# Google<sup>m</sup> 1110

# Don't Just Build a Mobile App. Build a Business.

Wayne Pan, Software Engineer May 10, 2011





http://goo.gl/l6tjC

Feedback? Scan the QR code and tell us what you think.

Twitter? Use #io2011 and #Android.

Questions? Ask them on Google Moderator @ http://goo.gl/mod/B8cG.



# I've built an app. How do I make money?





#### Many ways to earn money



#### **Paid downloads**

User pays a fee to download



#### **Freemium**

User pays for additional functionality



#### **In-app purchase**

User purchases goods within the app

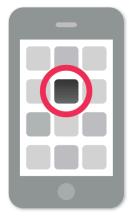


#### **Advertising**

User clicks on ads



### Earning money with mobile advertising



User launches your app.

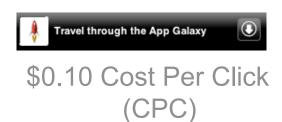


User clicks on ad placed in your app.



You get paid for each click.







120,000 Ad requests



100,000 Impressions





CPC = \$0.10

Ad requests = 120,000

Impressions = 100,000

Clicks = 1,500

Click-through rate = Clicks | Impressions | 1,500 | 100,000

= 1.5%



CPC = \$0.10

Ad requests = 120,000

Impressions = 100,000

Clicks = 1,500

CTR = 1.5%

Revenue = Clicks x CPC

 $= 1,500 \times \$0.10$ 

= \$150



$$CPC = $0.10$$

Ad requests = 120,000

Impressions = 100,000

Clicks = 1,500

CTR = 1.5%

Revenue = \$150

#### **eCPM**



CPC = \$0.10

Ad requests = 120,000

Impressions = 100,000

Clicks = 1,500

CTR = 1.5%

Revenue = \$150

eCPM = \$1.50

Fill rate = Impressions
Ad requests
= 100,000
120,000
= 83%



#### **Network A**

eCPM = \$1.00

Fill rate = 83%

Revenue per thousand ad requests =  $$1.00 \times 83\% = $0.83$ 

#### **Network B**

eCPM = \$3.00

Fill rate = 25%

Revenue per thousand ad requests = \$3.00 x 25% = \$0.75

Compare by eCPM: B > A

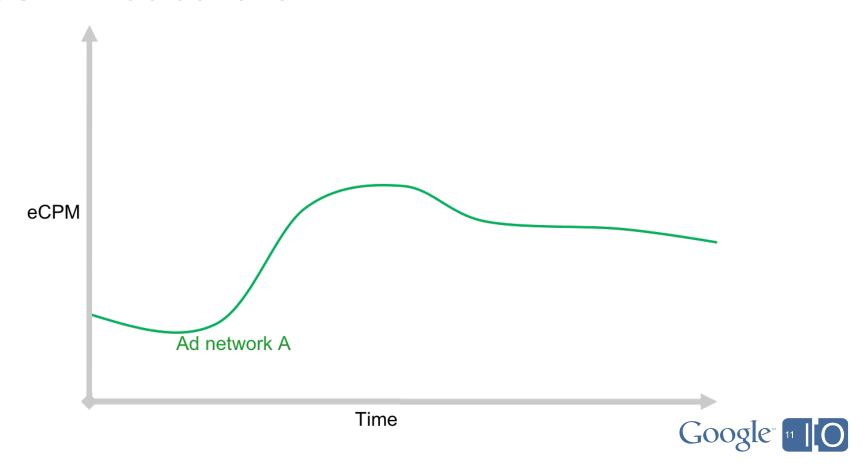
Compare by revenue: A > B



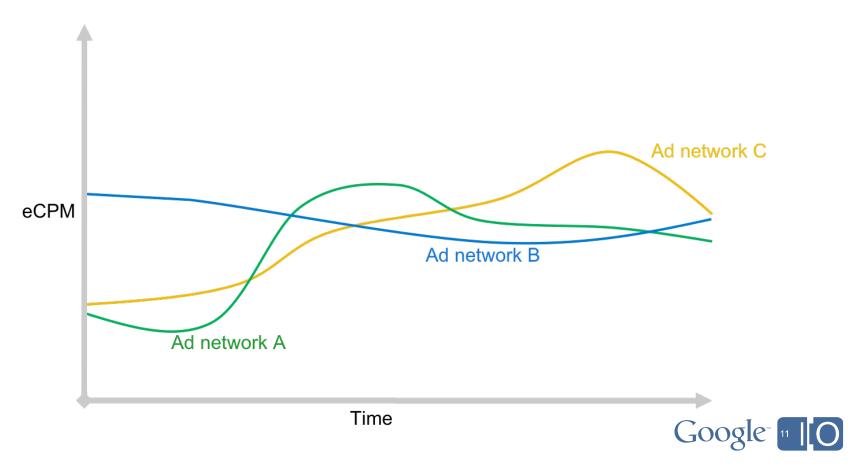
I want to use multiple ad networks.



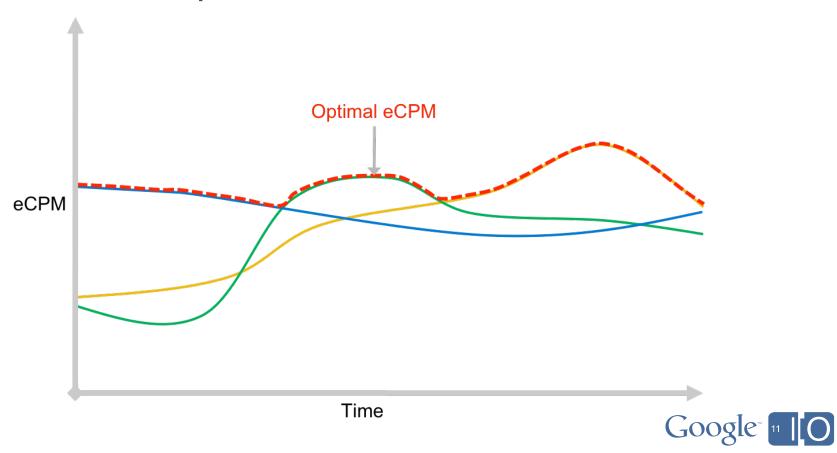
#### eCPM fluctuations



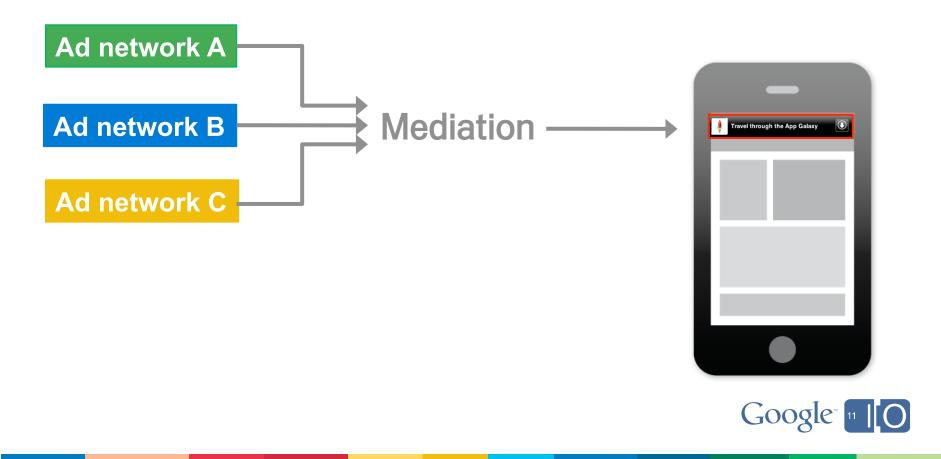
#### eCPM varies across networks



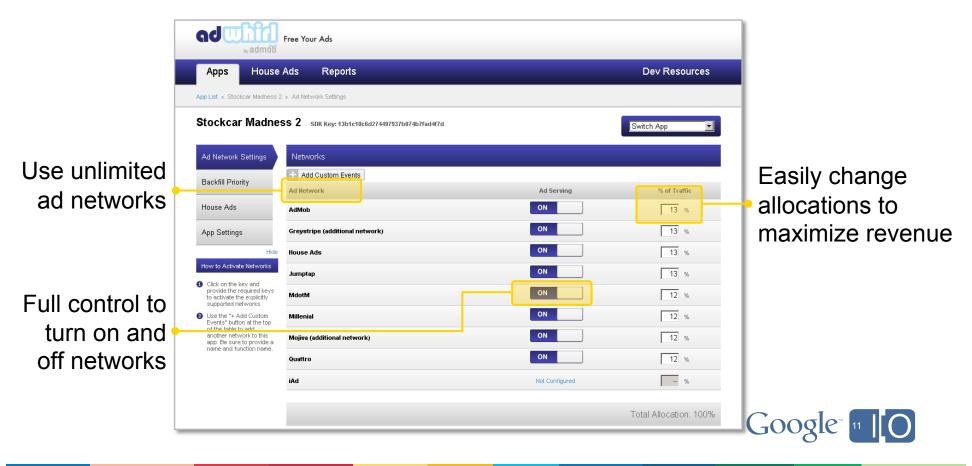
#### Mediation helps reduce eCPM fluctuations



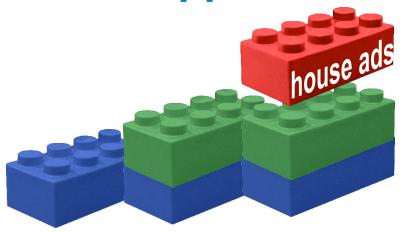
#### Mediation enables multiple ad networks



#### Allocating inventory with AdWhirl

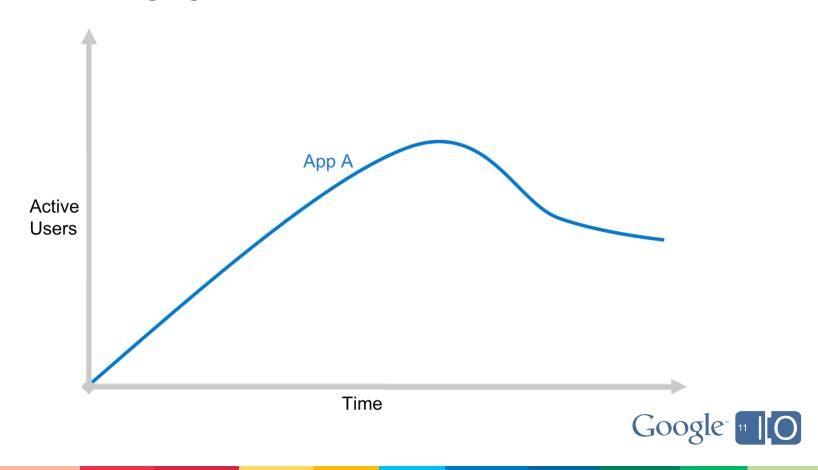


# I've built another app.

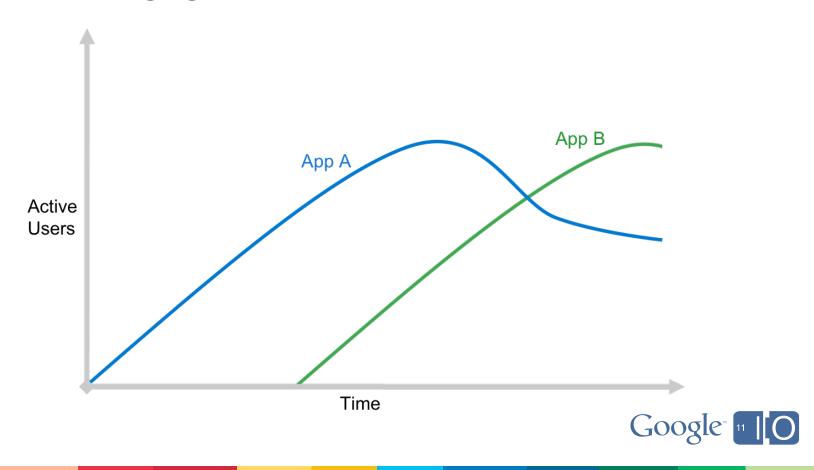




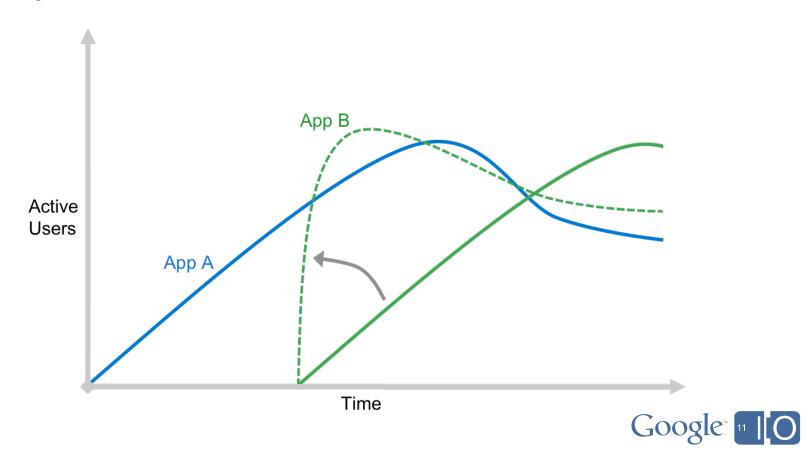
# App user engagement over time



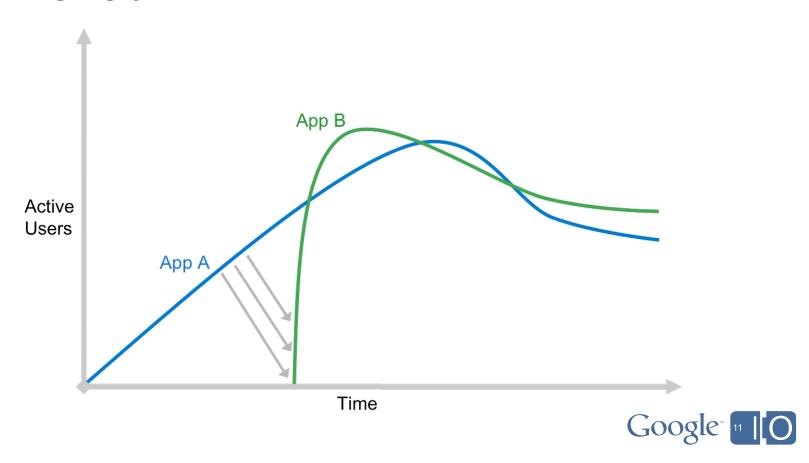
# App user engagement over time



# Build your audience faster



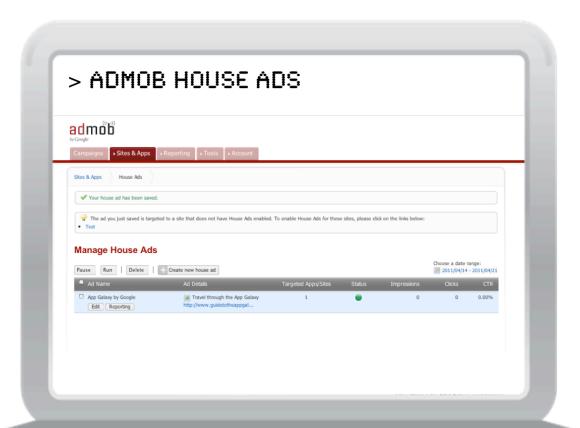
### Leveraging your audience with house ads



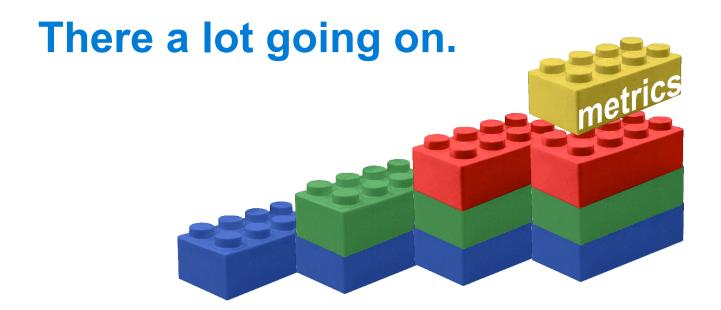
#### Cross-promote your apps with house ads





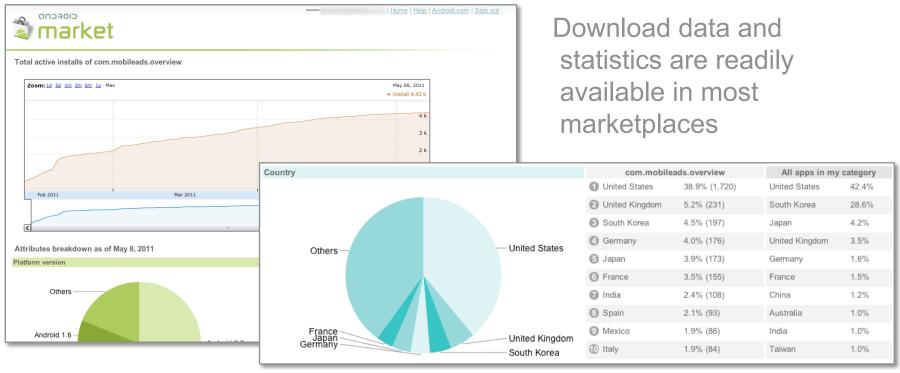






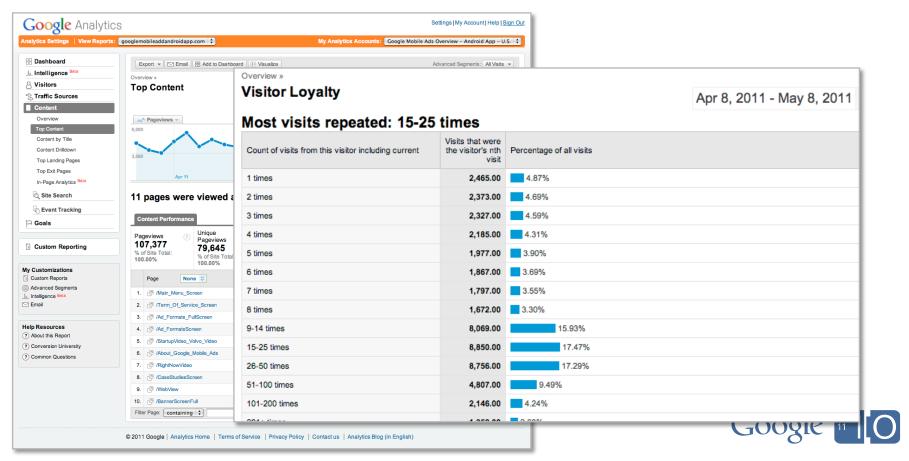


#### It's easy to measure downloads





#### Understanding engagement with Google Analytics



#### Getting started with Google Analytics

 Download and integrate the Google Analytics SDK for iOS and Android: code.google.com/mobile/analytics



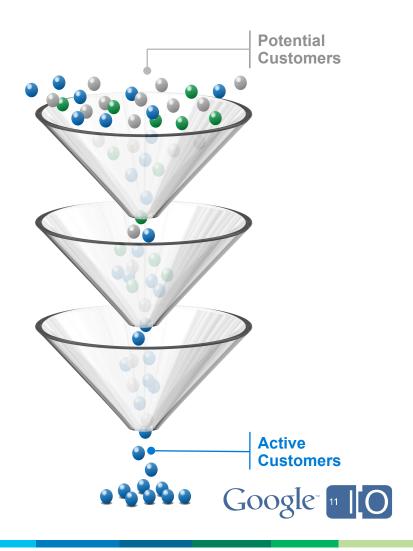


3. Create a new profile for your app, UA-XXXXXXXXX



#### Tracking app engagement

- Ecommerce tracking
- Android referral tracking
  - Referrals from your advertising campaigns
  - Referrals from cross
     -promotion, including house ads

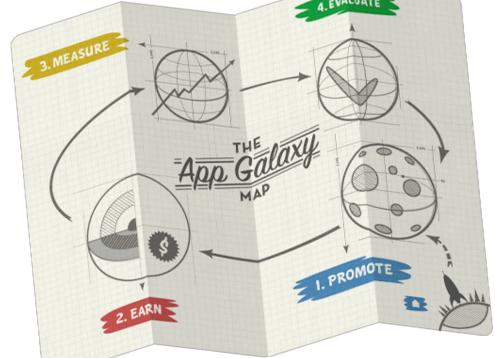


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For more information on our mobile advertising, monetization and measurement solutions visit:

www.guidetotheappgalaxy.com







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