



### MIT Research Lab of Electronics

Digital Media in 2011

Presented by

Jamyn Edis, VP Emerging Technology R&D



#### Introduction



- Jamyn Edis, VP Emerging Technology @ HBO
- Professor (New Media/Marketing) @ NYU Stern
- Previously strategy consultant, focused on media, technology and communications



- Academic background @ Cambridge University (BA/MA) and Harvard Business School (MBA)
- Find me @ about.me/jamynedis
- Twitter @jamyn



### Today's Agenda



- Industry Trends
  - Connected Devices
  - Apps Everywhere
  - World of the Web
- HBO Overview
- Q&A



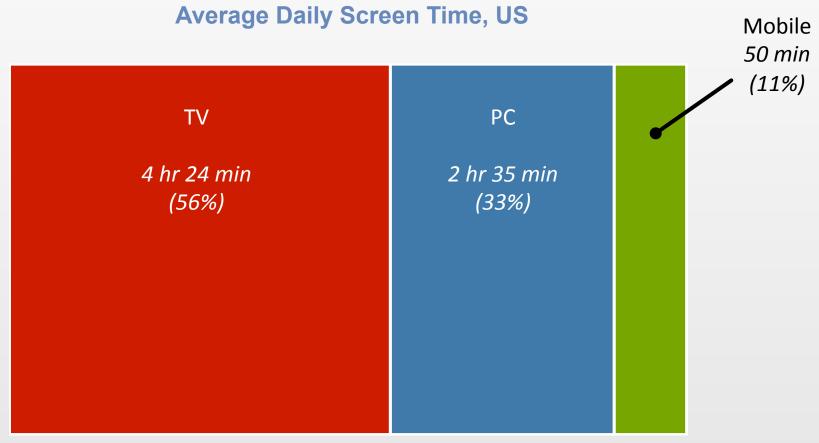
So, what's next for television?



### Media consumption



• People spend 8 hours a day in front of a screen



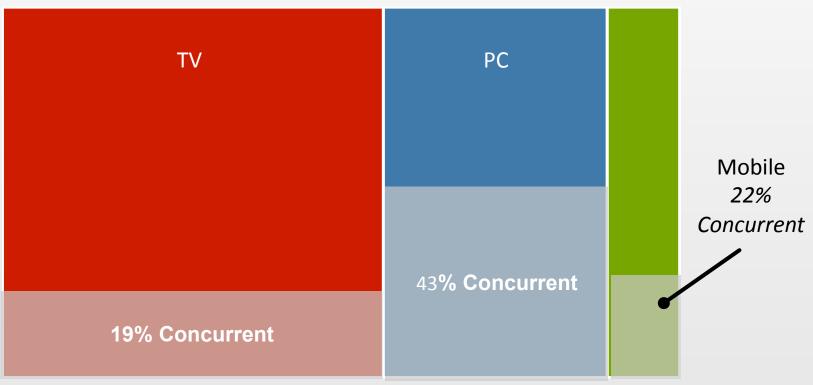
Source: eMarketer, Accenture analysis

### Media consumption



Concurrency puts the actual time closer to 6 hours

**Average Daily Screen Time, US** 



Source: eMarketer, Accenture analysis

## Explosion in web-to-TV connectivity



#### Connected TV



#### **PC-TV Link**



#### Console

#### BluRay Live



'Media hubs' are only an interim solution, before features become loaded as standard



#### **MSO STB**



#### Next Gen STB



### Cable technology – STBs with web









Likely to see disruption in TV that follows the mobile model post-iPhone:

- smart, connected devices
- growing usage of apps
- complemented by browser usage
- next generation input controls
- new media content and format

### Need all the moving parts to work...





Input Mechanism

Additional Hardware (e.g.STB)

OS / Platform

Video Content (linear, VOD, i/active)

Display device

Transport (e.g.BB, wireless, physical)

App Stores and Browser

Other Services (e.g. search, social)

Each constitute a potential 'failure point' and also required are the coordination of all backend

Additional needs, incl. standard, formats, DRM, authentication, CMS, commerce etcerce etc.



So, what's next for phones and mobile?







• From this...to this in just over 20 years...

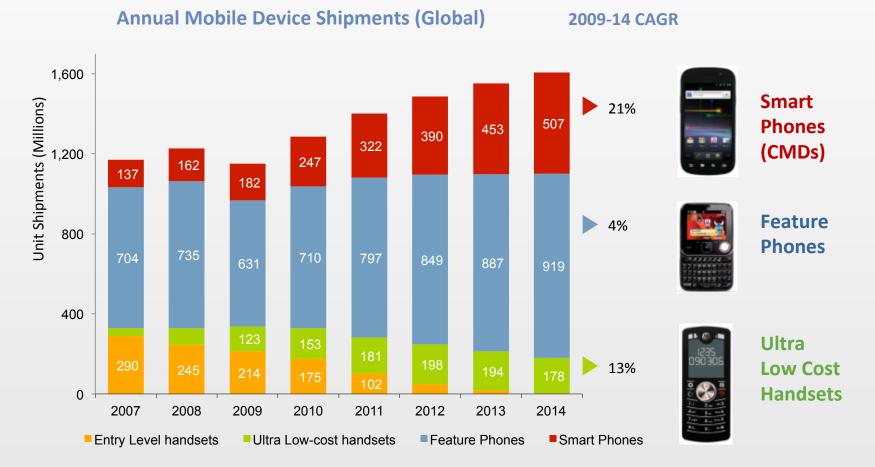




### Smart phones booming



### Phones capable of mobile web and apps dominate

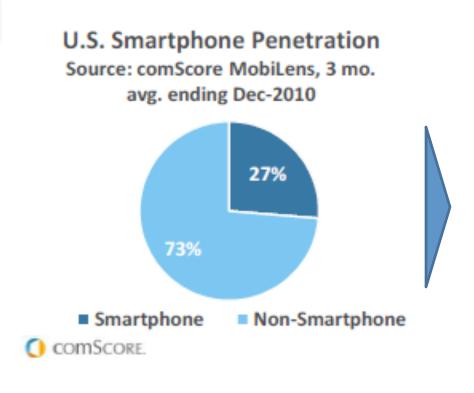


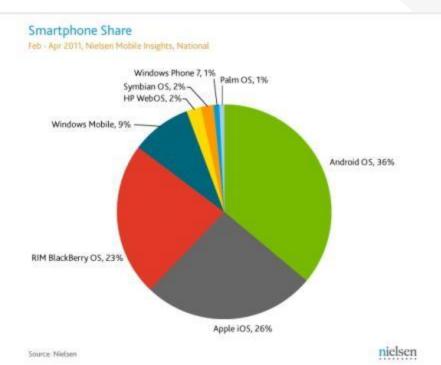
Sources: iSuppli, Accenture analysis

### Smartphone and mobile OS share



Despite assertions, Apple does not rule the world





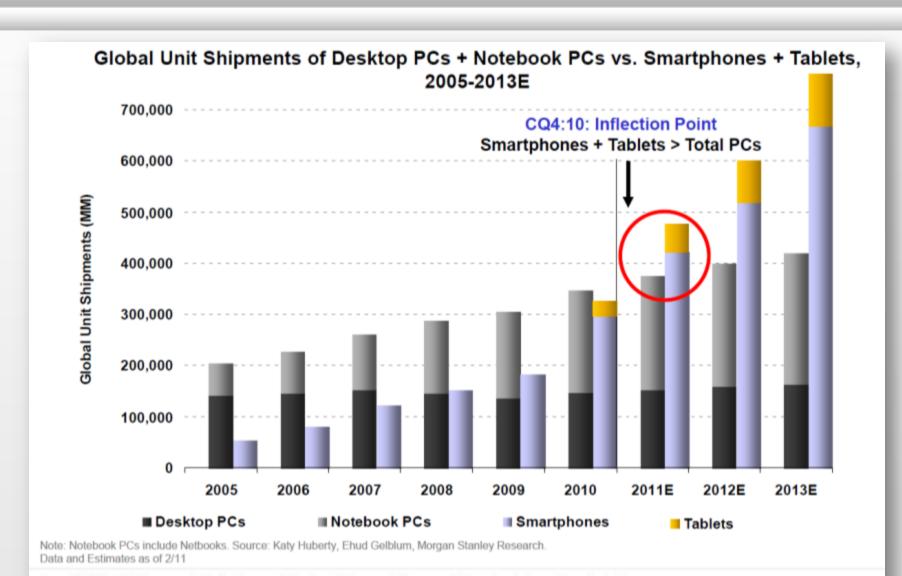






### Smartphone + tablets > PCs





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### The Big Apple







How are people getting content?



## App attack





## Software the new hardware: apps > devices



Historically TV		2011 and Be Video	eyond	h	NETFLIX
Phone		Voice			S
MP3 Player	H=	Music	0	PANDORA	
Camera	6	Images			

**Credit Card** 



**Payments** 

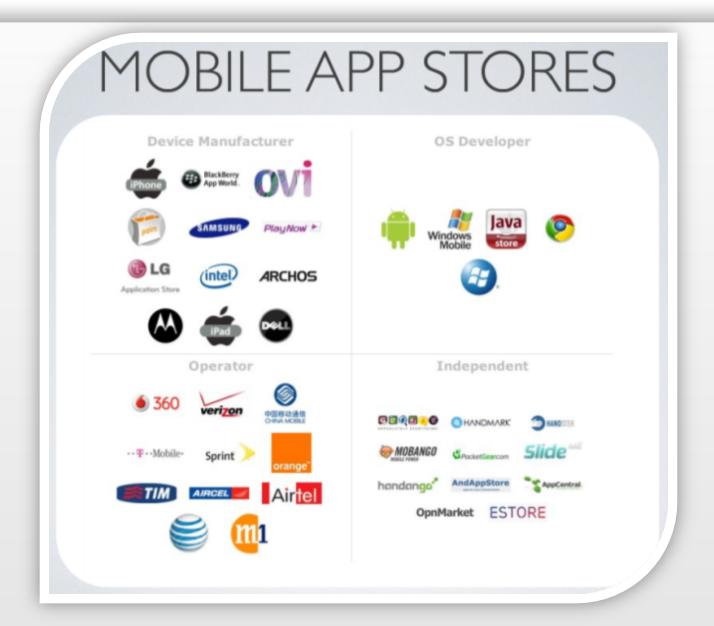






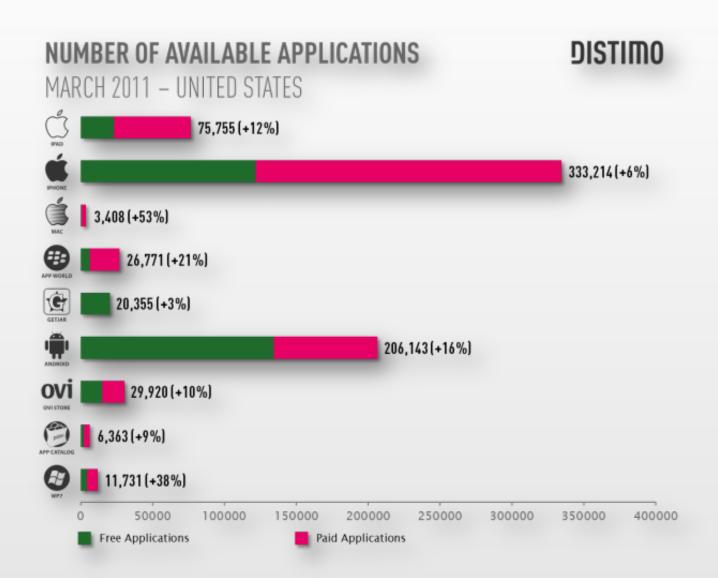
### App store facts & figures





### App store facts & figures





## TV app stores



#### **Samsung TV Apps**



#### **Vizio Internet Apps**



### Google TV app store

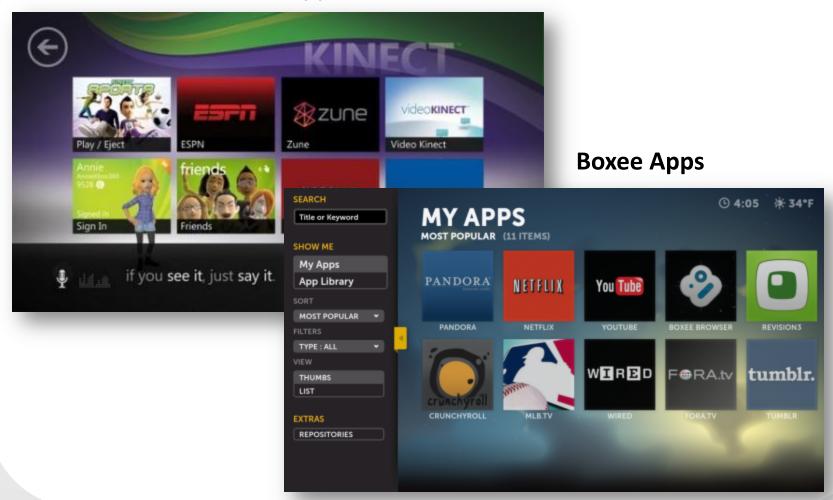




### Console and media hub app stores



#### X-Box 360 Apps





What's new on the web?



## Roll tape...





http://www.youtube.com/watch?v=3SuNx0UrnEo&feature=related

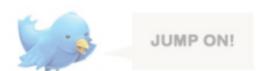
## Search – beyond Google





#### Social



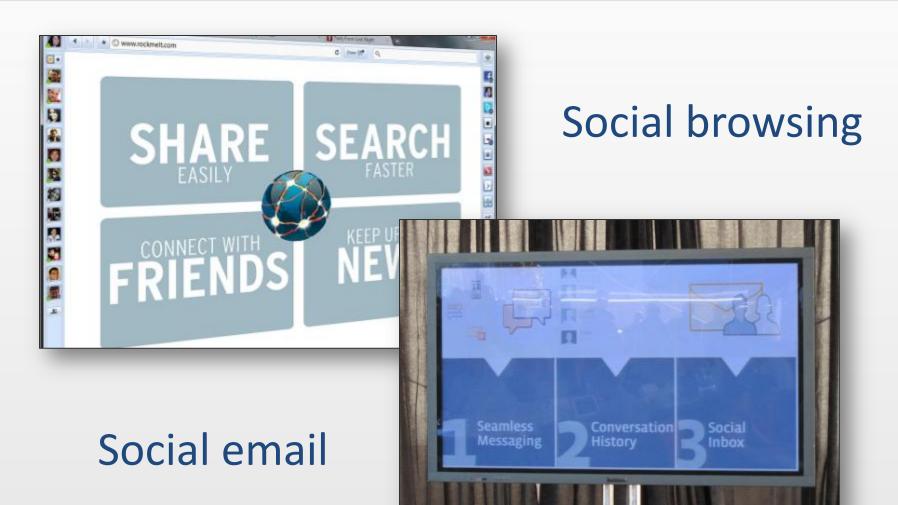


<< Social media is like teen sex. Everyone wants to do it. Nobody knows how. When it's finally done there is surprise it's not better... >>

- Avinash Kaushik - Analytics Evangelist, Google

### Social everything...





## Social everything...

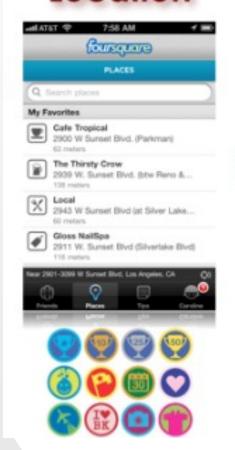




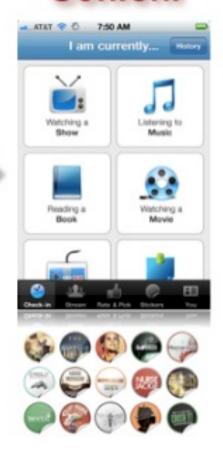
### Content and brand 'check ins'



### Location



### Content



#### Brand





### Implications for the media industry...



#### Consumer

- How people search/discover
  - e.g. social recommendations (Twitter, Jinni, Miso)
- How people view content
  - e.g. group viewing (ESPN/X-Box, Epix HD)
- How people share and buy media
  - e.g. commerce, clips, gifts (Facebook, Boxee, iTunes)

#### **Enterprise**

- How to enable the above (e.g. metadata, DRM, authentication, asset management etc.)
- Impact to brand control vs. targeted marketing
- Data, CRM, privacy implications
- Fundamental shift in business model, technology, culture

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## TV Everywhere – HBO GO





### HBO GO goes mobile



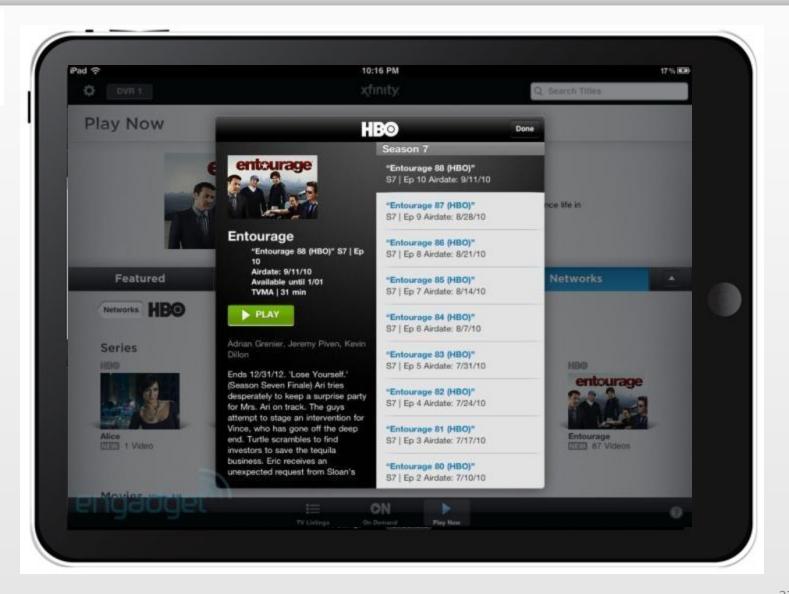


- Summer 2011
- iPad, iPhone, Android
- National marketing campaign
- 1,400 hours of content
  - TV and movies
- Authenticated, TV
   Everywhere product
- #1 on iTunes

### Affiliate mobile – Xfinity iPad app with HBO







### HBO GO extras – e.g. Game of Thrones



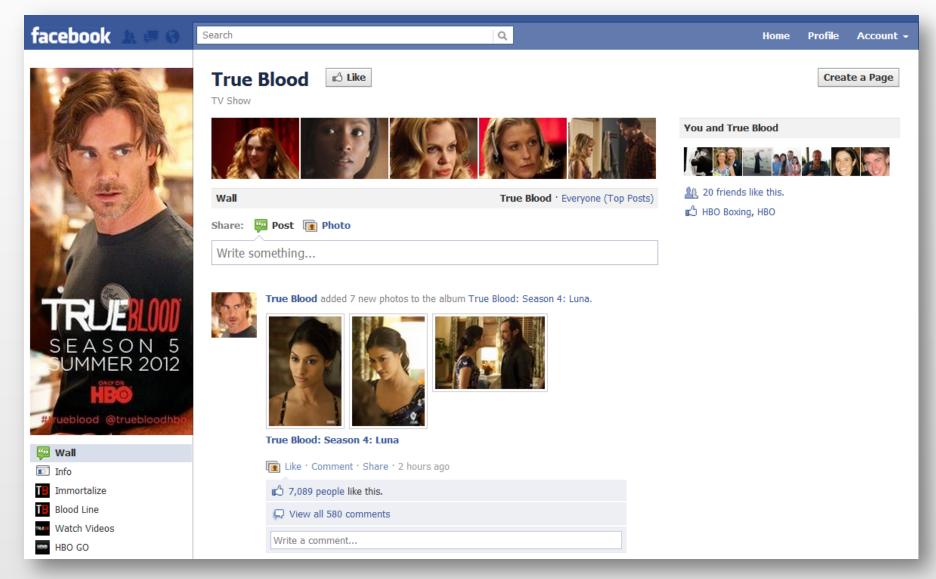


 Value added content (e.g. interactive maps) bound to real-time video playback on HBO GO



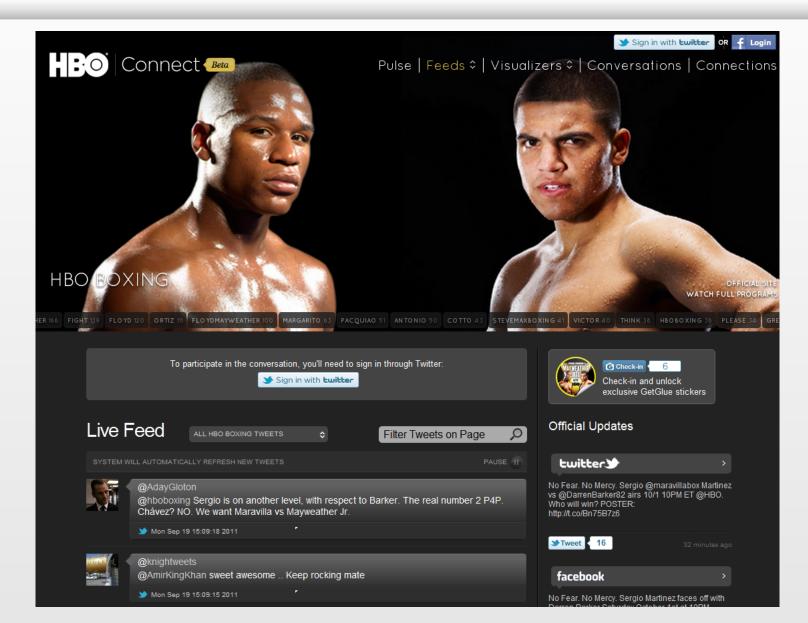
### 'Traditional' social media...





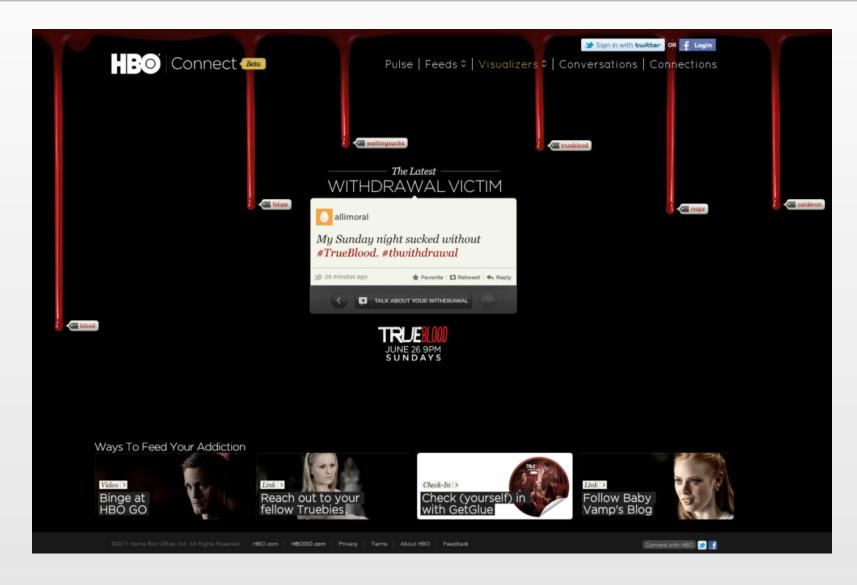
### **HBO** Connect





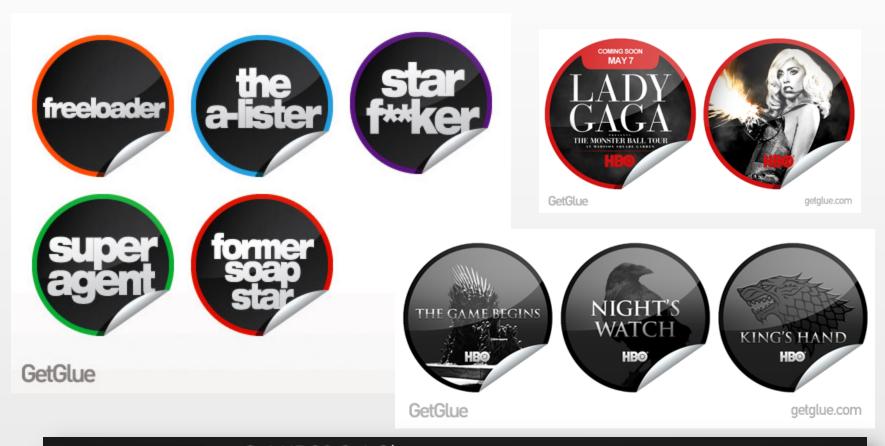
### **HBO Connect**





### Get Glue social integration into HBO.com





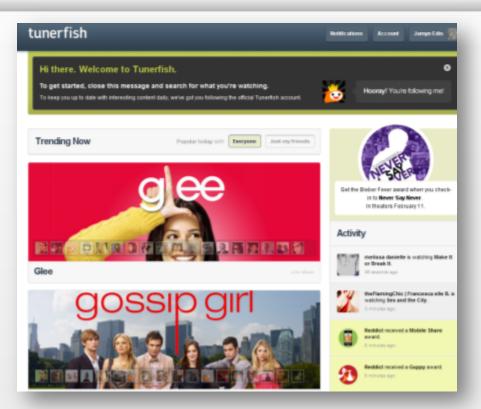
#### Got HBO? Get Glue.



Check-in to each episode this season to unlock a set of 12 exclusive Boardwalk Empire "booze"-inspired stickers. Download the GetGlue app or visit GetGlue.com.

#### Social TV – Comcast's Tuner Fish









Comcast's Tunerfish Debuts To The p

- Comcast incubated Tuner Fish, as social search utility for TV
- HBO experimented with True Blood campaign

### Ongoing shifts in digital media trends...





#### Mass Media

#### Me Media

General Personalized

Passive Interactive

National — Local

Wide Audience Niche Segments

Wired Wireless

Single Platform — Multi-Platform

At Home/Office On the Go

Editorial Control Social / Wisdom of Crowds

Gross Rating Points — Cost per Action

Household Targeting 

Data Analytics Overload

### Satisfying the end user...





- Linear appointment viewing **VS.** on demand on my schedule
  - At home on my big screen **VS.** on the go on my phone
  - Passive lean back experience VS. interactive engagement
    - Top quality programming VS. affordable economics
    - Rich storytelling VS. 'snackable' short-form media
  - Personalization and curation VS. social and crowdsourced
    - Targeting and relevance VS. privacy and anonymity



# **Questions?**