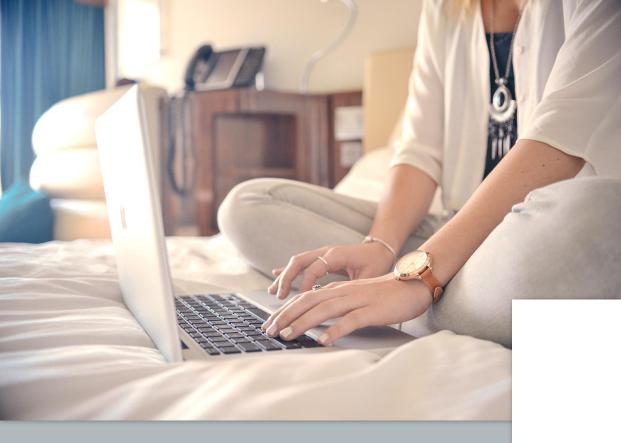
## Native Advertising

In videogames







## Our main audience

**60%** women **25-49** years

#### **Best performing verticals**

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





SONY



Microsoft verizon<sup>4</sup> 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 :



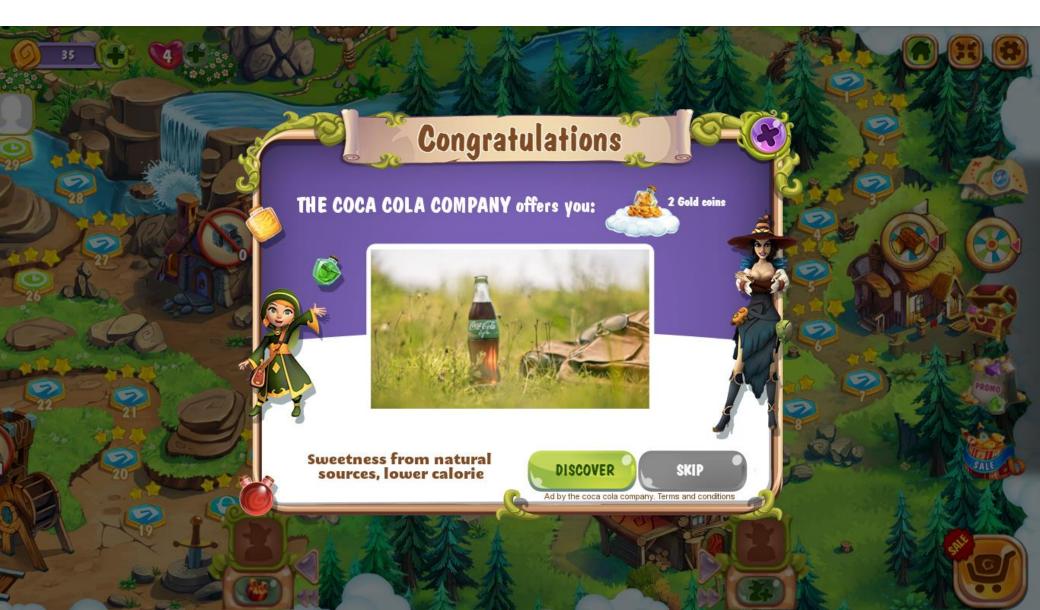
#### KING

#### 500 millions monthly active users

(equivalent to wikipedia)

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

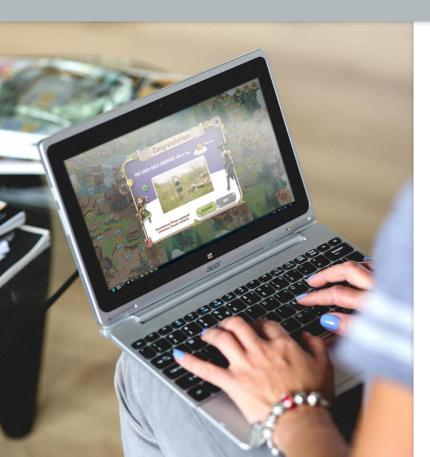
#### A non intrusive and efficient ad





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

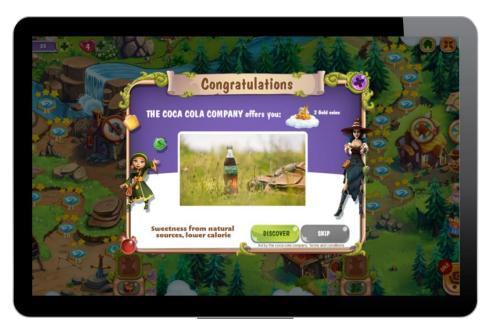
# Drive interest & performances for your campaigns.



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