

DIGITAL LANDSCAPE & VIDEO VIEWING REPORT

January 2019

OVERVIEW

20,717,000

People 2+ who were actively surfing online



	Among Adult Australians...	Ages 18+	Ages 18-24	Ages 25-34	Ages 35-44	Ages 45-54	Ages 55-64	Ages 65+
	Online Australians (000s)	17,651	2,318	3,674	3,203	3,079	2,591	2,786
	Profile %	85%	11%	18%	15%	15%	13%	13%
	Time per online Australian (hh:mm)	99:55	111:21	119:11	105:27	100:28	89:03	68:06
	Population Reach %	84%	96%	95%	92%	86%	83%	58%
	Online Australians (000s)	15,231	1,873	2,700	2,840	2,901	2,484	2,433
	Time per online Australian (hh:mm)	24:25	18:47	23:37	26:33	26:35	25:20	23:40
	Online Australians (000s)	15,545	2,265	3,705	3,167	2,690	2,319	1,398
	Time per online Australian (hh:mm)	69:43	91:57	81:32	63:49	66:48	58:08	40:36
	Online Australians (000s)	*NA	*NA	*NA	*NA	*NA	*NA	*NA
	Time per online Australian (hh:mm)	*NA	*NA	*NA	*NA	*NA	*NA	*NA

Source: NIELSEN DIGITAL PANEL (FORMERLY DIGITAL RATINGS MONTHLY) January 2019.

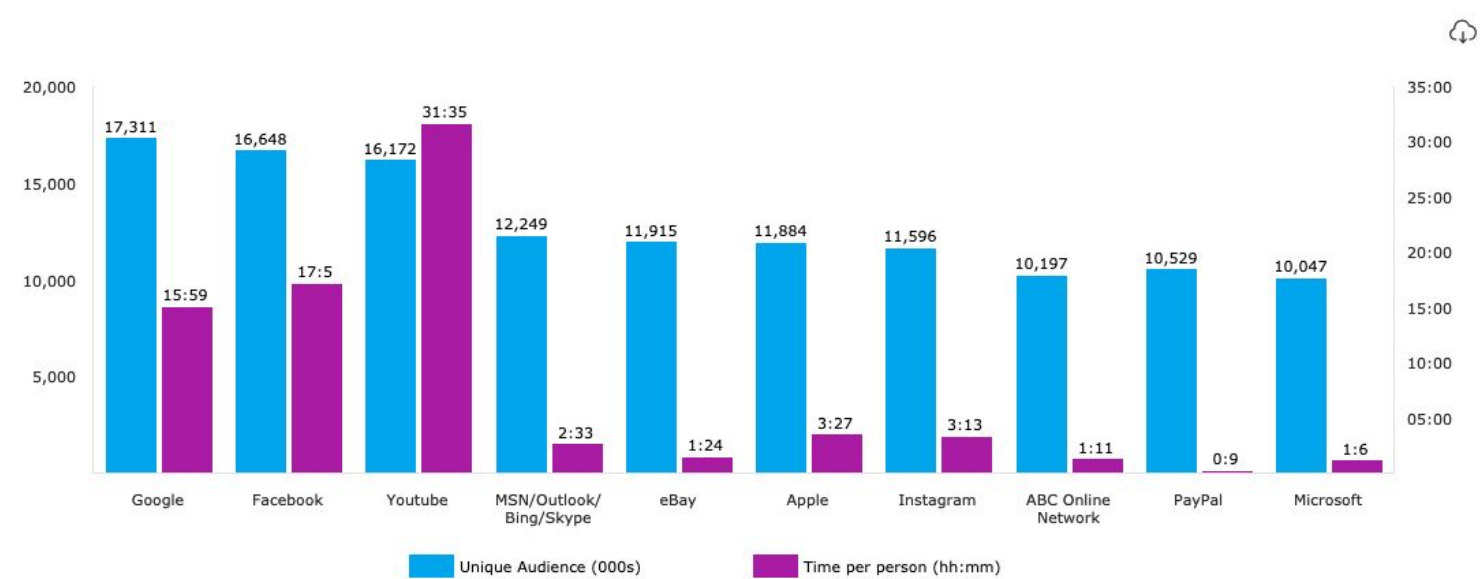
SURFING REPORT



Rank	Brands	People 2+ Unique Audience (000)	People 2+ Time per person	People 18+ Unique Audience (000)	People 18+ Time per person
	Total Audience	20,717	70:04:56	17,651	70:30:51
1	Google	19,324	13:28:47	17,311	14:59:35
2	Facebook	17,261	16:30:38	16,648	17:04:50
3	Youtube	16,930	25:33:18	16,172	31:34:31
4	MSN/Outlook/Bing/Skype	13,119	2:24:47	12,249	2:33:07
5	eBay	12,315	1:21:12	11,914	1:23:34
6	Apple	11,977	3:25:37	11,883	3:27:12
7	Instagram	11,662	3:12:26	11,595	3:13:20
8	ABC Online Network	11,111	1:10:12	10,197	1:10:38
9	PayPal	10,676	0:08:26	10,529	0:08:31
10	Microsoft	10,499	1:03:31	10,046	1:05:42

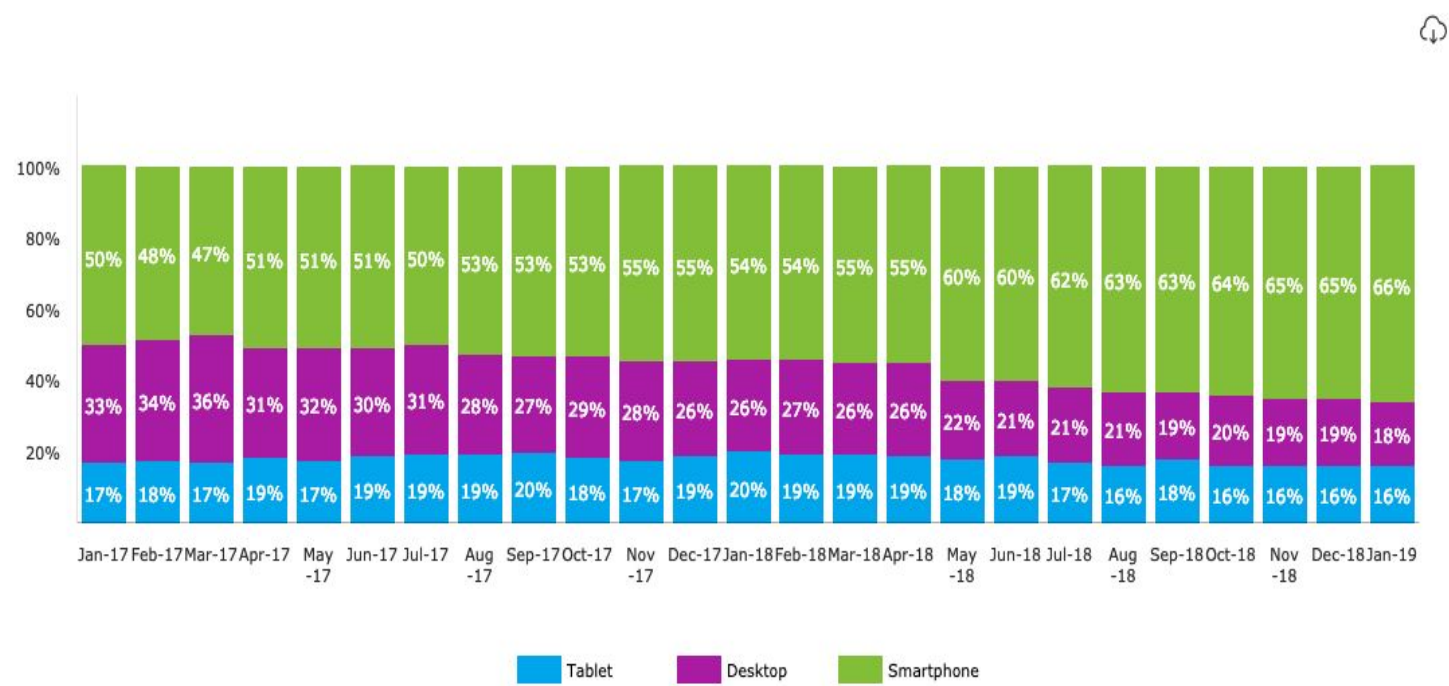
Source: Digital Content Ratings, Text, January 2019, People 2+, Monthly Total.

UNIQUE AUDIENCE VS DURATION



Source: Digital Content Ratings, Text, January 2019, People 18+, Monthly Total. *YouTube duration reporting is sourced from DCR Monthly Total

TREND REPORT - TOTAL TIME BY DEVICE



Source: Digital Content Ratings, Text, January 2019, People 2+, Monthly Total. *YouTube duration reporting is sourced from DCR Monthly Total.

STREAMING VIDEO MARKET LINE

STREAMING VIDEO MARKET LINE - JANUARY 2019



Demo	Unique Audience	Population Reach (%) (ppl 18+)	Average Time Spent (HH:MM:SS)
Total 18+	16,172,401	84%	31:34:31
Total 18 - 24	2,233,973	95.9%	55:51:10
Total 25 - 34	3,517,781	94.7%	42:58:00
Total 35 - 44	3,014,710	92.0%	33:27:58
Total 45 - 54	2,767,519	85.9%	25:28:06
Total 55 - 64	2,392,352	83.5%	13:39:49
Total 65+	2,246,066	58.2%	13:39:12
Total Female 18+	8,026,914	81.8%	29:03:00
Female 18 - 24	1,114,074	97.8%	42:40:51
Female 25 - 34	1,808,193	97.0%	41:06:27
Female 35 - 44	1,561,032	95.0%	27:49:45
Female 45 - 54	1,331,092	81.0%	26:39:58
Female 55 - 64	1,218,788	83.1%	13:46:51
Female 65+	993,735	48.4%	15:40:00
Total Male 18+	8,145,487	86.2%	34:03:51
Male 18 - 24	1,119,899	94.2%	68:57:22
Male 25 - 34	1,709,588	92.5%	44:55:59
Male 35 - 44	1,453,678	89.0%	39:31:09
Male 45 - 54	1,436,427	91.1%	24:21:30
Male 55 - 64	1,173,564	83.9%	13:32:31
Male 65+	1,252,331	69.3%	12:03:21

Source: Digital Content Ratings, Video, January 2019, People 18+, Monthly Total

STREAMING REPORT



Brand	Unique Audience**	Population Base	Population Reach % (Ppl 18+)
Market Total	9,295,406	19,262,100	48.3%
YouTube	7,668,939	19,262,100	39.8%
Facebook	4,500,923	19,262,100	23.4%
Daily Mail Australia*	1,986,293	19,262,100	10.3%
news.com.au*	1,692,781	19,262,100	8.8%
Vimeo Websites	1,513,457	19,262,100	7.9%
Netflix	1,186,461	19,262,100	6.2%
Buzzfeed Network*	1,110,966	19,262,100	5.8%
nine.com.au*	849,746	19,262,100	4.4%
Twitter	572,300	19,262,100	3.0%
ABC Online Network	545,836	19,262,100	2.8%
MSN/Outlook/Bing/Skype	480,571	19,262,100	2.5%
Business Insider*	468,573	19,262,100	2.4%
Yahoo!	429,012	19,262,100	2.2%
smh.com.au	380,391	19,262,100	2.0%
9Now*	359,200	19,262,100	1.9%
Vice Media Network*	352,865	19,262,100	1.8%
SBS (Special Broadcasting Service)*	348,802	19,262,100	1.8%
The Age	285,135	19,262,100	1.5%
taste.com.au*	265,130	19,262,100	1.4%
Whimn*	252,623	19,262,100	1.3%
Bunnings Trade	230,679	19,262,100	1.2%
Dailymotion	188,348	19,262,100	1.0%
Openload	180,219	19,262,100	0.9%
Network 10*	167,638	19,262,100	0.9%
Stan Stan.com.au	165,802	19,262,100	0.9%

NOTE: For consistency in ranking, this report only contains video data for computer devices measured via panel. Video consumed on mobile devices is currently unable to be measured via panel and is hence excluded from these rankings.

Source: Digital Content Ratings, Video, January 2019, People 18+, Panel Only, Computer ONLY

*Brands marked with an asterisk represent metrics from tagged methodology.

**The Unique Audience figure is non-ad supported content.

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METHODOLOGY - NIELSEN DIGITAL PANEL (FORMERLY DIGITAL RATINGS MONTHLY)

Nielsen Digital Panel is an audience-centric cross-device measurement solution for smartphones, tablets and PCs and is the first measurement of its kind in Australia. It leverages Nielsen's home and work panels, fused with our smartphone and tablet panels, giving an independent, cross-device view of digital media consumption.

Nielsen Digital Panel enables you to:

- Understand ACTUAL cross-device audience behaviour on computers, smartphones and tablets for websites and apps.
- View accurate and consistently measured volume metrics (time, sessions, page views) for all web browsing across PC, smartphone and tablet.
- Measure audience size and reach on mobile applications for the first time.

Nielsen Digital Panel is only measuring 'static' content across websites & applications. Video content measurement is not a function of Nielsen Digital Panel (NDP). NDP methodology is confidently and reliably able to account for on-platform measurement of audiences. On-platform refers to a publisher's owned platform assets, like their websites and their apps. This applies across all measured devices (PC, smartphone & tablet), both for browser and app.

On mobile devices only, Nielsen Digital Panel does not measure in-app content. When a publisher's content is consumed within a third-party app (key examples include Facebook, Twitter, Instagram) it is attributed to the third-party app as we are unable to identify the content being consumed in the app environment and assign it back to the publisher. For publisher content viewed using content delivery/aggregation platforms like Google AMP, Apple News, Facebook Instant Articles, again, audiences are only attributed to the third-party, not the publisher. Nielsen's solution for audience attribution of off-platform and in-app measurement is available in Digital Content Ratings. Within this solution, clients can implement Nielsen's Software Development Kit (SDK) on their content and receive direct measurement and attribution of their content consumed via these platforms.

METHODOLOGY - DIGITAL CONTENT RATINGS

DIGITAL CONTENT RATINGS



METHODOLOGY: *Market Level Video Duration*



1. ESTIMATE SHARE RATIO

Average the PC v Mobile duration share for entities with both devices under measurement



2. APPLY SHARE RATIO

Apply the share ratio to the unadjusted video mobile minutes at the AU market level



3. CALCULATE

Add the PC video duration with the adjusted Mobile video duration to achieve total video minutes



4. REPORT

Market level insights delivered at a monthly frequency

WHY

Video consumption in Australia is prevalent across both PC's and mobile screens. When reporting video duration at the Australian market level the measurement solution is required to account for activity across all these screens to ensure an accurate representation of the total Australian video streaming landscape.

A key factor in calculating market level video duration is the deployment of the Nielsen SDK which is necessary for mobile coverage. Currently in Australia we have an environment with partial, but growing, SDK coverage. This means we have measurement across PC, but limited measurement across mobile.

The details below explain the methodology for calculating the total video duration for mobile at the market level. This calculation does not apply at the entity (Brand, Sub-Brand, Asset) level.

HOW IT WORKS

The market level video duration methodology uses an extrapolation model to account for the portion of unknown mobile video duration. The model is designed to be periodically updated when new entities have deployed the SDK, thus continually improving the accuracy of market level metrics (particularly for mobile devices).

The model has 4 main steps:

1. To account for the unknown mobile duration we estimate the share of video between mobile and computer. This is done by analysing data for those publishers that have mobile and PC measurement coverage to calculate a common share ratio.
2. Once a ratio has been estimated it is then applied to the unadjusted mobile total minutes for video giving a more accurate measure of mobile duration for the Australian video market.
3. Total video minutes is calculated by adding computer minutes and adjusted mobile minutes
4. Apply the updated Total Video Minutes to the Monthly Video Data file