

A Platform Agnostic Approach: How Mobile Web & Apps are Changing the Game for Valpak

MBO Presentation – 10/11/2011

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### **Agenda**

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A Platform Agnostic Approach: How Mobile Web & Apps are Changing the Game for Valpak

- The case for Valpak's platform agnostic approach
- QR codes are changing the game for traditional print companies
- Impact of location-based marketing in the local promotional space
- Mobile innovations continue to change the traditional media space









Valpak's Platform Agnostic Approach











# The Leader in Delivering Local Values





- 2) Reach Appeal to a broader audience spectrum  $\rightarrow$  Exceptional consumer experience
- 3) Value Create immense consumer value to ultimately deliver results to our advertisers and strategic partners
- 4) Consumer-focused Consumer driven & tested product suite & advertising solutions
- 5) Engagement Create consumer engagement via robust content across channels









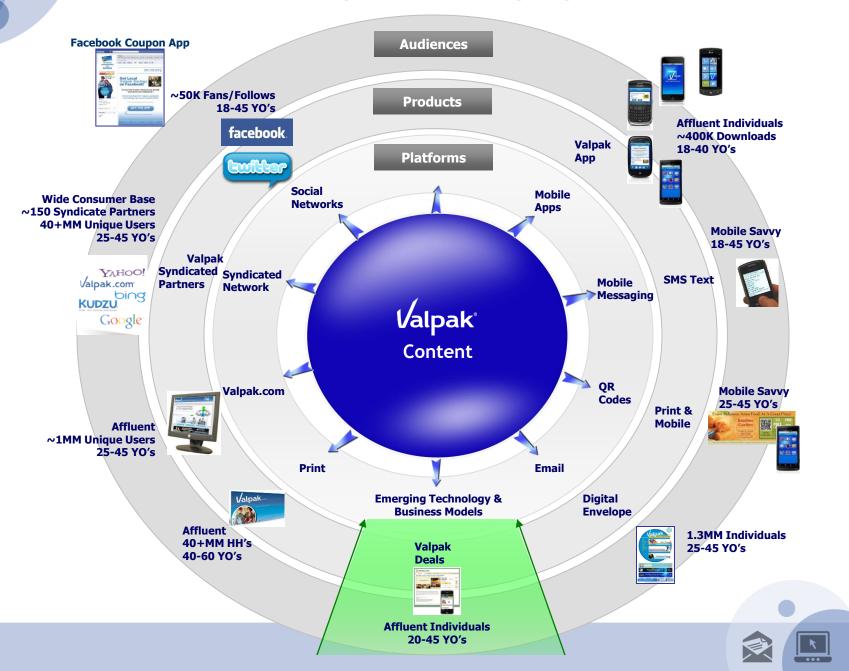






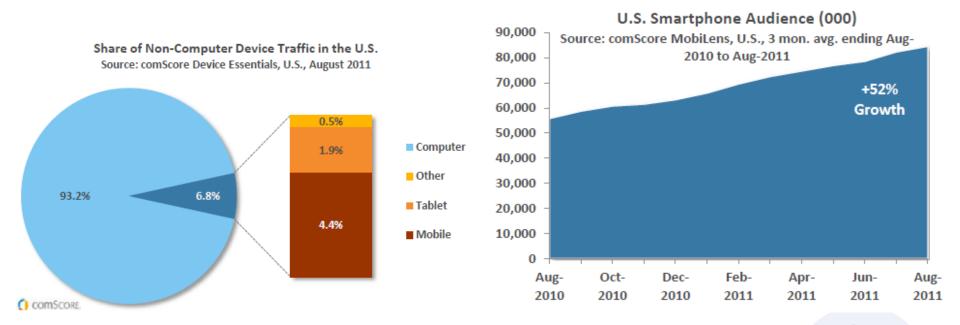


# **Valpak Digital Messaging Platform**



# Why Mobile?

- U.S. digital traffic currently dominated by desktop (still need web strategy)
- Smartphones & tablets drive ~7% of total U.S. traffic & growing
- U.S. smartphone adoption grew ~50+% YOY
- Increased WiFi availability & U.S. mobile broadband adoption are helping drive connectivity



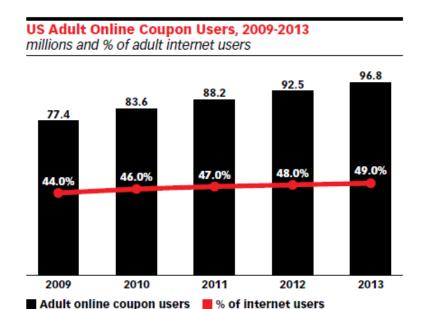






# What's the Opportunity?

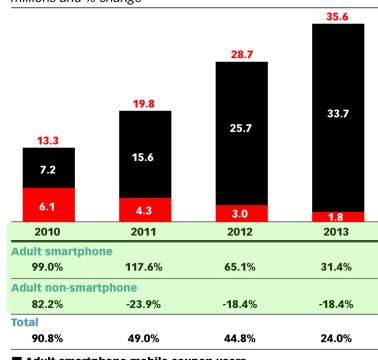
- ~50% of adult Internet consumers use coupons
- Mobile coupon usage to nearly double by 2013



Note: internet users ages 18+ who redeemed an online coupon/code for online or offline shopping in the past year Source: eMarketer, May 2011

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### **US Adult Mobile Coupon Users, by Segment, 2010-2013** *millions and % change*



Adult smartphone mobile coupon users
 Adult non-smartphone mobile coupon users

% change

Note: ages 18+; used mobile phone in the past year to redeem coupon/code obtained from SMS, application, mobile internet and/or QR code for online or offline shopping; includes group buying coupons purchased via mobile phone; numbers may not add up to total due to rounding

Source: eMarketer, Aug 2011

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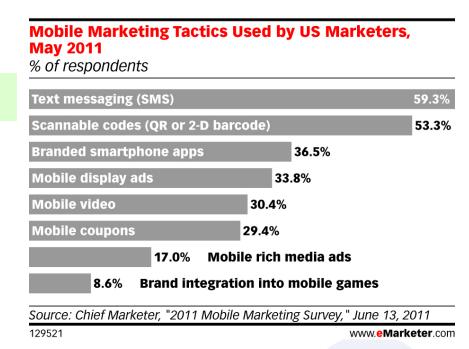
# Why are Mobile Coupons an Important Channel?

- Strong growth in mobile coupon users
- Mobile coupons are an increasingly common marketing tactic
- 28MM iPads sold by June 2011 (~100+MM iPhones)
- Google activated 130MM Android devices by June 2011

US Adult Mobile Coupon Users, 2010-2013				
	2010	2011	2012	2013
Adult mobile coupon users (millions)	13.3	19.8	28.7	35.6
—% change	90.8%	49.0%	44.8%	24.0%
—% of adult mobile phone users	6.5%	9.5%	13.5%	16.5%

Note: ages 18+; used mobile phone (includes smartphones) in the past year to redeem coupon/code obtained from SMS, application, mobile internet and/or QR code for online or offline shopping; includes group buying coupons purchased via mobile phone Source: eMarketer, Aug 2011

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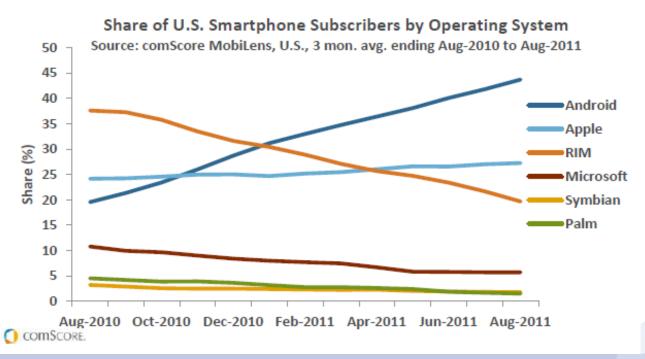






# The Case for a Platform Agnostic Approach

- Still fragmented mobile OS environment
  - Android massive growth IOS slower growth
  - RIM fading fast, Microsoft & Palm more gradual decline
- In August 2011, iPads delivered 97.2 % of all U.S. tablet traffic
- Share of U.S. non-computer traffic rose over the past 4 mos the percentage of that traffic driven by tablets has risen from 20% to more than  $\sim 30\%$









# Valpak's Platform Agnostic Mobile Approach

- Reach & engage consumers on as many platforms as feasible
- Provide savings offers when, where & how consumers want













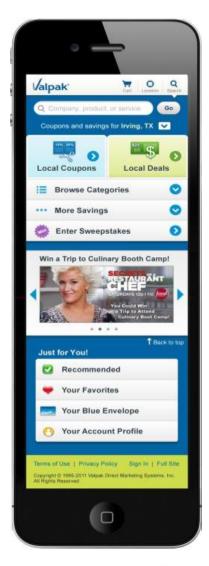






# Valpak Mobile Optimized Sites











# Mobile Channels Valpak Distributes Coupons Through

- Mobile web
- Mobile app
- SMS text
- QR codes
- Social platforms (via mobile devices; Facebook, Twitter)
- Distribution partners (mobile web & mobile app)



**QR** Codes as Game Changers











### **QR Code Opportunities**

### The Opportunity

- **Extension** Print to digital extension of print platform
- **Distribution** Harnesses the power of print distribution & extends into mobile platforms
- **Engagement** Delivers a consumer engaging experience for advertisers
- New Audiences Reaches and engages a younger demographic audience
- **New Media** Now provides interactive advertising directly from print, outdoor, POS (ie, video ads)
- **Data** Rich data generated from scans (time of day, location, device type)

### What QR Codes Can Do (short list)

- Display web or mobile pages
- Save a contact

Make a voice call

- Send an SMS/MMS

- Send an e-mail

- Promotion entry/data collection

- Multi-action menu

Calendar entry

- Send tweets

Display coupons/offers

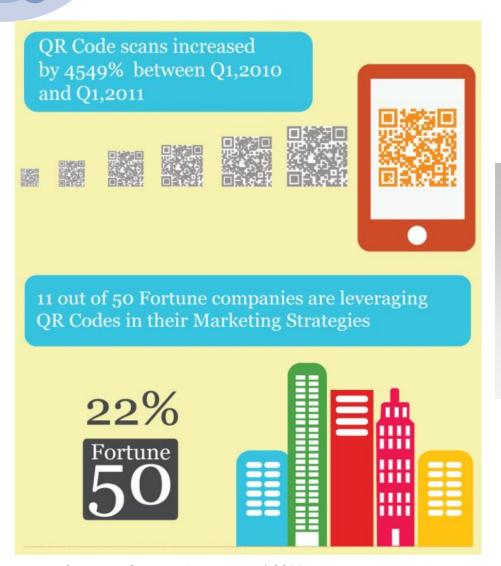
- Generate video
- Register for/enter loyalty programs







### **QR Code Scan Growth**

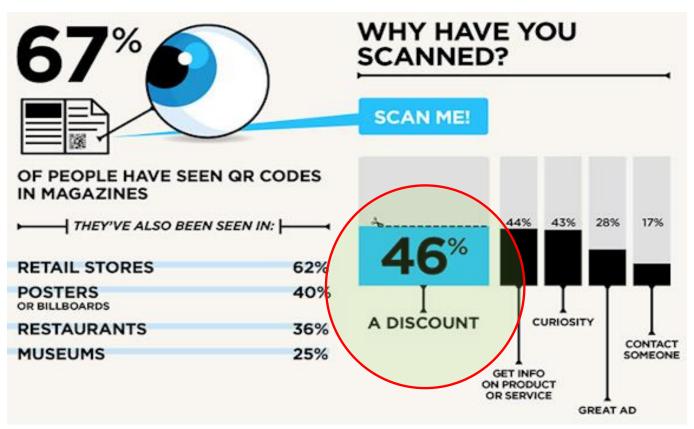


### comScore June 2011

- 14 MM US consumers scanned QR or bar codes on their mobile phones
- 56% = 25-44 yo
- 60/40 Male/Female
- Scanning at home primarily

Source: Queaar Inc,, August 2011

### What Drives QR Code Scans?



Source: Lab42, August 2011



### Valpak Initial QR Code Test

- Sandra Lee promotion used QR codes (drove consumer registrations)
- High consumer engagement rates (67% of QR code registrants opted-in to Valpak.com Membership)
- Most QR registrants (68%) between 25 44 yo's (engaging younger audiences)









### **Print to Digital - QR Codes**

### July



### August



### September



### October











Location Based Marketing (LBM)











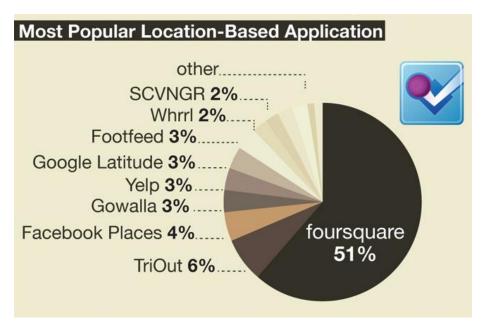


# What is Location Based Marketing (LBM)?

### A Definition:

"The act of transforming consumers' shared location information into engagement & ultimately, transactions"





Source: The Location Based Marketing Association & SocialWayne.com, August 2011

Location based marketing is a growing market opportunity

- LBM = \$200MM market in 2010
- Projected \$6B market in 2015

Source: Borrell Proximity Marketing, Nov. 2010







# What are Some Common Examples?

- 1. <u>Local SMS Text</u> Text users with self-identified geography in proximity to a business
- 2. <u>QR Codes</u> Outdoor and point of purchase display drive content & transactions
- 3. <u>Nearfield Communications (NFC)</u> Mobile swipes drive content & transactions
  - Google Wallet, AMEX & VISA Digital Wallets
- 4. Social Check-in Offers served in proximity to where people check-in
  - FourSquare, Facebook Places, Gowalla, Yelp
- 5. Geofencing Virtual perimeter Message displayed to nearby users to draw them in
  - Placecast, Shopkick, Loopt
- 6. <u>GPS-based Functionality in Apps</u> Displays content/offers with geo-relevant context via mapping interface
  - Google Maps, SCVNGR, Valpak



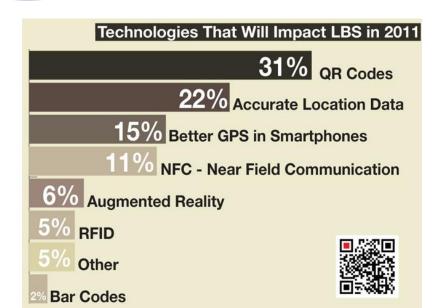








# Location Based Marketing Still Early, But Effective



 65% of customers who were part of initial LBM programs made purchases as a result of location-driven notifications & messaging

Source: Primary Impact Study, 2011

- Nearly 1 in 5 smartphone owners access check-In services via their mobile device
- 18-34 yo's account for nearly 60% of check-In service users

Source: comScore, March 2011

# 54% Received Something Free 38% Used check-in coupon 37% Never received anything free or discounted

Source: The Location Based Marketing Association & SocialWayne.com, August 2011

 55% of smartphone owners use their phones for location based directions or recommendations

Source: Pew Internet Project, Sept. 2011







# Why is Content Important in LBM?

Consumers expect content that is relevant to where they are

Geographical context is a powerful factor in driving consumer engagement

 Engagement/transaction rates are highest when consumers are presented with relevant offers when and where they want it

Technology is making it easier to serve up relevant content

Mobile Innovation

– Looking Forward













# Mobile Augmented Reality (AR)













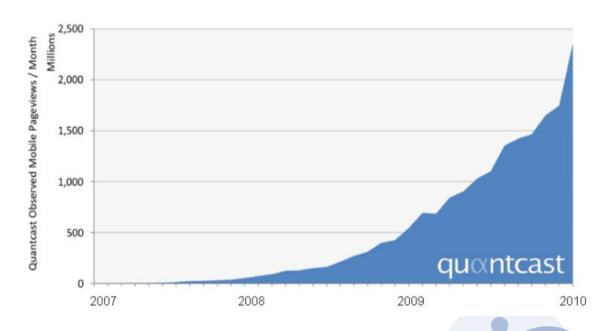


### Mobile Use & Video = Massive Growth

### Smartphones driving video explosion

- Web users watched 30.3 <u>billion</u> videos online during April (comScore, 2011)
- # of mobile video users will rise by 34% annually to 95MM in 2015 (Coda Research Consultancy, 2010)
- Mobile video revenue set to exceed \$2B in 2013, thanks to 4G (ABI Research, 2010).
- Mobile video increasingly indexed higher in search results (eg, Google: YouTube)









# Other Important Mobile Solutions to Consider

# Loyalty Programs (print/digital)



### MMS



### Gamification



### NFC - Mobile Pay







# **Future Direct Marketing Trends**









# **Augmented Reality – Print Interactivity**









### **Thank You!**

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### **Location Based Marketing – Example 1**

### Tesco case study - Location targeted

### Objective:

 Tesco wanted to raise awareness of customers' nearest Catalogue Shop or Order and Collect Store and to drive these customers in store to take up the offer of £5 off a £50 spend

### Solution:

- O2 looked up all customer postcodes and selected those who lived within a 10 mile radius of one of the stores
- Customers were sent an SMS detailing the offer and the street address of where their nearest store is









# Location Based Marketing – Example 2

### Marks and Spencer case study

### Objective:

 M&S wanted to drive customers in store to take up the 15% off clothing offer

### Solution:

- O2 sent location based messages to customers within ½ a mile of any M&S store, providing the details of the offer and a code to redeem the offer
- Customers were able to show the message in store with the code, to redeem the offer and staff at M&S were able to track redemptions.















# **Location Based Marketing – Example 3**

### The Co-operative Food/Coca Cola case study

### Objective:

- Co-op wanted to inform customers of where their nearest store was and to drive customers in store to collect their free product
- Coca Cola wanted to offer customers a free bottle of Dr Pepper on request after receiving the message

### Solution:

- O2 sent location based messages to customers within ½ a mile of any Co-operative Food, providing the street address of their nearest Co-op and details of the free gift.
- Customers were able to show their message in store to a member of staff to collect their free bottle of Dr Pepper.



