

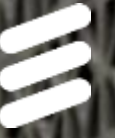


ERICSSON

# TV & MEDIA 2016 PRESENTATION

Ericsson ConsumerLab

# ERICSSON CONSUMERLAB ANNUAL RESEARCH



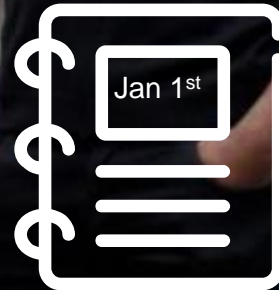
REPRESENTING  
**1.1 BILLION**  
PEOPLE



MORE THAN  
**40**  
COUNTRIES



**100,000**  
RESPONDENTS



**20**  
YEARS  
OF RESEARCH



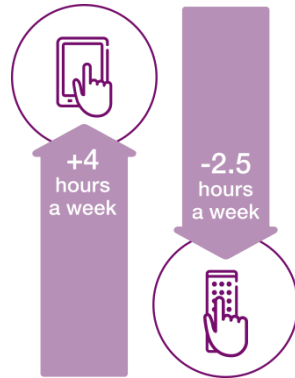
# GLOBAL KEY FINDINGS: TV Media 2016



## 1 Total TV and video viewing time increases through massive growth in mobile viewing

Since 2012, the average consumer globally has increased their viewing on mobile devices by 4 hours a week, while their fixed screen viewing has declined by 2.5 hours a week. This means that today they spend an extra 1.5 hours watching TV and video than they did 4 years ago

In the US, 20 percent of the increased mobile viewing is paid-for premium content



## 2 Consumers' mobile viewing habits thrive with the perception of unlimited video streaming

40 percent of consumers globally are very interested in a mobile data plan that includes unlimited video streaming capabilities. At 46 percent, millennials are the group most interested, as they typically use multiple on-demand services and appreciate mobility



## 3 Scheduled linear TV viewing suffers when millennials go all-in with streamed user generated content (UGC)

Consumers aged 16-34 spend almost 2.5 hours more each week watching streamed on-demand UGC, compared to 35-69 year olds. At the same time, they spend almost four hours less than the older population when it comes to watching live & linear broadcast content



## 4 Consumers in the US spend 45 percent more time choosing what to watch on video on-demand (VOD) services than scheduled linear TV services, yet they rate VOD services higher

In fact, 63 percent of consumers are very satisfied with content discovery in their VOD service, while only 51 percent say the same for their scheduled linear TV provider

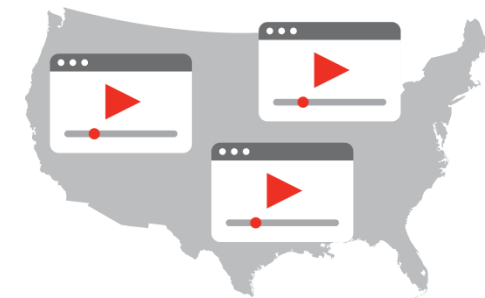
The time-consuming discovery process can be frustrating, yet it is acceptable because VOD enables consumers to find content they want to watch, when they want to watch it



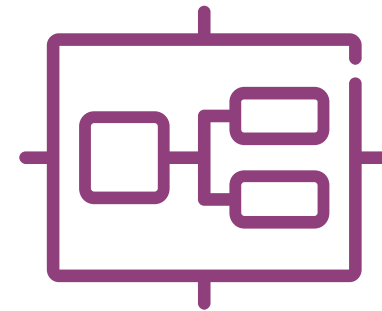
## 5 Consumer spending on VOD services in the US has increased by over 60 percent in just a few years

Over a period of 4 years, consumers say they have increased their VOD spending from an average of USD 13 to USD 20 per month

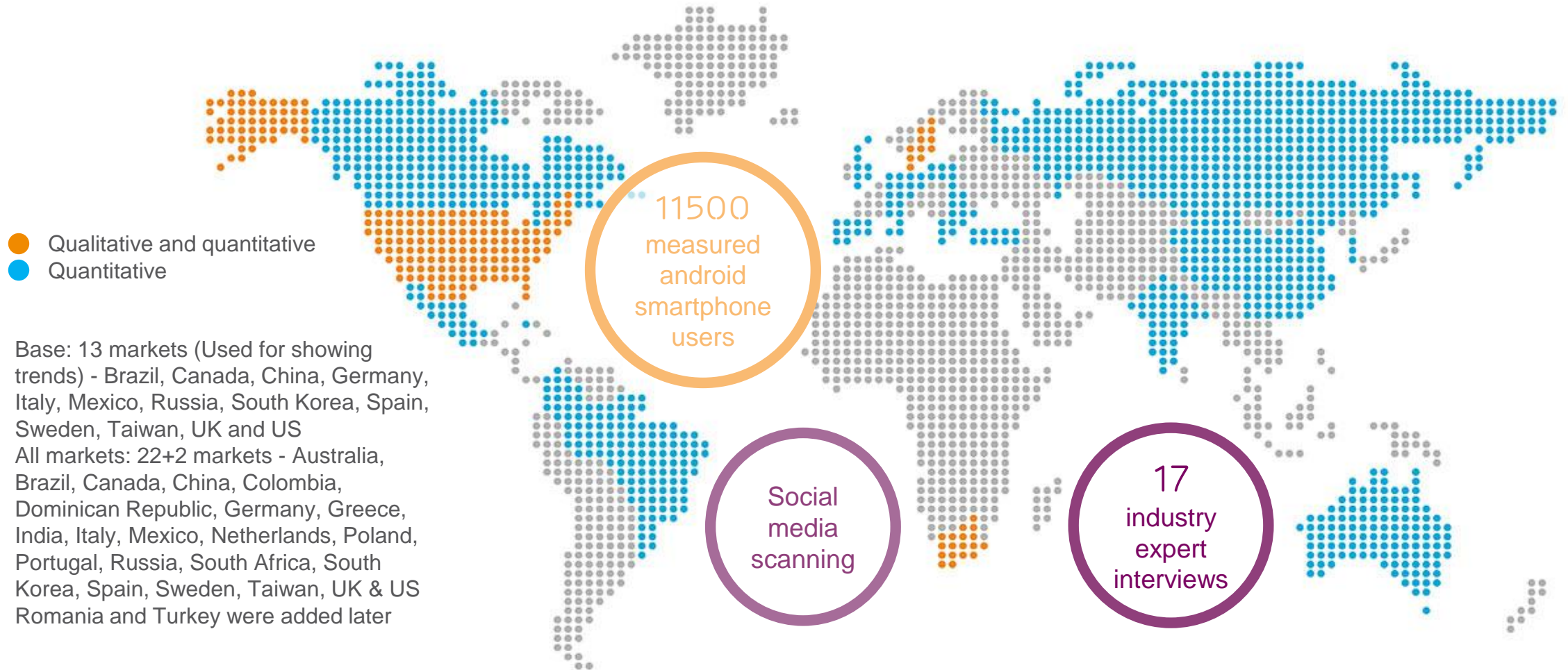
Paid scheduled linear TV services continue to account for about half of the average household media spending in the US. While the average household uses 1.3 scheduled linear TV services, it also uses 3.8 VOD services



# METHODOLOGY



# REPRESENTING 1.1 BILLION CONSUMERS



Base: 13 markets (Used for showing trends) - Brazil, Canada, China, Germany, Italy, Mexico, Russia, South Korea, Spain, Sweden, Taiwan, UK and US  
All markets: 22+2 markets - Australia, Brazil, Canada, China, Colombia, Dominican Republic, Germany, Greece, India, Italy, Mexico, Netherlands, Poland, Portugal, Russia, South Africa, South Korea, Spain, Sweden, Taiwan, UK & US  
Romania and Turkey were added later

Qualitative: 24 in-depth interviews (San Francisco, Cape Town & Stockholm)  
Quantitative: >30 000 online interviews aged 16-69 in 24 markets

# REPRESENTING THE VIEW OF 1,1 BILLION CONSUMERS



	Australia	Brazil	Canada	China	Colombia	Dominican republic	Germany	Greece	India	Italy	Mexico	Netherlands
Population** (Millions)	23	204	35	1367	47	11	81	11	1250	62	122	17
Population 16-69** (Millions)	16	145	25	1025	33	8	56	8	875	43	85	12
Internet (panel) population** (%)	80	55	85	30	50	45	75	65	20	60	55	85
<b>Survey Population (Millions)</b>	<b>13</b>	<b>80</b>	<b>21</b>	<b>308</b>	<b>16</b>	<b>4</b>	<b>42</b>	<b>5</b>	<b>175</b>	<b>26</b>	<b>47</b>	<b>10</b>

	Poland	Portugal	Romania *	Russia	South Africa	South Korea	Spain	Sweden	Taiwan	Turkey *	UK	US
Population (Millions)	40	11	22	142	54	49	48	10	23	79	64	322
Population 16-69** (Millions)	30	8	16	102	38	37	34	7	17	55	44	225
Internet (panel) population** (%)	60	60	50	65	45	85	70	85	80	50	85	70
<b>Survey Population (Millions)</b>	<b>18</b>	<b>5</b>	<b>8 *</b>	<b>66</b>	<b>17</b>	<b>32</b>	<b>24</b>	<b>6</b>	<b>13</b>	<b>28 *</b>	<b>37</b>	<b>158</b>

\* Not included in global results, but market data is available \*\*Population and Internet usage levels based on source: CIA World Fact Book.

Info: In countries with purple names, the internet population is significantly different from the national population. In the other markets, the internet population is closer to the national population.

# ABBREVIATIONS & DEFINITIONS



## ABBREVIATIONS

- › **A-VOD (Advertising Video On-Demand)**
  - A video on-demand service that includes advertising. By watching ads the consumer can typically watch the video content either for free, or at a reduced cost
- › **S-VOD (Subscription Video On-Demand)**
  - A video on-demand service where the consumer typically pays e.g. a monthly fee, and is then allowed to watch as much as he/she would like during that month
- › **T-VOD (Transactional Video On-Demand)**
  - A video on-demand services where the consumer typically pays for each film or video he/she want to watch
- › **UGC (User Generated Content)**
  - Any type of content e.g. text, audio or video, that is created by consumers, for consumers
- › **UGVC (User Generated Video Content)**
  - Video content created by consumers, for consumers. Typically made available through A-VOD services like YouTube

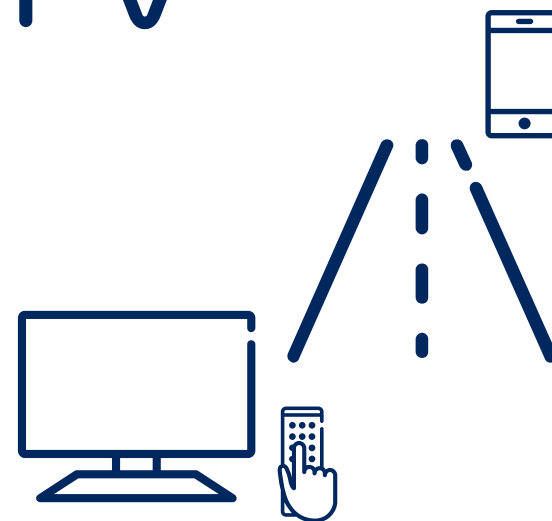
## DEFINITIONS

- › **Millennials vs. 35+**
  - In this study, we include all consumers aged 16-34 in the group of Millennials. We thus include all consumers aged 35-69 in the 35+ group
- › **Binging**
  - Although the definitions in the industry varies, in this study we have defined binging as watching at least two episodes in a row (immediately after each other) as Binging. It could be at least two episodes of the same TV series, or even two movies (e.g. Die Hard II and III) in a row.
- › **Connected devices user vs. Non-connected devices user**
  - Consumers who own and use e.g. Apple TV, Fire Stick, Roku are connected devices users, while anyone else is a non-user.
- › **Daily user of Traditional TV**
  - People who watch traditional TV at least once per day

- › **Daily UGC viewer**
  - People who watch UGC at least once per day
- › **Daily VOD viewer**
  - People who watch on-demand movies, TV series or other programs at least once per day
- › **Heavy Bingers**
  - People who binge at least once per day.
- › **Heavy Netflix users**
  - People who watch Netflix 1 hour or more per day
- › **Heavy Scheduled linear user**
  - People who watch scheduled linear TV 1 hour or more per day
- › **Heavy VOD users**
  - People who watch movies, TV series or other TV programs on-demand 1 hour or more per day
- › **High Mobile Video user vs. Low Mobile Video user**
  - People who own a smartphone and a tablet, as well as watch mobile video at least 1 hour per day are high mobile video users, and everyone else is a low mobile video user
- › **Limitless mobile streamer**
  - Consumers with a mobile data plan that includes unlimited mobile data
- › **On-demand vs. No on-demand viewer/spender**
  - Consumers that spend time (>0) on on-demand video on a weekly basis is an on-demand viewer, those that do not, are a non user
- › **OTT on demand user**
  - Consumer that spend time (>0) watching OTT on-demand content on a weekly basis
- › **OTT cutter (last 12 months)**
  - Consumer that eliminated their spending on internet based (OTT) video services in the past 12 months
- › **OTT shaver (last 12 months)**
  - Consumer that decreased their spending on internet based (OTT) video services in the past 12 months

- › **OTT never**
  - Consumer have never paid for any internet based (OTT) video services
- › **OTT increaser (last 12 months)**
  - Consumer that have increased their spending on internet based (OTT) video services in the past 12 months
- › **OTT unchanged (last 12 months)**
  - Consumer that pay as much today as they did 12 months ago for internet based (OTT) video services
- › **Scheduled linear pay TV user**
  - Consumer that pay (>0) for scheduled linear pay TV service
- › **TV cord cutter (last 12 months)**
  - Consumer that eliminated their spending on scheduled linear pay TV services in the past 12 months
- › **TV cord cutter (more than 1 year ago)**
  - Consumer that eliminated their spending on scheduled linear pay TV services in the past 12 months
- › **TV cord shaver (last 12 months)**
  - Consumer that decreased their spending on scheduled linear pay TV services in the past 12 months
- › **TV cord never**
  - Consumer that have never paid for any scheduled linear pay TV services
- › **TV cord unchanged (last 12 months)**
  - Consumer that have not changed their spending on scheduled linear pay TV services in the past 12 months
- › **TV cord increaser (last 12 months)**
  - Consumer that increased their spending on scheduled linear pay TV services in the past 12 months
- › **UGC user**
  - Consumer that watch User generated Content
- › **Non-UGC user**
  - Consumer that does not watch User generated Content

# EVOLUTION OF TV





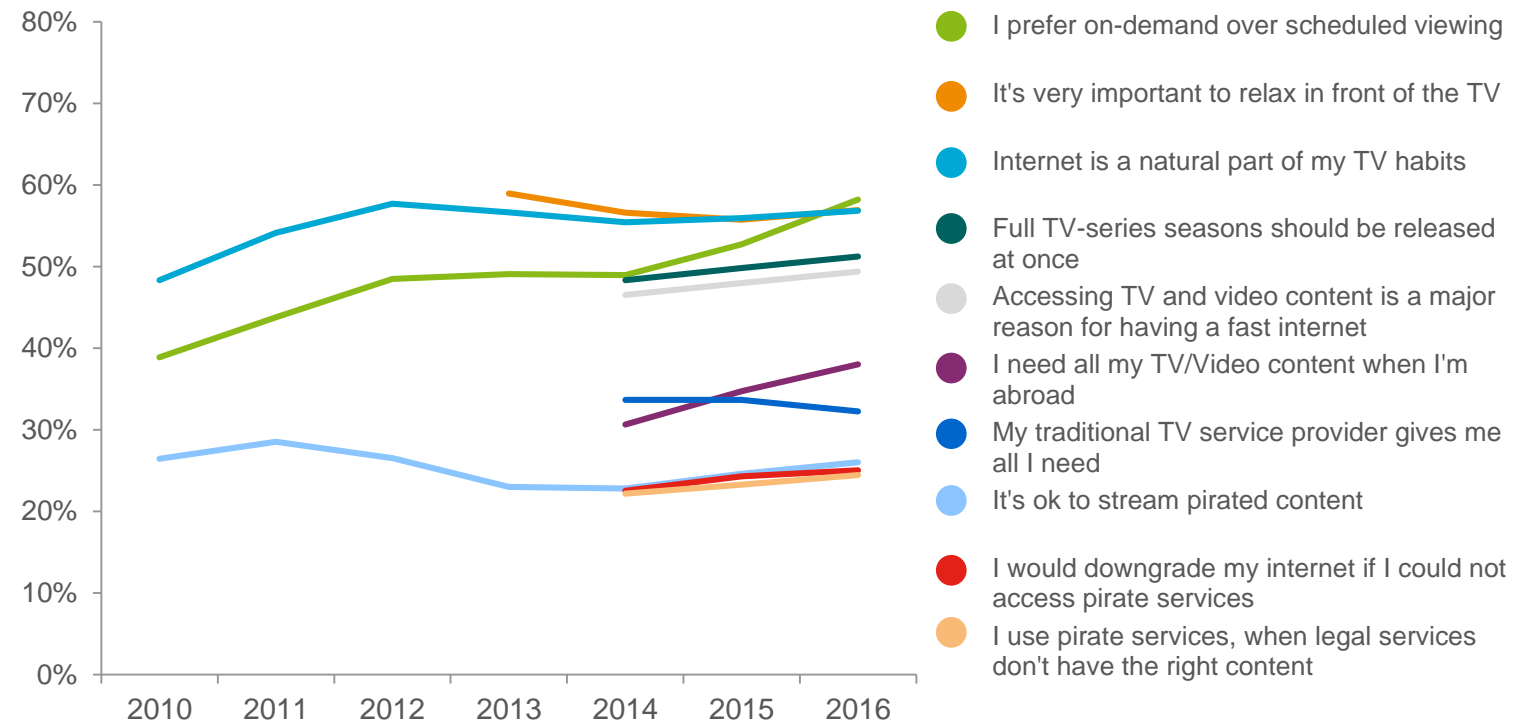
# TV-ATTITUDES 2010-2016



- › Limited changes in many attitudes towards media the last three years
- › Significant growth when it comes to importance of on-demand consumption and of internet's role in peoples media habits
- › Since 2014 bringing TV content abroad has grown in importance

***“There are no country borders in consumerland!”***

TV and media attitudes\* (showing top 2 answers on 7-graded scale) [self-reported]



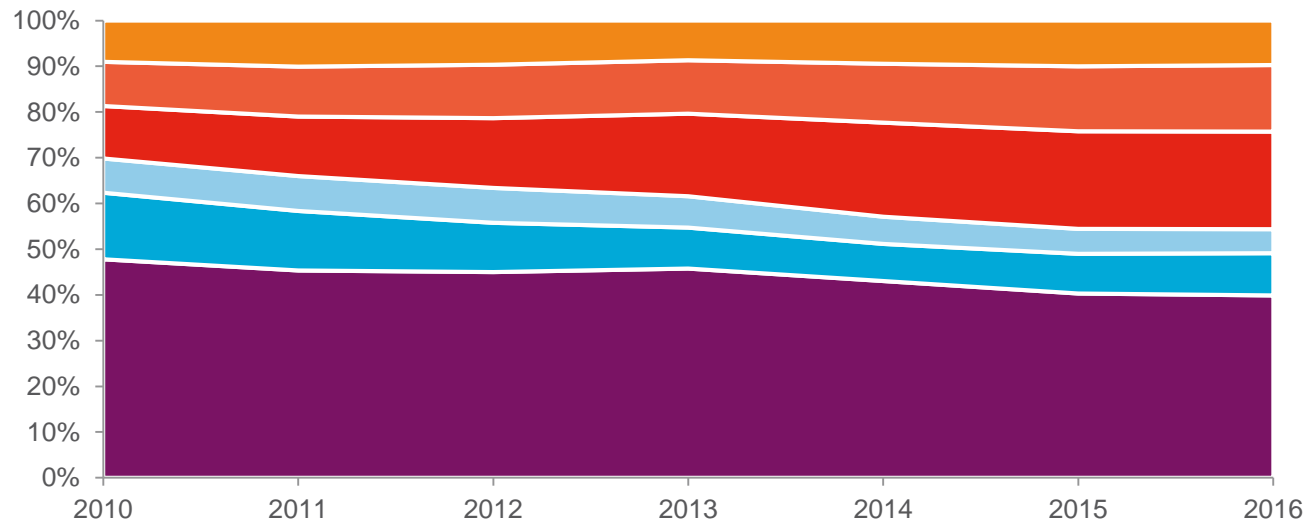
BASE: Population aged 16-69\*\*\*\* watching TV/Video at least weekly and having Broadband at home in Brazil\*\*\*, Canada\*\*\*, China, Germany, Italy\*\*\*, Mexico\*\*\*, Russia\*\*\*, South Korea\*\*, Spain, Sweden, Taiwan, UK and US  
 \* Trending using a 3 years moving average ¼, ½, ¼, \*\* included 2011-2016, \*\*\*included 2013-2016, \*\*\*\* Ages 16-59 covered in 2010-2012

# SCHEDULED TV VIEWING LOSE SHARE OF TIME



Share of total viewing hours per week for each type of TV/video\* [Self-Reported]

- Downloaded movies, TV series & other programs
- Streamed on-demand movies, TV series & other programs
- Short video clips
- DVD/Blu-ray etc
- Recorded linear TV
- Scheduled linear TV

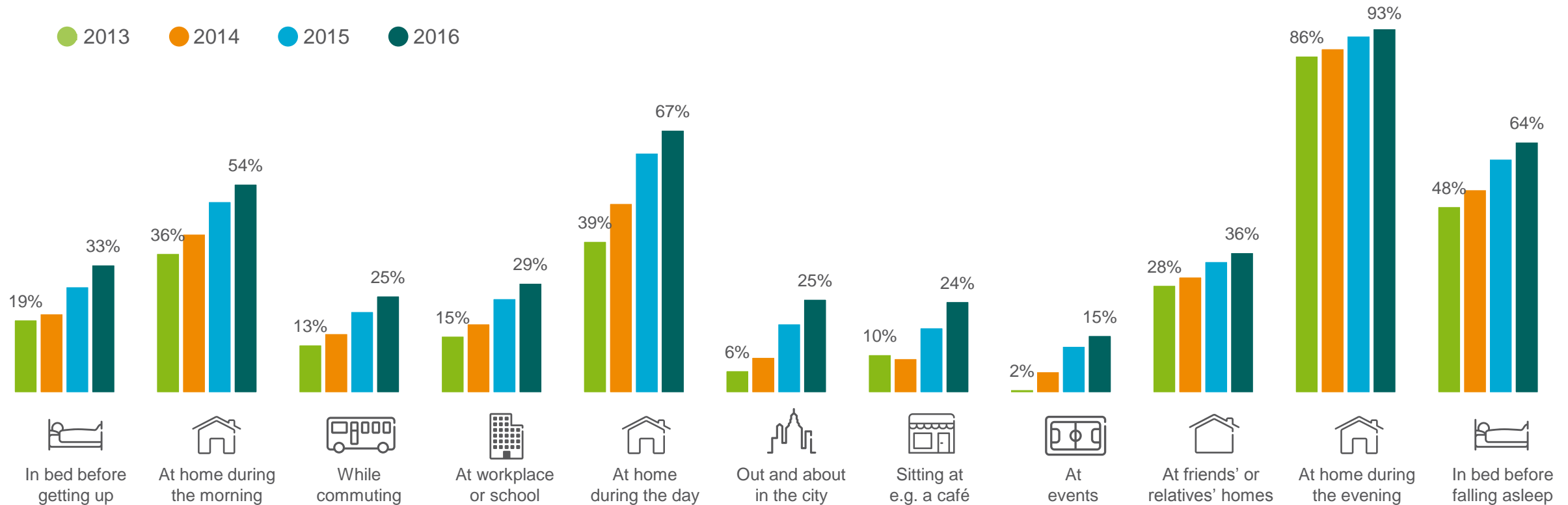


- › Even if scheduled linear TV lose share of total viewing time, it is still roughly twice as big as any other TV and video type
- › Streamed on-demand movies and TV programs gains traction, and has increased it's share by 50 percent since 2010
- › Short video clips (like YouTube) viewing has increased it's share by almost 90 percent since 2010

# THE DEVELOPMENT OF WEEKLY VIEWING HABITS FROM 2013 TO 2016



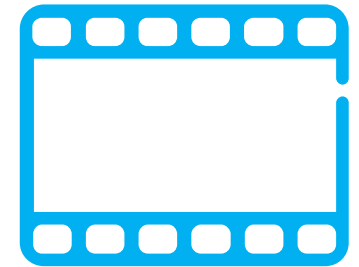
Percentage of consumers that on a weekly basis watch any type of TV/video content in different situations, comparison across years [self-reported]



BASE: Population aged 16-69\*\*\*\* watching TV/video at least weekly and having Broadband at home in Brazil\*\*\*, Canada\*\*\*, China, Germany, Italy\*\*\*, Mexico\*\*\*, Russia\*\*\*, South Korea\*\*, Spain, Sweden, Taiwan, UK and US

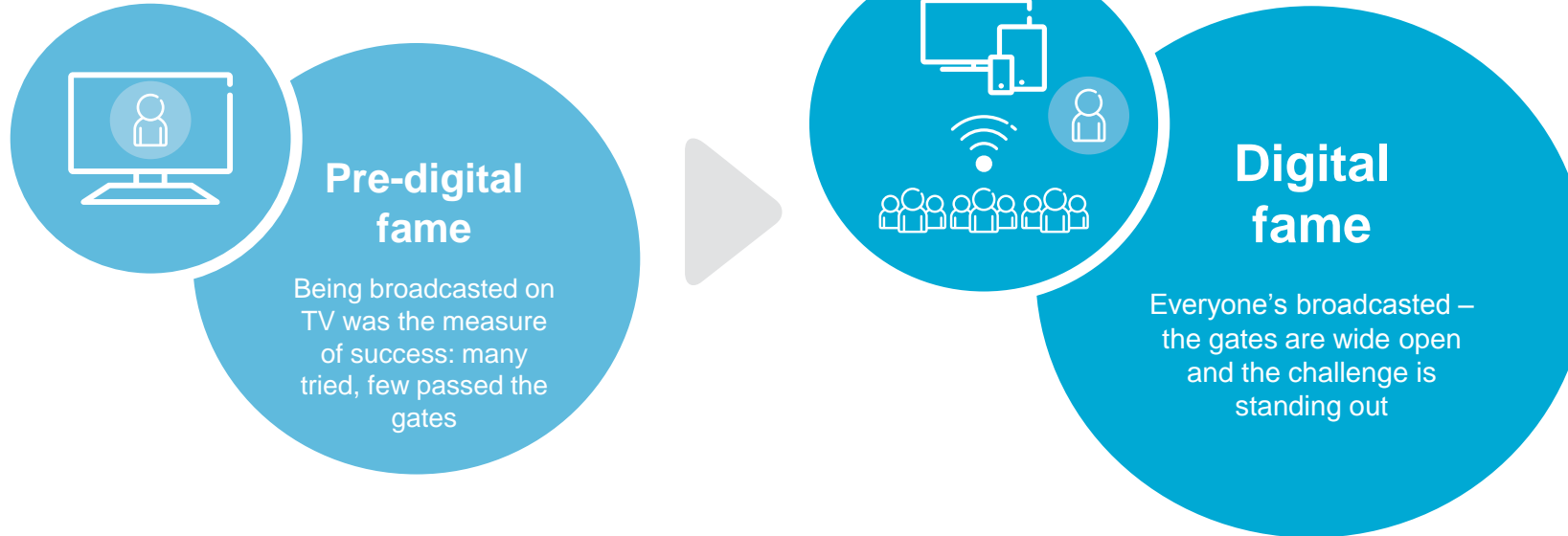
\* Trending using a 3 years moving average ¼, ½, ¾, \*\* included 2011-2016, \*\*\*included 2013-2016, \*\*\*\* Age 16-59 covered in 2010-2012

# EMERGING CONTENT CATEGORIES

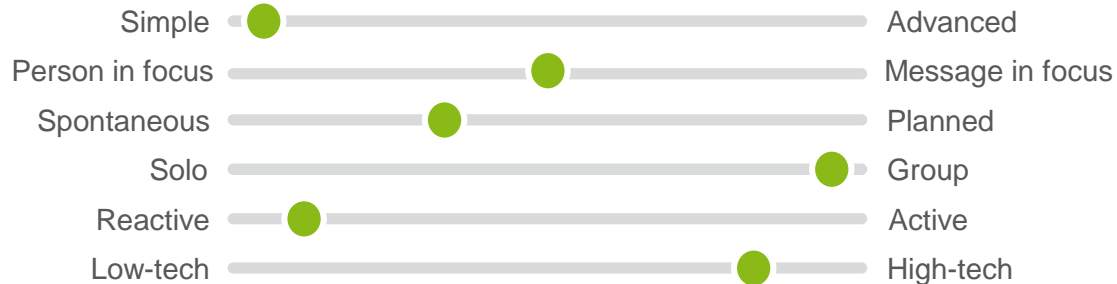




# FROM GATEKEEPERS TO FLOODED GATES



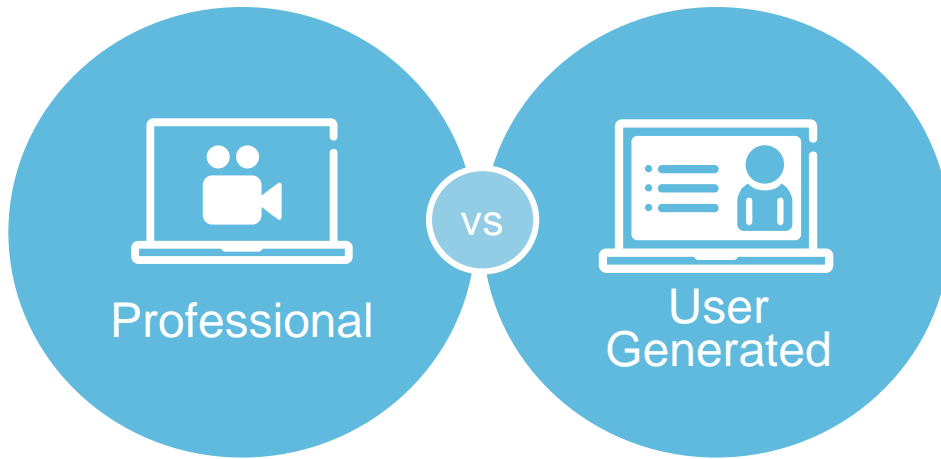
## SIX creative parameters that determine the output



“The apps and software we use are very simple, we never experienced any issues capturing and sharing content”

Marcus, 28, Sweden

# DRIVERS DIFFER BETWEEN UGC AND PAID VOD



**Paid VoD content**

The “book”: quality, single narrative that commands time and attention



**User generated VoD content**

The “pile of magazines”: in-and-out content snippets on any topic



Paid VOD services offer professionally curated content and boast a select number of exclusive quality productions that command attention and time.

Paid VOD viewing is typically more planned and “special”



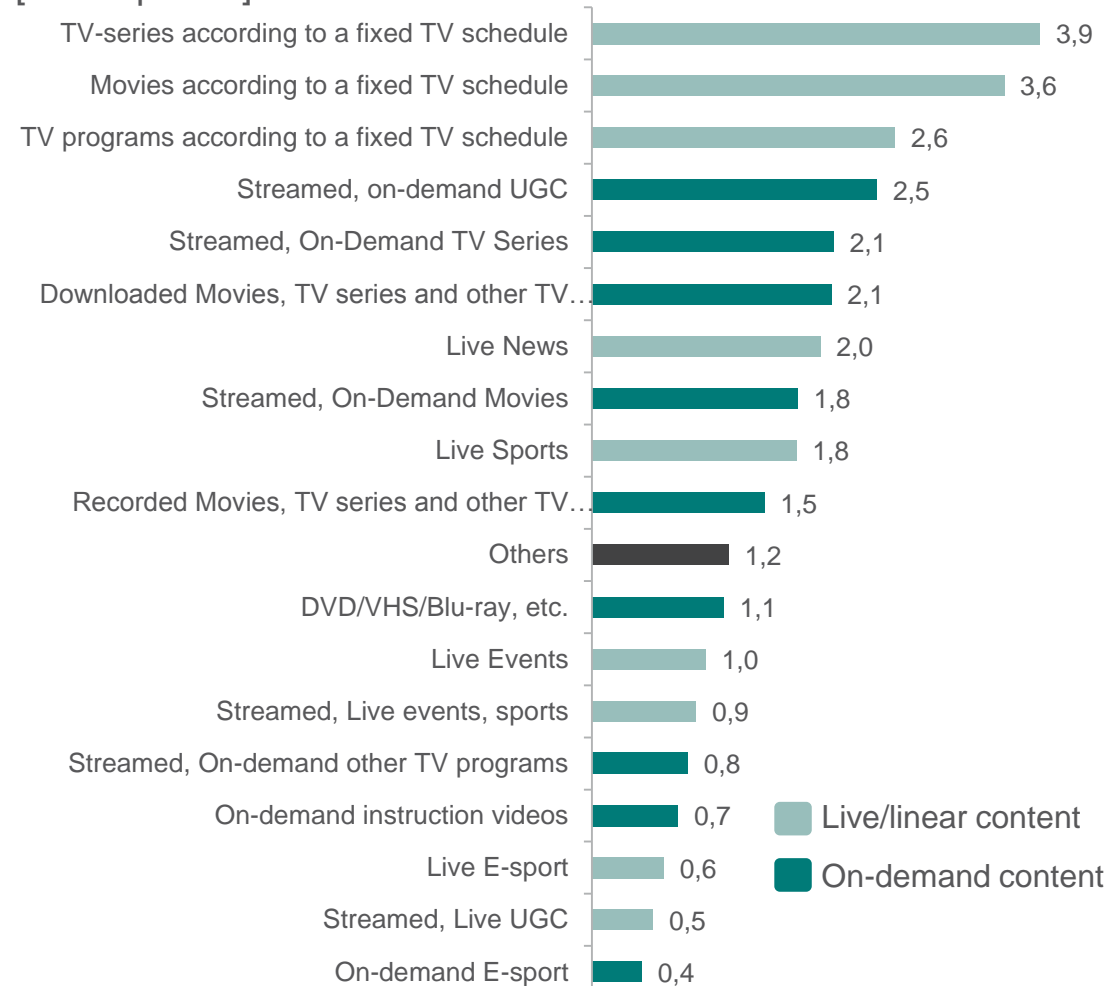
UGC services on the other hand features almost unlimited, crowd-generated short-form content on any conceivable subject, encouraging viewers to become creators themselves.

UGC viewing is typically more spontaneous; as a seamless part of a wider social media usage

# IMPORTANCE OF LIVE CONTENT



Average weekly hours actively watching TV and video content  
[Self-reported]



- › Long form content continues to keep its stronghold on viewer eyeballs – almost 60 percent of all active viewing is spent on Movies, TV series and TV programs
- › UGC viewing makes up some 10 percent of the total active viewing
- › Live content continues to grow in importance – today 20 percent of the total active viewing is spent on live content

# ON DEMAND IS ALREADY 50% OF MILLENNIALS TOTAL VIEWING TIME

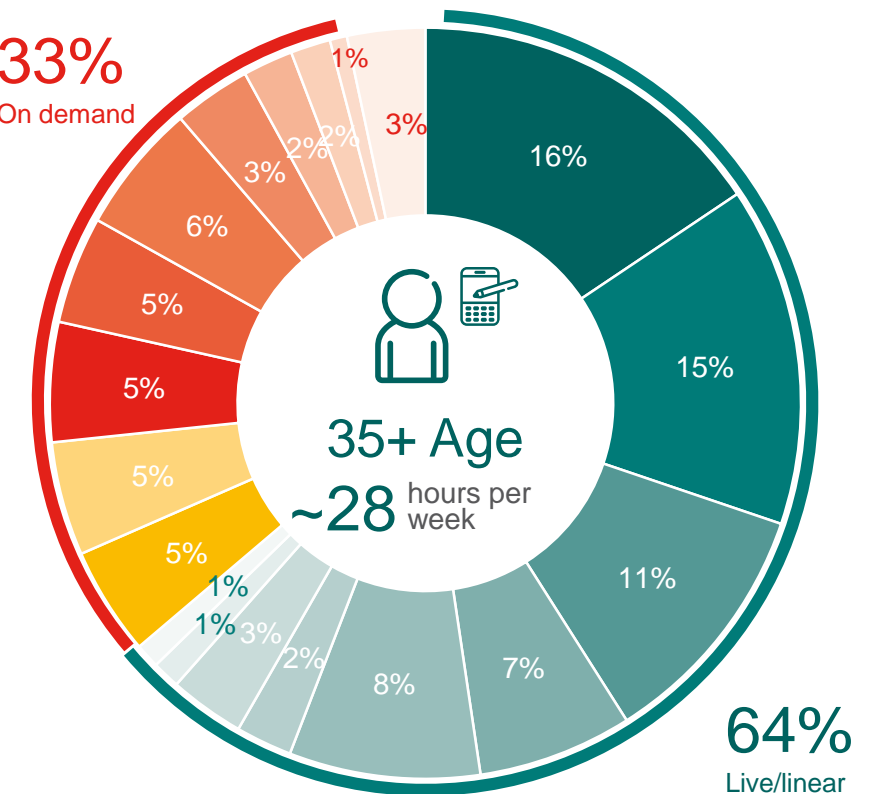
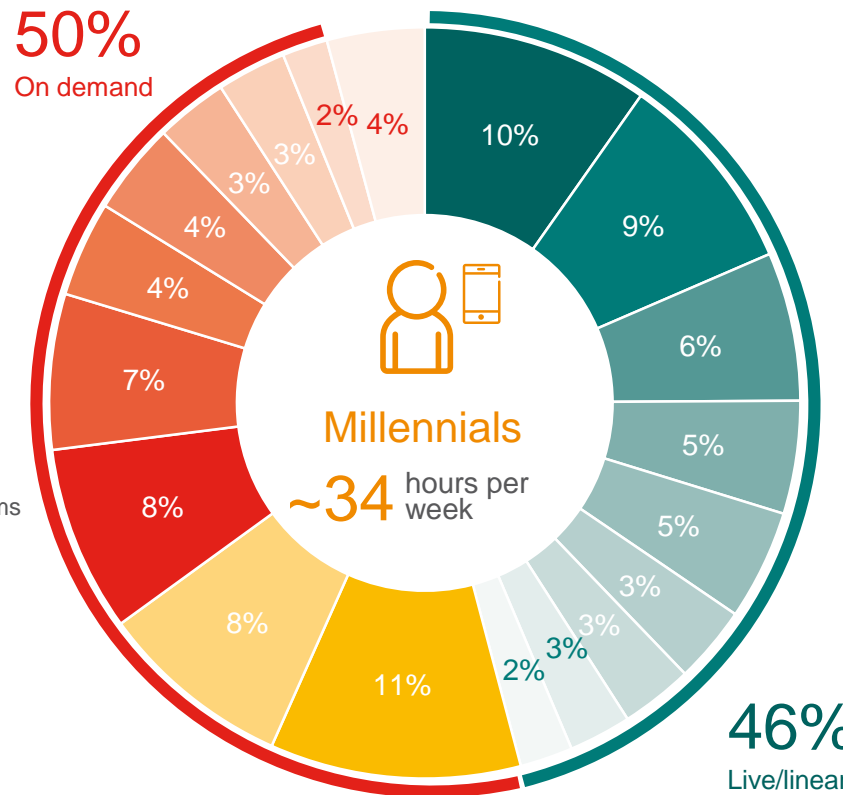


Average number of hours active viewing TV/video per week 2016 (for different kinds of content) -Millennials vs. those aged 35-69 [Self-reported]

**~2.5** hours/week more spent by millennials watching streamed on-demand UGC

**~4** hours/week more spent by 35-69 year old's watching scheduled linear TV

- TV-series according to a fixed TV schedule
- Movies according to a fixed TV schedule
- TV programs according to a fixed TV schedule
- Live Sports
- Live News
- Streamed, Live events, sports
- Live Events
- Live E-sport
- Streamed, Live UGC
- Streamed, on-demand UGC
- Streamed, On-Demand TV Series
- Downloaded Movies, TV series and other TV programs
- Streamed, On-Demand Movies
- Recorded Movies, TV series and other TV programs
- DVD/VHS/Blu-ray, etc.
- Streamed, On-demand other TV programs
- On-demand instruction videos
- On-demand E-sport
- Others

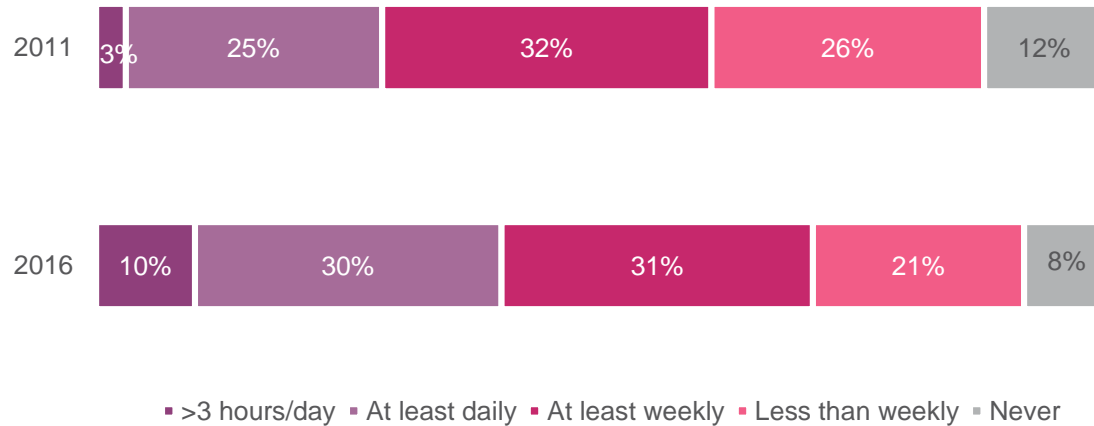




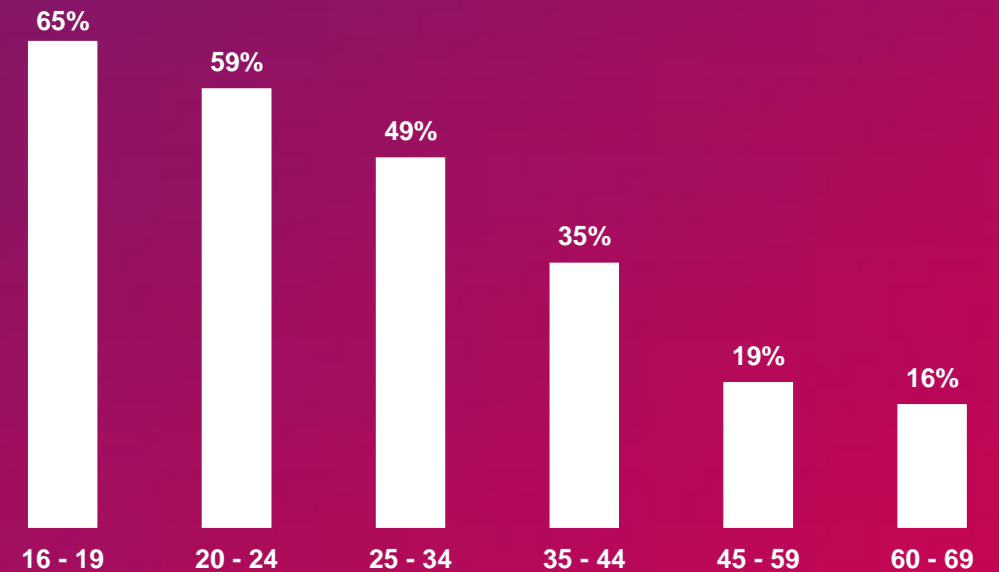
# YOUTUBE GROWS IN IMPORTANCE



Percentage of consumers watching YouTube with different frequency\* [self-reported]



Percentage of consumers watching YouTube at least daily by age, [self-reported]

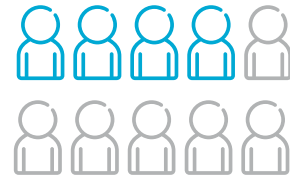
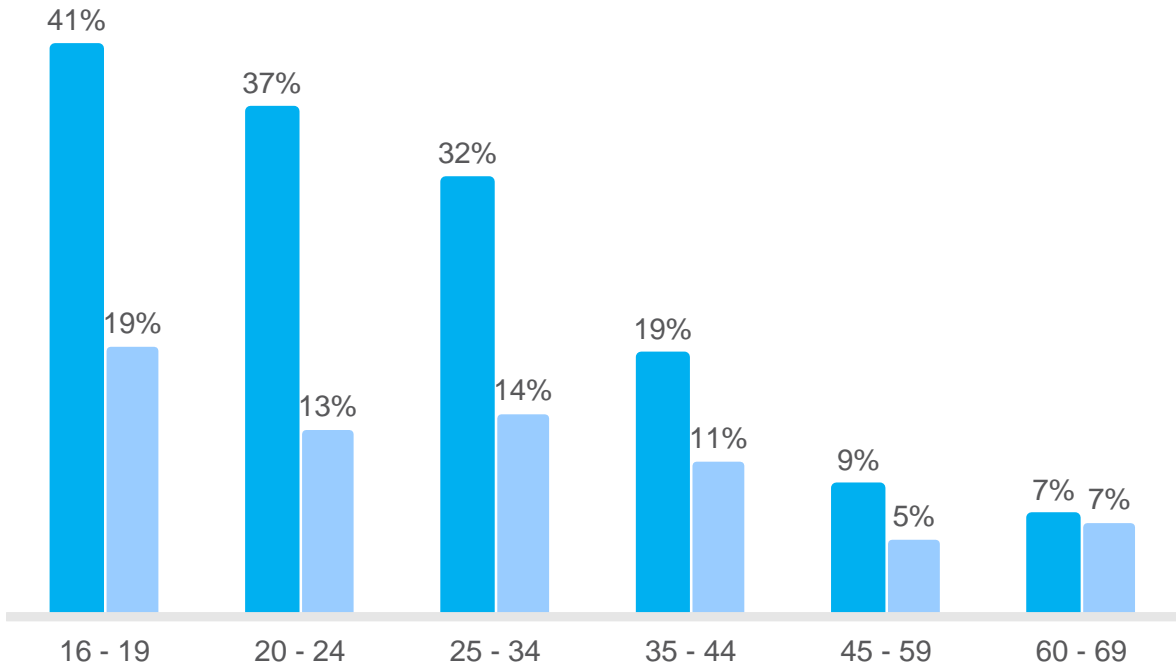


# THE APPEAL OF E-SPORT



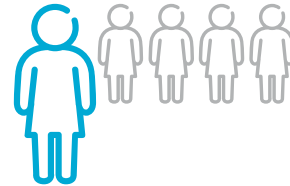
Percentage of consumers watching e-Sport [self-reported]

■ Male ■ Female



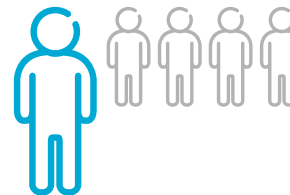
**4/10**  
Watch in the 16-19 age group

E-sport is particularly appealing to males at younger age, where 41% of 16-19 year olds watch e-sport either in live or on-demand format!



**1/5**  
Young women watch e-sports

For young women in the same age group, almost 1 in 5 report watching this type of content!



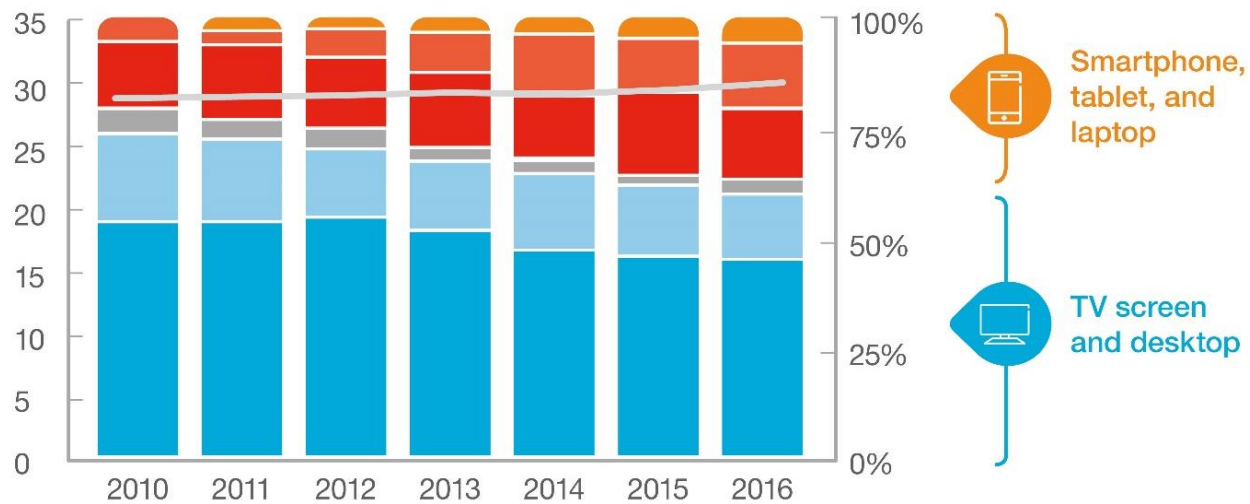
**1/5**  
Watch in the 35-44 age group

While the percentage of consumers that watch e-sport decline along the age scale, it is noteworthy to see the continued interest among males up to the age of 35-44, with almost 1 in 5 watching e-Sport!

# TV VIEWING INCREASE & SCREENS ARE SHIFTING



Share of total TV/video-time done on respective device screen on left axis, and average total nr of hours per week watching TV/video [self-reported]

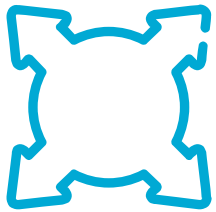


“We’ve been preparing for the growth in video across our mobile network for some time and we don’t talk about percent of growth, but in terms of the number of times bigger it’s going to be.”

Gary Traver  
Director of Media, Telstra

# LIVE STREAMING

## The Good, The Bad and The Ugly



### New Possibilities



**1**

#### As close as it gets

Broadcasting live means being in real-time contact with the viewers, with the potential to offer unprecedented closeness and raw emotional connection

**2**

#### New venues

In the years to come, UGVC'ers will explore the format and give rise to new forms of communication and entertainment – everything from movies and music to journalism and storytelling.

**3**

#### New celebs and old

UGVC'ers who master the format and create relevant content will form a new genre of online celebrities, with a potential for global influence.



### New Challenges



**1**

#### No precedence

**2**

#### Live is live

**3**

#### Content quality

**4**

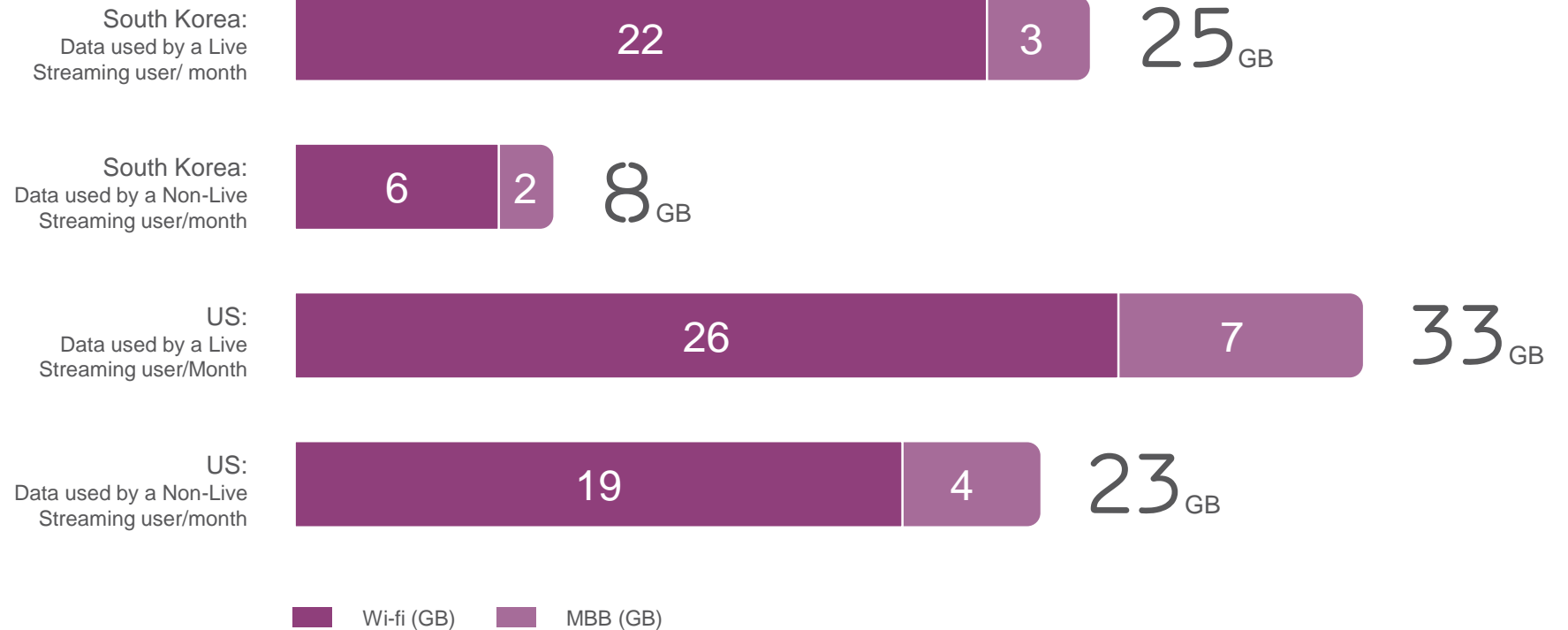
#### Planned viewing



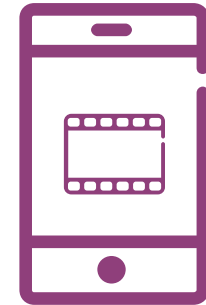
# LIVE STREAMERS CONSUME 3X MORE DATA



Monthly data consumption per month (in GB) of video users [On-device Measurement]



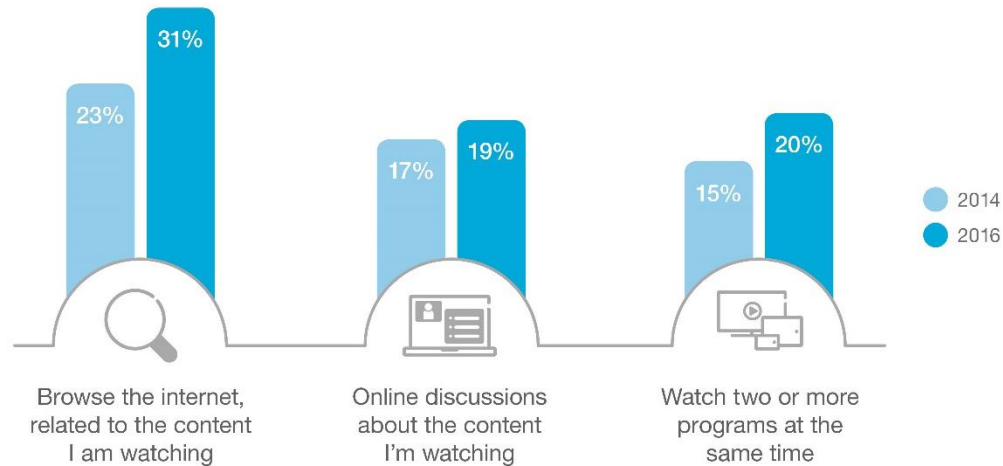
# MOBILE VIEWING & DEVICES



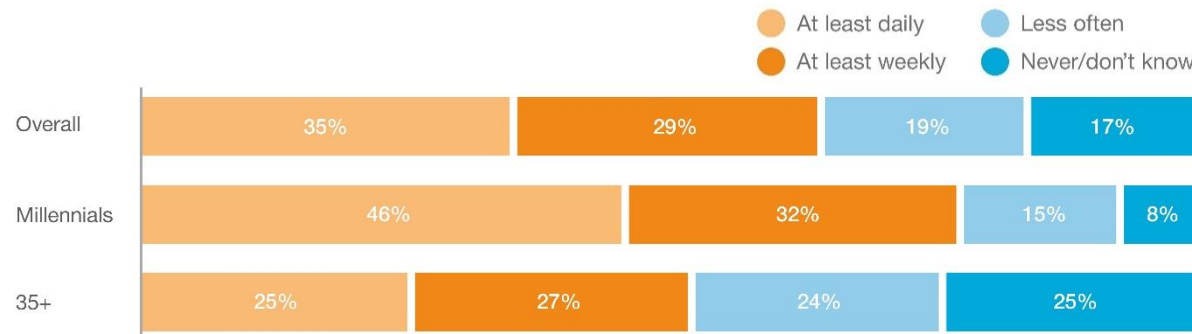
# A SPLIT FOCUS FOR 2<sup>ND</sup> SCREEN VIEWERS



Percentage of consumers performing activities on a second screen as part of their viewing experience on a weekly basis, 2014 vs. 2016 [self-reported]



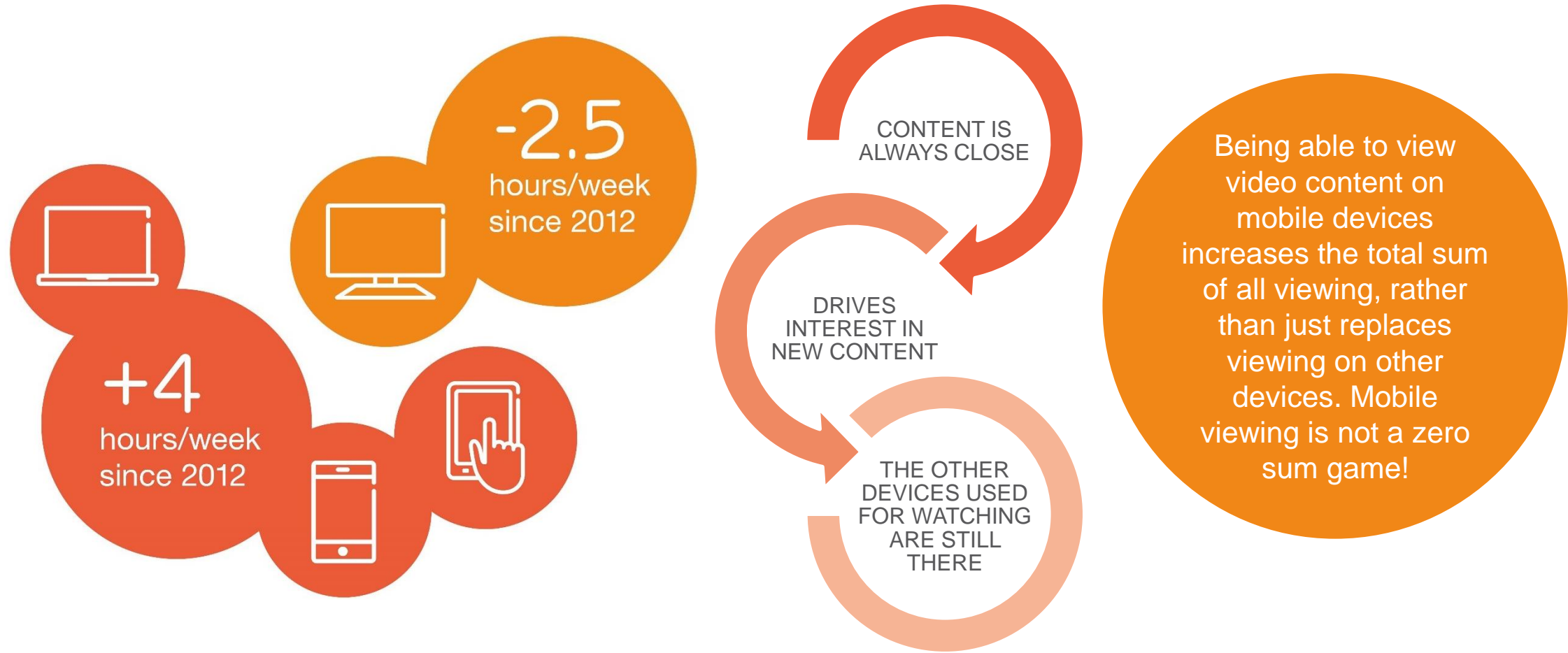
Percentage of consumers that engage in TV Related activities\* on a second screen as part of their viewing experience in 2016, split by age, [self-reported]



“I need two screens – one for social media and one for catching up, streaming series or movies. Social media is where my main attention is, and the movie is more for background noise.”  
Lethabo, 26 years old, South Africa

\*TV related activities – Browsing the Internet, related to content I am watching OR Online Discussions about the content OR Watch 2 or more programs at the same time OR participate in TV contests  
BASE Population aged 16-69 with broadband at home who watch any type of TV/Video at least weekly in Brazil, Canada, China, Germany, Italy, Mexico, Russia, South Korea, Spain, Sweden, Taiwan, UK and US  
Source: Ericsson ConsumerLab TV & Media 2016 Study

# MOBILE VIEWING ADDS, NOT REPLACES



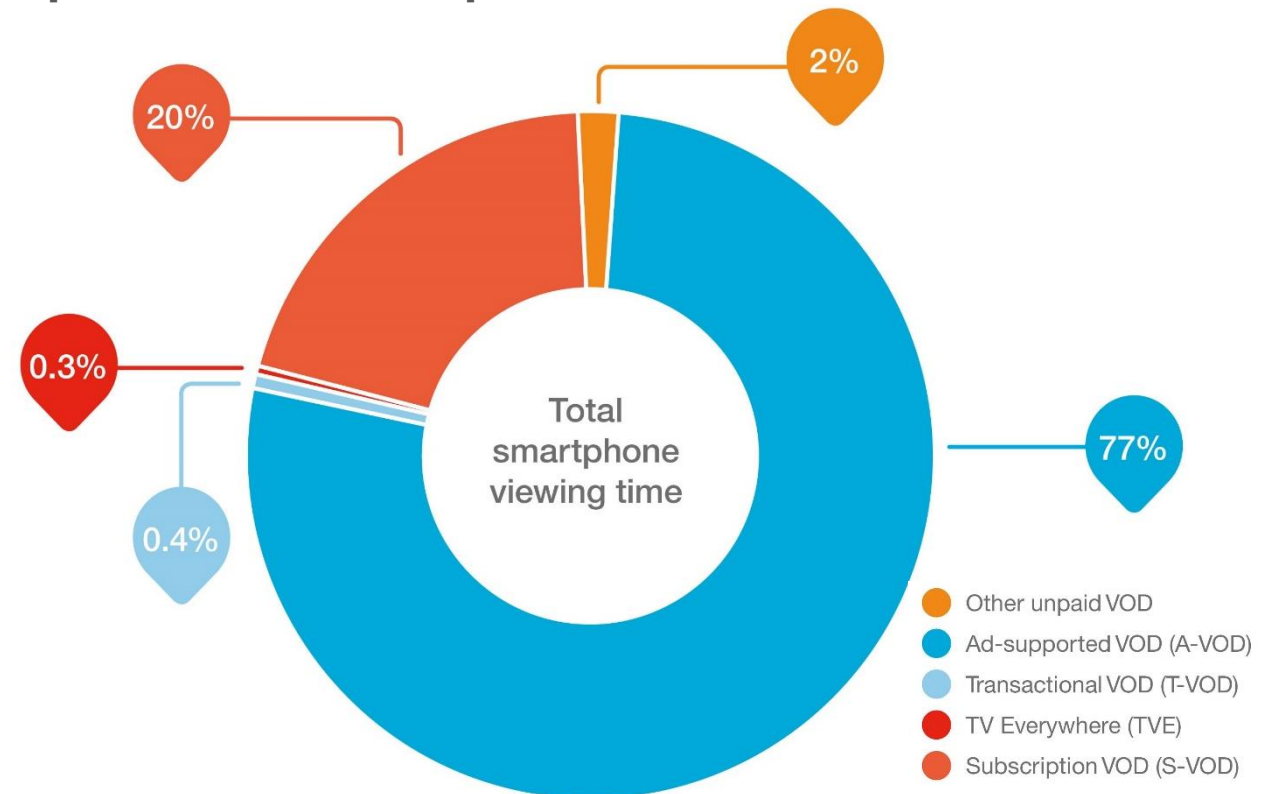


# MOBILE VIEWING IS MORE THAN FREE CONTENT

- › Mobile screen viewing is still dominated by free or ad-funded video consumption
- › Today roughly 2/3 of mobile video consumers in our measurements use these “free” services
- › More than 20 percent of the mobile viewers are watching paid media
  - But much of that spending is going to new market entrants



Average minutes per user, using paid and free video services on the smartphone screen, and share of total viewing time, in the US [On-device Measurement]



# WATCH OUT FOR IN-TRAFFIC VIEWING



“With music there are buttons in the steering wheel where you can control it. It would be great if you could do that with You Tube.”

Donna, 36, USA



“Sometimes I get sleepy while I’m driving home from work. I have [Netflix] on so I can stay awake.”

Chandra, 24, USA

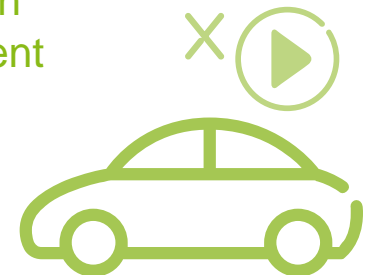
The diffusion of video viewing can be seen in all aspects of life

Watching video while driving, to eliminate hours of highway tediousness is an interesting, yet dangerous situation



There is a reluctance and rationalization when admitting to watching video content while driving

For instance, someone argues that in-traffic viewing in fact increase safety since it keeps the driver alert while driving home late at night



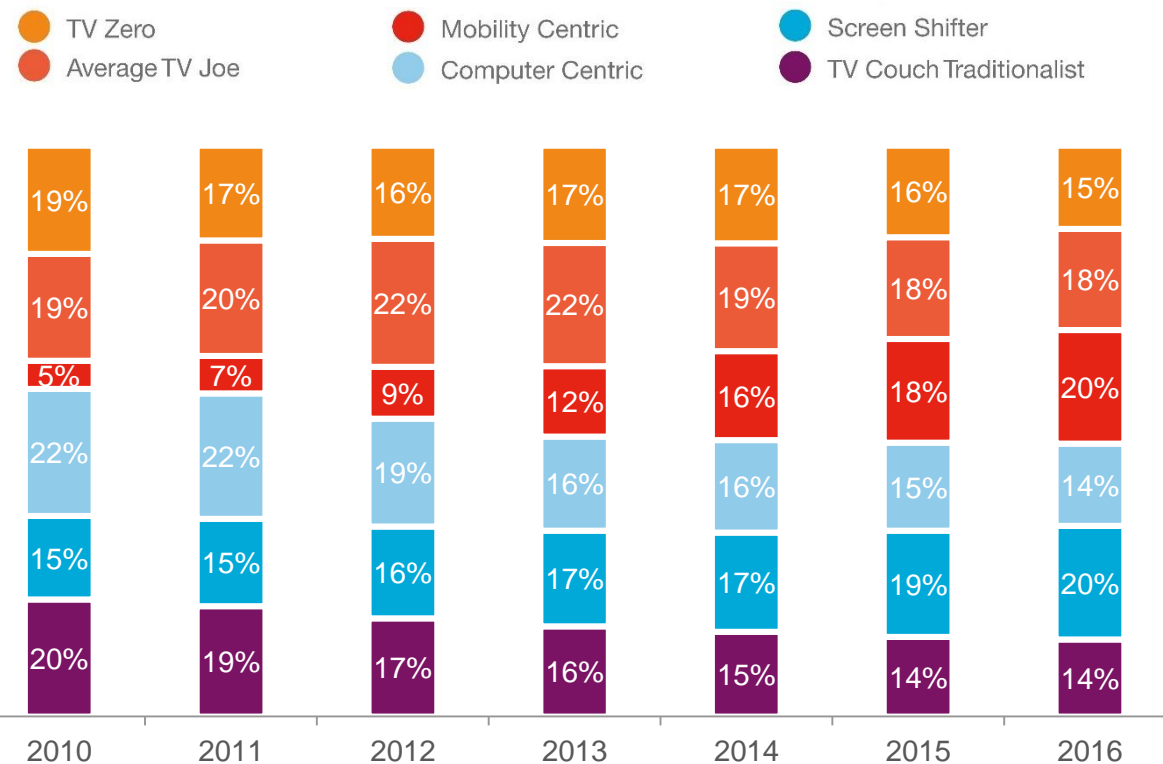
# EVOLUTION OF TV USER GROUPS



# EVOLUTION OF TV-USER GROUPS



Percentage of population belonging to each user group respective year [Self-reported]

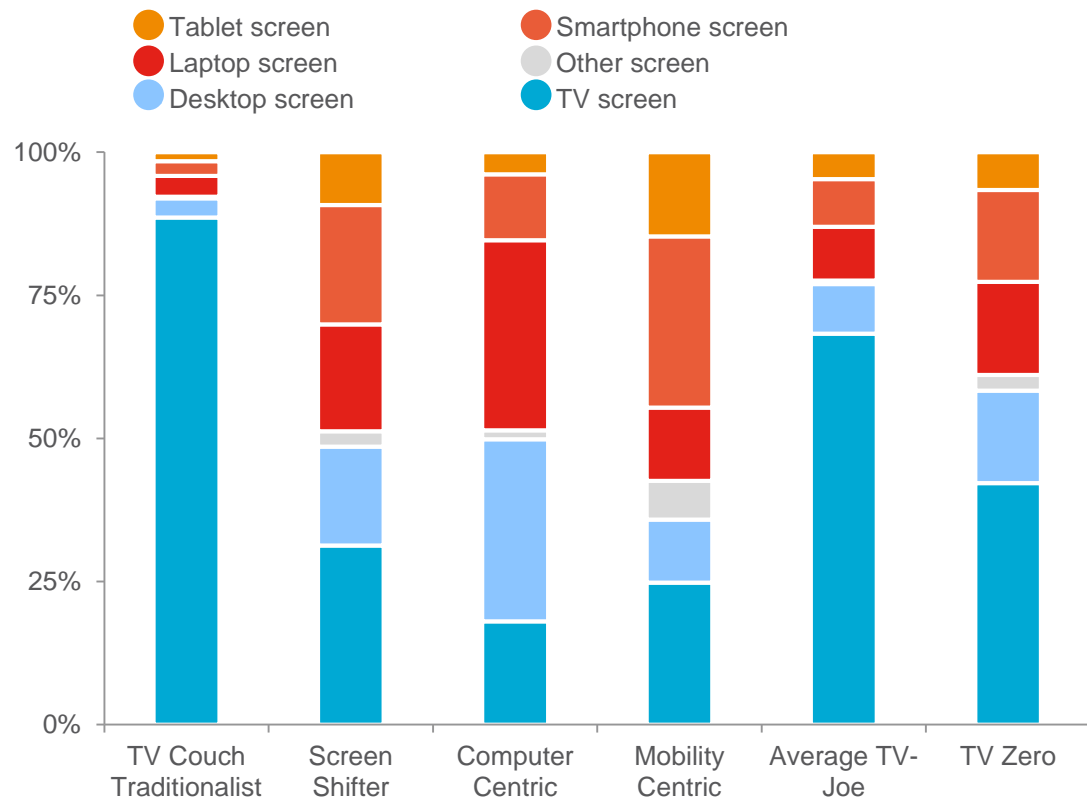


BASE: Population aged 16-69\*\*\*\* watching TV/video at least weekly and having Broadband at home in Brazil\*\*, Canada\*\*\*, China, Germany, Italy\*\*\*, Mexico\*\*\*, Russia\*\*\*, South Korea\*\*, Spain, Sweden, Taiwan, UK and US  
 \* Trending using a 3 years moving average ¼, ½, ¾, \*\* included 2011-2016, \*\*\*included 2013-2016, \*\*\*\* Age 16-59 covered in 2010-2012  
 Source: Ericsson ConsumerLab TV & Media 2010-2016

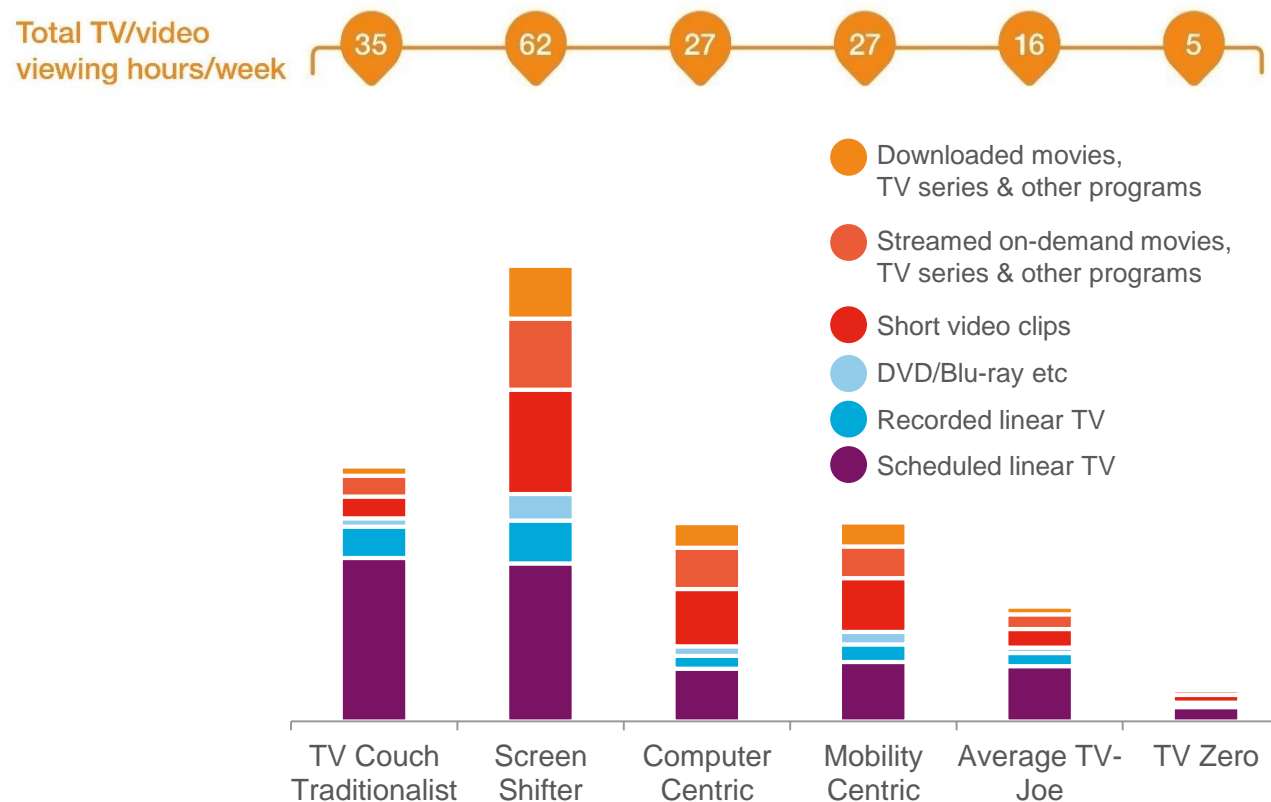
# SCREEN CHOICES AND CONTENT VIEWING TIME DIFFERS A LOT BETWEEN TV USER GROUPS



Percentage of total weekly TV and video active viewing time spent on each device/screen, [self-reported]



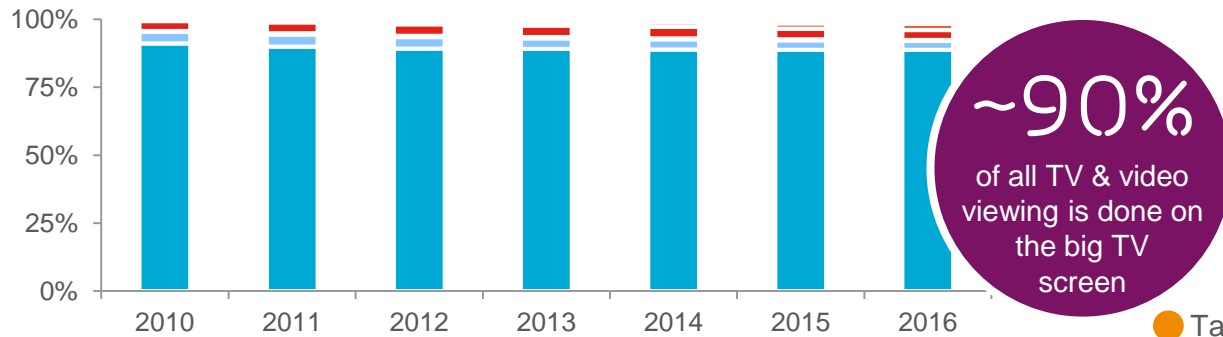
Average total viewing hours per week watching each type of TV and video, [self-reported]



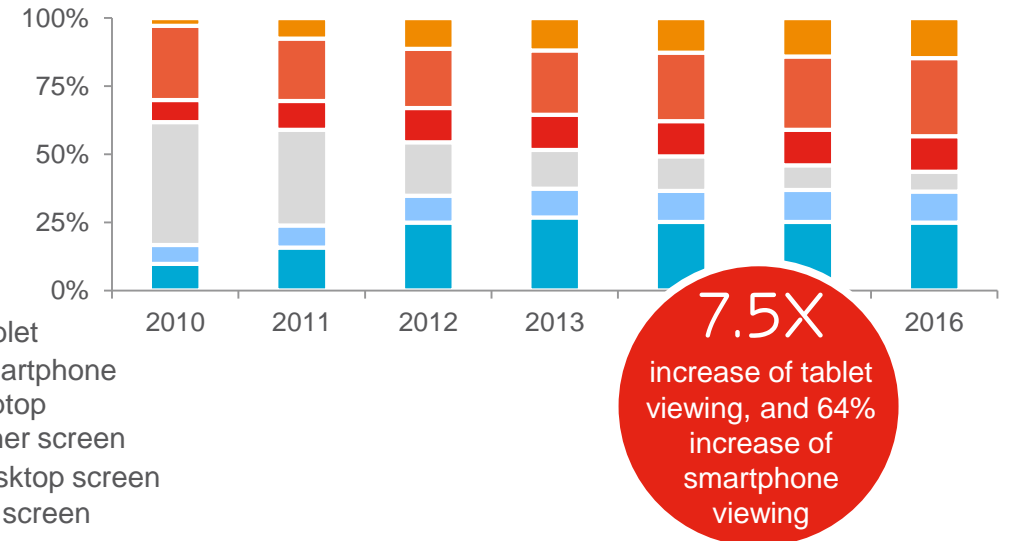
# EVOLVING DEVICE USAGE ACROSS ALL USER GROUPS, BUT SOME MORE THAN OTHERS



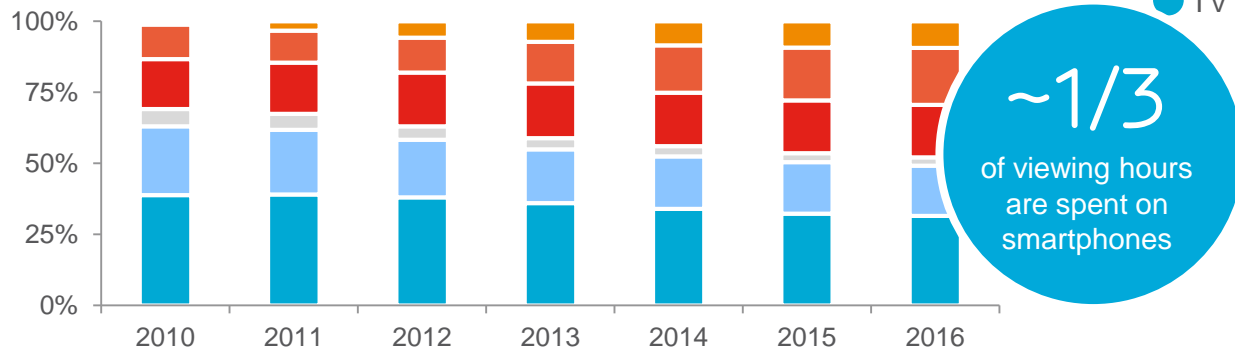
Percentage of total weekly TV and video active viewing time spent on each device/Screen amongst **TV Couch Traditionalists\*** [Self-reported]



Percentage of total weekly TV and video active viewing time spent on each device/Screen amongst **Mobility Centrics\*** [Self-reported]



Percentage of total weekly TV and video active viewing time spent on each device/screen amongst **Screen Shifters\*** [Self-reported]



BASE: Population aged 16-69\*\*\*\* watching TV/video at least weekly and having Broadband at home in Brazil\*\*, Canada\*\*\*, China, Germany, Italy\*\*\*, Mexico\*\*\*, Russia\*\*\*, South Korea\*\*, Spain, Sweden, Taiwan, UK and US

\* Trending using a 3 years moving average ¼, ½, ¾, \*\* included 2011-2016, \*\*\*included 2013-2016, \*\*\*\* Age 16-59 covered in 2010-2012

Source: Ericsson ConsumerLab TV & Media 2010-2016

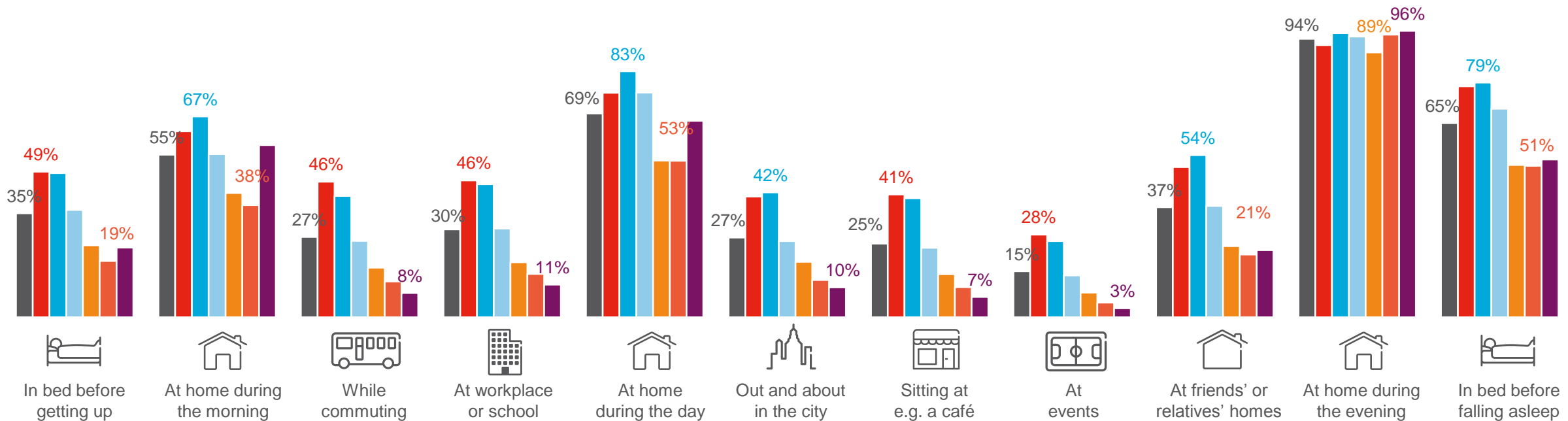


# SCREEN SHIFTERS AND MOBILITY CENTRICS WATCH TV VIDEO THROUGHOUT THE DAY



Percentage of consumers that on a weekly basis watch any type of TV/video content in different situations, across age groups [self-reported]

- Total -13 countries
- TV Zero
- Mobility Centric
- Screen Shifter
- Computer Centric
- TV Couch Traditionalist



“What I usually do is, I’ll call [my boyfriend] and tell him I’m going to stay in the car in the parking lot, I’m a little tired, just gonna watch a show [on my smartphone].”

Chandra, 24 years old, USA

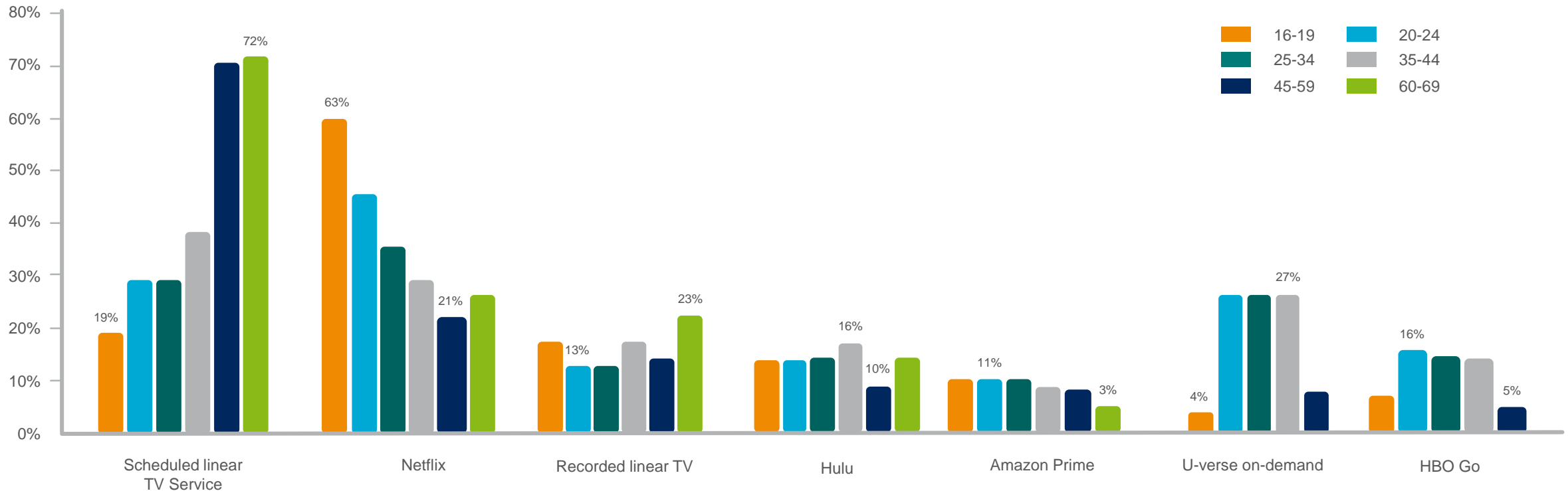
# CONTENT DISCOVERY



# SCHEDULED LINEAR TV IS THE #1 GO-TO SERVICE FOR USERS AGED 45-69



Percentage of consumers that use each service and selected it as their first go-to service among their top 3 most used services [self-reported]



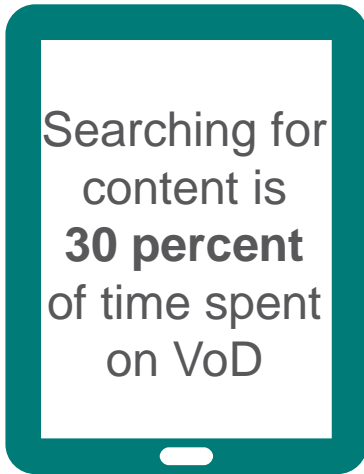
# VOD USERS SPEND 45% MORE TIME SEARCHING FOR CONTENT



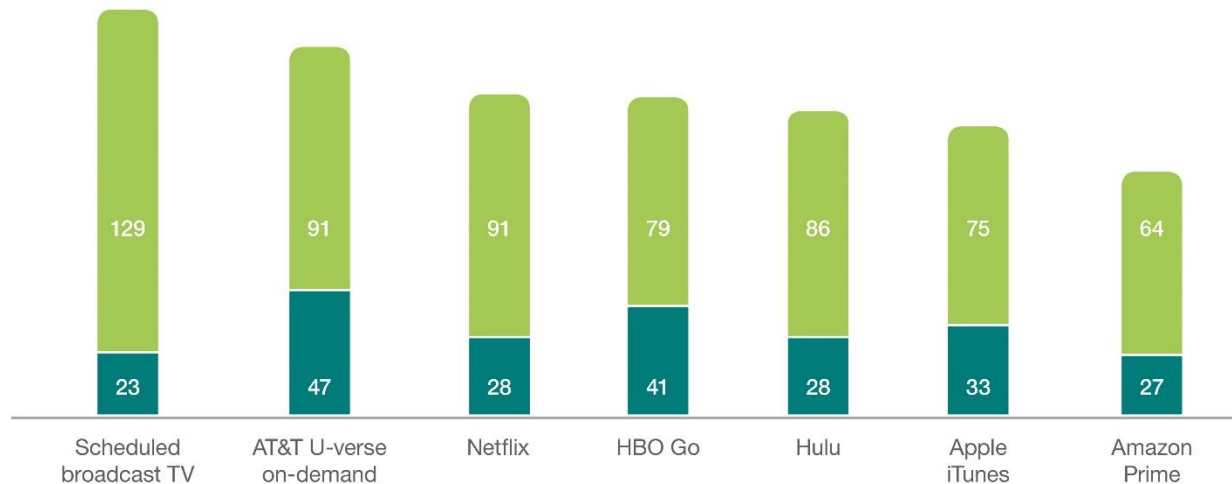
Searching for content is **19 percent** of time spent on scheduled linear TV



Searching for content is **30 percent** of time spent on VoD



Average minutes per day spent searching for content before starting to watch something compared to total average viewing time per service in US [Self-reported]



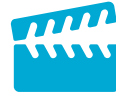
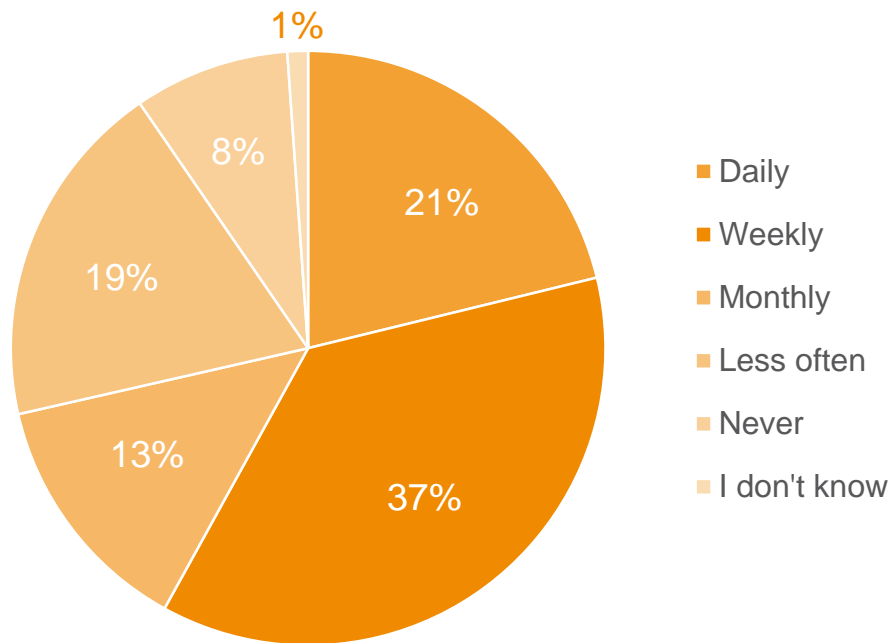
The average US TV viewer will spend **1,3 YEARS** of his/her life searching the TV guide for something to watch

**44%** can't find anything to watch on scheduled TV at least once every day, while **34%** say the same thing for VOD services

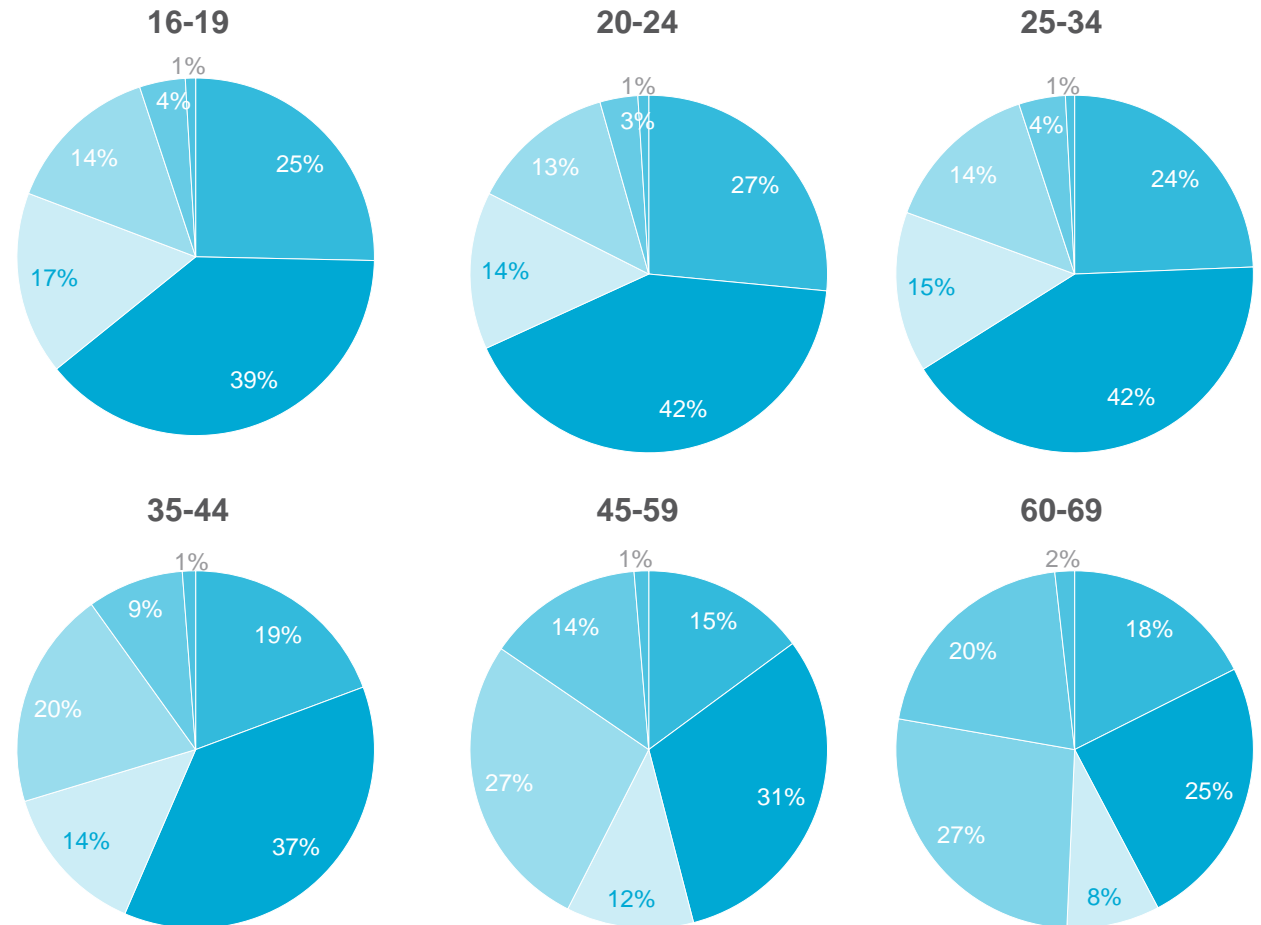
# BINGEING REDUCES THE NEED FOR DISCOVERY



Percentage of consumers that watch two or more episodes of the same show [Self-reported]



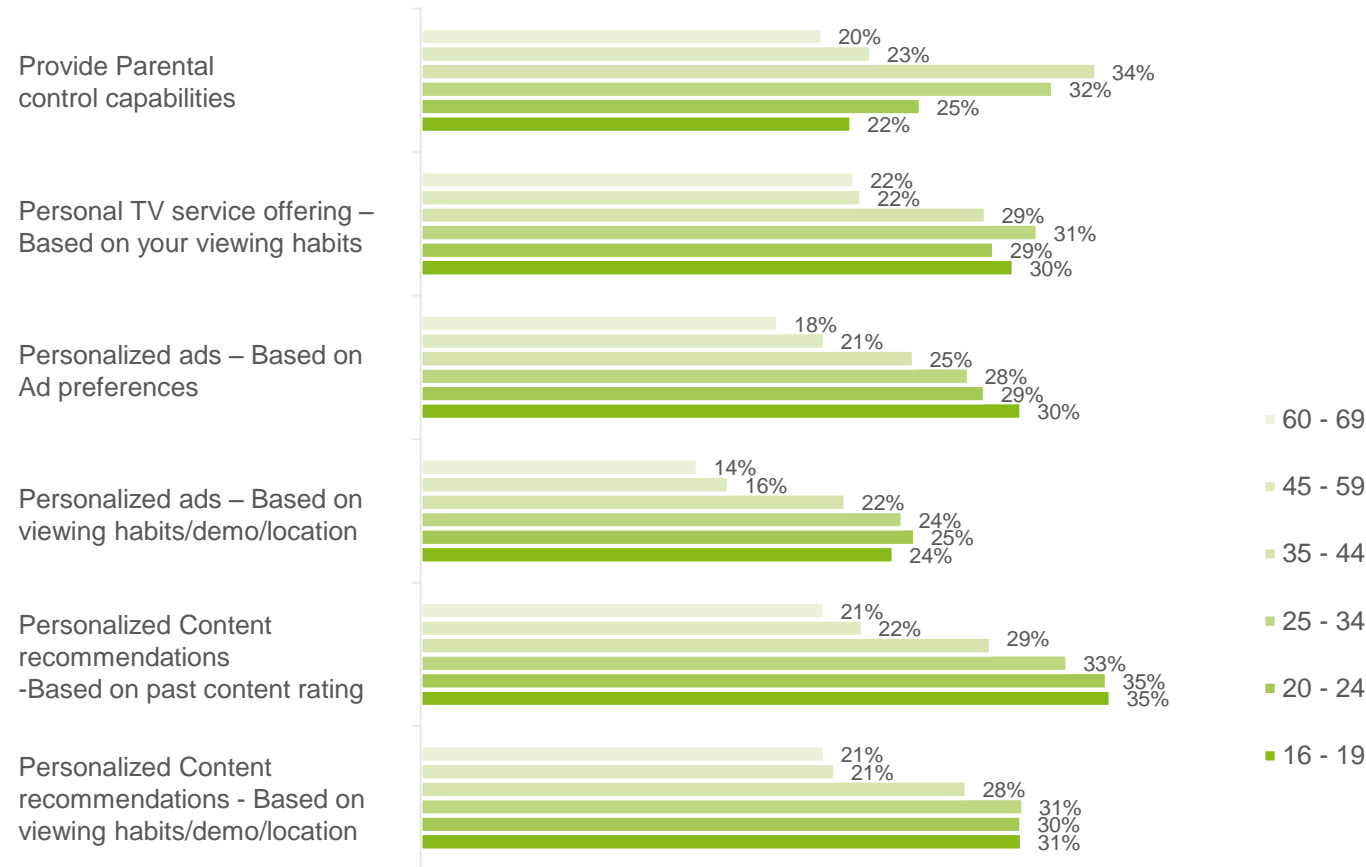
Percentage of consumers, split on age, that watch two or more episodes of the same show on a weekly basis [Self-reported]:



# YOUNGER AGE GROUPS ATTACH IMPORTANCE TO PERSONALIZATION



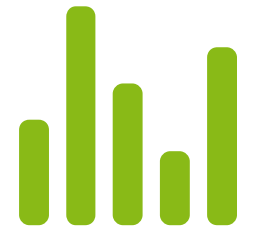
Percentage of consumers that think each feature is very important (top 2 answers on a 7 grade scale), [Self-reported]:



Young millennials (16-24) are most attracted to personalization – but they also differentiate more between what personal information they want to share



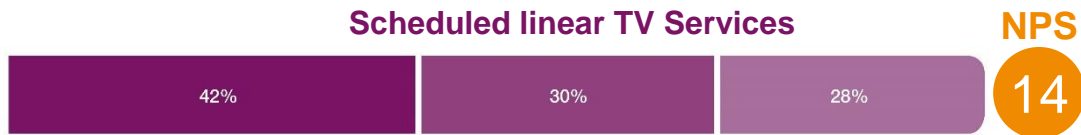
# SERVICE EXPERIENCE



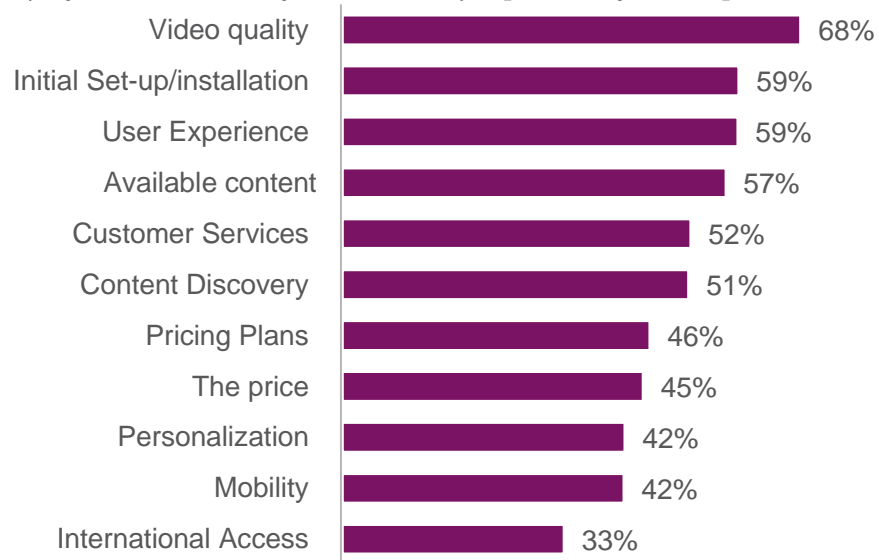
# NET PROMOTER SCORE IS HIGHER FOR ON-DEMAND SERVICES



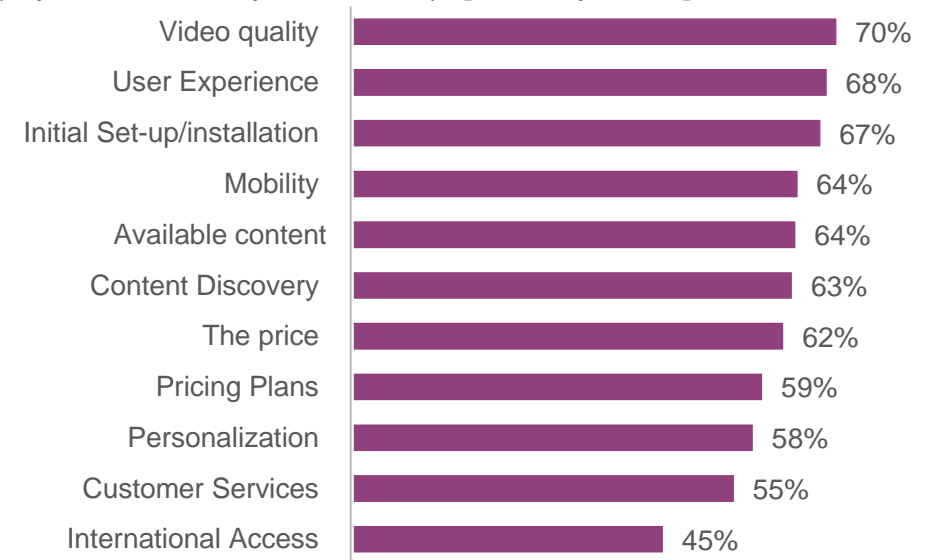
Likelihood to recommend each TV/Video service to a friend, family member or colleague, amongst those who use it, in US [Self-reported]



Percentage of consumers who are satisfied with different features - Scheduled linear TV services, in US (top 3 on an 11-point scale), [self-reported]



Percentage of consumers who are satisfied with different features - On-Demand TV video services, in US (top 3 on an 11-point scale), [self-reported]



# KEY DRIVERS OF SATISFACTION NEEDS TO IMPROVE FOR SCHEDULED TV



Consumer evaluation of content providers [Self-reported]

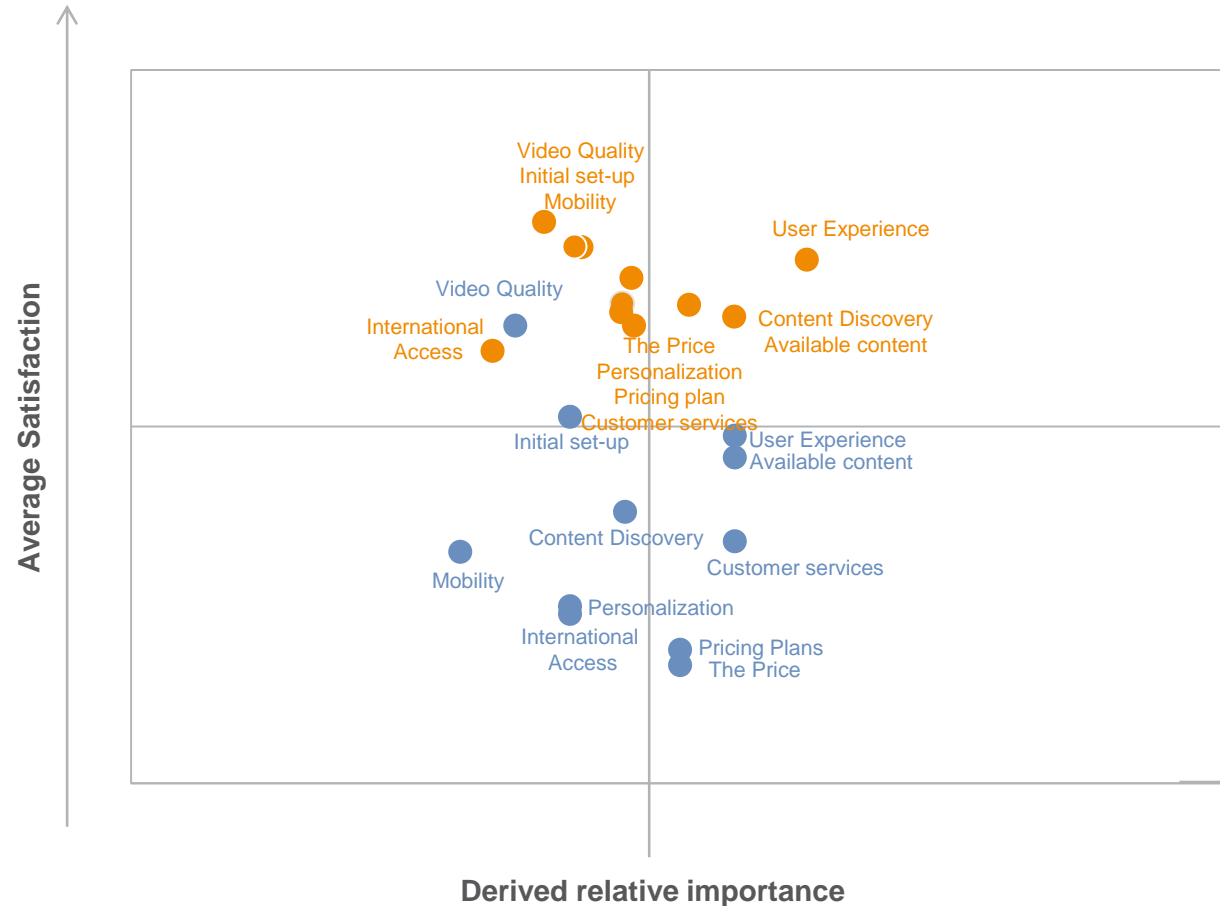
- Scheduled linear TV services
- On-demand services

**Maintain**

Aspects that satisfy the consumer and should continue to be supported

**Monitor**

Less important aspects that need to be monitored in case they increase in importance



**Reinforce**

Highly important aspects to the experience, and are the most satisfactory

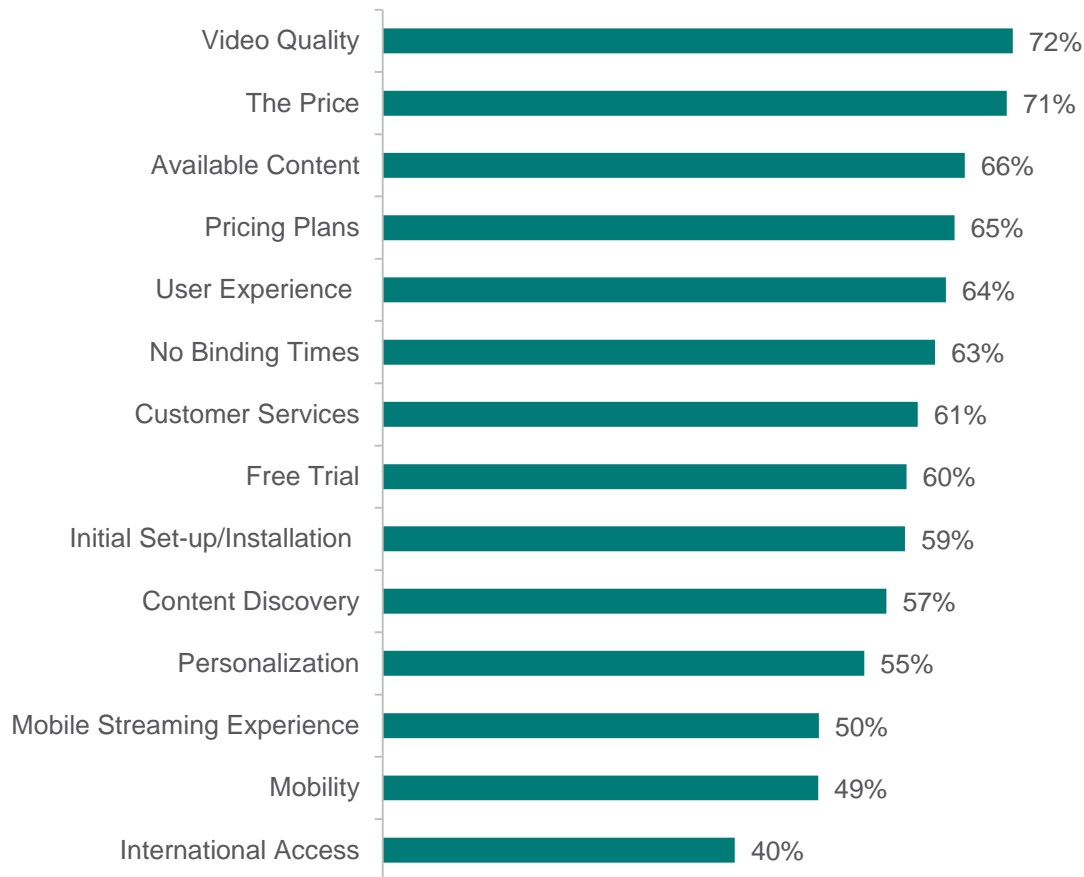
**Fix**

Highly important aspects that are not satisfactory and need immediate improvement

# VIDEO QUALITY IS KEY WHEN CHOOSING A NEW PAID TV/VIDEO SERVICE



Percentage of consumers that find the features important when choosing a new pay-service (top 2 alt. in a 7-point scale), [self-reported]



72%  
say video quality  
is key when choosing  
a new paid TV/Video  
service

# MILLENNIALS DO APPRECIATE LIVE PROGRAMMING



## Winding-down

When I watch live scheduled linear TV it makes me feel relaxed before bed



## In the action

I feel excited. I like watching live TV. Its like you are there with the live action that is taking place



## Best content

- Live Television is fun and entertaining. Sporting events are live. I love TV and sports



## Inclusive

- Everyone is coming together to do something. Race, age, economics don't play a role

# WATCHING SCHEDULED TV IS SATISFYING FOR MILLENNIALS TOO



## No pressure

Watching my regular TV programs is relaxing, stress free, and enjoyable. I look forward to watching them



## Weekly entertainment staple

Makes me excited happy to be watching something I like. A show that I follow on a regular basis look forward to



## Anticipation

- Because I'm happy when I'm looking forward to seeing one of my shows that is schedule to come on

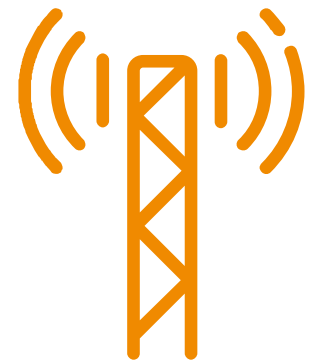


## Family bonding

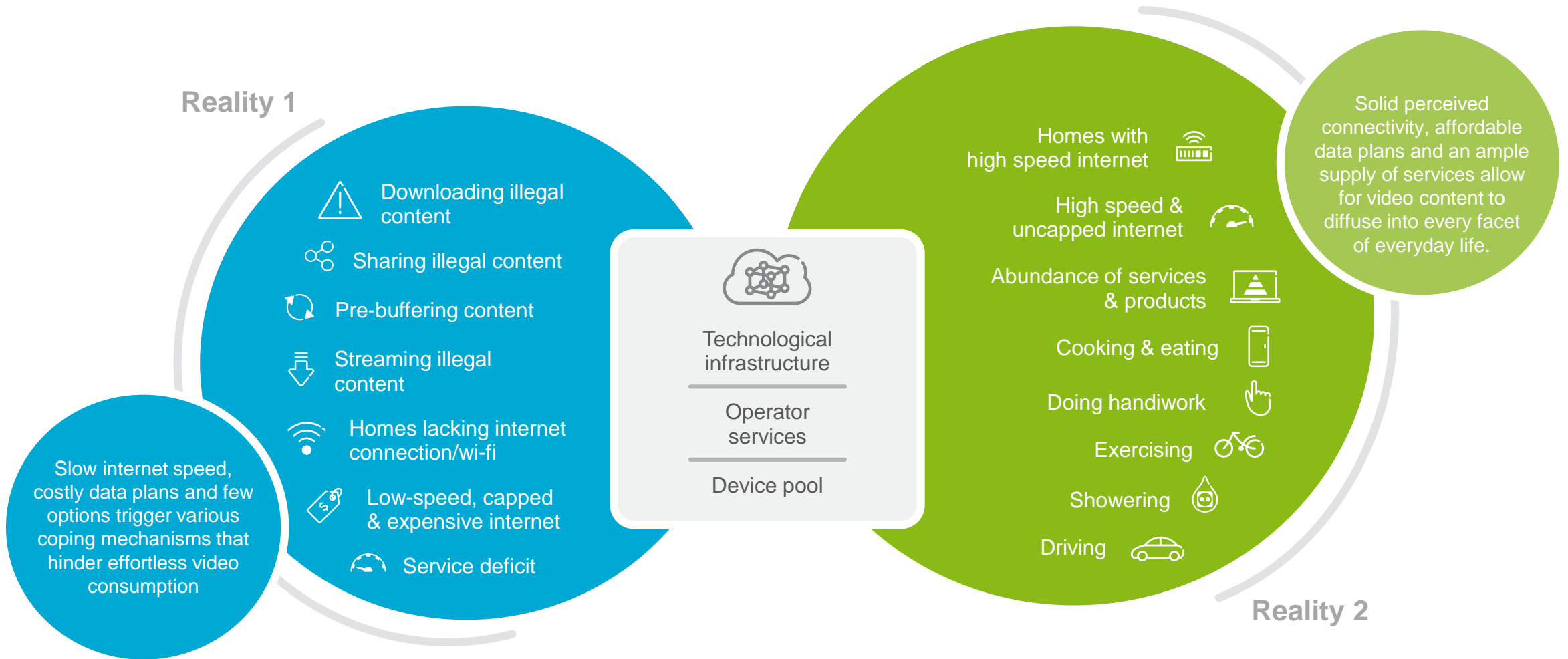
- When watching TV I do so with my family members, and doing so helps us to bond in a happy environment together and have fun



# CONNECTIVITY SHAPING THE NEW MEDIA WORLD



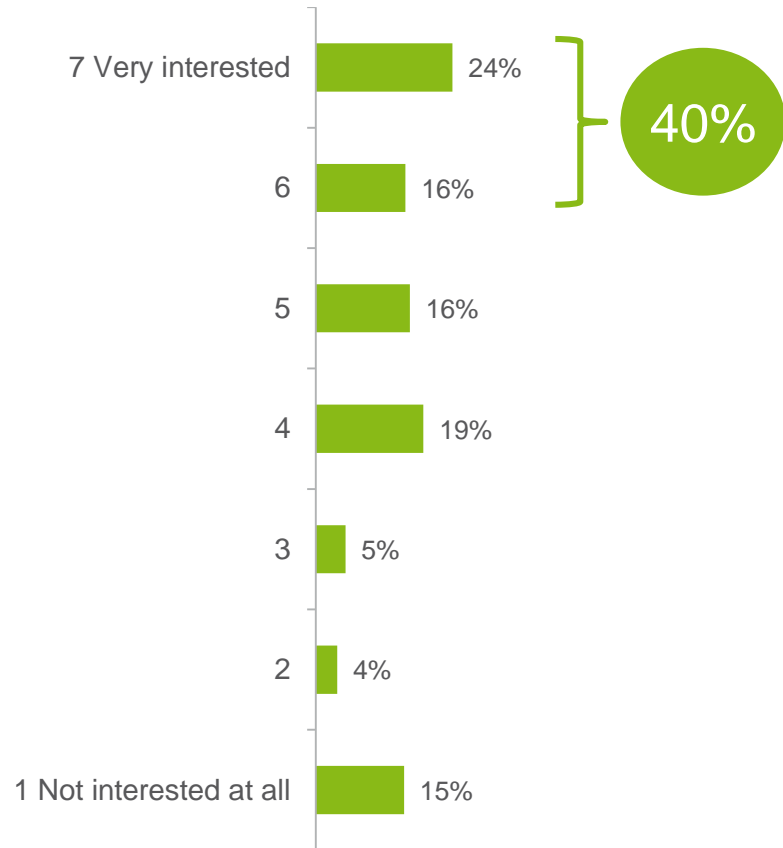
# TWO DIFFERENT REALITIES



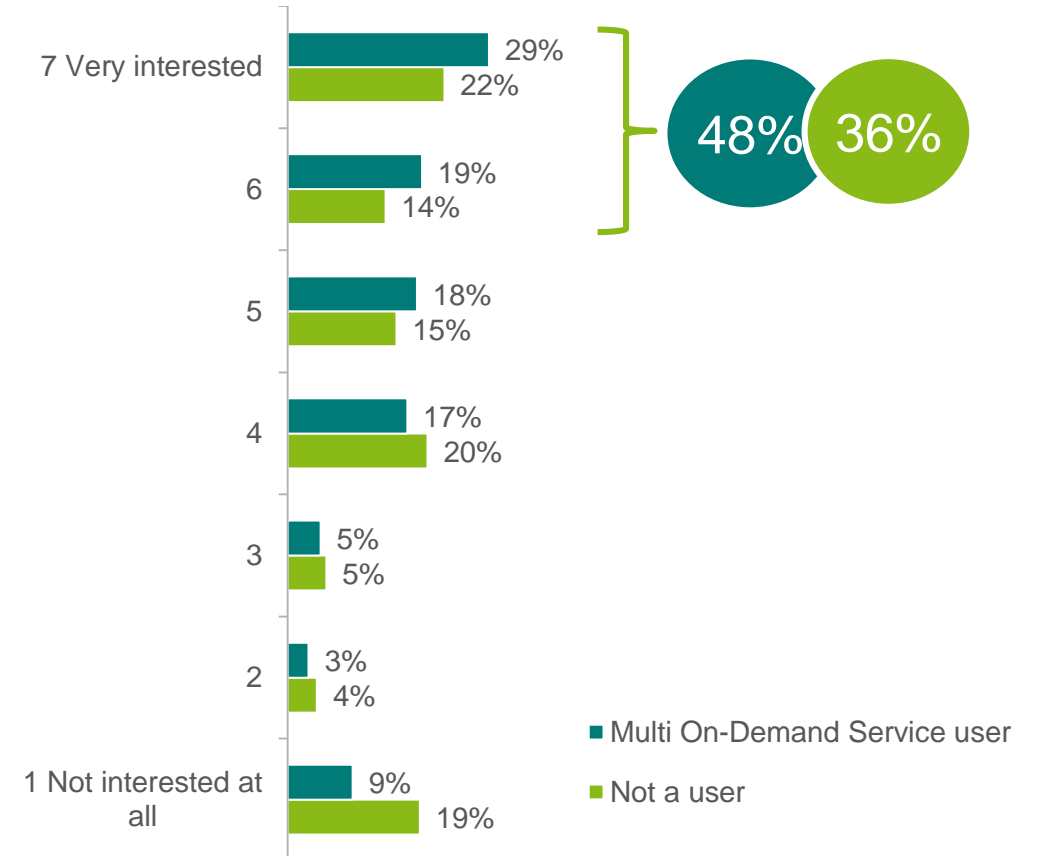
# UN-LIMIT MY STREAM



Percentage of consumers interested in a mobile subscription plan including unlimited video streaming in standard definition, [self-reported]



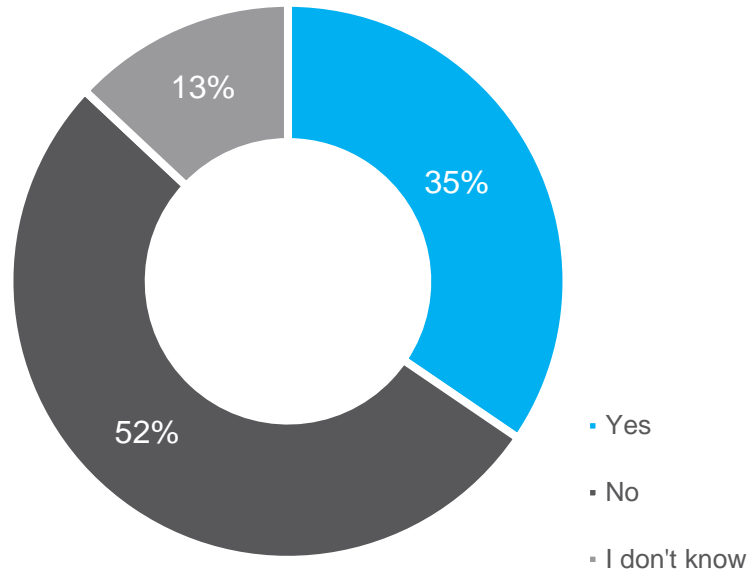
Percentage of consumers interested in a mobile subscription plan including unlimited video streaming in standard definition, **who already use multiple on-demand services** [self-reported]



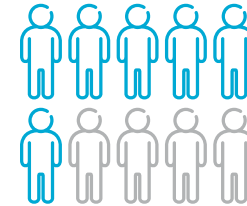
# LIMITLESS STREAMING IS PARTICULARLY APPEALING TO MILLENNIALS AND MEN



Percentage of subscribers of a US based cellular operator that have signed up for a unlimited mobile streaming package (Self-reported)



Some Cellular operators, e.g. in the US, have found an opportunity area, with the introduction of a perceived unlimited mobile streaming package, to interest young mobile-streaming consumers



6/10  
are male



58%  
are millennials



+1,0  
Hours/week smartphone  
viewing at home



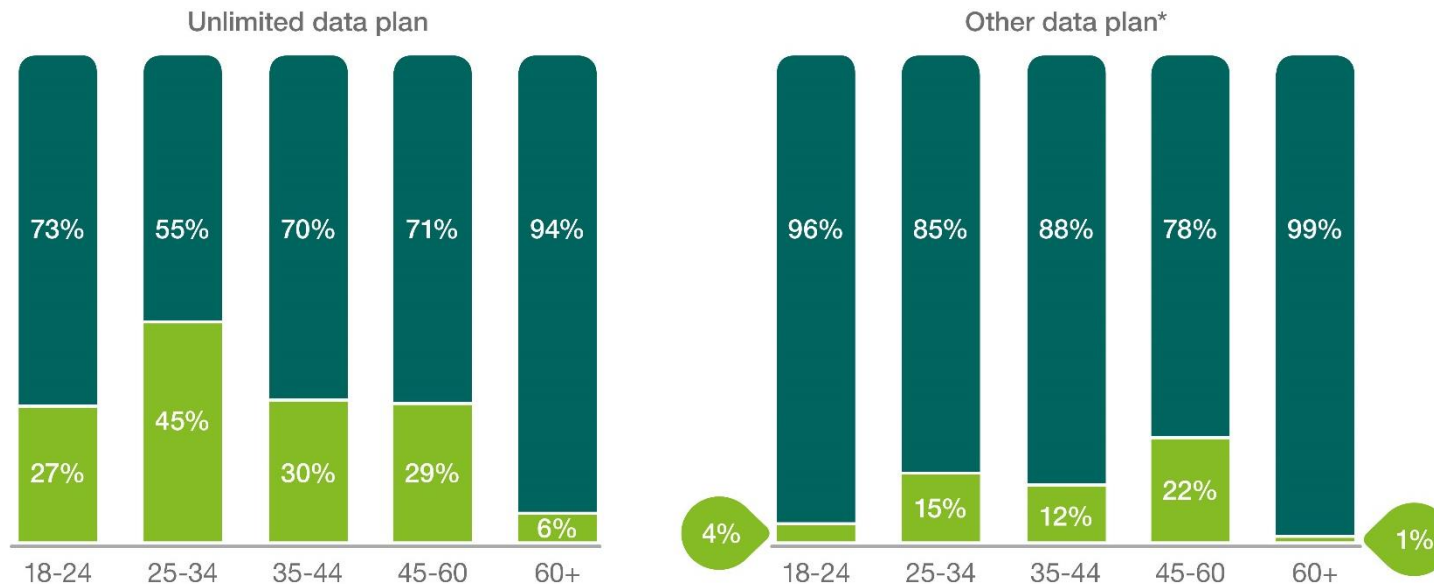
+2.3  
Hours/week smartphone  
viewing away from home

# MOBILE DATA IS ALMOST HALF OF CONSUMPTION FOR LIMITLESS MOBILE STREAMERS



Mobile data consumption share of total smartphone data usage for video apps comparing those having a limitless video streaming plan with those who have other data plans\*  
[On-device Measurements]

- Wi-Fi data
- Mobile data



OLDER MILLENNIALS WITH LIMITLESS STREAMING HAVE A MUCH HIGHER MOBILE DATA USAGE RATIO

\*Other Data Plans, e.g. Limited data plan, Pay as you go

BASE: Android smartphone app users aged 18-65 in the US from one US cellular operator  
Source: Ericsson ConsumerLab TV & Media 2016 Study

SHOW ME THE MONEY



# THREE PERSPECTIVES TO CONTENT VALUE



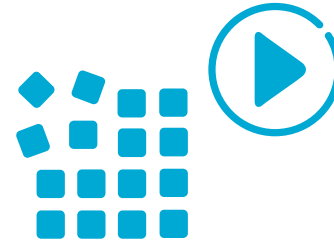
## Consumers

Consumer spending on media content is increasing, but viewing time is increasing even more, so spending on each minute of video content is decreasing. Why hoard and create your own content library when someone else can make it available to you?



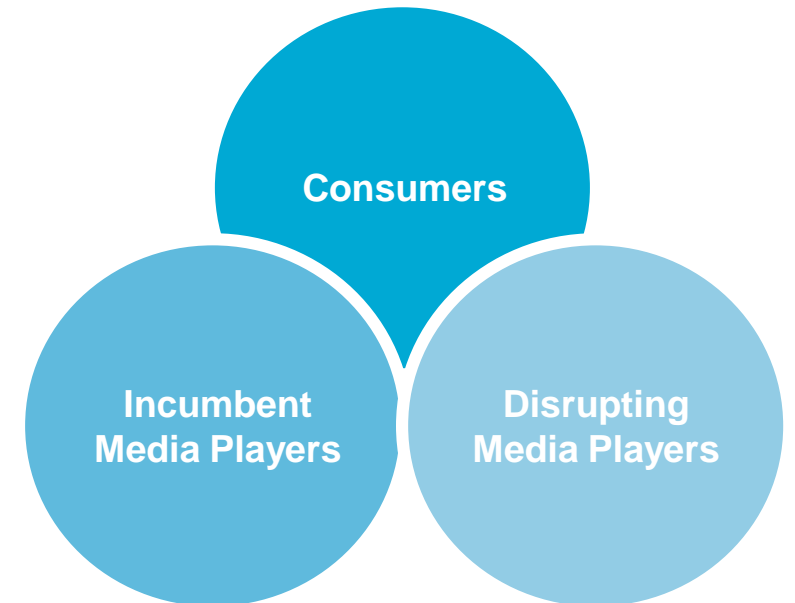
## Incumbent Media Players

Seeing an erosion of content value due to bingeing habits, lower physical media revenue, and rapid growth of viewing without an equally high growth of revenue



## Disrupting Media Players

Seeing growth opportunities by offering more content for a fixed monthly cost, enabling binge consumption of golden oldies & other long tail content that was previously legally "unavailable"

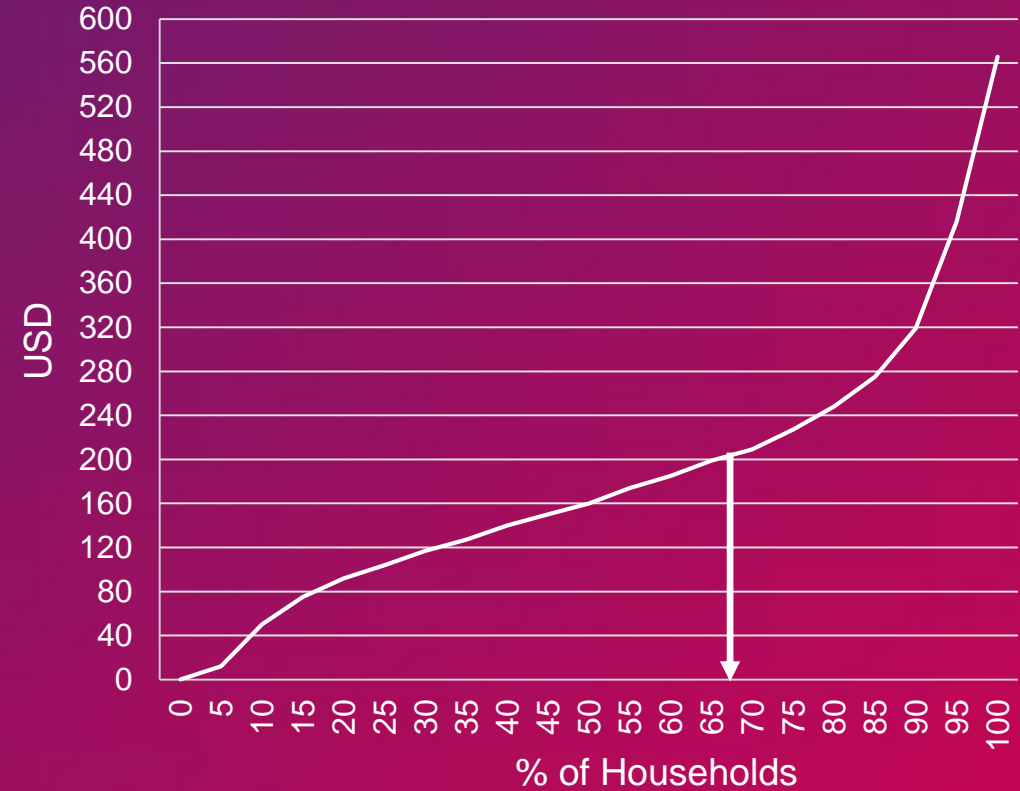
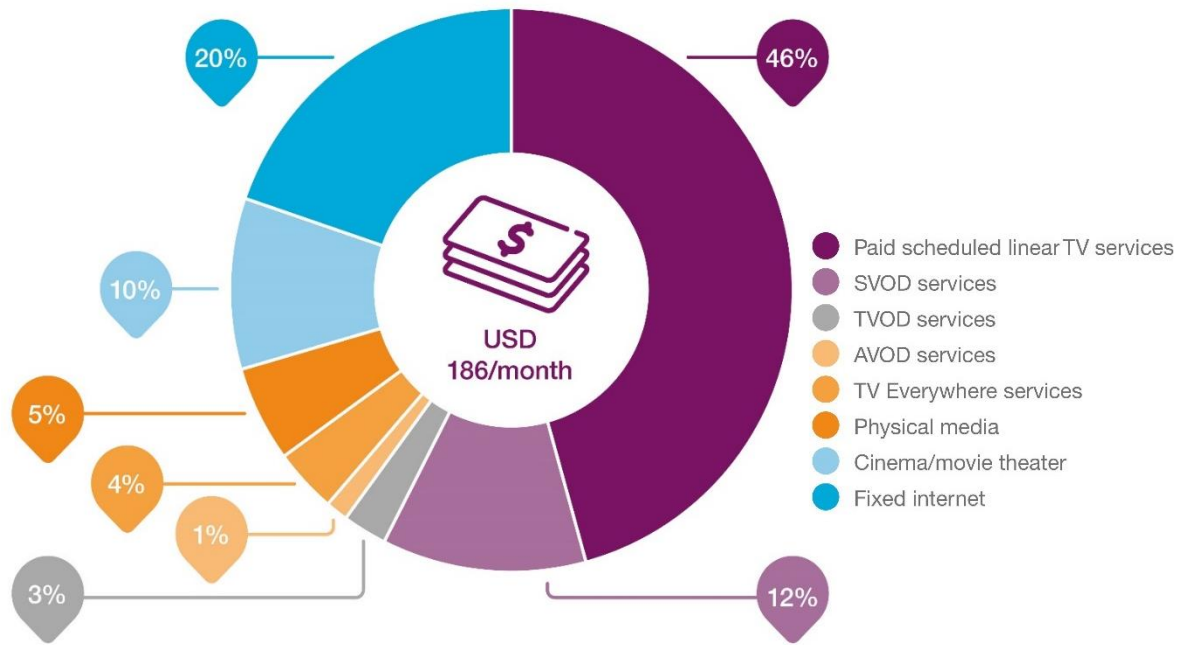




# 46 % OF MEDIA SPENDING IS PAID SCHEDULED TV



Average monthly household spending on TV/video and associated services in the US [Self-reported]

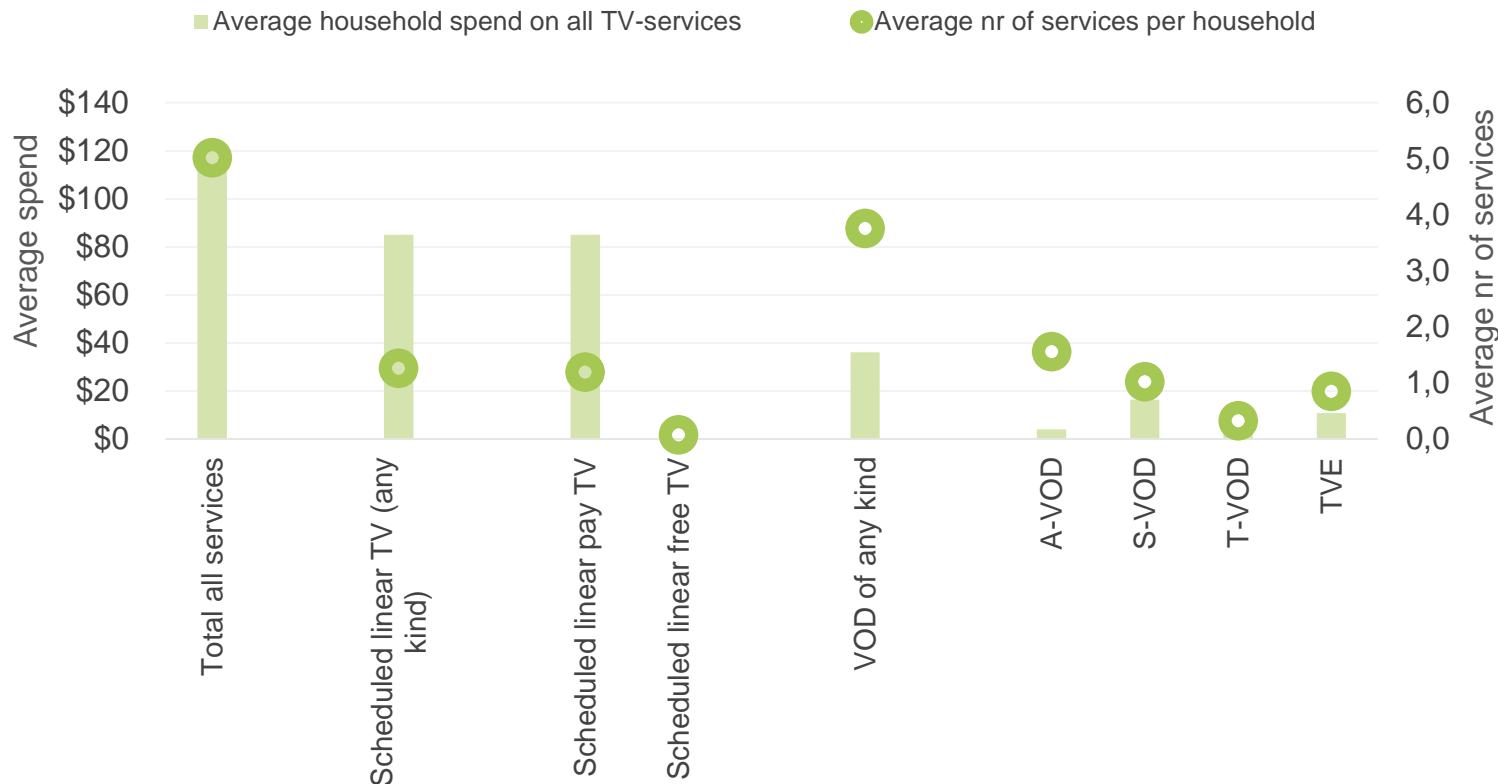


**The average spend is USD 186, but over 30% of the households spend 200+ USD/month**

# US HOUSEHOLD SPEND PER TV VIDEO SERVICE TYPE



Average monthly household spend on different TV video service types in USD, as well as average number of used TV video services within the household [Self-reported]



## Average pay per service in US:

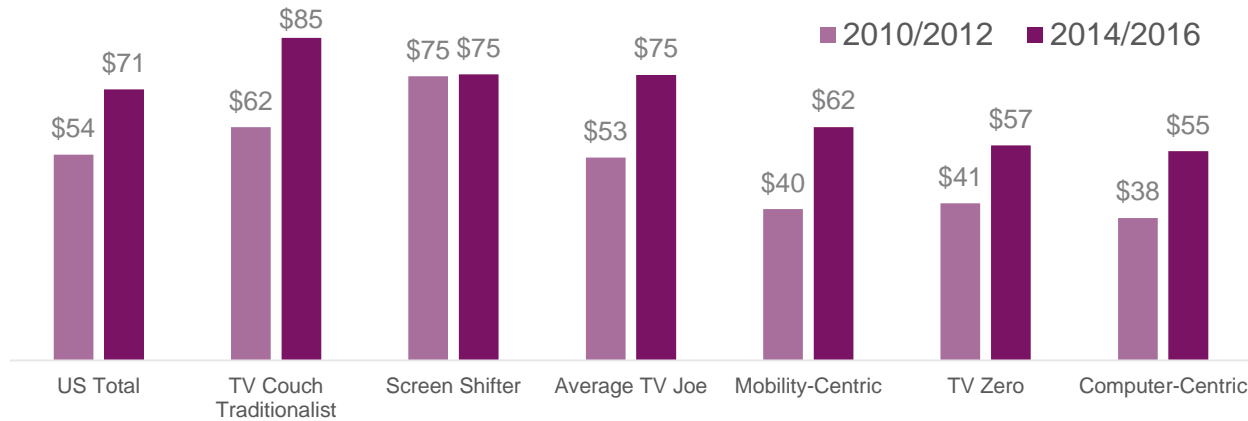
	USD
<b>Total (Any type)</b>	<b>24</b>
Scheduled linear TV – All	67
Scheduled linear TV – Paid	71
Scheduled linear TV – Free	0
<hr/>	
<b>VOD – All</b>	<b>10</b>
A-VOD	3
S-VOD	16
T-VOD	15
TV Everywhere	13

Average household usage: **5,0 services** & a total spend of **\$121 per month**

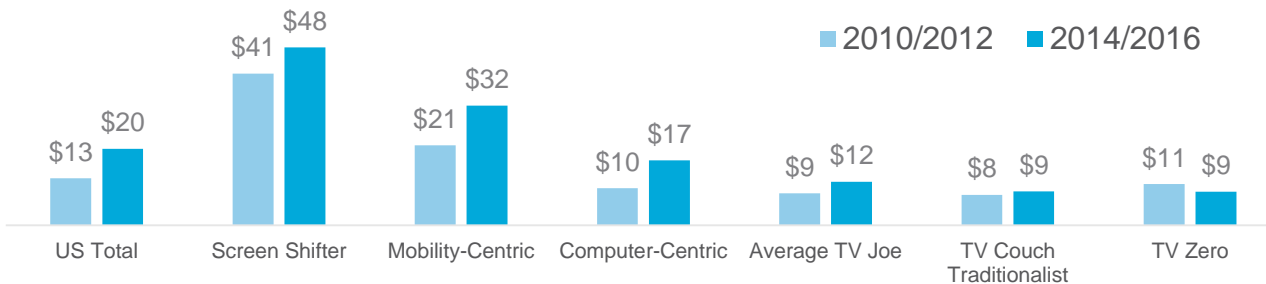
# TV COUCH TRADITIONALISTS SPEND MOST ON SCHEDULED LINEAR PAY TV



Average monthly household spend on **Scheduled linear pay TV** in the US, per TV user group, in USD [Self-reported]



Average monthly household spend on **Video on Demand** in the US, per TV user group, in USD [Self-reported]



Consumer spending on VOD services in the US has increased by over

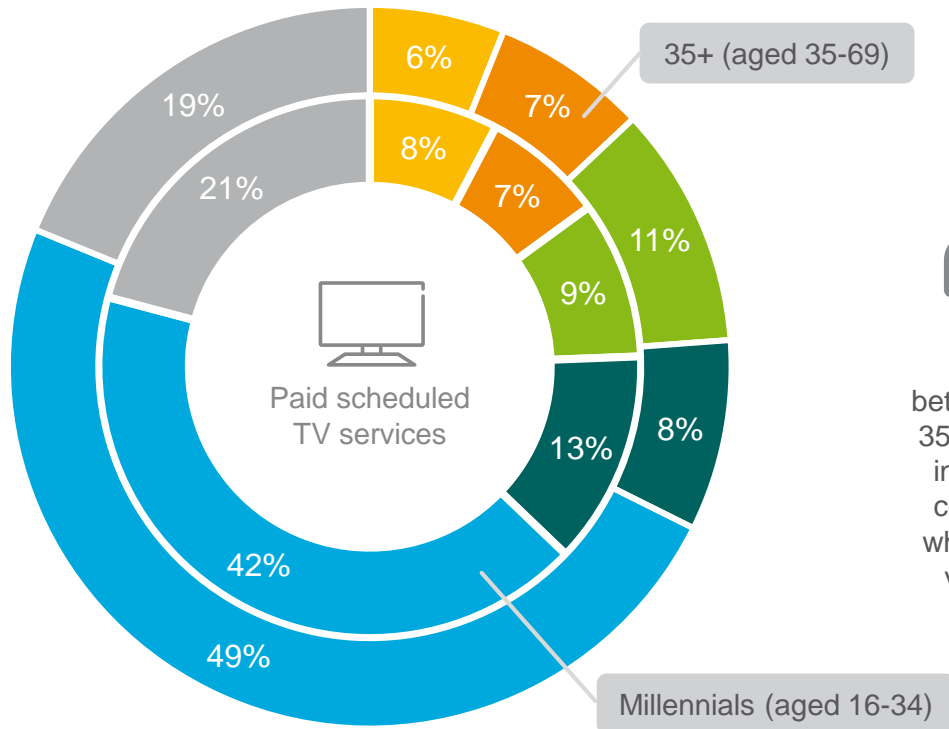
# 60%

in 4 years

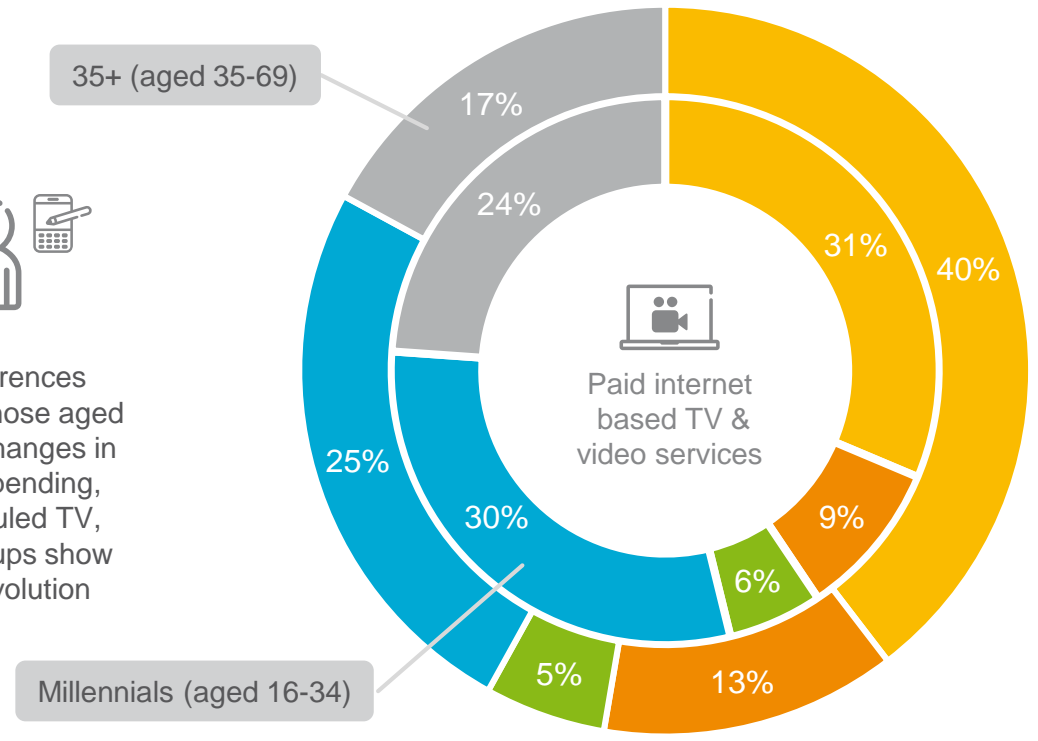
# MORE PEOPLE DECREASE THEIR TV SPENDING THAN INCREASE IT



Self-reported changes in household spending on paid scheduled linear TV, Millennials V.s. 35+ [Self-reported]



Self-reported changes in household spending on internet based TV and video services, Millennials v.s. 35+ [Self-reported]



Significantly larger differences between millennials and those aged 35-69 when it comes to changes in internet based service spending, compared to paid scheduled TV, where these two age groups show very similar spending evolution

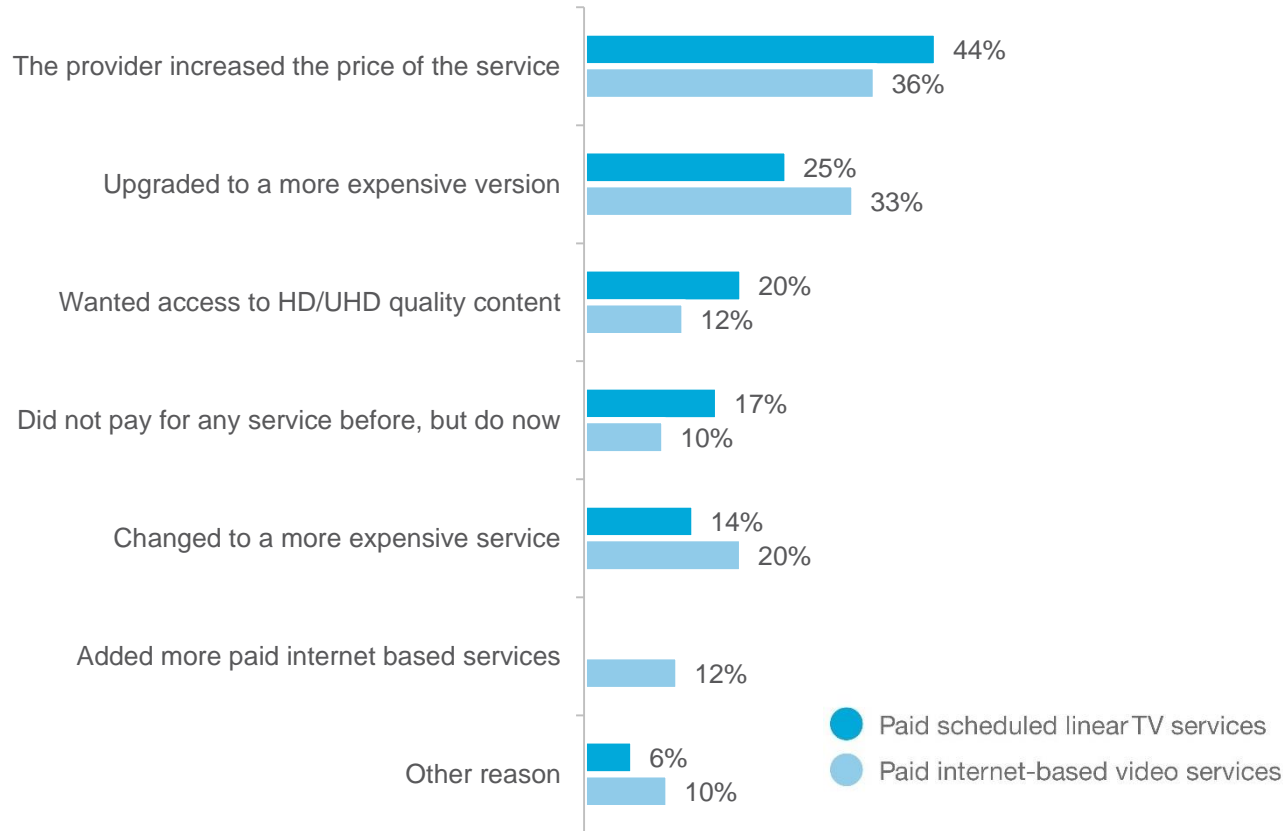
- OTT cutter over a year ago
- OTT cutter past 12 month
- OTT shavers past 12 month
- Cord-cutter over a year ago
- Cord-cutter past 12 month
- Cord-shaver past 12 month
- Corder – unchanged past 12 month
- Corder – increased past 12 month

- OTT cutter or OTT Never over a year ago
- OTT cutter past 12 month
- OTT shavers past 12 month
- OTT spender – unchanged past 12 months
- OTT spender – increased past 12 month

# PRICE HIKES PUSH CONSUMERS CLOSER TO THE EDGE



Reasons for increasing TV and media spending – paid scheduled linear TV vs. paid internet based video services [self-reported]



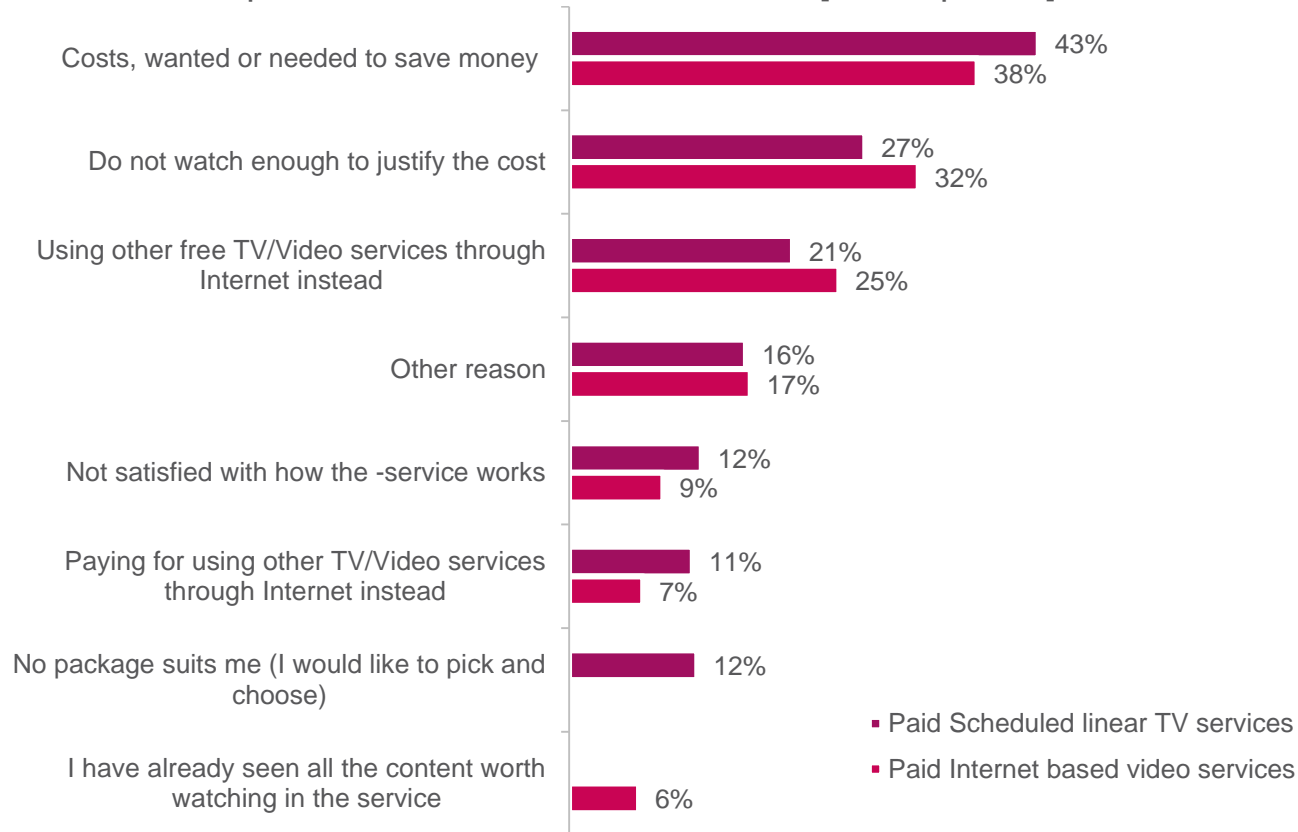
- › Price hikes are by far the main reason consumers are spending more on paid scheduled linear TV than before
- › “self inflicted” upgrades and price hikes share the top spot for internet based paid TV video services
- › 1 in 5 increased their spending because they swapped from one internet based TV video service to another

BASE: Population aged 16-69 with broadband at home who watch any type of TV/video at least weekly and have increased their paid scheduled linear TV spending, or increased their internet based video spending the last 12 months in Australia, Brazil, Canada, China, Colombia, Dominican Republic, Germany, Greece, India, Italy, Mexico, Netherlands, Poland, Portugal, Russia, South Africa, South Korea, Spain, Sweden, Taiwan, UK & US  
Source: Ericsson ConsumerLab TV & Media 2016 Study

# COST REMAINS A KEY DRIVER FOR CORD CUTTING



Reasons for increasing TV and media spending – paid scheduled linear TV v.s. paid internet based video services [Self-reported]:



- › Cost is clearly the #1 reason for reducing or eliminating the TV video service spending
- › Only 10 percent cut or shave because they have found another internet based service
- › A mere 6 percent of internet based service users quit their service because they have depleted the catalogue of viewable content

# THE IMPACT OF PAYMENT MODELS



1

## A-VOD

(Advertising Video On-Demand)

From a consumer perspective a highly interesting one, particularly when ads are skippable or tailored to your own needs and interests.

2

## S-VOD

(Subscription Video On-Demand)

Second most successful payment model, loved and appreciated because of the inherent perception of unlimited viewing for a fixed, reasonably low monthly cost. This payment models stimulates consumers to create frequent viewing habits, turning the service into a primary go-to source for TV and video content

3

## T-VOD

(Transactional Video On-Demand)

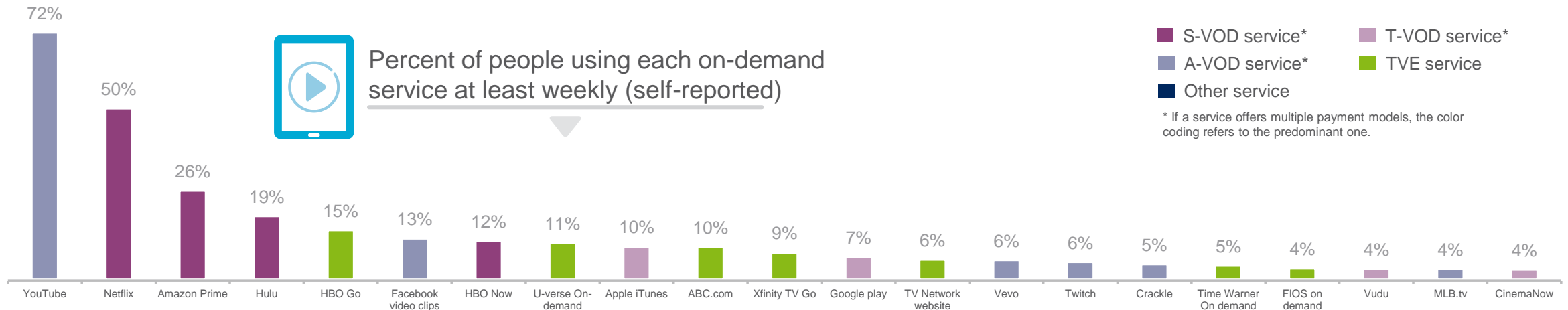
Least successful payment model, so far unable to support consumers in the way they want and expect to consume TV and video content. The pay per content piece model dramatically reduces the usage to a bare minimum, thus ensuring that these services will never become a primary go-to source.

4

## TVE

(TV Everywhere)

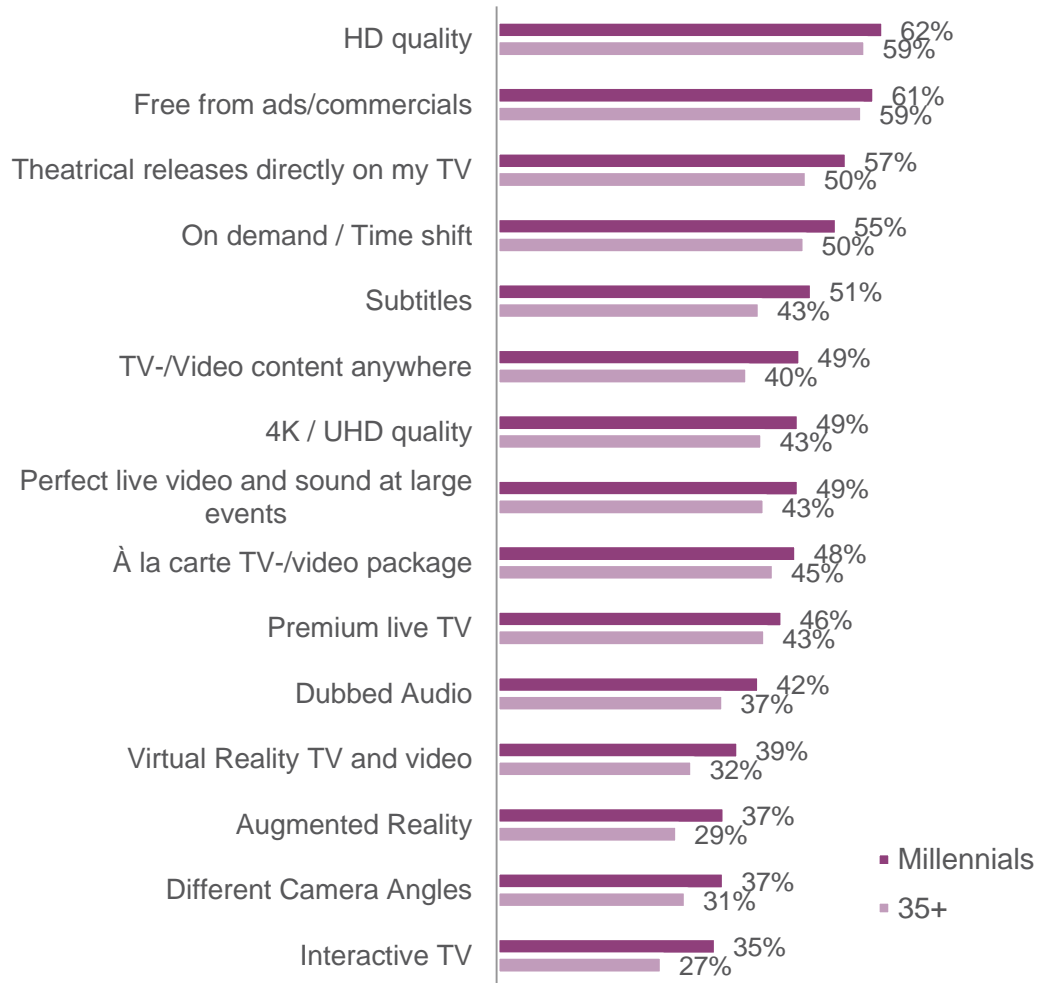
A VOD and/or linear/live streaming service offered to existing Pay TV customers – enabling them to access TV and video content also when away from the home



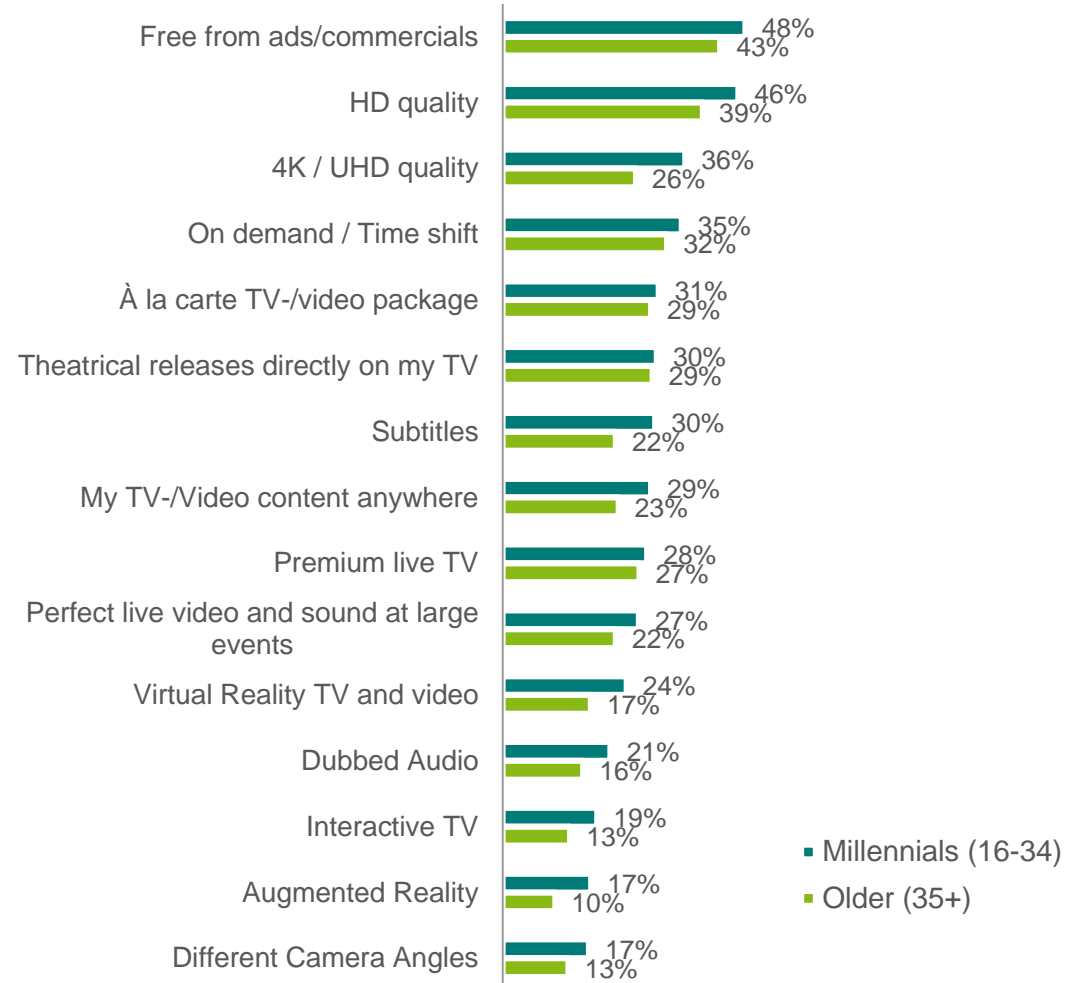
# IMPORTANCE & WILLINGNESS TO PAY FOR TV FEATURES



Percentage of consumers that say each TV Media feature is important, by age (top 2 answers on 7-point scale), [self-reported]

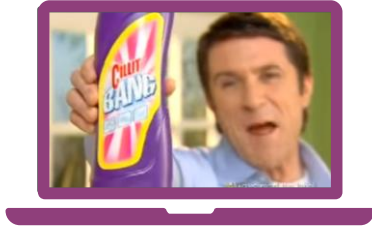


Percentage of consumers that say each TV Media feature is worth paying for, by age (top 2 answers on 7-point scale) [self-reported]





# CHALLENGES WITH ADVERTISING

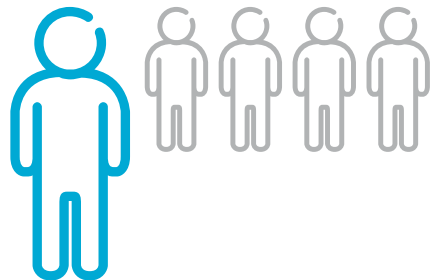


Percent of people interested in different types of personalized advertising [self-reported]



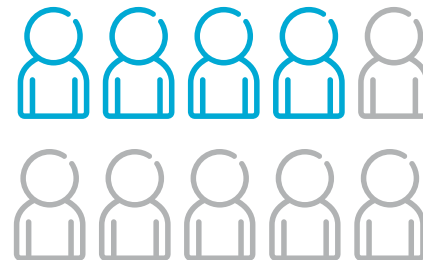
Personalized ads, based on your viewing habits, age, gender and zip code

Personalized ads, based on you specifying which ads you don't want to see again



1 IN 4

want to specify what TV ads they never want to watch again!



60%

of consumers say an ad-free TV experience is important, and 45% are prepared to pay extra for it!



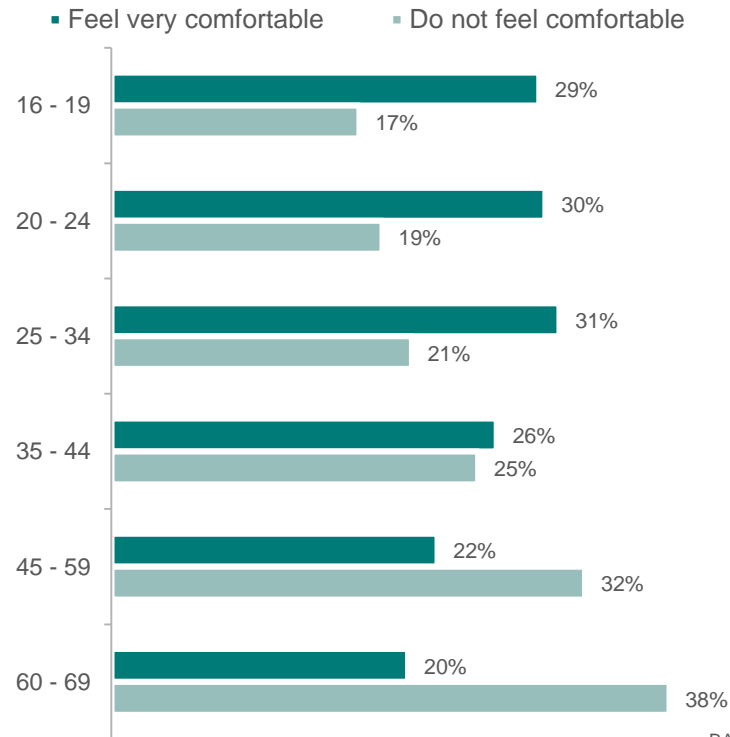
# MILLENNIALS FEEL MORE COMFORTABLE WITH PERSONALIZED ADS

## Global average

**27%** Feel very comfortable

**25%** Do not feel comfortable

Percent of people feeling very comfortable vs. not comfortable with personalized advertising [self-reported]



**72 MILLION**

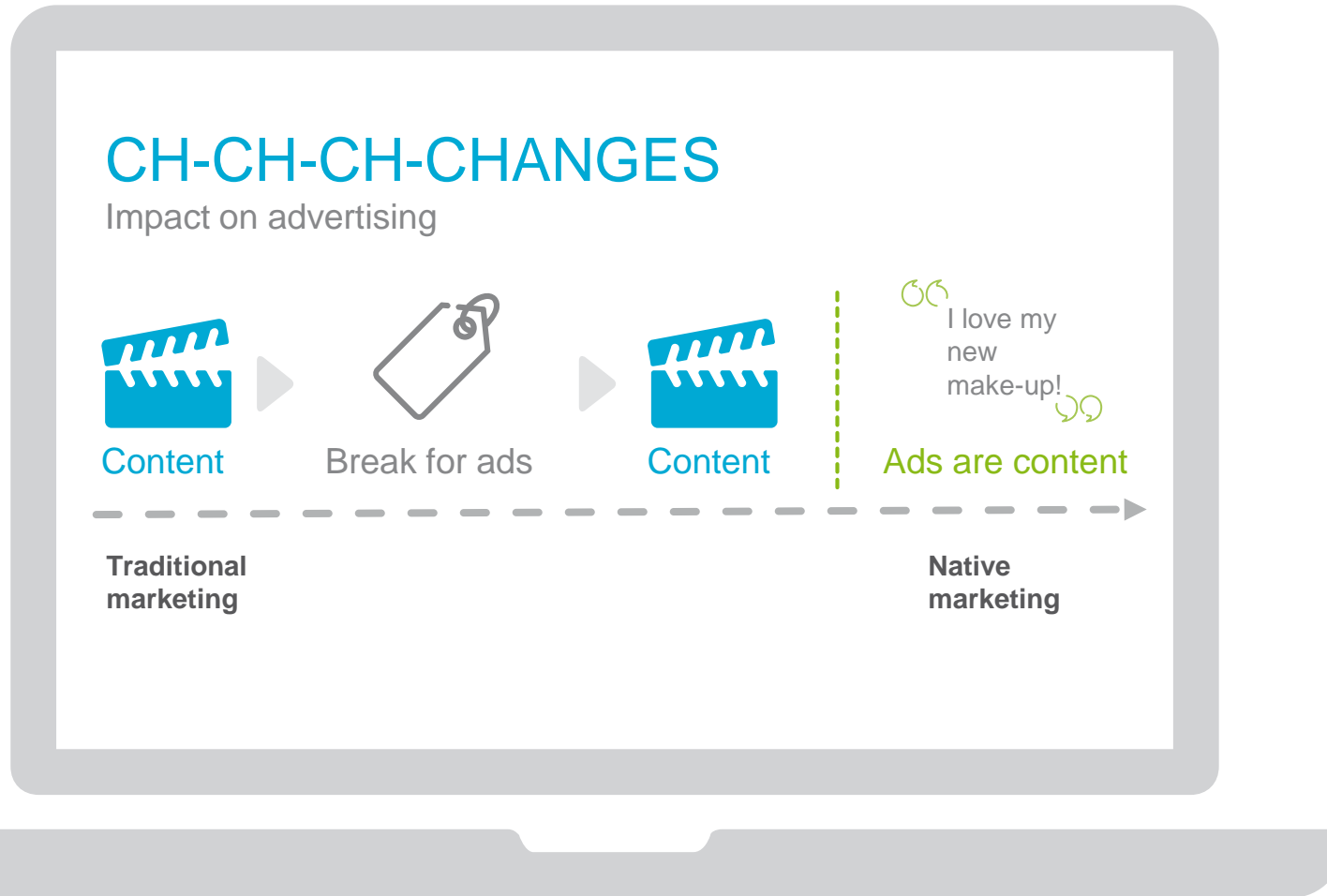
Americans used ad-blockers in Q2 2016\*



*"I hate all TV ads, but ones featuring kids caring about financial products make me wanna dry heave."*

Joseph, 39, UK

# NATIVE ADVERTISING IS RESHAPING OLD THEORIES



## Native Advertising

Letting UGC creators endorse brands with their own voice and format

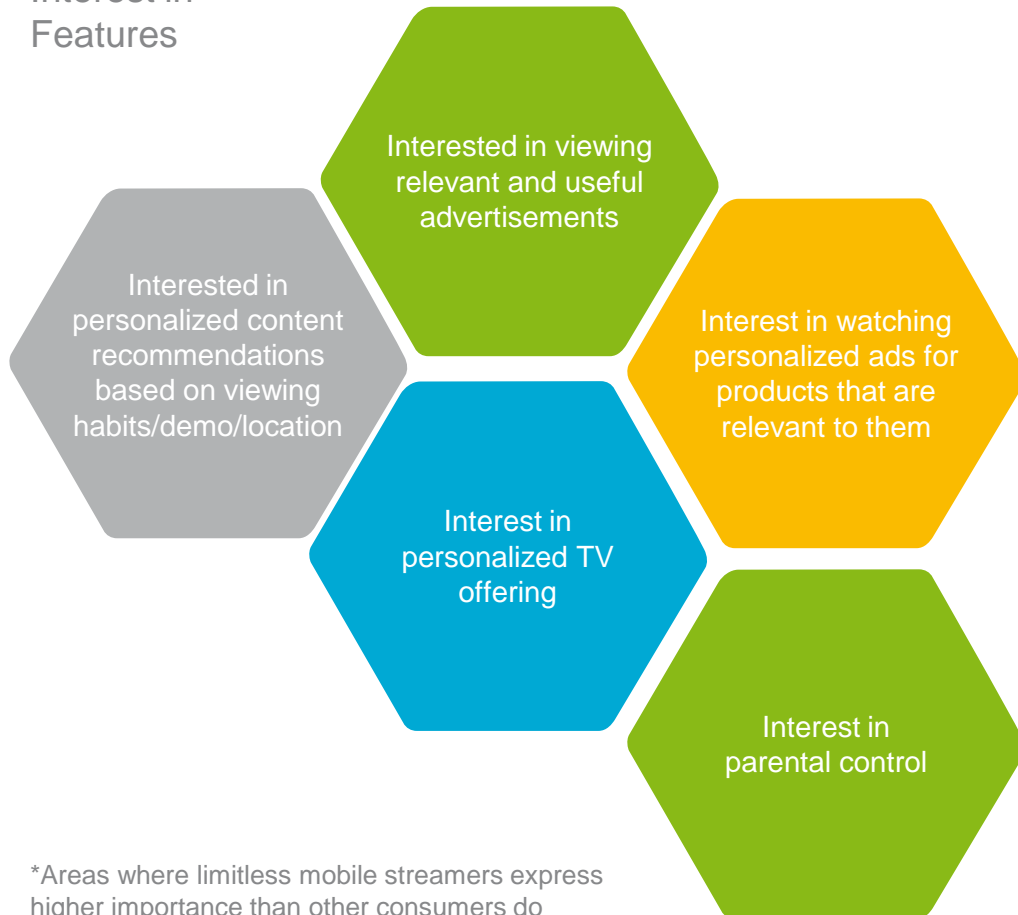
# FUTURE OF TV



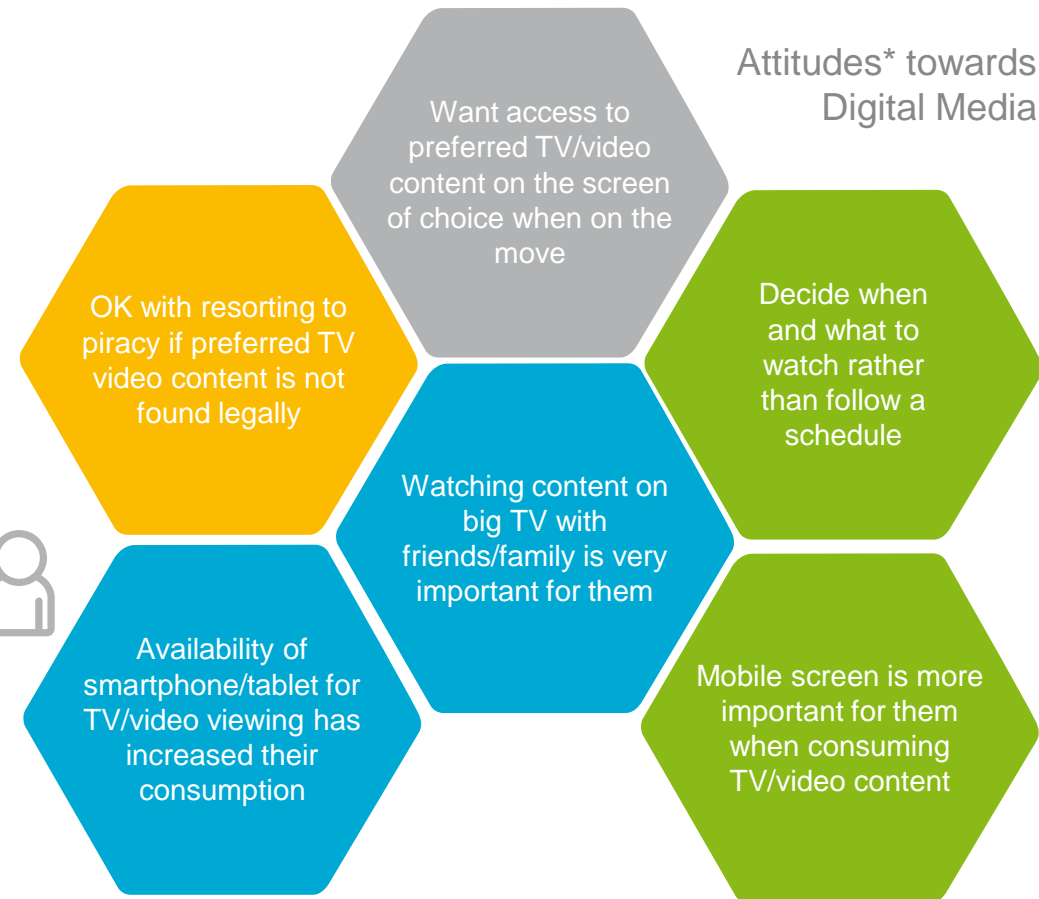
# THE LIMITLESS MOBILE STREAMER



## Interest in Features



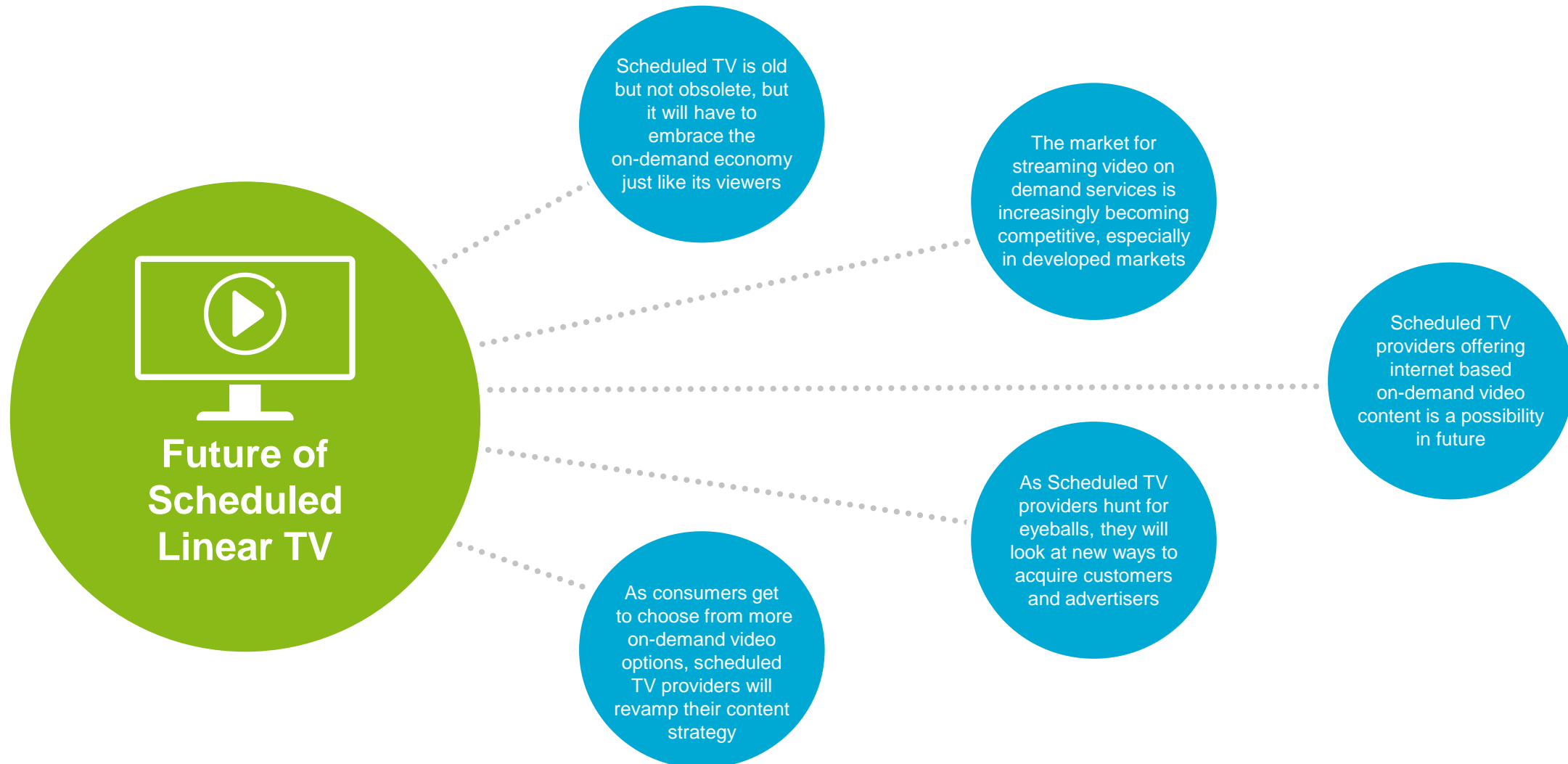
## Attitudes\* towards Digital Media



\*Areas where limitless mobile streamers express higher importance than other consumers do

\*Attitudes areas where limitless mobile streamers express higher importance than other consumers do

# THE FUTURE OF SCHEDULED LINEAR TV



# IN 2020...



~50%

of time on  
mobile screens



~50%

of time  
on demand



~50%

of consumers will be  
Screen Shifters &  
Mobility Centrics



**ERICSSON**