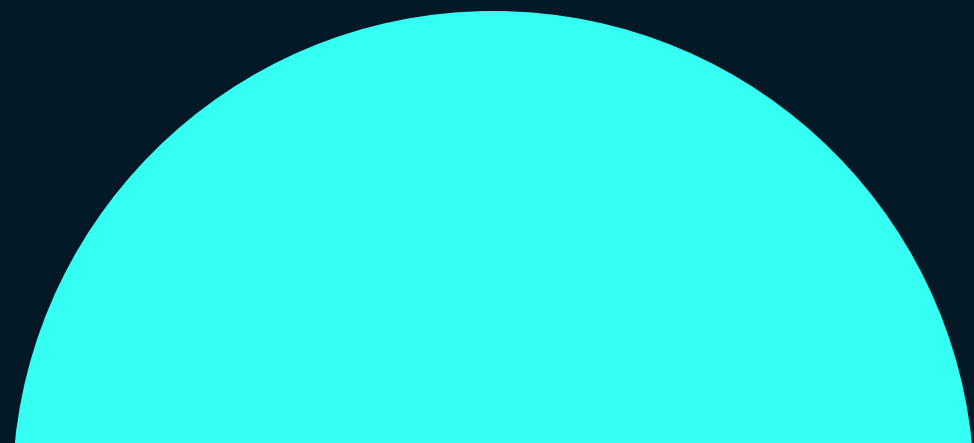
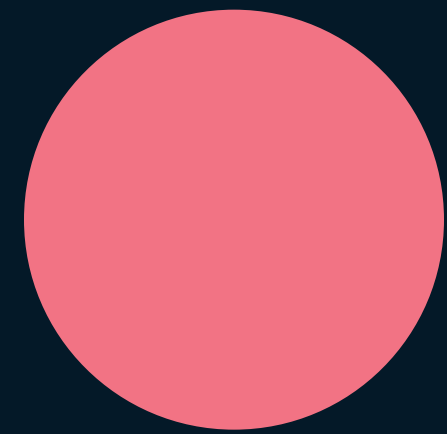
Example 2

Get closer to the
content you love

Example 3

Closer ways
to interact.
Better ways
to experience.

Visual Identity



Logo

Overview

Full Colour

Logo

usherü

Shorthand



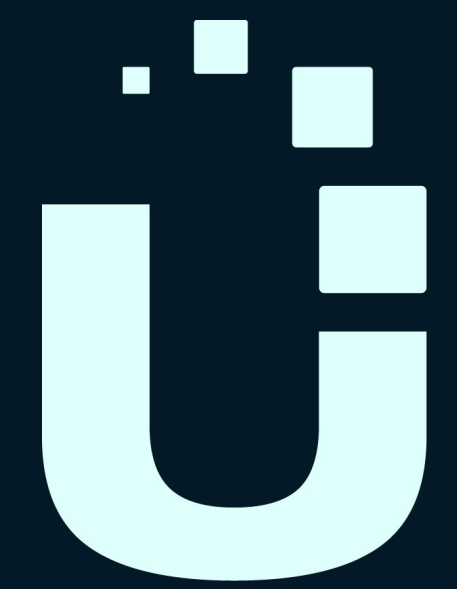
Overview

One Colour:
Light Blue

Logo

usherU

Shorthand



Overview

One Colour:
Navy

Logo

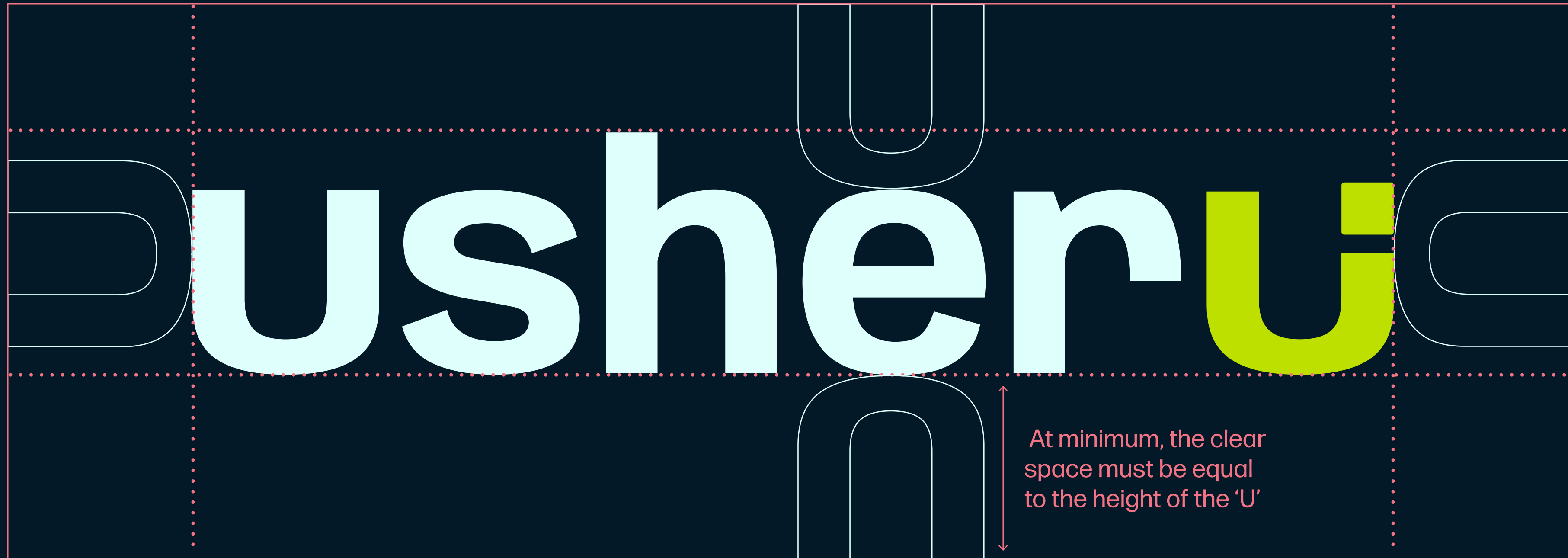
usherU

Shorthand

U

Logo Clearspace

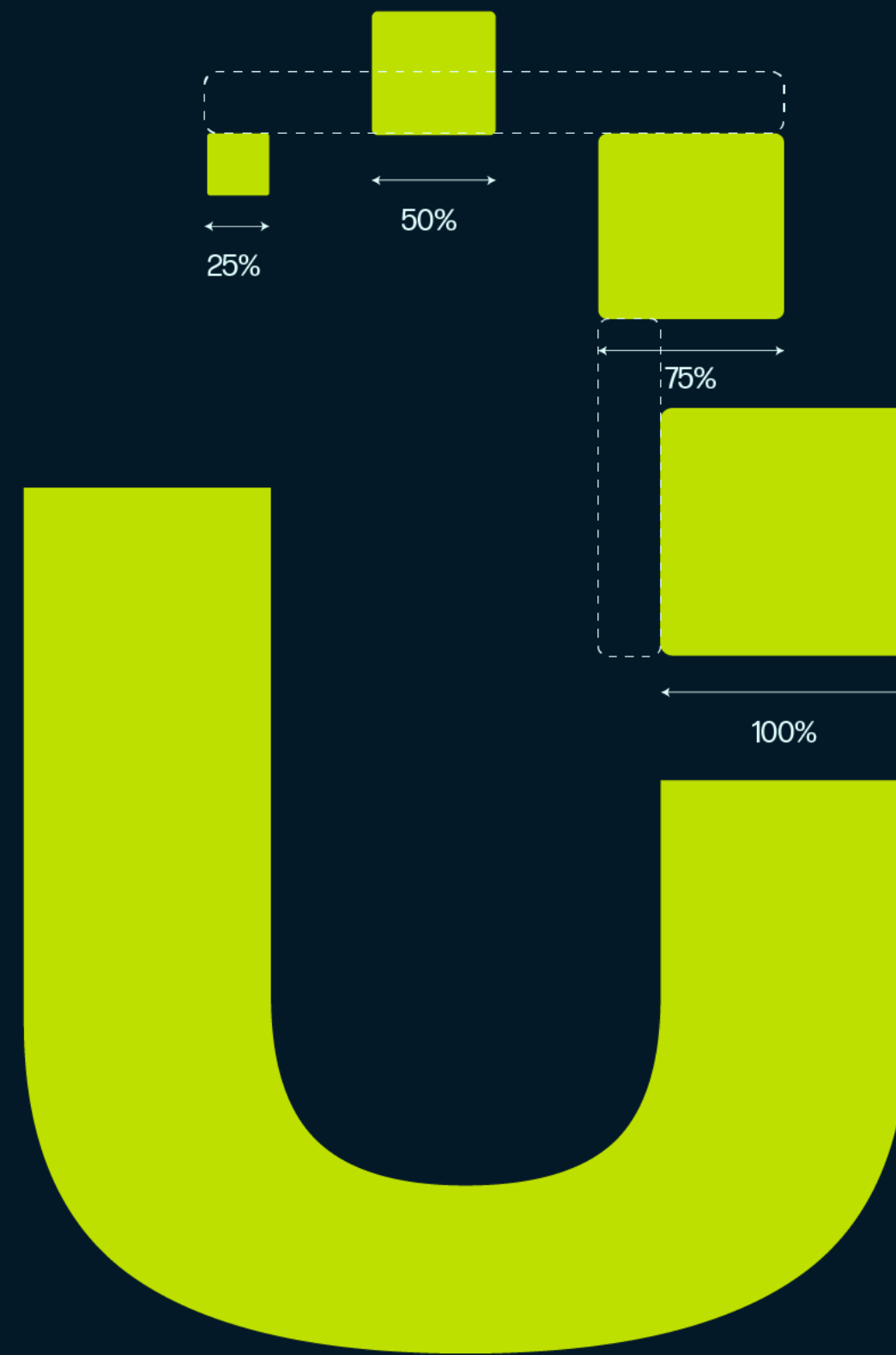
To keep our logo legible and consistent throughout applications always leave clear space around the logo.



Shorthand Details

The 'U' of the logo exists on its own with added graphic elements to represent powering up. There is also an animated version of the 'U' available.

The 'U' would only ever be seen as secondary on the user journey, for example on sub-pages of the website or on social where the word 'Usheru' sits alongside it.



The squares coming out of the 'U' decrease in size by 25% increments and are equally spaced.

Logo & Shorthand Minimum Size

Our logo is the key identifier of the brand. It communicates the brand in a clear, distinct way nodding to brand elements and setting the tone for the rest of the suite.

The logo and 'U' should never go below these sizes stated to retain clear legibility.



Print: 20mm (wide)
Digital: 152px (wide)



Print: 7mm (high)
Digital: 70px (high)

Dont's

Do not diminish the value of the logo in our brand. Avoid the following treatments:

- Recolouring
- Stretching
- Rotating
- Poor visibility
- Vertical alignment
- Retyping



Colours

Core Palette

Navy

CMYK: 100 81 53 72
RGB: 190 224 0
#041928

Green Zing

CMYK: 35 0 96 0
RGB: 190 224 0
#BEE000

Light Blue

CMYK: 14 0 5 0
RGB: 223 255 253
#DFFFFD

White

CMYK: 0 0 0 0
RGB: 255 255 255
#FFFFFF

Secondary Palette

Our secondary palette adds to our sense of energy giving an expansive range of colours from the green zing of our core palette through to cooler and warmer tones.

These colours can be used together and on their own.

Green Zing

CMYK: 35 0 96 0
RGB: 190 224 0
#BEE000

Cyan

CMYK: 56 0 20 0
RGB: 53 255 243
#35FFF3

Blue

CMYK: 73 47 0 0
RGB: 64 133 240
#4085F0

Pink

CMYK: 0 67 32 0
RGB: 242 115 132
#F27384

Tonal Palette

Our tonal palette is an extension of the secondary palette, allowing us to create depth and energy through colour.

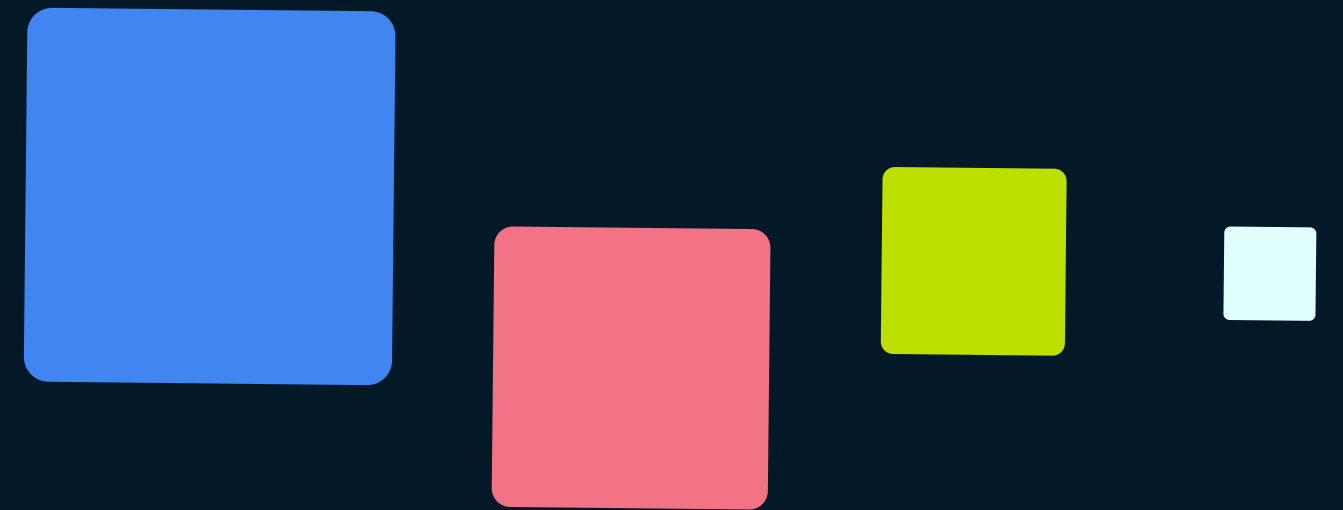
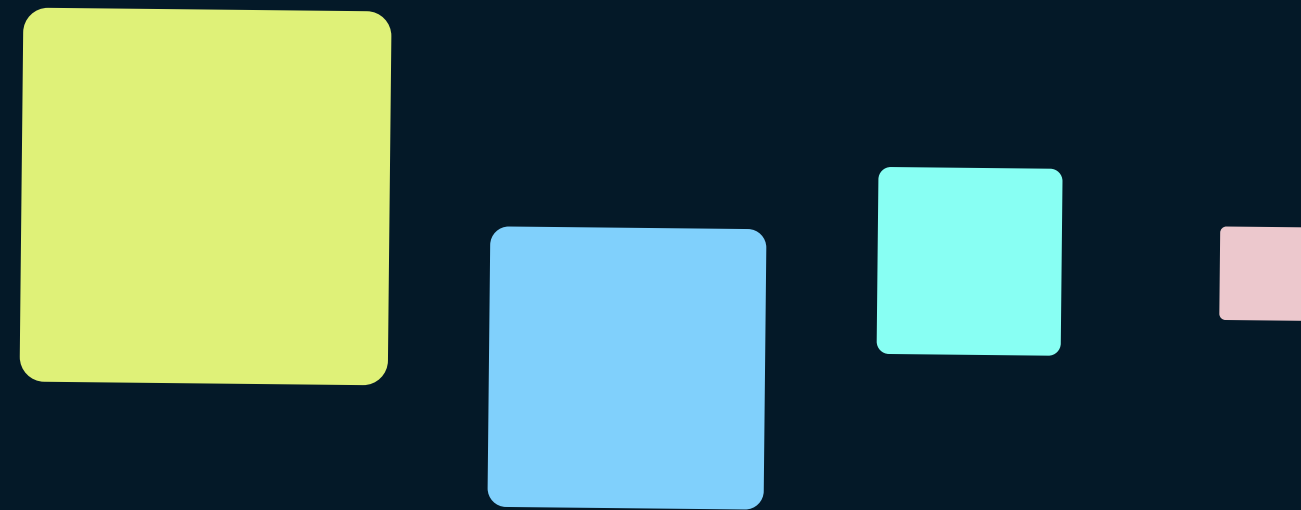
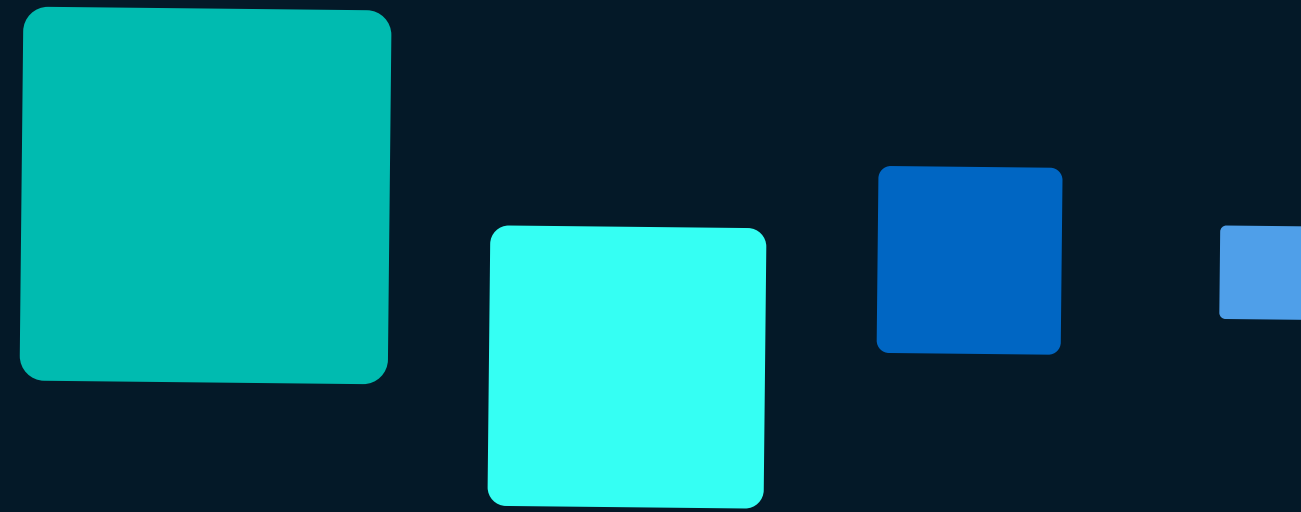
The four tones within each colour are always used together, tones are never mixed across colours.

CMYK: 46 14 96 1 RGB: 157 177 45 #9DB12D	CMYK: 72 0 39 0 RGB: 0 187 176 #00BBB0	CMYK: 88 58 0 0 RGB: 0 102 195 #0066C3	CMYK: 11 80 49 2 RGB: 214 79 97 #D64F61
CMYK: 35 0 96 0 RGB: 190 224 0 #BEE000	CMYK: 56 0 20 0 RGB: 53 255 243 #35FFF3	CMYK: 73 47 0 0 RGB: 64 133 240 #4085F0	CMYK: 0 67 32 0 RGB: 242 115 132 #F27384
CMYK: 28 0 84 0 RGB: 209 236 60 #D1EC3C	CMYK: 43 0 17 0 RGB: 136 255 243 #88FFF3	CMYK: 66 28 0 0 RGB: 79 159 233 #4F9FE9	CMYK: 7 55 27 0 RGB: 230 142 153 #E68E99
CMYK: 20 0 64 0 RGB: 223 241 120 #DFF178	CMYK: 21 0 8 0 RGB: 207 254 251 #CFFEFB	CMYK: 49 1 0 0 RGB: 128 208 252 #80D0FE	CMYK: 7 27 14 0 RGB: 236 200 205 #ECC8CD

Don't's

To retain consistency across the brand, avoid the following:

- Mixing colours across the tonal palette



Typography

Typeface

Our typeface is Forma DJR. Varying fonts in the Forma DJR family are used depending on the context. See type hierarchy for specific uses. We use the regular and bold cuts.

Forma DJR is available through Adobe Typekit for CreativeSuite Applications or a licence can be purchased through the font foundry David Jonathan Ross (<https://djr.com/forma>)

Our Google system replacement font is Mulish (<https://fonts.google.com/specimen/Mulish>). It should only be used when using software that does not support Forma DJR.

Forma

DJR

AaBbCcDdEeFfGgHhIiJjKkLl
MmNnOoPpQqRrSsTtUuVv
WwXxYyZz

AaBbCcDdEeFfGgHhIiJjKkLl
MmNnOoPpQqRrSsTtUuVv
WwXxYyZz

0123456789

Hierarchy

.....

Small Text

Forma DJR Micro

Kerning: Optical

Tracking: 0

Size: 8–11pt

Weight: Regular, Bold

[Find out more](#)

.....

Body Copy

Forma DJR Text

Kerning: Optical

Tracking: 0

Size: 11–14pt

Weight: Regular, Bold

Partner with Usheru and get your audiences closer to the content they love.

.....

Headlines

Forma DJR Display

Kerning: Optical

Tracking: 40

Size: 14–72+pt

Weight: Regular

Energise Experiences

Dont's

To ensure legibility avoid the following:

- Using any colour other than navy on the light blue or white background



Closer to content.
Closer to content.
Closer to content.
Closer to content.



Closer to the content.

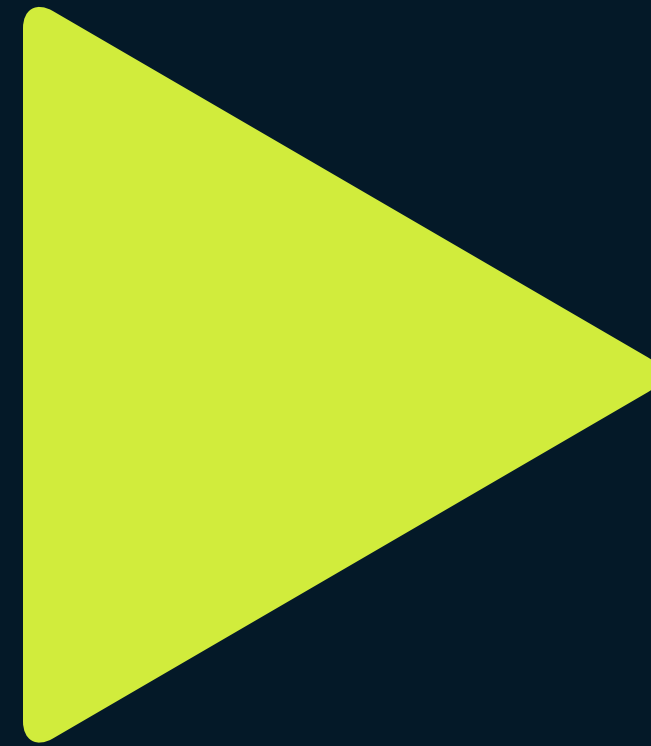
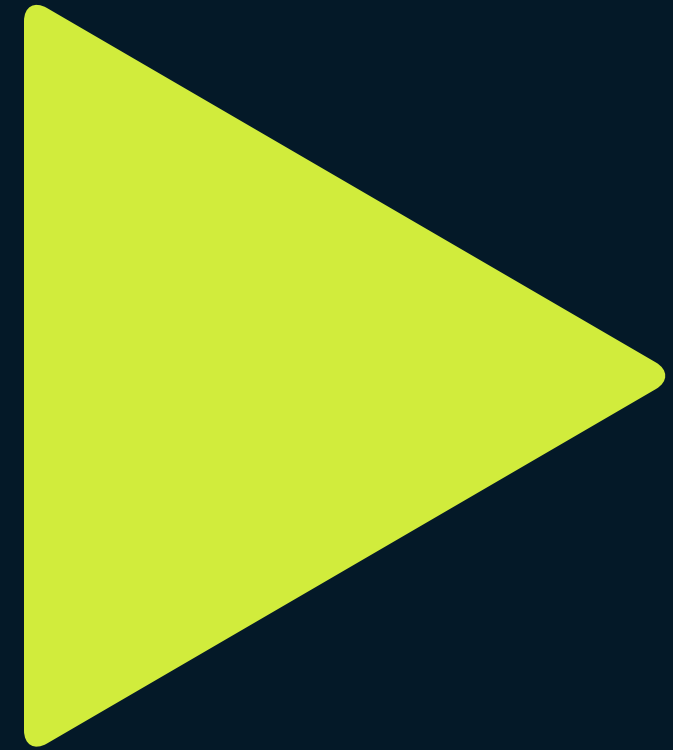


Closer to content.
Closer to content.
Closer to content.
Closer to content.



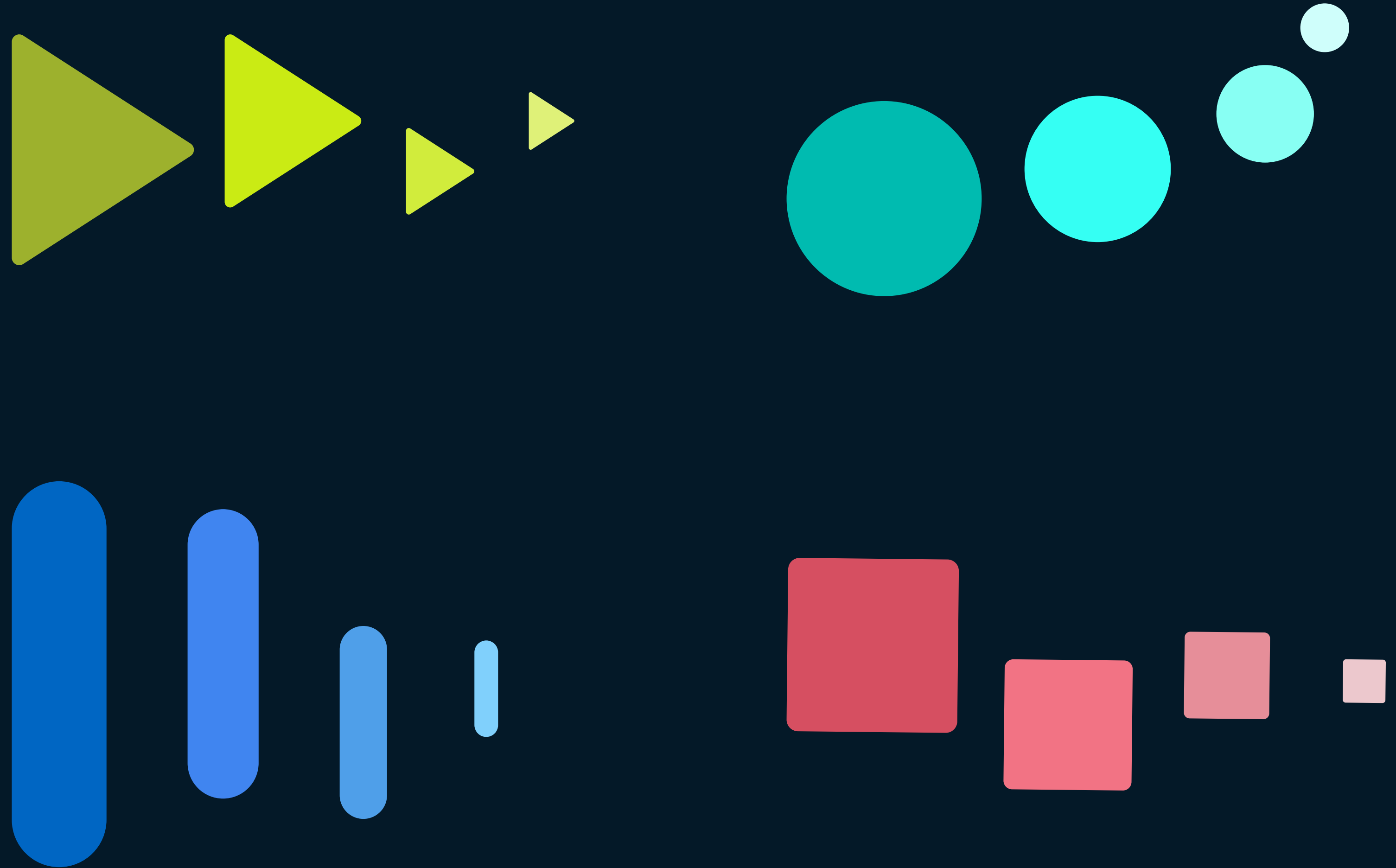
Closer to the content.

Shapes



Overview

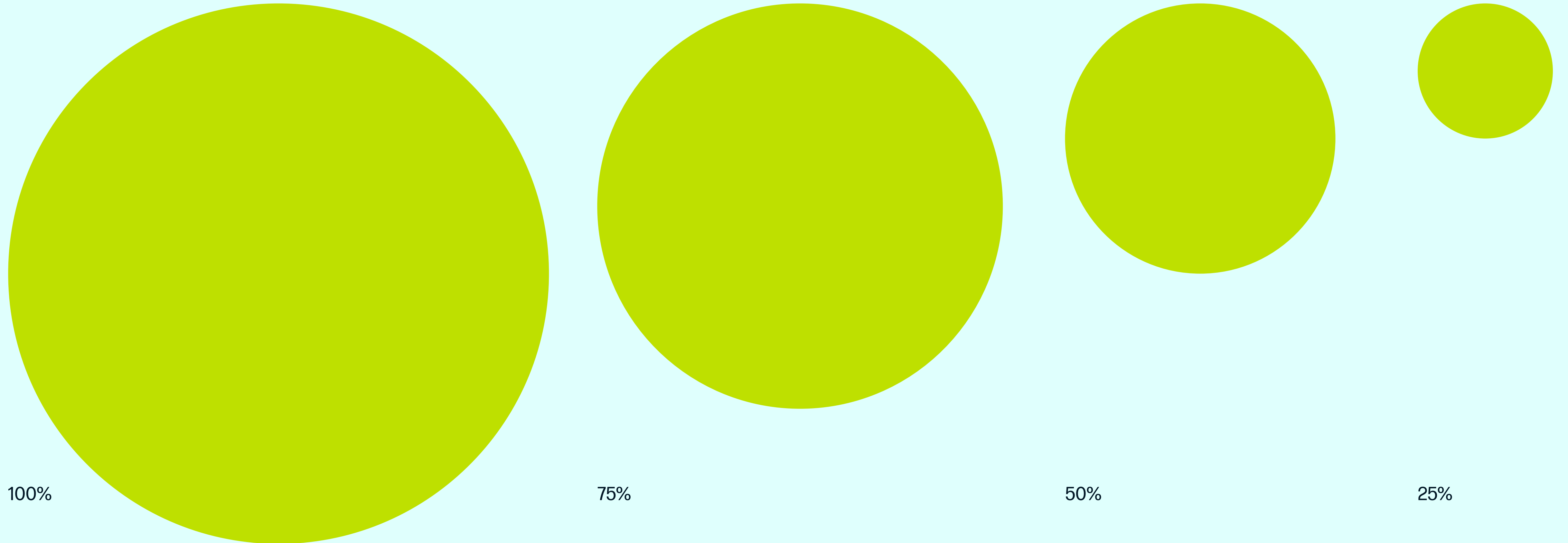
The key graphic elements of the brand are these shapes. The shapes main purpose is to bring energy and movement to the brand. We do this through the use of size, formation and colour. The shapes can be used singularly, keeping to the same shape or they can all be mixed together.



Scaling

The biggest shape is counted at the scale of 100%. The following shapes then decrease in size by an increment of 25%.

For example, the 25% shape is 25% of the original 100%.

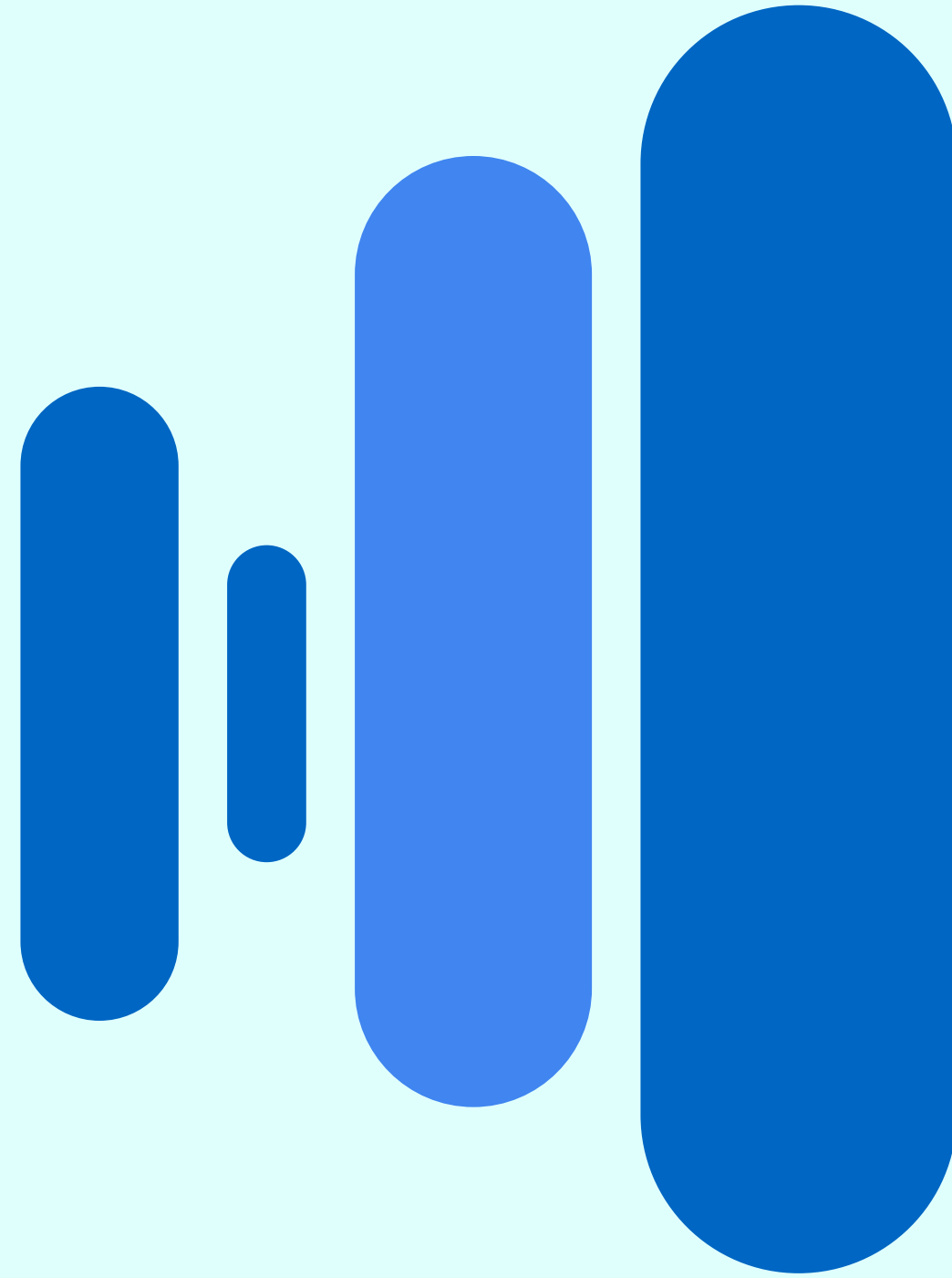


Spacing

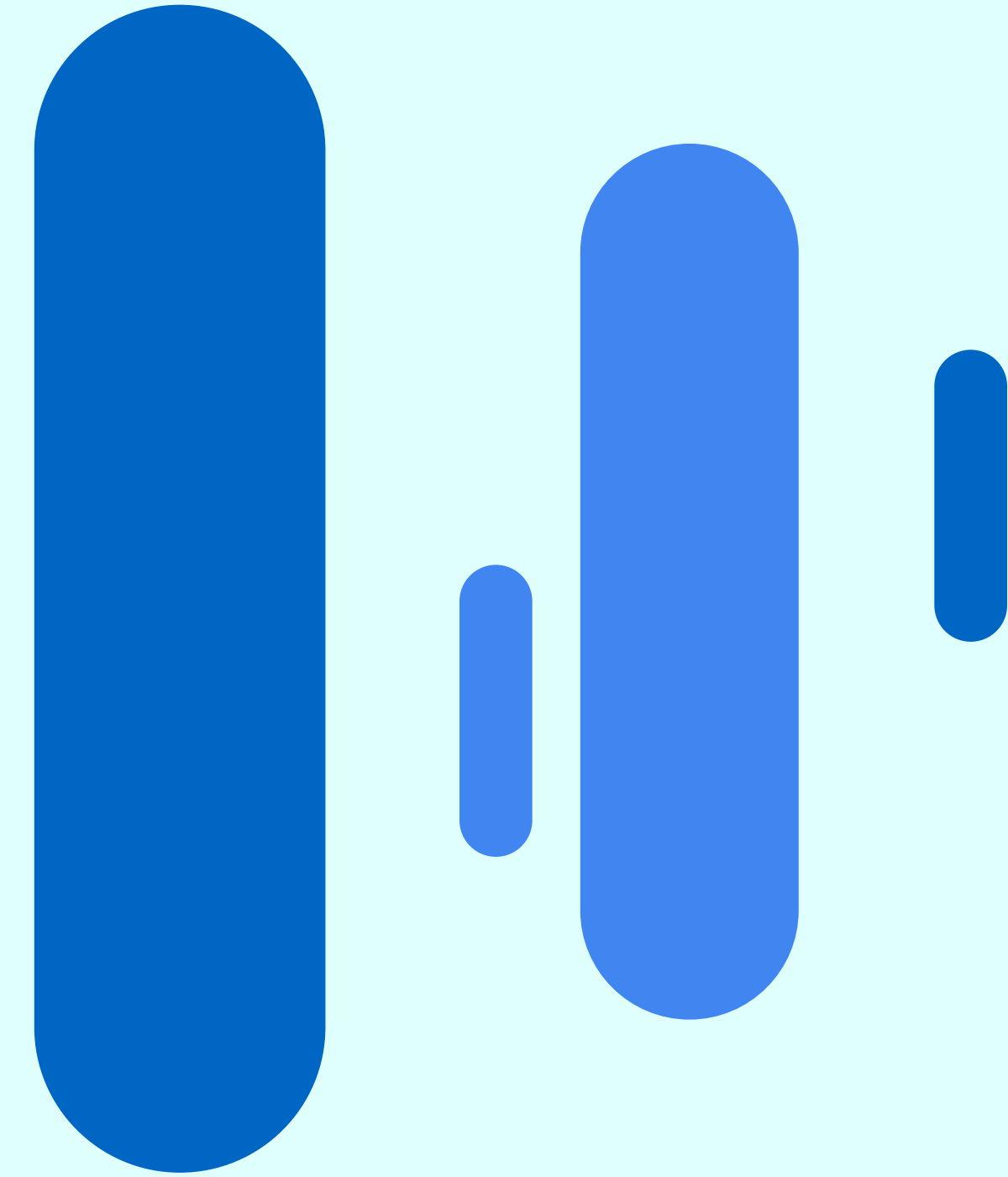
There are two ways we approach spacing the shapes:

1. Shapes can be equally spaced
2. Or space can be intentionally varied between the shapes

Spacing isn't defined and should be considered per application with the aim of always making the shapes feel dynamic and energised.



Equal spacing between shapes



Variation of space between spaces

In Use

An example of the shapes in use, using equal spacing and the green zing tonal palette to create a visual that feels energised.



In Use

An example of the shapes in use, using varied spacing and the blue tonal palette to create a visual that feels energised.

Typography and imagery housed within the shapes add to the dynamism and storytelling.

Better



ways

to

experience

Don't's

To retain consistency across the brand, avoid the following:

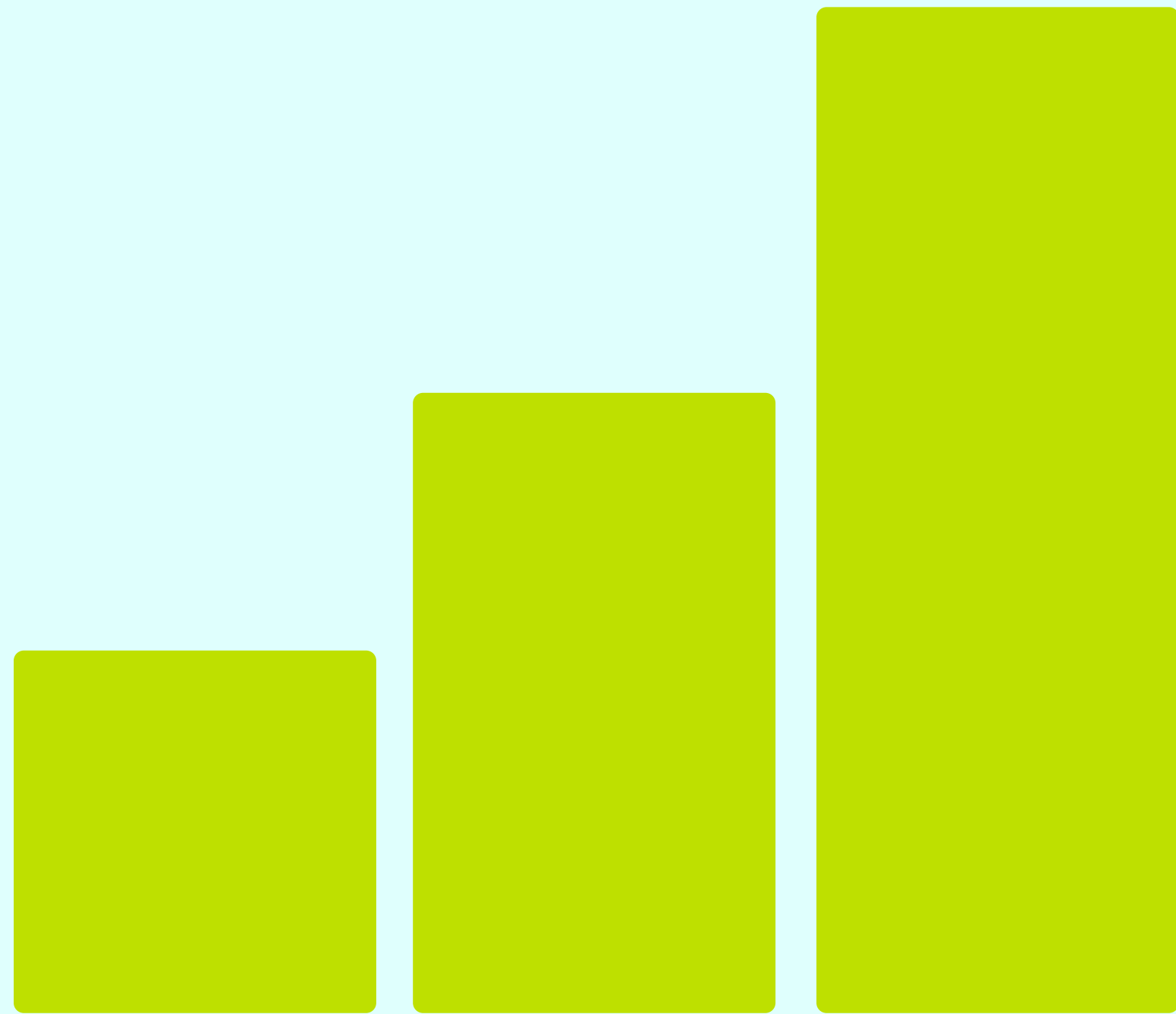
- Changing the corner radius
- Stretching/squashing



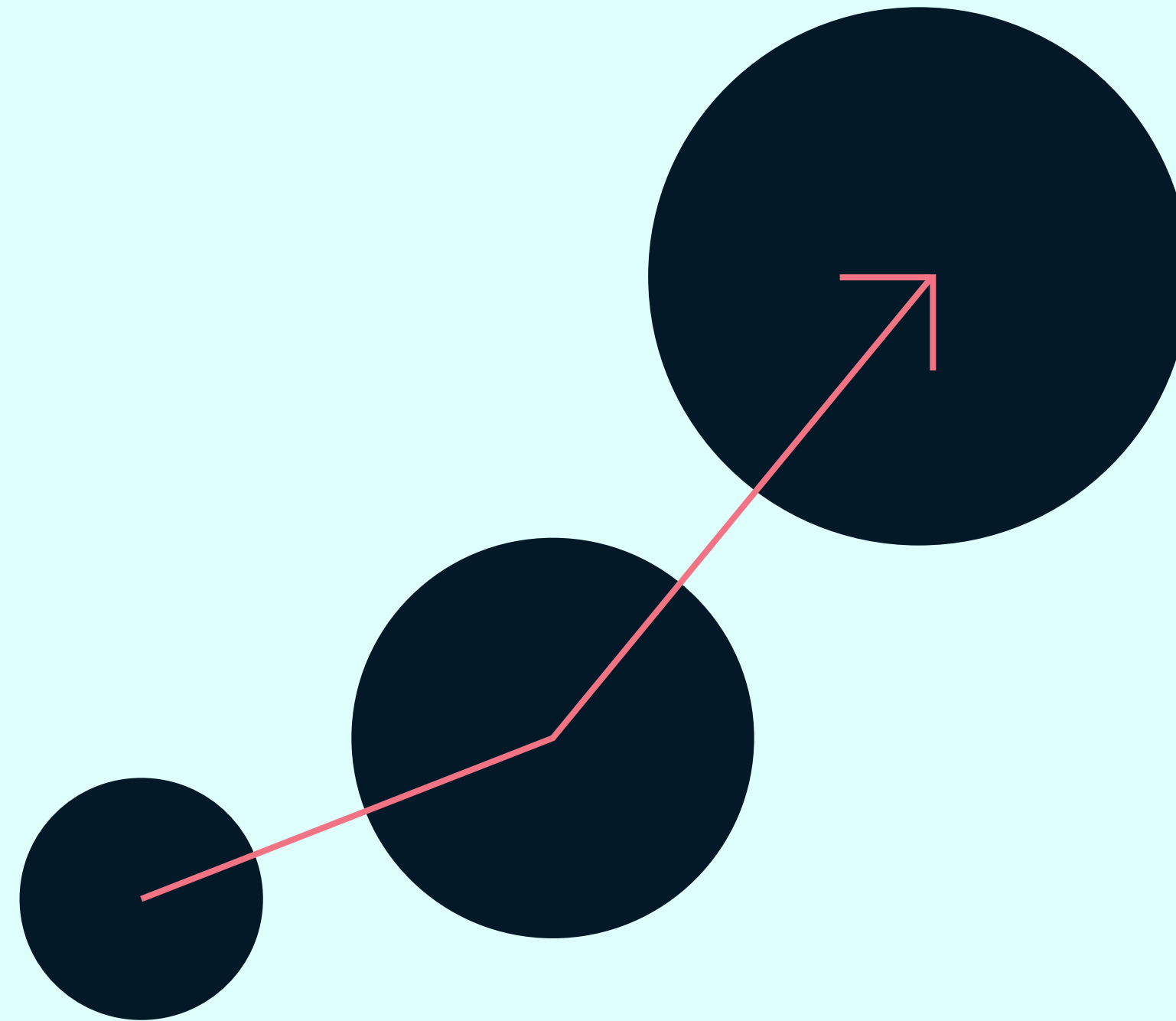
Infographics

& Graphs

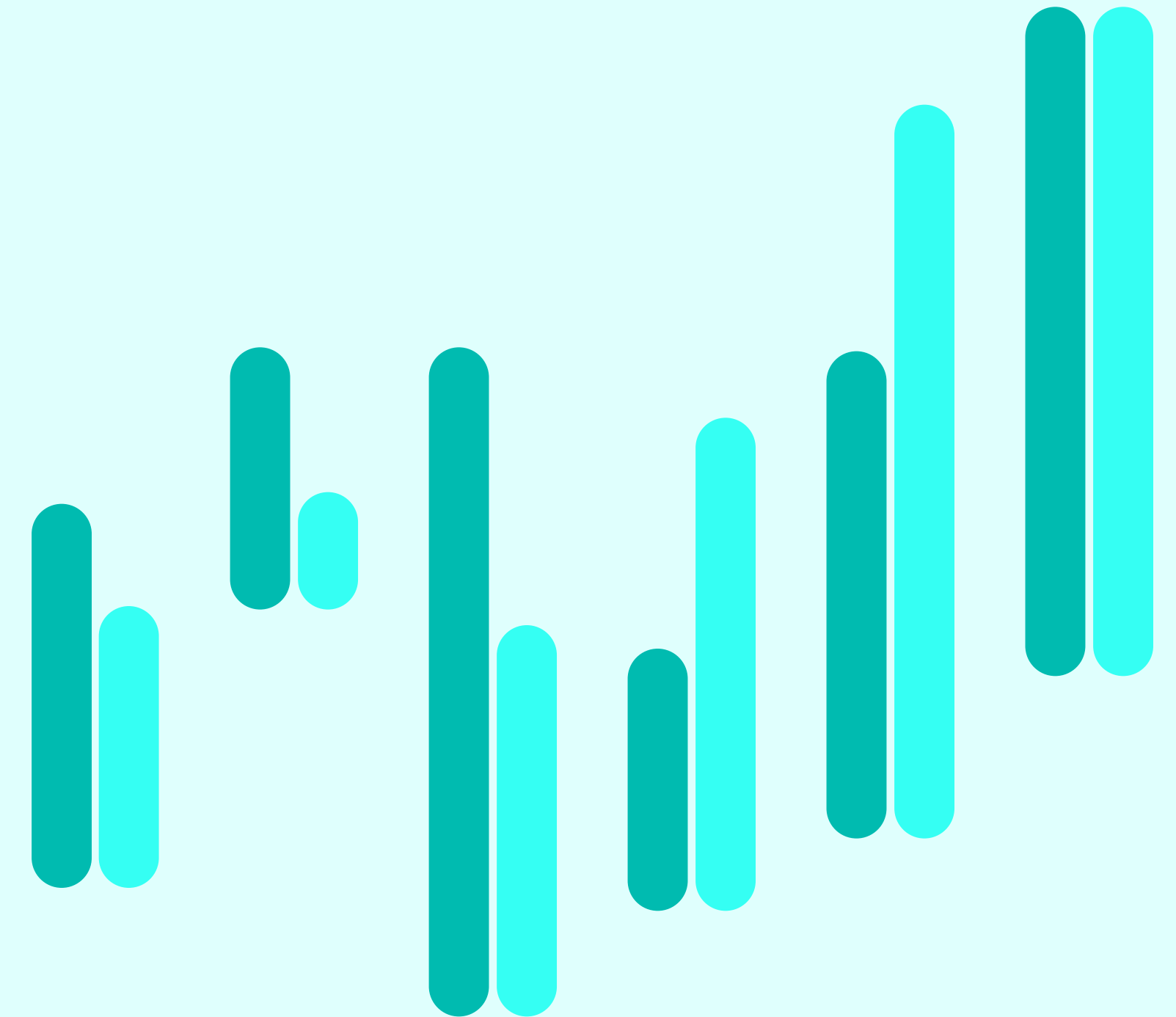
Examples



Curves on the edges of bar charts make the graphs feel on brand



Lines/arrows to connect the shapes help to emphasise growth



The tonal palette can help communicate multiple pieces of data

Icons

Product Icons

Core Palette: alternative

The brand shapes have been used to create and communicate the product offerings. All four icons are visually connected through the use of the square. Icons are shown at small and large scale.

Usheru Connect

Content discovery platform



Usheru Select

Automate and display film showtimes and streaming



Usheru Track

Track, measure and respond to data quickly



Usheru Engage

Build a community through first party data gathering



Product Icons

Secondary Palette: alternative

The brand shapes have been used to create and communicate the product offerings. All four icons are visually connected through the use of the square. Icons are shown at small and large scale.

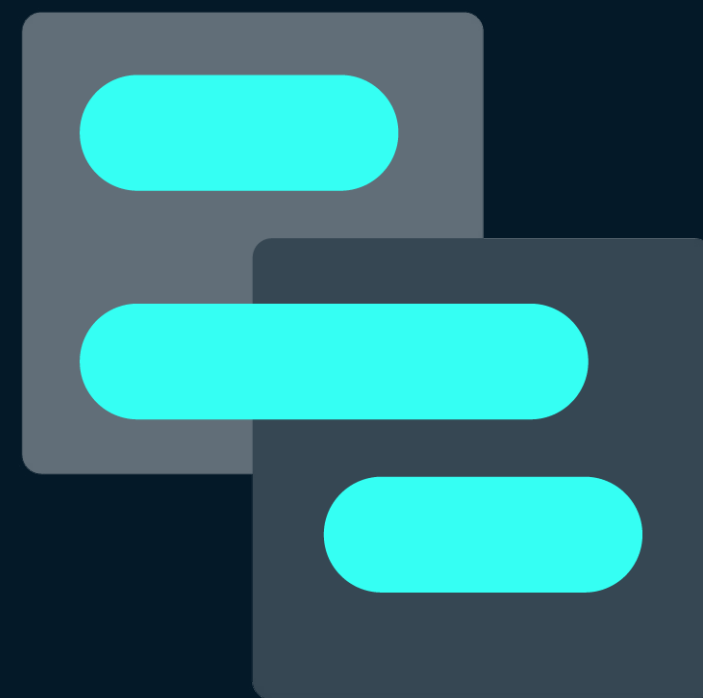
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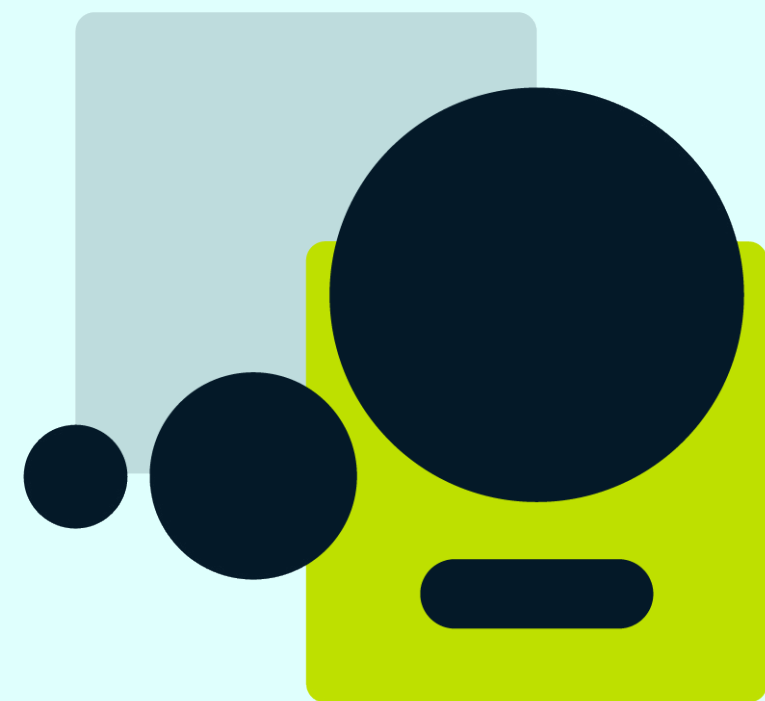
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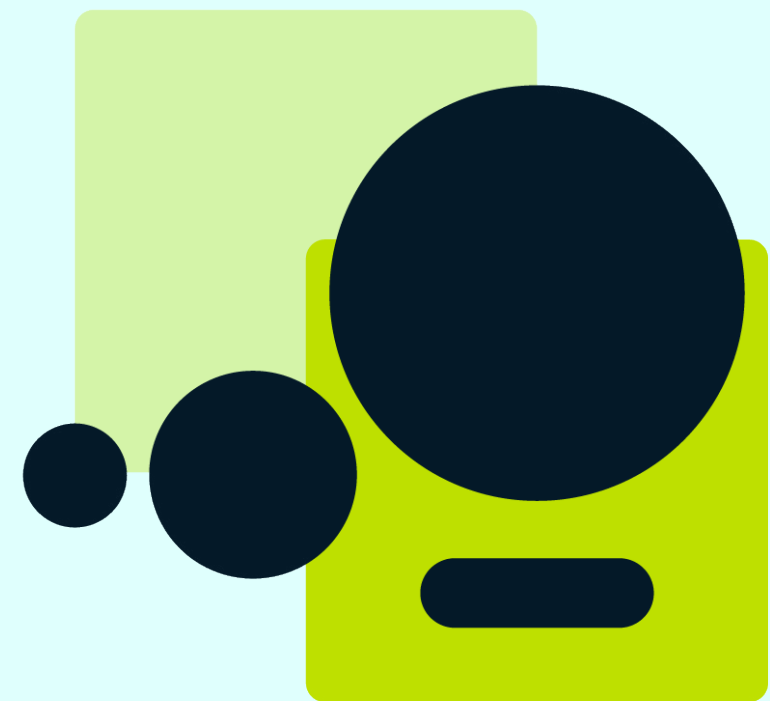
Product Icons

Secondary Palette: alternative

The brand shapes have been used to create and communicate the product offerings. All four icons are visually connected through the use of the square. Icons are shown at small and large scale.

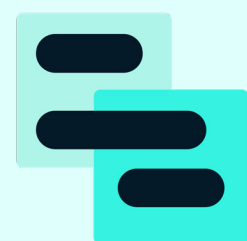
Usheru Connect

Content discovery platform



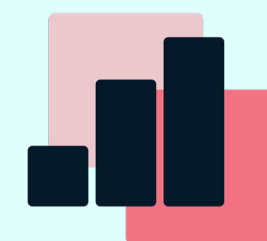
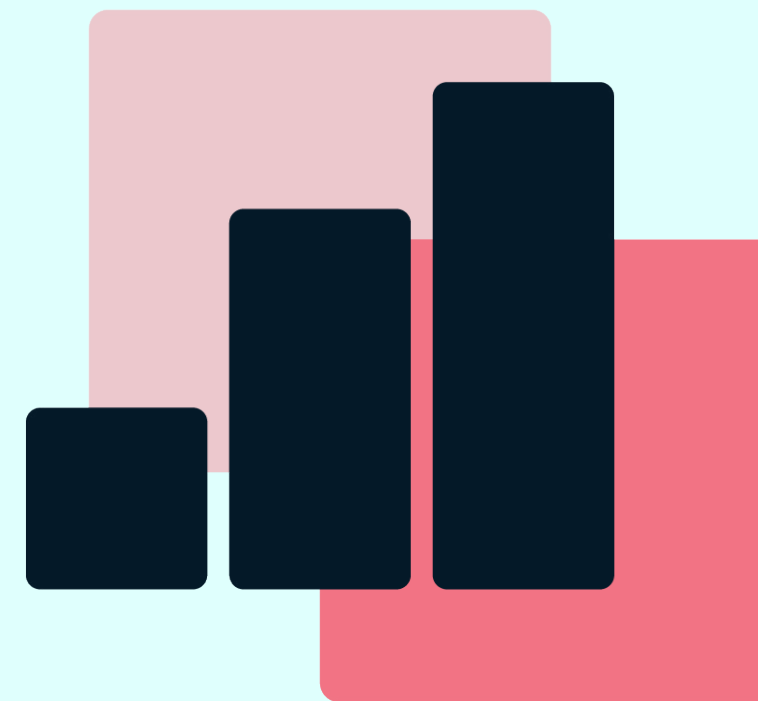
Usheru Select

Automate and display film showtimes and streaming



Usheru Track

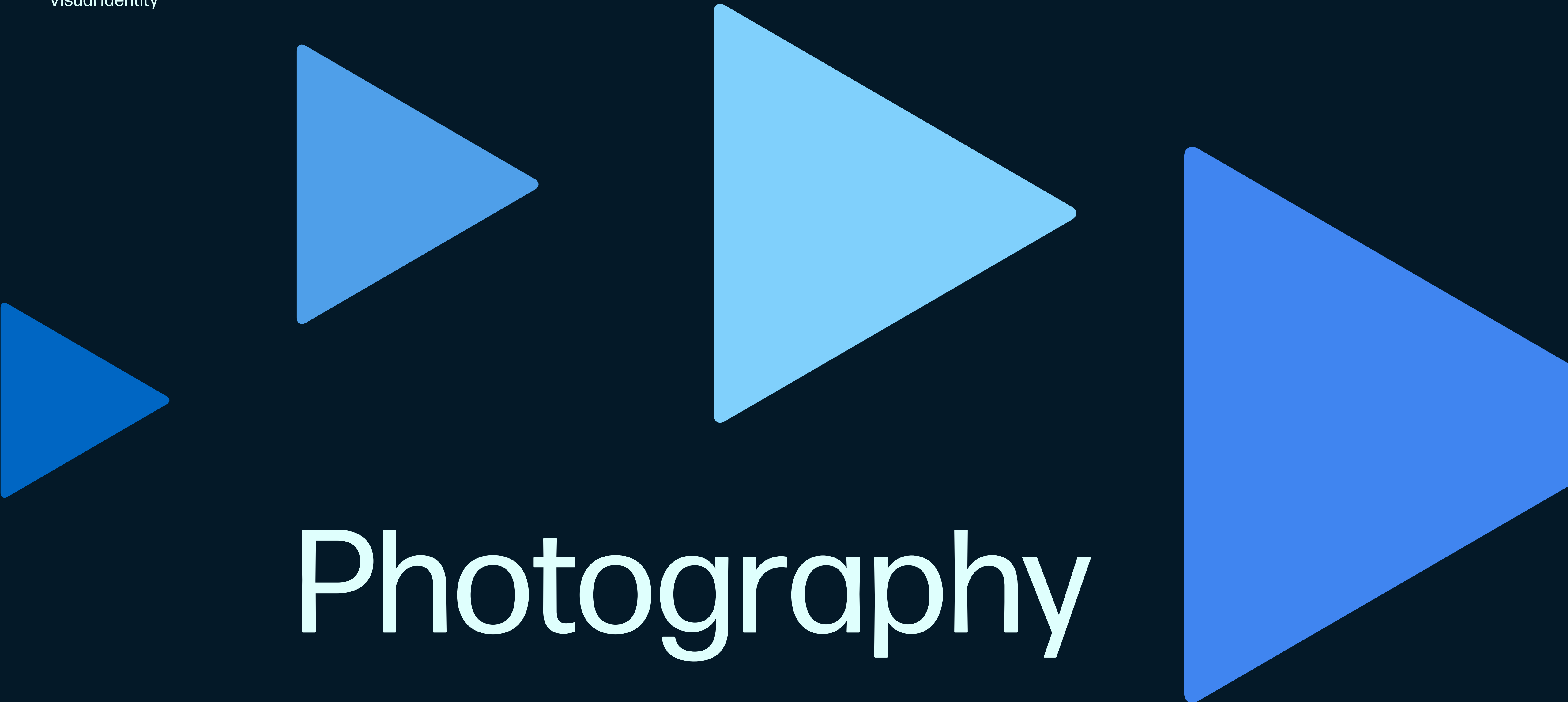
Track, measure and respond to data quickly



Usheru Engage

Build a community through first party data gathering





Photography

Examples

Photography should always relate to the content being communicated to add to storytelling.

If multiple images are being used, we look to use varied viewpoints and levels of zoom. For example: a zoomed out view of the concert, the artist, and the person listening to music.

We use photography in this way to show Usher's purpose as the driver in connecting audiences to the content they love.



An overview of the content being consumed; artist and audience

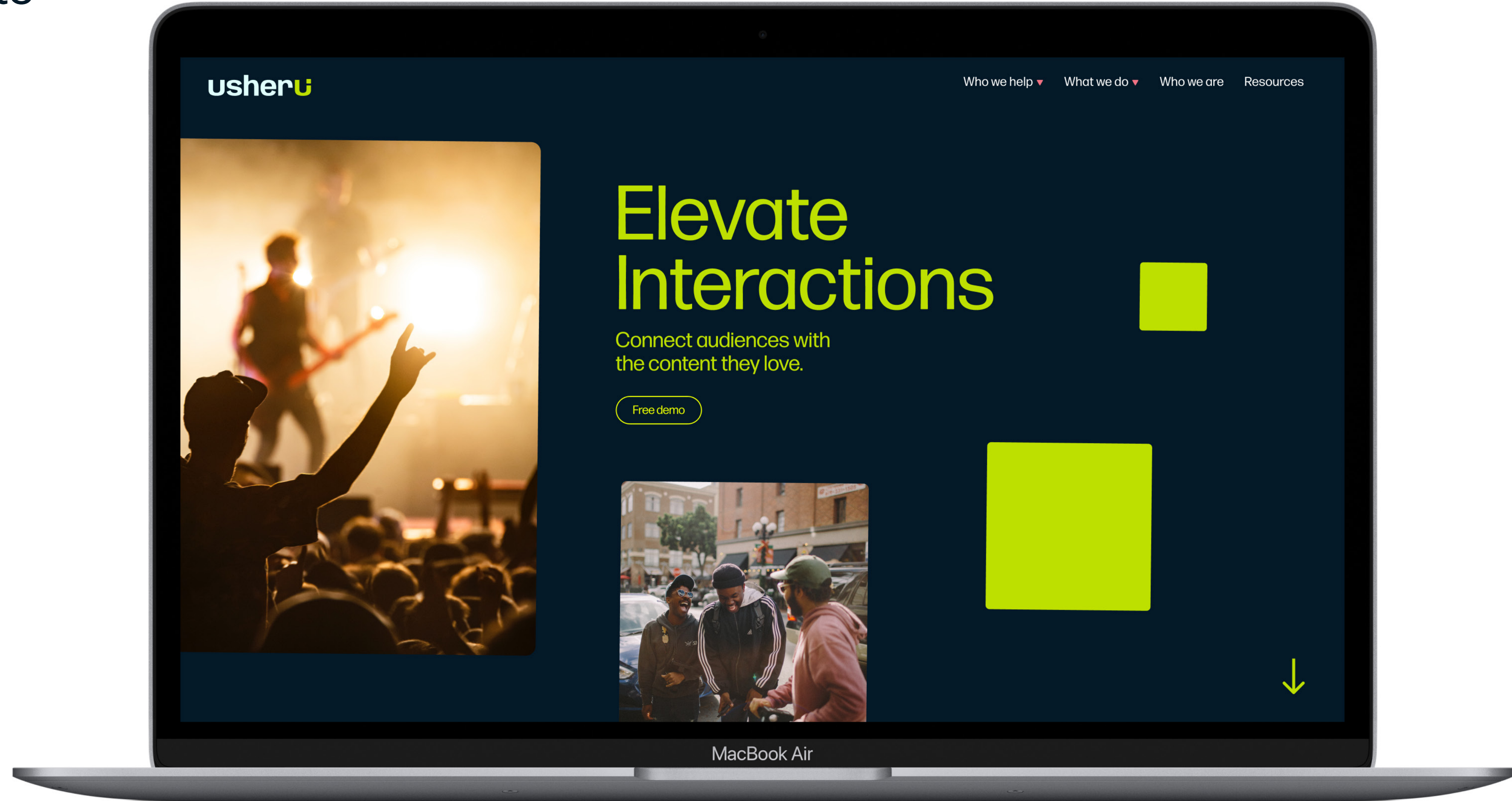


Zoomed into the performer creating the content



The person engaging with the content

Applications



Email Signature

We use Arial Regular and Arial Bold in instances where system fonts need to be used, like the email signature.



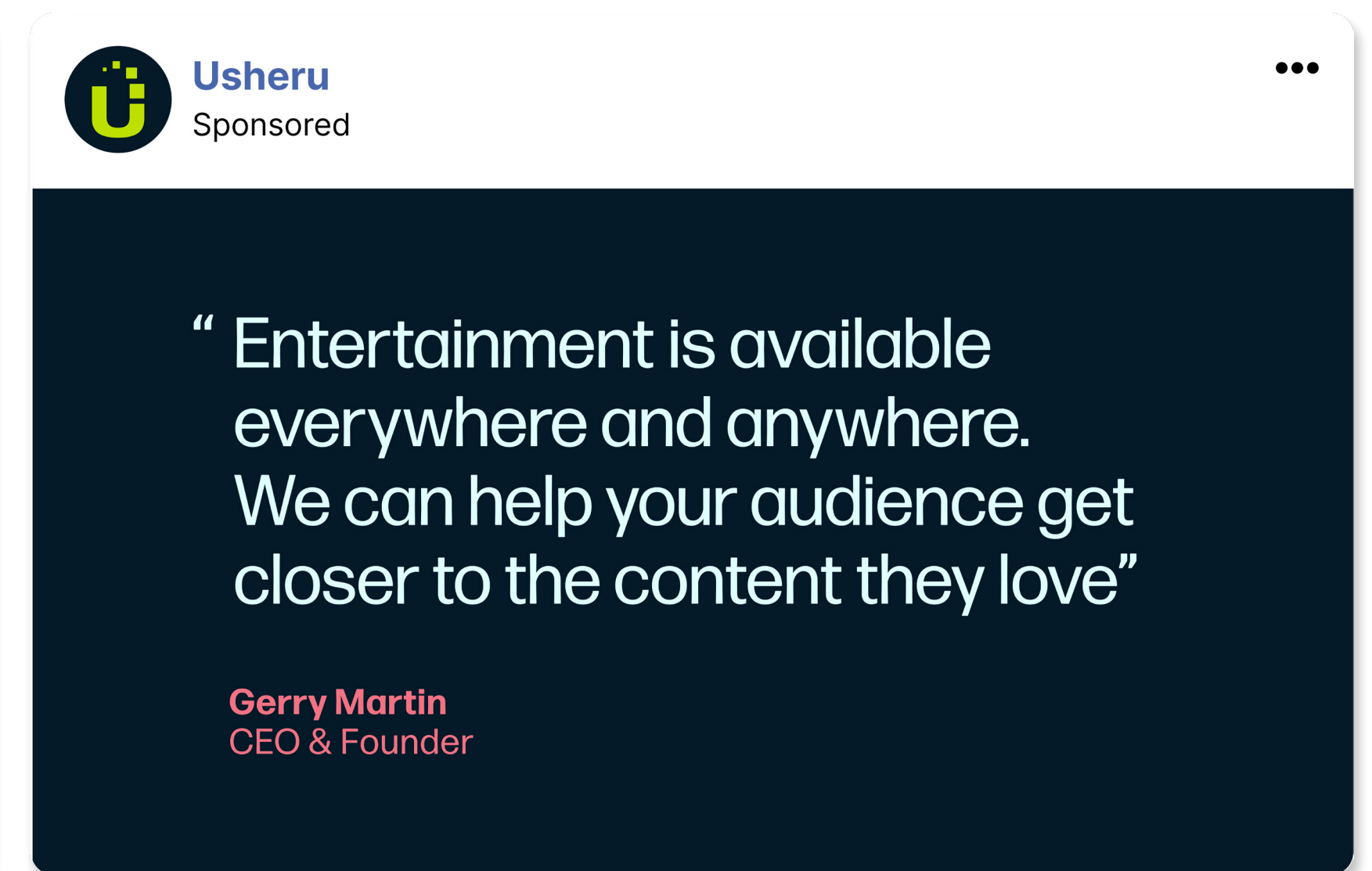
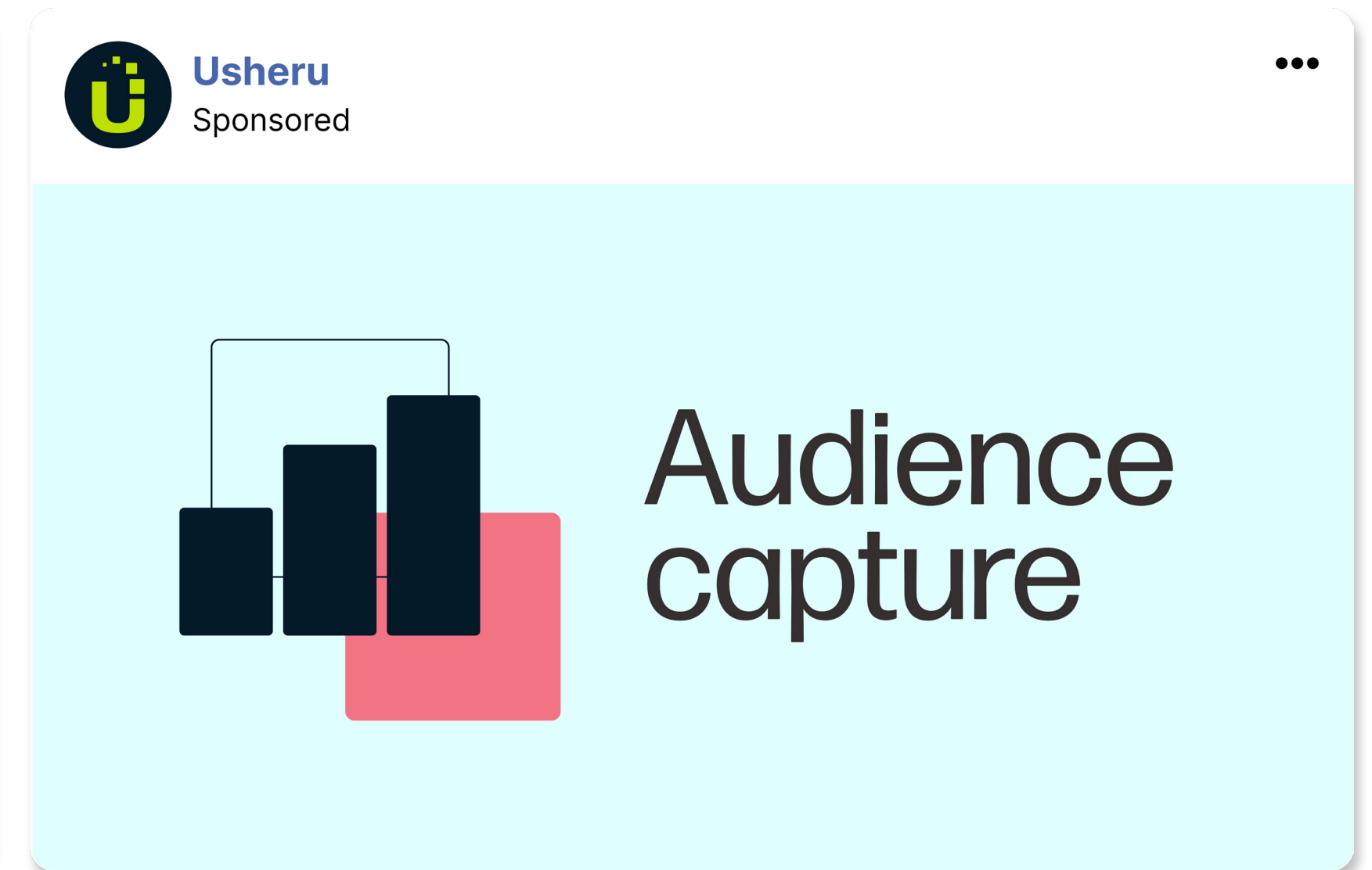
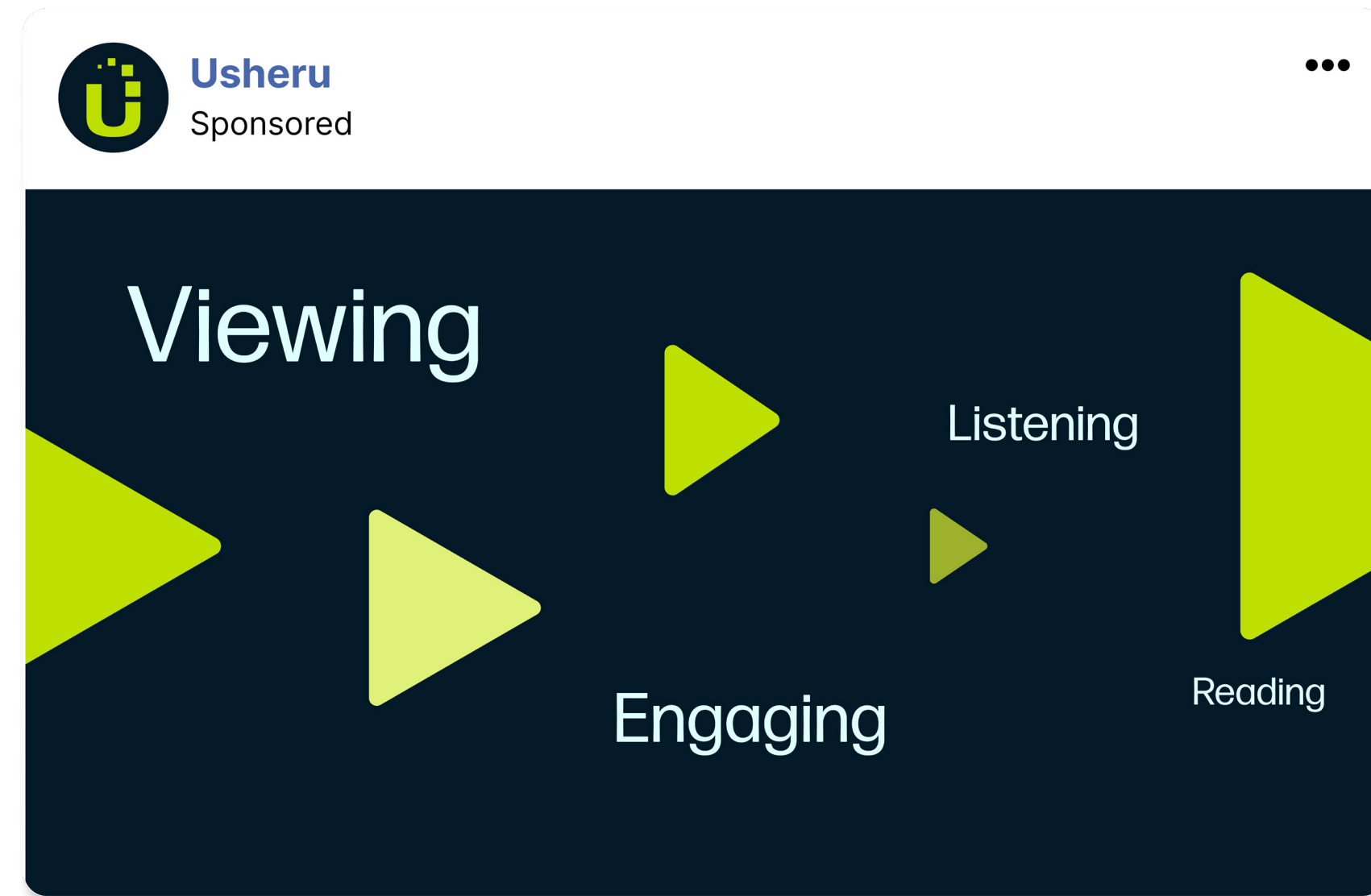
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Check out our latest podcast episode:
[Anjali Midha on 'Data-driven decisions in entertainment'](#)

LinkedIn



Podcast

Usheru Podcast




Data-driven decisions in entertainment

with Anjali Midha

Data-driven decisions in entertainment
Usheru Podcast

15:30 1:10:33

Usheru Podcast



Marketing madman and the evolving market of OZ

with Michael Matrenza

Madman and the evolving market of Oz
Usheru Podcast

15:30 1:10:33

Keynote Presentation

usheru

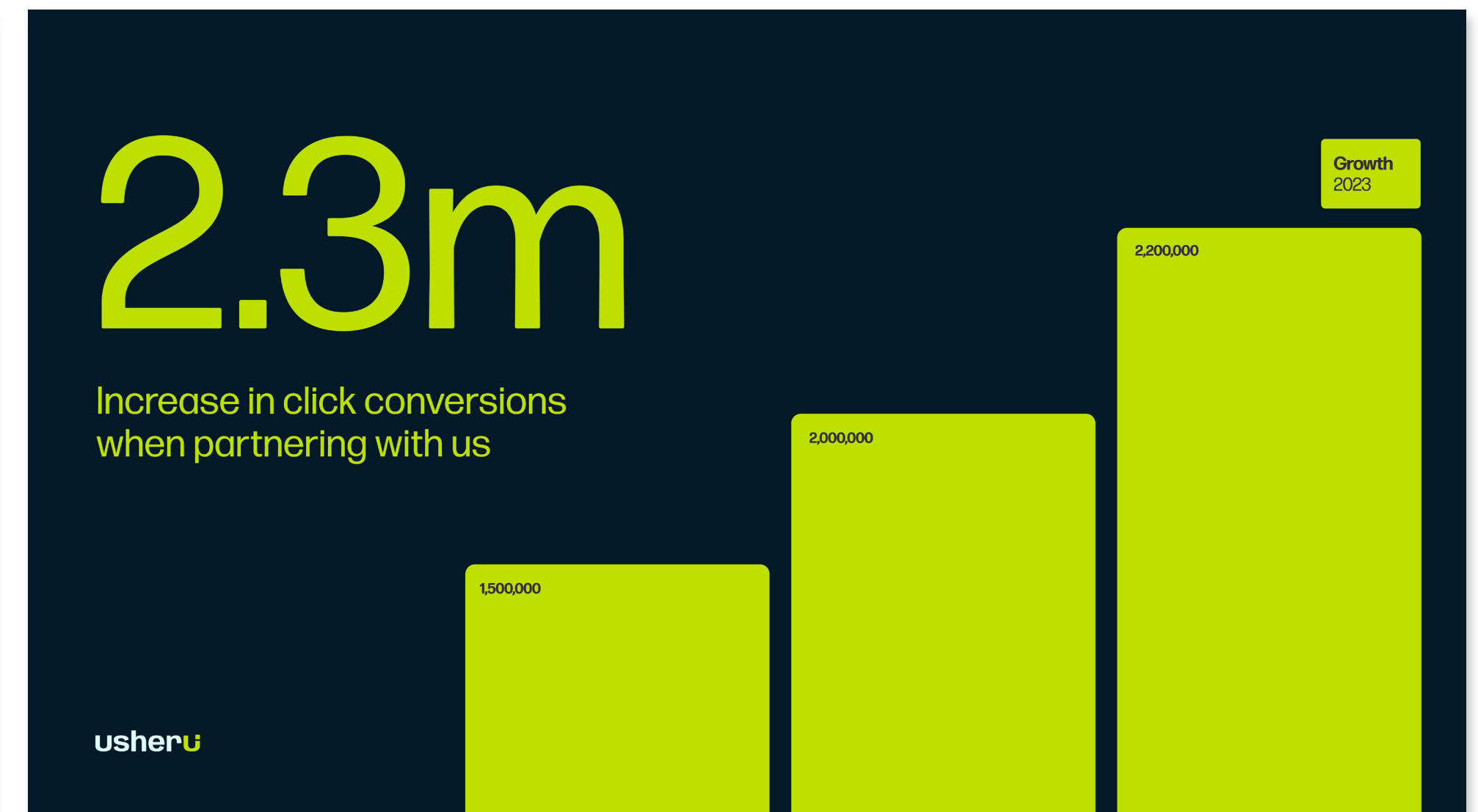
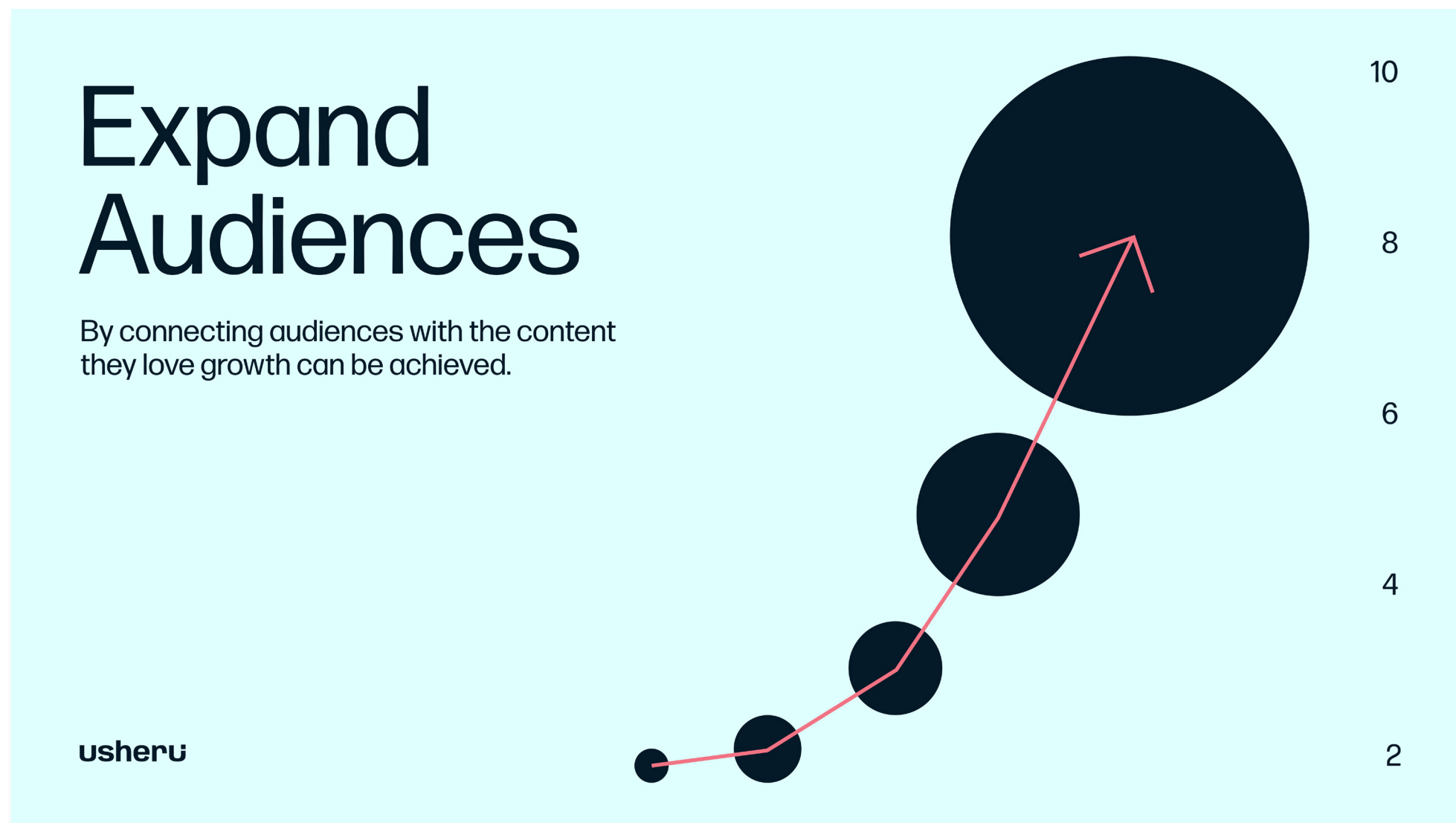
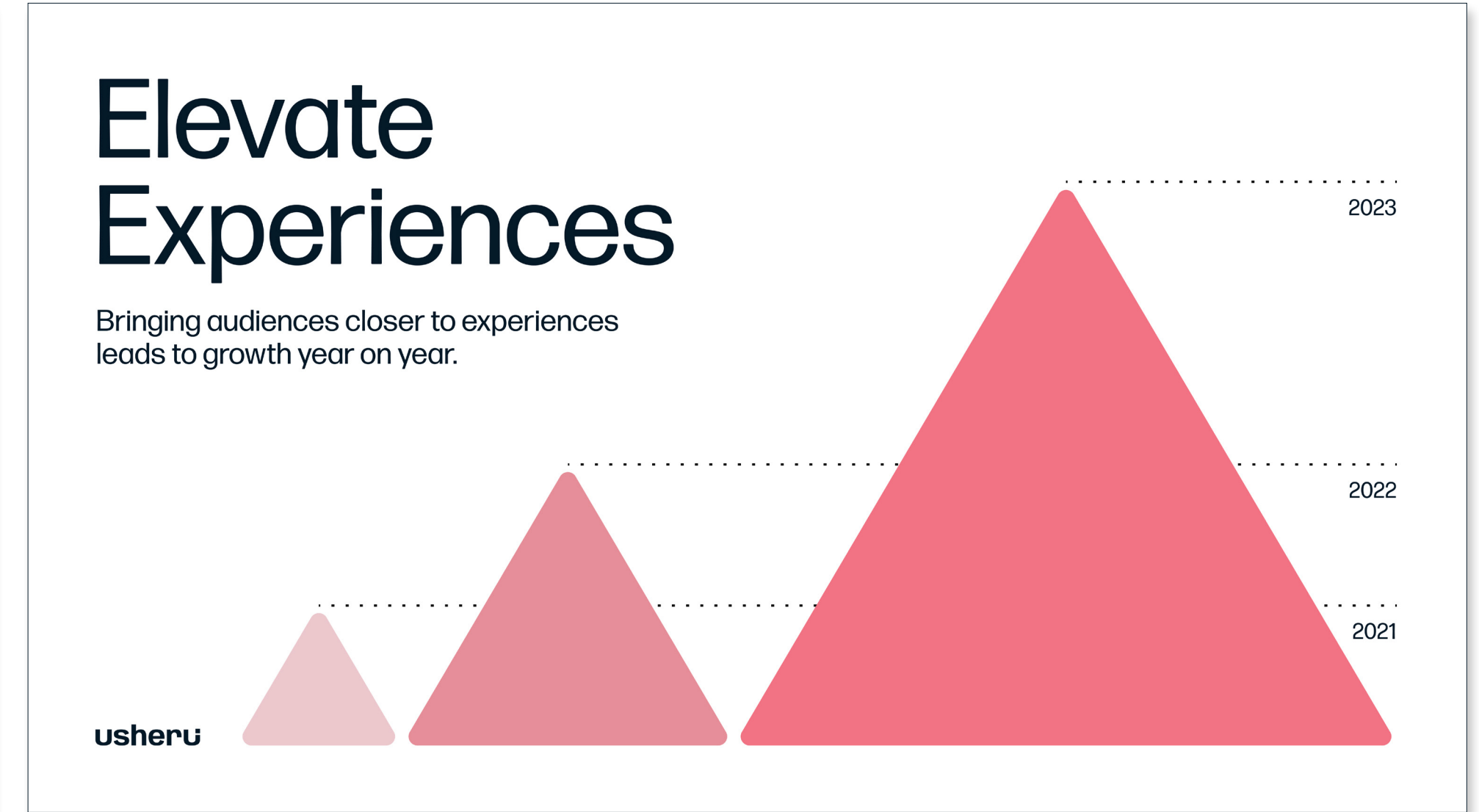
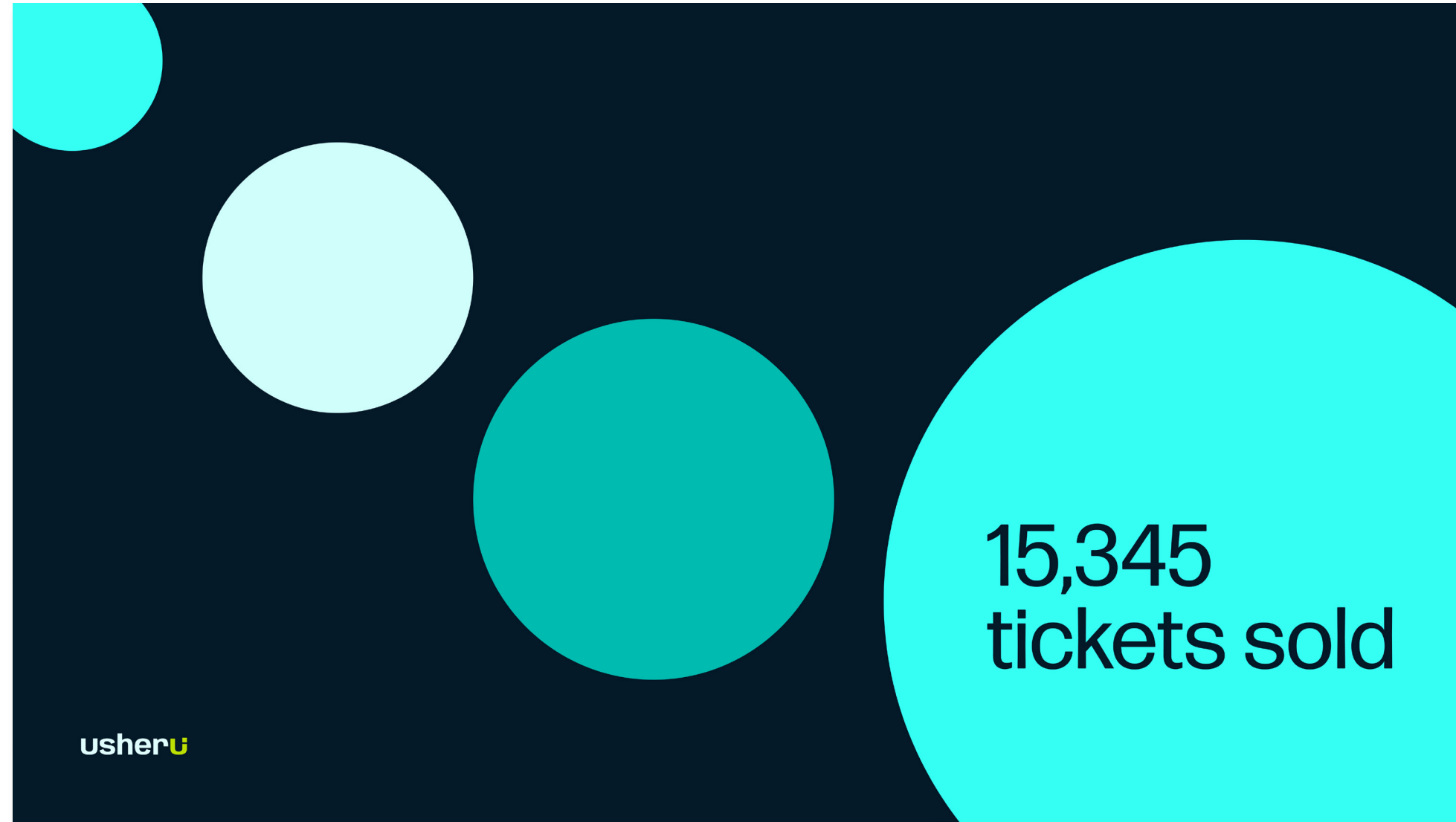
3pm

Closer ways
to interact.
Better ways to
experience.

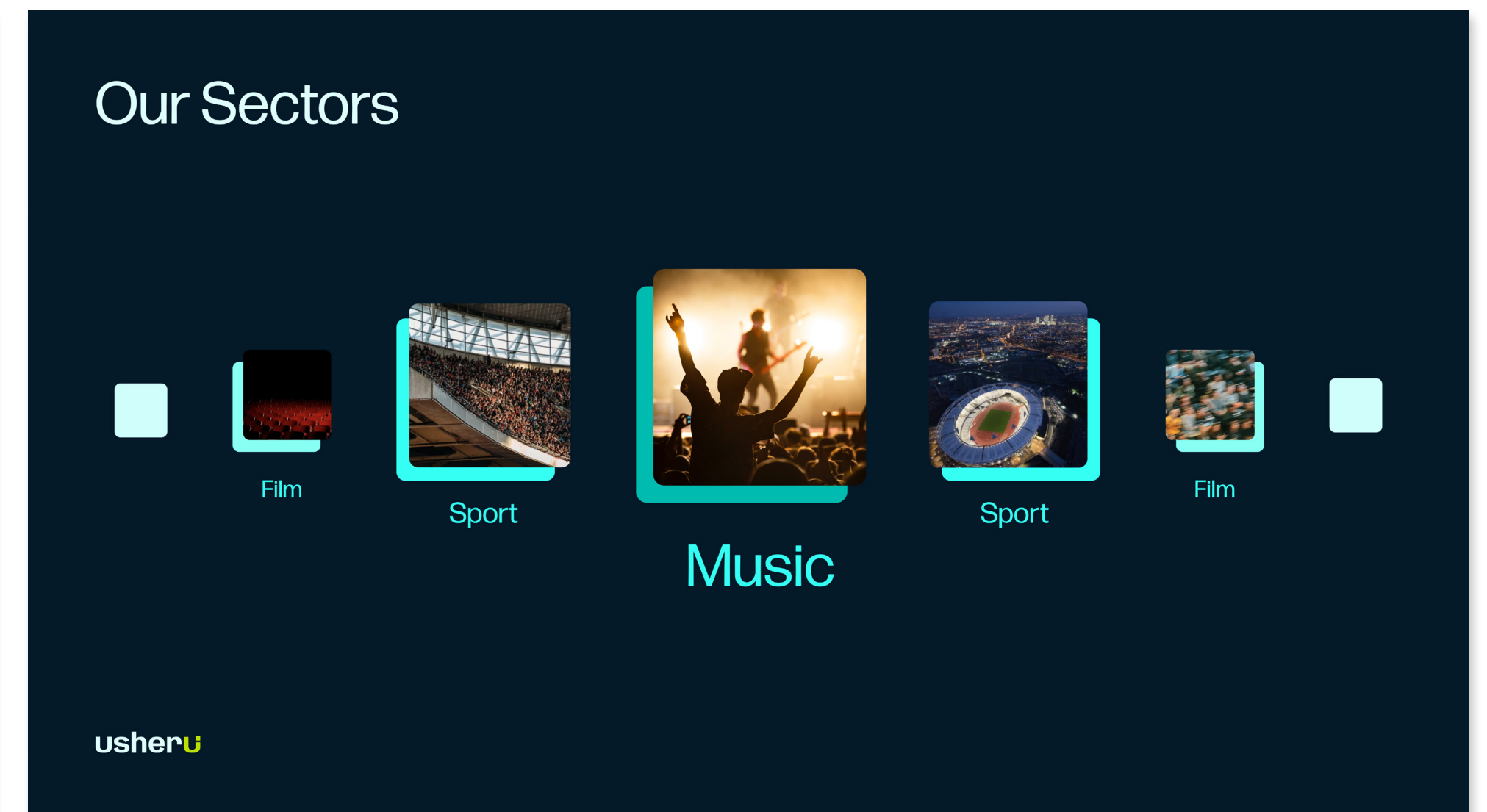
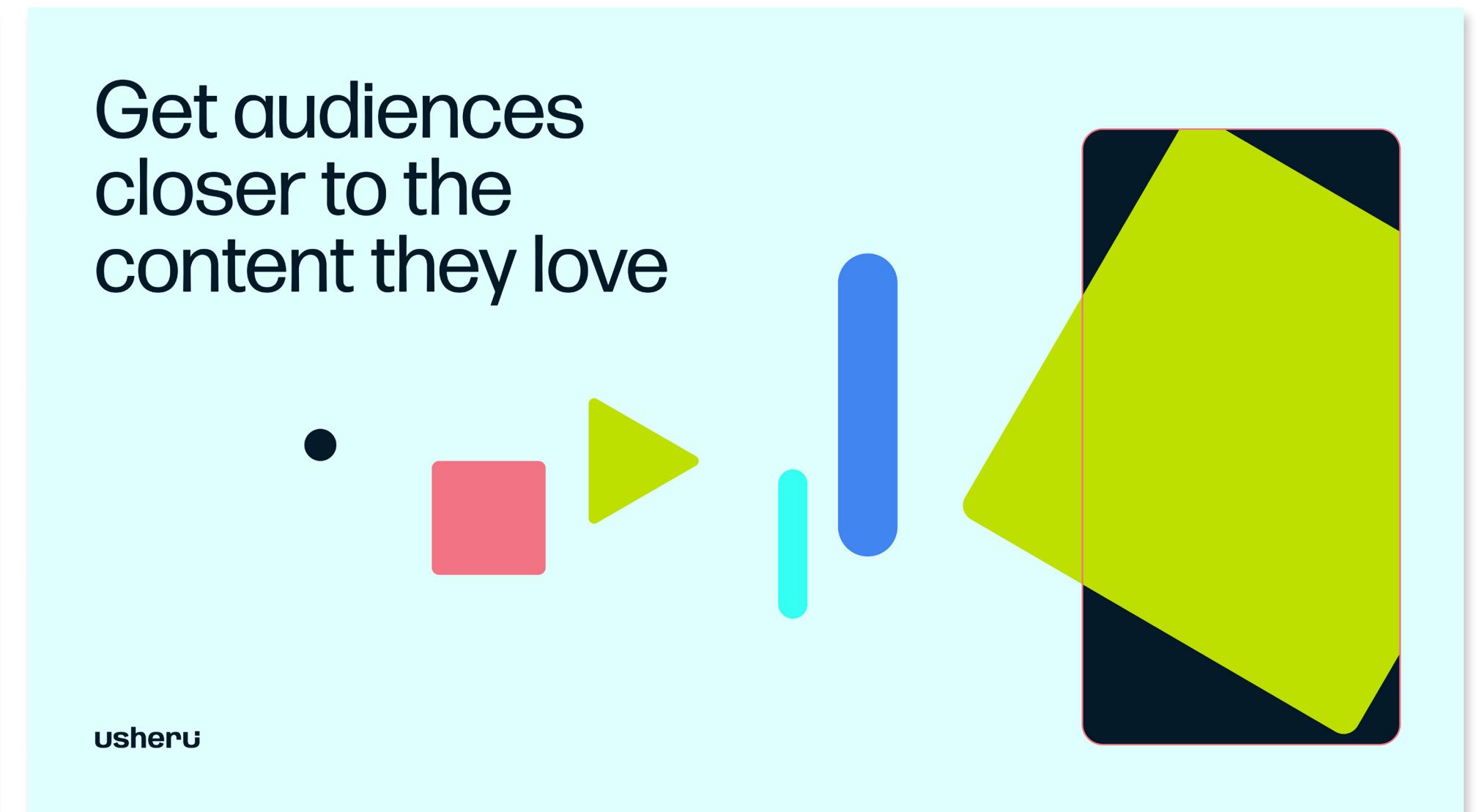
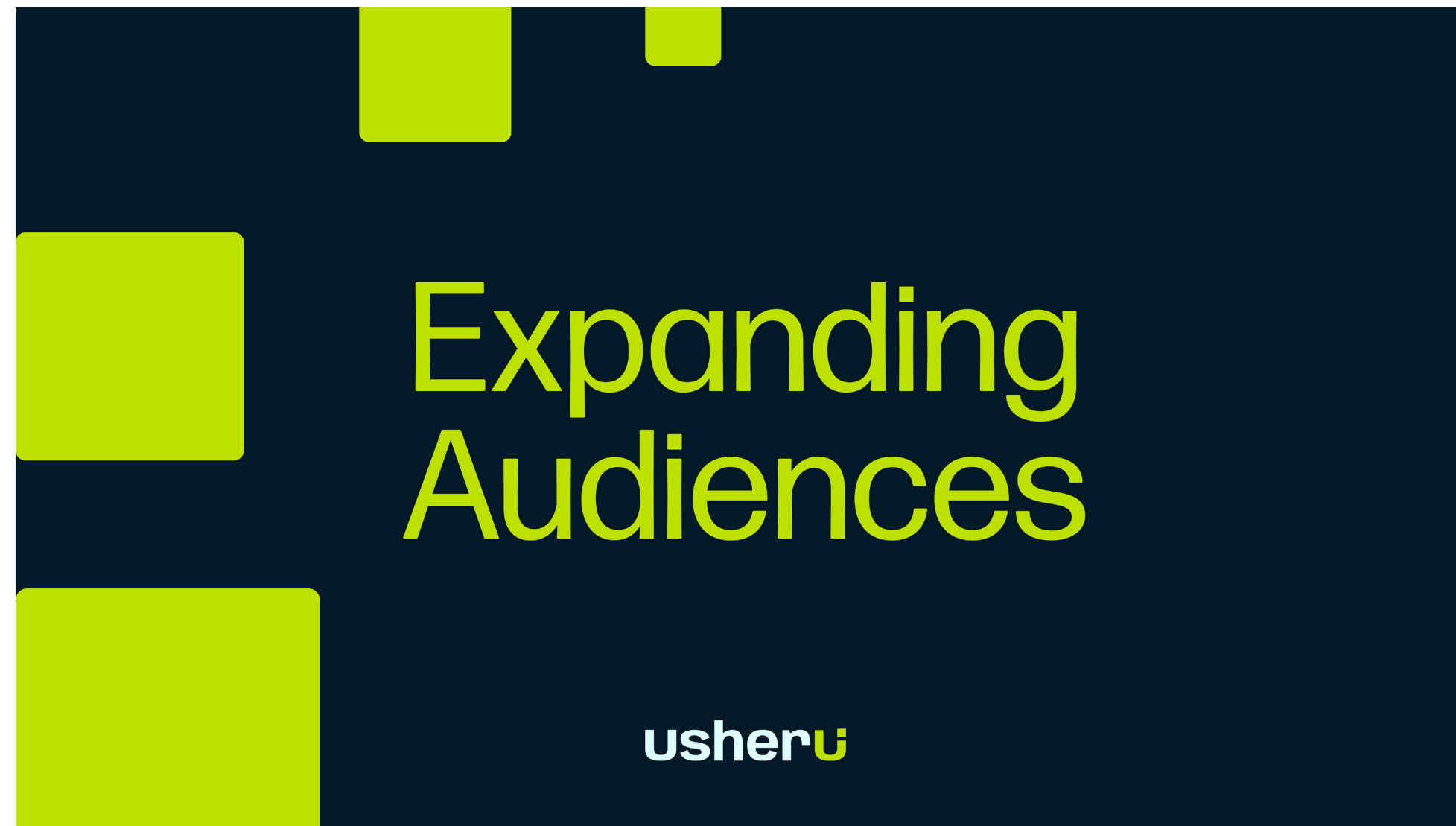
Business Design Centre

Oliver Fegan
CEO &
Co-Founder

Sales Deck Examples



Presentation Deck Examples



Our brand is very important to us if you have any questions email [.....]

Thank you