

Creating Successful Game Marketing Campaigns from Your Analytics

GAME DEVELOPERS CONFERENCE

MOSCONE CENTER · SAN FRANCISCO, CA MARCH 2-6, 2015 · EXPO: MARCH 4-6, 2015

Introductions...



Neil McClarty

Marketing Director of RuneScape

7 years @ Jagex Games Studio

UK Developer and Publisher Based in Cambridge, England



What to expect...



- My experience Covering the good, the bad and the ugly
- Some data, but not loads
- Focused on "after the analytics"
- Tailored towards marketers and product managers

What is RuneScape?

RuneScape is a free-to-play MMORPG set in a medieval, fantasy world

- Launched in 2001
- Over 234 million player accounts created
- Daily peak concurrent users 75k 130k
- 600k+ Subscribers
 - F2P + Optional MTX
- 2 million MAU
- \$750 million lifetime revenue



RuneScape - Demographics



15% 85%



Aged 16 - 26

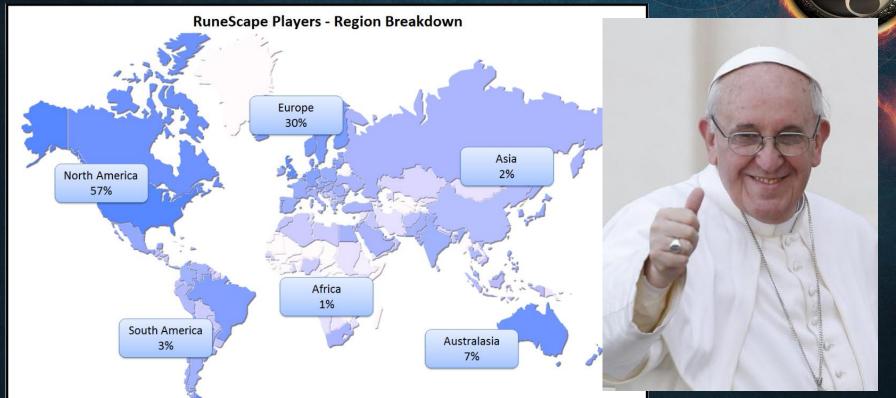


90 Minutes per session

Playing RuneScape for 6+ years

RuneScape - Region Breakdown









Creating "Tailored Experiences"



We need to create tailored experiences with marketing too!

Changing landscape of Marketing



Traditional "Boxed Product" approach is dead

'Always on entertainment services' now dominate

"We don't want people to ever get rid of our game, we set out to make a game that you felt always had value for you, that there is always new stuff to find and new stuff to see."

Ashraf Ismail, game director for Assassin's Creed 4: Black Flag - Jul 18, 2013



Welcome To The Age Of Infobesity

Download this

Follow us



Play Now!

Buy Today



Tweet us

Click Here We need to keep hold of what you've already got...







1. Social Media

Twitter... Direct Engagement

- Consider unleashing your Developers!

Reddit... Dark Horse

- Our most active external RS community
- Responsible for 50% of our social referral traffic





2. Video

YouTube Channel

Regular weekly content

Twitch... Real Growth

- Biggest growth area for RuneScape in 2014
- Regularly ranked #Top 10 most watched games on Twitch





April

2. Video

1,600,000

1,400,000

1,200,000

1,000,000

800,000

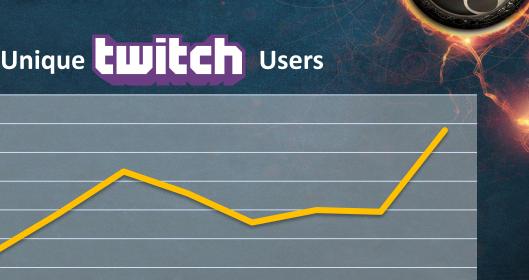
600,000

400,000

200,000

'RuneScape' 2014 Unique

June



R

3. Website



4. Email



5. In game



Time to Prioritise!



Measure your 'operational' ROI



Choosing the right campaign... But which one?



Acquisition -

Plugging the leakage points

Conversion

Pushing them over the edge

Retention

Providing REAL reasons to stay

Winback

• Why should they return?

Acquisition

Plugging the leakage points





- Email Validation
- Created Account but never logged into game
- Nursery Program



ConversionGetting players off the fence





Potential Campaigns

- 1st Payment
- 2nd Payment

The important 2nd payment...

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PAYMENT SEQUENCE ANALYSIS



xth MTX payment compared to xth - 1 (i.e p02 is looking at payment 2 v payment 1)

ConversionGetting players off the fence



Potential Campaigns

- 1st Payment
- 2nd Payment
- VIP Conversion
 - Bronze > Silver
 - Silver > Gold

Retention

Provide REAL reasons to stay...



RuneScape BTS 128: December Updates Comin...

by RuneScape

59,668 views ◆ 2 months ago



January Updates Coming ...

by RuneScape 35,346 views • 1 month ago

CC 4:05

RUNESCA BEHIND THE SCENES

RuneScape BTS 137: February Updates Coming...

by RuneScape

63,709 views • 3 weeks ago

Potential Campaigns

"Cannot miss" seasonal events



United for Wildlife Charity In Game Event



226,300 digital 'Royal Rhinos' were adopted by players

58% of our active paying players took part!



One of the highest content engagement % in 2014

United for Wildlife Charity In Game Event

R

On a daily basis we had 41,700 mentions of **Rhinos in game** throughout the highlighted two week event



Retention

Provide REAL reasons to stay...



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by RuneScape 59.668 views . 2 months ago



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Potential Campaigns

- "Cannot miss" seasonal events
- Behind the Scenes preview
 - Monthly Video + News post
- Mid/Long term Lock in
 - Keep your seasonal players for longer



Winback Why should they return...



Don't miss out!

Hi %%cf_displayname%%,

We sent you an email last week about your membership, but it doesn't look like vou've seen it.

There's loads of amazing member content still to come this year! With the high level paradise that is Elf City, plenty of brand new quests, as well as awesome improvements and updates there's never been a better time to be a member.

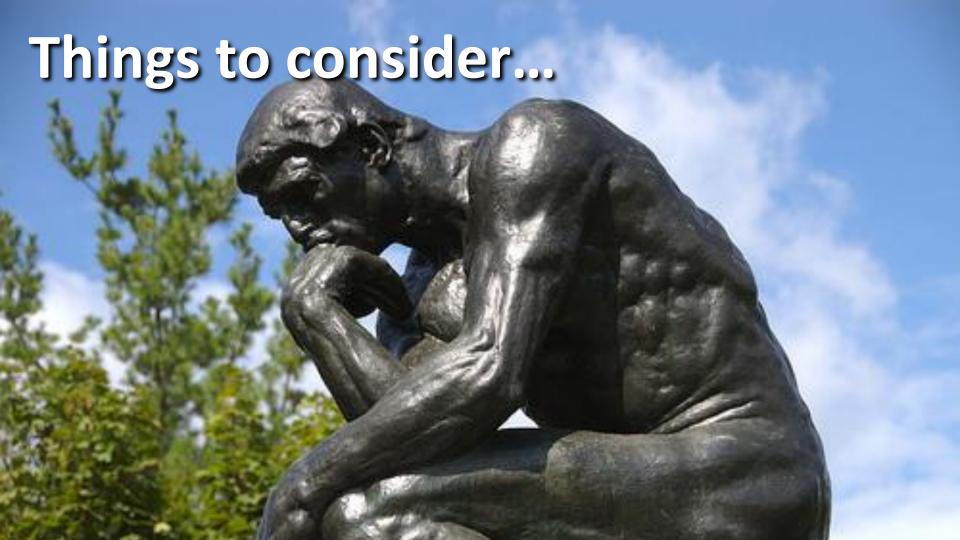
Renew Now

If you need a helping hand click here to get in touch with us

Potential Campaigns

- Survey them!
 - Need to find out why they left first
 - Too Expensive?
 - Bored?
 - Peer Pressure?
 - Rage Quit?
- Give them a Cuddle
- Incentivised Promotion
 - Don't over-discount (short term boost could hurt in the long run)





The importance of... Creative

Be bold and radical

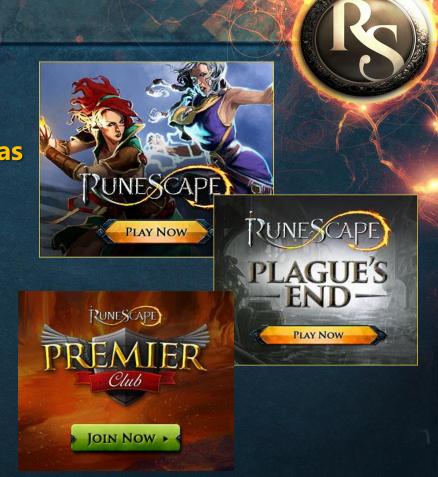
Refresh and test your creative as often as possible.

Slicken your paid acquisition funnel

Marry up ad creative with matching website/game creative.

Tailor to your audience

 Custom audience lists allow you to synchronise your campaigns



The importance of... Timing

Seasonality is a big deal...

- Be sympathetic to IRL factors
- Summer lots of free time to play
- May/September less free time

Think about frequency...

- How many times have you contacted them in the last 30 days?
 - Are you harassing them?
 - If you have been a stranger, start gently



The importance of... Testing & Control Groups

"There are only two rules in direct marketing. Rule 1: test everything. Rule 2: refer to Rule 1"

- Test, Review and Test again
- Always use control groups
- Don't over segment
 - will increase set-up / admin costs
 - increases the likelihood of 'decisionparalysis'



The importance of... Control Groups



Lapsed VIPs Cumulative GBP



The importance of... Control Groups

2 biggest 'VIPs' in the control group!

Lapsed VIP Cumulative GBP (Excluding outliers)



control equivalent ——target

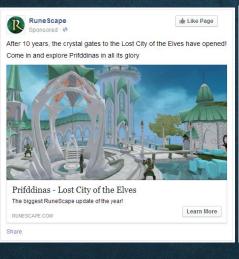
RS

The importance of... Testing

Analyse at the top and bottom of your funnel











CTR = 2.27%, CPP = £1.74

CTR = 1.09%, CPP = £0.98

CTR = 1.33%, CPP = £0.63

CTR = 1.45%, CPP = £1.03

CTR = Click Through Rate CPP = Cost Per Payment

The importance of... Testing

Email Subject Lines...

- 1. Decide the fate of Legacy Mode
- 2. {DISPLAYNAME} Your Vote Counted!
- 1. Can you win the Clan Cup?
- 2. It has begun...
- 1. {DISPLAYNAME}, soon it will all be gone
- 2. Treasure Hunter Extra bonus Offer

Open Click















The importance of... your Community

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- Too good to be true?
 - Players might think it's a hoax or scam

The importance of... your Community



Too good to be true?



Anyone else receive this "Exclusive Offer" in a Runescape email? (i.imgur.com) submitted 2 months ago by Garwald Pureiron man

16 comments share



[-] rubxium RSN: MachV 2 points 2 months ago

So this is actually legit? It kind of screams malicious email to me.





Is this offer exclusive to me only?! Or was it offered to 1000 people? (imgur.com) submitted 7 months ago by Meet_Dave Goooooold!

10 comments share

The importance of... your Community

R

- Too good to be true?
 - Players might think it's a hoax or scam
- Consider the non selected
 - "I deserve this offer!"
- Fansites can amplify your message
 - Provide them the creative and watch them go!
- Players talk... and are increasingly savvy
 - If its not exclusive don't say it is!



Our Biggest Successes

- Biggest wins for us...
 - 1st Payer, Lapsed Whale, VIP Club Lock in
- Identify easy wins and repeat the winning formula
 - Make regular, minor adjustments
- Always Nudge
 - Adds urgency
 - Can add another 20-30% to your results
- Retargeting yields more than fresh acquisition
 - Find out why they left and use to your advantage



Our Biggest Pitfalls

- Don't scrimp on agility
- Know when to sell and when to help
 - Players are people too!
- Customers don't know what they don't know
 - Educate them on the possibilities, don't assume they know what we do
- Waking up Sleepers is sacrilege
- Don't disrupt your VIPs
 - Don't try to adjust their payment patterns
 - Instead provide more content to consume



In Summary...



Test everything

Creating an experience is crucial

Make the move from attention grabbing to attention holding

Do not miss...

Returners and Retention

How to win back lapsed players

Phil Mansell – Head of Studio, RuneScape



Thursday 10am, Room 3016, West Hall



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Thank you!



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