## How PlayerWON ${ }^{\text {TM }}$ Reached Elusive Younger Audiences to Get the Job Done for Monster

"The ad engagement seen via PlayerWON exceeded YouTube by 8 X amongst the highly sought-after 18-34 audience. PlayerWON's in-game environments provided a unique opportunity for Monster.com to truly stand out and drive consumers to interact with its brand message."

Shaun Farrar, Senior Director of Global Media, Monster

## 'Linked-Out' Audiences Lean-In to Game Ads

## Challenge

- Amidst the Great Resignation, Monster recognized a chance to attract millennial and Gen Z jobseekers seeking values-aligned employment opportunities. Many felt disconnected from elitist and insular job platforms, prompting Monster's response.
- Monster effectively reached A35+ through cross-channel TV campaigns, but encountered challenges in engaging A18-34 jobseekers due to their distinct media preferences and consumption habits.


## Solution

- Monster strategically targeted its marketing efforts on platforms such as YouTube and PlayerWON ${ }^{\top \mathrm{MM}}$, tapping into the vast audience of millennial and Gen Z gamers.
- Recognizing gaming as the top recreational activity for A18-34, PlayerWON's exclusive premium inventory across top 20 games perfectly aligned with Monster's campaign goals.
- Prioritizing brand awareness and interactive features, Monster's creative approach included dynamic QR codes crafted by Flowcode, driving engagement with Monster's Job Search, Salary Tool, and App Download pages.Z


## Results

- Monster's ads resonated with the engaged gaming audience, seamlessly integrated by PlayerWON to avoid disrupting gameplay, surpassing the engagement levels of YouTube.
- Despite YouTube delivering more impressions (2.96x) due to budget differences, the in-game ads featuring QR codes saw 2.7x more scans, boasting an impressive $8 x$ better scan rate.
- Encouraged by PlayerWON's effectiveness in reaching younger demographics, Monster plans to extend its next campaign to target additional underserved audiences.

