Back to School on Snapchat

79% of Snapchatters use the app when back to school shopping.\(^1\)

80% of students (13-24 years-old) in Canada.\(^2\)

2.1M parents on Snapchat in Canada.\(^3\)

The Preferred Platform at Every Stage of the Shopping Journey

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Purchase recommendations are taken seriously.

82% of children influenced their parents’ total back-to-school spend.\(^5\)

Nearly 50% of Snapchatters told their friends/family about their back to school purchases.\(^6\)

Embrace e-commerce and AR — back-to-school shoppers certainly have.

AR drives conversion efficiently and at scale — it’s what shoppers crave.

94% Interactions with 3D/AR products showed a 94% higher conversion rate than products without.\(^7\)

71% of student Snapchatters are interested in using AR to “try on” products before buying.\(^8\)

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\(^1\) 2021 Crowd DNA research. Back to School, commissioned by Snap Inc. Base: N=1200 Snapchatters T2.

\(^2\) Data from Snap Ads Manager Q4 2020. Percentages calculated by dividing addressable reach by relevant census figures.

\(^3\) Global Web Index Data 2021 Base: Snapchatters in Canada n=10504

\(^4\) 2021 Crowd DNA research, Back to School, commissioned by Snap Inc. D/C2/P2.

\(^5\) You mentioned that communication platforms or apps played a role in helping you discover/research detailed information and compare/make your final decision to purchase the product. Which of the following communication platforms or apps did you use to do the following?\(^E2a\). You mentioned that you made your purchase on communication platforms or apps. Which of these communication platforms or apps did you use to do the following?\(^V2a/b/c/d\).

\(^6\) You mentioned that you shared your purchase on communication platforms or apps. Which of these communication platforms or apps did you use to do the following? Base: Student Snapchatters who used communication platforms (n=367)


\(^8\) Snap Inc. survey of Collegiate & High School Snapchatters. UK & US, February 8 - February 13, 2020, SA, April 24 - April 28, CA, February 16 - February 19, 2020. High schoolers are defined as users ages 13–18 who are planning on attending high school or secondary school in Fall 2020. Collegiate defined as users ages 18-25 who are attending college in Fall 2020. Age and location data subject to restrictions. See https://businesshelp.snapchat.com/en-US/a/audience-size-tool for details.

Question: “Are you interested in ‘trying’ new products using augmented reality before buying (makeup, clothes, etc)?”

UK= 1467 respondents SA =1319 respondents US= 720 respondents, CA=1925 respondents.
Back to School Checklist

1. Leverage a Video and AR Strategy

   **31%**
   - **Incremental reach** when adding a Lenses AR Experience to a Snap Ad campaign.¹

   **2x**
   - **More effective** than Snap Ads alone.²

2. Become a part of the conversation by driving brand discovery through the Snapchat Camera and video.

3. Leverage AR to efficiently drive conversion through product trial.

4. Drive conversion through action to your website or app.

5. Create brand advocates during the post-purchase celebration moment.

¹ Snap Inc. internal data. Data shown represents median incremental reach of lenses across 80 Snap Ad and Audience Lens brand campaigns measured between August 2018–September 2019 in the following countries: United States, United Kingdom, Germany, France and Canada.

² Snap Inc. internal data from August 2018–September 2019 across 67 Snap Ad and Lens campaigns (Audience and National).