





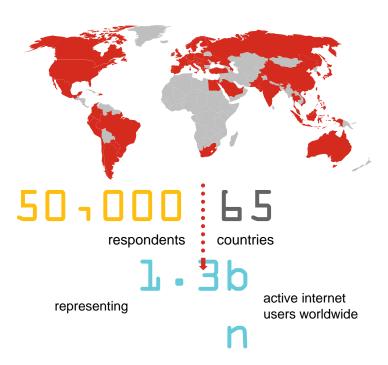
#### Welcome to wave

- An global survey since 2006
- All surveys are self-completed and the data collected is purely quantitative
- Active Internet Users are those who use the internet every day or every other day
- They drive adoption of platforms and tools and they will determine which tools and platforms become dominant





#### The Wave & universe represents the world



Argentina Australia Austria Azerbaijan Belgium Bosnia & Herzegovina Brazil Bulgaria Canada Chile China Colombia Croatia Czech Republic Denmark Dominican Republic Ecuador Egypt Estonia Finland France

Germany

Greece Hong Kong Hungary India Indonesia Meland Israel **Italy** Japan Latvia Maceumo Malavsia Mexico Netherlands Norway Pakistan Paraguay Peru **Philippines** Poland Portugal

Puerto Rico

Singapore
Slovakia
South Africa
South Korea
Spain
Sweden
Switzerland
Switzerland
Warn
Switzerland
Swit

Romania

Saudi Arabia

Russia

Serbia



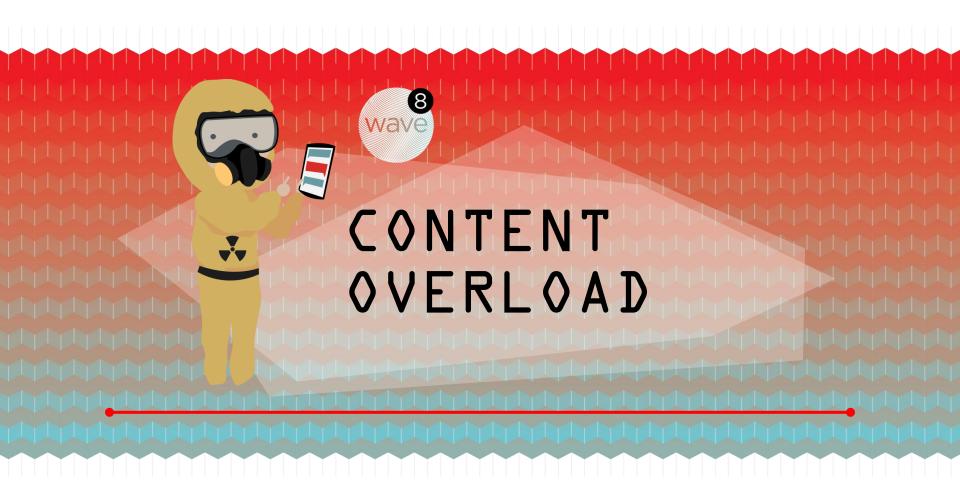
THE LANGUAGE of CONTENT

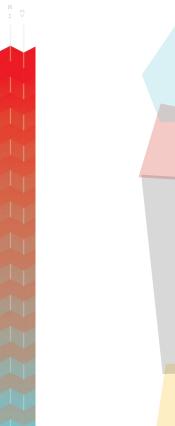


### The Wave story



THE LANGUAGE of CONTENT











WEBSITES







MOVIES









GAMES

Football Weekly





PODCASTS









WEBSITES







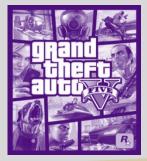








MOVIES



#### **EVERY OTHER GAME**





GAMES







PODCASTS



Film, music, TV, novels everything ever created is a few clicks away.

Branded content has to compete with that.

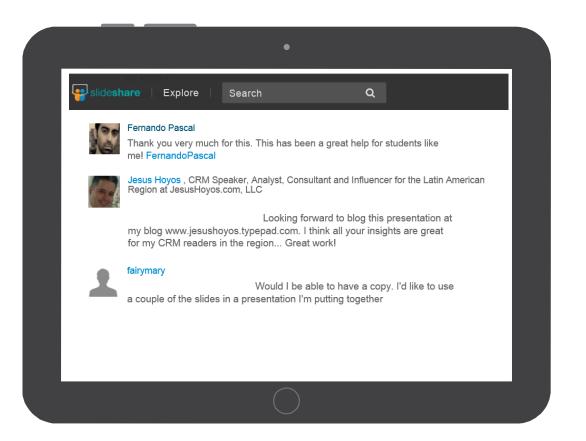
Increasingly, it does so.





## 692,000 Slideshare Views





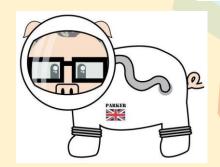


:\* F M L

#### Content has become part of our everyday conversation

24 OCTOBER 2014 - 4:35PM | POSTED BY TOM GOODWIN | 0 COMMENTS

Seven advertising words that should be banned









"There is no bigger sucker than a gullible marketeer adman who thinks they are missing out on a trend."

Bob Hoffman Ad Contrarian

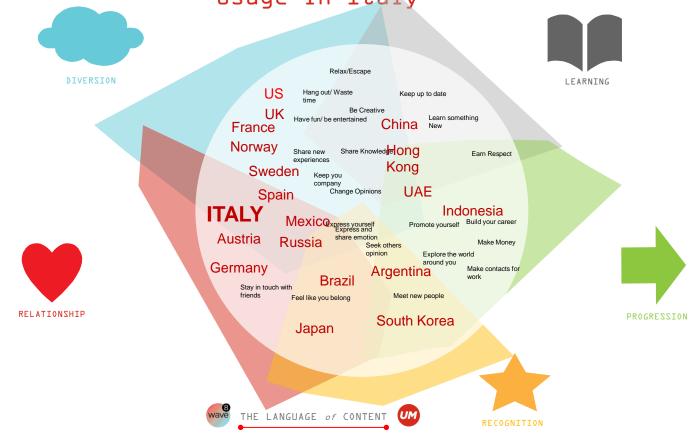








Relationships are at the heart of Social Network Usage in Italy

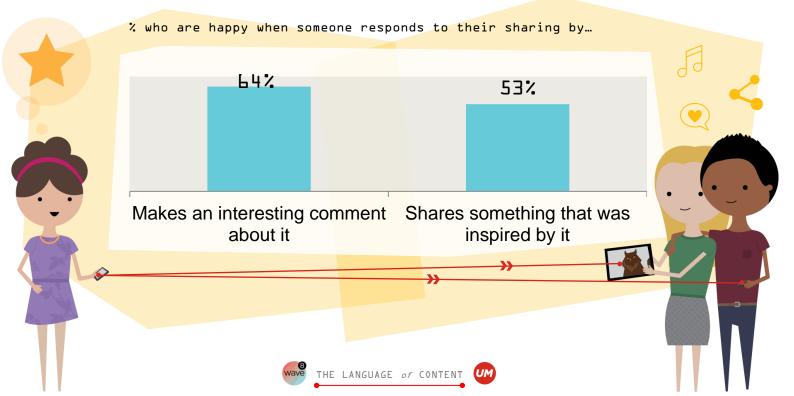


Q: "Please select which of them you think does a good job when you want to..." [Social Network e.g. Facebook, Google+]
BASE: Global – Create, Manage, Visited a Social Networking site in the last 6 month

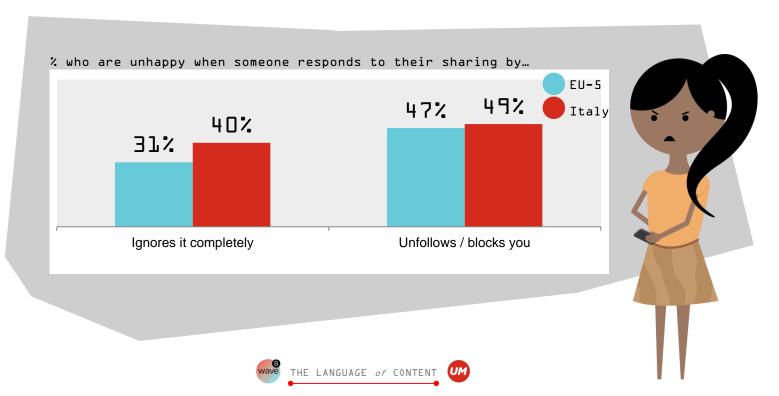




### We are actually seeking recognition when we share



#### And There is nothing worse than being ignored



#### Because we care about our online reputation



"I would love to become famous online"

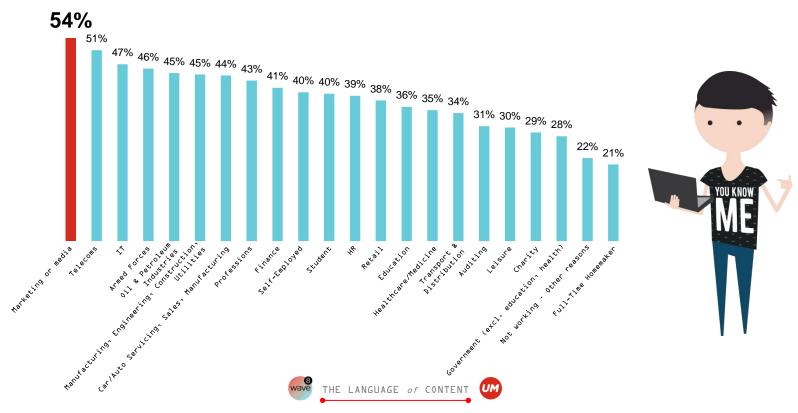




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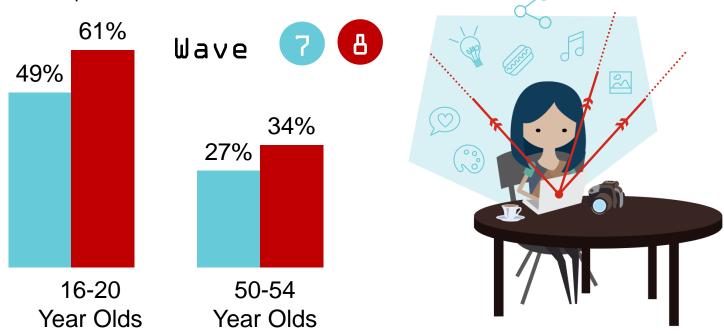


#### Only we crave fame more than a 16 year old!



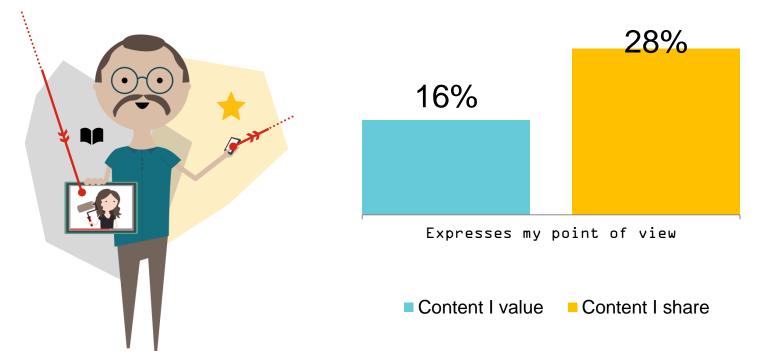
#### In this world Bloggers become role models

I trust bloggers or vloggers opinions on products and services





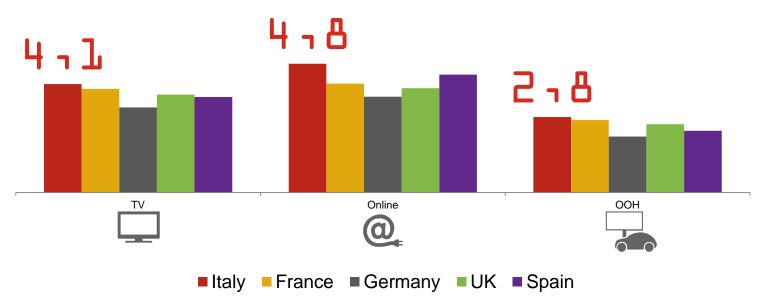
## So everyone is now managing their own content strategy



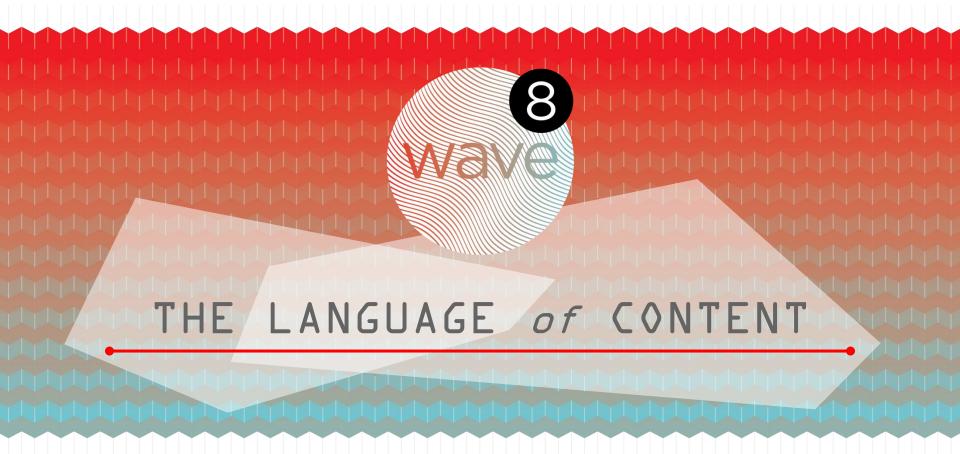


## Within the EU5, Italy is the biggest sharer

Average Amount of Times Things Seen through medium are shared...[Per Month]





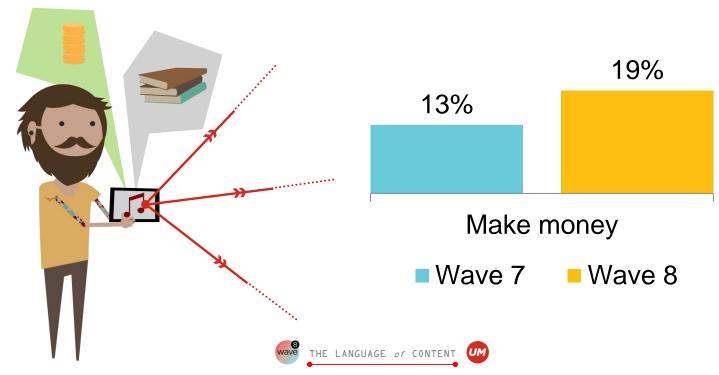








# So People are realising their potential for personal advancement

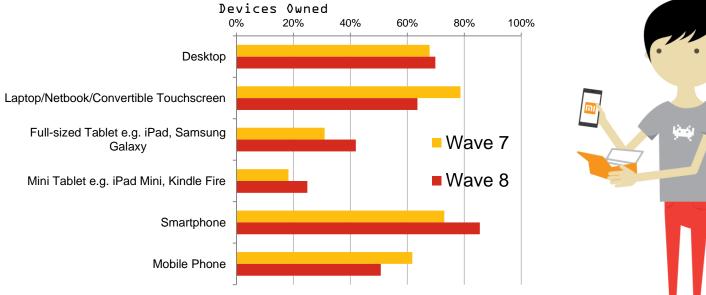








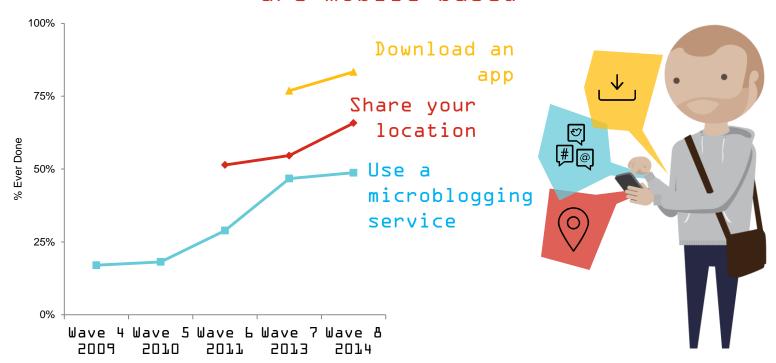
#### The smartphone has greater reach than the PC





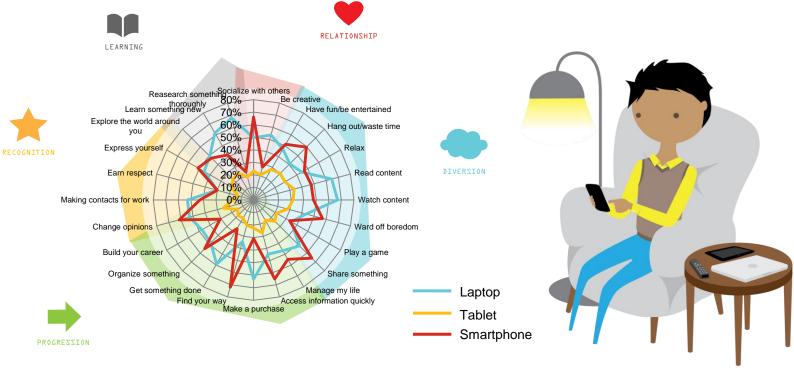


### 3 of the 4 biggest rising social activities are mobile based





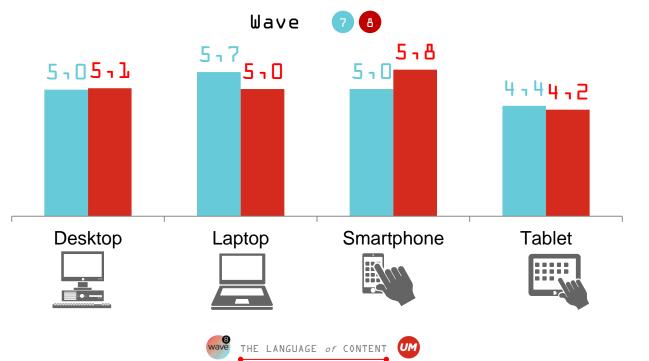
#### The smartphone's domination will only grow



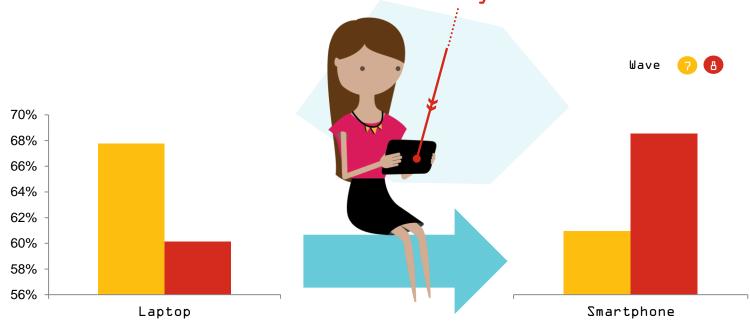


## The Smartphone is continuing to become the core device for all activities

Average Number of Online Activities Done Via Each Device

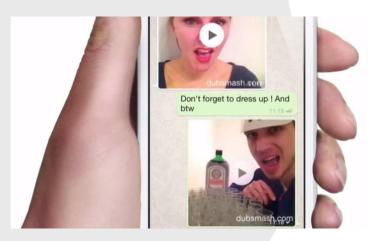


# Content consumption is moving in one direction only



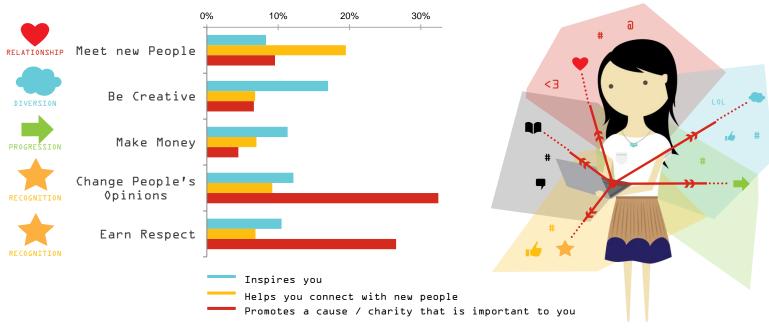
# The Dubsmash app brings content and conversation together



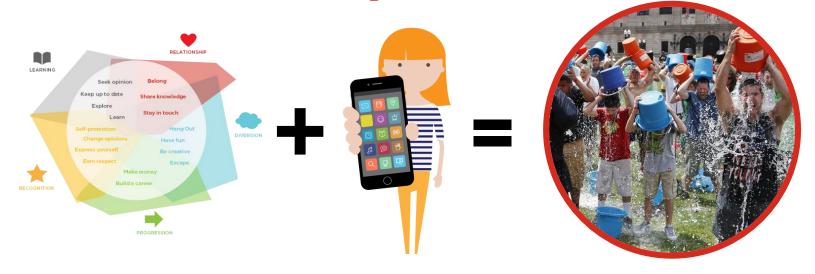




# So content is now used as a shorthand way of communicating



# The ice bucket challenge is a great example of these principles coming together













THE LANGUAGE of CONTENT UM





"We don't internally have the confident data we need to convince leaders or peers that they should invest in some of this new technology or positions or skills that will be crucial to a growth plan"

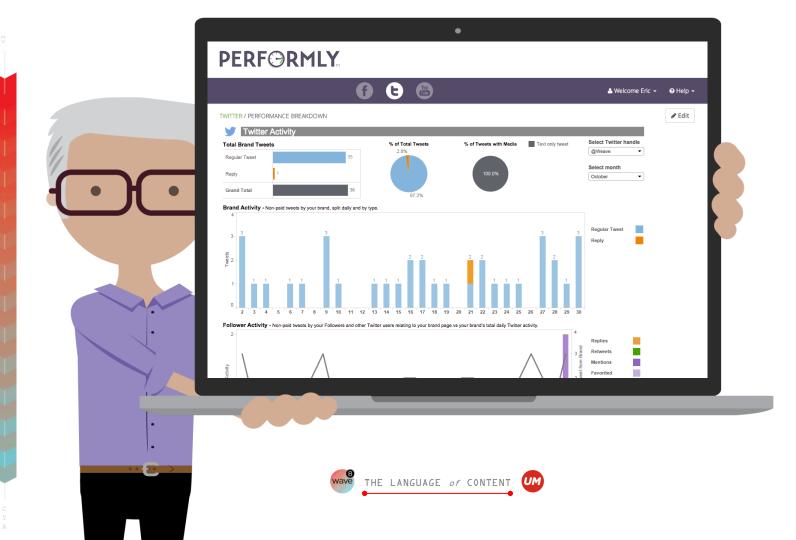


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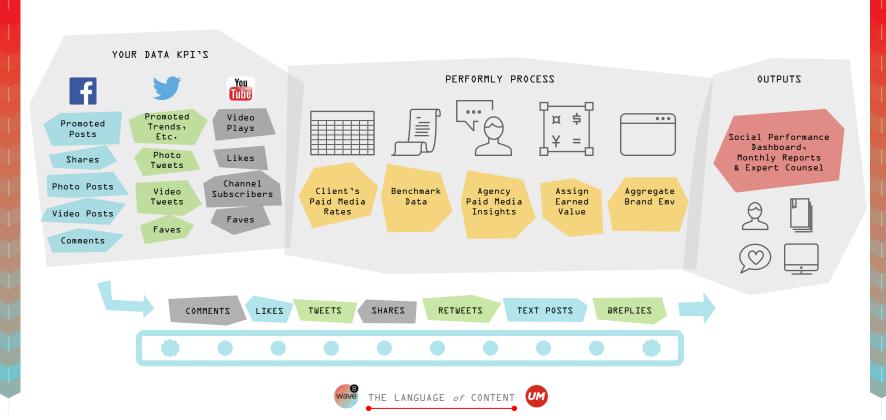


"What would
I have had
to pay to
achieve the
same
result?"





#### This is how it works





O L O

## How is my content doing?





FANS GAINED

> (NEW FANS & EXISTING FANS)

THANKS FOR THE



OUR POST RESONATED
TO THE TUNE OF

£47,725

WORTH OF CONSUMER
TOUCHPOINTS



#### Imagine knowing what your content is worth

£3,000

 Canelitas Marinela @CanelitasMexico ⋅ 2d Te quiero incluso en los días malos en que el mundo entero me molesta. 4 ±34 ★2 ····









£2,000

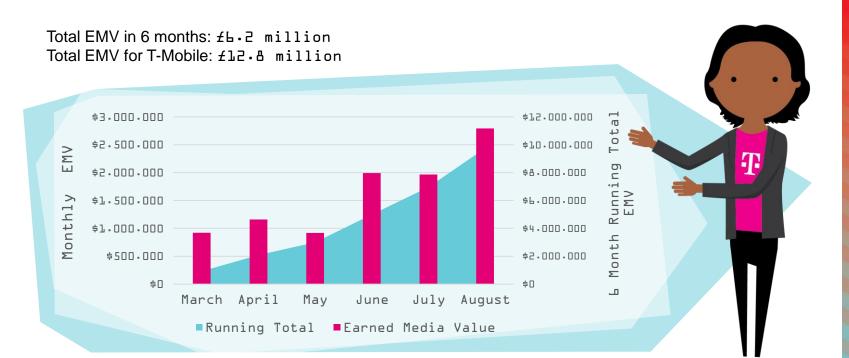




### T-Mobile CEO @JohnLegere

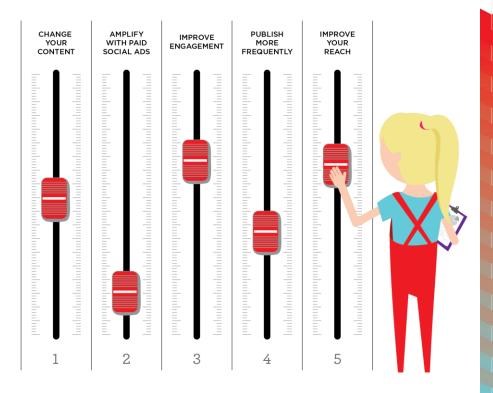


## **@JohnLegere**





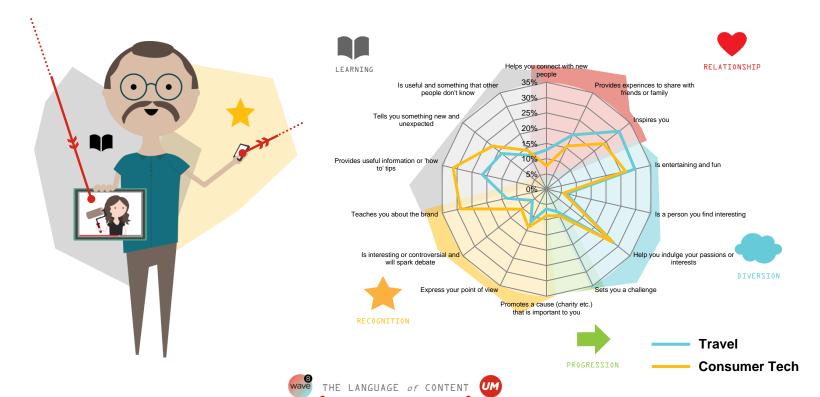
We can now programmatically measure our content's impact and agilely adjust / optimise



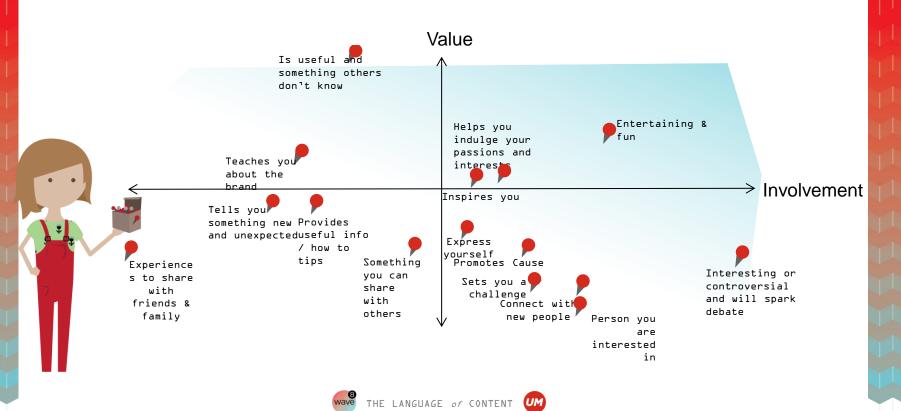




# Wave helps uncover how content works in your brand category



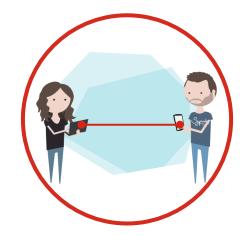
#### With Wave & we can map objective to content



## Summary



Think about your consumers ambitions



Create social commodities



Measure and optimise





