# **Eye On** | US Gaming Audiences



Did you know? US adults consumed about one extra hour of digital media per day in 2020, with game consoles among the connected devices that saw the highest increase<sup>1</sup>. With **gaming emerging as the next dominant tech platform**, it is more important than ever for brands to understand gaming audiences and engage them through the right channels, at the right time. For example, 89.5% of all US digital gamers play mobile phone games connected to the internet at least once per month<sup>2</sup>.

Brands targeting US gaming audiences can identify, reach and engage the right online consumers by integrating audience segments into their cross-device campaigns. Speak to our audience specialists today at datadesk@eyeota.com to find out more.

Download our Gaming audience playbook for a complete list of attitudes, personas, and profiles to reach your best future customers.



### Connect with **Gaming Fanatics**

#### Sample segments to reach this audience:

- Eyeota Entertainment Interest eSports
- 33Across 33Across AudienceID Sports Gaming Fanatics
- ComScore Interest Sports Fans eSports Fans
- Data Axle Consumer Interests Lifestyles Video Game Enthusiasts
- · Kantar Consumer Electronics Influencer Computer and Console Gaming Influencers



### Connect with **Online Players**

#### Sample segments to reach this audience:

- Epsilon Technology And Connectivity Online Gamers Moderate Frequency
- Equifax Telecommunications, Cable, Wireless Wireless Propensity Internet Propensity -Avid Online Gamers
- Fyllo CBD Infused Behavioral Interest & Intent Entertainment Video Games Online Games
- Plunge Digital Sociodemographic Lifestyle Video Games Mass Multiplayer Online (MMO)
- Plunge Digital Sociodemographic Lifestyle Video Games Multiplayer Online Battle Arena (MOBA)



#### Connect with Gamers by Console Brand

#### Sample segments to reach this audience:

- Eyeota Consumer Electronics Owner Video Games Consoles Nintendo
- Eyeota Consumer Electronics Owner Video Games Consoles Playstation
- ShareThis Intent Shopping Consumer Electronics Video Games Xbox
- Ziff Davis IGN Interests Gaming and Video Games Platforms and Consoles Sony PlayStation 4 (PS4)
- Ziff Davis Mashable Interests Gaming and Video Games Platforms and Consoles PC Computers

Sources: ¹eMarketer; ²eMarketer.



### Connect with Players According to Purchase Channel

#### Sample segments to reach this audience:

- Acxiom Retail Video Games Likely Shopping Channel Direct Mail / Ecommerce
- Acxiom Retail Video Games Likely Shopping Channel Toy Store
- Affinity Answers Intent Online Retailer Video Games
- · Alliant Brand Propensities Media and Entertainment Gamestop Buyer Propensity
- Plunge Digital Interest Brand Affinity Gaming and Movie Store Visitor GameStop



### Connect with Consumers with Intent to Buy Games and Accessories

#### Sample segments to reach this audience:

- Eyeota Consumer Electronics Intent Video Games Accessories
- Eyeota Consumer Electronics Intent Video Games Games
- Affinity Solutions Intent In-Market GameStop Shoppers
- Fyllo CBD Infused Behavioral Interest & Intent Entertainment Video Games Handheld Games
- ShareThis Intent Shopping Consumer Electronics Video Games PS3



### Connect with Gamers by Device

#### Sample segments to reach this audience:

- ComScore Interest Game Console Users
- Equifax Telecommunications, Cable, Wireless Wireless Propensity Internet Propensity -Frequent Online Gamer
- Fyllo Infused Behavioral Interest & Intent Entertainment Video Games Handheld Games
- Ziff Davis IGN Interests Gaming and Video Games Platforms and Consoles -Mobile App Based Gaming
- Ziff Davis Mashable Interests Gaming and Video Games Platforms and Consoles -Mobile App Based Gamina

Want more gaming audience segments? Click here for our complete list of gaming consumer-type segments, buyer personas and profiles.

## Audience profiles sourced from premium Branded Data Partners









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#### **Demand Side Platforms**































### Data Management Platforms (available on request)











### Social Networking Platforms (available on request)











