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Digital Adspend in Europe: data, issues and questions

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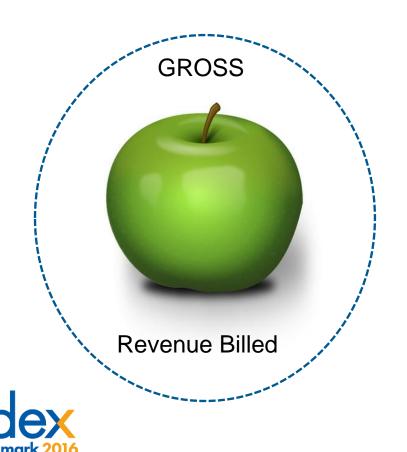
AGENDA

- AdEx H1 '16
- Issues of metrics
- Emerging questions in Digital





A meta analysis of online ad spend in Europe











Data for 27 countries in Europe

- Austria
- Belarus
- Belgium
- Bulgaria
- Czech Republic
- Croatia
- Denmark
- Finland
- France
- Germany
- Greece
- Hungary
- Ireland
- Italy

- Netherlands
- Norway
- Poland
- Russia
- Romania
- Serbia
- Slovakia
- Slovenia
- Spain
- Sweden
- Switzerland
- Turkey
- UK







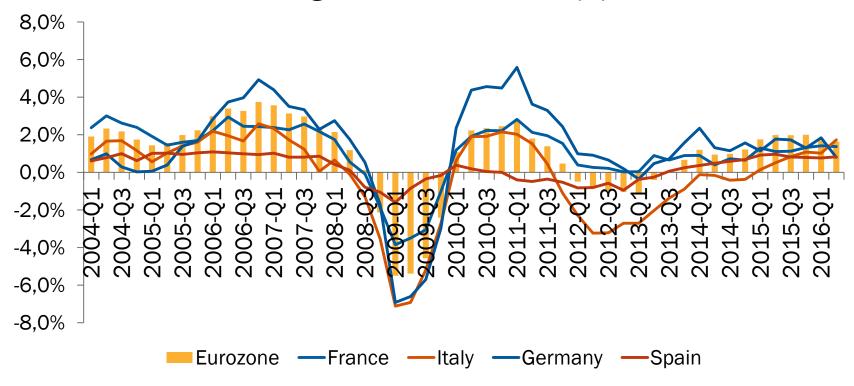






GDP growth across Europe underpins a strong online advertising market in 2016

GDP growth in the Eurozone (%)

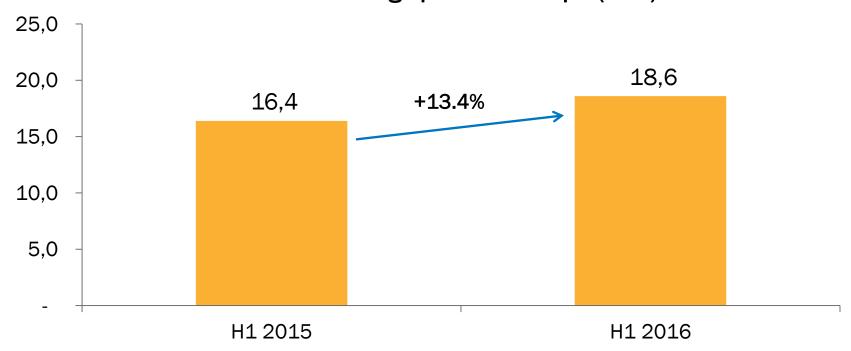






Online advertising up 13.4% year-on-year in H1 2016

Online advertising spend in Europe (€bn)

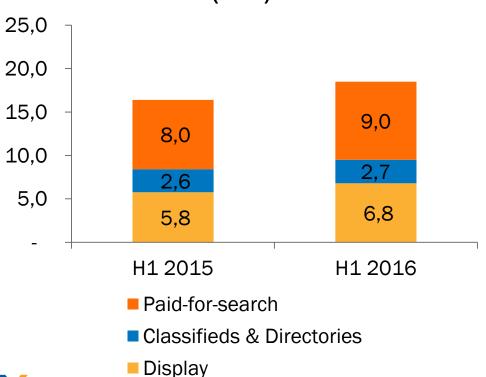




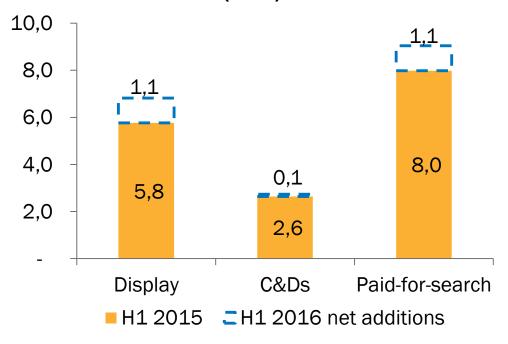


All formats noted increases in H1 2016 again

Online advertising spend in Europe (€bn)



Online advertising spend in Europe (€bn)







Mobile was the key driver of growth across formats in H1 2016



18.2%

Display



3.5%

Classifieds & Directories



13.3%

Paid-for-search



46.0%

Video



61.3%

Mobile display



57.3%

Mobile search



11.7%

Non-video display



6.2%

Desktop display



2.1%

Desktop search





Europe: H1 2016 snapshot

	H1 2015 (€bn)	H1 2016 (€bn)	Growth (yoy %)	Share (%)
Display	5.8bn	6.8bn	18.2%	36.7%
of which video	1.1bn	1.6bn	46.0%	8.5%*
of which mobile	1.2bn	1.9bn	61.3%	10.9%*
Classifieds & Directories	2.6bn	2.7bn	3.5%	14.7%
Paid-for-search	8.0bn	9.0bn	13.3%	48.6%
of which mobile	1.2bn	1.9bn	57.3%	12.2%*
Total	16.6bn	18.6bn	13.4%	100%

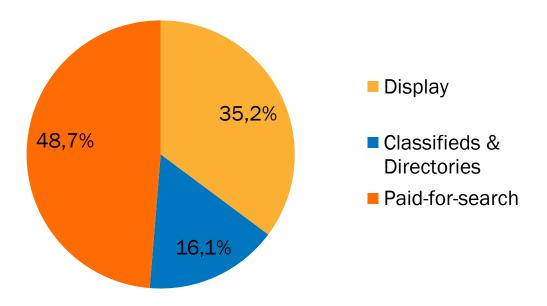




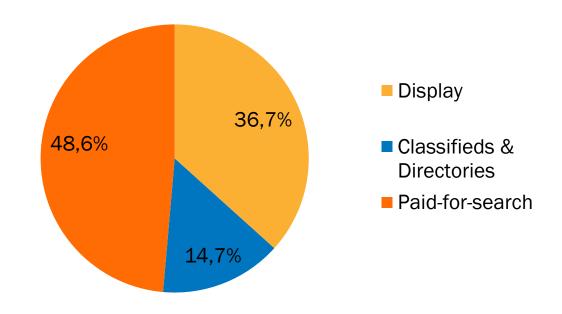


Display increased its share in H1 2016 at the expense of Paid-for-search and Classifieds & Directories

Online advertising spend in Europe (H1 2015)



Online advertising spend in Europe (H1 2016)

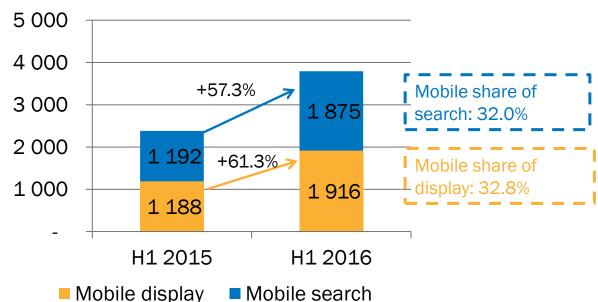




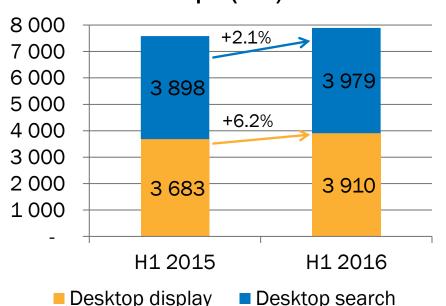


Mobile advertising amounted to €3.8bn in H1 2016, split evenly between search and display

Mobile advertising spend in Europe (€m)



Desktop advertising spend in Europe (€m)*



*The value is calculated excluding countries who didn't report mobile

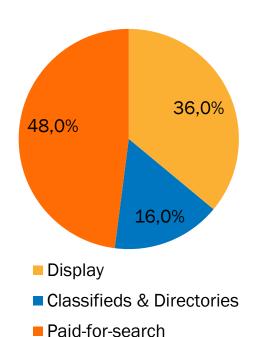




Western Europe: H1 2016 snapshot



WE: Online advertising spend in H1 2016



	H1 2015 (€bn)	H1 2016 (€bn)	Growth (yoy %)	Share (%)
Display	5.0bn	5.9bn	17.0%	36.0%
of which video	1.0bn	1.4bn	48.2%	8.8%*
of which mobile	1.1bn	1.8bn	58.3%	11.3%*
Classifieds & Directories	2.5bn	2.6bn	3.3%	16.0%
Paid-for-search	6.9bn	7.9bn	13.8%	48.0%
of which mobile	1.0bn	1.6bn	58.6%	11.8%*
Total	14.5bn	16.4bn	13.1%	100%

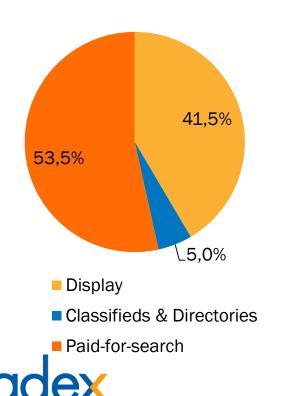




^{*}The share is calculated excluding countries who didn't report video or mobile

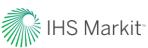
Central and Eastern Europe: H1 2016 snapshot

CEE: Online advertising spend in H1 2016



	H1 2015 (€bn)	H1 2016 (€bn)	Growth (yoy %)	Share (%)
Display	0.7bn	0.9bn	27.1%	41.5%
of which video	0.1bn	0.1bn	26.0%	6.5%*
of which mobile	0.07bn	0.2bn	103.9%	8.0%*
Classifieds & Directories	0.1bn	0.1bn	8.4%	5.0%
Paid-for-search	1.1bn	1.2bn	9.6%	53.5%
of which mobile	0.2bn	0.3bn	50.5%	14.6%*
Total	1.9bn	2.2bn	16.2%	100%





^{*}The share is calculated excluding countries who didn't report video or mobile

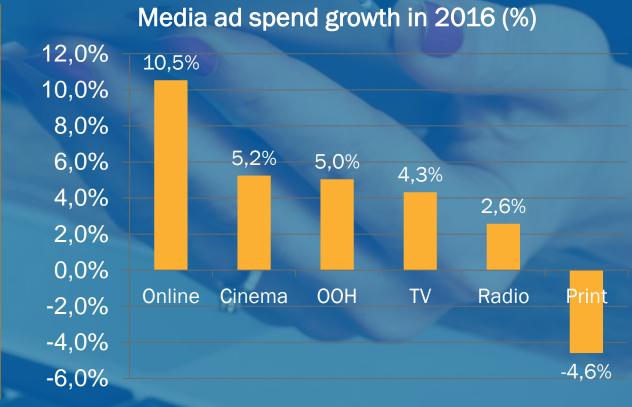
Outlook for 2016

Drivers

- Favourable economic forecasts
- Large-scale sporting events:
 - Euro 2016
 - Rio Olympics
- Growth of video, facilitating the move of TV brand budgets online
- New native ad formats

Hurdles

- Tough comparatives (especially in H2 2016)
- Complexity of devices, platforms, behaviours
- No universal digital currency
- Duplication & fragmentation of ad tech infrastructure



Source: IHS Markit





The extrapolation trap:

"Thus, in the future, all advertising will be in video form, displayed in 'native' manner, purchased programmatically, distributed to social media platforms and viewed on a mobile device."





KPIs & Metrics: From quantity to quality

- **Viewability**: the fight for standards and the 70% compromise. The same rules may not apply to Video/banner and desktop/mobile.
- Ad Fraud: filtering out non-human traffic. Will detection technology ever reach 100%?
- **Clutter**: defending share of voice by identifying number of ad placements per screen / page. Increasingly critical parameter as viewability demands increase risk.
- **Brand safety**: ensuring appropriate or ideal context for ads to be served. Issue is a byproduct of Programmatic, particularly in open marketplaces. Do scale and safety match?
- Ad Blocking: developing standards for 'user friendly' (light, non-intrusive etc) advertising to halt and ultimately reverse a growing trend.

The big Questions: the next 18 months

- Cross platform unique ID: the major advantage of Platforms, i.e. registered, profiled users at superior scale. How is this shaping the market and how can publishers respond?
- The Holy Grail of the eGRP: possibly in the next 12-18 months, leading in an accelerated migration of video advertising from TV to Digital.
- The mobile evolution: the influence of Platforms leads to an app-led, closed ecosystem especially when in-app advertising matures.
- **(Re)defining native advertising** and its metrics : premium native doesn't (really) scale, performance native is commoditized. Aims and metrics diverge: branding vs response, engagement vs CTR.
- Publishers' business model: the necessity for (a) paid content (b) upmarket advertising positioning and (c) new revenue streams (e-commerce, agency services

Thank you for your attention!

Q&A









