Chapter 8.6 The Virtual Agency as a New Force in the Promotions Industry

R. Zachary Finney

University of South Alabama, USA

Angeline Grace Close

University of Georgia, USA, North Georgia College and State University, USA and University of Nevada, Las Vegas, USA

INTRODUCTION

The virtual agency (VA) is a new form of advertising/promotions organization. By using technology to create ad hoc teams of promotions professionals, the virtual agency is changing the nature of the advertising business. In the following paragraphs, we (a) distinguish the virtual agency from traditional agencies and (b) explain why this is an important development for e-commerce and the advertising/promotion field.

Virtual agencies use the Internet as a means to redistribute the tasks traditionally performed at a single promotions firm. The completed work that the agencies perform for their clients is often similar to the work produced by traditional agencies. Virtual agencies, however, typically perform such work for a fraction of the traditional full-service agency's price

These new organizations are revolutionizing the promotions industry by the manner in which they distribute the tasks associated with creating a promotions campaign. To date, the agencies have not used the Internet to produce wholly new types of promotions. The virtual agencies instead use the Internet for simple communication; the Internet allows VAs to collaborate in a manner that was much more difficult prior to the widespread adoption of the Web.

BACKGROUND

Historically, full-service agencies have provided five key services to clients (a) account management and (b) creative, (c) financial, (d) media, and (e) support services. Limited-service (or "boutique") agencies offer only some of these services (Burnett, 1993). (To date, most scholars do not include electronic/new media services in the traditional definition of a full-service agency). Furthermore, the traditional advertising agency operates from a central geographic location with a "bricks and mortar" office that houses each of these respective departments.

Virtual agencies provide the same promotions services as traditional agencies, but in a very different manner. Specifically:

A virtual agency is a type of marketing communications firm formed by a collaboration of experts—typically from a pool of big agency expatriates experienced in creative development, account service, even the billing process. Just as ensembles of actors are carefully chosen for a film project, advertising freelancers band together for different advertising projects, thus creating the virtual agency. (Bechard, 1999)

(Readers should not confuse the virtual agency with the cyber agency. A cyber agency specializes in providing promotions services through the Internet medium; a cyber agency may or may not also be a virtual agency; LORE, 2005).

SERVICE

The core personnel in a virtual agency typically form the virtual agency's account management team; in most cases, the VA's core personnel are owner-managers. Papsadore (1996) commented that "the account management team is your [i.e., the client's] single point of contact. They provide strategic direction, manage the project and provide all the financial services including estimating and billing." The owner-managers, then, address the strategic marketing issues related to creating a promotion while managing contact with the clients (Brandchannel.com, 2005). After the top personnel in the virtual agency have decided on an overall direction for a promotion, they may "then

bring in, as required, excellence in advertising, design or PR" (Brandchannel.com, 2005).

By hiring the most appropriate members of the network for any given job, the virtual agency provides its clients with the full range of promotion services (Brown & Associates, 2005; Moscov, 2005). VAs' flexible organizational structure, advocates assert, allows these organizations to better meet customers' needs. The virtual agency "expands and molds to your [clients'] needs" (Blazic Design, 2005). Flexibility is important in today's customer-oriented "servicescape."

Virtual agencies claim that they have carte blanche when selecting the members of a client's creative team. "Creative teams can be matched to your project for several reasons—budget, style, industry expertise, or even history" [with the client] (Papsadore, 1996). To help craft effective promotions for clients, virtual agencies maintain an extensive network of contacts with various professionals, including "sculptors, musicians [and] directors" as well as "expert-level designers, artists, writers, photographers, video editors, and other independent creative professionals" (Feuer, 2000, Papsadore, 1996).

Some virtual agency clients maintain that the ability to "cherry pick" their promotions "team" actually provides them with better personnel than they would get at a traditional agency. One client glowingly described his virtual agency team: "If you went to an agency [i.e., a traditional agency], the chances of getting all this top talent in one room are slim. You're going to get a beginner in there somewhere. But you get the *crème de la crème* with the freelancers" (Bechard, 1999). Or, as Papsadore (1996) put it to would-be clients: "Maybe the best part of the whole [virtual agency] deal is that you will NEVER see a junior staffer ever again."

TECHNOLOGY

Although a virtual agency could use other means of communication (e.g., face-to-face, telephone),

5 more pages are available in the full version of this document, which may be purchased using the "Add to Cart" button on the publisher's webpage: www.igi-global.com/chapter/virtual-agency-new-force-promotions/9617

Related Content

The Impacts of User Experience on User Loyalty Based on O2O Innovation Platform

Yilei Pei, Wanxin Xue, Yong Yang, Dandan Liand Yi Li (2019). *Journal of Electronic Commerce in Organizations (pp. 79-87).*

www.irma-international.org/article/the-impacts-of-user-experience-on-user-loyalty-based-on-o2o-innovation-platform/223098

Japan: Keitai Krazy, From the Web to the Wallet

Mark M. Lennon (2006). *M-Commerce: Global Experiences and Perspectives (pp. 157-176)*. www.irma-international.org/chapter/japan-keitai-krazy-web-wallet/25604

Gaining Insight into Cognitive Structure Using GALILEO Method: Where is Your Web Site in the Customers' Cognitive Space?

Junghoon Moon, Cheul Rhee, Hyunjeong Kangand G. Lawrence Sanders (2010). *Journal of Electronic Commerce in Organizations (pp. 26-40).*

www.irma-international.org/article/gaining-insight-into-cognitive-structure/40247

Adverse Effects of E-Commerce

Sushil K. Sharmaand Jatinder N.D. Gupta (2003). *The Economic and Social Impacts of E-Commerce (pp. 33-49).*

www.irma-international.org/chapter/adverse-effects-commerce/30314

Discussions

(2013). Electronic Commerce and Organizational Leadership: Perspectives and Methodologies (pp. 190-211). www.irma-international.org/chapter/discussions/74128