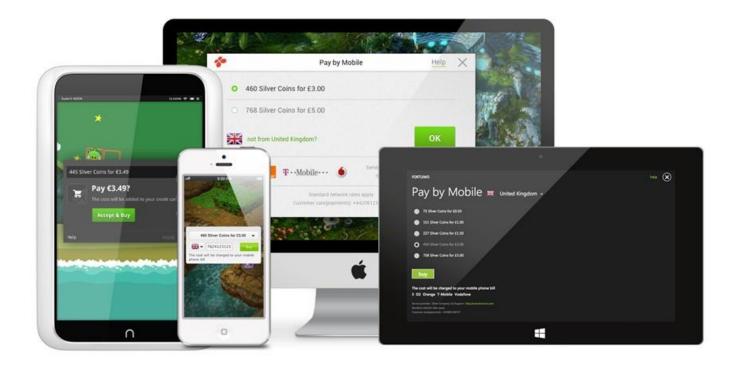
Monetization in Emerging Markets. Stop Ignoring 50% of Your Audience.

Jacob Hauskens VP, Fortumo

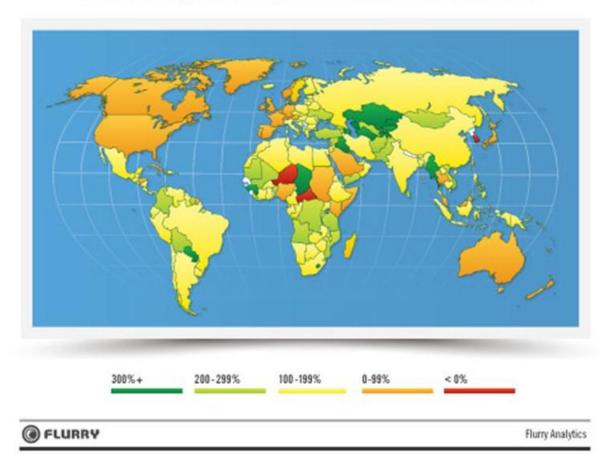


Fortumo



Fastest Growth in Emerging Markets

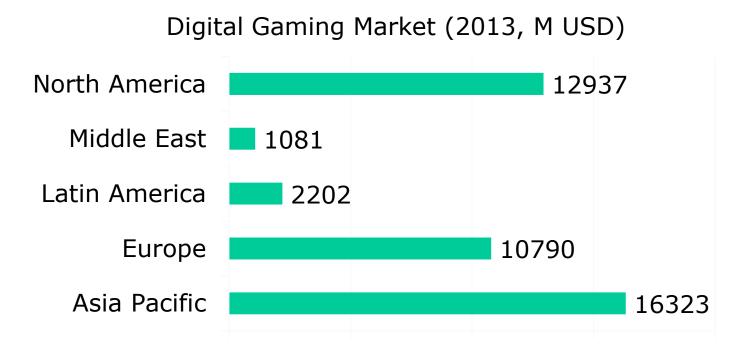
Growth in Active Connected Devices



But can they afford to pay? YES!!

	ARPPU, Apr 2012	ARPPU, Jun 2013	14mo growth
United States	4.5 USD	7.9 USD	75%
Brazil	3.4 USD	5.6 USD	64%
Romania	7.8 USD	14.6 USD	87%
Turkey	13.2 USD	19.6 USD	48%
Thailand	4.3 USD	15.7 USD	265%

Most \$ is Made Outside of the US



Emerging Markets Revenue Equation

```
Distribution * Hit Pay * Payment - Transaction = $$

Point Conversion Costs

Rate
```

Distribution in Emerging Markets



Android: Not Just Google Play









































... plus dozens of operator & OEM app stores.

Latin America: Brazil

- \$1.4B digital gaming market
- 96M smartphones, 53% mobile internet
- Bigger than most European countries



Africa: Nigeria

- Africa is the fastest growing continent
- 75% of internet subscriptions mobile
- \$0.4B in mobile transactions
- OEM push of <\$150 phones:









Middle-East: Turkey

- \$0.5B digital gaming market
- 2/3 internet users play games
- Highest ARPPUs in the world (+\$20)

Central & Eastern Europe: Russia

- \$1.8B digital gaming market
- #4 country on Google Play
- Quite strong for Windows Phone

Asia: China

- \$7.9B virtual goods market
- 40% of global gaming revenue
- Extremely fragmented
- Gaming consoles banned

Hit Pay Point



Localization: Language & Design

Only 10% of people speak English



Less Text = More Universal



Most people don't have your phone

- Feature phones
- Low-end smartphones
- Internet penetration lacking















Payment Conversion Rate



Sling x30

Info

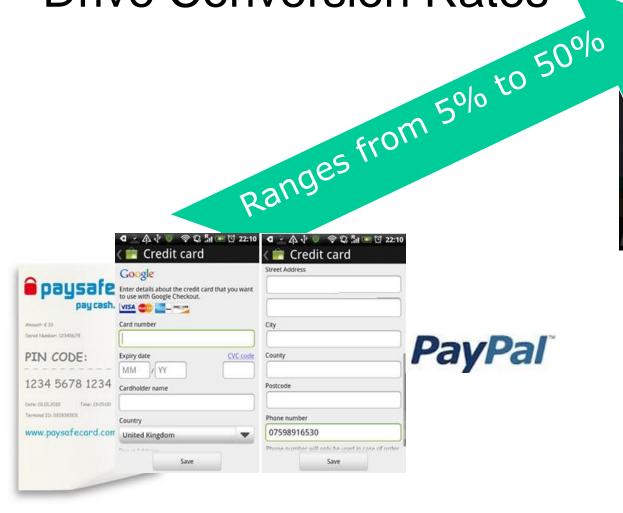
Pay €1.60?

Accept & Buy

phone bill.

The cost will be charged to your mobile

Payment Amount, Reach and Friction Drive Conversion Rates



1 USD in USA is not 1 USD in China



Transaction Costs

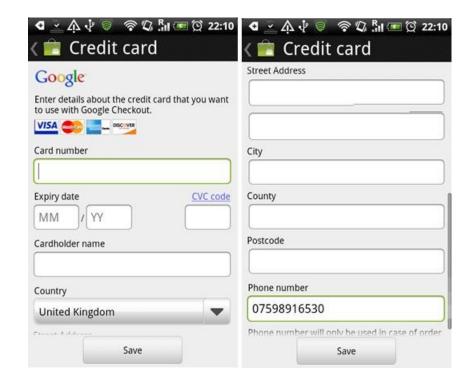


A Look at Payment Methods: More Variety, Bigger Reach

	Web/PC	ios	Android	WP/W8
Official Store Billing	-	+	+	+
Credit Cards	+	-	+	+
Operator Billing	+	-	+	+
E-Wallets	+	-	+	+
Pre-Paid Cards	+	-	+	+

App Store Billing: Credit Cards

- 1.5 billion people
- 30% commission
- Easy integration
- Low conversion



Credit cards

- 1.5 billion people
- ~5.5% commission
- Low fees, flexible pricing
- Low conversion, chargeback, bad debt, fraud

Country:	Australia		
First Name :	Comfy		
Last Name:	Bob		
Credit Card Number:	1234-5678		
Payment Type	VISA		
Expiry Date:	12 / 99 CSC:999 What's this?		
Billing Address Line 1:	And so on		
Billing Address Line 2:			
Fown/City:	Comfyville		
State/Territory:			
Postcode:			
Home Telephone:	In your dreams		
Email:	@comfypage.com		

Mobile payments

- 5 billion people
- 15%-50%
 commission
- Highest reach & conversion
- High fees, limited pricing



E-wallets

- Reach ~1 billion
- 10% commission
- Low fees, flexible pricing
- Fragmented, requires bank account, limited reach



Pre-paid cards

- Reaches anyone (in theory)
- 10%-40% commission
- No chargebacks, no fraud
- Fragmented, regional, less impulse purchases



A Tale of Two Apps

	Old School App	Optimized App
	Credit Card Only	Mobile Billing
Downloads		
Alt App Stores + Social	2,000,000	2,000,000
Carrier App Stores		1,000,000
Total Downloads	2,000,000	3,000,000
Hit Paypoint	20%	20%
• •		
Making Purchase Choice	400,000	600,000
Payment Conversion	5%	50%
Paying Customers	20,000	300,000
Purchase Amount	\$ 5.00	\$ 5.00
Total Customer Payment		1,500,000
Total Customer Fayment	100,000	1,300,000
Cost of Transaction	5%	50%
Transaction costs	(5,000)	(750,000)
Developer's Revenue	95,000	750,000

Questions?



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