

# 1) VIDEO ADVERTISING

DATOS DE CRECIMIENTO, CONSUMO E  
INVERSIÓN



**Video is the future of digital advertising - no other advertising vehicle combines the sight, sound and motion of television ads with the interactivity, targeting and measurability of the Internet.**

David J Moore is an American businessman. He is a former IAB chairman, current IAB board member since 2001, and Chairman, CEO and Founder of 24/7 Real Media. Moore is also the Chairman of IAI Advisory Committee. [Wikipedia](#)

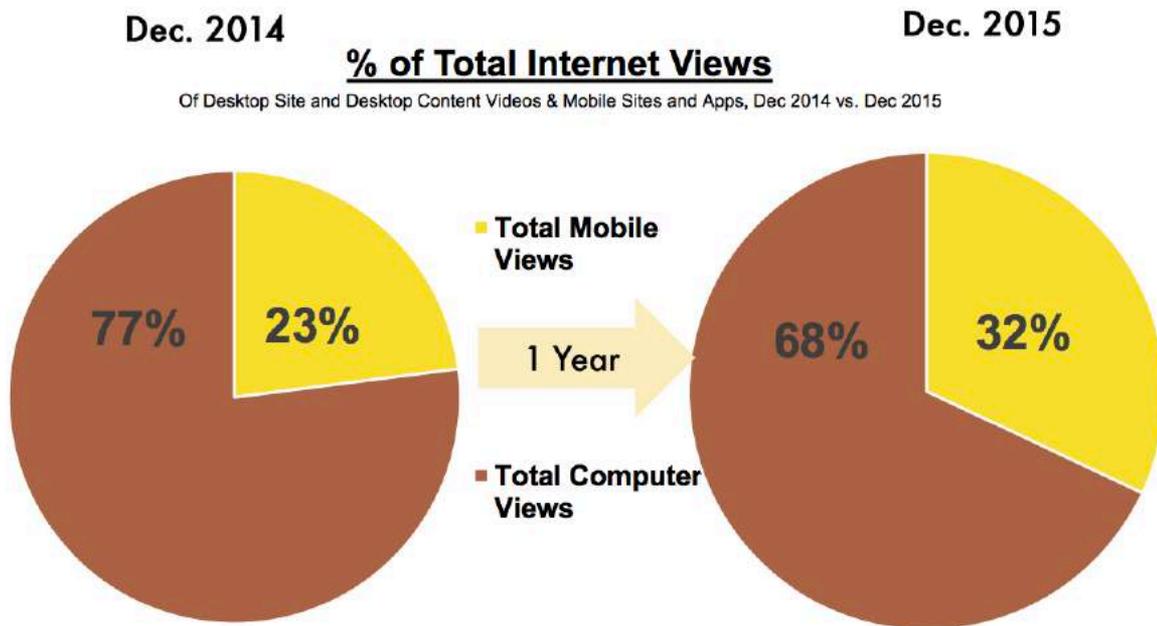




DIGITAL VIDEO  
PERSPECTIVA  
INTERNACIONAL  
(USA)

# Over Two-Thirds of All Internet Views are Accessed Using a Computer

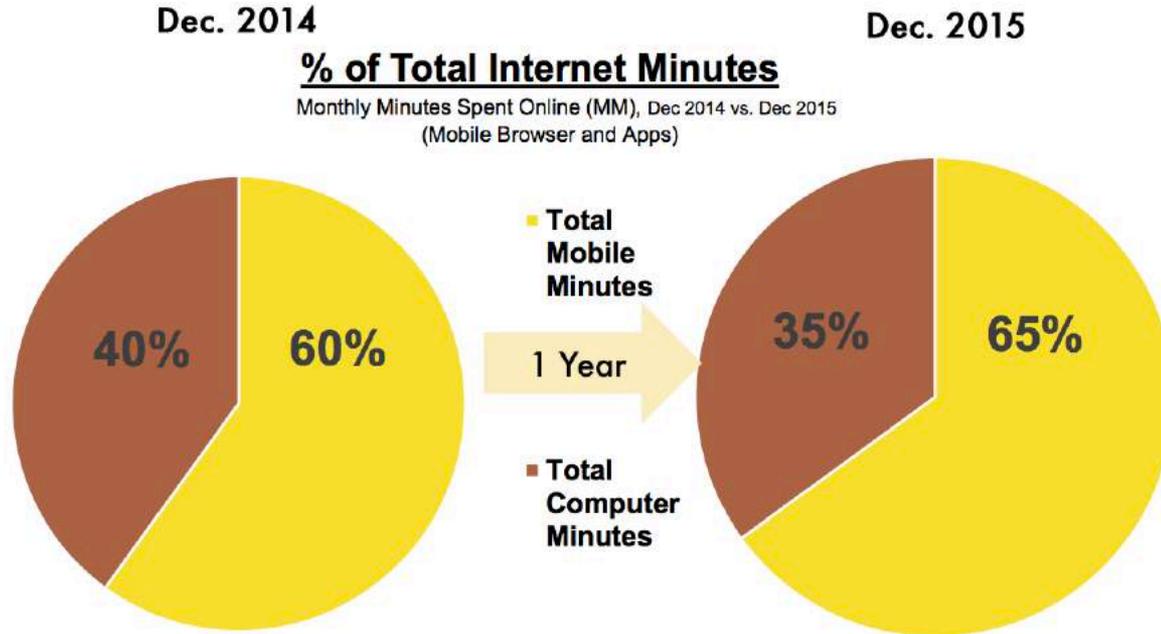
- However, mobile views have grown over the year from roughly one-quarter to account for roughly one-third of total internet views



Source: comScore US Media Metrix Multi-Platform, Dec '14, Dec '15, Total Internet Views

# Nearly Two-Thirds of All Internet Time is Spent on a Mobile Device

- The share of time spent online using a mobile device continues to grow, up from 60% a year ago.



Source: comScore US Media Metrix Multi-Platform, Dec '14 – Dec '15, Total Internet Time Spent (MM)

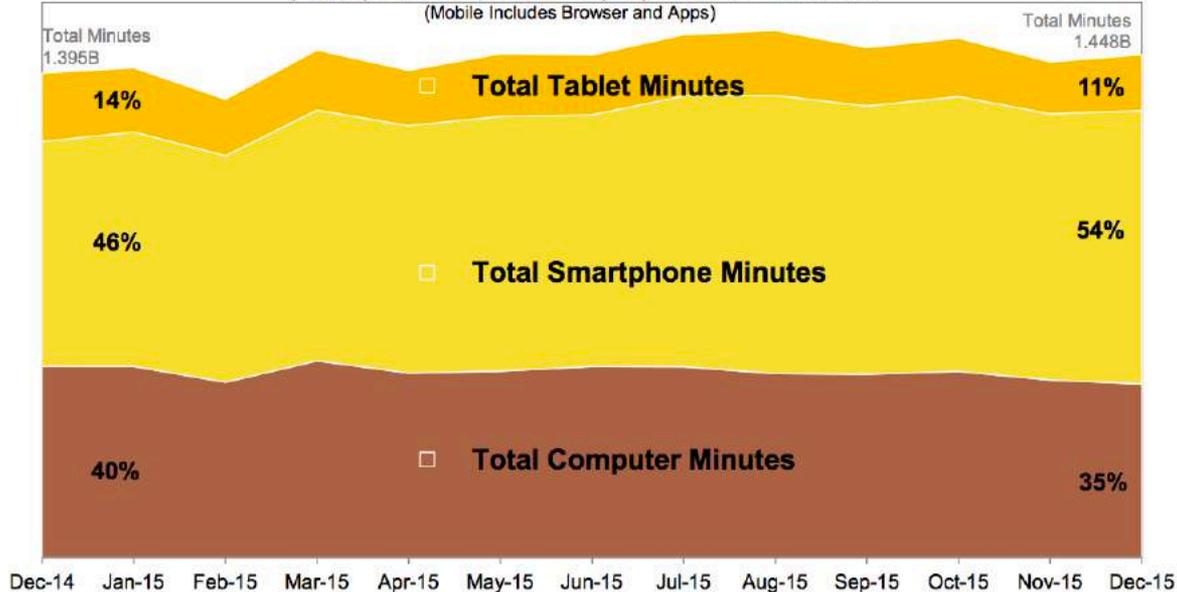
# Time Spent on Smartphones Continues to Grow

- While more users (up 3%) continue to spend more time online overall (up 4%), most of that growth is driven by consumers on smartphones

## Total Minutes: Digital and Mobile Audience 2015 Trend

(Monthly Minutes Spent Online (MM), Dec. 2014 – Dec. 2015)

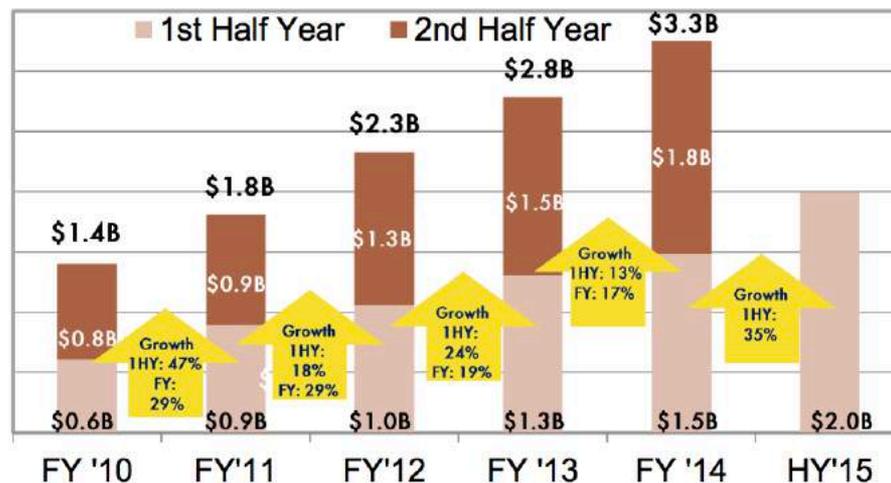
(Mobile Includes Browser and Apps)



Source: comScore US Media Metrix Multi-Platform, Dec '14 – Dec '15, Total Internet Time Spent (MM)

# Digital Video Advertising Revenue To Date: Tripled Over 5 Years

*US Video Ad Revenue (\$ Billions)  
First Half Year, Full Year and % YoY Growth*

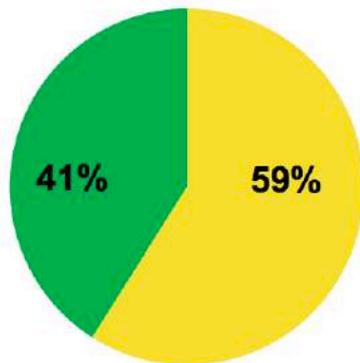


Source: IAB Internet Advertising Revenue Reports, Full and Half Year 2010-2014  
IAB 2015 Half Year and Q2 2015 Internet Advertising Revenue Report

# Video Ads Account for Only 6% of Streaming Time

- Roughly two-thirds of videos streamed are video ads
- But this only accounts for 6% of video streaming time – or 4 minutes of every hour of streaming video content

**% of Videos Streamed that are Ads**

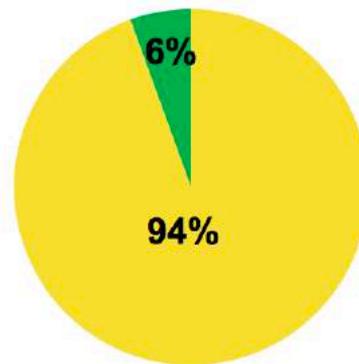


■ Video Content Streams ■ Video Ads



% of videos that are ads is up 6% from a year ago

**% of Video Streaming Time That is Video Ads**



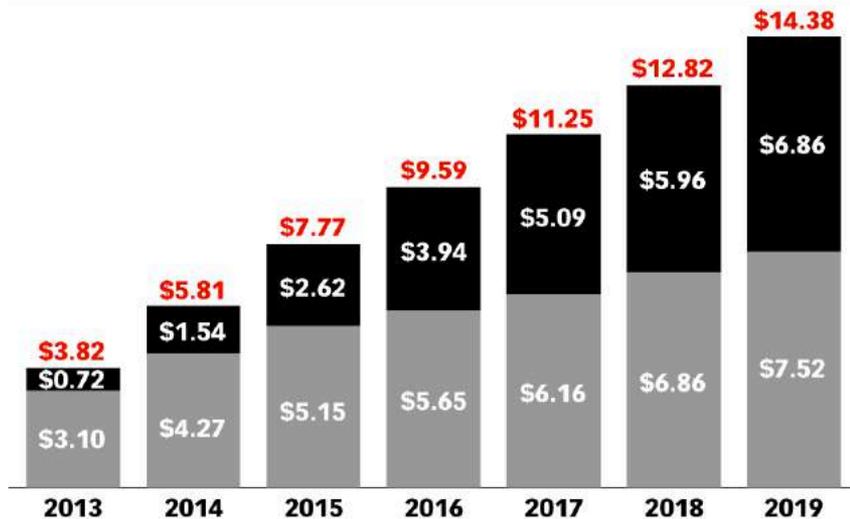
■ Video Content Minutes ■ Video Ad Minutes



% of video streaming time that is advertising is up 13% from a year ago

## US Digital Video Ad Spending, by Device, 2013-2019

billions and % change



### Desktop\*

18.3%	37.8%	20.6%	9.8%	9.0%	11.3%	9.6%
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### Mobile\*\*

166.5%	113.0%	70.4%	50.2%	29.3%	17.1%	15.1%
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### Total

32.2%	52.0%	33.8%	23.4%	17.3%	13.9%	12.1%
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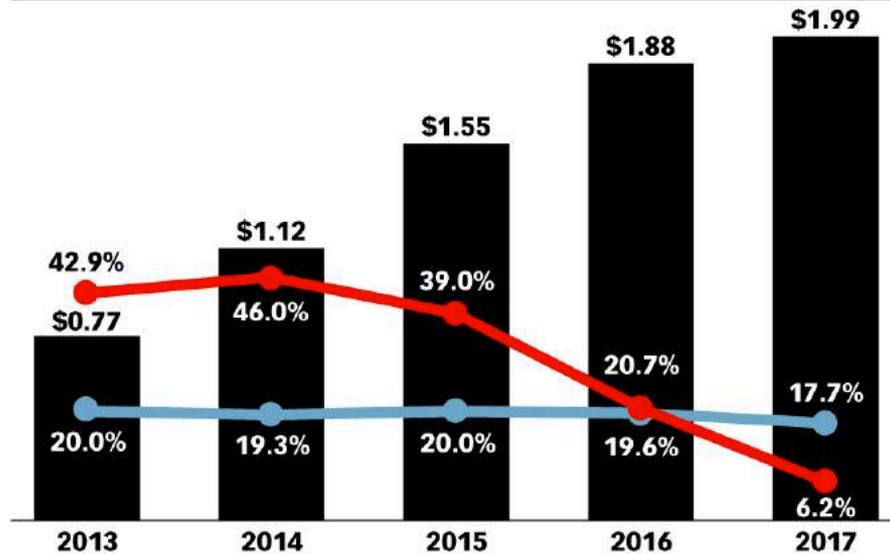
Note: includes in-banner, in-stream and in-text; \*includes advertising that appears on desktop and laptop computers; \*\*includes mobile phones and tablets

Source: eMarketer, March 2015

- Video digital crecerá 3X en 5 años en EU.
- En 2019 los ingresos de Video Digital por plataformas Móviles será muy cercano a Desktop & Laptop

## YouTube Net US Video Ad Revenues, 2013-2017

billions, % change and % of total video ad revenues



■ YouTube net video ad revenues

■ % change ■ % of total video ad revenues

Note: net ad revenues after company pays traffic acquisition costs (TAC) and content acquisition costs (CAC)

Source: company reports; eMarketer, March 2015

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www.eMarketer.com

Video digital es una **extraordinaria oportunidad para los Generadores de Contenido** y para la participación de todo el ecosistema digital que deberá estar acompañada de otras tendencias como Publicidad Programática.

DIGITAL CONTENT  
NEW  
UPFRONTS  
2015

NEW  
DIGITAL CONTENT  
UPFRONTS  
2015  
New York City • April 27 – May 7

MEDIALINK  
8:00 AM - 9:00 AM  
The New York Times

BuzzFeed

Bloomberg  
MEDIA

YAHOO!

NATIONAL  
GEOGRAPHIC

FULLSCREEN

MACHINIMA  
HEROES RISE

DEFY  
MEDIA

MAKER.

MODE MEDIA

CNÉ  
CONDÉ NAST ENTERTAINMENT

Aol.

Discovery  
DIGITAL MEDIA

CDS  
COLLECTIVE DIGITAL STUDIO

STYLEHAUL

HealthiNation

hulu

PlayStation.

REFINERY29

You Tube

WHISTLE  
SPORTS

iab. IAB NEWFRONTS  
INSIGHTS LUNCH

beatport

Time Inc.

lin digital  
11:30 AM - 1:00 PM

DigitasLBI  
2:00 PM - 5:30 PM

POPSUGAR  
vevo

TheStreet

endemol beyond

Daily Mail.com  
Seriously Popular™  
ELITE DAILY

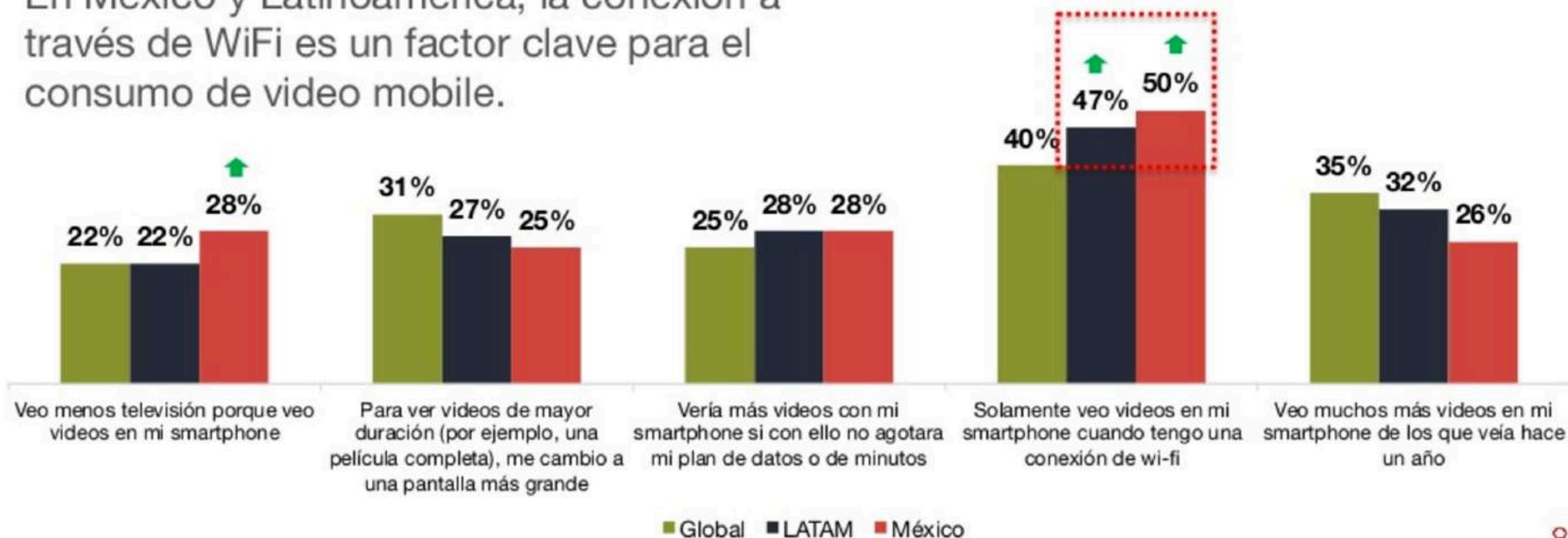
News Corp

Time Warner  
Cable  
Media  
That's how.™

VICE

# A NIVEL MUNDIAL, 35% ESTÁ VIENDO MÁS VIDEOS EN SU SMARTPHONE QUE EL AÑO ANTERIOR

En México y Latinoamérica, la conexión a través de WiFi es un factor clave para el consumo de video mobile.



P20 ¿Con cuál de las siguientes opciones estás de acuerdo con respecto a los videos para dispositivos móviles?

↑ ↓ Diferencia significativa con el 95% de confianza.

Base Global: 4,800  
Base LATAM: 800  
Base México: 200

**IMPAKTU**  
impaktu.com

**on device**  
research

**iab**.mexico  
[10 años]



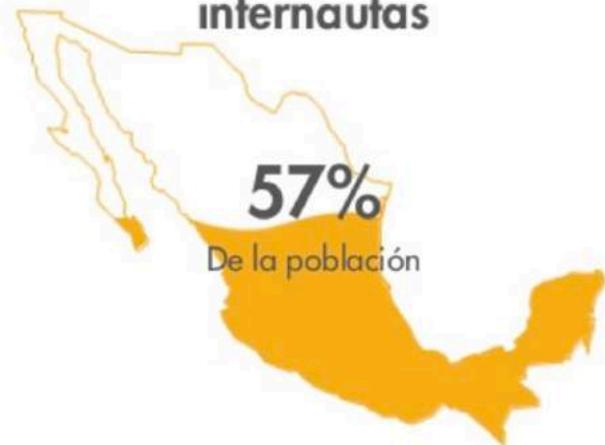
# DIGITAL VIDEO PERSPECTIVA EN MÉXICO

# > USUARIOS DE INTERNET EN MÉXICO

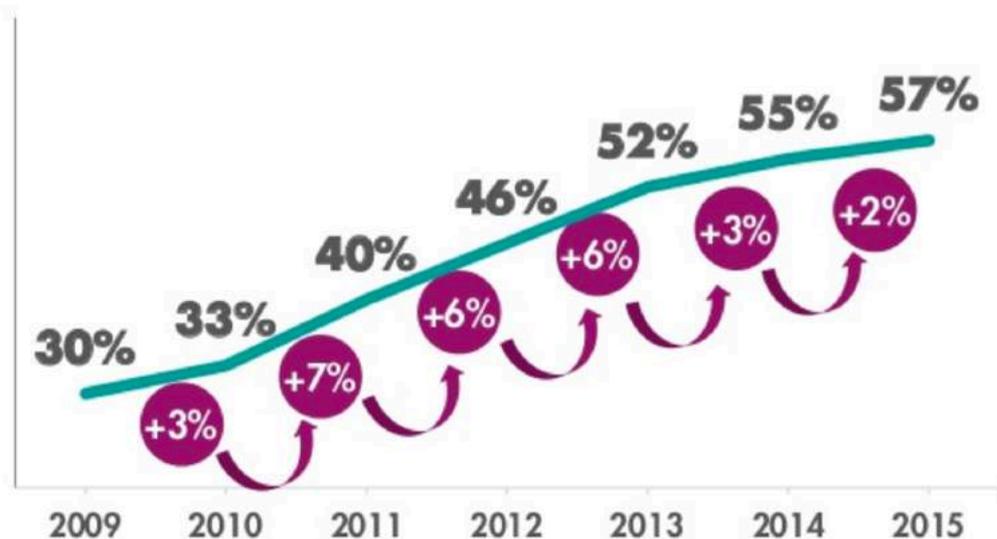
Para 2015, en México existen

**68**

millones de internautas



## % PENETRACIÓN DE INTERNET EN MÉXICO\*



\*La penetración de 2014 y 2015 es una estimación realizada por Millward Brown basada en datos de: eMarketer, INEGI, The World Bank, WIP

# SMARTPHONE ES EL DISPOSITIVO QUE MÁS TIENEN Y DEL QUE MÁS SE CONECTAN LOS INTERNAUTAS



Smartphone



Laptop



Desktop



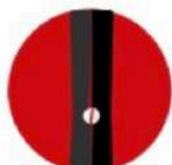
Celular



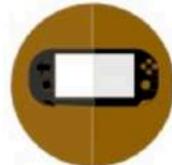
Tablet



Smart TV



Consola de videojuegos



Consola de videojuegos portátil



Dispositivos portables

## Dispositivos que poseen ...

74%

67%

42%

38%

36%

35%

30%

12%

10%

## Dispositivos por los que se conectan ...

68%

58%

36%

24%

26%

21%

14%

5%

6%

## Connected Devices Owned by Internet Users in Select Countries in Latin America, 2015

*% of respondents*

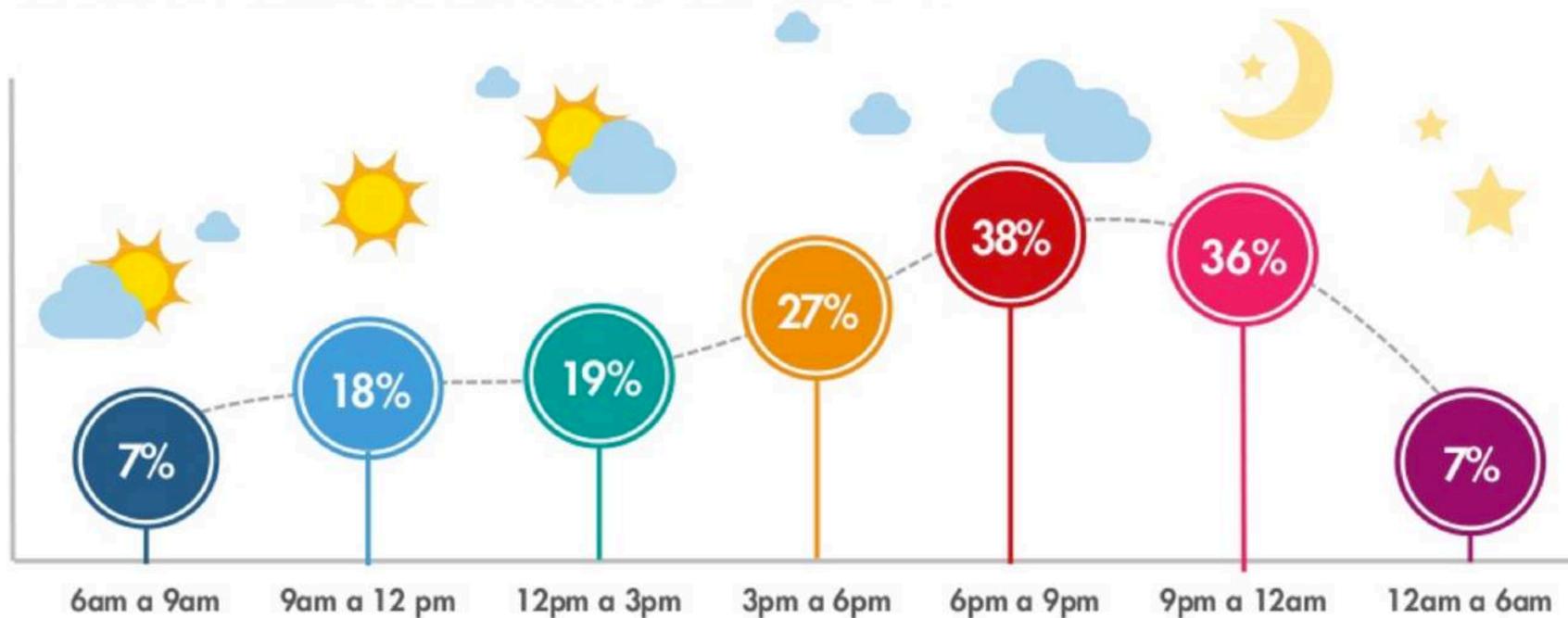
	<b>Argentina</b>	<b>Brazil</b>	<b>Colombia</b>	<b>Mexico</b>
Video game console	57%	48%	37%	41%
Printer	15%	4%	10%	2%
Home theater/smart TV	8%	8%	8%	17%
Security camera	4%	17%	24%	12%
Tablet/ereader	4%	6%	5%	4%
Wearable	0%	1%	0%	4%
Other	9%	16%	15%	19%

*Note: ages 18+*

*Source: Qualcomm Innovation Society Index (QuISI) 2015 conducted by International Data Corporation (IDC), Jan 2016*

# PREFIEREN VER VIDEOS EN INTERNET ENTRE LAS 6PM Y 12 AM

## ¿EN QUÉ MOMENTOS DEL DÍA PREFIEREN VER VIDEOS POR INTERNET?



\*Pregunta nueva

29a4. Generalmente... ¿en qué momentos del día prefieres ver videos por internet?

Base 2015: 962

televisa.com

iab  
mexico

MillwardBrown

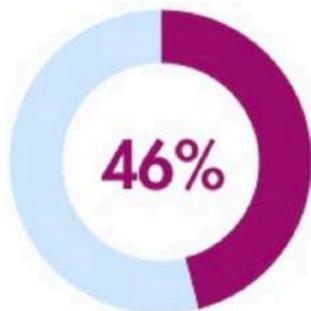


# 46% DE LOS INTERNAUTAS HAN COMPARTIDO VIDEOS EN INTERNET

## COMPARTEN VIDEOS EN INTERNET Y EN QUÉ SITIOS LO HACEN

### HAN COMPARTIDO VIDEO EN ALGÚN SITIO DE INTERNET

SI



### TOP 5 SITIOS PARA COMPARTIR VIDEOS

facebook

81%

YouTube

55%

Instagram

16%

Google+

9%

Vine

6%

▼▲ Diferencias significativas entre 2014 y 2015

Base 2015: 1024

televisa.com

iab México

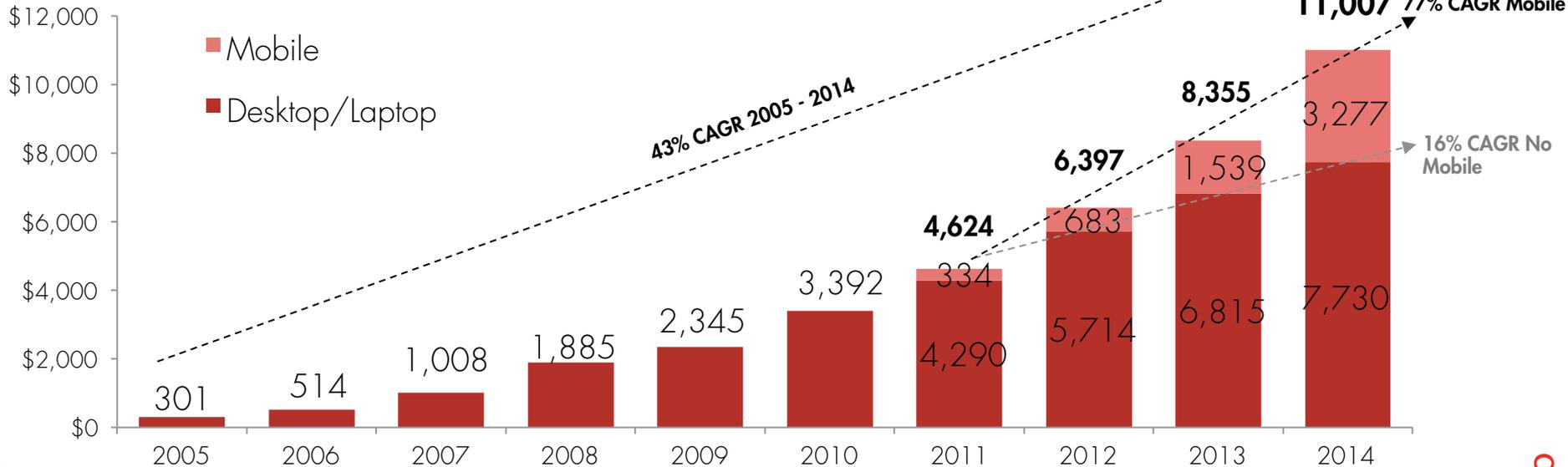
MillwardBrown

28a. ¿Has subido un video para compartir en algún sitio de internet?

29a. ¿En qué sitios te gusta compartir videos?

# EVOLUCIÓN DE LA FACTURACIÓN ANUAL, 2005-2014\*

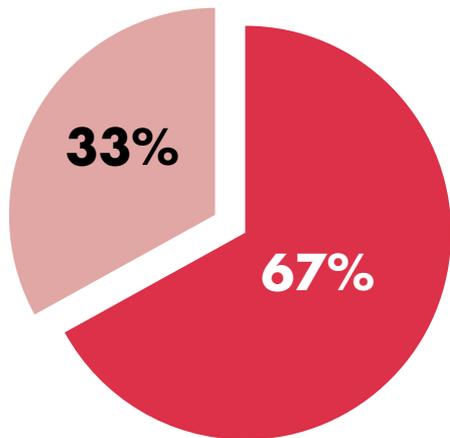
24% CAGR  
2011-2014



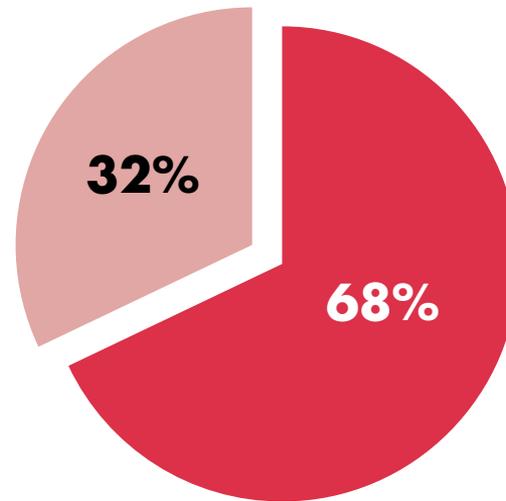
Source: Estudio de Inversión en Comunicación en Internet, 2015  
IAB México & Pricewaterhouse Cooper

# ▶ CLASIFICACIÓN DE LA FACTURACIÓN ANUAL 2014\*

**2013**



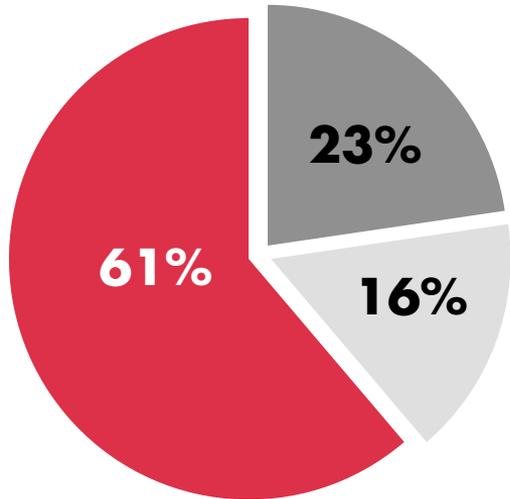
**2014**



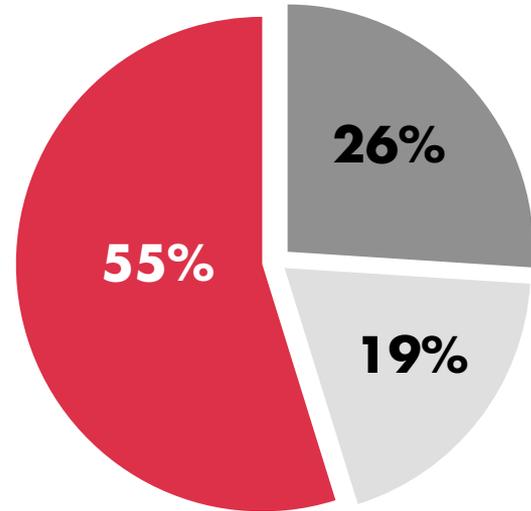
- Display
- Search & Clasificados

# ▶ INVERSIÓN POR PLATAFORMA DE DISPLAY \*

**2013**



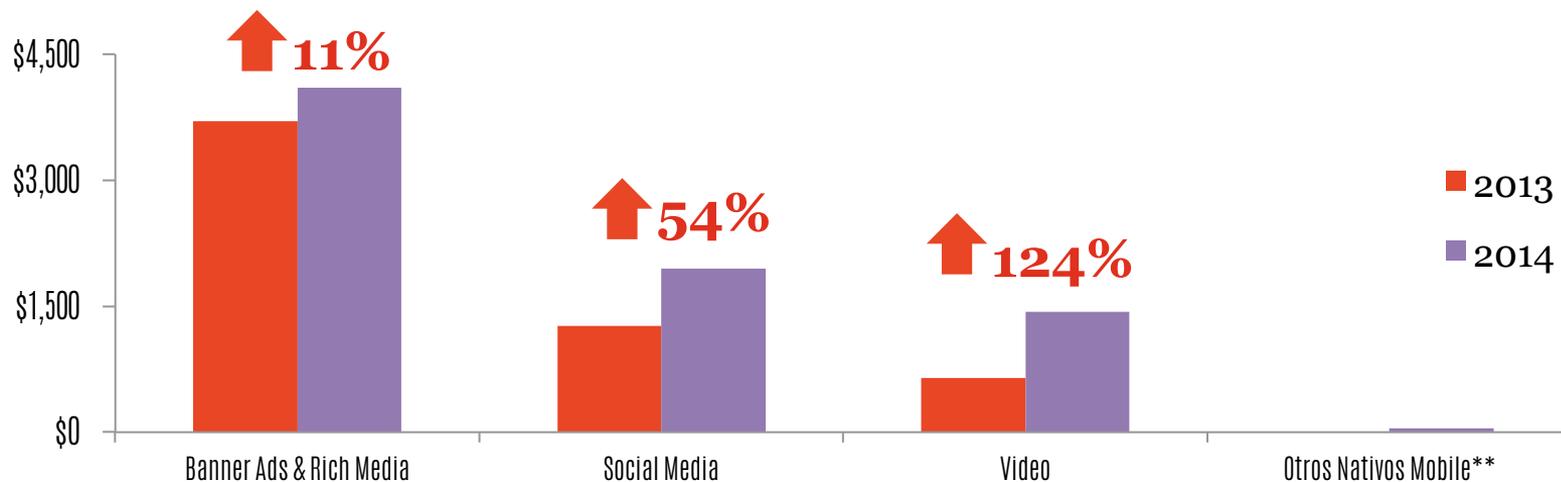
**2014**



- Social Media
- Video
- Banners & Rich Media

# INVERSIÓN POR PLATAFORMA DE DISPLAY\*

Social Media y Video contribuyen de forma significativa el incremento en inversión publicitaria entre las plataformas de Display.



\*Cifras expresadas en \$MXN (en Millones)

Estas cifras incluyen a los participantes del estudio y la estimación de Banner Ads & Rich Media, Video, realizada por el Subcomité de Investigación de IAB México.

Categoría Video contiene Social Video

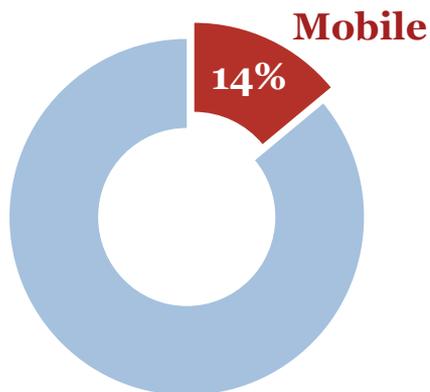
Categoría Otros es información directamente de cuestionarios 2014.

\*\* Categoría Otros: Es referente a Formatos Display exclusivos en Mobile: Formatos Display en juegos (in APP/in Game), Patrocinio de contenidos por eventos especiales, SMS/MMS, Publicidad en Servicios de Localización (LBS)

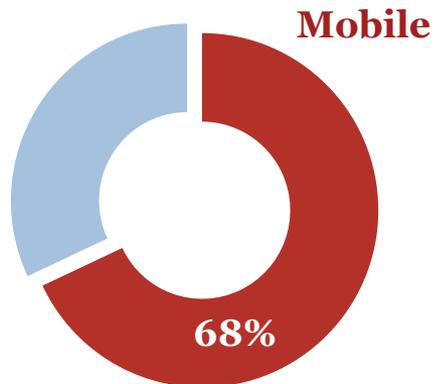
## Contribución Mobile por Tipo de Formato Display en 2014\*

*El creciente consumo de Social Media y Video en dispositivos móviles hacen que destaque significativamente el porcentaje de sus ingresos publicitarios en esta plataforma.*

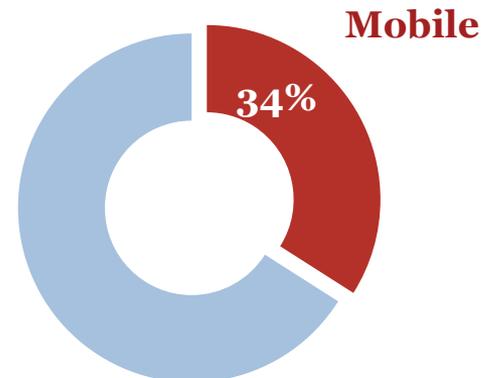
### Banner Ads & Rich Media



### Social Media



### Video



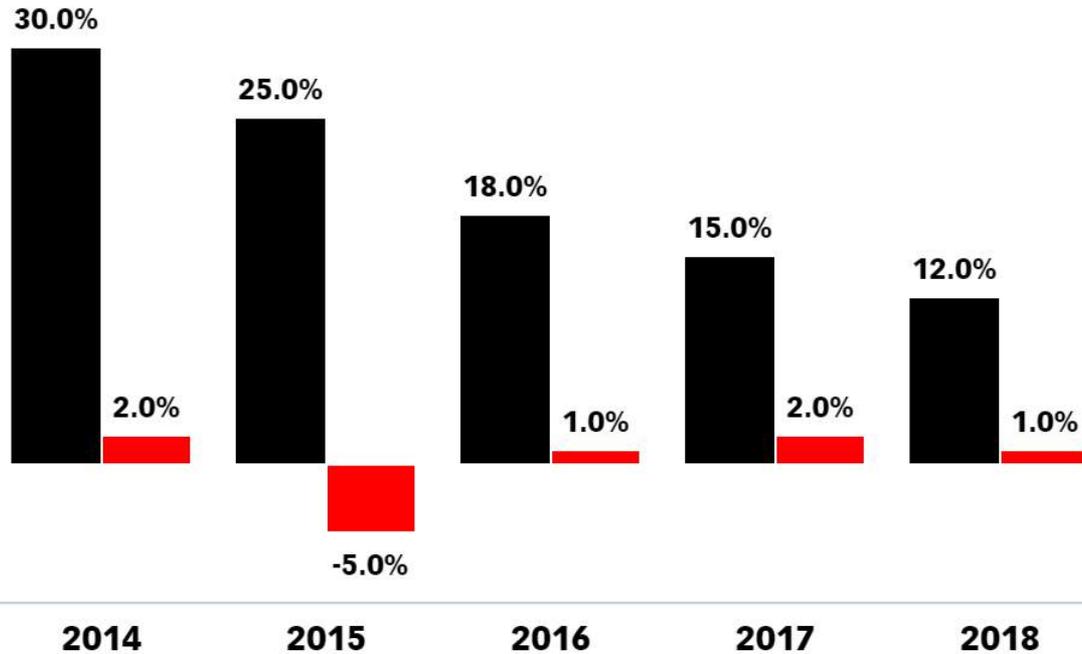
\*Cifras expresadas en Porcentaje

Estas cifras incluyen a los participantes del estudio y la estimación de Banner Ads & Rich Media, Video, realizada por el Subcomité de Investigación de IAB México.

Categoría Video contiene Social Video

# Digital Video Viewers

Mexico, 2014-2018



- Digital ad spending growth
- TV ad spending growth

Source: eMarketer, 2015

## Total Media Ad Spending Share in Mexico, by Media, 2014-2020

*% of total*

	2014	2015	2016	2017	2018	2019	2020
<b>TV*</b>	<b>57.3%</b>	<b>53.6%</b>	<b>51.8%</b>	<b>50.4%</b>	<b>49.0%</b>	<b>47.8%</b>	<b>46.6%</b>
<b>Digital</b>	<b>17.5%</b>	<b>21.5%</b>	<b>24.3%</b>	<b>26.6%</b>	<b>28.7%</b>	<b>30.5%</b>	<b>32.2%</b>
—Mobile	4.5%	7.7%	11.1%	14.8%	18.5%	22.3%	26.0%
<b>Print</b>	<b>11.0%</b>	<b>10.8%</b>	<b>10.3%</b>	<b>9.8%</b>	<b>9.5%</b>	<b>9.2%</b>	<b>9.0%</b>
—Newspapers*	6.4%	6.2%	5.9%	5.6%	5.5%	5.3%	5.2%
—Magazines*	4.6%	4.5%	4.4%	4.2%	4.1%	3.9%	3.8%
<b>Radio*</b>	<b>7.5%</b>	<b>7.3%</b>	<b>7.0%</b>	<b>6.6%</b>	<b>6.4%</b>	<b>6.2%</b>	<b>6.1%</b>
<b>Out-of-home</b>	<b>6.8%</b>	<b>6.8%</b>	<b>6.7%</b>	<b>6.5%</b>	<b>6.4%</b>	<b>6.2%</b>	<b>6.1%</b>

*Note: numbers may not add up to 100% due to rounding; \*excludes digital*  
*Source: eMarketer, March 2016*