

Bryan Leach Founder and CEO Ibotta, Inc.

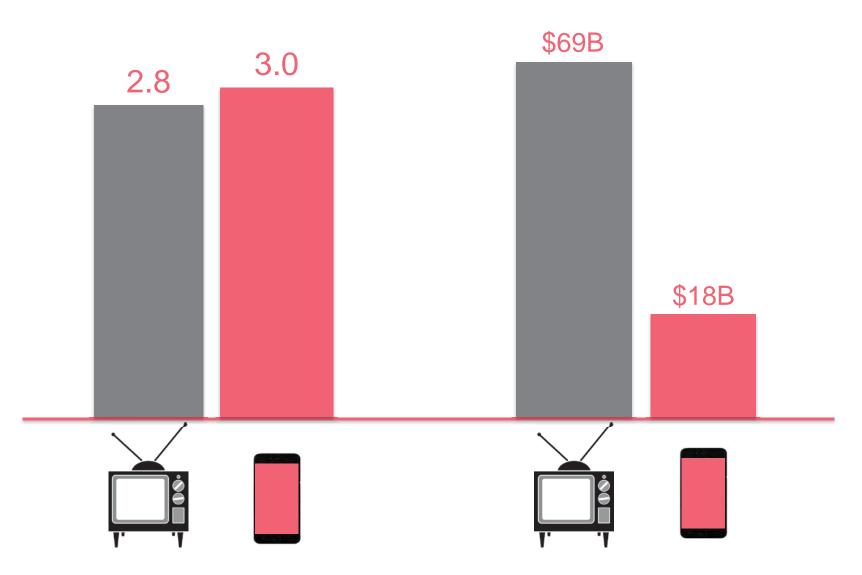


Media Consumption

(Daily Average Hours)

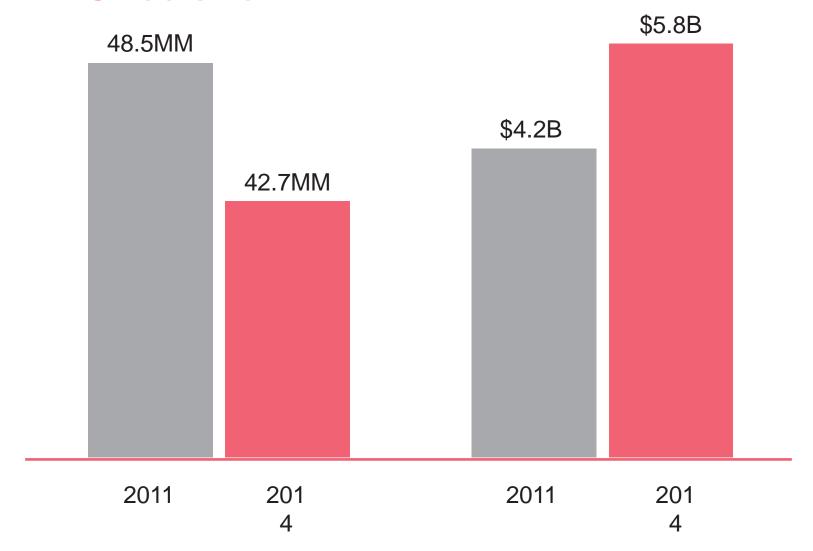
Marketing Spend

(USD, 2014)



Sunday Newspaper Circulation

Circular Spend



Source: Wall Street Journal & Newspaper Association of America













What's Wrong With This Picture?



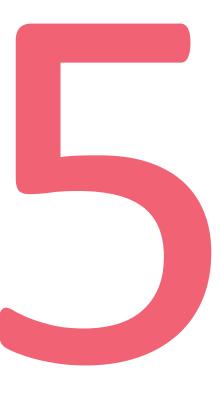


Digital FSI: Yesterday's News

- Limited marketing value
- Reinforces transactional relationships
- Doesn't work in many retail environments
- Not reaching millennials
- Pay-per-clip vs. Pay-per-sale

Average Number of Apps Used Regularly





App Download Rankings (Lifestyle)



70



(3) # 259



72



680



172



942

86% of time on mobile is spent in native apps.





1. Facebook Messenger Social Networking + Get ~



2. Facebook Social Networking + Get ~



3. Instagram Photo & Video Get -



4. YouTube Photo & Videa + Get -



Paid

5. Snapchat Photo & Video Get V



6. Pandora Radio Music + Get -In-App Purchases



7, iTunes U Education * Get ~



8. Trivia Crack Games + Get ~

In-App Purchases



9. Spring Ninja Games + Get ~

In-App Purchases



All Categories >

10. Google Maps Navigation + Get ~



11. Dubsmash Entertainment Get ~



12. WhatsApp Messenger Social Networking Get ~



13. Ibotta - Better than Coupons Lifestyle

Get ~



14. Spotify Music Music

+ Get ~ In-App Purchases



15. Pinterest Social Networking

+ Get v



16. Twitter Social Networking

+ Get 🕶



17. Temple Run: Oz

Games

+ Get | ~ In-App Purchases



18. Gmail - email 19. Netflix from Google Entertainment Productivity + Get ~

+ Get ~



20. Kik. Social Networking

Get ~

In-App Purchases



21. Show Your Disney Side Photo & Video Get ~



22. Google Utilities





23. SoundCloud -Music & Audio Music





iPhone Utilities





25. Crossy Road - Endless Arca... Games

+ Get ~ In-App Purchases



26. Candy Crush Soda Saga Games

+ Get ~

In-App Purchases



27. ZigZag Games

* Get ~

In-App Purchases.



28. Skype for iPhone Social Networking

Get ~

In-App Purchases



29. Dictator: Outbreak Games

+ Get ~

In-App Purchases

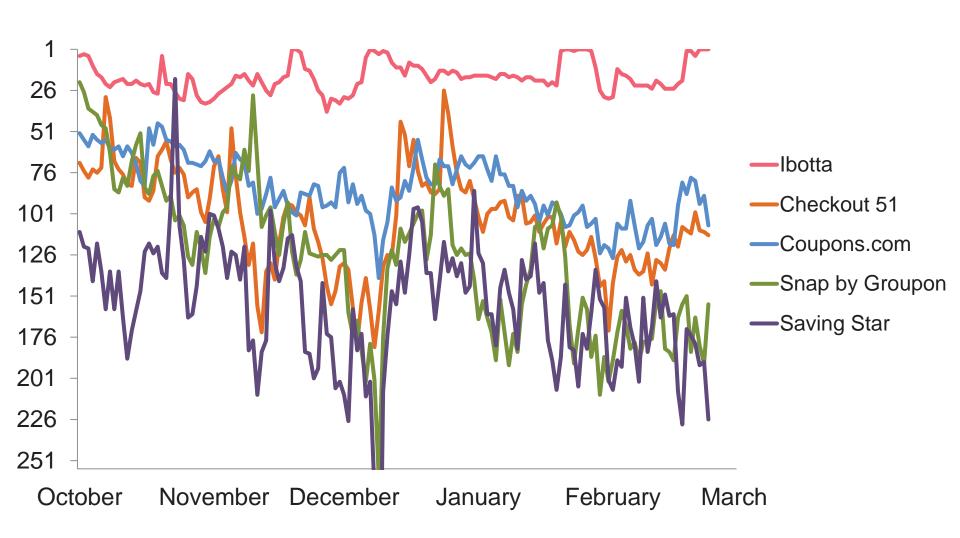


30. Candy Crush Saga Games

+ Get ~

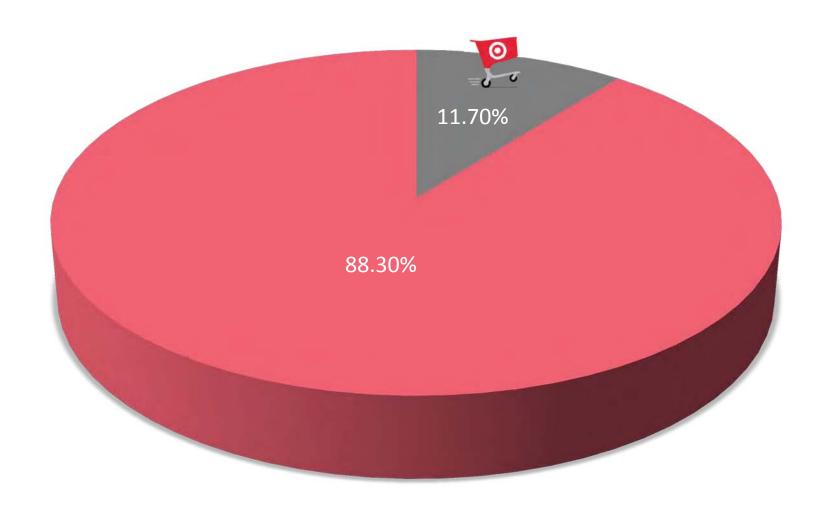
In-App Purchases

Third Party Apps: Download Rankings



Data Source: App Annie

Addressing the Full Market



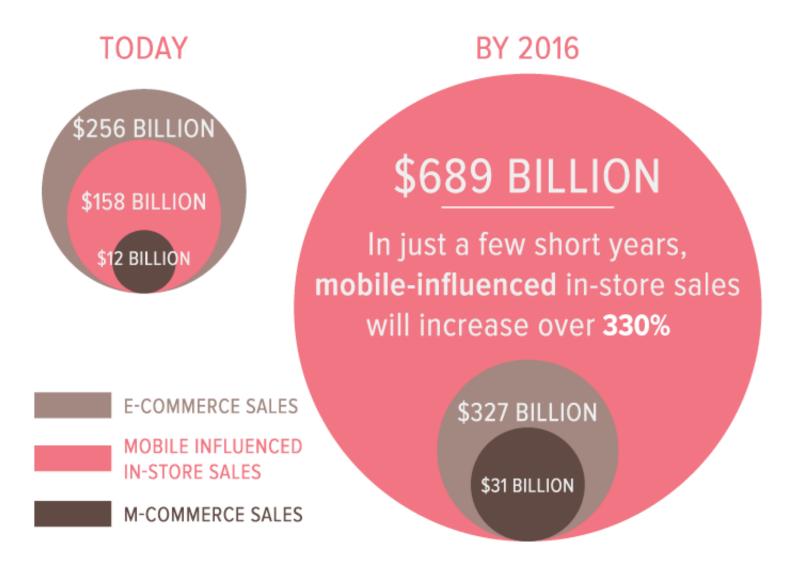
Not Preaching Just to the Converted



Offline Affiliate Models Are Emerging



A Big Opportunity



Case Study: Ibotta