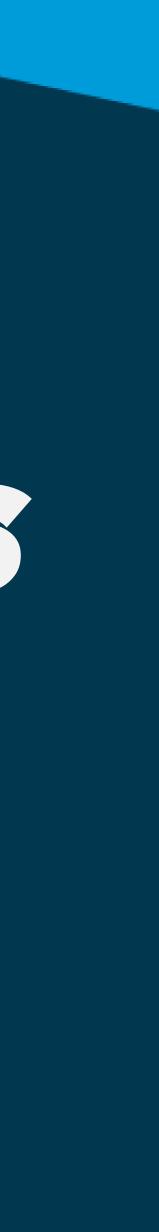




11 September 2021

# Communications

**IBU Presidents' Meeting 2021** 





### INTRODUCTION (I. Lehotan)

- DIGITAL ECOSYSTEM
- COVID SEASON 20/21
- WINTER OLYMPICS 2022
- 05 Q&A



## FROM TARGET 26 TO AN INTEGRATED ECOSYSTEM WHY we are doing it







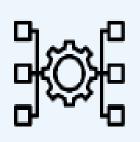


### **RECALLING THE OBJECTIVES - TARGET 26**

- Establish a fully integrated IBU digital ecosystem
- Develop capabilities to place the IBU at the heart of developments in the digital world
- Goals by 2022:
  - Establish an innovative digital and social media strategy, Upgrade of the IBU website Develop a centrally-owned IBU mobile app Analyse potential of e-Biathlon and gamification Build institutional capacities

### **DIGITAL STRATEGY 2020**

### **BUSINESS OBJECTIVES**



Enhance Collaboration & Efficiencies Between Groups





Increase Value Added to IBU Partners & Broadcasters

- Gain a Better
- Understanding of Biathlon Fans



Increase Fan Engagement and Improve Experiences



Grow the Sport and Fanbase through **Digital Innovation** 

## FROM TARGET 26 TO AN INTEGRATED ECOSYSTEM HOW we are doing it



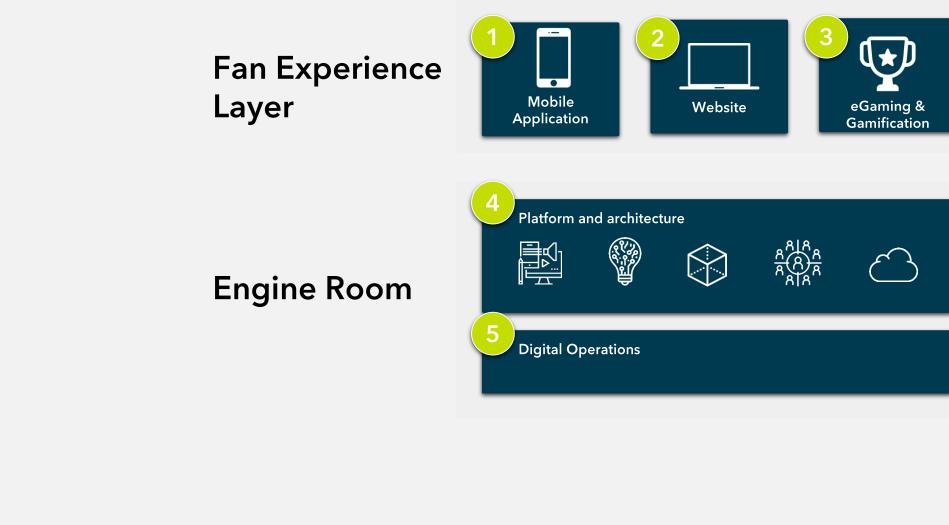






### **DIGITAL STRATEGY 2020**

### Core building blocks of an IBU digital ecosystem



- <sup>1.</sup> **Mobile:** creation of a new native mobile app
- <sup>2.</sup> Web: Transform and evolve IBU's owned & operated websites, introducing new ways to collaborate with organizational partners
- 3. eGaming & Gamification: Consider gamified experiences and fandom to connect with new and existing biathlon fans
- 4. **Platform & Architecture:** The relevant engineering services needed to power the ecosystem
- **5. Digital Operations:** Operational requirements to execute against recommended strategy

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### **IMPLEMENTATION 2021- OUR CURRENT FOCUS**

- Launching a "minimum viable product" in Nov 2021
  - Official IBU App (state of the art, native)
  - A new biathlonworld.com website
- Build a strong and reliabe engine room (platforms, services, data)
- Content Delivery into the Ecosystem



### OUR NEW PARTNER: VINCIT (vincit.fi)

- company
- Suunto and service industry partners
- New to sports new potentials
- Cooperation started in March

### - Finnish digital transformation agency and software development



## FROM TARGET 26 TO AN INTEGRATED ECOSYSTEM WHO we are doing it











THE BIATHLON FAMILY





FIVE PRINCIPLES

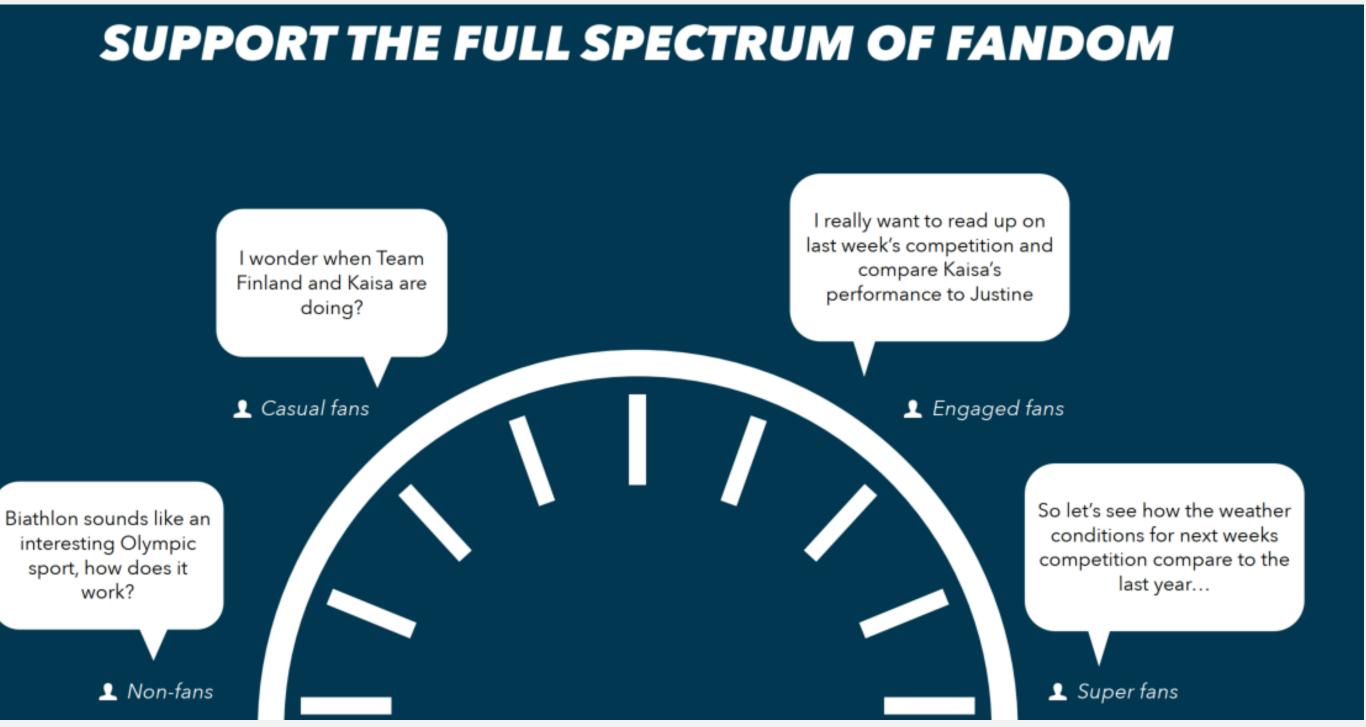
### Personalisation

Interaction

Relevant real time Data

**Exciting Statistics** 

Contextual Onboarding



THE BIATHLON FAMILY







### **ROLES OF TOUCHPOINTS**





- capture traffic from the beginning of the engagement funnel
- support use cases around:
  - onboarding to biathlon via contextually compiled information
  - offer latest news and statistics
  - drive user registration and to download app

#### "PUSH"

#### **IBU APPLICATION**

- drive engagement deeper with personalised experience (both registered and anonymous):
  - prompt following athletes to create basis of personalisation
  - push relevant updated and real time data to user
  - offer most engaging customer experience around events (1st screen mode and 2nd screen mode)

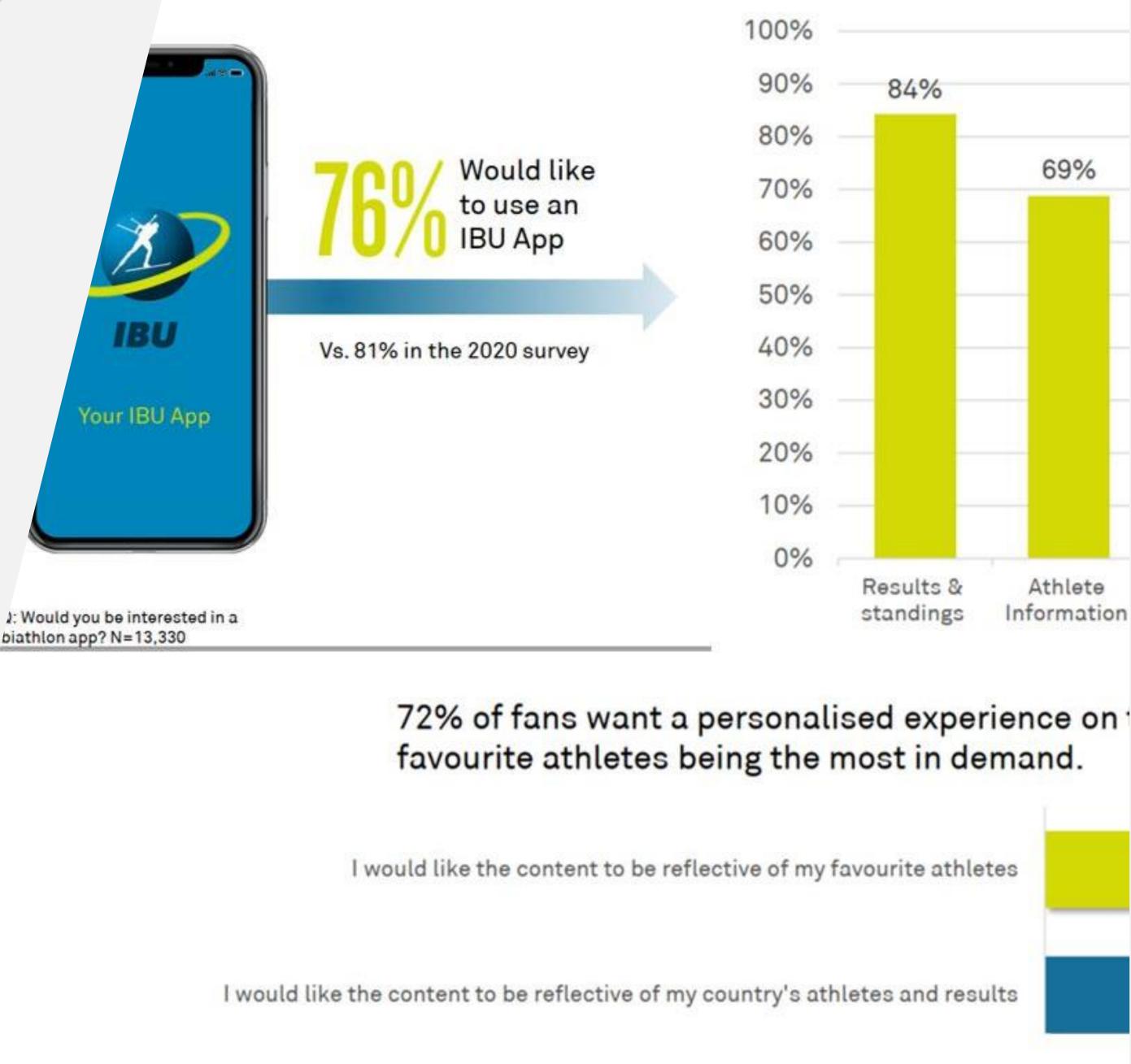
UNDERSTANDING OF USER (DATA GATHERED)



### WHO ARE WE DOING IT FOR

### WHAT WE LEARNED FROM **OUR FANS:**

- Build an app for First and Second Screen use
- Focus on Athletes and Personalisation
- Generate appetite, keep people engaged, provide the most relevant info easily accessible





**BIATHLON STAKEHOLDERS** 

- markets, engage fans, grow a digital fan community)
- and our competitions
- Create and direct traffic to your sites (NF-IBU coordination!)
- content all year long (new TV contract)
- Integrate OCs into the system to meet their business goals

- "Rise the tide to lift every boat" (Reach out to new fans and

- Promote our biggest assetts better: the athletes and their stories

- Content Library for our stakeholders to exchange relevant



## WHAT WE WILL LAUNCH IN NOVEMBER 2021 APP & WEBSTATUS





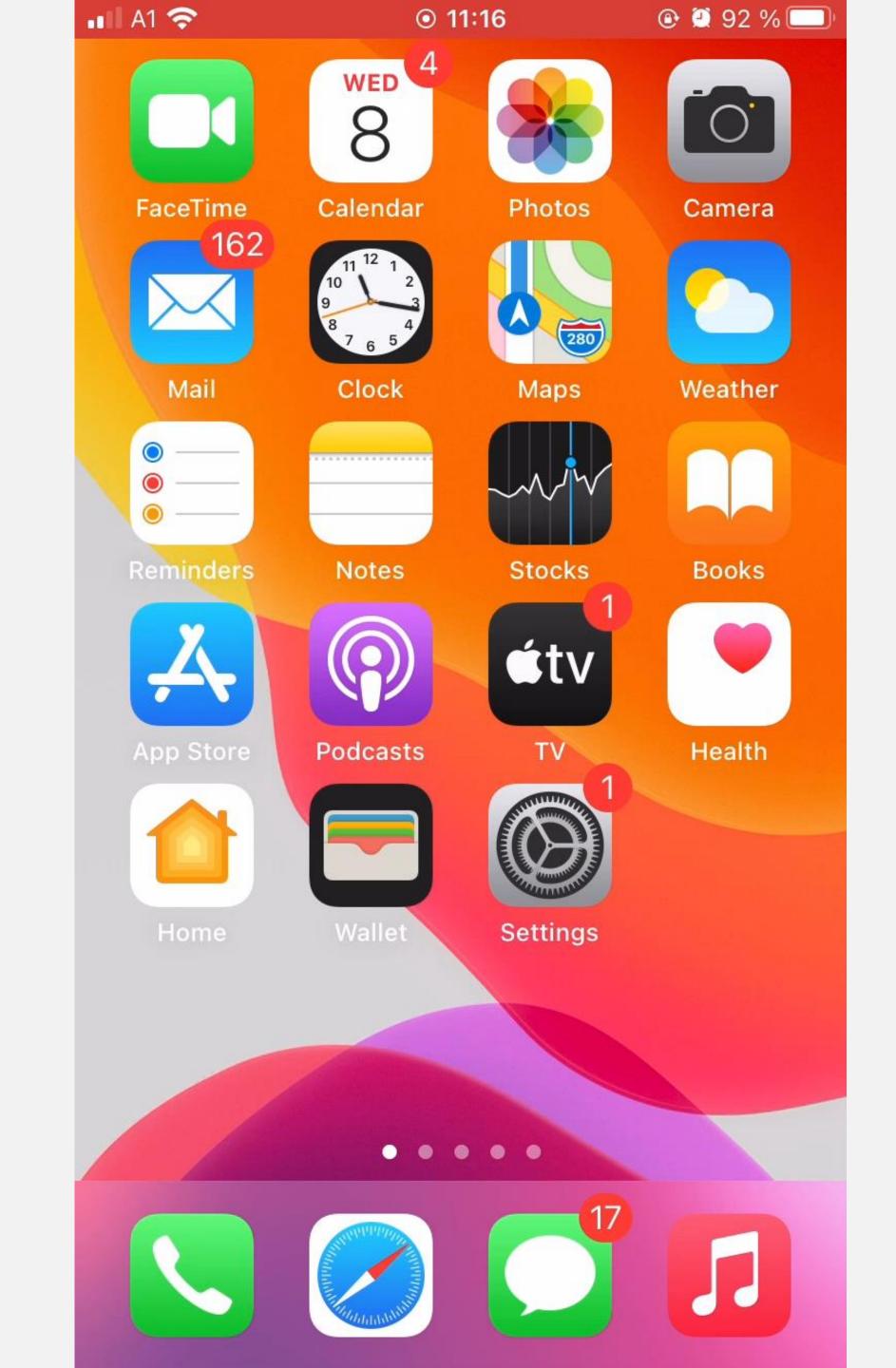




### **App features**

### • "Pulse" – Live Ticker

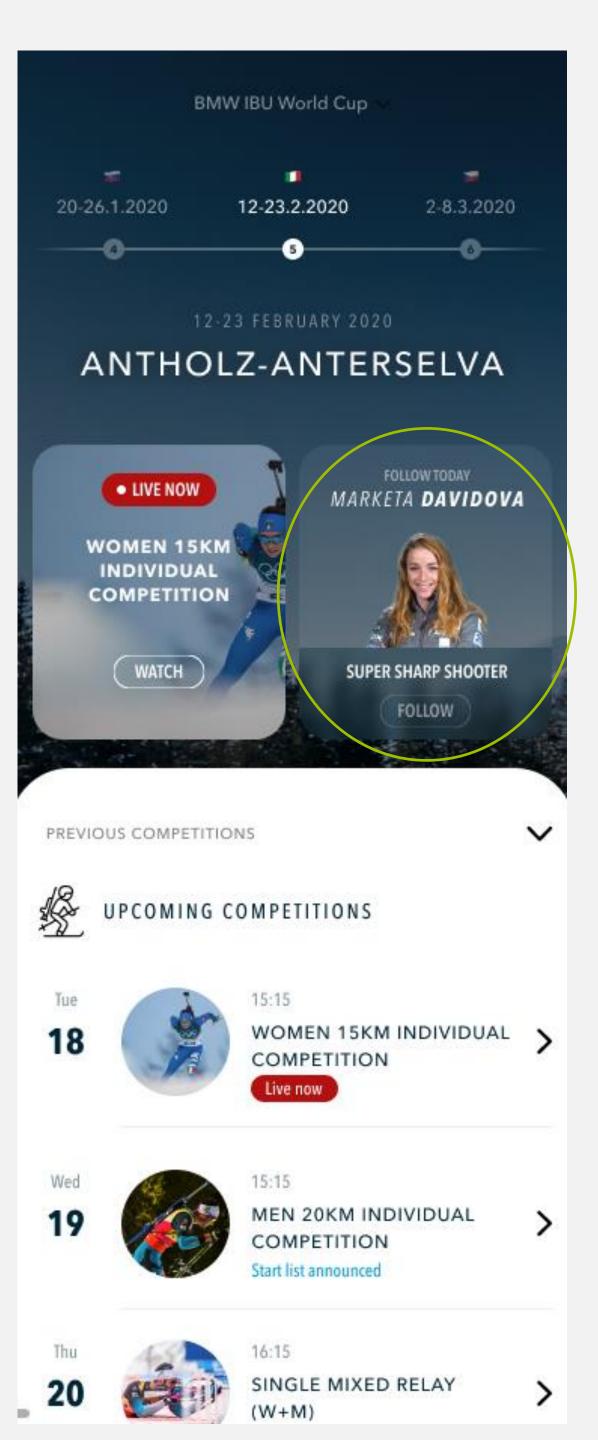
- Heart of the App
- Competition at one glance
- Replaces datacenter for public
- Personalisation options





### **APP FEATURES**

- Content Cards to promote athletes and stakeholder
   content
- Potential NF content like athletes, news, important information





### **Athlete FEATURES**

- Athletes Profiles
- Statistics
- Media Content





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20/21	PU	WC	OESTERSUND	3	2	00	90
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20/21	PU	WC	NOVE MESTO	9	2	00	20
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### November 2021:

## First-Ever Official IBU App

### biathlonworld.com

is coming!

and new





## **COVID SEASON 2020/2021** Succesful Adaption

THE BIATHLON FAMILY





SEASON 2020/2021

### A season with Covid-19 Rules

- Less media on-site
- New venue setup for media
- Changed accreditation rules for journalists
- Additional media services
   by IBU
- Trust through transparency



SEASON 2020/2021

### ...and interest in biathlon grew during the pandemic!

**+10%** total average audience @ IBU WCH (11.2 mio) **+50%** total average audience @WC (now at 9.5 mio) **25%** of fans more interested in biathlon since pandemic **+31%** growth on Instagram with 32 million views of Athletes GIFs



#### IBU OPEN EUROPEAN CHAMPIONSHIPS

 The total average audience grew 271% on a year-to-year basis





### 2020/2021

- 9 million viewers per competition

million

que views per ing IBU World

- ollowers (+4.5%)
- followers (+16%)
- followers (+31%)
- O followers (+30%)





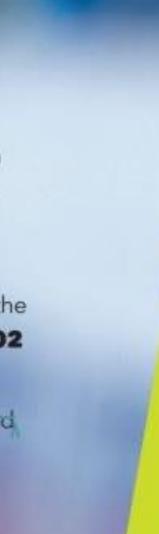


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#### **FAN SURVEY RESULTS**

- 65% of fans said that biathlon is either very important to them or one of the most important things in their life
- 13,330 fans participated in the 2021 survey, compared to 4,202 in 2020
- 76% of fans would like use and IBU App





## Winter Olympics A chance to grow









### FAN SURVEY - WINTER OLYMPICS

For 70% the main reason for watching Biathlon in the Olympics is accidental... it just happens to be on.

- Content Strategy
  dedicated to new
  audiences
  Explanations, history,
  - onboarding content
  - around the Winter
  - Olympics

of people became in in biathlon because Winter Olympic g











#### IBU - International Biathlon Union

Sonystrasse 20 5081 Anif b. Salzburg Austria **T** +43 6 62 85 50 50 **F** +43 6 62 85 50 50 8 biathlon@ibu.at

