

Premium Network: Gaming Channel

Denmark only

Gaming culture is a form of new media culture that has been influenced by video games. As computer and video games have increased exponentially in popularity over time, they have caused a significant influence upon popular culture. The average age for a video game player is about 35, a number slowly increasing as people who were children playing the first arcade, console, and home computer games continue playing. The gender distribution of gamers is reaching equilibrium, according to studies 60% of gamers are male and 40% female.

nordicADmedia is a full service-marketing agency that specializes in online media. Our focus is on digital marketing such as web promotions, banner advertising and premium networks. We provide marketing solutions to businesses, agencies and online publishers worldwide (mainly US and Scandinavia). We deliver marketing you can measure



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make your imprint

SEX

Male	53%
Female	47%

AGE

3-12	7%
13 - 17	16%
18 - 34	26%
35 - 49	29%
50+	22%

TRAFFIC

		MIN.	MAX.
Unique	Month	154.000	220.000
Visits	Month	376.000	564.000
Cookies	Month	189.000	264.000
IMP	Month	6.000.000	6.500.000

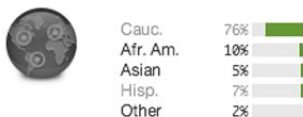
Campaigns over \$20.000 we offer specific site selection.

Guaranteed placement for every campaign:
Second banner Impressions on front page with frequency cap 5x24.

WEBSITES

- www.gamerdna.com
- www.meltgames.com
- www.realgames.com
- www.roblox.com
- www.corporate.powerchallenge.com
- www.pogo.com
- www.gamehouse.com
- www.mangafox.com
- www.utopia-game.com
- www.g4tv.com

ETHNICITY



INCOME



CHILDREN



EDUCATION

