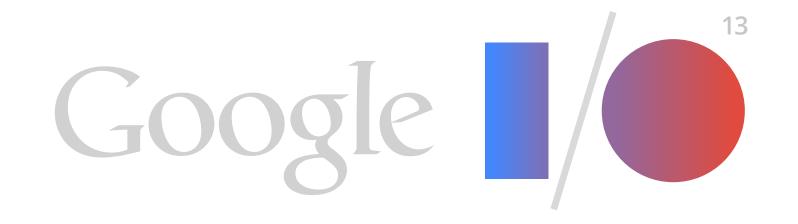


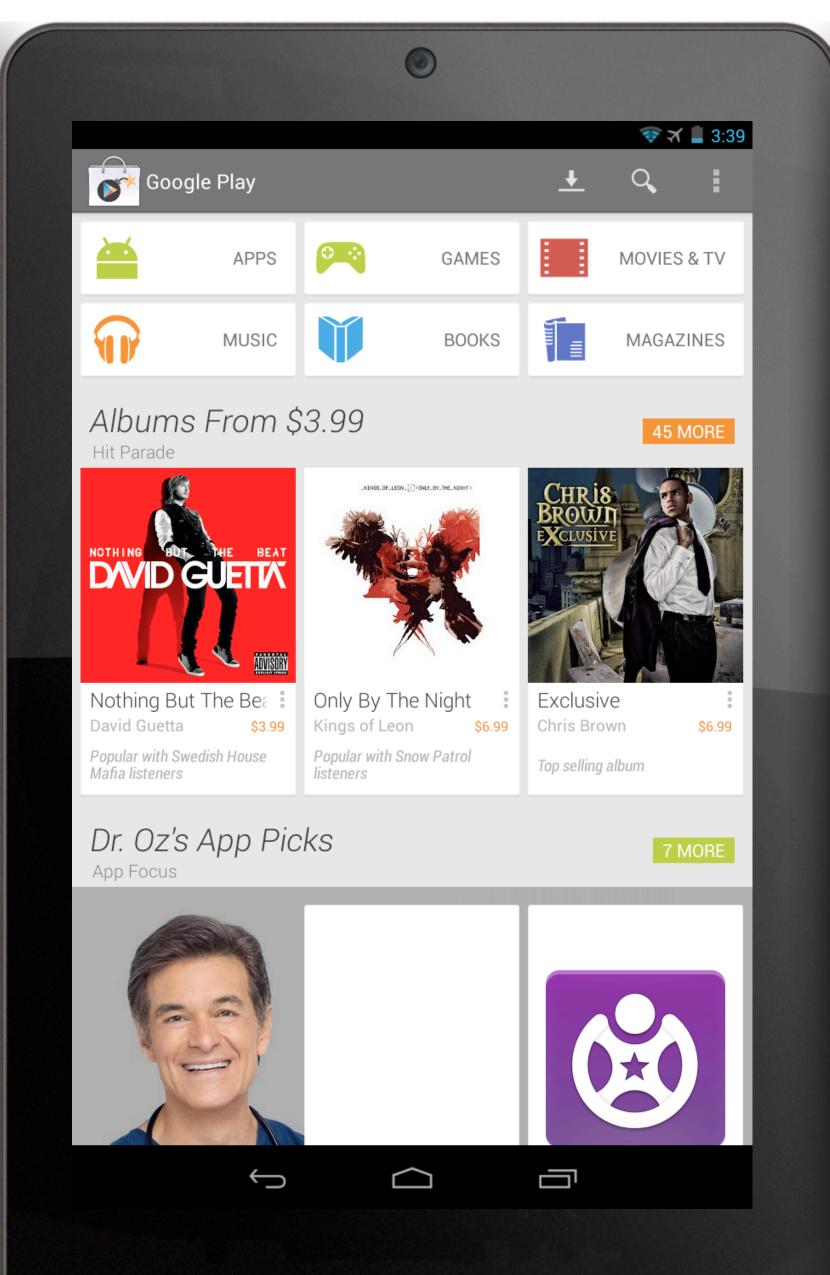


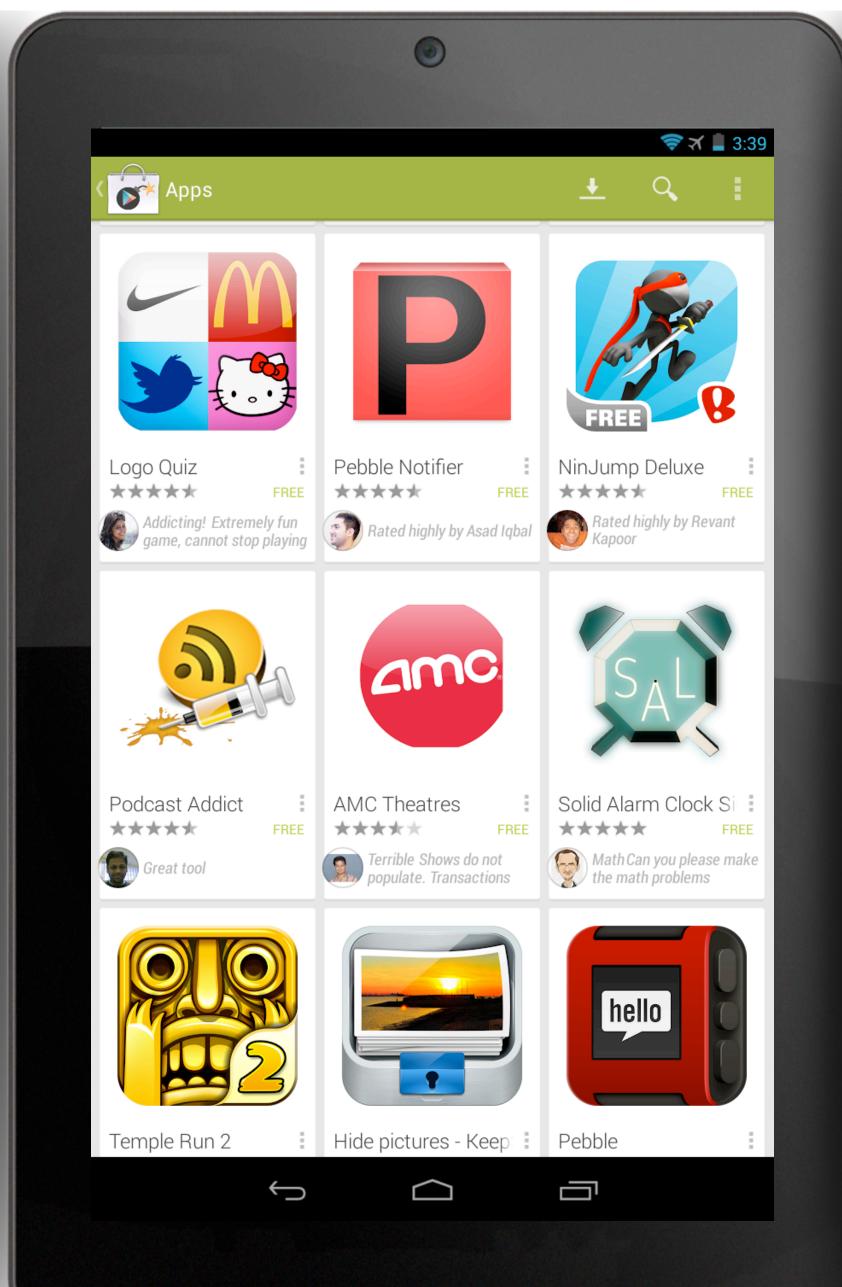
Getting Discovered on Google Play

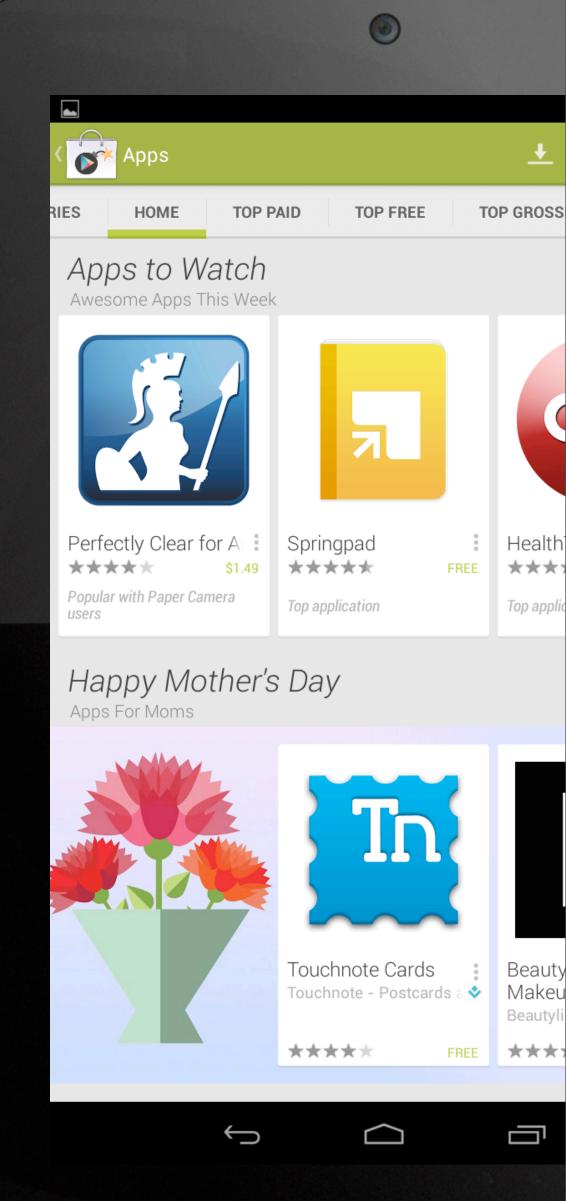
Optimizing for Engagement

Ankit Jain Head of Search & Discovery, Google Play

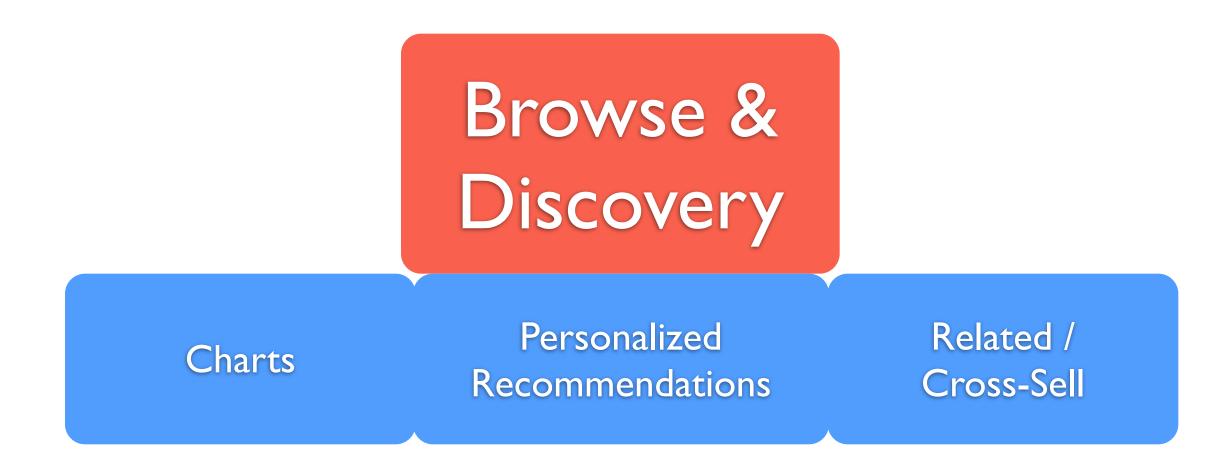








Major Install Sources



Search

Categorical Navigational

12% users searching for apps daily

50% users searching for apps weekly

6M+ unique phrases searched monthly



Vision: Summary

"Personalized Play made Personal"

Search & Browse are main install sources

Bringing the Google to Play



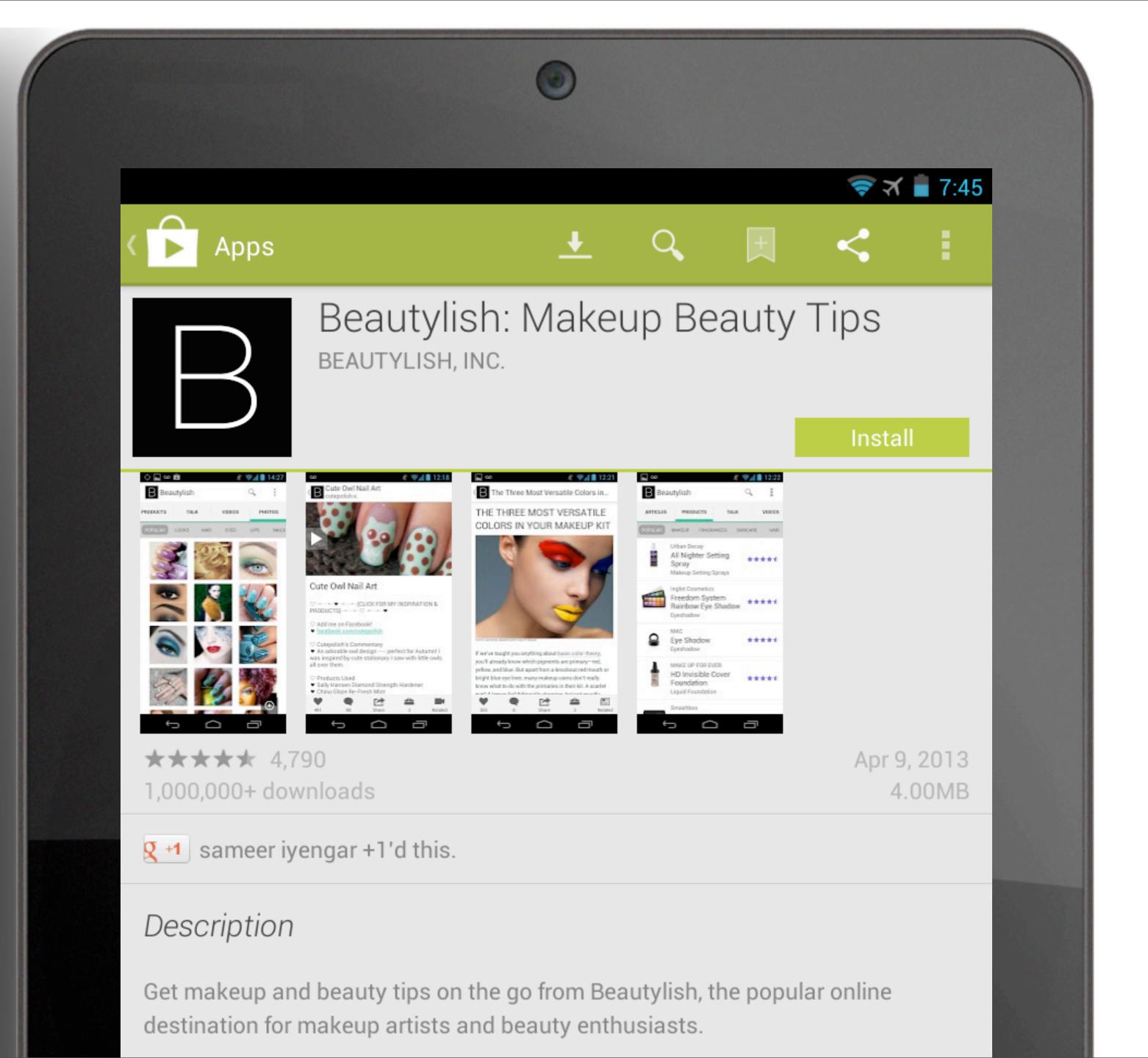


Focus on the Good

Anatomy of Good App Metadata

Short & Clear Title

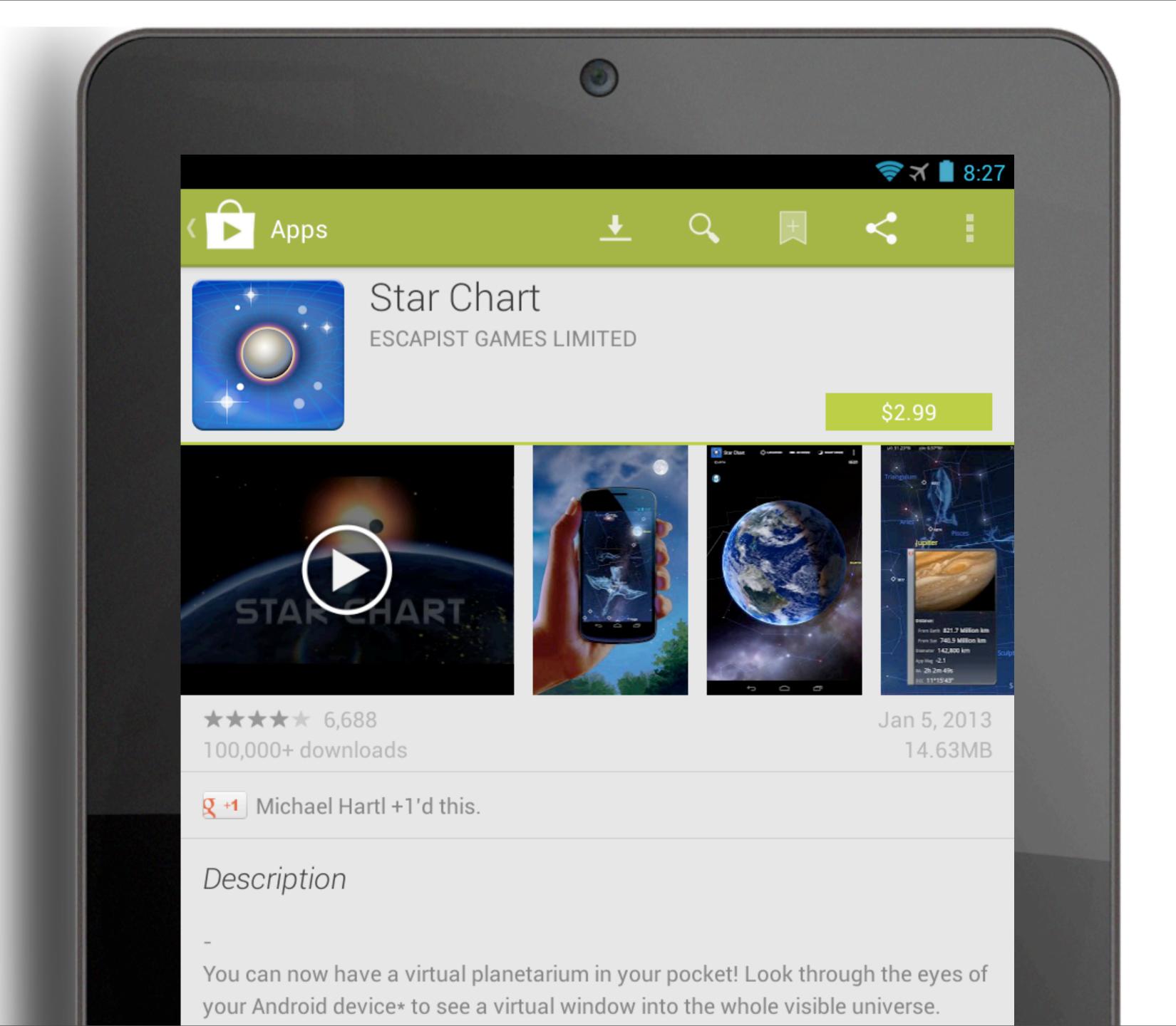
Uniqueness & Creativity encouraged





Functional & Vivid Description

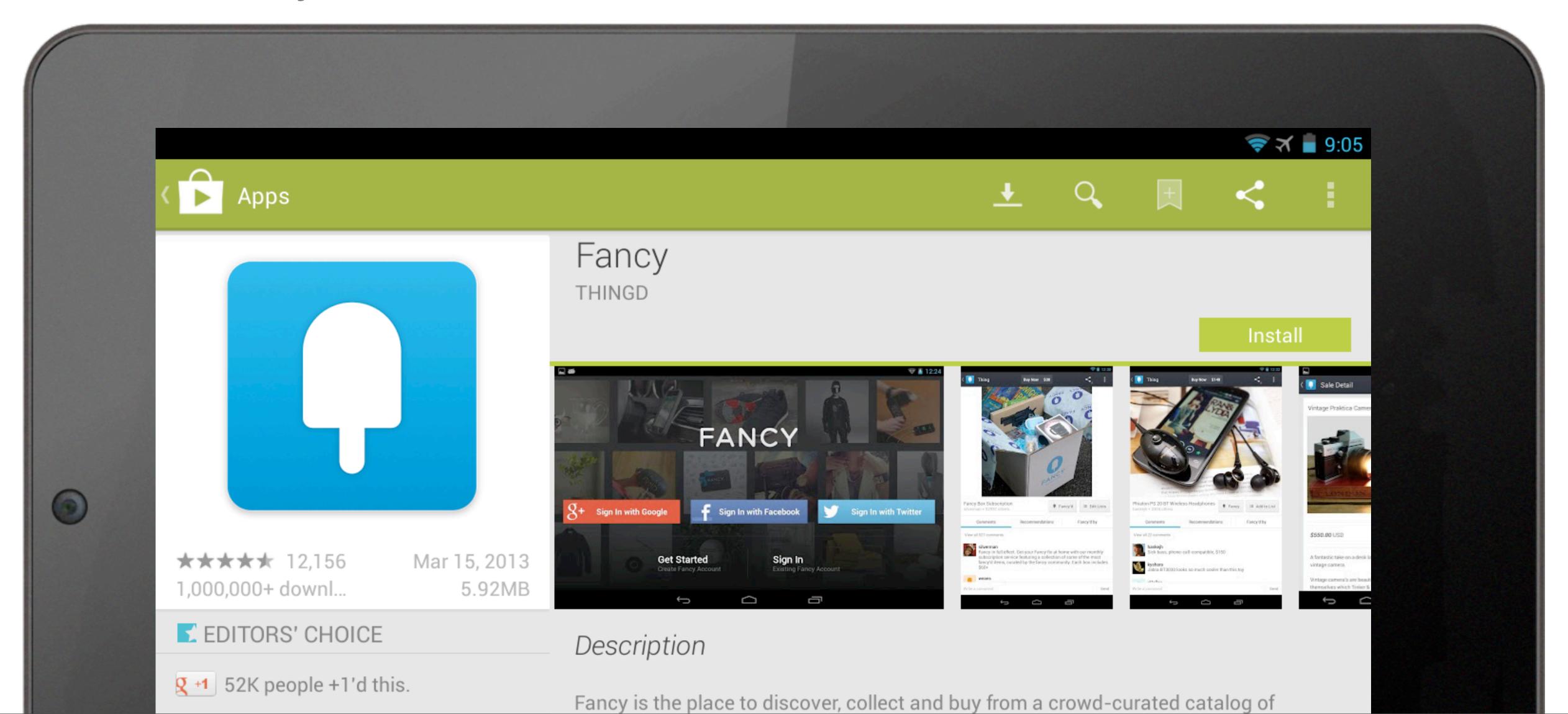
- Main Message First
- Think like your User





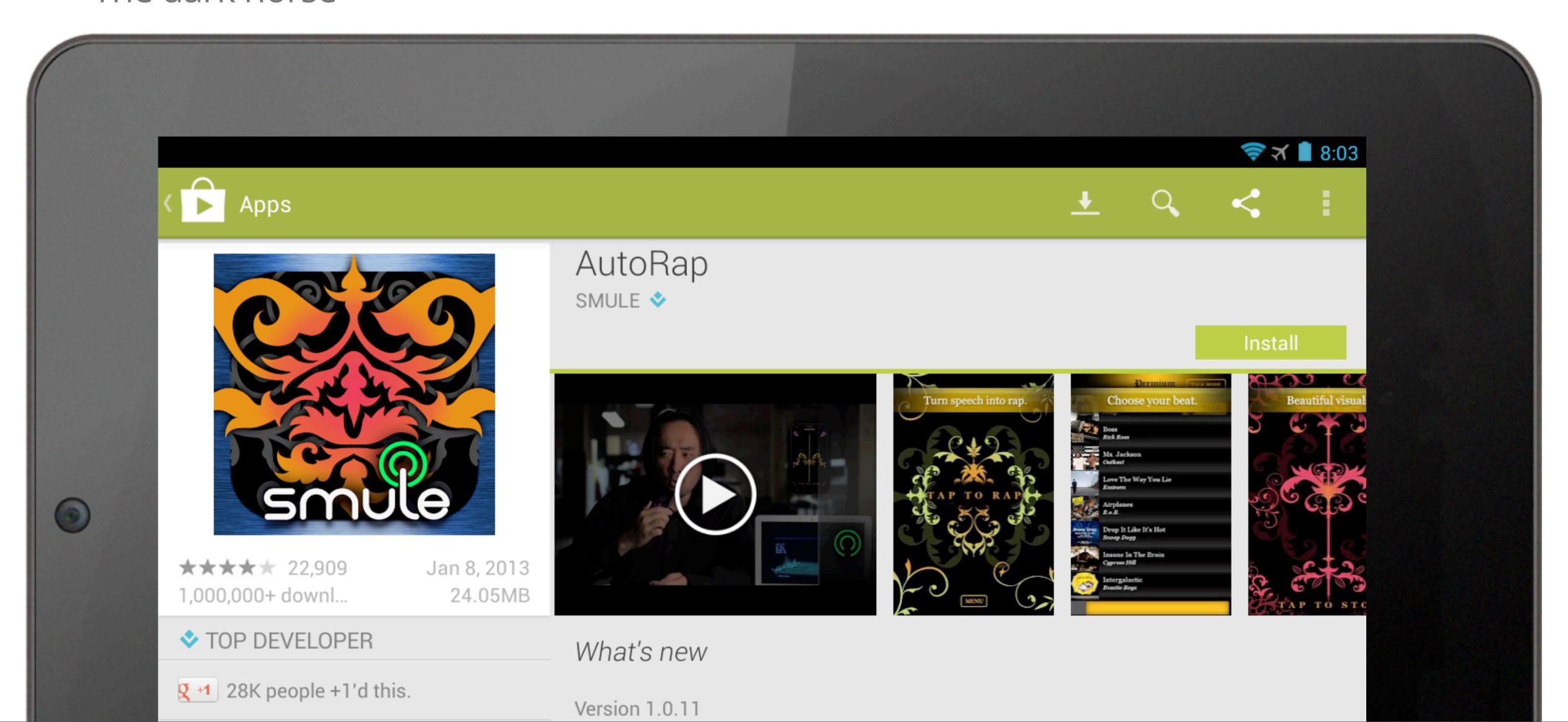
Real Screenshots

Users actually check this

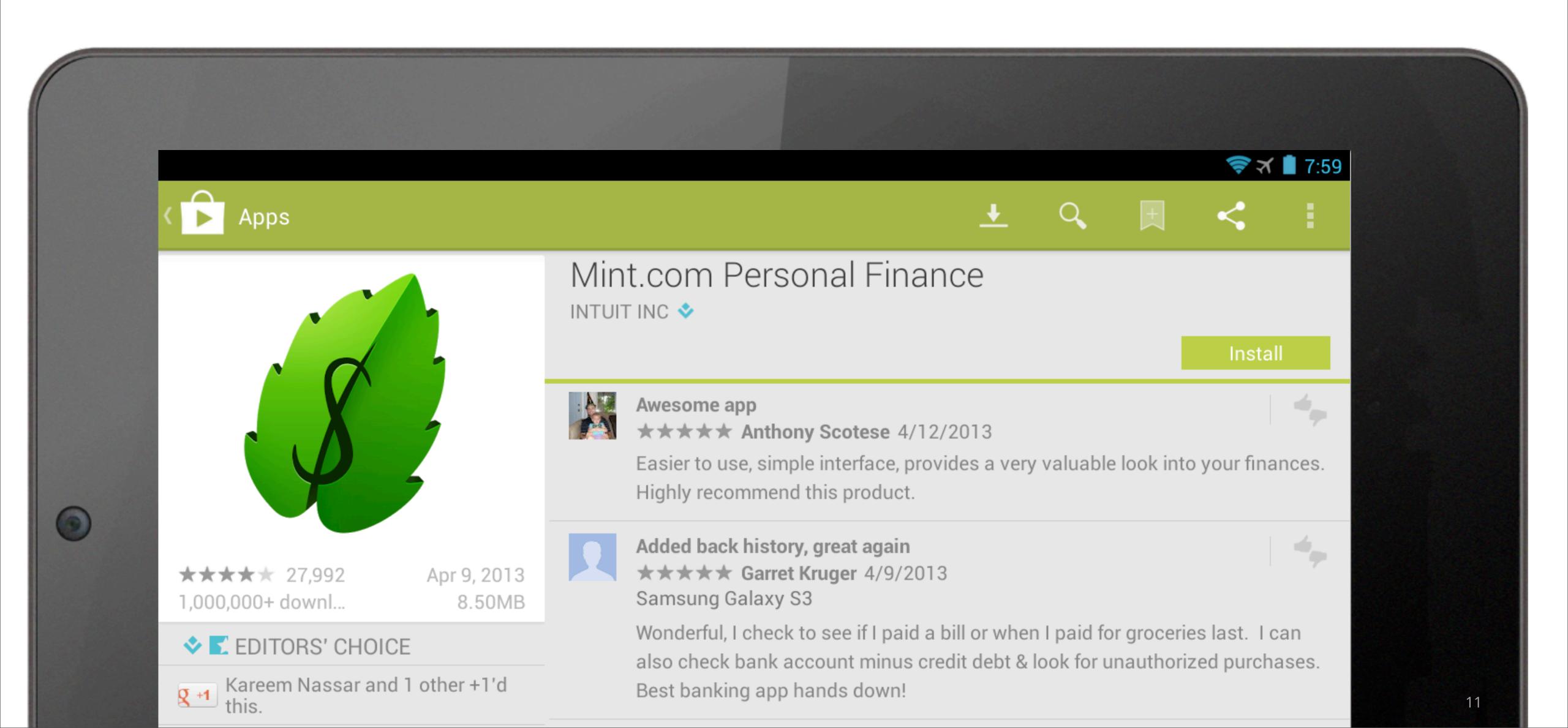


Video Previews

The dark horse



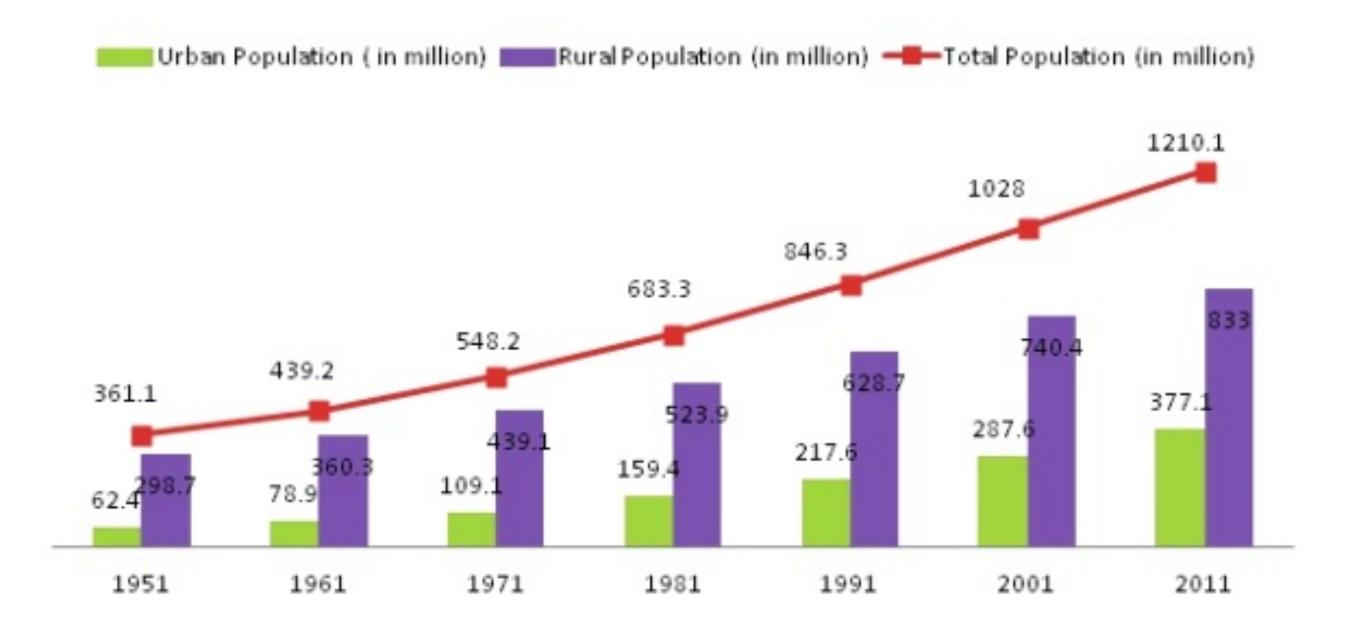
Reviews & Ratings



Reaching your Target Audience



Growth of Urban Population Since 1951-2011 in India



Good App Metadata: Summary

Creative Yet Clear Message (Title & Description)

Mimic Real Experience (Screenshots & Video Preview)

Know Your Audience





Discovery Features in the Store

How this good metadata manifests itself

Statistics

Installs

Uninstalls

Long Installs

Engagement

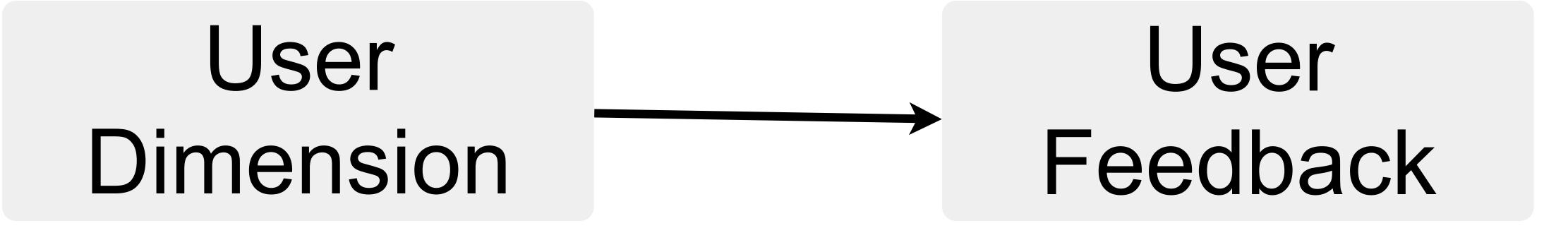


"For query [Q], I'm #3 even though the applications ranked above mine have fewer installs and a lower rating. Why?"

A Common Question

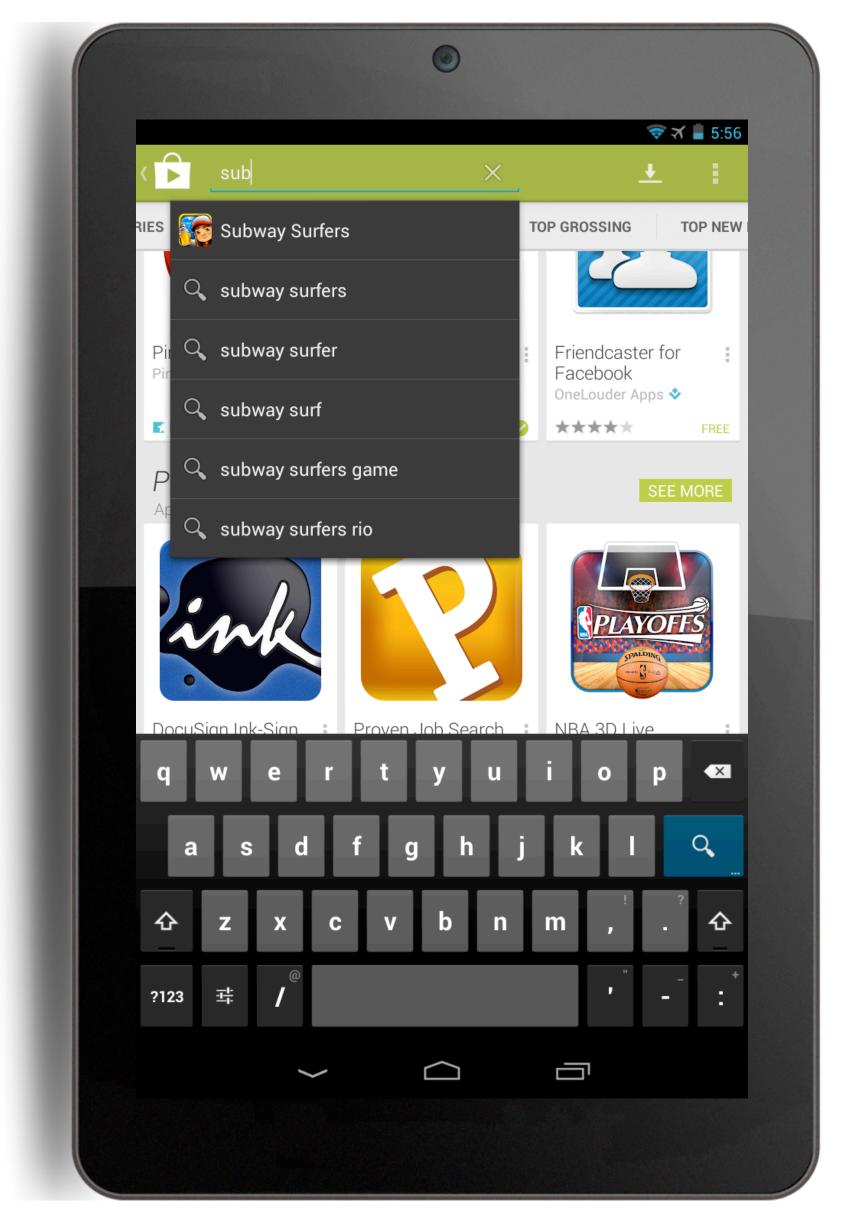


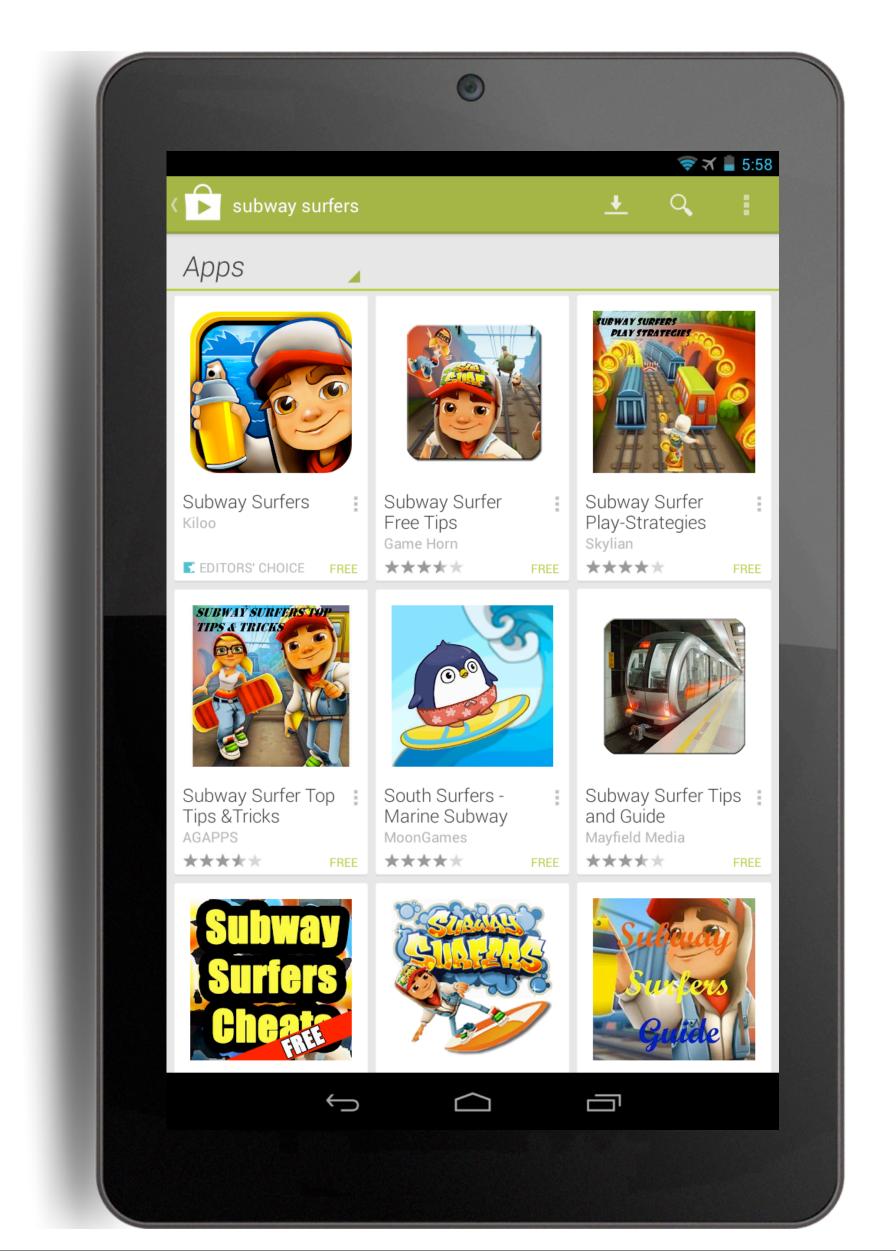
Personalization Statistics





Finding the Right Result







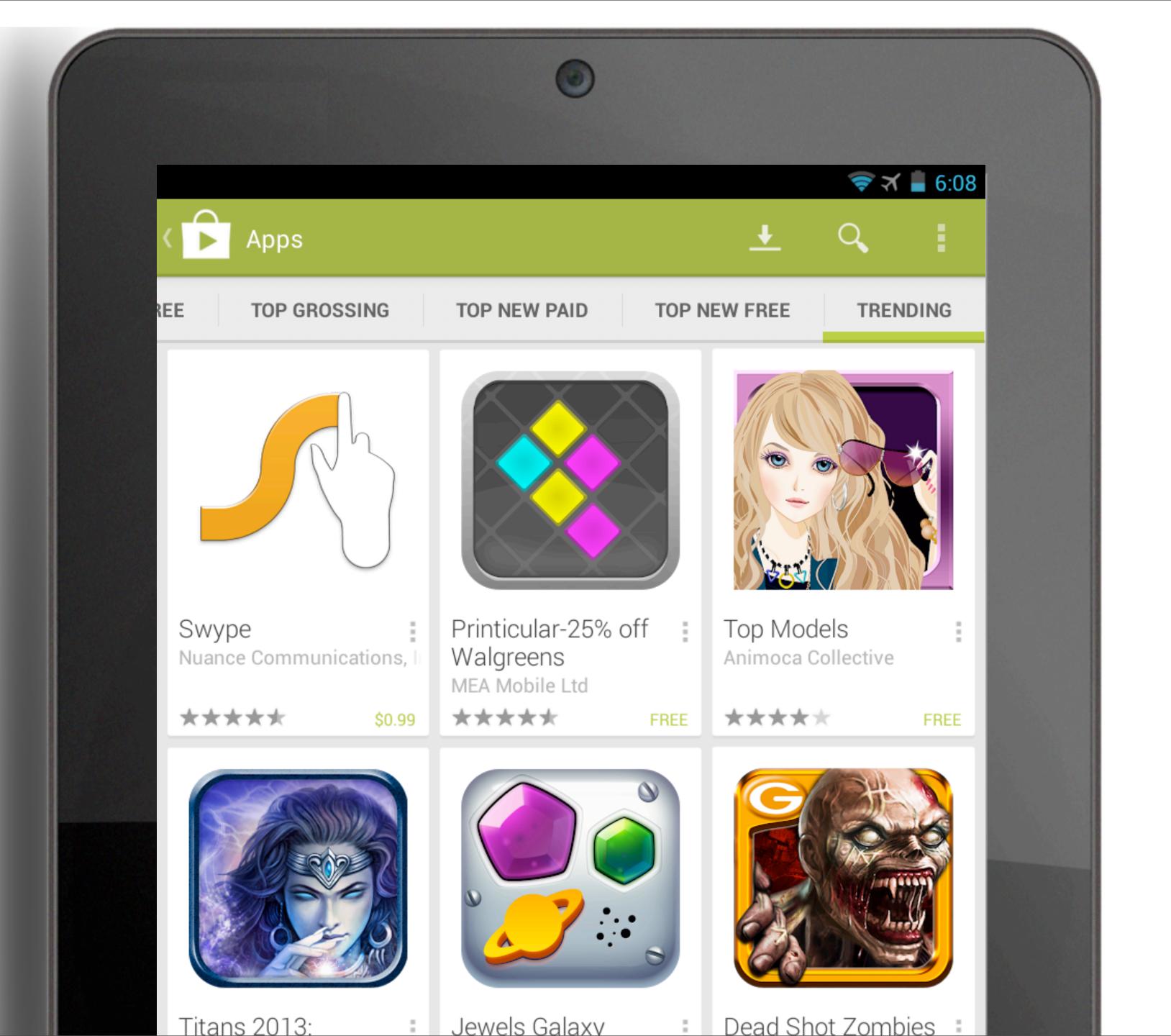
Top Lists: Per Country, Per Category, Per Device Type

	Top Paid	Top Free	Top Grossing	Top New Paid	Top New Free
Target Audience	First Time Users & Users with New Devices			Focused on return users	
Duration	Last Several Days				
Eligibility	All			Published in last 30 days	
Generated	Daily				
Metric	Ins	talls	Revenues	Inst	talls

Trending

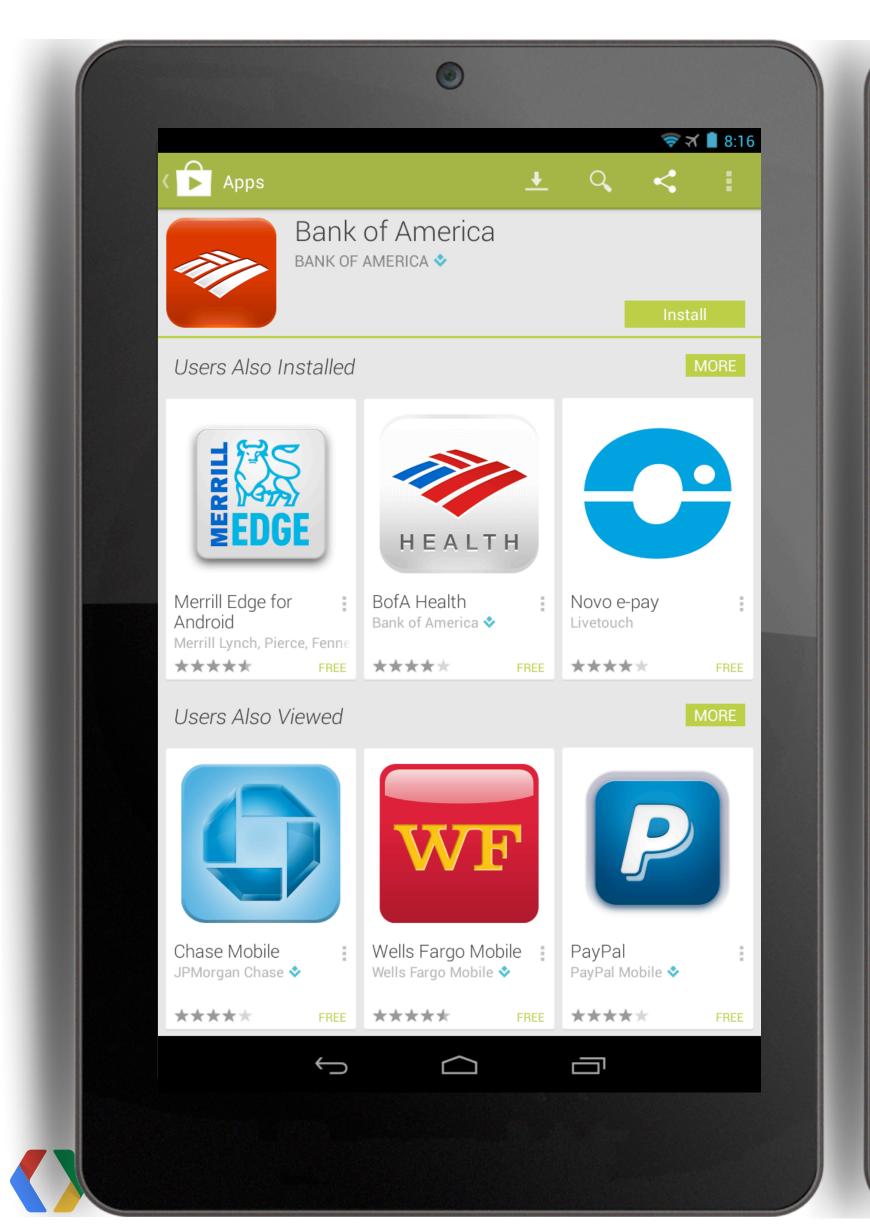
Movers & Shakers

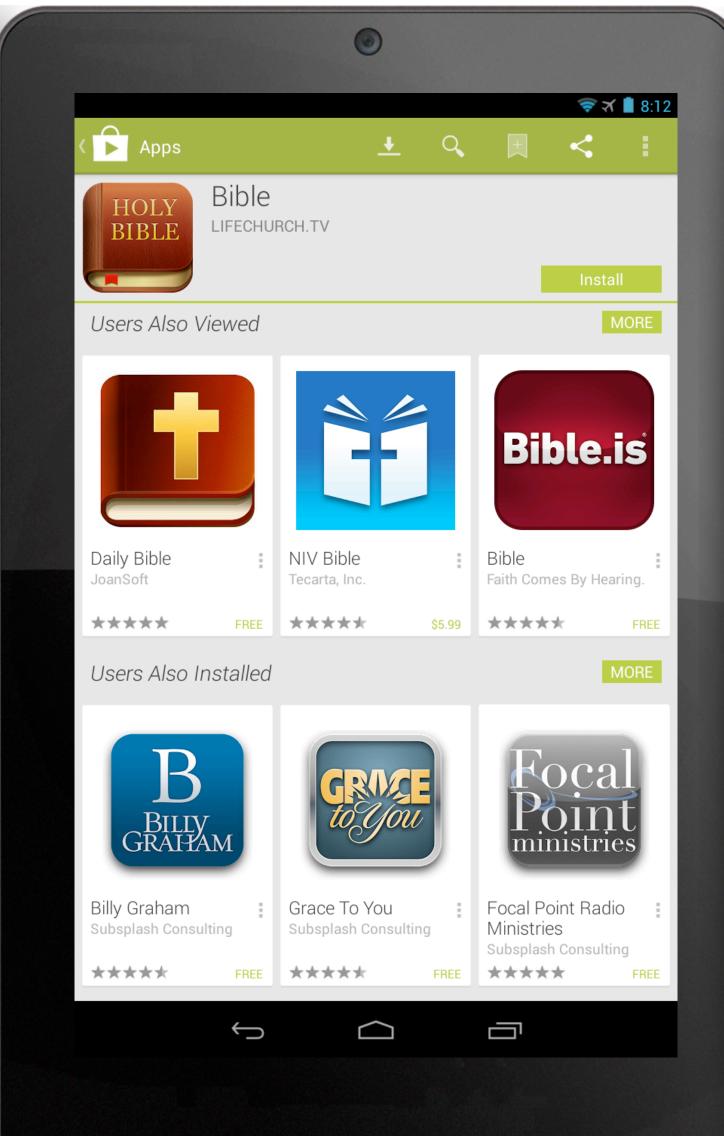
- To highlight apps that are growing faster than we predict
- 30 day moving window

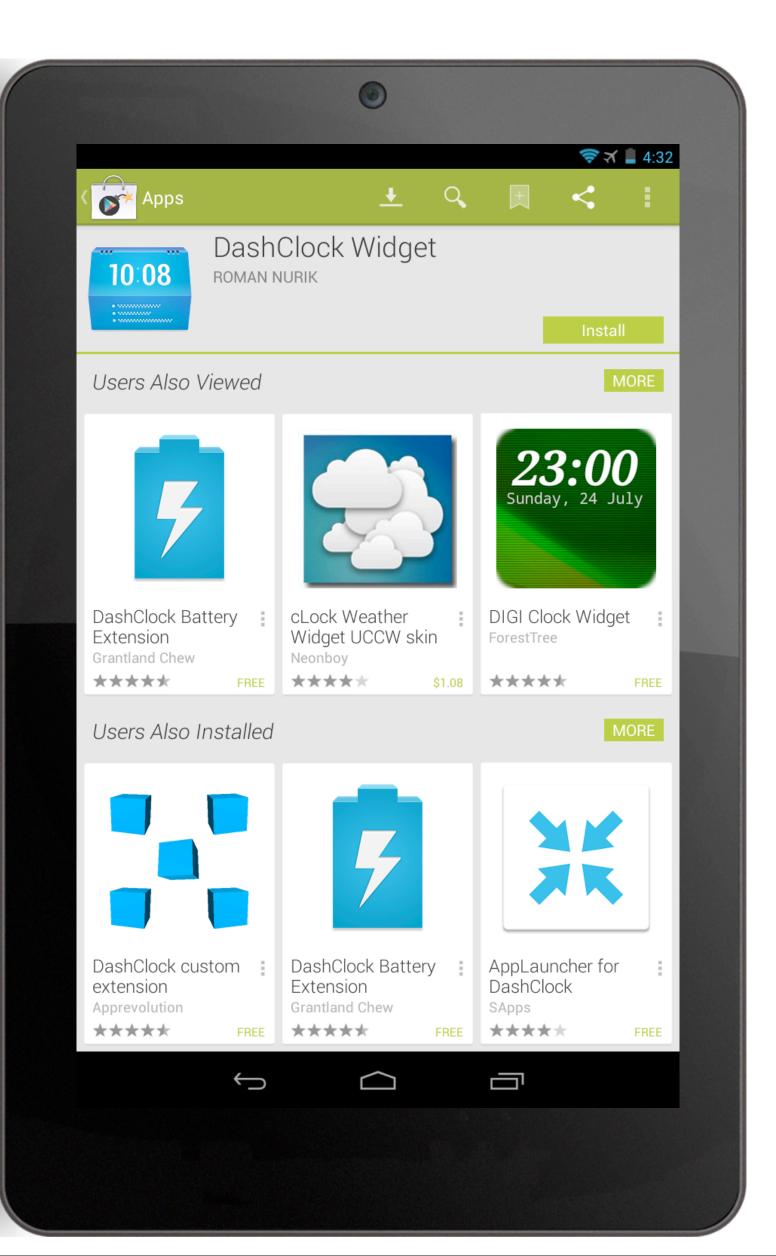




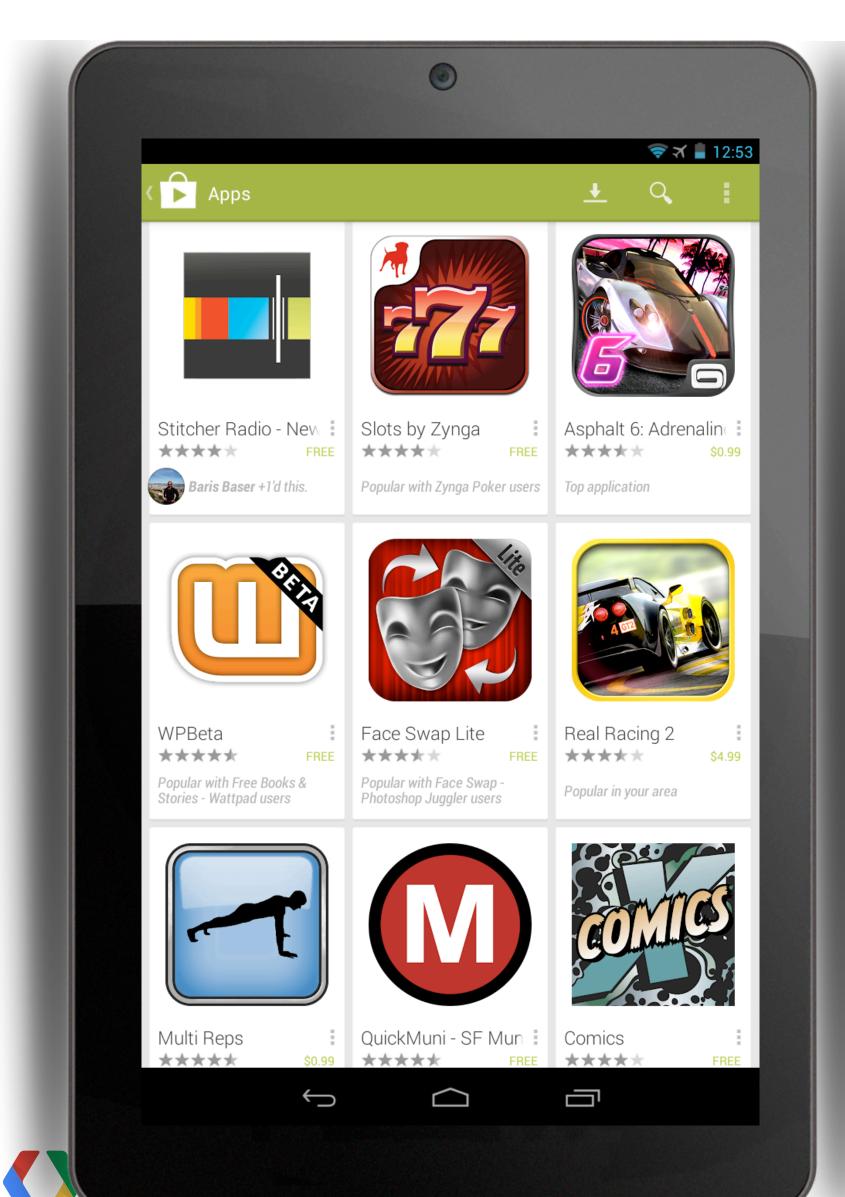
Related / Cross Sell

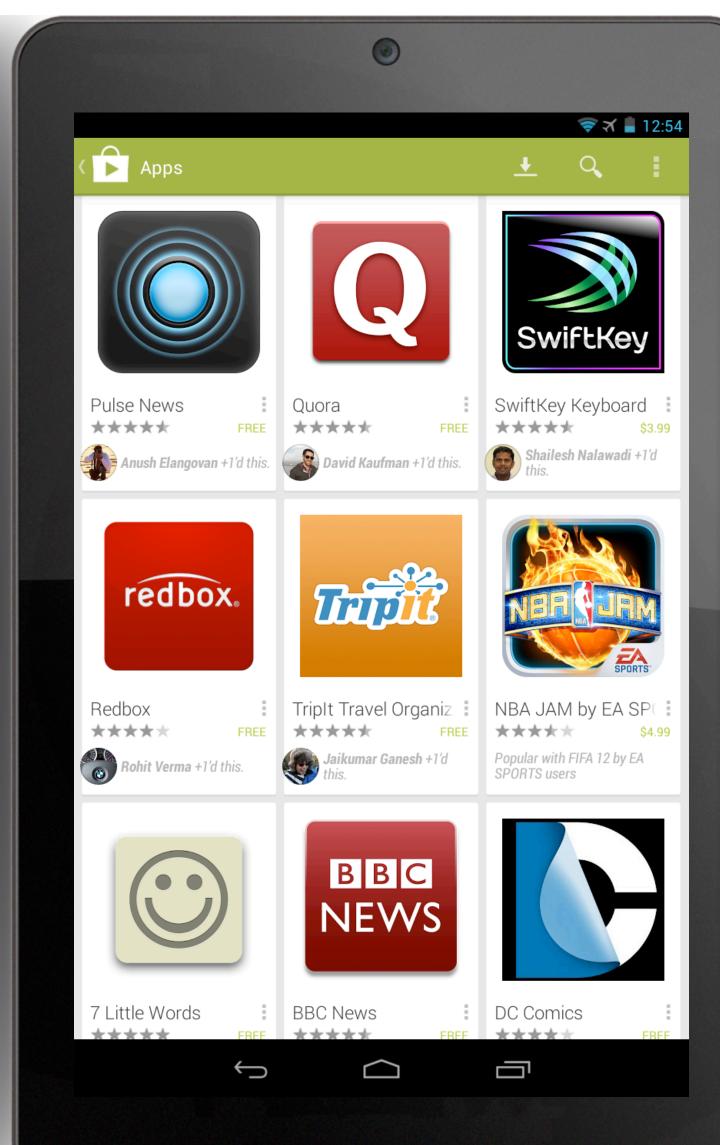


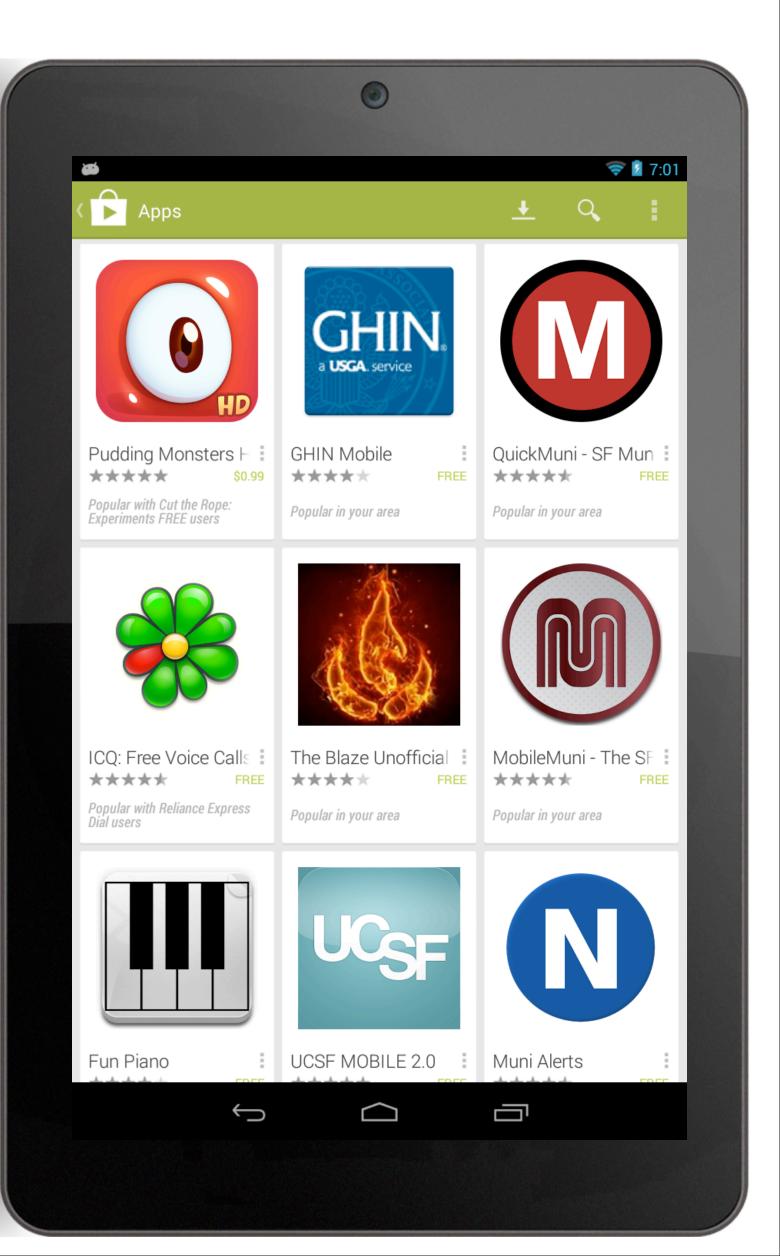




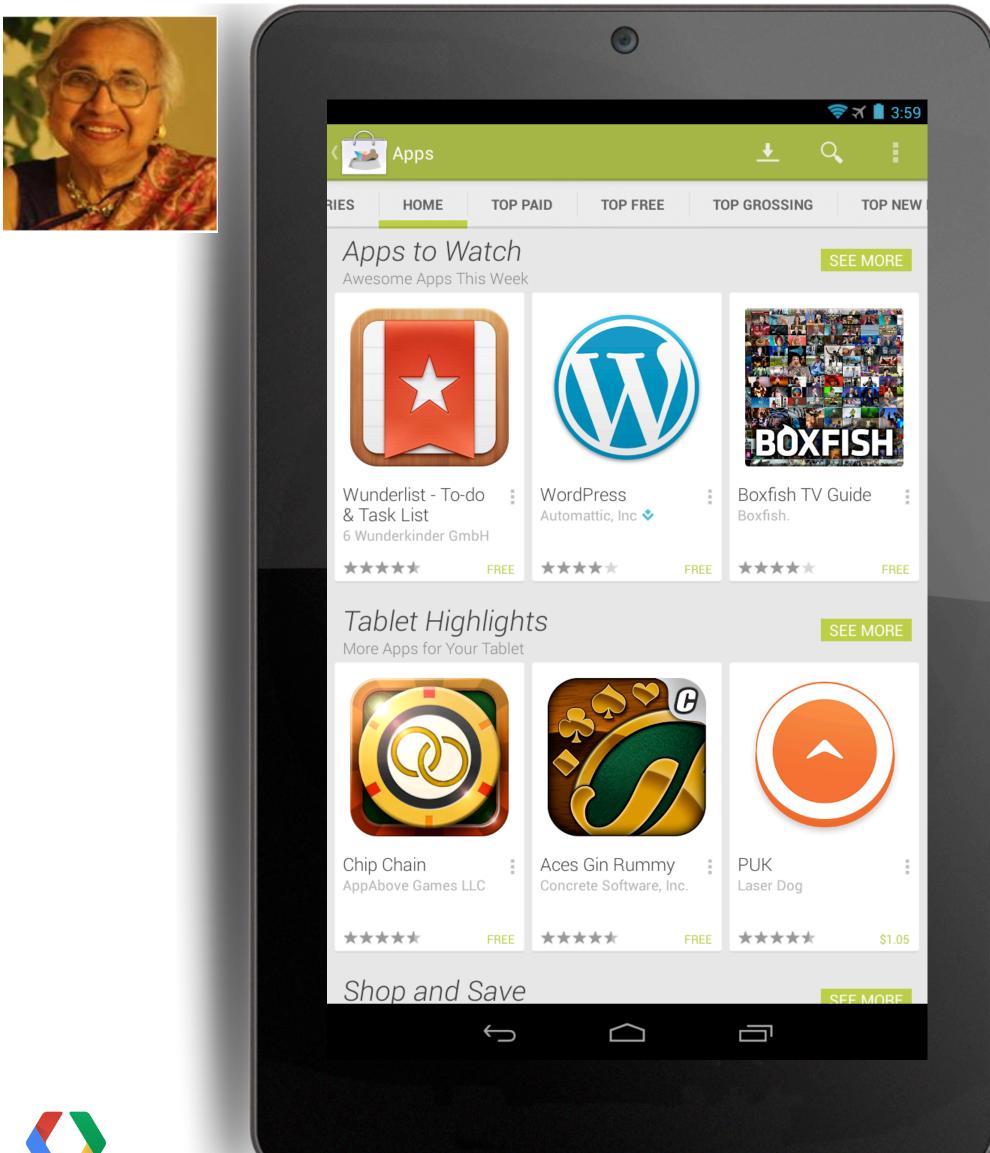
Personalized Recommendations

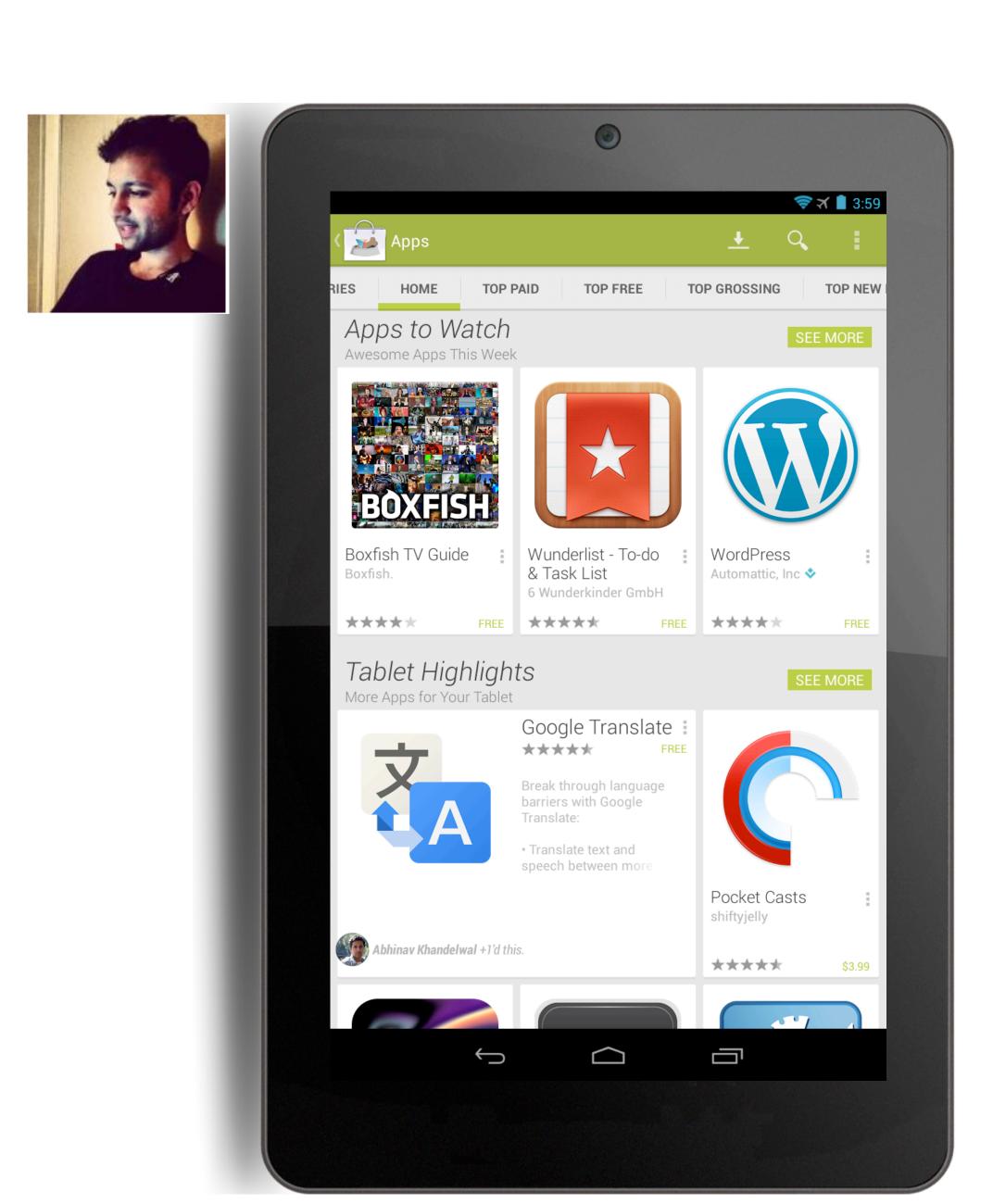






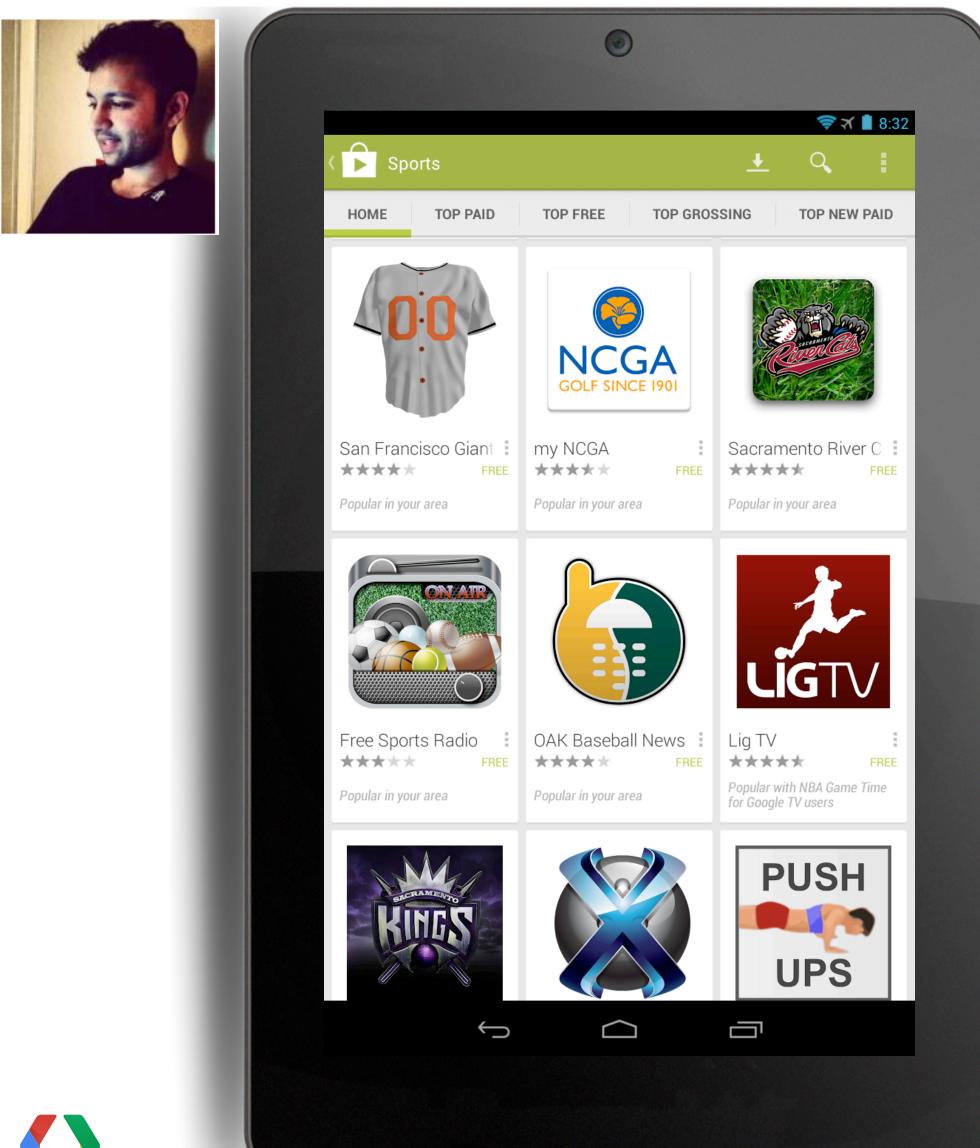
Personalized Home Pages

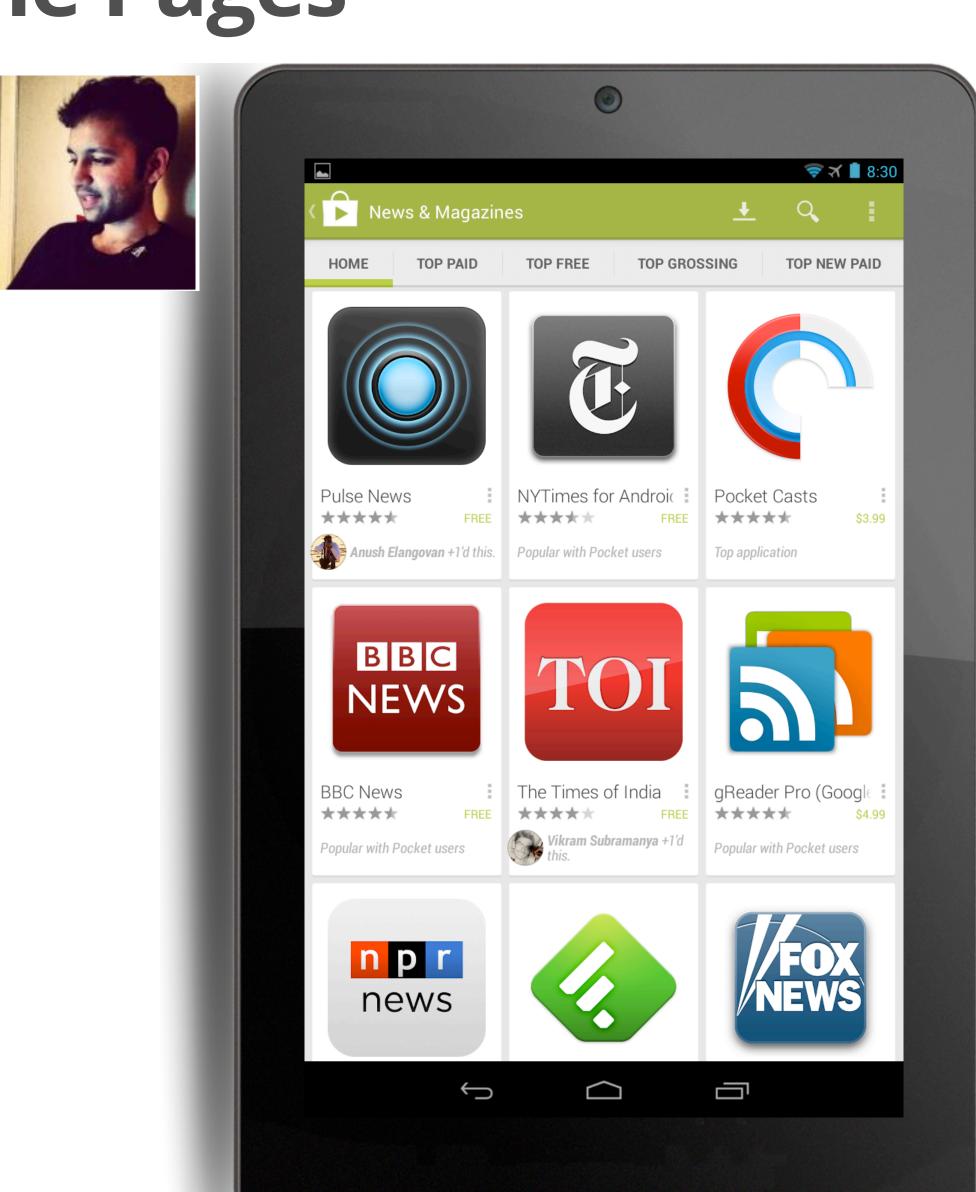






Personalized Category Home Pages







Personalizing Search

Navigational Queries

- [angry birds]
- [hotel tonight]
- [beautylish]

Categorical Queries

- [free games]
- [train schedules]
- [multiplayer games]



Discovery Features: Summary

Search Statistics
(The Feedback Loops)

Top Charts (Paid, Grossing, Free)

Related / Cross Sell

Navigational Search Suggest

Trending Apps

Personalizing Play

(Recommendations, Search, All Lists)

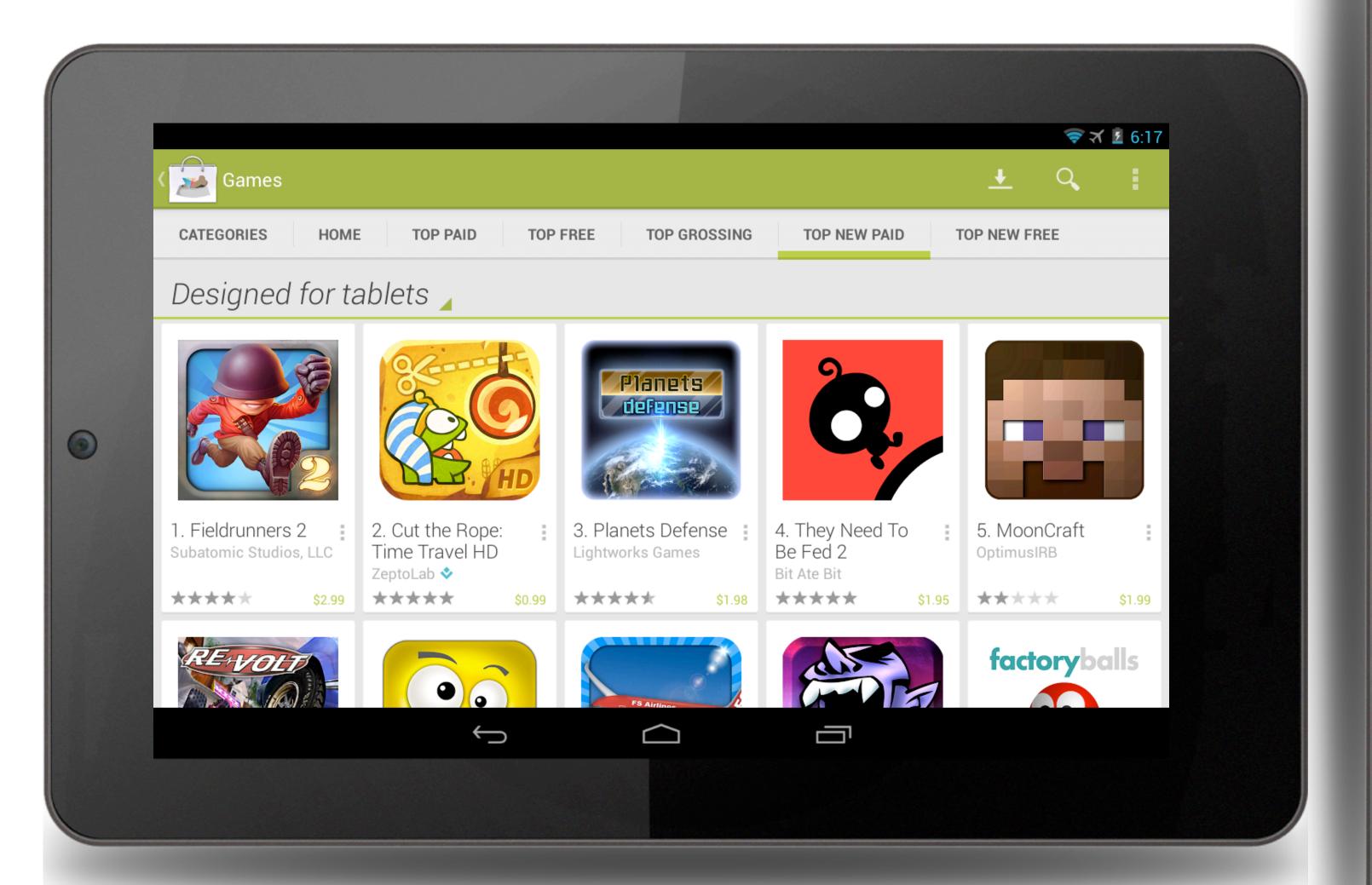


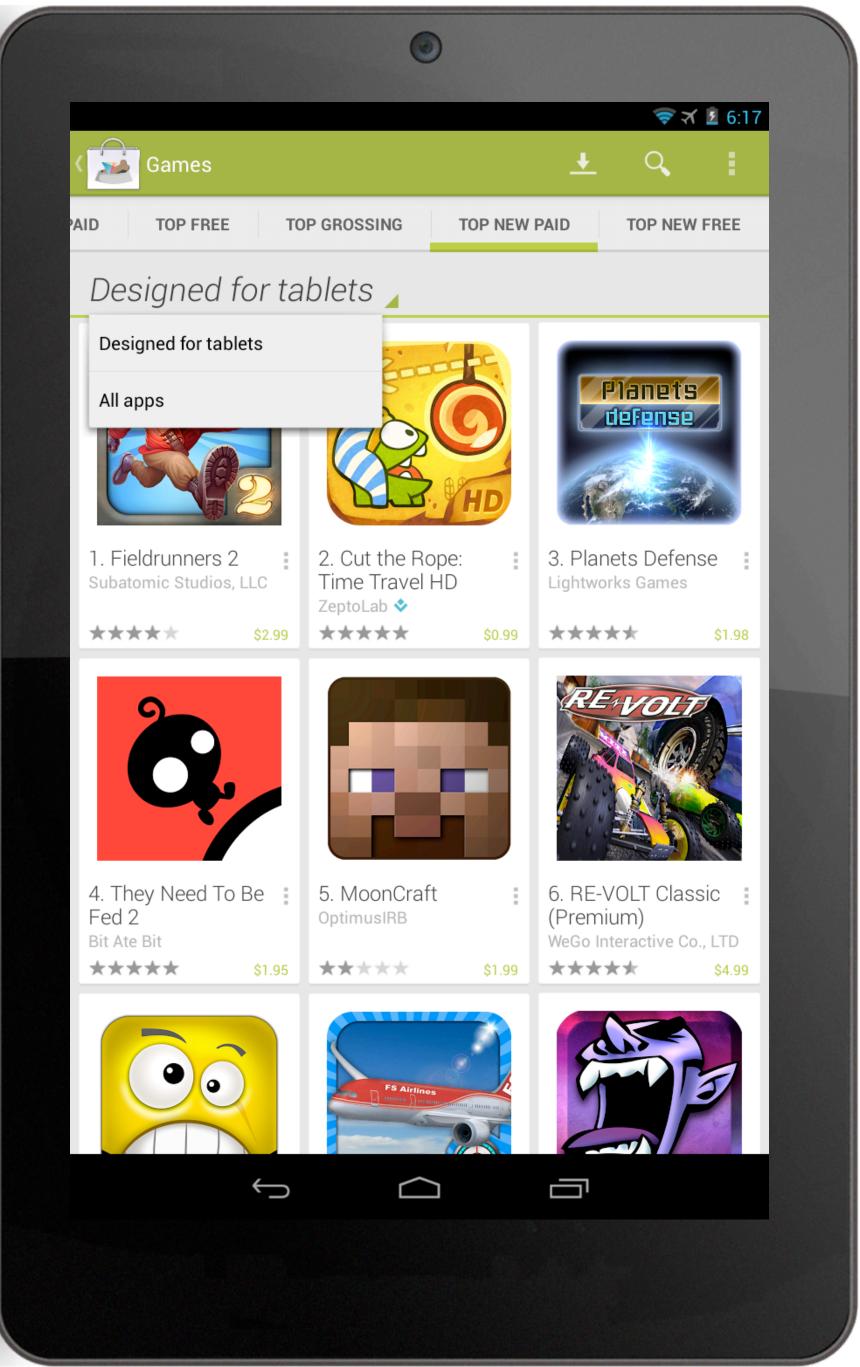


5 Things You Can Do

After Building A Great App

1. 'Designed for Tablets'







2. Ensure helpful Web Anchors

Flatout Stuntman – a Game Where Crashing and Burning is the Point

by: Tim-o-tato | posted 05.06.13 | Apps, Games, News, Videos



It's a pretty interesting feeling when you take a car to its limits then plow it directly into a guard rail or bed of nails, ejecting your driver at a perfect 45 degrees for maximum launch through the windshield. Yeah, Flatout Stuntman is pretty ridiculous for some folks, but in a game where inflicting as much damage to your car and player is the objective, there is always someone out there with a weak stomach.

Inside, you will find over 40 different levels as well as plenty of fun characters and cars to choose from. If you have played it on the PS3 or Xbox, then you know what you are in for.



HipChat Launches Android App Version 2.0, With Completely Native Redesign And Improved Performance



Monday, April 15th, 2013



3 Comments

Atlassian's HipChat is in the process of rolling out revised or new native apps across all platforms for it group chat tool, and now it's introducing HipChat version 2.0 for Android devices. The improved app is the product of a beta testing period that spanned the last few months. HipChat beta tested it through by borrowing a page out of Google Chrome's book and offering both a developer and a stable channel, but on Android, and intends to continue that strategy.



3. Avoid Common Mistakes

Don't choose names that are closer variants of popular apps

6M+ unique phrases searched monthly

50%

misspelled queries

Country & Carrier Restrictions

• Please give correct developer URL, if one exists

8% *.google.com links



4. Make Your APK Smaller Simplicity

- Smaller APKs get installed more
- Smaller APKs get uninstalled less
- Percentage of Core Code v SDK Code
- Libraries you link with



5a. Create the Viral Loop for Your App

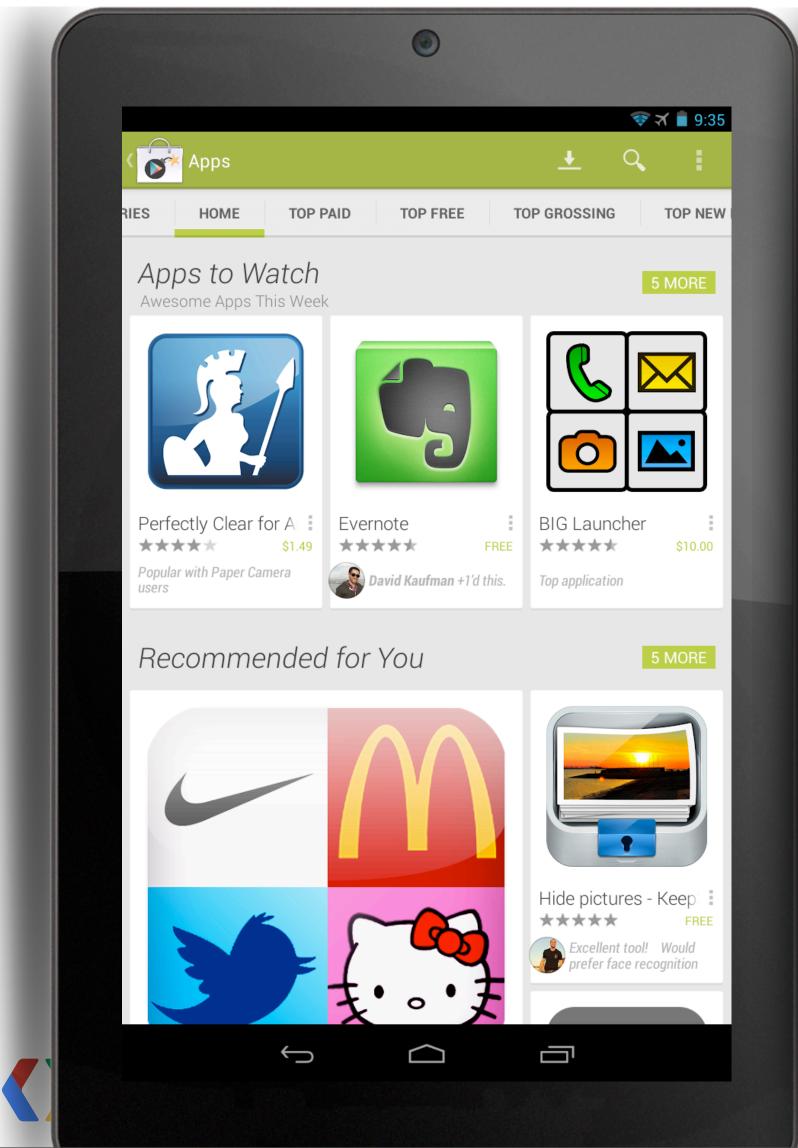
Social Reviews

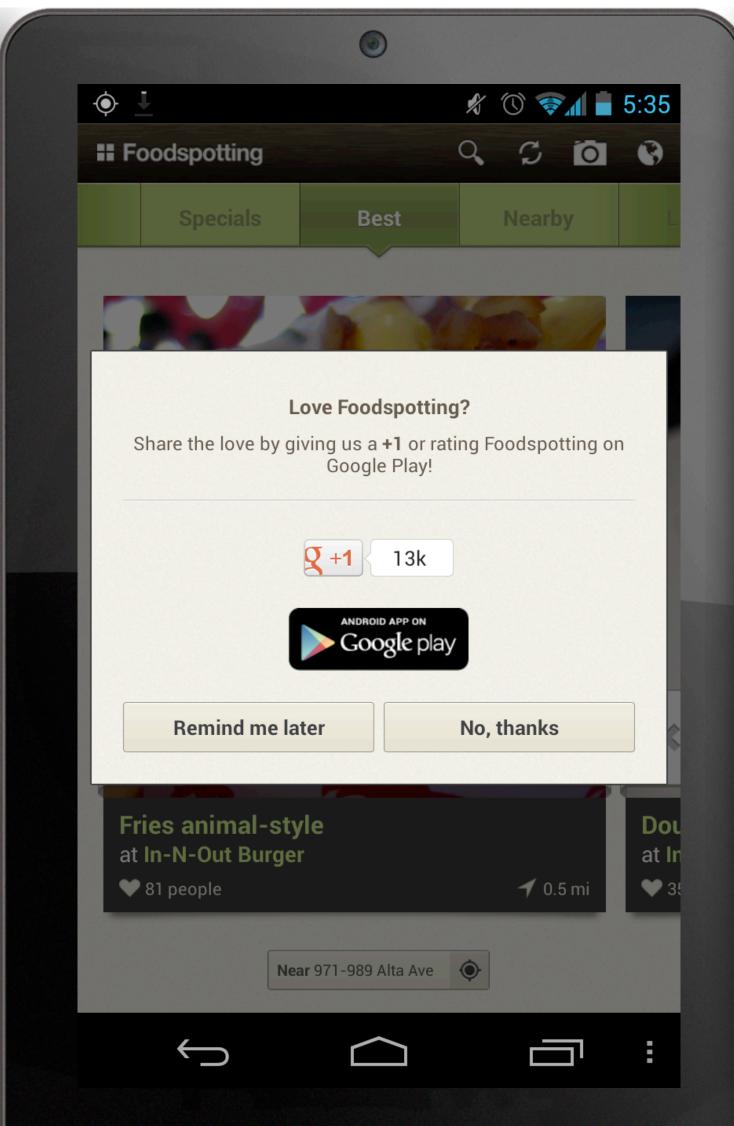




5b. Create the Viral Loop for Your App

+1s by Friends, from within the App



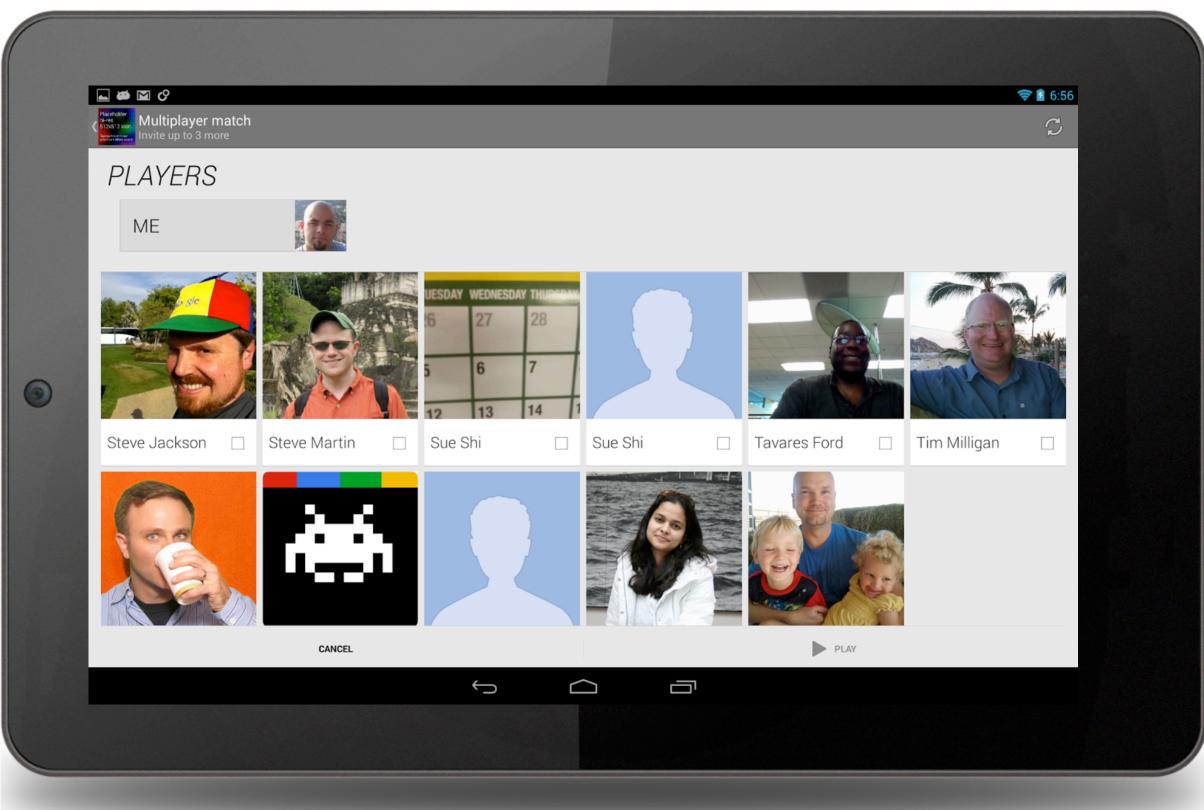




5c. Create the Viral Loop for Your App

Social Leaderboards, Multiplayer, Etc







5 Things You Can Do: Summary

Designed for Tablets

Helpful Web Anchors

Avoid Common Mistakes

Smaller APK

Promote Reviews & Ratings

+1 from Within App

Play Games Services



User Acquisition

Organic

Viral

Paid



Lifetime Value

User Acquisition

User Retention

User Monetization







Thank You

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@jain_ankit





