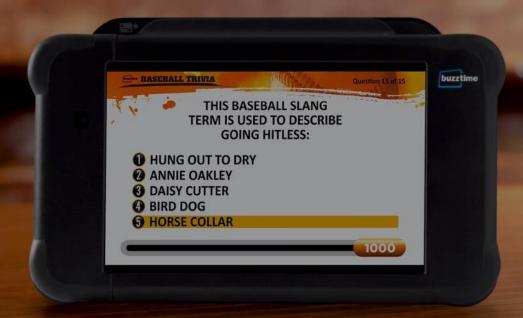


### CATCH THE BUZZTIME® EFFECT



BRING YOUR BRAND TO THE TABLE. REACH MILLIONS OF CONSUMERS AT THOUSANDS OF HOSPITALITY VENUES IN AN EXCITING, EFFECTIVE WAY...THE BUZZTIME DIGITAL-OUT-OF-HOME PLATFORM.

### **WHAT WE ARE**

BUZZTIME GATHERS, ENTERTAINS AND ENGAGES MILLIONS OF GUESTS AT VENUES THEY LOVE.



247M IN-VENUE VISITS YEARLY



115M GAMES PLAYED PER YEAR



11M REGISTERED PLAYERS



1,600 LOCATIONS



# **SOCIAL ENTERTAINMENT:**

#### **Trivia - What We're Famous For!**



























Games are played using Buzztime Tablets and in-venue TVs





## WHERE YOU'LL FIND BUZZTIME:

**1,600 VENUES** 



STRONG
PRESENCE IN
TOP 10 MARKETS
AND AVAILABLE IN
200+ DMA'S
ACROSS US



### **WHO WE SERVE**



IN 100 BWW LOCATIONS











COMMUNITY OF 1,500 INDEPENDENT BAR AND RESTAURANTS





### **IN-VENUE ENTERTAINMENT**

CAPTURE A VALUABLE AUDIENCE IN A SOCIAL ENVIRONMENT, ON-PREMISE AND AT THE POINT OF PURCHASE





#### **BUZZTIME'S DOOH PLATFORM:**

REACH MILLIONS OF ENGAGED, SOCIAL CONSUMERS



**Millennials** 



**Sports Fans** 



**Big Groups** 

6,400
DOOH
SCREENS
PLUS 20K TABLETS

74
MINUTES
AVERAGE
DWELL TIME

54.5 PERCENT MALE, AGES 25-44 45.8
MINUTES
AVERAGE
AUDIENCE
ENGAGEMENT

76% WATCHED WHILE IN VENUE





### **LAUNCHER PROMO**

- > NEW 6 10 SECOND UNIT THAT RUNS AT FIRST TOUCH OF TABLETS
- > ENGROSS CONSUMERS THE MINUTE THE PICK UP A TABLET
- > VIEWED BY MORE THAN 2M UNIQUE CONSUMERS EACH MONTH
- > CLIENTS ARE AT THE FINGERTIPS OF MILLIONS





#### STANDARD UNITS

- > SCHEDULED PROGRAMMING 15 HOURS, DAILY
  - 6-7 ad breaks per hour
  - 16 minutes inventory per hour
- > 15-SEC AND 30-SEC SPOTS AVAILABLE
- > RUN ON TV SCREENS AND TABLETS
- > NATIONAL AND REGIONAL FLIGHT OPTIONS
- > RUN-OF-SCHEDULE OR DAY PART TARGETING
- > EASY ADAPT BROADCASTING SPOTS
- DESIGN TEAM SUPPORT





### **BRANDED GAME SERVICE**

- > CUSTOMIZED TRIVIA GAME FULLY INTEGRATED WITH BRAND LOGOS AND PRODUCT SHOTS
  - Tailor made trivia questions and customizable content
  - Wide array of scheduling option to reach your target audience
- GARNER THOUSANDS OF HOURS OF ONE-ON-ONE GAME PLAY INTERACTIONS WITH YOUR BRAND
- > COMPLIMENTARY SOCIAL MEDIA AND MARKETING SUPPORT CREATING AN OMNI-CHANNEL PROGRAM







### **BRANDED GAME SERVICE - PRIZING**

- ACCESS TO BUZZTIME'S PROMOTIONAL PLATFORM
  - Ability to prize winners instantly
- > CO-BRANDED ADVERTISING SUPPORT
  - Let players know what they can win, when to play and how to get involved with the game
  - Generate millions of DOOH impressions
- > BRANDED GAME SERVICE OFFERS A 360° EXPERIENCE







### **BUZZTIME'S BRAND PARTNERS:**

JOIN US!























## **THANK YOU**

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