

Chartboost如何帮助游戏开发者得到最高的eCPM



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150,000+游戏

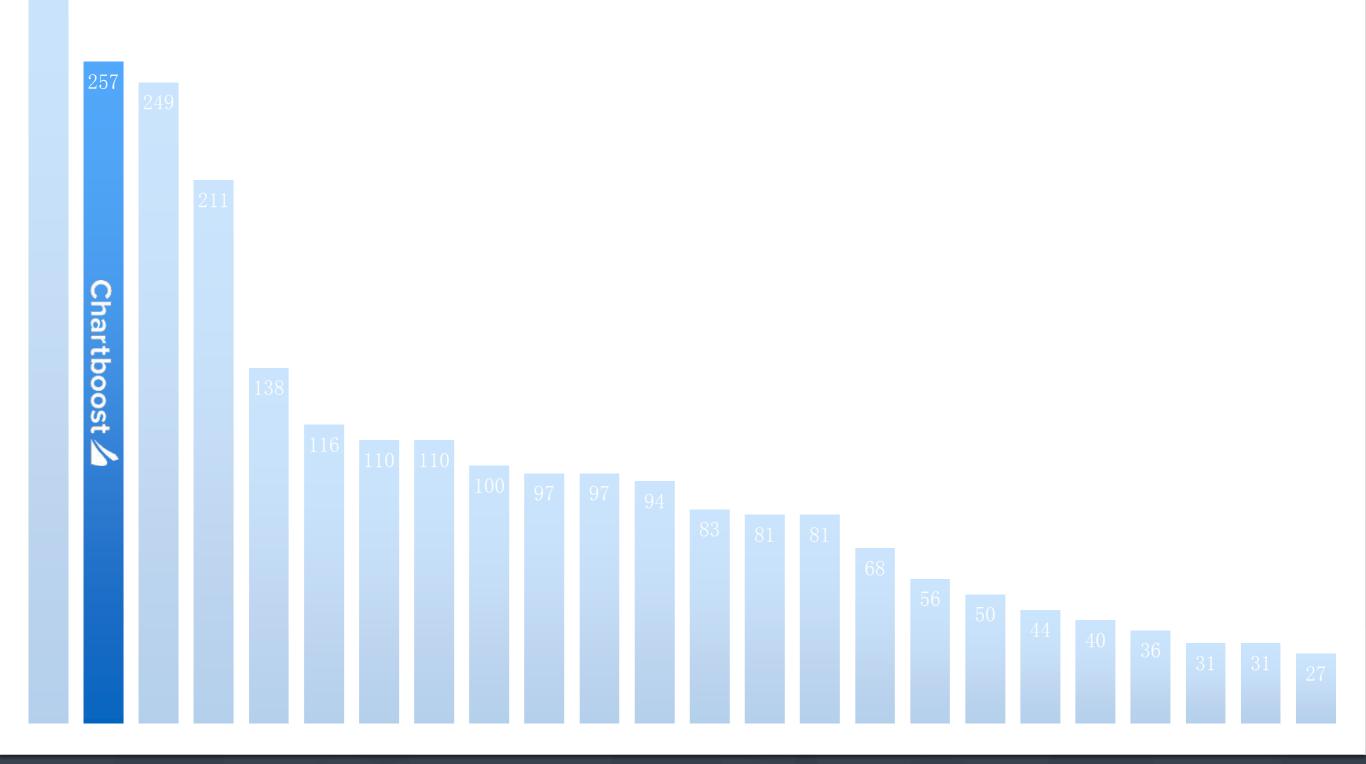
200亿 游戏对话

6亿
月活跃玩家

51%的前500名免费游戏用Chartboost



51% of the top 500 free games use Chartboost

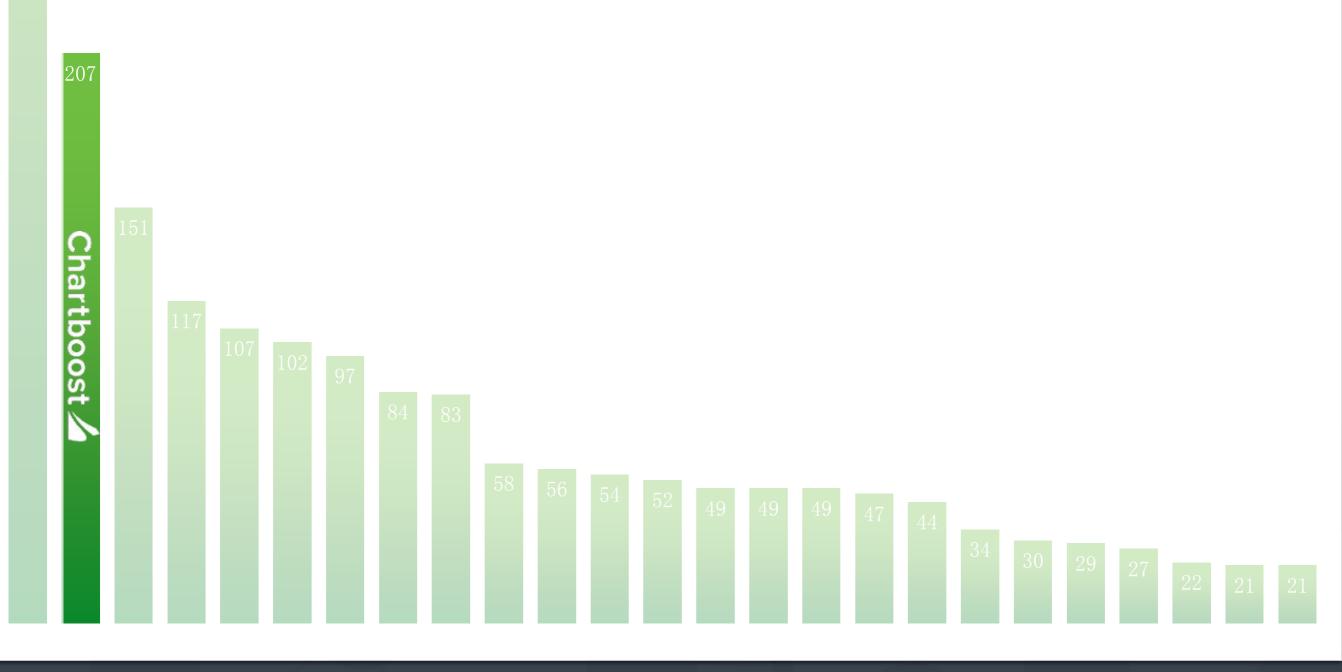






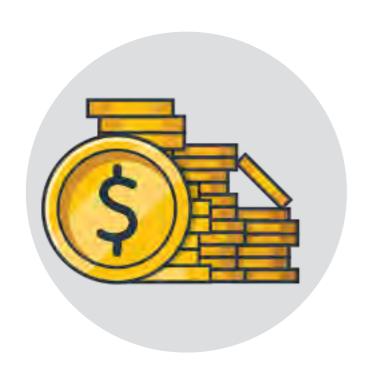
Chartboost在安卓平台更强大

Chartboost dominance is even stronger on Android



变现有两个主要部分

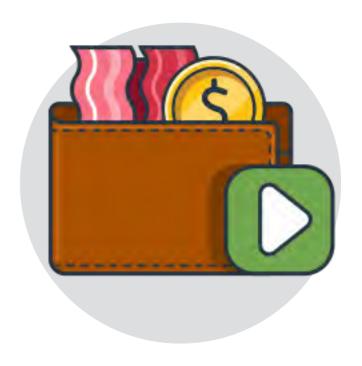
Monetization has 2 key components





1 - 5%

CPI



媒体

95-99%

eCPM

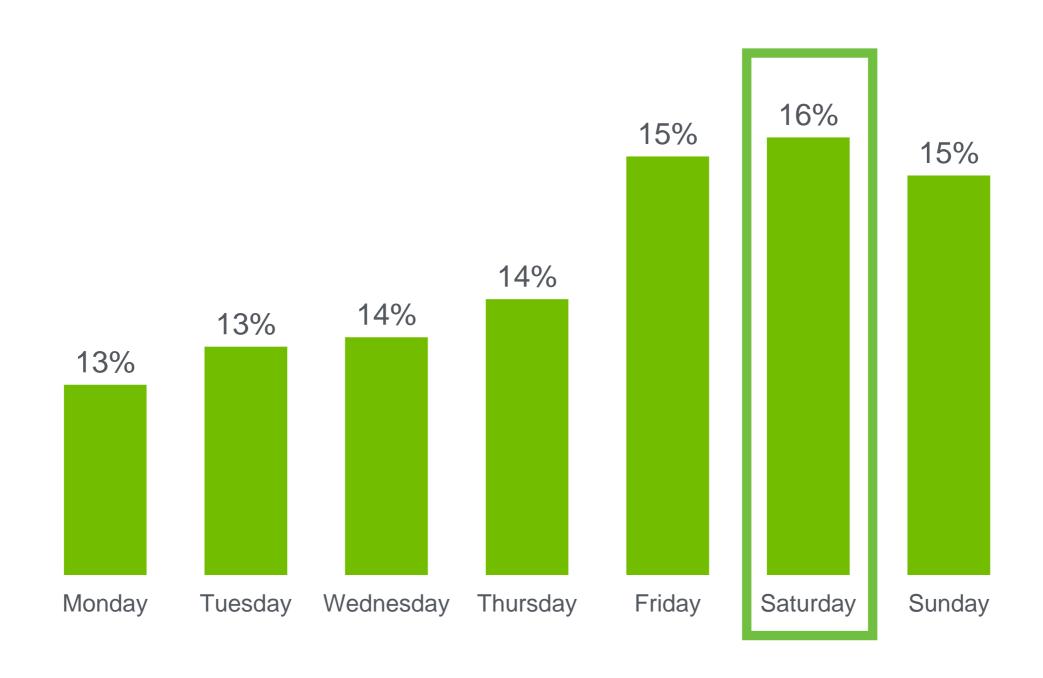


每周什么时间?

What day of the week?

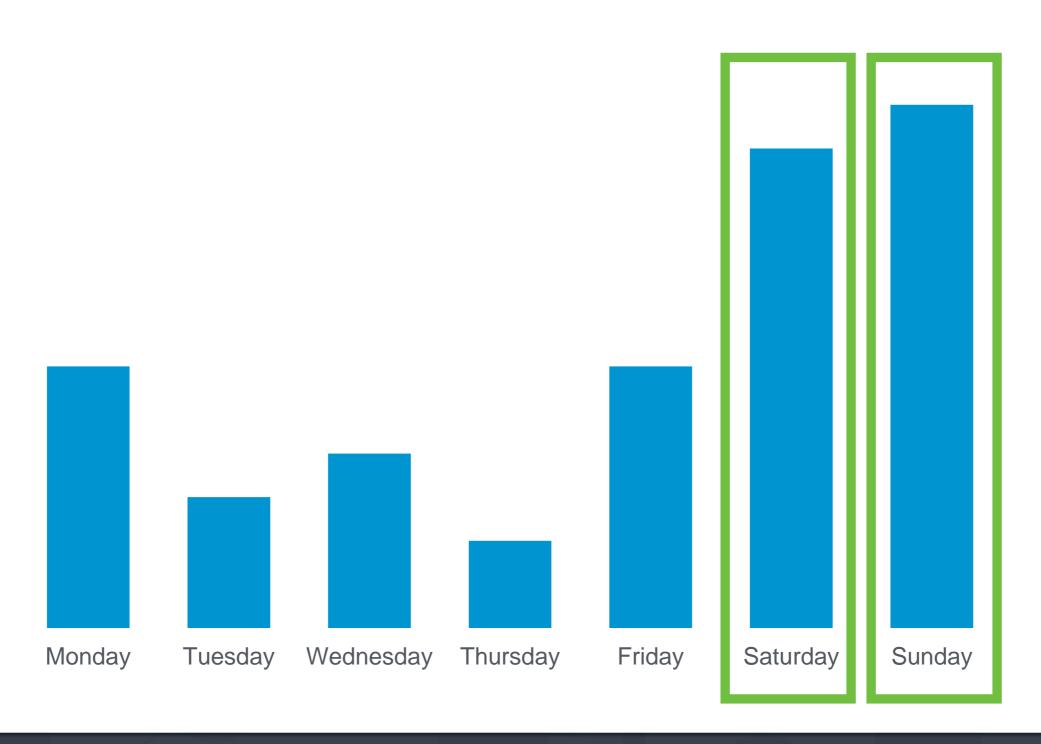
周六的流量最多

Saturdays have the most traffic



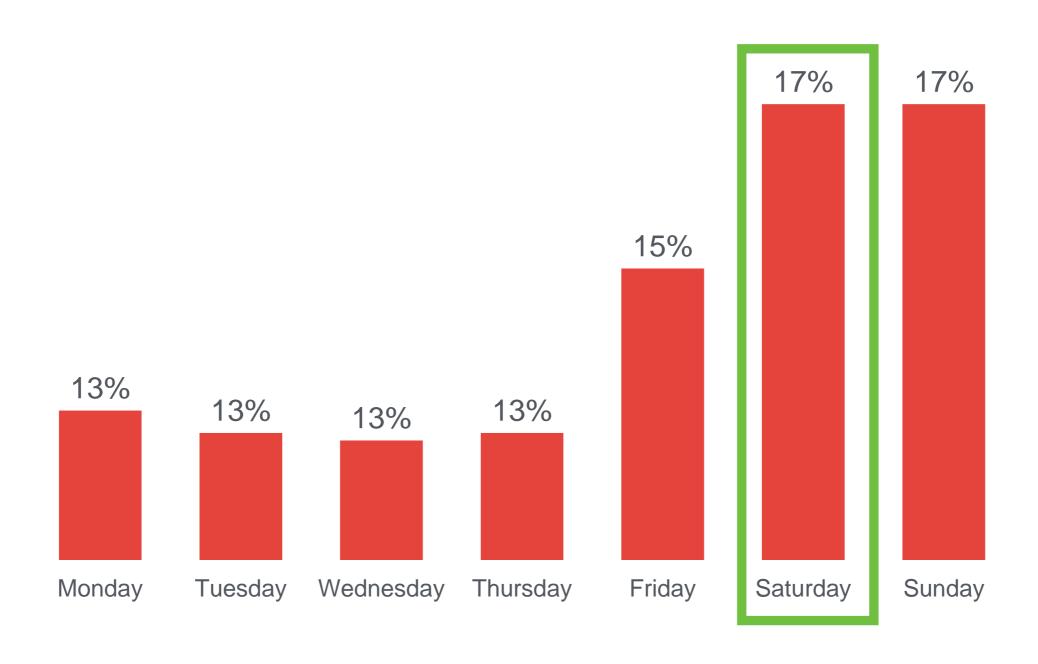
周末的eCPMs最高

eCPM is highest on the weekends



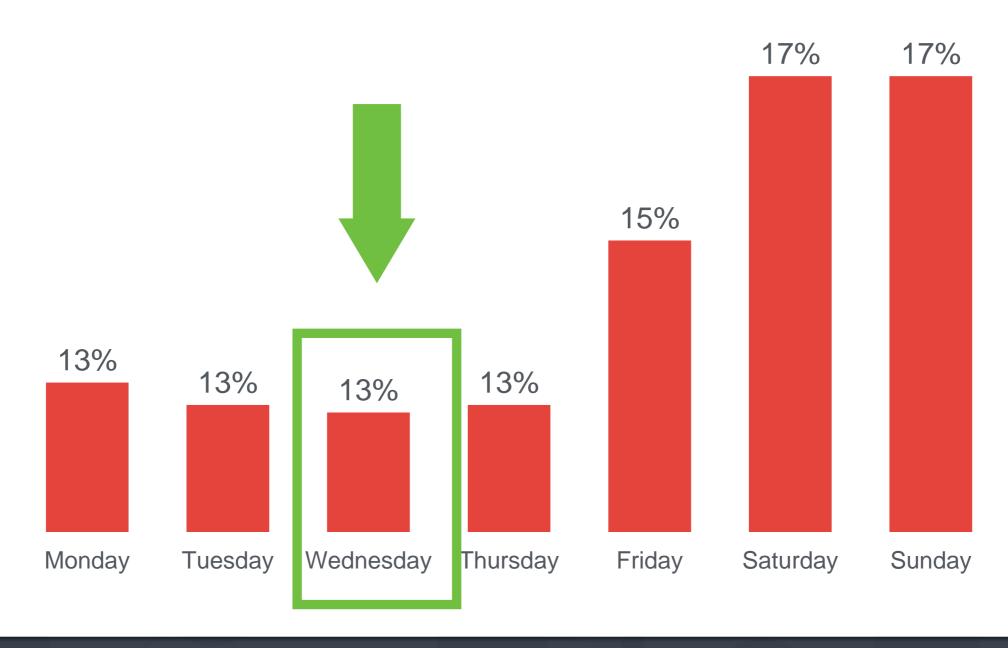
周六的盈利也最多

Saturdays are the most profitable day



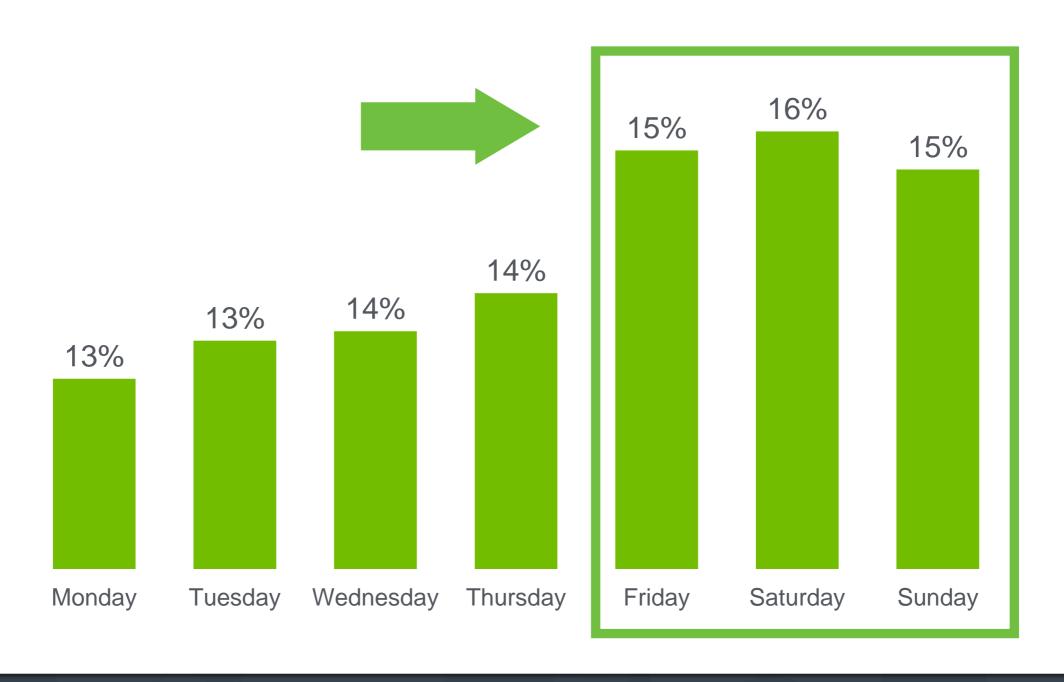
周三可以测试上线

Soft-launch on a Wednesday



周五是'一周的起点'

Consider Friday's as part of the weekend



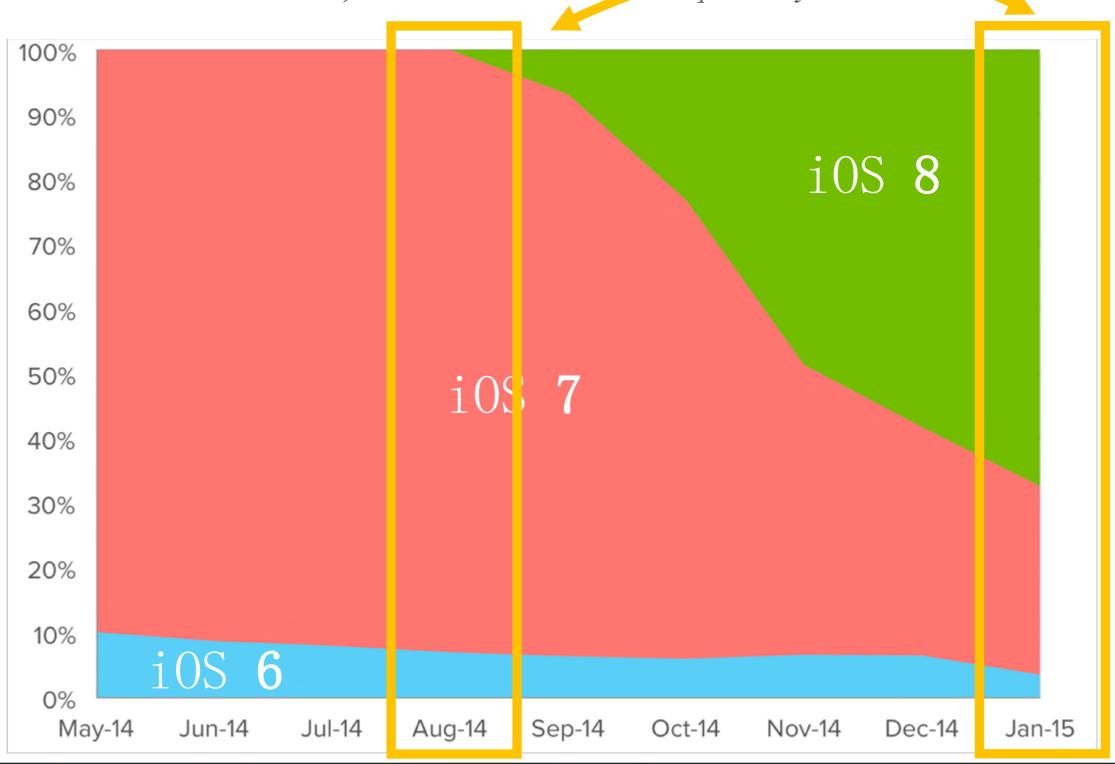


操作系统和机型?

What OS and Device?

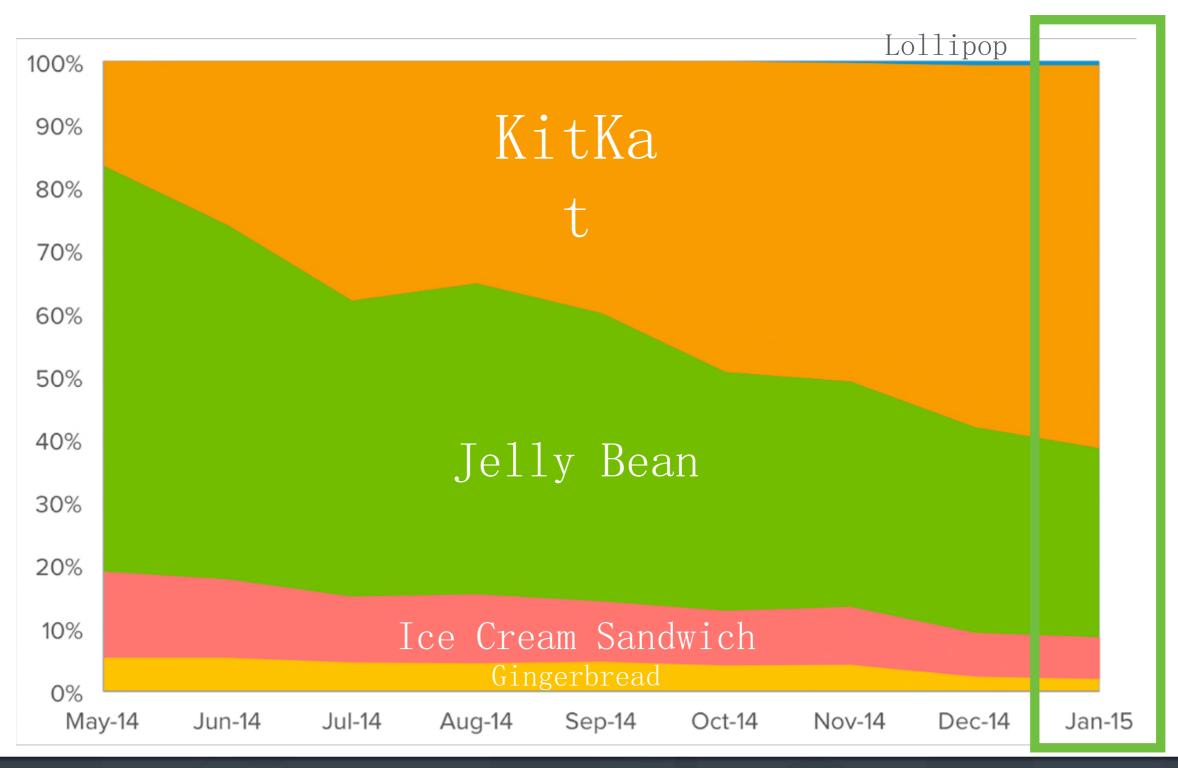
在iOS, 新的系统很外就普及化

on iOS, new OS takes over quickly



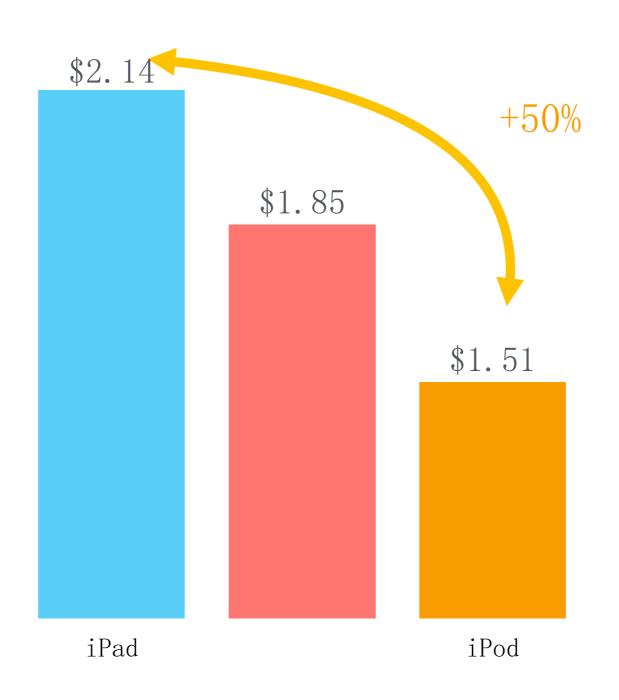
在安卓上,系统升级相对需较多时间

on Android, transitions take much longer



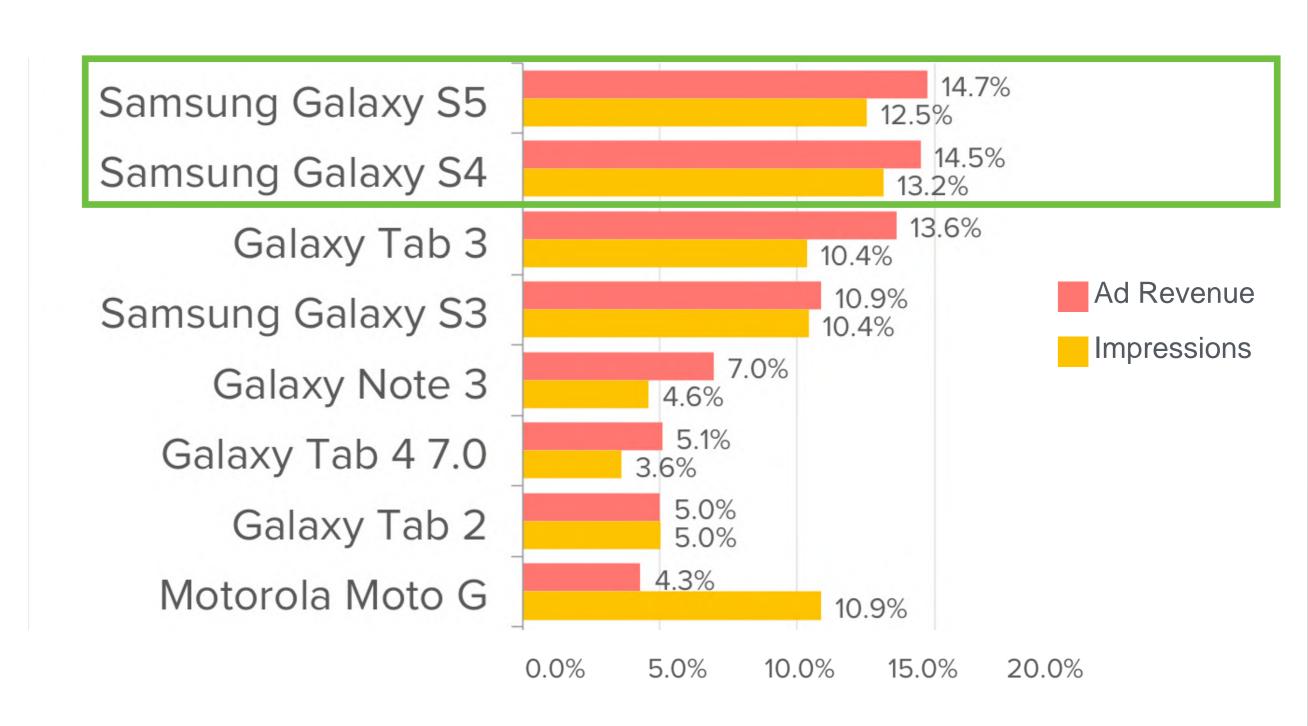
iPad是苹果手机内最赚钱的机种

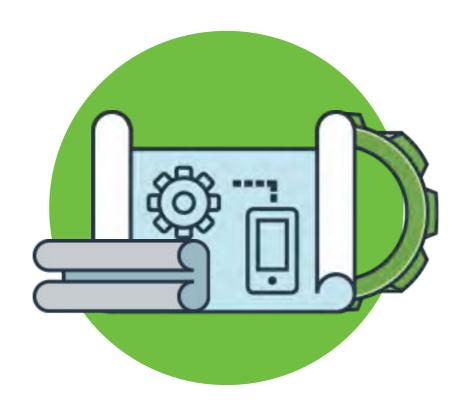
iPad is most profitable iOS device



在安卓上则是三星Samsung Galaxy S5 和

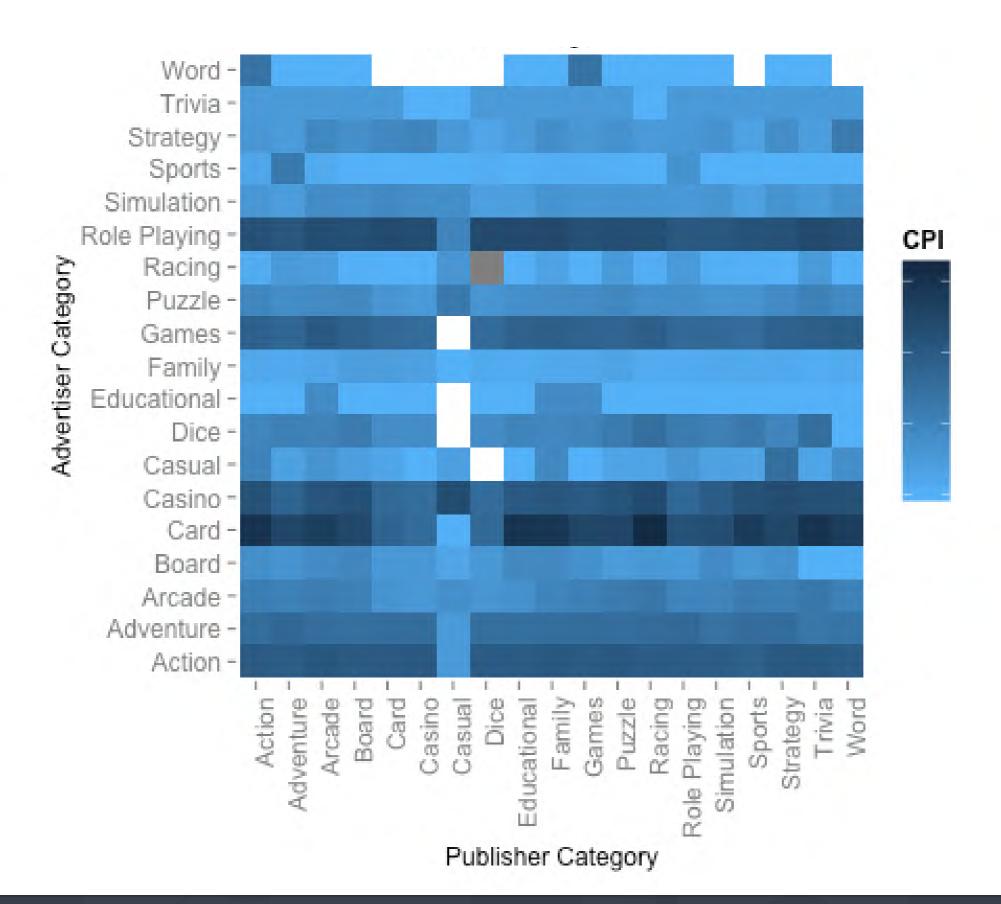
on Android, Samsung Galaxy S5 & S4



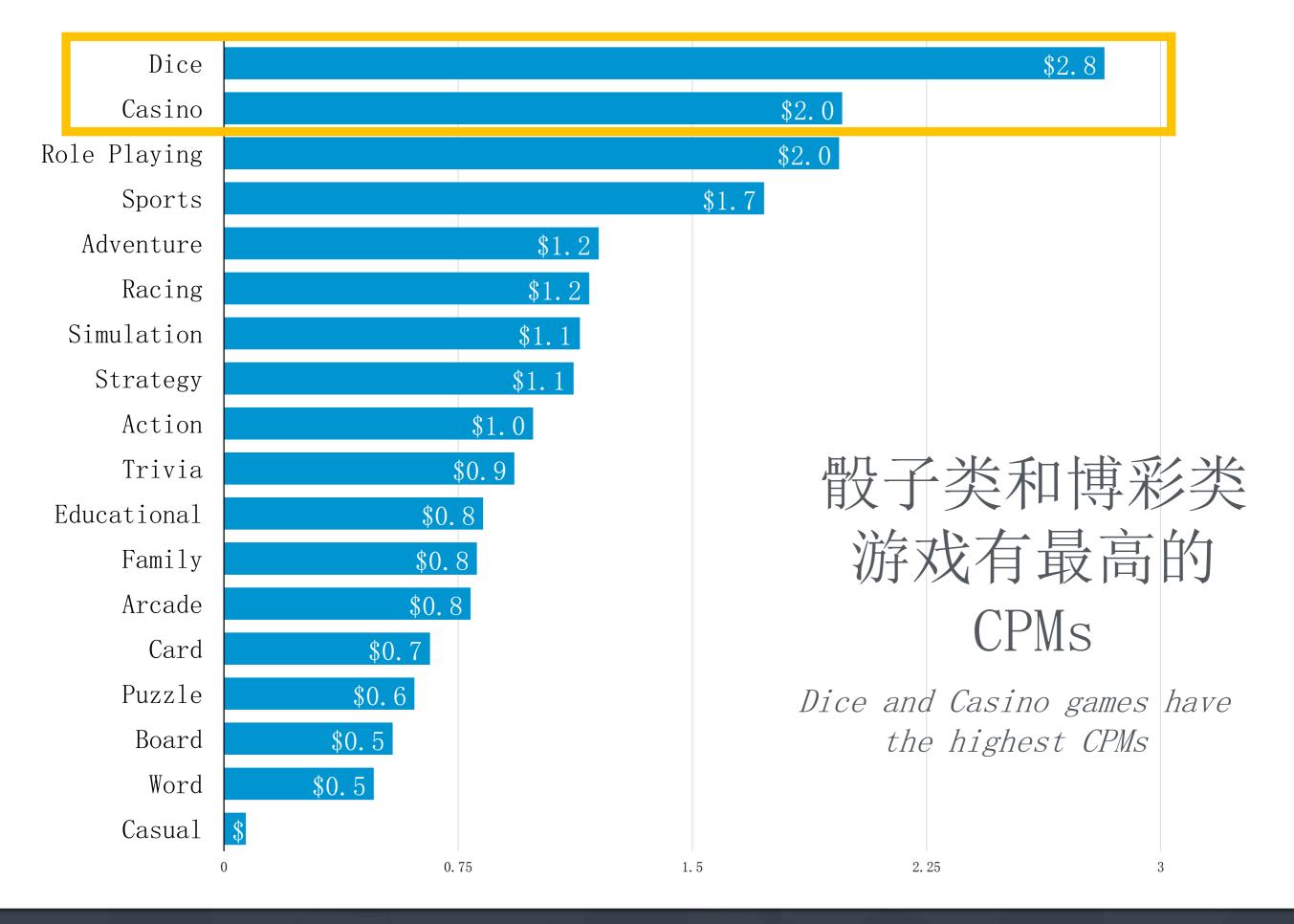


游戏种类?

What Category?







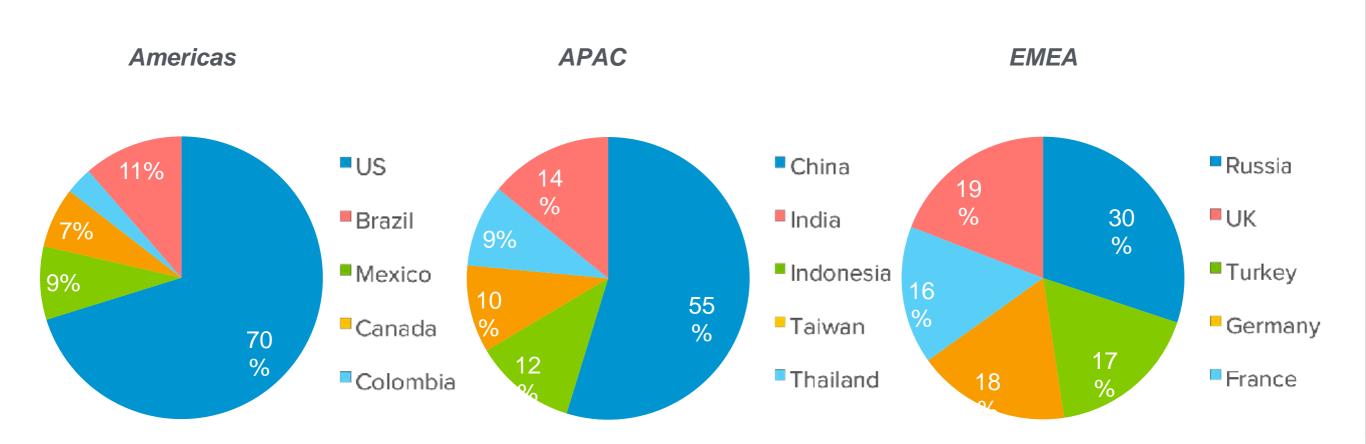


国家

What Country?

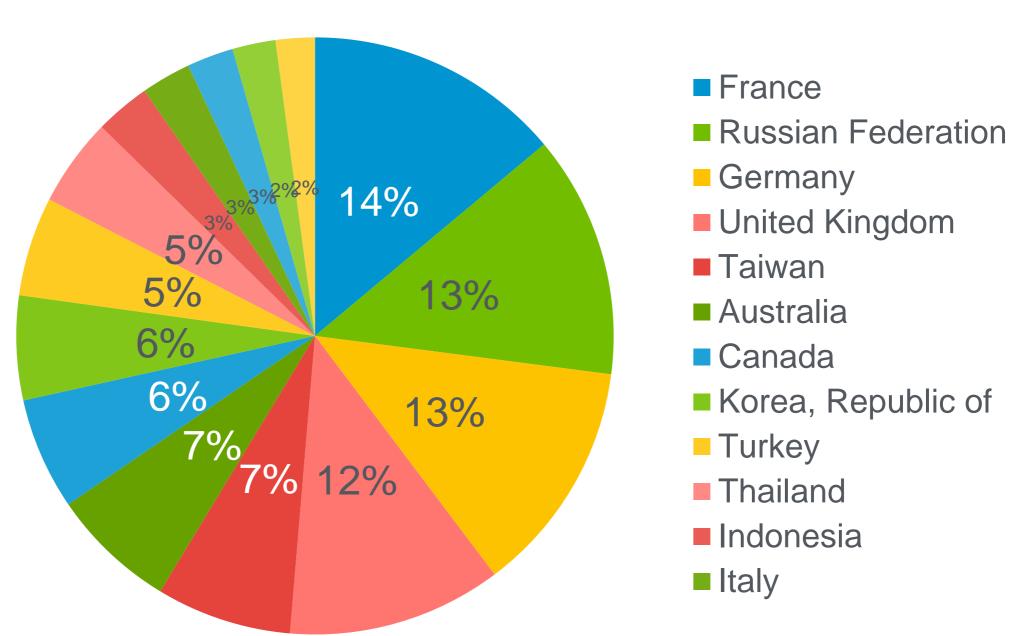
巴西, 印度尼西亚和土耳其的游戏对话 正在迅猛增长

Game sessions in Brazil, Indonesia and Turkey growing quickly



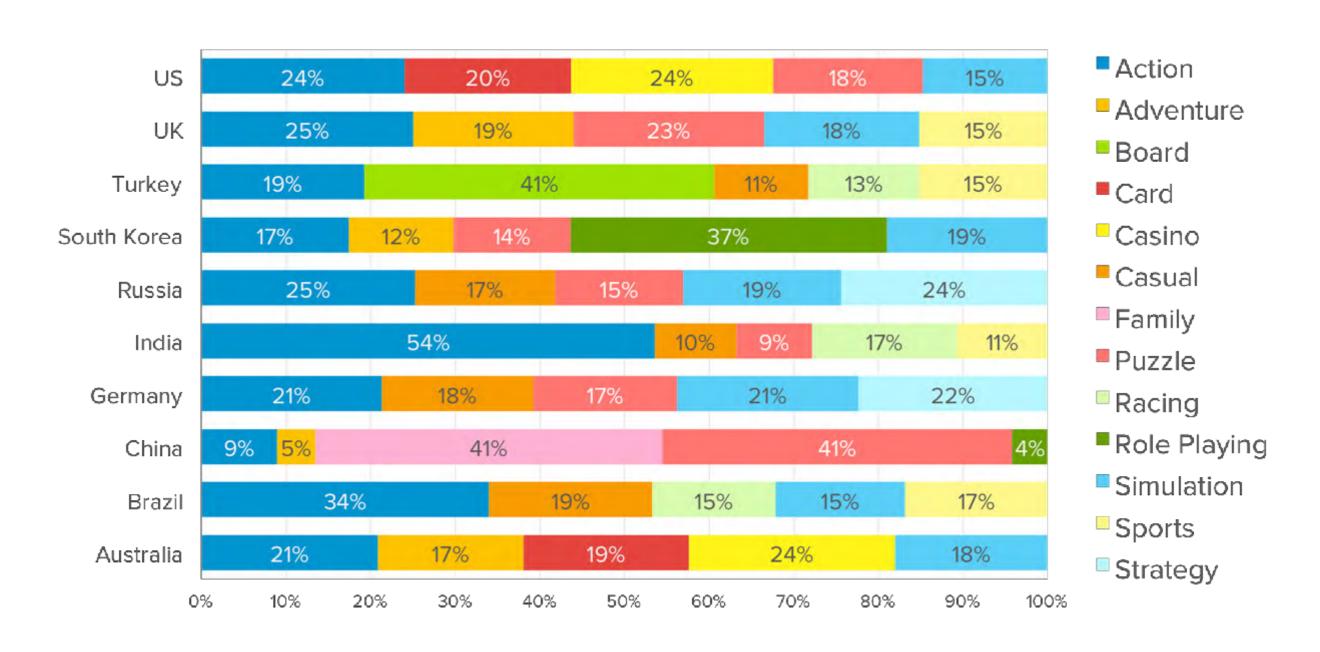
法国,俄罗斯和德国是继美国后赚钱最多的

France, Russia, and Germany The biggest money makers after



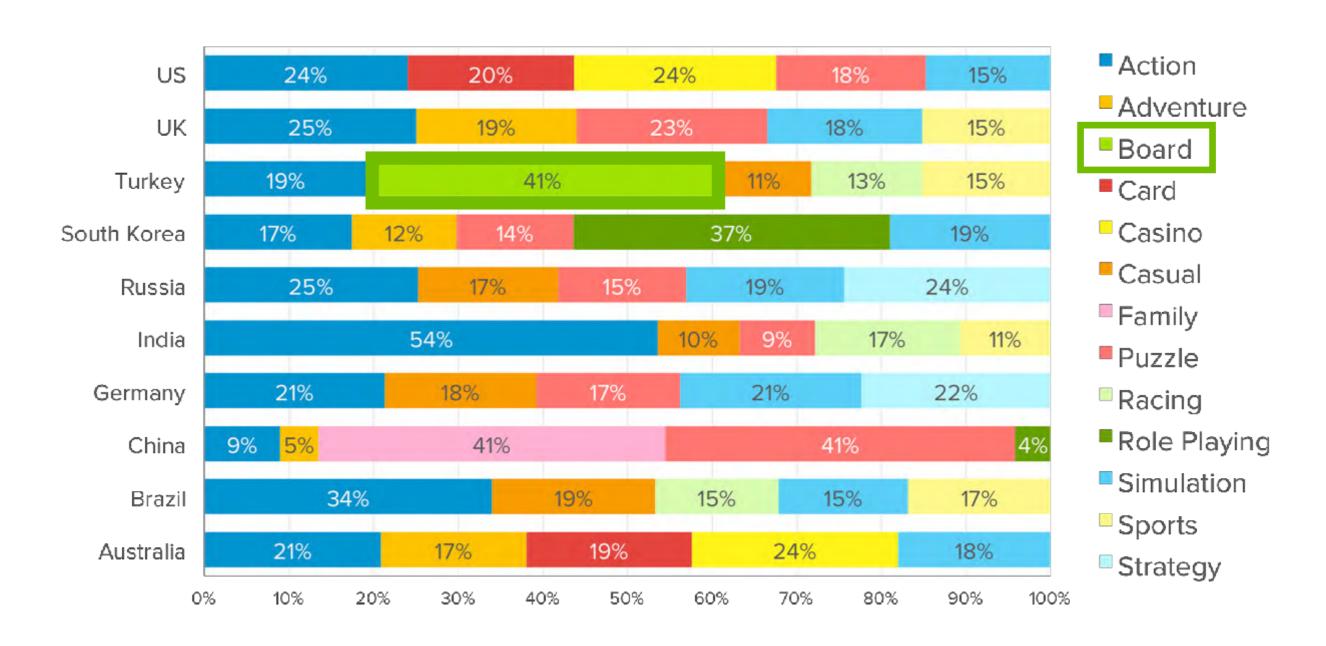
每个国家的分类都不同

Every country has a different category profile



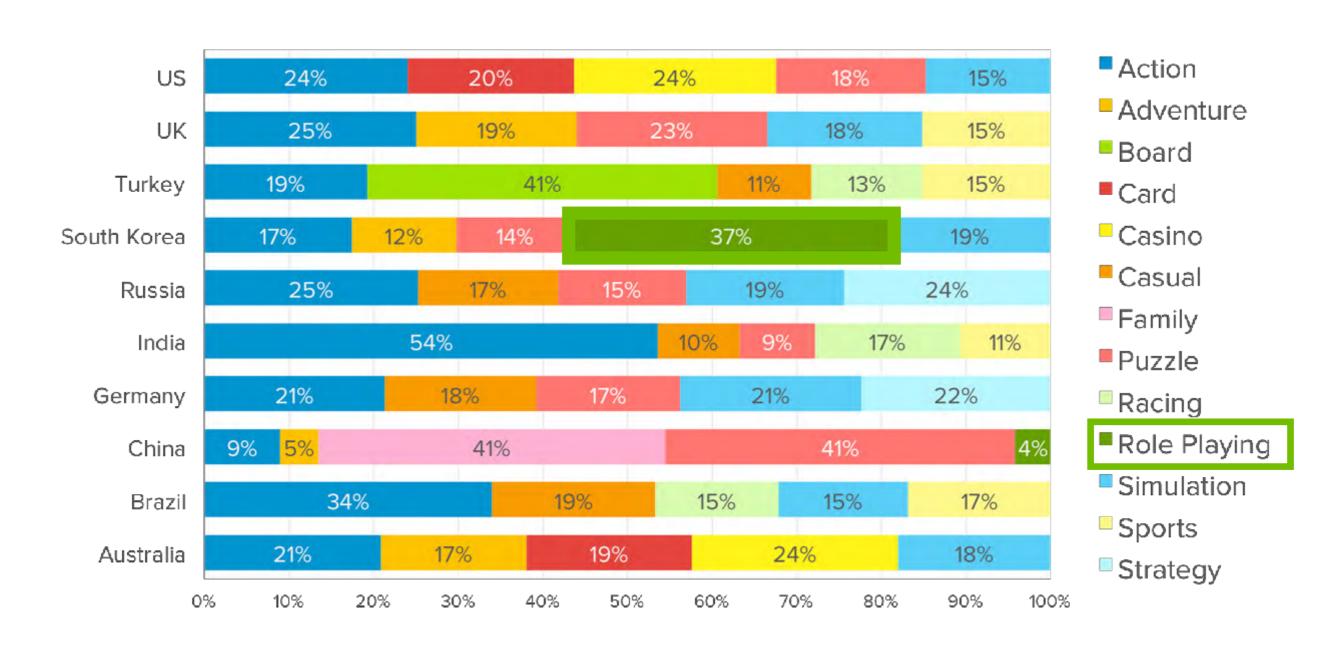
纸牌游戏(Board)在土耳其最流行

Board games are very popular in Turkey



韩国最流行的是角色扮演类游戏 (RPG)

RPG games are very popular in South Korea



通过每个国家的CPI来估算LTV

Estimate LTVs through CPIs by country



CA \$1.85 **GB**

US \$1.40

BR \$0.74

GB \$1.14

SA \$0.97

RU\$2.00

JP \$1.85

AU \$1.90



CA \$2.48

US \$2.10

BR \$1.16

GB \$1.80

SA \$0.97

RU\$2.02

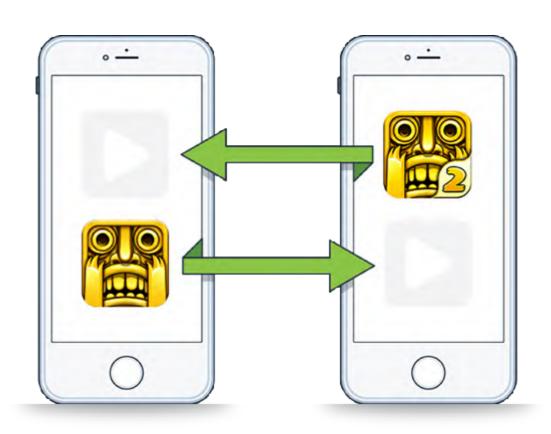


JP \$2.42 AU \$2.78





- 通过数据获得更高eCPM
- 不要忘记免费的工具!通过 Chartboost提供的免费平台和SDK进行 交叉推广



谢谢

@chartboost