



**APPENDIX A:**

**OVAB® AUDIENCE METRICS RESEARCH  
DISCLOSURE FORM**

(PLEASE ATTACH A TECHNICAL APPENDIX, IF AVAILABLE)

**A. STUDY DESCRIPTION**

Network: Game Crazy

Research Provider: The Nielsen Company

Commissioned by: Access 360 Media

Dates fieldwork was conducted (month, year):

(Began): December 10, 2008 (Completed): December 23, 2008, January 9-11, 2009

**Purpose(s) of the study:**

- |                           |                                     |                         |                                     |
|---------------------------|-------------------------------------|-------------------------|-------------------------------------|
| Audience Measurement      | <input checked="" type="checkbox"/> | Programming             | <input type="checkbox"/>            |
| Reach & Frequency         | <input checked="" type="checkbox"/> | Attitudes               | <input checked="" type="checkbox"/> |
| Advertising Effectiveness | <input checked="" type="checkbox"/> | Lifestyles              | <input type="checkbox"/>            |
| Total Venue Traffic       | <input checked="" type="checkbox"/> | Product Purchase        | <input type="checkbox"/>            |
| Advertising Engagement    | <input checked="" type="checkbox"/> | Inter-media Comparisons | <input type="checkbox"/>            |
| Other                     | <input type="checkbox"/>            |                         |                                     |
- Please specify: \_\_\_\_\_

**Planned Study Frequency:**

- Quarterly     Semi-annual     Annual     Bi-annual     One-time



Other:  To Be Determined

**Vehicle Audience Metrics:**

Please indicate which dimensions of the medium’s audience were measured. For each, describe in detail how the metric was captured:

- **Vehicle Traffic** Yes  No   
 [Vehicle Traffic is Presence, being in the Vehicle Zone, a location from which the vehicle is visible, and when appropriate, audible]  


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 The Game Crazy Network TVs were visible and/or audible throughout the store.
- **Notice** Yes  No   
 [Looked at the vehicle during the time for which the person was present]  


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 Respondents were asked Notice, Hear and Looked/Watched/Listened.
- **Vehicle Zone Dwell Time** Yes  No   
 [The number of seconds the viewer is in the Vehicle Zone, a location from which the vehicle is visible, and if appropriate, audible]  


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 Respondents were asked total time spent in the store (Opportunity to See Area) this visit.
- **Venue Traffic Counts** Yes  No   
 Source of Venue Traffic Counts:  


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 An on-site traffic enumeration of persons 12+ exiting the sample stores was used to produce weighted study estimates. Traffic was calculated from the weighted estimates and Retailer-provided Transaction counts.
- **Were any third party data used in this study, such as government, industry or venue owner statistics?** Yes  No   
 If yes, please provide details of the source(s) used and how these data were applied:  


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- **Vehicle Audience Calculation:**  
 How were the measured dimensions, as defined above, combined to calculate Vehicle Audience?



On-site exit interview data was integrated with Retailer-provided transactions to produce traffic and audience.

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## Reach & Frequency Metrics:

Please identify the Reach and Frequency metrics provided, the data captured for this purpose and the method of calculation.

### Reach and Average Frequency:

Yes  No

If yes, describe the data captured and the method of calculation used:

Frequency of past month visits to Game Crazy stores was asked for store visitors this visit. Frequency of visits is based on self-reported past month visits, adjusted to eliminate a skew to frequent visitors.

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### Frequency Distribution

Yes  No

If yes, describe the data captured and the method of calculation used:

Data is provided broken by all the categories (age, gender, etc.)

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## B. DETAILED METHODOLOGY REVIEW

### I. Type of study design (please check all that apply):

- Probability sample [sampling units at every level selected randomly]
- Non-probability sample [one or more sampling units selected non-randomly]
- Stratified
- Clustered
- Other:  Probability sampling for the time of day, day of week, week, site and intercept selection probabilities.

### II. Data Collection Method (please check all that apply):

- Personal Interview – in-home
- Personal Interview-at work
- Personal Interview – venue Intercept
- Technology-based passive counting
- Manual passive counting

For which metrics or metrics dimensions:

For dwell time in store, media engagement, length of engagement, ad recall, attitudinals, purchase behavior, party size and demographics.

For producing weighted estimates.

Some Game Crazy stores are connected to Hollywood Video stores resulting in cross traffic. Counters at each exit were used to produce weighted visitor estimates to store(s), dwell times, notice/viewers to Network(s) and other estimates such as party size, frequency of visits and demos.



# Out-of-home Video Advertising Bureau

535 Madison Ave. 20<sup>th</sup> Floor, New York, NY 10022  
[www.ovab.org](http://www.ovab.org) | 646-205-8525 | [info@ovab.org](mailto:info@ovab.org)

Internet

Telephone

Mail

Other

Please specify:

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**III. Study Universe:**

Please enter the specific population to be represented (e.g., Total adults in the U.S, vs. individuals with defined characteristics, such as women in a given market, hotel guests, mall shoppers, etc.)

Persons 12+ visiting the installed Game Crazy TV Network universe of sites.

**IV. Sample Frame:**

Please describe the base from which respondents/sampling units are drawn (e.g., telephone households, internet users, health club members, shoppers at a specific mall):

The initial frame consisted of 585 client-supplied installed stores.

**V. Selection of Locations:**

Please indicate how geographic areas, venues and specific locations were selected for the sample:

Market	Venue	Specific Location Selection Rationale
Total U.S.		
Total U.S. (13 sample sites)	Video Game Stores (in shopping centers and free-standing buildings).	The sampling frame was implicitly stratified by Network and state. Thirteen stores were selected.

Additional information on Selection of Locations attached.



**VI. Selection of Individuals:**

Please indicate how individuals were selected at each of the selected sampling locations:

Game Crazy stores include standalone stores and stores connected to Hollywood Video stores. Some connected stores have one main entrance and some have an entrance/exit on each side (Hollywood Video and Game Crazy). For stores with two doors, a counter and an interviewer were assigned to each door. Every nth person 12 years and older was approached by the field staff as they exited the site. The target respondent was screened at each door for having spent time in Game Crazy and/or Hollywood Video this visit. Based on their visit response, they were asked dwell, media engagement, etc. for each store, as applicable.

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For standalone stores, the number of exits was also pre-identified for each site. If more than one exit (and not in close proximity to each other), a coverage plan was pre-determined either through rotating or staffing. Persons intercepted were screened for having spent time in the store this visit.

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The sample disposition (Section VIII) includes Game Crazy and Game Crazy+Hollywood Video combined store information regardless of side(s) visited.

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**VII. Target Populations' Sample Size:**



Please enter primary targets and sample sizes. If sampling error estimates are available please append them to this document:

Demographic target	Sample Size
<b>Total Adults</b>	
Persons 12+	187 Game Crazy Respondents

Additional information on Target Populations' Sample Size attached.



**VIII. Response Rate (for probability samples only):**

The number of completed interviews as a percentage of the originally designated respondents, less those disqualified, as recommended by AAPOR. A detailed response rate calculator can be downloaded from this page of AAPOR’s site:

<http://www.aapor.org/responseratesanoverview?s=response%20rate%20calculator> . A simplified version of this calculation follows:

Sample Disposition	% of Starting Sample
(a) Completed interviews/observations	378
(b) Incomplete interviews/observations	
(c) Refusals	782
(d) Non-contacts among known eligibles	
(e) Non-response among other known eligibles	
(f) Non-response among sample of unknown eligibility	
(g) Estimate of eligibles among (f) this could come from the percent of eligibles among the sample that has been contacted	
(h) RESPONSE RATE = $a / \{(b+c+d+e) + (g*f)\}$	33

**IX. Were incentives used?**

Yes  No

If yes, please describe:

\$5 Retailer gift cards

**X. Was in-tab sample data weighted?**

Yes       No

If yes, Yes       No

Was probability of selection weighting employed?      

- Range: 600 to 55714

Was non-response weighting employed?      

- Range: \_\_\_ to \_\_\_

Was sample balancing weighting employed?      

- Range: \_\_\_ to \_\_\_

**XI. Are materials available for review?**

Questionnaire forms      Yes       No

Fieldwork instruction forms      Yes       No



## Contacts

### At Research Company

**Name:** Paul Lindstrom  
**Email:** paul.lindstrom@nielsen.com  
**Phone:** 646-654-8474

**Name:**  
**Email:**  
**Phone:**

### At Commissioning Company

**Name:** Chris Goumas  
**Email:** chris@access360media.com  
**Phone:** 415-931-1139

**Name:**  
**Email:**  
**Phone:**

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**Submitted by:**  
**Title:**  
**Company:**  
**Date:**  
**Signature :**