December 2022

Client: Partner Activation Study

Living Consumer Intelligence

YouGov Sport

WHAT'S INSIDE

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WHAT MAKES US DIFFERENT

Living data

An ever-growing source of constantly evolving, connected intelligence.

Discover what your customers were thinking yesterday, 5 years ago, and today.

We build tailored, end-to-end solutions for the most effective strategy and marketing activities.

Explore

Answers you need from your audience – from syndicated data and in-depth custom research to quick surveys and polls.

Plan

Unlock the most complete profile of your audience, with over a million data points.

Activate

Supercharge campaigns with precision targeting and unmissable advertising.

Track

Continuously monitor what your audience thinks about brands, campaigns and your competition with daily updates.

1 Background & Objectives

- ❖ Background: Client and Partner are collaborating to provide an impact analysis regarding Partner's campaign to show the performance of the brand partnership. This measurement will provide metrics for comparison with pre-campaign and during-campaign results.
- Fielding: Control group fielded between October 7th, 2022-November 11th, 2022. Test group fielded from October 17th − December 12th, 2022.
- Objective: Gain insight into growth of intent and recall Pre-Campaign vs During-Campaign.

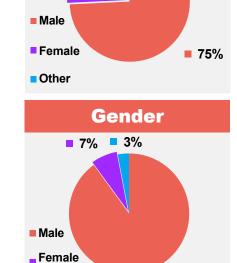
Audience Definitions:

	Audience	Definition	Base Size
1	Total Sample	Survey participants	n=470
2	Control Group	Participated in survey between October 7th - November 11th	n=225
3	Test Group	Participated in survey between October 17th - December 12th	n=245
4	Casual/Core Gamer (Control Group)	Consider themselves a Casual or Core/Mid-Core Gamer	n=123
5	Hardcore Gamer (Control Group)	Consider themselves a Hardcore Gamer	n=102
6	Casual/Core Gamer (Test Group)	Consider themselves a Casual or Core/Mid-Core Gamer	n=138
7	Hardcore Gamer (Test Group)	Consider themselves a Hardcore Gamer	n=107

12 Demographics: Test Group

Among Casual/Core Gamers, Females make up 1 in 5 respondents

Casual/ Core Gamer (A)



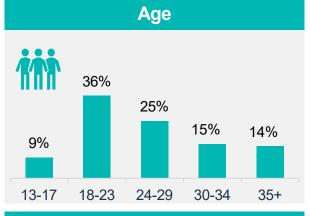
90%

Gender

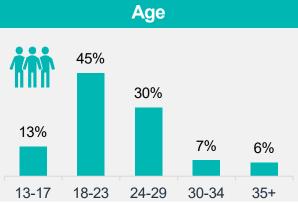
6%

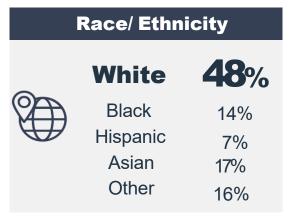
20%

Other



Test Group





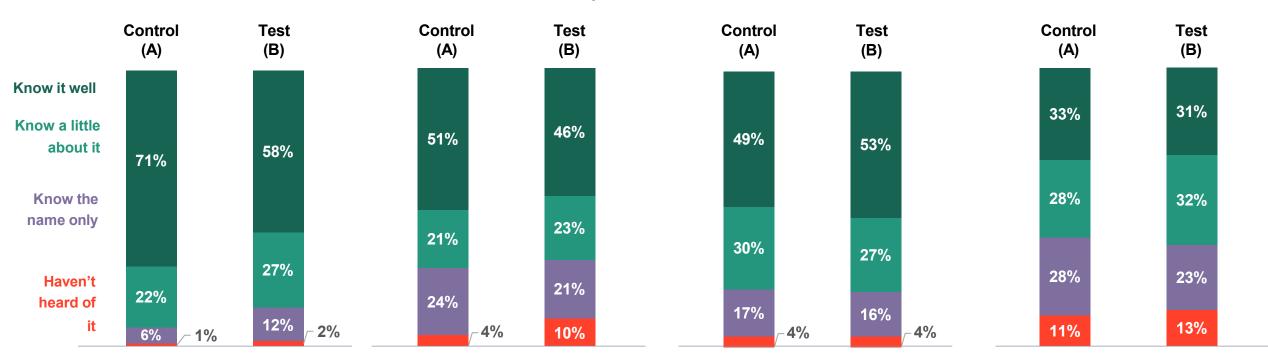
Race/ Ethnicity				
	White	59 %		
	Black	15%		
	Hispanic	14%		
	Asian	3%		
	Other	10%		

Hardcore Gamer (B)

Subscription Awareness of the competitive set is high; only Competitor 3 has less than 90% awareness among the Control and Test Group

Among the Control Group, respondents are 45% more likely to know Competitor 2 well than Partner's product.

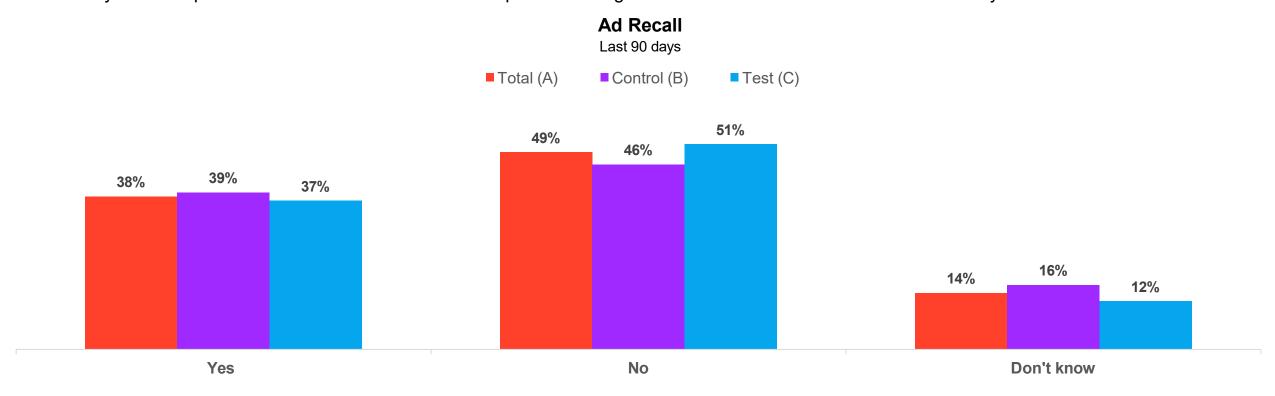
Subscription Awareness



Competitor 2 Competitor 1 Partner Competitor 3

There was no significant difference in Ad Recall between the Control and Test Group

Nearly 2 in 5 respondents in the Control and Test Group recall seeing an ad for our clients Partner in the last 90 days



Thank you

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