

Facebook's Center for Marketing Science



Emotional AI/Neuro Analysis





Digital media: conflicting roles in young peoples' lives



- Taps into developmental needs - relationships, identity exploration, autonomy, etc.
- Tool for expression, civic & political participation
- Concerns about “screen time,” addictive tech design, social media & anxiety, etc.

How Kids' Digital Media is Turning into a Multi-Billion-Dollar Opportunity

The Spending Power of the Modern Tween

- Tweens in the United States are estimated to provide at least \$260 billion in direct sales every year.
- More than 75% of the money that Tweens get to spend on their own comes as gifts, either from their parents or from their extended family.
- More than half [58%] of Tweens also receive money from an allowance or chores.
- About 10% of that spending originates from the pockets of the Tweens themselves.

As the 'Instagram Effect' Grips Gen Z, Consumers Spend \$830 Billion on Them

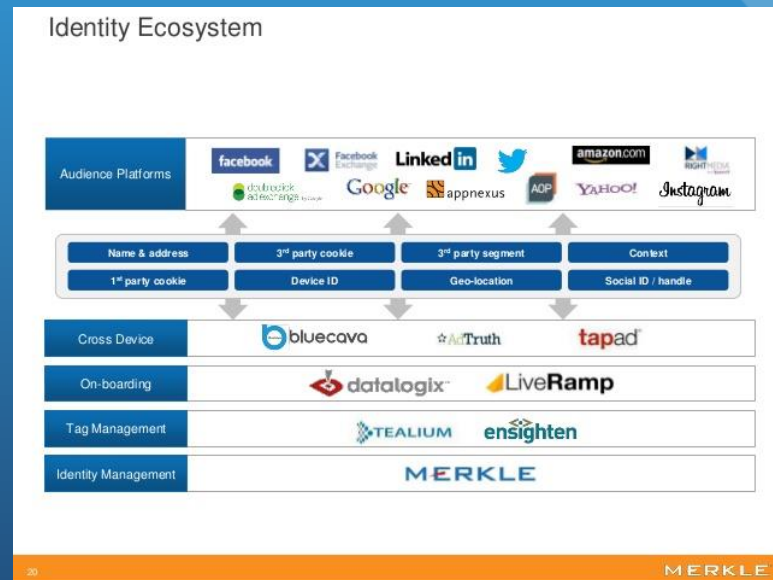
Forces of Big Data shaping contemporary marketing practices



- Increasingly sophisticated digital marketing apparatus
- Data collection & marketing are now completely intertwined
- Cross-device tracking & targeting
- Programmatic - anytime, anywhere, real-time
- Personalized
- Growth of new formats

Data collection, measurement, and targeting are woven into content and functions of digital media.

- Explosion of industry metrics for researching young people's interactions with media
- Every behavior is measurable; online & off
- Constant, real-time, cross-platform analysis
- Triggering and measuring actions
- UPC-like codes on ads & digital content
- Levels of granularity unprecedented



Major food & beverage companies now in big data business

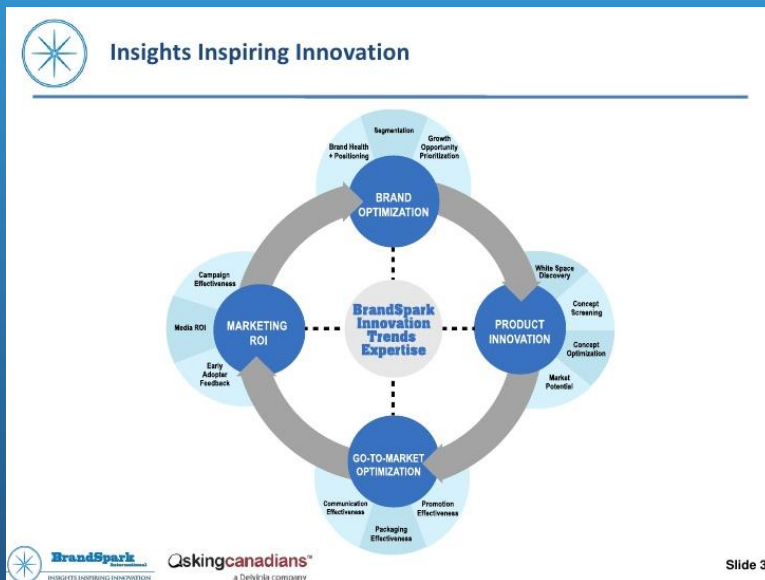


How McDonald's Is Getting Ready For The 4th Industrial Revolution Using AI, Big Data And Robotics

Forbes

Tracking consumers on “path-to-purchase” journey

- Monitoring customer’s behaviors - from online influence to offline decision, “micro-moments”
- “geofencing” near fast food restaurants & other retail establishments
- In-store surveillance, “smart shelves,” “beacons,” etc.
- Shopper analytics
- “digital coupons”



Advertising integrated into video content



- “Native advertising”
- “Snackable content” - across digital media landscape - social media, games, television, music, etc.
- Food and beverage companies allied with major media players
- “Branded” content & channels
- Children as “Influencers” -- “unboxing”

Immersive Experiences-VR-Nickelodean



Challenges for researchers

- Complex, multidimensional marketing system; difficult to isolate advertising messages
- Personalized, “dynamic-creative” ads tailored to individuals, and changing in real time
- Social nature of marketing and influencer strategies
- Exposure vs. engagement
- Opaque, proprietary marketing, targeting, & analytics processes
- New approaches needed to understand full dimensions of digital media & marketing effects

Opportunities

- Promising academic research models & methods:
 - Computer science researchers analyzing data practices on children's apps
 - Campaign for Tobacco-Free Kids - use of netnography to track social media influence
 - Harvard School of Public Health "Ecological Momentary Assessment" - analysis of media experience in real time
- Digital market analysis/case studies of marketing campaigns
- Adapting digital industry's analytics, measurement, "brand safety" tools
- Outside audits of social media & other platform practices
- Collaboration with privacy & data protection researchers