

Media Kit

2021



# OUR SERVICES

GET READY TO SCALE  
YOUR **PAYING USERS**



**Digital Creative Strategy**



**Influencer Marketing**



**Community Management & SMM**



**User Acquisition**

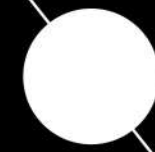


**Automated Sales Funnels**



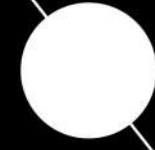
**ASO**

# THE WHOLE DIGITAL MIX IS RIGHT IN YOUR POCKET



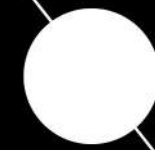
## **Influencer Marketing**

audience warm up • demand generation • creative integrations  
• brand loyalty



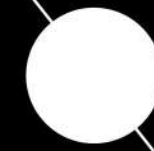
## **Community Management & SMM**

brand awareness growth • audience loyalty increase  
trend watching & its implementation • brand safety control



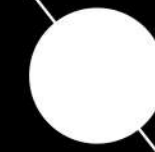
## **User Acquisition**

warm audience targeted campaigns • call to action



## **Automated Sales Funnels**

conversion optimization • sales boost  
• users' loyalty & engagement increase



## **App Store & Search Engine Optimization**

organic traffic growth  
• conversion optimization

## **Creative Digital Strategy**

an action-plan of smart & creative approaches to get your business goals achieved

# CLIENTS

ACTIVISION  
BLIZZARD

  
PLARIUM

  
WARGAMING.NET

 **NEXTERS  
GLOBAL**

 PIXONIC

**MINICLIP**

  
GAMELOFT

  
IGG  
I GOT GAMES

  
OASIS GAMES

 *NetEase  
Games*

*Tencent* 腾讯

**playrix**

Yandex

Uber

**LVMH**  
MOËT HENNESSY · LOUIS VUITTON

 **Domino's**

  
Hennessy

**wework**

**J JOOM**

*lamoda*

**JD.** 京东  
COM

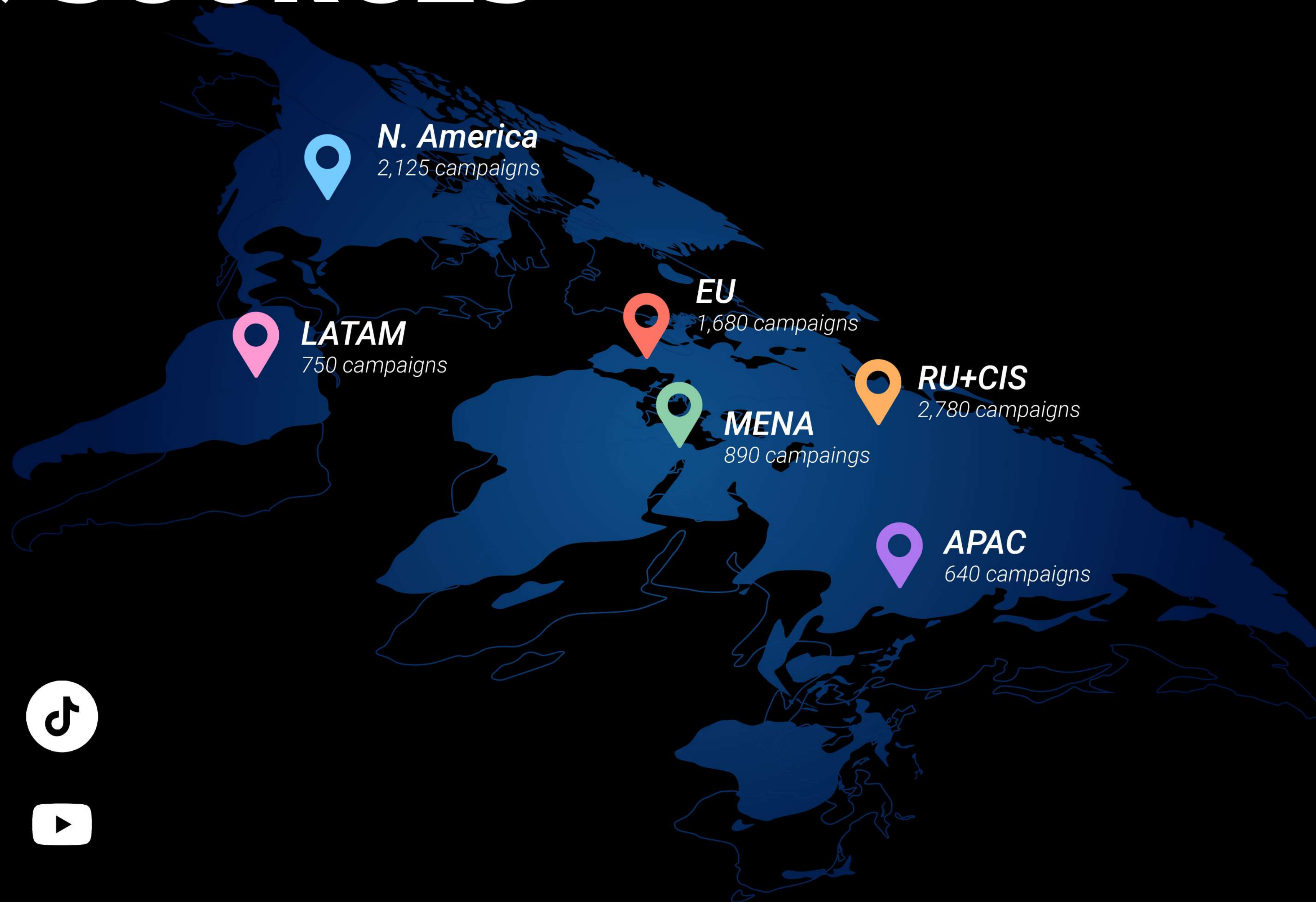
@ mail.ru

**PANDAO**

AliExpress™



# GEOS & SOURCES



# VERTICALS

**GAMES**  
**UTILITIES**  
**EDUCATION**  
**TRAVEL**

ENTERTAINMENT  
E-COMMERCE  
BANKS & FINTECH  
HEALTH

# ABOUT US

**2014**

founded



**11**

languages



**113**

social experts



**WW**

online office



**\$ 200,000,000**

managed marketing budget





# AWARDS



**TOP**  
Influencer Marketing  
Agency



**TOP**  
App Marketing  
Agency



**TOP**  
Boutique Influencer  
Marketing Agency



**TOP**  
Service Provider



**TOP**  
Influencer Marketing  
Agency



**FINALIST**  
Best Influencer  
Campaign



**TOP**  
Mobile Traffic  
Source



**BEST**  
Influencer Marketing



# INFLUENCER MARKETING

ANY INFLUENCER ANY PLATFORM

**500K+**  
influencers

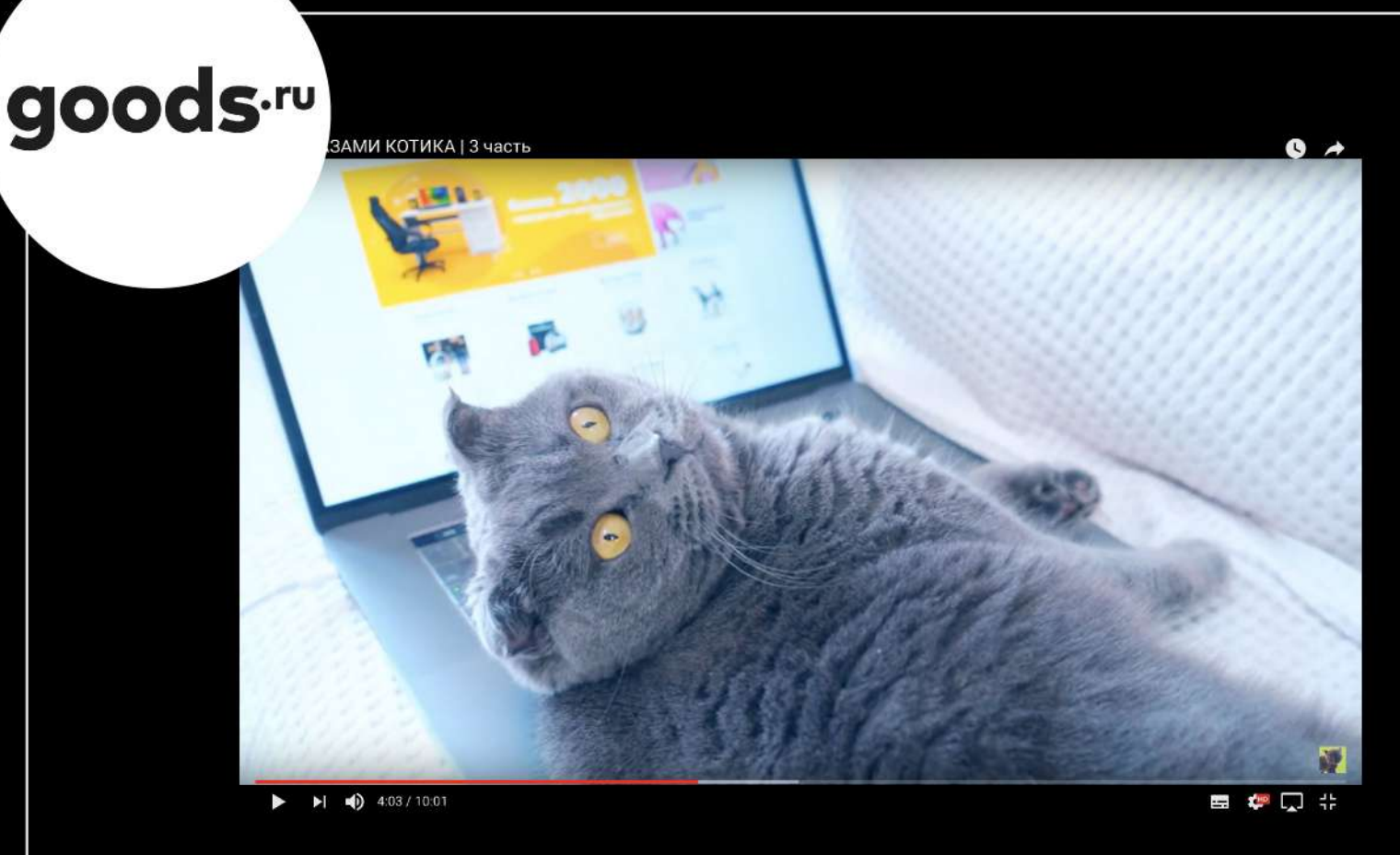
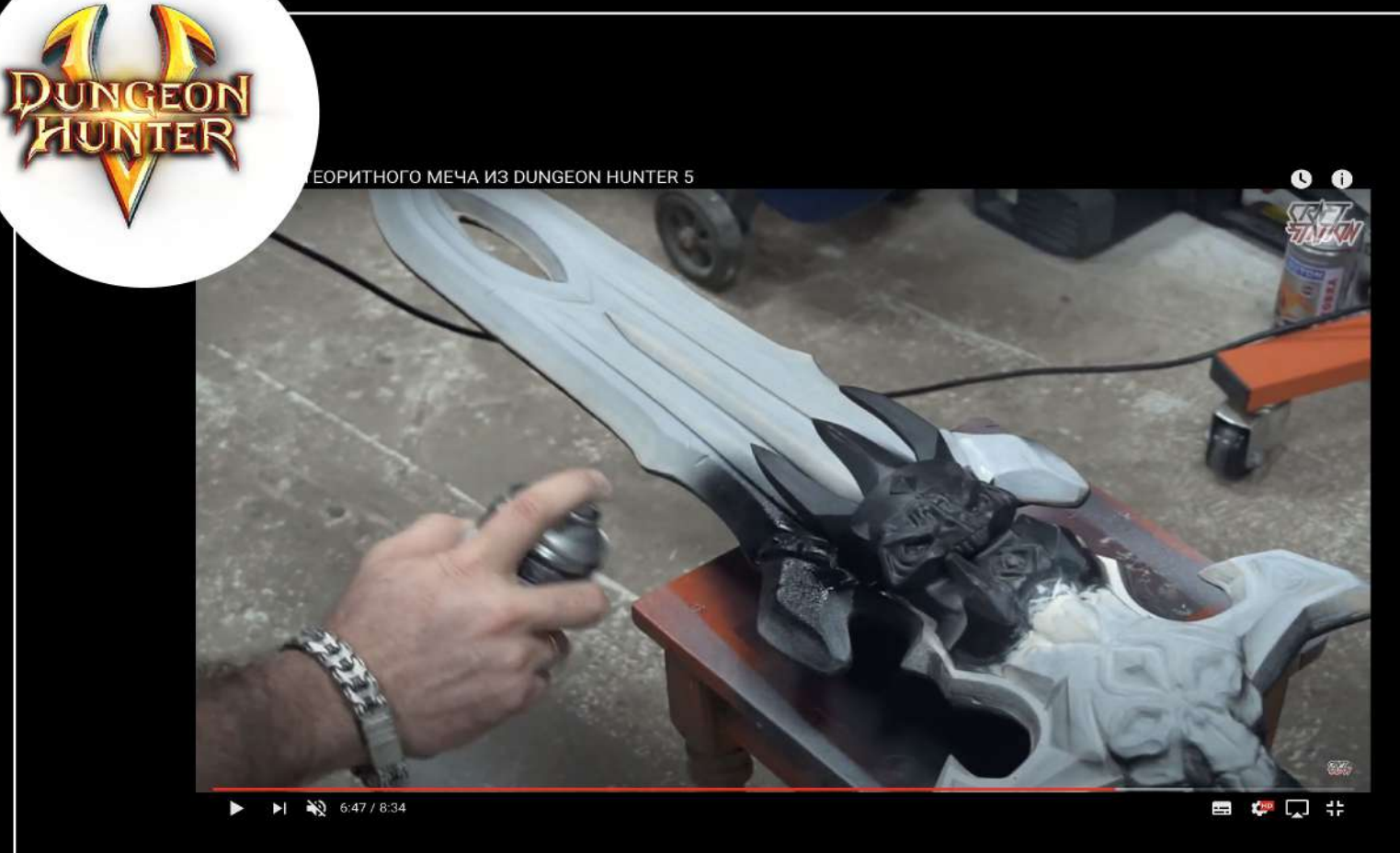
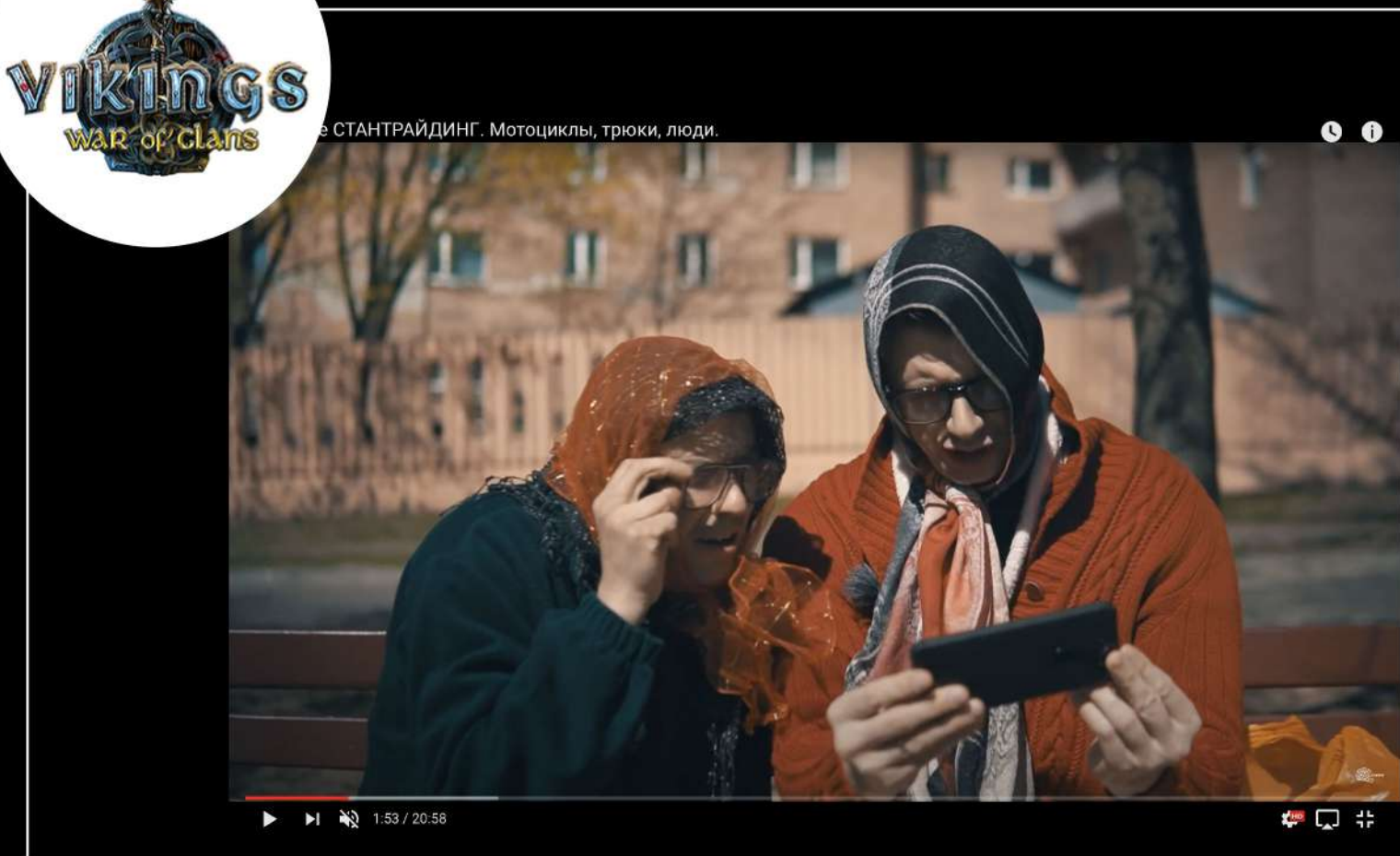
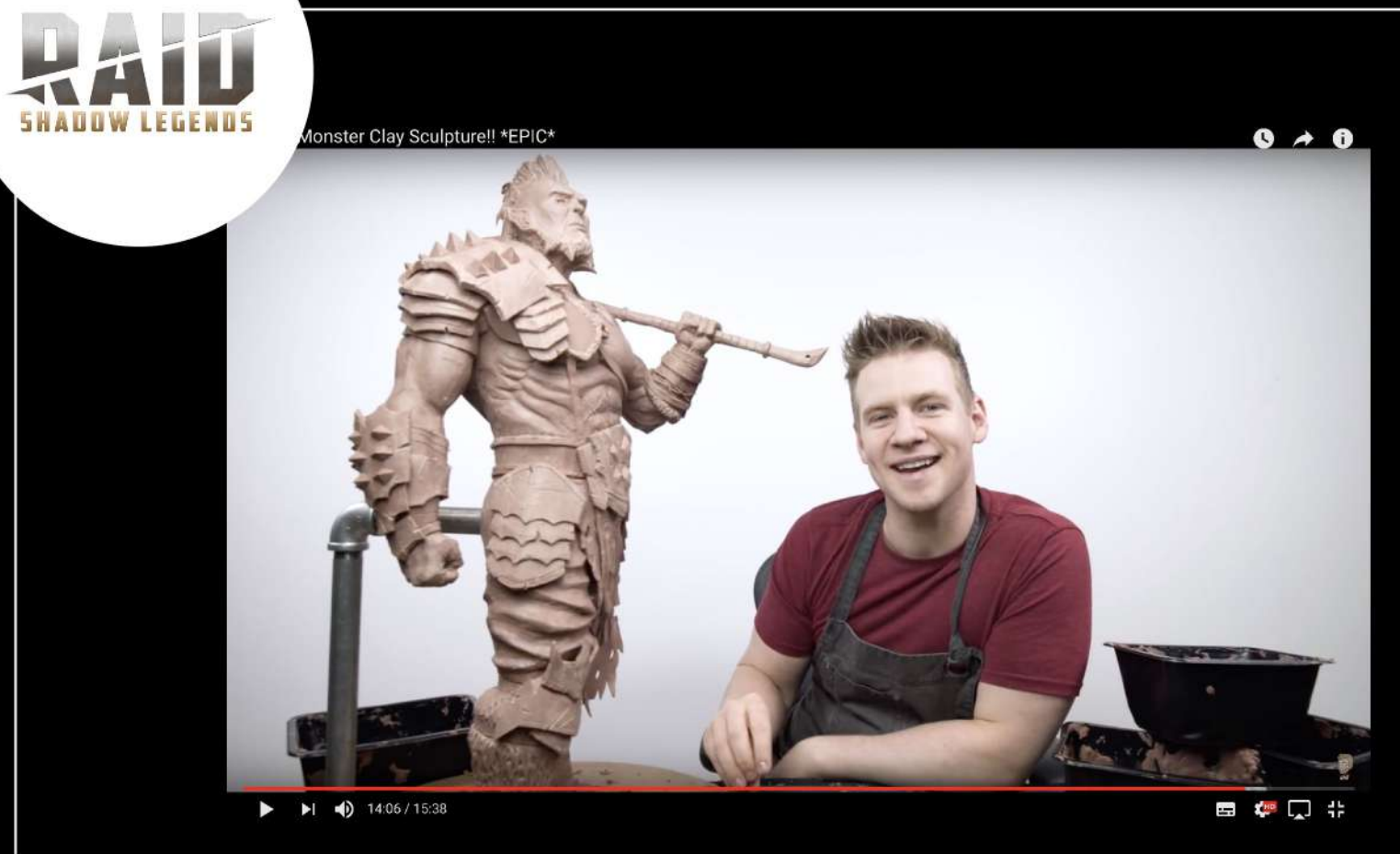
**6**  
social media  
platforms

**CPA CPI ER CPM**

- ✓ creative social advertising
- ✓ innovative brand & influencer strategies
- ✓ smart analysis using the latest tech stack
- ✓ achieving maximum ROI



# CREATIVE ADS





# INFLUENCER ANALYSIS

94.06%

Likes Credibility

7.92%

Notable Likes

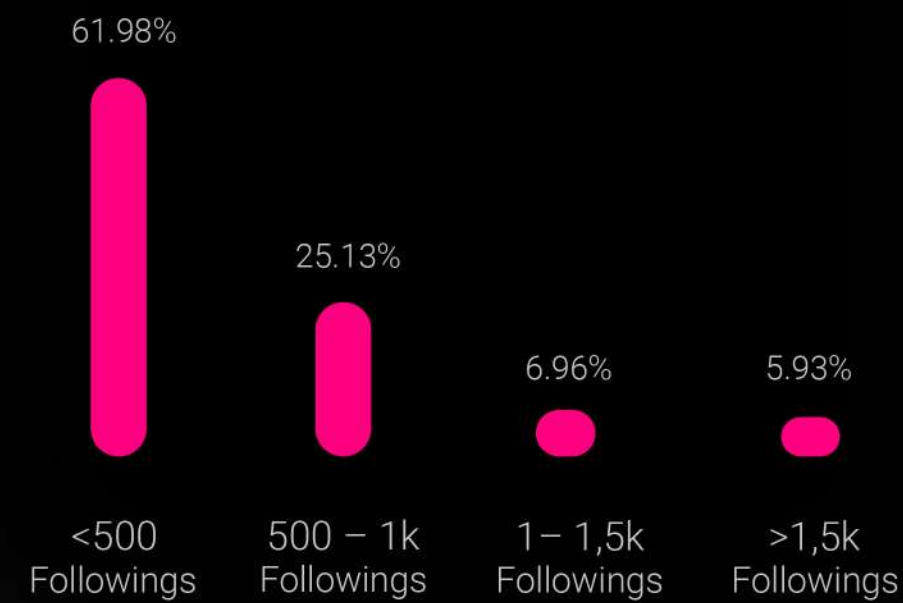
7.49%

Likes not from Followers

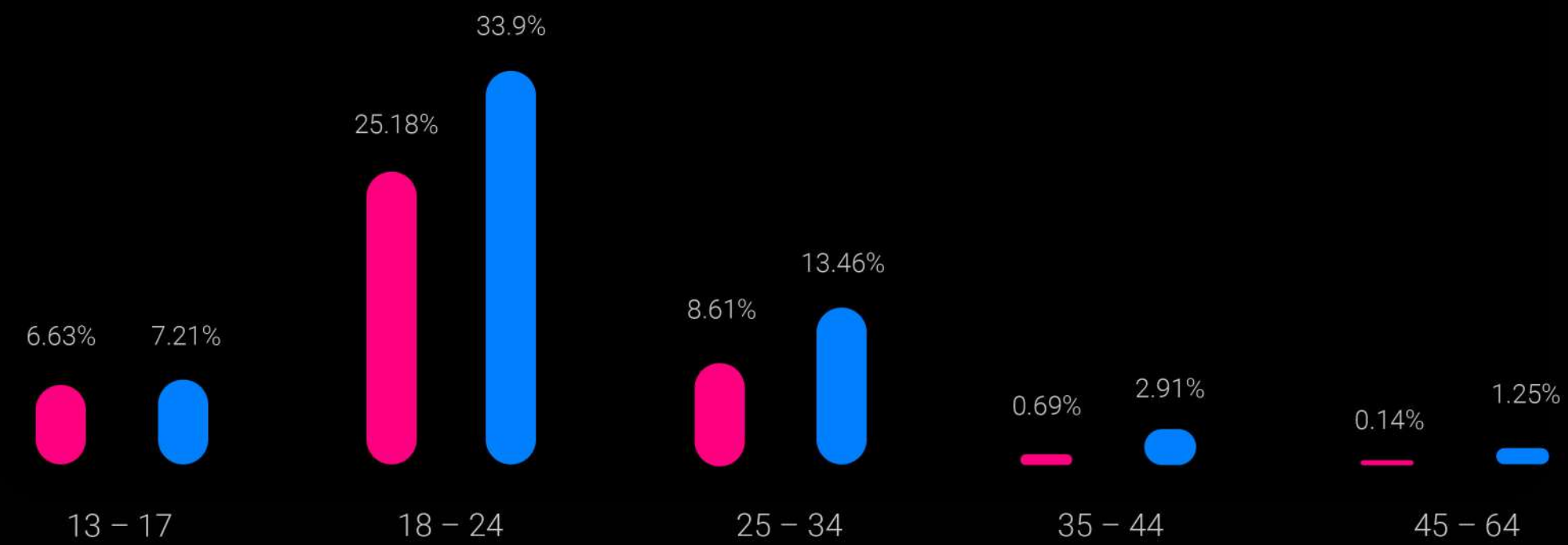
## Locaton by Country



## Audience Reachability



## Age and Gender Split



## Locaton by City



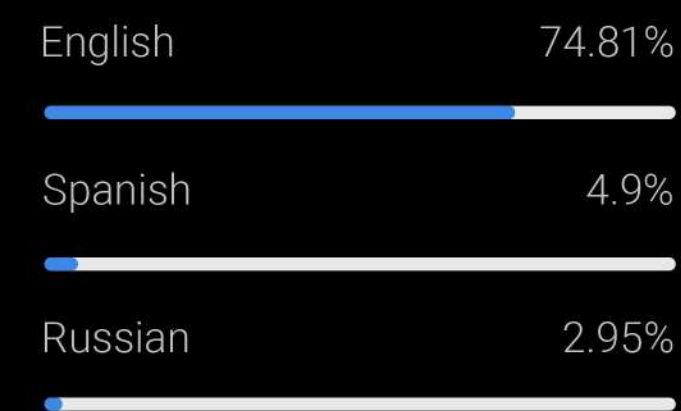
## Audience Brand Affinity

Walt Disney	9.95%
Apple	7.47%
Pokemon	6.86%
Marvel Entertainment	5.74%
Starbucks	5.44%

## Audience Interests

Television & Film	41.07%
Music	27.74%
Gaming	26.99%
Toys, Children & Baby	26.21%
Art & Design	25.79%

## Language



Los Angeles	1.59%
New York City	1.35%
Jakarta	0.88%
London	0.75%
Mumbai	0.62%



PewDiePie



# MEDIA PLAN

CAMPAIGN BUDGET:  
MAX BLOGGER RATE:

\$1

AUDIENCE GEOGRAPHY:  
AUDIENCE DEMOGRAPHY:

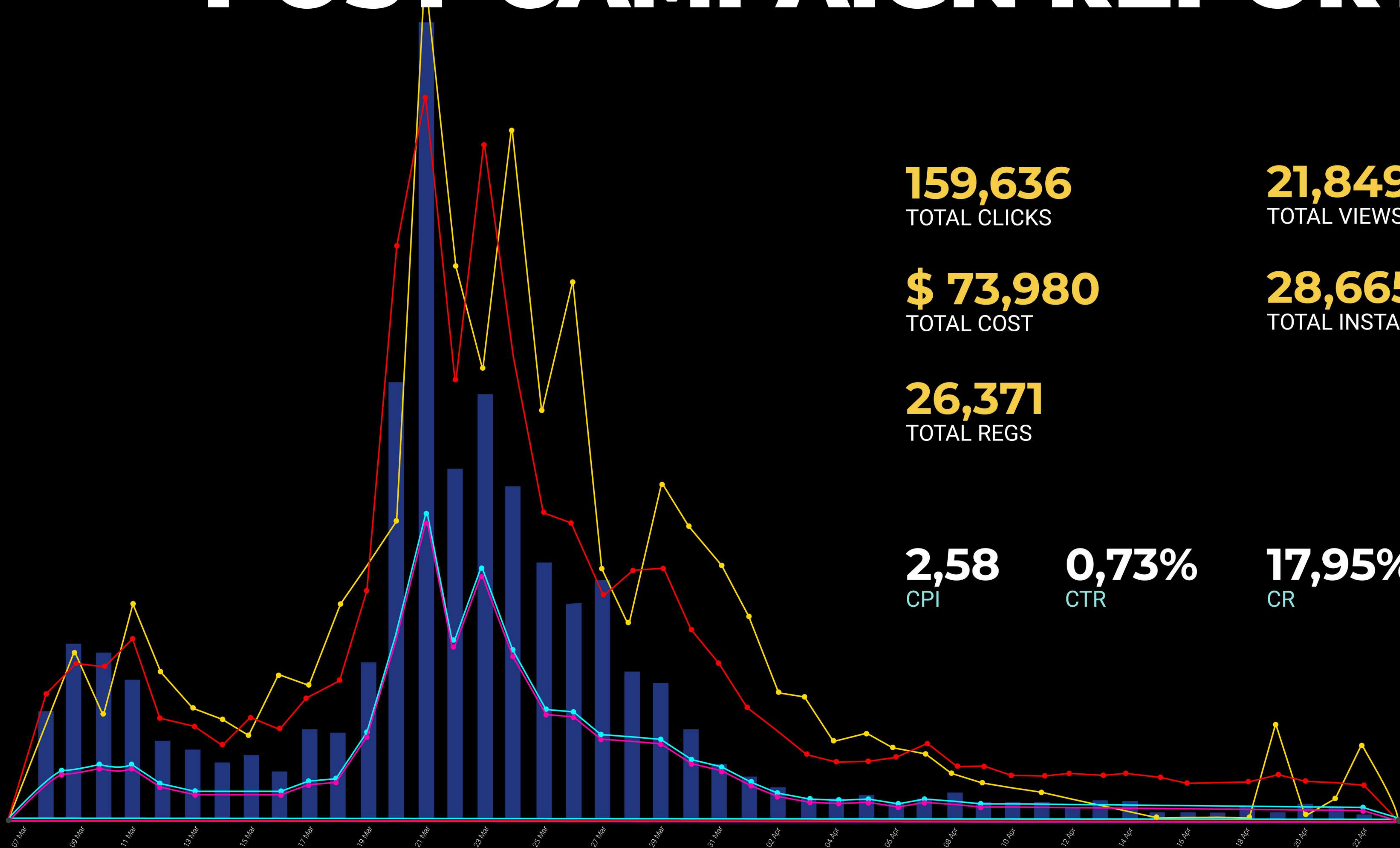
AU, CA, GB  
All, 13-55+

#	TITLE	GEO	CATEGORIES	SUBSCRIBERS	AUDIENCE GEOGRAPHY					AUDIENCE DEMOGRAPHY										TARGET AUDIENCE SHARE, %	
					TARGET COUNTRIES, %		NON-TARGET COUNTRIES, %			MALE					FEMALE						
										13-17	18-24	25-34	35-44	45-54	55+	13-17	18-24	25-34	35-44		45-54
1	JeromeASF	US	Gaming	5,240,000	AU, CA, GB	81.0%	US, NL, PH, oth.	19.0%	23.9%	22.0%	11.9%	2.6%	1.0%	1.3%	14.2%	13.0%	7.1%	1.6%	0.6%	0.8%	38.9%
2	Minecraft FNAF: Freddy	US	Gaming	16,300	AU, CA, GB	77.2%	US, IN, TW, oth.	22.8%	4.8%	19.1%	19.1%	7.4%	2.1%	0.5%	4.2%	16.9%	16.9%	6.6%	1.9%	0.5%	48.2%
3	PandaFire11 - Minecraft Roleplay	US	Gaming	96,700	AU, CA, GB	75.0%	US, IN, DE, oth.	25.0%	2.5%	7.8%	17.5%	13.4%	4.8%	2.9%	2.7%	8.2%	18.3%	14.0%	5.0%	3.0%	46.4%
4	TheFamousFilms	US	Gaming	377,000	AU, CA, GB	78.3%	US, PH, BR, oth.	21.7%	21.2%	17.4%	12.5%	4.9%	1.2%	1.3%	15.0%	12.3%	8.9%	3.5%	0.8%	0.9%	37.3%
5	Shark	CA	Gaming	2,820,000	AU, CA, GB	81.2%	US, PH, IN, oth.	18.8%	12.3%	14.0%	14.8%	7.7%	2.4%	2.5%	10.5%	12.0%	12.8%	6.6%	2.1%	2.2%	41.5%
6	Tripolar	US	Gaming	413,000	AU, CA, GB	77.9%	US, PH, BR, oth.	22.1%	10.3%	16.2%	22.2%	12.9%	2.9%	2.9%	5.0%	7.8%	10.7%	6.2%	1.4%	1.4%	57.2%
7	MarioMania	US	Gaming	29,700	AU, CA, GB	74.6%	US, IN, ID, oth.	25.4%	12.6%	18.4%	12.0%	6.0%	1.8%	1.1%	11.7%	17.1%	11.2%	5.5%	1.6%	1.0%	39.3%
8	TheMythicalSausage	US	Gaming	283,000	AU, CA, GB	87.0%	US, IN, ES, oth.	13.0%	4.5%	36.3%	38.2%	11.2%	4.6%	2.8%	0.1%	0.9%	0.9%	0.3%	0.1%	0.1%	93.1%
9	SCP Minecraft Foundation	US	Gaming	9,260	AU, CA, GB	87.0%	US, IN, DK, oth.	13.0%	13.0%	37.1%	22.0%	12.3%	2.8%	0.7%	1.8%	5.1%	3.1%	1.7%	0.4%	0.1%	74.8%
10	MooseCraft	US	Gaming	3,910,000	AU, CA, GB	87.0%	US, PH, NZ, oth.	13.0%	13.1%	16.4%	17.8%	9.0%	2.8%	2.9%	8.1%	10.1%	11.0%	5.5%	1.7%	1.8%	48.7%
11	MeeZoid	US	Gaming	124,000	AU, CA, GB	82.0%	US, FR, DE, oth.	18.0%	18.1%	43.3%	24.9%	6.2%	4.1%	3.4%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	81.9%
12	AA12	US	Gaming	1,390,000	AU, CA, GB	89.9%	US, PH, IN, oth.	10.1%	11.2%	14.7%	18.2%	10.5%	3.4%	3.4%	7.1%	9.3%	11.4%	6.6%	2.1%	2.1%	50.2%
13	CaptainSparklez	US	Gaming	10,700,000	AU, CA, GB	73.6%	US, FR, DE, oth.	26.4%	10.7%	37.5%	23.4%	7.9%	5.3%	4.4%	1.3%	4.6%	2.9%	1.0%	0.6%	0.5%	78.3%
14	PozerDAB	US	Gaming	147,000	AU, CA, GB	70.0%	US, IN, JP, oth.	30.0%	1.4%	23.3%	38.0%	13.2%	4.5%	2.2%	0.3%	4.9%	8.0%	2.8%	0.9%	0.5%	81.2%

#	TITLE	CHANNEL'S VIDEO VIEWS IN FIRST 14 DAYS					ER, %	PRICE, USD	PROJECTED CLICKS IN FIRST 14 DAYS			PROJECTED ACQUISITIONS IN FIRST 14 DAYS			COST PER 1000 VIEWS (CPM), USD		COST PER CLICK (CPC), USD			COST PER ACQUISITION (CPA), USD		
		Min	Max	Med	Min	Max			Med	Min	Max	Med	Min	Max	Med	Min	Max	Med	Min	Max	Med	
		1	JeromeASF	169,183	230,196	194,297			5.56%	\$5,296	1,692	2,302	1,943	169	230	194	\$27.61	\$32.71	\$2.76	\$3.76	\$3.27	\$27.61
2	Minecraft FNAF: Freddy	4,389	8,163	6,352	4.36%	\$273	44	82	64	4	8	6	-	\$51.57	\$4.01	\$7.46	\$5.16	\$40.13	\$74.64	\$51.57		
3	PandaFire11 - Minecraft Roleplay	3,235	5,883	4,190	8.18%	\$207	32	59	42	3	6	4	-	\$59.28	\$4.22	\$7.68	\$5.93	\$42.22	\$76.79	\$59.28		
4	TheFamousFilms	19,844	43,071	30,882	6.10%	\$1,178	198	431	309	20	43	31	\$32.82	\$45.77	\$3.28	\$7.12	\$4.58	\$32.82	\$71.24	\$45.77		
5	Shark	76,978	169,441	114,444	13.66%	\$3,566	770	1,694	1,144	77	169	114	\$25.25	\$37.39	\$2.53	\$5.56	\$3.74	\$25.25	\$55.59	\$37.39		
6	Tripolar	19,095	47,066	29,142	3.23%	\$1,060	191	471	291	19	47	29	\$27.03	\$43.65	\$2.70	\$6.66	\$4.36	\$27.03	\$66.61	\$43.65		
7	MarioMania	2,095	3,189	2,480	8.16%	\$123	21	32	25	2	3	2	-	\$59.52	\$4.63	\$7.05	\$5.95	\$46.28	\$70.45	\$59.52		
8	TheMythicalSausage	30,255	46,331	39,094	6.64%	\$1,269	303	463	391	30	46	39	\$32.87	\$38.95	\$3.29	\$5.03	\$3.90	\$32.87	\$50.33	\$38.95		
9	SCP Minecraft Foundation	3,167	4,397	3,520	5.77%	\$166	32	44	35	3	4	4	-	\$56.59	\$4.53	\$6.29	\$5.66	\$45.30	\$62.90	\$56.59		
10	MooseCraft	125,469	278,742	190,212	5.04%	\$4,960	1,255	2,787	1,902	125	279	190	\$21.35	\$31.29	\$2.14	\$4.74	\$3.13	\$21.35	\$47.44	\$31.29		
11	MeeZoid	7,863	12,796	9,815	4.50%	\$351	79	128	98	8	13	10	\$32.92	\$42.91	\$3.29	\$5.36	\$4.29	\$32.92	\$53.57	\$42.91		
12	AA12	23,751	40,292	31,899	12.34%	\$1,136	238	403	319	24	40	32	\$33.83	\$42.73	\$3.38	\$5.74	\$4.27	\$33.83	\$57.40	\$42.73		
13	CaptainSparklez	131,432	265,860	181,964	4.80%	\$4,355	1,314	2,659	1,820	131	266	182	\$19.66	\$28.72	\$1.97	\$3.98	\$2.87	\$19.66	\$39.76	\$28.72		
14	PozerDAB	6,144	18,293	9,129	2.29%	\$268	61	183	91	6	18	9	\$17.58	\$35.23	\$1.76	\$5.23	\$3.52	\$17.58	\$52.34	\$35.23		
<b>TOTAL</b>		<b>622,900</b>	<b>1,173,720</b>	<b>847,420</b>		<b>\$24,208</b>	<b>6,229</b>	<b>11,737</b>	<b>8,474</b>	<b>623</b>	<b>1,174</b>	<b>847</b>	<b>\$52.34</b>	<b>\$35.23</b>	<b>\$5.23</b>	<b>\$1.76</b>	<b>\$3.52</b>	<b>\$52.34</b>	<b>\$17.58</b>			



# POST-CAMPAIGN REPORT



**159,636**  
TOTAL CLICKS

**21,849,806**  
TOTAL VIEWS

**\$ 73,980**  
TOTAL COST

**28,665**  
TOTAL INSTALLS

**26,371**  
TOTAL REGS

**2,58**  
CPI

**0,73%**  
CTR

**17,95%**  
CR

**3,07%**  
DR



# USER ACQUISITION

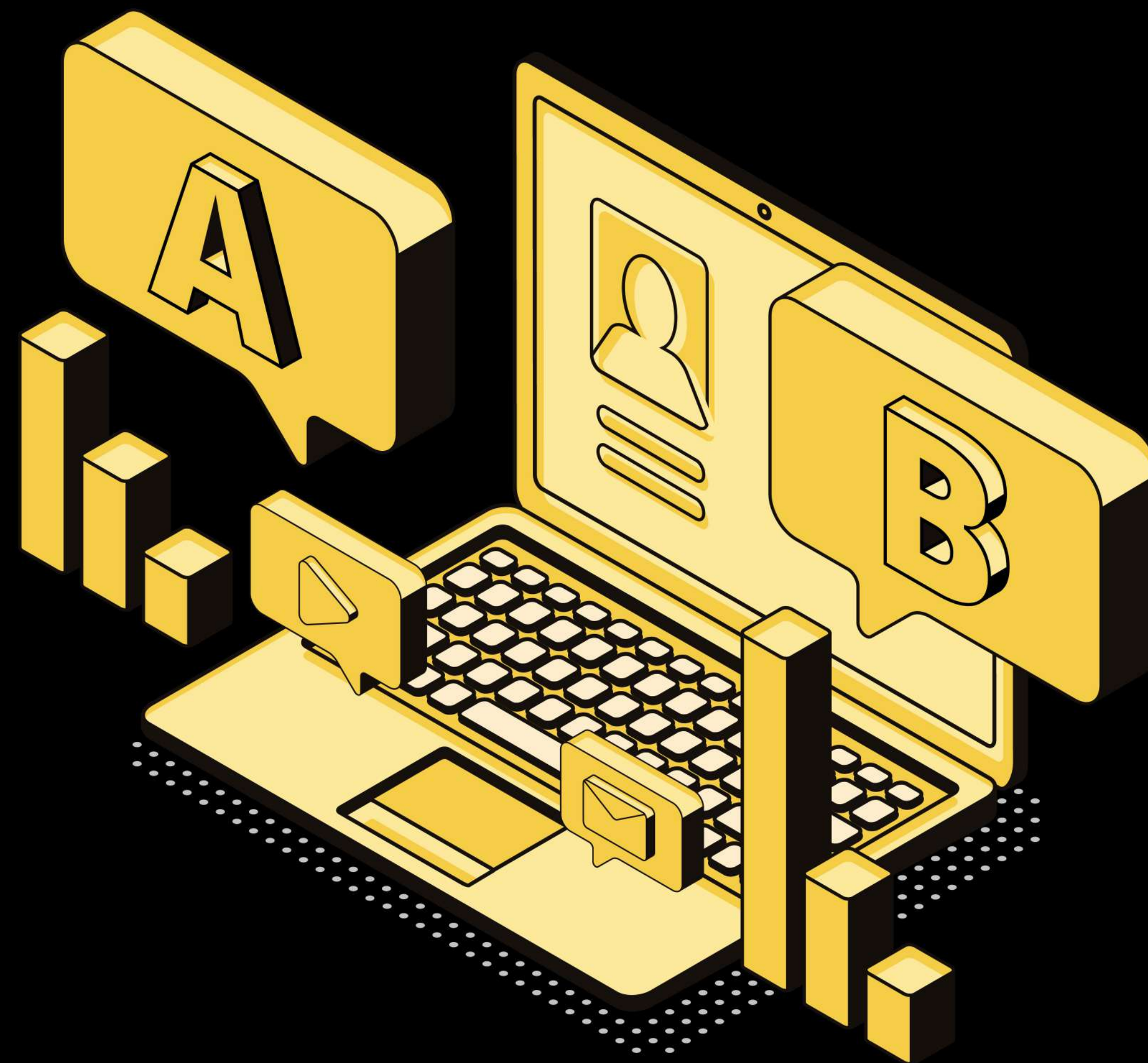
**20+** user acquisition & creative experts

Scaling paying users through  
**CPI, CPA, CPL, CPS** campaigns

**Creative** center

Creating **innovative videos & banners**

**Rapid optimization** bidaily





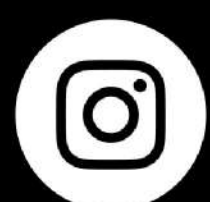
# PERFORMANCE METHODS



- ✓ Research
- ✓ LP Creation & A/B-testing
- ✓ Store Pages A/B-testing
- ✓ Web & App Analytics
- ✓ Creative Production
- ✓ Media Buying
- ✓ Reporting

## ADS

Display & Video  
Social Media Networks  
In-App Traffic  
DSP & Programmatic



# IN-APP ADS NETWORKS

- ✓ Mobile ad networks are marketplaces where app developers (publishers) can sell ad space to marketers (advertisers).
- ✓ Mobile ad networks help developers sell ad space to monetize their apps, and they help marketers purchase ad space to ramp up user acquisition.
- ✓ It is a win-win solution because publishers monetize their apps, and marketers can get ad space inside relevant to their targeting audience apps for fair rates.



# OEM NETWORKS

- ✓ OEM, or original equipment manufacture, advertising is a new trend in mobile marketing.
- ✓ As the smartphone is for a longer time, the first screen for almost every person and some even the best friend was just a question of time when manufacturers will use the opportunity to implement ads inside their ecosystems.
- ✓ This time of Ads is known for high performance because users still do not identify such device's recommendations as ads, but unfortunately, it's available for Android only.





# PROGRAMMATIC ADS

- ✓ Programmatic advertising means using AI to automate ad buying so you can target more specific audiences. Real-time bidding, for example, is a type of programmatic ad buying.
- ✓ This automation is much more efficient and fast, which means higher conversions and lower customer acquisition costs. It's changing the face of digital advertising so swiftly that, according to eMarketer\*, 86.2% of digital display ads in the U.S. will be programmatic by 2020.

\*Source: <https://www.emarketer.com/content/us-programmatic-ad-spending-forecast-2018>



# CAMPAIGN GOALS



## AWARENESS

Display and Video Ads

Social Media Ads

Landing Page/App A/B-testing

Web/App Analytics



## USER ACQUISITION

Attribution & Tracking

App Store Optimization

Display & Video

Social Media Networks

In-App Traffic

DSP & Programmatic



## RETENTION

Remarketing

E-mail marketing

Push-notifications



# CREATIVE ADS

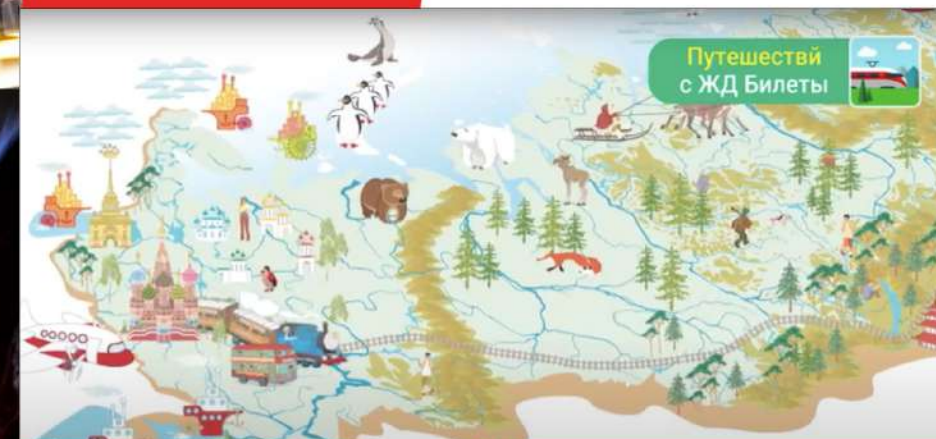


**PROFI.RU**

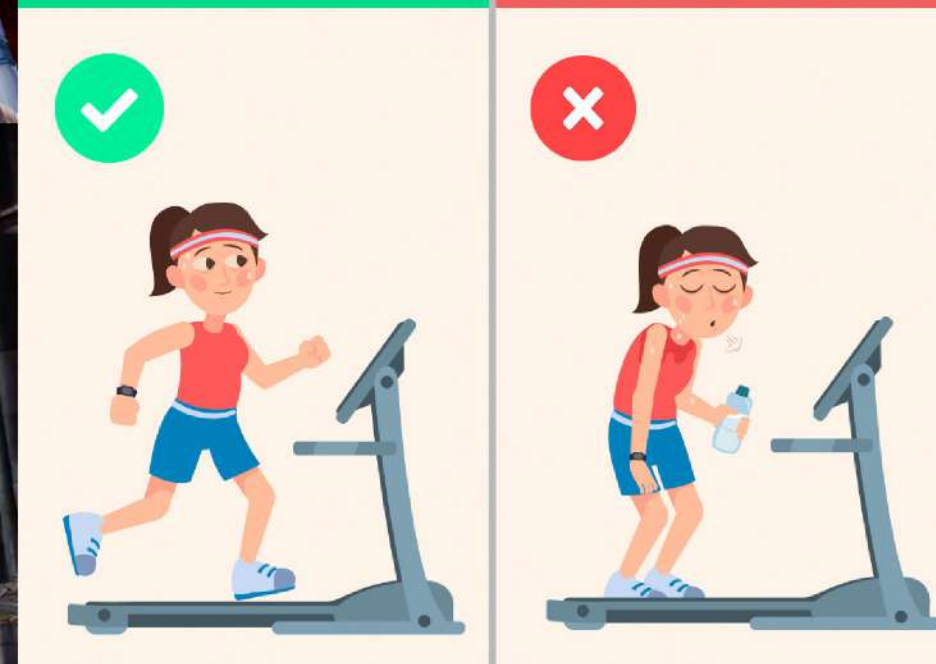
Обращайся к профи

Что нужно сделать? 🔍

- Ветеринар
- Репетитор
- Юрист
- Дизайнер
- Мастер ремонта
- Мастер красоты



With App      Without App



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ПРАКТИЧНО УДОБНО БЕЗ ИНТЕРНЕТА

Хочешь заказать машину в час пик?

Рутакси - мобильное приложение для заказа такси, 6+

Без коэффициентов  
Только фиксированные цены перевозчиков!

Рутакси - мобильное приложение для заказа такси, 6+

ClickEntregas:  
Entregas Rápidas de Moto

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ENTREGAS EM ATÉ 90 MIN

Download on the App Store      GET IT ON Google Play

Продавай и покупай брендовые вещи

SF



## FRAUD TOOLS

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FraudScore



## TRACKING & ANALYTICS TOOLS

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# DEEP AUDIENCE ENGAGEMENT



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A private communication style that builds up trust & loyalty as well as ER



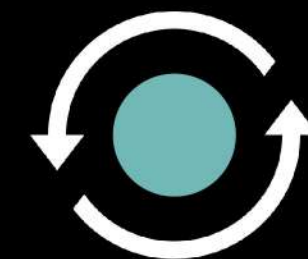
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Text messages, photos, audio and video files, and immediate feedback



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Quizzes, games and surveys can be implemented right within the autofunnel



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Average conversion into a messenger's subscriber – up to 50%



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Messages are 70-90% more likely to be read while the cost is lower than using Email



# COMMUNITY MANAGEMENT & SMM

Digital geeks with **10+ year expertise**

**500K+** database of influencers

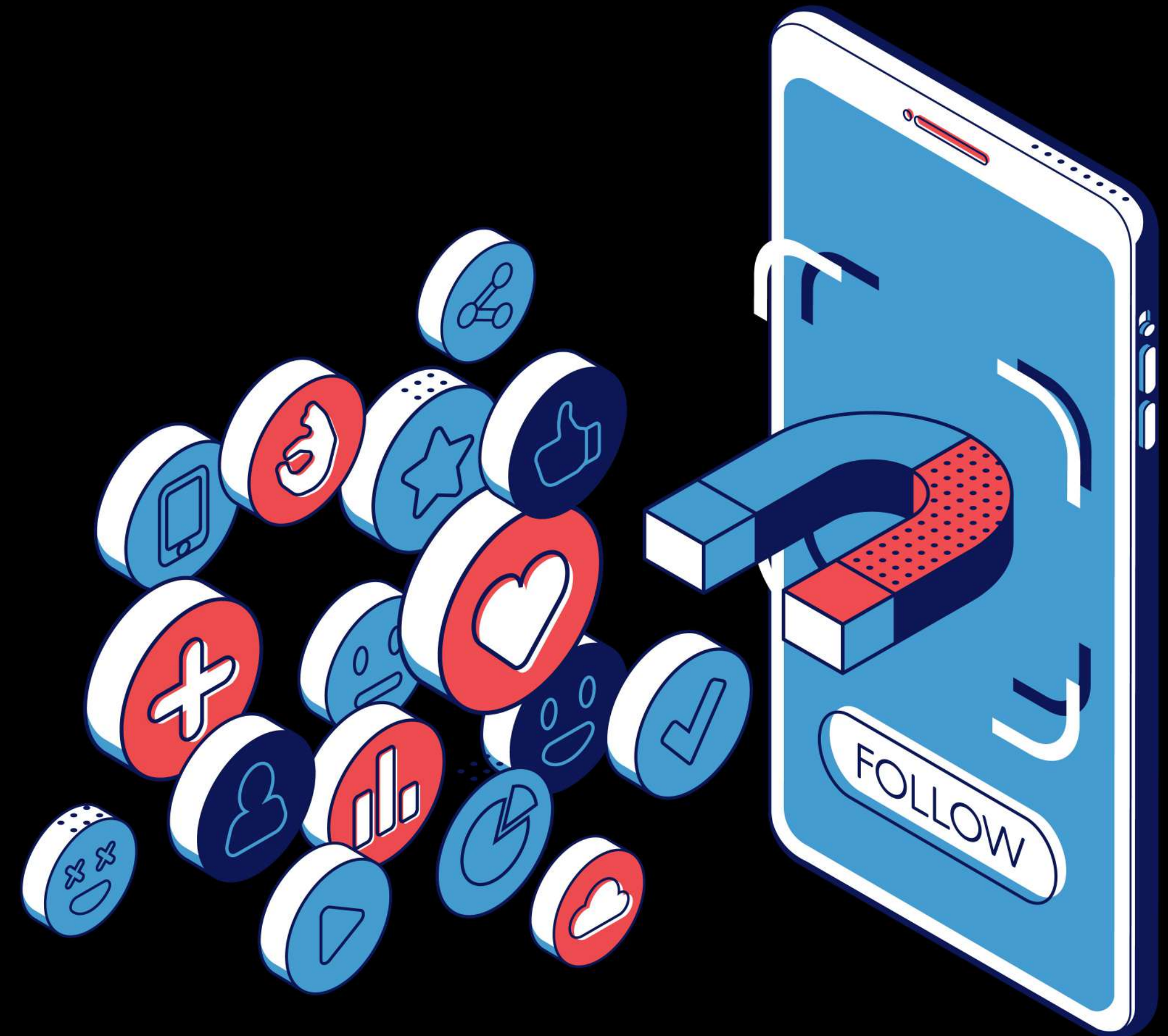
**Unique content** from influencers

Social media ads

**Performance-oriented** SMM

Brand reputation management

**UA+SMM** production



# ASO

## OPTIMIZATION

— Text



Improve search results

— Apps' icons



Increase organic traffic

— Screenshots



Optimise CR

— Video



Analyse competitors



Run Apple Search Ads





Keywords  
search optimization



Conversion  
to install optimization

Reporting

Rating & review

# WHAT'S INSIDE

Creative storm

Statistics & analytics

Dedicated creative team

Growth of organic coverage

Trend watching & its implementation

Strategy development (including media audit)





[info@zorka.agency](mailto:info@zorka.agency)