

Programmatic Advertising

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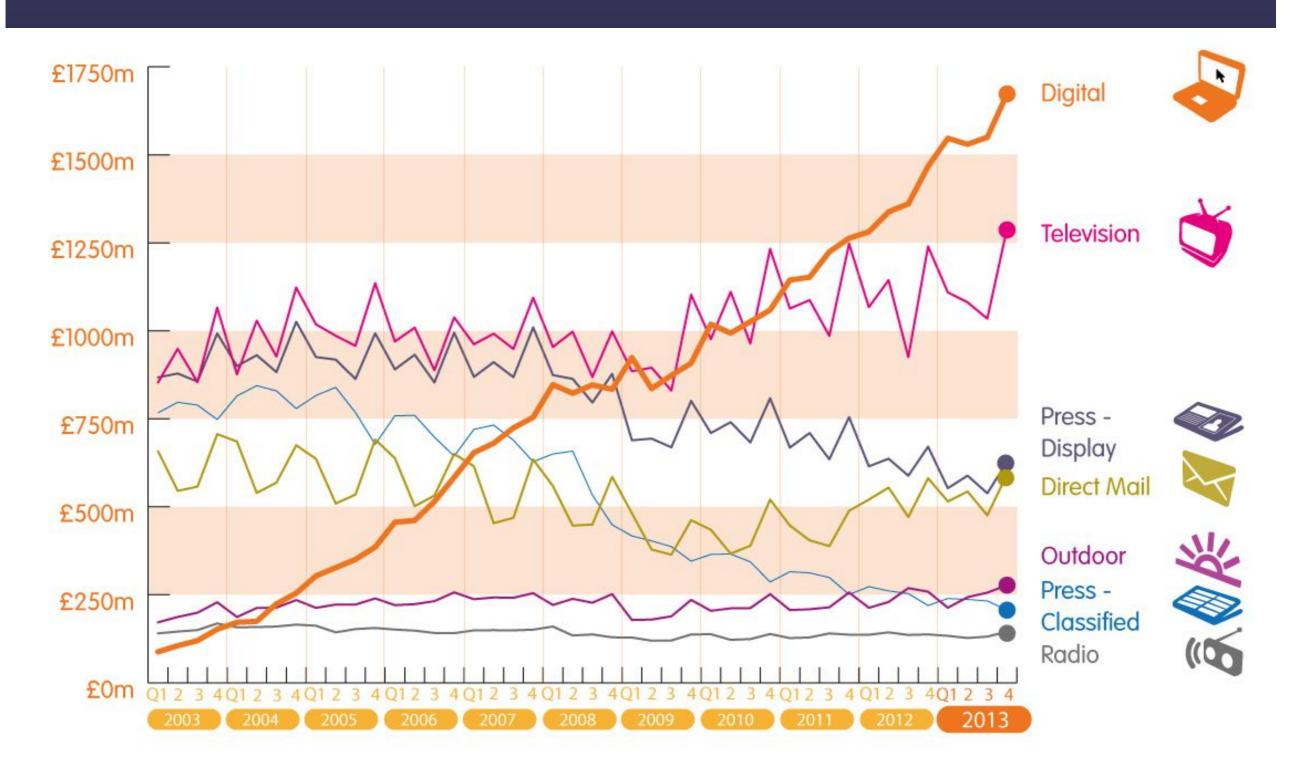
Agenda

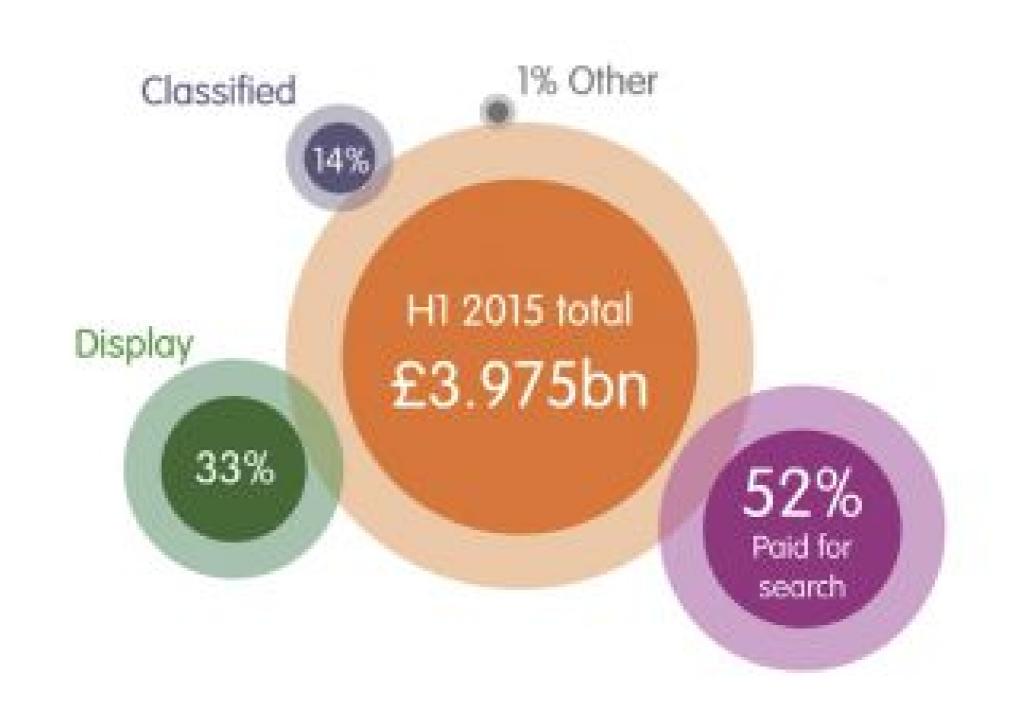
- 1. Evolution of programmatic advertising
- 2. Principles of programmatic
- 3. Targeting audiences
- 4. Development of programmatic
- 5. Q&A

Evolution of programmatic advertising



Digital Advertising Marketplace

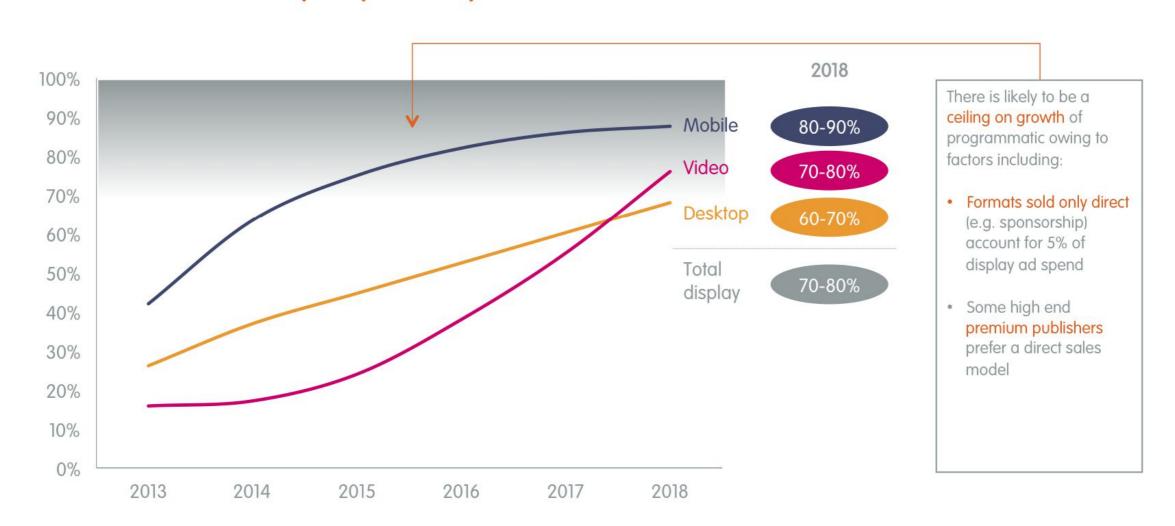


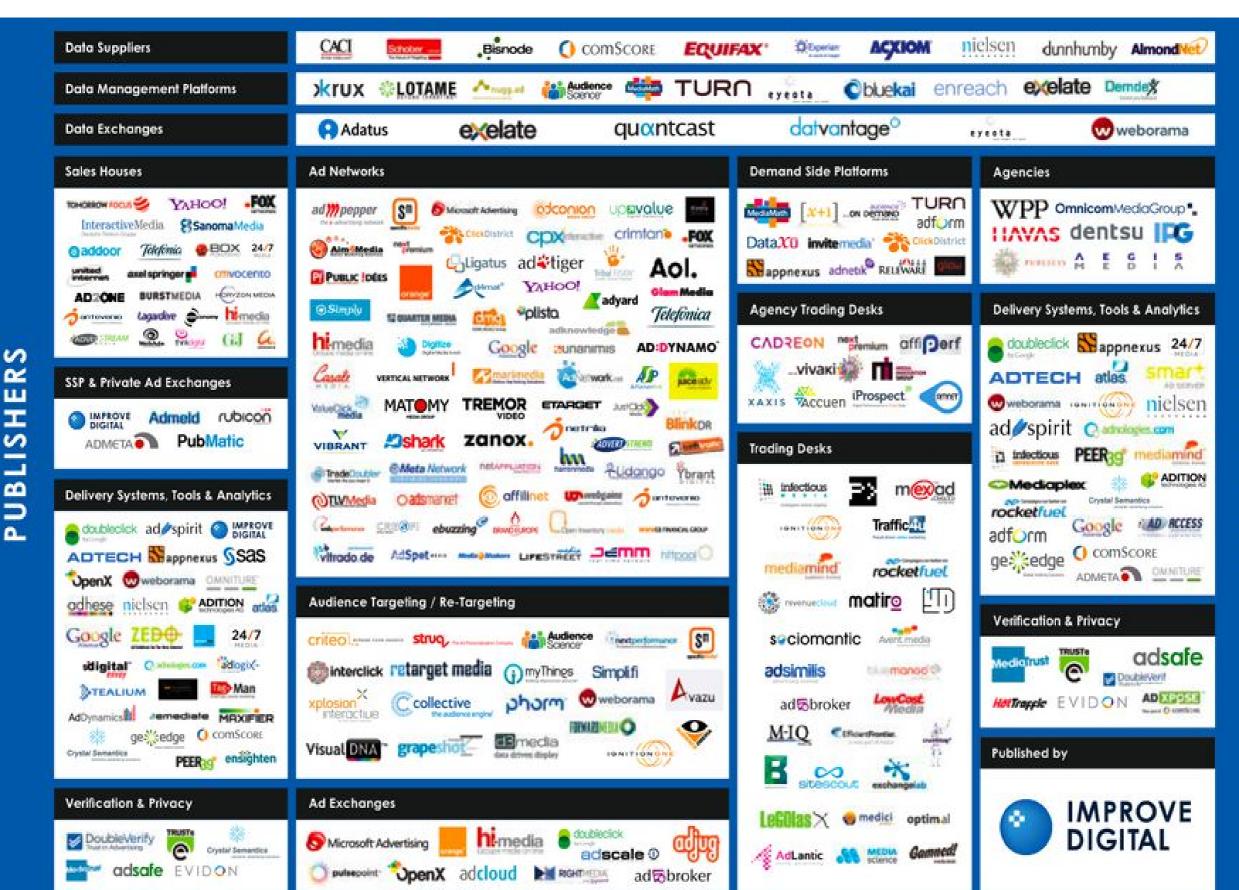


Projections



Programmatic is expected to grow rapidly, accounting for 70-80% of display ad spend in 2018





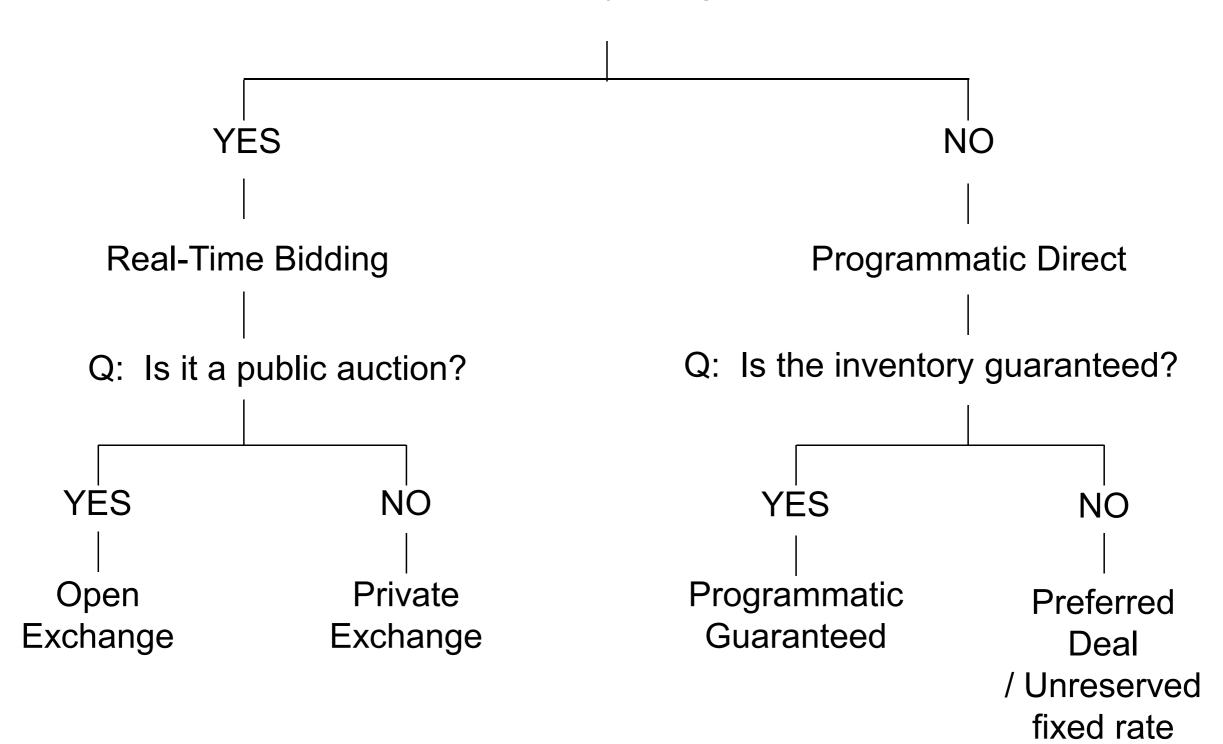
What is programmatic advertising?

Programmatic advertising (also known as programmatic buying, or, programmatic trading) is the use of automated systems and processes to buy, sell and fulfill advertising inventory

This includes, but is not limited to, trading that uses real-time bidding auctions

From the buyers perspective

Q: Is the inventory being auctioned?



From the media owners perspective

Direct sales

Direct

Inventory bought at fixed prices directly from media owners through in-house or external sales teams, using insertion orders and manual processes to book and run the campaign

Programmatic direct (e.g. private marketplaces)

Inventory bought from a particular media owner using automated processes, where a direct relationship exists between the buyer and media owner in the form of pre-existing deal terms (e.g. exclusive access and price floors)

Channel

Networks

Indirect

Inventory bought at fixed prices from a third-party offering packages which aggregate supply across multiple media owners

Programmatic indirect (e.g. open RTB exchanges)

Inventory bought on an impression-byimpression basis in real-time through an open, unreserved auction

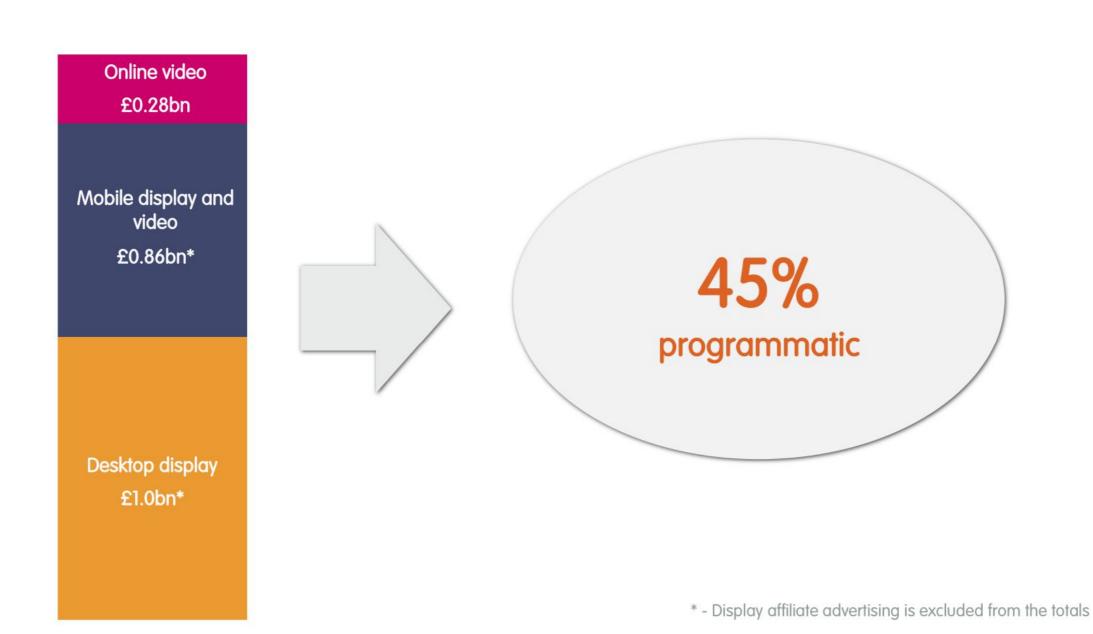
Traditional **Technique**

Programmatic

It is increasingly hard to draw firm boundaries

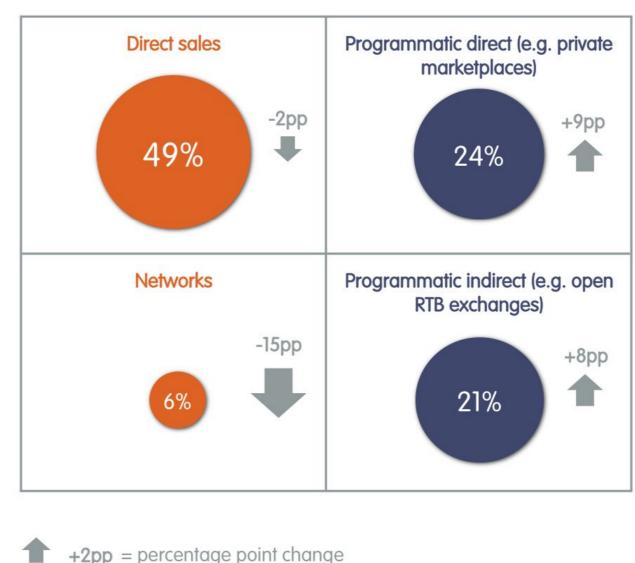
between different types of media sales. Following feedback from industry participants, we have made refinements to our allocation of some types of media sales to these four categories. Therefore. comparisons with 2013 data should be treated as

indicative.



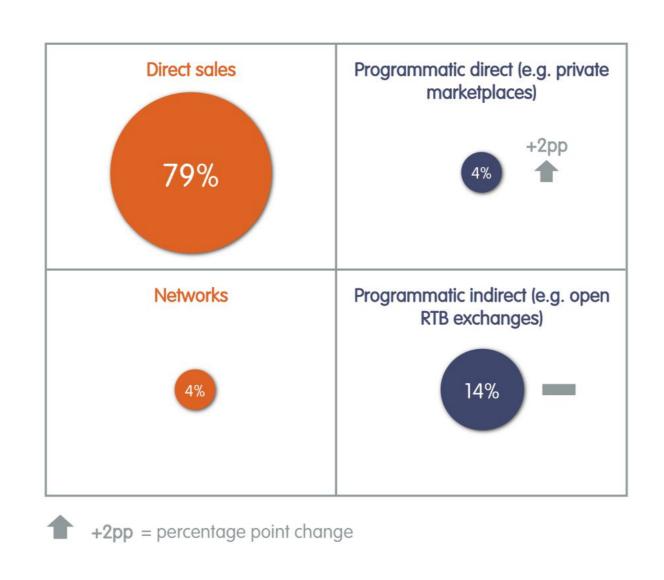
Overall, direct sales still account for 49% of the market – programmatic direct has grown strongly to 24%





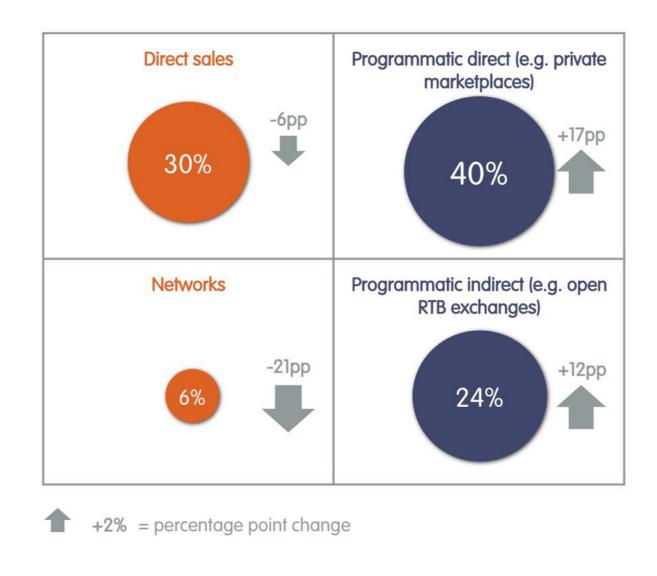
Online video sales remain largely direct and nonprogrammatic



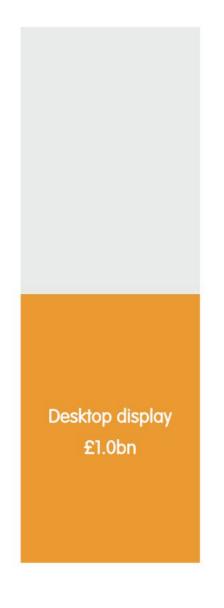


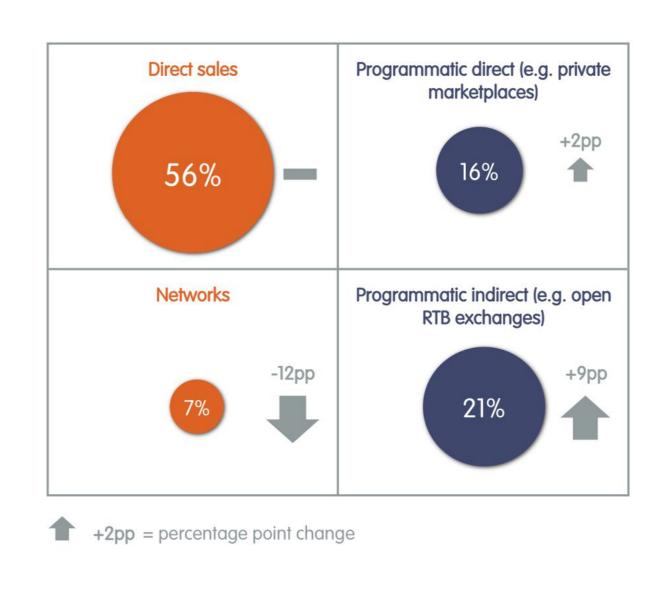
Mobile programmatic sales are driven by major US internet companies – programmatic direct has grown to 40%





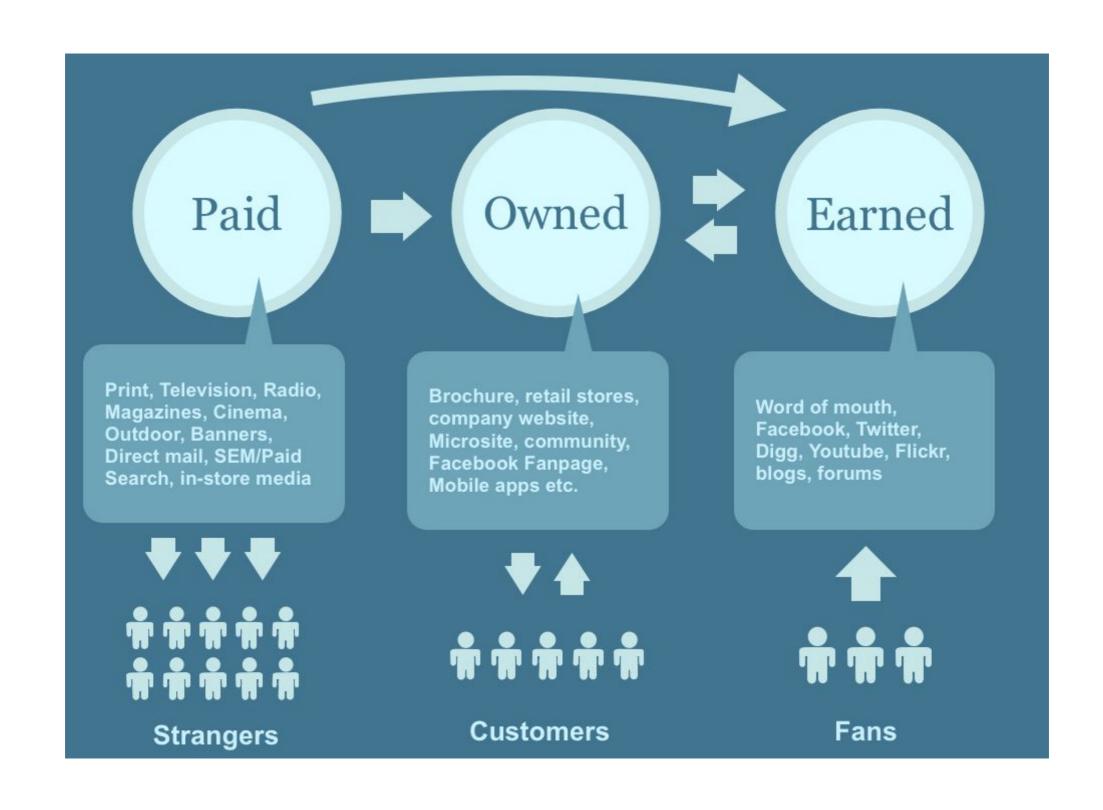
In desktop display, growth in programmatic has been driven by smaller media owners moving to exchanges



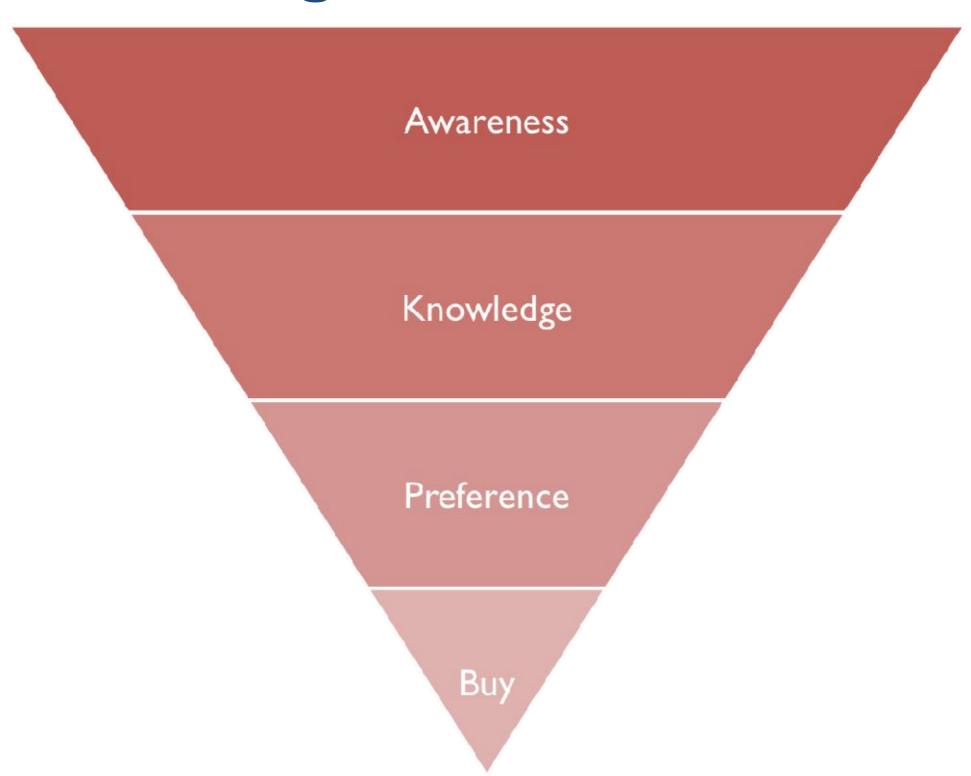


Principles of programmatic advertising

Owned, Paid and Earned media



The purchasing funnel



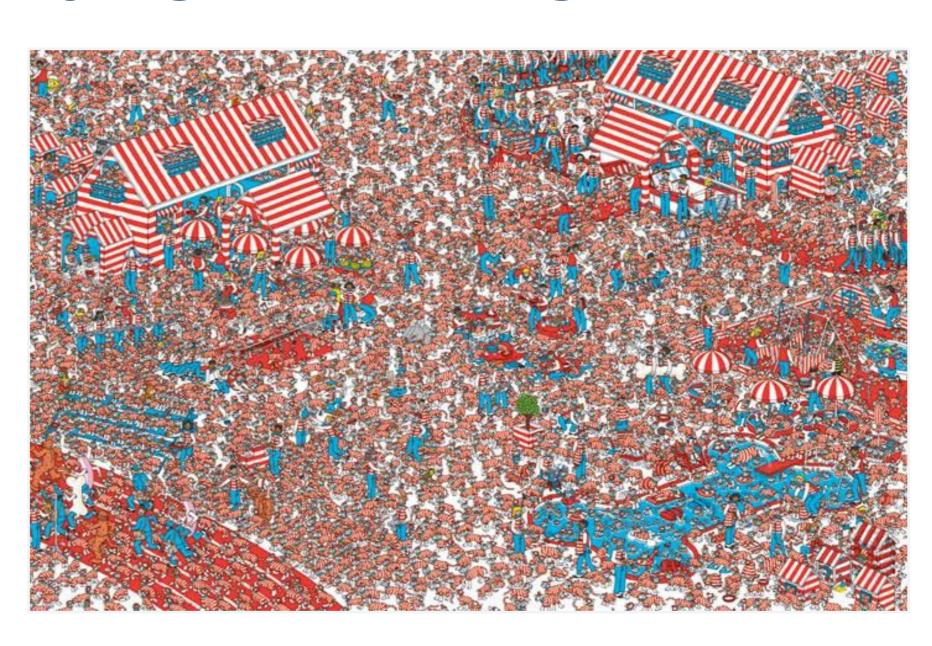
Old way of buying advertising



The target consumer

Old way of buying advertising





The target consumer

The audience we are shooting at

Buying advertising

Direct sales...

Manually buy and sell

Ad networks packaged with unsold inventory with little or no transparency

Process involved people, RFPs, I/O forms, and human error

Process ineffective and unreliable

Effective advertising

Right message / creative

Right time

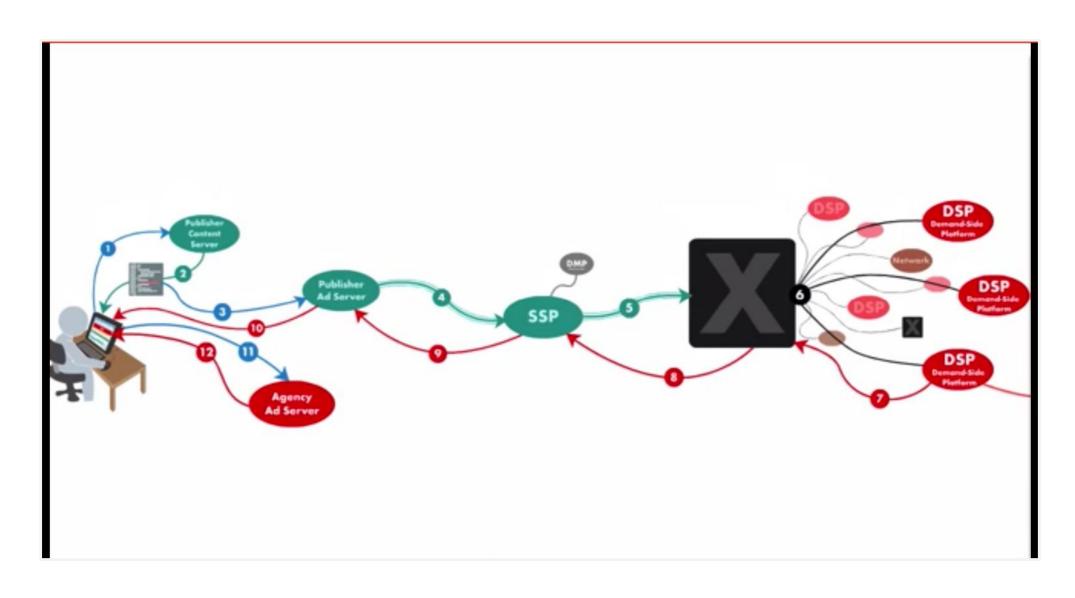
Right place

Right context

Right person

Programmatic advertising

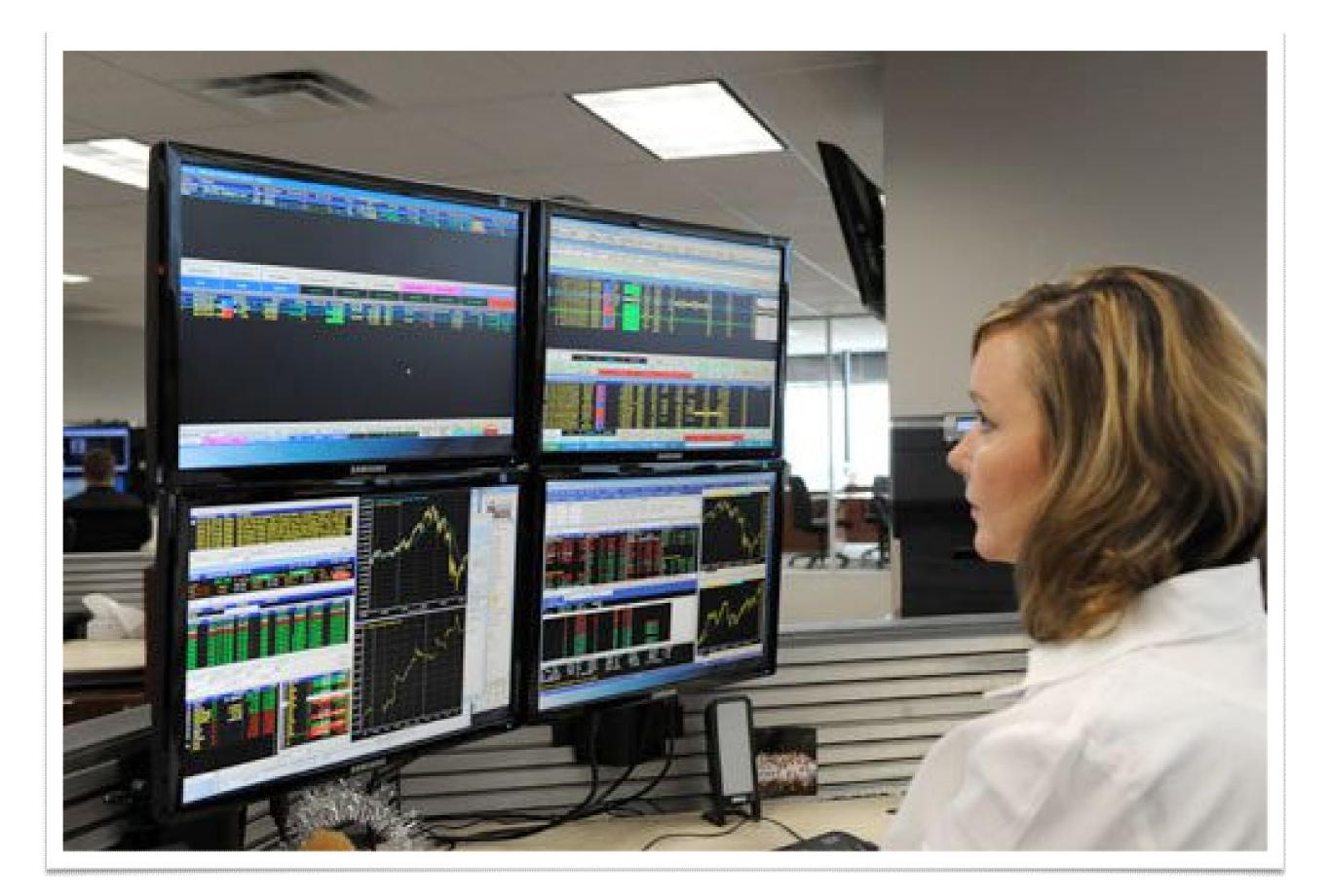
How does this all work? Example: Real-time bidding – Open Exchange



Buying advertising

Now...

Faster, more efficient Impressions bought and sold individually Sellers have more stock control Buyers can buy from multiple sources efficiently Buyers use dashboards to manage and optimise campaigns tactically in real-time Marketplaces allow for supply/demand forces to apply



Programmatic advertising

How does this all work in practice?







Targeting audiences

Effective advertising

Right message / creative

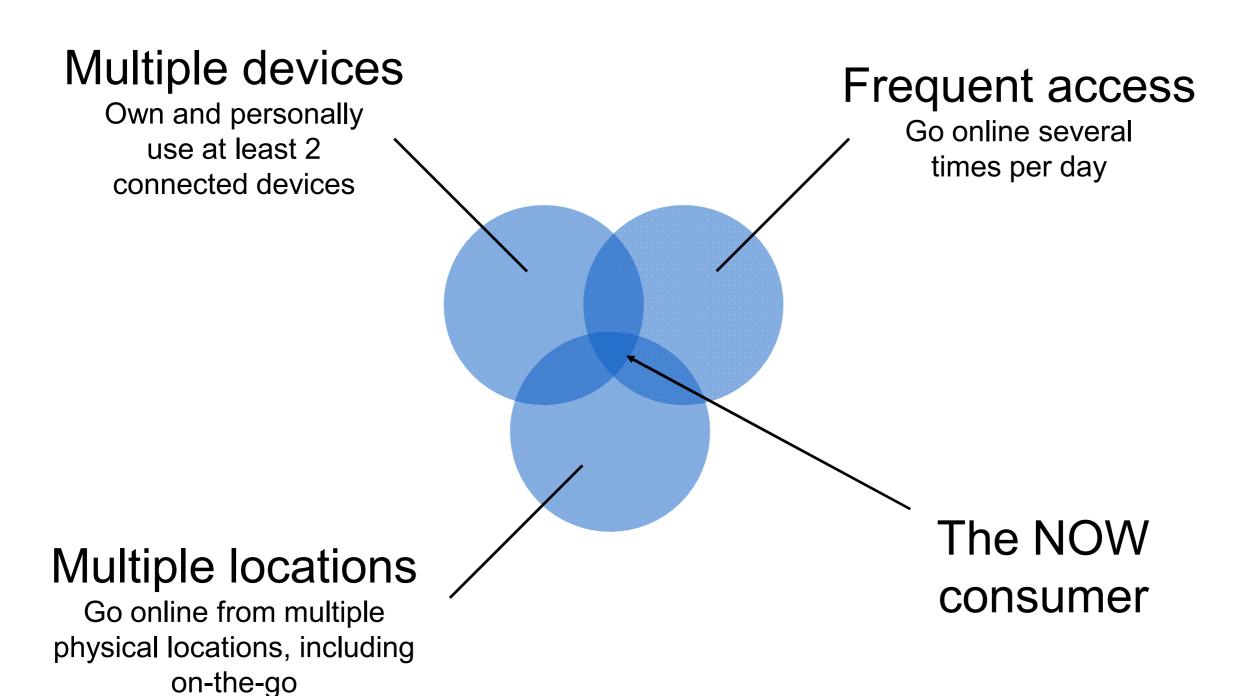
Right time

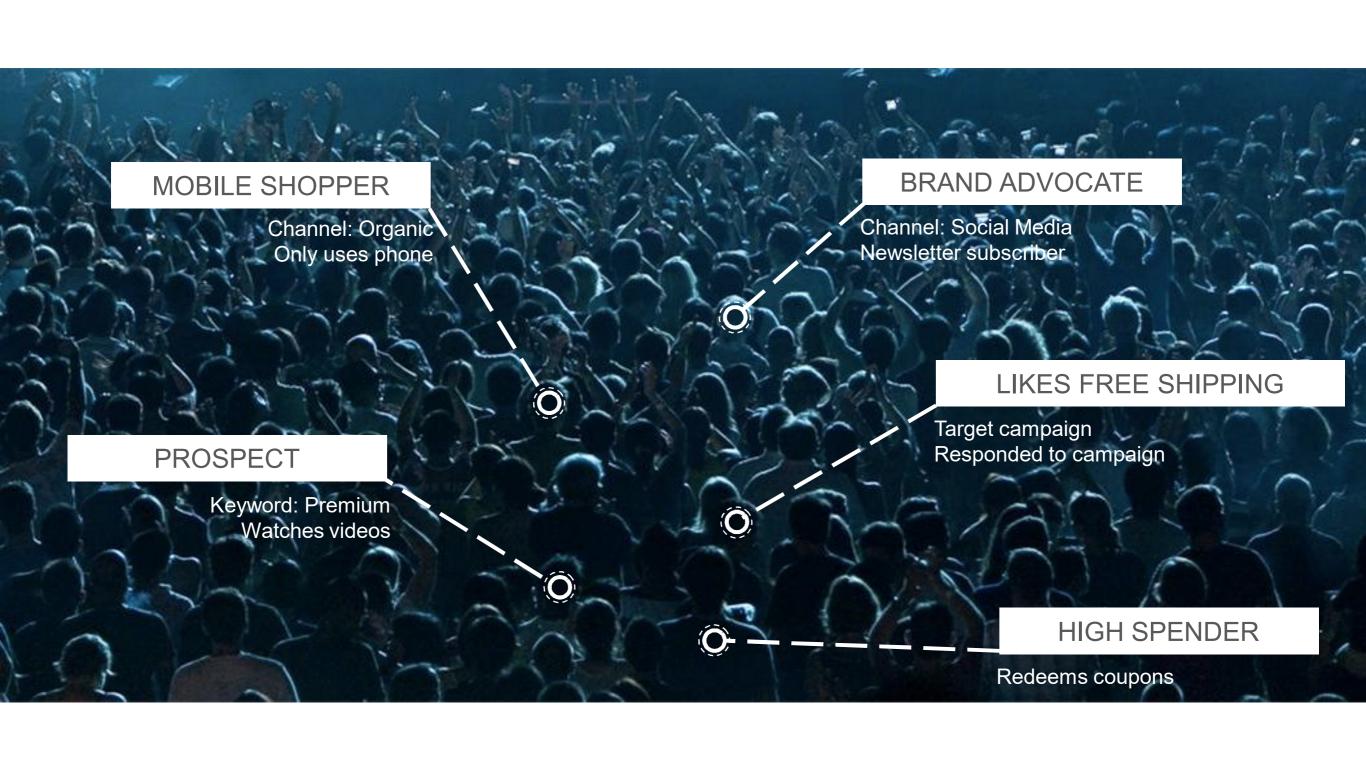
Right place

Right context

Right person

Consumers are more complex





DATA

Content has a shelf-life, eg views, shares, comments

Impressions have a shelf-life, eg viewability, engagement, relationship to consumer behaviour

Buying the attention of consumers is difficult

Collection of data improves targeting and effectiveness of programmatic

A comparison

New York Stock Exchange

5 billion shares traded daily 50 terabytes of data processed daily

AppNexus

100 billion impressions served daily 100 terabytes of data processed daily

DMP - Data Management Platforms

Data collection - in real-time across multipledata streams

Revert users to a single anonymous ID from multiple online and offline sources

Provide tools to turn raw data into valuable insights and targetable audiences

Deterministic and Probablistic insights

Maintain links to live channels for message delivery in real-time

360 degree view of the consumer



Think person, not device

First party data – realising assets

First party cookie-based data - ads, content, search Device ids

IP location

CRM – online - email marketing, registration, e-commerce, affliate, etc

CRM – offline – DM, events, loyalty scheme, etc

B2C and B2B

Second party data partnerships



DMP + DSP

Multichannel approach across paid and owned media channels

Personalisation - Segment, Individual

Real-time through the purchasing journey

Feeds DMP for future campaigns

Attribution modelling

CURRENT PROSPECTING SITE RE-TARGETING % SPEND 40% 60% 80% 100% 20% 30% 50% 70% 10% 90% OPTIMAL O DMP DMP SITE LOOKALIKE PROSPECTING CROSS-SELL RE-TARGETING

PROSPECTING OVERLAP WITH CUSTOMERS

CUSTOMER-CENTRIC

TARGETING

CUSTOMER-CENTRIC

TARGETING

Single Conversation with Customers

Upsell & Cross Sell Opportunities

Increased Scale With Lookalikes

Efficient Prospecting

IMPROVED EFFICIENCY

THROUGH INCREASED DATA

POINTS

Development of programmatic advertising

Opportunities

Unsold / remnant inventory

Premium / exclusive content

More private exchanges

Look-a-like audiences

Consolidation in the marketplace

Projections

Programmatic buying will continue to disrupt media marketplaces:

TV

OOH

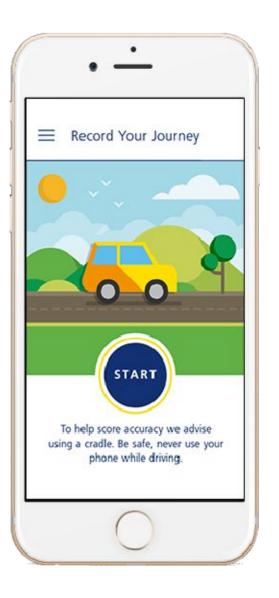
Radio

Print

IOT

Your life as a data source

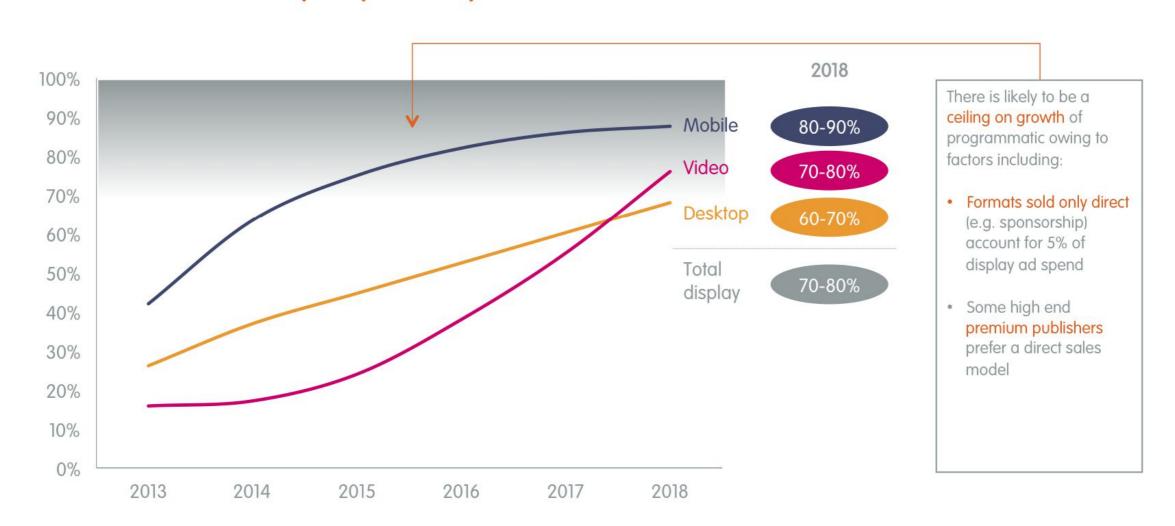




Projections



Programmatic is expected to grow rapidly, accounting for 70-80% of display ad spend in 2018



Issues

Banner blindness

Brand security

Ad collision

NHT and fraudulent

traffic

Viewability

Click fraud

Ad blocking

Dark social

Viewability - Standards

Display:

50% of advert pixels visible on screen for at least 1 second

Large canvas display:

30% of advert pixels visible on screen for at least 1 second

Video:

50% of advert pixels visible on screen for at least 2 consecutive seconds

Issues

Banner blindness

Brand security

Ad collision

NHT and fraudulent

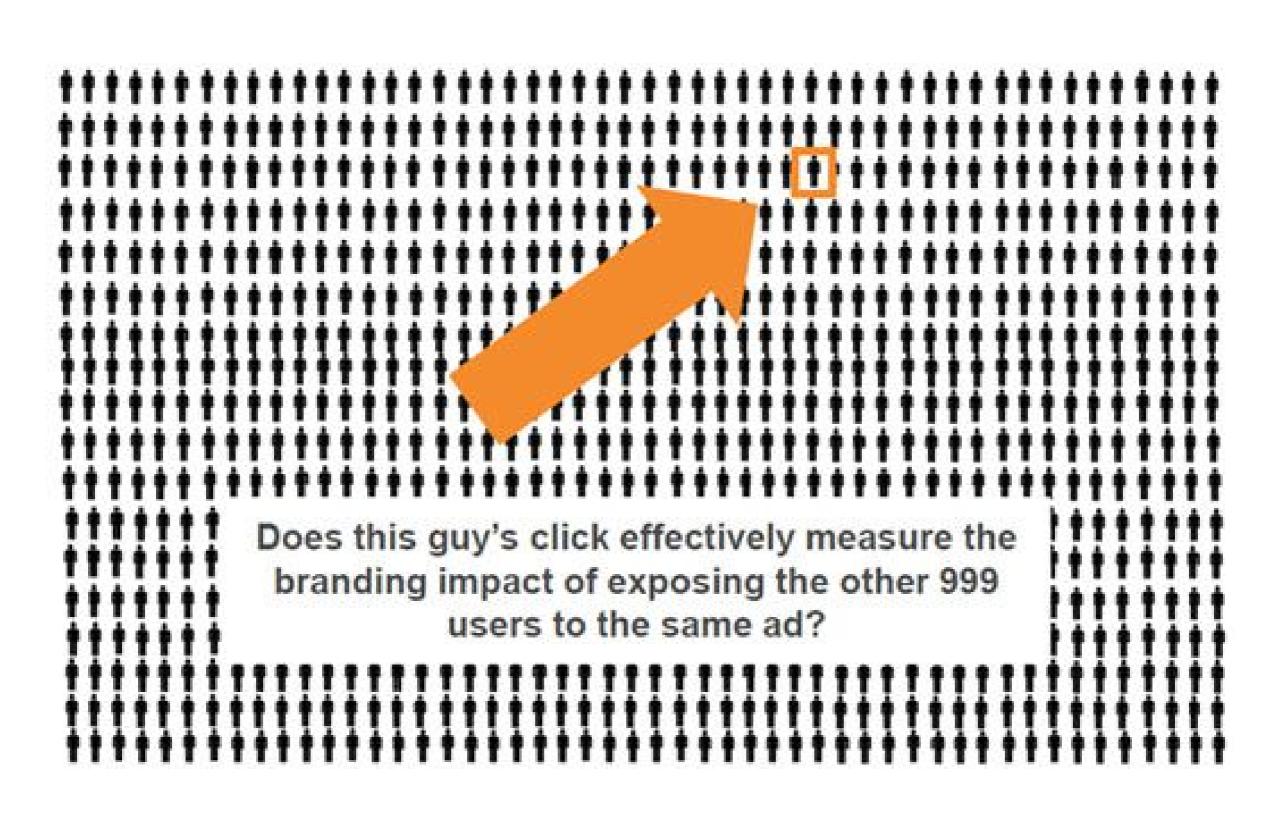
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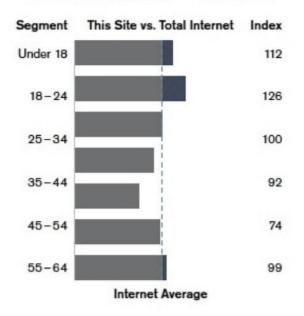
ComScore: Natural Born Clickers

8% of internet users account for

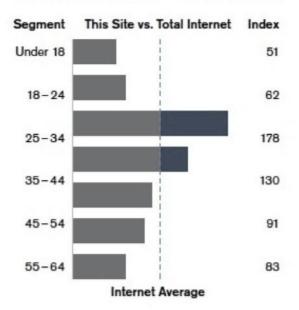


Attribution modelling

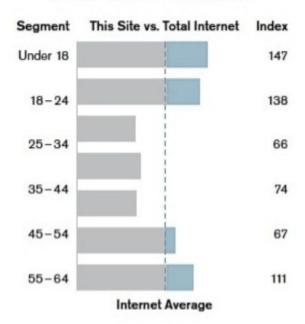
Online Retailer - Clickers



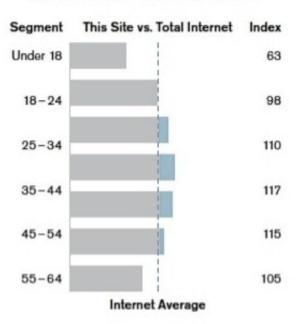
Online Retailer - Converters



Insurance - Clickers



Insurance - Converters



Attribution

"Half the money I spend on advertising is wasted; the trouble is I don't know which half."

John Wanamaker



View throughs

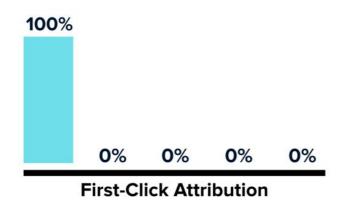
"The number of online conversions that happened within 30 days after a user saw, but did not click, a display ad"

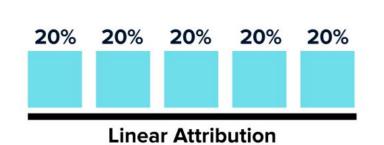
Lift in brand metrics occurs throughout a campaign, often irrespective of the volume of clicks

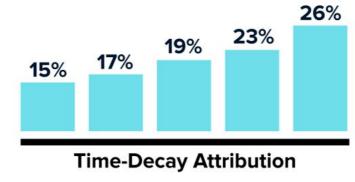
Number of clicks is not an accurate predictor of the effectiveness of an advert on brand metrics

Attribution modelling





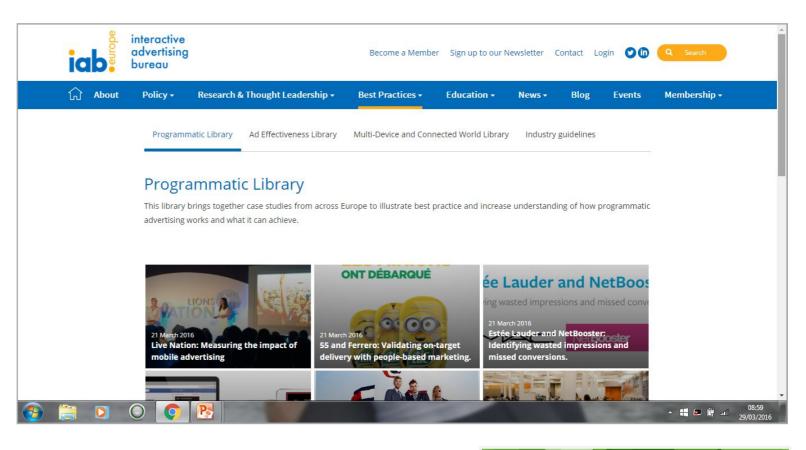






Position-Based Attribution

Further reading









Questions

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