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Mediaroom™



# Global momentum building for connected TV

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October 15th, 2008

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# Gartner: IPTV subscriptions to grow 64 percent in 2008

- ▶ Worldwide subscriptions to Internet-based television platforms are on track to reach 19.6 million subscribers in 2008, a 64 percent increase, according to analysts at Gartner
- ▶ Revenue from worldwide internet protocol television is forecast to reach \$4.5 billion, up 93.5 percent from a year earlier, with Western Europe boasting the largest number of IPTV subscribers and North America the largest market for IPTV revenue.
- ▶ Gartner forecasts that 1.1 percent of households worldwide would be using IPTV in 2008, and expects that to rise to 2.8 percent by 2012

Sources: Gartner, September, 2008

# Mediaroom deployments



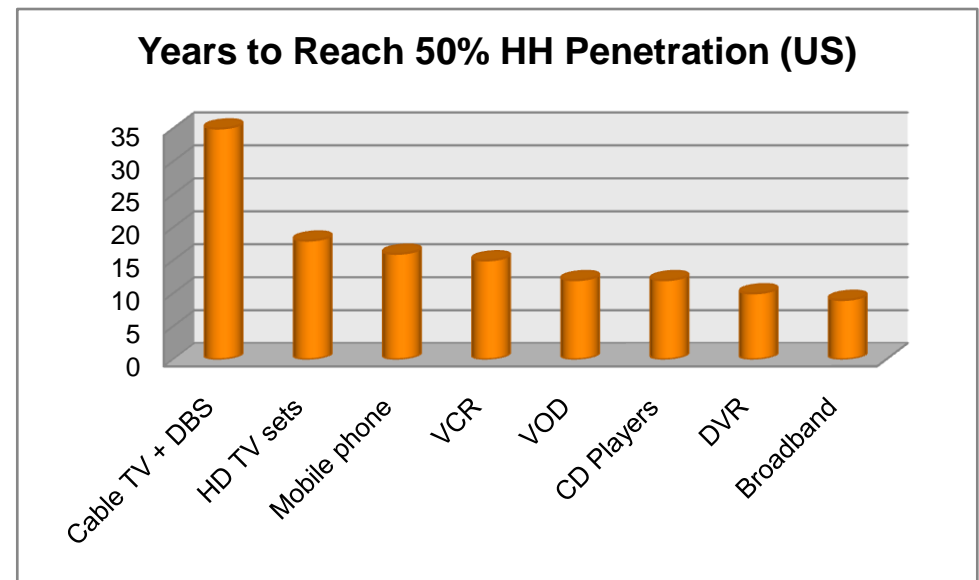
1.5M connected subs, growing at an average growth rate of 3 new sub per minute.

Screen Digest estimate that 1 in 7 active IPTV STBs will be running Microsoft Mediaroom by end of 2008.

# The evolution has just begun ...

- › Consumer adoption of technology takes time to reach critical mass
- › BUT... adoption curves are accelerating, younger generations show huge adaptability to new technology
- › Years to achieve 50% HH penetration (U.S):

Cable TV + DBS	35 yrs
HD TV sets	18 yrs (proj)
Mobile phone	16 yrs
VCR	15 yrs
VOD	12 yrs (proj)
CD Players	12 yrs
DVR	10 yrs (proj)
Broadband	9 yrs (proj)
Internet	9 yrs
DVD	7 yrs



# TV Myths and Truths

Myth	Truth	Implication
Consumers switch mostly for lower prices	<ul style="list-style-type: none"><li>• Almost 30% would switch AND pay an additional fee for a service that includes the features and content they want</li><li>• Another 30+% would switch at the same price for a service with the features and content they want</li></ul>	Segment and target markets before reducing prices
People who are dissatisfied are the most likely to switch	<ul style="list-style-type: none"><li>• The most satisfied and most willing to spend money on entertainment are most interested in new services</li><li>• Nearly 75% of high potential consumers can usually find something they enjoy watching</li></ul>	Market to the satisfaction and enjoyment that people get from TV
High potential consumers (switchers) are Internet users	<ul style="list-style-type: none"><li>• Nearly 30% of high potential households do not have Internet service at home</li><li>• Nearly 40% of British and 50% of French high potential households have no Internet service at home</li></ul>	Package only relevant services for each target

# TV Myths and Truths

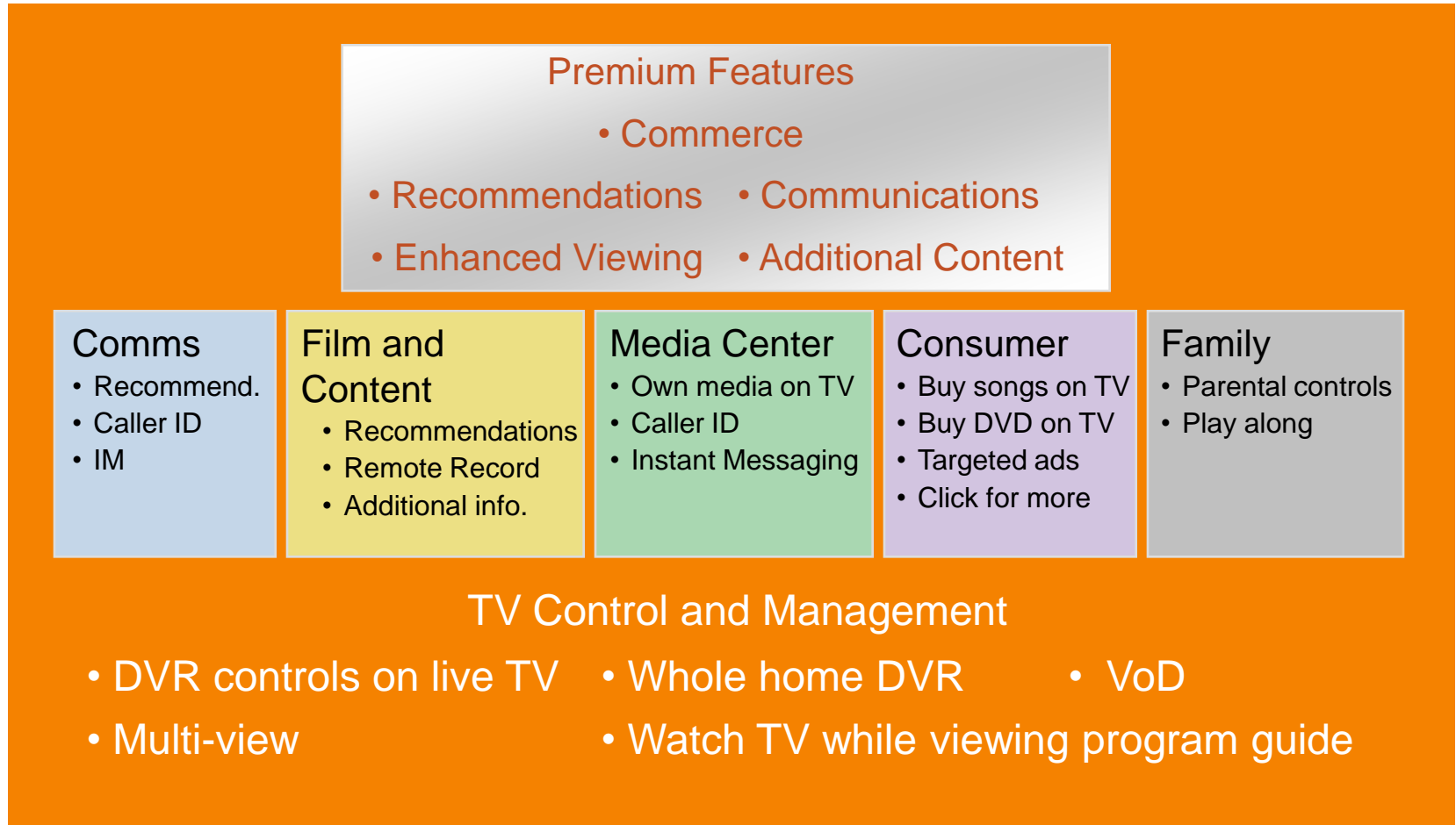
Myth	Truth	Implication
Technically advanced consumers want to self-install and manage their technologies	Up to 50% of the most technically sophisticated consumers would pay extra for better service and support and for a service that is very easy to use (vs. 25% - 30% on average)	Make the service a “no brainer” to install and support
Consumers who are heavy TV watchers will be initial high potential buyers (switchers)	43% of high potential households watch less TV than average	Position around convenience, ease of use and enjoyment
Content is King	<ul style="list-style-type: none"><li>• Features rule (with competitive content)</li><li>• 45% of high potential consumers are willing to pay for IPTV features while only 5% of high potential consumers are willing to pay for additional content alone.</li></ul>	Package and promote the features your segments value most

# Change the buying paradigm from price and channel line up to experience and personalized content

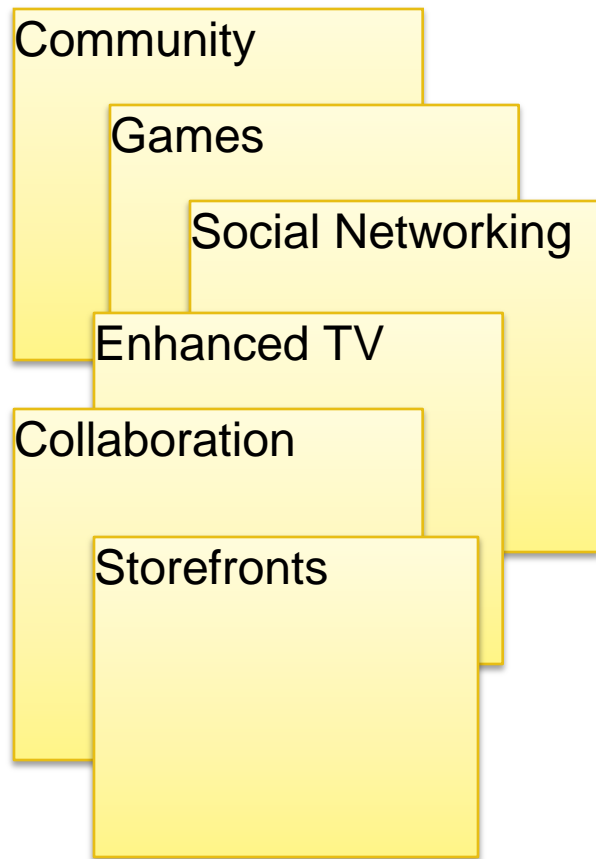
## Unlock the potential of TV Changing the game

<b>Personal <i>My Shows</i></b>	<b>Easy <i>My Time</i></b>	<b>Connected <i>My Screens</i></b>	<b>Social <i>My Friends</i></b>
<i>Unlimited content</i> <ul style="list-style-type: none"><li>• <i>Subscriber-level customization</i></li></ul>	<i>User Interface and remote solve frustrations with TV</i> <ul style="list-style-type: none"><li>• <i>Search</i></li></ul>	<i>Always-on connection</i> <ul style="list-style-type: none"><li>• <i>Two-way network</i></li></ul>	<i>Two-way network</i> <ul style="list-style-type: none"><li>• <i>Integration of buddy list, presence, communities</i></li></ul>

# Build the market for connected features to capture the next generation of high value revenue



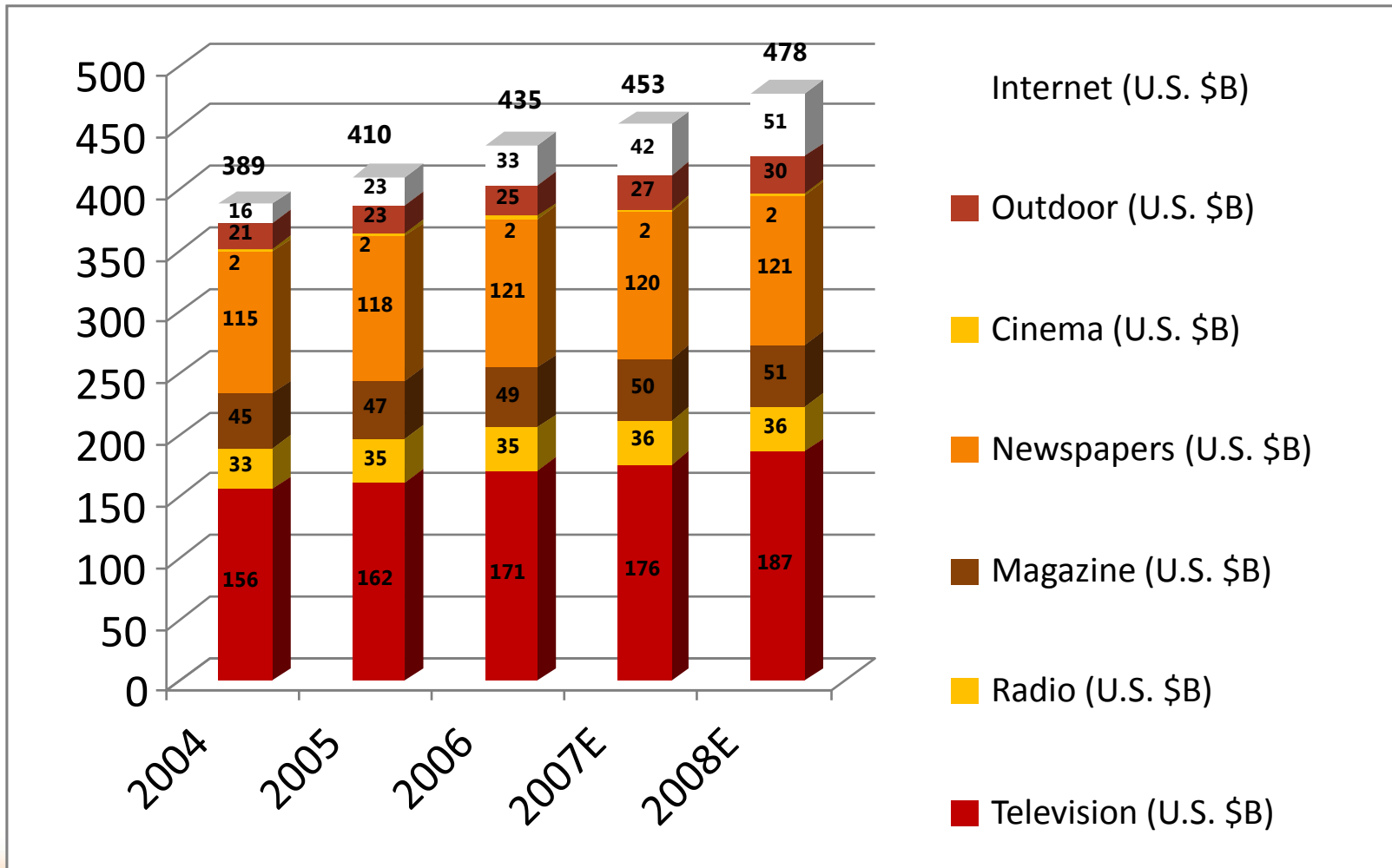
# New business models: Interactive applications



- Enable applications that truly extend the user experience
- Look & feel on par with native apps
- Build applications that run in the network
- Build applications which leverage existing web data
- Evolve to richer environments and development tools
- Use applications as a clear differentiator or charge for them

# New business model: targeted ads

## Global Market Share of Advertisement Expenditure



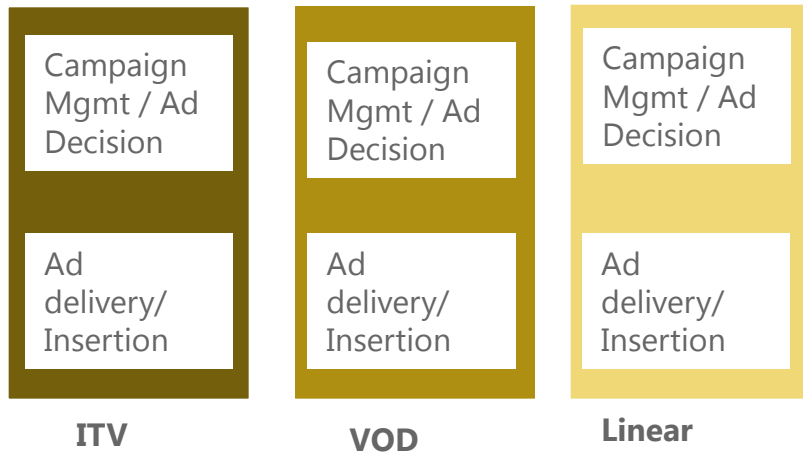
# Keys to Creating Value for Advertisers



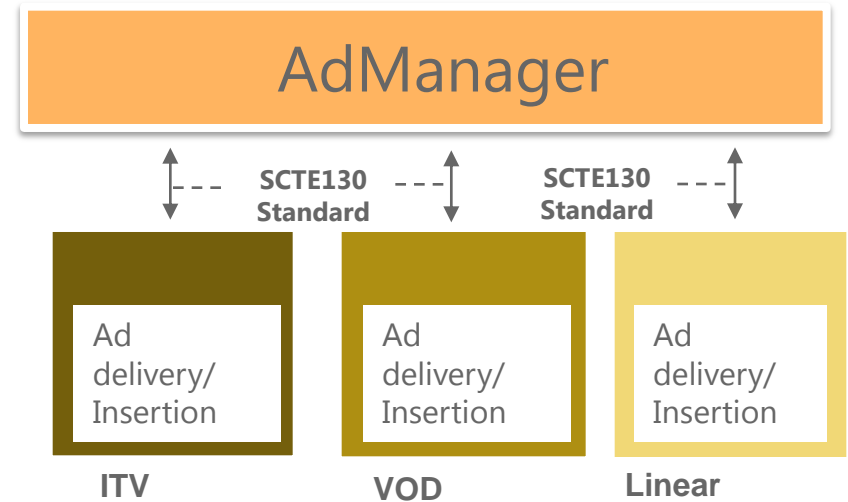
- Accurate viewer measurement
  - Allows advertisers to assess campaign effectiveness
- Ad targeting
  - Lets advertisers reach "their" customers
- Support of features which enable viewer engagement
  - Get more info on a advertiser's product
  - Reinforce brand messaging through creative sponsorships

# Today's advanced ad solutions

## Vertically Integrated "Stovepipe" Solutions



## Tomorrow's Solutions: Single Campaign & Ad Decision



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