

## **New York Times Gaming: Spelling Bee**

- New York Times leveraged a digital out of home campaign to bring awareness and increase users to their game "Spelling Bee."
- NYT turned to OUTFRONT to achieve an immersive experience for commuters coinciding with back to school and return to office. Turning the commute into a challenging puzzle game.

Livecard MAX (Motion Advertising Experience) Liveboards

- Daily "Spelling Bee" tips were featured in the Livecard MAX trains helping gamers along with the puzzle each day.
- Gamers who shared on social with #BeeTime drove \$1 donations to First Books non-profit supporting education.
- Celebrity, Andy Cohen, jumped on the subway to play his favorite game, "Spelling Bee," and posted to social garnering impressions globally.





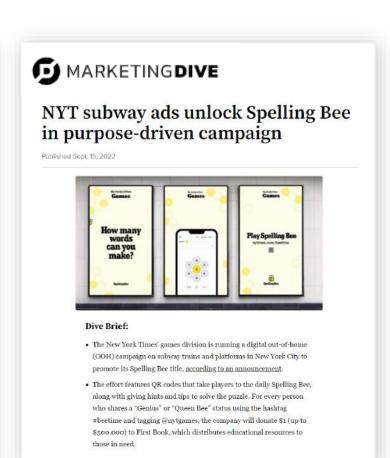
## **New York Times Games Invites Spelling Bee Players** to Game for Good

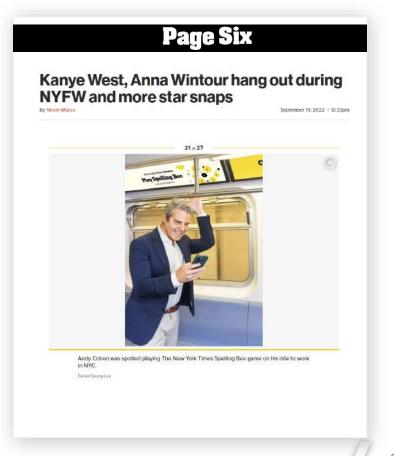


Play the daily puzzle featured on New York subway trains and across the country to help donate to First Book, an organization working to ensure every child has access to a quality education.



As students head back to school and we begin to settle into fall routines, New York Times Games is encouraging everyone to find a little ebectime via its much loved Spelling Bee game. Starting today, New York City subway commuters are invited to spell together using digital Spelling Bee gameboards on subway trains and platforms on the E. F. G. R. 4. 7. L. J lines. This follows a new collaboration with OUTFRONT Media, utilizing their dynamic Livecard Motion Advertising Experience (Livecard MAX).















## **New York Times**

New York Times is going viral, partnering with celebrity Andy Cohen, to promote their game, "Spelling Bee".

Aligned with New York City back to school, digital subway ads shared daily tips. And for each game shared on social, \$1 is donated to an educational non-profit.

**5M+** 

potential reach across social



Click to like IG post of the campaign

