# 2021 Global Gaming Opportunity

**NBCUniversal + Sky** 

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## 2020 WAS POISED TO BE AN **INFLECTION POINT IN GAMING**



**Highly anticipated** launch of Next Gen consoles



Big tech enters the gaming space betting on the cloud



**New pricing models** continue to gain adoption



**Esports continues to** go mainstream

## 

# Gamers leaned in more than ever

While the pandemic posed threats to distribution and production, ultimately it led to increases across all aspects of gaming, from time spent gaming all the way to streaming and spending.

# GAMING INDUSTRY

\$174.9B

**REVENUE IN GAMING MARKET** expected to grow +19.6%, \$15.6B higher than originally forecasted

+39%

INCREASE IN SPENDING per month on video games

### GAME PUBLISHERS/ BRANDS

# CONSOLES

game publishers as well as hardware providers reeled from disruptions in distribution and development due to closures

## **PCs**

despite a fully digital distribution, PC gaming brands faced **delays** in new game development

#### **GAMERS**

80%

**of gamers watched** video game streams during lockdown

34%

of gamers either subscribed, used a cloud service, or watched a virtual gaming for the first time in 2020

+30%

more time spent playing video games



# OPPORTUNITY

The biggest challenge and opportunity for gaming brands coming out of 2020 will be **retaining and gaining** new gamers post-COVID



# OUR CREDIBILITY IN THE SPACE IS ONLY GROWING

# GAMING IS IN OUR DNA

COMCAST









xfinity.





















# NBCU + SKY GAMER PROFILE

414M NBCU+SKY

ACTIVE GAMERS

67%

GAMING AUDIENCE REACH

#### **REGIONAL GAMER REACH**

**70%** 

55%

**67%** 

45%

68%

**ASIA** 

EUROPE

LATAM

NA

**MEA** 

#### **GENERATIONAL REACH**

28%	35%	23%	10%
16-24	25-34	35-44	45-54

63% of our global gamer reach are Gen Z and Millennials

#### **REACHING GAMERS ON NBCU + SKY**



E















247

228

236

230

225

216

221

203





# NBCUniversal + Sky

**World-class TV content on every** screen, live and on demand

615M+ 150+ \$24B

**PEOPLE REACHED PER MONTH** 

**COUNTRIES** 

**INVESTED IN CONTENT ANNUALLY** 

## THE HOME OF SPORTS IN THE US AND EMEA

SOCCER





**OLYMPICS** 















































**MOTORSPORTS** 





























INDIAN PREMIER LEAGUE



















































MOTOCR#55

O NTT



























































# NOW INCLUDING REPRESENTATION DEALS ACROSS LATIN AMERICA & BRAZIL



The world's largest football app is now the world's largest football media company.

**OneFootball** partners with 130+ clubs, federations, and leagues to distribute their content across their global footprint.





**Globo SporTV** is the largest Pay TV sport channel in Brazil – with the most complete sports portfolio.

Here fans can watch 30+ sports including Football, NBA, Volleyball, Formula 1, Tennis MotoGP, Tokyo Olympics and e-Sports.





# **WORLD-CLASS ENTERTAINMENT**





THE MOST **TRUSTED VOICES IN NEWS** 





















# **UNFORGETTABLE GLOBAL EVENTS**



# THE ABILITY TO CAPTIVATE FANS AND IMPACT CULTURE

SOCIAL MEDIA

DIGITAL VIDEO

SHOPPABLE MOMENTS

EXTENDED IP REACH



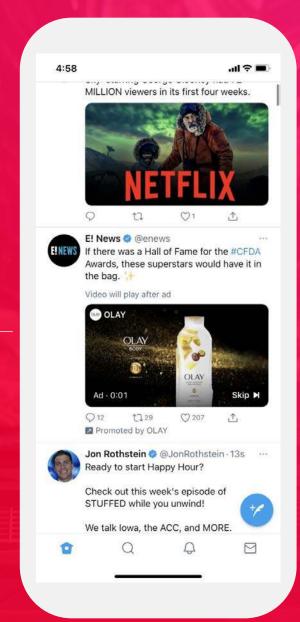
# THE BEST OF NBCU+SKY FOR TWITTER'S ENGAGED FANS

### **SOCIAL MEDIA**

DIGITAL VIDEO

SHOPPABLE MOMENTS

**EXTENDED IP REACH** 



Reach potential consumers on Twitter when they're watching (and talking) about the must-see moments from NBCUniversal's & Sky's social powerhouse brands

Platform for Discovery

322M

Global Active Users 2021

209 M

Monthly NBCU Global Video Views on average in 2020

# SURROUND THE FASTEST GROWING ENTERTAINMENT BRAND ON YOUTUBE

SOCIAL MEDIA

## **DIGITAL VIDEO**

SHOPPABLE MOMENTS

EXTENDED IP REACH



Organic Views +38% YTD



Organic Hours +48% YTD



Engagements +33% YTD



Impressions +65% YTD



Global NET SUBSCRIBERS +12% YTD



**VIDEOS PUBLISHED A YEAR** 



# INTERNATIONAL **SHOPPABLE**

SOCIAL MEDIA

DIGITAL VIDEO

## **SHOPPABLE MOMENTS**

EXTENDED IP REACH



41.7%

Client's Shoppable unit performed 1.7x better than their standard ad.

# REACH 91M GLOBAL FANS ON SYFY

SOCIAL MEDIA

DIGITAL VIDEO

SHOPPABLE MOMENTS

**EXTENDED IP REACH** 





## **ALLOW US TO (RE)INTRODUCE** G4

The new G4 will be a multi-platform content network geared towards the ever-growing video game, e-sports, and fandom audiences.

The foundation of G4 programming is an innovative, interactive live format featuring celebrities, gamers, and influencers.

### The New G4's Content Pillars



LIVE ESPORTS

GAMING/CULTURE

CREATORS/STREAMERS



# **G4 DISTRIBUTION MODEL & LIFECYCLE**

## A modern approach Projected reach year 1 is 82M+

#### **Distribution channels**







LINEAR

**DIGITAL/SOCIAL** 

OTT/CTV













ROKU XUMO

### **Content Lifecycle**

#### **G4 LIVE STREAM (TWITCH & YOUTUBE)**

Live & uncut, G4 will give fans an opportunity to pull back the curtain and watch the show, no outtakes

#### LINEAR

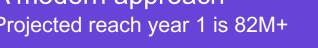
Prime programs will be edited and polished to deliver a more traditional TV viewing experience

#### **VOD (YOUTUBE)**

Each prime program will have its own YouTube channel giving fans an opportunity to snack or binge

#### **SOCIAL**

Clips, highlights, and "in case you missed it" moments shared from each programs social handle



# ADSMART CONNECTS YOUR BRAND WITH GAMERS

Leverage data to identify strategic audiences across NBCU + Sky

# **DEFINE YOUR AUDIENCE ALL GAMERS TV VIEWERSHIP GAME CONSOLE PURCHASE OWNERSHIP HISTORY AND MORE**

# CHOOSE YOUR CHANNEL

#### **DATA-DRIVEN LINEAR**

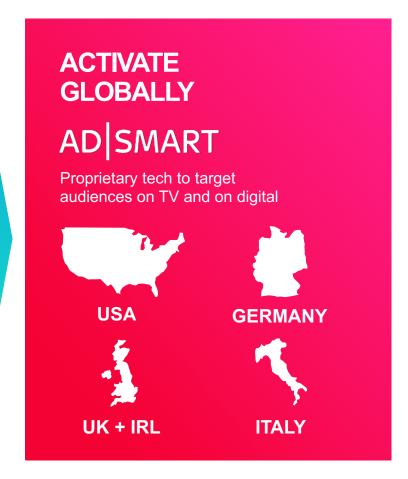
Optimized delivery to target audiences at scale through the broad reach of national TV

#### **ADDRESSABLE**

**Dynamic delivery to target homes** through highly engaging TV content on set-top boxes & connected devices

#### TARGETED ONLINE VIDEO

Dynamic delivery to target users through premium video on desktop & mobile



# ADSMART ADVANCED TARGETING DATA SOURCES

## Best in-market 3rd-party partners

	US			<b>Š</b> UK		Ireland		Germany			Italy				
	AD	DDL	TOV	AD	DDL	TOV	AD	DDL	TOV	AD	DDL	TOV	AD	DDL	TOV
<b>1ST-PARTY DATA</b> e.g. NBCU+ Sky Viewing Data								-			-	$\bigcirc$		-	
3RD PARTY PARTNERS e.g. Demographic Targeting & Replicating Pen Portraits	experio	an.	$\bigcirc$	experio	an.	$\bigcirc$	experio	<u></u> an.	$\bigcirc$	acxi <b>•</b> n	<u> </u>	$\bigcirc$	JAKALA		$\bigcirc$
3RD PARTY PARTNERS e.g. Console Owners	$\bigcirc$	$\bigcirc$	$\bigcirc$	GAME	$\bigcirc$	$\bigcirc$		_	_	_				_	-
CLIENT DATA* (EA)	$\bigcirc$	$\bigcirc$	$\bigcirc$	$\bigcirc$	$\bigcirc$	$\bigcirc$		_	_		_				
*Requires Data Sharing Agreement															

# NBCUniversal + Sky YOUR FULL-YEAR PARTNER

1Q 2021 3Q 2021 4Q 2021

#### **Tentpoles & Events**









#### **Targeted Distribution**

adsmart Data Targeting & Programmatic

#### **Always On Digital**













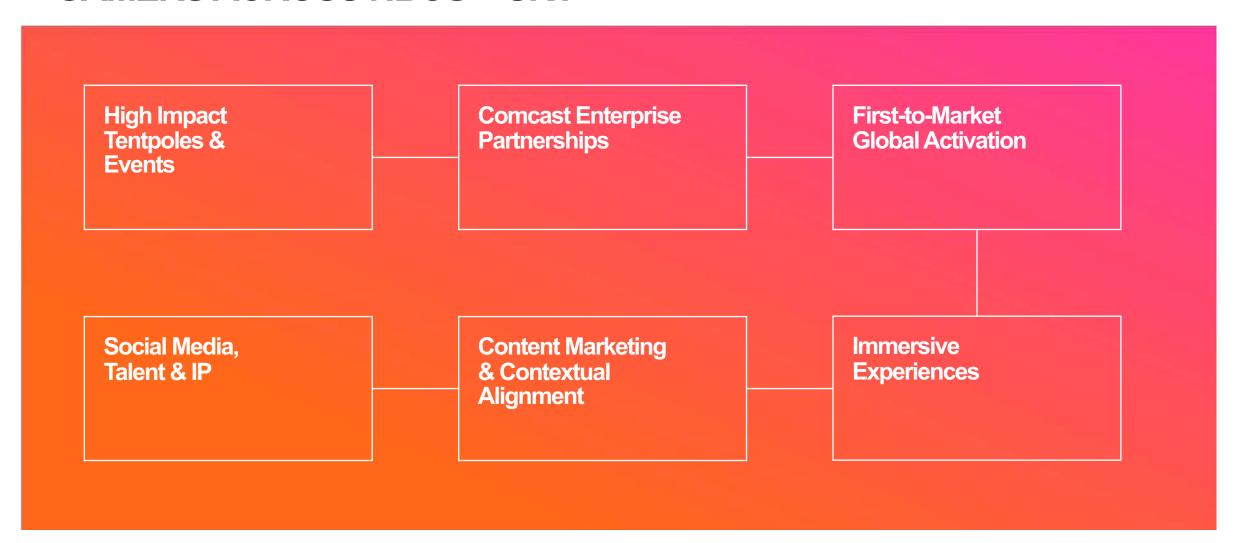






Roku

## HOW TO REACH AND ENGAGE GAMERS ACROSS NBCU + SKY



# FOR MORE INFORMATION REACH OUT TO



CORY HINTON,
Director Client Strategy



KRISTIN O'DAY,
Global Partnerships Gaming



**LINDSAY OROSCO,**Director, Global Client Strategy



NICHOLAS YOUNGMAN, VP, Client Strategy

# Thank you!

NBCUniversal + sky