

Intro | Your (New) Flashtalking Team

Meet the team that will be supporting JetBlue's day-to-day strategy & execution needs.

DAY-TO-DAY SUPPORT

BACKEND EXECUTION

CLIENT SUCCESS



Lizzie Graziano
Sr. Manager, Client Success
egraziano@mediaocean.com

CAMPAIGN MANAGEMENT



Dylan Franklin
Sr. Technical Campaign Manager
dfranklin@mediaocean.com

CREATIVE SERVICES



Felicia Chamberlin Creative Production Director rchamberlin@mediaocean.com

FEEDS ENGINEERING



Jordy Pantoja
Feeds Developer
ipantoja@media.ocean.com

CLIENT SUCCESS



ESCALATION

Erin Camin
Sr. Director, Client Success
ecamin@mediaocean.com

CAMPAIGN MANAGEMENT



Natalie Duckoff
Director, Campaign Management
nduckoff@mediaocean.com

CREATIVE SERVICES

LEADERSHIP TEAM



Cherise Klohe
Sr. Director, Creative Services
cklohe@mediaocean.com

FEEDS ENGINEERING



Chris Meleski
VP, Feeds & Automation
cmeleski@mediaocean.com

SALES



Stewart Black
Sr. Sales Director
sblack@mediaocean.com

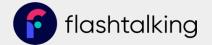


Chris Winburn
EVP, US Sales
cwinbum@mediaocean.com

Tessa Bresnen
VP, Client Success
tbresnen@mediaocean.com



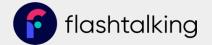
Jen Rhynehart
VP, Client Success
jrhynehart@mediaocean.com



Today | Meeting Overview

The purpose of this deck is to provide an in-depth overview of Flashtalking's existing partnership with JetBlue / Adam&Eve and Cain&Abel, with a special focus on creative.







Summary of Issues

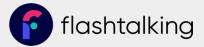
Airways Retail

- Font issues Certain numbers in all dynamic end frames were appearing in a different font
- Text overlap Text was overlapping on the horizontal ad sizes
- Default frames Text-only failsafe frame in dynamic banners was not appearing properly
- Default URLs for Expedia URL was not functioning properly

Co-Ops - Vancouver, St Kitts & Aruba

Hardcoded URLs (All Co-Ops) – Frame 1
 and 2 URLs for all dynamic creatives were
 pulling from the feed (which did not have
 the proper Adobe string) for RL1 instead
 of the dynamic URL IA variable.

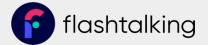
This was found in Vancouver, but was present in previous creatives



Solutions to Issues

Airways/Retail

- Font Issues / Text Overlap Optimized font library (common, to reduce k-weight) was missing numbers, which were added back in. Code was updated to allow for longer destination lengths.
- Default Frames Disclaimers needed to be removed across routes that no longer needed it
- Default URLs for Expedia Everything was set up properly in the Rich Load, however, the variable used was "retail_dynamic_click_url" when it needed to match the instant ads variable "retail_dynamic_clickTag_URL"



Solutions to Issues

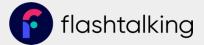
Co-Ops – Vancouver, St Kitts & Aruba

• Rich Load 1 Update – The click url was coming from the feed endpoint for RL1 instead of through the retail_dynamic_clickTag_URL Instant Ads variable.



```
/
```

```
ctURL = checkURL(myFT.instantAds.Retail_dynamic_clickTag_URL) ?
myFT.instantAds.Retail_dynamic_clickTag_URL : feed[0]['url'];
```





Intro | How does JetBlue use Dynamic?

JetBlue leverages Flashtalking's platform and capabilities for creative personalization, creative management, advanced analytics and primary ad serving.





























RETAIL

Dynamic creative enables updatable messaging, feedbased messaging as well as data-driven decisioning.



CARD

Dynamic creative enables updatable messaging, as well as data-driven decisioning.



Dynamic creative enables updatable messaging, feedbased messaging as well as data-driven decisioning.



EXPRESS

Dynamic creative enables updatable messaging, feedbased messaging as well as data-driven decisioning.



In addition to the "broad" applications for dynamic creative; JetBlue requires all creative to be built dynamically to ensure the necessary creative data is properly reflected within Encore.



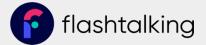


Dynamic Base File | Retail, Co-Op, Co-Op Express:

When developing new banners for Airways / Retail, Co-Op, and Co-Op Express, it's important to keep in mind the following build specs to ensure a streamlined creative handoff and efficient trafficking process.

- This campaign should only ever be running a single set of base files (1 per ad size) at any given time
- These base files should include FT's HTML5 API and a manifest.js file
- Each base file should share the same instant ad variables (number, name and order)
- These base files should support x2 dynamic rich-loads for intro animation and an end frame
- ☐ The RL2 file can be feed-based (dynamic) or non-dynamic

VISUAL OF THE CURRENT MANIFEST.JS FILE (300X250)





End Frames | Rich Loads

Retail, Co-Op, Co-Op Express

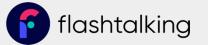
When developing new banners for Airways / Retail, Co-Op and Co-Op Express, it's important to keep in mind the following build specs to ensure a streamlined creative handoff and efficient trafficking process.

NON-DYNAMIC

- ☐ The entire end frame should be contained in a single rich load file (RL2)
- The end frame rich load (RL2) should include CSS reset stylesheets to maximize cross-browser consistency

DYNAMIC (FEED-BASED)

- ☐ SAME AS NON-DYNAMIC PLUS:
- ☐ The origin, destination, price & clickthrough URL should always be pulling into the end frame from the feed response
- A fail-safe **end frame** experience should be built in the event the feed fails or returns a <u>default response</u>



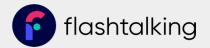


Card (ACQ)

The Card / Acquisition build stands out because it only contains one rich load instead of two and does not contain any feed-based logic. banners

When developing new for Card / Acquisition, it's important to keep in mind the following build specs to ensure a streamlined creative handoff and efficient trafficking process.

- ☐ This campaign should only ever be running a single set of base files (1 per ad size) at any given time
- ☐ These base files should include FT's HTML5 API and a manifest.js file
- Each base file should share the same instant ad variables (number, name and order)
- Since there is only one rich load (RL1), the full **animation** (including the end frame) should be consolidated



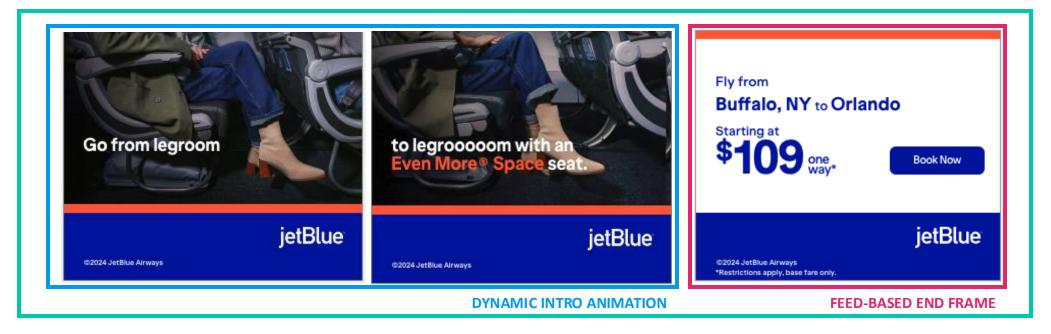


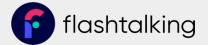


Retail | Creative Overview

To enable JetBlue's dynamic decisioning needs, all Airways / Retail banners will need to be supported by a single **dynamic base file** (per size) that is comprised of a **dynamic intro animation** (rich load 1) and an **end frame** (rich load 2).

DYNAMIC BASE FILE



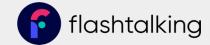


High Level Dynamic Variables



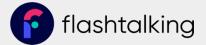


Rich Load 1 Rich Load 2



Text Variables

FEED ENDPOINT	feedEnd point	Feed url that pulls the route/pricing info into the feed-based (dynamic) RL2s FT can leave it blank in the versioning for non-feed-based (non-dynamic) RL2s — or remove it/comment it out in the RL
DEFAULT FEED ENDPOINT	defaultFeed Endpoint	In case feed does not load, we use a default as a back up – for example - https://cdn.flashtalking.com/feeds/jetblue/routes/default.json?[%CACHEBUSTER%]
SEGMENT ID	segmentid	Is this still needed?
ISGEOAD	isGeo_Ad	Is this still needed?
HEADLINE 1 TEXT	headline1_text	Frame 1 headline copy — not being used as intended
HEADLINE 2 TEXT	headline2_text	Frame 2 headline copy – not being used at all



Text Variables cont'd

ONE WAY TEXT	one-way_text	This is to the right of the price point on the feed-based rich load.
SEE DETAILS BUTTON TEXT	see_details_button_text	Is this still needed?
SEE DETAILS BODY TEXT	see_details_body_text	Is this still needed?
RETAIL DYNAMIC CLICKTAG	retail_dynamic_clickTag_URL	This is the url that the ad will click out to
RETAIL DEFAULT CLICKTAG	retail_default_clickTag_URL	Outdated and no longer needed
PSA DYNAMIC CLICKTAG	psa_dynamic_clicktag_url	Is this still needed?



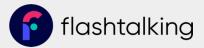
Text Variables cont'd

RESTRICTIONS TEXT	restrictions_text	Bottom left disclaimer text, under the copyright line
RICH LOAD 1	RL_1	Allows you to make functionality, animation, layout or minor updates to the intro frames without having to update the main shell (base file)
RICH LOAD 2	RL_2	Allows you to make functionality, animation, layout or minor updates to the end frame without having to update the main shell (base file) Can – but does not have to - utilize a feed (dynamic end frame) to pull in routes/pricing details



Formatting Variables

BACKGRO UND COLOR	backgro und Colo r	Allows for changes to the background color
HEADLINE COLOR	headline_color	Allows for changes to the font color on headline
SUBHEAD COLOR	subhead_color	Allows for changes to the font color on sub-headline
PRICE COLOR	price_color	Allows for changes to the font color on the price
ONE WAY COLOR	oneway_color	Allows for changes to the font color on the "one way" text
LEGAL COLOR	legal_color	Allows for changes to the font color on the legal text



Formatting Variables cont'd

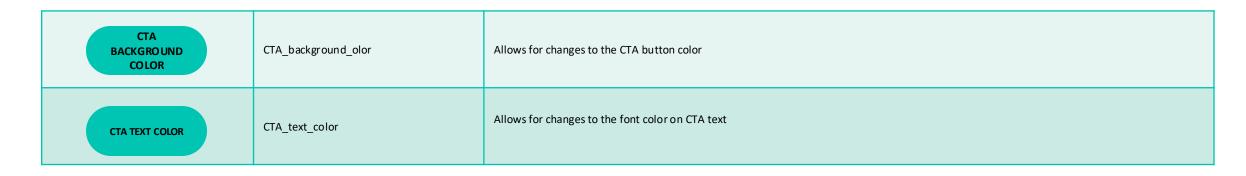
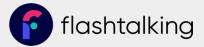


Image Variables



In the future, if there is ever a need to keep an image variable blank – you must upload a blank PNG (as opposed to just leaving this variable blank)





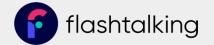
Co-Op | Creative Overview

To enable JetBlue's dynamic decisioning needs, all Co-Op banners* will need to be supported by a single dynamic base file (per size) that is comprised of a dynamic intro animation (rich load 1) and end frame (rich load 2).

DYNAMIC BASE FILE



 st ALL CO-OP BANNERS THAT NEED TO BE LIVE AT A GIVEN TIME.

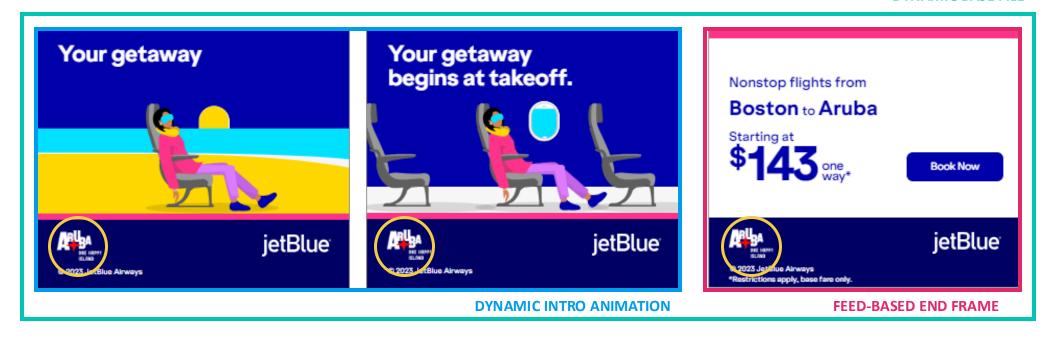




Co-Op Express | Creative Overview

To enable JetBlue's dynamic decisioning needs, all Co-Op Express banners should leverage the same **dynamic base file** (per size), **dynamic intro animation** (RL1) an **end frame** (RL2) as Retail – with the added ability to pull in a **feed-based partner** logo.

DYNAMIC BASE FILE





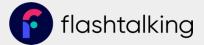


Card | Creative Overview (ACQ)

To enable JetBlue's dynamic decisioning needs, all Card / Acquisition banners (including BAU and LTOs) will need to be supported by a single dynamic base file (per size) that is comprised of a multi-framed animation (rich load 1).

DYNAMIC BASE FILE





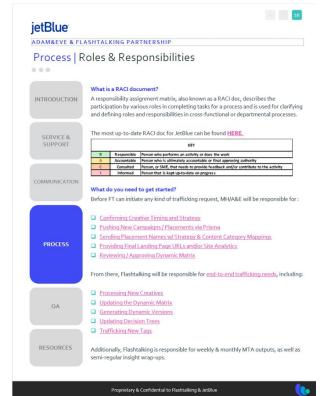


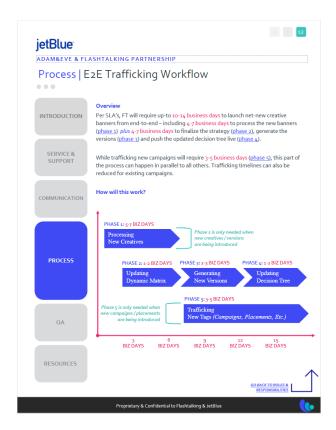


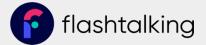
Process | Flashtalking Playbook

For any information re: workflow, timelines / SLA's, roles & responsibilities, etc. please refer to JB's <u>Playbook</u>.

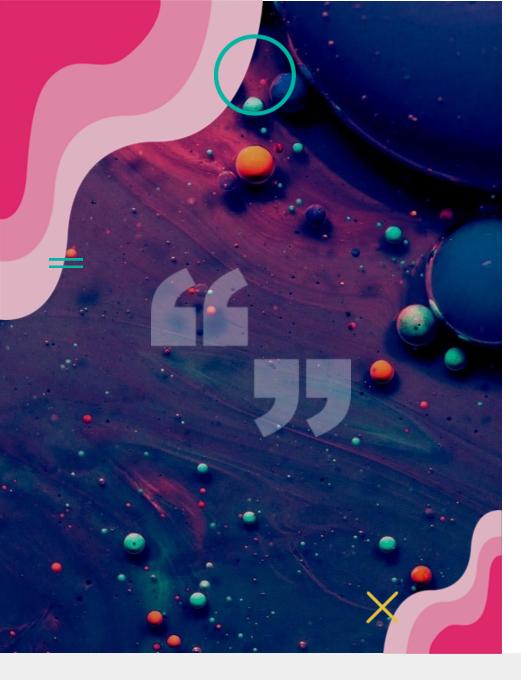












Appendix

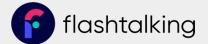
CREATIVE MANAGER:

- Creative Manager Overview
- Creative Library Asset Manager
- Dynamic Ads Overview

TRAINING AND SUPPORT

- Flashtalking Creative Developer Certification
- Flashtalking Campus

Sample Version Sheet (expires on 9/27)



Intro | What is Dynamic Creative?

Dynamic Creative is a digital advertising capability that enables the content of an ad to be adjusted quickly and efficiently. The content (or "variables") of the ad can be permutated at scale and targeted to a user on impression and based on the combination of pre-established decisioning rules and data triggers.

Dynamic Creative has 5 broad applications that advertiser use typically falls into:



Updatable Creative Messaging

Providing the tools and services to build and serve flexible creatives with content that can be updated at scale



Feed Enabled Messaging

Automating & integrating real-time, first or third-party feed-driven data into digital creative.



Data-Driven Decisioning

Enabling creative to match tailored messages to prescribed audiences and/or situations, on impression



Automated Ad Optimization

Applying automatic & sophisticated optimization of creative and messages, based on key client KPIs



Advanced Data Insights

Supporting consistent & granular naming conventions, maximizing performance insights

CREATIVE APPLICATIONS



THESE ARE NOT MUTUALLY EXCLUSIVE



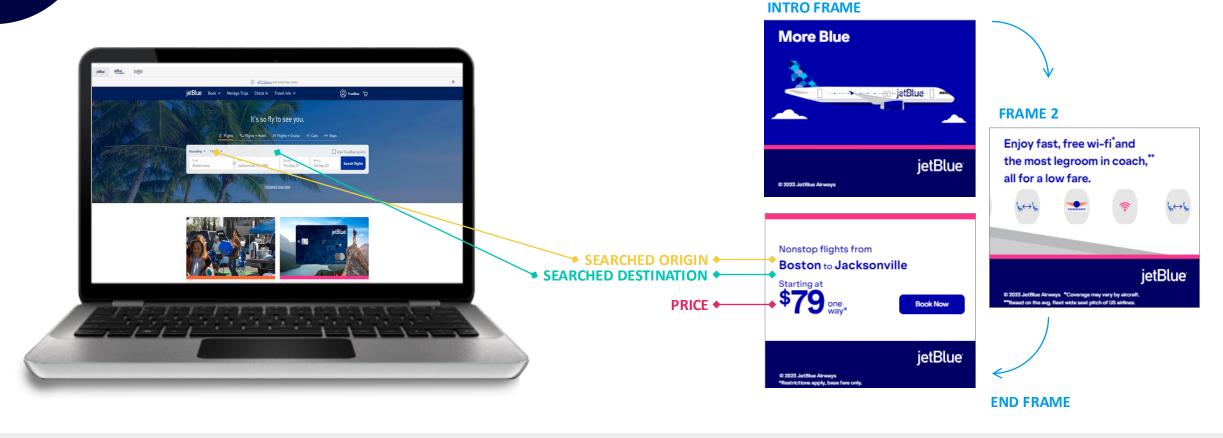
STRATEGIC APPLICATIONS





Retail | Highlight: FSR

If a user searches for a flight on jetblue.com and doesn't finalize their booking, the end frame they will be served will pull in the specific route (origin & destination) they searched for, as well as the most up-to-date price based on JetBlue's Deals Feed API.

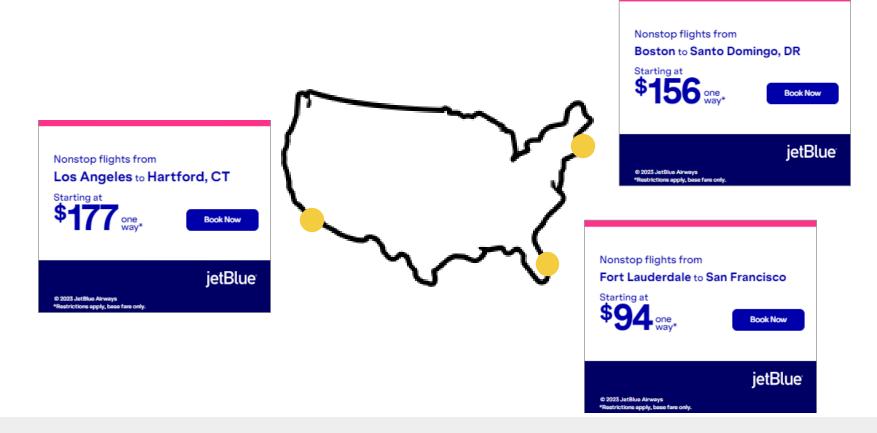


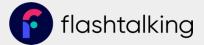




Retail | Highlight: Geotargeting

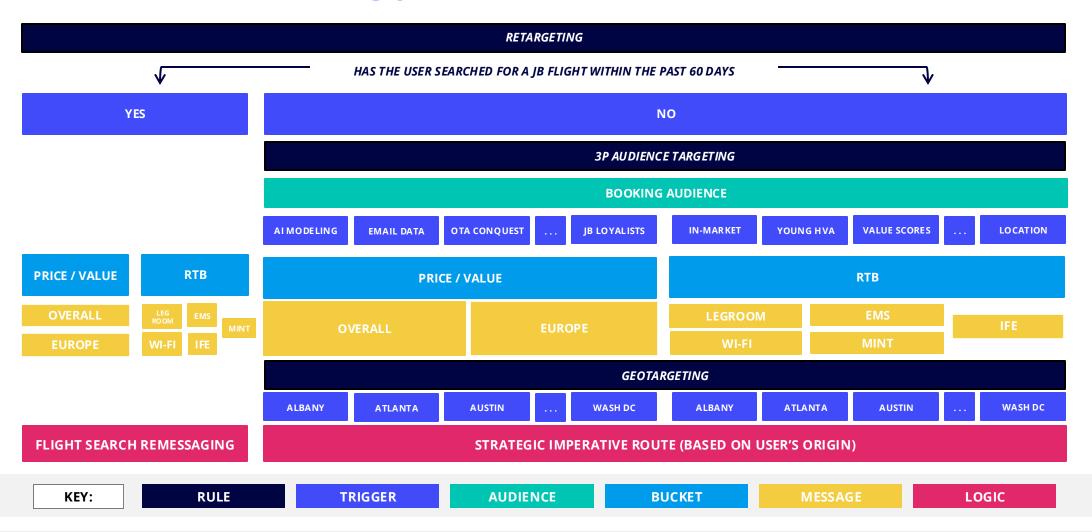
If a user hasn't been to jetblue.com recently, the end frame they'll be served will pull in a randomly weighted route based on their location (origin) and a pre-defined list of routes (destination) provided via JetBlue's "Strategic Imperative" route list.

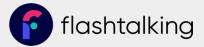






Retail | Strategy Overview

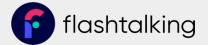






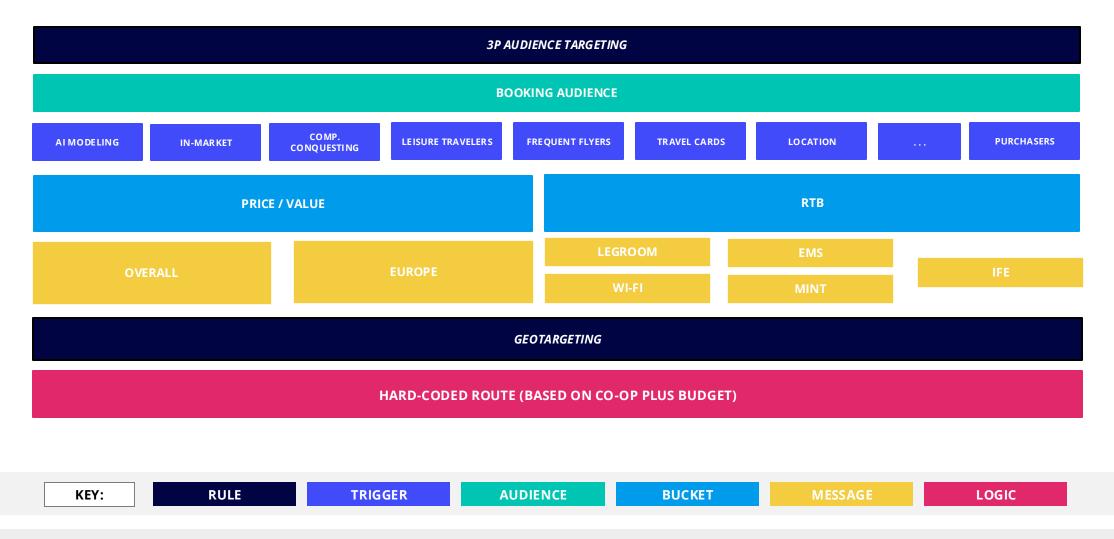
Co-Op | Strategy Overview





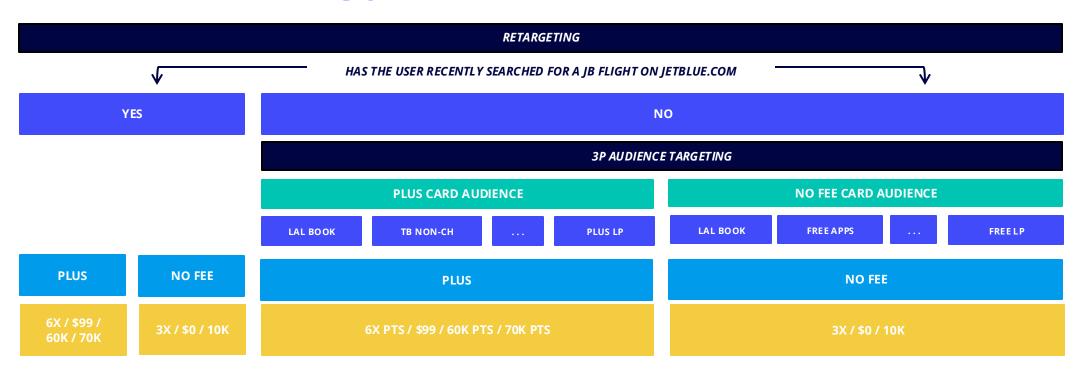


Co-Op Express | Strategy Overview





Card | Strategy Overview (ACQ)



KEY: RULE TRIGGER AUDIENCE BUCKET MESSAGE LOGIC

