

Overview over Content Advertising Chances

Dimention Analysis

November 2013





Wording	Definition	
Classic Ads	Pure Impressions or Clicks which go parallel to the content and have no link to the behavior.	
Transaction Ads	The Customer can manage the process and / or give a corresponding benefit (Click, Attention, Data, Asset,) for a output of the content supplier.	
Paid Content or direct Transaction	access to content or the access to features related to the	
Cooperation	Using the transactions of a third party to generate revenuers.	

Arrangement of Content Suppliers



The quality of the brand, the business and the quality of the content define the kind of the revenue model. But the market is in a permanent change although the crossover is slow.

	Only one Model	Hybrid Models
Classic Ads	1	3++
Transaction Ads		2+++ 4
Paid Content	6+	5+ 3++ +
Cooperation		54

Nr.	Example	Development	Description	
1	gesuendernet.de		Content Supplier (CS) which finance the business only with pure ads.	
2	YouTube	+++	CS which establish transaction ads to the given classic ads.	
3	NY Times	++	CS which add paid accounts to the established classic ads.	
4	Bild	++	CS which can reach the potential of all models.	
5	maxdome	+	CS which have special paid content and make exclusive deals with partners.	
6	Netflix	+	CS which focus only on the direct paid model.	

From one way models to a dialog models



The main change that will occur is that the content supply will more separate in the needs of the target group. Over different suppliers but also in one platform itself.

Competitors and Other Areas	Ad Transactions	Increasing the space (Classic Ads and Transaction Ads)	Involve the User
	Paid Content	Implement and Learn	Enable Small Payments and make them granulate
	Integration / Partner Cooperation	Integration of traffic intensive Cooperations	Growalition and Customer Life Cycle Cooperations
		Status Quo	Next Generation



Transactions Ads







Transactions Ads



gutefrage.net











Classic and Transaction Ads are similar

B₂C

- A broad field where the focus lies on banner and click generation
- Main Focus is to increase the space for transaction and the processes
- The user is now low involved
 - Pre and inter Ads
 - Call to Action Banner Text
 - Using the Search
 - Generation of Data and analyzing the behavior
 - Hardware selling for new channels
- Main question is which ads fit the need of the customer

B₂B

- Selling the clicks in a easy way
- · Auction it

The next step is to separate them more and involve the user

B₂C

- Automatic Classifying of the content issue and the possible ad
- Mechanics to adjust the best Ad to the content or the need of the User
- Bring the rich Transaction type to the User
- Involve the User (Gamification, Ad walls, Ad Selector)
- Crossover usage of more portals life cycle

B₂B

- Analytics for the Selling
- Better search for the right content
- Exclusive buying of content
- Earning with the Content

Status Quo

Next Generation





Paid Content







Paid Content



AFRONBLADER

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B₂C

- First enablers have shown that there is potential
- · The main crowd is following
- Try and error to learn what is the right strategy for the which content and which of the systems is when used
- Metered Freemium
- Hard Paywall Premium Accounts – Content
- Premium Account Features
- Coins
- Pay per Channel

B₂B

- Packages to use the content for commercial usage
- · Packages to deal on the platform

B₂C

- Strategy which model and which content structure has to get which paid model
- Further Differentiation of the models
- Using micropayment for low quality articles or brands.
- More Service for the Premium
 - Content-Based Paywall
 - Negative Freemium if the Content has reached x € he is free or after 20 Days
 - Negative Paywall First 10.000 free
 - Mix between Paywall and Coins
 - Cooperation with Coins or Micro Paying companies for exact article paying
- Multi Devise Prices
- Integration of crowd founding

B₂B

- Decision by the publisher witch content is free and which not
- Rights Trading

Status Quo

Next Generation



Cooperation







Integration / Partner Cooperation







Competitors and Other Areas







- Focus are high traffic cooperation where the content supplier gives trust to the product
- Main concepts are E-Commerce based
- Brand shops
- Shops with near products to the brand
- Affiliate Coops like for insurance
- Device Coops for the apps
- Product branding like for prepaid cards
- White label coop like for prepaid cards, credit cards or video on demand and music

- The life cycle and the needs of the customer are in the focus
- Each company knows that one customer has many online content suppliers for every need or episode in his life
 - Entertainment
 - · Need for a doctor
 - Learning
 - Job Searching
 - Insurance Searching
 - •
- · Cooperation on the supply chain
- The word Growalition comes from the loyalty market and explains the trend to align different offer groups to one solution and a better service experience.
- Example Lufthansa and Sixt

Status Quo

Next Generation

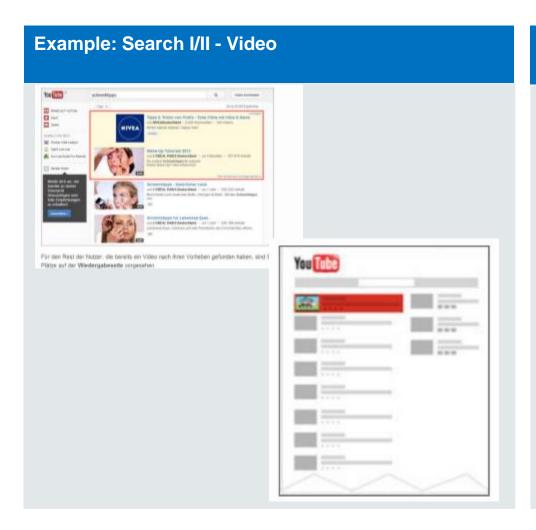
Transaction Ads



YouTube Ad Integration in Search



Using the search YouTube increases its given ad space with new possibilities to generate revenues



Description

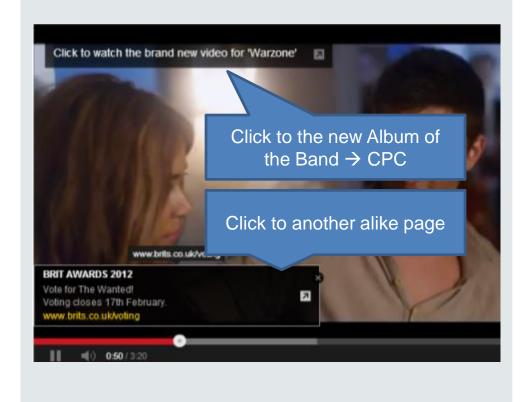
- Connecting the search with ads
- On the first site and on additional sites
- The Deals can be CPI; CPC ore Sales

Call to Action Banner in Video



Best Call to Action enables the monitarization of the content issue itself. The conversions are higher because of the relation of the issue and the ad.

Example: Call to Action i/II YouTube Banner



Description

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- Using additional space in the Video
- In the best case: connecting the issue of the video with the issue of the ad
- But also Paid Content could be provided in the CTA.

Call to Action Music



YouTube is connecting the music of the private videos with the possibility to buy it instantly.



Description

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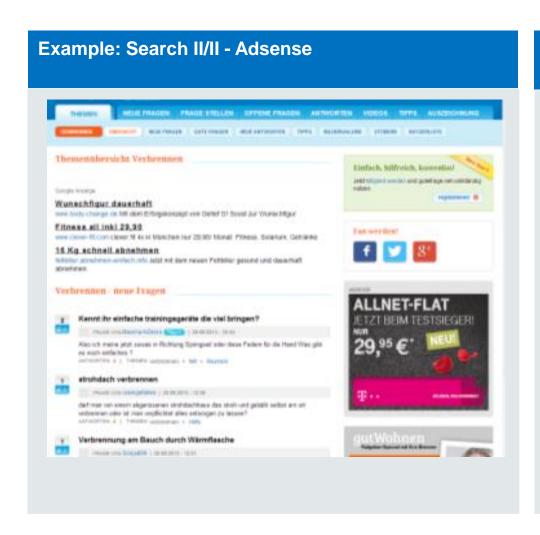
Business Model

• Connecting the music of the video with the opportunity to buy it.

Search Integration Text



Text-Advertising are integrated in front, in between and at the end of Search Results



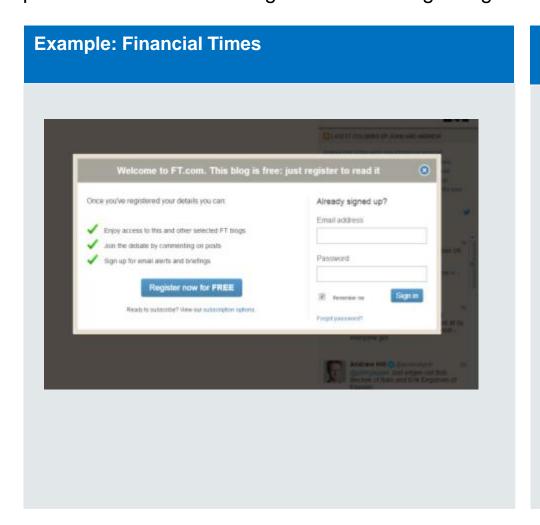
Description

- Connecting the search with Text-Ads
- On the first site and on additional sites
- Increasing the chances for the user to find something
- · And increasing the revenue
- The Text links could also lead to paid content





To get access to special areas the customer has to make an account. A new opportunity for publishers but it has a long tradition in the gaming area.



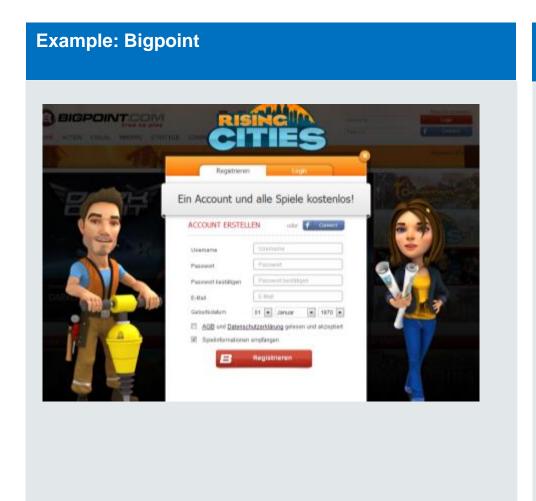
Description

- The Usage of the blog is free
- But to use it the user has to register

Free games for Data



A well known transaction for games, is to give personal data for the permission to use a game.



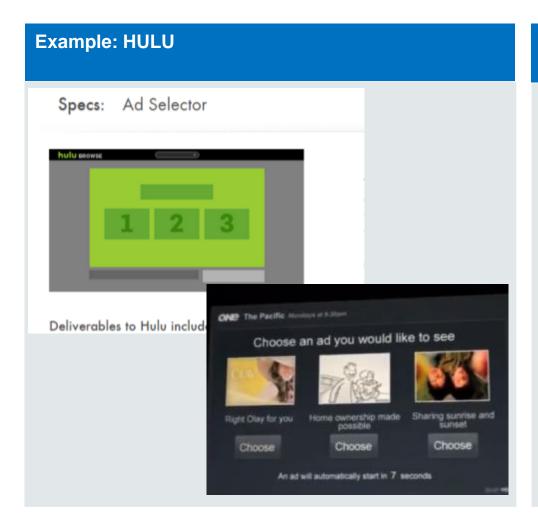
Description

- The Usage of the games needs an account so the user has to sign up and give his e-mail address and other data.
- The upselling goes with the ..

Ad selector for the user



The user can choose, witch ad he wants to see.

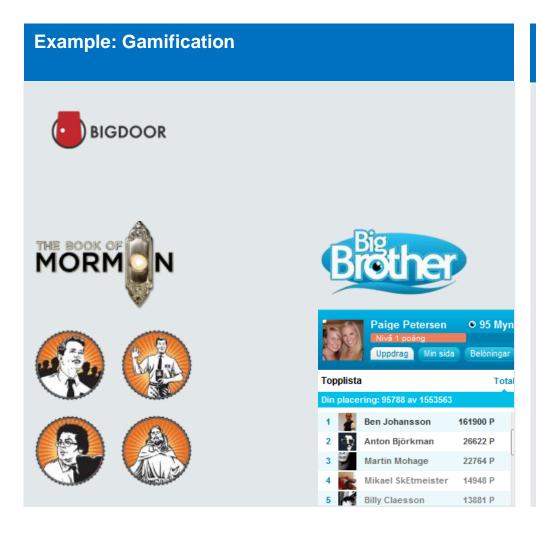


Description

- Combine the advertising with an action from the customer.
- Lowers the impact of advertising before the content usage.

Gamification for higher revenues





Description

Business Model

 Using Games with Questions and other activities to increase usage and loyalty

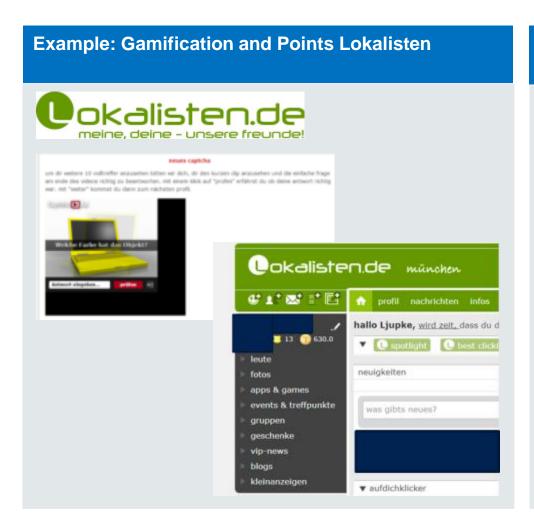
Result

 The book of mormon: Valuable site actions have increased by 10X and participants in the program view 2X as many pages.

Captcha and Points for more features



Captcha can be Used to Answer Commercial Questions and gets so more Points that can be used.



Description

- Access to Paid Content with Learning about the Products
- Getting Points for the right usage and possibility to buy points.

Premium Accounts and Paywalls



Premium Accounts - Content



The main issue of a Premium Account or hard paywall is the separation of low and high quality or short and long content.



Description

Business Model

- Share of free Content and high value exclusive content.
- High Value Content is in the Plus package
- 0,99 € 1'te month then 4,99 € to
 14,99 €
- Online, APP, Digital Paper, Daily Paper at a kiosk
- Partner CeleraOne

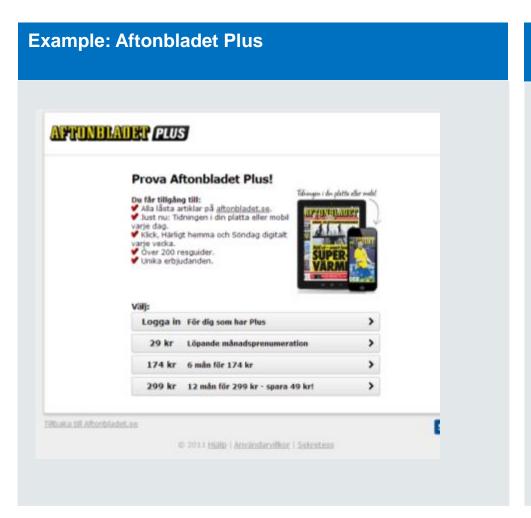
Data

 First statement of Axel Springer is that the visits haven't fall after inventing BILDplus

Premium Account – Aftonbladte Plus



For the NYT the paywall was a huge success and the model for other companies



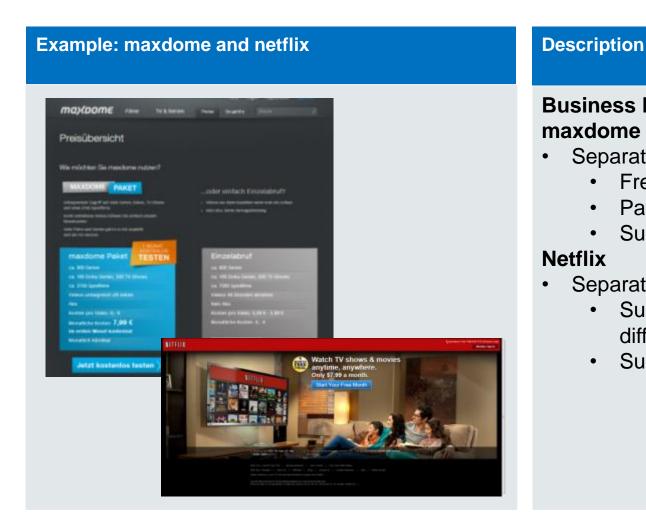
Description

- Share of free Content and high value exclusive content.
- High Value Content is in the Plus package

Premium Account – maxdome and netflix



Both Content Supplier run since several years a Paid Content Strategy



Business Model maxdome

- Separate 3 Models
 - Free
 - Pay per View
 - Subscription

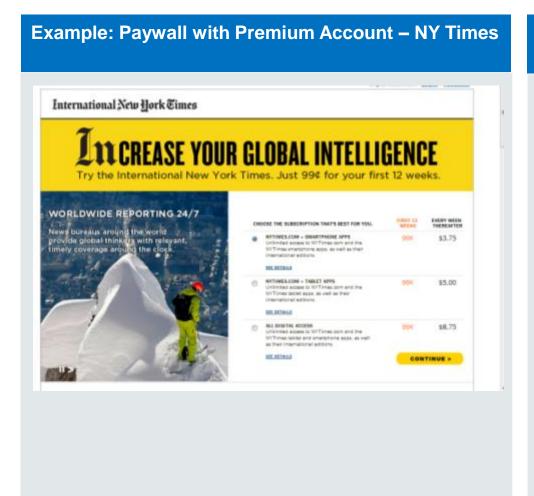
Netflix

- Separates 2 models
 - Subscription for VoD with different price points
 - Subscription for DVD Rental

Paywall with Premium Account – NY Times



For the NYT the paywall was a huge success and the model for other companies



Description

Business Model

- NY Times started 2011 with the Paywall
- 10 article for free per Month (cut down from 21 Articles)

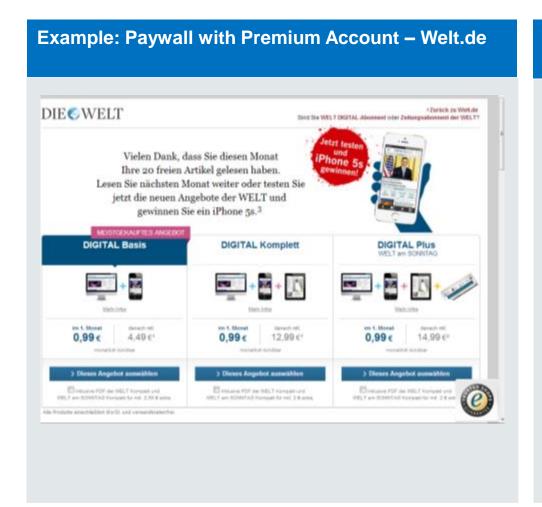
Data

- Till now they have 640.000 Digital Paying Users
- Turnover of 133 Mio. \$ net revenue
- Other Data from 2011
 - Wall Street Journal: 537k
 - New York Daily News: 165 k
 - Newsday: 112k

Paywall with Premium Account – Welt.de



A paywall focuses to generate revenues from the heavy users and to avoid the loss of mass traffic.



Description

Business Model

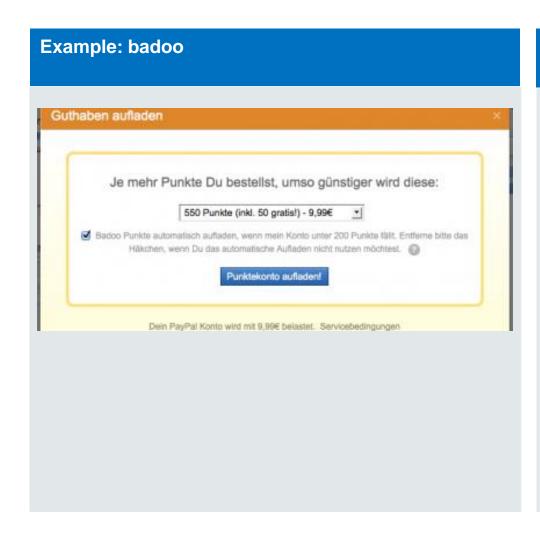
- After 21 articles/month the Pay wall will be activated
- Payment model with 3 different offers

Data

Till June 2013 - 47,000 Subscribers

Micropayment Points badoo





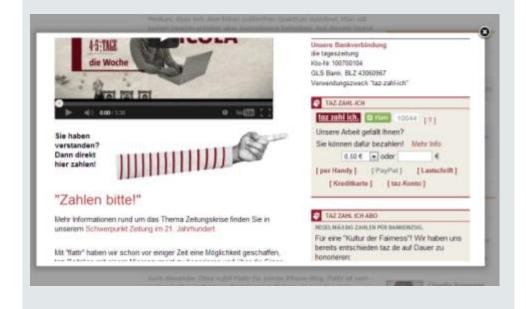
Description

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- The User can buy or get points with actions
- The points can be spend for different activations



Example: Micropayment TAZ



Description

Business Model

- Users can donate a amount of 0.3 € to 5 € for the usage of the site
- Or make a subscription to donate every month.
- Or take a Premium Account
- Partner is Flattr for Mircopayment

Data

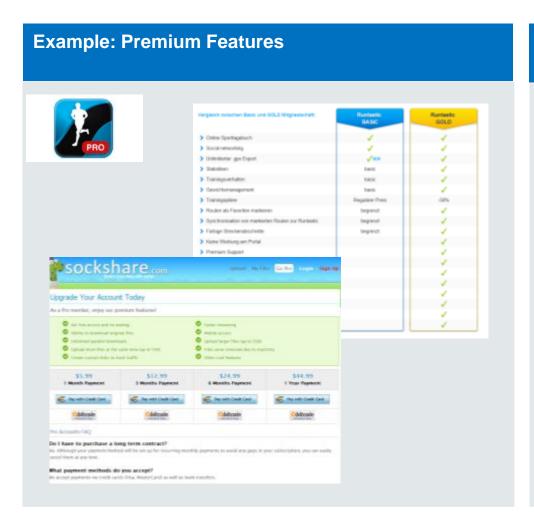
- In January 2013 spending's were
 12.209,45 Euro
- Myvideo is 8 to 12 times bigger than taz



Premium Accounts – Features - Runtustic



A common model for applications is to run to versions of an app. The Pro Version has more features.



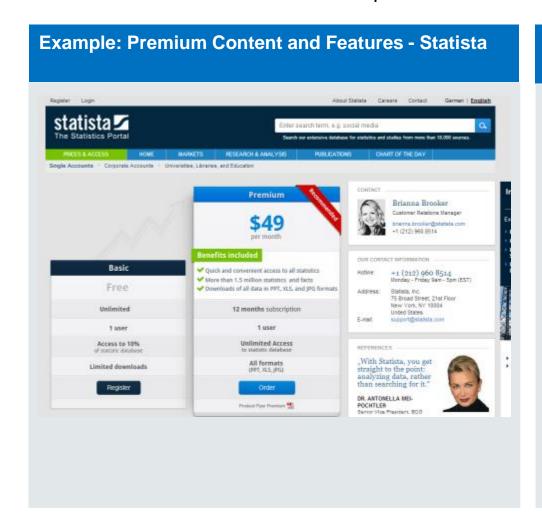
Description

- Two Applications are offered.
- A free one to win users
- A Pro with more features to earn money
 - Without advertising
 - and more features





A Premium Account can deliver revenues in addition to the ad revenues. It focuses on the high users and that the content can be separated.



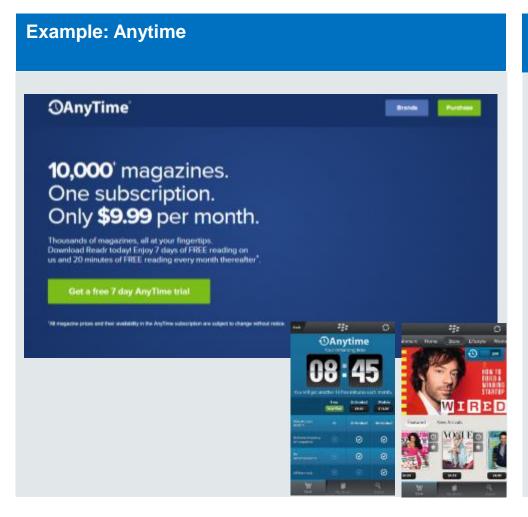
Description

- Split of Content
- A Share of Data is Free
- All Data can be searched via internet
- The major content is for the premium members
- The data can be Download by ppt, xls or jpg



Case: Paywall based on time - Anytime for Paid Content

A Premium Account can deliver revenues in addition to the ad revenues. It focuses on the high users and that the content can be separated.



Description

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Business Model

- With anytime customer buy Time to read and search in 10.000 Magazines
- First 7 days free reading than 20 minutes free reading every month
- And a lifetime offer of 599 \$

Data

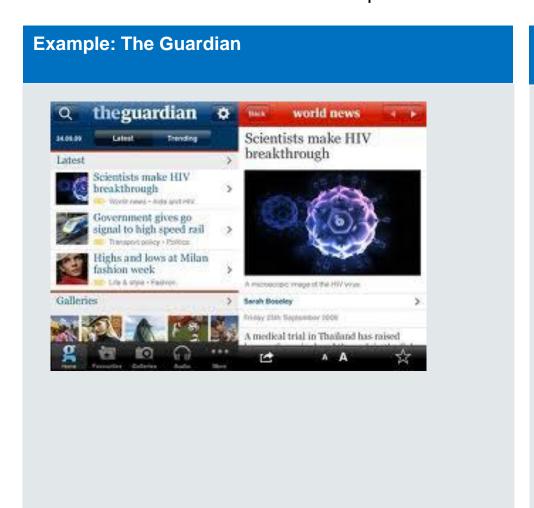
 Fundraising of 10 Mio. € buy Rocket Hub



Case: The Guardian Premium APP



A Premium Account can deliver revenues in addition to the ad revenues. It focuses on the high users and that the content can be separated.



Description

- News Available for the APP
- Easy Premium Subscription
 - Ad Free
 - Exclusive Content
 - Special Features
 - Offline available Content

Case: Own Device Kindle



Ensure a permanent channel to the customer and the placement of the own Content Store

Example: Kindle and Samsung App Store









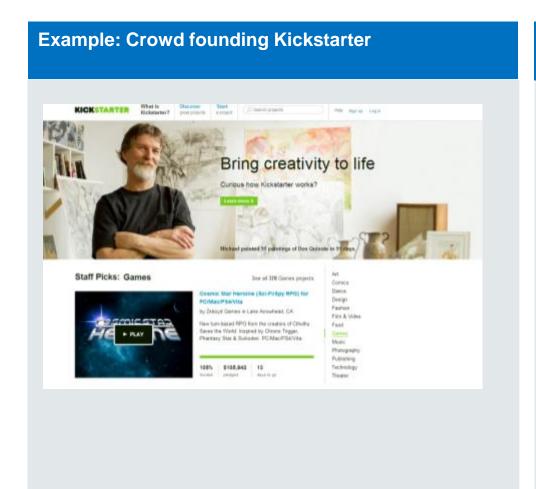
Description

- Getting a permanent connection to the customer for my content
- Pay by Usage
- Pay by month
- Also not as a Hardware but also as a free APP
- Other companies have followed
 - tolino shine
 - Spiegel eReader
- Use a Device and Combine it with an own app
 - Hugendubel with Trekstore

Crowd founding Kickstarter



Ensure a permanent channel to the customer and the placement of the own Content Store



Description

- Crowd founding for new Content
- The Users themselves finance a new content release and reduce so the financial risk of the content supplier
- Example
 - Tim Schäfer and Double Fine
 - 15 \$ for the game
 - 50.000 \$ for the own character
 - 20.000 \$ evening with the team
 - Raised Sum: 1 Mio. \$
 - Interest: no

E-Commerce



Shops from Welt and Bild



Content Provider Use the Shops to get an additional revenue from shopping articles the target group likes.



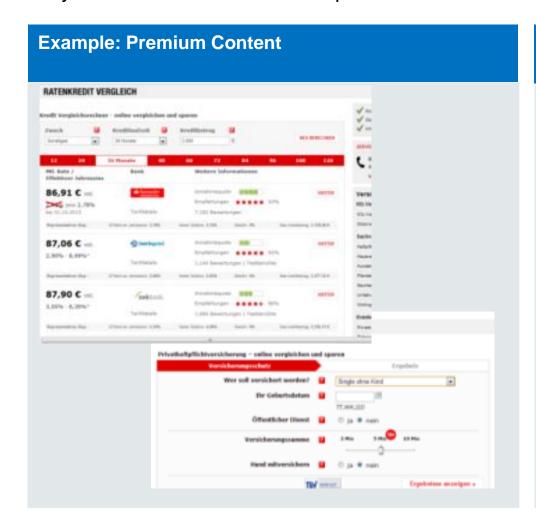
Description

- Appropriate articles are offered in a price range from 1 to 100 € in average.
- The offers try to fit the target group

Integration of other life areas like insurance



Bild integrates deals and comparisons with the technology of a third party. The integration is easy and the models are fix and performance based.



Description

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Business Model

- Integration of Partners with contract comparison or deals for
 - Insurance
 - Credit
 - Phones
- The Comparison is integrated in the Site of the Paper but the Partner runs the comparison

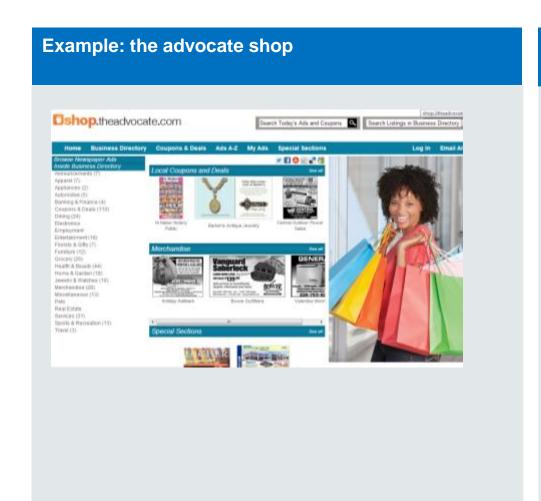
Data

 Example: Bild earns with Bild Deal -522.660 Euro



Multiple Cooperation's in theadvocate shop





Description

Business Model

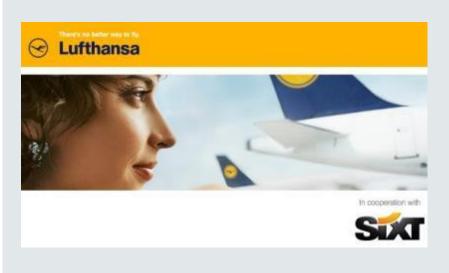
- The Shop Integrates different possibility
 - Insurance
 - Deals
 - Merchandising
 - Specials

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Cooperation along the supply chain



Example: Cooperation Lufthansa and Sixt



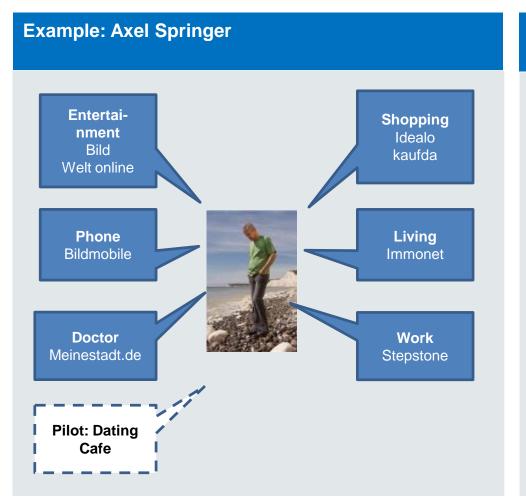
Description

- Lufthansa offers their customers at the end of the booking additionanl services like to rent a car
- Therefore the customer gets a special price
- Lufthansa gets a share of the revenues from sixt.

Digital Customer Live Cycle



The full Customer Live Cycle is not yet reached but its obvious that the coverage has grown in the last years



Description

Strativ

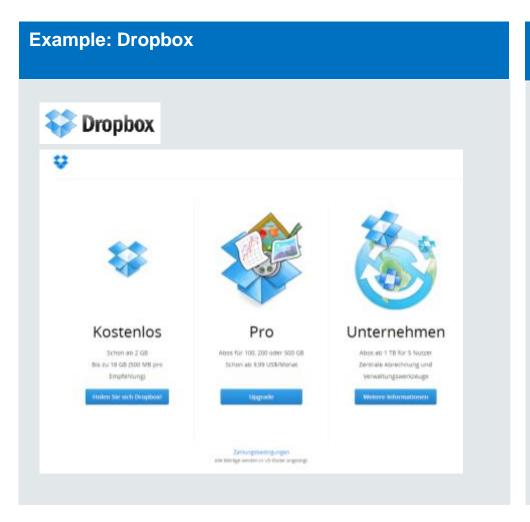
Business Model

 Axel Springer try's to offer a full range of digital services that fits the need of the user in different areas of his live

Integrating Dropbox to rent Space



The Users can download the Content to their storage or get an Access to Dropbox and download it there.



Description

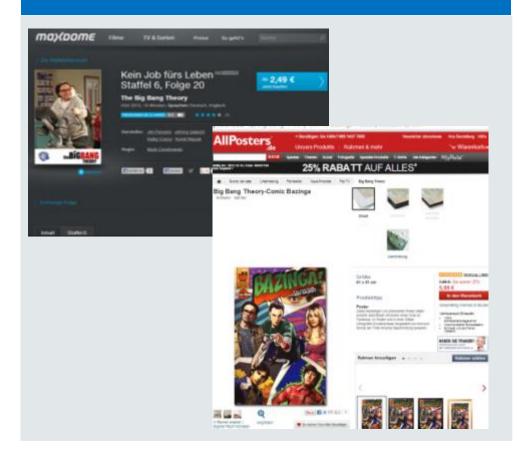
No.

- Integration new Supplies for the customers
- Partners enable the supply

Combine the CTA with a exclusive Partner



Example: Sell the copyright of the content



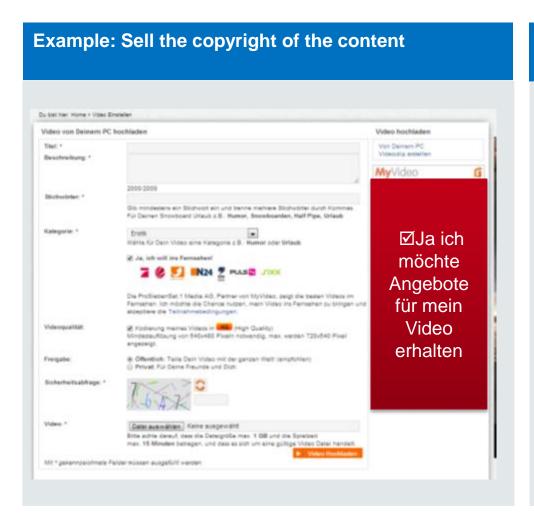
Description

- Cooperation with allposters
- Watch the Movie and get the Poster
- 6 Months a Customer → Voucher for a Poster

Buy and Sell Copyrights of the Content



All User generated content can be purchased on the portals. As an Example on my video.



Description

- Purchase rights of the Videos.
- So other can use them on their portals.
- ProSieben gets an Share of the purchased content.