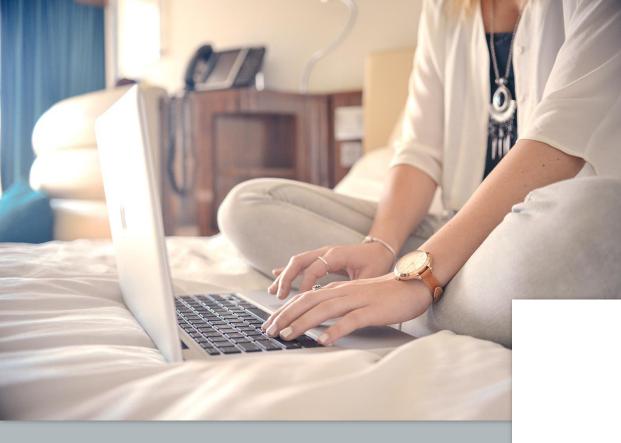
Native Advertising

In videogames







Our main audience

60% women **25-49** years

Best performing verticals

Lifestyle Food & Beverage News Beauty Shopping **Entertainment**





SONY



Microsoft verizon⁴ hp ebay LOGIC MONSTER Booking.com trivago SFR STORE Sarenza RUE DU COMMERCE ©Rakuten group
PRICEMINISTER **STUDIOCANAL** SONY

Examples of advertisers



Today's gamers are not boys/teenagers anymore.



of players above 18



of players are women

The videogame industry

90 billion \$ turnover (2x cinema industry)

1,2 billion players

source newzoo global maket report 2014

An example :



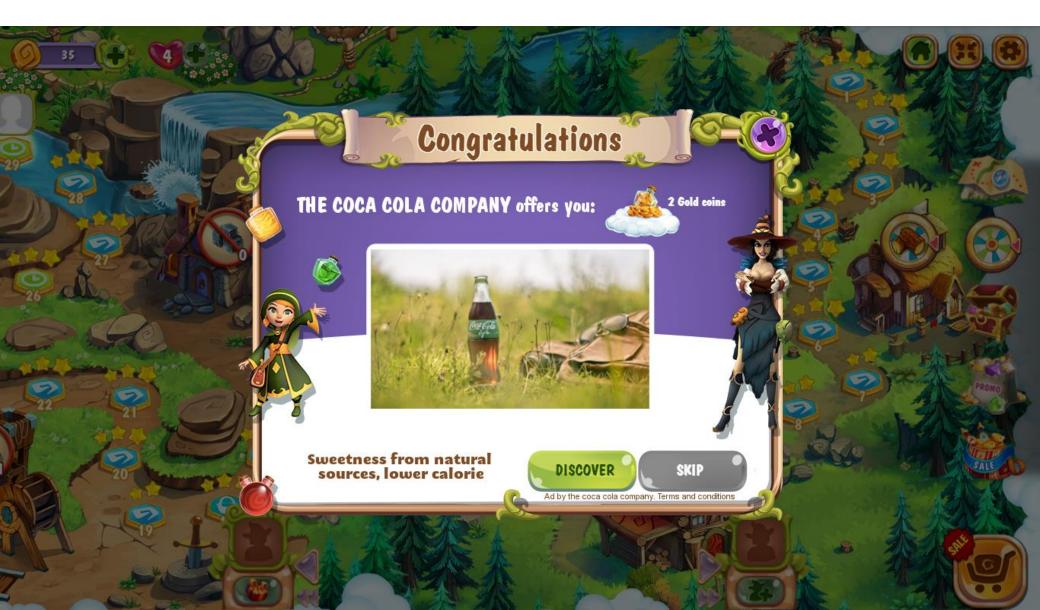
KING

500 millions monthly active users

(equivalent to wikipedia)

Playtem has developped a technology to enable advertisers to reach this massive audience with native ads.

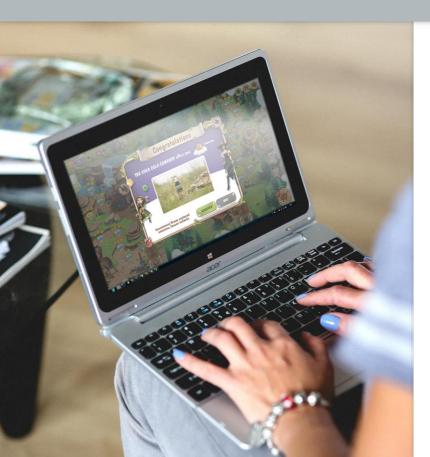
A non intrusive and efficient ad





Leverage the emotion of an achievement to encourage the user engage with your brands

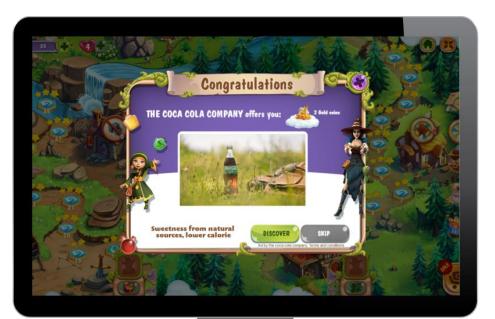
Drive interest & performances for your campaigns.



100% Viewability 4% average CTR High post click metrics



Multi device







Display



CASE STUDIES



Qualified visitors



Objective

- Drive traffic for winter sales
- Comparison with skinned homepage



Results

- 4% CTR
- average time spent on site:
 4mn30sec

Comparison skinned homepage: Playtem display 2 times less expensive Equivalent CTR Time spent on site 2x greater

Content discovery



Objective

- Drive traffic



Results

- Time spent 2mn
- Bounce rate<40%

Retargeting





Objective

Post click conversions



Results

- Average CTR with retargeting partners 6%
- « CTR x TTR » 5x higher than our competitors

Lead generation



Objective

- Lead generation



Results

- 5% CTR
- 25% transformation rate