## Future Opportunities for Broadcasters Enabled by Personal Media Storage Systems

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Opening - You know what?

it's going to happen...

Personalised TV (PTV) will be ubiquitous and we all need to be ready for it...

## A little history - early av distribution:

- ·Sep 1975 Sony betamax deck \$2300
- ·Sep 1977 VHS deck retails for \$1000
- Nov 1977 50 titles available for rental
- Dec 1977 First video rental store, store

#### owner threatened with a lawsuit

- •1985 Rental market \$2.5 billion
- •2001 Rental market \$8.4 billion
- 2002 DVD 30% of rentals, 25 000

### video stores in USA

Source: video software dealers association

PDR's ubiquitous...once

- The price of home media storage is right
  - •PDR's are integrated with relevant and attractive consumer electronics
- Support of CE manufacturers, rights holders, broadcasters & MSO's
  - •The industry is truly creative on this new platform
    - Barriers to interoperability are removed

My talk

What is Personal TV?

Clear and present danger, the first hill

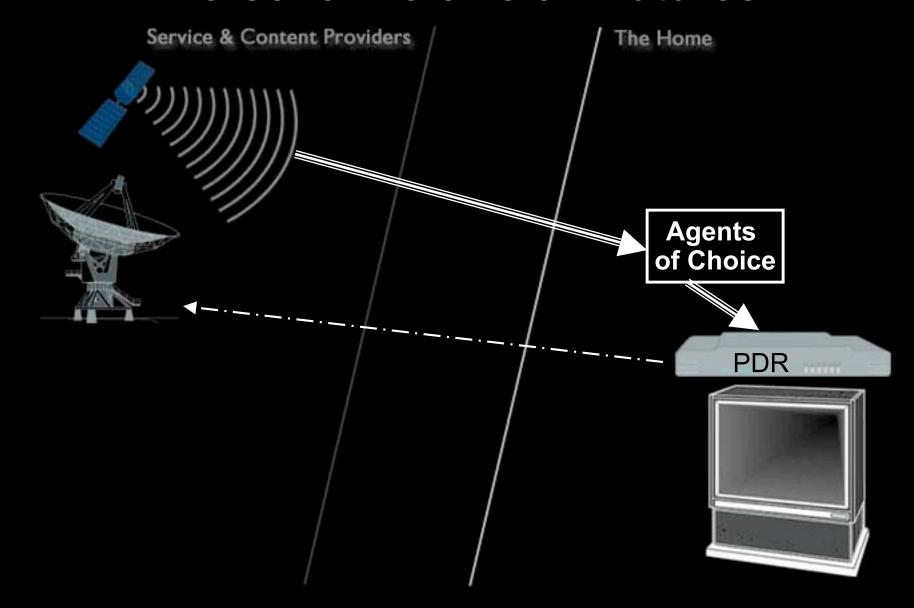
Opportunities, new services & monitisation

Beyond the horizon

What is Personal TV?

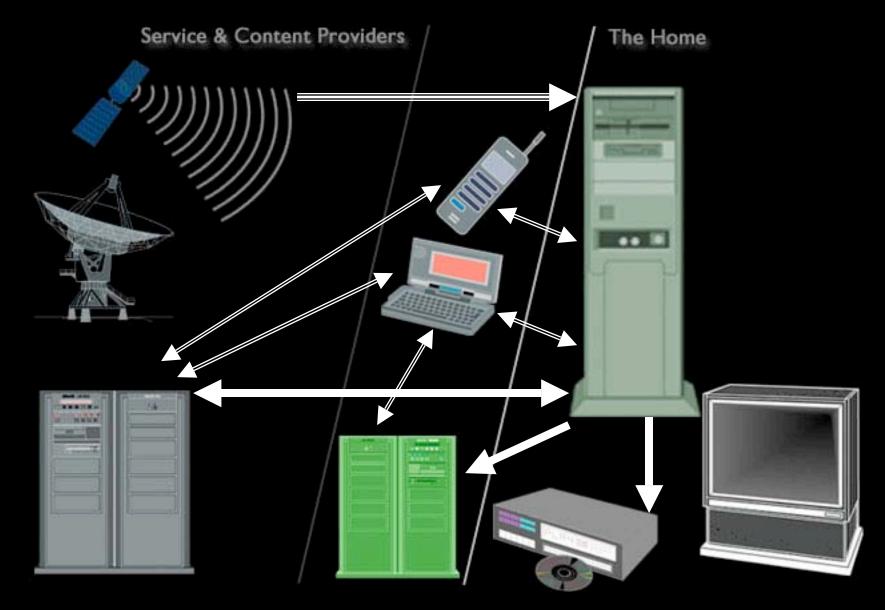
TV and Radio programmes
where the viewer relies
on various
Agents of Choice\*
for their media consumption

\*Agents of choice - automated and/or manual profiling of consumer preferences



### What is Personal TV?

- •People will receive their 'life' content when and where they want it...media storage will be transparent and everywhere
- •OK it may be a confusing environment, technically complex...



- ...but the new technology is here to stay a 21st century paradigm shift...
  - 1. All devices have storage
  - 2. Agents of choice accepted
  - 3. Display devices everywhere
  - 4. Interoperability...

## Simple evolution

- 1. dTV receiver
- 2. dTV receiver with storage
- 3. Home 'entertainment & life media server' stb, pc & games console
- 4. High capacity portable media players e.g: PaVP portable audio/video players & smart displays

## **Changing environment**

LOCAL STB

TiVo

Sky+

**DVD-r** 

**DVR** 

IntTV's

Dcable

DSL

PC

etc:

DIGITAL HUBS

**Apple** 

**Microsoft** 

Sony

HP

Samsung

**Philips** 

Linux

etc:

**DELIVERY** 

dBroadcast

**Analogue** 

**3G** 

IP

DVD

etc:

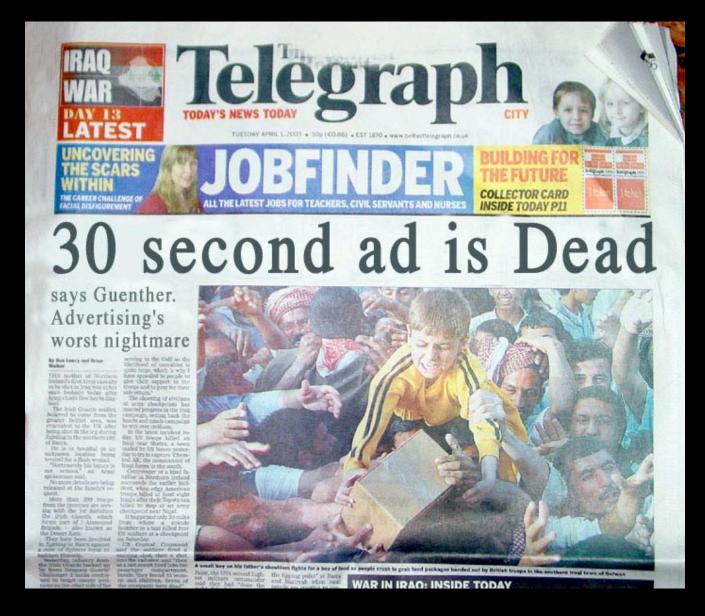
# Clear and present danger "Over the first hill"

## **WE'VE ALL SEEN THE NEWS!**



## Clear and present danger

- Everyone would prefer to receive content and be able to transfer it to people they know and around their own av systems!
- They want to access it EVERYWHERE
- They DON'T want to be forced to see irrelevant content!
- INCLUDING advertisements...



"...barring government intervention the TV business model of the 20th century is dead"

W Crawford 2002 (Future of DTV)



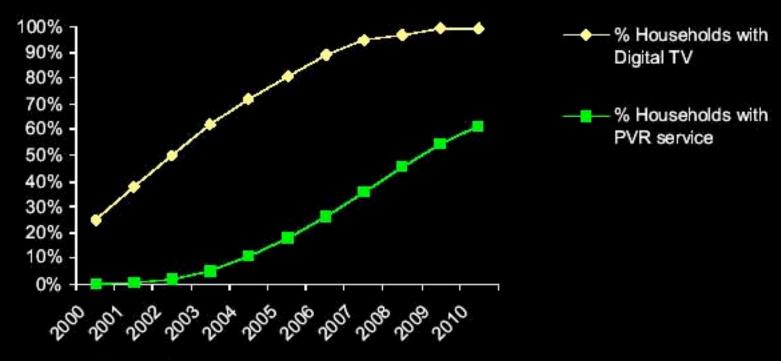
## Clear and present danger

PVR's will **kill broadcasting** especially commercial broadcasting.

Allowing viewers to view what they want when they want will mean they:

- •WILL avoid adverts,
- avoid promotions,
- avoid ANYTHING they don't want to see that TRYS to get them to transact

UK take-up of PVR technologies, household penetration (%)



Source: Decipher analysis

## Clear and present danger

Question

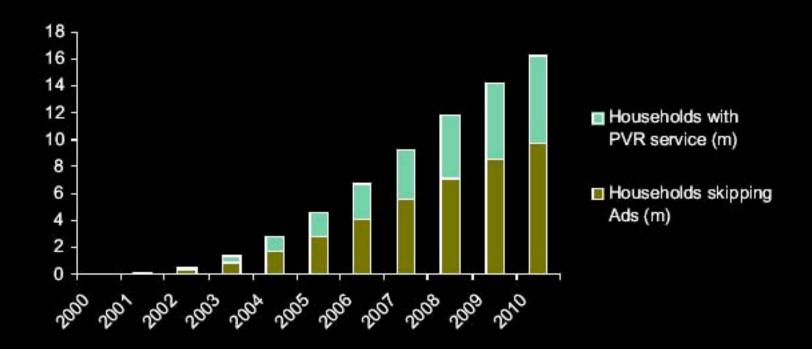
What adverts will people not want to skip?

Answer

The ones they REALLY want to see!

Note to industry: RELEVANCE to the viewer...

#### UK household take up of PVR services and ad skipping



Source: Decipher analysis

## Clear and present danger

- •88% of the adverts in the programmes viewed on PVRs went unwatched
- Channel surfing decreased by 31% BUT
- 6 out of 10 TiVo users watched more television.
- •ReplayTV reported that, on average, users viewed three hours more television each week
- •60% of users watched series that were once unavailable because of inconvenient scheduling
- One third of TiVo users now see television as their primary source of entertainment – twice as many as those without

(Source: Tivo and ReplayTV)

#### UK Ownership of entertainment related devices

	Ownership (% of UK households)
Colour TV	96
2+ TVs	60
TV sets 28" & over	16
One VCR or more	84 (of which 19% have two or more)
Video Games	29
Non PC DVD players	1

Source: BARB Establishment Survey 1999, Screen Digest, TGI

In Europe the UK has the second highest percentage of VCR's per TV household - at 86% (Iceland at 88%!).

## What kinds of monitised services could providers offer via PDRs?

- DVD now represents 57 percent of 2002 home video consumer spending
- Rental of movies (\$16.8 billion) now twice that of cinema tickets!
- DVD in 40 million US households, VHS in 96 million US households

#### THE FIGURES ABOVE SAY IT ALL

 There is a massive market and PERSONAL TV systems will be the most cost effective way to distribute high quality video content - but also new CONTENT...

# Opportunities, new services & monitisation

#### **NEW AD MODELS - REACHING INDIVIDUALS**

- •Innovative advertising opportunities that deliver individuals directly to advertisers
- Qualitative and quantitative measurement.
- TAM (Television Audience Measurement) detailed TV audience information for the 21st century.
- •Extending the reach of targeted TV advertising via SMS, telephony and the web

Targeted advertising
we now know who is out there individuals appreciate relevance
the ad is way more effective

Dynamic Insertion

Ads can 'drop' into relevant

content and viewers

#### Ad free or ad full 'content'

1 Cheaper programming for the consumer with ads included.

2 If they watch the ad included you get benefits such as extensions to programmes

#### Ad positioning

1 Single ads linked to multiple genre programmes
2 Commercial exclusivity - sponsor has 'dynamic' sole placement
3 Effective clustering of ads at beginning and ends of programmes
4 View the program with the default advertisements being
replaced with ads from the local store

Flexible length

Ads can now be any duration!

"the ad loyalty card"

"You watch my ads we give you benefits such as a free programme or a coupon for real product" (using a personal impression counter)

Non-skipping options
For additional fees advertisers can force non-skip - regardless of where they are inserted

Virtual ad channels viewers choose to go to relevant ad channels

Infomercials
extending the short form ad.
Greater detail

Story lines - repeat viewings
Created via stored 'soap operas'

### **Topicality**

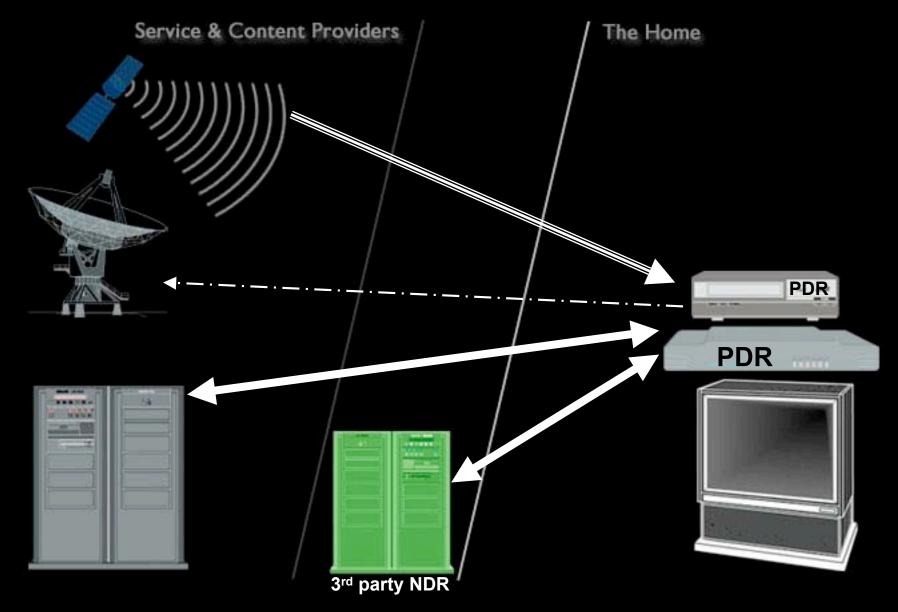
Updating of commercials on the PDR to retain timeliness

Forced ad playback insertion

e.g: During a programme during playback an ad is inserted and has to be watched or the programme will not continue!

Guaranteed number of impressions eg: Brand buys 25 non-skippable impressions for every PDR on the market

- 'Push and Pull' targeting and profiling the three enablers:
- Broadcast & location targeting Tagging content 'effectively' matched to local devices
- 2. Usage reporting getting a range of usage data back for analyses. Using core profiles and click tracking, 'we' can understand viewers anonymous, aggregated viewing patterns.
- 3. Content tracking over two way broadband environments, tracking content usage. How it is being distributed or shared, leading to pay-peruse and micro payments



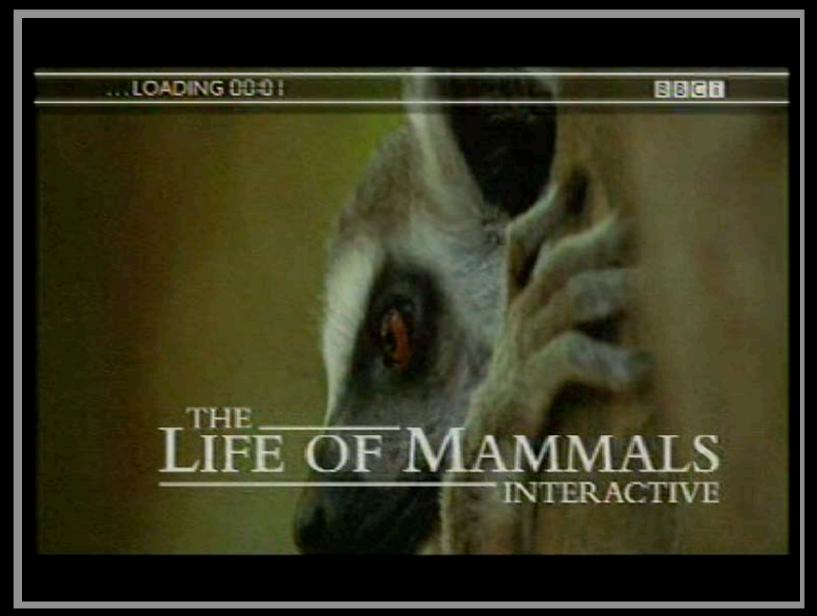
## BBC interactive services, people want to interact

- •The BBC is changing the grammar of interactive services
- •We now have almost as many people in UK using iTV than have used the web 11 million have used BBC iTV and 13 million BBC Online sites last year
- Over 40 new interactive TV services a month
- •Test The Nation had over 10 times the audience of the internet
- Sport people want to relive the multistream experience
- Non-linear services...many variations



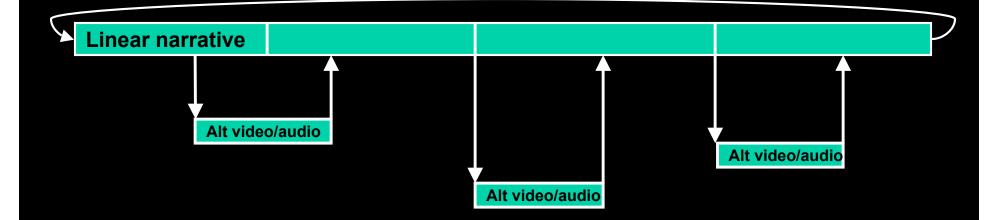
## What kinds of monitised services could providers offer via PDRs?

- Highlight 'capture' of key sports or other live event programmes
- News bulletins personalised 'regionalised' capture and Personalised capture from magazine programmes
- Packages of theme'd or popular programming eg: comedy, drama, kids
- Educational packages with targeted levels of learning
- Targeted & niche promotion 'off the PDR' to individuals
- Packages of interactive TV or web linked enhancements...



#### NLN01 (non-linear narrative) - Parallel, sequential, temporal

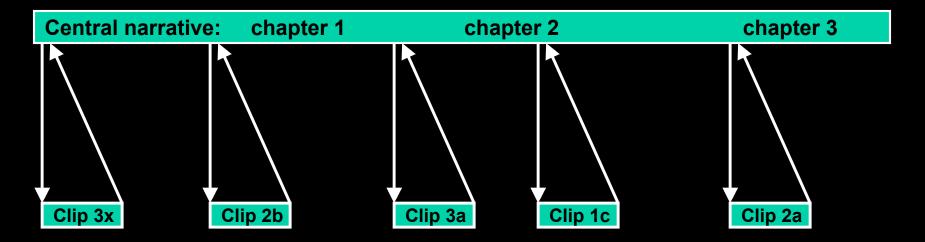
The linear narrative forms the backbone on which hangs jump off points to alternative commentary, background & perspective. This temporal, time critical interaction of course means care has to be taken so viewers do not feel they are missing out on other streams...



#### **NLN02 - Sequential, tangential scenes**

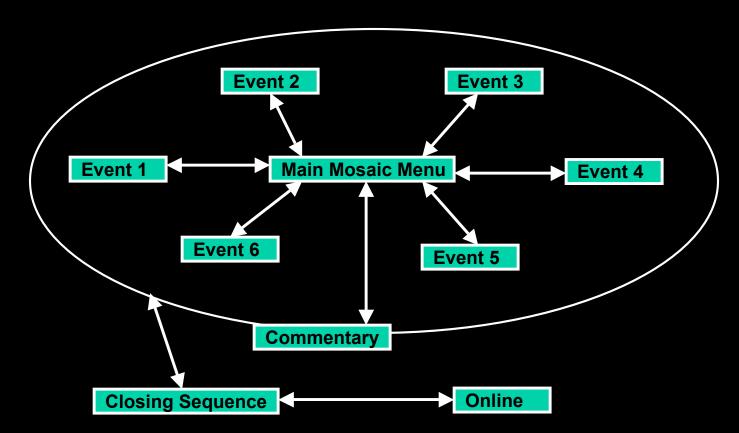
Again linear narrative forms the backbone with jump off points to alternative commentary, background & perspective. Here though we are assuming an on-demand environment and the viewer returns to the main narrative where they left off.

In one example of this format below the short loops from and back offer serendipity, time-shifting and slightly anarchistic and disorientating being relevant to sections further along in the narrative.



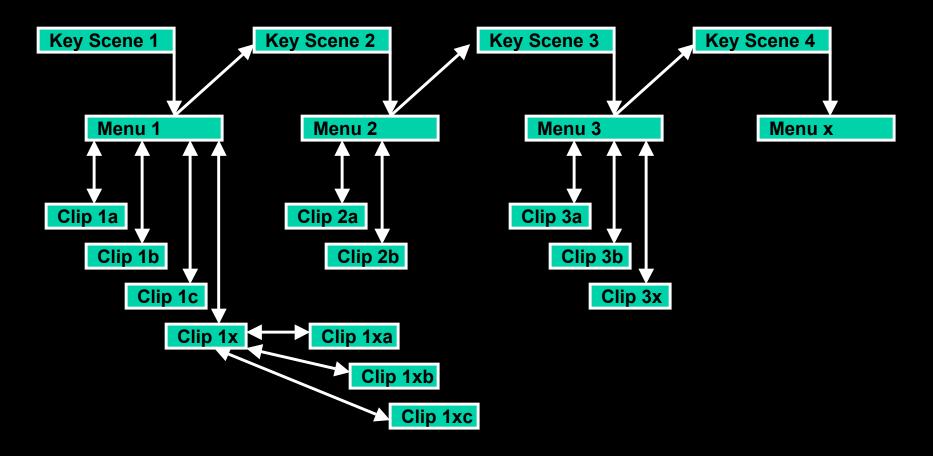
#### **NLN03 - Single node scene menu**

A window on the world. Viewers get to choose key events in any order from a central menu. In this example a mosaic 'mind-map' interface, shallow hierarchy, convergent sequence leading to closure and conclusion



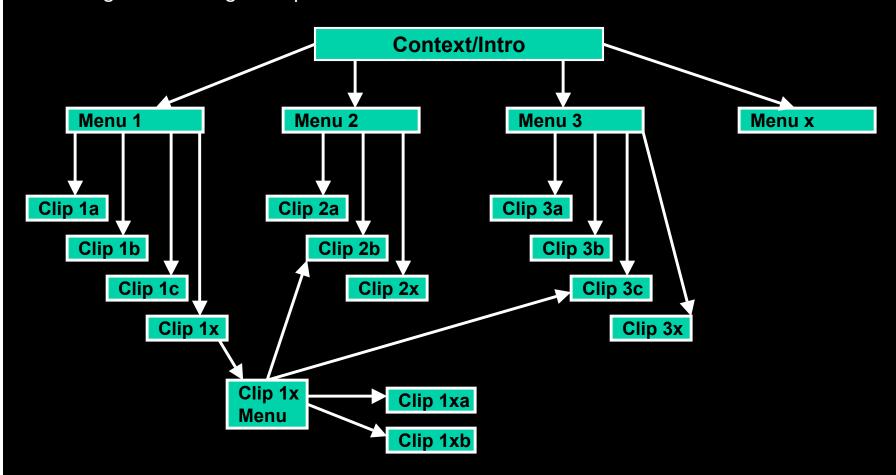
#### **NLN04 - Sequential and branching hierarchy with fixed junctions**

Sequential journey through key scene clips laid out in a order. The tangential deep hierarchical links at junctions give more perspective or background. They pick up where they left off to go to the next scene - ideally suited to gaming-type progression with challenges at main junctions.



#### **NLN05 - Branching hierarchy, fixed junctions**

The most non-linear, a viewer led journey through short scenes, alt perspectives or outcomes, interface leads the viewer onward after each clip, deep hierarchies can be built with a mix of divergent & convergent sequences.



## Beyond the horizon

### **KEY INDUSTRY ENABLERS - standards**

DO we move forward as an interoperable worldwide industry OR *fragmented & disconnected* 

- Agents of choice & targeting standardised profiling dictionaries.
- IMAGINE a world where providers 'release' content, it can find its own audience everywhere and where it generates revenue automatically back to providers
- We NEED standardised metadata to track content – interoperable DRM and DRE - look at the Creative Commons initiative http://creativecommons.org

# Personal Television Futures TV-ANYTIME - PHASE TWO EVOLUTION OF PDR's

- 1. New types of content (rich media, graphics, audio etc:) will be captured
- 2. New types of services (non-linear TV, interactive TV, TV combined with web, games etc:) will be captured
- 3. Content will be moved from persistent local storage to removable media (Content will be further distributed via this removable media)
- 4. A greater range of TVA capable devices will exist
- 5. Content will be <u>moved</u>, <u>copied or streamed</u> between local, connected TVA devices
- 6. Content will be moved, copied or streamed over external networks between TVA devices

#### **HOME ENTERTAINMENT FUTURES**

- Currently in the US there are three TV sets per TV household and 105.5 million TV households - about 316,500,000 TV sets
- 36% of homes will have multiple PCs, 9% broadband Internet, and 4% wired networks.
- Unit sales of digital cameras will grow from over 4 million in 2001 to 19.8 million in 2006
- In Europe, 15% households will have wireless networks by 2005
- Chip manufacturers are producing single chip multi av decode – NEC up to 4 streams by 2003
- Stategy Analytics Jul 99

# Personal Television Futures Postulations - PTV 10 years hence...

- Scheduled TV will mostly be limited to live sport and news
- Distribution of TV content will be 90% broadcast/band and wireless to PTV systems the rest high capacity DVD
- You will have portable profiles worldwide and will receive their content anytime/where
- All promos and ads will all be highly targeted
- Viewers will all have large home servers feeding many displays and devices (in and out of home)
- Programmes will be made for time-shifted, large groups of niche audiences
- Linear AV only TV will be in the minority

**THANKYOU** 

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BBC Online http://www.bbc.co.uk

BBC Digital TV http://www.bbc.co.uk/digital/interactive.shtml

BBC iTV Commissioning http://www.bbc.co.uk/commissioning