

Interactive online marketing development analysis

Oct 26, 2007

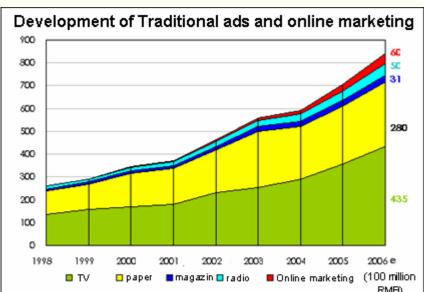
Overview



- ☐ China online marketing status quo
- New trends of China online marketing
- ☐ Features and trends of WEB2.0 marketing
- □ Cases

China online advertising is in a "Golden Era"



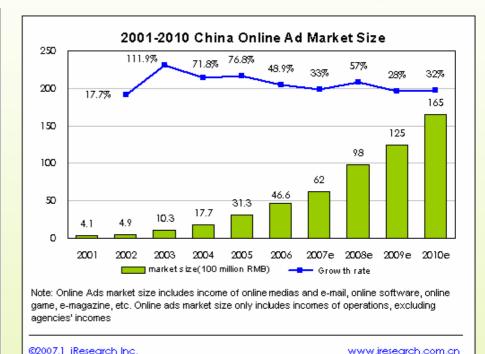


Note: Online Ads market size includes income of online medias and e-mail, online software, online game, e-magazine, etc. Online ads market size only includes income of operations, excluding agencies' incomes

Sourc: income of traditional medias got from state administration for industry & commerce; Incoem of online ads got from research results of iResearch

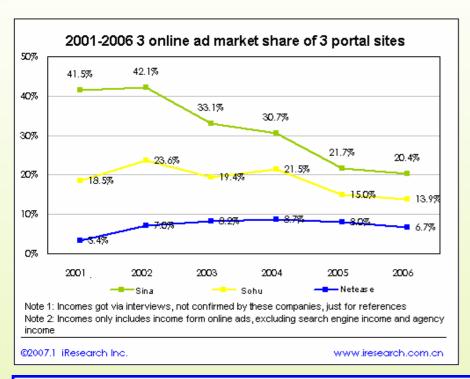
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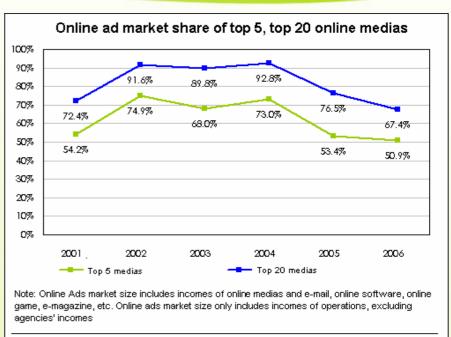
Online media exceeded radio and magazine to become the third largest marketing platform



Continued rapid growth makes eyecatching performance among all kinds of media

Online ad market less concentrate describ





Income of 3 traditional portals increased but the market share declined

- Although the income of 3 traditional portal sites increased, but their market share continued to decline
- According to iUserTracker data, viewing duration of the 3 portals accounts for 12% of the total internet, but their market size reached 40%

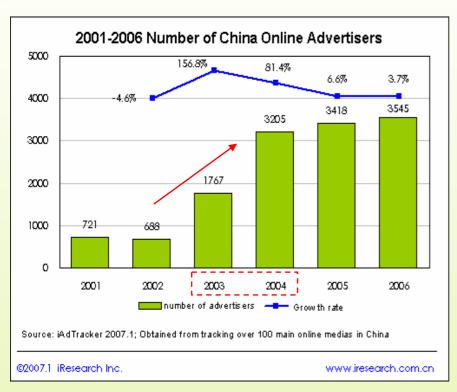
©2007.1 iResearch Inc

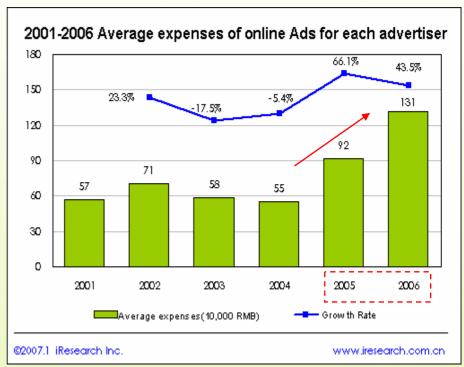
 Online ads are more and more decentralized, application software, online games and small and middle sized websites will carry online ads

www.iresearch.com.cn

Average expenses in online Ad increased





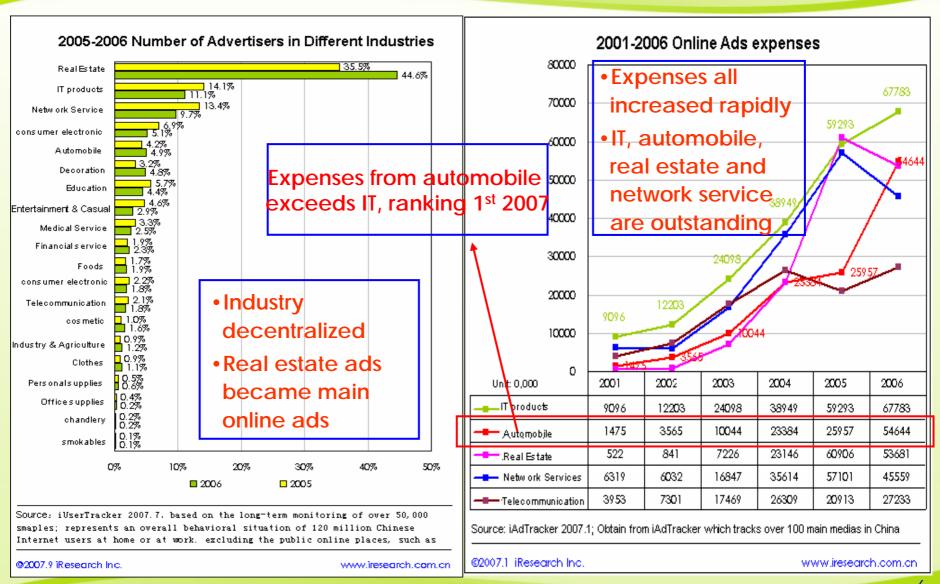


Number of advertisers increased 3.7% YOY to 3545 in 2006 while average advertising expenditures increased 45.3% YOY to 1.31 RMB

The focus ad market shifts from increase of advertisers to increase of advertising expenditures

Advertisers' industry less concentrated



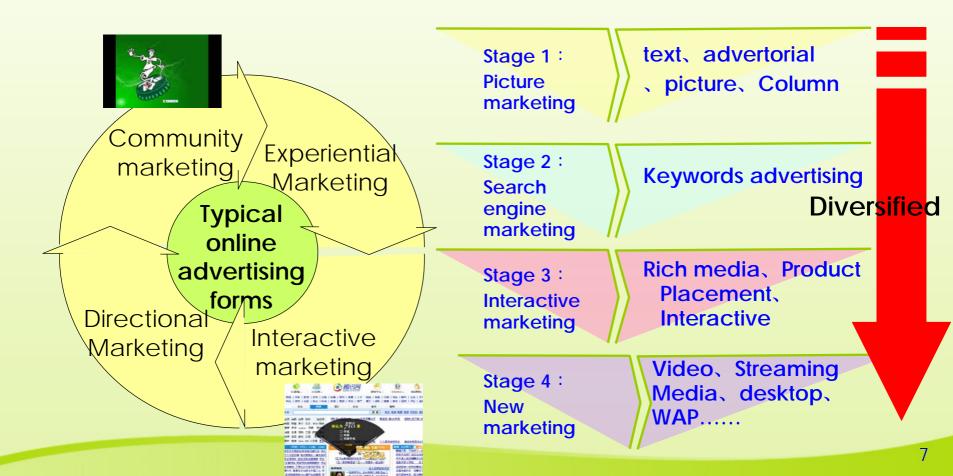


Online ad types diversified Marketing value extends



Status of online ads improved, the value of online ads penetrated all areas of marketing

Trends: Media of different types co-exist. Online marketing and advertising will be segmented



Overview



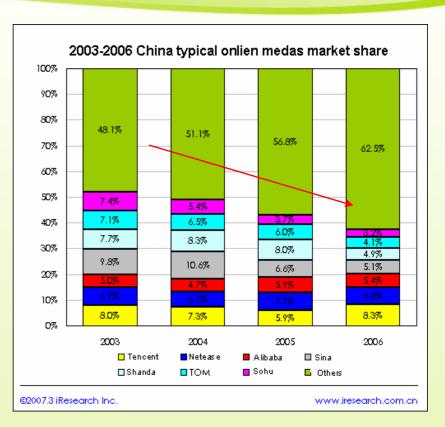
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Mainstream medias predominate i Research online marketing



2006 Maret share of medias in main online industries

2000 Maret Share of Mediae in Main Chinic Madedies			
Industry	Company	Ranking	Market Share
Online Ad	Sina	1	20%
	Sohu	2 .	1 4%
		Total = 34% of the industry	
Online Game	Netease	1	24%
	Shanda	2	21%
		Total = 45% of the industry	
Mobile Value-added	TOM	1 .	11%
	Kong Z hong	2 .	7%
	Tencent	3	6%
		Total = 24% of the industry	
	Baidu	1	55%
Search Engine	Google	2	22%
Lugine		Total = 77% of the industry	
B2B E- Business	Alibaba	1	63%
	HC International	2	1 4%
		Total = 77% of the industry	
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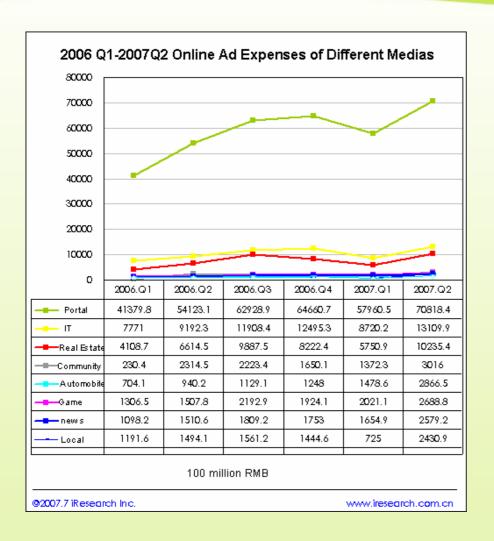


Large sites like portals and big vertical sites predominates online marketing

- Main services like online ads, online game, mobile value-added, search engine are still concentrated in large scaled websites
- Online market will be less concentrated in the future. There will be no monopoly and small and medium-sized vertical media will be more and more important

Portal sites are still the first choice i Research





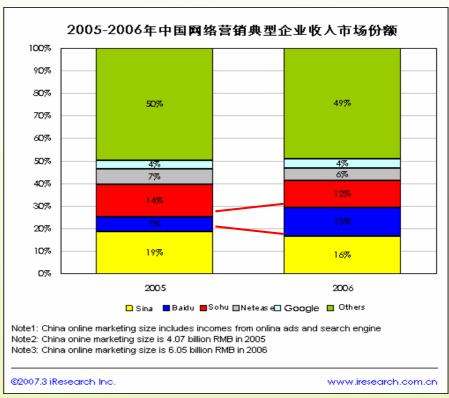
Portal sites are the first choice for advertisers. Total expenditures increased gradually

- According to latest data of iAdTracker, portal sites are still the first choice for advertisers:
- Expenditures in portal sites gradually increased
- Expenditures in vertical sites still has a large gap with that in portal sites
- Growth rate of expenditures in community sites reached 121% from Q1 2006 to Q2 2007, the highest of all

Status of paid search marketing improved





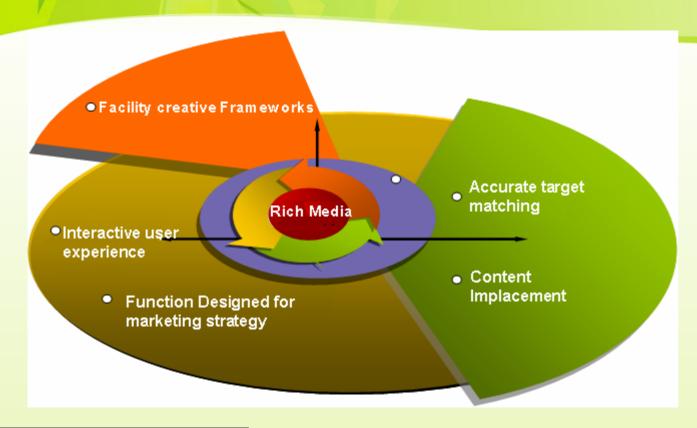


Status of search engine marketing improved

- Growth rate of search engine market size is higher than online ads. Proportion of search engine marketing gradually increased
- •Compared with 2005, only Baidu and Google's market share didn't decrease. Baidu's market share is only smaller than Sina's and is expected to exceed Sina's this year

Video advertisement is popular









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Web2.0 marketing gained elementary effects



Online Video

Video ads market size reached 410 million RMB in 2007 and is expected to reach 2.49 billion RMB by 2010

Source: iResearch, 2007

Online Community

Community ads market size reached 330 million RMB in 2007 and is expected to reach 800 million RMB by 2010

Source: iResearch, 2006

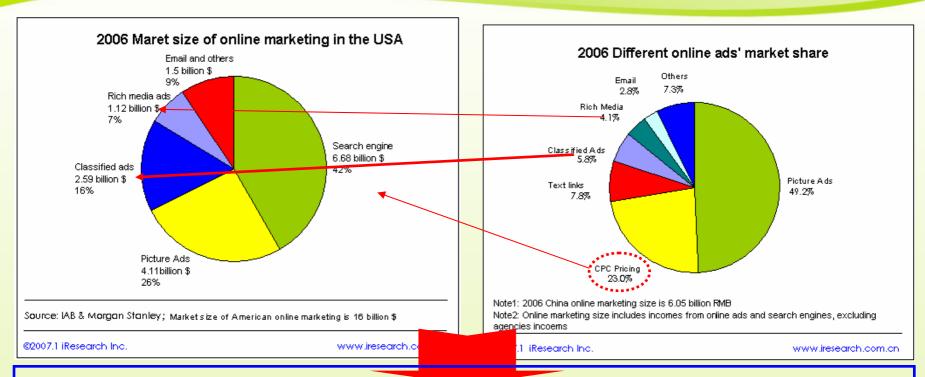
Blog

Blog accounts reached 72.5 million in 2007 and is expected to reach 128 million by 2010. The marketing value is promising

Source: iResearch, 2007

Online marketing tends to be diversified





Trends in online advertising

- More diversification: rich media ads, video ads have great potential
- Results will be the most important. Online advertisement tends to be paid by effect. Search ad, represented by CPC pricing, has a promising future
- Multi-way of payment: CPM、CPC、CPA and CPS

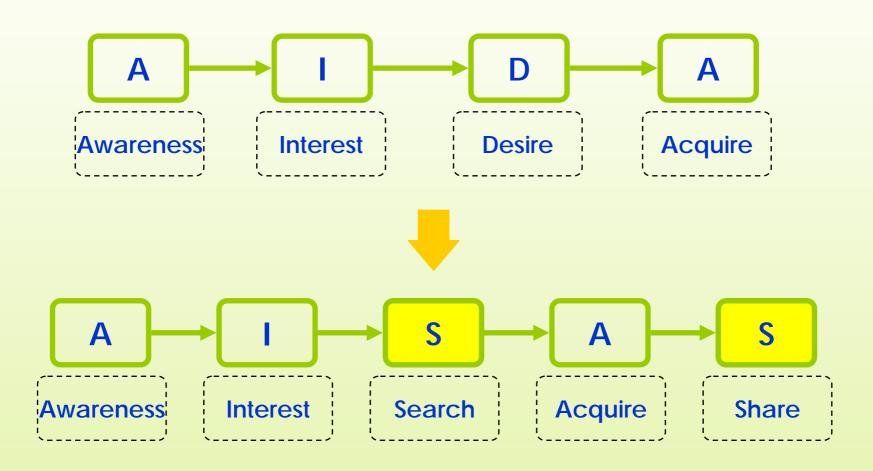
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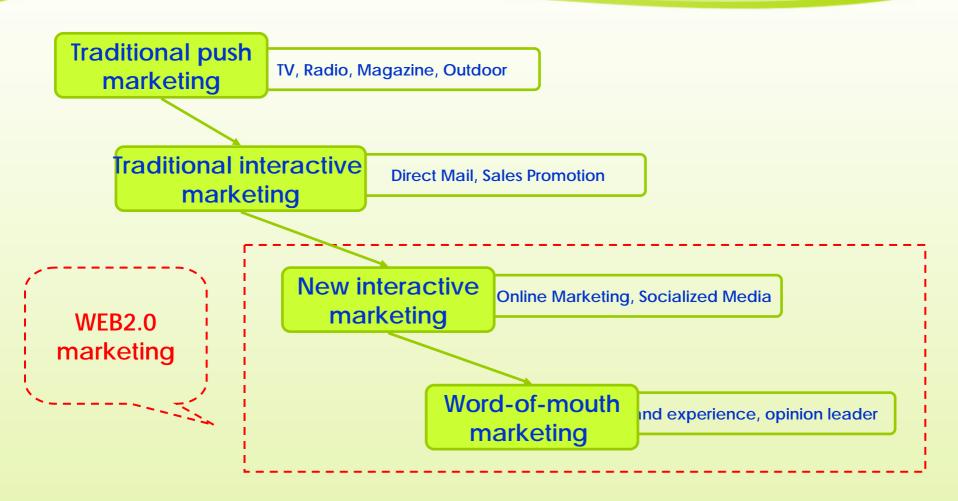
User behavior changes





Marketing changes.....





Web2.0 had been an important part. of online marketing

Global Ranking	Websites	Category	
1.	Yahoo.com	Portal	
2.	Google.com	Search Engine	
3.	msn.com	Portal	
4.	Youtube.com	Podcasst	
5.	Live.com	Search Engine	
6.	Myspace.com	Online SNS	
7.	Facebook.com	Online SNS	
8.	Orkut.com	Online SNS	
9.	Wikipedia.org	Wiki	
10.	Hi5.com	Online SNS	
11.	Baidu.com	Search Engine	
12.	Rapidshare.com	Resource Sharing	
13.	Blogger.com	Blog	
14.	Megaupload.com	Resource Sharing	
15.	Friendster.com	Online SNS	
16.	qq.com	Portal	
17.	Yahoo.co.jp	Portal	
18.	Microsoft.com	Information Portal	
19.	Fotolog.com	Online SNS	
20.	Ebay.com	E-Business	
Source: Alexa, 2007.10			
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According to latest Alexa data of Oct 2007, of the top 20 websites with the highest traffic, over 50% are web 2.0 websites

Websites like Yahoo!, Google, Baidu and Tencent are launching more and more web 2.0 services

Web 1.0 and web 2.0 are integrating, the boundary will be increasingly blurred

Online Advertising – an important way of web 2.0 marketing



新浪博客尝试与博主分享广告收入 利润五五分成

http://www.sina.com.cn 2007年09月12日 09:18 南方都市报

新浪总编陈彤指出,博客利润分成一视同仁。

新浪博客商业化启动,也许意味着web2.0的盈利将真正进入一个新时代。昨日,新浪网执行副总裁、新浪总编陈彤在接受本报记者采访时透露,新浪博客"利润分成"系统已开始进入小范围试运行,并将于10月1日上线,而在一星期前、新浪已经对三千位流量较高的博主发出邀请,目前包括韩寒、董路、李承鹏、靳羽西、孔庆东、叶弘等"名博"在内的一千余名博主已接受了新浪的激请。

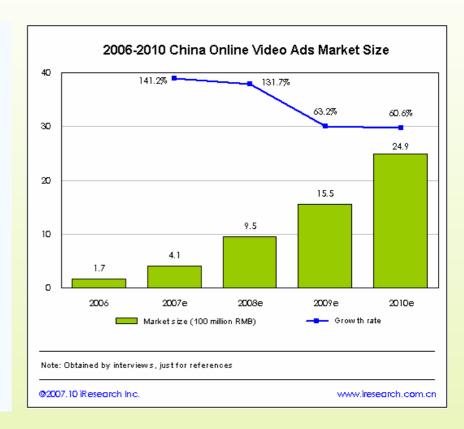
与此同时,陈彤表示,"不在邀请之列的博主也可自行提出申请,经过新浪的资格审查之后,我们将予以放行,而我们希望提出申请的是有原创性、点击量高的博主。"

博客商业化面向所有博主

此前国内外的博客网站也都曾有小规模的博客广告分成尝试,但终因流量、广告收入不上规模而最终虎头蛇尾,而新浪此次推出博客分成系统,是全球首次大规模的网站博客商业化行动。

对于博主最为关心的利润分成问题,新浪总编陈彤告诉记者,"所有的博主、无论是名人、还是草根博客,获得的分成比例都是相同的,都是扣除必要的运营成本(包括机器设备、带宽费用、第三方监测公司费用、研发费用)后,广告收入与新浪五五分成。"

数字显示,新浪目前点击量最高的徐静蕾的博客,日点击量约为十万次左右,但新浪方面强调,在推荐广告商选择博主投放的时候,也会照顾到"平衡"原则,而不会把广告都集中到少数几位名人博客上。



Advertising will be the main business model for web 2.0 services like blog. New types of blog advertisements will turn up.

Since 2007, various video advertising types continued to turn up. Video advertisements will be the main focus for online video industry

Creative blog marketing





Community marketing strengthened power of users

Stage of online marketing In China

Picture Search Community, Multi-media marketing marketing marketing

2004-2006

1998-2003

Stage of online marketing	Characteristics
Picture marketing	One-way, low precision
Search marketing	Precision improved
Community, multi-media marketing	Interactive, word-of mouth improved efficiency

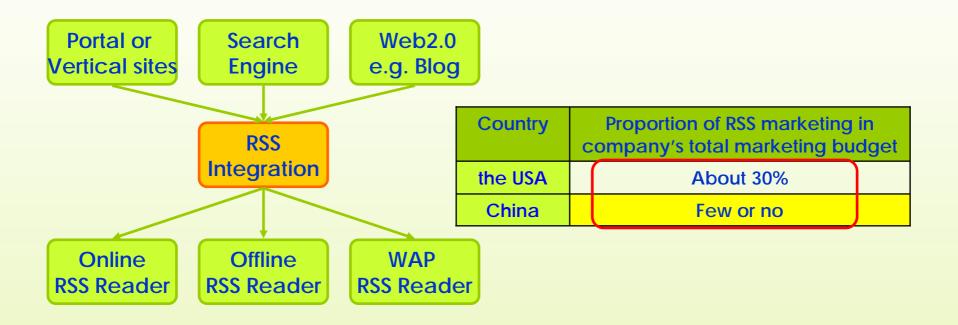
- China is in initial stage of social marketing and is exploring for business and profit models
- Marketing efficiency in different stages are distinct

2006-2007

Products, services or events with socializing effects can attract large amount of user to participate, bringing potential business value

RSS Marketing - a new product of iResearch Web2.0 marketing



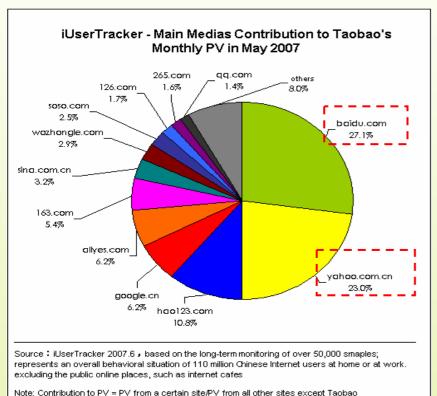


- RSS is changing current information transmition. Two-way transmition is replacing old one-way transmition
- Technology development lets people to obtain the latest information anywhere anytime, upgrading efficiency of transmition
- China is in initial stage of RSS marketing. Understanding of RSS marketing needs to be improved

Search Engine+ User Sharing= Directed Interaction marketing

www.iresearch.com.cn





Chinese users have been used to search products to purchase via search engine

- Baidu, Yahoo China, Hao123 and Google str the most frequently used search engines for online shopping
- New search services like shopping search, user recommendation, system recommendation will provider more directed and customized services

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Community – an important trend of E-business



User sharing pushed developmenting pushed de

艾 瑞 咨 询 集 日



- Netizens began to take others' comments as references for choice
- More users tend to share their own shopping experiences



Value of Web 2.0 marketing



Really needed **Right Time Seamless Control** information Realize the **Right Person** value of web **Right Channel** 2.0 marketing Available **Perfect Display Easy Operation** anytime anywhere

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Case—Community marketing of Tencent



Internet is the key media of Coca-Cola recently. Pursuing the most popular fashion and culture is the main reason for its marketing strategy. Online marketing strengthened communication with customers.

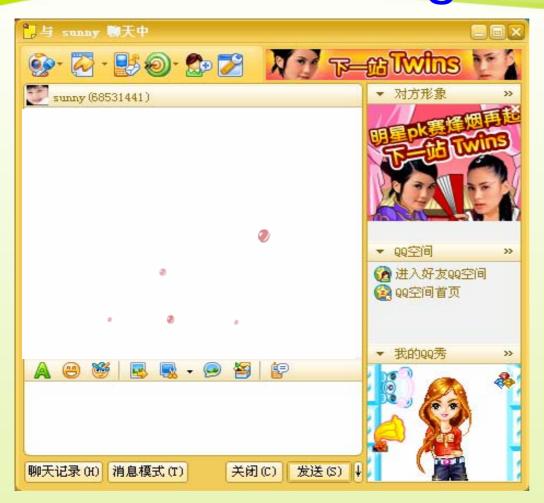


Integrated marketing strategy



Take QQ Show as core project, launch in-depth cooperation **Online** Ad Resource **Online** Q-Zone **Online** QQ Theme Pack 3D-QQ Show **Online** PR Resource Offline Packaging Offline Prepaid Card

Face downloads achieved words-i Research to-mouth marketing efficiency 艾爾咨询集团



Between 16 and 26 Jan 2006, the 3 Coca-Cola magic faces have been used 9.34 million times. Letting the users choose QQ faces achieved words-ofmouth marketing efficiency

Product placement marketing





2 million clicks within 2 days



QQ skin has been downloaded for 4.3 million times by Apr 2006

Integrate online and offline resources



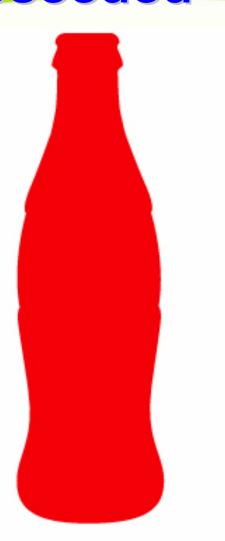




Get free iCoke points by buying Coca-Cola, the points can buy 3D show in online store. This activity increased sales directly.

Coca-Cola Web2.0 marketing succeeded





- Impression of brand is over a billion times
- Covered over 200 million users and each user is contacted more than 5 times on average
- Attracted over 5 million users to exchange 3D show. Suppose one 3D show needs 5 bottles of Coca-cola, and 20% of the users exchanged 3D show, the activity contributes 125 million RMB
- Attracted over 10 million new QQ users

Community marketing





Online game has similar elements as real community. Part of real activities can be put in online games to enhance its community marketing potential

User can choose items with ads that they like, eliminating compulsion



Achieve marketing goal without disturbing users

Everyone is podcaster





优酷拍客赏金行动之6月获

拍客的真情力作荣登优酷网头条,他们同时也获得了丰厚的现金大奖



绿光般的大妈



拍客:爱若干



拍客: 不哼

获奖理由:创意自拍,把视频 获奖理由:进入别人的世界,

玩成游戏。别玩网游了,上忧 体会全新生活,俺们小日子用

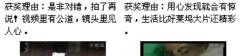
视频过。



拍客: xiejiaving

优酷小编寄语:

自优酷拍客开始行动至 今已一月有余,每日皆有无 数拍客热心参与上传。拍客 们为与网友同乐乐而付出无 限真情与汗水,此情此景为 优酷网人所大感。优酷网在 为拍客起立鼓掌同时奉上现 金大奖以资鼓励,感谢广大 网友对优酷拍客的热情与支 持, 谢谢!





胡南永州特大洪水记实 拍客: lubrother



喝多了的校长做嘉宾介绍

获奖理由:颇且"冯氏"风格的

搞笑视频。



拍客:在海中游弋

获奖理由:关心社会现象,给 需要帮助的人出把力。

嬴取现金大奖 上传拍客视频

获奖理由:有情况有拍客,第 获奖理由:感谢温馨的创意 一时间进现场,拍客让我们看 让害羞的人们有了表达内心世 真世界。

界的机会。

Encourage more people to make videos and be "podcaster". Activities like make videos, upload videos and vote by users accelerate the development of video marketing

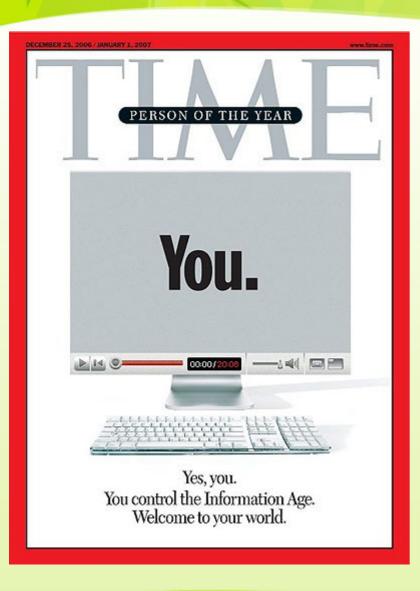
Word-of-Mouth Marketing in China Research



- Case: Word-of-mouth marketing of a wine brand.
- Effect: Customers know
 Guoyi wine quickly and
 are inspired with purchase
 desire.
- The activity has been held twice by now and the effect has been confirmed.

It's an era of "you"





- It's and era of "you", a marketing era that consider what customers think
- Web2.0 marketing is the main direction for realizing customized and directed marketing
- Marketing is developing. Web 2.0 marketing is not the end, it will develop as time goes by





Thanks

Henry Yang

<u>Get PPT:</u>
Henry@iresearch.com.cn