

Agenda

- Introduction
- Client reference
- Today's program
- Tomorrow's opportunity
- How we work with you



The Opportunity

Drive significantly greater revenue by increasing the velocity and relevance of every interaction between Activision and gamers with a focus on efficiency and flawless execution.

Opportunity





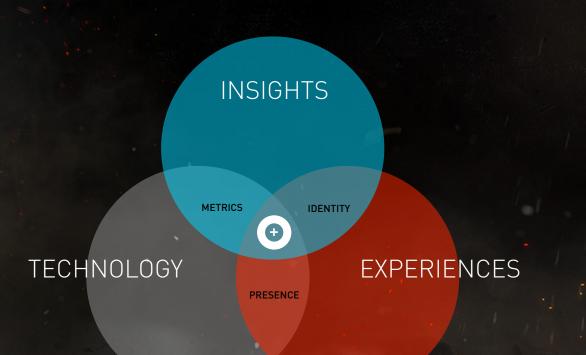
Personalization Options

\$500

User Spend

\$25 Billion

Revenue



\$66M Revenue

2 Quadrillion

Personalization possibilities

335% ROI

WE WERE BUILT TO UNLOCK AND ACTIVATE HUMAN BEHAVIOR

Intelligence + Technology + Experiences + Lifecycle Marketing

At a Glance

NINE **GLOBAL OFFICES**





OVER 1,200 EMPLOYEES



PUBLICIS

One of the Largest Communications Groups Worldwide

49,000 Employees

Global Presence in 104 Countries

FOUR INDUSTRY VERTICALS



TECHNOLOGY & TELCO



HEALTHCARE



FINANCIAL **SERVICES**



CONSUMER **PRODUCTS** & RETAIL

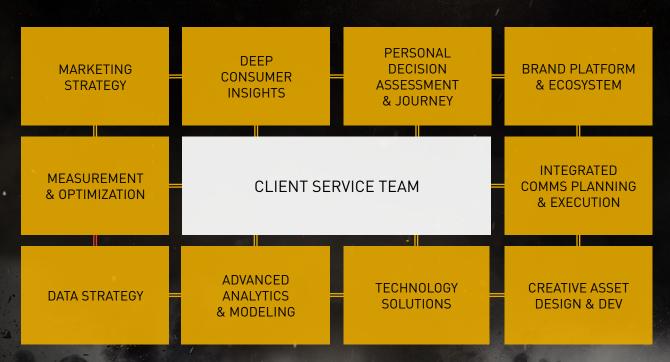
TOP 10 AGENCY

Ad Age US Digital Agencies/ Forrester "Strong Performer":

- Global Commerce
- Customer Engagement Agency
- Search
- Mobile Marketing

Rosetta's Engagement Capabilities

Our capabilities are harnessed and orchestrated with one goal—to identify, engage and activate our clients' best customers.



Representative Clients





























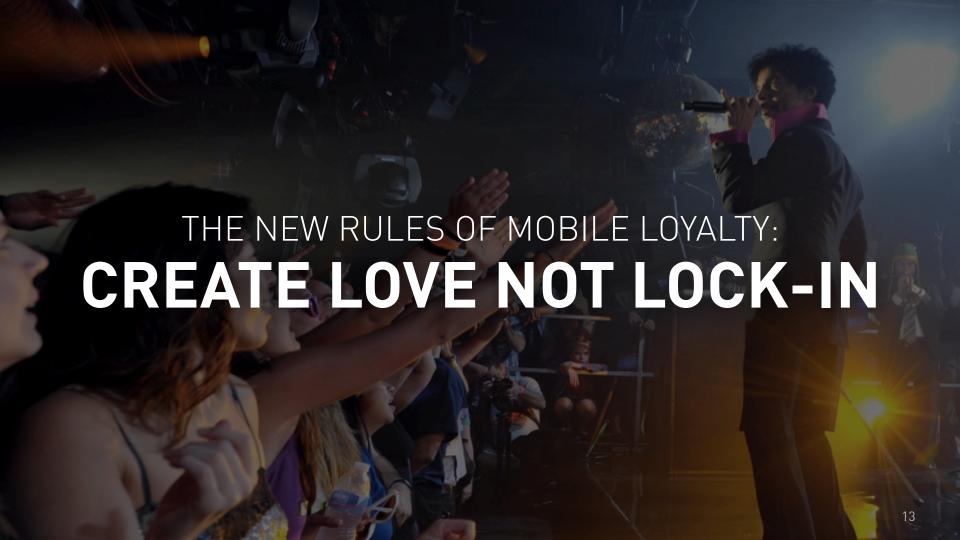




CLIENT REFERENCE

SAMSUNG

The Next Big Thing Is Here™



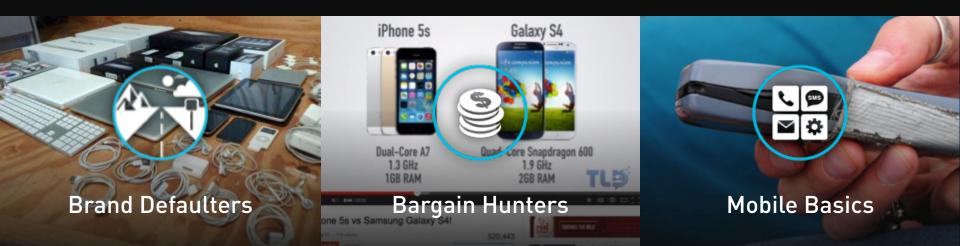
RESULTS



20% IMPROVEMENT IN RETENTION



SIX STATISTICALLY UNIQUE PERSONALITIES



L&R vision

SAMSUNG L&R PROGRAM

CREATE LOVE AMONG SAMSUNG OWNERS (AND CREATE ENVY AMONG NON-OWNERS),
THROUGH A PERSONALIZED LOYALTY PLATFORM

SENEFITS

REWARDS

GENERATE DELIGHTFUL AND UNEXPECTED
MOMENTS SIMPLY BY BEING A SAMSUNG OWNER

KNOWLEDGE

CREATE AND DELIVER COMPELLING CONTENT THAT SAMSUNG OWNERS LOOK FORWARD TO RECEIVING

FUELED AND POWERED THROUGH

INFRASTRUCTURE

INSIGHT & MEASUREMENT

TECHNOLOGY & PLATFORMS

DELIVERY CHANNELS

OWNERS JOURNEY

		100	White is			T Y											14.25	
LIFECYCLE PHASE	\geq	ONBOARDING				LOYALTY				RETENTION								
KEY EMOTIONAL	1. Reinford	. Reinforcement that I made the right decision 1. Feeling that my device is keep up with/enhancing life						1. Wanting something different/better than what I have now										
NEEDS	NEEDS 2. Ability to share excitement a				about my new phone				2. Comfort that something better hasn't come out since purchase				2. Knowledge that upgrading doesn't have to be difficult					
	CONTRACTOR AND CONTRACTOR OF THE PARTY OF TH					3. Ability to connect with a community of similar people				3. Justification to replace something that might work today								
	MARKET AND THE STREET OF THE STREET					4. Ability to share expertise about my device with others				The second secon								
						5. Ability to share passion for brands I like with others												
KEY MOMENTS OF TRUTH	Opening box	Turning on phone for first time	Registering the phone	Transferring content to phone	Doing what I used to on old phone	Downloading new content	Learning new functionality	Using phone in daily life	Becoming an expert with device	Experiencing issue(s) with device	Telling others about my phone	Interacting with STA brand	New phone released in market	Phone breaks beyond repair	Becoming eligible for an upgrade	Deciding which phone to purchase	Purchasing new phone	Getting rid of old phone
KEY PROGRAM	1. Reduce	phone retur	ns		* -, YY	11.	1	1. Maintair	n phone satis	faction	4-256	1800	175	1. Maintain	brand STA rela	tionship		
GOALS	GOALS 2. Drive program registrations				2. Build strong STA brand relationship				2. Drive STA purchase									
	3. Establish phone satisfaction					3. Drive advocacy												
EMAIL	11-11		~	~	~	~	~		~			~	~		V	~		~
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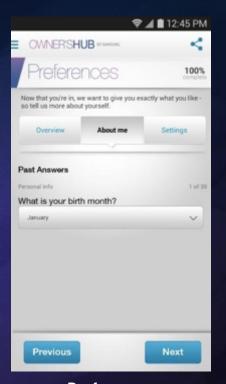
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OWNER'S HUB 7.0 | CORE SCREENS









Home Screen

Learn

Rewards

Preferences

BETTER CATER TO OWNERS' NEEDS

The Owner's Hub mobile app is the key that unlocks exclusive rewards at events. Driving "membership" with this app allows us to turn the corner in building a direct, personalized relationship, rooted in rich Owner insights.

More Owner's Hub registrants bring rich insights that allow us to personalize the mobile experience, catering to Owners' needs in meaningful ways.

Name @

- Email
- Device / carrier
- Zip or D.O.B.



OWNER'S HUB MEMBER

- Registration data, plus
 - Music preferences
 - App preferences
- General interests
- Video content preferences
- Gender
- Birth date
- Facebook ID
- GPS location (for personalized rewards)
- 15 Additional data points

OWNERS HUB MOBILE APP: REWARD EXPERIENCE



Samsung Owners enter the AEG venue and discover TecTile signage. Tapping on this sign gives Owners exclusive access to rewards and prizing.

Pick a Reward

You're in! Pick one of the rewards below. But remember, you can only have one, so choose wisely.

Reward 1

Reward 2

Reward 3

Reward 4







PICASSO BABY

put want a Picasso / In my Casa / No, my castle / I'm a hassa / No I'm an / I'm never satisfied / Carl timoth my hostle / I warna flotton / No warna brothel / No / I want a wite that "we like a prostitute / Lets make one a million / In a duty hostle / With the ban on the ceiling / All for the love of drug dealing / Natris from: / Gold ceilings / On what a leviling / Twell it want a billion / Jett Konen ballions: / I just warna blow up / Condox in my condox warna tree of / Onthly's with my million / Lies the MOMA / Bacons and



GET YOUR COPY OF MAGNA CARTA HOLY GRAIL NOW. BRACE YOURSELF, THE LINK EXPIRES AFTER ONE USE.

DOWNLOAD THE ALBUM

MAGNA CARTA HOLY GRAIL

M HEAVEN

ed you have been to become if these you over soon the gates if Hose you have down to your highways



™ VERSUS

sacks _____ / Where ever you are / I thought about ya fool / While I was

under if you tools / Realize how far / You are / You're no where in my rear

Flast shit aint better / Than my first / Your best / Aint befter than

-//

IN THE STUDIO



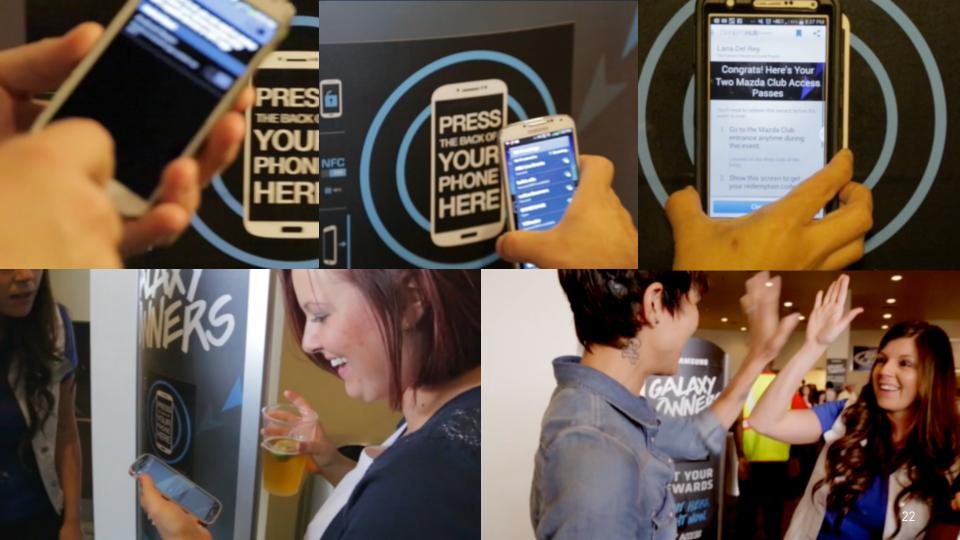
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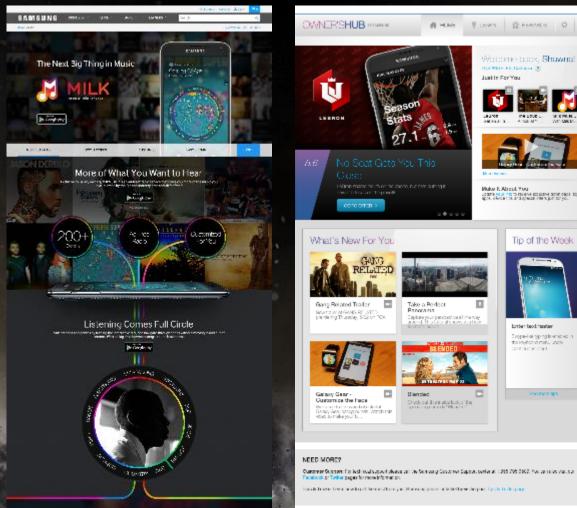






TOM FO





Personalize Your Listening Experience

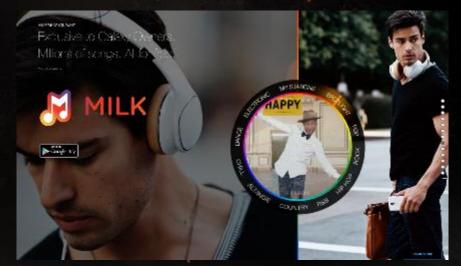




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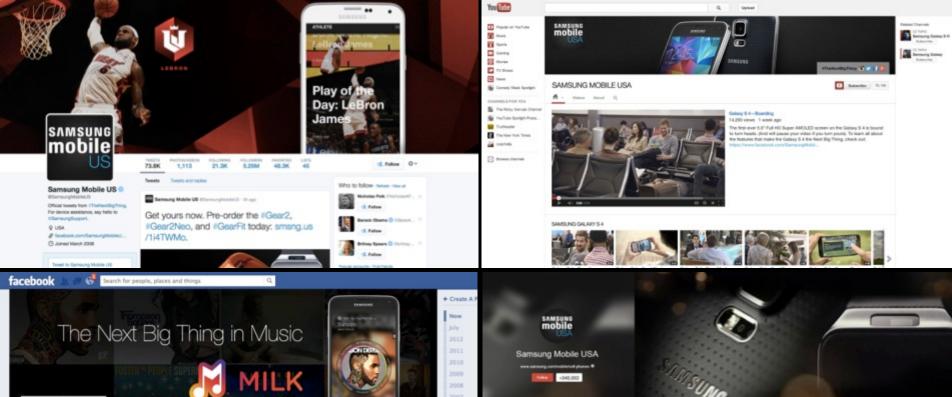






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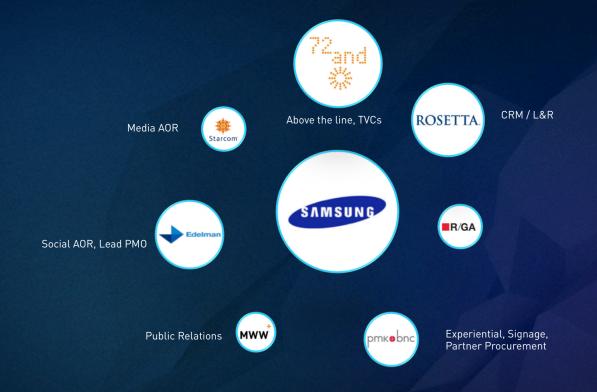


Samoung Mobile USA





PARTNERS FOR A 360° SAMSUNG BRAND EXPERIENCE



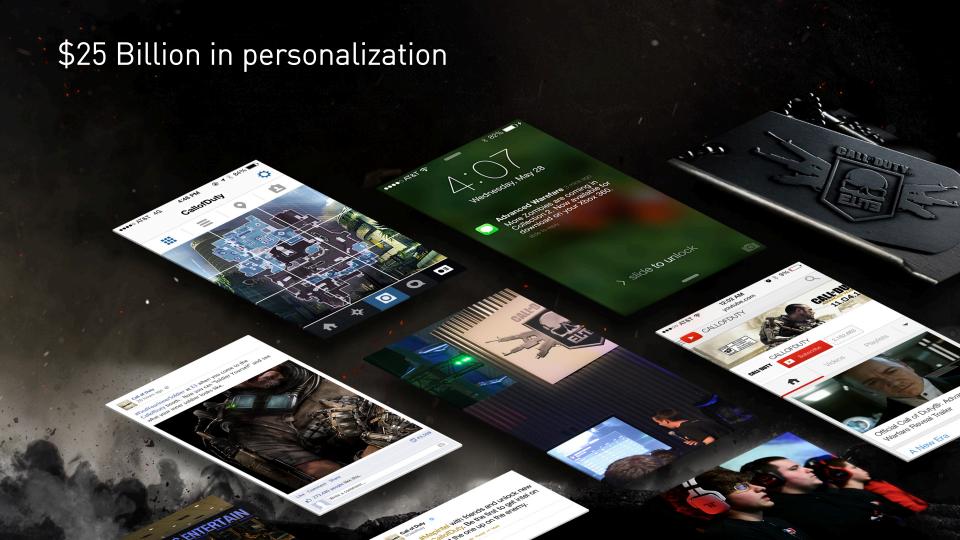


Purposeful Email Creative

Insightful Ideas + Beautiful Technology + Pixel Perfect Execution = Measurable Results



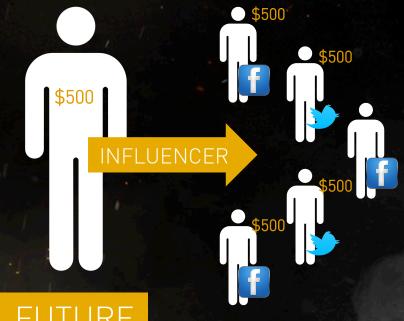




Insights



Gamer Profile Gameplay



Gamer Profile Gameplay

- + Value
- + Influence

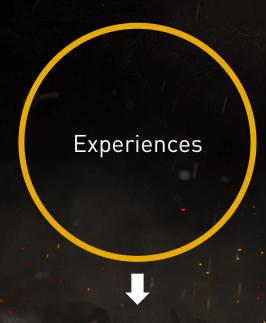
Extending the platform: illustrative ideas

Business Impact	Activation
Sales Increase catalog sales	 Targeted media to non-current gamers based on high value, high skill and influencers gamers with accolades and offers to pre-purchase game, highlighting features based on previous gameplay Social amplification of accolades with targeted achievements, endorsements and recognition targeted with relevant modes and skill level Personal pre-sale offers to BOII players with high value and high influence distributed through media with in game redemption (e.g. MTX)
Adoption Increase SP and DLC adoption	 Personal incentives to high gamer influencers to pre-purchase season pass and DLC based on previous gameplay Social amplification of achievements and accolades within DLC pushed through influencers Advocate networks to purchase through social amplification of gameplay
Value Drive MTX value	 Establish high value/volume purchasers and create opportunities to engage and purchase through alternative channels (amazon hashtags, app) Create personal MTX offers and amplify through social media Create triggered communications based on gamer lifecycle to offer MTX item at moment of need, e.g. churn reduction in channel where they are active – e.g. mobile, social

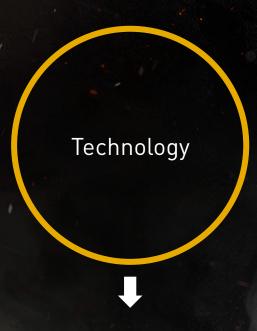
Leveraging your platform for greater impact



Deepen and embed gamer insights informing every interaction, optimized across channels and over time



Seamless, integrated and mapped to the full customer journey



Platform for efficient execution

Continuity and Efficiency

- Centralized consumer insights to inform every campaign through AW launch and beyond: targeting, content, timing, optimization
- Transfer key learnings across channels driving continual optimization
- Leverage existing technology and data capability
- Create cross-channel measurement and optimization model

Roadmap

Cross-channel insights, planning, personalization expansion and activation

Sep

Oct

- Launch insight aggregation and planning
- Optimize proven campaigns (efficiency and impact)

Aug

- Expand personalization to all email and test cross-channel personalization
- Flawless delivery

Jul

Rapid execution, learn, insight, apply and scale

Dec

Jan

- Scale personalization based on insights gained
- SP and DLC cross-channel execution

Nov

- Immediate insight generation and sharing
- 2015 Planning commencing December

Planning and execution of fully personalized experiences across channels

Mar

Feb



Baseline SOW Email Strategy, Planning and Creative

Our Objective

Increase the impact, scale and efficiency of our email marketing program....

Our Approach

- 1. Insight based planning
- 2. Stunningly impactful creative
- 3. Flawless execution

Insight based planning

Our Focus

- Create a new communications platform which leverages and extends proven impact
- Expand personalization
- Increase leverage of platforms and tools
- Build innovation
- Integrate
- Continual optimization

Stunningly impactful creative

Our Focus

- Meaningful connection of CoD brand to individual gamers
- Innovative design
- UX optimization
- Efficient development

Flawless execution

Our Focus

- Process optimization
- Efficient delivery
- Rapid turn around
- Partner integration and collaboration

Campaign ideas....

- Personalize DLC and M-Trans communications
- Extend/retain weekly engagement
- Live welcome and onboarding program e.g. season pass, DLC etc
- Extend life of conversion
- Automated trigger campaigns for key events including new gamers, season pass

Our Teams

Leadership Team

Grant McDougall

Alexander Ouvaroff

Kathy Battle

Tod Rathbone

Lars Bastholm

Dave Maharaj

Jonathan Anastas

Eric Lynch

Consumer Touch-points team

ACCOUNT/PROJECT MANAGEMENT

Shawna Jackson/Francesca Forgach

Isabella Kanjanapangka

Matt Benson

Tracy Corbin

CREATIVE

Amanda Lewis

Victor Hwang

Carlos Zuniga

COMMUNICATIONS PLANNING

Cale Thompson

Kari Hiscox

Analytics/Tech/Data Services

EMAIL OPERATIONS

Bobby Byrne

Sarah Siracusa

Alicia Davidson

TECH/DATA/QA

Anthony Mclin

Marissa Wolfson

Mike Bleske

Kit Gautier

Julius Lai

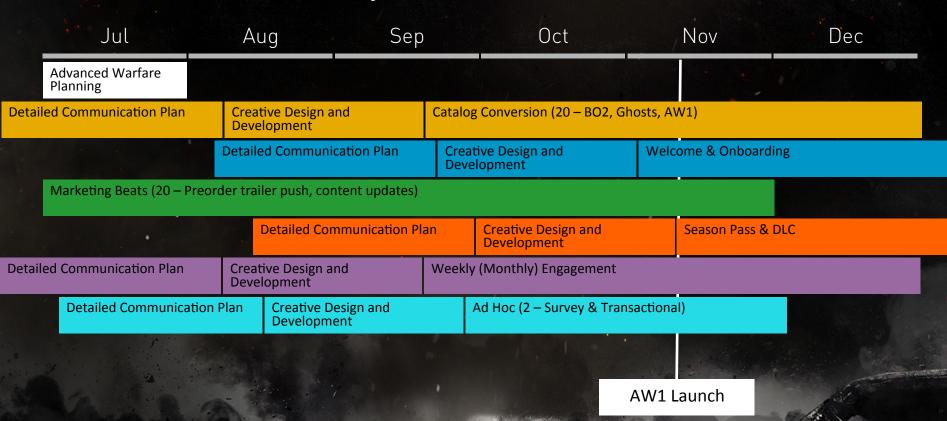
Chris Bailey

Mae Coughlin

Irfran Ranmal

Darryl Kanouse

Q3/4 Baseline Activity



^{*} Includes ENFIGS. If split out, multiple x 5 for each stream (i.e. 250 – 350+ for Q3/4)



Detailed Process

Initiate	Discover & Define	Design	Develop	Deploy	Diagnose
Program Briefing	Objectives & Metrics for Success	Customer based model development (if required)	User flows	Manage quality assurance and user acceptance testing for new system and related integrations	Evolving behavioral and profile analysis
SOW Development	Behavioral Analysis	Creative asset design	Construct logical and physical data models	Deploy and manage	Evolution of models and target insights
	Communication Plan	Functional requirements	Production and execution of all creative deliverables	Manage partner fulfillment as required	Revise assets based on optimization recommendations
	Data integration and infrastructure requirements	Data plan	List generation	Complete monitoring of QA and performance	Generate pulse, campaign and QBR reporting
19.76	Measurement and Learning plan	Specify population architecture (ETL, direct feeds, logging, error handling)	Business rule creation	Complete testing execution	Generate optimization recommendations
	Business Requirements	Tagging requirements	Configure, or optimize Client templates, workflows and marketing objects within the application		Communicate results and program evolution recommendations
	Project Brief & Briefing		Create previously defined user Management and Work-team business rules in the application		
			Analytics tool configuration		
4			Reporting dashboard template creation	91 7 1 1	
Maria.			Develop campaign processes against new system		CAL