

1 Connection





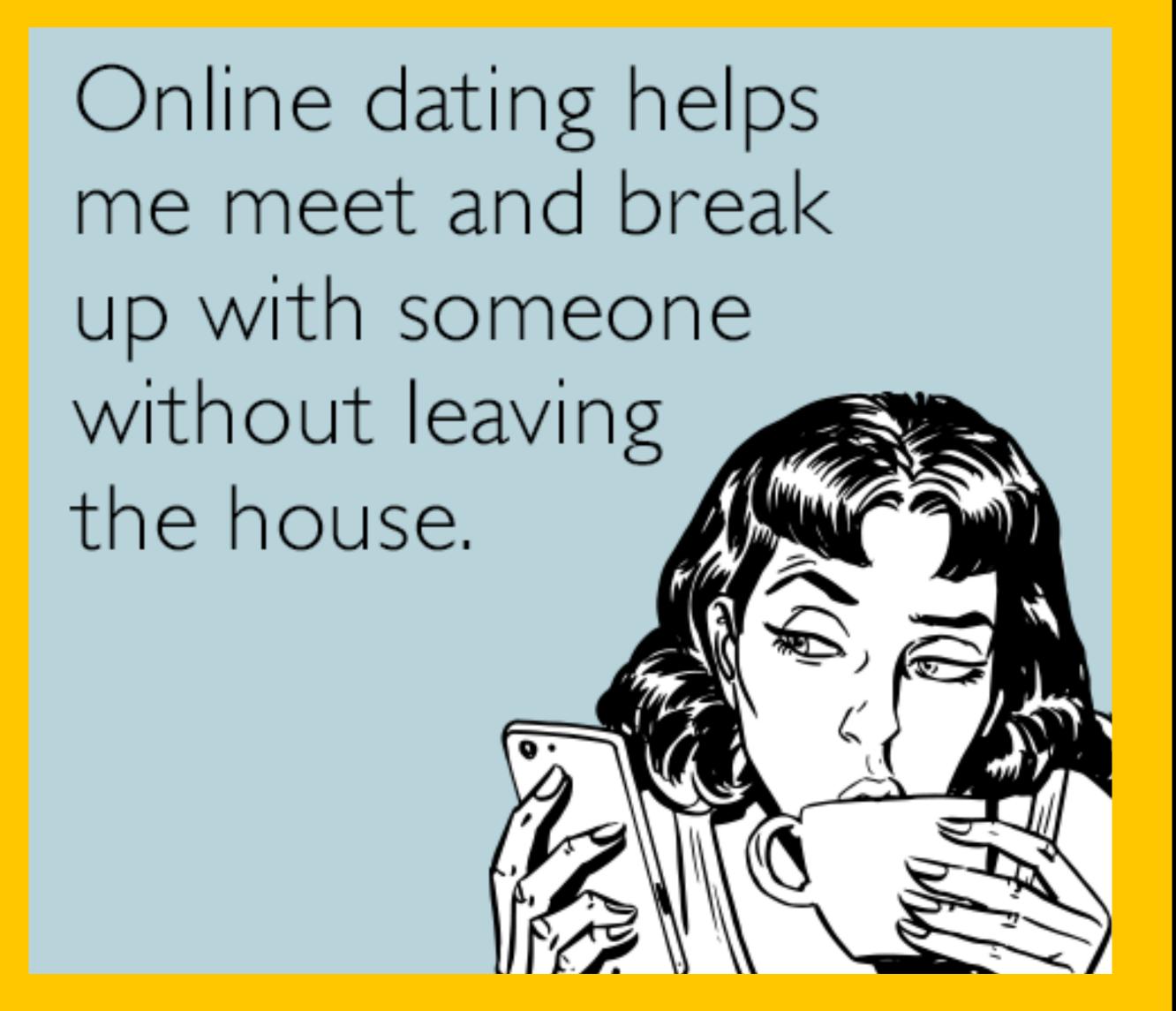
Individuals who's formative years have been defined by the changes digital transformation has brought with it

Who are strained of the opportunity to build meaningful relationships

studying how brands inspire human connection

using technology to empower real human interaction

orand + 4



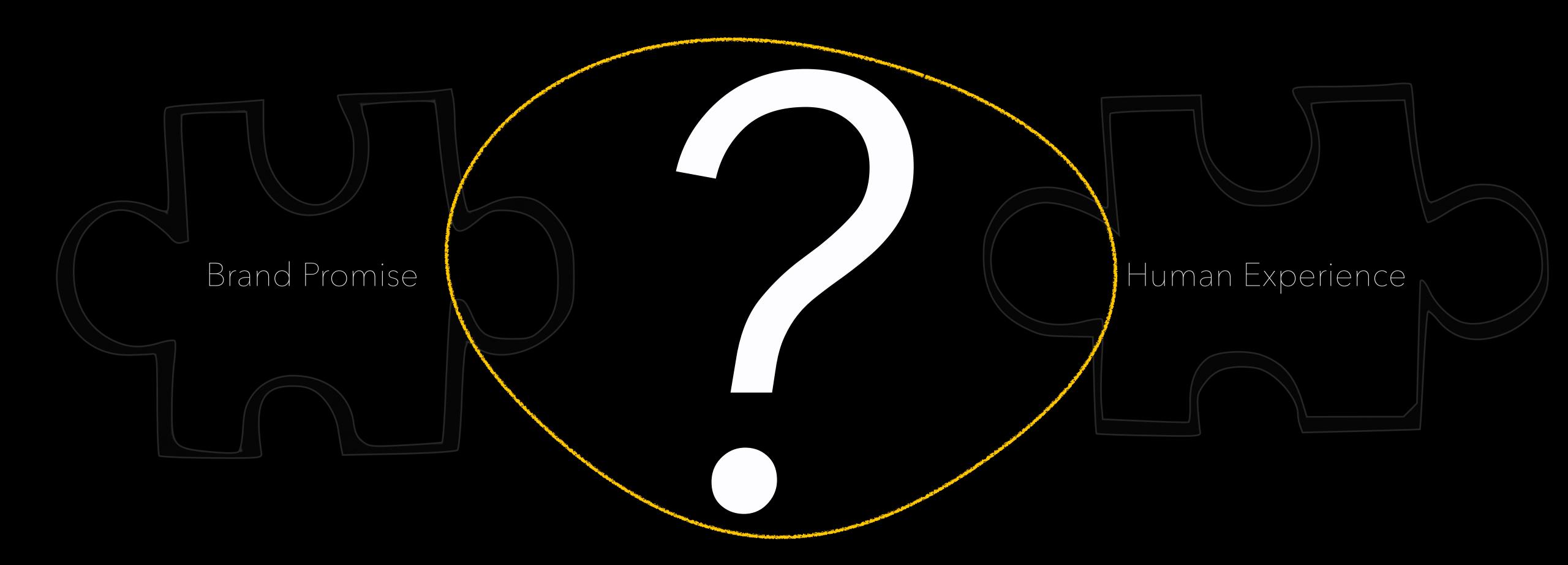
- Connections fading online
- Burn out through monotonous swiping
- Inability to carry meaningful in-person conversations
- Seeing the same people on other dating application making it hard to understand someone's true intentions
- A lack of differentiation in terms of human experience



Lingering sense of loneliness due to the lack of real, genuine and impactful moments of human connection











"People" first, a genuine chance, promise, playful, energetic, approachable, all things bright,

Attributes

happy, and yellow

Statement

"Swipe to meet IRL"

To design a first date experience that creates a pathway for Bumble matches to give each other a genuine chance to connect

Ambition

To increase the success rate of people meeting on the application by creating a transition between the online and offline experience of the brand

Values

Integrity, kindness, equality, confidence and respect during all stages of any relationship, both online and offline

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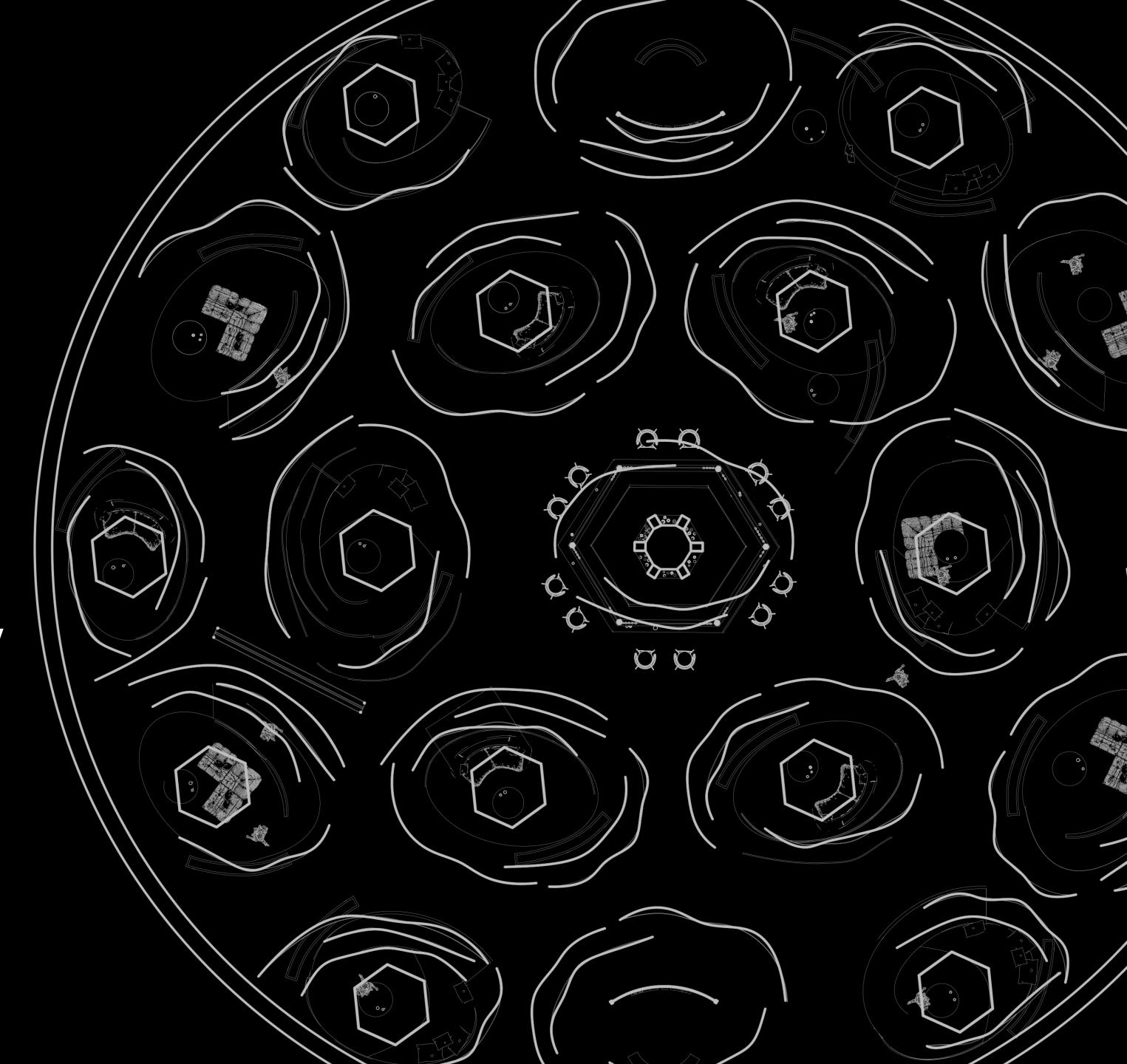


A space that symbiotically exists with the Bumble application. A "let's grab a drink" experience that gives you the opportunity to have just the right kind of conversation to meaningfully explore your initial connection with a match. The building blocks of this space are a variety of talking points that help each couple give each other a genuine chance

(and maybe kill the occasional awkward silence....)



"a space that feels like a warm cozy hug"



Hopeful, Excitement, Butterflies, Comfort, Ease



Organic, Lighting, Bumble Yellow

Spatial Requisites

Privacy

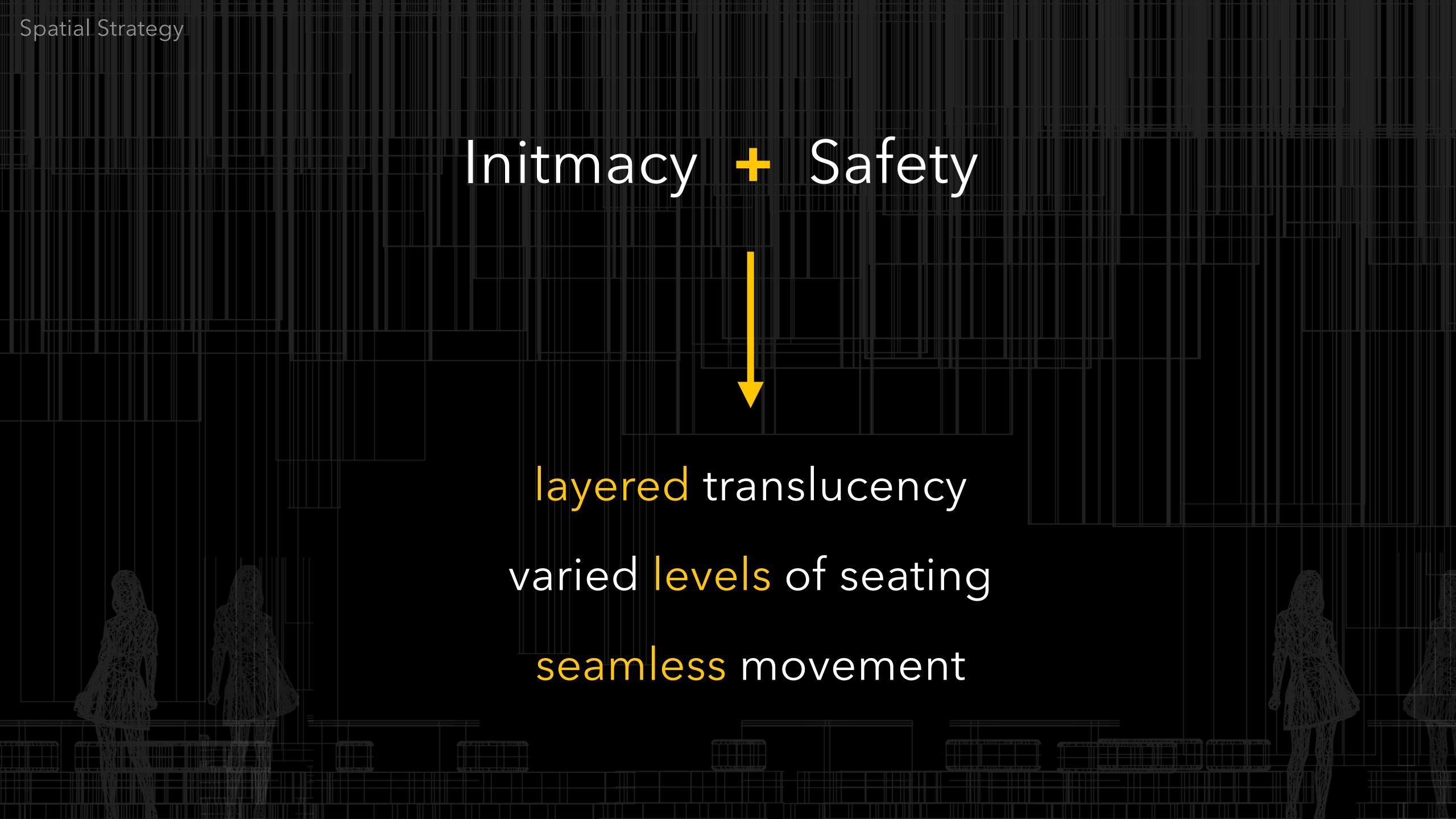
Safety + Comfort

Varied Experiences

Adaptable

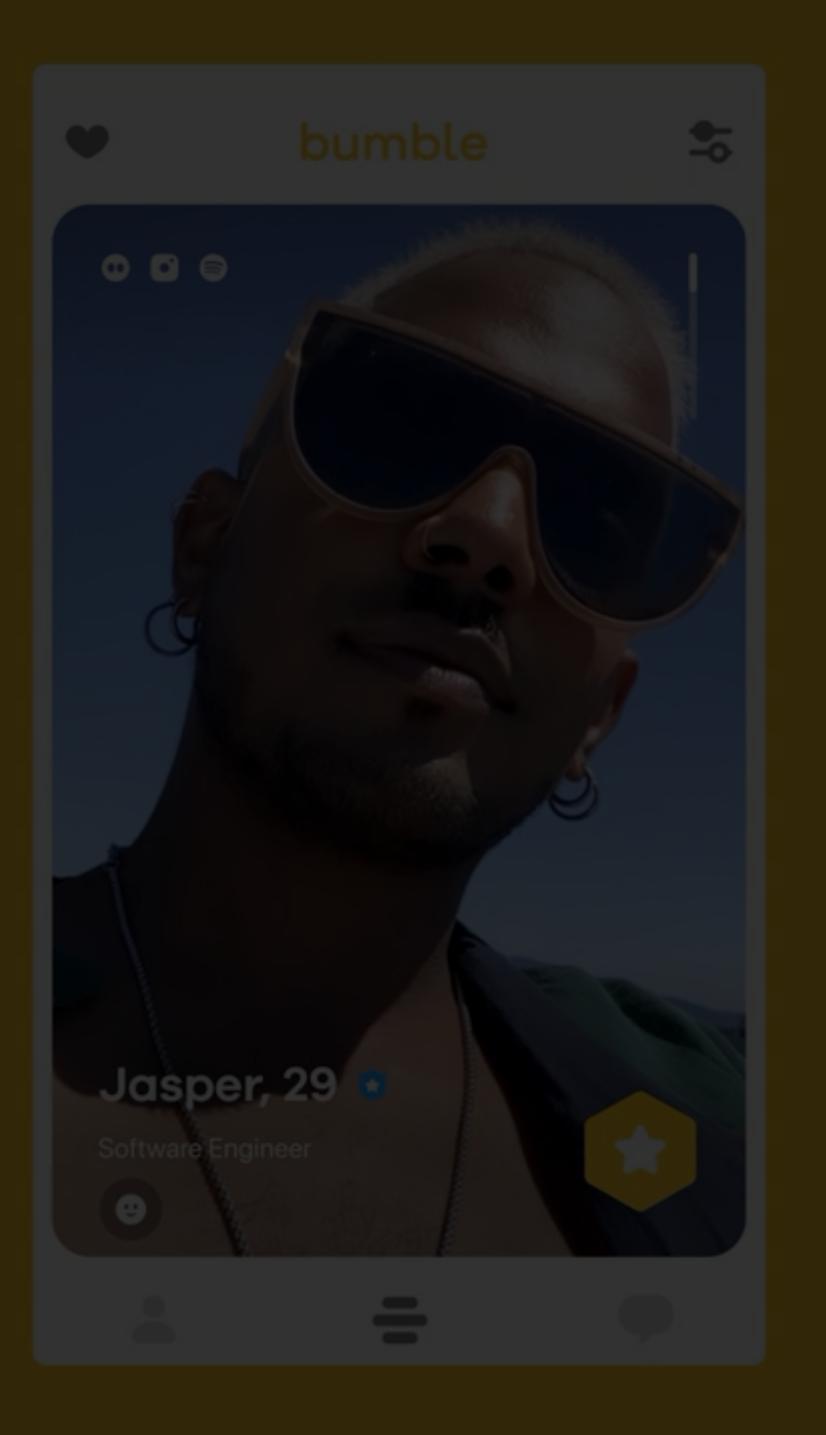
Playful



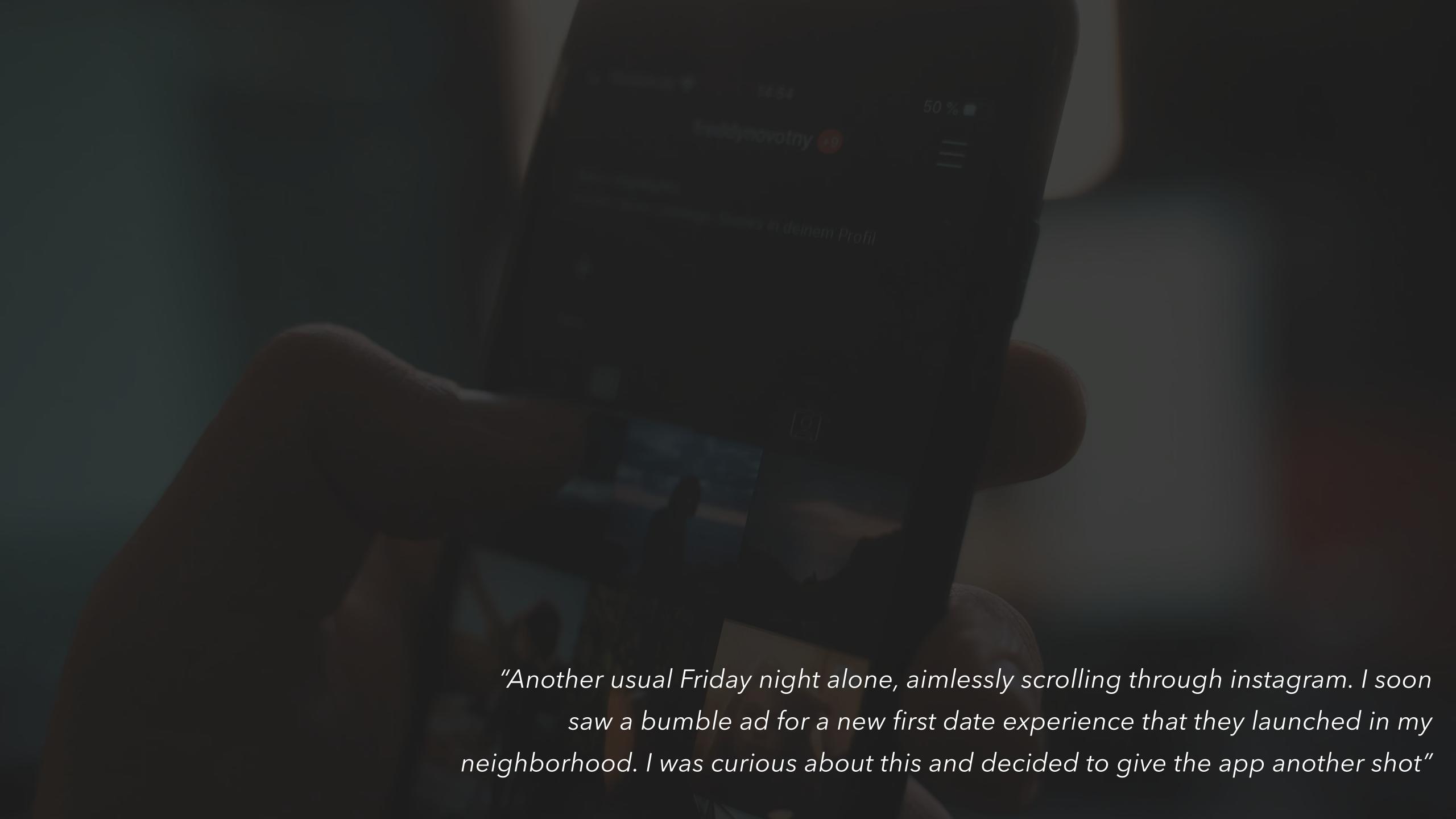


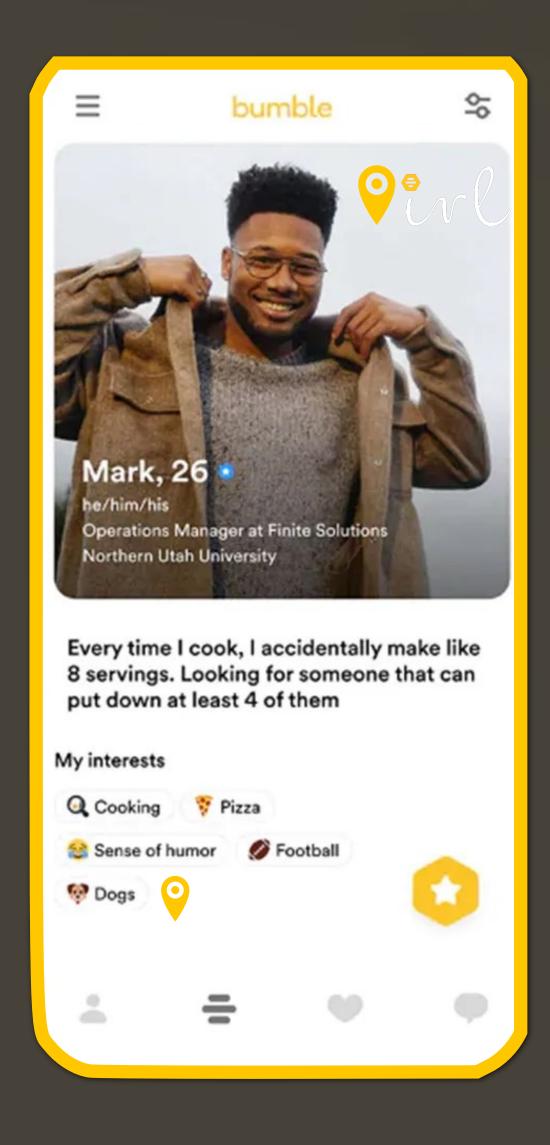
experience

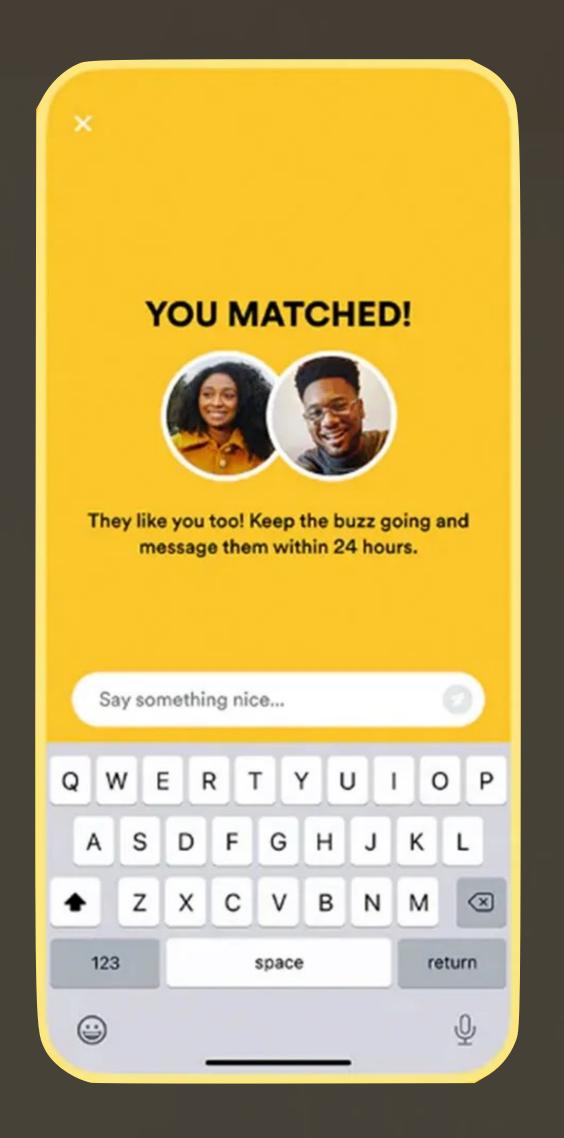
"A story that takes you on a journey of emotions and experiences that are impacted by the spatial elements of this concept"



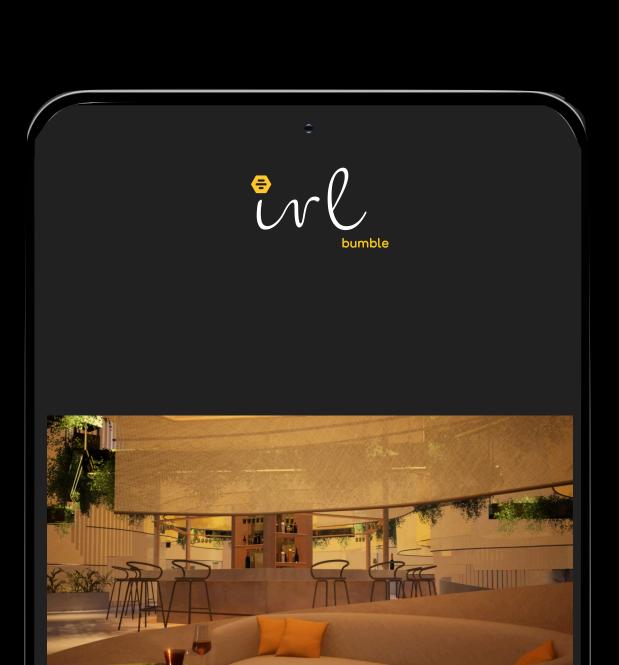
"I was tired of the constant swiping and seeing all my connections fade online. I've never felt this single before"







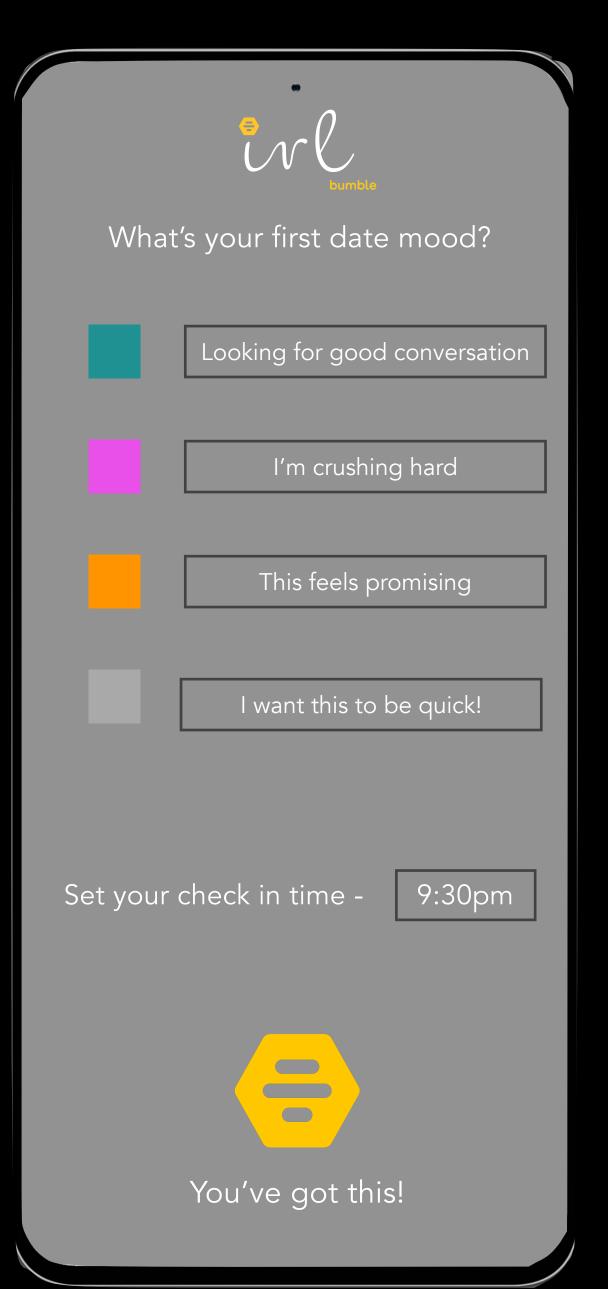
"A few more swipes, and I found them. I liked that we both had the Bumble IRL badge. One right swipe and we matched. The first thing we spoke about was how refreshing it was to know that bumble was encouraging it's matches to move offline"



Swipe right on a space that feels more you!



Hold on, there's more!



"Soon enough, we decided to meet IRL. It was cool that I could use the app to make a reservation and also set a few preferences. It felt good to have control over how this could begin."





















And....

If this story were to end a little differently



brand 0

"Bumble is for people who want to connect IRL"

This creative concept gives the brand a distinctive identity by differentiating the experience of matching on Bumble, from other online dating applications.

By expanding the brands' focus to extend into first dates and offline interactions, we're giving our users a genuine chance to find their someone special...



