

Grant Guesdon MOVE 2.0 Lead



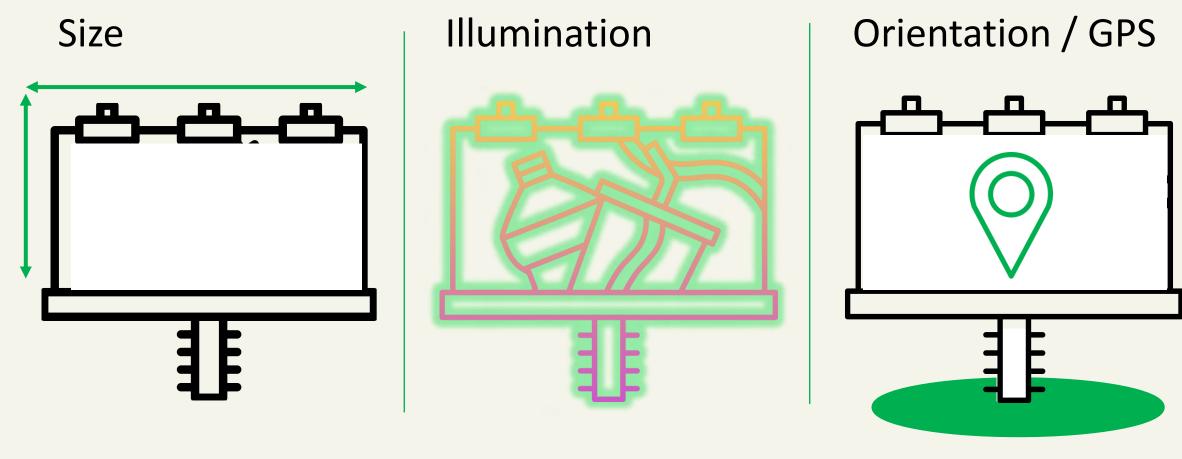






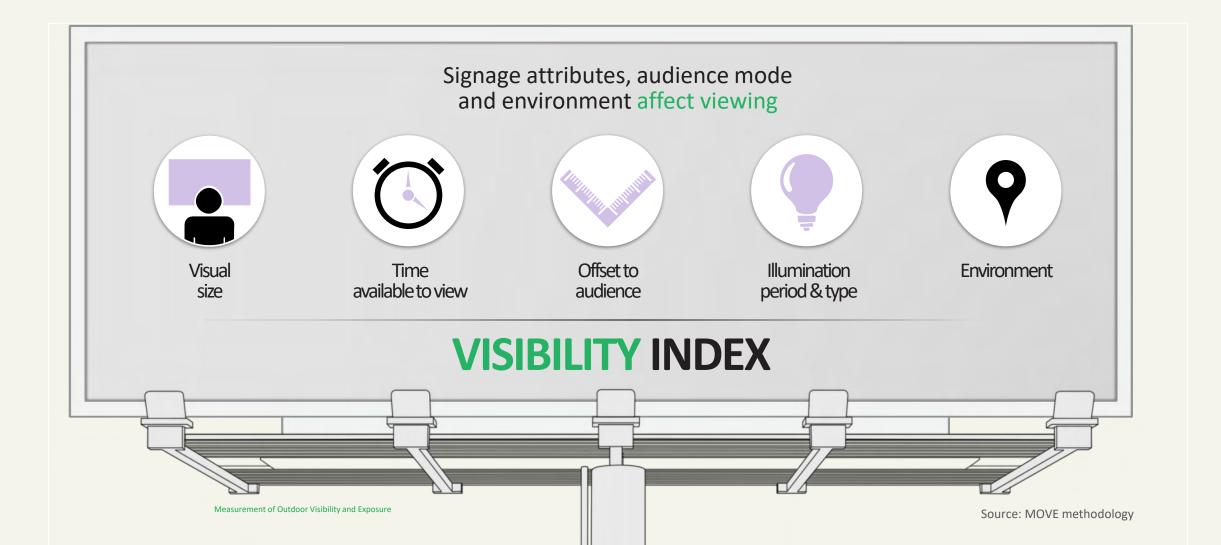


OTS is based on when the advertising is visible





Visibility factors determine how many people look





Audience calculation

OTS
(Opportunity To See)



Visibility factors





Measurement of Outdoor Visibility and Exposure

Source: MOVE methodology







Impression Multiplier Calculation

MOVE 1.5 IMPRESSIONS

DISTRIBUTED HOURLY*

MOVE 1.5 7-day LTS impressions based on 100% DIGITAL SOT

* Hourly distribution based on traffic and mobile data sources. Total 7-day impressions cannot exceed reported MOVE 1.5 impressions



SITE HOURLY PLAYS

Using site digital rotation speed Based on 100% DIGITAL SOT

e.g. 60 min x 60 secs ÷ 10 sec plays = 360 plays per hour



HOURLY SITE IMPRESSION MULTIPLIER

Impression Multipliers are calculated unique to every site, every hour

Source: MOVE methodology

Measurement of Outdoor Visibility and Exposure









Retail

5 hourly profiles based on mobile data

Split by centre type

Roadside

4 hourly profiles based on traffic counts

Split by traffic flow

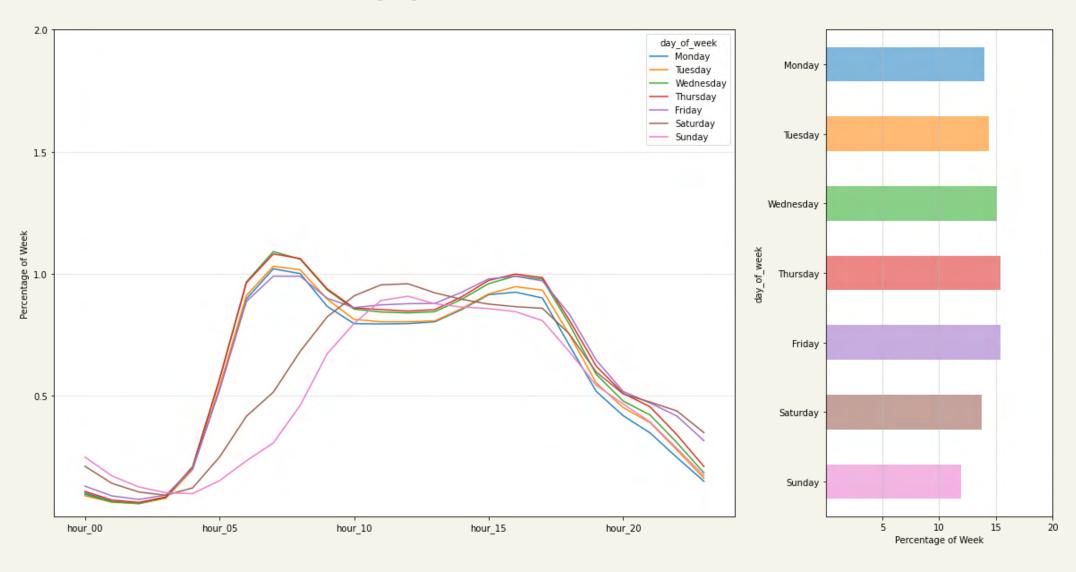
Station

5 hourly profiles based on mobile data

Split by market

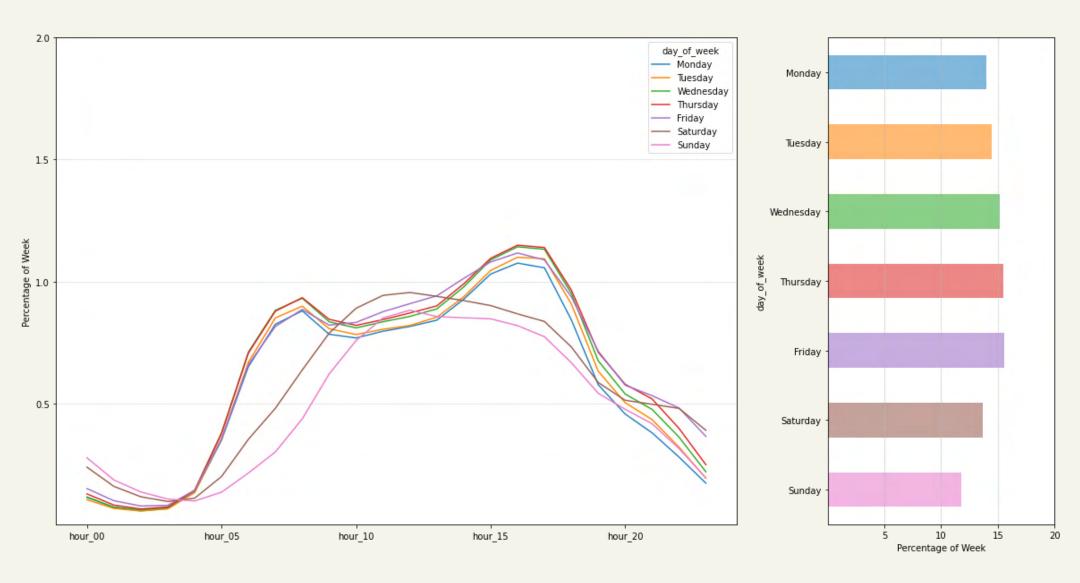


INBOUND



OUTBOUND







MOVE 2.0

Increased granularity for

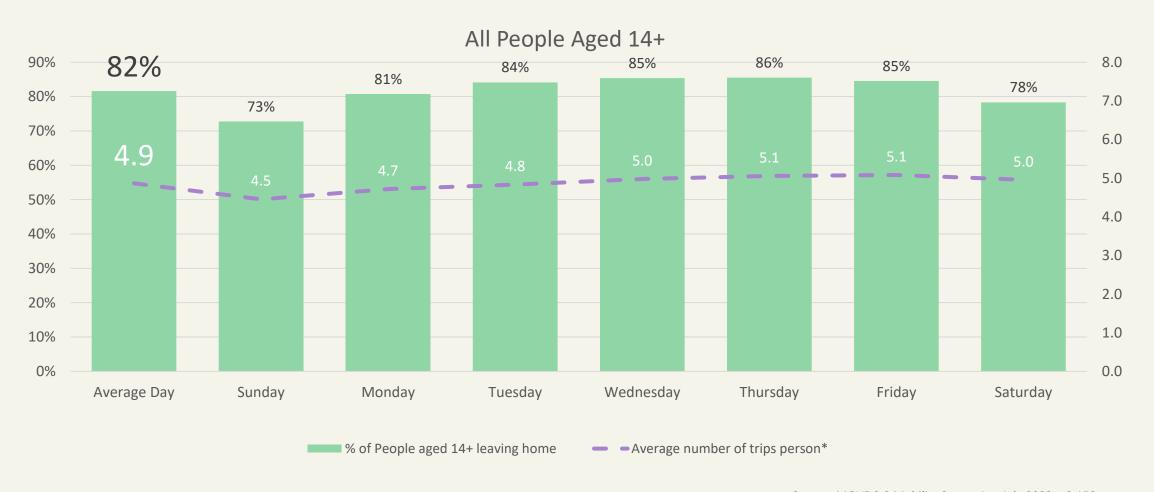
- all OOH advertising formats
- in Australia, nationwide
- hourly for 365 days with seasonality, monthly variation and holidays (public/school)







Audience volume variation



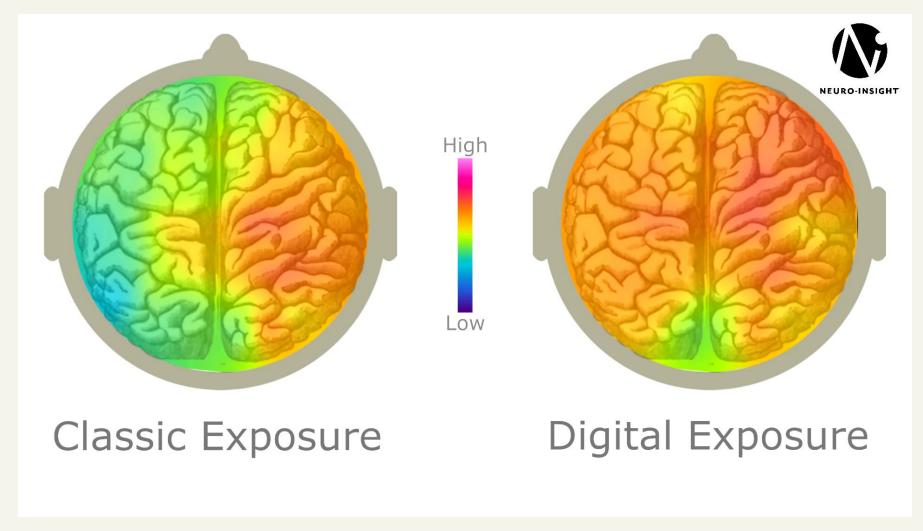








Digital X-factor



Location impact





Relative Reach for same budget

Source: MOVE

Measurement of Outdoor Visibility and Exposure





MOVE LTS

Audience data reporting on viewable advertising when people are paying attention



Impression Multiplier

Hourly across Retail, Roadside and Station locations



Context and Impact

All impressions are not equal



Thank you & Questions

