

To: 'Tim Armstrong' <tim@google.com>; 'Kurt Abrahamson' <kurt@google.com>
From: Suzie Reider <sreider@youtube.com>
Cc:
Bcc:
Received Date: 2007-03-21 02:24:00 CST
Subject: YT monetization March 2007.ppt

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Sharing the PPT that was shared with Susan, Gokul, Rajas and Joan today.

Shashi Seth has joined the YT team focused on monetization and led this discussion.

He's driving much of this development and today's check-in as largely so Susan could hear about development support

Again, by early summer we should have a) the ad concepts baked, b) the systems/back-end ready to go and c) a large team in place to sell like crazy.

It feels like it is coming along.

It'll be fun to see the usability testing this week for the instream...

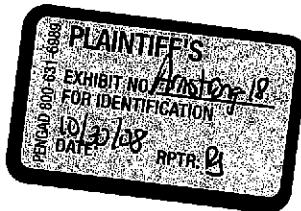
YouTube treasury is (referenced in here...) I don't think we have one... it really just means paying the users will need to be done through adsense.

We're getting closer.

The other tension which I'll highlight in our next quarterly business review is our commitment to monetize the partner content and the challenge of low page views on it.

Attachments:

YT monetization March 2007.ppt



YouTube Monetization Strategy



March 2007

Monetization Strategy: Develop monetization platforms that drive revenue while protecting the user experience

User-generated Content
channels, brand ambassadors

Partner Content
Display, In-stream Ads, etc.

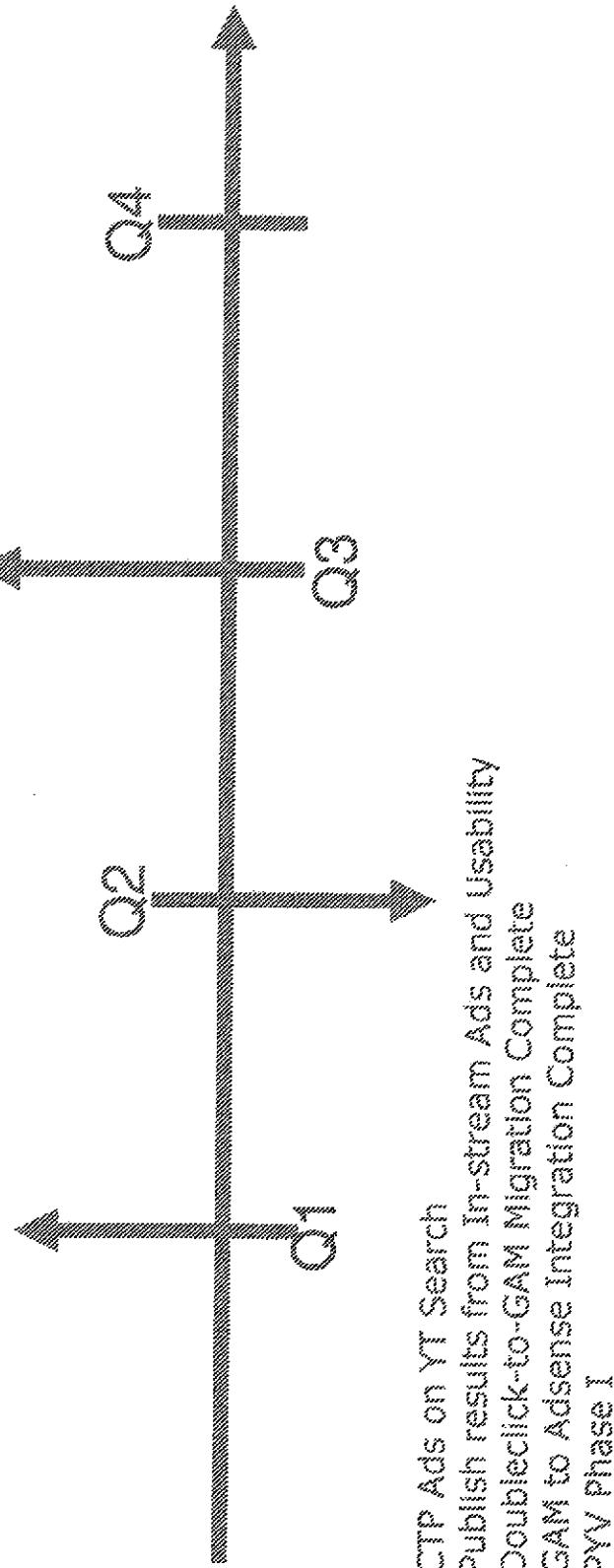
Data
Selling interesting data

Promotion
Bidding for traffic

You're Connected!

Consolidated Roadmap for YT Monetization - 2007

- UGC Content Monetization Pilot
 - Launch Full UGC Monetization program
 - PYV Phase II
 - Test New Ad Formats
- In-stream Ads Test
- Start Doubleclick-to-GAM Migration



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You Tube

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Monetizing User- Generated Content



Problem we are addressing

- Top user-publishers are looking for ways to monetize their content
 - Competitors have started revenue sharing and attracting some of our talent away

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Goals

- We will provide a platform for our users that will allow them to make a living out of their creativity
- Attract and retain talent on YouTube
- Encourage creation of higher quality (and quantity) UGC on YouTube
- Provides top talent carot for following copyright laws
- Focus the top talent on creating new content, and YouTube will take care of business

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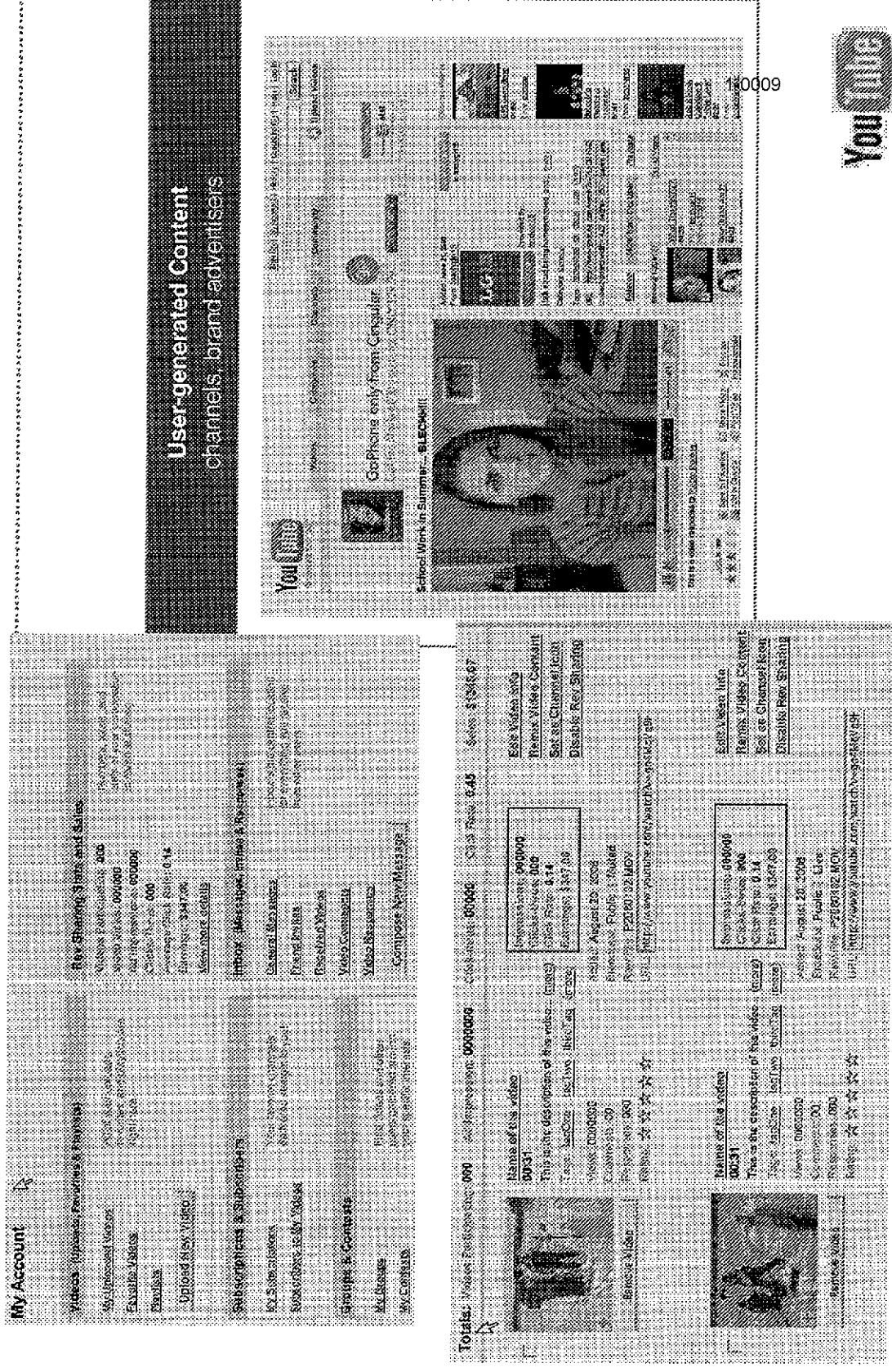


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Pilot details

- Top 50 users invited to participate
 - Allow users to tell us which content can be monetized in the upload process of my accounts
 - Only display ads used at this time
 - Ads served by GAM
 - Ensure that only original content can be monetized (fingerprinting and manual-review)
- Payment through YouTube treasury
 - Provide simple reporting on a daily basis on my accounts
 - Also ensure that duplicated monetizable content cannot be uploaded
 - Ensure that only original content can be monetized

Screenshots



Key Dates and Roadmap

Dates	What Will Be Delivered
3/28/2007	• Launch Pilot
4/30/2007	<ul style="list-style-type: none">• Publish results from the pilot• Results from in-stream Ad experiments back
5/30/2007	<ul style="list-style-type: none">• GAM to AdSense integration complete
6/14/2007	<ul style="list-style-type: none">• Launch Full UGC Revenue Sharing

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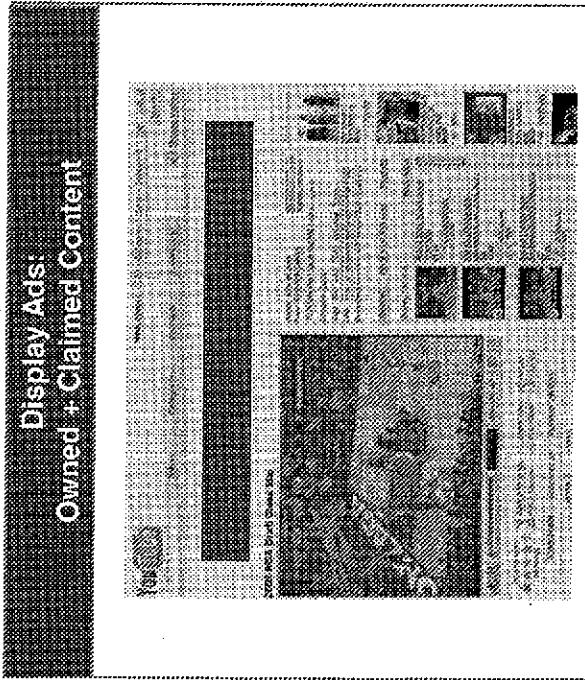
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Monetizing Partner Content



Monetization Models

Available: Now

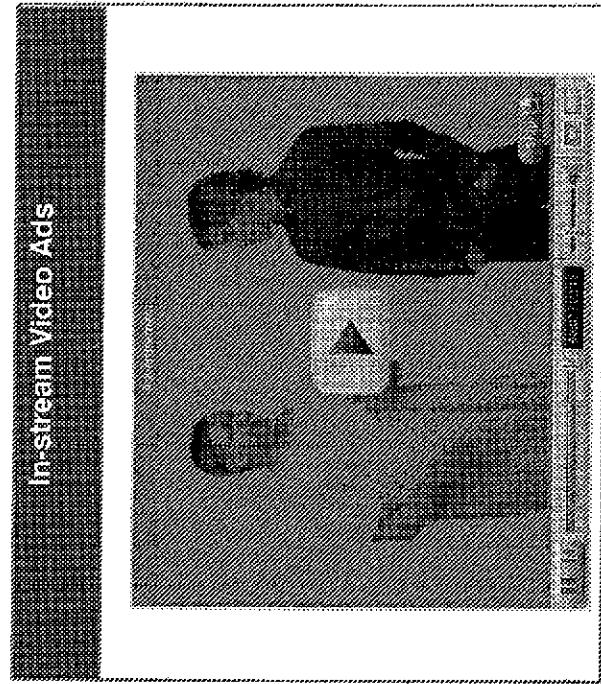


CPM: \$8 Floor

728x90 Display Banner

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Available: 2H07



CPM: TBD

1-0012

You Tube

YouTube Sales Philosophy

- YouTube pursuing a direct sales, reservation-based sales strategy
 - Delivers on promise of YouTube for blue chip brand advertisers
 - Maximizes revenue and protects value of inventory
- Obtaining sponsorships for individual partners, artists, or events is non-scalable
 - No proven track record or inventory forecasts
 - YouTube becomes liable for traffic guarantees
 - Generally low volumes of per partner inventory not attractive to advertisers
- YouTube will maximize revenue by leveraging larger pools of inventory available through content category targeting
 - Allows increased CPM rates through audience targeting
 - Creates scalable program sizes for large advertising commitments
 - Smaller partners benefit from scale of aggregated inventory

Category-Based Sales Approach

Category-Based Targeting

- * Autos / Vehicles
- * Comedy
- * Entertainment
- * Film & Animation
- * Gadgets & Games
- * How To & DIY
- * Music
- * News & Politics
- * People & Blogs
- * Pets & Animals
- * Sports
- * Travel & Places

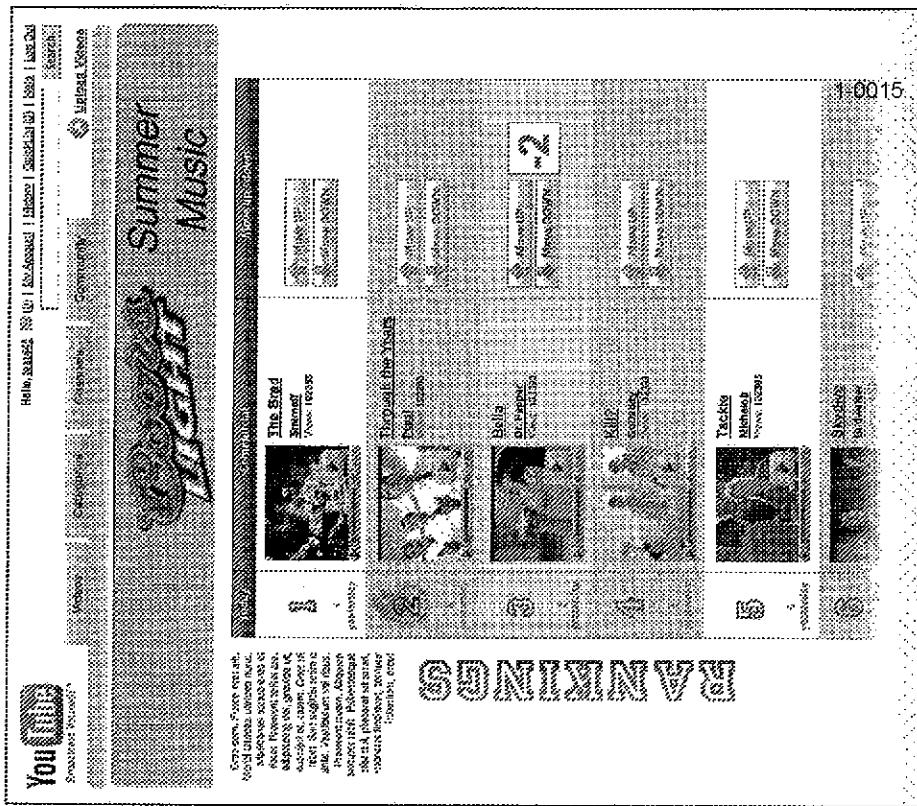
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Sponsorship Programs

- We will explore packaging content from multiple providers in scalable programs
 - Summer Music
 - Oscar Nominees Special
 - Long Term Vision: We will explore the development of a bid-based marketplace sponsorship system towards Q4



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Key Dates and Roadmap

Date:	What Will be delivered?
NOW!	<ul style="list-style-type: none">Monetization of Partner Content
March - May 2007	<ul style="list-style-type: none">GAM Migration
March 2007	<ul style="list-style-type: none">In-Stream Ad Trial
April 4, 2007	<ul style="list-style-type: none">Premium Content Sales Training

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You  Business

Year of the Confidential

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Video Ads Test

Goals

- TEST several ad models for user response, ad performance, and brand effectiveness

- First step in scalable innovation: content/geo-targeting, enabling midsize advertisers, high bar for creative

- Discover optimal model(s) to consider for broader rollout - not all models will survive this test

- Establish performance metrics

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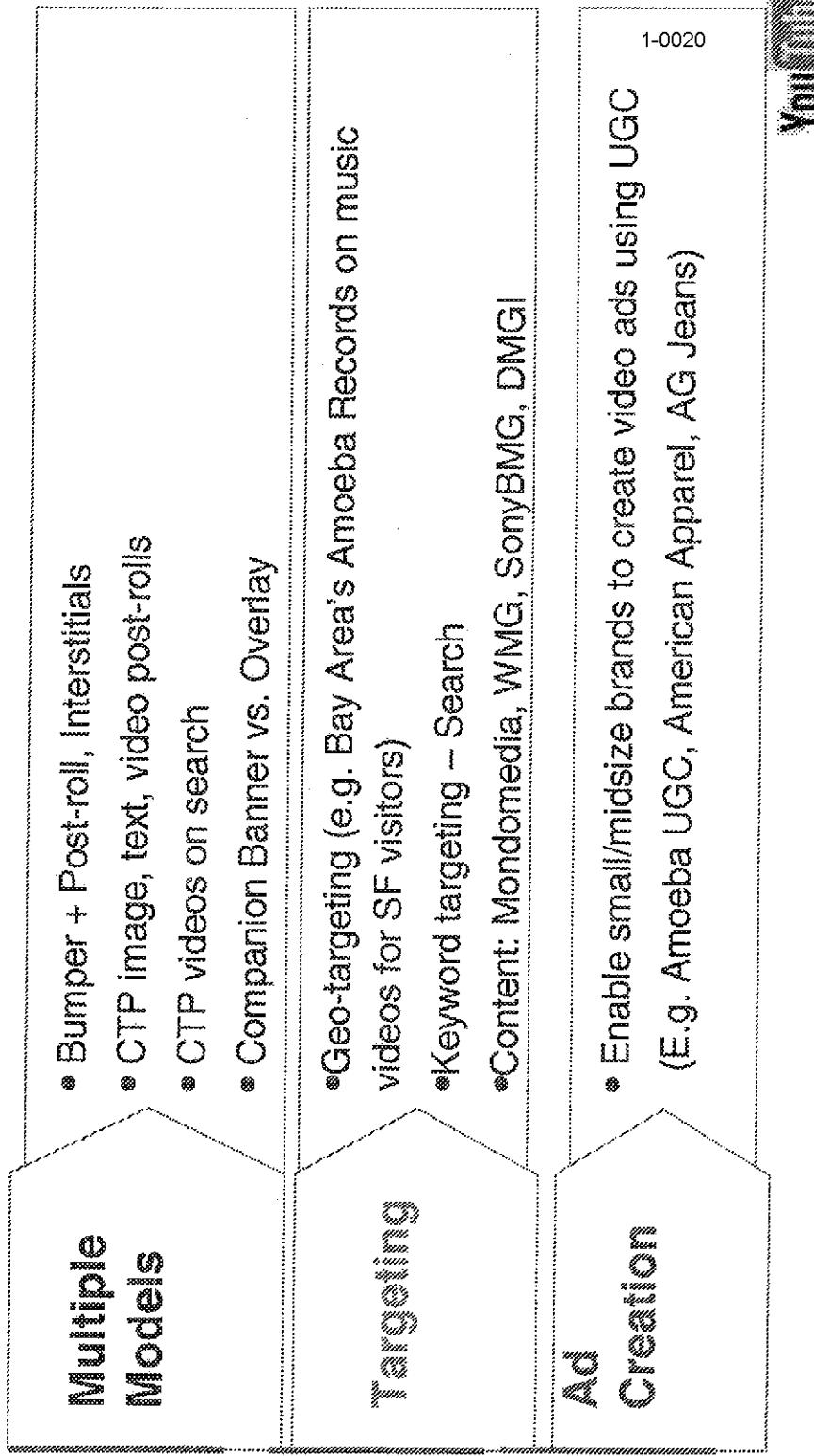
Overview and key dates

- When: 1 week test in March (March 28 tentative)

- Objective: Evaluate user response and ad performance for several ad models including combinations of placement, companion units, geo-/content-targeting
- Scope: 5-10 advertisers, 50-70 videos
- Management: All campaigns will be frequency-capped, targeted to specific videos, and in some cases geo-targeted
- Measurement: Detailed consumption reporting and user response/brand effectiveness study

What are we testing

Goals to test variety of ad models and pursue potential innovations in targeting and advertiser enablement

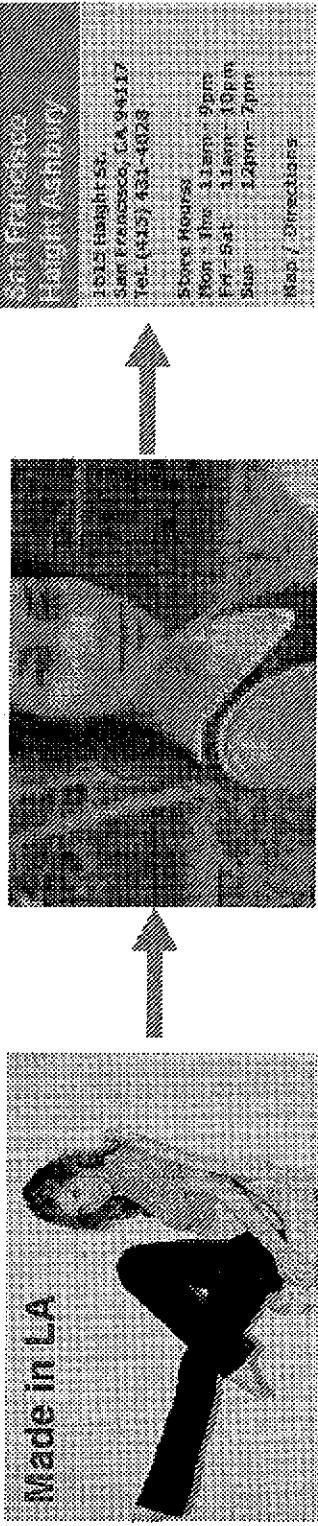


Regional brand: Bumper "teaser" + geo-targeted
Post-roll "feature"

American Apparel

Geo-targeted

LA,
SF



:03s "UGC" testimonial Call to action

.03s

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You Twitter

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Key Dates and Next Steps

Date	Action Required:	You
2/9/2007	<ul style="list-style-type: none"> • Initial agency meetings (Suzie scheduled) 	
2/12/2007	<ul style="list-style-type: none"> • Create advertiser shortlist • Finalize target videos • Schedule initial agency/advertiser calls 	
2/29/2007	<ul style="list-style-type: none"> • Finalize advertiser commitment • Cement comm strategy 	
3/15/2007	<ul style="list-style-type: none"> • All creative uploaded • All GAM campaigns programmed 	-0023
3/28/2007	<ul style="list-style-type: none"> • Launch pilot 	

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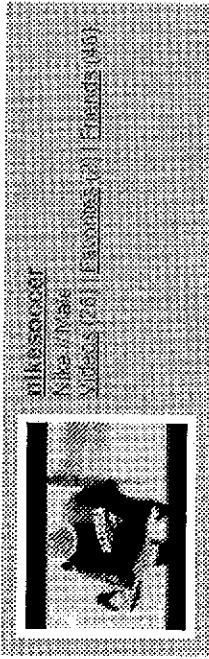
Promote Your Video

Marketplace Participants Highly Interested in Promotion

- As YouTube grows it becomes increasingly difficult for content to be organically discovered - quality content is often times buried
- Three types of participants driven by two goals
 - Revenue
 - Recognition
- YouTube needs to surface quality content that can be monetized



CBS
Viewer: 8824673
Subscriber: 86337
Style: Logging



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1-0025

YouTUBE

Goals

- Empower community participants of all types (users, partners, advertisers) to promote their content in a variety of ways
- Strengthen YouTube's competitive advantage in delivering content to the largest Internet video audience in the world
- Use promotions and feedback from campaigns to filter up high-quality content for consumption
- Provide the incentives for participants of "CYC for users" to re-engage the marketplace and continually feed revenue back to YouTube
- Develop a long-term monetization strategy based on a sell-serv auction model

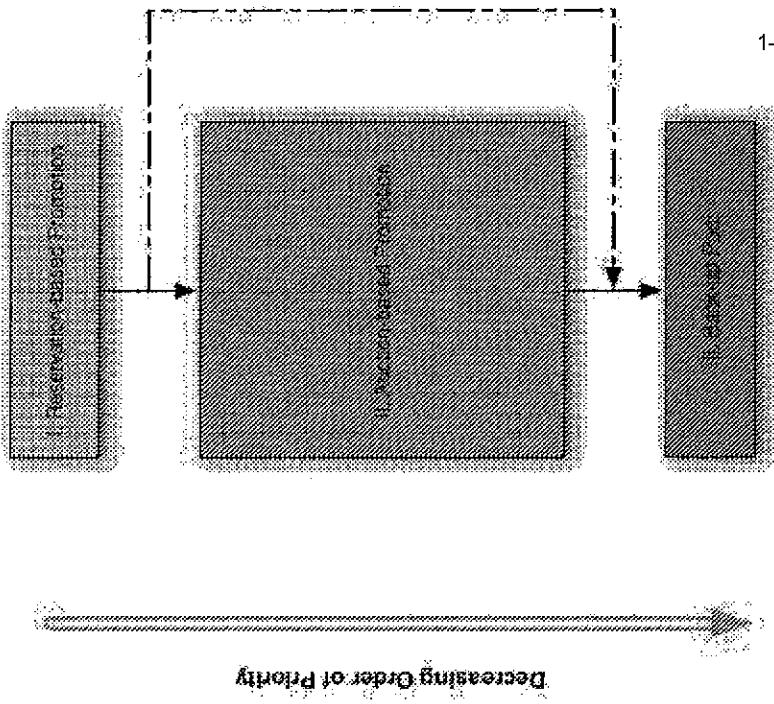
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Product details

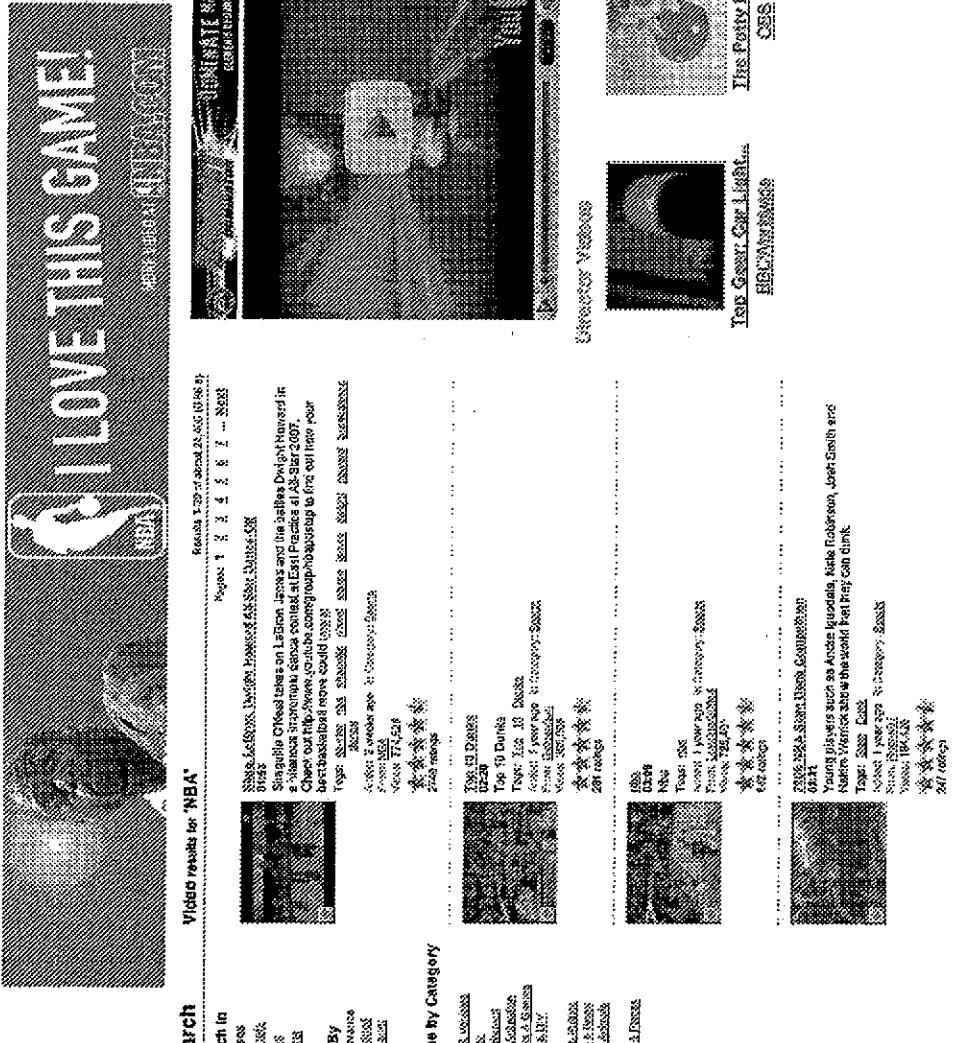
- Three-tiered promotional model
 - Reservation
 - Self-serve Auction
 - Back-up “clear” pool
 - Ultimate goal is to have an automated marketplace
 - Will balance professional (partner/advertiser) and UGC
 - Explore various forms of promotion
 - Promote Your Video Slots
 - Click-To-Play Ads (PTA)
 - Sponsored Search/Highlighted Results
 - Placement and targeting
 - Home, Search, Watch pages
 - Categories --> Keywords --> Contextual



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Screenshots

Highly Confidential



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YOUNG CHILDREN

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Key Dates and Roadmap (Tentative)

Date	What Will be Delivered	Pre-launch (Q1/Q2)	Phase I (Middle/End Q2)	Phase II (Q3)
1-0829	What Will be Delivered	<ul style="list-style-type: none">• CTP Ad Trial on Search Results	<ul style="list-style-type: none">• Reservation and auction systems live• Limited promotional choices• Targeting by categories• Basic Reporting	<ul style="list-style-type: none">• Increased promotional choices• Targeting by keywords or context (legal permitting)• More advanced user and internal reporting