

Personal Prime Time

February 2018

Background

Prime Time - the moment of greatest consumer engagement with media – was once seen as monolithic; a single daypart on a single screen shared by all. As platforms have multiplied and consumers have taken control, this monolith has shattered, and individual consumers are creating different, individualized Prime Times across dayparts, content verticals, and screens. Along with these new **Personal Prime Times** come new moments of greatest engagement in which publishers can leverage their unique strengths and relationships with their audience on behalf of marketers seeking to build more relevant, and more impactful, connections with consumers.



Objectives and Methodology

Objectives:

This study, as the first step to understand Personal Prime Time, will focus on the consumer journey and map the contexts (when), drivers (why), and modes (how) through which consumers are creating their own Prime Times, the moment of high value and high engagement, across content and devices throughout their day. In addition, this research will consider how different consumer attributes (e.g., age, parental status) impact these contexts, drivers, and modes, to allow for better targeting across dayparts and platforms.

Methodology:

- An online survey was fielded among MARU/Matchbox's Springboard America online panel (~250,000 US members).
- The total sample included 1,901 consumers ages 18+ in the US, representative by Census.
- The survey was fielded 1/17/2018 1/23/2018.



Key Takeaways

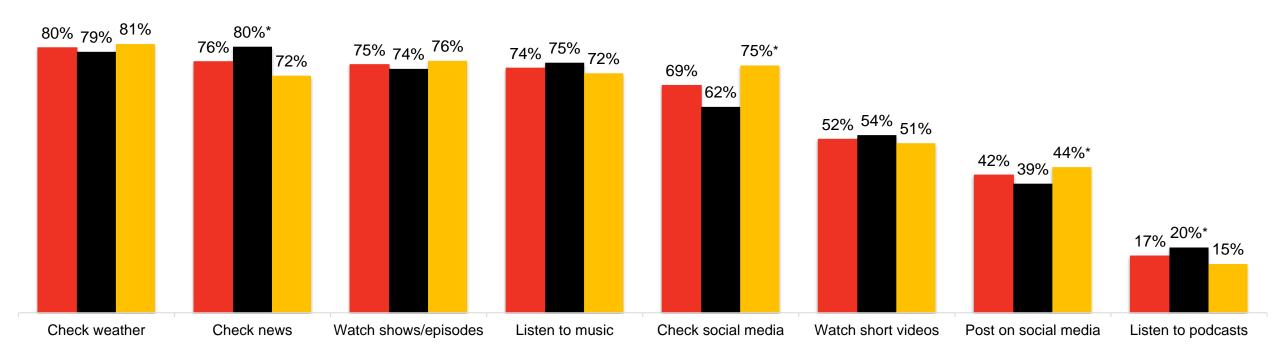
- Majorities of consumers who regularly engage media are doing so multiple times per day –
 this multi-engagement behavior is occurring across content verticals from social media
 (both posting and checking), to music, to watching shows/episodes, to short videos, to news,
 weather, and podcasts.
- The need states driving these multiple engagements throughout the day vary, both by content vertical, as well as within content verticals as the day progresses.
- Consumers are investing concentration in each of these engagements, and deriving value from them, creating a series of multiple, Personal Prime Times throughout the day. There is no longer a single, universal moment of greatest engagement. Now, every daypart is rich with opportunities for meaningful consumer engagement.
- These engagements move across screens, both within and across dayparts, to match consumers' specific needs and contexts. Mobile devices in particular are regular (and in some cases dominant) screens to which consumers turn to engage the content they need.
- Each of these Personal Prime Times creates opportunities for marketers to add relevant value to consumers' engagements by creating need state- and device-specific experiences throughout the consumer's day.



MEDIA LANDSCAPE: A broad range of media are used regularly

Activities Conducted on a Regular Basis

Among Total US 18+, Male, Female





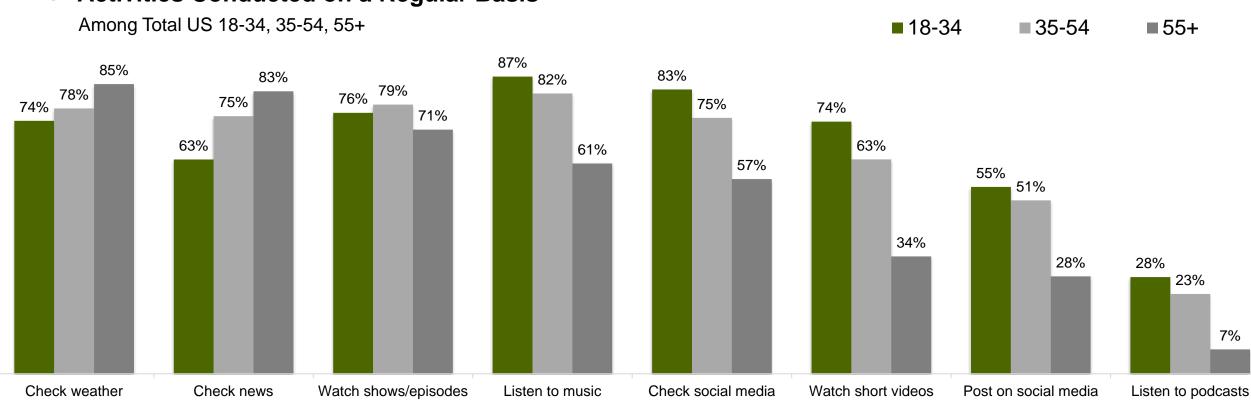
■ Male

Female

Total

MEDIA LANDSCAPE: Engagement varies by generation

Activities Conducted on a Regular Basis





THE STRUCTURE OF PERSONAL PRIME TIME

- MULTIPLE DAILY ENGAGEMENTS
- MIX OF NEED STATES THROUGHOUT DAY
- CONSUMER ATTENTION INVESTED (CONCENTRATION)
 THROUGHOUT DAY
- CONSUMER VALUE DERIVED ACROSS DAYPARTS
- DIVERSE DEVICE/SCREEN CHOICE



PERSONAL PRIME TIME: CHECK SOCIAL MEDIA

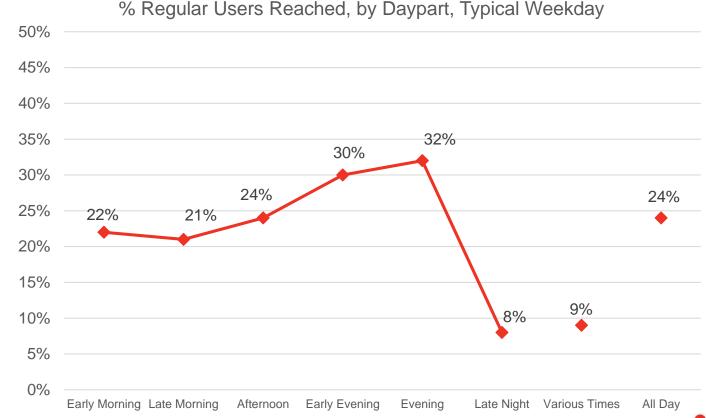


CHECK SOCIAL MEDIA: Reach-only view

The traditional view of Prime Time is focused on Reach – on when **the most people** are engaged.

69%

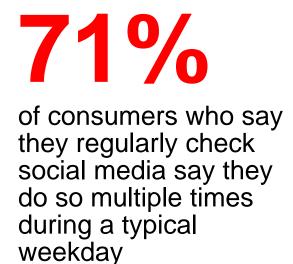
of consumers say they regularly check social media

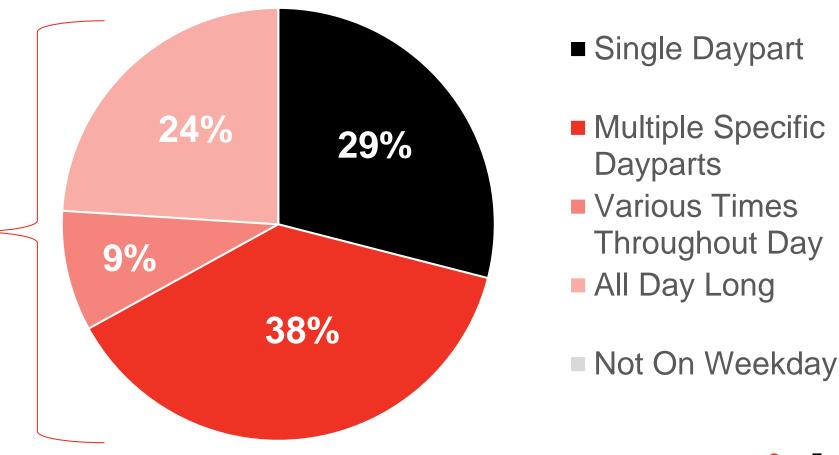




CHECK SOCIAL MEDIA: In reality, consumers engage throughout the day

Number of Dayparts Engaged on Typical Weekday



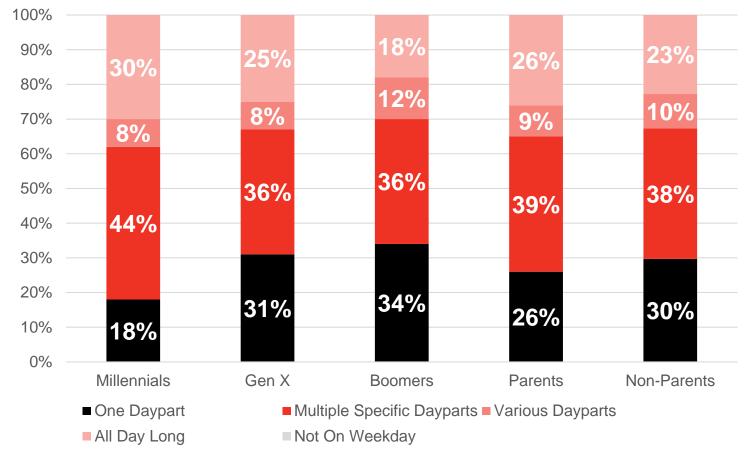




CHECK SOCIAL MEDIA: Multiple engagements are a common pattern

The pattern of multiple engagements per day is **consistent** across generations and parental status

Number of Dayparts Engaged on Typical Weekday





CHECK SOCIAL MEDIA: Need States drive the 'why' for each of these engagements

Connect with Others and Be Entertained are each top need states throughout the day. Get Information, Take A Break, and Pass The Time move in and out of the need state mix as the day unfolds.

Need States vary by generation as well. For example, for Millennials, **Pass The Time** and **Be Entertained** alternate as their top need state throughout the day, for Boomers, **Connect with Others** is consistently the top need state throughout the day.

	Top Need State	N	lext 3 Need State	es
	% Responding			
Early Morning	Connect with Others	Be Entertained	Get Information	Pass The Time
Larry Worthing	50%	34%	33%	32%
Late Morning	Connect with Others	Be Entertained	Pass The Time	Get Information
Late Morning	51%	40%	35%	31%
Afternoon	Connect with Others	Pass The Time	Be Entertained	Get Information
Afternoon	45%	40%	38%	29%
Forly Evening	Connect with Others	Be Entertained	Pass The Time	Get Information
Early Evening	50%	45%	39%	28%
Fuoning	Connect with Others	Be Entertained	Pass The Time	Get Information
Evening	49%	44%	41%	25%
			Connect with	
Late Night	Be Entertained	Pass The Time	Others	Get Information
	50%	42%	41%	25%
Various Times	Connect with Others	Pass The Time	Be Entertained	Take A Break
various fiffies	61%	43%	43%	27%
		Connect with		
All Day Long	Be Entertained	Others	Pass The Time	Take A Break
	64%	61%	59%	39%

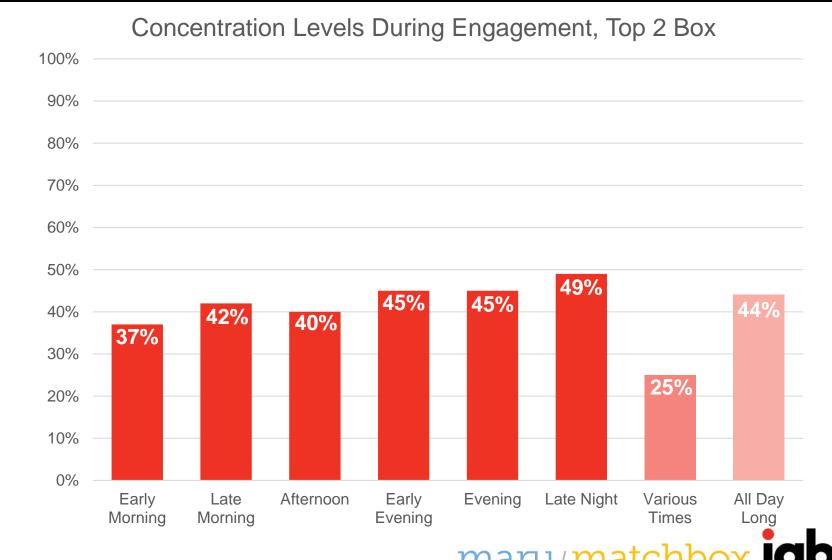


CHECK SOCIAL MEDIA: Consumers invest concentration in each engagement

The level of concentration consumers report paying when they check social media remains largely consistent throughout the day

Concentration Scale: 5 = Concentrating A Lot to

1 = Not Really Concentrating On It

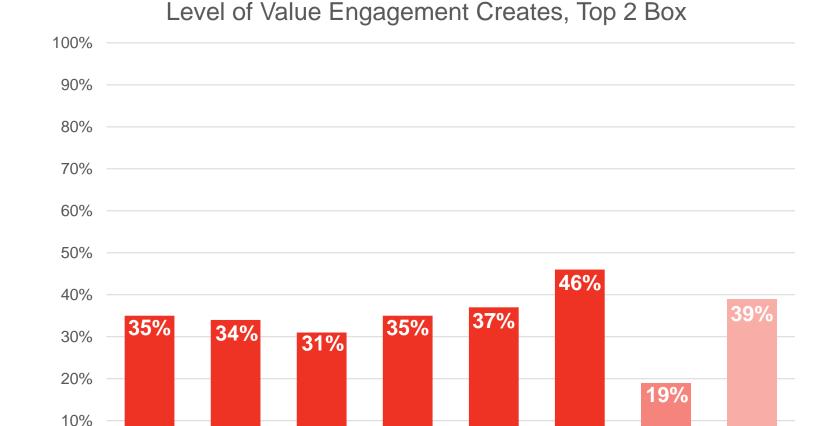


CHECK SOCIAL MEDIA: Engagements create value across day

Similarly, the level of value consumers report feeling when they check social media remains largely consistent throughout the day as well

Value Scale:

5 = Significant Value to 1 = Little Value



Early

Evening

Evening

Afternoon

Late

Morning



Various

Times

All Day

Long

Late Night

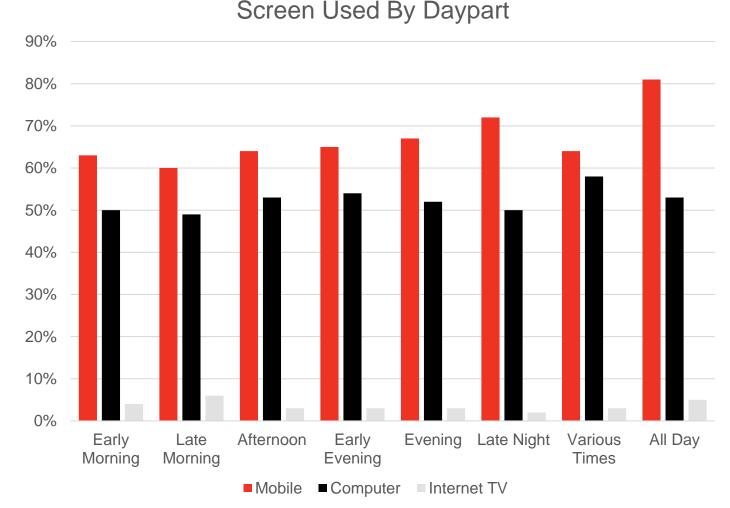
0%

Early

Morning

CHECK SOCIAL MEDIA: Mobile leads, but multiple screens are in play

Mobile dominates social media checking throughout the day, but Computers and even Internet-Connected TVs also play a role across dayparts





CHECK SOCIAL MEDIA: Reach fluctuates, but engagement value is consistent across the day

Check Social Media - Weekday

Among The 69% Of Consumers Who Regularly Check Social Media

Top Need States	Get Information Learn Be Entertained	Get Information Learn Be Entertained	Get Information Learn Pass The Time	Get Information Learn Be Entertained				
Top Screens							<u> </u>	
% Reached	22% *	21% Ж	24% **	30% 	32% *	8%	9%	24% ◆
						Ж	•	
	Early Morning (5am-9am)	Late Morning (9am-12pm)	Afternoon (12pm-5pm)	Early Evening (5pm-8pm)	Evening (8pm-11pm)	Late Night (11pm-5am)	Various Times	All Day Long
Concentration (Top 2 Box %)	37%	42%	40%	45%	45%	49%	25%	44%
Value (Top 2 Box %)	35%	34%	31%	35%	37%	46%	19%	39%

Q3. [Top 2 Box] Think about the time when you said you [ACTIVITY SELECTED AT Q1] the most. How much are you concentrating on it when you [ACTIVITY SELECTED AT Q1]? Base: Selected daypart at Q2.



Q5. Why do you [INSERT ACTIVITY SELECTED AT Q1] on each type of day? Think about the time when you [INSERT ACTIVITY SELECTED AT Q1] the most. Base: Selected daypart at Q2.

Q2a_WeekDayDaypart. Base: Selected activity at Q1.

PERSONAL PRIME TIME: POST ON SOCIAL MEDIA

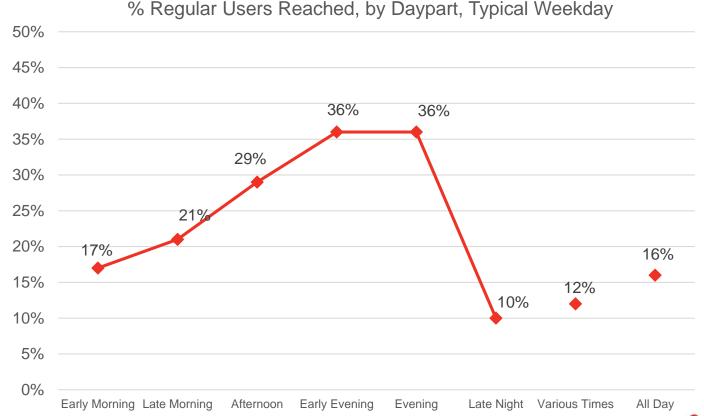


POST ON SOCIAL MEDIA: Reach-only view

The traditional view of Prime Time is focused on Reach – on when **the most people** are engaged.

42%

of consumers say they regularly post on social media

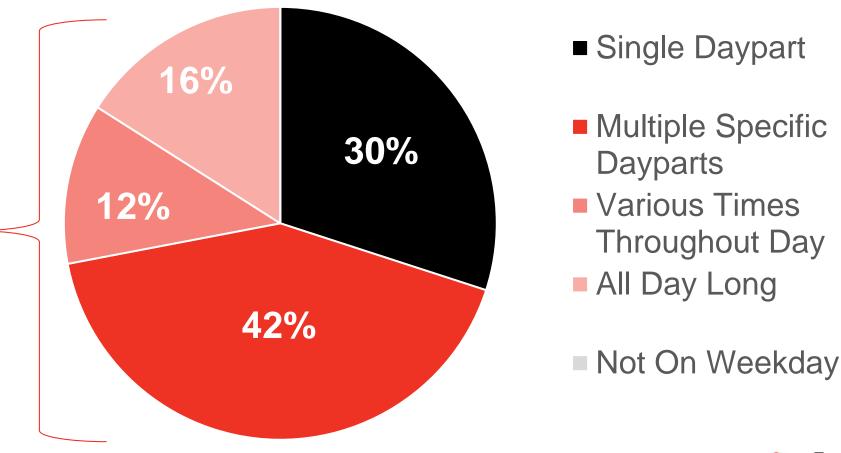


POST ON SOCIAL MEDIA: In reality, consumers engage throughout the day

Number of Dayparts Engaged on Typical Weekday

70%

of consumers who say they regularly post on social media say they do so **multiple times** during a typical weekday

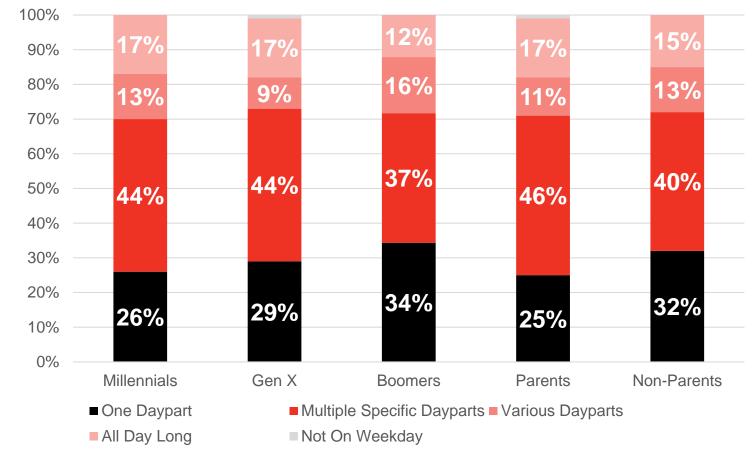




POST ON SOCIAL MEDIA: Multiple engagements are a common pattern

The pattern of multiple engagements per weekday is consistent across generations and parental status

Number of Dayparts Engaged on Typical Weekday





POST ON SOCIAL MEDIA: Need States drive the 'why' for each of these engagements

While **Connect with Others** is a consistent motivator for posting on social media, need states shift their overall mix throughout the day, with Express Myself, Be Entertained, and **Pass The Time** all playing different roles in consumer motivation across dayparts

	Top Need State Next 3 Need States			
	% Responding			
Early Morning	Connect with Others	Be Entertained	Express Myself	Pass The Time
Larry Worthing	58%	37%	35%	27%
Late Morning	Connect with Others	Express Myself	Be Entertained	Pass The Time
Late Worling	57%	46%	37%	31%
Afternoon	Connect with Others	Express Myself	Be Entertained	Pass The Time
Arternoon	58%	46%	40%	36%
Farly Evoning	Connect with Others	Express Myself	Be Entertained	Pass The Time
Early Evening	57%	52%	39%	37%
Evening	Connect with Others	Express Myself	Be Entertained	Pass The Time
Lveillig	59%	49%	42%	36%
Late Night	Connect with Others	Express Myself	Be Entertained	Pass The Time
Late Night	51%	49%	42%	39%
Various Times	Connect with Others	Express Myself	Pass The Time	Be Entertained
various rimes	67%	55%	36%	22%
All Day Long	Connect with Others	Express Myself	Be Entertained	Pass The Time
All Day Long	69%	60%	49%	34%

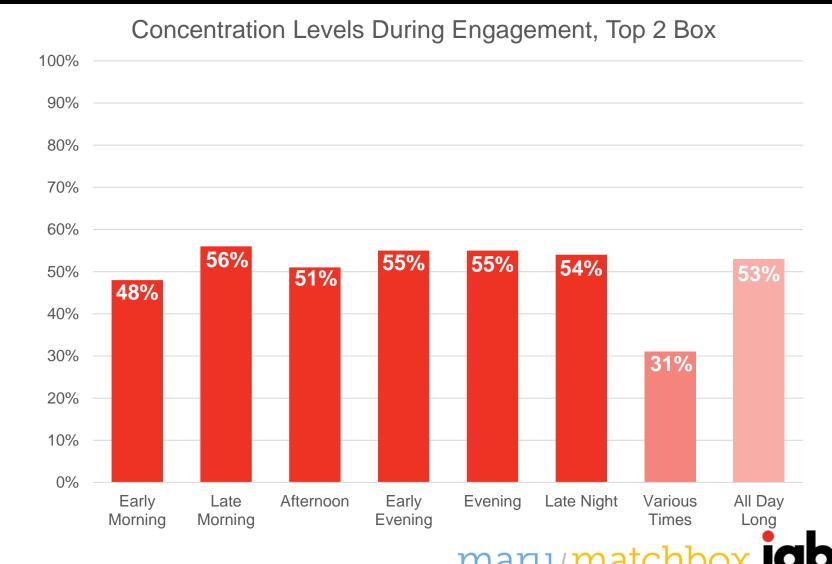


POST ON SOCIAL MEDIA: Consumers invest concentration in each engagement

The level of concentration consumers report paying when post on social media remains largely consistent throughout the day

Concentration Scale: 5 = Concentrating A Lot to

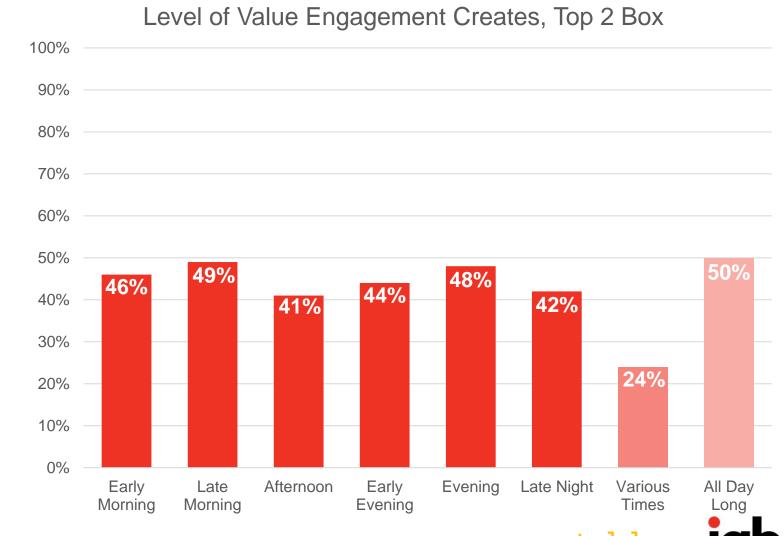
1 = Not Really Concentrating On It



POST ON SOCIAL MEDIA: Engagements create value across day

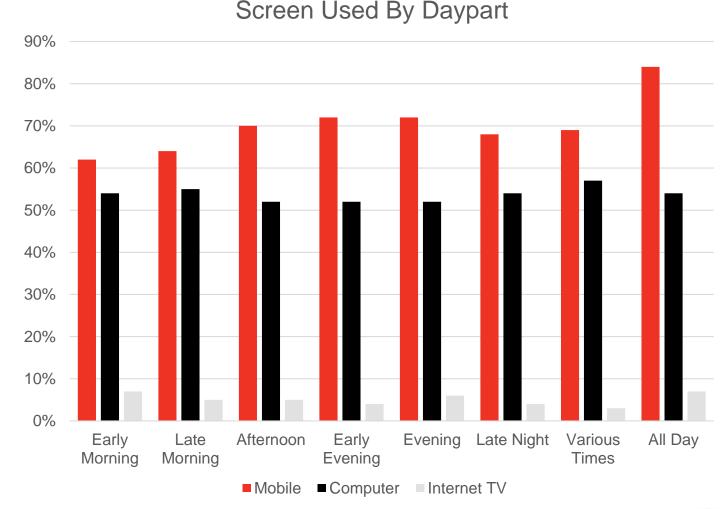
Similarly, the level of value consumers report feeling when they post on social media remains largely consistent throughout the day

Value Scale: 5 = Significant Value to 1 = Little Value



POST ON SOCIAL MEDIA: Mobile leads, but multiple screens are in play

Mobile dominates social media posting throughout the day, but Computers and even Internet-Connected TVs also play a role





POST ON SOCIAL MEDIA: Reach fluctuates, but engagement value is consistent across the day

Post On Social Media - Weekday

Among Those Who Regularly Post On Social Media

Top Need States	Connect w/Others Be Entertained Express Myself	Connect w/Others Express Myself Be Entertained	Connect w/Others Express Myself Pass The Time	Connect w/Others Express Myself Be Entertained				
Top Screens								
0/ Danahad	17%	21%	29%	36% *	36% **			16%
% Reached	*	Ж	Ж			10% **	12% ◆	♦
	Early Morning (5am-9am)	Late Morning (9am-12pm)	Afternoon (12pm-5pm)	Early Evening (5pm-8pm)	Evening (8pm-11pm)	Late Night (11pm-5am)	Various Times	All Day Long
Concentration (Top 2 Box %)	48%	56%	51%	55%	55%	54%	31%	53%
Value (Top 2 Box %)	46%	49%	41%	44%	48%	42%	24%	50%

Q3. [Top 2 Box] Think about the time when you said you [ACTIVITY SELECTED AT Q1] the most. How much are you concentrating on it when you [ACTIVITY SELECTED AT Q1]?





Q5. Why do you [INSERT ACTIVITY SELECTED AT Q1] on each type of day? Think about the time when you [INSERT ACTIVITY SELECTED AT Q1] the most. Base: Selected daypart at Q2.

Q2a_WeekDayDaypart. Base: Selected activity at Q1.

PERSONAL PRIME TIME: LISTEN TO MUSIC

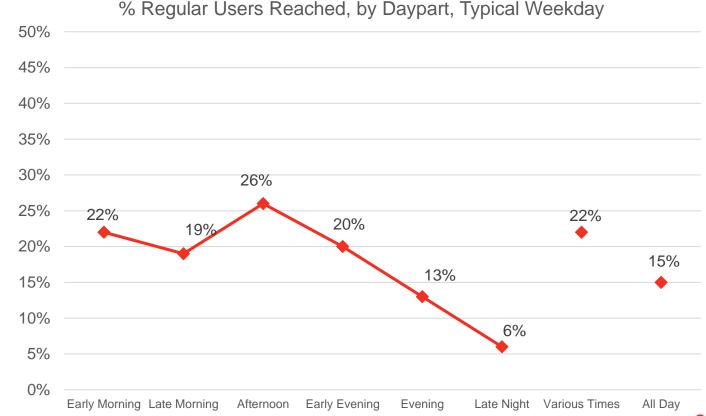


LISTEN TO MUSIC: Reach-only view

The traditional view of Prime Time is focused on Reach – on when the most people are engaged.

74%

of consumers say they regularly listen to music

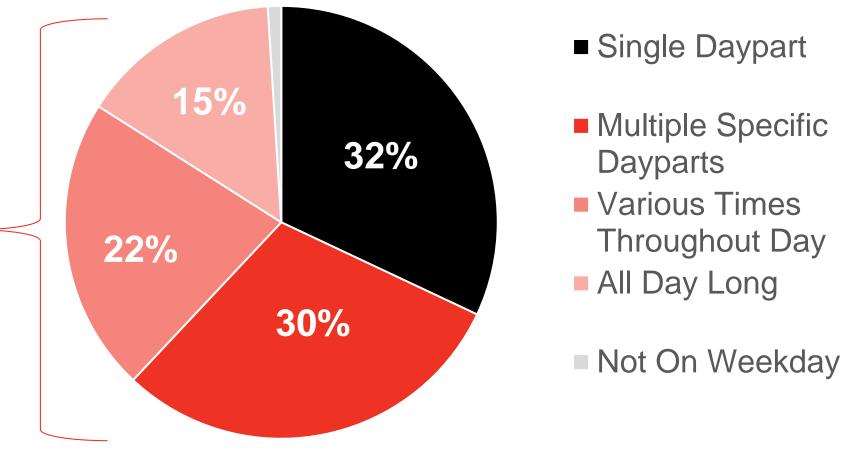


LISTEN TO MUSIC: In reality, consumers engage throughout the day

Number of Dayparts Engaged on Typical Weekday



of consumers who say they regularly listen to music say they do so multiple times during a typical weekday

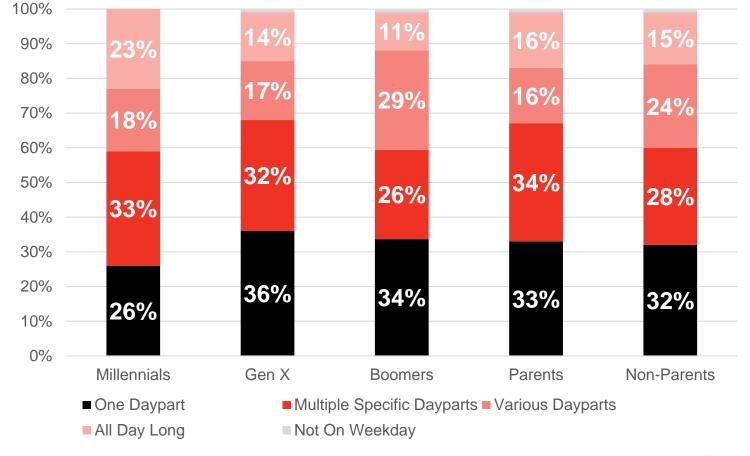




LISTEN TO MUSIC: Multiple engagements are a common pattern

The pattern of multiple engagements per day is **consistent** across generations and parental status

Number of Dayparts Engaged on Typical Weekday





LISTEN TO MUSIC: Need States drive the 'why' for each of these engagements

Music's need state mix is largely consistent, and focused on Be Entertained. Take Care of Self is present in Early Morning, and the relative weights of Pass The Time, Take A Break, and Express Myself shift as the day progresses

	Top Need State Next 3 Need States				
	% Responding	% Responding			
				Take Care of	
Early Morning	Be Entertained	Pass The Time	Take A Break	Self	
	75%	42%	18%	9%	
Late Morning	Be Entertained	Pass The Time	Take A Break	Express Myself	
Late Morning	72%	37%	17%	12%	
Afternoon	Be Entertained	Pass The Time	Take A Break	Express Myself	
Afternoon	76%	35%	20%	15%	
Forly Fyoning	Be Entertained	Pass The Time	Take A Break	Express Myself	
Early Evening	76%	38%	27%	16%	
Evening	Be Entertained	Pass The Time	Take A Break	Express Myself	
Evening	<i>75%</i>	32%	27%	15%	
Lata Night	Be Entertained	Pass The Time	Take A Break	Express Myself	
Late Night	67%	28%	20%	12%	
Various Times	Be Entertained	Pass The Time	Take A Break	Express Myself	
	85%	32%	24%	10%	
All Day Long	Be Entertained	Pass The Time	Take A Break	Express Myself	
All Day Long	83%	48%	37%	35%	

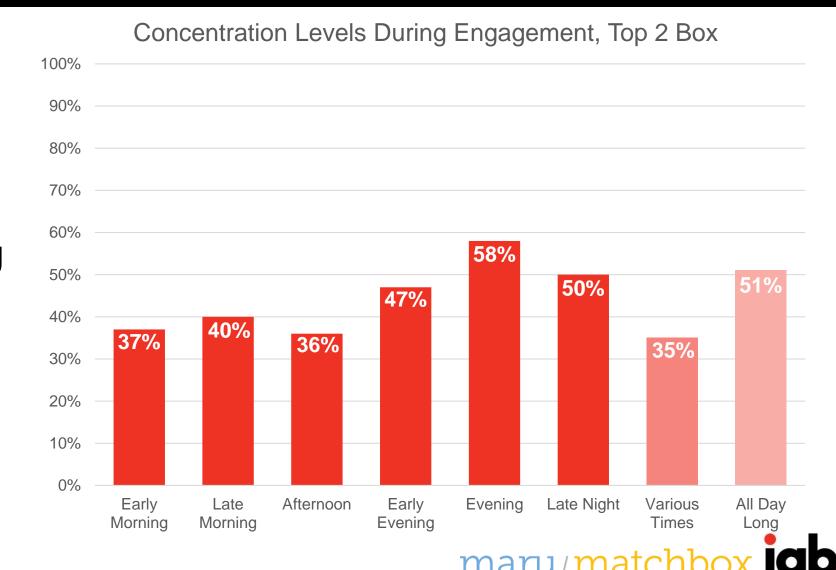


LISTEN TO MUSIC: Consumers invest concentration in each engagement

The level of concentration consumers report paying when they listen to music peaks in the evening and late night, but is significant in various dayparts throughout the day

> Concentration Scale: 5 = Concentrating A Lot to

1 = Not Really Concentrating On It

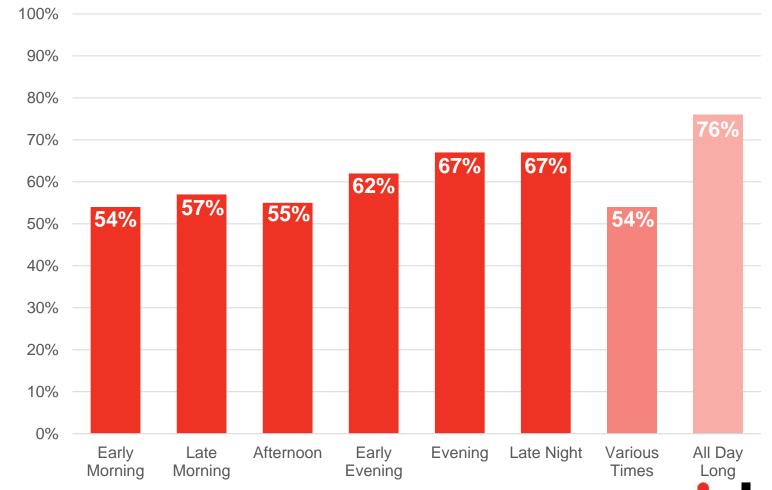


LISTEN TO MUSIC: Engagements create value across day

The level of value consumers report feeling when they listen to music remains strong and largely consistent throughout the day

Value Scale: 5 = Significant Value to 1 = Little Value



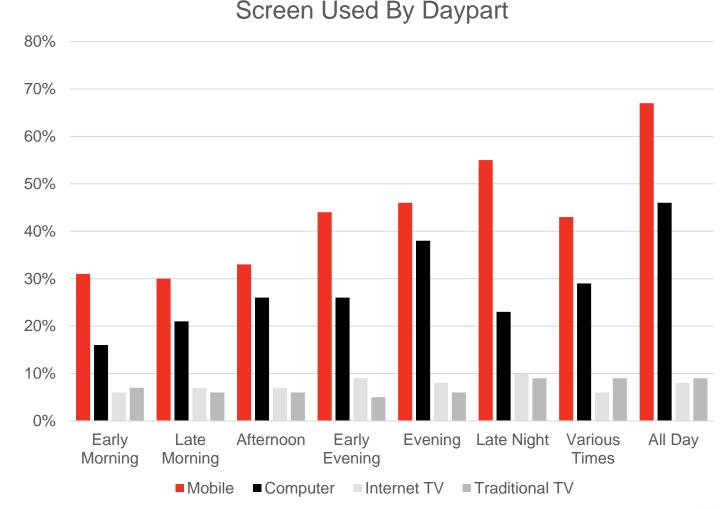




LISTEN TO MUSIC: Mobile leads, but multiple screens are in play

Consumers who say they listen to music regularly during weekdays most often turn to their Mobile device to do so.

Computers are increasingly in play as the day progresses as well.





LISTEN TO MUSIC: Reach fluctuates, but engagement value is consistent across the day

Listen To Music - Weekday

Among The 74% Of Consumers Who Regularly Listen To Music

Top Need States	Get Information Learn Be Entertained	Get Information Learn Be Entertained	Get Information Learn Pass The Time	Get Information Learn Be Entertained				
Top Screens							<u> </u>	
% Reached	22% *	19% Ж	26% **	20% Ж	13% Ж	6% **	22% •	15% ◆
	Early Morning (5am-9am)	Late Morning (9am-12pm)	Afternoon (12pm-5pm)	Early Evening (5pm-8pm)	Evening (8pm-11pm)	Late Night (11pm-5am)	Various Times	All Day Long
Concentration (Top 2 Box %)	37%	40%	36%	47%	58%	50%	35%	51%
Value (Top 2 Box %)	54%	57%	55%	62%	67%	67%	54%	76%

Q3. [Top 2 Box] Think about the time when you said you [ACTIVITY SELECTED AT Q1] the most. How much are you concentrating on it when you [ACTIVITY SELECTED AT Q1]? Base: Selected daypart at Q2.



Q5. Why do you [INSERT ACTIVITY SELECTED AT Q1] on each type of day? Think about the time when you [INSERT ACTIVITY SELECTED AT Q1] the most. Base: Selected daypart at Q2.

Q2a_WeekDayDaypart. Base: Selected activity at Q1.

PERSONAL PRIME TIME: WATCH SHOWS/EPISODES

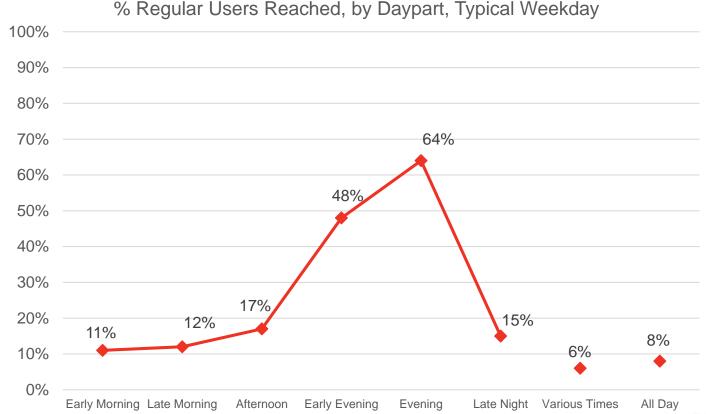


WATCH SHOWS/EPISODES: Reach-only view

The traditional view of Prime Time is focused on Reach – on when the most people are engaged.

75%

of consumers say they regularly watch shows/episodes

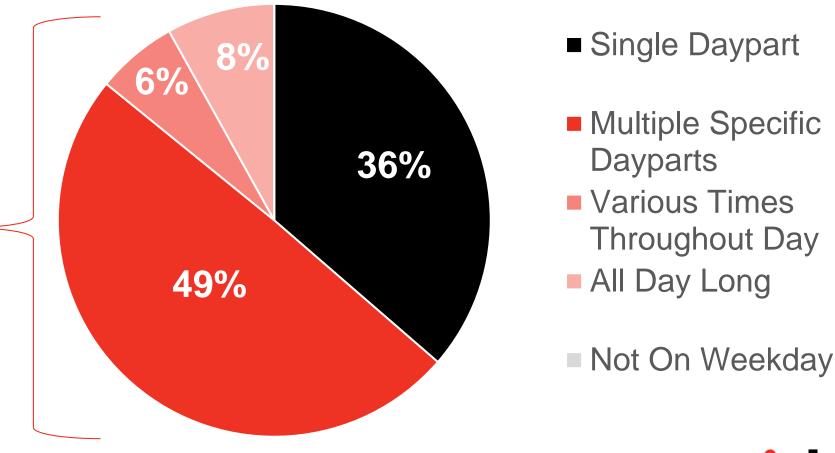


WATCH SHOWS/EPISODES: In reality, consumers engage throughout the day

Number of Dayparts Engaged on Typical Weekday

63%

of consumers who say they regularly watch shows/episodes say they do so multiple times during a typical weekday



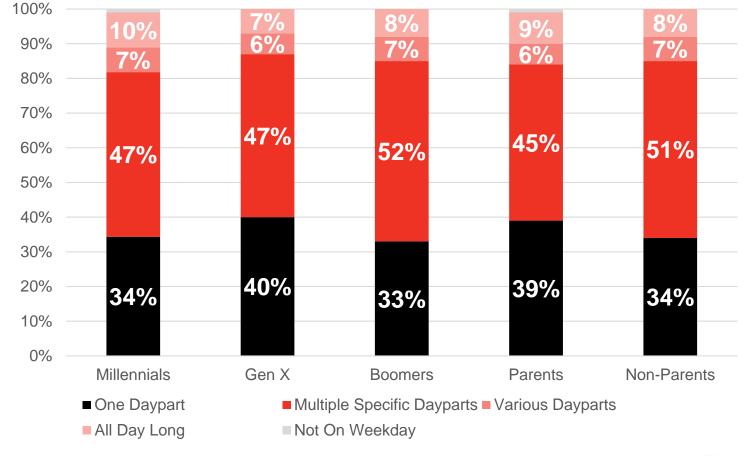




WATCH SHOWS/EPISODES: Multiple engagements are a common pattern

The pattern of multiple engagements per day is **consistent** across generations and parental status

Number of Dayparts Engaged on Typical Weekday





WATCH SHOWS/EPISODES: Need States drive the 'why' for each of these engagements

Early Mornings are about **Get Information**, while in the rest of the day **Be Entertained** dominates. **Learn** and **Get Information** change up the mix throughout the day

	Top Need State	Next 3 Need States			
	% Responding				
Early Morning	Get Information	Be Entertained	Pass The Time	Learn	
Larry Worthing	48%	41%	34%	28%	
Late Morning	Be Entertained	Pass The Time	Get Information	Learn	
Late Morning	66%	38%	28%	22%	
Afternoon	Be Entertained	Pass The Time	Take A Break	Get Information	
Aitemoon	69%	38%	32%	18%	
Early Evening	Be Entertained	Pass The Time	Take A Break	Get Information	
Larry Evering	74%	35%	27%	23%	
Evening	Be Entertained	Pass The Time	Take A Break	Get Information	
Lveillig	83%	34%	27%	15%	
Late Night	Be Entertained	Pass The Time	Take A Break	Get Information	
Late Night	83%	36%	31%	21%	
Various Times	Be Entertained	Pass The Time	Take A Break	Learn	
various rimes	86%	37%	33%	18%	
All Day Long	Be Entertained	Pass The Time	Take A Break	Learn	
All Day Long	80%	59%	27%	25%	

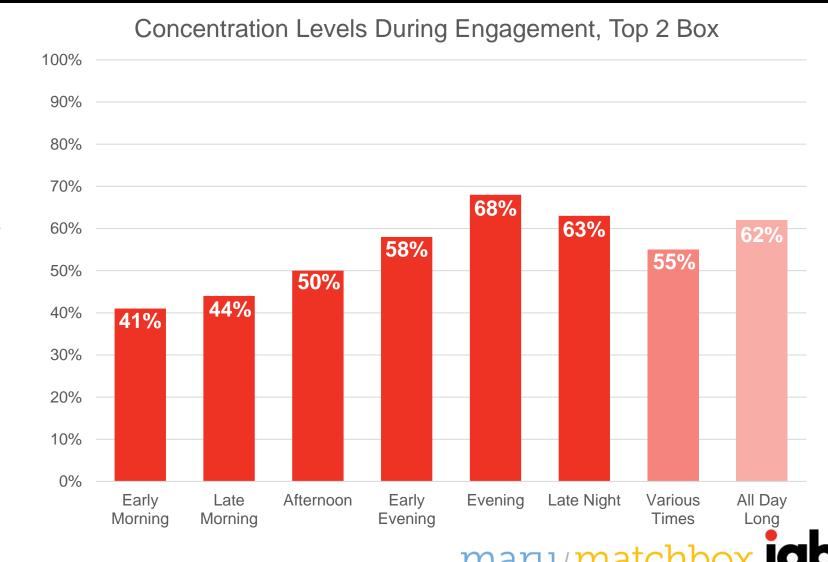


WATCH SHOWS/EPISODES: Consumers invest concentration in each engagement

The level of concentration consumers report paying when watch shows/episodes builds towards evening, but shows strength in multiple dayparts throughout the day

Concentration Scale: 5 = Concentrating A Lot to

1 = Not Really Concentrating On It



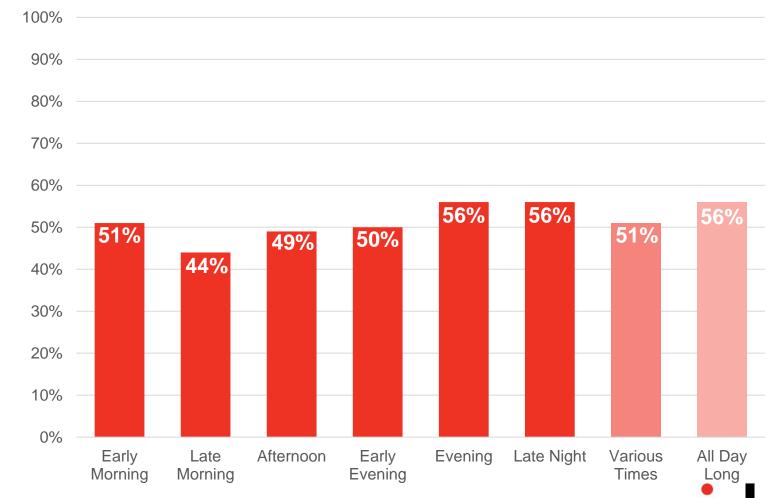
WATCH SHOWS/EPISODES: Engagements create value across day

Though concentration levels build throughout the day, the level of value consumers report feeling when they watch shows/episodes remains largely consistent throughout the day

Value Scale:

5 = Significant Value to 1 = Little Value

Level of Value Engagement Creates, Top 2 Box

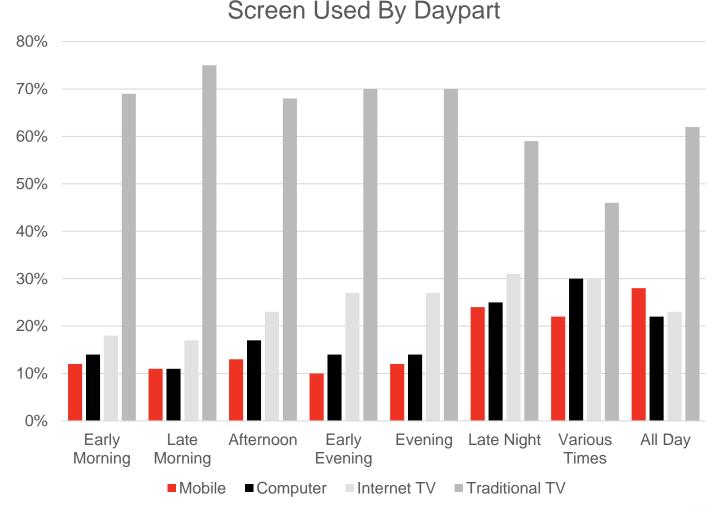






WATCH SHOWS/EPISODES: Traditional TV leads, but all screens are in play

Traditional TV (including cable/satellite, broadcast, live or VOD/DVR) is still the main way the majority of people say they regularly watch shows/episodes, but significant audiences are regularly leveraging digital screens throughout the day as well

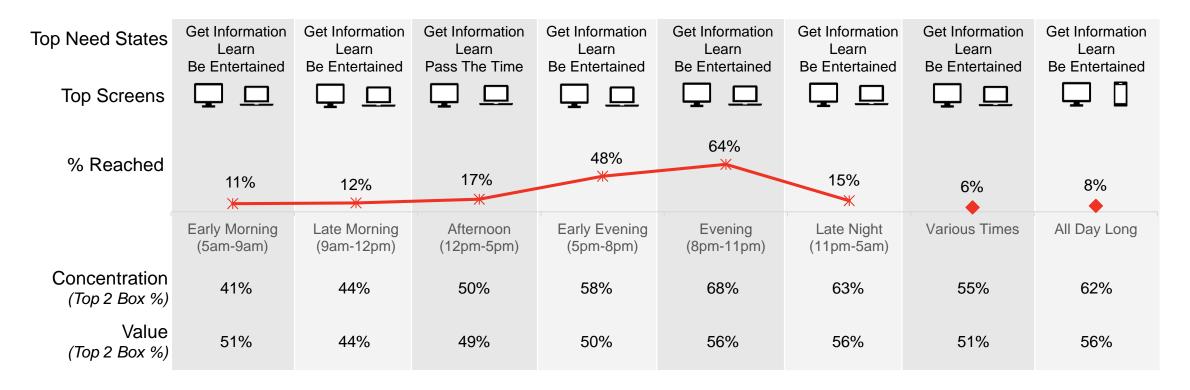




WATCH SHOWS/EPISODES: Reach fluctuates, but engagement value is consistent across the day

Watch Shows/Episodes - Weekday

Among The 75% Of Consumers Who Regularly Watch Shows/Episodes



Q5. Why do you [INSERT ACTIVITY SELECTED AT Q1] on each type of day? Think about the time when you [INSERT ACTIVITY SELECTED AT Q1] the most. Base: Selected daypart at Q2.

Q3. [Top 2 Box] Think about the time when you said you [ACTIVITY SELECTED AT Q1] the most. How much are you concentrating on it when you [ACTIVITY SELECTED AT Q1]? Base: Selected daypart at Q2.



Q2a_WeekDayDaypart. Base: Selected activity at Q1.

PERSONAL PRIME TIME: WATCH SHORT VIDEOS

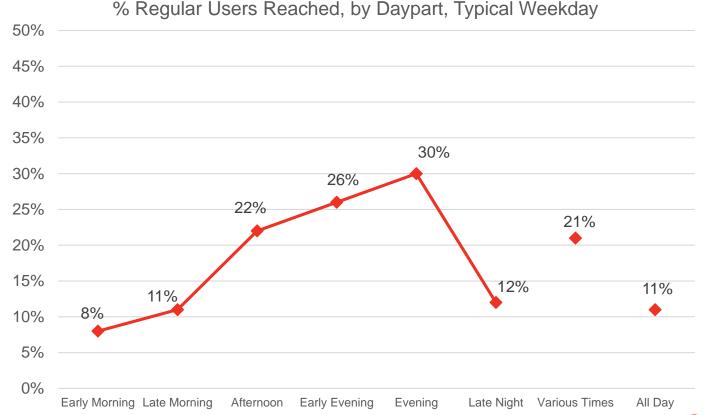


WATCH SHORT VIDEOS: Reach-only view

The traditional view of Prime Time is focused on Reach – on when **the most people** are engaged.

52%

of consumers say they regularly watch short videos

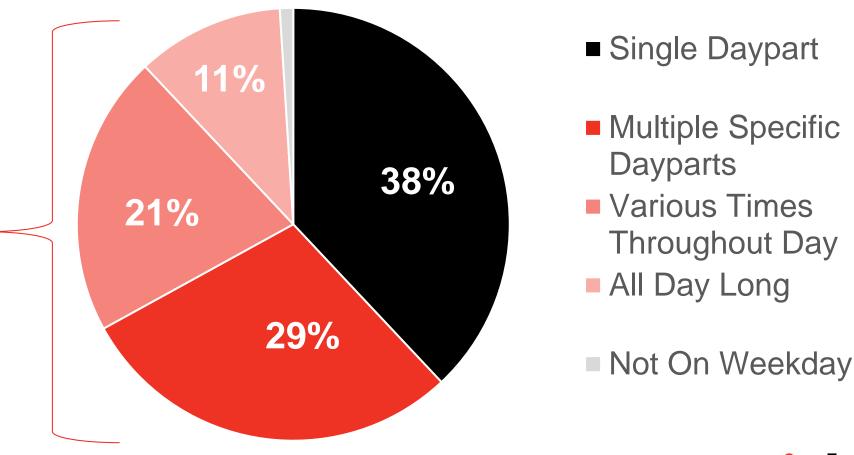


WATCH SHORT VIDEOS: In reality, consumers engage throughout the day

Number of Dayparts Engaged on Typical Weekday



of consumers who say they regularly watch short videos say they do so multiple times during a typical weekday

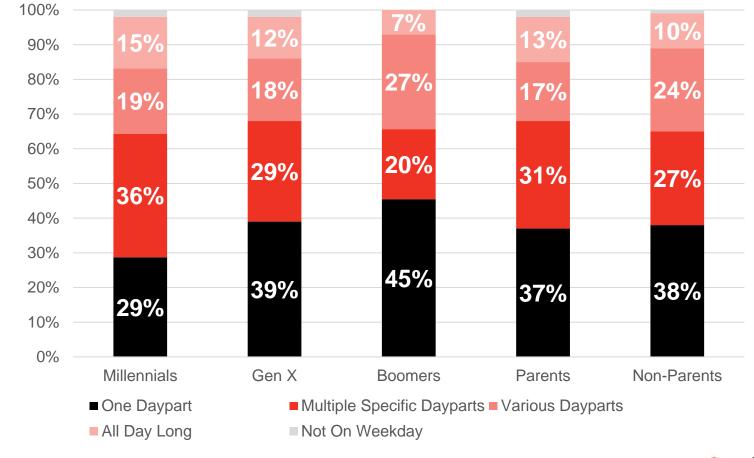




WATCH SHORT VIDEOS: Multiple engagements are a common pattern

The pattern of multiple engagements per day is **consistent** across generations and parental status

Number of Dayparts Engaged on Typical Weekday





WATCH SHORT VIDEOS: Need States drive the 'why' for each of these engagements

Be Entertained is the primary need state for consumers who watch short videos regularly. Pass The Time, Learn, Get Information, and Take A Break all shift the need state mix throughout the day

	Top Need State	Next 3 Need States		
	% Responding			
Early Morning	Be Entertained	Pass The Time	Learn	Take A Break
Larry Worthing	68%	37%	32%	28%
Late Morning	Be Entertained	Learn	Pass The Time	Get Information
Late Worling	73%	36%	34%	33%
Afternoon	Be Entertained	Pass The Time	Learn	Take A Break
Arternoon	74%	38%	32%	32%
Early Evening	Be Entertained	Pass The Time	Take A Break	Learn
Larry Everining	77%	40%	33%	24%
Evening	Be Entertained	Take A Break	Pass The Time	Learn
Lveillig	81%	36%	34%	25%
Late Night	Be Entertained	Pass The Time	Take A Break	Learn
Late Night	81%	40%	34%	29%
Various Times	Be Entertained	Pass The Time	Learn	Take A Break
various rimes	78%	35%	31%	27%
All Day Long	Be Entertained	Pass The Time	Take A Break	Get Information
All Day Long	81%	52%	41%	32%

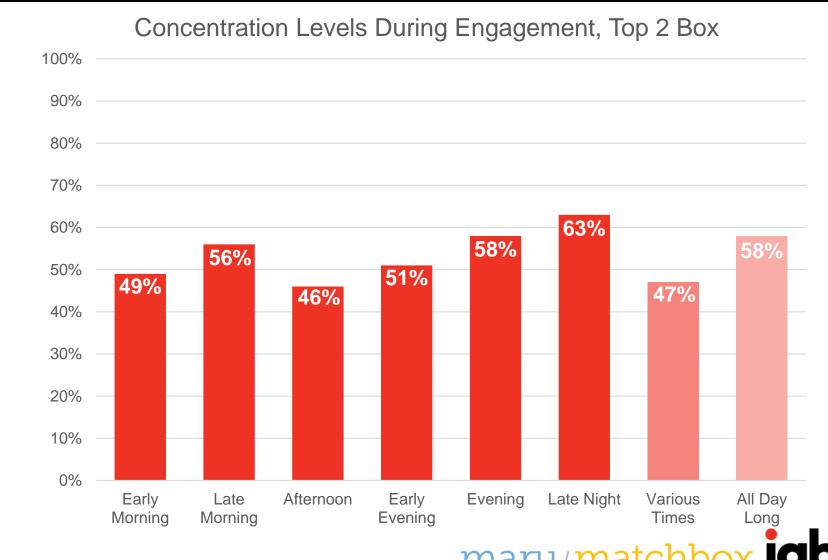


WATCH SHORT VIDEOS: Consumers invest concentration in each engagement

The level of concentration consumers report paying when they watch short videos shows strength throughout the day

Concentration Scale: 5 = Concentrating A Lot to

1 = Not Really Concentrating On It

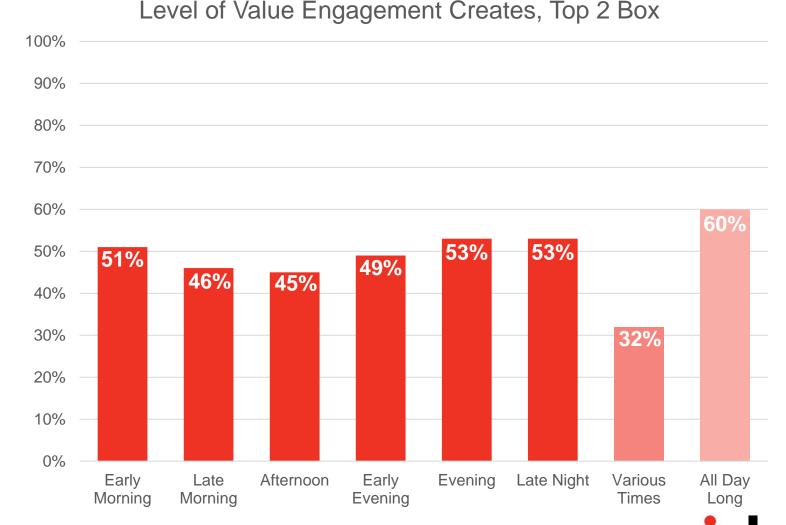


WATCH SHORT VIDEOS: Engagements create value across day

Similarly, the level of value consumers report feeling when they watch short videos remains consistent and solid throughout the day as well

Value Scale:

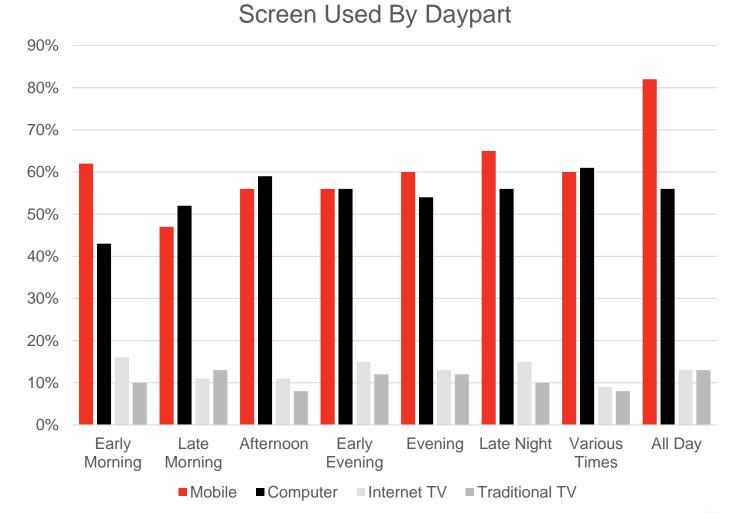
5 = Significant Value to 1 = Little Value





WATCH SHORT VIDEOS: Mobile and Computer screens share duty

Consumers who regularly watch short videos tend to turn to both their Mobile and Computer screens throughout the day, but TVs are an option that is in play as well





WATCH SHORT VIDEOS: Reach fluctuates, but engagement value is consistent across the day

Watch Short Videos - Weekday

Among The 52% Of Consumers Who Regularly Watch Short Videos

Top Need States	Get Information Learn Be Entertained	Get Information Learn Be Entertained	Get Information Learn Pass The Time	Get Information Learn Be Entertained				
Top Screens		ㅁ []	□ []		<u> </u>		므 []	<u> </u>
% Reached	8% *	11% Ж	22% ———————————————————————————————————	26% Ж	30% Ж	12% **	21% •	11% •
	Early Morning (5am-9am)	Late Morning (9am-12pm)	Afternoon (12pm-5pm)	Early Evening (5pm-8pm)	Evening (8pm-11pm)	Late Night (11pm-5am)	Various Times	All Day Long
Concentration (Top 2 Box %)	49%	56%	46%	51%	58%	63%	47%	58%
Value (Top 2 Box %)	51%	46%	45%	49%	53%	53%	32%	60%

Q3. [Top 2 Box] Think about the time when you said you [ACTIVITY SELECTED AT Q1] the most. How much are you concentrating on it when you [ACTIVITY SELECTED AT Q1]? Base: Selected daypart at Q2.



Q5. Why do you [INSERT ACTIVITY SELECTED AT Q1] on each type of day? Think about the time when you [INSERT ACTIVITY SELECTED AT Q1] the most. Base: Selected daypart at Q2.

Q2a_WeekDayDaypart. Base: Selected activity at Q1.

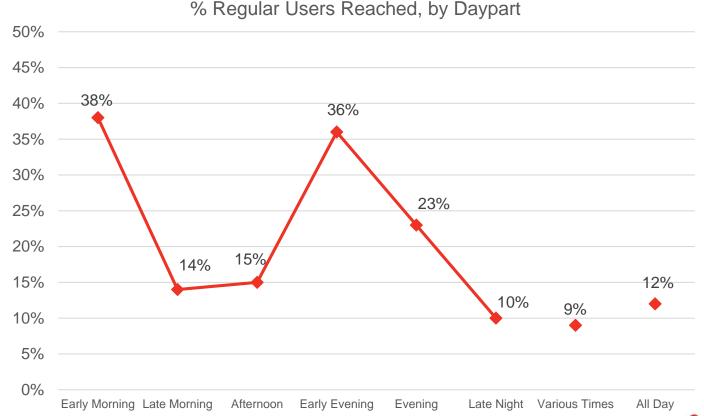
PERSONAL PRIME TIME: CHECK NEWS



CHECK NEWS: Reach-only view

The traditional view of Prime Time is focused on Reach – on when **the most people** are engaged.

76% of consumers say they regularly check news

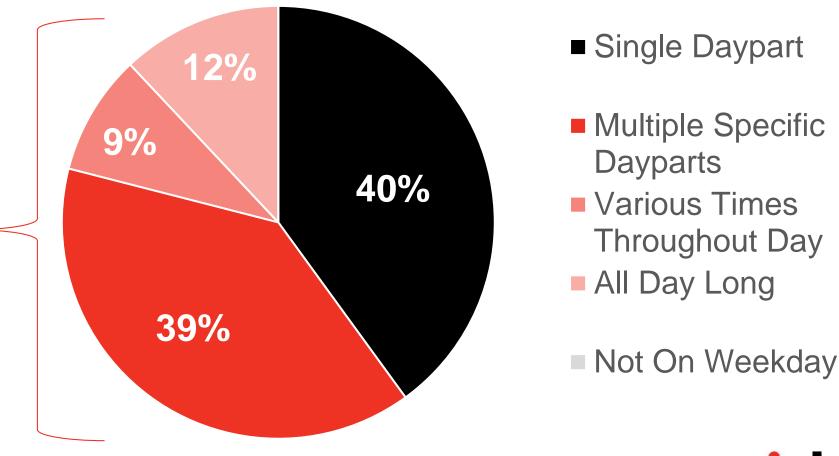


CHECK NEWS: In reality, consumers engage throughout the day

Number of Dayparts Engaged on Typical Weekday



of consumers who say they regularly check news say they do so **multiple times** during a typical weekday

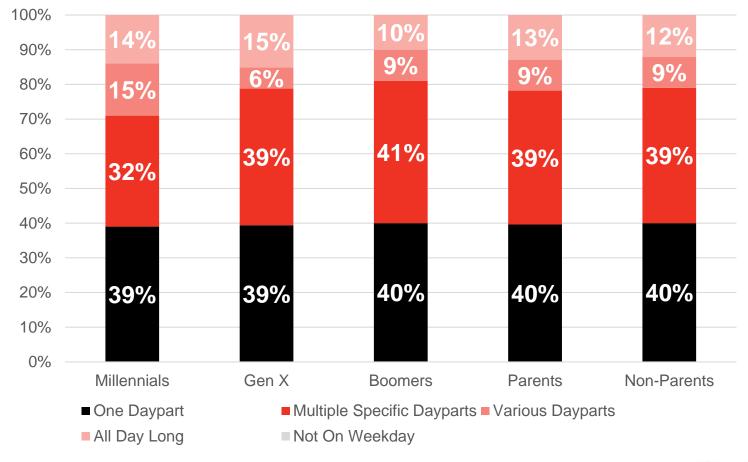




CHECK NEWS: Multiple engagements are a common pattern

The pattern of multiple engagements per day is **consistent** across generations and parental status

Number of Dayparts Engaged on Typical Weekday





CHECK NEWS: Need States drive the 'why' for each of these engagements

While 'Get Information' and 'Learn' are consistent motivators for engaging with news content throughout the day, the specifics of the mix vary across dayparts

	Top Need State	Next 3 Need States		
	% Responding		% Responding	
Early Morning	Get Information	Learn	Be Entertained	Pass The Time
Larry Worthing	81%	55%	9%	9%
Late Morning	Get Information	Learn	Be Entertained	Pass The Time
Late Morning	74%	56%	14%	12%
Afternoon	Get Information	Learn	Pass The Time	Be Entertained
Arternoon	74%	54%	15%	15%
Early Evening	Get Information	Learn	Be Entertained	Pass The Time
Larry Evering	80%	54%	10%	7%
Evening	Get Information	Learn	Be Entertained	Pass The Time
Lveillig	73%	54%	17%	13%
Late Night	Get Information	Learn	Be Entertained	Pass The Time
Late Night	75%	55%	13%	10%
Various Times	Get Information	Learn	Be Entertained	Pass The Time
various riffles	70%	60%	10%	7%
All Day Long	Get Information	Learn	Be Entertained	Pass The Time
All Day Long	81%	66%	21%	18%

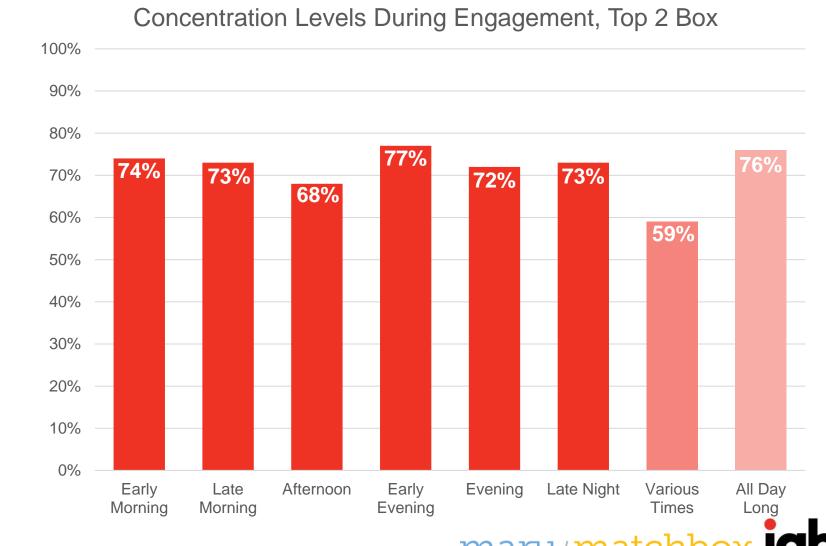


CHECK NEWS: Consumers invest concentration in each engagement

The level of concentration consumers report paying when they check news remains largely consistent throughout the day

Concentration Scale: 5 = Concentrating A Lot to

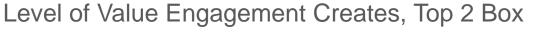
1 = Not Really Concentrating On It

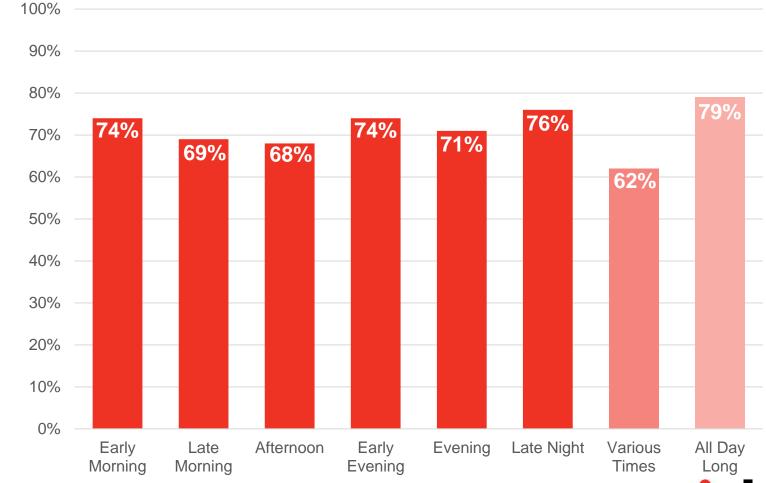


CHECK NEWS: Engagements create value across day

Similarly, the level of value consumers report feeling when they engage with news content remains largely consistent throughout the day

Value Scale: 5 = Significant Value to 1 = Little Value



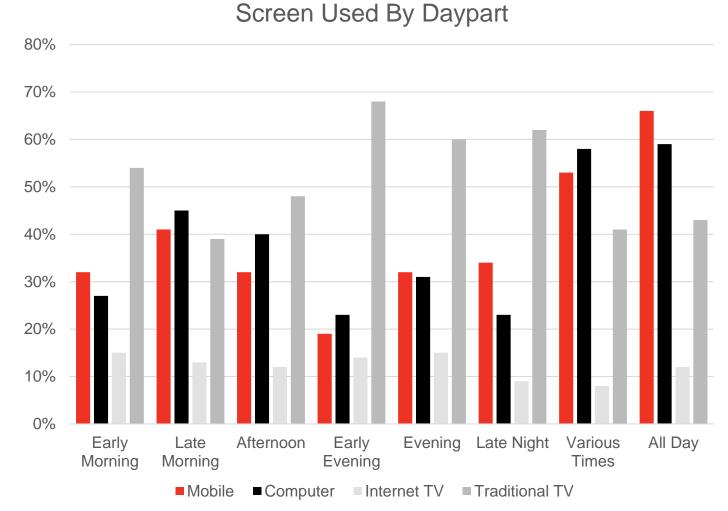






CHECK NEWS: TV, Computer, and Mobile trade the lead, depending on daypart and habit

Consumers who check news regularly use a mix of screens throughout the day -TV at the start and end, **Mobile** and **Computers** during the late morning and afternoon hours. Digital screens (Mobile and Computer) play a larger role for consumers who say they regularly check news all day

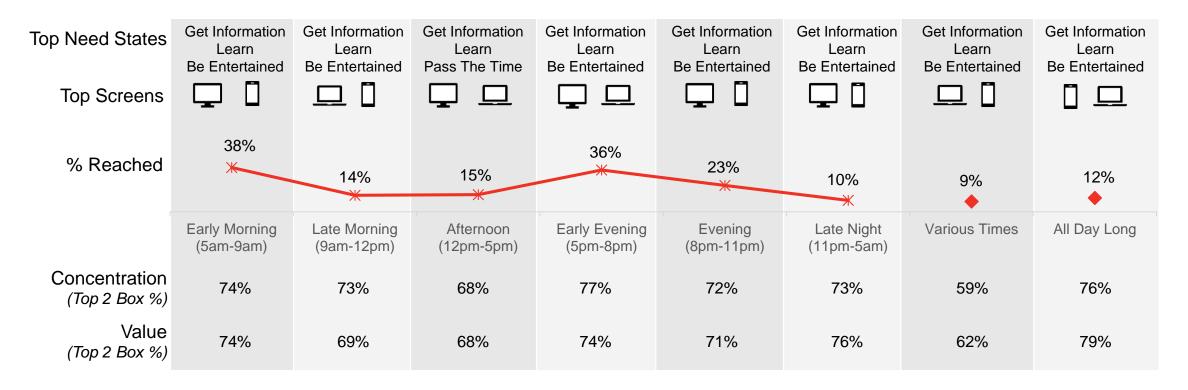




CHECK NEWS: Reach fluctuates, but engagement value is consistent across the day

Checking News- Weekday

Among The 76% Of Consumers Who Regularly Check News



Q5. Why do you [INSERT ACTIVITY SELECTED AT Q1] on each type of day? Think about the time when you [INSERT ACTIVITY SELECTED AT Q1] the most. Base: Selected daypart at Q2.

Q3. [Top 2 Box] Think about the time when you said you [ACTIVITY SELECTED AT Q1] the most. How much are you concentrating on it when you [ACTIVITY SELECTED AT Q1]? Base: Selected daypart at Q2.



Q2a_WeekDayDaypart. Base: Selected activity at Q1.

PERSONAL PRIME TIME: CHECK WEATHER

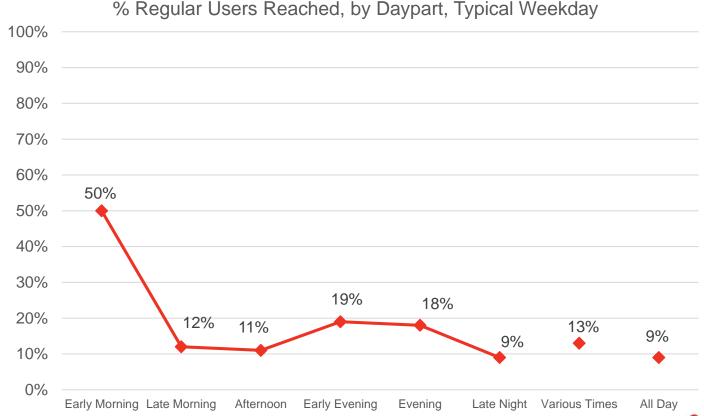


CHECK WEATHER: Reach-only view

The traditional view of Prime Time is focused on Reach – on when **the** most people are engaged.

80%

of consumers say they regularly check weather

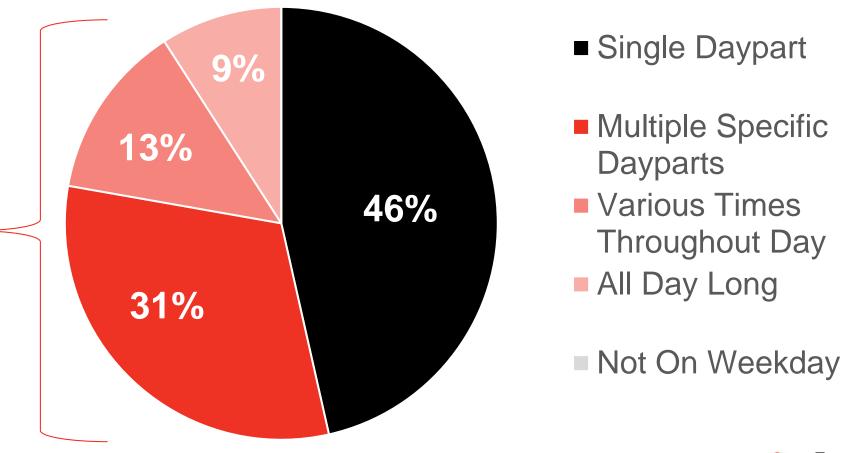


CHECK WEATHER: In reality, consumers engage throughout the day

Number of Dayparts Engaged on Typical Weekday



of consumers who say they regularly check weather say they do so multiple times during a typical weekday

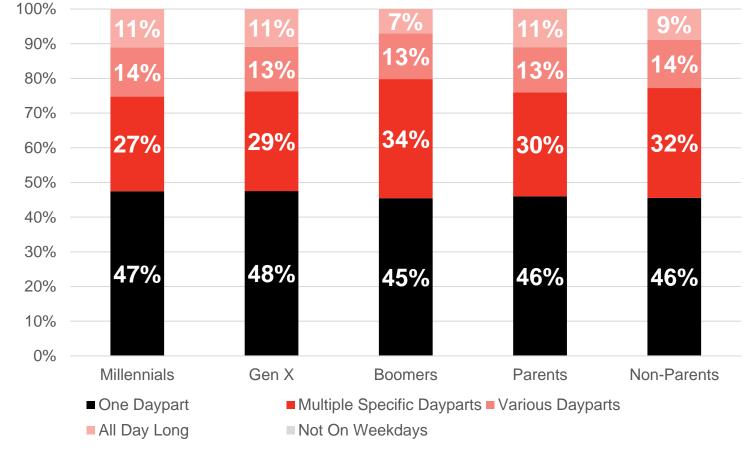




CHECK WEATHER: Multiple engagements are a common pattern

The pattern of multiple engagements per day is **consistent** across generations and parental status

Number of Dayparts Engaged on Typical Weekday





CHECK WEATHER: Need States drive the 'why' for each of these engagements

Get Information, Learn, and Take Care of Self are consistent motivators for engaging with weather content throughout the day. Get Something Done is in the morning mix, while Pass The Time and Connect With Others appear later in the day

	Top Need State % Responding	Next 3 Need States % Responding			
Early Morning	Get Information 87%	Learn 30%	Take Care of Self 9%	Get Something Done 2%	
Late Morning	Get Information 85%	Learn 22%	Take Care of Self 8%	Get Something Done 5%	
Afternoon	Get Information 80%	Learn 30%	Take Care of Self 7%	Get Something Done 5%	
Early Evening	Get Information 83%	Learn 33%	Take Care of Self 8%	Pass The Time 3%	
Evening	Get Information 83%	Learn 30%	Take Care of Self 8%	Pass The Time <i>3%</i>	
Late Night	Get Information 86%	Learn 35%	Take Care of Self 8%	Connect with Others 3%	
Various Times	Get Information 85%	Learn 21%	Take Care of Self 6%	Pass The Time 1%	
All Day Long	Get Information 86%	Learn 32%	Take Care of Self 11%	Pass The Time	

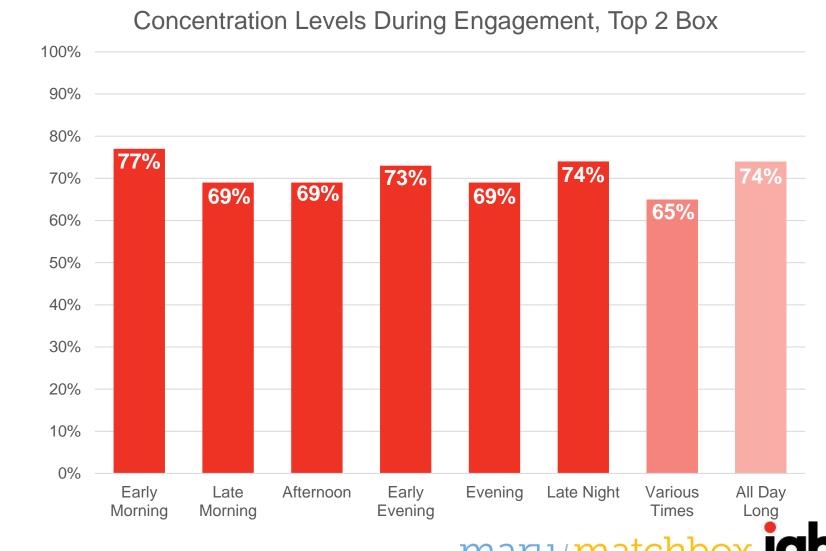


CHECK WEATHER: Consumers invest concentration in each engagement

The level of concentration consumers report paying when they check weather remains largely consistent throughout the day

Concentration Scale: 5 = Concentrating A Lot to

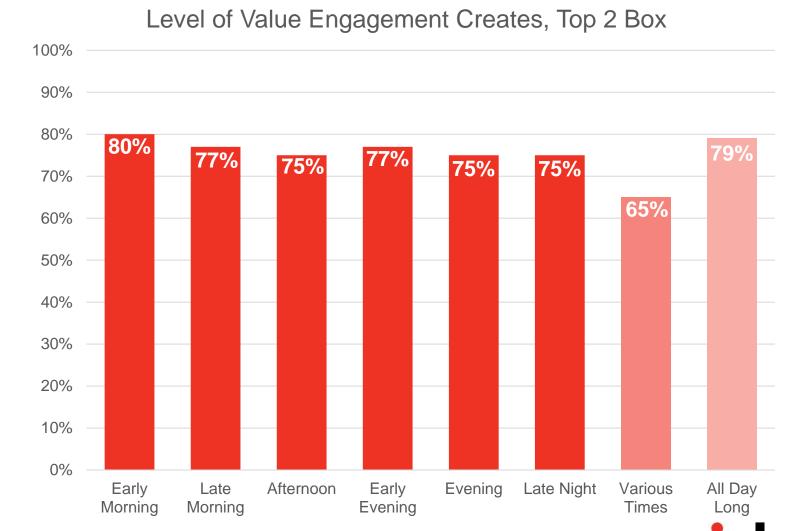
1 = Not Really Concentrating On It



CHECK WEATHER: Engagements create value across day

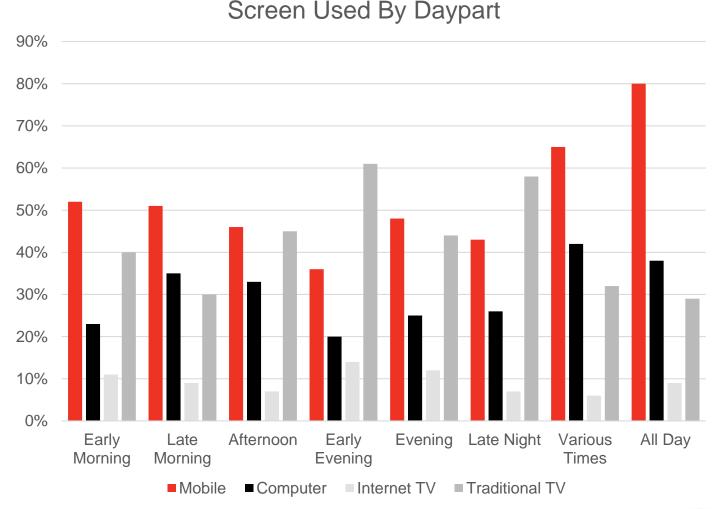
Similarly, the level of value consumers report feeling when they check weather remains largely consistent throughout the day

Value Scale: 5 = Significant Value to 1 = Little Value



CHECK WEATHER: Mobile leads, but multiple screens are in play

Mobile and TV screens are both go-to options for consumers who regularly check weather, but for those who do so all throughout the day, Mobile dominates.

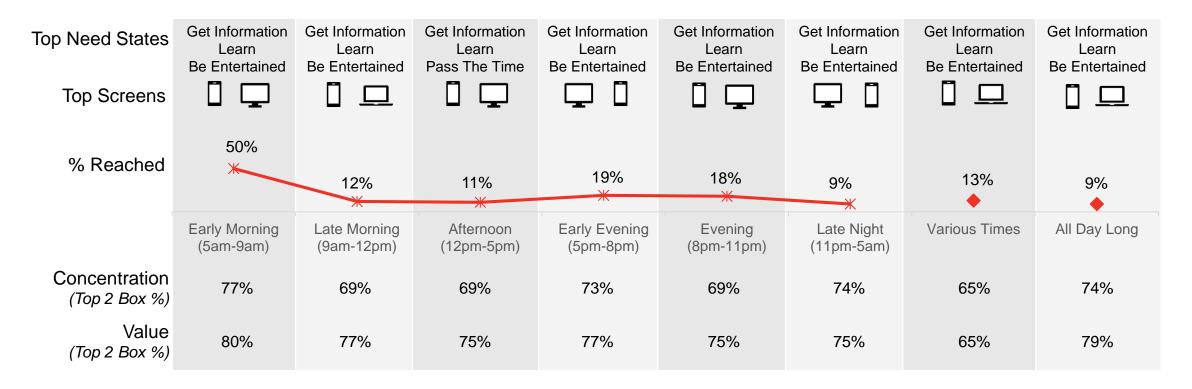




CHECK WEATHER: Reach fluctuates, but engagement value is consistent across the day

Checking Weather - Weekday

Among The 80% Of Consumers Who Regularly Check Weather



Q5. Why do you [INSERT ACTIVITY SELECTED AT Q1] on each type of day? Think about the time when you [INSERT ACTIVITY SELECTED AT Q1] the most. Base: Selected daypart at Q2.

Q3. [Top 2 Box] Think about the time when you said you [ACTIVITY SELECTED AT Q1] the most. How much are you concentrating on it when you [ACTIVITY SELECTED AT Q1]? Base: Selected daypart at Q2.



Q2a_WeekDayDaypart. Base: Selected activity at Q1.

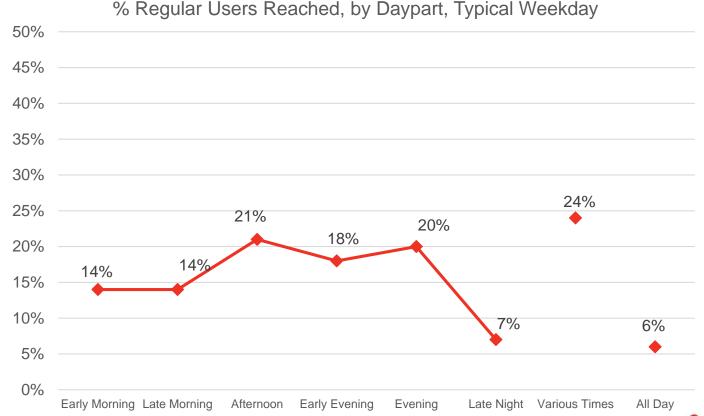
PERSONAL PRIME TIME: LISTEN TO PODCASTS



LISTEN TO PODCASTS: Reach-only view

The traditional view of Prime Time is focused on Reach – on when **the most people** are engaged.

170/o
of consumers say they regularly listen to podcasts

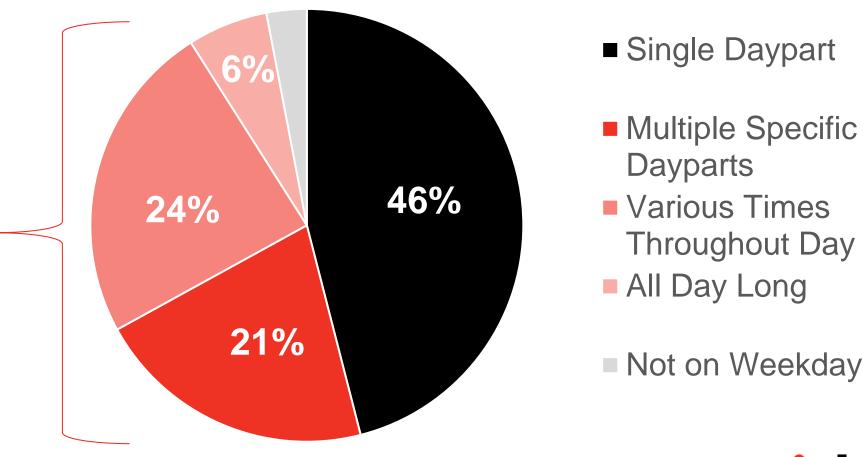


LISTEN TO PODCASTS: In reality, consumers engage throughout the day

Number of Dayparts Engaged on Typical Weekday



of consumers who say they regularly listen to podcasts say they do so multiple times during a typical weekday

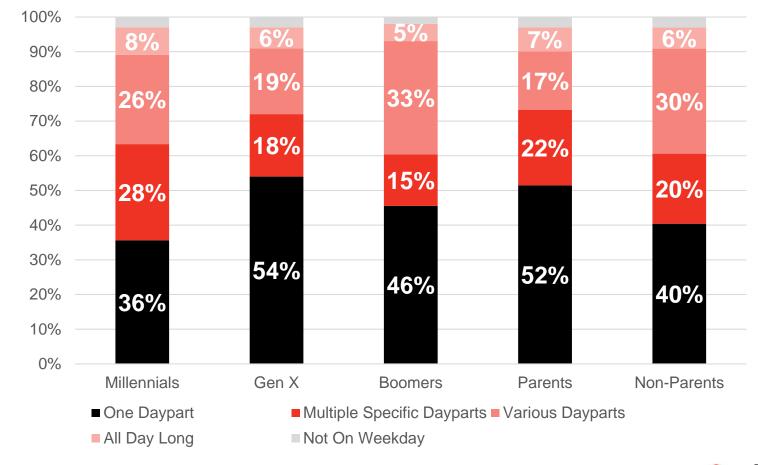




LISTEN TO PODCASTS: Multiple engagements are a common pattern

The pattern of multiple engagements per day is more varied for Podcasts than other media, but significant percentages, if not outright majorities, do so across generations and parental status

Number of Dayparts Engaged on Typical Weekday





LISTEN TO PODCASTS: Need States drive the 'why' for each of these engagements

Learn and Be
Entertained trade the
primary need state spot
throughout the day. Get
Information and Pass
The Time are also in
the need state mix

	Top Need State	Next 3 Need States % Responding			
	% Responding				
Early Morning	Learn	Get Information	Be Entertained	Pass The Time	
Larry Worthing	53%	49%	47%	34%	
Late Morning	Learn	Be Entertained	Get Information	Pass The Time	
Late Morning	60%	60%	40%	32%	
Afternoon	Be Entertained	Learn	Get Information	Pass The Time	
Arternoon	59%	55%	49%	32%	
Faulu Francisco	Be Entertained	Learn	Pass The Time	Get Information	
Early Evening	63%	49%	42%	34%	
Evoning	Be Entertained	Learn	Pass The Time	Get Information	
Evening	60%	49%	32%	26%	
Lata Night	Learn	Be Entertained	Get Information	Pass The Time	
Late Night	58%	58%	50%	25%	
Various Times	Be Entertained	Learn	Pass The Time	Get Information	
various rimes	60%	55%	35%	33%	
All Davidson	Learn	Be Entertained	Get Information	Pass The Time	
All Day Long	62%	62%	57%	52%	

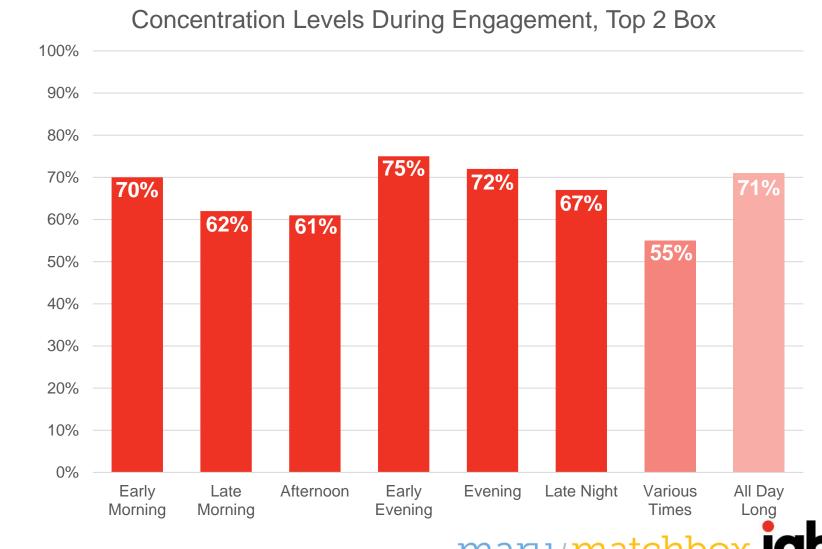


LISTEN TO PODCASTS: Consumers invest concentration in each engagement

The level of concentration consumers report paying when they listen to Podcasts peaks at several points throughout the day

Concentration Scale: 5 = Concentrating A Lot to

1 = Not Really Concentrating On It

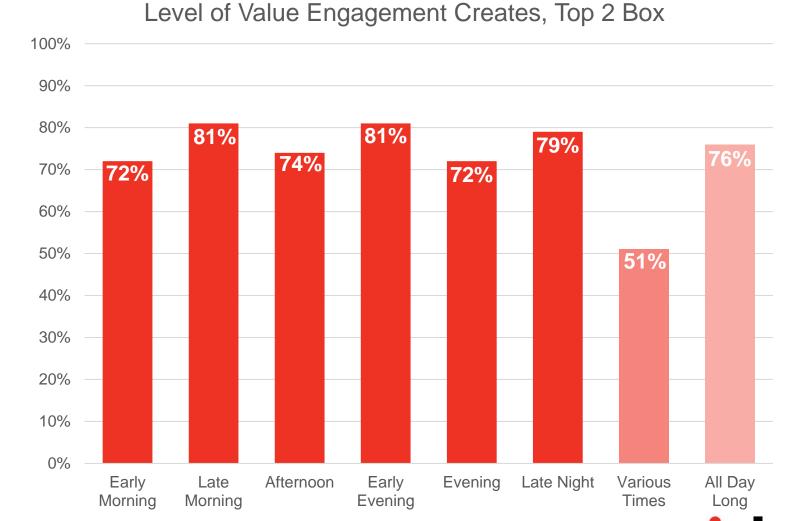


LISTEN TO PODCASTS: Engagements create value across day

The **level of value** consumers report feeling when they listen to podcasts is **consistently** strong, with several peaks throughout the day

Value Scale:

5 = Significant Value to 1 = Little Value

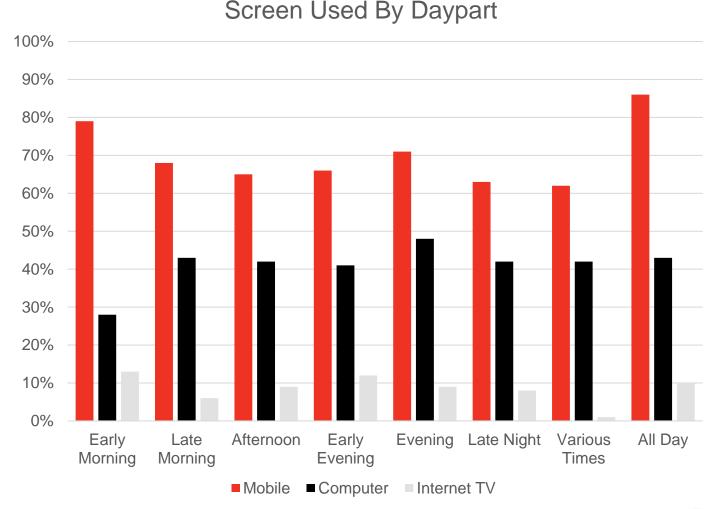






LISTEN TO PODCASTS: Mobile leads, but multiple screens are in play

Mobile dominates podcast listening throughout the day, but Computers and even Internet-Connected TVs also play a role





CHECK NEWS: Reach fluctuates, but engagement value is consistent across the day

Checking News- Weekday

Among The 76% Of Consumers Who Regularly Check News

Top Need States	Get Information Learn Be Entertained	Get Information Learn Be Entertained	Get Information Learn Pass The Time	Get Information Learn Be Entertained				
Top Screens							U <u>L-</u>	
% Reached	14% *	14% **	21% **	18% Ж	20% Ж	7%	24% ◆	6%
	Early Morning (5am-9am)	Late Morning (9am-12pm)	Afternoon (12pm-5pm)	Early Evening (5pm-8pm)	Evening (8pm-11pm)	Late Night (11pm-5am)	Various Times	All Day Long
Concentration (Top 2 Box %)	70%	62%	61%	75%	72%	67%	55%	71%
Value (Top 2 Box %)	72%	81%	74%	81%	72%	79%	51%	76%

Q3. [Top 2 Box] Think about the time when you said you [ACTIVITY SELECTED AT Q1] the most. How much are you concentrating on it when you [ACTIVITY SELECTED AT Q1]? Base: Selected daypart at Q2.



Q5. Why do you [INSERT ACTIVITY SELECTED AT Q1] on each type of day? Think about the time when you [INSERT ACTIVITY SELECTED AT Q1] the most. Base: Selected daypart at Q2.

Q2a_WeekDayDaypart. Base: Selected activity at Q1.

PERSONAL PRIME TIME: Implications for Brands

- Consumers' regular media diets cover a broad range of content, all throughout the day, multiple times a day. This creates multiple opportunities for connection, which can be tuned and sequenced for maximum engagement.
- **Need States** always drive consumer engagement, but they are not one-size-fits-always across media or across time – and this is an opportunity to tap into what moves consumers across content and across the day, for more relevant and valuable engagements.
- Consumers are investing concentration in and deriving value from their media experiences all throughout the day – there is no down-time, and there are no 'throwaway' engagements. For brands, this means that opportunities for connection with consumers exist every time they engage with media. Leverage consumers' persistent concentration to bring additional value to these engagements.
- Be aware of **which screens** are in play at **what times**, and tailor content to unlock each screen's potential when it's the consumer's choice. Mobile devices are of particular importance across all content verticals and dayparts. maru/matchbox ic

Thank You

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