THE ULTIMATE SNAPSHOT OF SWEEPSTAKES & CONTESTS









WHO PARTICIPATES IN **SWEEPS AND CONTESTS?**



55 million

The estimated number of Americans that enter sweepstakes and contests each year.

23%

The percentage of people who visit brand social media sites for the opportunity to compete in various brand-sponsored contests.



WHY SWEEPS AND CONTESTS **ARE SO RELEVANT...**



70%+

of large companies plan to use gamification in their marketing strategies.



\$2.8 billion

is the expected market spend on gamification in 2016.



2700%

is the increase in market spend on gamification since 2011.



70%

is the percentage of business transformation efforts that fail due to lack of engagement.



53%

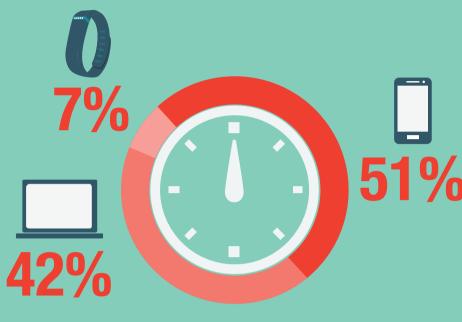
of technology stakeholders say that the use of gamification will be widespread by 2020.1

...AND WHY DIGITAL SWEEPS & CONTESTS **RESONATE MORE THAN TRADITIONAL FORMATS**



90%

of text messages are read within 6 minutes of receipt.



Mobile digital media time in the US is now significantly higher as compared to desktop.²



29% click on

links.



OF THOSE WHO RECEIVE

MARKETING TEXTS:

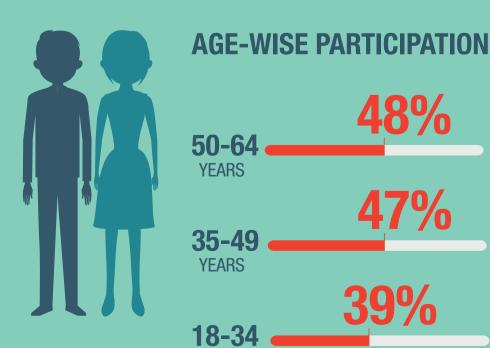
47% of those who click on links make a purchase.



10x

is the number of times that mobile coupons are redeemed more than traditional ones.

DEMOGRAPHICS OF PARTICIPANTS



YEARS

INCOME-WISE PARTICIPATION

36% HIGH INCOME **MIDDLE LOW INCOME**

GENDER-WISE PARTICIPATION

TYPES OF SWEEPS AND CONTESTS YOUR BRAND CAN LEVERAGE



Every purchase gets an entry

User generated

content (such as

a photo contest)



Instant win game



Share on social media to win

TYPES OF REWARDS CONSUMERS CAN GET











Digital Rewards

http://www.business.com/management/5-statistics-that-prove-gamification-is-the-future-of-the-workplace/

² http://www.smartinsights.com/mobile-marketing/mobile-marketing-analytics/mobile-marketing-statistics/