

# Using Deep Links for Growth

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# GDC NEXT

GAME DEVELOPERS CONFERENCE<sup>®</sup> NEXT  
FEATURING APP DEVELOPERS CONFERENCE<sup>™</sup>  
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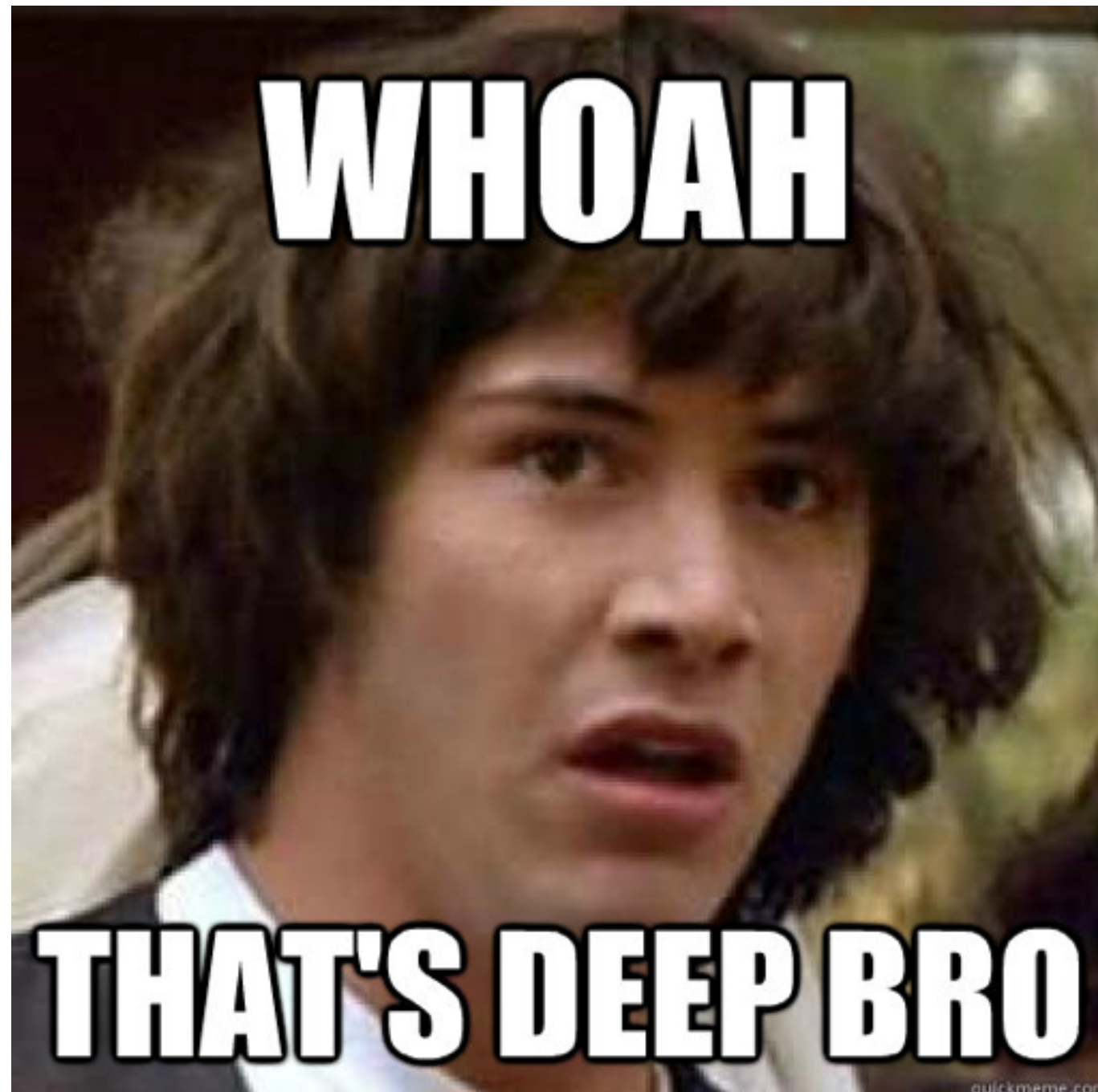


# Mobile Deep Linking

- **What** are deep links?
- **Why** are deep links useful for developers? For users?
- **How** do I implement deep linking?



# What is Mobile Deep Linking?





# Web Deep Linking

`http://example.com/over/there?param=value`



# Web Deep Linking

`http://example.com/over/there?param=value`



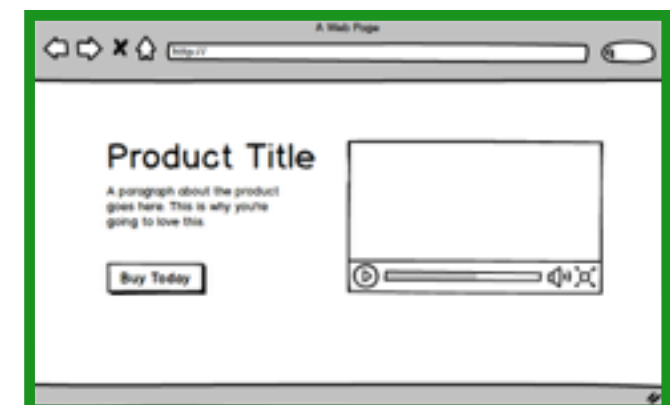


# Web Deep Linking

`http://example.com/over/there?param=value`



**path + query  $\approx$  document**



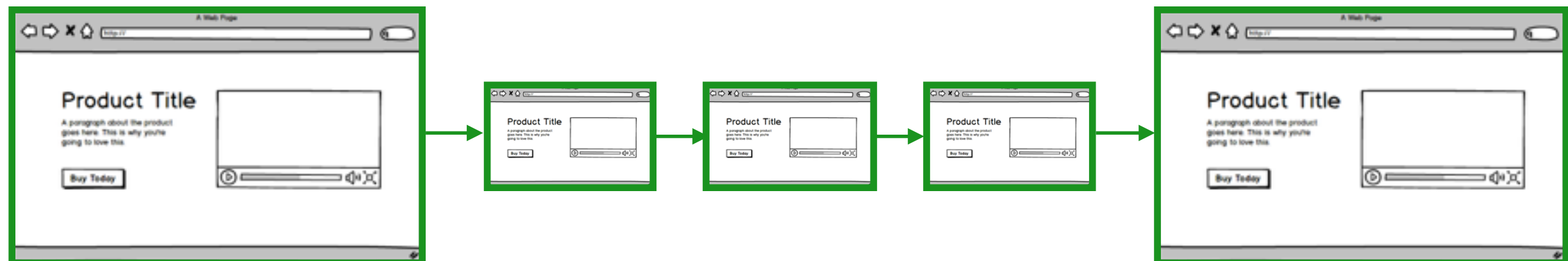


# Web Deep Linking

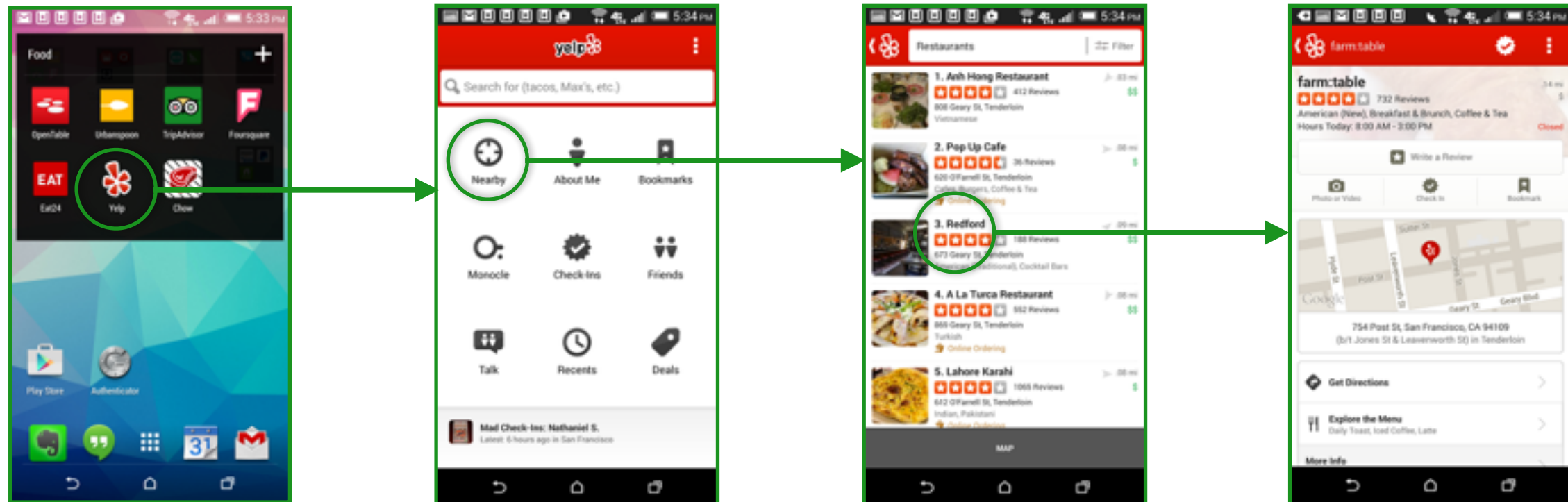
`http://example.com/over/there?param=value`

**index**

**document**



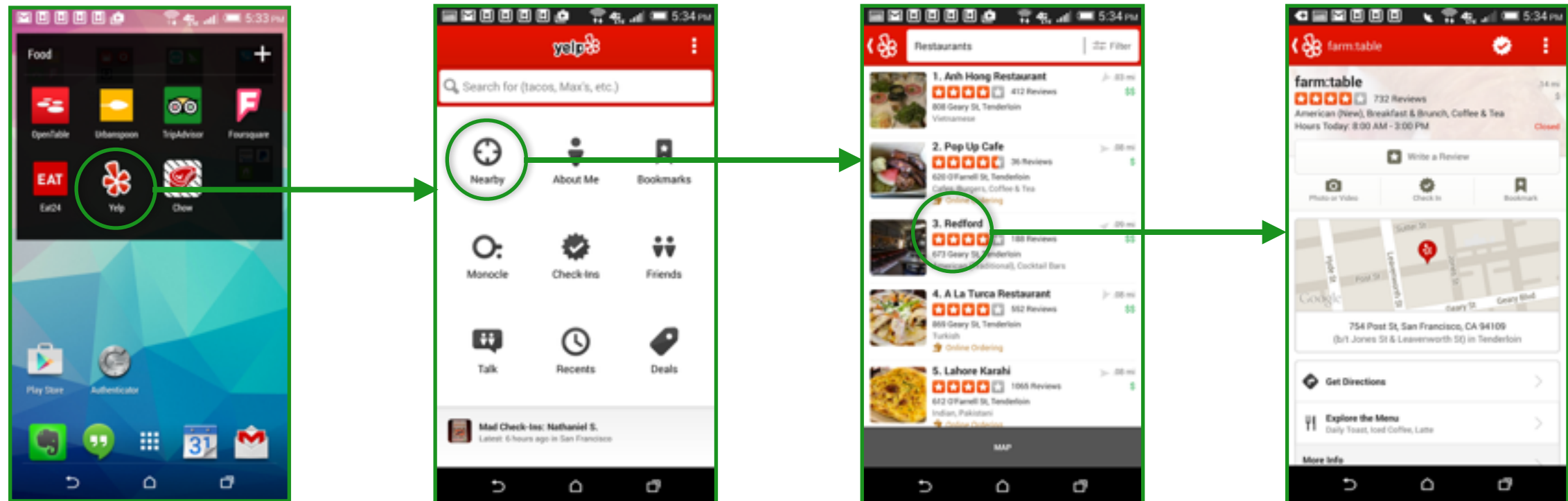
# Mobile Deep Linking







# Mobile Deep Linking

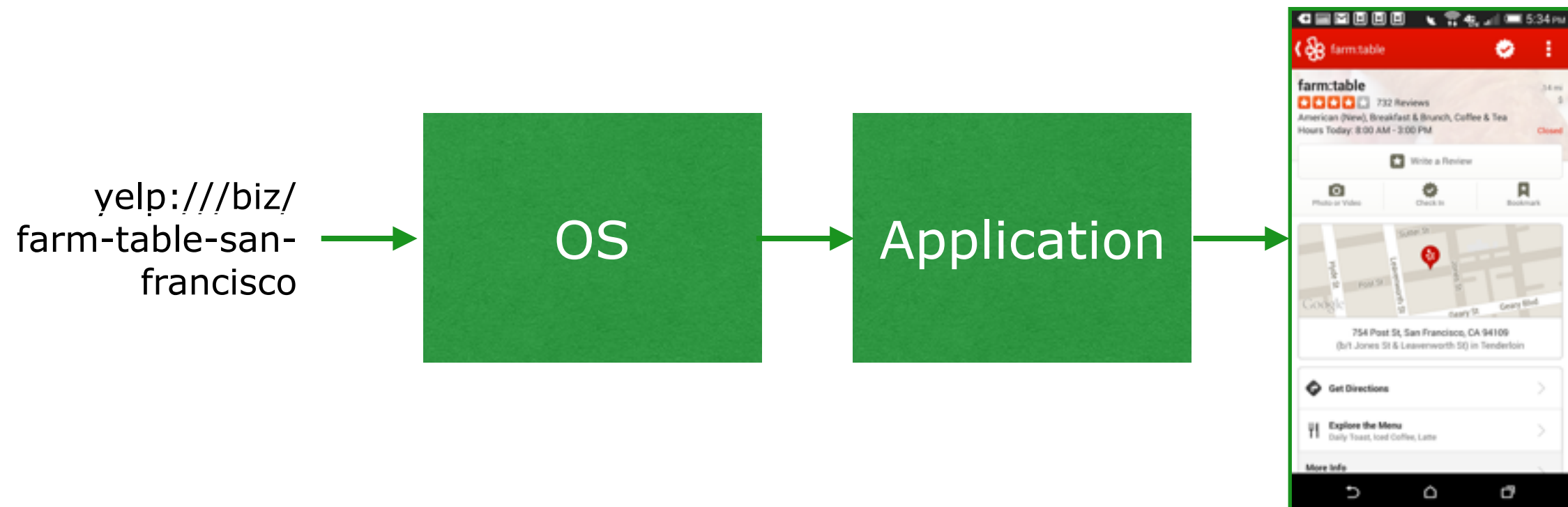


**Home State**

**Deep States**



# Mobile Deep Linking





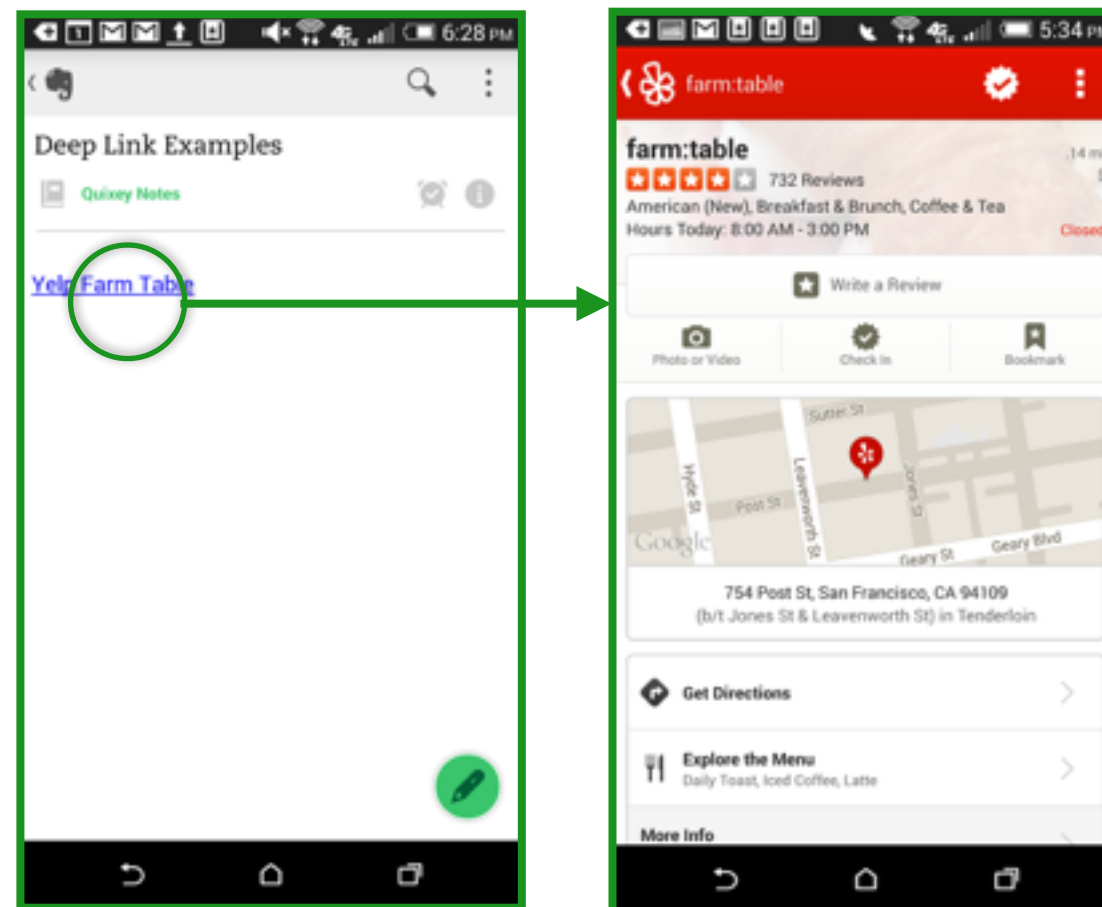
# **Why** is Deep Linking Valuable?

- Improve mobile user experience
- Engagement and Growth



# Why: User Experience

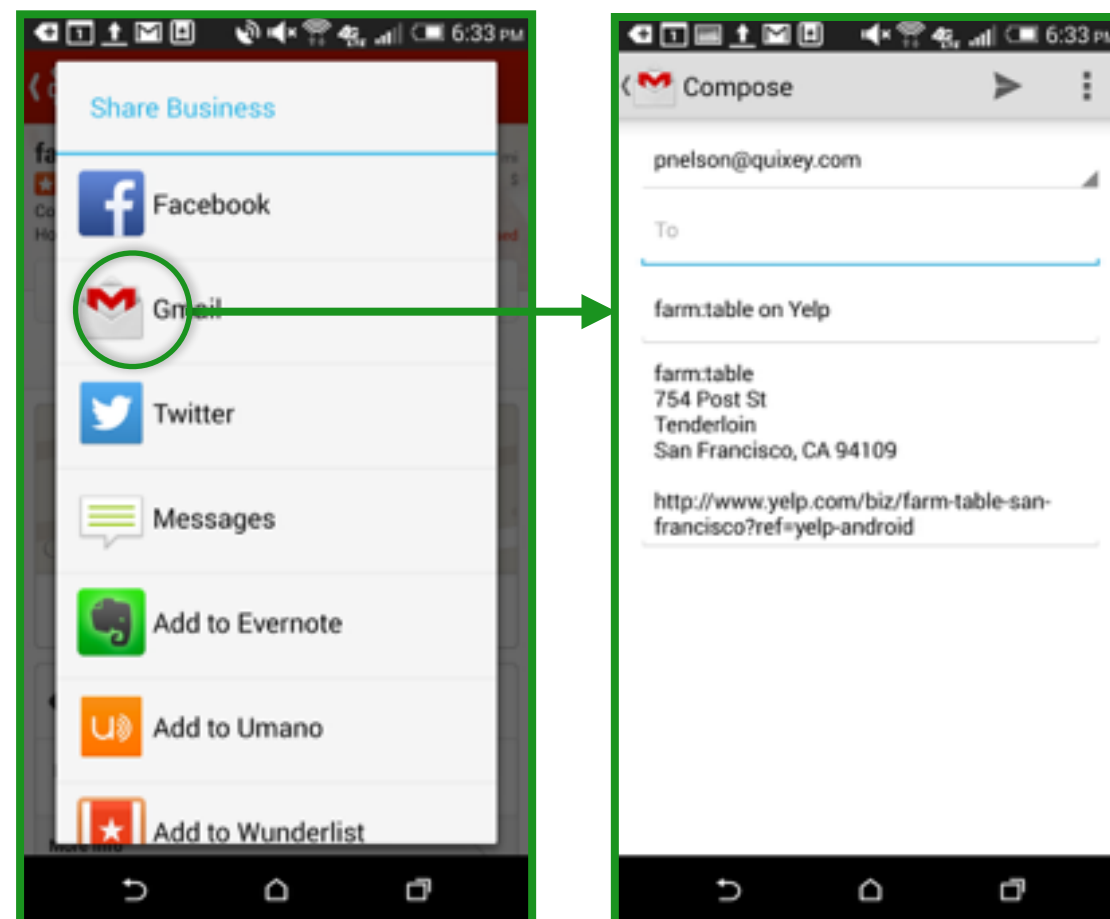
Quickly navigate to commonly used features.





# Why: User Experience

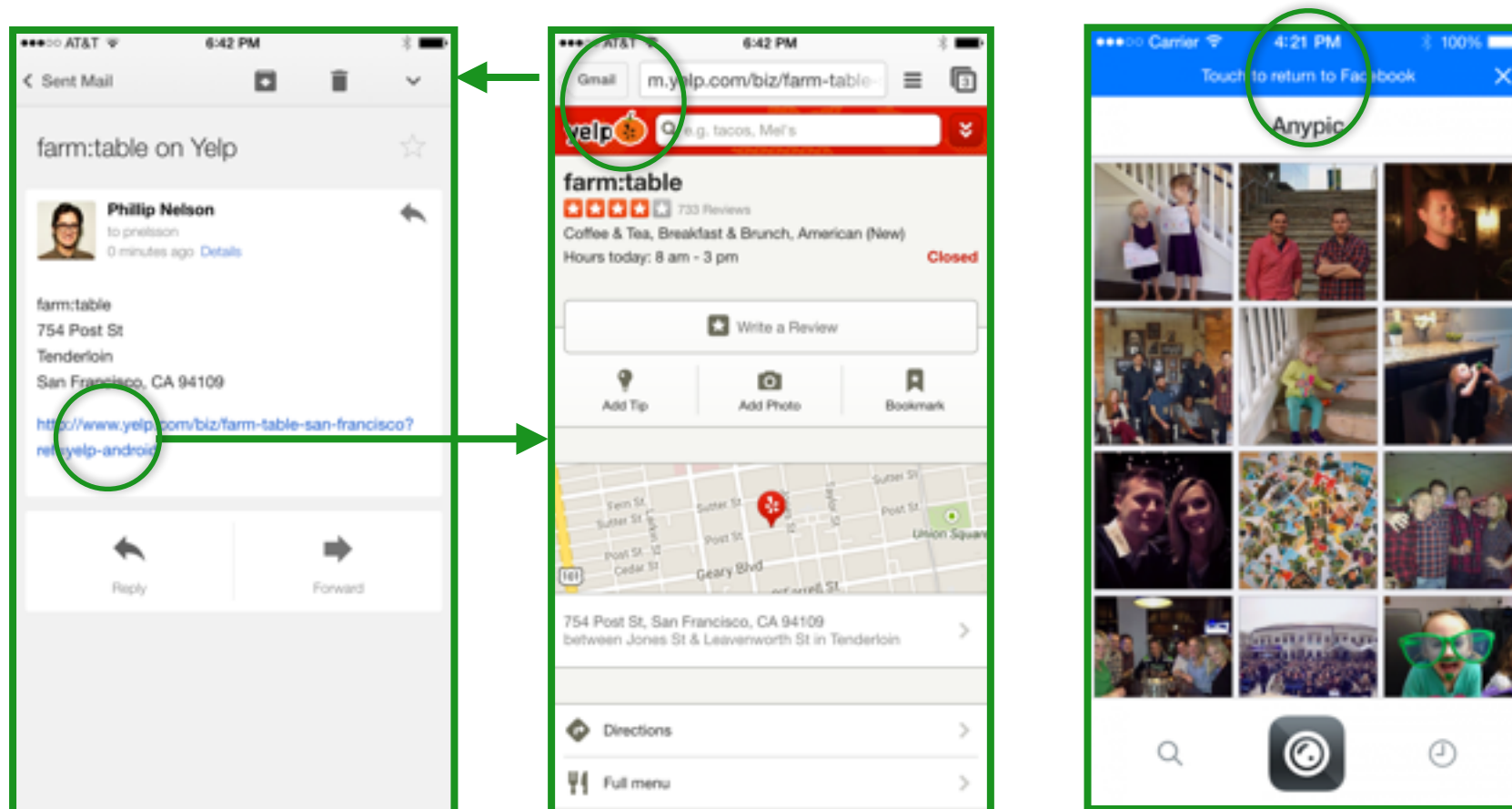
Share particular features or states with other users.





# Why: User Experience

"Back" capabilities make inter-app navigation more useful.





# Why: **Growth**

- Engagement
- Retention
- Distribution



# Why: **Engagement**

- Lower cost of re-engagement
  - Make it easier for users to come back to your apps and yield value immediately
- Ad campaigns to re-engage customers can be optimized.





# Why: Engagement

"A game can run an ad to its existing players to try a new level or start a match, with a 'Play Game' call to action."

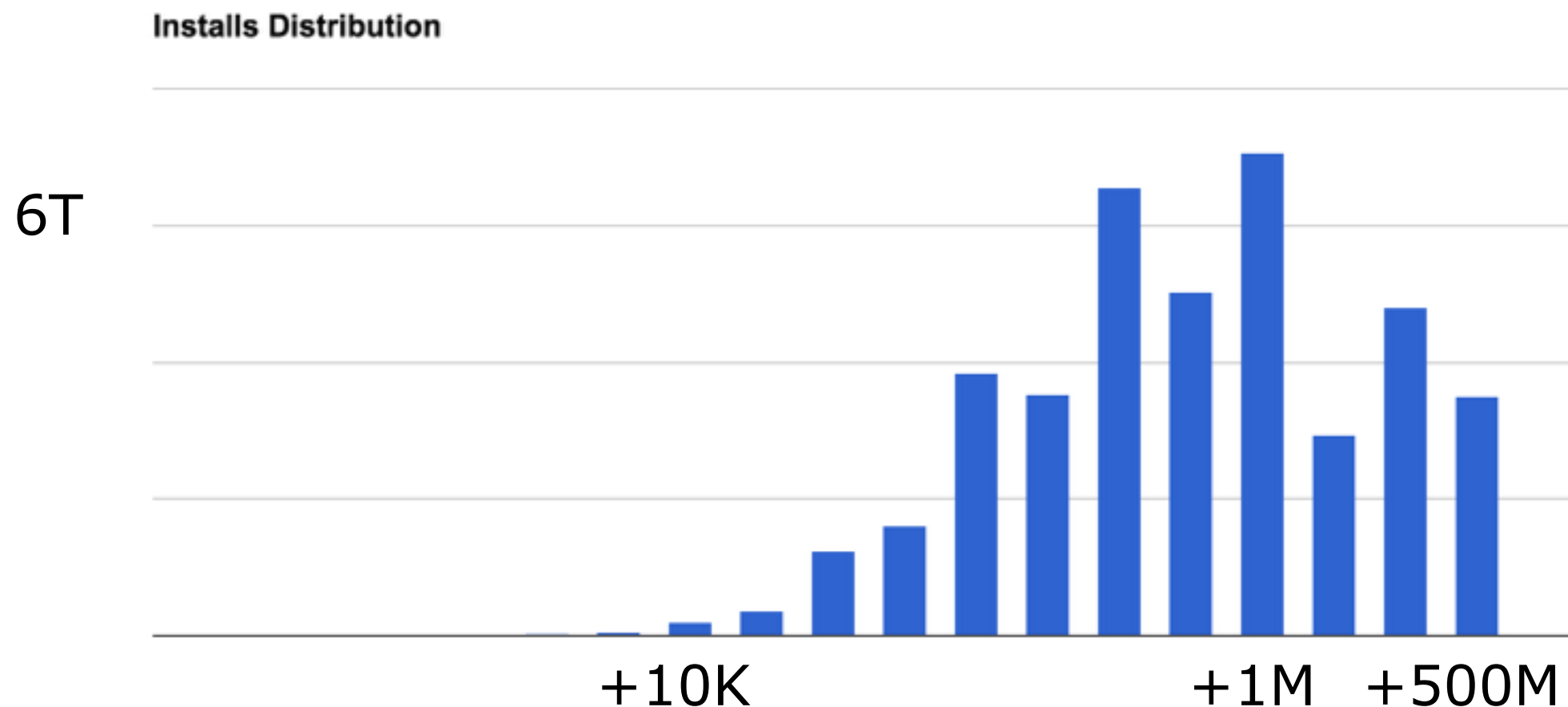


Source: Facebook Developer's Website



# Why: Retention

"More than 60% of apps are opened 10 times or fewer after being downloaded"





# Why: **Distribution**

- Easily sharable states
  - ~Free
- Better paid distribution
  - Ads can link to specific states and flows
    - Even for **new** users!
  - A/B testing flows on native and web.



# How: Strategies

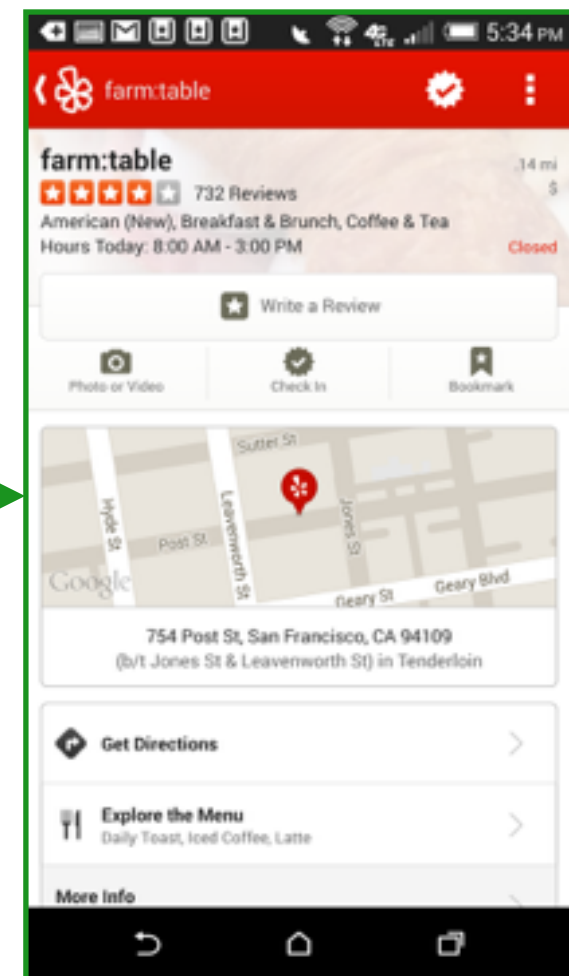
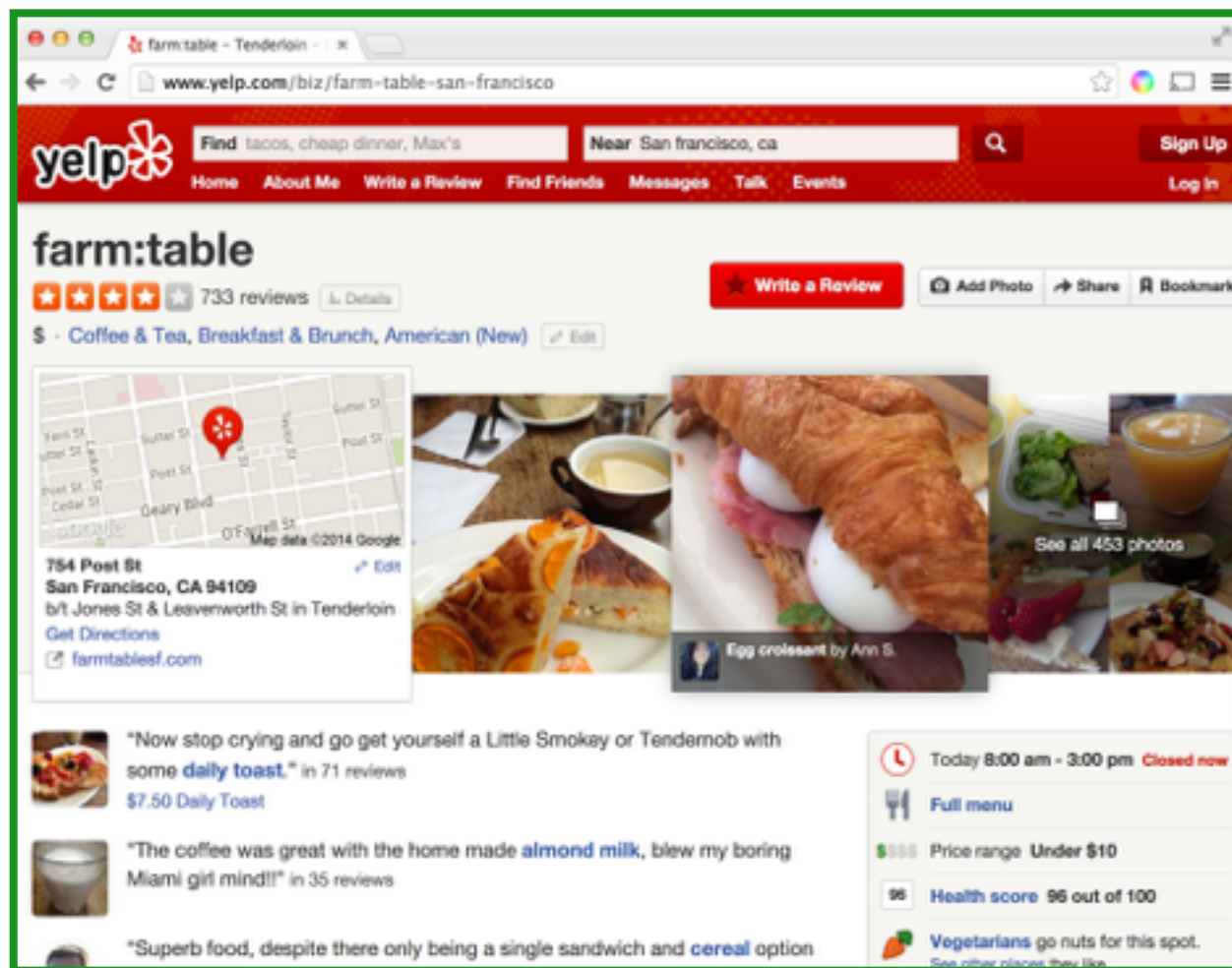
- Defining
- Publishing
  - Web to Native Mappings
  - Stand-alone Native
- Navigating
- Ads



# How: Defining Deep Links

- Android
  - Define Intent filters built in the app manifest.
- iOS
  - Register custom URI schemes that will invoke your app.

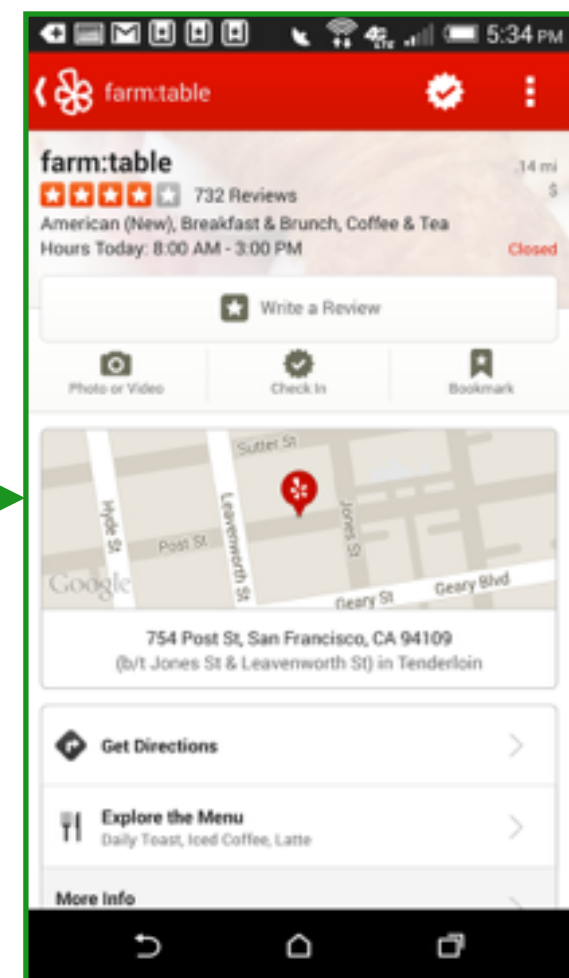
# How: Map Web to Native





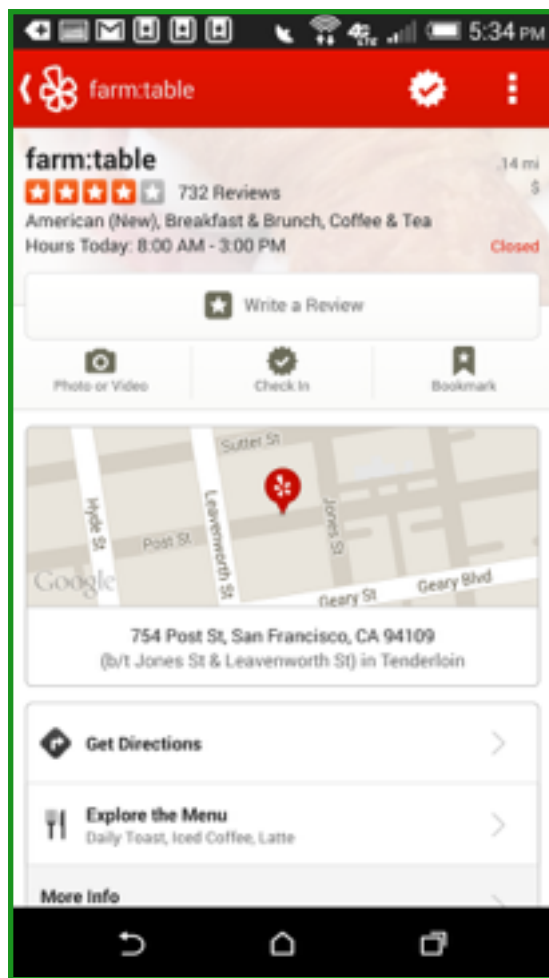
# How: Map Web to Native

- HTML
  - meta tags
    - Facebook's AppLinks, Twitter's Card Specification
  - link tags
    - Google's App Indexing
- Site Map xhtml:link tags
  - Google's App Indexing
- JSON Manifest
  - Quixey's AppURL





# How: Stand-alone Native

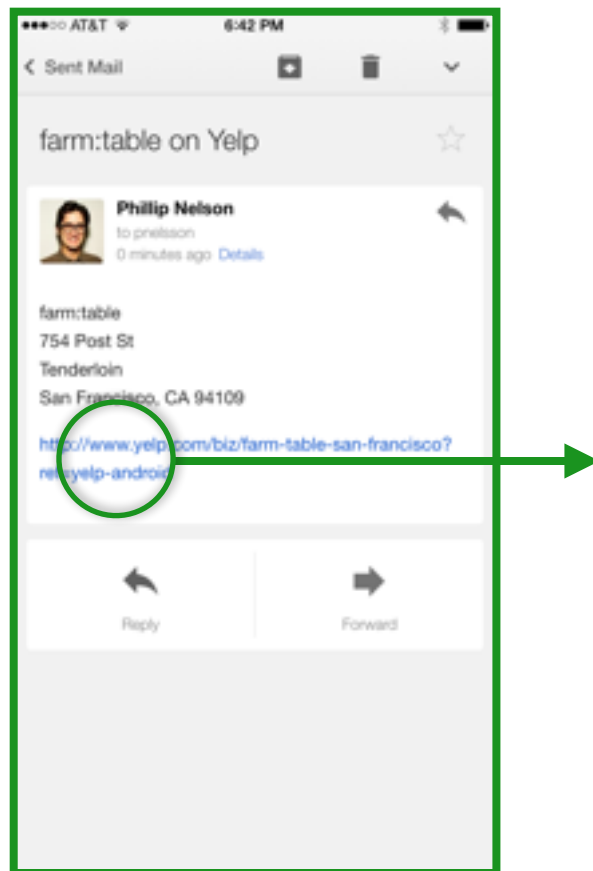


- Publish Directly
- App Indexing API (Google)
  - Publish new Deep Link URIs (web urls optional) to Google Service during client run-time.
- App Links Host to Index API (Facebook)
  - Data about App Links URLs is available through this Graph API
  - Endpoint to publish App Links edges





# How: Navigation



- Open URL directly through OS
- Resolve URL through SDK
  - Index API (Facebook SDK)
- 3rd Party Deferred through the web
  - URX Links
  - Web Javascript



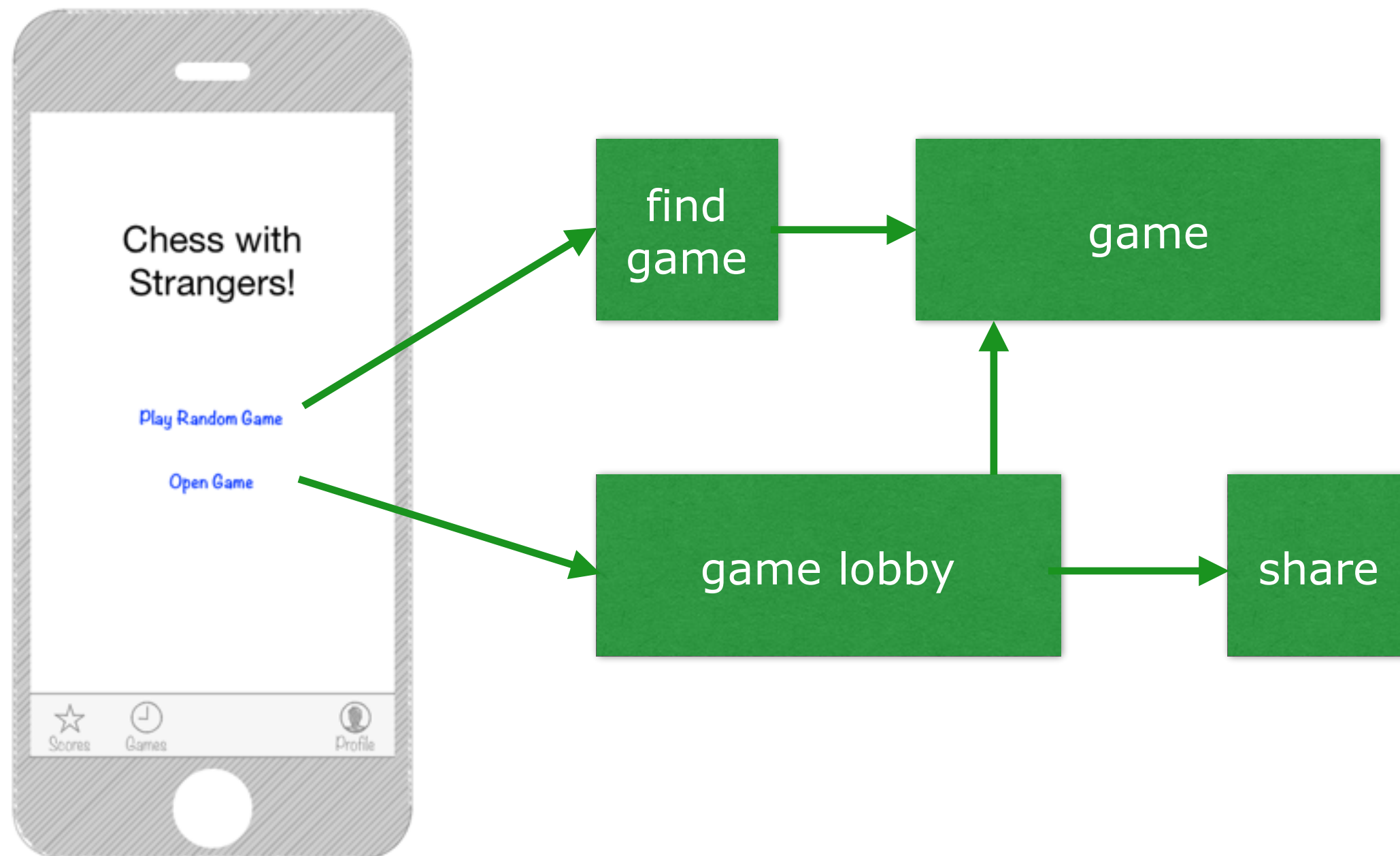
# How: Ads

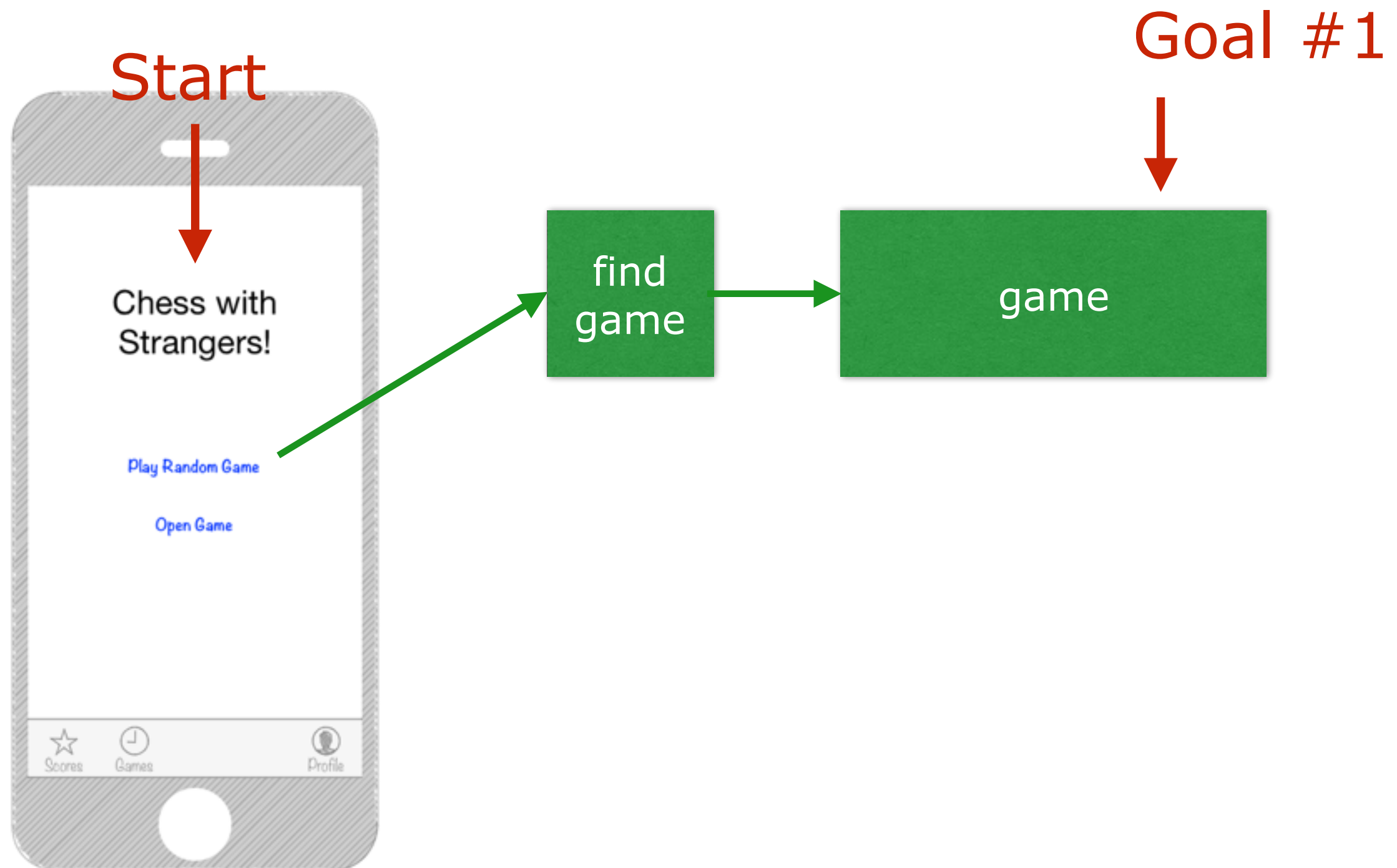
- Google Adwords
  - App Engagement Ads can use Deep Links
- Facebook Ads for Apps
  - Mobile App Ads for Engagement and Conversion
- Tapstream
  - Deferred Deep Links is supported by all campaigns

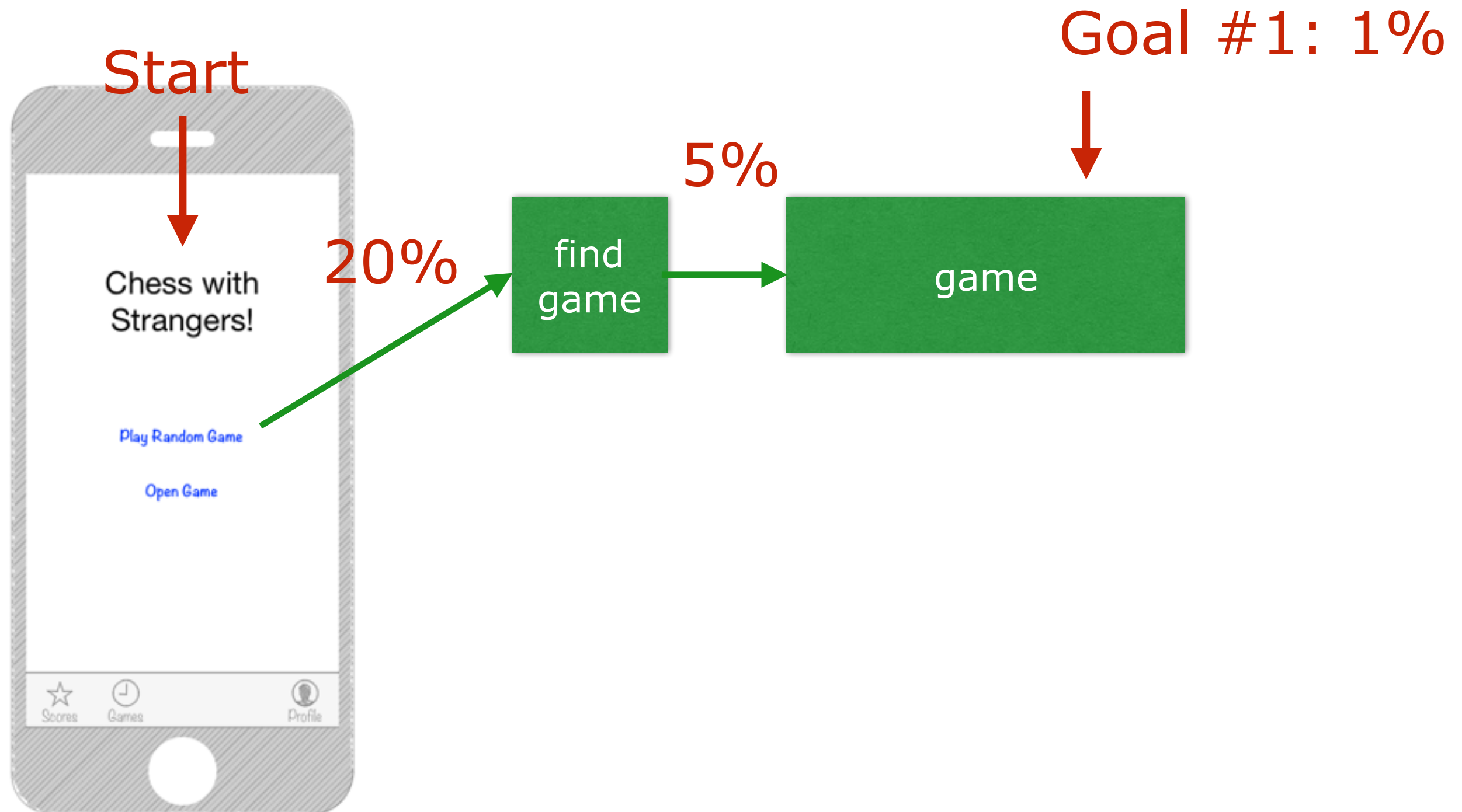


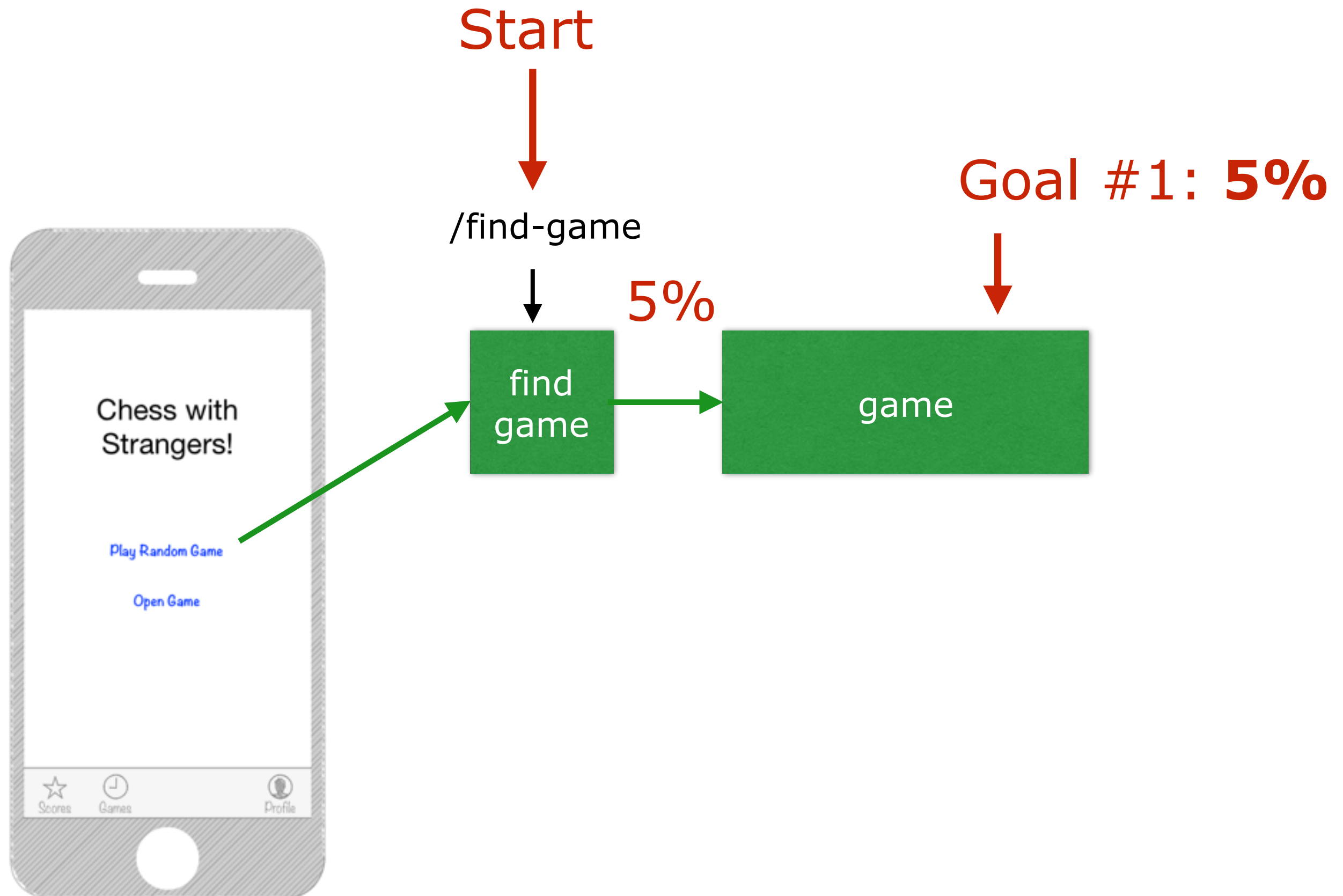
# Example: Chess with Strangers

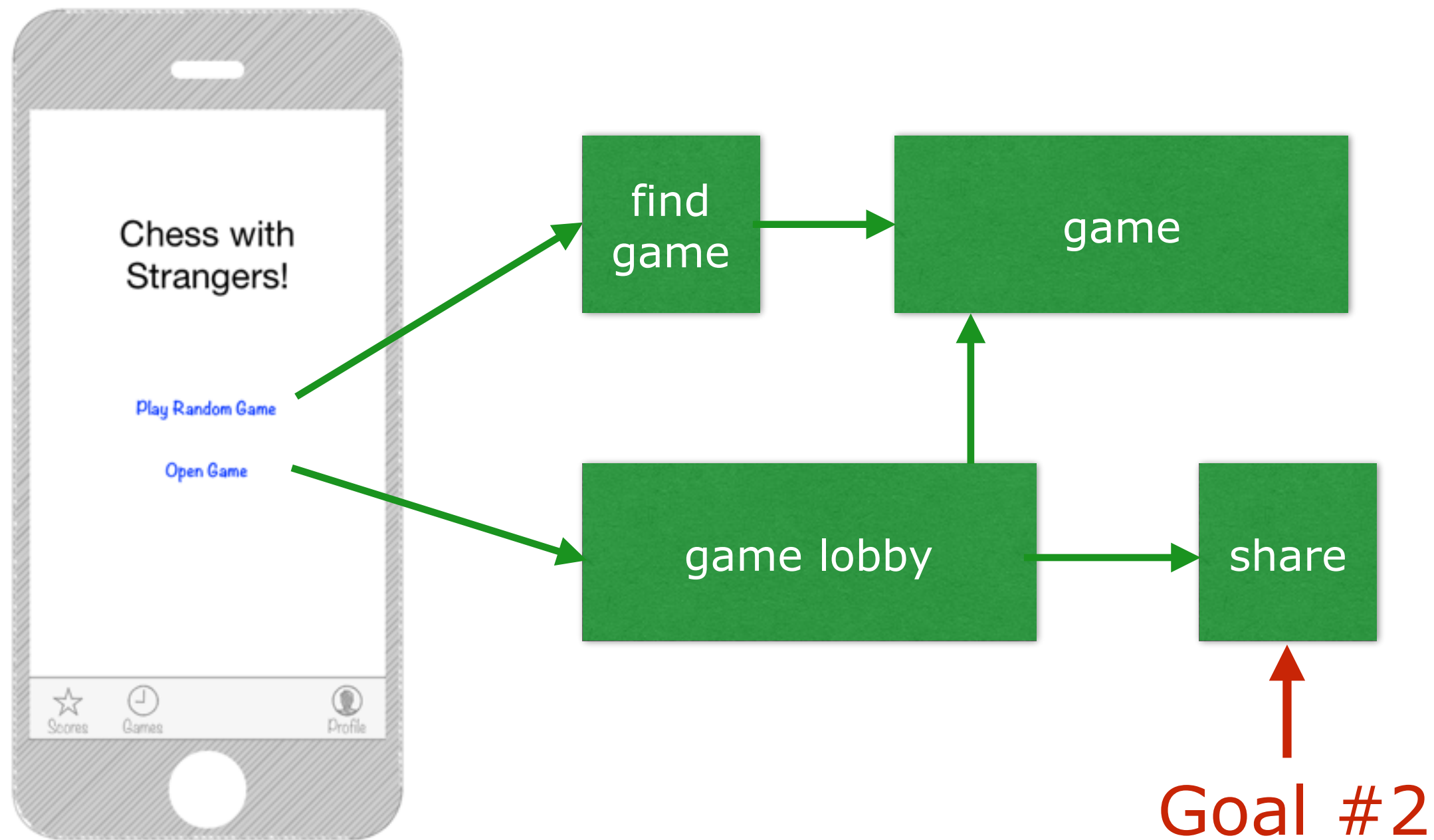




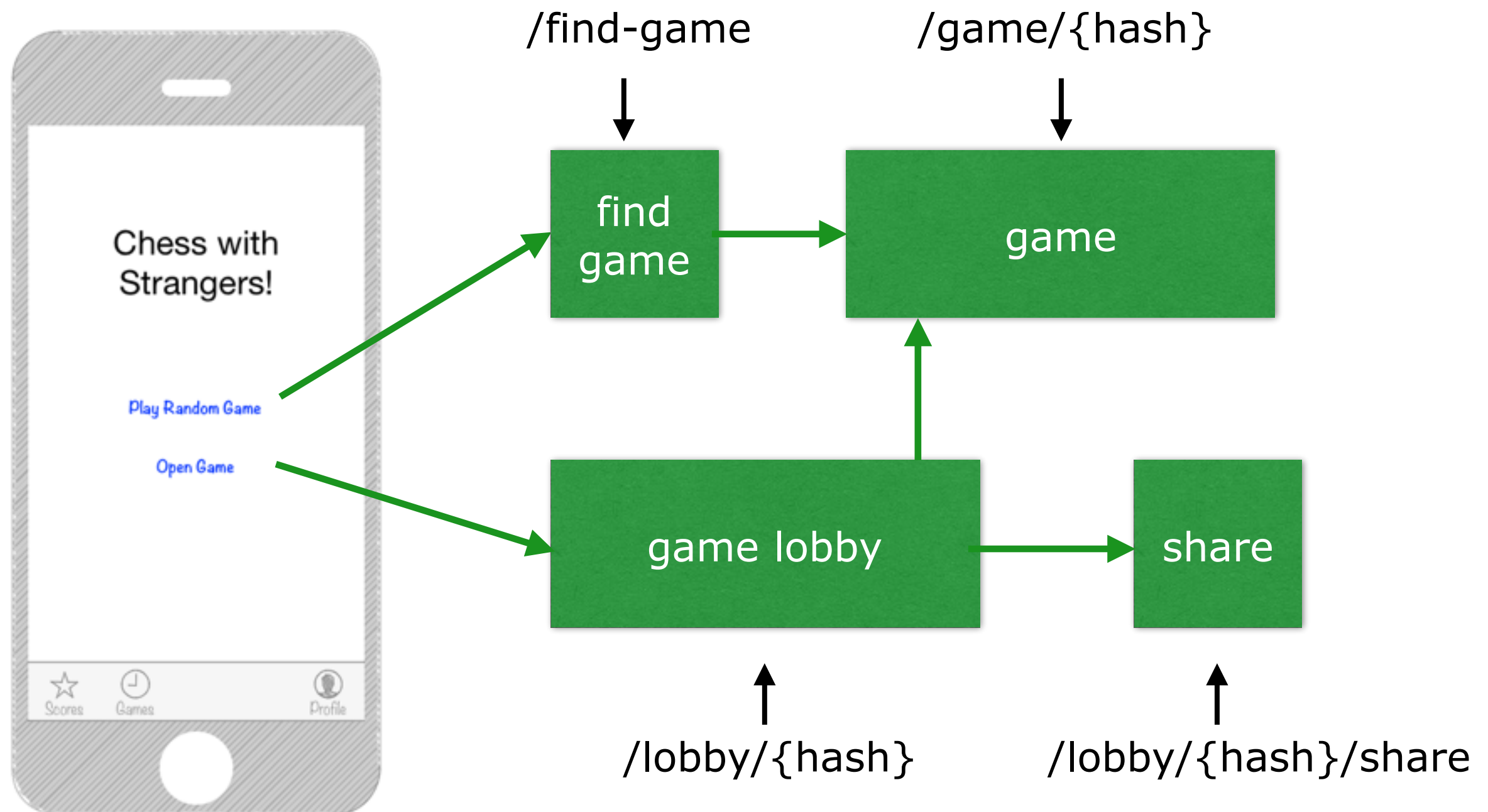






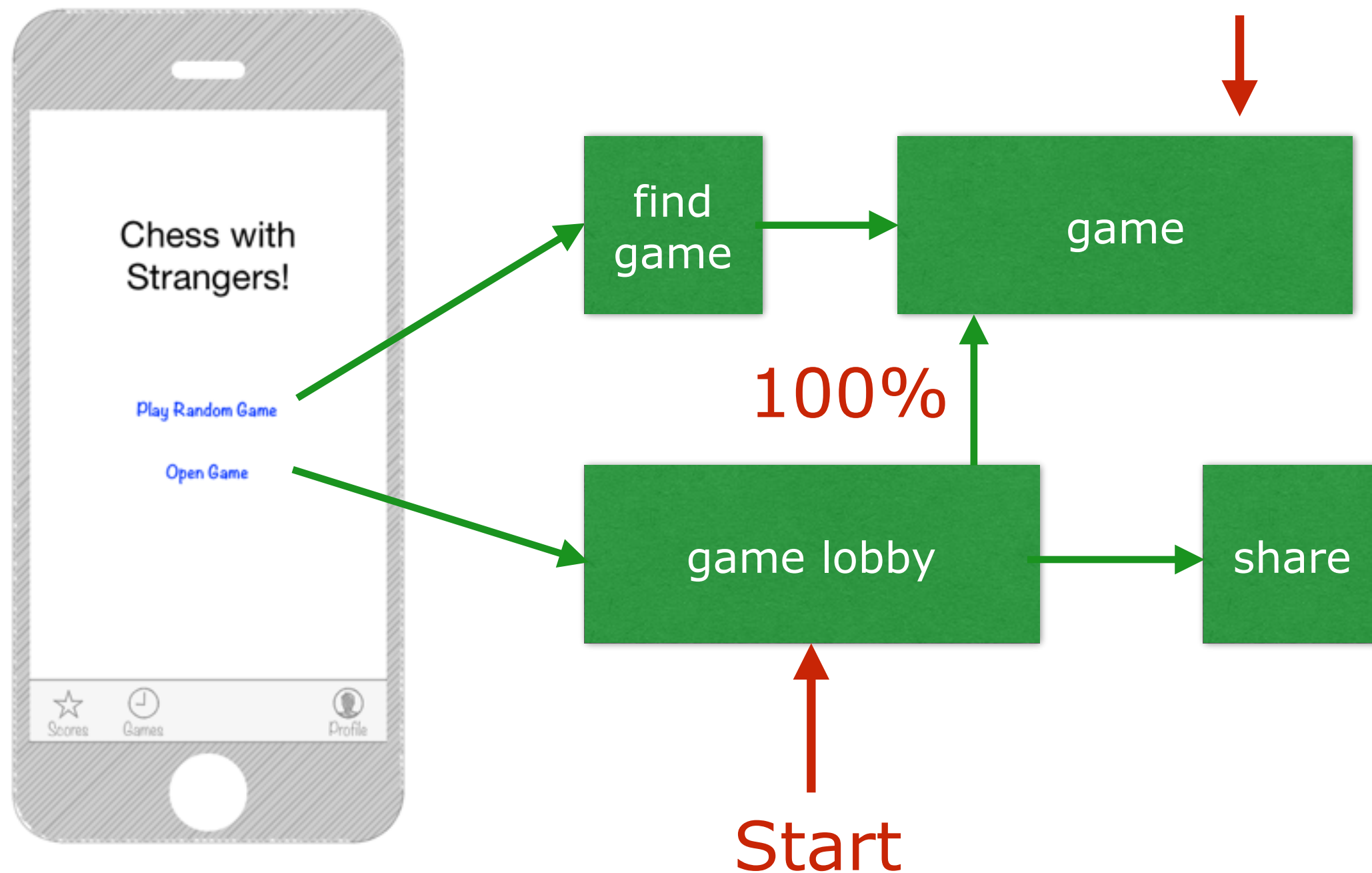








**Goal #1: 100%**





# Mobile Deep Linking is:

- **Powerful** for users
- Can help drive **growth** for many types of apps
- **Easy** to implement