

## Brand Report

# FORTNITE

United Kingdom  
September 2020





**This report is a snapshot of Fortnite players in the United Kingdom. We take a look at their profile and identify their key music behaviors.**

**The Report will cover**

- 1. Key Takeaways**
- 2. Category Overlap**
- 3. Brand Audience Profile**
- 4. Brand Music Map**



# Research **Methodology**



## Research Methodology

The figures in this report are from research conducted by our research provider GlobalWebIndex.

Below are the key points on the research methodology:

- Online-based syndicated research study
- Measures people aged 16-64
- 46 countries
- Single Source
- Updated 4x per year
- Representative of a country's online population
- Quotas set on age, gender, and education
- Over 35,000 data points
- Historical data available dating back to 2009
- Custom Recontact Survey captures detailed questions on music in five countries: Australia, Canada, Japan, UK, USA

## Artists Measured in this survey

### Global Artists Measured

A Boogie wit da Hoodie  
Ava Max  
Bruno Mars  
Camila Cabello  
Cardi B  
Charli XCX  
Charlie Puth  
Dan + Shay  
David Guetta  
Dua Lipa  
Ed Sheeran  
Green Day  
Halsey

Jason Derulo  
Jonas Brothers  
Lady Gaga  
Lana Del Rey  
Led Zeppelin  
Lizzo  
Miley Cyrus  
Pearl Jam  
Red Hot Chili Peppers  
Rihanna  
Royal Blood  
Taylor Swift

### UK Artists Measured

AJ Tracey  
Anne-Marie  
Bebe Rexha  
Clean Bandit  
Coldplay  
David Bowie  
Ella Henderson  
Fleetwood Mac  
Foals  
James Blunt  
Jess Glynne  
Kano  
Liam Gallagher

Mahalia  
Mist  
Noel Gallagher  
Paolo Nutini  
Phil Collins  
Pink Floyd  
Rita Ora  
Rod Stewart  
Rudimental  
The Smiths  
Stereophonics  
Stormzy

### Data Timestamp

March 2020

### Sample Size

40,000

### Got Questions?

Connect with **Laura Newman**  
our Global Head of Research ...  
[Laura@audienceprecision.com](mailto:Laura@audienceprecision.com)



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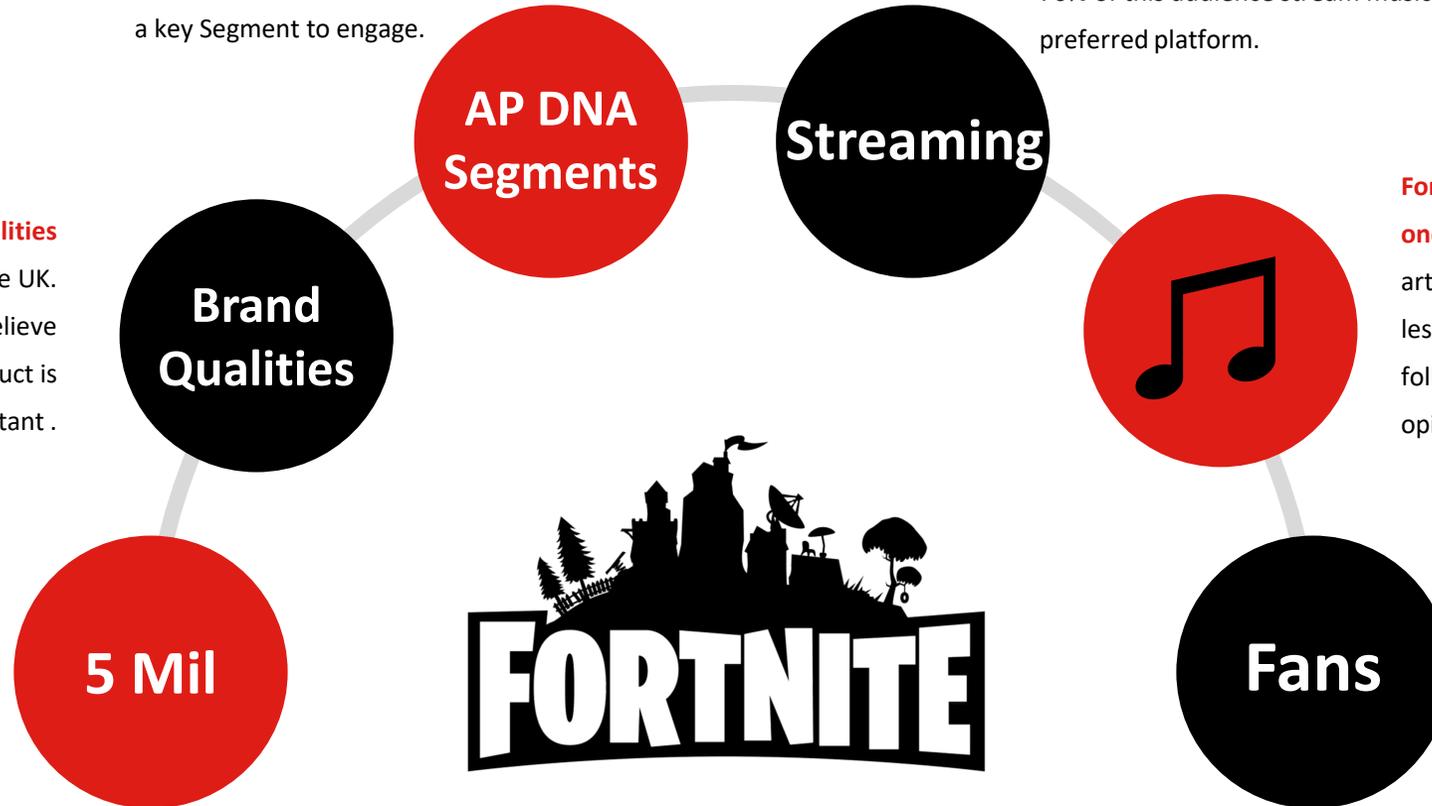
# Key Takeaways

**Unsurprisingly, the top DNA Segments for the Fortnite audience in the UK** have a strong online-gaming skew with eSports fans, Gaming Streamers, Gamers & Girl Gamers being the key Segments to consider when trying to reach this audience. Metro man is also a key Segment to engage.

**This audience are 1.6x more likely to live stream a music concert or festival**, which offers a great opportunity to engage with these audiences (especially in the current climate). Close to 70% of this audience stream music, with Spotify being their preferred platform.

**Funny, bold & trendy/cool are brand qualities that appeal** to the Fortnite audience in the UK. They are brand conscious, and also believe that having the latest technological product is very important.

**5 Million people aged 16-64** play Fortnite in the United Kingdom. They are male skewed (65%) and two thirds of them are young, aged between 16-34. They are more likely to live in London, Northern Island & West Midlands.



**Fornite Fans in the UK are 1.8x more likely to be one of the first people** to discover new music artists. They mainly listen to music artists that are less well-known/popular. 57% of the audience follow a band on social media and value their opinions on different topics.

**Rap, Hip-Hip and House are the preferred top music genres for Fornite fans in the UK.** They are fans of AJ Tracey, Cardi B and Bebe Rexha, more so than the general population.

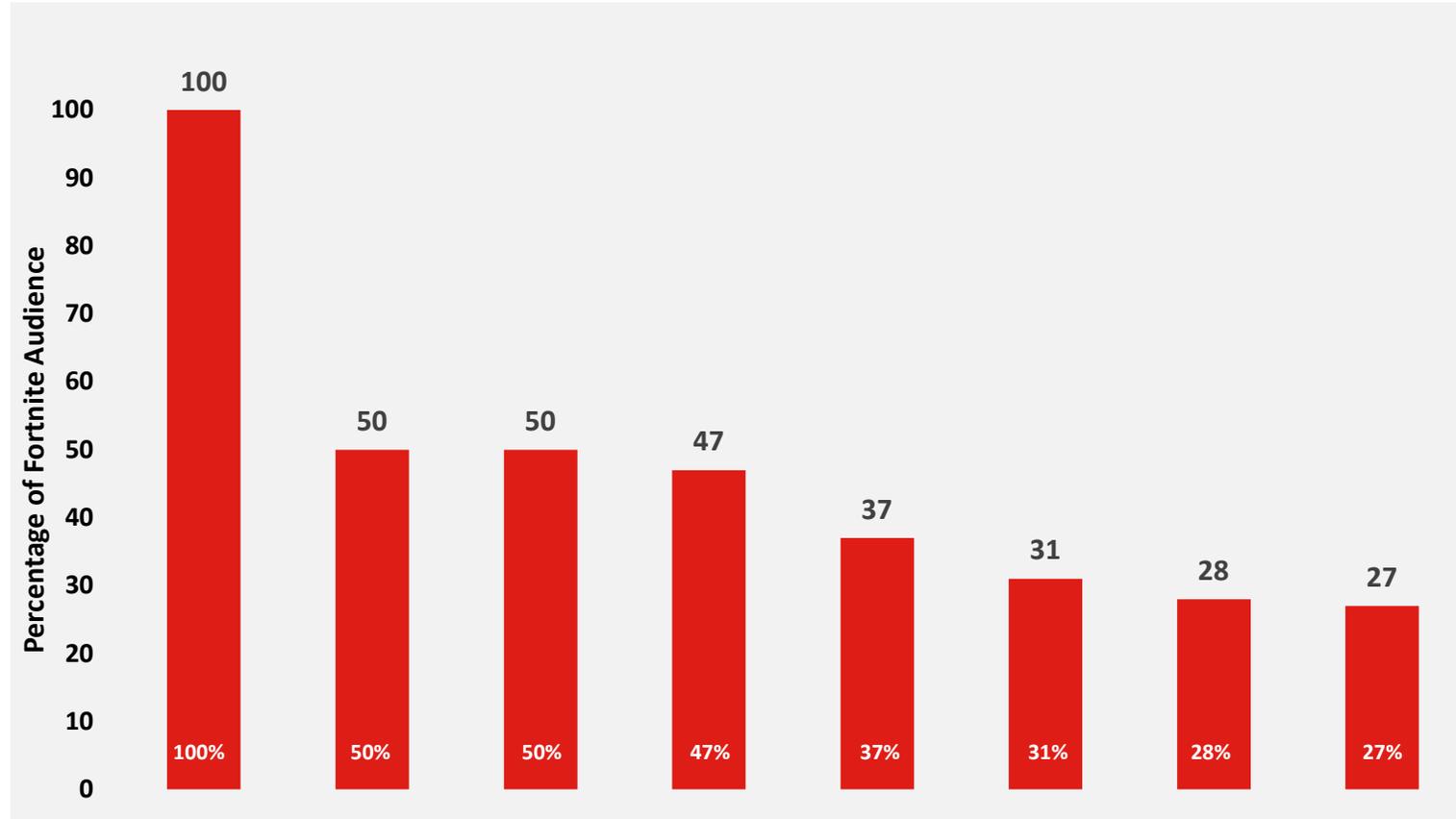
Let look at the...

# BRAND OVERVIEW.



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# Gaming Franchises



CALL OF DUTY

FIFA



MINECRAFT

ASSASSIN'S CREED

RED DEAD REDEMPTION

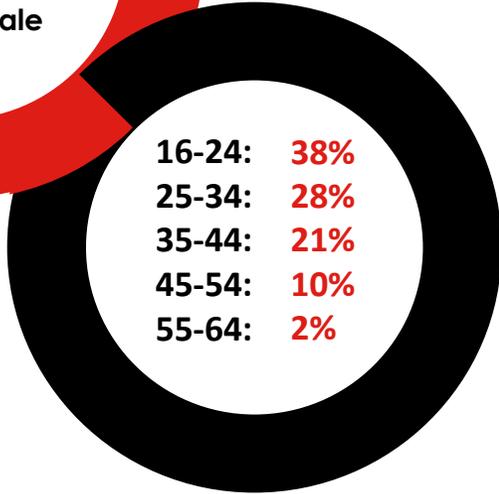
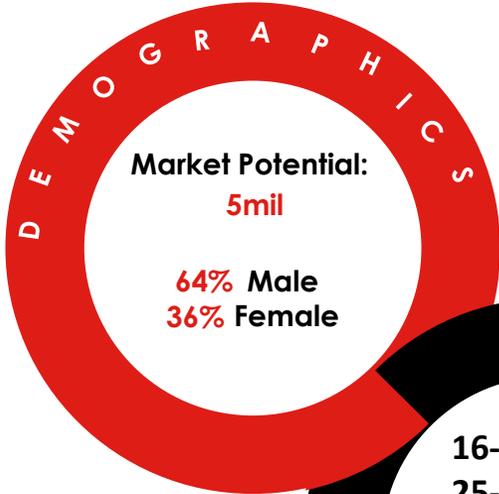


50% of people in the United Kingdom who play Fortnite also play Call of Duty & FIFA



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# Fortnite



## Highest Volume

London  
South East  
North West



## Highest Propensity

Northern Ireland  
West Midlands  
London



## Attitudes

Having the latest technological products is very important to me

I would buy a product / service simply for the experience of being part of the community built around it

I am a brand conscious person

I tend to buy brands I see advertised



## Top 5 DNA Segments



E-Sports Fans



Gaming Streamers



Gamers



Girl Gamers



Metro Man

## Household Income

High	28%
Medium	32%
Low	31%

## High Reach Media Channels

Online on PC Laptop Tablet  
Online on Mobile  
TV  
Social Media  
Gaming

## They enjoy

Gaming  
Playing sport  
Gadgets  
Computers / coding

## What do they want brands to be?





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# Fortnite Music Map



Fans of:

AJ Tracey	2.2x
Cardi B	1.9x
Bebe Rexha	1.8x
Jason Derulo	1.7x
Charli XCX	1.6x

Genres:

Rap	2.1x
Hip-Hop	1.8x
House	1.7x
R'n'B	1.4x
Dance	1.3x

## Music Attitudes

I mainly listen to music artists that are less well-known / popular

I'm usually one of the first people to discover new music artists

## Streaming Platforms



amazon prime music

## Why they follow their favourite artists

I value their opinions and views on social, political, or cultural matters, or life in general

I trust them when they comment on or recommend products, services, content, other people to check-out, etc.

## Music related activities

	Reach	Index
Watched music video on YouTube	54%	1.4x
Stream Music	69%	1.7x
Attend Live Concert	23%	1.4x
Live Stream Concert or Festival	31%	1.6x
Songkick	8%	1.2x
Follow Band on Social Media	57%	1.7x

THE BRAND MUSIC MAP helps us to understand the music profile of the Brand's current audience.

This can help you validate a partnership idea and craft the narrative between the brand and your artist to get a brand on board.

The music related activities are also linked to advertising or activations properties that Warner has to offer a brand.

Want to see how they map against all 50 measured artists?

We are able to map any brand across all our music data points so reach out if you would like to go into more detail.

# Thank you.

Reach out if you have any questions  
[APinsights@audienceprecision.com](mailto:APinsights@audienceprecision.com)