



Telekom Baskets Bonn case study

Turning fandom into real tangible value



Telekom Baskets before Blocksport



Lack of digital infrastructure



Absence of web3 perspective

Challenges:



No digital hub only separate website, podcasts on Spotify, Social Media



Different audiences on different platforms





Match schedules in 2 different mobile apps - BBL & BCL





Start of the Journey

Blocksport and **Telekom Baskets Bonn** have joined forces under the **Deutsche Telekom** initiative to enhance fan engagement in their sponsored properties and introduce Web3 technology to the fans.

Telekom Baskets Bonn is now leading the way in digital fan experiences and Web3 adoption in European basketball.









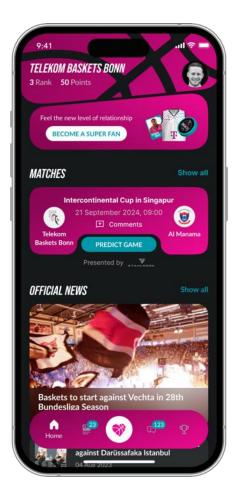


The Super App

The new app has become a vital part of the revamped digital ecosystem, creating a **unique space for fans to interact with the club and each other**.

We have incorporated all the necessary features to inform and engage fans, including a gamification system with fan missions, points, and leaderboards to enhance their connection with the club.



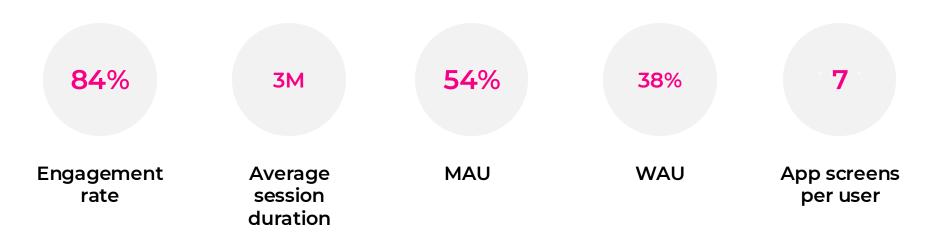






Key Metrics — App Engagement

Since the app's launch, we have achieved remarkable results in fan engagement and app visibility. The club has made significant strides in data collection and establishing commercial processes with fans, marking a major advancement in our digital strategy







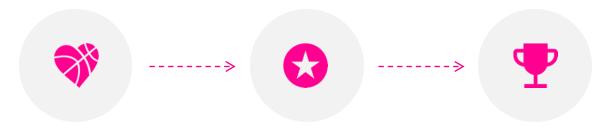




App loyalty program

With the loyalty program inside the app, we allow fans to share the data in the gamified way.

It is a combination of fan missions, fan points and fan rating. In fan missions they need to share some data or make some action in app to complete them. That's how fans receive points and move up in the leaderboard that allows them to take some benefits from club.



Fan missions

Fan points

Fan rating









Key Metrics — Fan Data acquisition

Following the app's launch, we have seen impressive outcomes in **gathering**, **analysing**, and **verifying data**. This has enabled the club to leverage the information effectively for commercial gains

50%

Earned fan points

95%

Started fan missions

25%

Shared full home address

95%

Shared email address

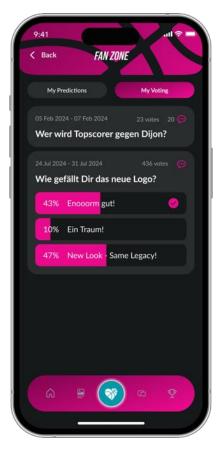




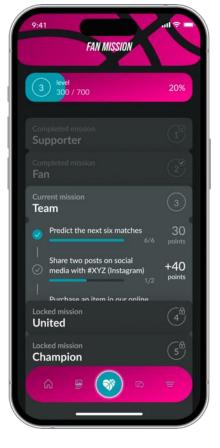


Fans enjoy the new app









UGC

Fan Voting

Chat

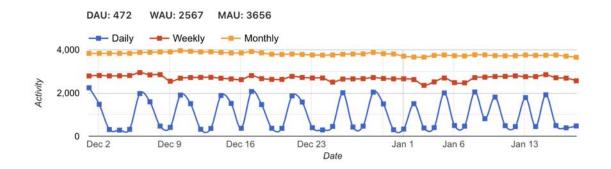
Missions



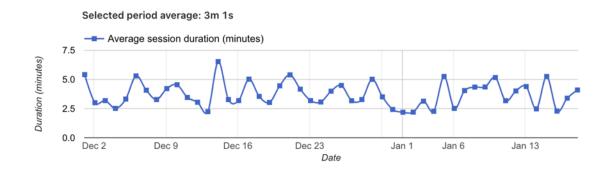


Fan engagement results

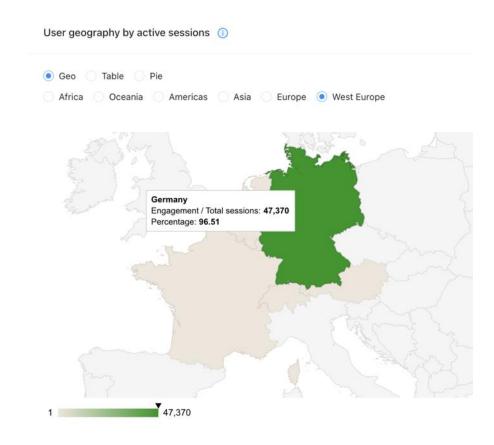
MAU, DAU, WAU



Average session duration



Geography by active sessions



Fan Wallet: coming soon in 2025

The Web3-based Fan Wallet will allow TBB fans to collect fan points in-app and unlock special goods and services, such as digital collectibles. This is a great step into Web3 and a way to improve engagement.











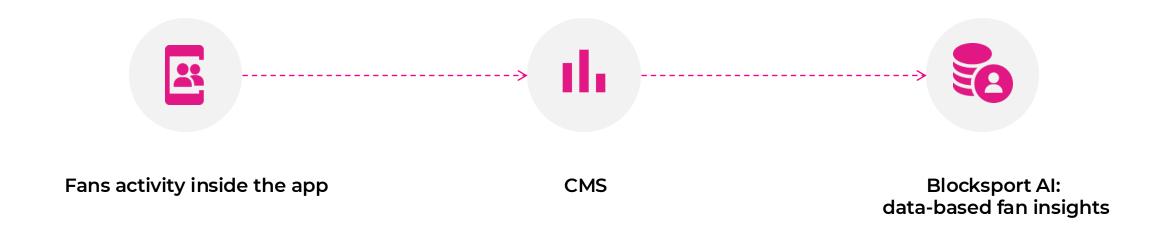






Al-powered Advanced Insights reporting

Ability to extract data from CMS and convert it into usable fan data reports.









Possibilities for TBB's sponsors

2024	2025
Metrics: Registrations, downloads, etc.	Location data tracking
City-level geography: by login place, by registration address	Game day behaviour segmentation
 User segmentation & detailed analysis (CSV export & CMS charts) 	• Multi-segments: 2+ segments (egg. gender + age group)
 Segments by activity: DAU, WAU, MAU, not seen in a week, not seen in a month 	 Blocksport AI Data Analysis Sponsor links and sponsor ad banners with click statistics
 Segments by device: iOS, Android Segments by age group based on DOB 	 Push campaigns with deep in-app links - overall and by user segment In-app popups with custom images and a CTA button
Segments by gender: male, female, diverse	





Roadmap and plans

After embracing the Web2 part of our solution we are on the road to introduce Web3 to the fans with the wallet integrated inside the app and provide enhanced experience for communication between fans and club.

We have amazing plans to achieve new goals and hights.







Platform Roadmap 2025-2026

