



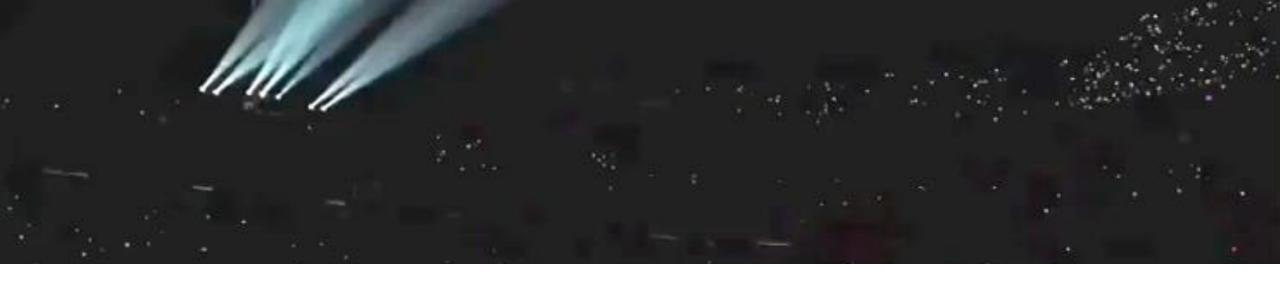
Going Steady: How Long Will (My Cross-Media Campaign) Last?



Brian Pugh Comscore

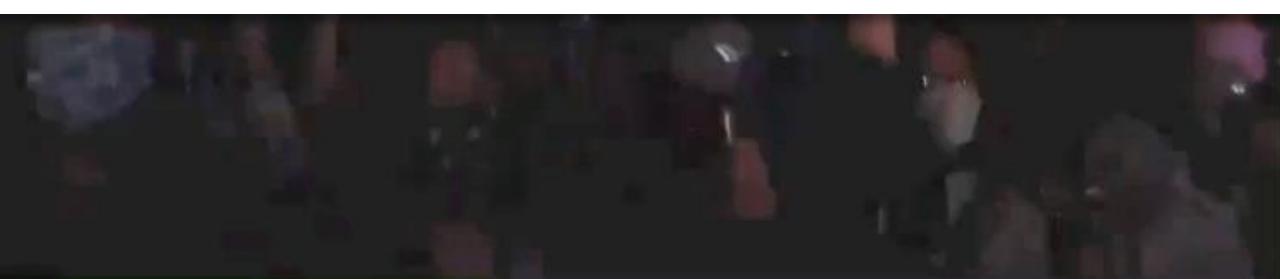


Comscore





CONNECTING THE DOTS



AGENDA

Consumer trends... connecting the dots

How does this impact how we think about reaching and influencing consumers?

Where do we go from here?



It was the best of times,

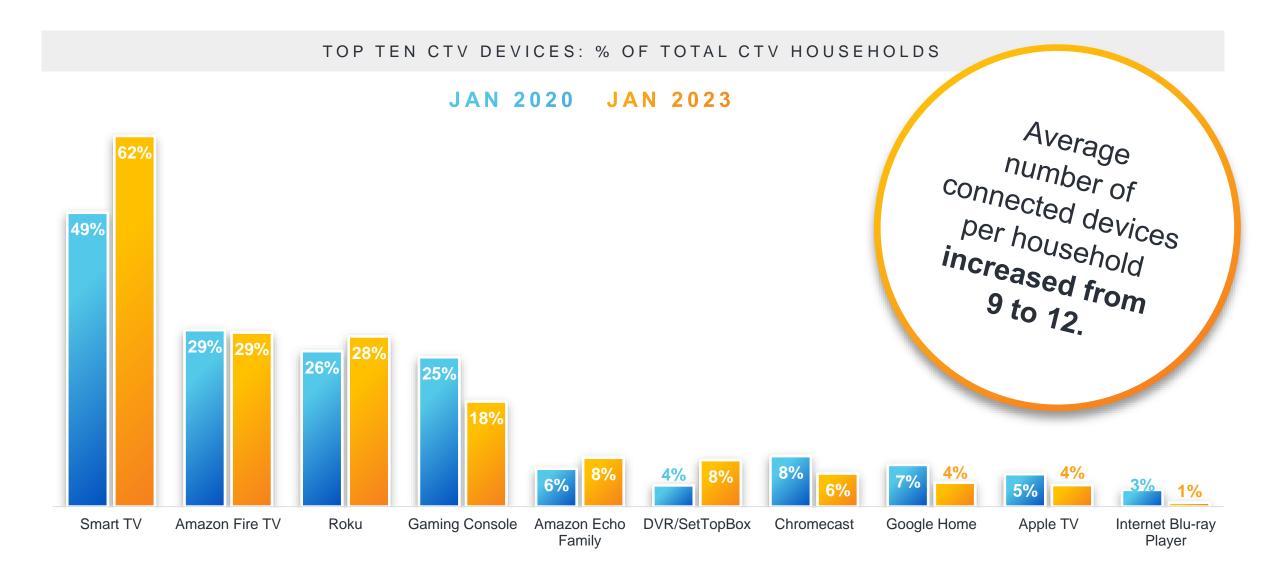
it was the worst of times...

CHARLES DICKENS





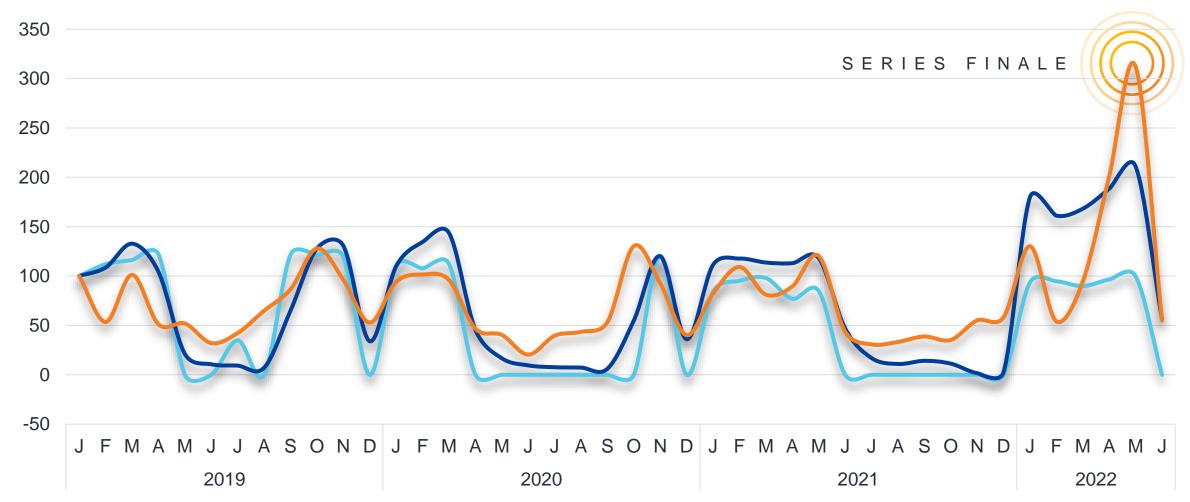
"CROSS PLATFORM" IS NOT JUST CROSS PLATFORM ANYMORE...



MEDIA CONSUMPTION IS GETTING SMUSHED TOGETHER

NETWORK TV SERIES CROSS-SCREEN ENGAGEMENT • INDEX, JAN 2019=BASE 100

LINEAR TV: AVERAGE AUDIENCE DIGITAL: REACH SOCIAL MEDIA: TOTAL ACTIONS, CROSS-PLATFORM

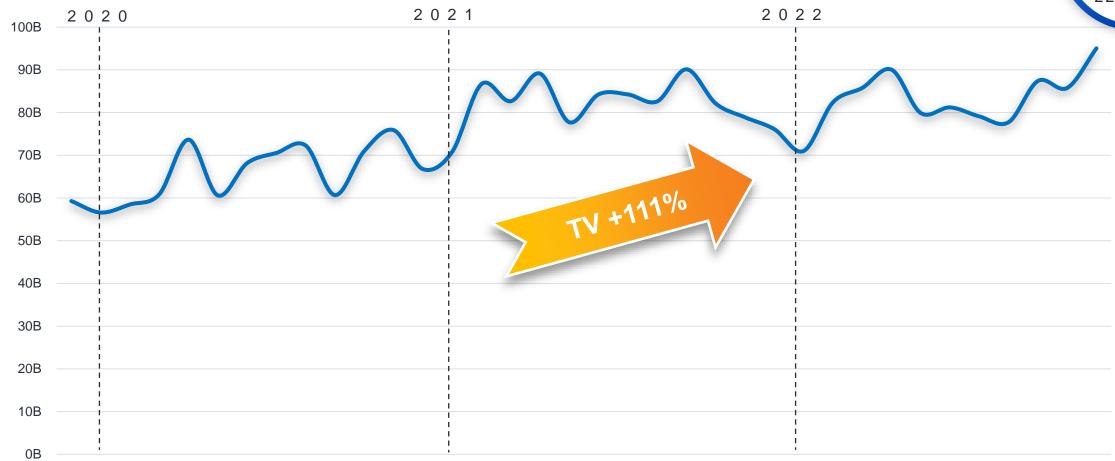


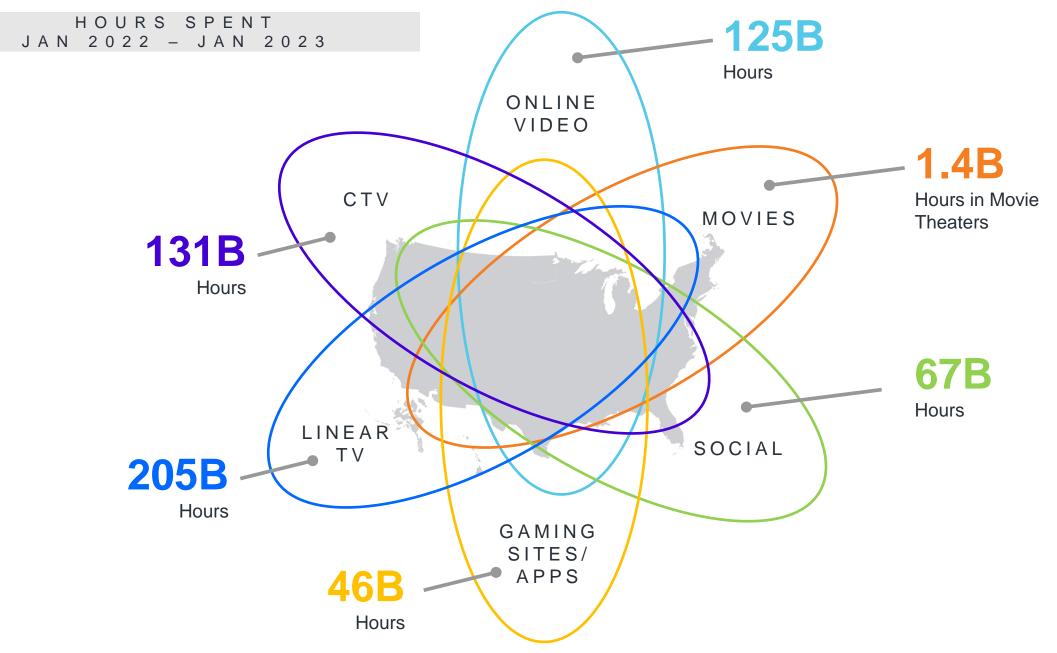


WHILE CONTENT CONTINUES TO CONVERGE

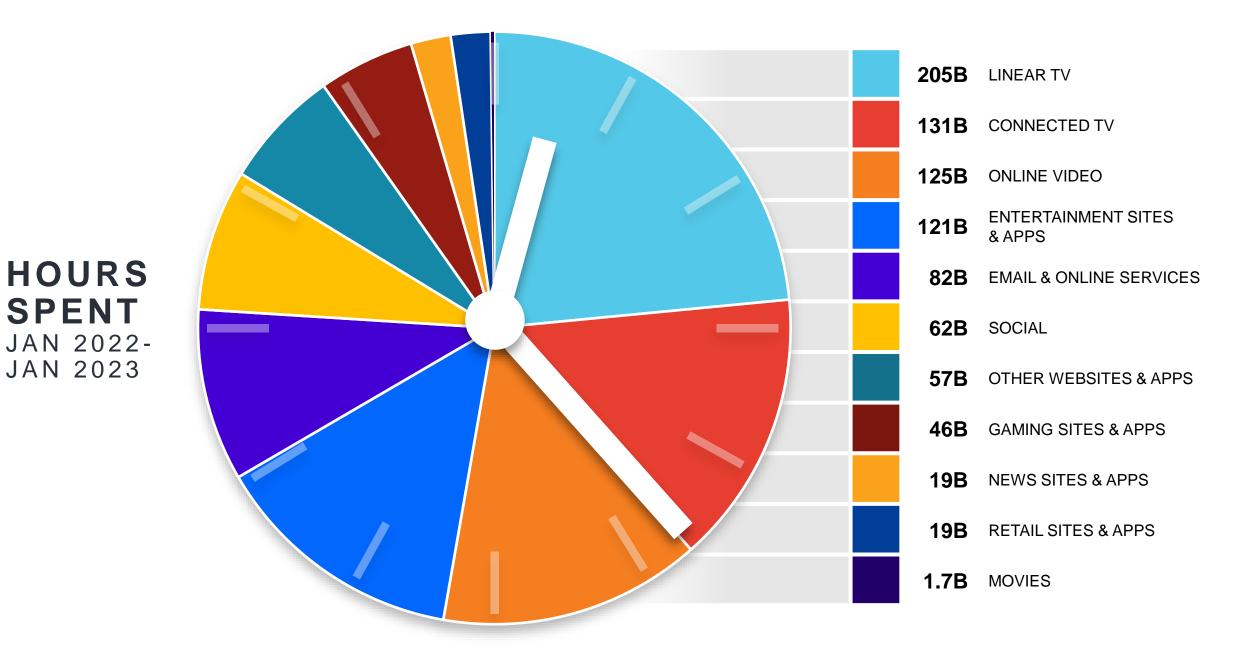
TOTAL SOCIAL ENGAGEMENT - US BRANDS & INFLUENCERS (FB, TT, TW, IG)

28% ACROSS PLATFORMS '22 VS '20











Total video across linear, CTV & digital grew

5%

year-over-year in the U.S.



SHORT FORM VIDEO ALSO CONTINUES TO RISE

Engagement on Reels, TikTok, and Shorts are all growing for US Brands & Publishers







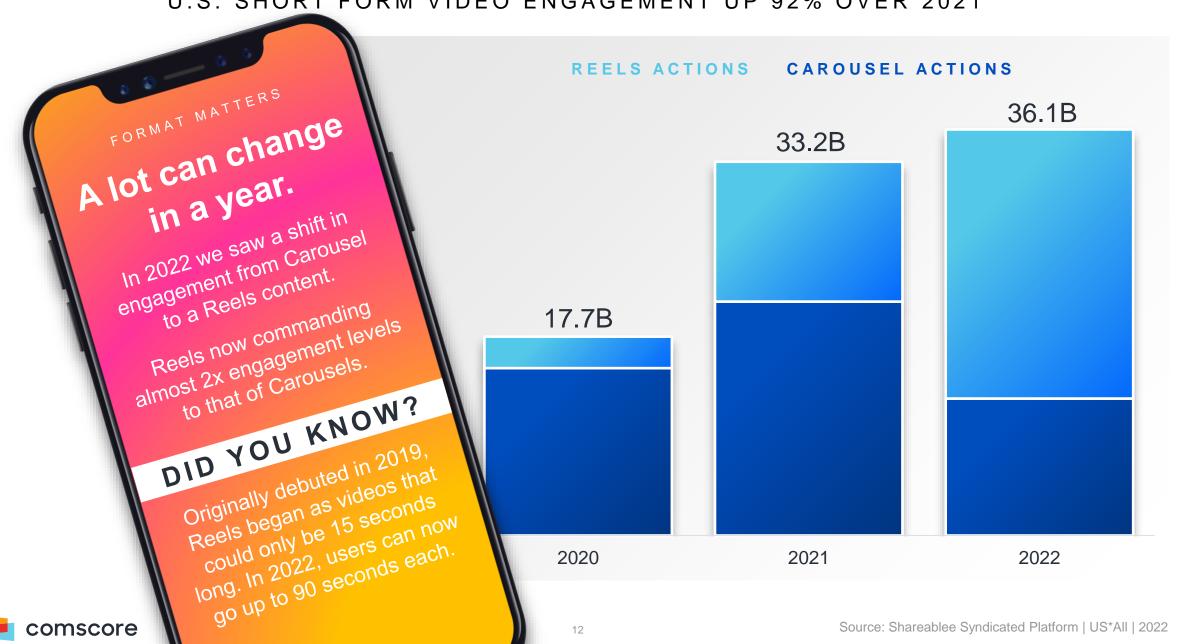
Instagram Reels

TikTok

YouTube Shorts

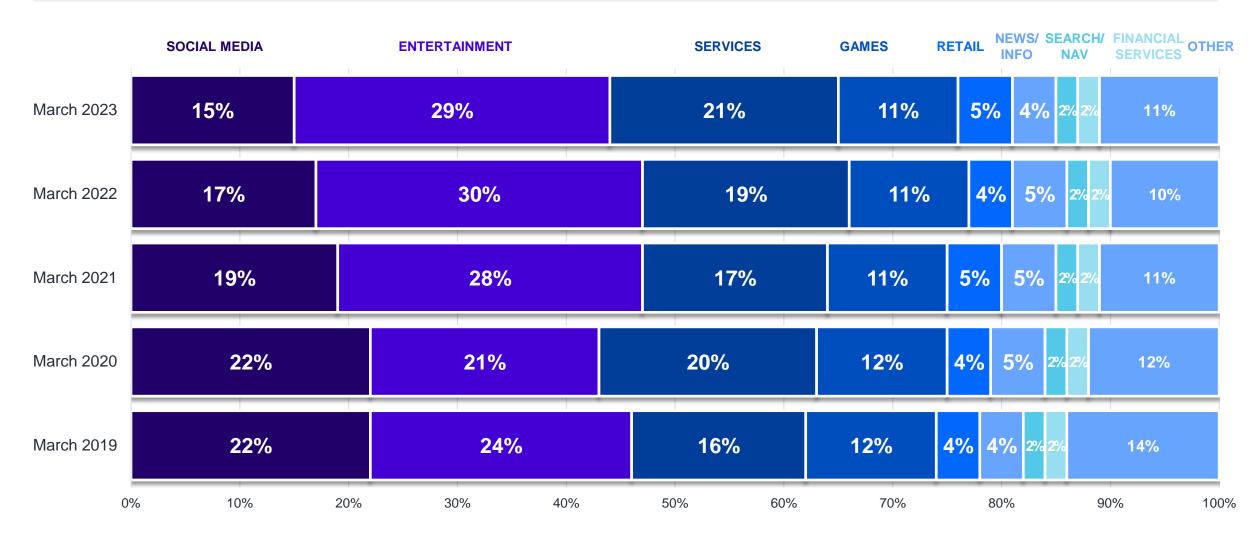


TRENDS WE SEE: U.S. SHORT FORM VIDEO ENGAGEMENT UP 92% OVER 2021



WHERE ARE PEOPLE SPENDING THEIR TIME ONLINE?

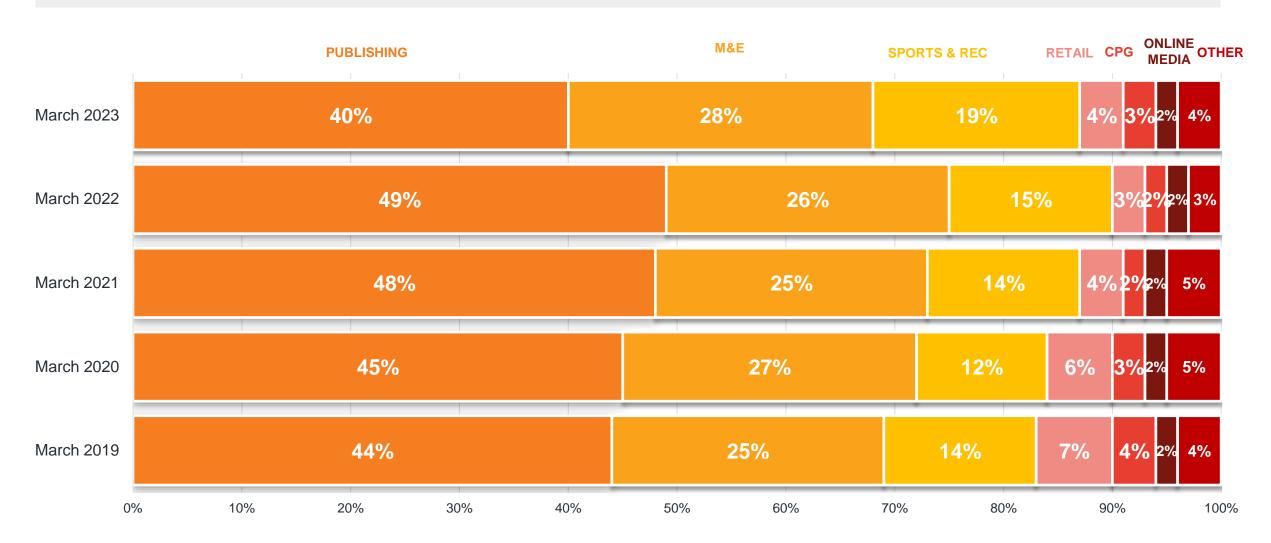
TIME SPENT ONLINE BY CONTENT CATEGORY





WHERE ARE PEOPLE ENGAGING ON SOCIAL?

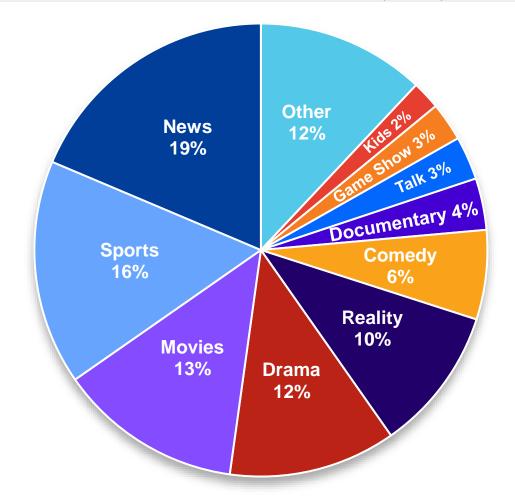
SHARE OF ACTIONS BY CATEGORY





SPORTS IS THE SECOND MOST VIEWED GENRE ON TV, AND SAW THE LARGEST YOY INCREASE VERSUS 2021

% OF TOTAL HOURS VIEWED ALL NETWORKS 2022: BY GENRE (LIVE)



LARGEST YOY CHANGE: BY GENRE

Genre	% Change v. 2021		
Sports	+0.9%		
Drama	+0.8%		
News	+0.5%		
Talk	+0.5%		
Comedy	+0.3%		

Genre	% Change v. 2021		
Movies	-1.8%		
Kids	-0.6%		
Animation	-0.3%		
Home & Garden	-0.2%		
Reality	-0.1%		

GEN Z AUDIENCE PERSONA

HOUSEHOLD INCOME

54% have HHI income of \$75K+

EDUCATED

Over 1 in 5 have a Bachelors Degree

HEALTH AND SELF CONSCIOUS

93% seek new ways to lead healthier lifestyle **39%** care what others think of them

ONLINE SHOPPING ENTHUSIASTS

69% use the internet to shop to get the best price44% mention they shop online to try new things

30% mention they clicked on social ad

PHILANTHROPISTS

27% have volunteered in last 6 months46% donated goods to non-profit org in last 6 months



66% take part in environmentally friendly actions (i.e. recycling, using environmentally safe products, partaking in energy saving methods, etc)

ENTERTAINMENT ENTHUSIASTS

79% use OTT in their household61% say that internet is a source of entertainment48% mention they prefer watching shows on live TV

BUDGET CONSCIOUS / WILL SPLURGE ON RIGHT BRAND

1 in 5 mention price is the most important consideration when making a purchase1 in 5 mention they will pay more for a product made by a company they trust

BRAND LOYAL

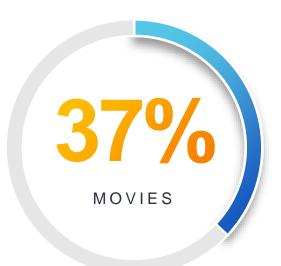
38% stick to a brand when they find one they like

GAMING ENTHUSIASTS

86% are interested in various topics related to video gaming



GENRES
WATCHED
BY GEN Z
IN A TYPICAL
WEEK









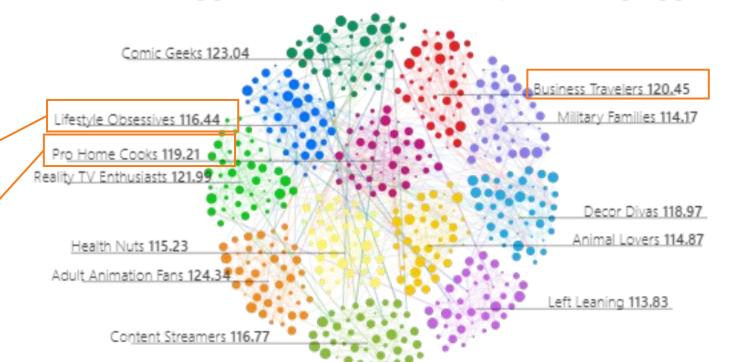






AND NO (AUDIENCE) IS ANY ONE THING...

Adult Animation Fans engagement with Bel-air has a 124.34 index compared to the average engager on social.





Audience Affinities:

15x MOVIES

12x INSURANCE

11x LEISURE & TRAVEL



BUSINESS

TRAVELERS

PRO HOME COOKS

LIFESTYLE

OBSESSIVES

AGENDA

Consumer trends... connecting the dots

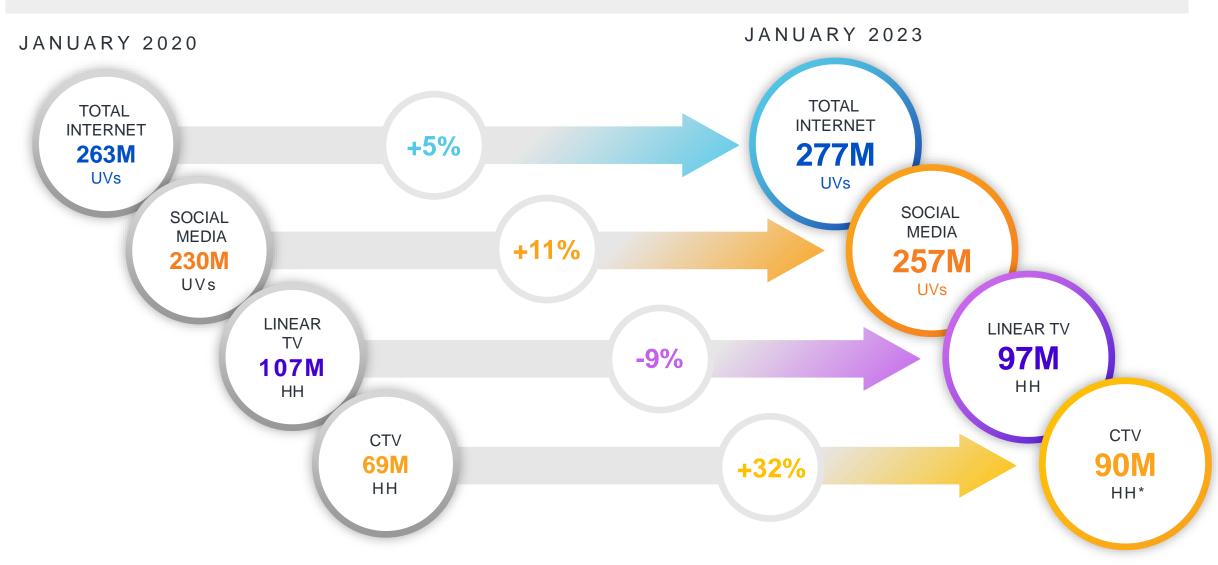
How does this impact how we think about reaching and influencing consumers?

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MORE CONTENT IS CREATED AND CONSUMED THAN EVER BEFORE, TO LARGER AUDIENCES

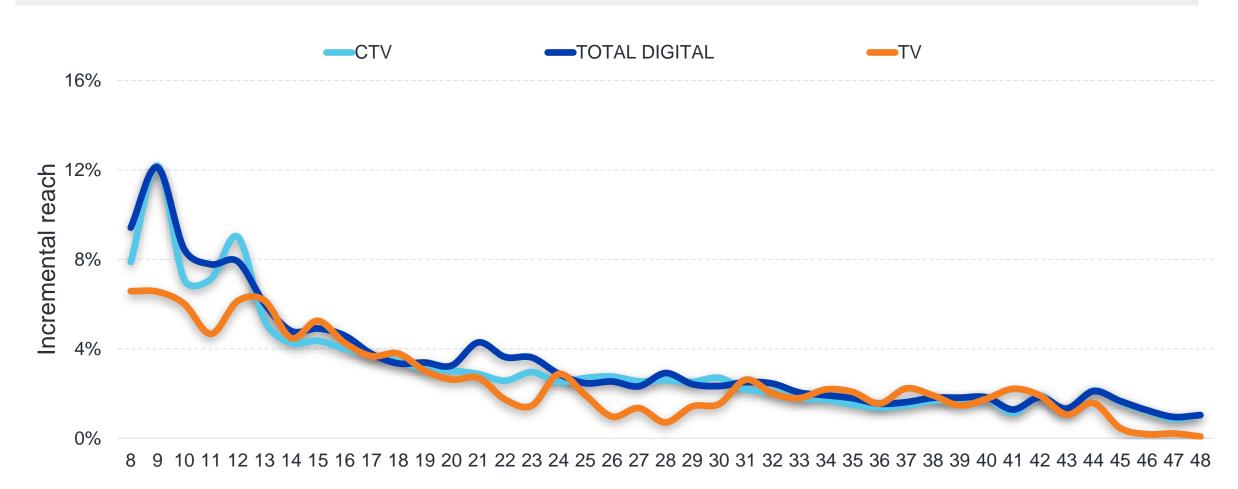
UNIQUE VISITORS ACROSS SOCIAL MEDIA AND TOTAL INTERNET





PAST 45 DAYS, INCREMENTAL LIFT IS NEGLIGEABLE

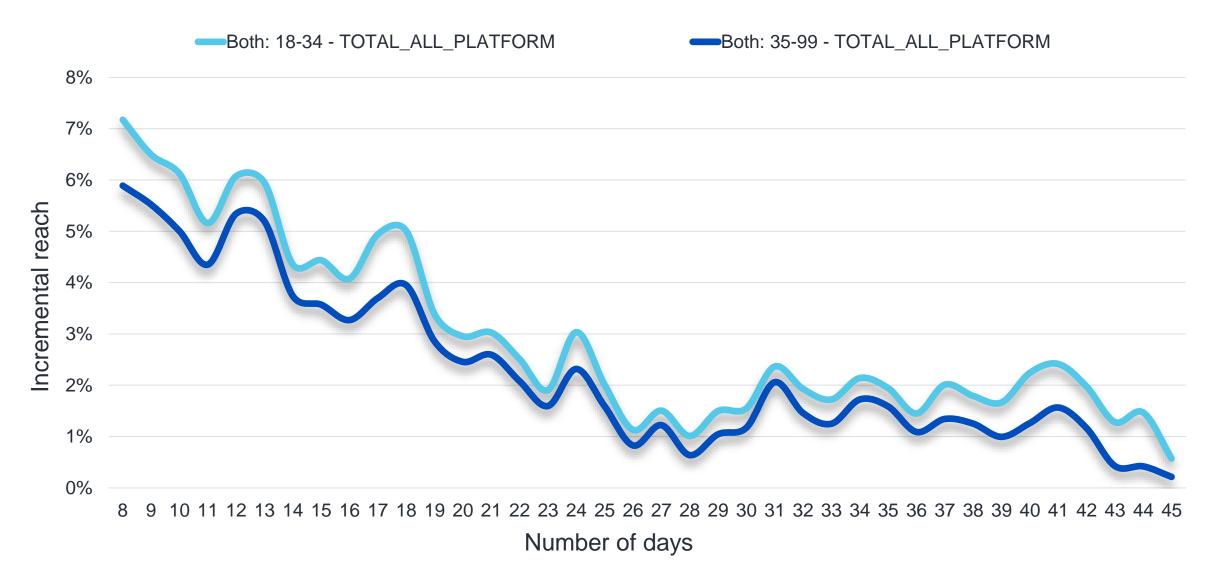
DAILY INCREMENTAL REACH FOR DAYS 8-48 (2-6 WEEKS VIEW), BY PLATFORM



Number of days

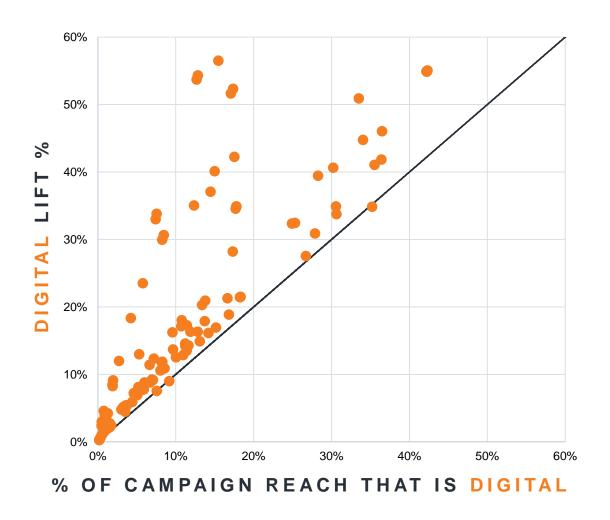


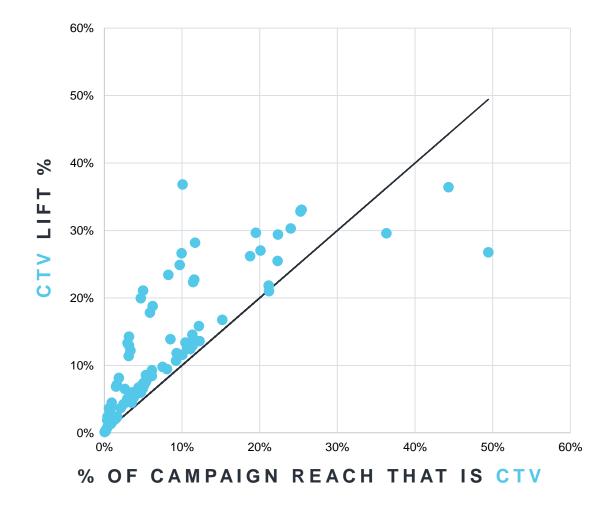
18-34 VS 35+ INCREMENTALITY OVER THE COURSE OF A CAMPAIGN





WHEN INCREASING REACH VS TV, DIGITAL AND CTV LIFT PUNCH ABOVE THEIR WEIGHT

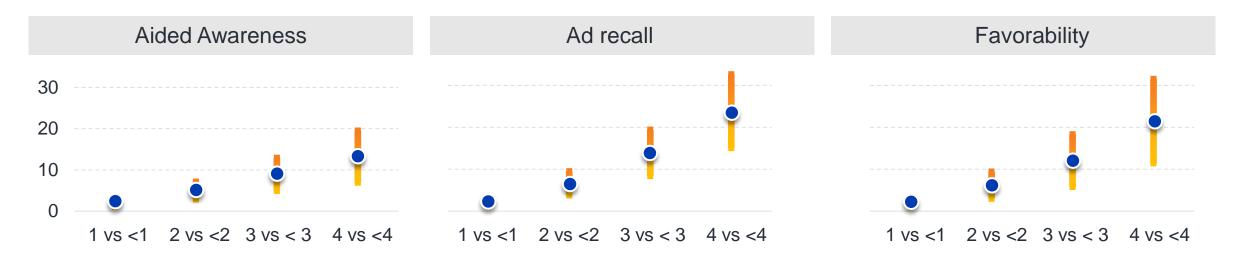






ADDING SCREENS IMPROVES BRAND LIFT. BUT VARIABILITY OF RESULTS ALSO INCREASES.

Predicted average % point lift (Helmert contrasts)

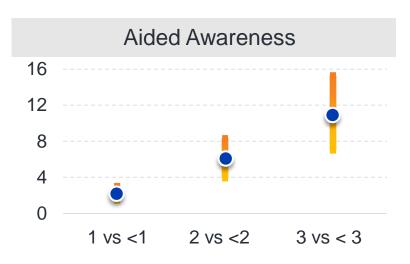


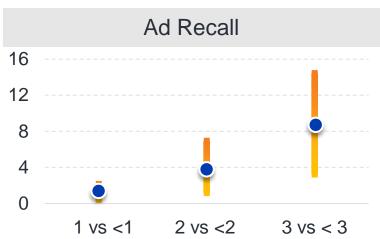


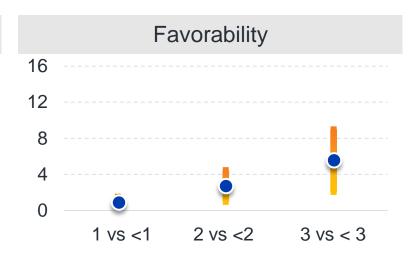


THIS TIME, WITHOUT SOCIAL MEDIA

Predicted average % point lift when excluding social media (Helmert contrasts)







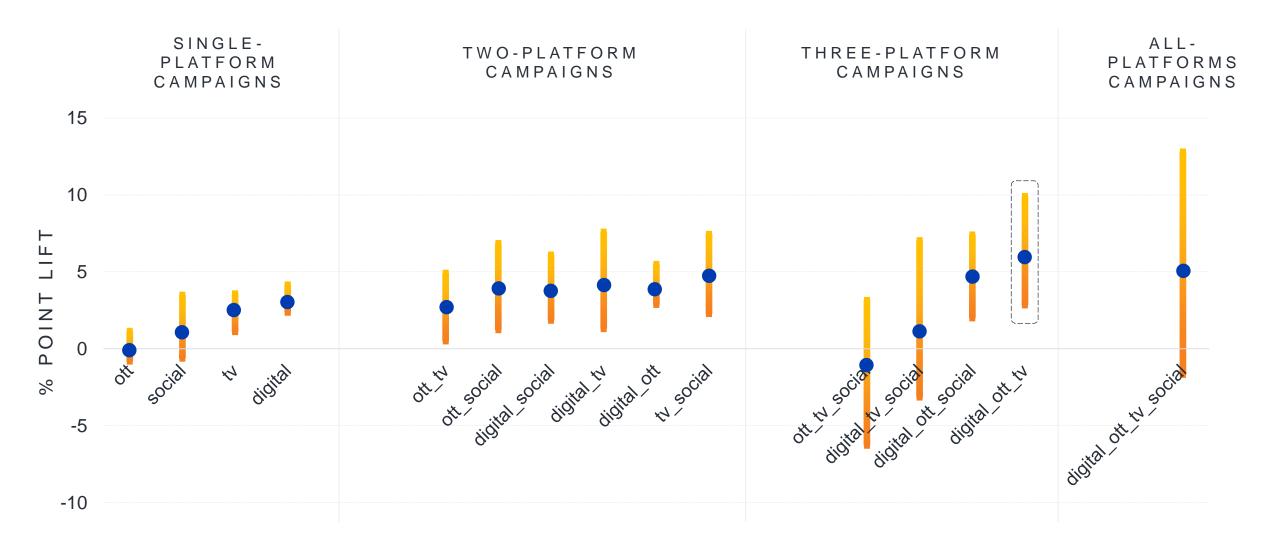






MULTI-SCREEN CAMPAIGNS PERFORM BETTER THAN SINGLE-PLATFORM CAMPAIGNS. BUT VARIABILITY OF RESULTS INCREASES WITH THE NUMBER OF PLATFORMS.

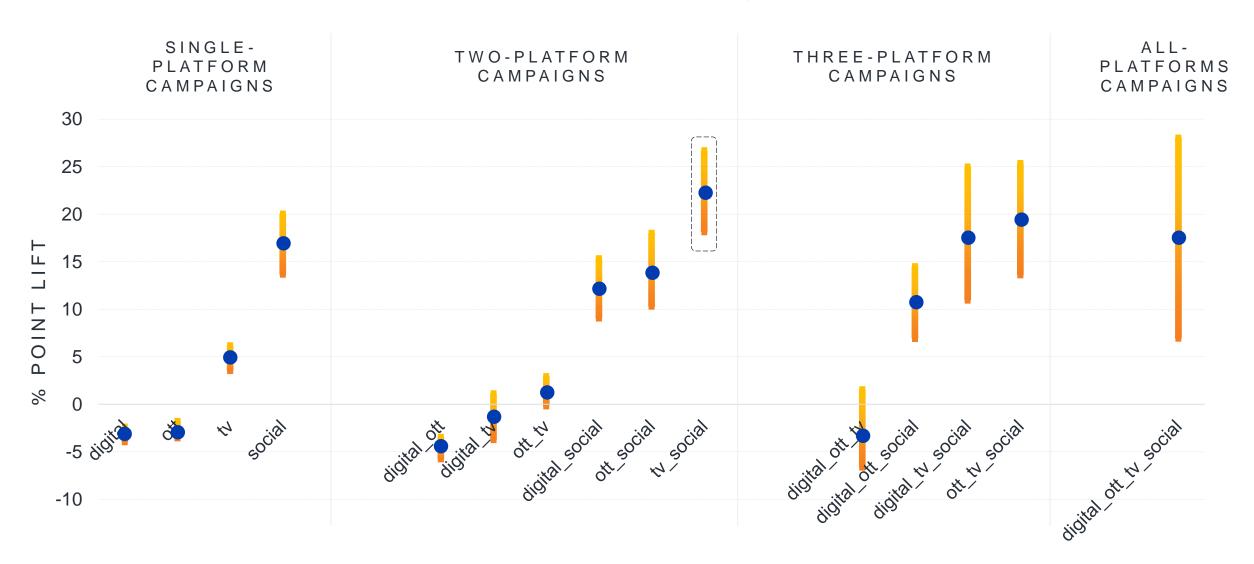
Example 1: % point lift of **Aided Awareness**, by platform mix





WE SEE A SIMILAR PATTERN WITH AD RECALL AND OTHER VARIABLES SUCH AS FAVORABILITY, PURCHASE RECOMMENDATION, OR RECOMMENDATION INTENT

Example 2: % point lift of **Ad Recall**, by platform mix





... OPTIMAL PLATFORM MIX DEPENDS ON THE TARGET AUDIENCE

Table below shows how average Aided Awareness lift increases when adding platforms.

	18 to 34	Total Pop
TV	6.0	2.4
TV + DIGITAL	15.8	4.1
TV + DIGITAL + OTT	17.4	6.3

OPTIMIZING THE PLATFORM MIX DEPENDS ON THE OBJECTIVES OF THE CAMPAIGN **TV** FEATURES SOLIDLY IN OPTIMIZED CONFIGURATIONS

PLATFORM MIX THAT MAXIMIZES LIFT, BY TYPE OF LIFT

	DIGITAL	SOCIAL	TV	CTV	AVERAGE % POINT LIFT
Aided Awareness					6.3
Ad Recall					22.8
Favorability					18.8
Recommendation intent					20.0



FOR **PURCHASE INTENT**, SEVERAL PLATFORM MIXES NEARLY MAXIMIZED LIFT

PLATFORM MIX THAT MAXIMIZES LIFT, BY TYPE OF LIFT

	DIGITAL	SOCIAL	TV	CTV	AVERAGE % POINT LIFT
TV + Social					10.1
OTT + Social					10.6
OTT + TV + Social					11.4
Digital + TV + Social					11.5
Digital + OTT + Social					11.6

AGENDA

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Brian Pugh

CHIEF INFORMATION OFFICER