Juho Metsovuori Product Manager, Unity

Unity Ads

1.3B

Reach across 243 countries

mobile video ads per month



F2P Mobile Games

User Acquisition

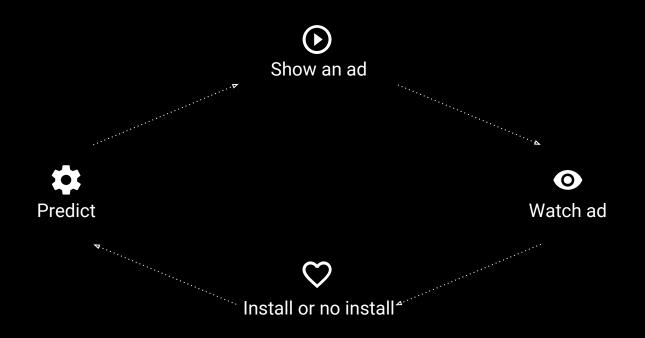
Cost Per Mille (CPM)

Cost Per Install (CPI)

Predicting Value



Feedback Loop





Life Time Value (LTV)

Return on Investment (ROI)

Scale



How to acquire valuable users?

Country

Device

Game



How to predict value?

Life Time Value (LTV)

In App Purchases (IAP)

Retention





Correlates with value

Standard KPI

Day 7



Business model

Buckets

Low is bad

Country specific



Dynamic bidding

One bid

Two bids



Predicting revenue

Thank you!