Proximus brings

PUKKELPOP

to Roblox



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Teenagers need a safe space Post pandemic effect where teenagers want to be in control over their own space

Physically in their room, digitally in their game

The rise of the teen recluse More than half of 11 to 18 year-olds spend most of their free time in their rooms *Source: The Times*



Reach them where they are

Roblox has 290k players in Belgium, with the biggest

category being between 16 and 23 years old

Reconnect them to society

With a digital festival and concert, we want to organize a

get-together with peers, in their safe space

Let's get physical

Get rid of the Hikikomori by giving them a chance to win the reallife experience



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So we launched

Local partners

Yondr game developers Adshot influencers Pukkelpop festival

The Roblox world

A digital twin of Pukkelpop

The artist

Ise, a 17-year-old artist, getting the chance to be the first digital

7/16/19/20 AUG 2025 17 PULLE ELECTRICATION #PKP25 HASSELT KIEWIT BE

We won the hearts of Gen Z

+10.000 players

Experienced a digital Pukkelpop full of **Fiber possibilities**

+1.200 contesters

Battled for a Pukkelpop ticket at the digital Proximus boot

88% opt ins

to get informed when Fiber is available at their house

Thank you AMMA!

