Mobile Measurement consumer mobile big data on a global scale



Garry Partington CEO, RealityMine







Are We Always the Same Person in Different Moments? Different Contexts?











Right Message

Right Consumer

Right Moment

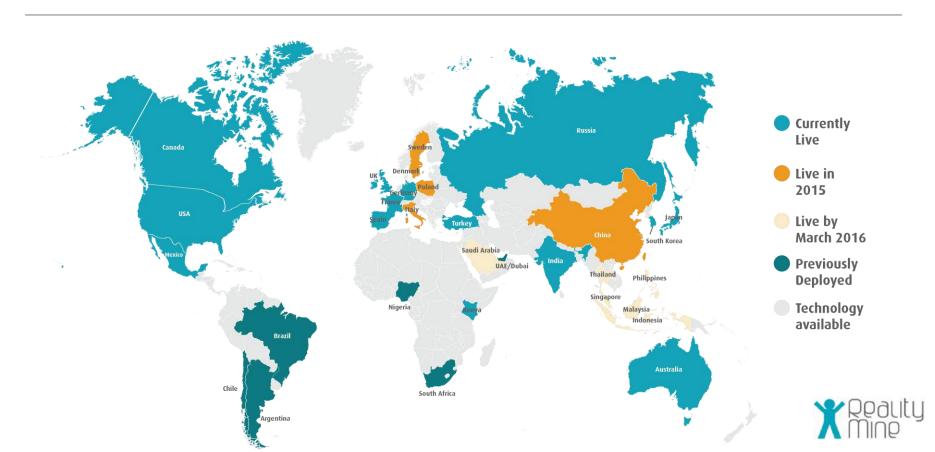


Mobile Meter Quantifies Behavior and Helps Identify Key Moments





We Capture Mobile & Digital Data Around the World



Global Capability - EG Top Mobile Apps & Sites



















RealityMine Provides More than Mobile Tech



World Class Technology Under Constant Iteration & Improvement



Strong Push & Pull of Learning from TNS and other Clients to Drive Continual Innovation in Product and Service



Flexibility to Meet Ever Changing Client Needs



Ability to Deliver All the Above Globally, At Scale



RealityMine – Technologies to Reveal Consumer's Real Lives

World's leading passive and active technology tools to gather & process the richest possible data about consumer lives



20+ locations including home, work, car, store, restaurant and bar



10 social contexts including alone, with friends, partner, co-workers, children and pets



17 emotional states with 5 point mood scale & 5 point alertness scale



20+ life activities including work, eating, traveling, socializing, shopping and exercising



Media Use and Exposure 8 media categories by device, including TV, print, radio, mobile & tablet



Passive collection of App use, search, location, connectivity, digital advertising, media consumption and mCommerce



Integrated Data Performance – beyond Mobile Passive

One Integrated App Best in Class Passive Performance Contextual Tools Single View Exposure - Track Offline Exposure to TVC, Radio and more via ACR. MediaTrak – ACR & Replacement Tech Replace content browser Test / Control Experiment Survey based on location, Search, App Session, Web URL, string of behaviours, Mobile Event Triggered Phone Feature and more Integrated Survey capture with flexible rules by question type, daypart or Mobile Surveys / Diaries research design rules around time of entry Tablets, PC's, Mac's, Home Router - Gaming Console, Smart TV **Passive Cross Device** Passive Mobile Independently validated: Apple, Android, BlackBerry, Cellular, WiFi, Web URL's, App Sessions, Media, CPU, Calls, SMS, MMS, Battery & Signal Strength ...

Passive Metering – Sophisticated Technology to Reduce the Burden on Consumers to Share Data



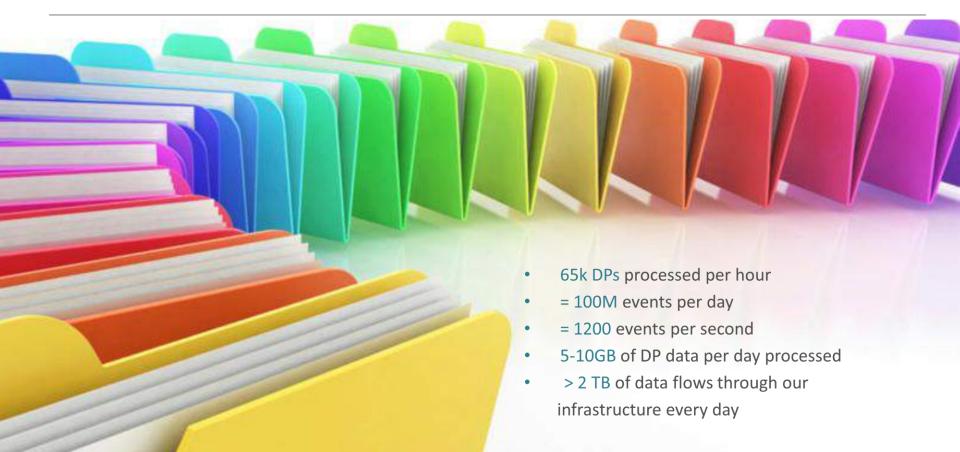


We Have Very Deep Data on Individuals to Build Rich Behavioral Views

- > 72,000 mobile panellists currently active today, Largest and best mobile meter technology provider that means...
- 86 billion rows of data
- 492,512 apps used
- 2,365,066,820 app sessions
- 15,711,850 web domain hits
- 21,834,814,747 web sessions



RealityMine's mobile data pipeline



VPNs in 27 Countries (Over 250 VPN servers)





Over 10,000 Models



The ever-changing Mobile OS landscape

Android and iOS updates





Protecting the Individual is Critical & Explicit Opt In!

Information transfer mechanism, for ourselves and all our suppliers

- Ensures the highest standards for dealing with personal data
- Compliant with national laws around the world inc Russia
- Secure File Transfer Protocol
- Encryption
- Firewalls
- Data Breach Procedures
- ISO 27001



We are Fortunate to Work With the World's Leading Media Players & Brands





WPP















































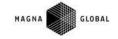








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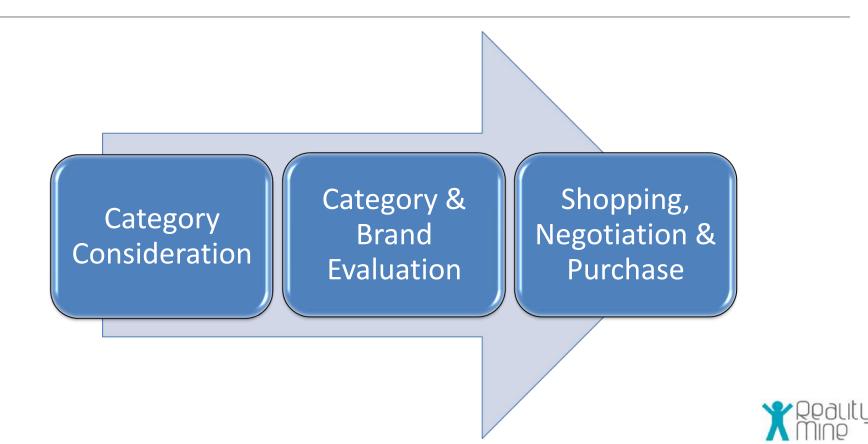








Analytic Tool Set to Cluster Behaviours by Stages of Path to Purchase



Specific Behaviours in each step on the Path – Tech purchases

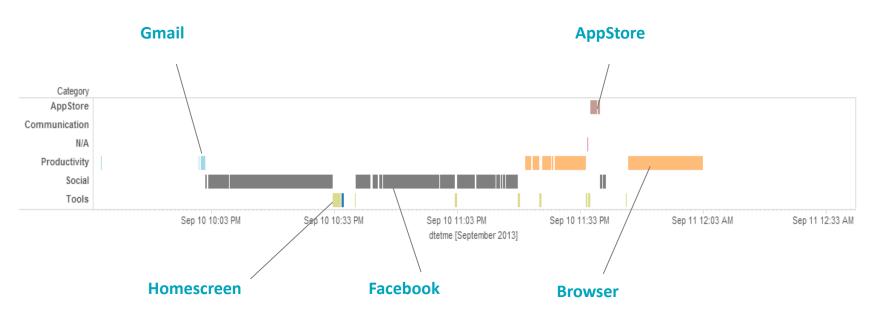
Tech Devices: Path to Purchase





Shopper Smartphone Activity

Placement of marketing messages at the right time, in the right place





The Future of RealityMine's tools

New Devices



New Markets































Real-Time Data





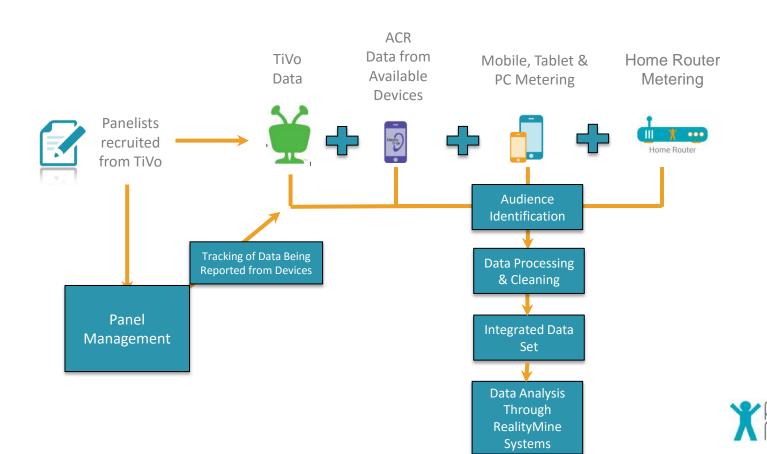
Measure Total Media, Across All Platforms, Everywhere

- To build a comprehensive view of:
 - Media behaviour of consumers
 - Total cross-platform consumption incremental, unduplicated reach
- Answering Questions:
 - What is the audience for a program across all viewing platforms?
 - What is the source of viewership?
 - What is the cross-media consumption behavior of an individual?
 - How do people consume media across devices?
 - How does that vary by content type, Age & Gender?





The Next Step – Measuring Total Media Behavior, Passively In Home, Out of Home, at Work



What Are We Measuring? Everything Digital!

Device Covered	How Measured	Locations
TV	TiVo, ACR, Router Meter	At home; some Out of Home
Mobile (iOS, Android)	RM Passive Meter, Router Meter	At home, Out of Home
Tablets	RM Passive Meter, Router Meter	At home, Out of Home
Game Console	Router Meter	At home
PC / Macs (Windows, Apple)	RM Passive Meter, Router Meter	At home, Out of Home

Success is Through Fast-Cycle Push / Pull Collaboration

