WWW.GRUPASPIDERSWEB.PL

INTRODUCTION

All advertising materials dedicated to be emitted on the Spider's Web Group (GSW) websites, i.e.:

- Spider'sWeb
- Spider's Web Rozrywka
- AutoBlog
- BizBlog

are required to be accepted by the GSW sales team member as well as are obliged to follow all technical requirements provided in this document.

Due to the care for the webistes' functionality and their users, Spider's Web Group holds the right to justified rejection or suspension of each and any advertising creative declared as breaking the law, violating good manners, promoting pornography, annoying or being harmful to the GSW webistes users.

All advertising formats available to be used on the Spider's Web Group websites are described in the ADVERTISING FORMATS section of this document.

GENERAL INFORMATION

FORMATS JPG, PNG, GIF HTML (tracking code embedded in iframe)

MAX WEIGHT JPG, PNG, GIF = 80 KB HTML = 800 KB

HTML CREATIVES Should always be provided in accordance with the Google Ad Manager standard and all useful information can be found under

the following links

Google AdManager HTML5 format requirements HMTL 5 – adding an exit

In case of HTML format advertisements, it is required to provide a substitute version in a common graphic format (JPG, GIF, animated GIF) in order for them to be used in case browsers should disable the possibility of emitting more advanced materials.

In case such substitutes are not provided, no option of complaint and/or compensation is given on behalf of not delivering the planned number of the advertisement views.

TRACKING CODES In case of the necessity to employ tracking codes, it is obligatory to provide appropriate iframe code containing the code and the

advertisement (HTTP/2 SLL served).

In case of no such necessity, providing JPG, PNG, GIF file with w link is considered sufficient.

Buttons inserted in advertisements must provide functions accordingly with their statements. Consequently, buttons imitating the

form function, list function, tick-box function etc. must not redirect to the advertiser's website or perform any other action

incompatible with their standard function.

SOUND If the advertisement is sound equipped (the sound should be **off by default**) it must contain visible ON/OFF sound indicators.

THE ADVERTISING MATERIALS CANNOT

- A. Contain mechanism following the user's interaction (cannot save, change or read cookie files)
- B. Cause website errors and/or bugs (wrong display) and error alerts
- C. Contain outside referrals implementation of any mechanisms collecting extra content from the user's website is strictly forbidden
- D. Burden the standard computer processor to the level of the computer working with other applications being significantly strained, that is with more than 20% duty (computer equipped with Intel Core Duo 2 GHz considered as standard)
- E. Use operational elements the functions of which (due to their form, statement or convention) is incompatible with their message or cause atypical actions. It is especially forbidden to use basic system buttons, window minimizing and maximizing buttons, which provide functions other than their typical ones. Advertisements in the form of alerts or system warnings are also strictly prohibited
- F. Cause errors or warnings during their upload
- G. Disrupt the activity of the website it is displayed on

All of the provided advertising materials **should not contain** space bars or Polish signs in the file names and when compressed formats are provided **the only acceptable compressed file format is ZIP.**

All advertising creatives are emitted on all GSW websites on all devices.

PLEASE SEND ALL ADVERTISING MATERIALS TO reklama@spidersweb.pl

ADVERTISING FORMATS

All advertising formats available on GSW websites are emitted on desktop and mobile devices and are dedicated to be used both on the home page as well as article pages.

STANDARD

WIDEBANNER XL Format available on homepage and article pages

WIDEBANNER L Format available on article pages

MEGABANNER Format available on homepage

HALFPAGE Format available on article pages

HALFPAGE STICKY Format available on article pages

SCREENING Format available on homepage and article pages

NON STANDARD

NATIVE WIDGET Format available on homepage

NATIVE WIDGET VIDEO Format available on homepage

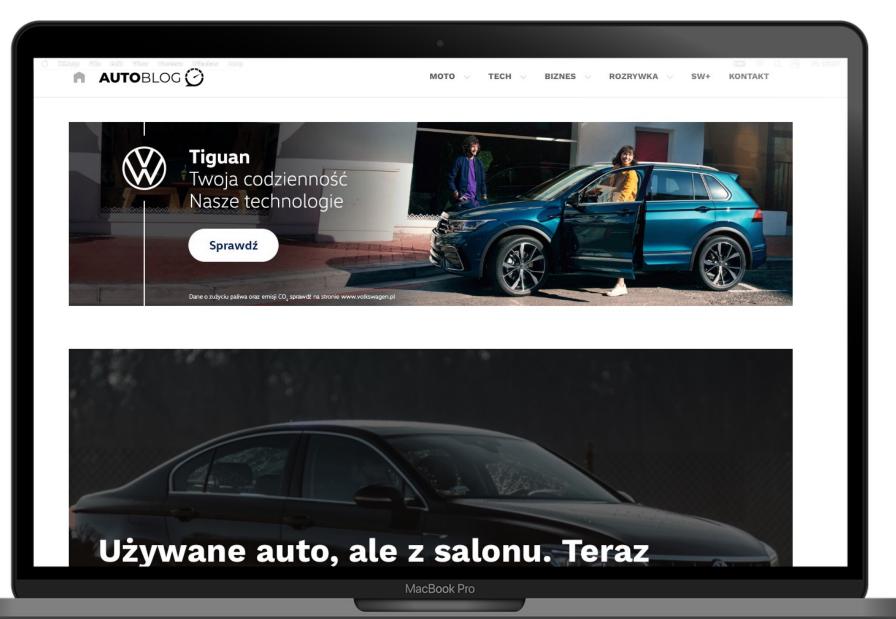
PLEASE SEND ALL ADVERTISING MATERIALS TO reklama@spidersweb.pl

ADVERTISING FORMAT SIZES

FORMAT	DESKTOP	MOBILE
WIDEBANNER XL1	1180x300 px	320x160 px
WIDEBANNER XL2	1180x300 px	320x320 px
WIDEBANNER XL3	1180x300 px	320x320 px
WIDEBANNER L1	728x90 px	320x160 px
WIDEBANNER L2	728x90 px	320x160 px
WIDEBANNER L3	728x90 px	320x160 px
MEGABANNER	1180x500 px	320x480 px
HALFPAGE	300x600 px	320x320 px
HALFPAGE STICKY	300x600 px	320x100 px
SCREENING	1920x1080 + 1180x300 px	320x160 px
NATIVE WIDGET	280x400 px	280x400 px
NATIVE WIDEGT VIDEO	280x400 px	280x400 px

PLEASE SEND ALL ADVERTISING MATERIALS TO reklama@spidersweb.pl

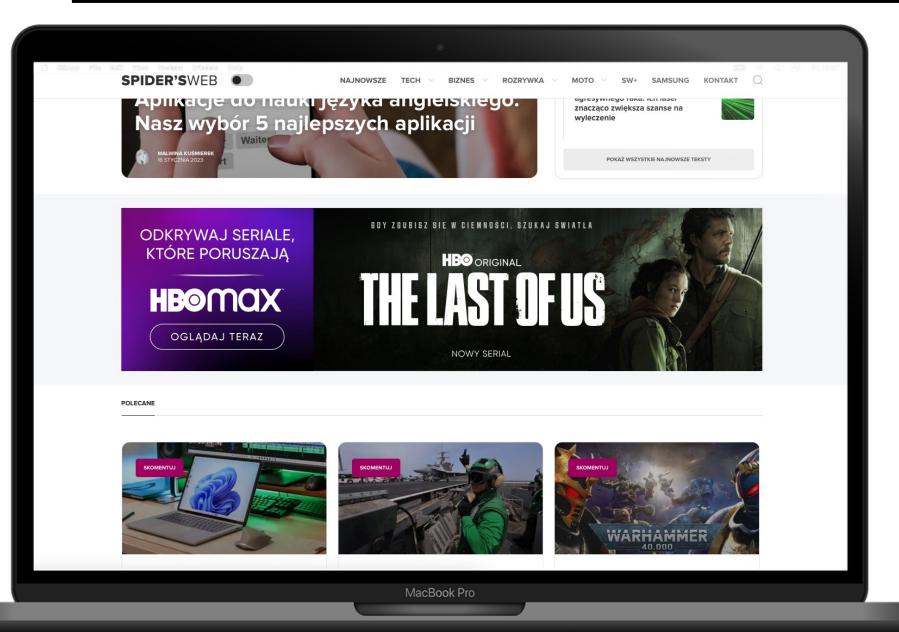
WIDEBANNER XL1 EXAMPLE I VW TIGUAN





DESKTOP 1180x300 px MOBILE 320x160 px

WIDEBANNER XL2 EXAMPLE | HBO MAX

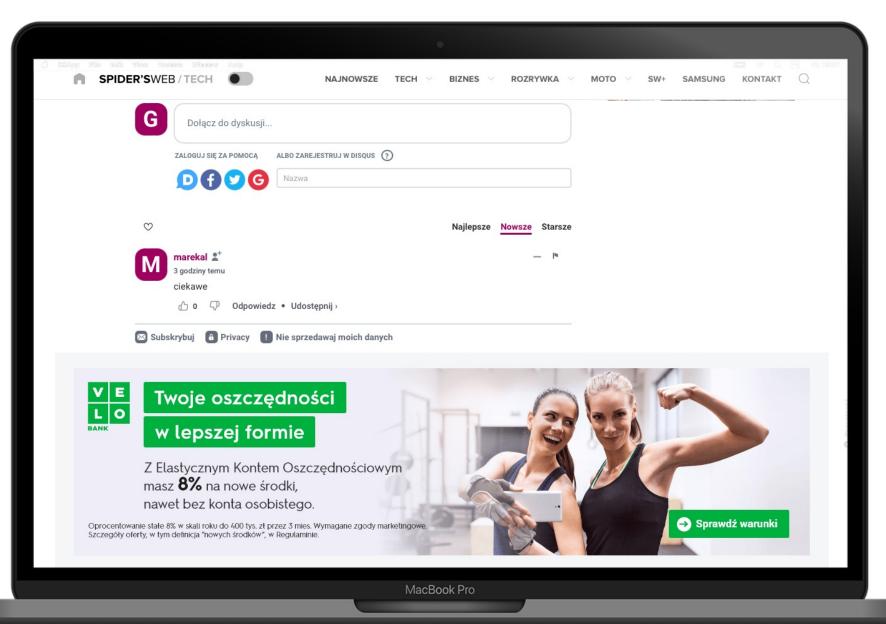


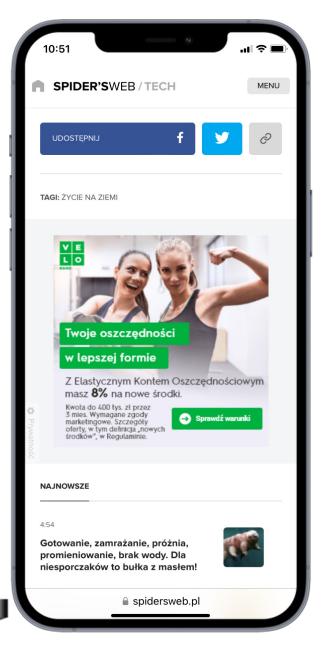


DESKTOP 1180x300 px MOBILE 320x320 px

WIDEBANNER XL3

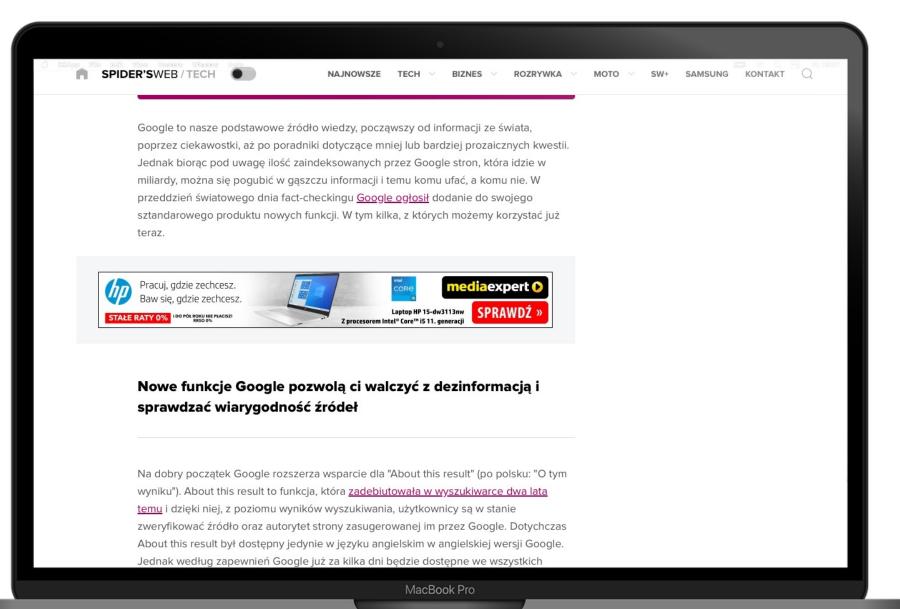
EXAMPLE | VELO BANK





DESKTOP 1180x300 px MOBILE 320x320 px

WIDEBANNER L1 EXAMPLE | MEDIA EXPERT



.ıl 🗦 🔳 SPIDER'SWEB / TECH MENU Google to nasze podstawowe źródło wiedzy, począwszy od informacji ze świata, poprzez ciekawostki, aż po poradniki dotyczące mniej lub bardziej prozaicznych kwestii. Jednak biorąc pod uwagę ilość zaindeksowanych przez Google stron, która idzie w miliardy, można się pogubić w gąszczu informacji i temu komu ufać, a komu nie. W przeddzień światowego dnia fact-checkingu Google ogłosił dodanie do swojego sztandarowego produktu nowych funkcji. W tym kilka, z których możemy korzystać już teraz. RATY 0%! RRSO 0% Pracuj, gdzie zechcesz. Baw sie, gdzie ntel® Core™ i5 11. generacji zechcesz. mediaexpert 🗘 SPRAWDŹ » Nowe funkcje Google pozwolą ci walczyć z dezinformacją i sprawdzać wiarygodność źródeł

DESKTOP 728x90 px MOBILE 320x160 px

WIDEBANNER L2 EXAMPLE | DISNEY+

KONTAKT

SAMSUNG



Fakt, że gry pokroju The Legend of Zelda: Tears of the Kingdom wyglądają tak dobrze, oferując otwarty świat bez ekranów ładowania, już samo w sobie jest sukcesem, biorąc pod uwagę ograniczoną moc obliczeniową Switcha. Natomiast <u>produkcje takie jak Valheim</u> oraz Sons of the Forest potrafią być naprawdę zasobożerne, obciążając zwłaszcza CPU. Zmiana świata w czasie rzeczywistym poprzez pozyskiwanie surowców i wznoszenie konstrukcji to coś, za czym nie przepadają podzespoły. Z tego powodu wątpię w Zeldę z możliwościami niczym w Valheim. Jest jakiś powód, dla którego Minecraft wygląda jak wygląda.



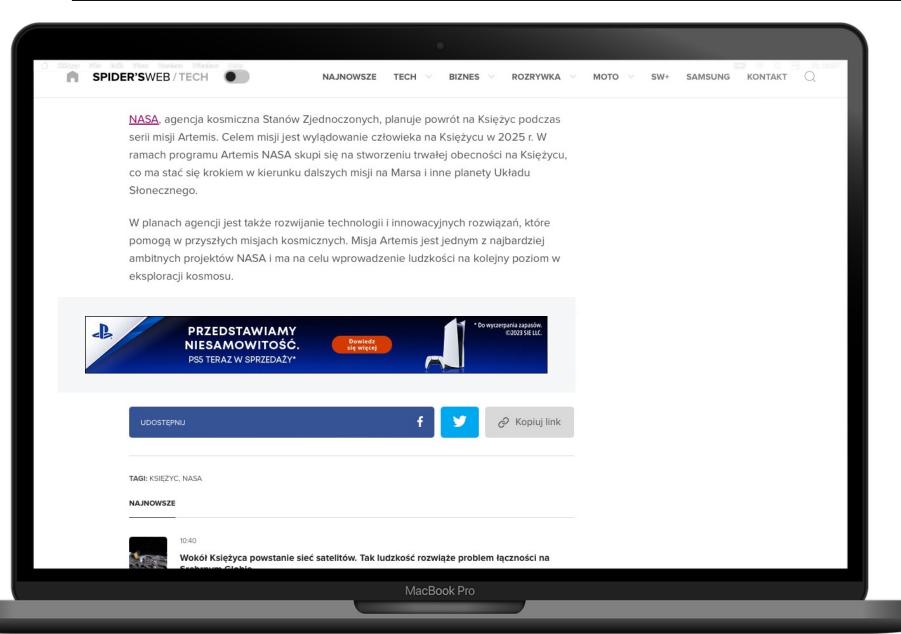
Nawet jeśli Nintendo nie wprowadzi systemu budowania swoich chat i murów, na pewno nie powstrzyma mnie to przed próbowaniem. Tak samo jak tysięcy innych fanów serii, którzy już w Breath of the Wild dokonywali niezwykle kreatywnych osiągnięć, testując limity środowiska stworzonego przez Japończyków.

MacBook Pro



DESKTOP 728x90 px

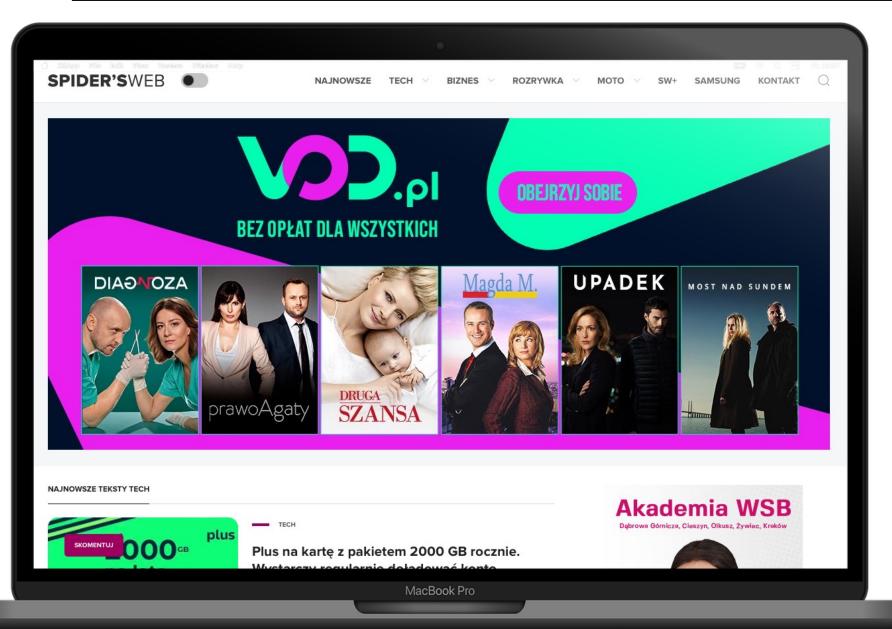
WIDEBANNER L3 EXAMPLE I SONY PS5





DESKTOP 728x90 px MOBILE 320x160 px

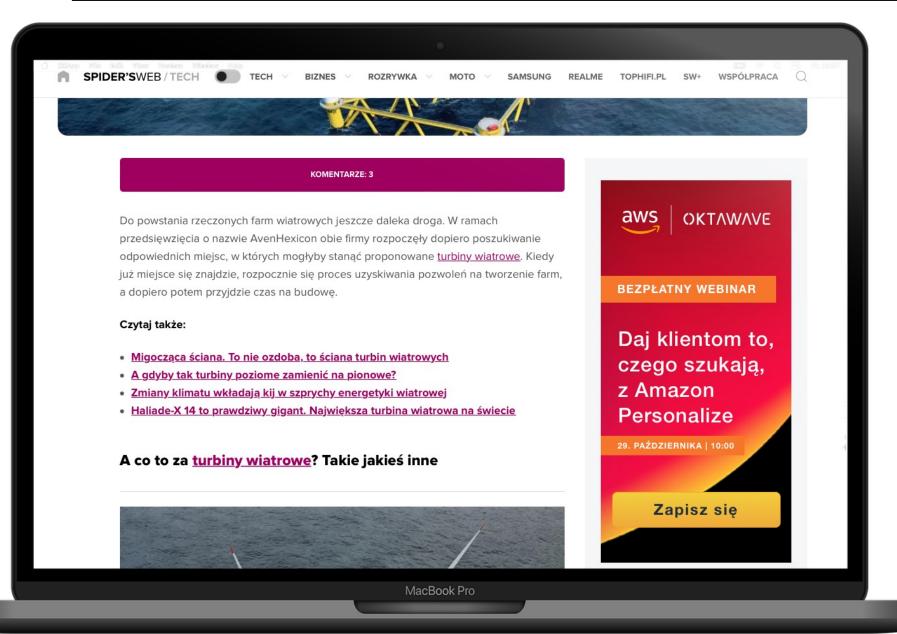
MEGABANNER EXAMPLE I VOD.PL

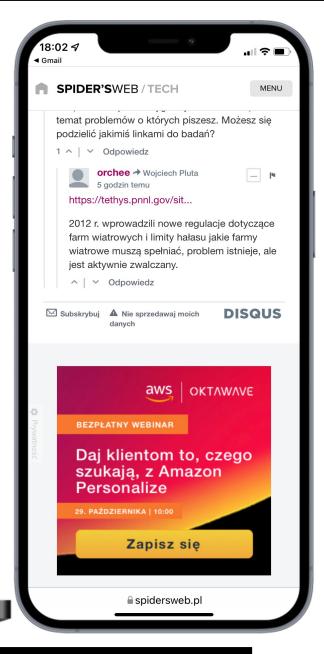




DESKTOP 1180x500 px MOBILE 320x480 px

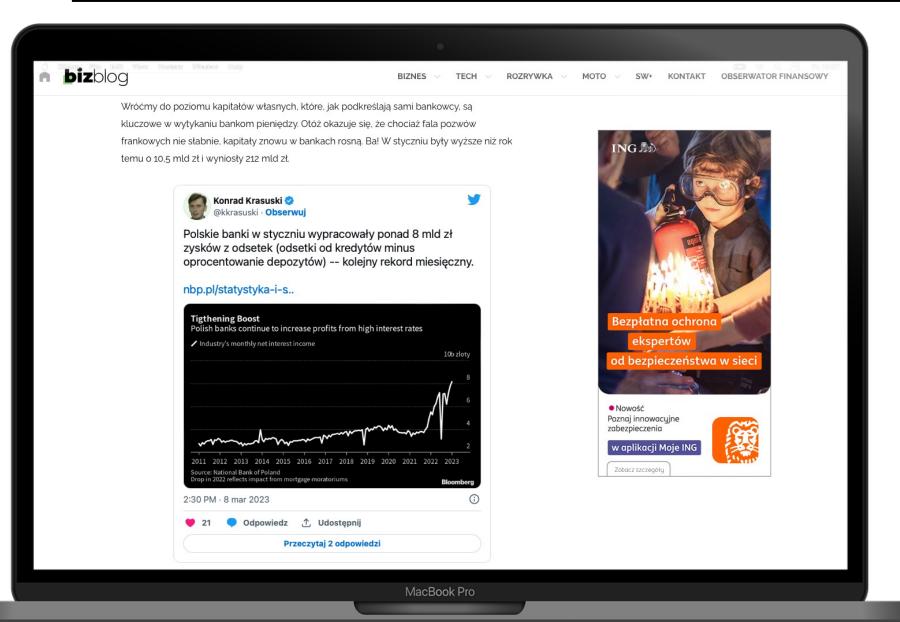
HALFPAGE EXAMPLE | AWS OKTAWAVE





DESKTOP 300x600 px MOBILE 320x320 px

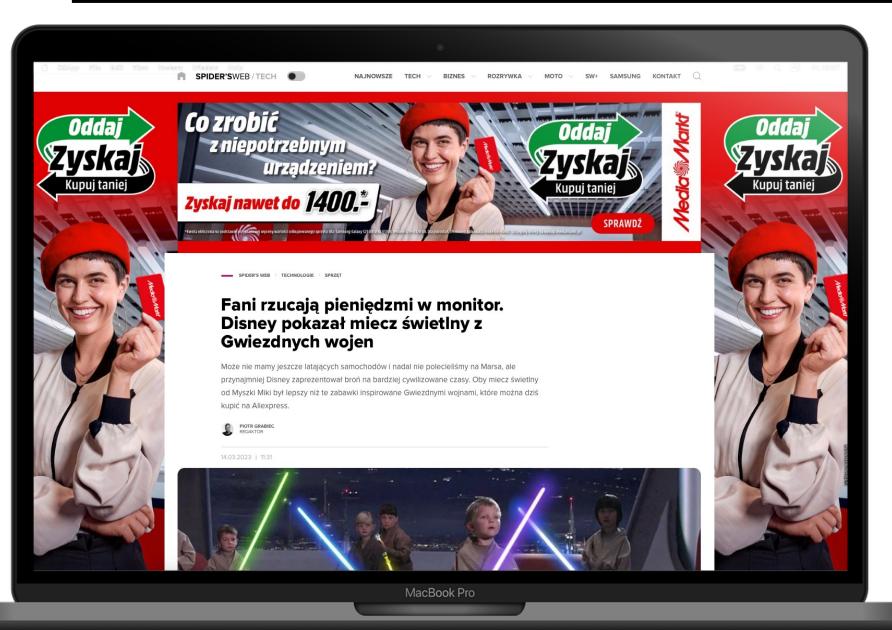
HALFPAGE STICKY EXAMPLE I ING





DESKTOP 300x600 px MOBILE 320x100 px

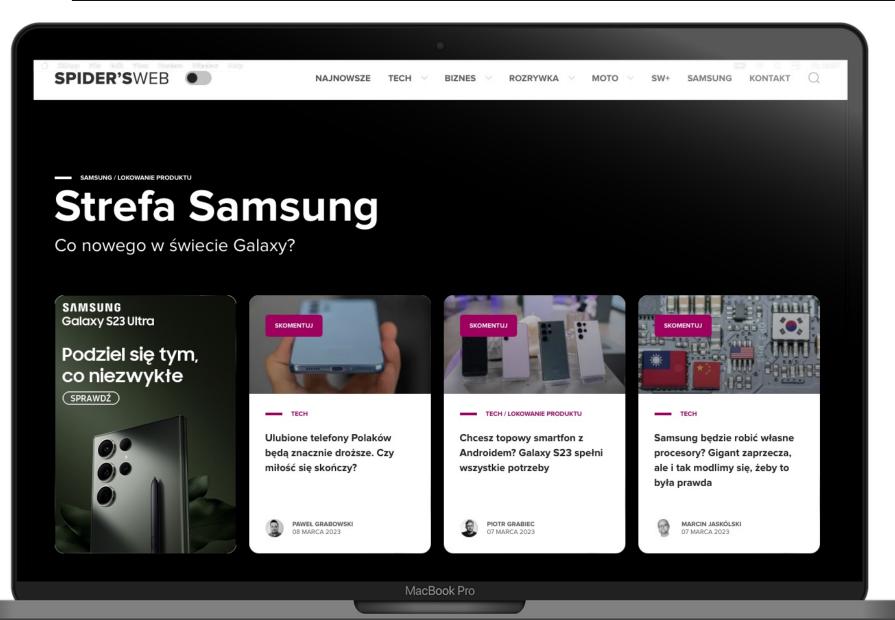
SCREENING EXAMPLE | MEDIA MARKT





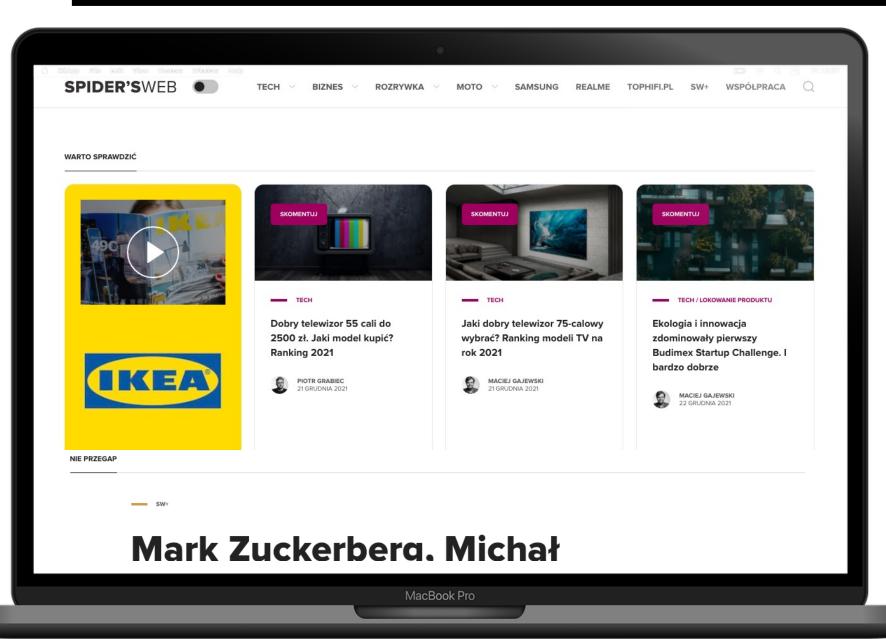
NATIVE WIDGET

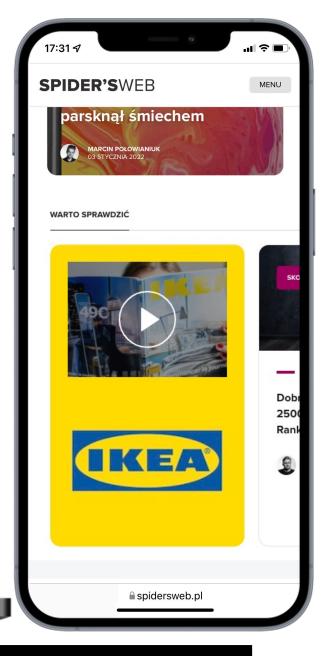
EXAMPLE | SAMSUNG





DESKTOP 280x400 px MOBILE 280x400 px





IN CASE OF ANY QUESTIONS – WE ARE HAPPY TO HELP

reklama@spidersweb.pl