

SUMMARY

CRAFTSMAN+ teamed with the Marketing team for *Transformers: Heavy Metal at Niantic Labs Inc.* to create a set amount of static, video, and app store creatives that helped market globally and build awareness of the game.

SCOPE OF WORK

- Creative Strategy
- Art Direction
- 2D and 3D Animation
- Sound Design

THE CLIENT



Niantic is the world's leading augmented reality company with an initial focus on augmented reality games. The game leading their name is <u>Pokémon Go</u> with over 827,000 daily active uses (DAU) via iPhone.







THE OBJECTIVE

Niantic approached CRAFTSMAN+ to help develop creative strategies to globally launch their upcoming game, Transformers: Heavy Metal.

THE SOLUTION

CRAFTSMAN+ developed 4 creatives per month over the course of 6 months. The goal of each month was to measure the results of those creatives. Once measured, we took those findings to develop the marketing strategy for the creatives for the following month.







STATIC CREATIVES







FACEBOOK / INSTAGRAM FEED

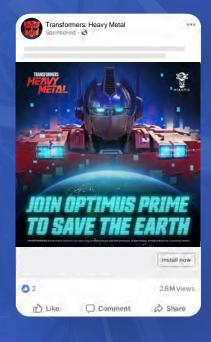
FACEBOOK FEED

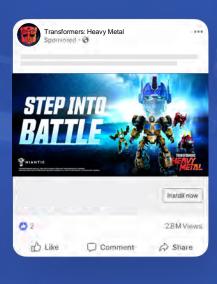
FACEBOOK / INSTAGRAM STORIES





STATIC CREATIVES







FACEBOOK / INSTAGRAM FEED

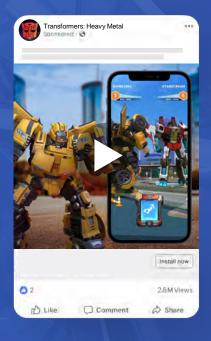
FACEBOOK FEED

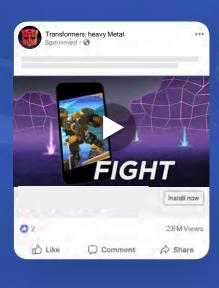
FACEBOOK / INSTAGRAM STORIES





VIDEO CREATIVES







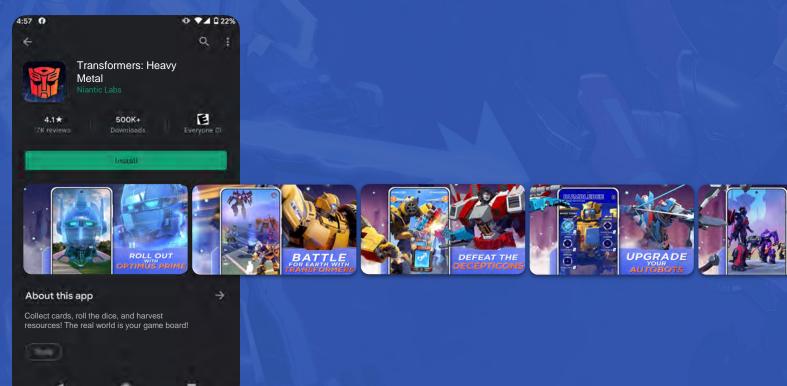
FACEBOOK / INSTAGRAM FEED

FACEBOOK FEED

FACEBOOK / INSTAGRAM STORIES



APP STORE CREATIVES





THE RESULTS

CRAFTSMAN+ was able to produce a high volume of creatives that met CTR goals going as high as 2.6% (Stand Fall Static) for Google and 0.38% for Facebook.

Coogle 2.60% 2.40% 2.40% 2.20% 2.10% 2

4 Pillars 51,075.97 Battle Deceptions Dutch \$657.77

Bumblebee Starscream

\$1,555.08

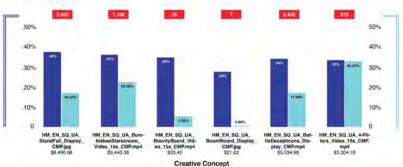
Stand Fall Dutch

\$593.13



Stand Fall

Battle Deceptions \$556.94



Creative Concept



BUMBLEBEE VS. STARSCREAM VIDEO

Results: \$8.2k spend, 349k Impressions, 0.34% CTR - referring back to 4 Pillars slide. iOS SKAN ad set held majority of spend (\$5.4k) but had fewer installs than the GP ad set (\$2.3k spend). Overall had high watch rates at 25%, 50%, 75%, and 100% - may be attributed to calling out popular characters like Bumblebee.

Creative callouts: Notable characters may have an impact on watch rates, since the audience targeting is broad, but don't always correlate to installs.

Spend: \$8,285.50

Impr.: 497,263

Clicks: 1,678

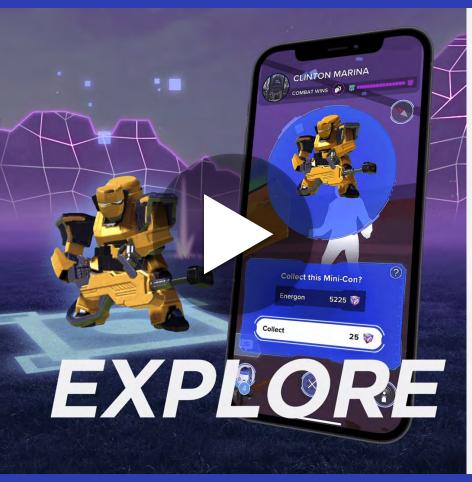
CTR: 0.34%

121: 5.36%

Qualified Installs: 52

Qualified CPA: \$159.34





FIGHT. EXPLORE. COLLECT. VIDEO

Results: Interestingly spent less (\$4.7k) compared to BumblebeeStarscream (\$8.2k) but brought in 28% more qualified installs at a **79% lower qualified CPA**. Majority of installs came from GP ad set.

Creative callouts and next steps: Game title and logo in intro unlike all the other creative, easy to follow (actions and copy aligned) and read (not too much text in a frame).

Spend: \$4,743.03

Impr.: 367,401

Clicks: 689

CTR: 0.19%

121: 14.95%

Qualified Installs: 69

Qualified CPA: \$68.74

79%

LOWER
QUALIFIED CPA

HEAVY METAL CASE STUDY



THE PROOF

NIANTIC LABS 6 MONTH RETAINER CASE STUDY





