## WE'RE ALL UNITED BYPLAY

## INSIGHT

Research by Activision Blizzard has shown that over 60% of gamers do not actively. consider themselves to be a 'gamer', while less than a third even begin to resemble the stereotypical image we typically associate with gamers today.

How do we generate awareness and bolster consideration for a diverse group of people and get them to be excited about a brand that they've probably not heard from in a very long time?

## STRATEGY

We celebrated the diverse spectrum of players by acknowledging their equally diverse motivation for playing, under our tagline and theme: "No matter why you game, we're all United by Play". By championing this representation, we wanted to push back against the negative gamer-related stereotypes and encouraged players to openly embrace gaming.

Being a global initiative, the campaign consisted of offline and online activations across multiple continents. These included: building a new global landing page, an influencer-driven charity tournament during CES, engaging gamers through social media, digital advertising across YouTube and premium gaming publishers, and a competition to give our audience members a chance to win our fantastic monitors.

ViewSonic GAMING

I CAN FIX CLOTHES, HAIR,

AND BROKEN SPIRITS.

**RESULTS** 

Trying to be inclusive and address the entire spectrum of gamers was a risk, but it paid off... BIG TIME!

>128M

**TOTAL IMPRESSIONS** 

>24M

**UNIQUE USERS REACHED** Social Media

>2M

**COMPLETED VIEWS** Programmatic Video

>6.3M

YouTube





UNITED









**UNITED BY PLAY AWARDS** 











