



# Advertising in a mobile environment

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## Advertisement via the mobile phone.



- not so new as you would think.
- very technology based :
  - intelligent networks
  - freecalls on prepaid tariff plans
  - sms
  - WAP
- why advertising ?

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## Mobile Internet : an opportunity for mobile ads ?



- a new promising technology
- the word “internet” brings the opportunity to a series of new applications
- business : Forrester Research predicts mobile ads could account for 18.2% of on-line ad budgets by 2005, amounting to \$4.8 billion
- operators looking for new revenues to finance the “mobile data” technology programs

# The larger context for the mobile operator.

delivering life services  
to “our” customers :

- \* life services
- \* multi-device
- \* customer experience



## The mobile operator : a new distribution channel

- with a penetration rate of mobile phones of **> 50% in various countries**

a **new distribution channel** to the customer is born :

**the mobile operator**

- USPs of this distribution channel
  - everywhere & at any time availability
  - personal, intelligent, interactive device
  - future USPs can be :  
billing, security, location detection, ...



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## Current examples : using the “pull” mechanism.

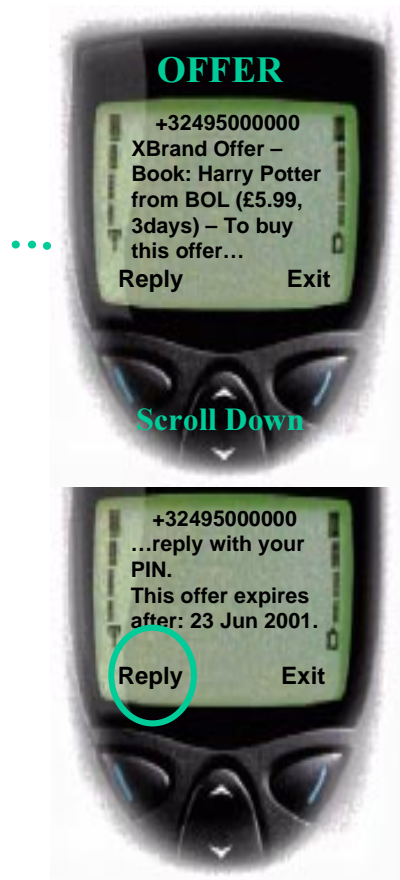


example source : Wireless

- the advertisement is being showed automatically during a „session“ started by the user. The ad might target „image support“ or a „call to action“
- examples
  - freecalls on prepaid tariff-plans
  - publicity on WAP portals
- „call to action“ might be :
  - click-thru, call-thru, ...
- the technology will offer new possibilities :
  - GPRS - UMTS will provide more bandwidth
  - handset evolution



## Current examples : using the “push” mechanism.



- the advertisement is being pushed to the users handset based on a trigger/event trying to create an immediate „call to action“
- examples
  - UK shopping center example
  - sponsored SMS
  - SMS promotion campaigns
- the technology will offer new possibilities :
  - e.g. WAP push

SMS example source : “Digital Rum”

## Issues.

- technological :

- no infrastructure - no standards - overhyping technology
- no decent devices to display ads & very cumbersome interfaces for interactive response - each device is different

- business :

- no discussion between the various players

Opt-in mechanisms to be applied - „pricing“/business cases - „who owns the customer“ - usage of location information



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## Issues.

### More IMPORTANT !!!

- customer :
  - privacy issues are higher in the wireless world, especially with the introduction of location based services
  - how much advertisement can the customer support ?
  - who will support the customer ?



**So :**



**Let's talk**

**to avoid damage to**

**the brand of**

**the operator & the advertiser**

