

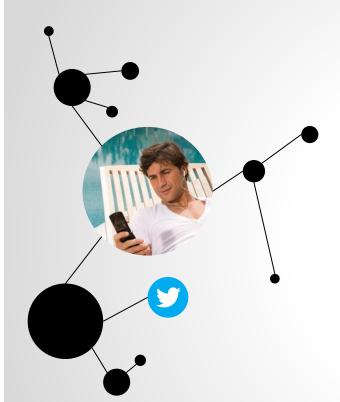
How-To:

Video Advertising for Brands

Measurement

Matt Bruce

Managing Director, Media, Nielsen Australia



The future of online video measurement

Driving confidence in large brand advertisers





What makes Online Video Difficult To Measure?



















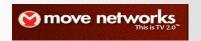












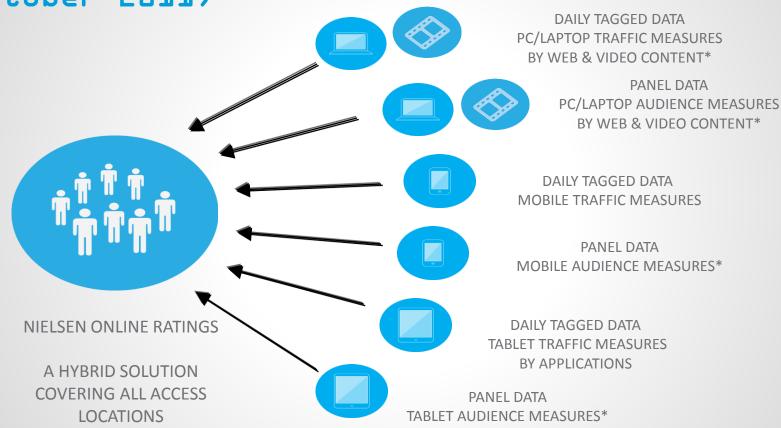
Distributed content presents unique challenges:

- Distributed content is "de-coupled" from the traditional page view measure.
- Difficult to identify specific videos based on stream URL alone
- Content Delivery Networks (ex: Akamai & Limelight) make crediting the source of the video stream URL difficult
- Differences in file detail available (ex: program names, distribution partner)
- Many media formats, stream delivery protocols, and video player technologies
- Increasingly complex syndication models/embeddable players: who gets credit?





Nielsen Online Ratings suite (launched -October 2011) -----



*future vision

Announcing Video Census



Matt Bruce, managing director of Nielsen's media group, said: "With marketers looking to quantify the efficiency of their online advertising investments, our new online video

watched 63% of all video streams. measurement tool. Nielsen VideoCensus. home » archives

Online video streams hit a billion and a half

31 Oct 2012 By Wenlei Ma

Australians viewed 1.5 billion video streams and spent an average five hours and 23 minutes doing so in September, according to Nielsen figures.

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2 November 2012

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Video Census - methodology

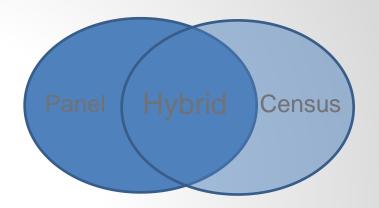
VideoCensus uses the same hybrid audience measurement methodology use in Online Ratings monthly figures to combine passive and active measurement:

1.Passive Measurement

- Collect and credit streaming video activity using panel-based stream URL observations
- Does not require client participation

2.Active Measurement: Tagging

- Collect census stream counts & granular detail on consumption by observing video player-based communication with Nielsen
- Requires client participation

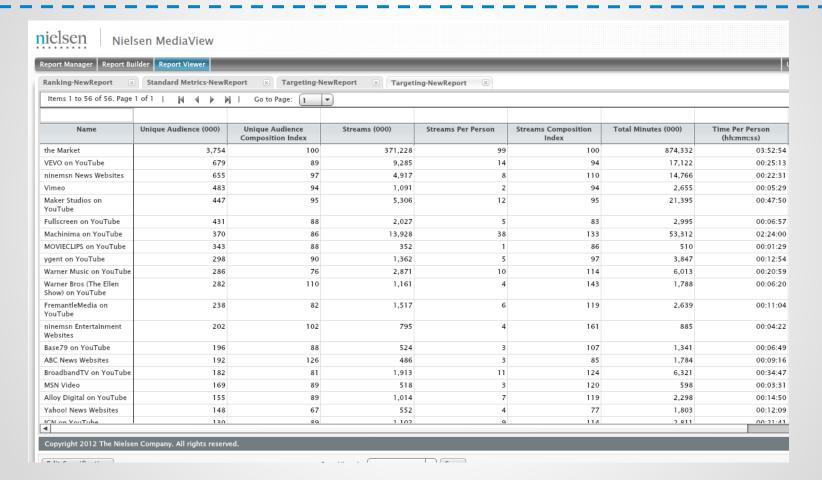


Video Census - tagging

- Tagging uses a short piece of code which is implemented on or around a video player.
- This code causes the video player to send "beacons" based on various events that occur in the video player.
- For example:
 - User clicks on a video, starts playing
 - Video player says: what do I need to do?
 - The code says: send a <u>beacon</u> to Nielsen!
 - Player sends a request with details like:
 - Program name
 - Video title
 - MarketView entity (where to credit)
 - Other client defined (e.g. Long Form)



Announcing Video Census



Announcing Video Census

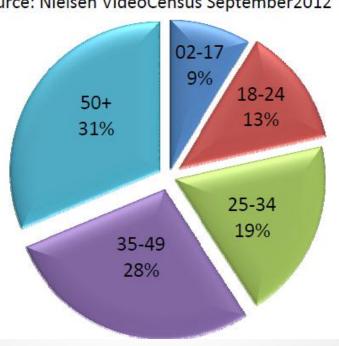


VideoCensus: 50+ love video











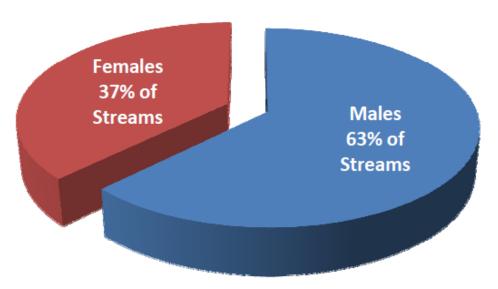


VideoCensus: Males watch more



Males tend to dominate online video streams

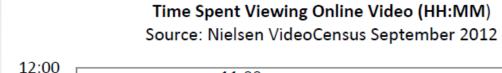
Souce: Nielsen VideoCensus September 2012



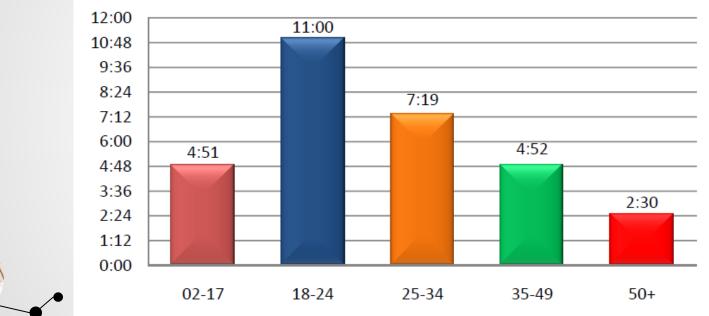


VideoCensus: 50+ love video











Vision for Cross-Platform Measurement of Online Video

EXTENDING VIDEO MEASUREMENT

POST CAMPAIGN MEASUREMENT



Launching

Online browser
Video
Measurement

Tablet Streaming Apps Mobile Streaming Apps



TV, PC, Tablet, smartphone

CONTENT

ADS

Cross-Platform Program Ratings

Cross-Platform Campaign Ratings