

An Update on:

SMoX.me – Smart Mobile Cross Marketing Effectiveness
Global Research Initiative





First, Mobile's Powerfully Unique Positioning:





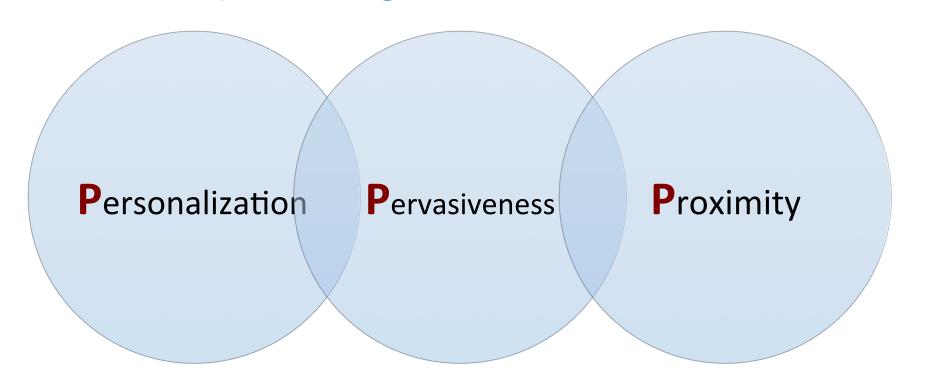
Yes, Phones Can Do So Much!







That USP is Supported by More Unique & High Value Attributes

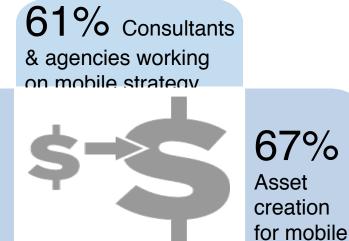




Marketers plan to invest more in mobile next year

planning or less in Thinking about the D, is your company





61% Data & analytics for mobile

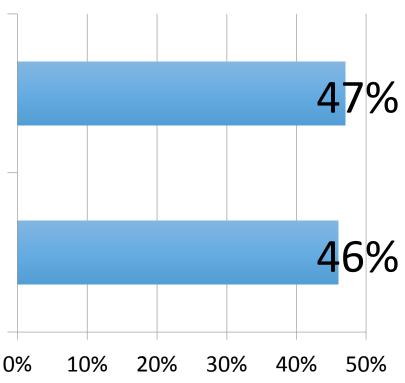




But Also, Marketers Have Caution

Difficulty to measure impact of mobile and compare to other channels

Tight budgets/ We can't afford to decrease spending in other channels







Aspiration Allocation Is Meaningless

B. Bonin Bough A S Mondelez International

"You will become as small as your controlling desire; as great as your dominant aspiration."

- James Allen



The Answer?

Mobile needs a compelling, fact-based, irrefutable analysis for marketers on the ROI value of mobile to THEIR business goals



That is:

MMA's

SMOX.Me

(Smart Mobile Cross Marketing Effectiveness Studies)





First, Thanks to Our Partners







III Insights Are On Their Way





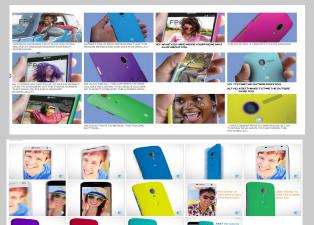








U.S., UK, Turkey, China, Brazil





1st Case Study:

What you have inside your phone says a lot about you.

It's time the outside does too.

So Down

Producing the Moto X' only from ATST.

White indicates the maken from a unit capture.

White indicates the maken from a unit capture.

Rethirk Possible ©











III AT&T Campaign Details

MEASUREMENT PARAMETERS

Target 18+

Data Collection 9/17/13-10/28/13

KEY KPI / GOAL

Build Awareness for the new device offering from AT&T

Awareness

Consideration/ Image

Purchase

CAMPAIGN MARKETING MIX



92%

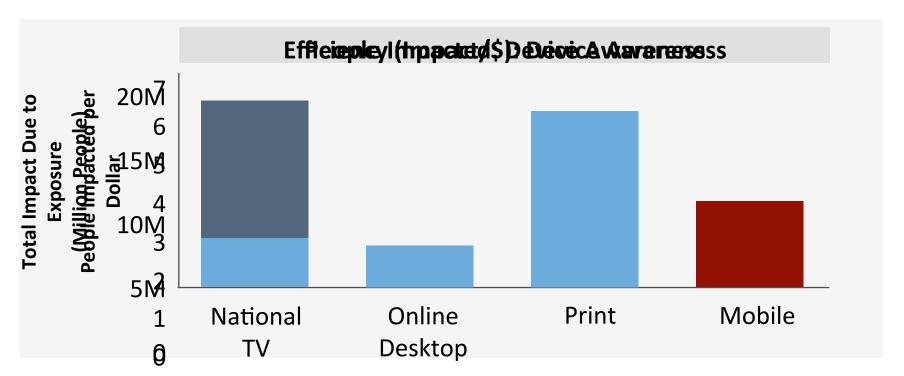






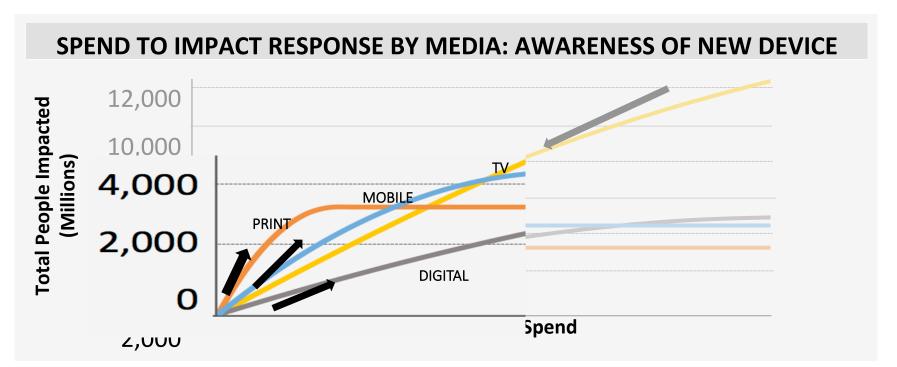


On Cost/Impact Basis; Mobile Delivered 2x Value vs. TV



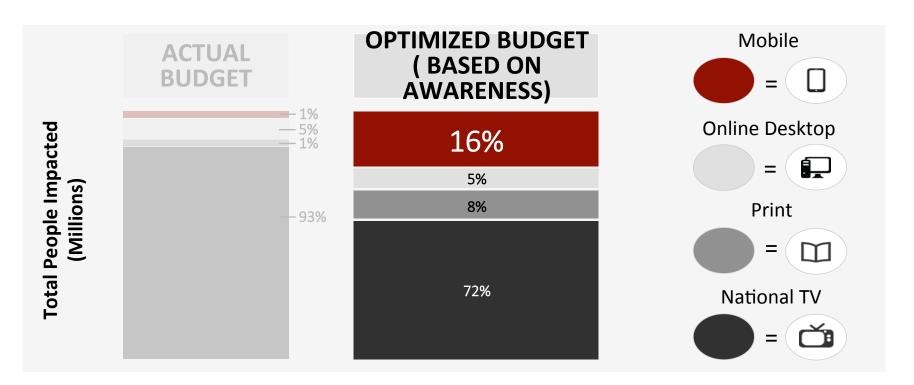


Shifting the Mix will impact more people with same Budget





Therefore, optimal mobile is 16%







Would You Ignore Manchester?



By reallocating spend to mobile, there is an incremental potential of 2.5 million NET people are Aware,

+12%!

That's almost the equivalent of the population of Manchester!





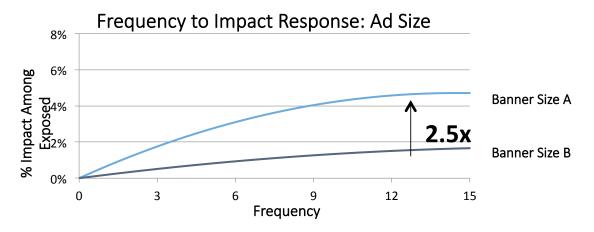
III The Overall Numbers/Impact

	PEOPLE IMPACTED (WITH CURRENT SPEND)		UPSIDE POTENTIAL PEOPLE IMPACTED (OPTIMIZED SPEND)	
Mobile	þ	.5 M	* * * *	3.7 M
Online Desktop	ήh	1.1 M	Ψ̈́	.3 M
Print	İ	.7 M	* * * * * *	3.6 M
National TV	* * * * * * * * * * * * * * * * * * *	18.9 M	† † † † † † † † † † † † † † † † † †	-1.9 M
Total			27%	5.7 M



^{*} Upside potential for mobile is +17% but 12% is incremental considering the decrease from TV

Insight: Box ad displayed product more clearly & increased impact by 2.5x



Banner Ad Size A - Box



Banner Ad Size B - Row

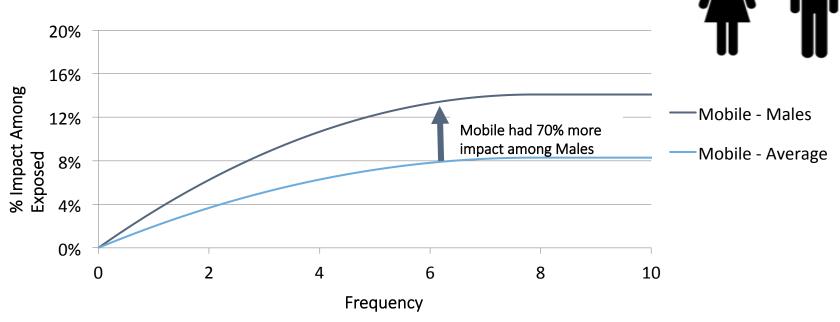






Insight: Mobile was more effective at driving awareness among men

Frequency to Impact Response: Demographic Targets







What If We Apply These Insights to the WW Ad Market

Maturity

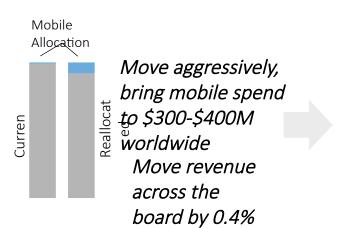
Smartphone Penetration \$220B 16%, Mobile Impact £137B gains \$87B today Growth in Ad Spend Overall Optimal **Optimal** Allocation Worldwide based on 2013 Allocation at AT&T case

Study



What If Marketers Acted on These Insights Immediately.

Using a large Consumer Goods company as an example. . .



And the Company's current Revenue and market value . . .

\$299.0B Market Cap

2013 Revenue of \$71.3B

0.4% Share Shift Revenue Gain of \$278M Yields a material value creation opportunity.

$$MV/R = 4.2$$

Market Cap Gain = 4.2 x \$278M



"We're writing our briefs with a mobile first lens, as opposed to a TV first lens.

It changes how we approach media, advertising, user experiences and go to market strategies."



Chief Marketing Officer, Telecom

"Where is [Mobile] not changing our business is probably the more appropriate way to think about it..."



VP, Global Marketing Hospitality

"The internet 10-15 years ago could be ignored."

But mobile is surpassing everything else. It already happened and we are still trying to figure out what we do with it."



VP Global Advertising CPG

Thank You

greg@mmaglobal.com @gregstuart



But Are Marketers Ready



Marketers agree that mobile is the closest you can get

Vlarketers agree that mobile is the best way to transform 0/00/







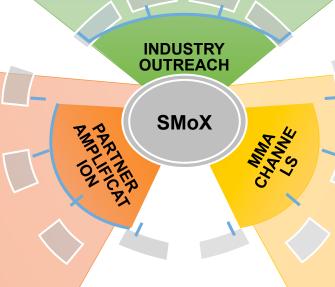
Marketers see mobile as a GAME CHANGER MINIOR AND MARKETERS SEE MODILE AS A GAME CHANGER MINIOR AND MARKETERS SEE MODILE AS A GAME CHANGER MINIOR AND MARKETERS SEE MODILE AS A GAME CHANGER MINIOR AND MARKETERS SEE MODILE AS A GAME CHANGER MINIOR AND MARKETERS SEE MODILE AS A GAME CHANGER MINIOR AND MARKETERS SEE MODILE AS A GAME CHANGER MINIOR AND MARKETERS SEE MODILE AS A GAME CHANGER MINIOR AND MARKETERS SEE MODILE AS A GAME CHANGER MINIOR AND MARKETERS SEE MODILE AS A GAME CHANGER MINIOR AND MARKETERS SEE MODILE AS A GAME CHANGER MINIOR AND MARKETERS SEE MARKETERS SE

Source: MMA



- **1. ANA /AAAA** events and other initiatives (Phase 1,2,3)
- 2. Research events ARF, ESOMAR, I-COM (Phase 2,3)
- 3. Cannes and other events (Phase 1, 2, 3)
- 4.Agency/Marketer lunches (Phase 2,3)

- 1. Insights used in Sales materials (Phase 1,2,3)
- **2. Sales training** in publisher's offices as selected by publisher. (Phase 1,2,3)
- 3. Presentation of results in person at **publishers' clients** or agency gatherings (Phase 1,2,3)
- 4. Welcome remarks in **Roadshows** (Platinum) (Phase 2, 3)



MMA's Rollout Next 2 Years

- **1. Materials** related to SMoX including press releases, presentations, case studies, MMA Website (Phase 1,2,3)
- **2. Webinars** Sales and marketing teams to participate (Phase 1,2,3)
- **3. MMA Conferences** including MMA Forums, CEO and CMO Summits (Phase 1,2,3)
- **4. RoadShow** events in up to 4-6 cities inviting approximately 50 to 200 marketers and agencies to preview study results. (Phase 2)

