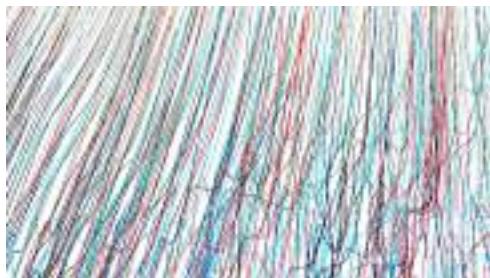
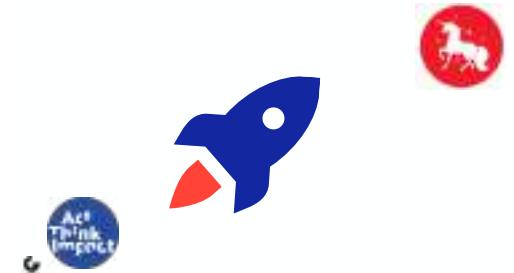
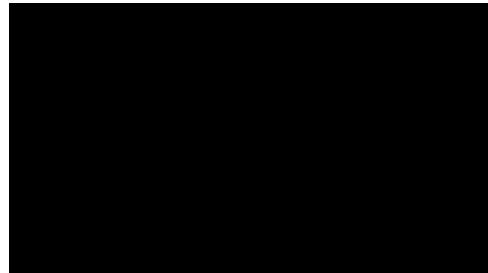


# EP04



"Le futur est déjà là — il n'est simplement pas réparti équitablement."  
William Gibson



# Seo!



**SEARCH**  
moteur de recherche  
**texte liste**

**FIND**  
moteur de réponse  
**voix**

VS.

- 1**  
**INFOBÉSITÉ**  
1 milliard de sites  
2 millions d'APIs  
10 milliards d'interactions sociales / j  
2 millions de e-boutiques  
=  
une affiche dans le désert
- 2**  
**SXO**  
Texte  
Contenu  
Brand Content  
User Experience  
ZMOT  
Micro Moment  
Réputation  
Confiance  
Backlink  
OnPage / OffPage
- 3**  
**KPI**  
Visiteur Unique (VU)  
Engagement  
Traction  
Clic  
PdM  
ROI

**TECH**  
semantic  
SSL  
META CODE  
sitemap  
EMD  
RWD AMP

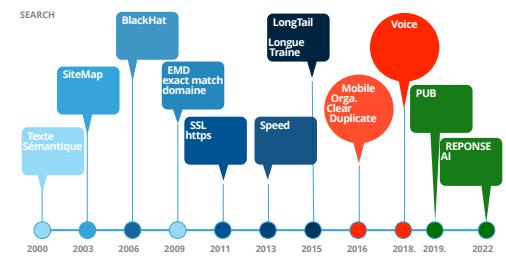
**EXPÉRIENCE SXO**  
speed  
organisation  
duplicate  
Mobile AMP UX

+

**SEARCH**  
moteur de recherche

**PERSONALISATION**  
moteur de PUBLICITÉ  
**\$ annuaire \$**

VS.

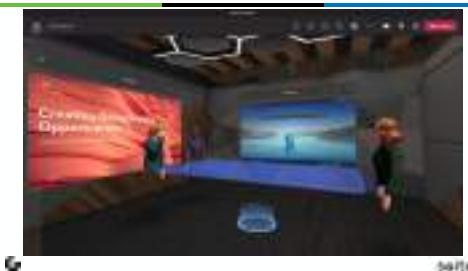


SEARCH (référencement)

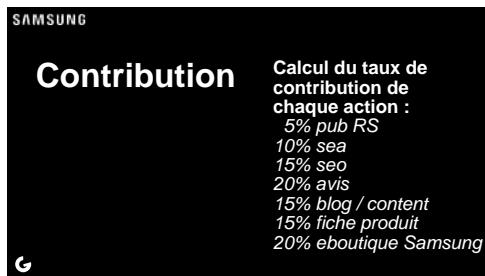
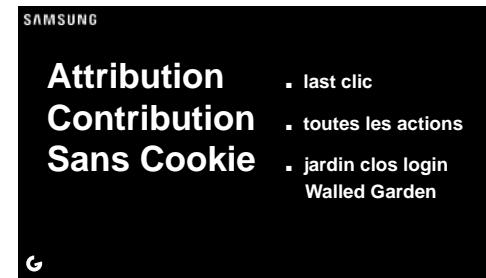
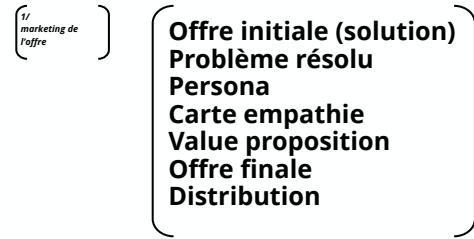
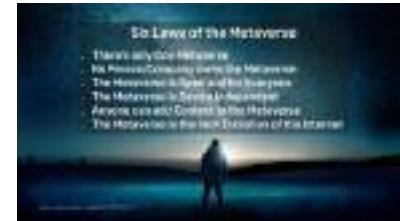
=  
SEM

=  
SEO + SEA + ASO +  
SMO + retail media

==>  
SXO



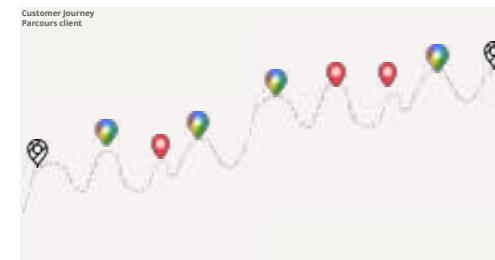
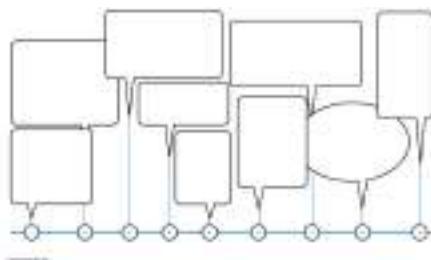
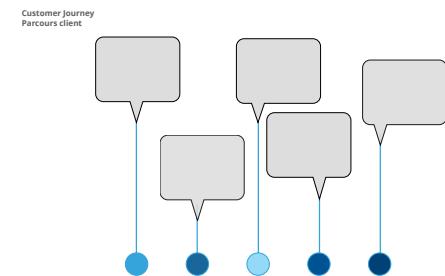
Rule #1: There is only one Metaverse.  
Rule #2: The Metaverse is open for everyone  
Rule #3: Nobody controls / owns the Metaverse.  
Rule #4: The Metaverse is open, everyone can add content.  
Rule #5: The Metaverse is hardware-independent.  
Rule #6: The Metaverse is a Network.  
Rule #7: The Metaverse is the Internet (next evolution)

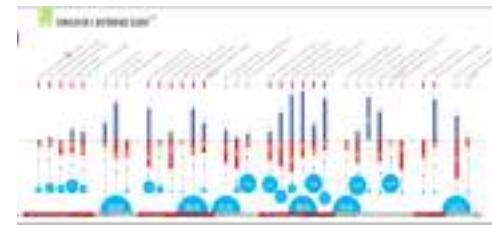
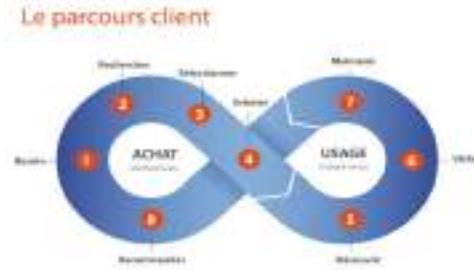


# AARRR OMNICANAL PARCOURS TOUCHPOINT



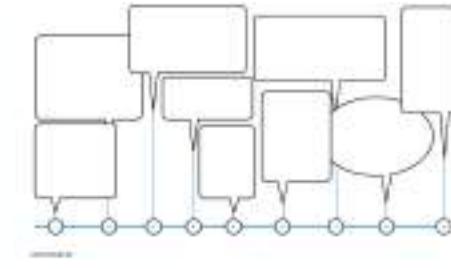
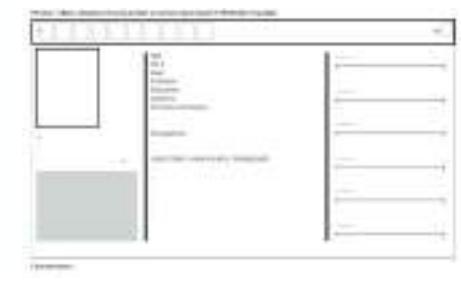
Stratégies Digitales :  
 1/ énumération  
 2/ choix (une par groupe)  
 3/ quatre slides  
 définition principes intérêt mise en place moyens  
 illustrations exemples storytelling #mémoire  
 4/ présentation





# UX

User eXperience  
User ENGAGEMENT





## CHIFFRES CLÉS

**50**

programmes  
de formation  
en France et à  
l'international  
du niveau Bac+2  
au Bac+8

**SAMSUNG**

**33 000**  
diplômés

**8 000**  
étudiants

5600 en formation  
“dans la classe”  
2400 “hors les murs” (ateliers  
cours, échanges,...)  
200 sportifs  
de haut niveau

**7 000**  
participants  
formation  
continue / an

