

Q4 2018  
**AD FRAUD UPDATE**

**pixalate**

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## ABOUT PIXALATE

Pixalate is an **omni-channel fraud intelligence company** that works with brands and platforms to prevent invalid traffic and improve ad inventory quality. We offer the only system of coordinated solutions across display, app, video, and OTT for better detection and elimination of ad fraud.

Pixalate is an **MRC-accredited service for the detection and filtration of sophisticated invalid traffic (SIVT)** across desktop and mobile web, mobile in-app, and OTT advertising.

[www.pixalate.com](http://www.pixalate.com)



## KEY TAKEAWAYS

# 21%

average fraud rate (U.S.)

Q4 2018 saw a **big jump in ad fraud** as scammers took advantage of holiday budgets

There was a **24% increase in IVT** in Q4 compared to Q3



**Mobile in-app** programmatic advertising had a **23% IVT** rate in Q4



**Android** devices had **1.7x more ad fraud** compared to iOS devices

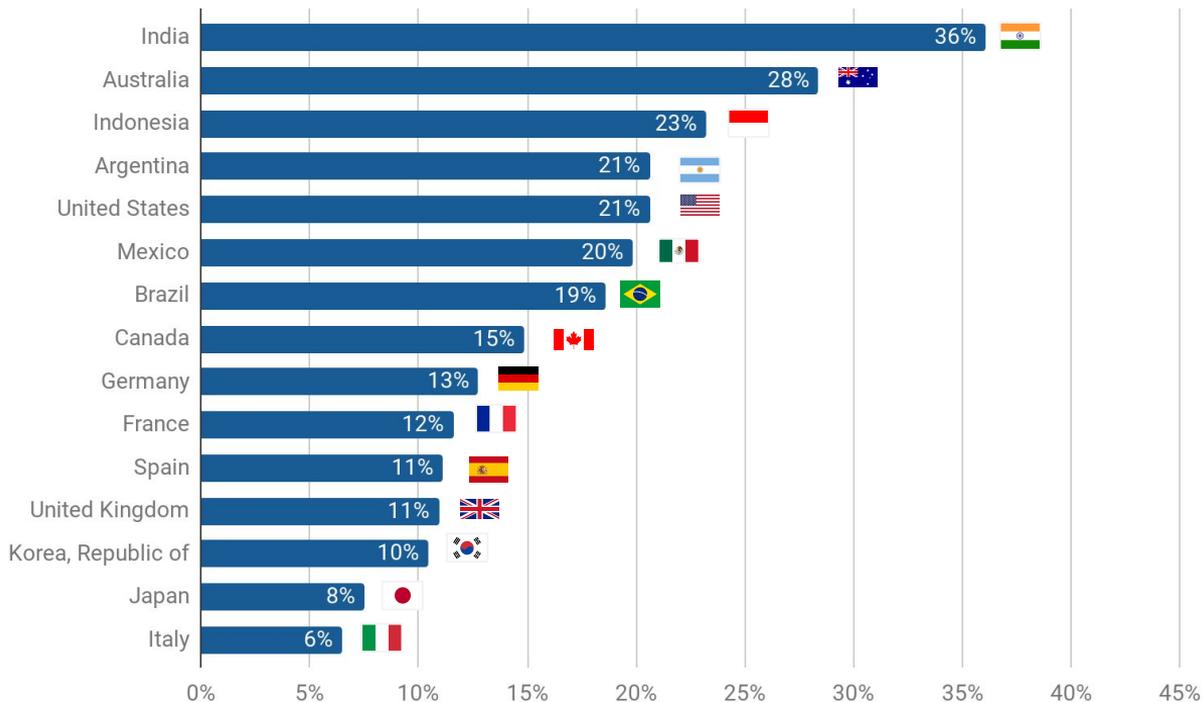


Sites with **ads.txt** had **23% less IVT** than sites without ads.txt

# AD FRAUD AROUND THE WORLD

# PROGRAMMATIC AD FRAUD RATES

BY COUNTRY; TOP 15 COUNTRIES IN TERMS OF PROGRAMMATIC AD VOLUME SHOWN; Q4 2018

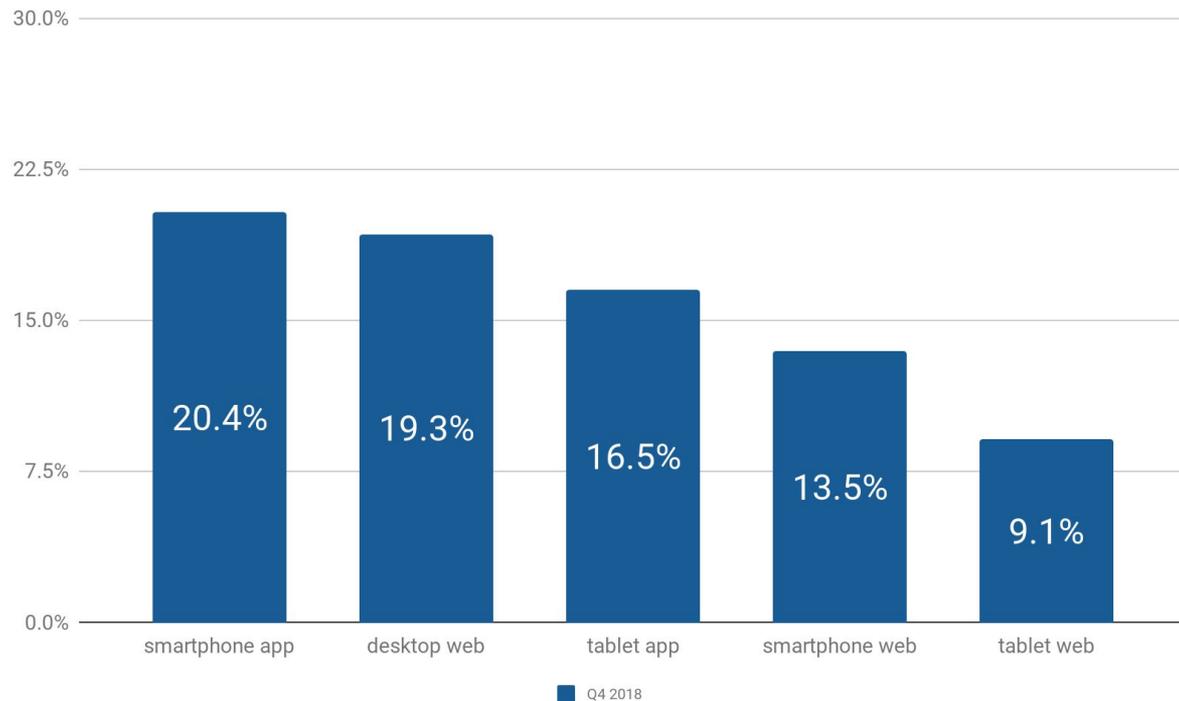


## AD FRAUD ON THE RISE

- The U.S. had an IVT rate of 21% in Q4, up from 17% in Q3
  - This was the **fifth-highest IVT rate** in the world
- **10 of the top 15** countries in terms of programmatic ad volume **saw an increase in IVT** in Q4: U.S., Australia, Canada, Mexico, Germany, Italy, Brazil, Argentina, Korea, and India

# IVT BY DEVICE TYPE: DISPLAY

GLOBAL; PROGRAMMATIC DISPLAY ADVERTISING; Q4 2018



## SMARTPHONE IN-APP AT 20%

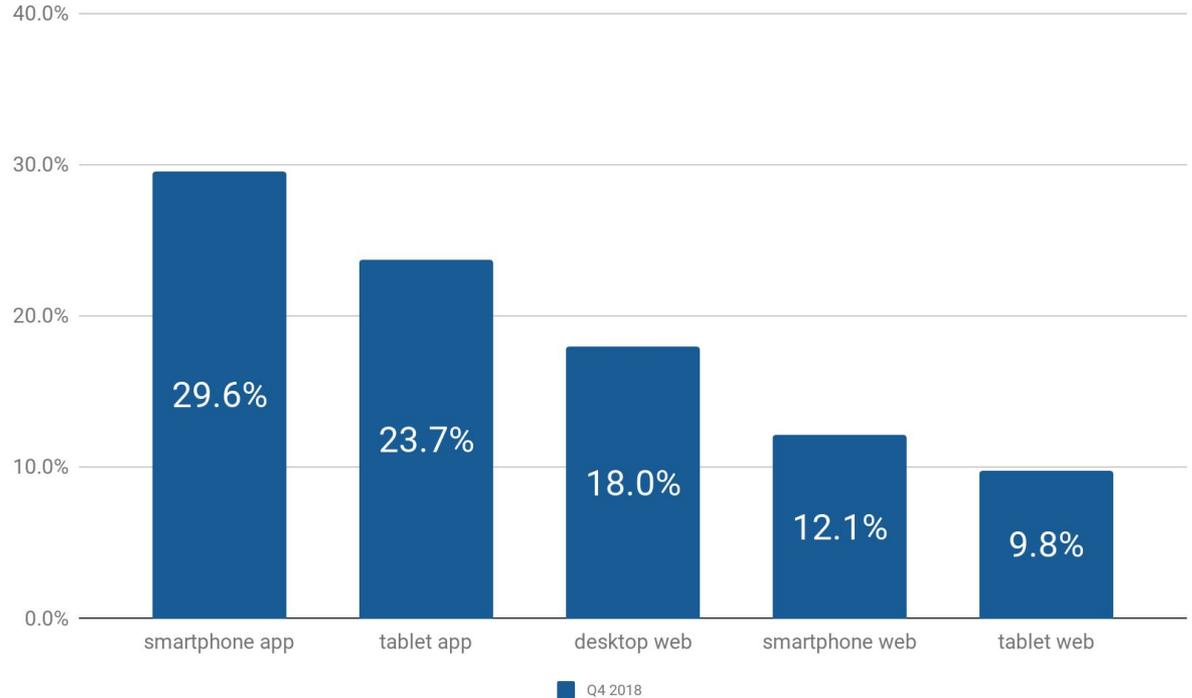
- Over **one-in-five (20.4%)** smartphone in-app display ads were invalid in Q4
- Desktop web (19.3%) had the second-highest display IVT rate
  - **Up from 16.1%** in Q3

# IVT BY DEVICE TYPE: VIDEO

GLOBAL; PROGRAMMATIC VIDEO ADVERTISING; Q4 2018

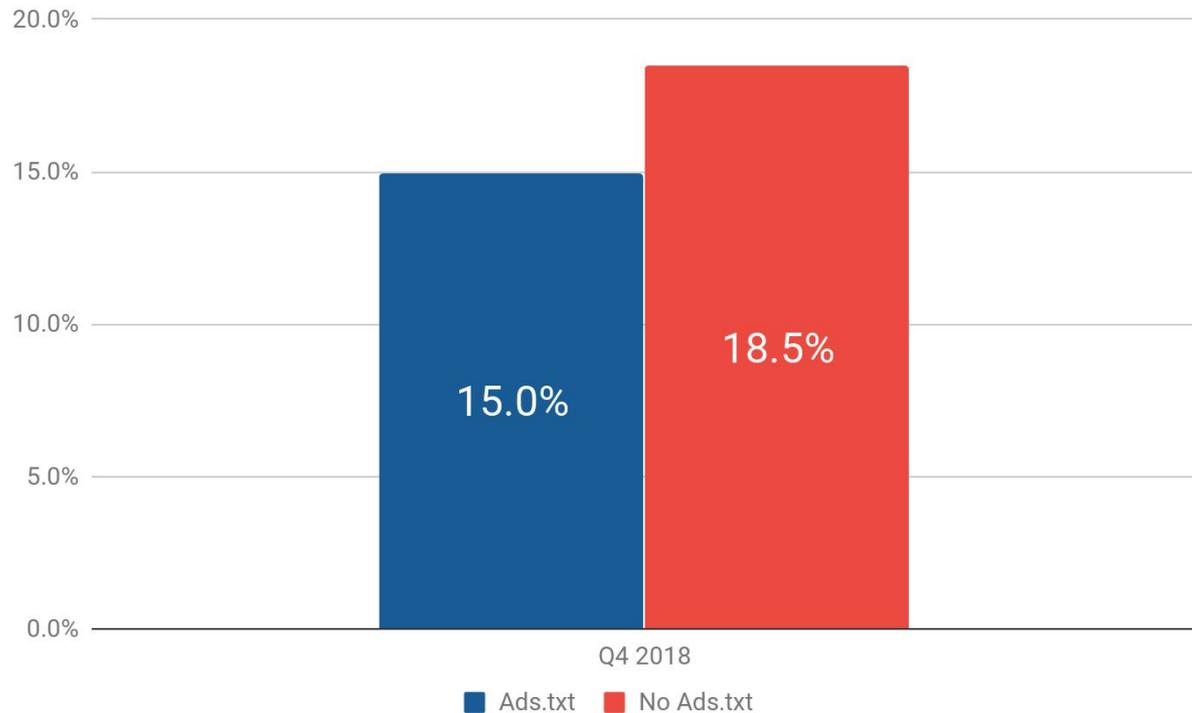
## IN-APP VIDEO IS RISKIEST

- **Smartphone in-app video (29.6%)** and **tablet in-app video (23.7%)** had the highest programmatic video IVT rates in Q4
- In contrast, **smartphone web (12.1%)** and **tablet web (9.8%)** had significantly lower IVT rates



# ADS.TXT: AD FRAUD IMPACT

GLOBAL; PROGRAMMATIC DISPLAY ADVERTISING; Q4 2018



## ADS.TXT HELPS REDUCE IVT

- Sites with ads.txt had a **23% lower IVT rate** compared to sites without ads.txt
- Ads.txt doesn't eliminate all ad fraud: IVT rates on sites with ads.txt was still **15%** in Q4

# ANDROID vs. iOS

# OVERALL IN-APP AD FRAUD RATES

GLOBAL; PROGRAMMATIC IN-APP ADVERTISING; Q3-Q4 2018

Mobile in-app IVT rates **rose 33%** in  
Q4 2018

22.7%

Q4 2018

17.1%

Q3 2018



# ANDROID vs. iOS: OVERALL IVT RATES

GLOBAL; PROGRAMMATIC IN-APP ADVERTISING; Q4 2018



**26.2%**

Q4 2018



**15.9%**

Android devices had a 1.7x higher IVT rate vs. iOS devices, with IVT rates over one-in-four.

But iOS devices weren't fraud-free, as they still had a nearly 16% IVT rate.

**1.7x**

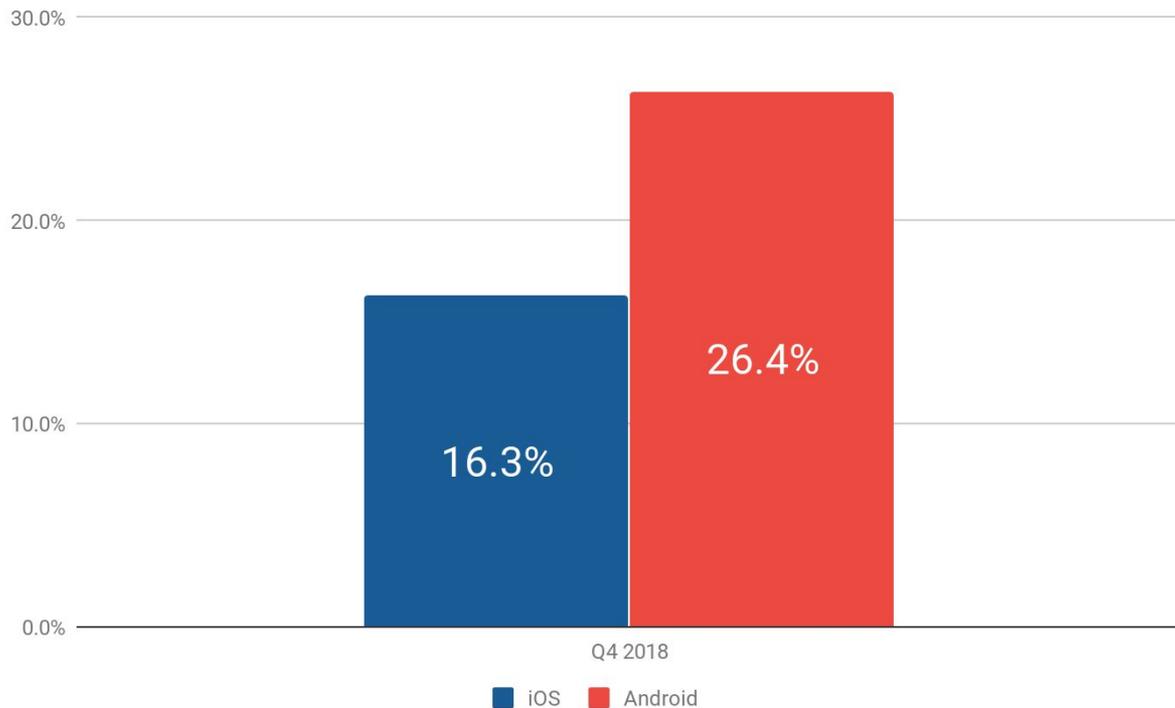
higher IVT rate on Androids

# ANDROID vs. iOS: SMARTPHONES

GLOBAL; PROGRAMMATIC IN-APP ADVERTISING; Q4 2018

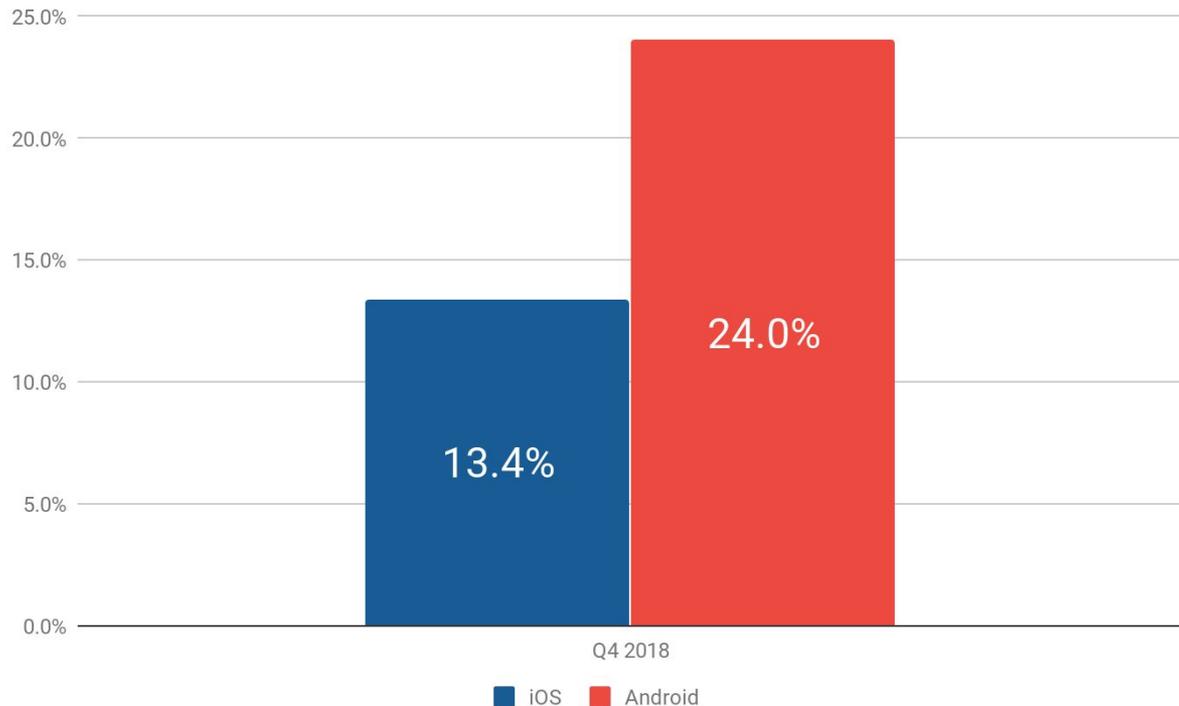
## 15% - 25% AT RISK

- Smartphone app advertising is risky on both iOS and Android devices, with a **minimum 16.3% IVT rate**
- Over **one-in-four (26.4%)** of programmatic ads meant for Android smartphone users were actually invalid



# ANDROID vs. iOS: TABLETS

GLOBAL; PROGRAMMATIC IN-APP ADVERTISING; Q4 2018



## ANDROID NEARLY 2X HIGHER

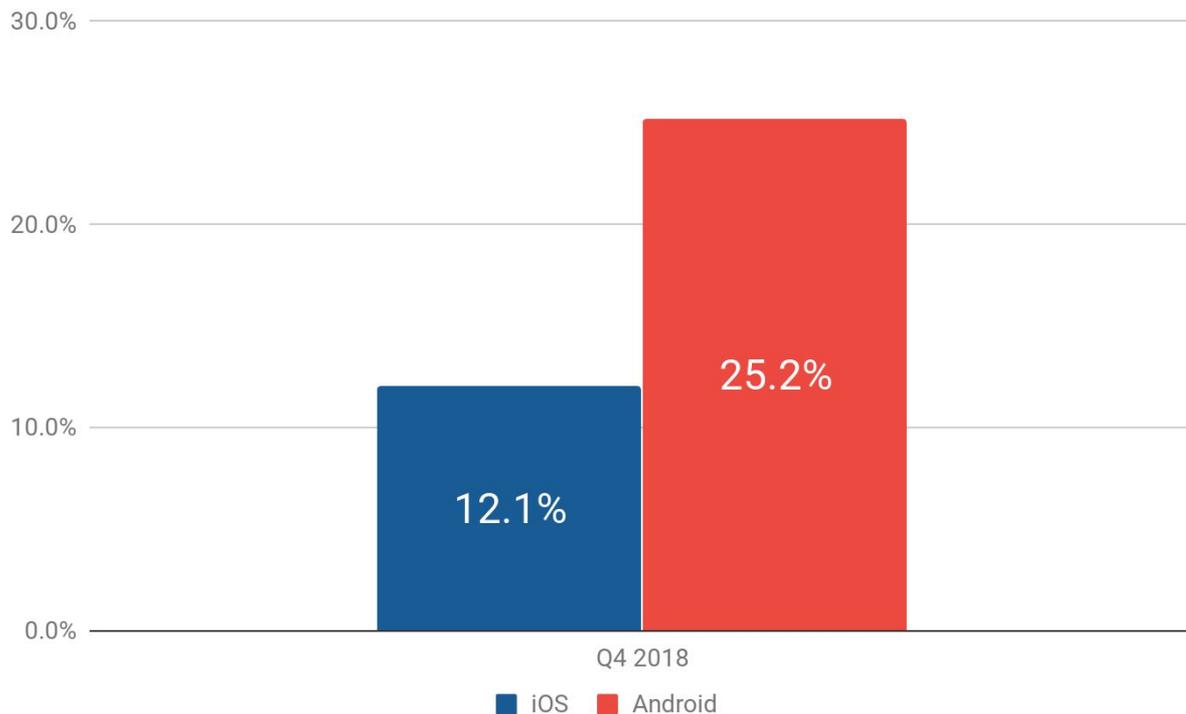
- Just over **13%** of programmatic ads on iOS tablets were **invalid** in Q4 2018
- The IVT rate was **nearly 2x higher on Android** devices, at 24%

# ANDROID vs. iOS: DISPLAY

GLOBAL; PROGRAMMATIC IN-APP ADVERTISING; Q4 2018

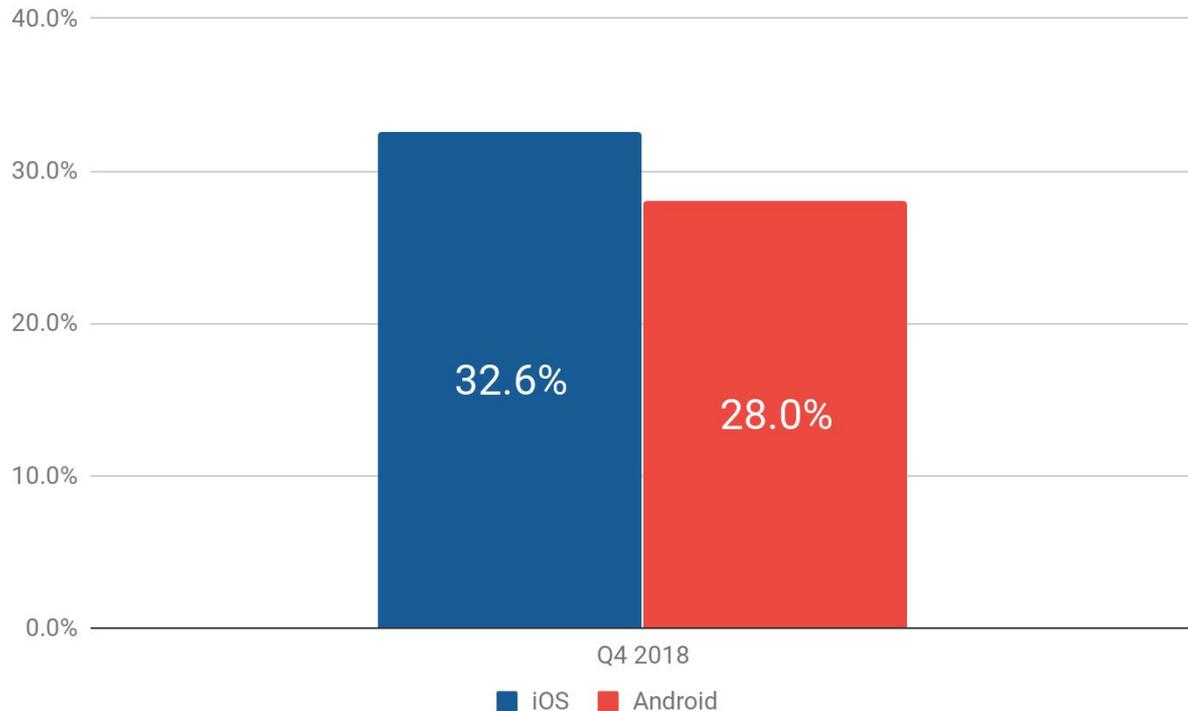
## ANDROID AT 25%

- Android in-app display advertising was **25% IVT in Q4**
- iOS in-app display was about **12% IVT** — 70% lower than Android



# ANDROID vs. iOS: VIDEO

GLOBAL; PROGRAMMATIC IN-APP ADVERTISING; Q4 2018

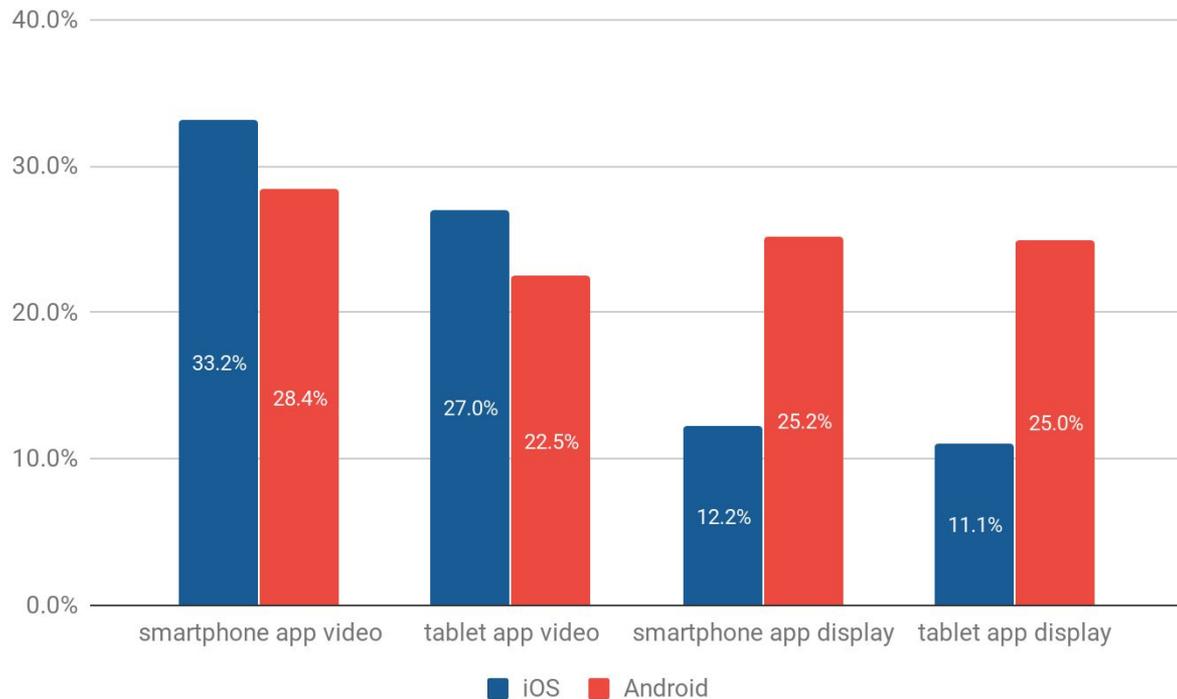
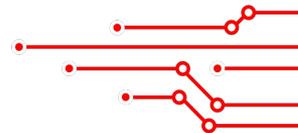


## iOS WITH MORE VIDEO IVT

- iOS devices had video IVT rates of 33% in Q4, compared to 28% for Android
  - A **difference of 15%**
- **iOS devices** also had **higher video IVT** rates than Android devices in Q3

# ANDROID vs. iOS: THE WHOLE ECOSYSTEM

GLOBAL; PROGRAMMATIC IN-APP ADVERTISING; Q4 2018



## ANDROID RISKY EVERYWHERE

- iOS is a tale of two ad types: iOS in-app **video IVT rates are 2x - 3x higher** than display
- On Android devices, in-app IVT rates are about **25% for both video and display**, making it a risky channel across the board

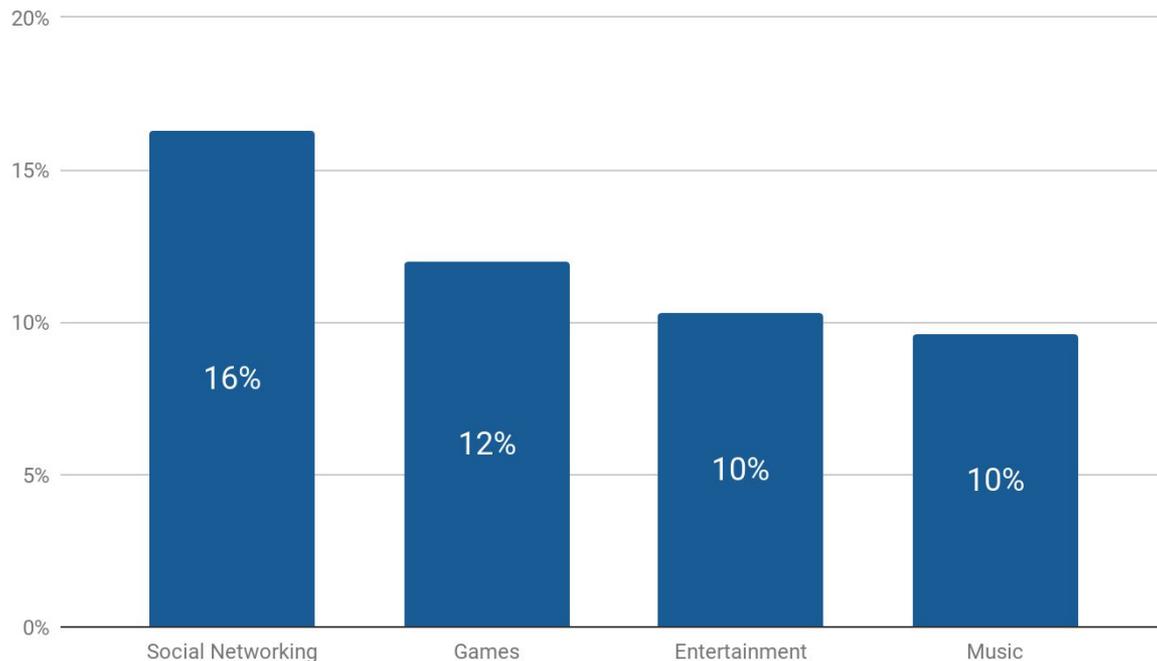
# AD FRAUD BY APP CATEGORY

# IPHONE APP CATEGORIES: DISPLAY

NORTH AMERICA; Q4 2018; APP CATEGORIES WITH AT LEAST 5% PROGRAMMATIC AD SHARE OF VOICE

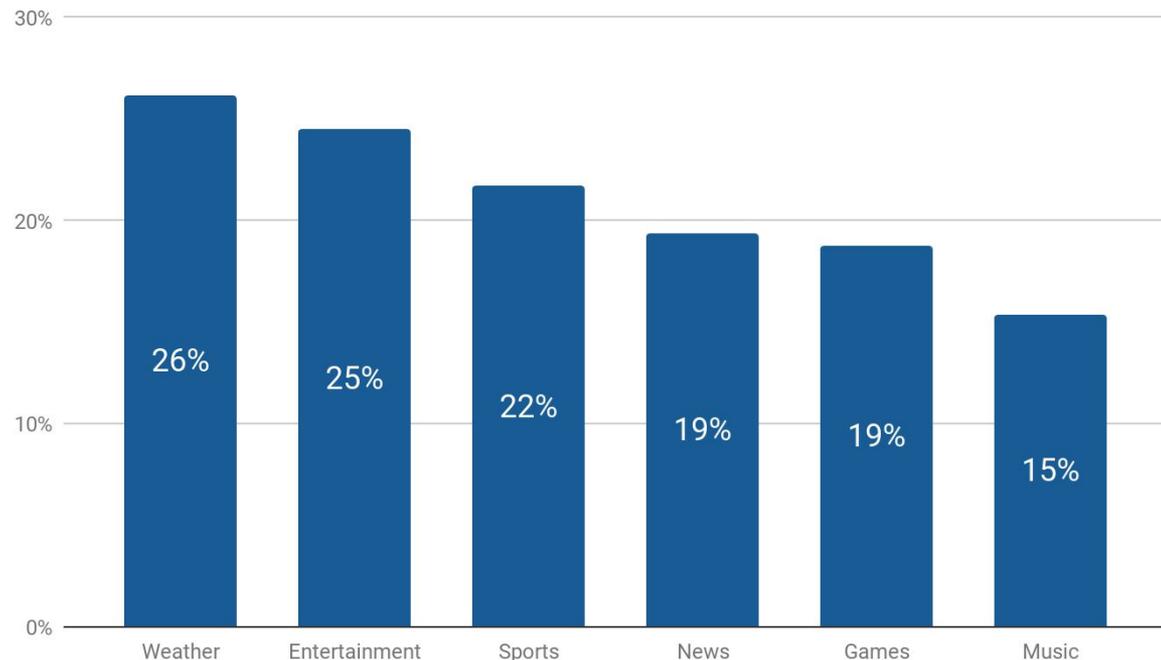
## 'SOCIAL' APPS HAVE 16% IVT

- Social Networking apps had a **16% IVT rate** in Q4, highest among iPhone app categories
  - “Walled gardens” such as Facebook, Twitter, etc., are not included
- **Games** had the second-highest IVT rate, at 12%



# IPHONE APP CATEGORIES: VIDEO

NORTH AMERICA; Q4 2018; APP CATEGORIES WITH AT LEAST 5% PROGRAMMATIC AD SHARE OF VOICE

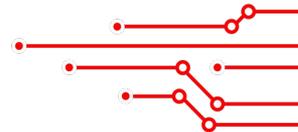


## 'WEATHER' WITH HIGHEST IVT

- iPhone **Weather** apps and **Entertainment** apps both had video IVT rates above 25%
- Across the board, iPhones had a **bigger problem with in-app video** ad fraud compared to in-app display ad fraud

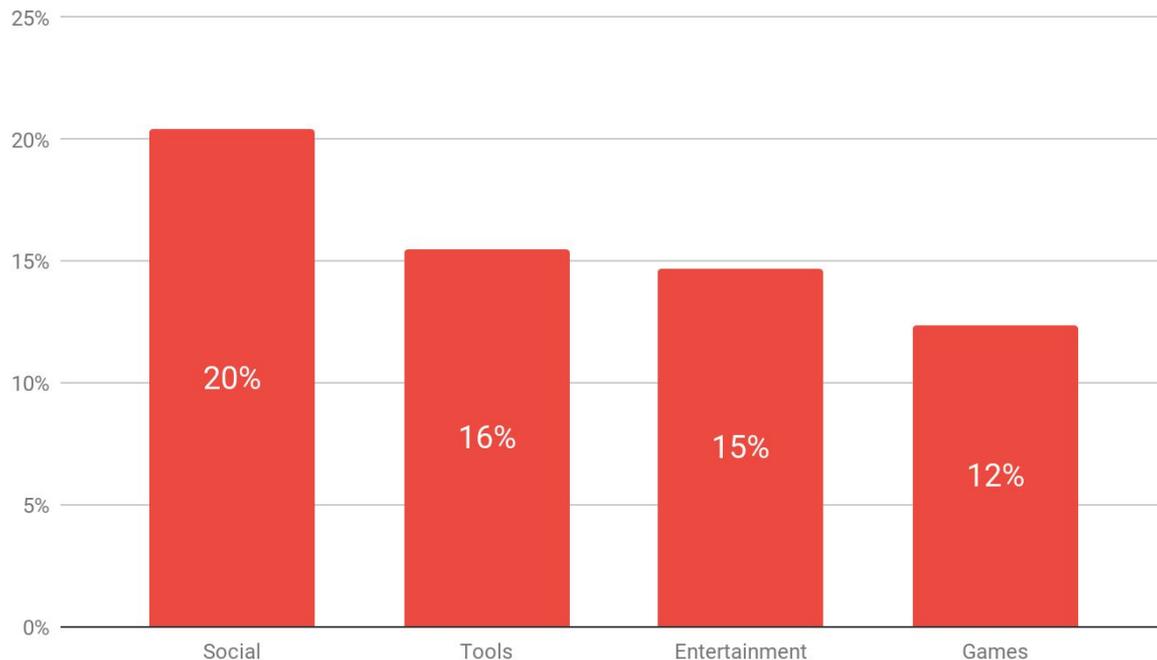
# ANDROID PHONE APP CATEGORIES: DISPLAY

NORTH AMERICA; Q4 2018; APP CATEGORIES WITH AT LEAST 5% PROGRAMMATIC AD SHARE OF VOICE



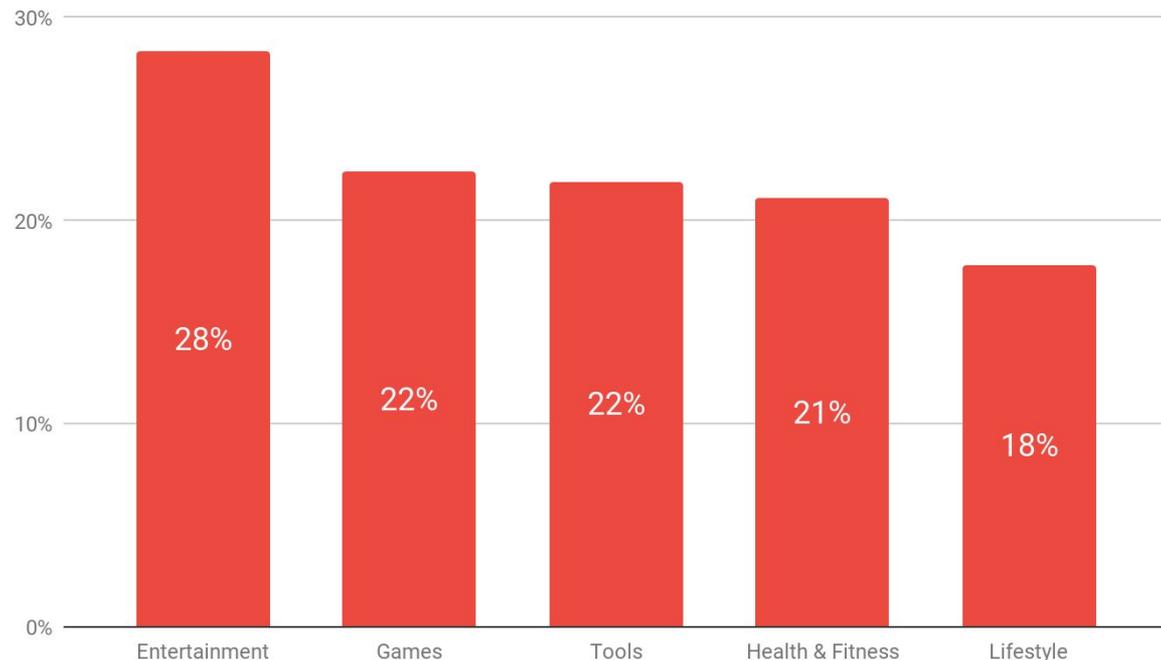
## 'SOCIAL' RISKIEST ON ANDROID

- **Social apps** had the highest display IVT rate (20%) on both Android phones and iPhones
  - “Walled gardens” such as Facebook, Twitter, etc., are not included
- The **Tools category**, which includes flashlight apps, cleaning apps, etc., had the second-highest display IVT rate, at 16%



# ANDROID PHONE APP CATEGORIES: VIDEO

NORTH AMERICA; Q4 2018; APP CATEGORIES WITH AT LEAST 5% PROGRAMMATIC AD SHARE OF VOICE



## 'ENTERTAINMENT' AT 28%

- The Entertainment app category had the highest Android phone video IVT rate, at 28%
  - The Entertainment category was over 25% IVT for video on iPhones too
- Games (22%), Tools (22%), and Health & Fitness (21%) all had IVT rates above 20%

# METHODOLOGY & DISCLAIMER

## METHODOLOGY

Pixelate's data science and analyst team analyzed billions of programmatic advertising impressions across over 80 million domains and over 1.5 million apps utilizing proprietary analytics tools to compile this research. The research contained herein represents data collected by Pixelate from June 1, 2018 through September 30, 2018 ("Q3 2018") and October 1, 2018 through December 31, 2018 ("Q4 2018").

Pixelate utilized its proprietary algorithms to measure invalid traffic ("IVT") levels across devices and channels, including General Invalid Traffic ("GIVT") and Sophisticated Invalid Traffic ("SIVT"). Geography is based off of the User Pool (IP) and not the region of the domain or app. App "category" data is derived from the official Google Play Store and Apple App Store.

## DISCLAIMER

The research and insights contained within this report, including IVT rates and other such designations, represent Pixelate's opinions (i.e., they are neither facts nor guarantees). The data has not been audited or reviewed by a third party, but the research and insights are grounded in Pixelate's proprietary technology and analytics, which Pixelate is continuously evaluating and updating.

Per the [MRC](#), "Fraud' is not intended to represent fraud as defined in various laws, statutes and ordinances or as conventionally used in U.S. Court or other legal proceedings, but rather a custom definition strictly for advertising measurement purposes." Also per the [MRC](#), "Invalid Traffic' is defined generally as traffic that does not meet certain ad serving quality or completeness criteria, or otherwise does not represent legitimate ad traffic that should be included in measurement counts. Among the reasons why ad traffic may be deemed invalid is it is a result of non-human traffic (spiders, bots, etc.), or activity designed to produce fraudulent traffic."



# THANK YOU

[info@pixalate.com](mailto:info@pixalate.com)

[pixalate.com](http://pixalate.com)

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