**■** inStreamly

Get your brand in front of millions of gamers

www.instreamly.com



# Gaming is the largest entertainment market.

Larger than the film and music industries combined.



3 000 000 000

gamers in 2022 growing 5,3% yearly



\$180 B

global gaming revenue growing 5,3% yearly



#1

Gen Z favourite
entertainment activity.
and among top 3 for 40% of Gen Z
and Y



# 30 000 000 000

gaming live streaming hours watched in 2022

# Why is live streaming so popular?

Streaming is the new normal







Watching streams is about companionship and community, not content consumption.

# Gamers are hard to reach.



66% use adblock

They trust **creators** more than **brands** 

They watch live streaming for **95 minutes a day** on average.

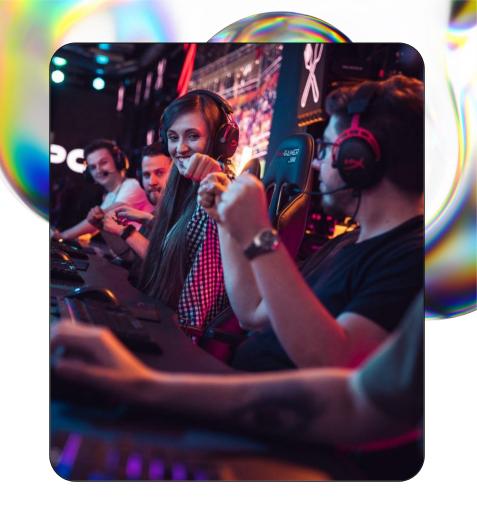
The rest of their free time they play video games.



Engaged **fans** of streamers, games, movies and technology.

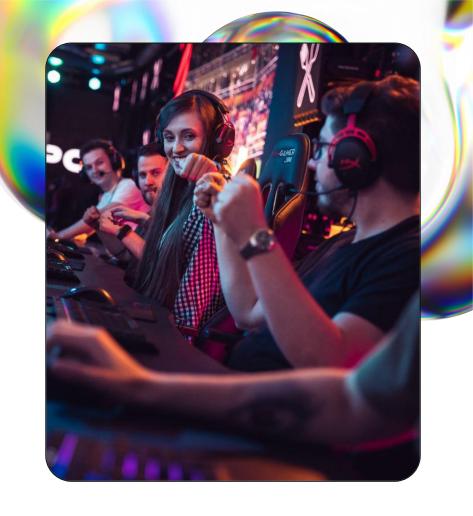


So how can brands reach gamers at scale?



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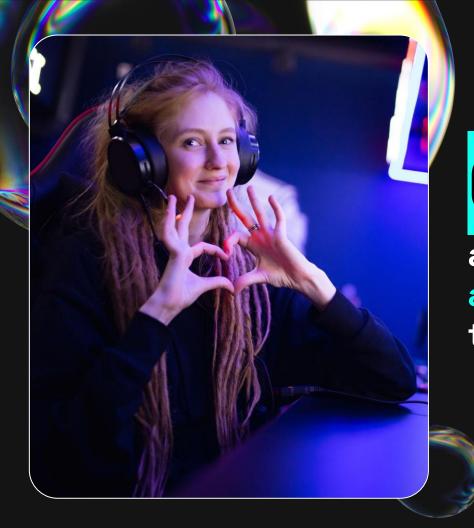
Be a supporter, not an intruder.





of Twitch streamers
have less than
100 viewers
but they are
extremely engaged





64% of viewers are more likely to consider a brand that supports their favorite streamers

## They are already doing it:





**AliExpress** 















































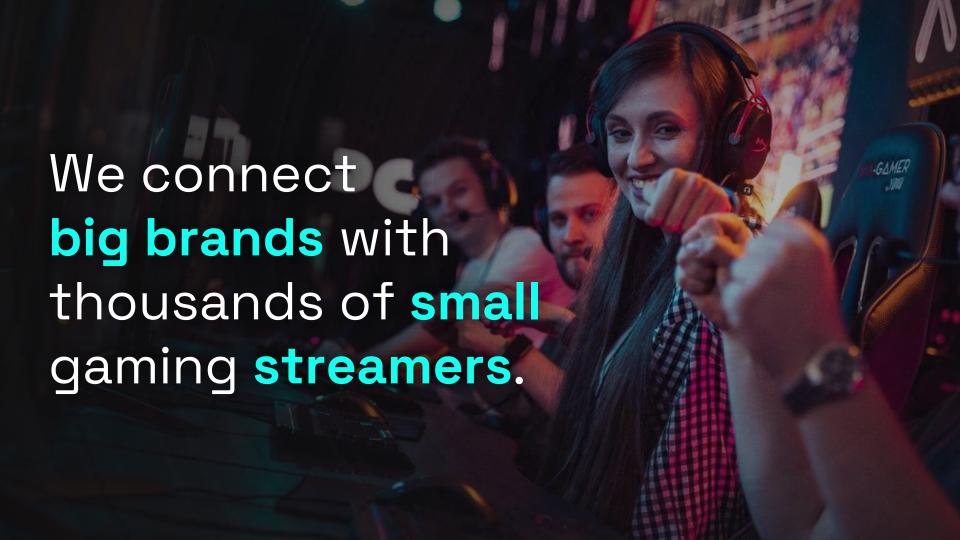












### How does it work?



Your brand placement inside the stream.

CTA with link on chat



**\*\*osteel**series



MARKET: FRANCE

1670 streamers

MARKET: FRANCE
718 streamers

MARKETS: FRANCE & UK
2046 streamers

MARKET: POLAND

1105 streamers



SAMSUNG

DIENEP

MARKET: POLAND 1,129 streamers

MARKET: FRANCE
890 streamers

MARKET: POLAND **1036** streamers

MARKET: FRANCE
718 streamers

# Live is about interaction. We make it happen for brands.

Small Hunger making fun of streamers that did bad in Fortnite



650 000 views



12 industry awards



4 MIXX AWARDS



**4 INNOVATION AWARDS** 



**5 KTR AWARDS** 





## Why inStreamly?



#### hyper-viewability

100% View Through Rate - only full impressions paid



#### unblockable

Brand messaging is native to the stream and 100% unblockable



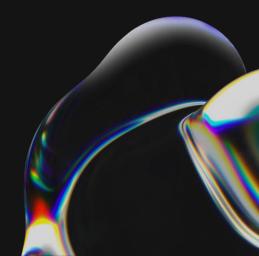
#### innovation

We take pride in making your brand not-boring in the gaming space.



#### loved by streamers

By choosing to partner with you, audiences perceive your brand as credible.







12

countries

90 000

streamers

280 000

collaboration deals between streamers and brands

150+

brands



**NETFLIX** 



Lenovo



**ACTIVISION**,











SAMSUNG

# **l**inStreamly

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