

2019 Media Kit



Purchase consumer attention & data directly from the owners — consumers — for better performance.



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Average 35 seconds of opt-in time spent per brand experience. 12% CTR. High brand impact.

A simpler way to build qualified audiences: just ask.

The time to tell your story

Neutrogena®

Case Study for New Product Line Launch

50,003 Brand Experience Completions

45 seconds Avg Time Spent per Brand Experience

83% Purchase Intent

+131% Product Brand Awareness

Exposed vs non-exposed

+291% Mobile Ad Recall

Exposed vs non-exposed



Consumers are in control

Consumers visit their brand feed when and if they want to engage with brands.

> No media interrupted.



They choose to offer interest, intent & other data you ask

They choose to watch 15 to 30 second videos

Your ads don't interrupt their media. Consumers come to your brand because your ads offer value. Skip the typical media middlemen and share your ad budgets with the consumers you value most. Value their time, attention and the zero party data THEY choose to provide to your brand.



Treat consumers better Get better results



100% Opt-in, Brand-safe Viewability and Completion

Compare to 50% of pixels in view for display ads qualifiing as a paid "view" as defined by the Media Rating Council

Time Spent

35 seconds Average Time Spent Per Brand Experience

Compare to a 1 second display ad paid "view" as defined by the Media Rating Council

Click Through Rate

12%

Average Non-incentivized Click Through Rate

Compare to 0.46% CTR for Google display ads as published by Wordstream for Q4 2018.



Average brand impact



Exposed vs non-exposed



Exposed vs non-exposed



Exposed vs non-exposed

+20% Purchase Intent

Exposed vs non-exposed

Average of 25 consecutive brand studies comparing those exposed vs those not exposed to Dabbl experiences. Oct 2018. Sample sizes 1,008 to 5,002. <u>More info</u>.



A simpler way to build qualified audiences: just ask



Goodbye surveillance, complexity & questionable, outdated data sources. Instead, respect the ultimate source of data: the consumer.

Target by state and designated market area... as well as anything you care to ask. Literally. Build audiences based on previous consumer responses. Create segments specific to your market, brand or product with response targeting. Just ask.



Engage desirable audiences

Millennial women | Moms of young children College-educated women | Female iOS users



90% Female / 10% Male 65% College educated 29% Single / 28% In a relationship / 42% Married 60% Parents / 40% Not parents 47% Parents of young children 72% Apple iOS / 28% Android 86% Appreciate brands via content marketing 94% Appreciate brands on Dabbl

More at Brands.GetDabbl.com/Audience

Source: Dabbl and Facebook Analytics. Surveys of Dabbl consumers, sample sizes ranging from 1,117 to 6,690. Q1 & Q2 2018.



Your brand is in good company





"Dabbl gives us a forum to share educational messaging with our consumers in a fun and engaging way." - GSK



Dabblers experience your brand differently

"Dabbl is quirky and doesn't feel like an intrusion, more like a friend sharing something cool with you."

> "Dabbl is more about learning about products vs just watching videos. I learn more from Dabbl."

"I look for the brands in stores after viewing them on Dabbl. It is a great way to discover new products."

"Thank you for valuing my time."





Matter to more of your audience's life beyond their media consumption

Which do millennial women enjoy most?



Source: Dabbl. Millennial women's responses from a survey of 7,888 Dabbl users in which we asked "Which of these offline activities do you enjoy the most?" Q2 2018



Quickly launch experiences

Mix & match easy-to-launch activities to craft your experiences



Please contact us for rates per activities and rates per experience, based on volume.



Activities details

Communicate your brand. Engage. Gain insights.





Mobile video activity

Consumers watch entire video, read text and give a rating. We suggest 10 to 20 seconds in length.

- Communicate your message
- Build brand awareness
- Introduce new products
- Repurpose existing advertising
- Repurpose social content
- Test your marketing

Choice activity

Consumers view image, read the text and select their response.

- Deliver brand messages via interaction
- Gain consumer insights
- Build consumer profiles for retargeting
- Learn attitudes and preferences
- Test product features
- Test your marketing
- Measure likeliness to recommend
- Measure purchase intent
- Communicate and learn much more...





This or that activity

Consumers select from two images.

- Uncover subconscious reasoning
- Visually communicate your message
- Build brand and product awareness
- Repurpose existing advertising
- Repurpose social content
- Test your marketing



Trivia activity

Consumers read a question and select their answer, getting immediate feedback on the correct answer. They see a new screen with an image and a paragraph or more of text describing the answer.

- Communicate brand messages via trivia
- Deliver helpful content via trivia
- Educate on product features and benefits
- Learn level of consumer product knowledge
- Learn consumer knowledge of the market
- Test your marketing
- Test retention of previous messaging
- Communicate and learn much more...





Puzzle activity

Consumers slide elements to reveal the completed image.

- Visually communicate your message
- Build brand and product awareness
- Repurpose existing advertising
- Repurpose social content

Coming soon.



Conclusion with Call to Action activity

Consumers view your concluding message and rate your brand experience with this free engagement. Optionally, you can offer a link for them to visit your other digital properties.

- Direct them to your website, ecommerce, social or other properties
- Direct them to more content
- Direct them to an offer
- Direct them to a purchase
- Learn consumers' satisfaction with your experience

Average 12% Click Trough Rate!

More activities launching

Engagements that are both fun for consumers and meaningful to brands are continually being tested and developed.

Live reports



"The Experience Manager is very userfriendly and easy to navigate." - Starbucks

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	All brands 🔻									
	Bre	4.5		A 345,257 Consumers reached	© 6,741,294 Engagements	963,325 Brand Experiences completed	9,365 hrs Time with your brend			
	AI P	ublished Active Draft	Archived			I	Create New Experience			
	Status	Campaign								
	Draft	Orange Brc Mar 12, 2017 -	Dabbl	Orange Brand, Inc				Campaigns Br	ands Audience Help	N ~
	Active Good Mc Mar I2, 2017 - Active Holiday Mar I2, 2017 - Mar I2, 2017 -			Introducing Our New Lineup Copyrt Report Orange Brad Mar 12, 2017 Mar 12, 2016 Consumer Responses Review						
				Completed Experiences Number of experiences consumers have completed.	Engage Total enga	gements	41 Sec Average Time in Experiences Average amount of time consumers have spent in your branded experiences.	Brend Ex	4.5 perfence satisfaction	
			Multiple Choice			How often do you go on daytrips?				
							About once a month		22% 27,897	
							few times a week	41% 46,897		
							lever	17% 20,891		1

Reach / Engagement / Time spent / Experiences completed / Experience satisfaction / Activity responses



Let's talk!



Please contact your sales representative.

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Thank you for your time!