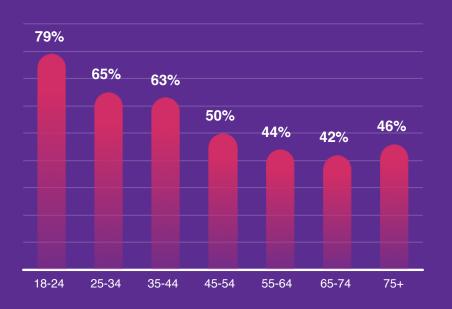


CREATED IN FORTNITE

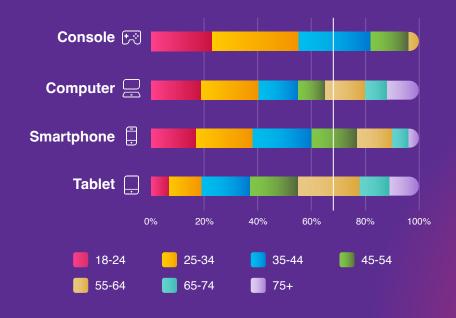


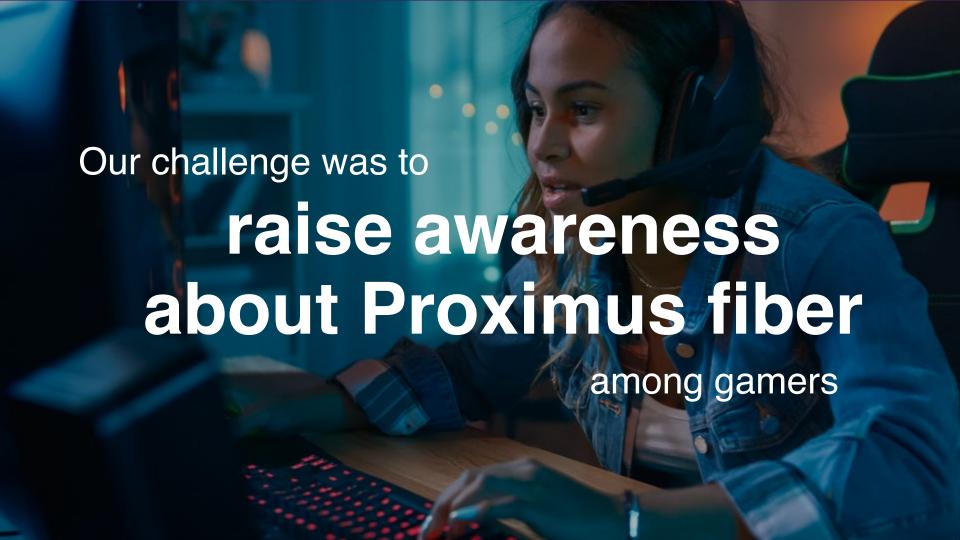
In 2022, 55% of 18+ Belgians played a digital game on a monthly basis

Monthly gaming according to age (2022)



Profile monthly gamers according to age & device (2022)





We decided to

enter the virtual world

they play in everyday...

... and built them a

Proximus-branded Fiber Speed Run in Fortnite



A Speed Run in Fortnite ties perfectly with our messsage



/8\ 8-8

We need to be where our audience is.

And we want to wow them with a unique experience.



Fortnite is a popular and accessible game.

This allows us to reach a big audience.



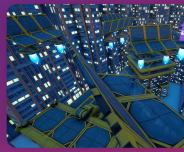
Speed Runs are all about speed, and so is Proximus fiber.

It ties in with the message we want to give.

10 different **levels**







Fully fiber branded & Proximus visuals

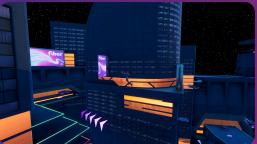
Starting in
"urban, city
world" that
evolves to
universe theme



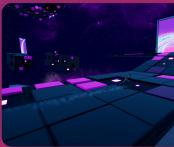












To make gamers really engage we've created a competitive format







The rules of the game were easy

ENTER AN ISLAND CODE

7301-7214-9471

Go to Fortnite and enter the island code of the Fiber Speed Run



Run through the Fiber Speed Run as fast as possible and take a screenshot of your result



Go to the Fiber Speed Run landing page and submit your result







Communication

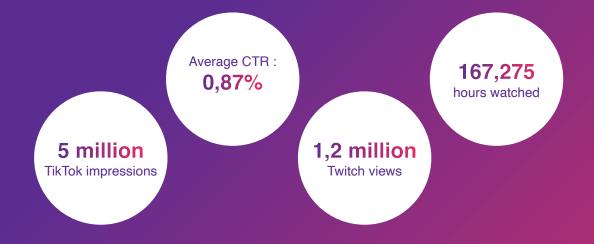
gaming content creators

create the buzz!



Campaign results

The influencer campaign on TikTok & Twitch grabbed the attention of the gaming community





We outperformed the participants estimate times x7! On top of this, they spent a huge amount of time playing the Speed Run in which they were exposed to Proximus advertising

We did a pre- and post-campaign test asking 2 questions to our target audience

Which of these telco brands* offer 10 Gbps fiber technology?

proximus	Pre-campaign	Post-campaign
NL	47,6%	51,1%
FR	41,4%	50,0%

6% uplift in awareness

Which of these telco brands* would you **consider** for internet at home?

proximus	Pre-campaign	Post-campaign
NL	33,3%	36,5%
FR	42,6%	50,0%

5% uplift in consideration

*Answer options













Other

Why we believe this deserves an AMMA for Innovation & Development





Gamers are a key target audience





Pioneering approach in leveraging gaming culture and the metaverse

Think possible mission

Engaging with consumers in their own world

Showcasing the capabilities of the Proximus fiber network

Effective impact on brand perception and market position

