

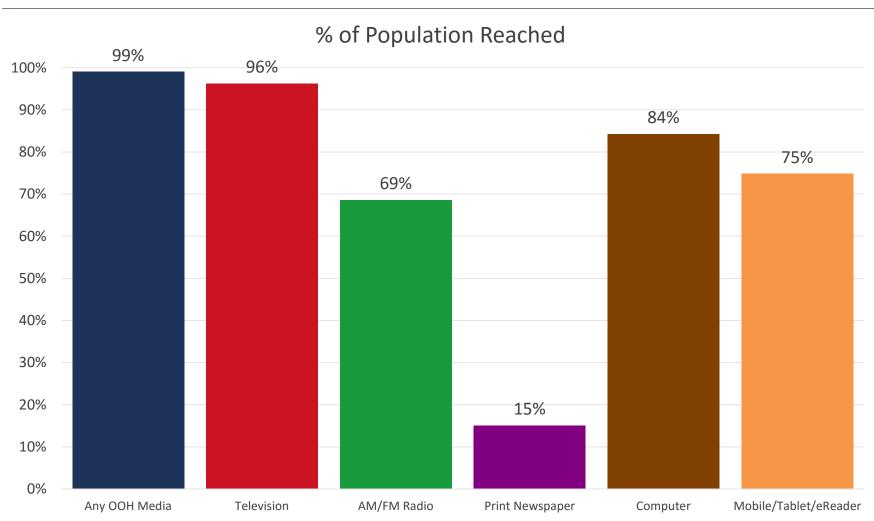
March 2015

### **OOH and Today's Mobile Consumer**





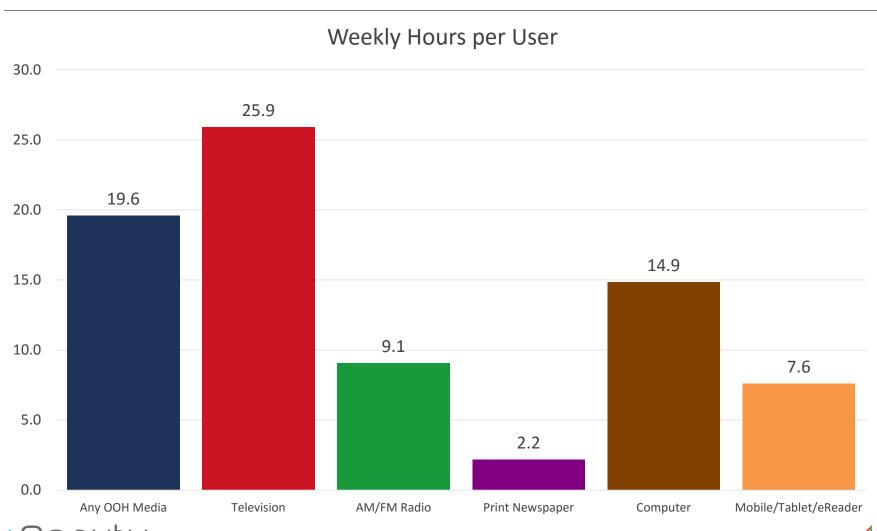
#### OOH'S WEEKLY REACH OF 99% TOPS EVERY OTHER MEDIUM







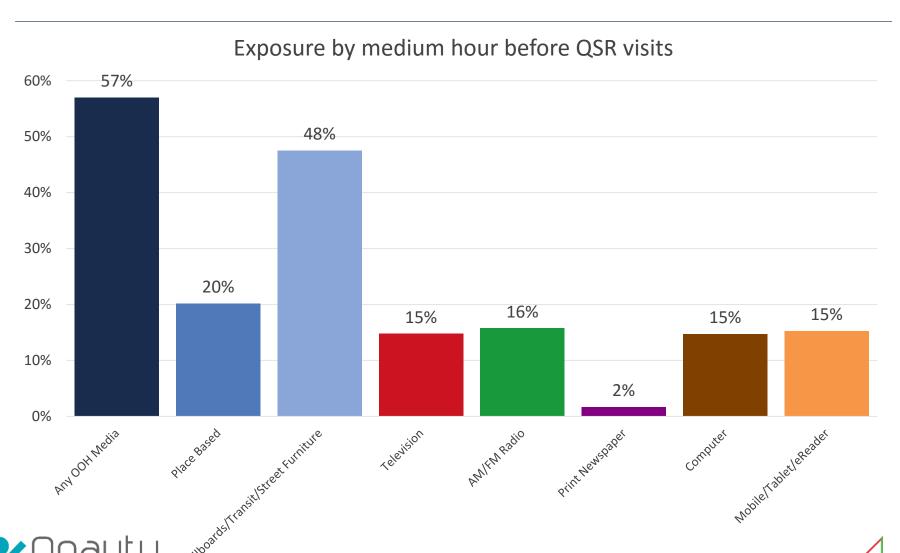
## CONSUMERS SPEND 19.6 HOURS PER WEEK WITH OOH – HIGHER THAN ANY MEDIUM OTHER THAN TV







## OOH REACHES CONSUMERS IN THE HOUR BEFORE 57% OF QSR VISITS



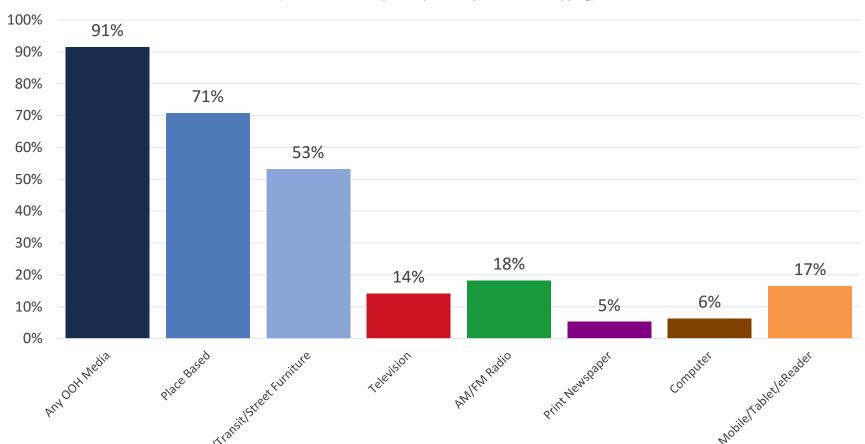


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## OOH REACHES CONSUMERS IN THE HOUR BEFORE 91% OF SHOPPING MALL VISITS

#### Exposure by medium hour before mall visits

(includes in-mall exposure prior to specific store shopping)

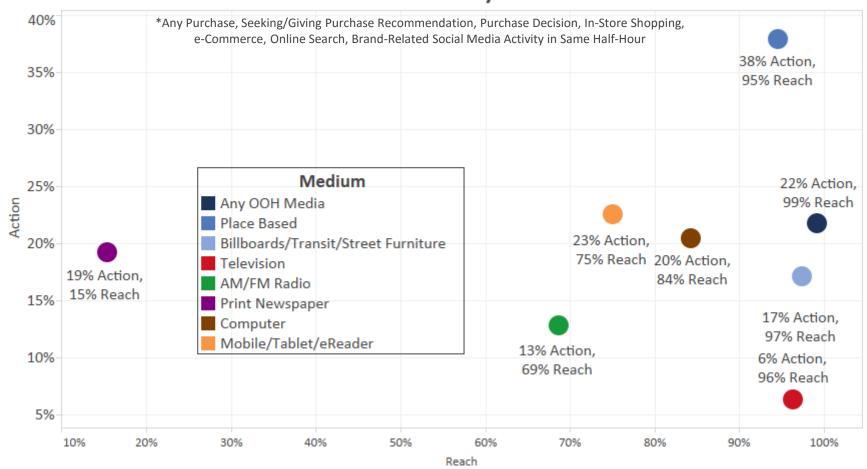




Source: USA TouchPoints, 2014.1 © 2015 RealityMine USA**TøuchPøints**™

#### CONSUMERS REPORT "ACTION" RESPONSES IN THE SAME HALF-HOUR AS 22% OF OOH EXPOSURES

#### Action\* and Reach by Medium

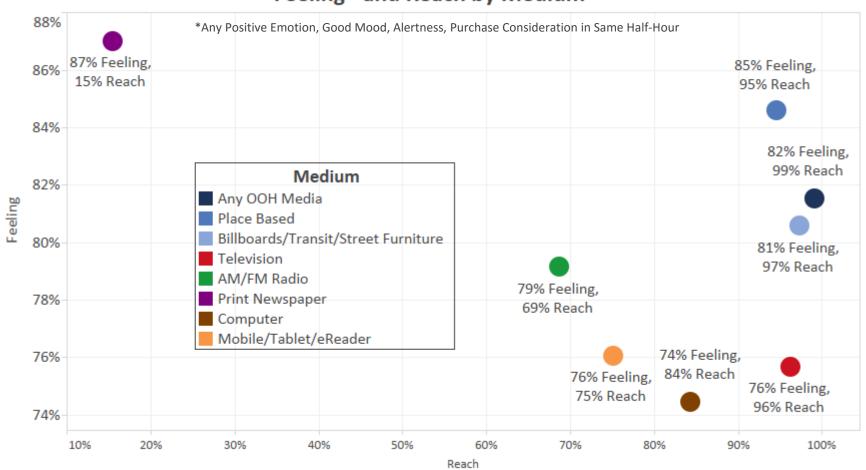




Source: USA TouchPoints, 2014.1 © 2015 RealityMine USA**TøuchPøints** 

### CONSUMERS REPORT "FEELING" RESPONSES IN THE SAME HALF-HOUR AS 82% OF OOH EXPOSURES

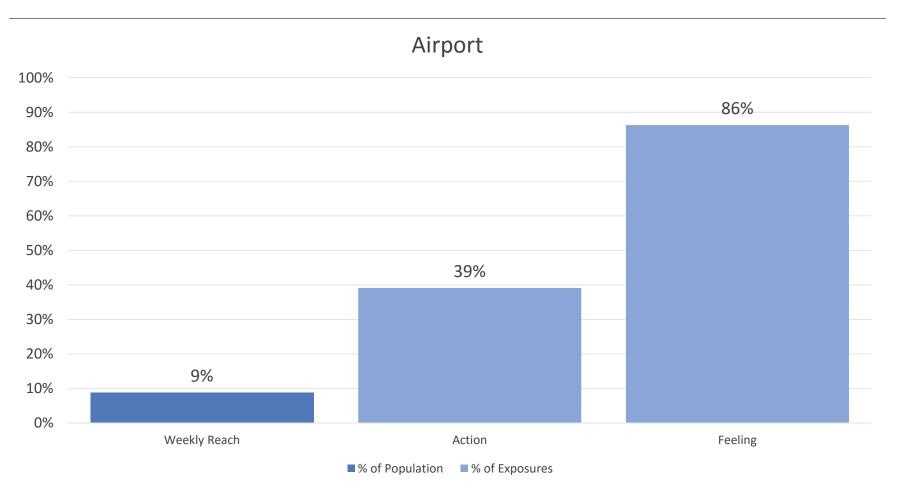
#### Feeling\* and Reach by Medium





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#### CONSUMERS AT AIRPORTS REPORT ACTION RESPONSES DURING 39% OF VISITS AND FEELING RESPONSES DURING 86% OF VISITS

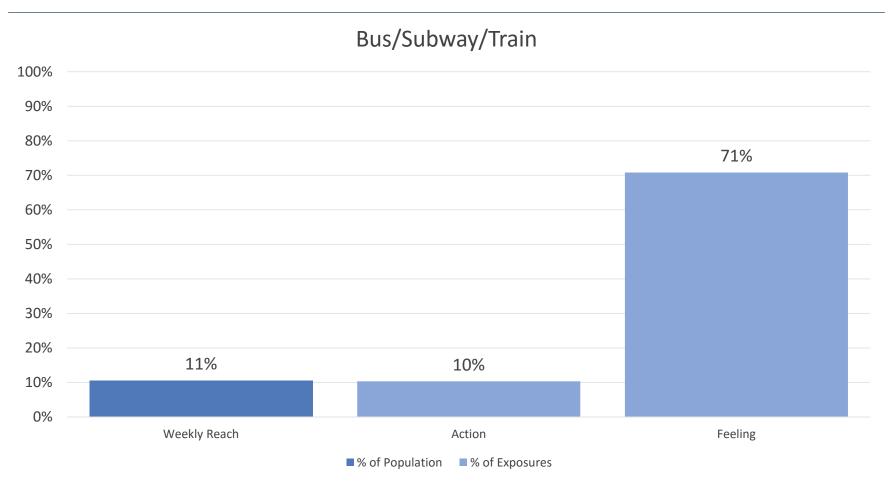


Action: Any Purchase, Seeking/Giving Purchase Recommendation, Purchase Decision, In-Store Shopping, e-Commerce, Online Search, Brand-Related Social Media Activity in Same Half-Hour Feeling: Any Positive Emotion, Good Mood, Alertness, Purchase Consideration in Same Half-Hour



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#### BUS/SUBWAY/TRAIN RIDERS REPORT ACTION RESPONSES DURING 10% OF EXPOSURES AND FEELING RESPONSES DURING 71% OF EXPOSURES

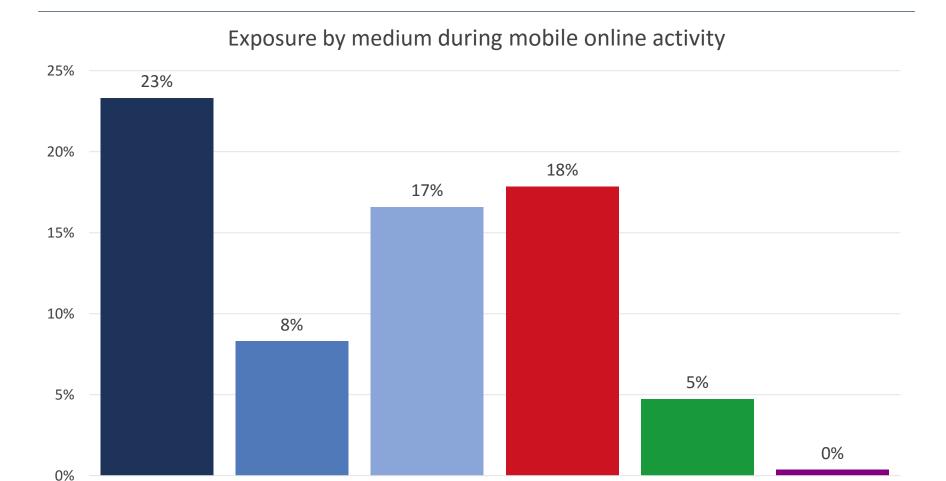


Action: Any Purchase, Seeking/Giving Purchase Recommendation, Purchase Decision, In-Store Shopping, e-Commerce, Online Search, Brand-Related Social Media Activity in Same Half-Hour Feeling: Any Positive Emotion, Good Mood, Alertness, Purchase Consideration in Same Half-Hour



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## OOH REACHES CONSUMERS IN THE SAME HALF-HOUR AS 23% OF ONLINE MOBILE ACTIVITY, MORE THAN ANY OTHER TRADITIONAL MEDIUM





Any OOH Media

Place Based

Source: USA TouchPoints, 2014.1 © 2015 RealityMine

Television

AM/FM Radio

Billboards/Transit/Street

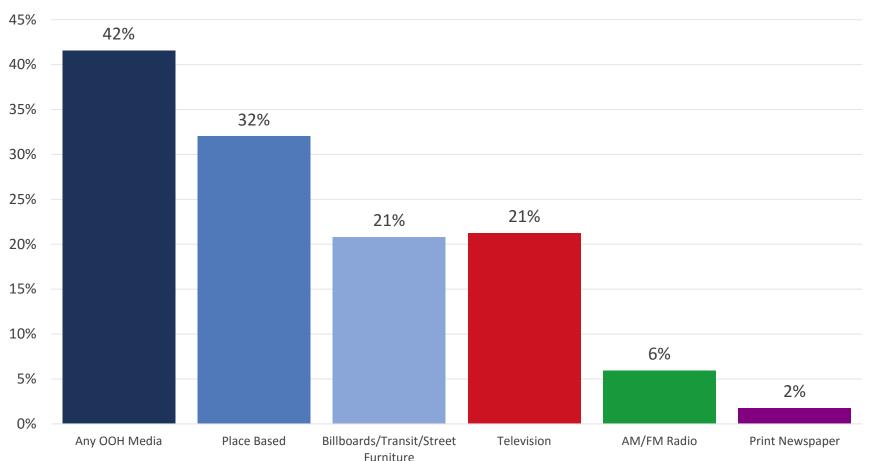
**Furniture** 



**Print Newspaper** 

## OOH REACHES CONSUMERS IN THE SAME HALF-HOUR AS 42% OF ONLINE SHOPPING ACTIVITY ON MOBILE



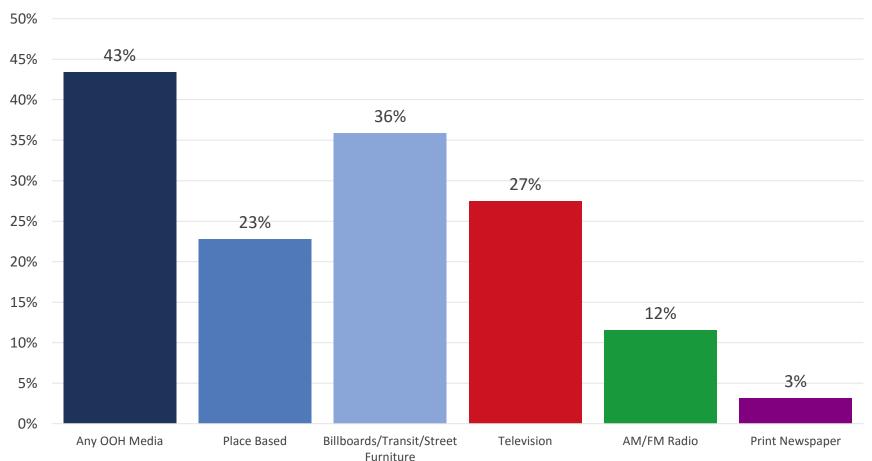






## OOH REACHES CONSUMERS IN THE HOUR BEFORE 43% OF MOBILE SHOPPING ACTIVITY

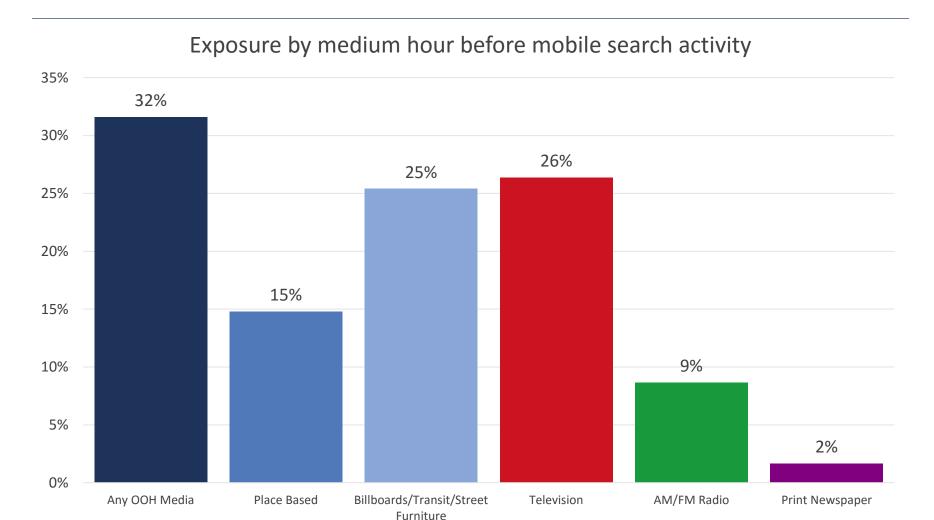






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## OOH REACHES CONSUMERS IN THE HOUR BEFORE 32% OF ALL MOBILE SEARCH ACTIVITY

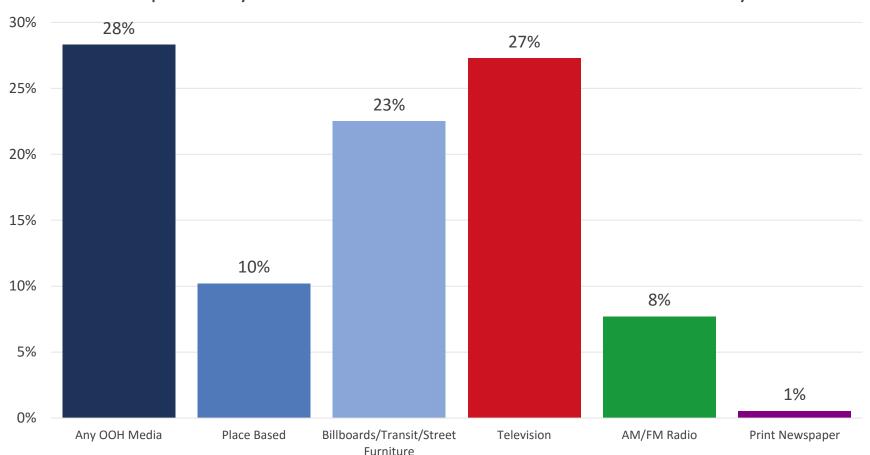






## OOH REACHES CONSUMERS IN THE HOUR BEFORE 28% OF MOBILE SOCIAL ACTIVITY





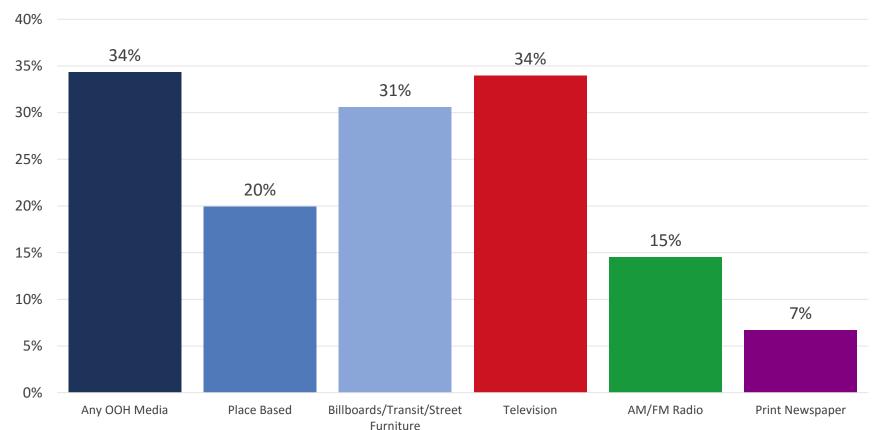


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## OOH REACHES CONSUMERS IN THE HOUR BEFORE 34% OF BRAND-RELATED SOCIAL MEDIA ACTIVITY

#### Exposure by medium hour before brand-related\* social media activity

\*Location-based services (checking in) or interacting with brands, products, services, celebrities, personalities, fan pages, non-profits, charities, or cause-driven organizations







#### CONSUMERS REPORT POSITIVE EMOTIONS IN THE SAME HALF-HOUR AS 49% OF OOH EXPOSURES

#### Positive Emotions and Reach by Medium

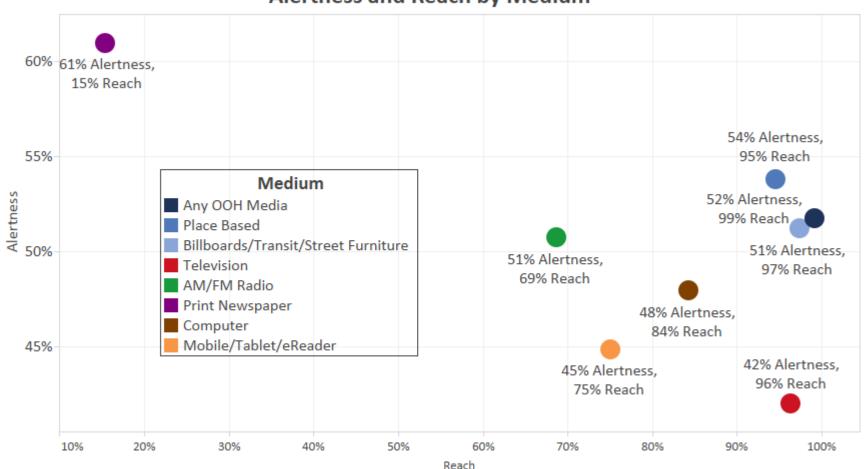






## CONSUMERS REPORT ALERTNESS IN THE SAME HALF-HOUR AS 52% OF OOH EXPOSURES



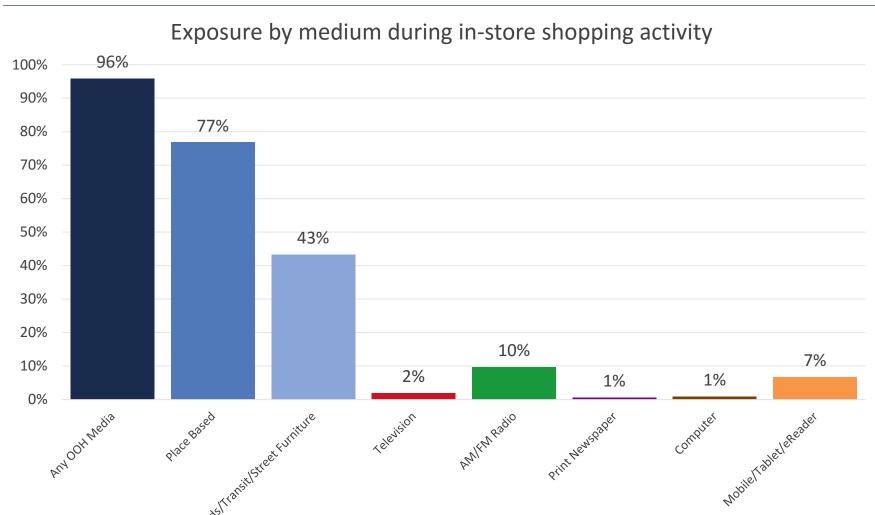




Source: USA TouchPoints, 2014.1
© 2015 RealityMine

USATouchPoints

## OOH REACHES CONSUMERS IN THE SAME HALF-HOUR AS 96% OF IN-STORE SHOPPING ACTIVITY

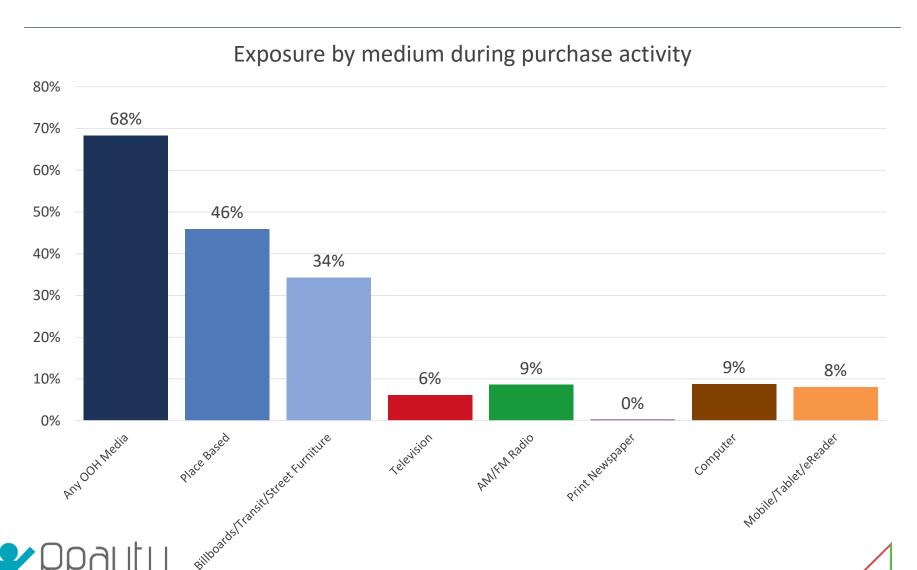




Source: USA TouchPoints, 2014.1 © 2015 RealityMine

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## OOH REACHES CONSUMERS IN THE SAME HALF-HOUR AS 68% OF PURCHASE ACTIVITY



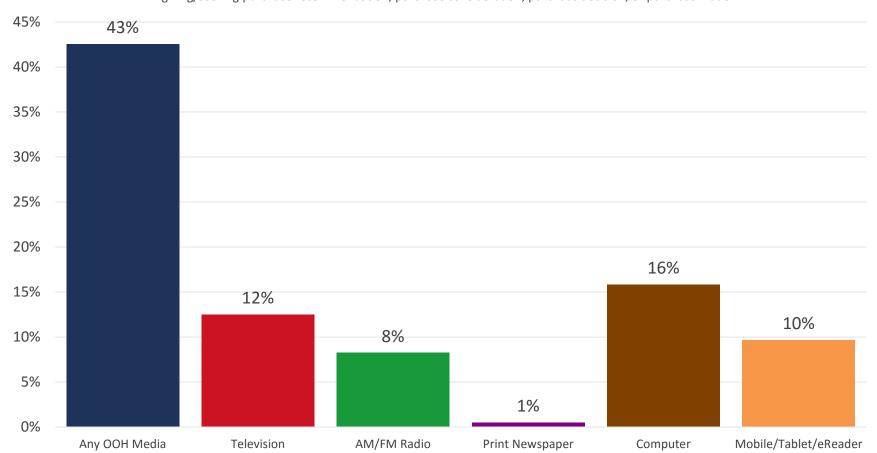


USATouchPoints<sup>1</sup>

## OOH REACHES CONSUMERS IN THE SAME HALF-HOUR AS 43% OF PATH TO PURCHASE ACTIVITIES

#### Exposure by medium during any path to purchase\* activity

\*giving/seeking purchase recommendation, purchase consideration, purchase decision, or purchase made

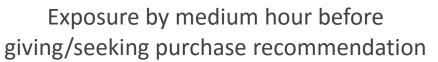


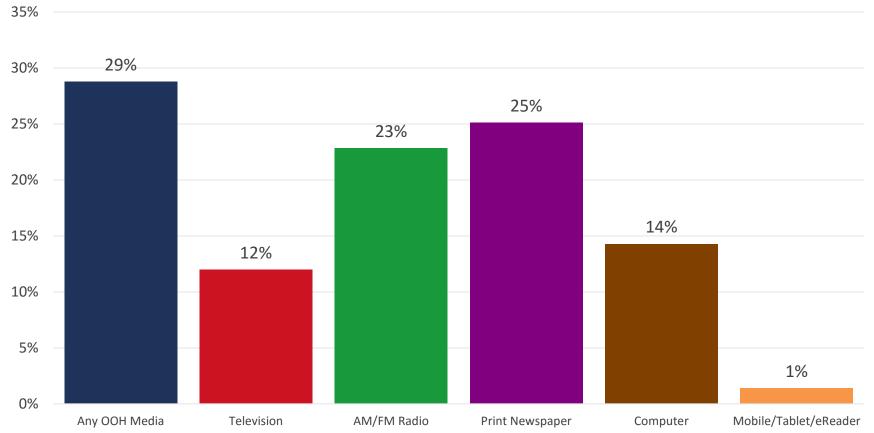


Source: USA TouchPoints, 2014.1



## OOH REACHES CONSUMERS IN THE HOUR BEFORE 29% OF PURCHASE RECOMMENDATIONS



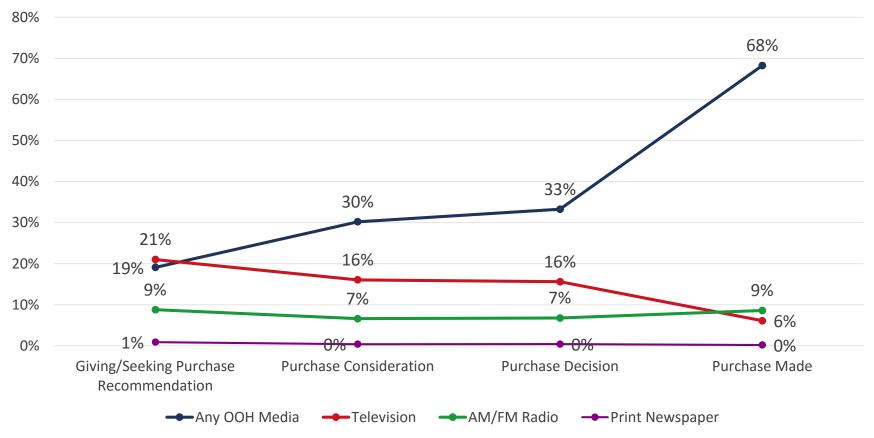




Source: USA TouchPoints, 2014.1 © 2015 RealityMine USA**TøuchPøints**™

## OOH OUTPERFORMS TRADITIONAL MEDIA IN REACHING CONSUMERS IN THE SAME HALF-HOUR THEY CONSIDER PURCHASES, DECIDE ON PURCHASES, AND MAKE PURCHASES

## Exposure by medium during path to purchase activities: OOH & traditional media comparison

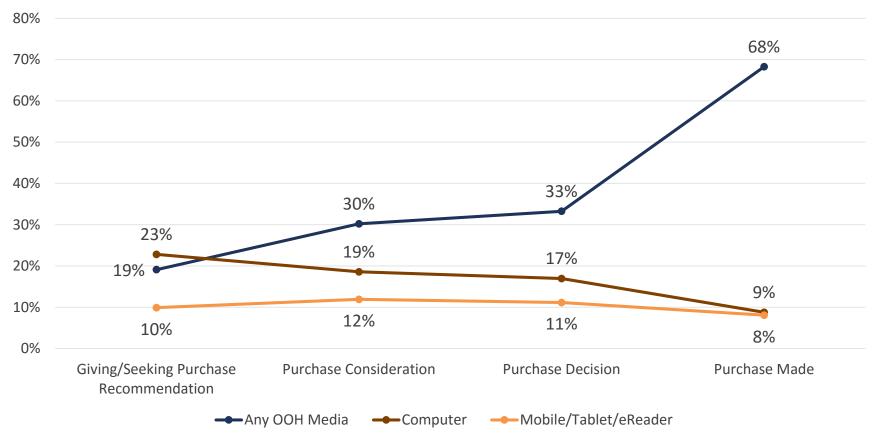






## OOH OUTPERFORMS ONLINE MEDIA IN REACHING CONSUMERS IN THE SAME HALF-HOUR THEY CONSIDER PURCHASES, DECIDE ON PURCHASES, AND MAKE PURCHASES

## Exposure by medium during path to purchase activities: OOH & online media comparison

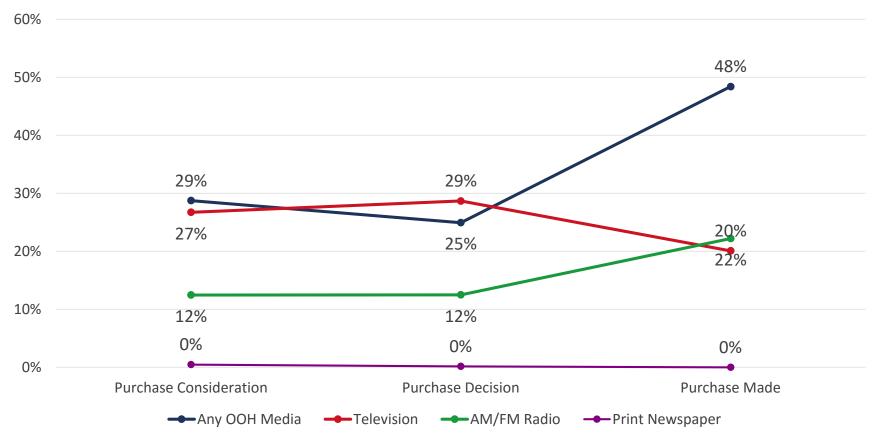






## OOH OUTPERFORMS TRADITIONAL MEDIA IN REACHING CONSUMERS IN THE SAME HALF-HOUR THEY CONSIDER PURCHASES IN THE AUTOMOTIVE CATEGORY

## Exposure by medium during Automotive path to purchase activities: OOH & traditional media comparison

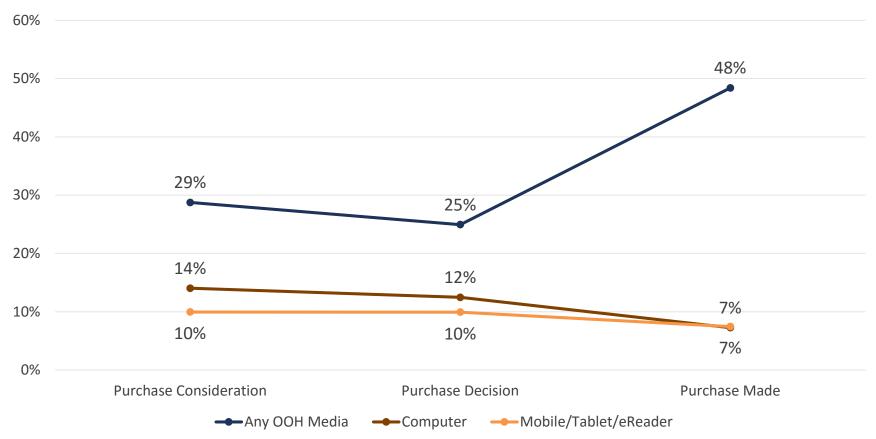






# OOH OUTPERFORMS ONLINE MEDIA IN REACHING CONSUMERS IN THE SAME HALF-HOUR THEY CONSIDER PURCHASES, DECIDE ON PURCHASES, AND MAKE PURCHASES IN THE AUTOMOTIVE CATEGORY

### Exposure by medium during Automotive path to purchase activities: OOH & online media comparison



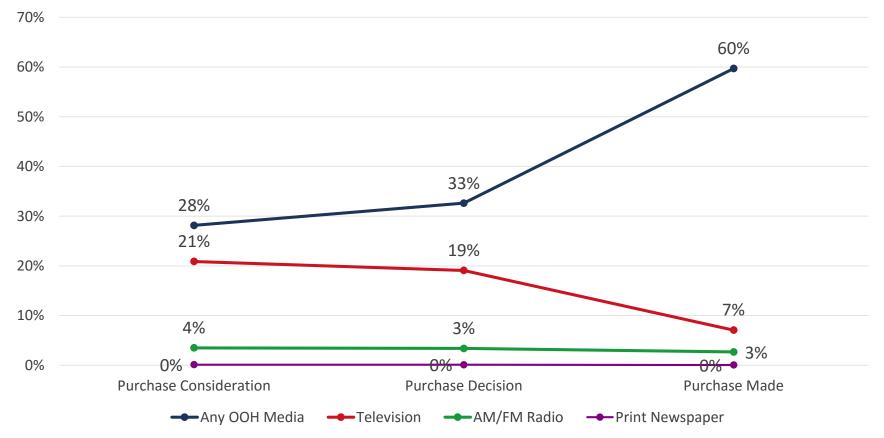


Source: USA TouchPoints, 2014.1



## OOH OUTPERFORMS TRADITIONAL MEDIA IN REACHING CONSUMERS IN THE SAME HALF-HOUR THEY CONSIDER PURCHASES, DECIDE ON PURCHASES, AND MAKE PURCHASES IN THE FASHION & APPAREL CATEGORY

Exposure by medium during Fashion & Apparel path to purchase activities: OOH & traditional media comparison

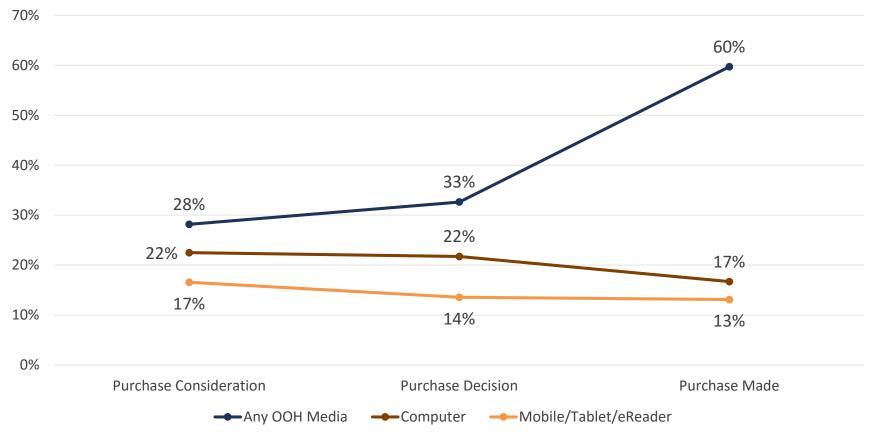




Source: USA TouchPoints, 2014.1 © 2015 RealityMine USA**TøuchPøints**™

# OOH OUTPERFORMS ONLINE MEDIA IN REACHING CONSUMERS IN THE SAME HALF-HOUR THEY CONSIDER PURCHASES, DECIDE ON PURCHASES, AND MAKE PURCHASES IN THE FASHION & APPAREL CATEGORY

Exposure by medium during Fashion & Apparel path to purchase activities: OOH & online media comparison



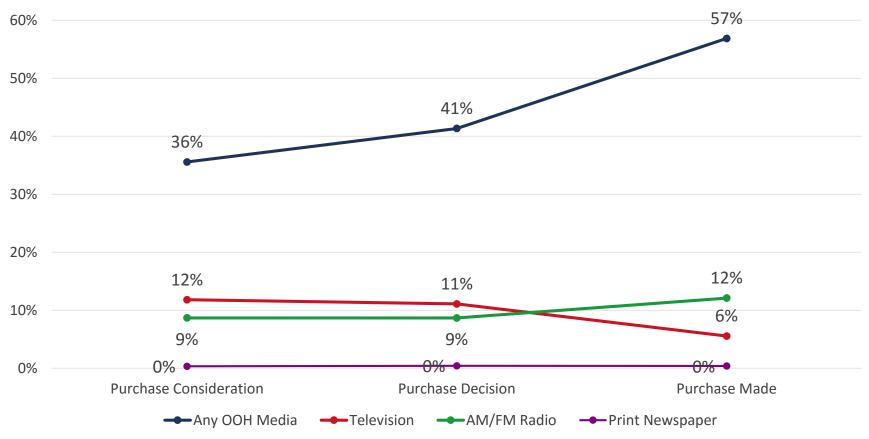


Source: USA TouchPoints, 2014.1



# OOH OUTPERFORMS TRADITIONAL MEDIA IN REACHING CONSUMERS IN THE SAME HALF-HOUR THEY CONSIDER PURCHASES, DECIDE ON PURCHASES, AND MAKE PURCHASES IN THE FAST FOOD CATEGORY

## Exposure by medium during Fast Food path to purchase activities: OOH & traditional media comparison



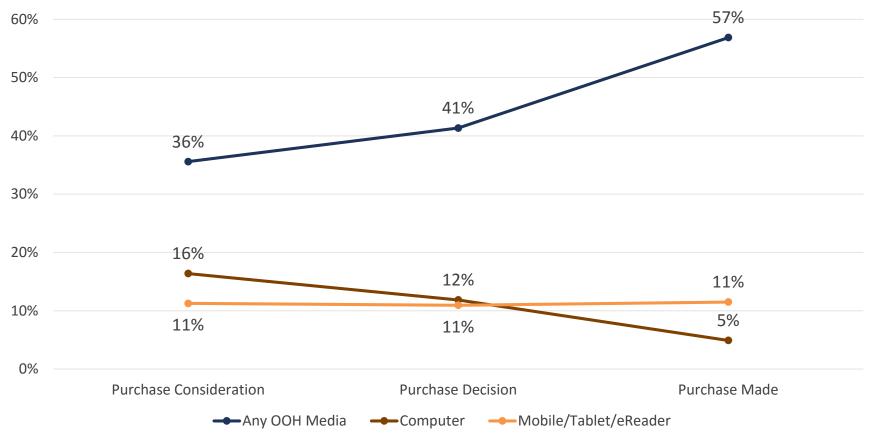


Source: USA TouchPoints, 2014.1



# OOH OUTPERFORMS ONLINE MEDIA IN REACHING CONSUMERS IN THE SAME HALF-HOUR THEY CONSIDER PURCHASES, DECIDE ON PURCHASES, AND MAKE PURCHASES IN THE FAST FOOD CATEGORY

## Exposure by medium during Fast Food path to purchase activities: OOH & online media comparison



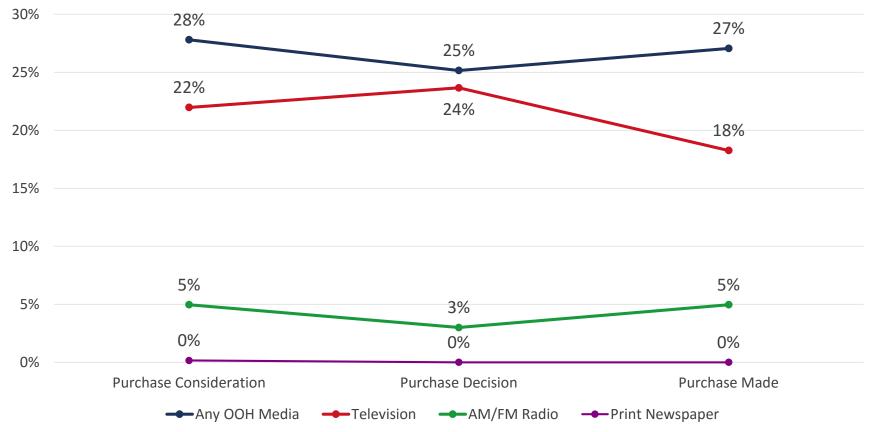


Source: USA TouchPoints, 2014.1



# OOH OUTPERFORMS TRADITIONAL MEDIA IN REACHING CONSUMERS IN THE SAME HALF-HOUR THEY CONSIDER PURCHASES, DECIDE ON PURCHASES, AND MAKE PURCHASES IN THE MOBILE/CELLULAR SERVICE CATEGORY

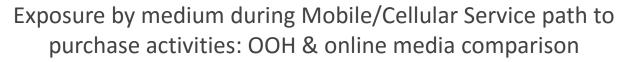
## Exposure by medium during Mobile/Cellular Service path to purchase activities: OOH & traditional media comparison

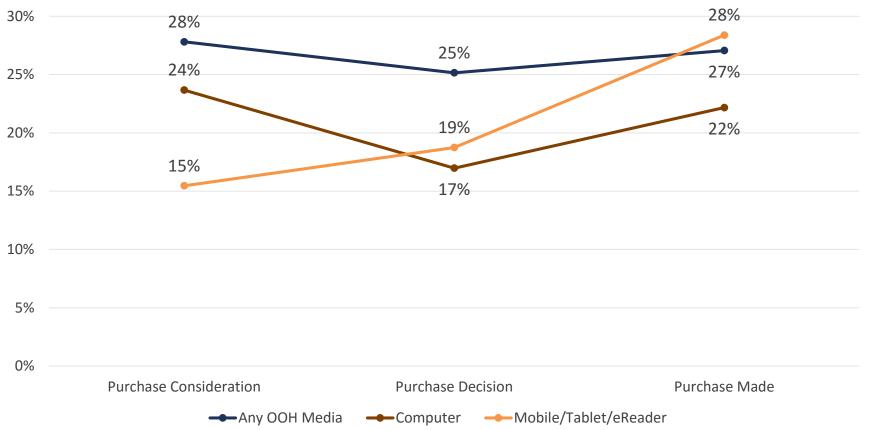




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# OOH OUTPERFORMS ONLINE MEDIA IN REACHING CONSUMERS IN THE SAME HALF-HOUR THEY CONSIDER PURCHASES AND DECIDE ON PURCHASES IN THE MOBILE/CELLULAR SERVICE CATEGORY







Source: USA TouchPoints, 2014.1



### Methodology & Terminology

- Data is drawn from USA TouchPoints release 2014.1, which includes the following data:
  - Sample of 1837 panelists participating for seven days
  - Location, mode of transport, activity media behavior, purchase behavior, and emotional context were collected via smartphone eDiary at each half-hour throughout the day
  - Results are projected to the US A18-64 population, excluding unacculturated Hispanics, via data fusion with the Fall 2013 release of MRI's Survey of the American Consumer.
- "exposures", "activity", "visits", "occasions" mean total half-hour periods in which the location/medium/activity/emotion was reported during the survey week
- "during" and "same half-hour" mean that the locations/media/activities/emotions were both reported at any point within the same half-hour period
- "before" and "previous hour" mean that one location/medium/activity/emotion was reported in either of the two half-hour periods before the half-hour period in which the other was reported
- Exposures for computer, mobile, and tablet/eReader are limited to online activities: email/web on computer, and email/web/apps on mobile/tablet/eReader
- OOH media is defined using eDairy locations, activities, and mode of transport according to the definitions on the following page





#### OOH Media Definitions

Any OOH Media		
Activity	Entertainment (movie, concert or sporting event)	
Activity	Traveling or commuting	
Location	Airport	
Location	Car or other traveling	
Location	Convenience store	
Location	Grocery store	
Location	Gym or health club	
Location	Mall	
Location	Medical Facility	
Location	Office Elevator	
Location	Other store	
Location	Outdoors away from home	
Location	Restaurant or bar	

Place Based		
Activity	Entertainment (movie, concert or sporting event)	
Location	Convenience store	
Location	Grocery store	
Location	Gym or health club	
Location	Mall	
Location	Medical Facility	
Location	Office Elevator	
Location	Other store	
Location	Restaurant or bar	

Billboards/Transit/Street Furniture			
Location	Airport		
Location	Outdoors away from home		
Mode of Transport	Bicycle		
Mode of Transport	Bus, subway, or train		
Mode of Transport	Car or SUV		
Mode of Transport	Motorcycle		
Mode of Transport	Taxi		
Mode of Transport	Truck		
Mode of Transport	Walking		



