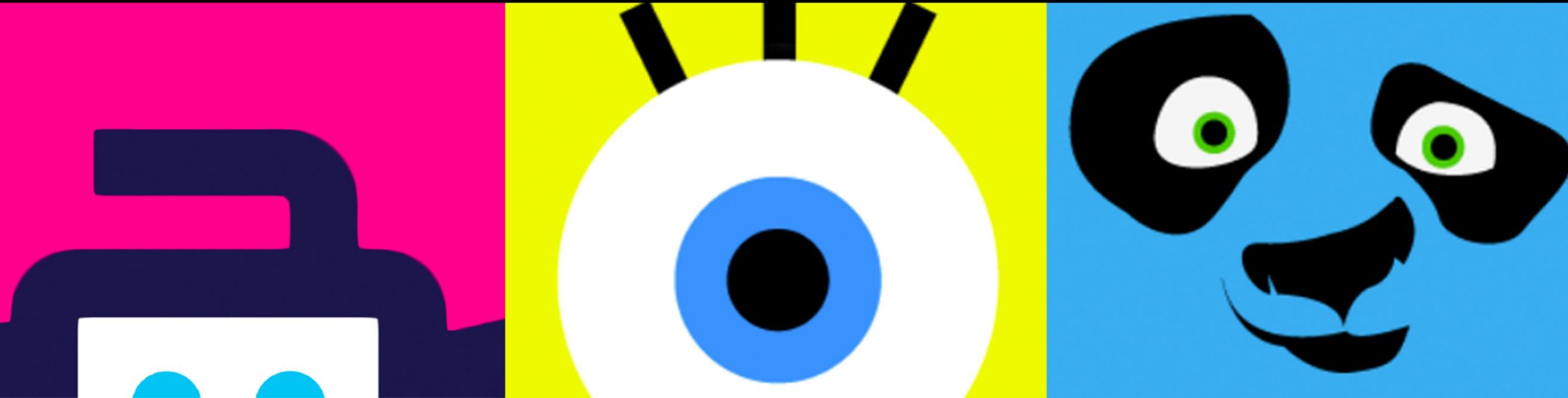




**NICK KIDS  
ON THE  
BLOCK**

**NICK WANTS TO BE  
EVERWHERE KIDS ARE**

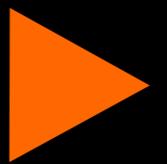
# NICKVISION



# AGENDA

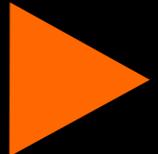
- ▶ the research
- the product
- the marketing
- the strategy

# AGENDA



the research  
the product  
the marketing  
the strategy

# AGENDA

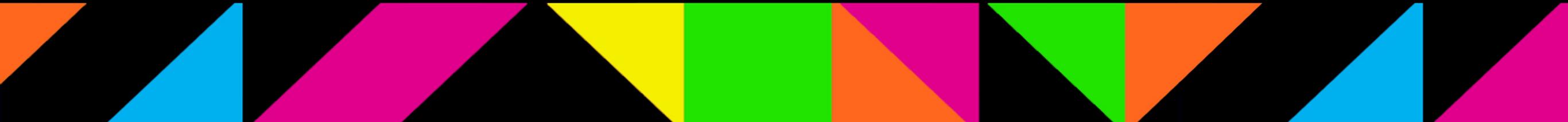
- 
- the research
  - the product
  - the marketing
  - the strategy

# AGENDA

the research  
the product  
the marketing  
▶ the strategy

# AUGMENTED REALITY

Augmented reality (AR) is a live, direct or indirect, view of a physical, real-world environment whose elements are augmented by computer-generated sensory input such as sound, video, graphics, or GPS data.

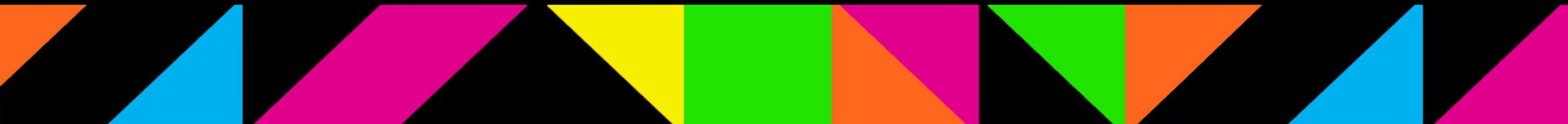


# AUGMENTED REALITY

digital

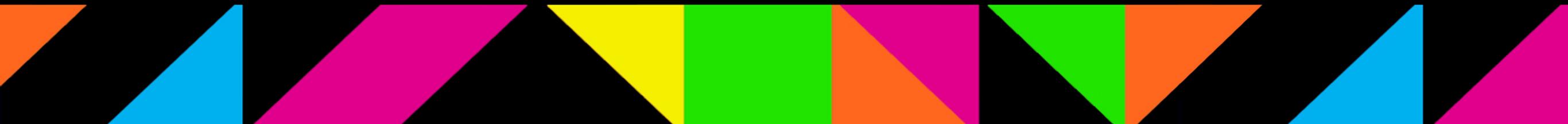


physical



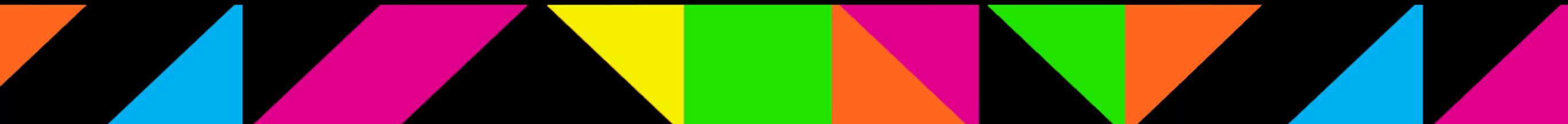
# AUGMENTED REALITY

digital  physical



# AUGMENTED REALITY

digital  physical



**NICK KIDS  
ON THE  
BLOCK**

**NICK KIDS  
ON THE  
BLOCK**

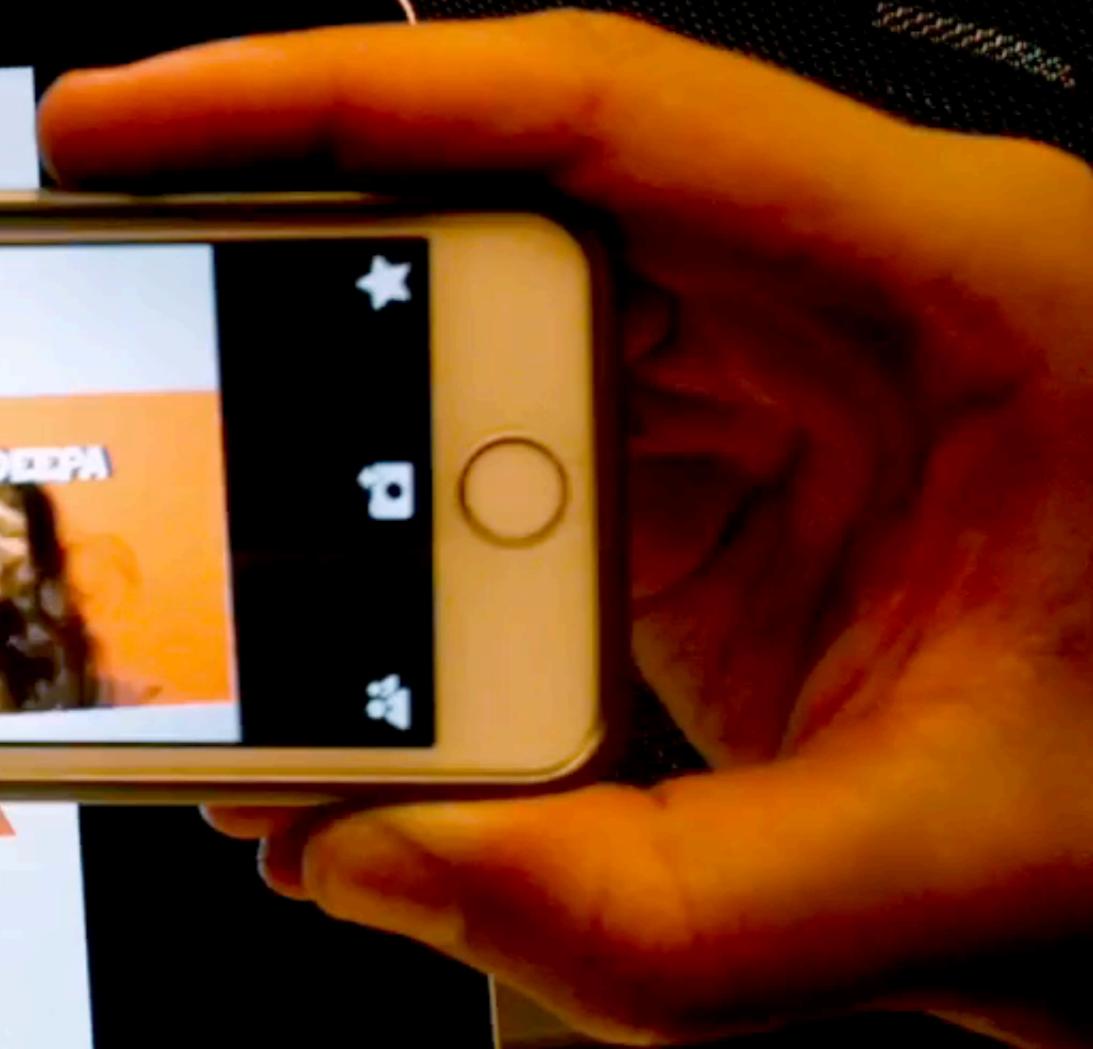


NICK KIDS  
ON THE  
BLOCK

**NICK KIDS  
ON THE  
BLOCK**

**NICK KIDS  
ON THE  
BLOCK**

NICK  
!BOOK



NICK  
!BOOK





research

# RESEARCH

- ▶ concept of play
- ar usage today
- our opportunity

# RESEARCH

concept of play

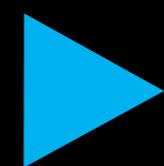
► ar usage today

our opportunity

# RESEARCH

concept of play

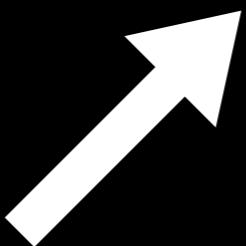
ar usage today



our opportunity

# PLAY

PLAY



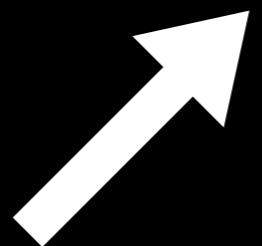
course

PLAY

exploration

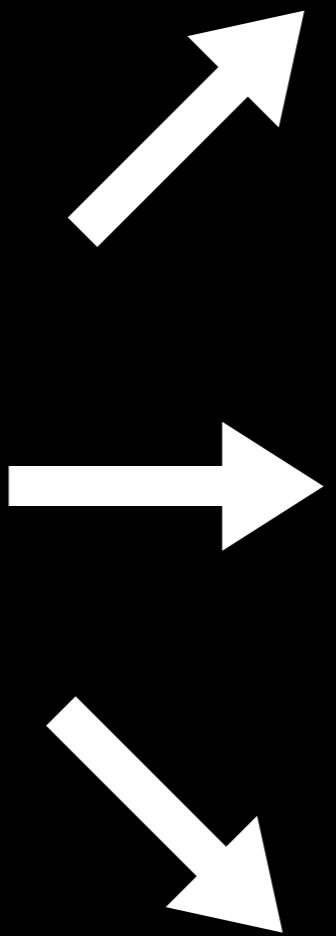
PLAY → exploration  
PLAY → players

PLAY → engagement



exploration

PLAY

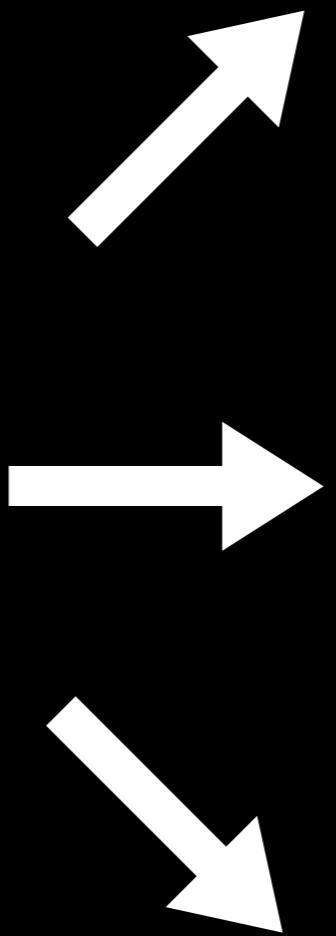


exploration

engagement

imagination

PLAY



exploration

engagement

expectation



# AUGMENTED REALITY TODAY

exploration engagement expectation

# exploration

## Google Niantic Labs- Ingress



# exploration

## Google Niantic Labs- Ingress



# exploration

## Disneynature Explore App



# exploration

## Disneynature Explore App



# exploration

Google + Disney

advantages of ar:

- > audiences actively seeking content
- > additional layer of entertainment
- > reshaping audience's point of access

# engagement

## Jaguar Windshield



# engagement

## Jaguar Windshield



# engagement

Cartoon Network: Generator Rex  
Total Immersions 3D AR Experience



# engagement

Cartoon Network: Generator Rex  
Total Immersions 3D AR Experience



# engagement

Jaguar + Cartoon Network

advantages of ar:

- > audiences becomes part of the world
- > replacing stationary with a point of activation
- > 2 way conversation unfolds

# expectation

## IKEA Catalog



# expectation

## IKEA Catalog



# expectation

## Lego's Digital Box



# expectation

## Lego's Digital Box



# expectation

IKEA + Lego

advantages of ar:

- > generates excitement about participating
- > creates confidence in product
- > increases interest in variety

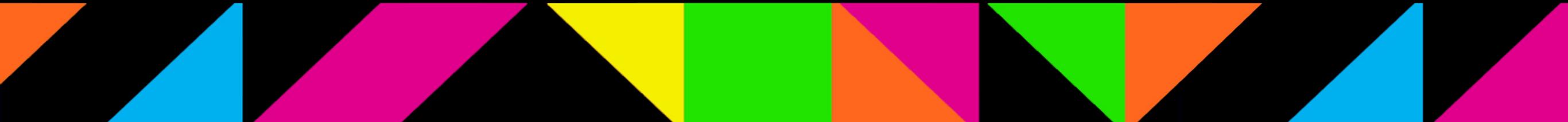
# Nick's TMNT



# Nick's TMNT



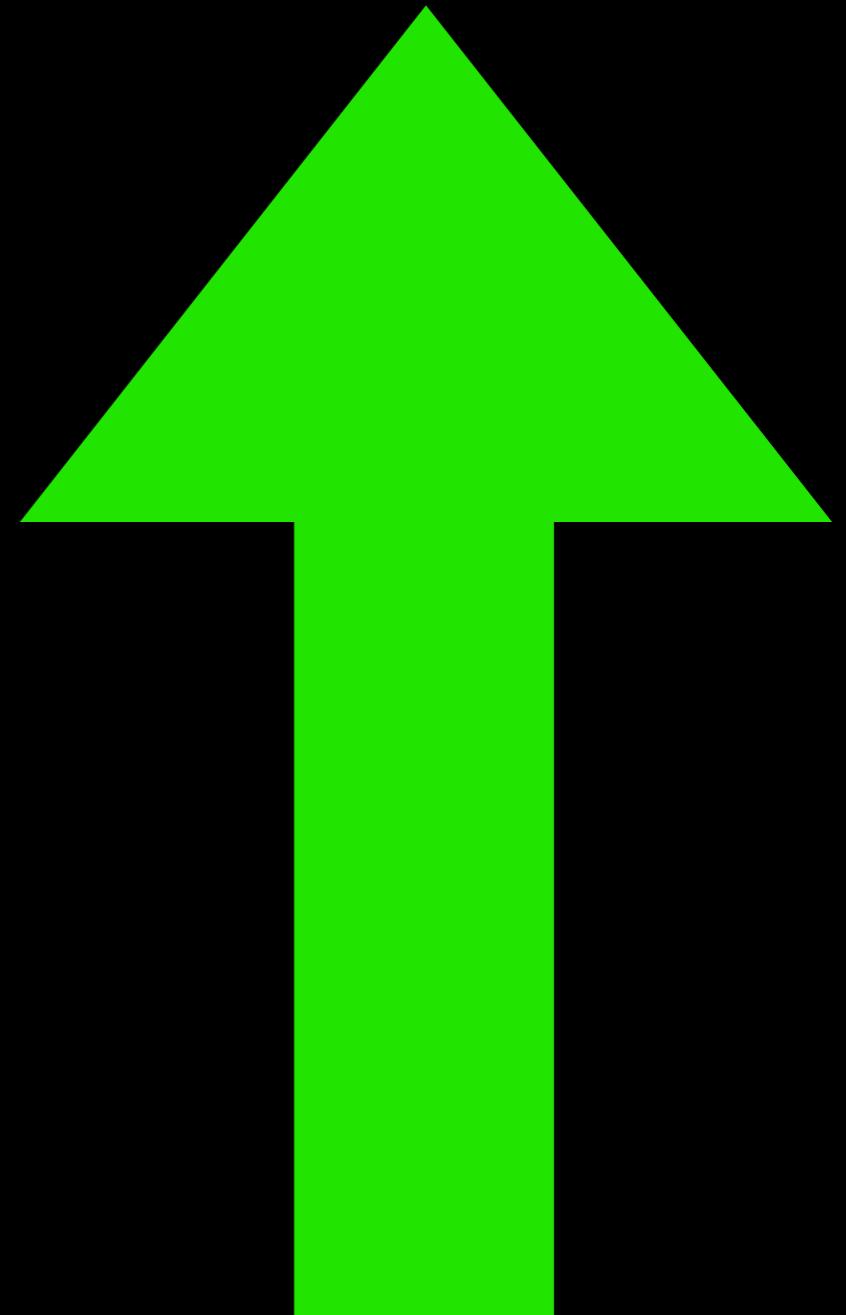
# OPPORTUNITY



# GROWTH

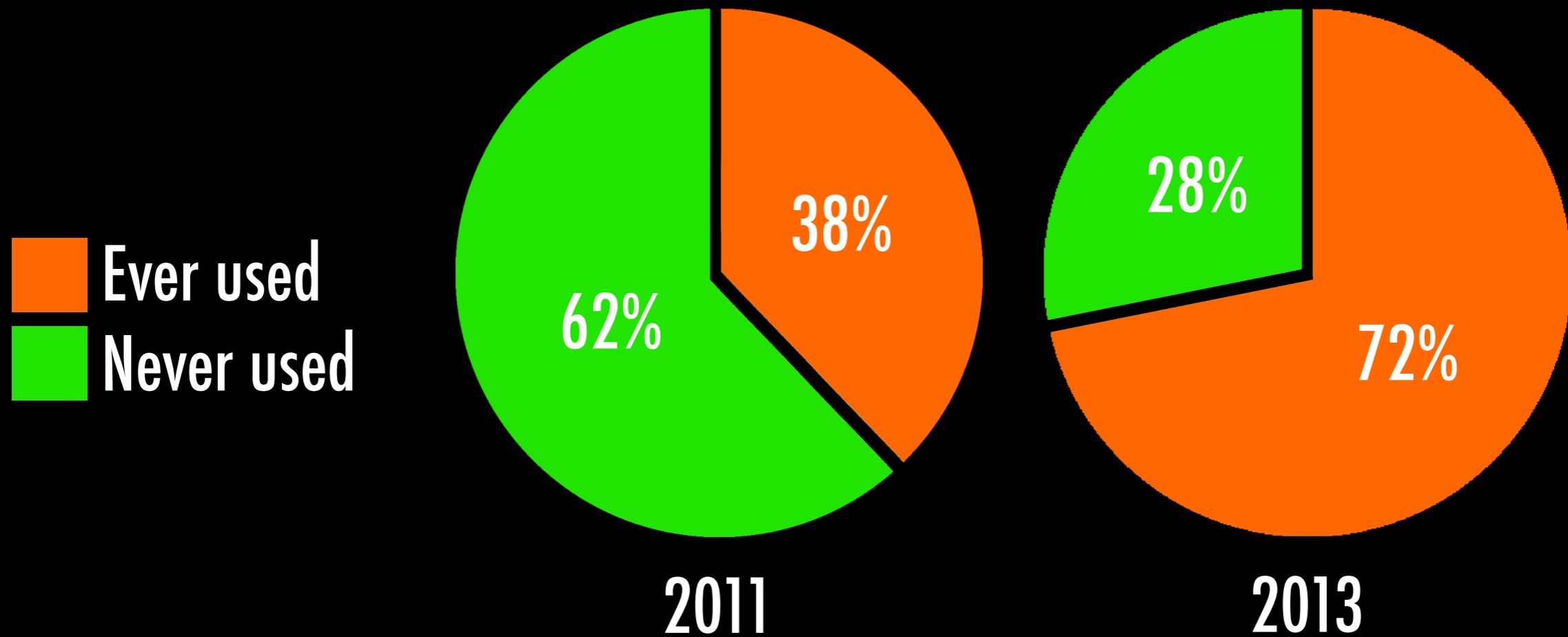


# GROWTH



# THE STATS

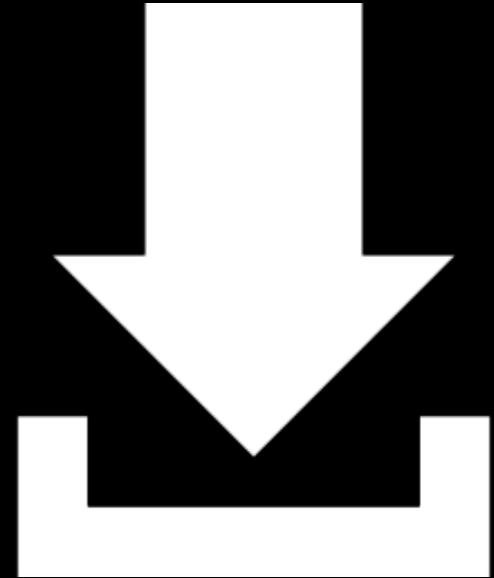
## mobile device usage for 0-8 year olds



Zero to Eight: Children's Media Use in America 2013, Common Sense Media

# THE STATS

14 million unique visitors Nick app



# THE STATS

Intel plans to invest in AR  
**\$100 million**

# THE STATS

Intel plans to invest in AR

\$100 million

# THE STATS

growth:

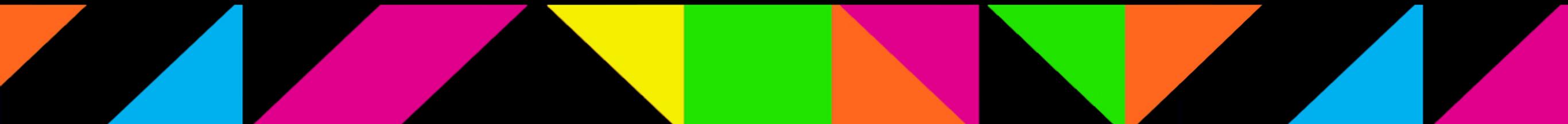
- > content accessed on mobile
- > visitors to Nick app
- > interest in ar technology



# AUGMENTED REALITY

=

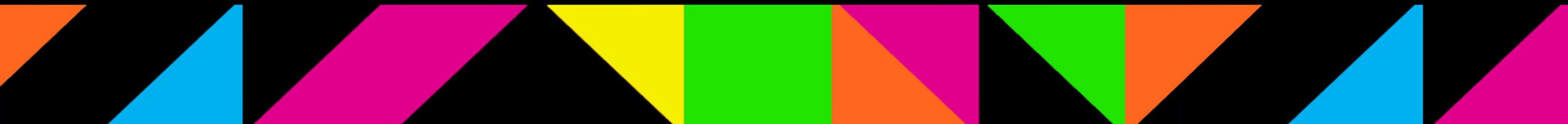
# POPULAR



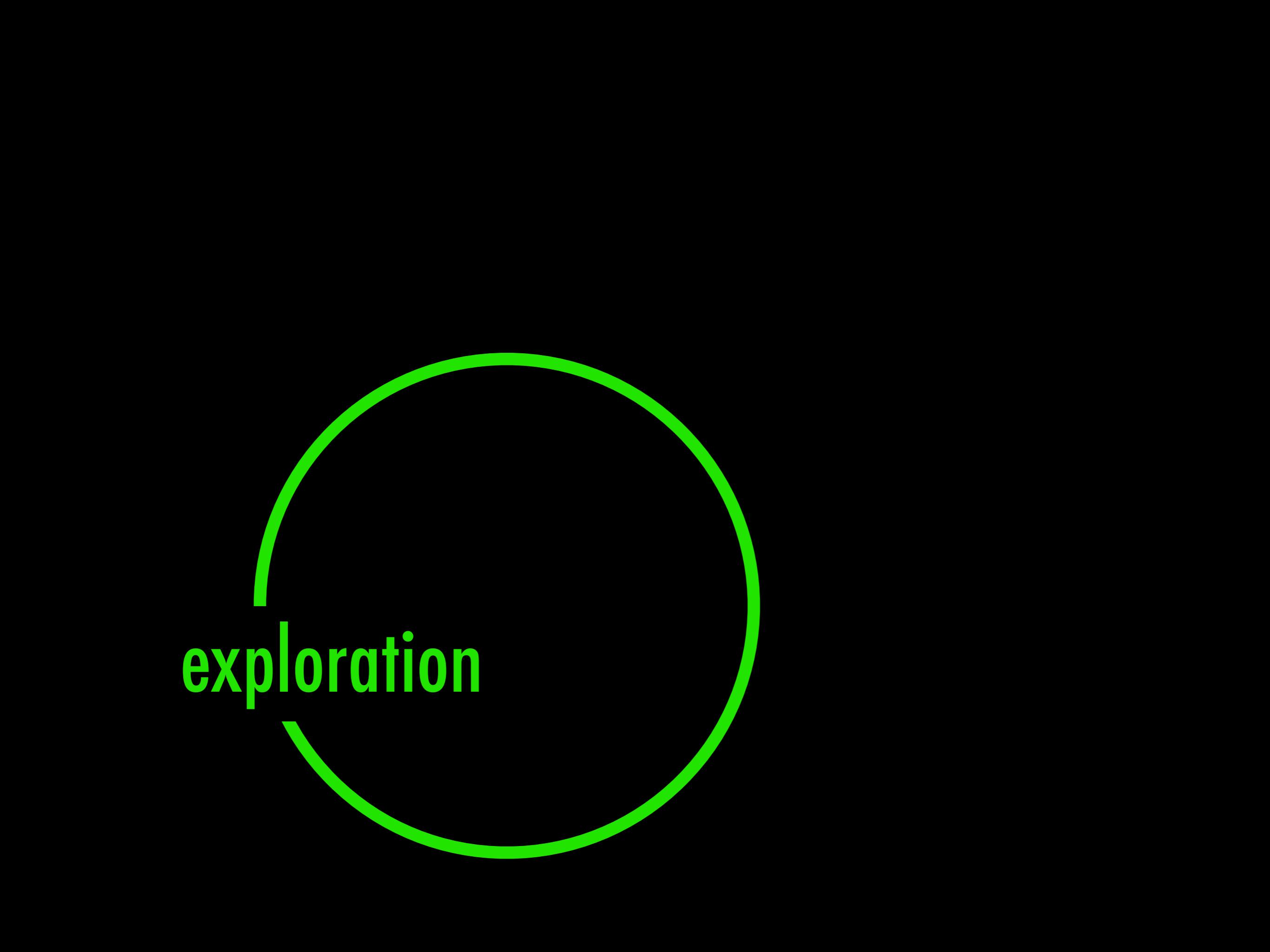
GOOD  
AUGMENTED REALITY

=

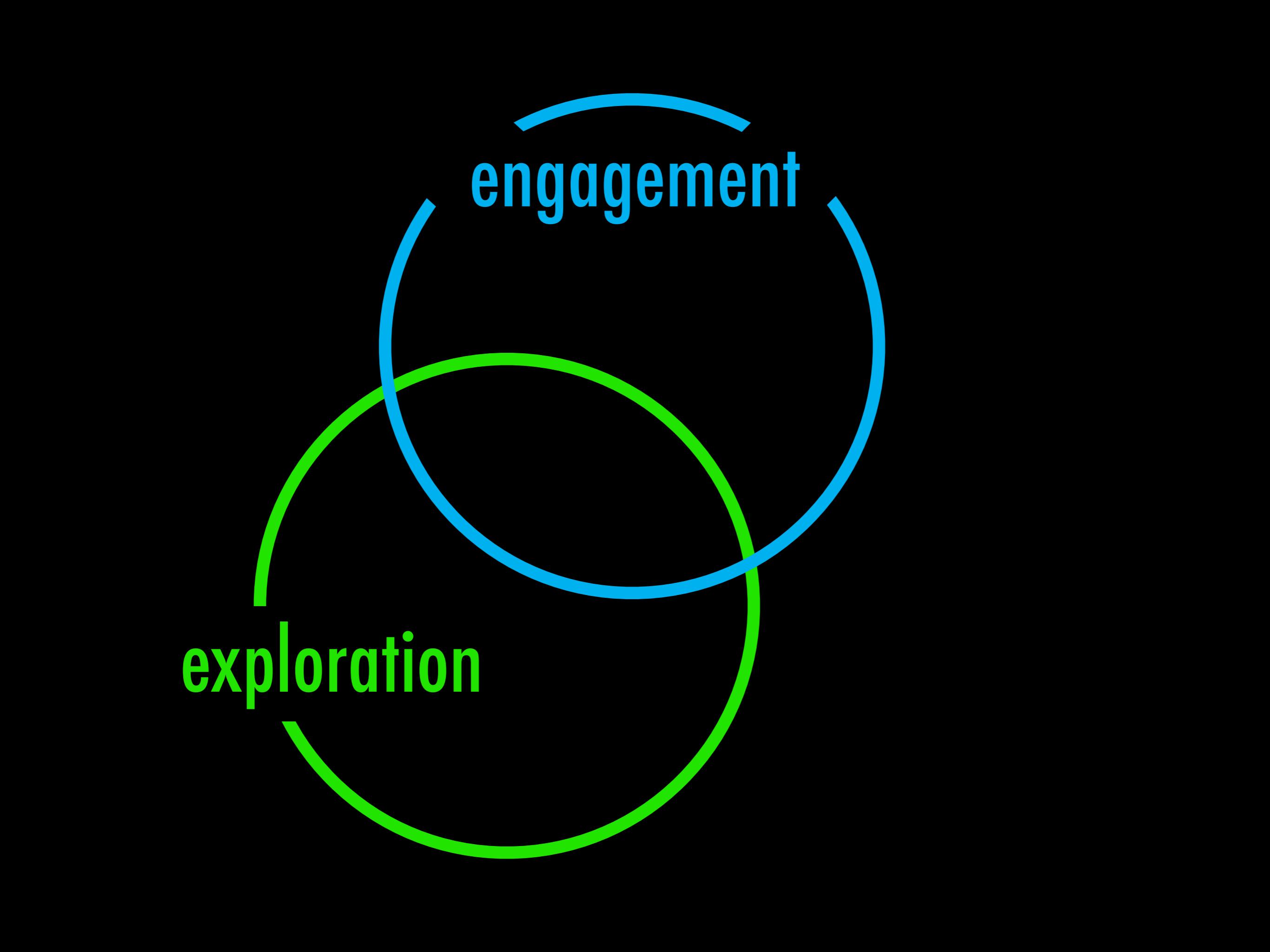
RARE





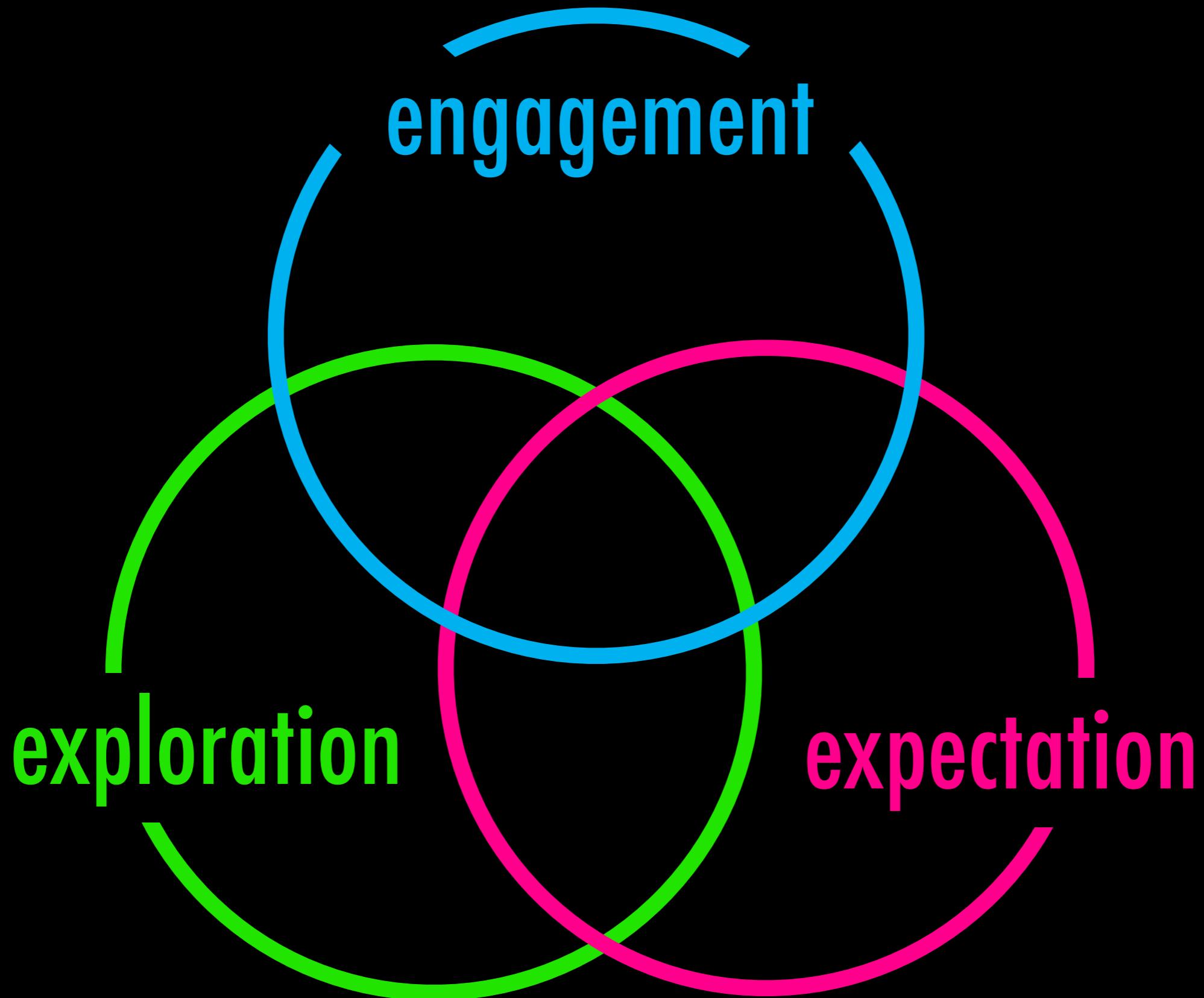


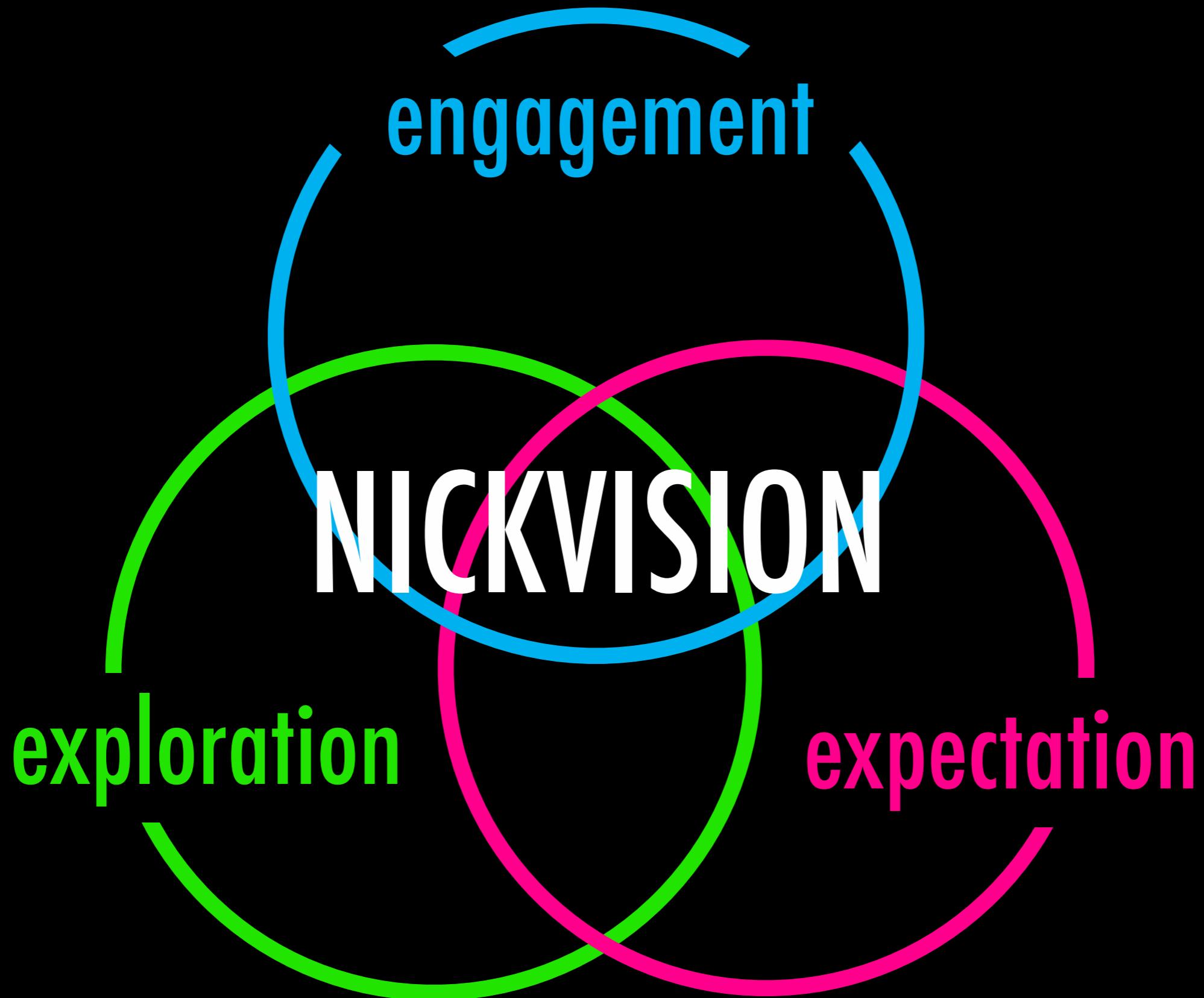
**exploration**



engagement

exploration

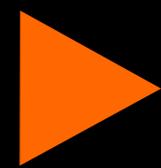




# product



# PRODUCT



process  
prototype demo  
design elements

# PRODUCT

process

- ▶ prototype demo
- design elements

# PRODUCT

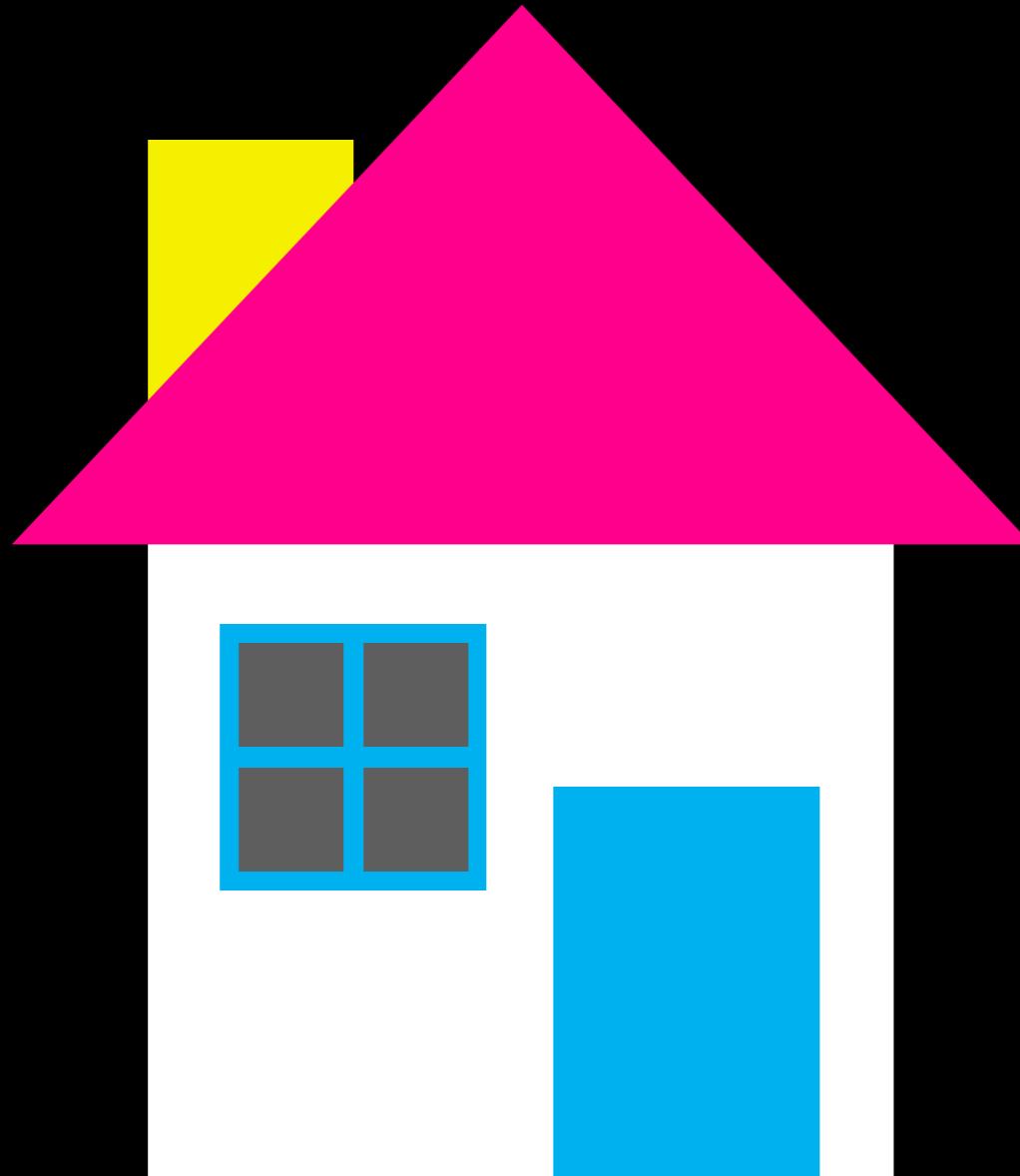
process

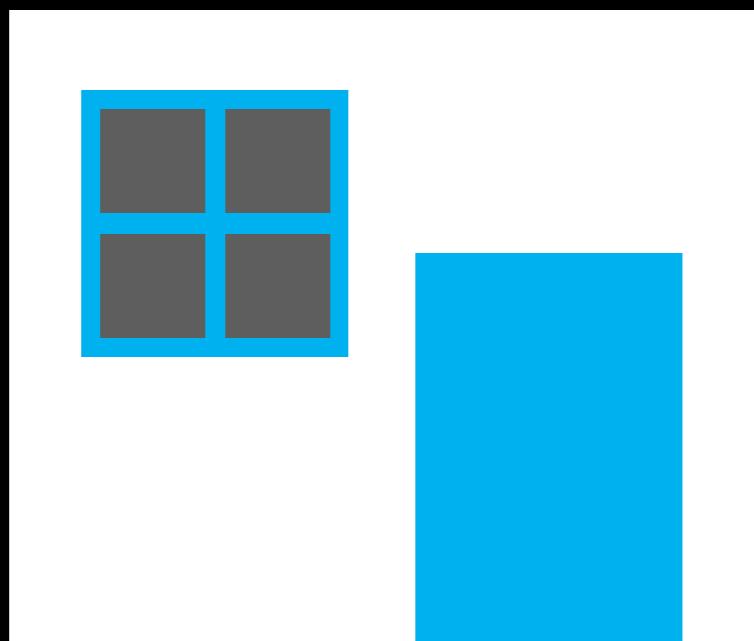
prototype demo

► design elements

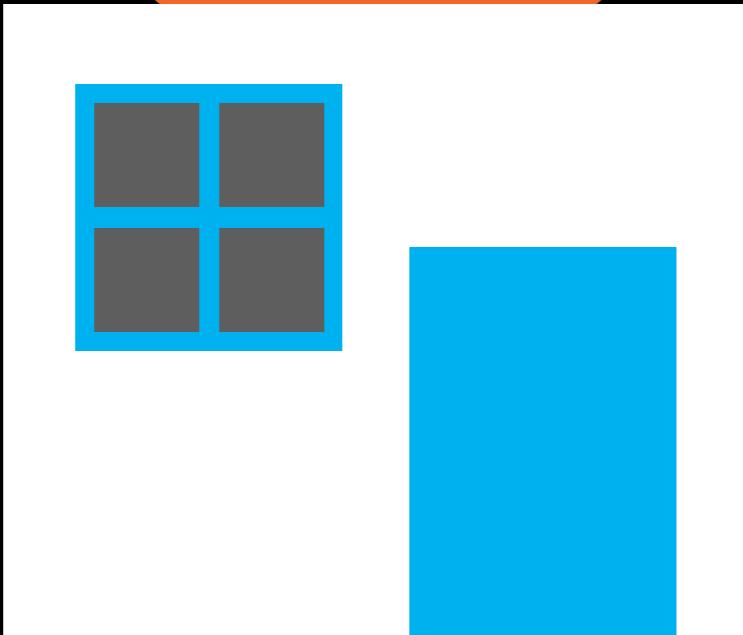
# SEPARATE APP

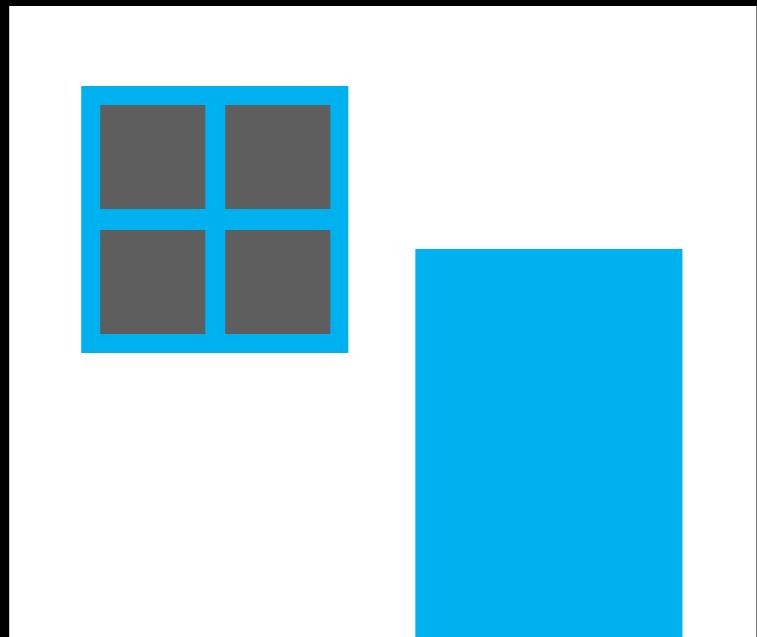
# SEPARATE APP

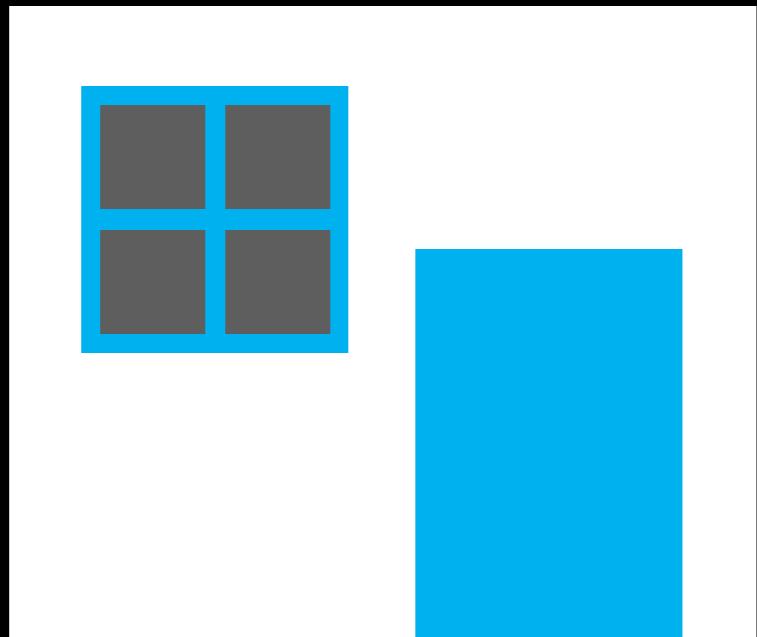




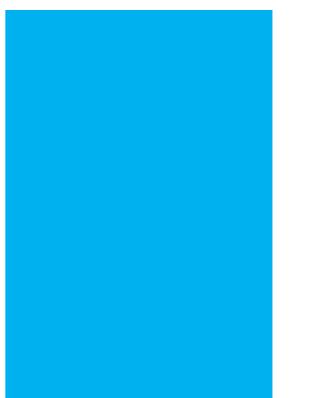
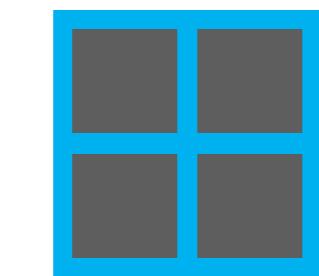
# CHEER UP APP



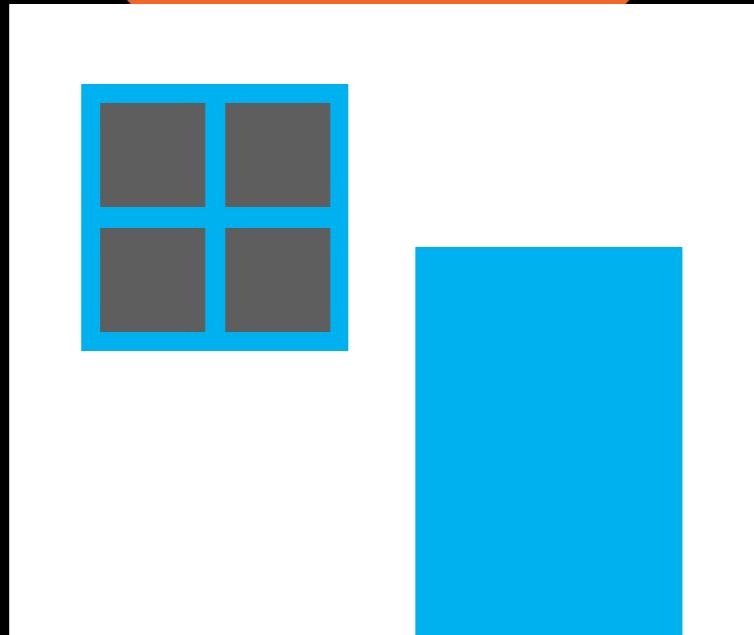




SEPARATE APP

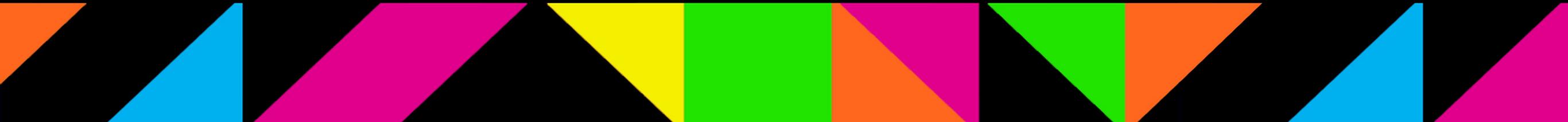


# SEPARATE APP



**IN-HOUSE**  
find experts at nick  
or hire developers

# POTENTIAL PARTNERS



# POTENTIAL PARTNERS



**LAYAR**

38M downloads  
90K+ clients



**AURASMA**

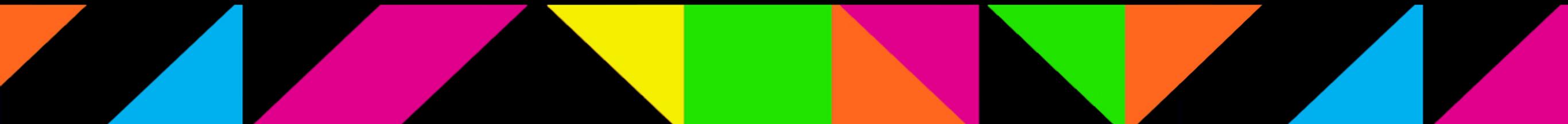
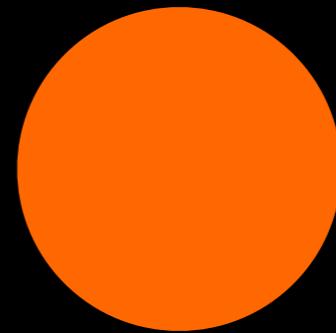
operates in over 100 countries  
40K clients

# BROADEN THE DEMOGRAPHIC

nick

nick jr.

resorts

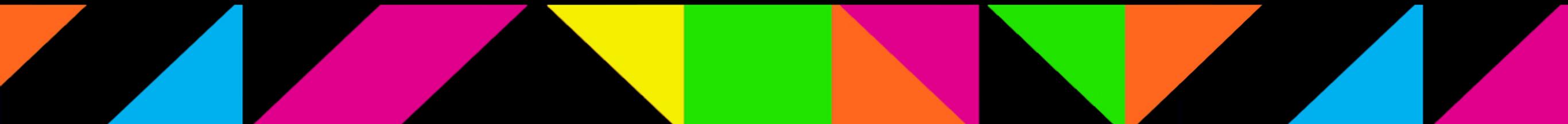
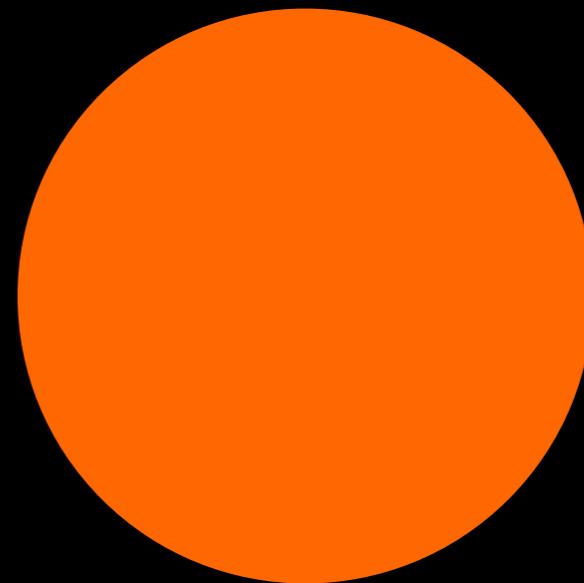


# BROADEN THE DEMOGRAPHIC

nick

nick jr.

resorts

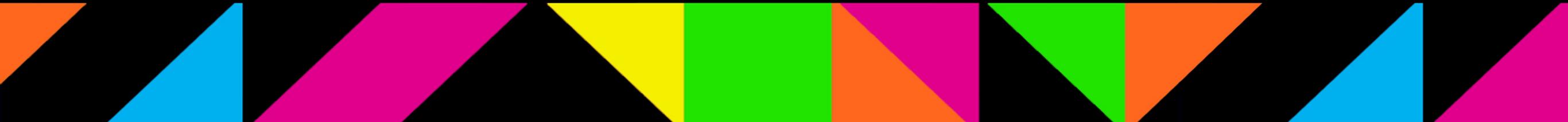
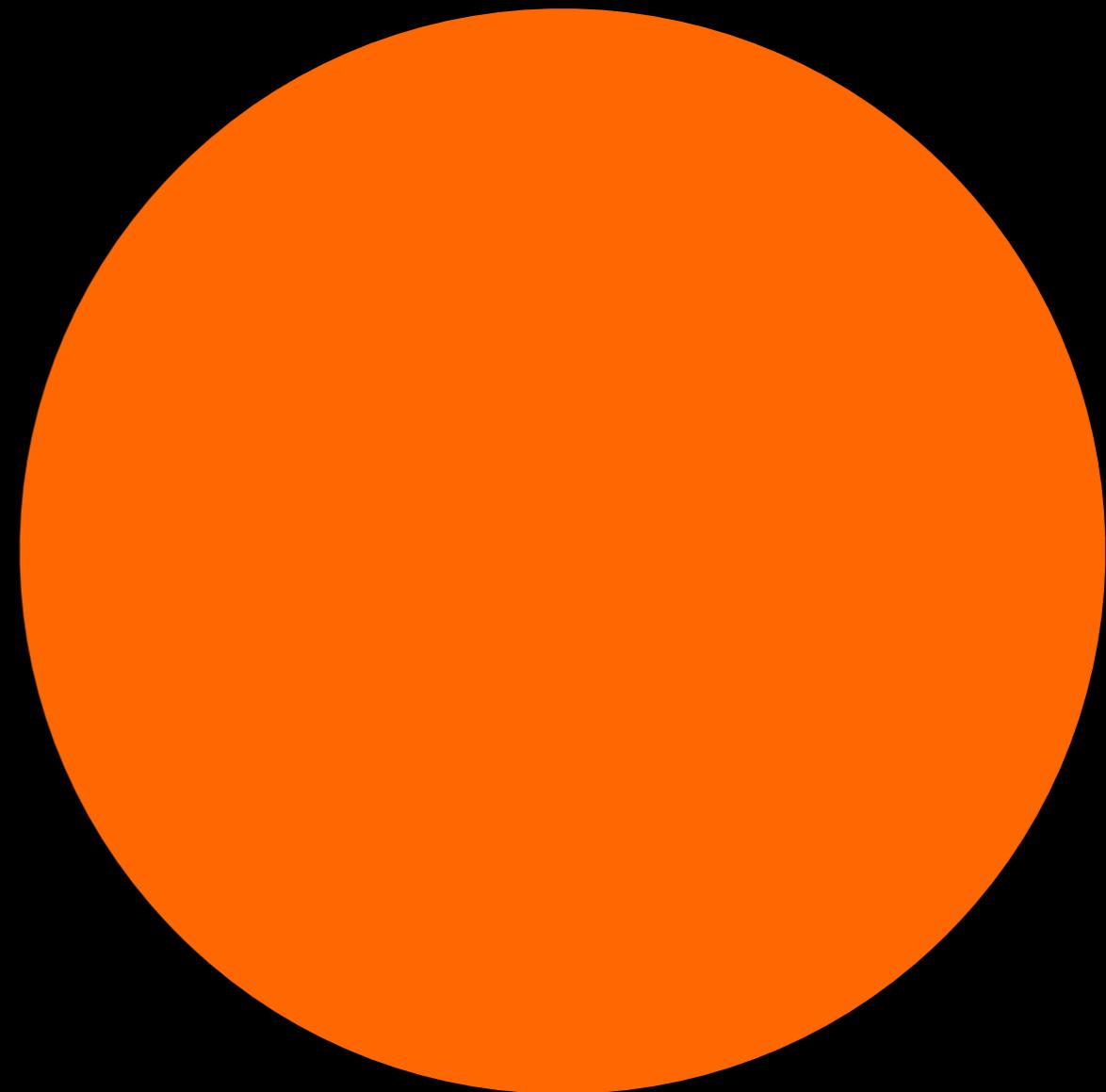


# BROADEN THE DEMOGRAPHIC

nick

nick jr.

resorts





# BRAINSTORMING

# roundtable



**goal:** app that uses augmented reality technology and engages user with nick

LIST

CAMERA

LIST

CAMERA

LIST

1. nick
2. nick jr.
3. resorts

LIST

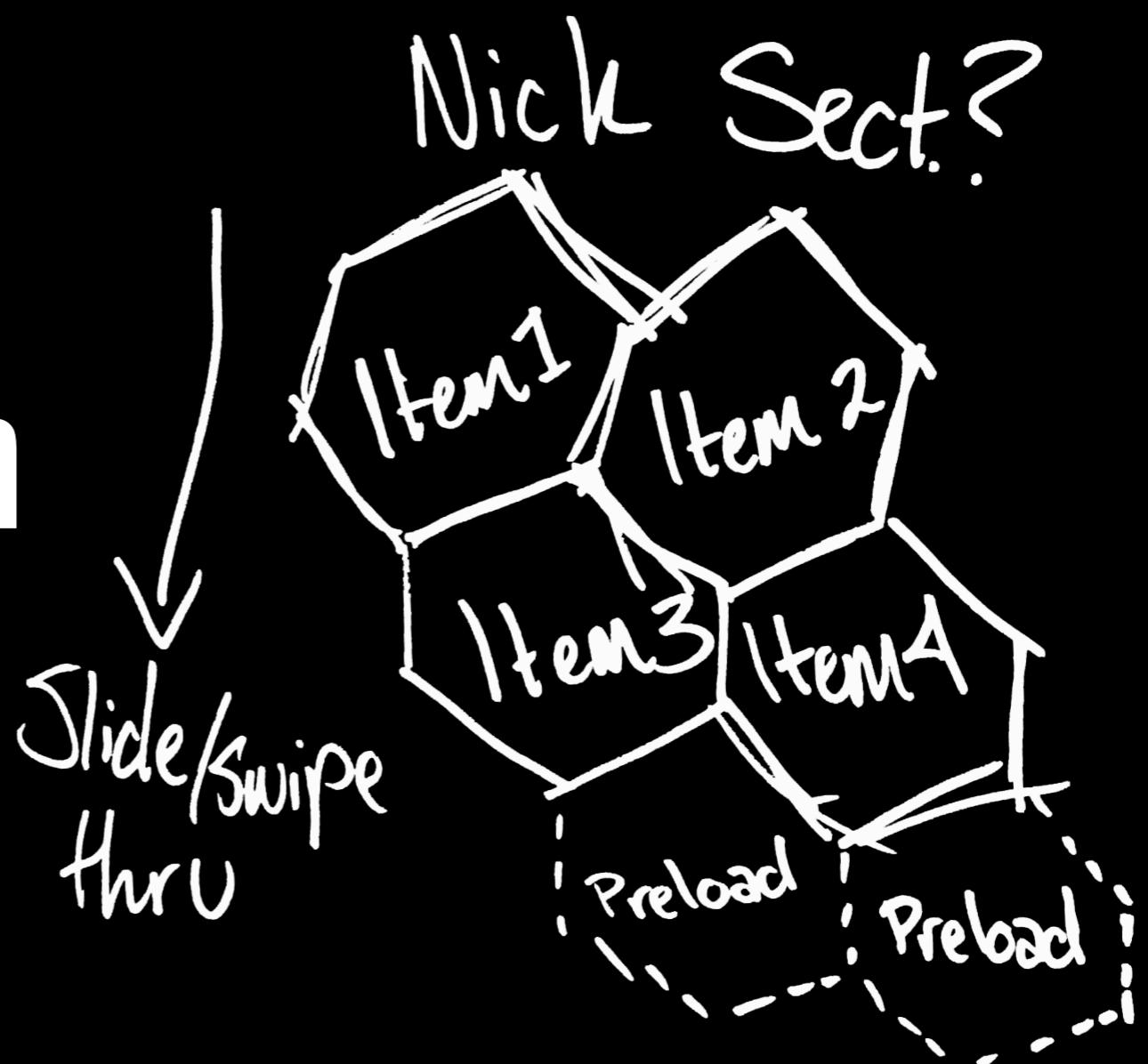
CAMERA

**IDEAS** 



# SCRAP HEAP

hexagon  
design pattern



# SCRAP HEAP

nick avatar guides



# SCRAP HEAP

library of augmented content

Can I save my augmentation?  
↳ library?  
↳ to camera roll?

# FEEDBACK

nick ar →

product →

nick UX →

OUR APP



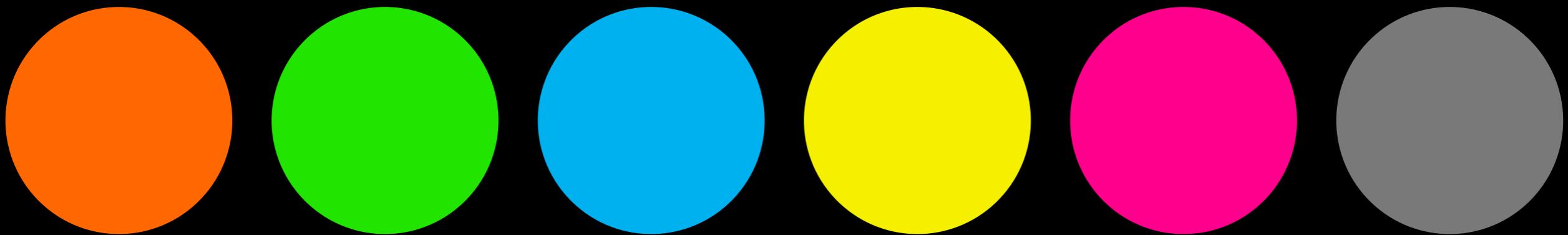
# VISUAL ELEMENTS

typography & color

2D versus 3D

lean design

# typography & color



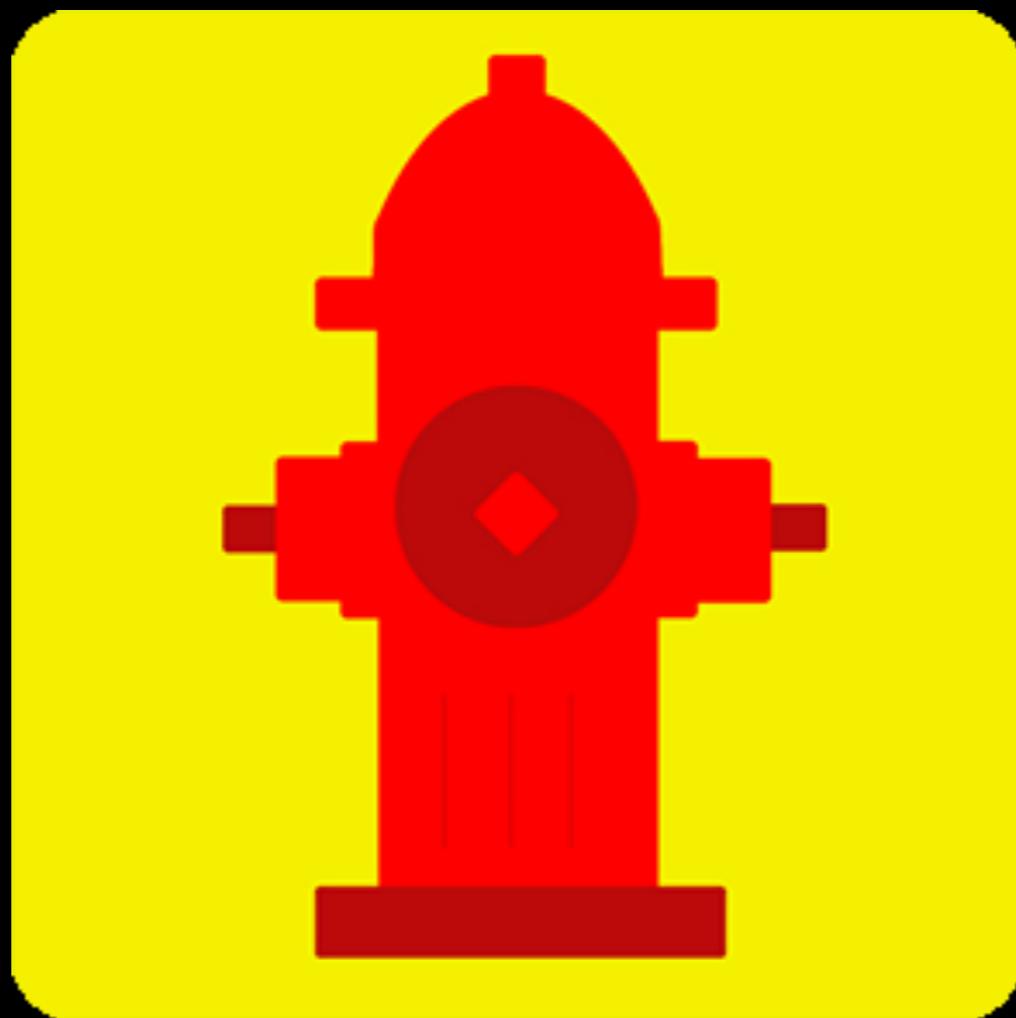
# typography & color

f u t u r a

# 2D v. 3D



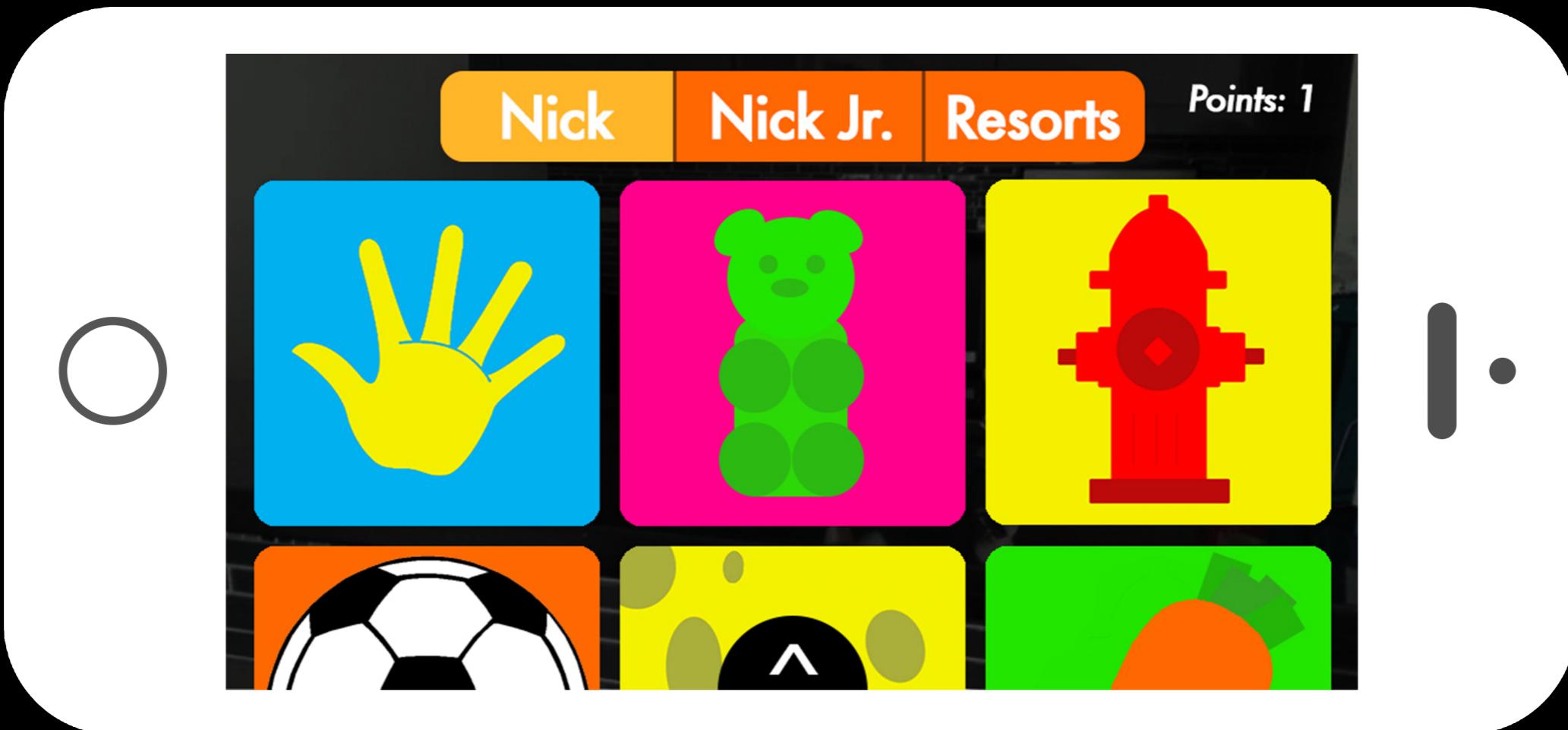
# 2D v. 3D



# lean design



# lean design





implementation  
marketing

# IMPLEMENTATION + MARKETING

► nick

nick jr.

resorts

# IMPLEMENTATION + MARKETING

nick

► nick jr.

resorts

# IMPLEMENTATION + MARKETING

nick

nick jr.

► resorts

**Nick**

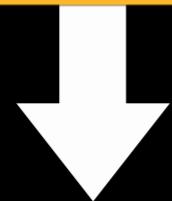
**Nick Jr.**

**Resorts**

Nick

Nick Jr.

Resorts



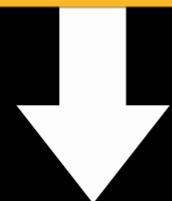
DEMOGRAPHIC

6-11

Nick

Nick Jr.

Resorts



DEMOGRAPHIC **limited edition**

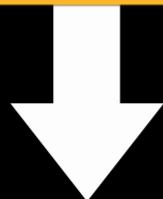
6-11

- > builds exclusivity
- > more sustainable

Nick

Nick Jr.

Resorts



## DEMOGRAPHIC **limited edition**

6-11

- > builds exclusivity
- > more sustainable

**tentpoles**

- > increase in traffic
- > expansion opportunities

Nick

Nick Jr.

Resorts

# example timeline

3 weeks prior



launch

+ points cashed in for exclusive KCS content

Nick

Nick Jr.

Resorts

# example timeline

3 weeks prior

KCS

1 week after



augmentable screens pop up on TV  
+ live voting

Nick

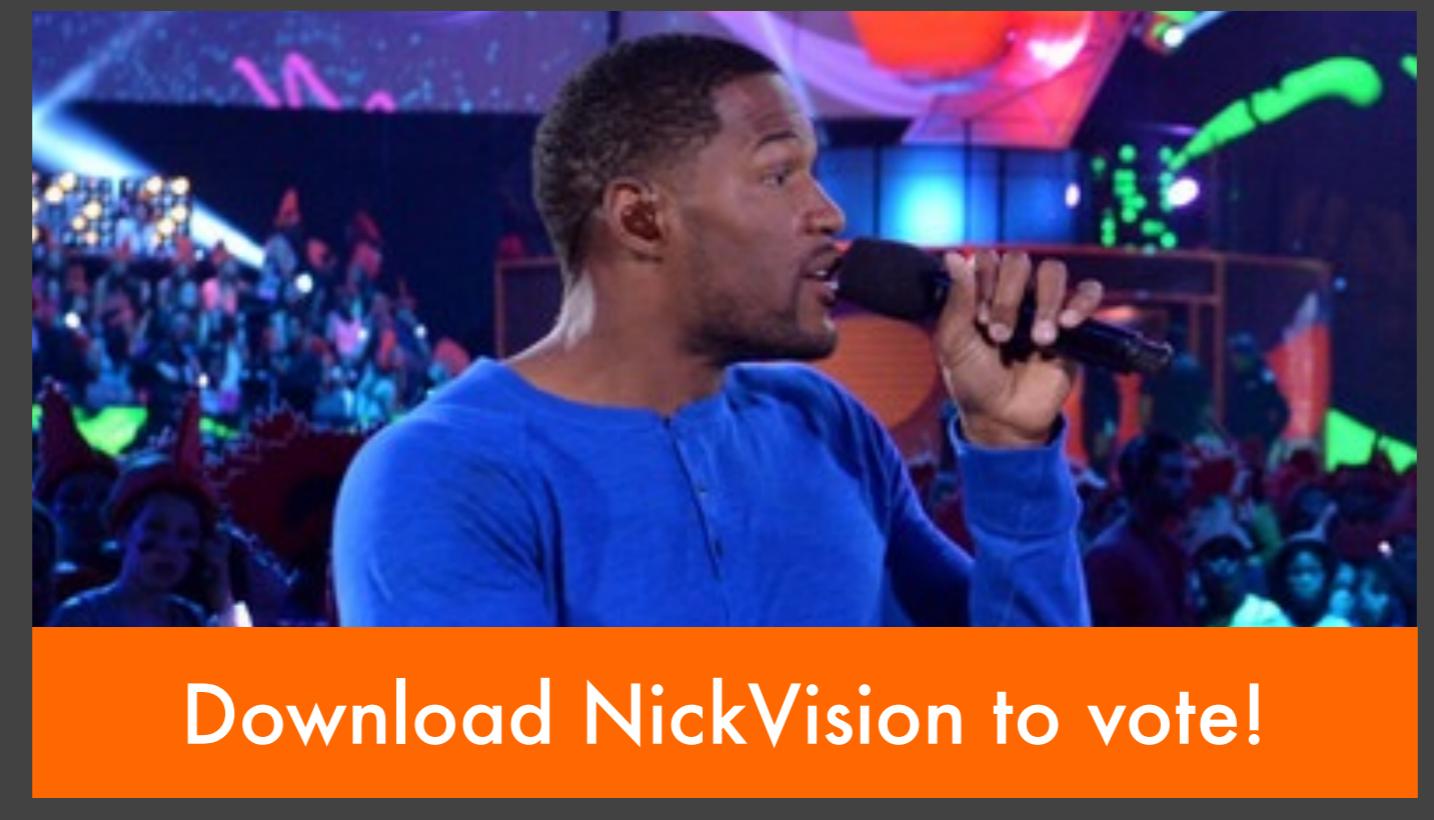
Nick Jr.

Resorts

example

3 weeks p

week after



Download NickVision to vote!

augmented ~~TV~~ screens pop up on TV  
+ live voting

Nick

Nick Jr.

Resorts

# example timeline

3 weeks prior

KCS

1 week after



exclusive content: behind the scenes

Nick

Nick Jr.

Resorts

# multiplatform marketing

linear

digital

floor

Nick

Nick Jr.

Resorts

# multiplatform marketing

linear	bumpers, lower thirds, 30-second spots, product placement, call-to-action voting
digital	
floor	

Nick

Nick Jr.

Resorts

# multiplatform marketing

linear | bumpers, lower thirds, 30-second spots,  
product placement, call-to-action voting

digital | banner ads, nick app ads, video ads,  
live streams

floor

Nick

Nick Jr.

Resorts

# multiplatform marketing

linear	bumpers, lower thirds, 30-second spots, product placement, call-to-action voting
digital	banner ads, nick app ads, video ads, live streams
floor	billboards, orange carpet

**Nick**

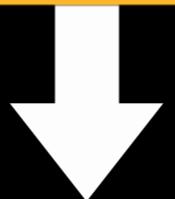
**Nick Jr.**

**Resorts**

**Nick**

**Nick Jr.**

**Resorts**



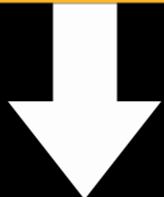
**DEMOGRAPHIC**

**2-5**

**Nick**

**Nick Jr.**

**Resorts**



**DEMOGRAPHIC**

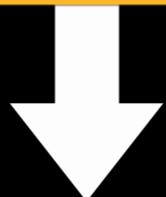
**2-5**

- > lives year-round
- > opportunity for parents
- > sustainability
- > transition to Big Nick

**Nick**

**Nick Jr.**

**Resorts**



## **DEMOGRAPHIC**

**2-5**

- > lives year-round
- > opportunity for parents
- > sustainability
- > transition to Big Nick



Nick

Nick Jr.

Resorts

# multiplatform marketing

linear

digital

Nick

Nick Jr.

Resorts

# multiplatform marketing

linear

bumpers, lower thirds

digital

**Nick**

**Nick Jr.**

**Resorts**

# multiplatform marketing

linear | bumpers, lower thirds

digital | banner ads

**Nick**

**Nick Jr.**

**Resorts**

# multiplatform marketing

linear | bumpers, lower thirds

digital | banner ads

**parents + guardians**

Nick

Nick Jr.

Resorts

625,000  
VISITORS

Nick

Nick Jr.

Resorts

625,000  
POTENTIAL  
DOWNLOADS

Nick

Nick Jr.

Resorts

625,000 visitors

1. check in
2. download NickVision
3. find hotspots
4. cash in points for merchandise at gift shop

Nick

Nick Jr.

Resorts

625,000 visitors

1. check in
2. download NickVision
3. find hotspots
4. cash in points for merchandise at gift shop



Nick

Nick Jr.

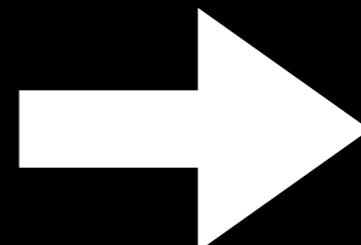
Resorts

625,000 visitors

1. check in
2. download NickVision
3. find hotspots
4. cash in points for

merchandise at gift shop

points



**Nick**

**Nick Jr.**

**Resorts**



- > mutually beneficial relationship
- > expansion opportunities

# strategy



# LET'S GET DOWN TO BUSINESS



# LET'S GET DOWN TO BUSINESS

- ▶ execution
- value to VMN
- monetization
- connecting content

# LET'S GET DOWN TO BUSINESS

execution

► value to VMN

monetization

connecting content

# LET'S GET DOWN TO BUSINESS

execution

value to VMN

► monetization

connecting content

# LET'S GET DOWN TO BUSINESS

execution

value to VMN

monetization

▶ connecting content

# BUSINESS GOALS

- > increase brand affinity
- > enhance mobile experience
- > generate scale
- > create cross platform narratives

# BUSINESS GOALS

## measurements of success

- > number of downloads
- > app ratings
- > buzz
- > sponsor satisfaction and retention
- > sustainability beyond tentpoles

# PRICE OF APP



PRICE OF APP

FREE



PRICE OF APP

FREE  
(YES, FREE)

# MONETIZATION



SALES PACKAGE

integrate NickVision into the sales package

- > added value piece
- > customized integration

# MONETIZATION

SALES PACKAGE



integrate NickVision into the sales package

- > added value piece
- > customized integration

# PROVEN SUCCESS



CAPRISUN &  
“Rock the  
Kids’ Choice Awards”



# PROVEN SUCCESS



CAPRISUN &  
“Rock the  
Kids’ Choice Awards”



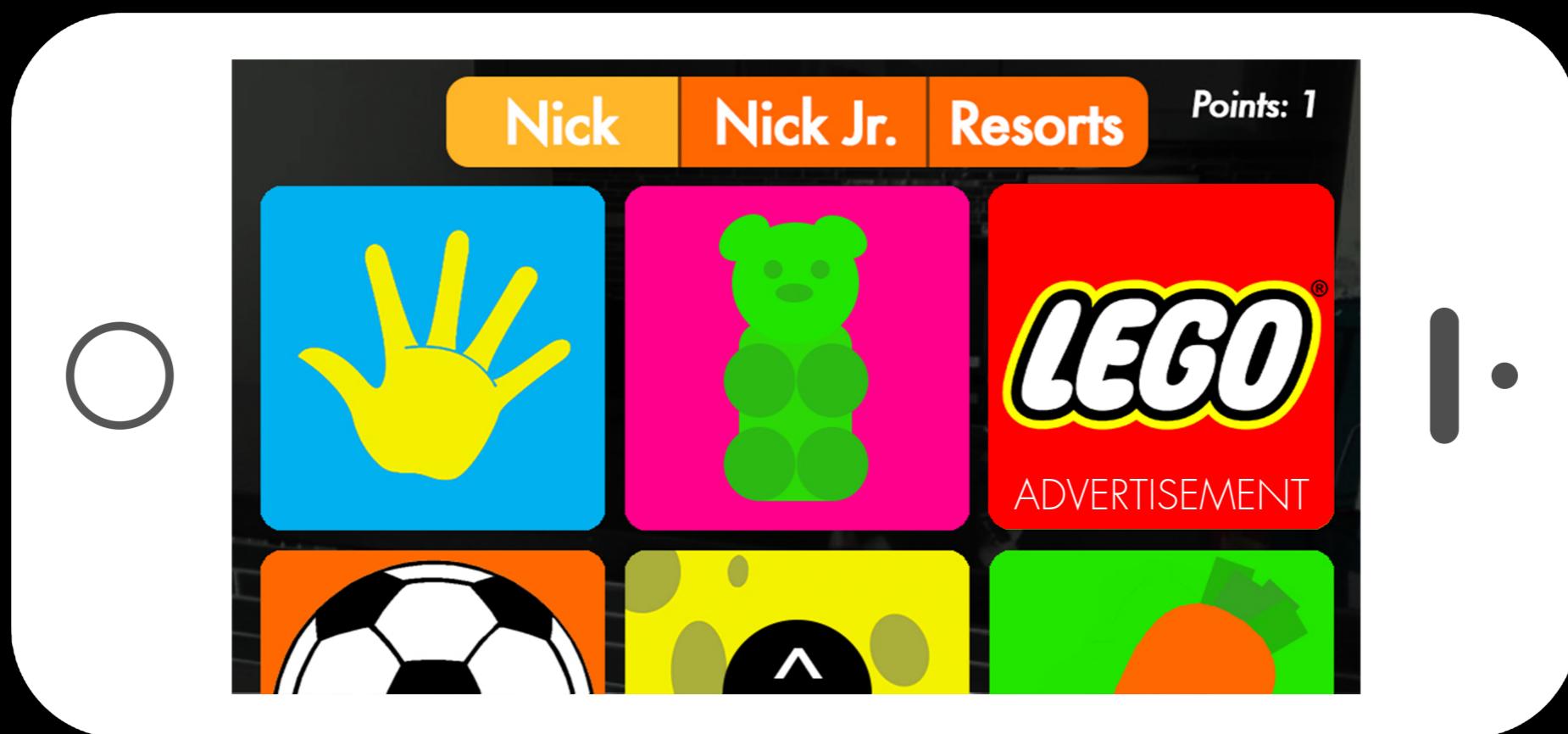
# PROVEN SUCCESS



CAPRISUN +  
“Rock the Kids’ Choice Awards”

- > 110K entries in the span of 2 weeks
- > 21K app downloads
- > 392K unique visitors
- > 1:28 average time spent

# MONETIZATION



# CONNECTING NICK PROPERTIES

nick suites

nick app

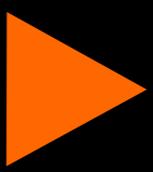
NICKVISION

nick linear

nick.com

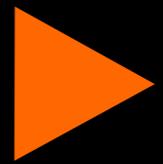


# NICKVISION



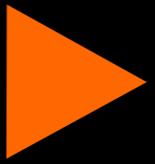
the research  
the product  
the marketing  
the strategy

**NICKVISION**



the research  
the product  
the marketing  
the strategy

# NICKVISION



the research  
the product  
the marketing  
the strategy

# NICKVISION

the research  
the product  
the marketing  
► the strategy



**NICK WANTS TO BE  
EVERWHERE KIDS ARE**

**NICK IS  
EVERWHERE KIDS ARE**