# ZINKIA ENTERTAINMENT & POCOYO

Successful brands all around the world!



- WHAT is ZINKIA?
- BUSINESS MODEL
  - 1. Multiplatform Content
  - 2. Licensing merchandising rights
  - 3. Sponsorships & Advertising
- AWARDs
- TV International Presence
- The Secret POCOYO'S SUCCESS
- POCOYO versus COMPETITORS
- Catalogue & Contents



- B. D. 2010 Zinkla Distortalizment 5.A.



# WHAT IS ZINKIA?



### - Zinkia creates and commercializes entertainment brands. How?

Through the production and development of audiovisual content targeted at family audiences worldwide.

The innovation and consolidation of digital contents ensure Zinkia's revenues and maximize its commercial strategy.

 Our main brand is Pocoyo. We have presence in more than 150 countries and commercial activity in over 43.

### ands. How? al content targeted

## BUSINESS MODEL





### **Multiplatform Content**

Series, films, video games and apps are distributed and monetized on platforms and other available devices

Talassiaian	
-Television	-Internet (YouTube, web, 3rd. pa
-DVD	<ul> <li>Mobile devices (smartphon</li> </ul>
-VOD	-TV devices: Smart TVs
- Videogames	-Others



### **Licensing Merchandising rights**

Zinkia Entertainment gets revenues by managing the brand through the licensing of merchandising rights.



### **Advertisement and Sponsorship**

Sale of available advertising inventory on Zinkia's own digital platforms as well as on third party platforms that distribute our contents. The commercial management is conducted by an 'in-house' sales team.

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nes, apps, tablets, etc.]

### 1. Multiplatform Content



Zinkia is very aware of new technologies and how people consume new contents nowadays This is the reason why Zinkia distributes all its brands on digital platforms and any other available devices:



### Videogames



### VOD (Video On Demand)







### and of course... Apps and INTERNET...



### **DVDs**



### Smart TVs







**INTERNET** A DIGITAL BRAND





Source: App Annie Analytics: Data from 11/2011 to 07/ 2013



# +14 Million APPs Downloaded 18 Apps created so far! **3 NEW APPs LAUNCHED in the last 6 Months!**



Pocoyo 'Pic & Sound' awarded "Best Spanish App" by AMAZON!!







# 36 Pocoyo episodes are watched every second!!

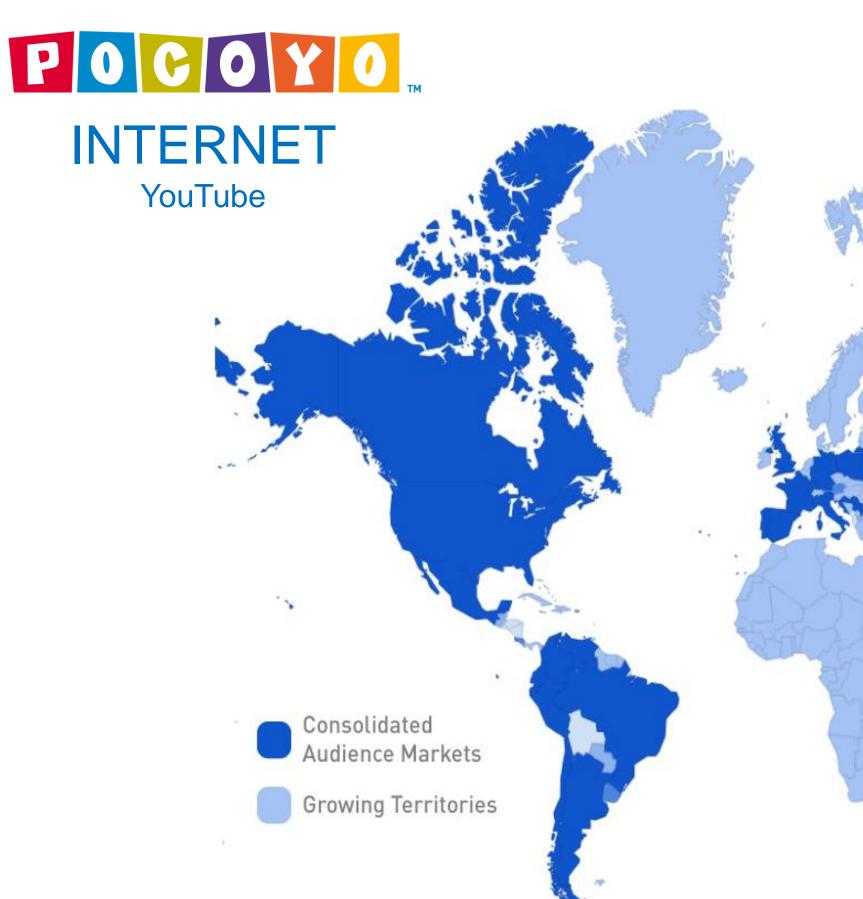
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 ✓ + 150 Million views per month
 ✓ +2.5 Million subscribers

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	0 12/29/09	<b>5/31/10</b>	10/31/10	<b>4/2/11</b>	9/2/11	2/2/12	7/4/12















✓ + 1.700.000 fans on FACEBOOK
 ✓ + 210.000 subscribers on Google+
 ✓ + 20.000 followers on Twitter

### GLOBAL AUDIENCE

(Considering all social networks audience, YouTube included)

+6 MILLION PEOPLE!!

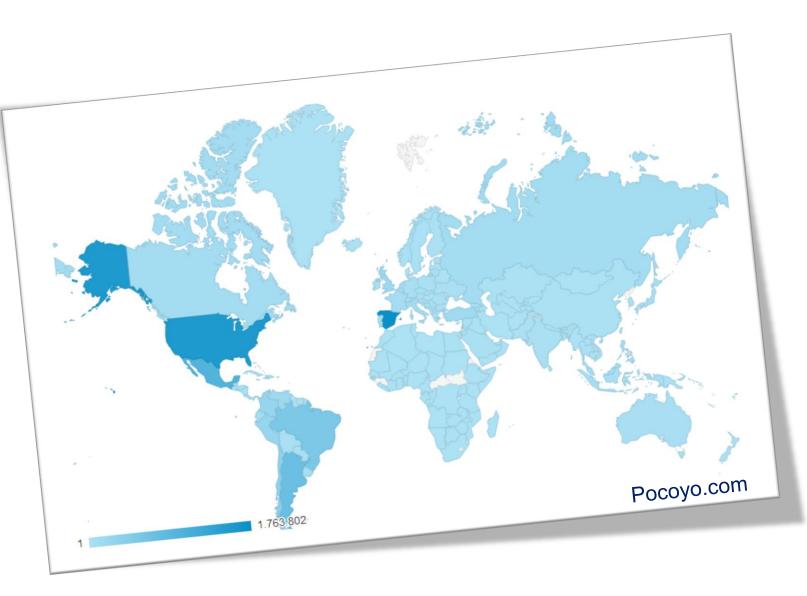
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### WORLDWIDE

- Visits: 45 Million (2010 to date)
- Unique users: 24 Million
- Page Views: +180 Million



### 2014

- Visits: +4,000,000 Million
- Unique users: +2,400,000 Million
- Page Views: +12,100,000 Million

### **TOP Markets**

- ✓ USA
- ✓ MEXICO
- ✓ SPAIN
- ✓ ARGENTINA
- ✓ CHILE



### 2. Licensing Rights

Zinkia Entertainment gets revenues by managing the brand through licensed merchandising deals based on royalties.

In the last 5 years more than 100 licensees have come on board

### Toys & Plushes





### Apparel





### Party goods



### Back to School



### DVD

### Baby Care

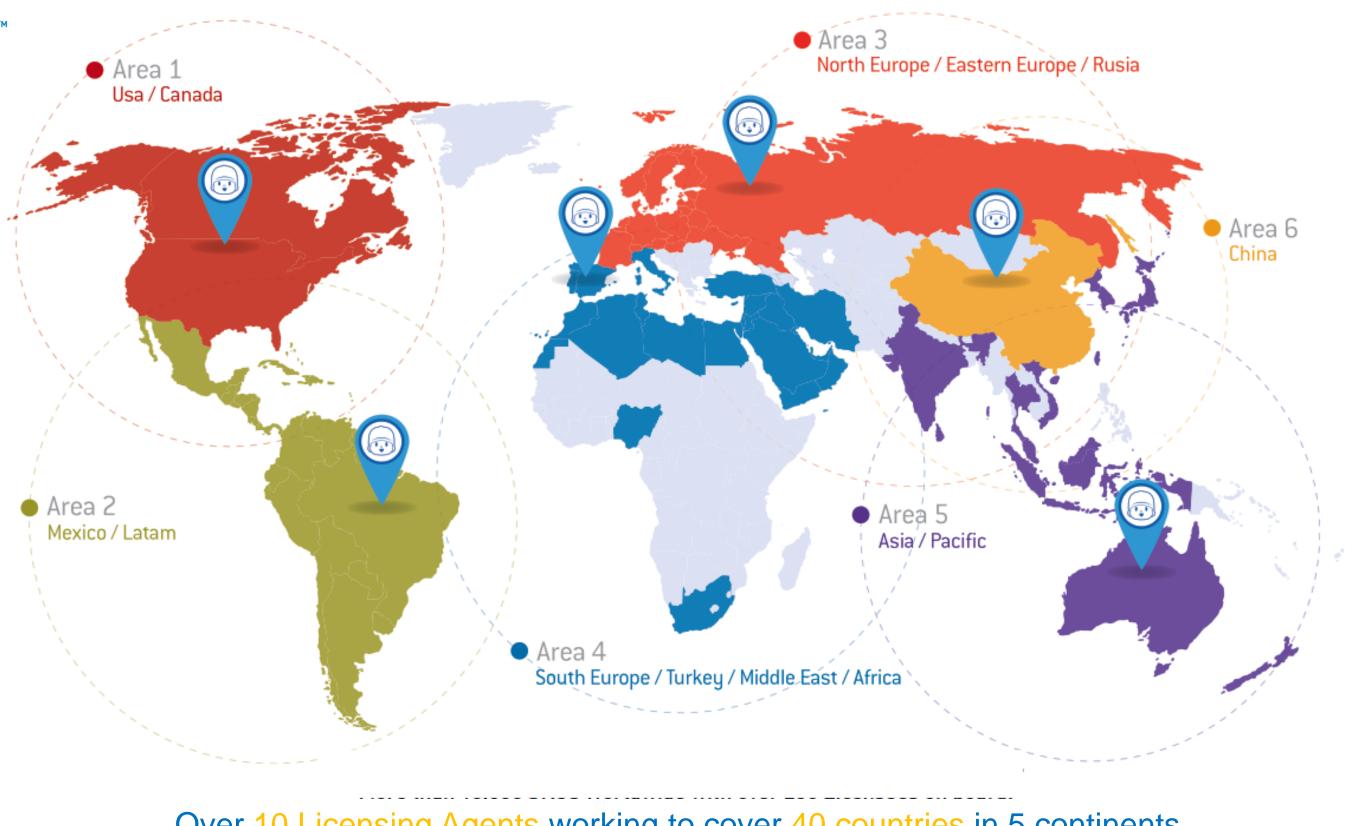


### Sports & Outdoor



# POCOYO

### LICENSING TERRITORIES



Over 10 Licensing Agents working to cover 40 countries in 5 continents. More than 3,000 SKUs Worldwide with over 100 Licensees on board.

### 3. Advertisement and Sponsorship



### Advertisement

Sales of available advertising inventory on Zinkia's own digital platforms as well as on third party platforms that distribute our contents.

The commercial management is conducted by an 'in-house' sales team.

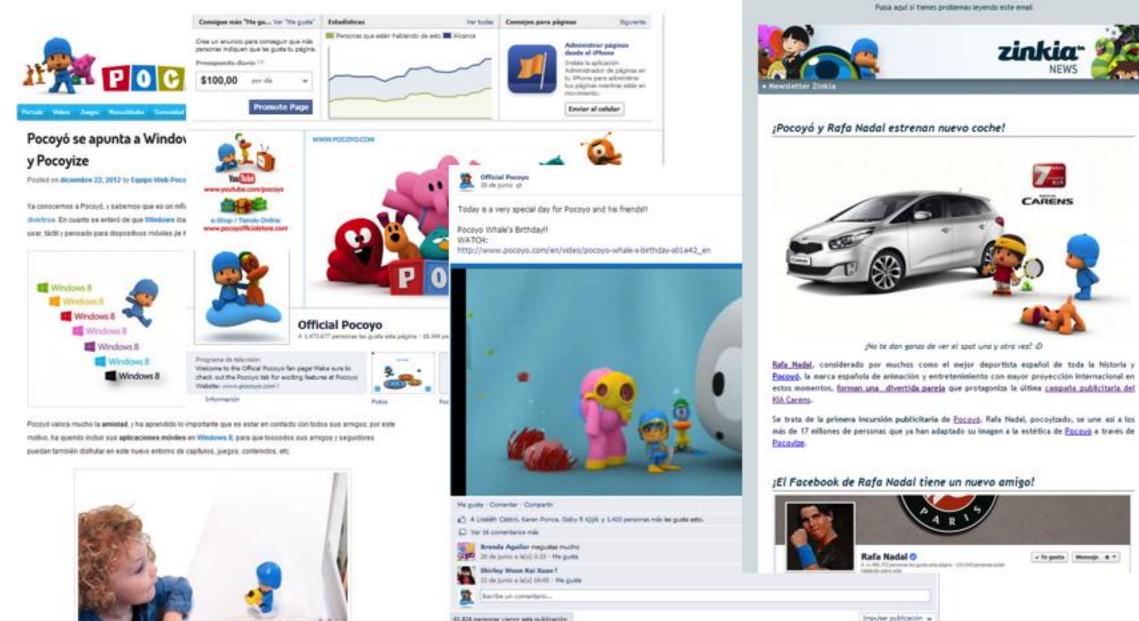
### Sponsor and partnerships

Zinkia Entertainment brands are very convenient as a partner thanks to the values and gender neutrality they transmit.



POCOYOPA & @ 2005 - 2012 Zinkia Entertainment :5 A

### The perfect commercial partner: **Multichannel & Multiformats possibilities**



Web, Facebook, YouTube, Twitter, Blog, Newsletter, Events, Meets & Greets, Road Shows...

\$1.824 personae vieron esta publicación











### **RTL EARLY LEARNING INITIATIVE**

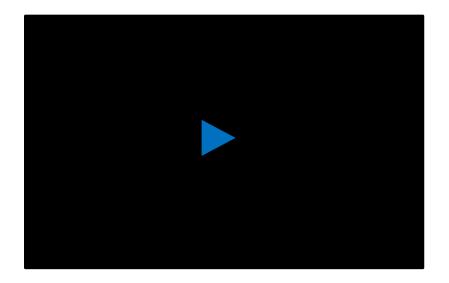
HITN Early Learning Initiative is part of the U.S. Department of Education's Ready To Learn program for preschoolers in the Hispanic Community across the U.S. to develop and master English language skills.



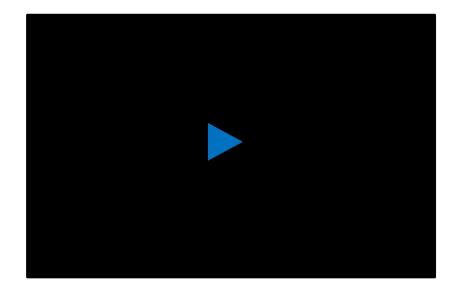




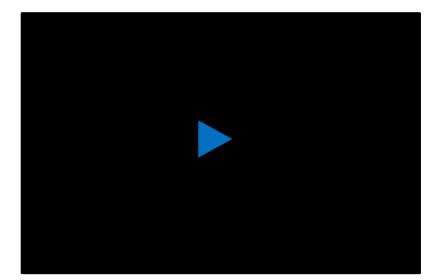
### **UNICEF - CHILDREN'S RIGHTS**



### **WWF EARTH HOUR**









# Pocoyo has garnered over 35 prestigious international awards



ZINKIA AWARDS

Best Videogames Developer, 2009 - Campus Party Awards Best Videogames Studio, 2009 - Gamelab Awards Best Marketing Strategy, 2009 - National Marketing Association

### **POCOYO AWARDS**

Best TV Series for Infants, 2006 - Pulcillena Awards **Best European Programme**, 2006 - Pulcillena Awards Most Popular TV Series for Kids (Italy), 2006 - RAI Most voted Cartoon, 2006 - Pulcillena Awards The Cristal for Best Television Programme, 2006 - Annecy Int. Animation Film Festival Best Preschool Animated Series, 2006 - BAFTA, British Academy of Film and Television Arts **Nickelodeon Best Animation Short Film**, 2007 - San Diego Lation Film Festival Best Television Programme, 2007 - China International Animation and Digital Arts Festival Gold Award DVD Category, 2008 - Parent Choice Award Best Children's Programme Promo Gold Award, 2008 - Disney Channel Asia Silver Award Best Foreign Television series, 2009 - Shanghai TV Festival Parent's Choice Gold Award for Fun & Dance DVD, 2013 - USA Nappa Gold Award for Dance Pocoyo Dance DVD, 2013 - USA

**ZINKIA** has created successful contents which have been AWARDED WORLDWIDE by the most renowned animation festivals



REST TELEVISION PROGRAMME FESTIVAL INTERNATIONAL DU FILM





- ✓ Broadcasted in more than 150 countries
- Commercial activity in over 40 countries
- ✓ Pocoyo achieves excellent ratings in many countries (up to 60%)







### TV DISTRIBUTION

Pocoyo reaches a potential audience of 3.5 Billion people worldwide! ZINKIA currently self-distributes all its TV & Film content worldwide. We have an extended global presence and have long-term relationships and partnerships with content drivers such as NICK JR, Discovery Kids or Disney Channel.



THE SECRET **OF OUR SUCCESS** 

POCOYO



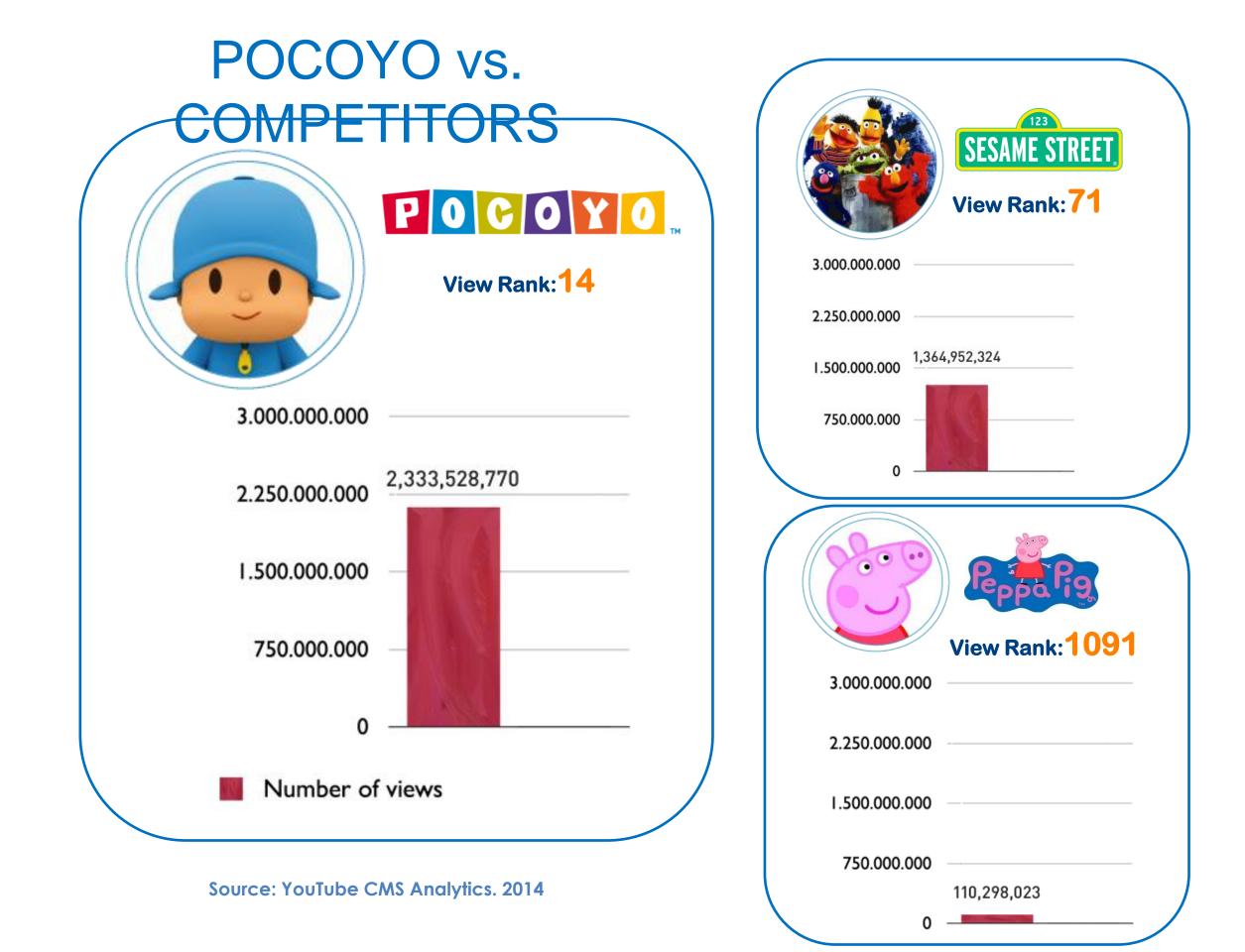
- Pocoyo is an **IP worldwide leader** with presence in over 150 countries.
- Pocoyo is a gender neutral brand (both girls and boys like it), visually stunning and committed to toddler's learning.
- Pocoyo communicates values that revert positively on the sales of its licensed products: Pocoyo is not just a license, it's a knowledge driver and a universe of values.

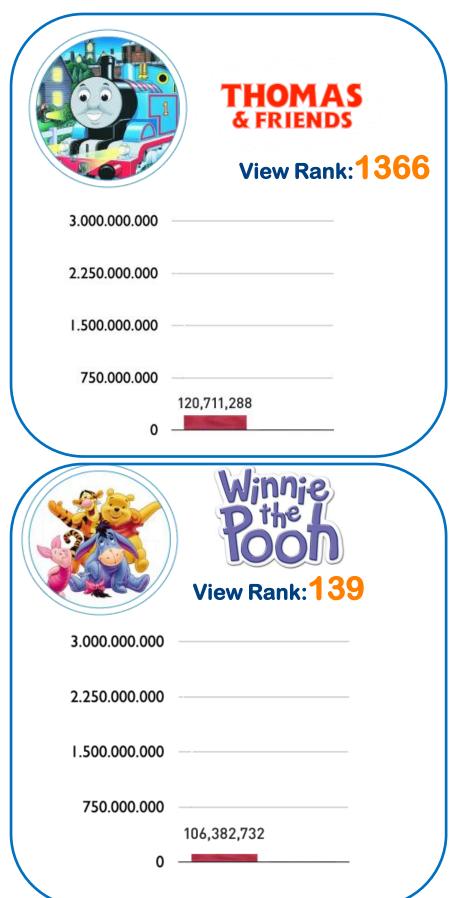


CURIOSITY SOLIDARITY FRIENDSHIP TOLERANCE

RESPECT GENEROSITY HONESTY ORIGINALITY

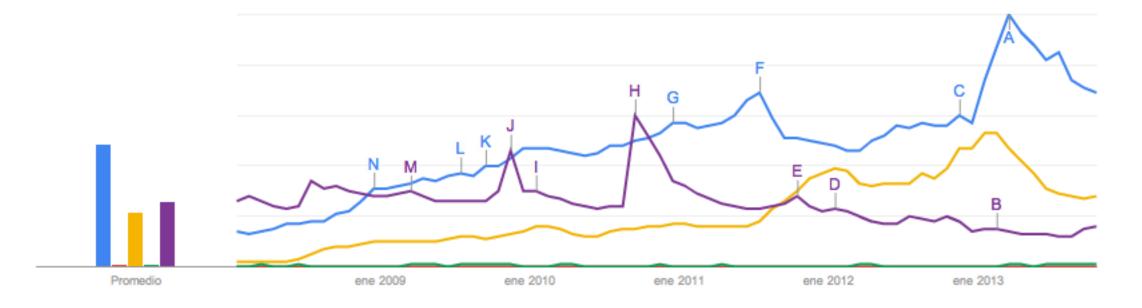






# POCOYO vs. COMPETITORS

# Pocoyo Miffy and Friends Mickey Mouse ClubHouse Peter Rabbit Sesame Street



Source: Google Trends – Global Statistics 2014

### Google Trends: global comparison

### CATALOGUE & CONTENTS

3 seasons, 156 episodes, 1092 minutes, 1 short film and more than 50 TV promotions





Pocoyo Season 1 Pocoyo Season 2

Let's Go Росоуо

The Space Circus

Shuriken School









### Mola Noguru

**Fishtail** Saga

### ...and more New Contents coming!

## CATALOGUE & **CONTENTS**





Format: Videogame **Platfroms: Nintendo DS** Category: Graphic Adventure **Includes: 3D Animation** Target: Family (+4 years-old) Produced by: Zinkia

POCO

Format: Videogame Platfroms: Nintendo Wii + Nintendo DS Genre: Racing cars **Includes 3D Animation** Target: Family (+4 years-old) Produced by: Zinkia

**HELLO** POCOYO! is а videogame for Nintendo DS where the player accompanies POCOYO and explores his world in a graphic adventure in which the aim is to find his friends.













### **POCOYO GANGNAM STYLE**





# +320 million **VIEWS!!**

### A hit all around the World!



### **THANK YOU**



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