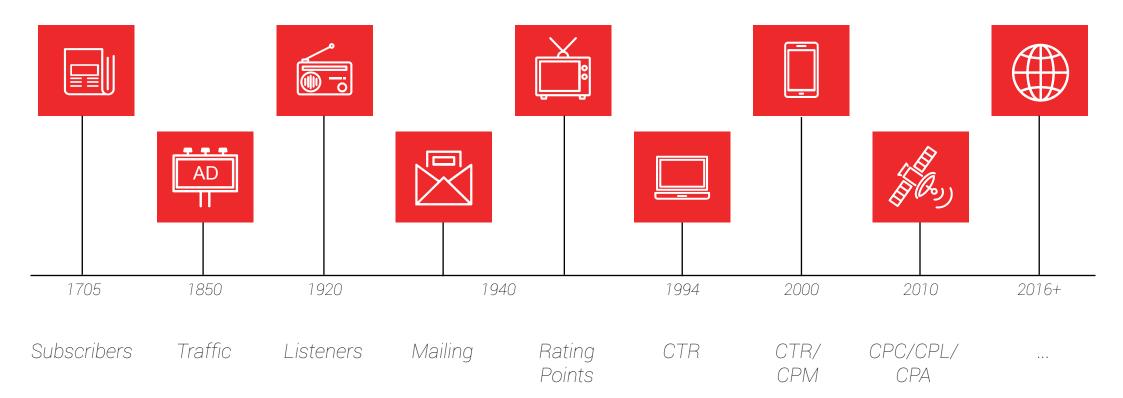
## MEASURING THE EMOTIONAL IMPACT ON FACEBOOK.

#### "Half the money I spend on advertising is wasted; the trouble is I don't know which half"

- John Wanamaker



## WE DEFINITELY HAVE EVOLVED FROM WANAMAKER'S DAYS. NOWADAYS MEDIA LANDSCAPE IS MORE AND MORE COMPLEX.



OMD

Source: "From One Screen to Five", FBIQ in collaboration with Millward Brown Digital and Firefly Millward Brown, US, March 2015

## DIGITAL IS NOT THE MOST MEASURABLE MEDIUM BUT IT IS THE MOST MEASURED

## DIGITAL MEASUREMENT VISIBILITY 20% **IMPRESSIONS** 14,561 CTR 0.015 **SERVER LOG** COUNTS 178.51

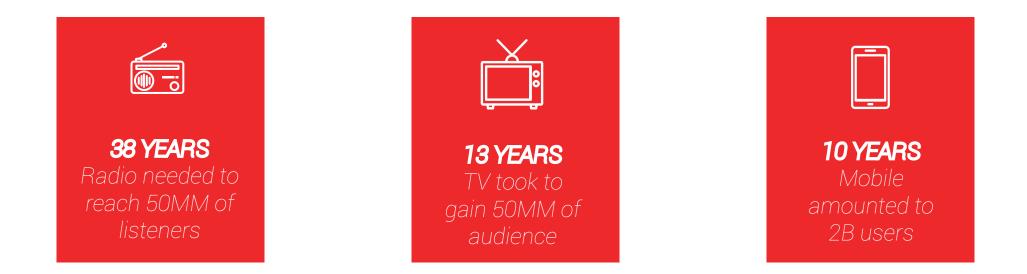
## YES, BUT...

Who watched my ad?

Did I gain incremental audience from other mediums?

How was the advertising impact?

## DEVICES, CHANNELS, PLATFORMS AND TOUCHPOINTS ARE GROWING AT AN UNPRECEDENT SPEED...



### ...WITH SMARTPHONE AS THE BIG ACCELERATOR

**3+** Hours per day connected to their mobile

**7.9B** Of connected mobile devices globally



Sources: "The Future of Innovation and Employment" by Cisco, Feb 2016 / US eMarketer, October, 2015. "Cisco Visual Networking Index: Global Mobile Data Traffic Forecast Update, 2015–2020 White Paper" by Cisco, Feb 2016.

#### **VOLUME** 1.71B Active users per month

**RECURRENCE** 1.13B Active users per day

> **1.57B** Active users per month through mobile

### KNOWLEDGE

1910

Demographic Geographic Behavioural Interests Intentions

### FACEBOOK HAS BECOME A HABIT. FACEBOOK'S CONNECTION IS PART OF DAILY SPANISH USERS ROUTINE.

## **22M**

Of Spaniards use Facebook every month (65% of Internet users)

### **76%** Of them access to Facebook every day

## 88%

Of daily Facebook users in Spain are active on mobile environments





## WITH THESE FIGURES, REAL IDENTITIES MEASURING HAS TURNED ESSENTIAL INSTEAD OF COOKIES ESTIMATION.





## METHODOLOGY.

## MEASURING THE EMOTIONAL IMPACT

HOW DO EMOTIONS MOVE? Unconscious feelings analysis

#### NO INTRUSIVE METHOD

#### QUALITATIVE APPROACH

EYE TRACKING FACIAL CODING QUESTIONNAIRE POST- NAVIGATION EVALUATION 150 people from 18-45 yrs surfing ontheir Facebook wallMadrid Region49% Mobile51% Desktop

## WE DESIGN A THREE PHASED FIELDWORK TO BE ABLE TO MEASURE EMOTIONS, METRICS AND RECALL.



# THE PROCESS WAS BUILT IN THREE PHASES.



# Happiness Surprise Anger

#### 🙁 Disgust

Eear

😸 Sadness

#### Metrics

Satisfaction Valence

valence

Activation

Engagement

#### CALIBRATION

Base line: Set sensors. Relaxation phase. Calibration and definition of the base line to compare their variations with it: on mobile and PC

#### NAVIGATION

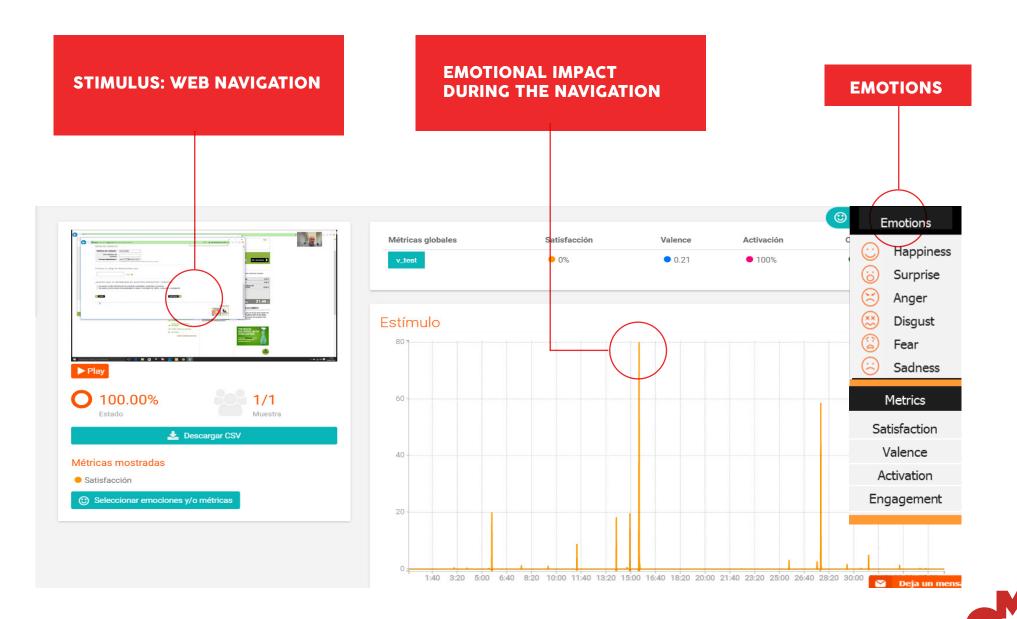
Free navigation on participants Facebook wall during 10 minutes.

#### **QUESTIONNAIRE**

After navigation they answered a questionnaire. It was about adverts recall, sentiment and engagement.



## THE ONLINE PLATAFORM: EXAMPLE PARTICIPANT #1



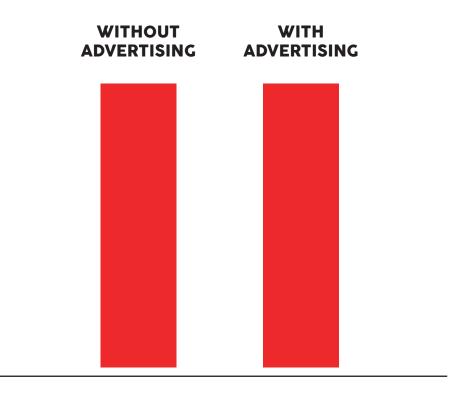
## THE ONLINE PLATAFORM: EXAMPLE PARTICIPANT #1





## LEARNING.

## IN TERMS OF EMOTIONAL EXPERIENCE THERE ISN'T ANY DIFFERENCE BETWEEN THE NAVIGATION WITH OR WITHOUT ADVERTISING.

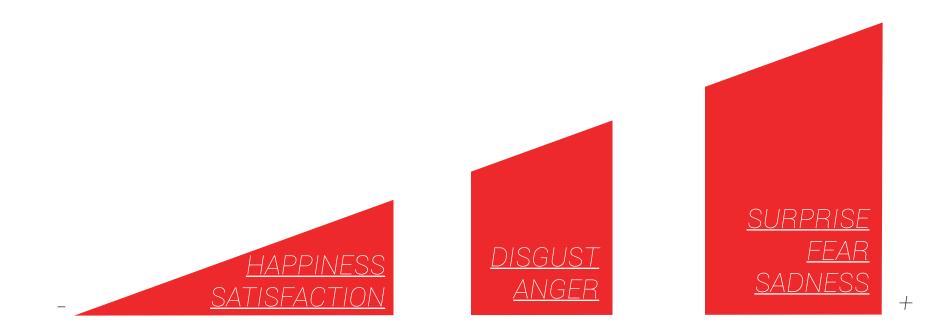


Advertising is totally integrated into the user's walls. It doesn't interrupt their navigation.

Only 18% verbalise "advertising is intrusive".



### WE MONITORED DIFFERENT EMOTIONS DURING THE ADVERTISING. THAT ALSO INCLUDED POSITIVE EMOTIONS SUCH AS SUPRISE, HAPPINESS AND EVEN SATISFACTION.



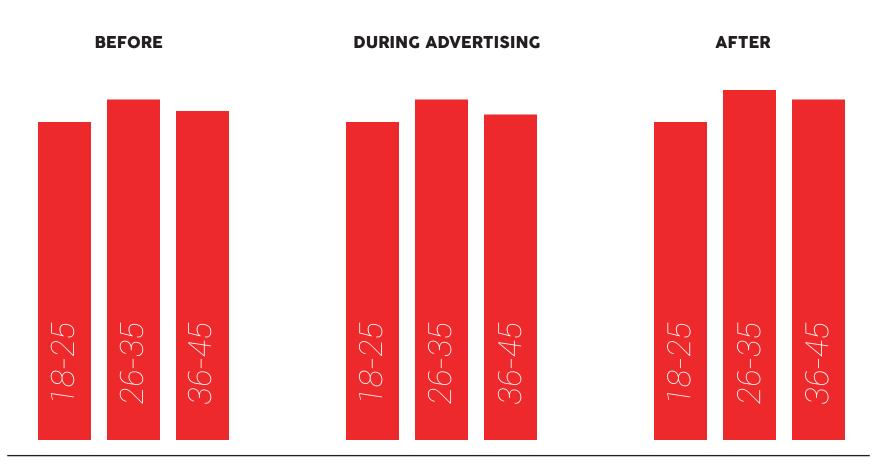


Base: 150 people surfing in their Facebook's wai

## ALTHOUGH GENDER ISN'T A GREAT DISCRIMINATORY VARIABLE, MEN SHOW A MORE POSITIVE EXPERIENCE DURING THE ADVERTISING THAN WOMEN.



## IN TERMS OF AGE WE DETECTED THE BEST EXPERIENCE AMONG PEOPLE OLDER THAN 26 YEARS OLD. THIS HAPPENS SPECIALLY IN THE RANGE FROM 26 TO 35 YRS.



Base: 150 people surfing in their Facebook's wall BEFORE advertising appears / DURING advertising is being played / AFTER advertising finishes

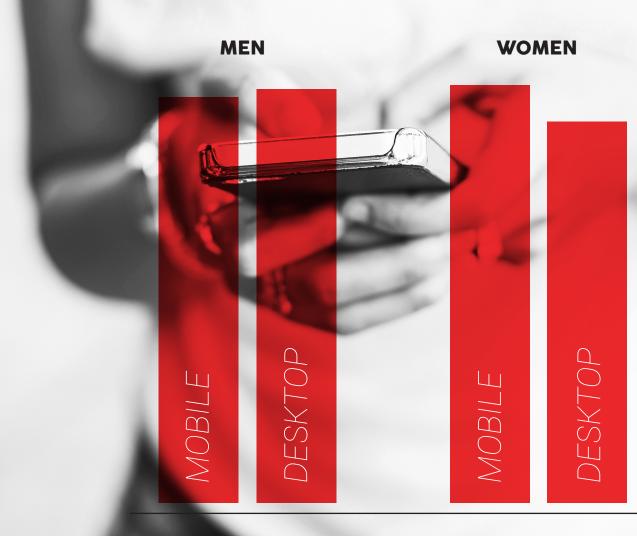
### REGARDING EMOTIONS, DEVICE VARIABLE IS THE MOST DISCRIMINATORY FACTOR. MOBILE OFFERS BETTER EMOTIONAL EXPERIENCE THAN DESKTOP.

Base. I bu people surfing in their Facebook's ways BEFORE advertising appears / DURING advertising is being played / AFTER

MOBILE

DESKTOP

## **MOBILE EVEN GENERATES BETTER ADVERTISING EXPERIENCE AMONG WOMEN.**



#### **DURING ADVERTISING**

In terms of range age, young men are the group that live the best advertising experience. Besides they use indifferently both devices (mobile and desktop). Among women, the experience goes better the older they are, specially on desktop.



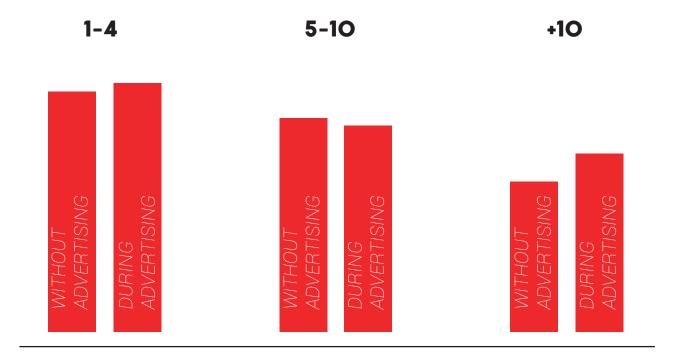
## MOBILE SHOWS MORE ADS THAN DESKTOP. MOBILE HAS ALSO THE BEST RATES IN TERMS OF ATTENTION AND INTERACTION.





## THE HIGHER IS THE DAILY FREQUENCY OF FACEBOOK CONNECTION, THE BETTER IS THE EXPERIENCE DURING ADVERTISING.

AVERAGE NUMBER OF FACEBOOK CHECKS PER DAY





## **3 OUT OF 4 PARTICIPANTS RECALLED TO HAVE WATCHED ADVERSTING, BUT MOST OF THEM WON'T BE ABLE TO RECALL CORRECTLY THE SHOWED BRANDS.**



## 48%

Were wrong about the recalled brands and the showed brands



## SUMMARIZING.

## WHAT DID WE LEARN?

FACEBOOK USERS DON'T DIFFERENTIATE ADVERTISING FROM CONTENT

ADVERTISING ON FACEBOOK IS INTEGRATED AND PARTICIPANTS DON'T FIND IT AS INTRUSIVE, EVEN ON MOBILE

THE EMOTIONAL EXPERIENCE ON MOBILE IS MORE INTENSE THAN ON DESKTOP

WE HAVE DETECTED HIGHER EMOTIONAL ACTIVATION AMONG FACEBOOK ACTIVE USERS

IT IS NECESSARY A CLEAR BRAND PRESENCE IF WE WANT TO CAPITALISE ON THE EMOTIONAL IMPACT







## CONTACT.

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