## Radio Ratings Glossary

The most commonly referred to statistics are outlined in the tables below. Your software system may have additional statistics, please refer to your software provider or contact GfK for further information.

| Share \% | Indicates a station's relative strength within a market. It shows the percentage of <br> total radio listening audience during a given time period tuning to a particular station. <br> Share is a station's average audience expressed as a percentage of the total radio <br> audience for the same period. <br>  <br> For example, 8.4\% of all radio listening is to Station G, Mon-Sun, 5:30am to midnight. |
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| Average <br> audience <br> (000's) <br> (Average <br> quarter hour <br> audience) | The average number of listeners tuned to a radio station per quarter hour in any <br> given time period. Usually expressed in thousands (000's). |
| Cumulative <br> audience / <br> Cume / Reach <br> (000's or \%) | The total number of different people who listen to a station for at least eight minutes <br> (one quarter-hour) during any time period. Cume illustrates audience size, as they <br> estimate the unduplicated number of people reached by a station at least once during <br> a particular time period. Cumulative audience can be expressed in thousands (000's) <br> or as a percentage of the total population or total available audience. |

## Radio Ratings Glossary (continued)

Below are statistics that are more commonly found when using reach and frequency analysis:

| Reach | The total number of different people who are reached at least once by an advertising schedule, displayed as numbers of people and/or as a percentage of the population group being targeted. Reach is similar to cumulative audience but is usually quoted in the context of an advertising campaign. Reach can be expressed in thousands (000's) or as a percentage of the population. <br> For example, $15 \times 30$ second commercials placed in Breakfast by Brand A, Mon-Fri, for one week on Station X will reach 312,000 people 25-54, or 30\% of 25-54 year olds. |
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| Average frequency | The average number of times that a station's listeners hear an advertisement. Also known as opportunity to hear. <br> For example, Station A's audience heard an advertising campaign on average 3.1 times. <br> Frequency can either be: <br> - Effective: the number of times the audience has heard the advertising campaign at least once, at least twice etc. Displayed as 1+, 2+, 3+ etc. <br> - Exclusive: the number of times the audience has heard the advertising campaign exactly once, exactly twice, exactly three times. Displayed as $1,2,3$ etc. |
| Gross impacts | The total number of times the advertisement was heard, it measures the weight of a campaign. Each quarter-hour audience figure is added together to create gross impacts, it is a duplicated figure as the listener is likely to hear the spot more than once. Can also be calculated as reach (000's) x frequency. <br> For example, Station $X$ plays a spot at 6.05 a.m., 7.05 a.m., 10.05 a.m., 1.05 p.m. and 4.05 p.m. If each spot attracts an average audience of 10,000 then the Gross Impacts would be 50,000. |
| Cost per thousand (CPM) | The cost of an advertising campaign or spot, based on the number of times an audience is reached (gross impacts) i.e. how much it costs to achieve 1000 impacts. It does not measure how much it costs to reach 1000 different individuals. <br> CPM is calculated by dividing the cost by the number of gross impacts in thousands. For example, a five-spot advertising campaign run on Station $X$ is estimated to achieve 853,000 gross impacts. Each spot cost $\$ 500$. $C P M=\$ 2,500 / 853=\$ 2.93$ |

