

Making four-screen measurement fit for purpose

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Mediametrie

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Audience measurement is the currency that fuels the advertising ecosystem.

As a few countries have released 4 screen TV measurement, most of these measurement did not yet manage to reach the currency status.





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Can **four-screen** measurement
measure online video advertising
effectively and become actual
trading and planning currencies?



Rethinking Online Mediaplanning





A unified advertising ecosystem



PLANNING



TRADING

Price / GRP

#GRP



REPORT

With traditional media, **audience measurement** is directly feeding all the components of the ecosystem.

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The current digital advertising ecosystem

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PLANNING



TRADING

Price / CPM

Impressions



REPORT

With digital media, **audience measurement is disconnected from the trading managed by AdServers, and in most cases from Campaign Report Measurements.**





Mediaplanning
is the science of
forecasting audience
using past observations

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FORECAST

(Mediaplanning)

REALITY

(Post campaign report)

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A close-up photograph of two hands holding three apples. The apples are a mix of red and yellow-green. The background is blurred, showing more foliage and apples.

In a linear environment (TV/Radio)
mediaplanning is complex but accurate



The way adserver operate using proprietary algorithm to optimize the campaign performance makes online mediaplanning much more complex.





FORECAST

(Mediaplanning)

REALITY

(Post campaign report)

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The challenge of building more accurate mediaplanning models

Capping

Share of voice

Targeting &
Data



The core of the model

The Markov Binomial Model

If c_m^t is the probability for an individual to see t adds within m pages ($0 \leq t \leq m$), then:

$$c_m^t = a_m^t + b_m^t$$

Where

$$\begin{aligned} a_m^{t+1} &= (1 - \rho(1 - pdv))a_{m-1}^t + \rho \cdot pdv \cdot b_{m-1}^t \\ b_m^t &= \rho(1 - pdv)a_{m-1}^t + (1 - \rho \cdot pdv) \cdot b_{m-1}^t \end{aligned}$$

and

$$a_m^0 = b_m^m = 0, a_1^1 = pdv \text{ et } b_1^0 = 1 - pdv$$



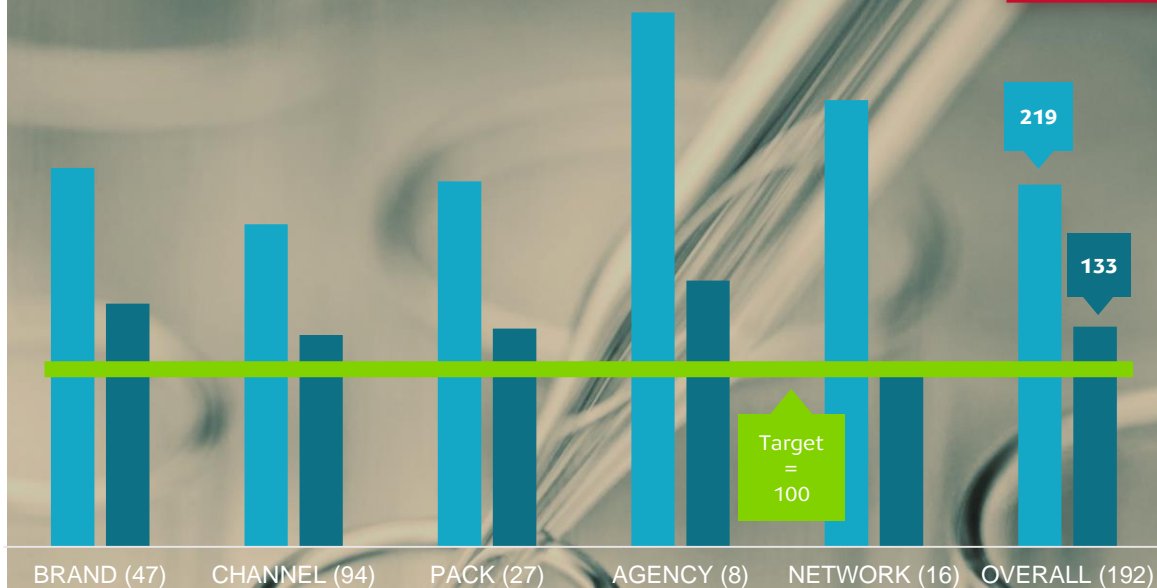
« **Markov model** » to reduce the gap between forecast and reality

Number of supports by type

350
300
250
200
150
100
50
0

Reach difference : forecast vs reality coverage gap in %

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Old model



Markov model

Evaluation based on 47 digital campaigns in 2016 made up of 192 supports



From mediaplanning to audience data APIs

MEDIAPLANNING
SOFTWARE 1



MEDIAPLANNING
SOFTWARE 2



MEDIAPLANNING
SOFTWARE 3



ADSERVERS 1



ADSERVERS 2



**OTHER
PLATFORMS**

API
Reach &
frequency
forecast engine
(Previously
mediaplanning)

Other audience
data API
(Engagement,
media usage
targets)

Measurement



This approach requires accurate and granular Campaign Reporting Measurement. Panel Only Based models have proved innacurate.

In France, Digital Ad Ratings (DAR) is becoming a standard for an increasing number of advertisers and agencies. Some sales houses have built offers based on Cross Campaign Ratings (XCR) performance.





The new digital advertising ecosystem

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PLANNING



TRADING

Price / CPM

Impressions

Audience & Data



REPORT

DAR & XCR

**New
mediapanning
models should be:**

- More accurate
- Connected to adservers
- Consistent with Campaign Reports



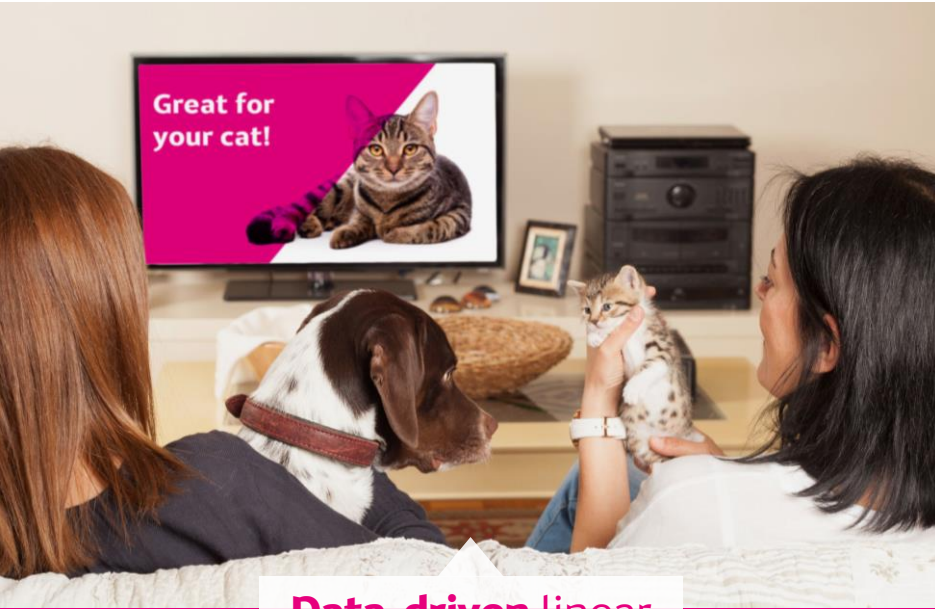
Navigating the jungle of Ad-models



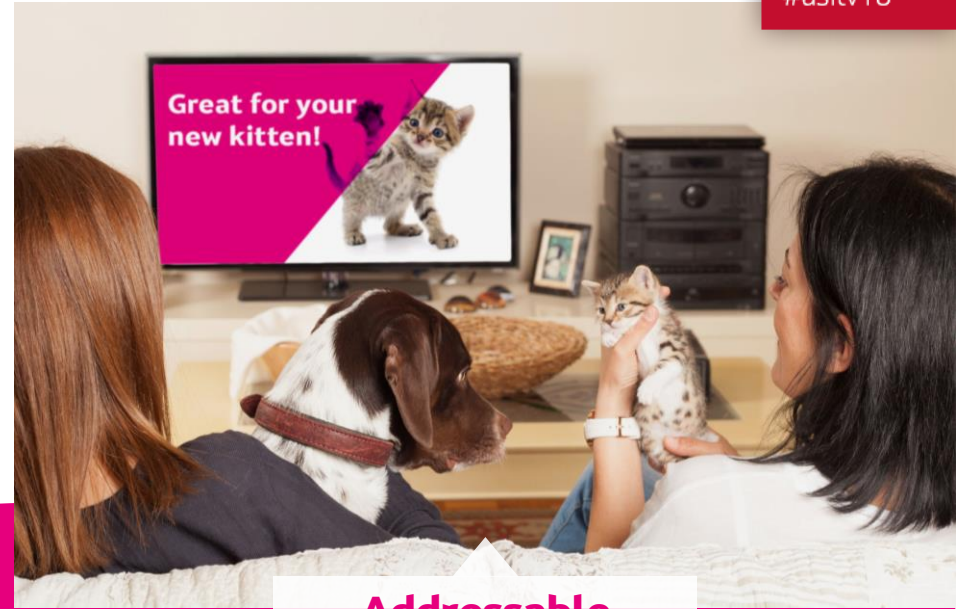


Identifying the relevant Ad-Models

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Data-driven linear



Addressable

Data and new TV usage is pushing new NON-Linear Ad-Models. There are now two main types of TV Ads: Linear & Non-Linear (Addressable). But with multiple variation: Linear ad on Linear Feed, Linear on Non-Linear Feed, Non-Linear ad on Linear Feed (Addressable)...



The emergence of Ad-Ecosystems

To emerge, an
Ad-Ecosystems requires a
certain level of
homogeneity
of a few parameters:



Ad Type:
Linear,
Addressable



Ad Measurement:
True ad-audience
based, Program
based, panel
based, census ...



Inventory:
Finite,
Infinite (and
unknown)



KPI: Time
(GRP),
CPM, CPA
...



The current situation: Two separate Ad-Ecosystems

4 SCREEN **LINEAR** MEDIAPLANNING

TIME BASED



TV
LINEAR
ADS

4 SCREEN **NON-LINEAR** MEDIAPLANNING

CPM BASED



TV **NON
LINEAR**
ADS

ONLINE
VIDEO
PLAYERS

DISPLAY
ADS



How to account for the audience of a TV + Online Video campaign?



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TV GRP

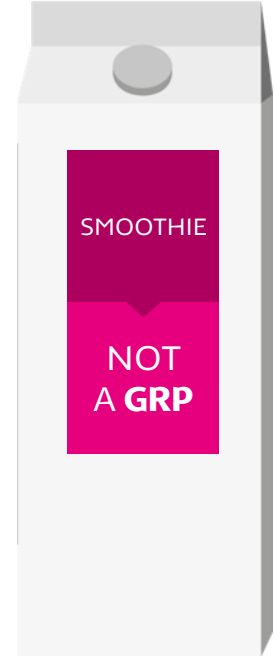
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Online
Impressions





A universal definition of GRP

$$\text{GRP} = 100 \frac{\sum_{i=1}^n X(i)}{N}$$

X (i) = number of contacts (opportunity to see) by individual i (belonging to the target) with the ad

N = size of the target's population

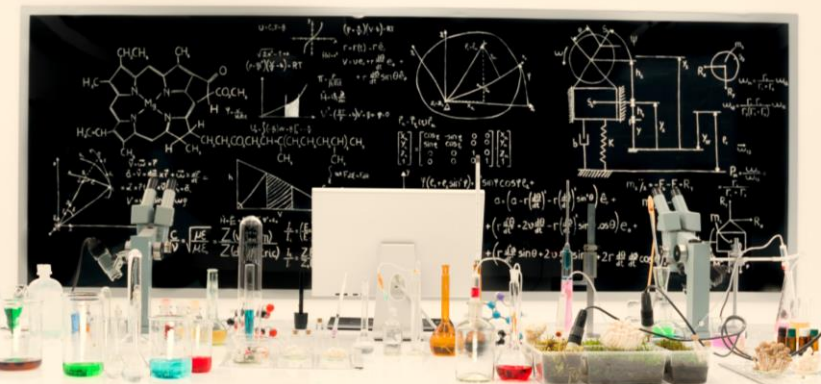
n = number of individual reached by the ad within the target

But the definition of a contact varies by media



Building the GRP Synthesizer

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Online video GRP

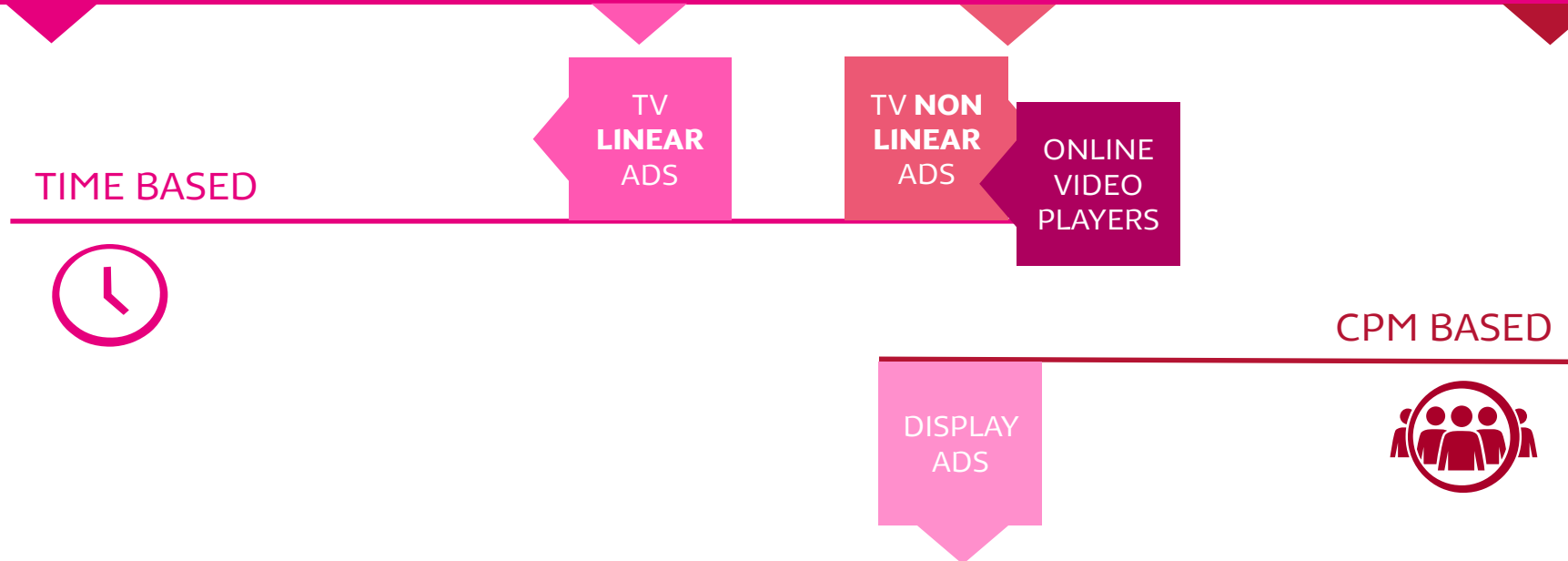


Contact used in the Online video GRP =
DURATION (%) x VISIBILITY (%)



Building the future new Video Ad-Ecosystem

4 SCREEN **LINEAR + NON-LINEAR** MEDIAPLANNING



Linking
audience
measurement
targets with
DMP/AdServers





Digital advertising is heavily relying on usage based targets:

**purchase
intentionnists**



**search based
targets**



etc...



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To make audience measurement platforms relevant, it is becoming increasingly important to build bridges between the targets of audience measurement platforms as well as DMP/AdServers.

In partnership with Nielsen Marketing Cloud, Médiamétrie is currently developing a few projects in this direction.



Two examples



TV data enriching online data



Heavy/Medium/Light TV Users target
in Nielsen Marketing Cloud



Online data enriching TV Data



Travel/Automotive Intentionnist
in TV Measurement

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Quick Summary...





Three steps to make 4 screen TV a true currency



New APIs must re-connect audience measurement with the Online AdTrade and AdServers using new, more accurate mediaplanning models.



Visibility is a requirement to connect TV & Video measurement and planning.



Building bridges between audience measurement and DMP/AdServers targets.



THANK YOU

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