# Media Tech Intelligence Update at BaM LIVE!™ June 2021

#### **Table of Contents**

#### Contents of this collection

This is a collection of presentations that the IABM Insight & Analysis team delivered at at BaM LIVE!™ June 2021.

The presentation cover the topics listed below. You can click on the hyperlinks to jump straight to specific presentations.

Use the icons on the top right of each slide to go back to this table of contents.

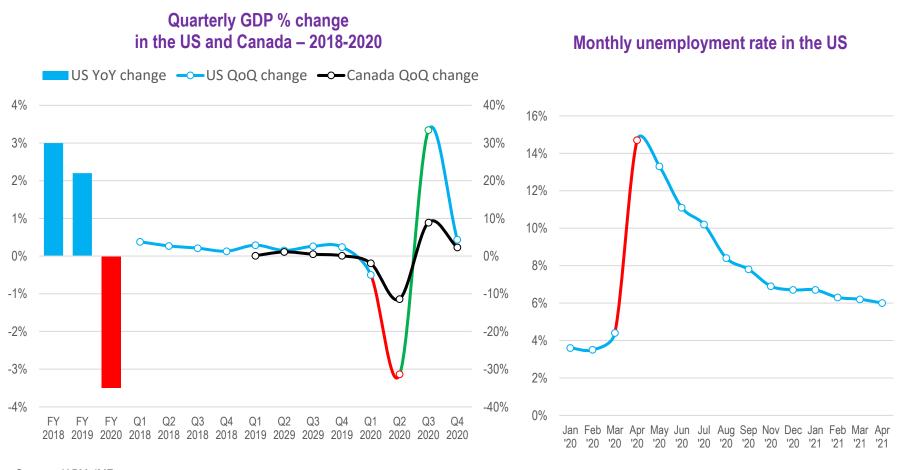
- > Americas Regional Trends
- **▶** <u>Digital Transformation in Media: The Stats</u>
- > Decentralized Production Models: Effects on Media Tech Investment
- **► Media Convergence: Current & Futuristic Perspectives**



# **Americas Regional Trends**

Olga Nevinchana, Senior Research Analyst, IABM

#### **Business Environment in North America Overview**



GDP change in 2020:







The government spending in response to COVID-19:

\$3.5 trillion

of the fiscal support package

\$1.9 trillion

of the COVID-19 relief bill

Sources: IABM, IMF

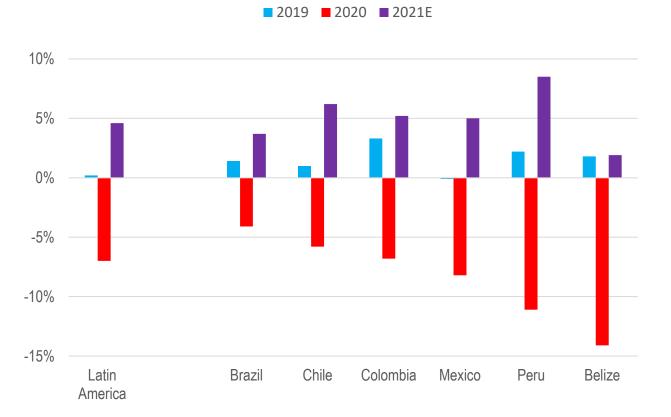




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# **Business Environment in Latin America Overview**

#### Annual GDP % change by country in Latin America



-7%

Economic activity contracted by 7% in Latin America in 2020, according to IMF.

#### Fiscal limits of the region

The majority of Latin American countries do not have a similar fiscal space to more developed countries.

Sources: IABM, International Monetary Fund (IMF). Note: GDP 2021 estimates as of April 2021.



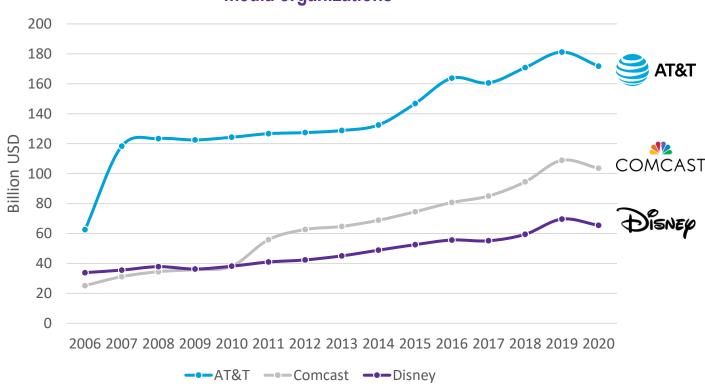


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### **Pay-TV in Americas**

#### North America is one of the largest broadcast and media markets

# Revenue of the top three North American broadcast and media organizations



> \$340 billion revenue in 2020

Sources: IABM, AT&T, Comcast, Disney

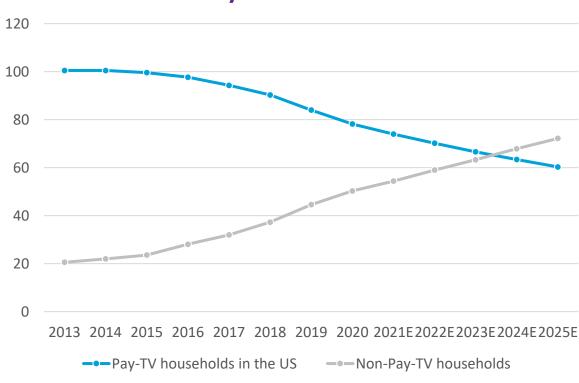


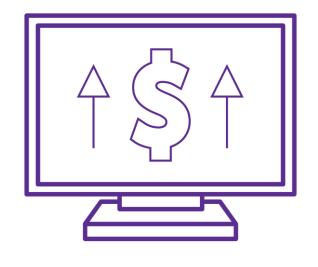


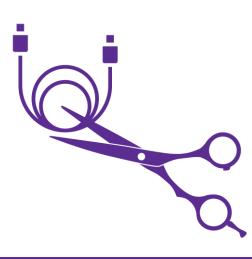
### **Pay-TV in Americas**

### **Cord-cutting trend continues in the US**

#### Number of Pay-TV households in the US





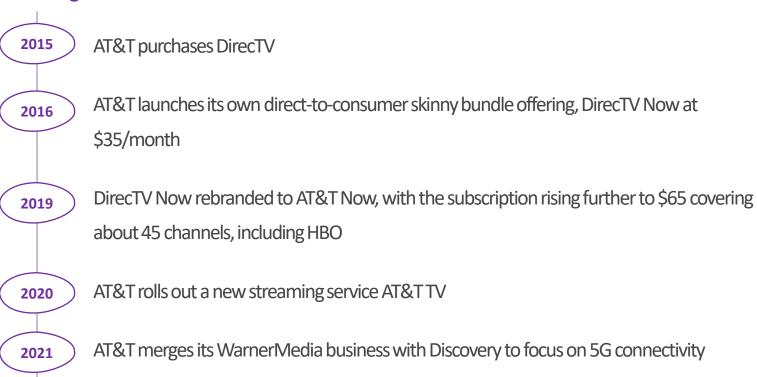






**North America: AT&T and Comcast** 

#### AT&T goes DTC



"

We'll grow in our Pay-TV business with AT&T TV, coupled with a focus on our fiber broadband footprint driving incremental penetration



Jeffry McElfresh, CEO, AT&T Communications

Sources: IABM, AT&T





#### North America: WarnerMedia merges with Discovery









John T. Stankey, AT&T Inc. CEO, President & Director

"

This transaction brings together two entertainment leaders with complementary content strengths and positions the new company to be one of the leading global direct-to-consumer streaming platforms. The deal also provides AT&T with additional flexibility to invest in what I believe is an equally compelling opportunity, becoming the preeminent U.S. broadband provider.



Sources: IABM, AT&T





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**North America: Disney** 

#### **Disney, Disney+ going global**



Disney acquires a streaming technology provider, BAMTech



Disney launches an ESPN-branded sports streaming service

Disney purchases Fox in a deal worth \$71.3bn (getting 39% of Sky)



Disney launches its own subscription-based streaming service, Disney+, priced at \$7/month (or \$70/year)



The number of Disney+ subscribers exceeds 100 million only a year after its launch

Sources: IABM, Disney





103.6 million

Subscribers as of 3 April 2021



230-260 million

Expected subscribers in 2024



2.83 billion

Operating losses in 2020



Expected year for first profit





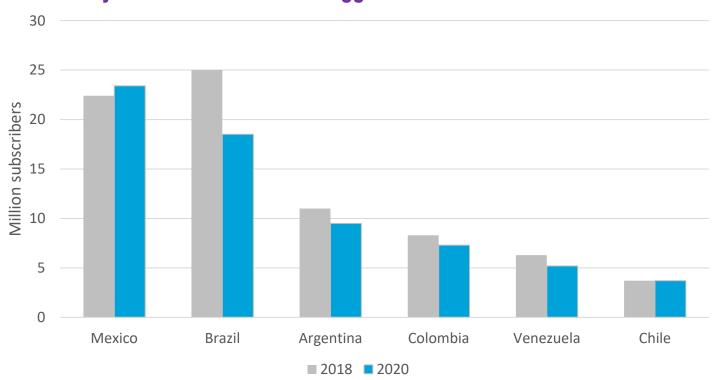
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# Pay-TV in Americas The Pay-TV sector in Latin America remains flat

Sources: IABM, Kantar Media





Low purchasing power

high level of income inequality

poor fixed-broadband infrastructure

easy-to-access illegal or free high-quality alternatives

Sources: IABM, Business Bureau



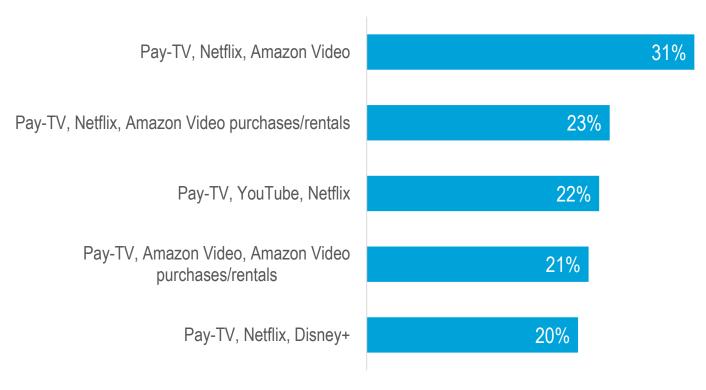


#### North America: Netflix and Amazon are leading the streaming race

The US makes up 90% of the North American SVOD TV households



#### Top Bundles of three services in the US



Sources: IABM, TiVo, 2021





#### North America: the resilience of sports rights















#### **Latin America**



#### November 2019

SVOD service GloboPlay launched in Brazil. The OTT service reached 20 million subscribers in 2020, becoming the leading SVOD service in Brazil.



#### September 2020

GloboPlay+ launched, a package with linear Pay-TV channels.



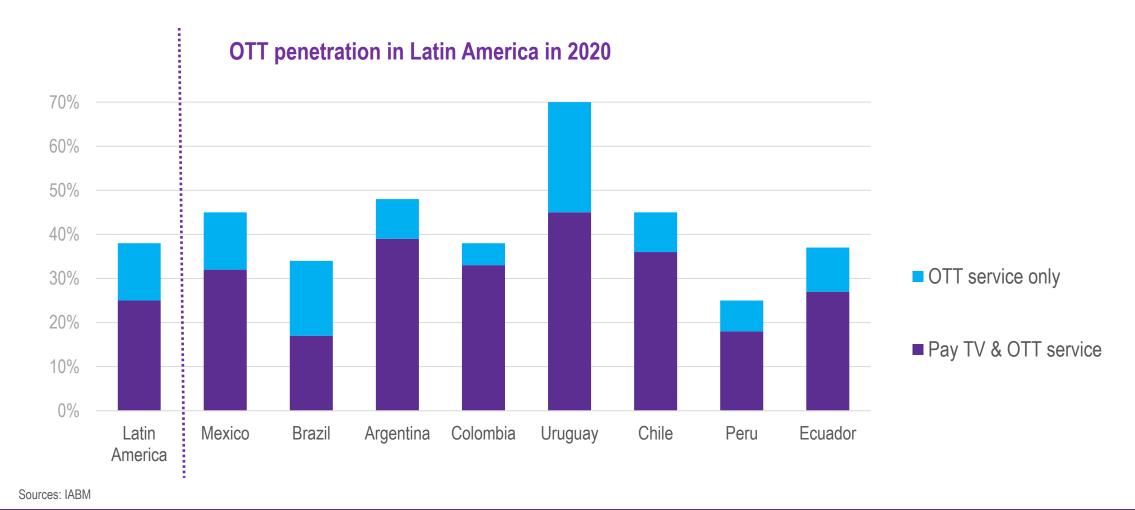
#### **June 2021**

Globo announced Globo Partner Program – a platform for US companies looking to expand to Latin American market.





# From Pay -TV to Streaming Latin America



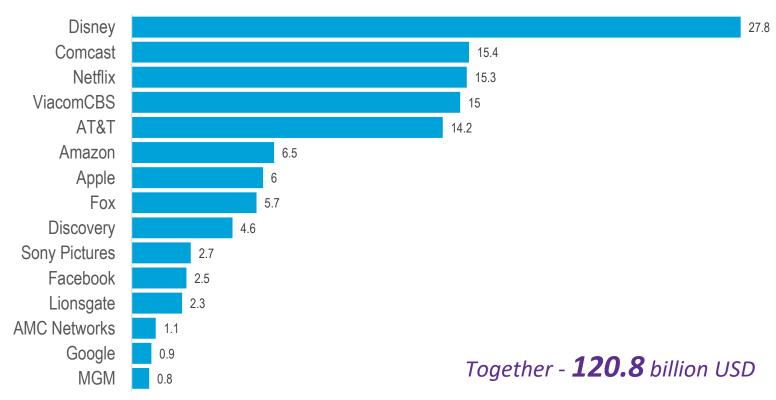




# **Original Content Investment**

#### **North America**

#### **Estimated Original Content Spend (2019, billion USD)**

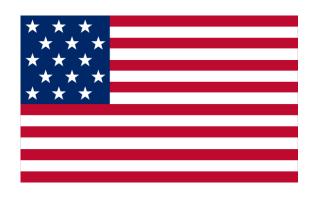






# **Transition to Digital Broadcasting North America**





**July 2021** 



By 2022





# **Transition to Digital Broadcasting Latin America**

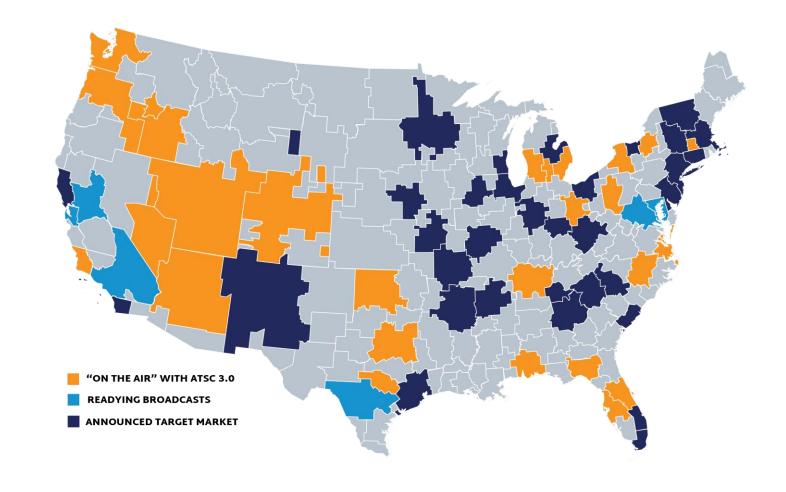
	Country	Year of Launch	Target ASO Date	TV Standard	Status
3	Mexico	2004	2018	ATSC	Completed
<b>(</b>	Brazil	1999	2023	SBTVD (based on ISDB-T)	On-going
•	Argentina	n.a.	2021	SATVD-T	On-going
*	Chile	n.a.	2024 (requested to postpone till 2026)	n.a.	On-going
0	Paraguay	n.a.	2021	n.a.	On-going
	Peru	n.a.	2024	n.a.	On-going
	Colombia	2009	2021	DVB-T	On-going
* *	Panama	n.a.	n.a.	DVB-T	On-going
*	Suriname	n.a.	n.a.	DVB-T	On-going
	Guyana	n.a.	n.a.	DVB-T	On-going





## **Transition to ATSC 3.0**

#### **North America**

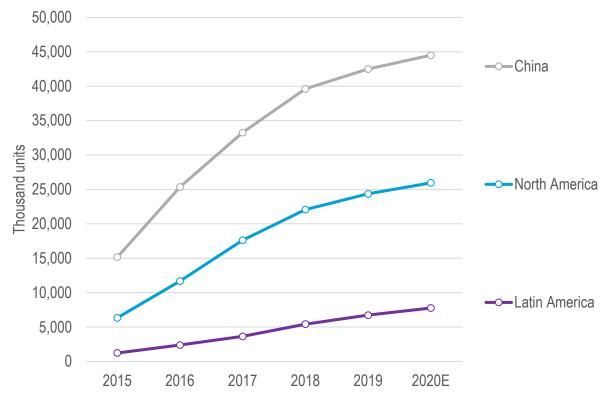






# **Transition to New Viewing Experiences North America**





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And remote integration is now the No. 1 technology priority, and the quality of the signal has taken a lower interest. I don't think it has disappeared, but it's just that everybody is trying to execute more efficient workflows using IP and remote integration."

Hugo Gaggioni, CTO of Media Solutions for Sony Electronics





# **Transition to New Viewing Experiences North America**



In January 2021, NASCAR created an interactive fan area at the racetracks with the implementation of VR.

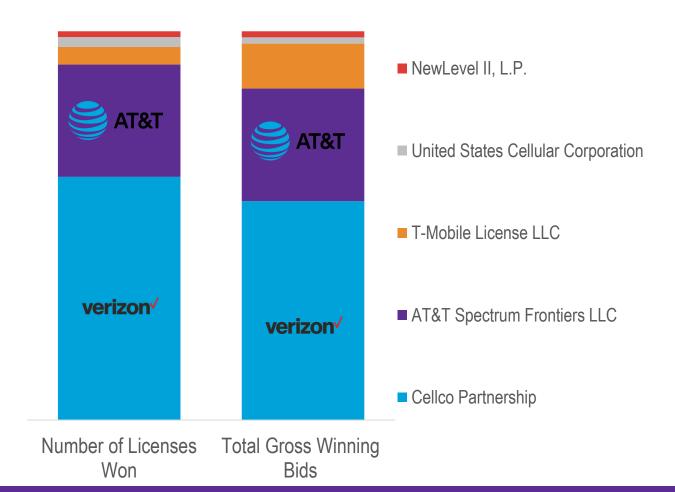
In February 2021, NFL's SuperBowl free VR broadcast was covered by CBS Sports, providing a shared viewing experience via Oculus Quest, Oculus Rift, and all SteamVR-compatible (e.g., HTC Vive) headsets via Bigscreen app.







#### **Transition to 5G Americas**



This transaction brings together two entertainment leaders with complementary content strengths and positions the new company to be one of the leading global direct-to- consumer streaming platforms. The deal also provides AT&T with additional flexibility to invest in what I believe is an equally compelling opportunity, becoming the preeminent U.S. broadband provider.



Jessica Rosenworcel, FCC Acting Chairwoman

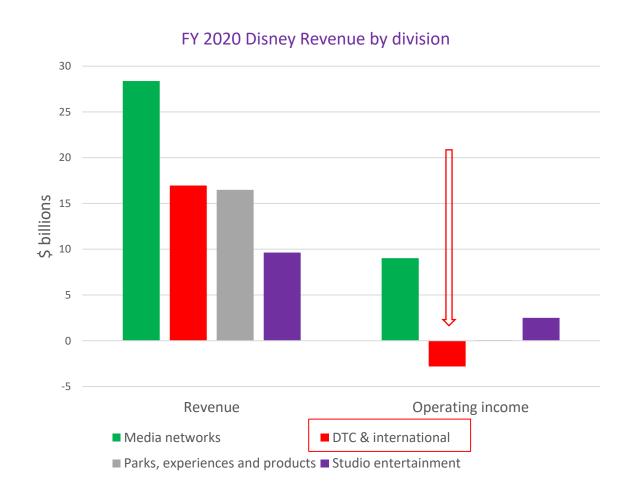




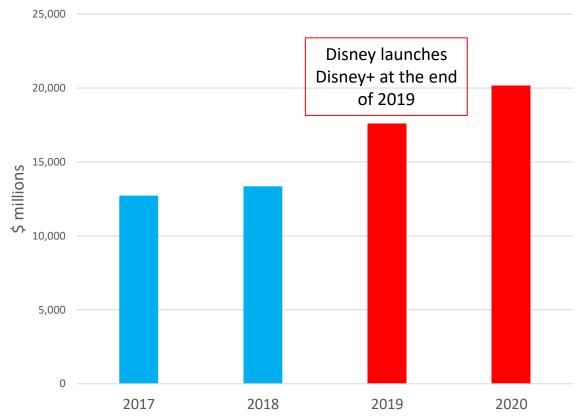
# Digital Transformation in Media: The Stats

Lorenzo Zanni, Head of Knowledge, IABM

#### Moving to digital offerings - Disney case study







Sources: IABM, Company Filings







Moving to digital offerings - Disney case study

FY 2020 Disney Revenue by division

Staff investment



Linear

Advertising Revenue -9%

Linear Revenue\* +15%

ESPN lays off 300 employees at the end of 2020



Digital

Advertising Revenue

+>100%

**DTC** Revenue

+>100%

As of August 2020, 69% of Tech job openings was in DTC division

\* Excluding advertising, driven mainly by affiliate fees

Sources: IABM, Company Filings





Moving to digital offerings – Media hyper scalers

AT&T to merge WarnerMedia with Discovery



- WarnerMedia and Discovery to combine operations to create a global entertainment leader
- David Zaslav to be CEO of new company

#### **Transaction Rationale**

- Unlocks significant value for AT&T shareholders
- Positions Discovery shareholders with enhanced long-term growth
- Accelerates HBO Max and discovery+'s global plans for direct-to-consumer
- Creates one of the deepest content libraries in the world
- Unites complementary content and brands across the most popular programming categories
- Expects to generate \$3B+/year in synergies that can be reinvested into content and DTC









Hundreds of countries served

Hundreds of millions of subscribers served

Billions of content \$ invested

Strategic Rationale mostly about content and reach

Amazon → MGM for \$9bn!

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Sources: IABM, Company Filings



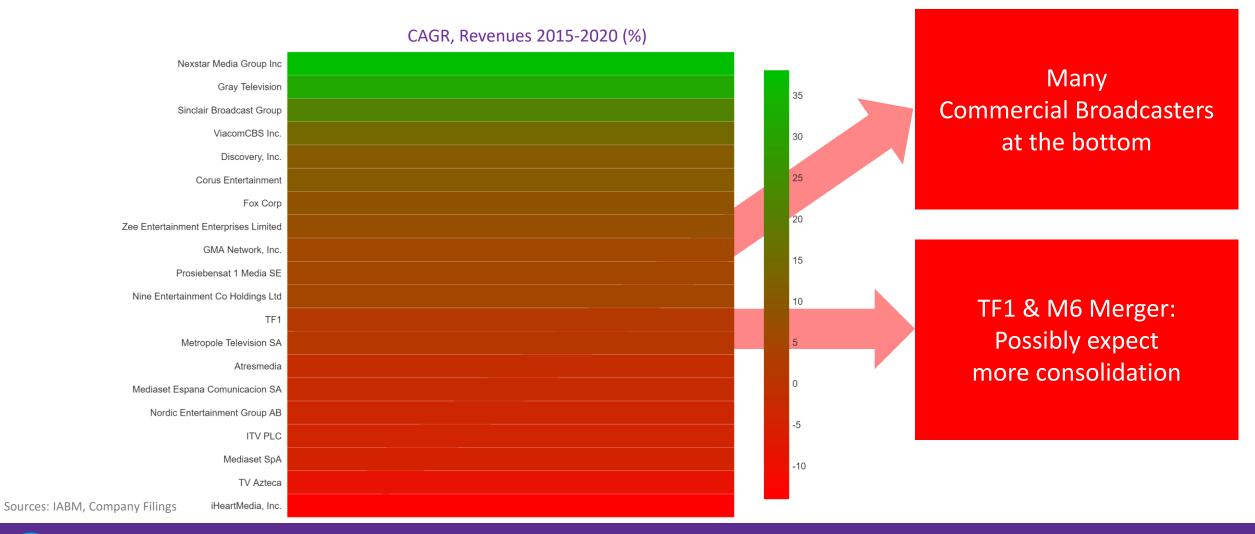


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#### Moving to digital offerings – Scale pressures









Moving to digital offerings – Disruption to physical models adds pressure

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#### Physical

Not just linear, revenues at Disney's Parks & Experiences division were down 36% in 2020

**Productions** 

Shoot Days in LA area between 2019 and 2020

-48%

**Sports** 

Iosses for the NFL,
MLB and NBA

\$13bn

Cinema

in box office revenues

-71%

Sources: IABM, Bloomberg, Comscore

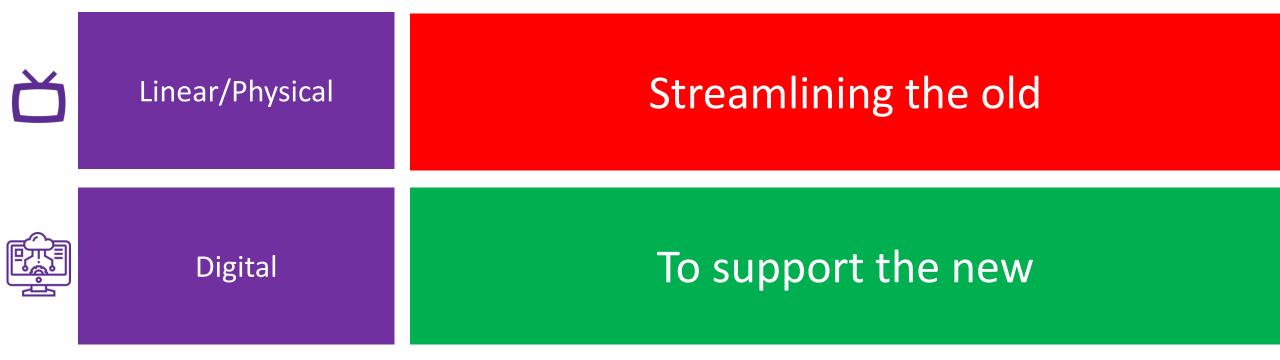






Moving to digital offerings – Transition management

**Transition Management** 









#### How does this translate into tech? Prioritization

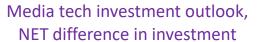
**Tech Decision-Making** 

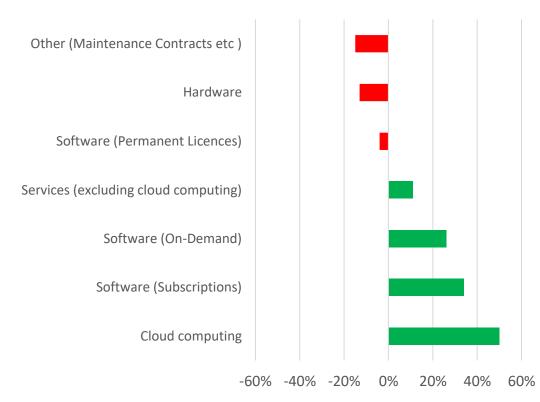
Linear/Physical

- Keeping costs low
- Doing more with less

Digital

- Not keeping costs low
- Investing in potential





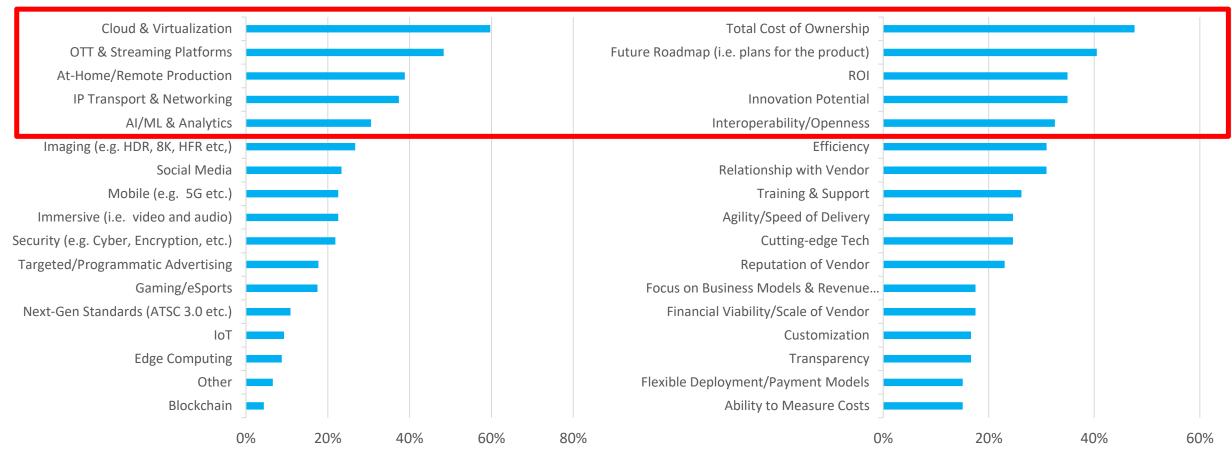




#### Media tech priorities & preferences



#### Media tech purchasing preferences

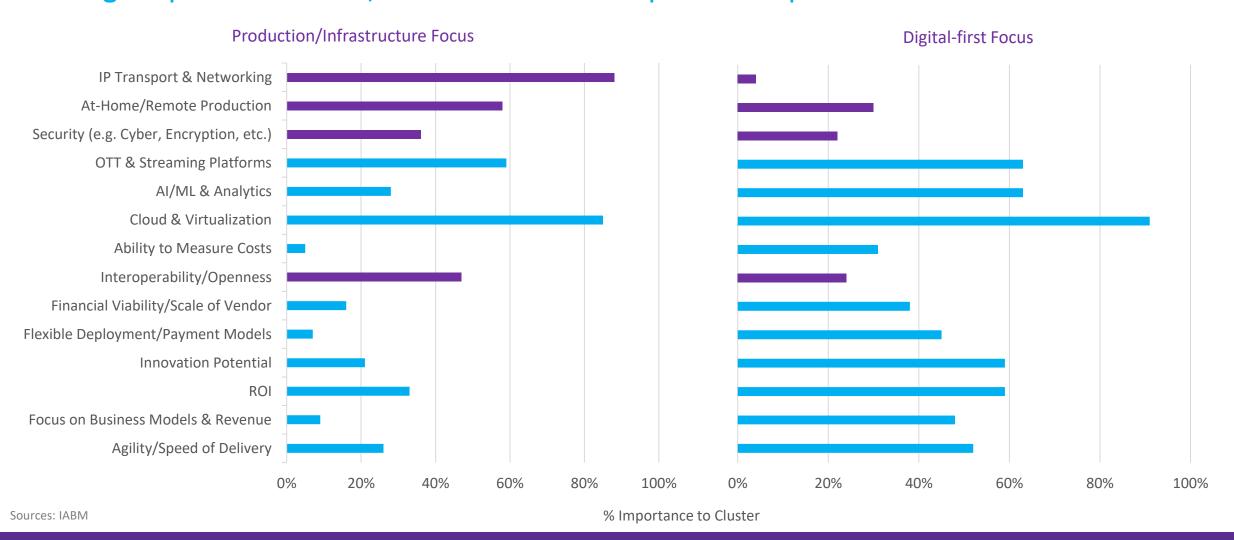








#### Delving deeper into the data, interactions between priorities & preferences





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#### Media tech investment outlook by segment - COVID-19 effect

**Top Investment Category Bottom Investment Category** Create **Remote Production** Film Transfer Produce **Workflow Orchestration** QC & Compliance Manage 8 **Non-Linear Publishing LED Screens Publish** Monetize Data Analytics Traffic Systems Consume **Cloud Archive Storage** Removable Storage Three segments join all of the others together Store Internet/IP Connectivity SDI Routing/Networking Connect **Cloud Compute** Facility Hardware (e.g., cables) Support





#### Manage & Publish examples

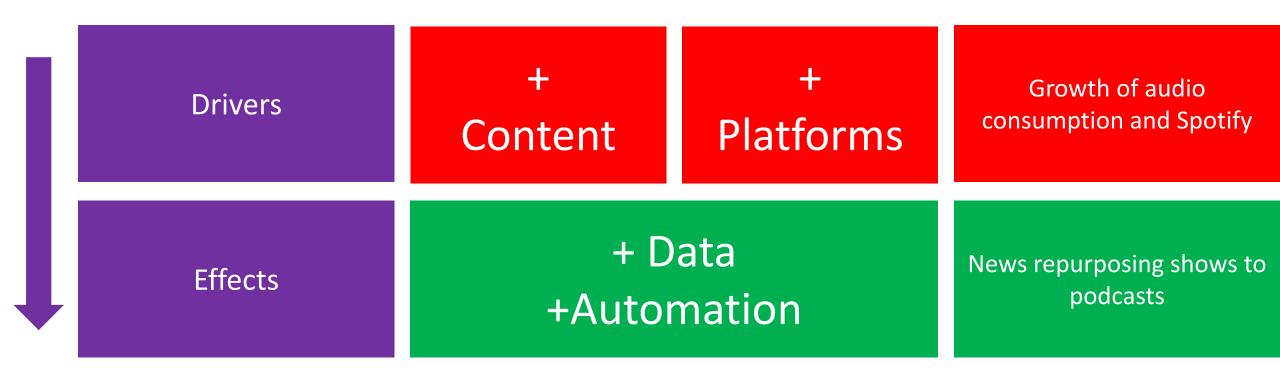
		Top Investment Category	<b>Bottom Investment Category</b>	
	Create	Remote Production	Film Transfer	
P	Produce	Remote Froduction		
, I	⁄lanage	Workflow Orchestration	QC & Compliance	
e<	Publish	Non-Linear Publishing	LED Screens	
M	lonetize	Data Analytics	Traffic Systems	
Consume		Data Analytics	Traffic Systems	
join all	Store	Cloud Archive Storage	Removable Storage	
segments join all	Connect	Internet/IP Connectivity	SDI Routing/Networking	
Three s	Support	Cloud Compute	Facility Hardware (e.g., cables)	
I				







Digital media supply chains – Drivers/effects









Digital media supply chains – Major cloud moves

Company	Year	Details
Discovery	2018	"Move to cloud-based playout was part of a broader strategy to virtualize Discovery's entire content supply and delivery chain  The main driver [for on premises] was access to satellites, but the cloud makes geography irrelevant"
Fox	2019	Fox's transition to the cloud included the move of its media supply chain for linear and digital delivery as well as the increasing reliance on analytics services
ViacomCBS	2020	ViacomCBS migrated its entire broadcast infrastructure to the cloud, including 425 linear TV channels and 40 global data and media centers
Globo	2021	Globo's transition to the cloud included the migration of 100% of its data centers to the cloud as well as the increasing use of machine learning services

Sources: IABM, AWS, Google Cloud

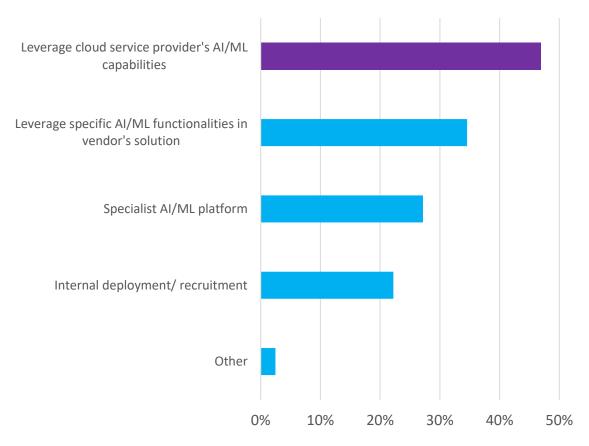






#### Cloud/Digital moves – Some drivers & implications

#### Preferred deployment models for AI/ML



Insourcing investment

Media companies
saying that
investment in
internal SW
Development is
growing

39%

**Insourcing drivers** 

Enabling customization

Enabling integration

Control over tech roadmaps

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Sources: IABM

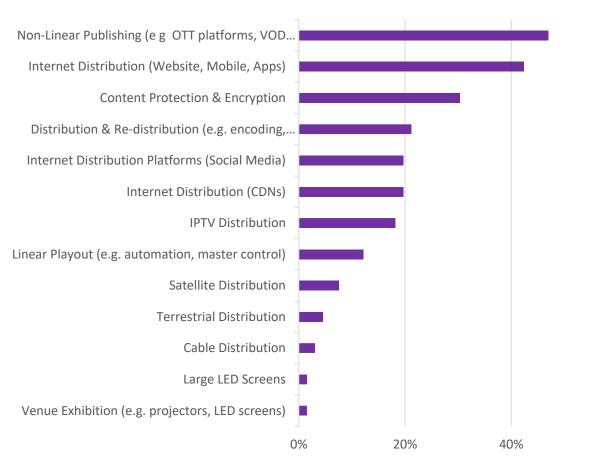




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#### **Publish drivers**





#### Harmonic Q4 Earnings Call

We've seen kind of a stagnation of investment in traditional broadcast infrastructure, as many companies have tried to figure out where to go, and we've seen growth around streaming, and in particular, the SaaS component of streaming.

• • •

But keep in mind, a lot of what we're talking about is simply about timing. I think if you take a step back, there are billions of dollars of advertising and subscription revenue, riding on this infrastructure. It's not going anywhere. It's going to be around

Patrick Harshman CEO Harmonic (February 2021)

Sources: IABM





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60%



Publish drivers – back to prioritization

#### Tech Decision-Making

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Linear/Physical

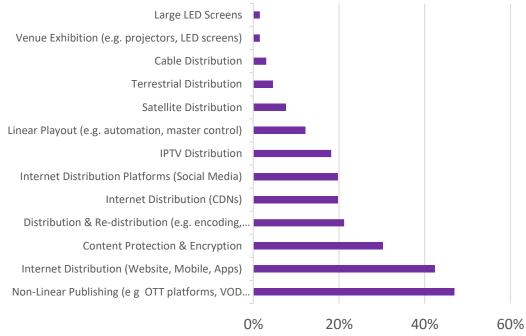
- Keeping costs low
- Doing more with less



Digital

- Not keeping costs low
- Investing in potential

# Publish investment outlook Large LED Screens







#### Media tech investment outlook by segment – Digital & Physical investment

**Top Investment Category Bottom Investment Category** Create **Remote Production** Film Transfer Produce **Workflow Orchestration** QC & Compliance Manage **Mostly Physica e**< Mostly Non-Linear Publishing **LED Screens Publish** Monetize Digital Data Analytics Traffic Systems Consume **Cloud Archive Storage** Removable Storage Three segments join all of the others together Store Internet/IP Connectivity SDI Routing/Networking Connect **Cloud Compute** Facility Hardware (e.g., cables) Support







Is this the end of physical? Not really

ViacomCBS Q4 2020 Earnings Call

"Some people will tell you that a company like ours has to choose, that we're either all in on linear or all in on streaming. We think that is a false choice. We are not about only linear or only streaming. We're about both linear and streaming."

Shari E. Redstone Non-Executive Chair ViacomCBS (February 2021) The future is Hybrid

Hybrid media offerings

Hybrid business models

Hybrid workplaces

What about Tech?







#### Hybrid too, but depends on context/use case







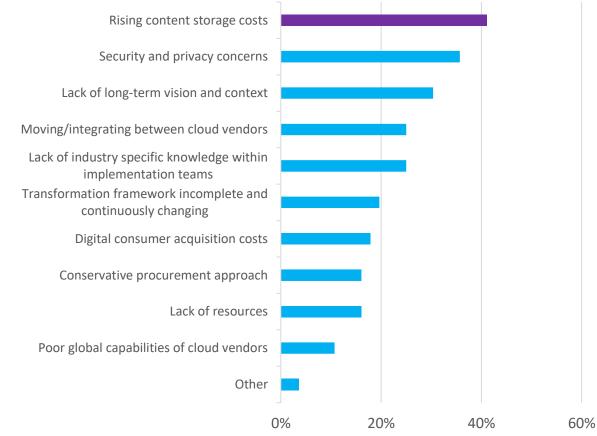




20%

40%





Cloud adoption barriers

Sources: IABM





0%

60%



# Decentralized Production Models: Effects on Media Tech Investment

Lorenzo Zanni, Head of Knowledge, IABM

#### **Media Tech Investment**



#### Media tech investment outlook by segment

		Top Investment Category	Bottom Investment Category
<b>88</b>	Create	Remote Production	Film Transfer
<u></u>	Produce	Remote i foddetion	Tilli Italisiei
	Manage	Workflow Orchestration	QC & Compliance
<b>6</b> <	Publish	Non-Linear Publishing	LED Screens
	Monetize	Data Analytics	Traffic Systems
	Consume	Data Analytics	Hairic Systems
join all	Store Store	Cloud Archive Storage	Removable Storage
Three segments join al	Connect	Internet/IP Connectivity	SDI Routing/Networking
Three	Support	Cloud Compute	Facility Hardware (e.g., cables)
/			



#### Remote production focus

		Top Investment Category	Bottom Investment Category
<b>8.8</b>	Create	Remote Production	Film Transfer
<u></u>	Produce	Remote Floudction	
<u>.</u>	Manage	Workflow Orchestration	QC & Compliance
<b>e</b> <	Publish	Non-Linear Publishing	LED Screens
	Monetize	Data Analytics	Traffic Systems
	Consume	Data Allalytics	Hairic Systems
	Store Store	Cloud Archive Storage	Removable Storage
The same of the sa	others to Connect	Internet/IP Connectivity	SDI Routing/Networking
	of the Support	Cloud Compute	Facility Hardware (e.g., cables)
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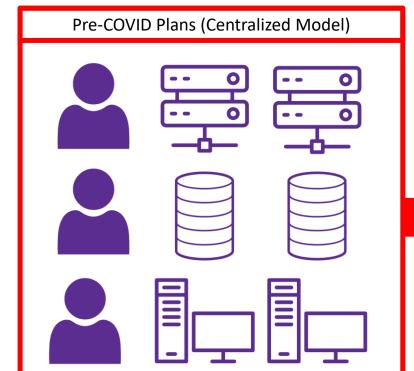






Post-COVID Reality (Decentralized Model)







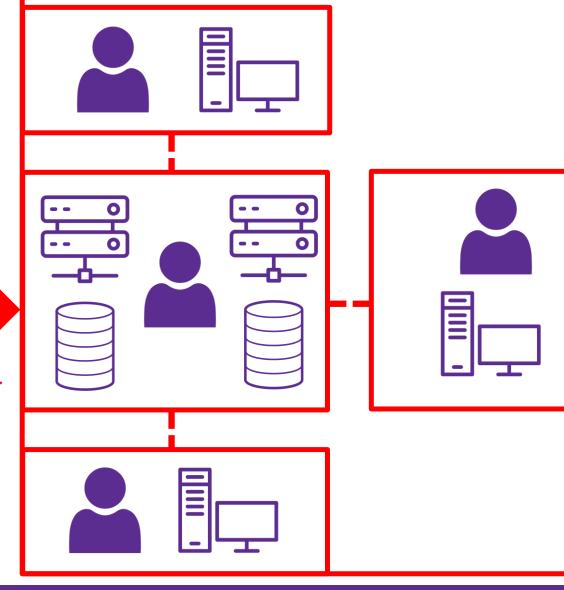
50%

Remote Production Coverage for Basketball Planned for 2021

Move to Remote Working



Increasing remote production investment









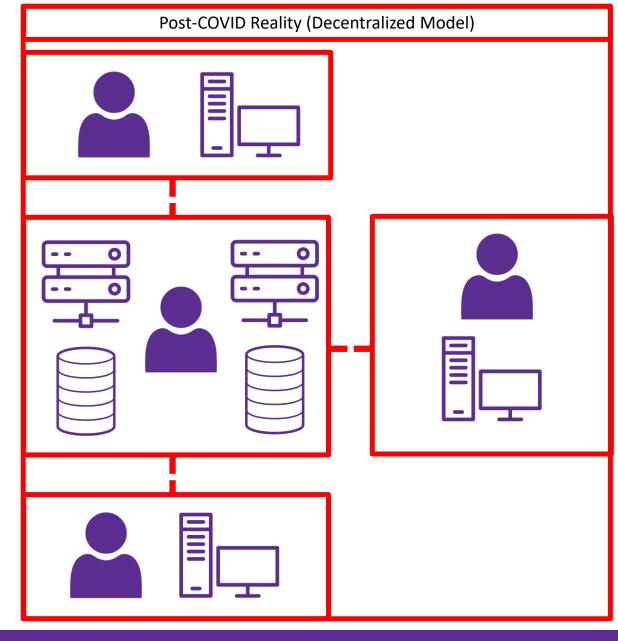
COVID-19 effect – Cloud investment

Blizzard moves to cloud-based remote production

"We are now 100% in the cloud; there is no physical infrastructure whatsoever in terms of switchers or audio consoles. The only physical hardware is people's computers, cameras, microphones, and a comms panel.

Other than that, there's absolutely no physical infrastructure required."

Pete Emminger
VP, global broadcast
Activision Blizzard Esports
(April 2020)



Sources: IABM



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COVID-19 effect — Eurosport case study

Move on-prem workflows to private cloud



Gradually transition to public cloud

Demand for truly cloud-native tools in different workflow areas that enable live remote production

Eurosport in conversation with IABM

"It's interesting that we've seen faster advances in the video and graphics side than we have on audio"

> Gordon Castle SVP Technology Eurosport (March 2021)

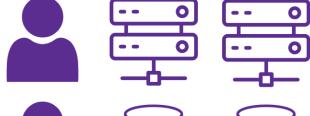




Post-COVID Reality (Decentralized Model)

COVID-19 effect – A simplified view



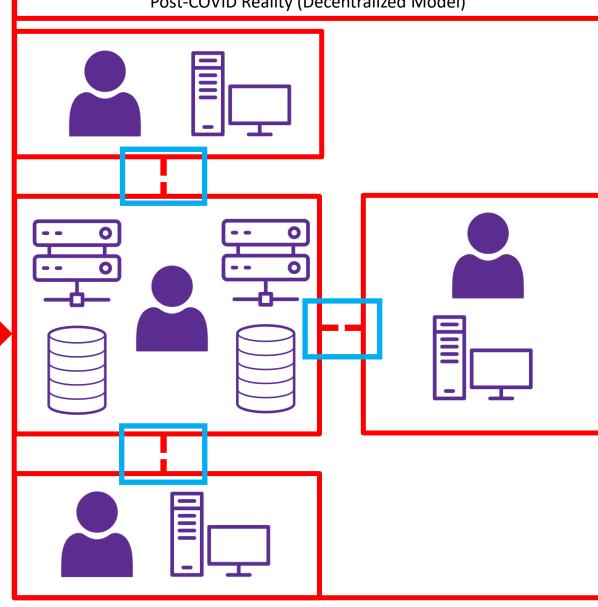








Move to Remote Working









#### Media tech push for providing focused/comprehensive ecosystems

		Top Investment Category	<b>Bottom Investment Category</b>
<b>⊗</b> .⊗	Create	Remote Production	Film Transfer
<u></u>	Produce		
÷	Manage	Workflow Orchestration	QC & Compliance
Θζ.	Publish	Non-Linear Publishing	LED Screens
	Monetize	Data Analytics	Traffic Systems
	Consume	Data Allalytics	Traffic Systems
	Store Store	Cloud Archive Storage	Removable Storage
<b>1</b>	Store  Connect	Internet/IP Connectivity	SDI Routing/Networking
	Support Support	Cloud Compute	Facility Hardware (e.g., cables)







Media tech push for providing focused/comprehensive ecosystems – Supply M&A



SONY





Acquires Axon in May 2020 "to deliver the most comprehensive media infrastructure solutions"

**Acquires Nevion in** September 2020 and sells **NMS and Memnon** divisions in April 2021

Sells ScheduALL to Xytech in February 20201 to focus on cloud, IP and remote production

Acquires VISTA Worldlink in March 2021 to "become a leader in Centralized (Remote) Production"

May 2020

Sep. 2020 - Apr. 2021

Feb. 2021

Mar. 2021

Connect is top investment priority followed by Store and Support



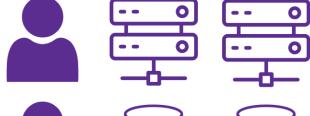




Post-COVID Reality (Decentralized Model)

COVID-19 effect – A simplified view



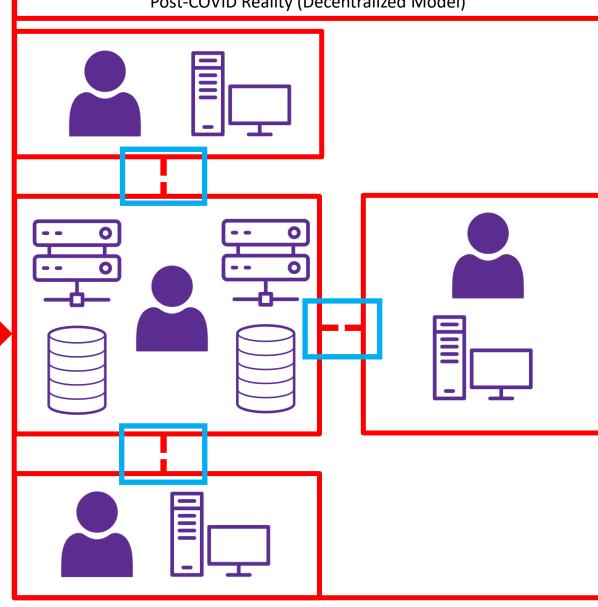








Move to Remote Working

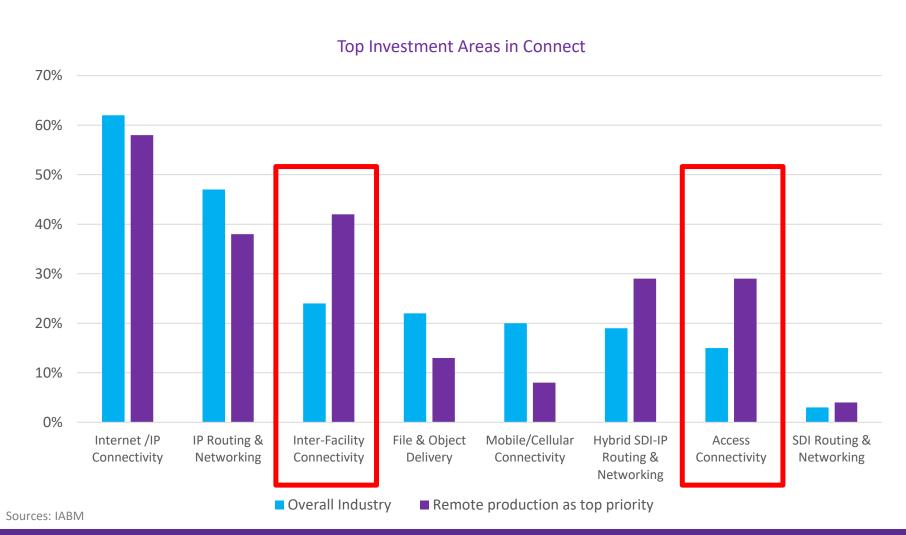








#### Connectivity investment



+ Inter-Facility
Connectivity
(contributor feeds,
contribution over internet
etc.)

+ Access
Connectivity
(bonded cellular,
particularly in
news/sports)





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#### Media tech investment outlook by segment – focus on infrastructure

**Top Investment Category Bottom Investment Category** Create **Remote Production** Film Transfer Produce **Workflow Orchestration** QC & Compliance Manage 8 **Non-Linear Publishing LED Screens Publish** Monetize Data Analytics Traffic Systems Consume **Cloud Archive Storage** Removable Storage Store Internet/IP Connectivity SDI Routing/Networking Connect **Cloud Compute** Facility Hardware (e.g., cables) Support



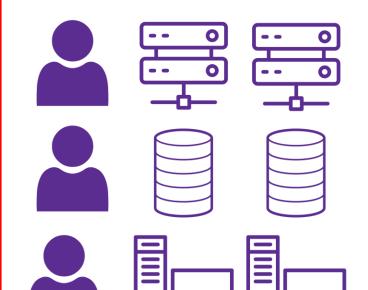




Post-COVID Reality (Decentralized Model)

COVID-19 effect – A simplified view

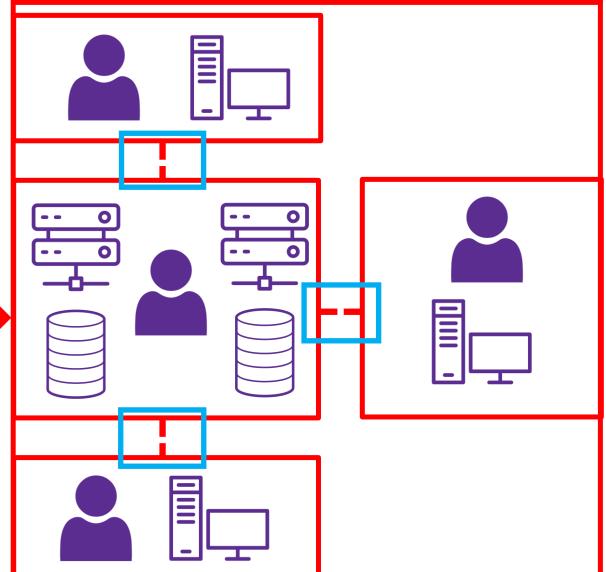




+ Complexity

Move to Remote Working

+ Risk









#### Managing risk & complexity



+ Security/
Monitoring
(cybersecurity,
monitoring etc.)

+ On-Premise (blades/servers)

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# Media Convergence: Current & Futuristic Perspectives

Lorenzo Zanni, Head of Knowledge, IABM

#### **Sports Business Models**

Under pressure: overview of pressure drivers

#### Pay TV

Cord-cutting, changing viewing habits, sports rights funding all exerting pressure. Content owners moving to direct-to-consumer models are reallocating resources to this transition, rationalizing legacy (e.g., ESPN and NBCU)

#### Advertising

Revenues significantly down in H1 2020 though sports remain a unique way to reach audiences for advertisers. Revenues slightly recovered in H2 2020 though sports ratings continue to be down – ESPN advertising bounced back in Q4

#### Public

Public funding models are under pressure due to the impact of the direct-to-consumer transition. Delphine Ernotte, CEO of France Televisions and EBU president said to the FT in January 2021: "We feel weak. But it is better to feel weak. If you feel weak, you react"

**COVID-19 Direct-to-Consumer Financial Pressure Changing Viewing Habits** 

Sources: IABM, FT



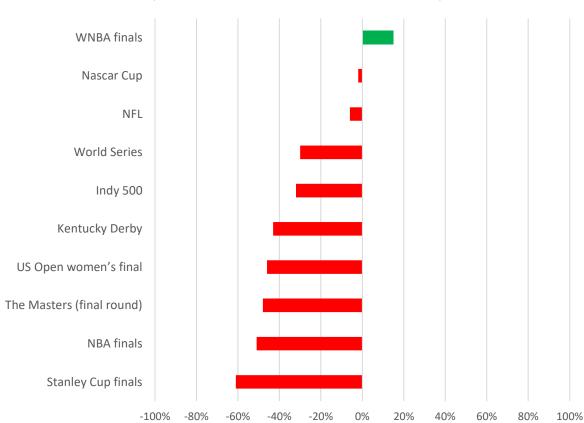


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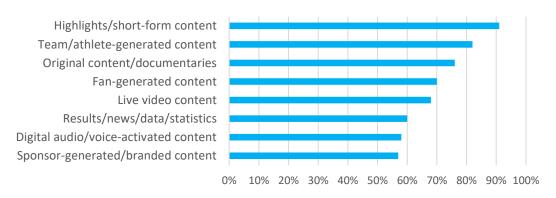
# **Sports Viewing Habits**

#### Changing

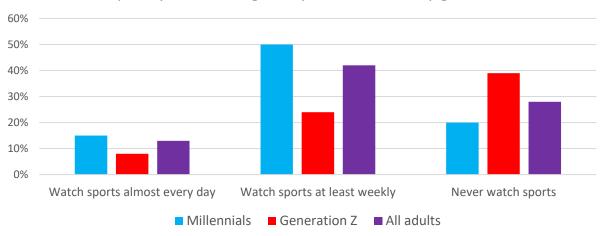
TV ratings for major US sports (% difference between 2020 and 2019)



#### Expected growth of sports media consumption



#### Frequency of watching live sports in the US by generation



Sources: IABM, Sports Media Watch, Morning Consult

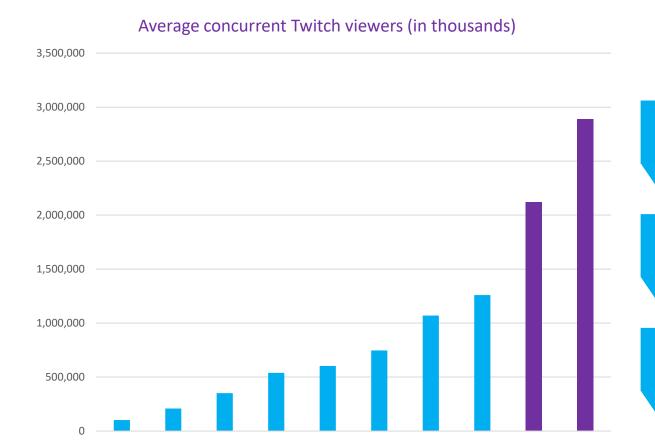




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#### Sports as the guinea pig for business model innovation – Demand for interactivity



Social, interactivity, convergence...

More sports broadcasters delivering content packages to Twitch and social media platforms

More sports broadcasters designing interactive experiences, **59%** plan to increase investment in Consume

Social and interactivity are also driving a convergence in business models

Sources: IABM, Twitch Tracker





2018

2017

2019

2021



Interactivity – Demand and supply

Demand Interactivity Supply

Social Isolation (restrictions on gatherings, events etc.)

Tech Enablers (data/AI/ML/analytics, 5G/edge, XR etc.)







#### Sports as the guinea pig for business model innovation – Engagement

FuboTV acquires Vigtory in January 2021

"We believe online sports wagering is a highly complementary business to our sports-first live TV streaming platform. We do not see wagering as simply an add-on product to FuboTV. Instead, we believe there is a real flywheel opportunity with streaming video content and interactivity. We not only expect sports wagering to become a new line of business and source of revenue, but we also expect that it will increase user engagement on FuboTV resulting in higher ad monetization, better subscriber retention and reduced subscriber acquisition costs."

Sinclair presenting at Media, Internet & Telco Conference

"We are going to be jointly [with Bally Sports] developing additional programming, which is going to go on our air, which will support and be reasons not only for people to tune in but also to engage more on the sports betting platforms. The other thing that we'll work on is a watch-and-play experience. So that's not ready yet, but that is on the drawing board between us and Bally to create a next-generation watch-and-play experience that is going to revolutionize the way people watch sports today and really make it much more like playing a video game."

David Gandler
Co-founder and CEO
FuboTV
(January 2021)

And Fox Bet...



Christopher S. Ripley
President and CEO
Sinclair Broadcast Group
(March 2021)







Sports as the guinea pig for business model innovation - Differentiation

3 Facets of Differentiation

Live a means to differentiate from crowded D2C on-demand content market

**Direct-to-Consumer** 

Differentiation of revenue streams through convergence for financial transition

**Financial Pressure** 

Differentiation of experiences through convergence for fan engagement

**Changing Viewing Habits** 

"Diversifying our revenue and cash flow remains a strategic priority, and we believe our 2020 results demonstrate the complementary nature of our radio business with our digital and Esports operation."

Barbara Caroline Beasley **CEO** and Director Beasley Broadcast Group (February 2021)







**Bottom Investment Category** 

SDI Routing/Networking

Facility Hardware (e.g., cables)

#### Media tech investment outlook by segment - COVID-19 effect

Create **Remote Production** Film Transfer Produce **Workflow Orchestration** QC & Compliance Manage **Non-Linear Publishing LED Screens Publish** Monetize Data Analytics Traffic Systems Consume **Cloud Archive Storage** Removable Storage Three segments join all of the others together Store

**Top Investment Category** 

Internet/IP Connectivity

**Cloud Compute** 

Sources: IABM





8

Connect

Support



#### Media tech investment outlook by segment – Data-driven focus

**Top Investment Category** 

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FuboTV acquires Vigtory in January 2021



reduced subscriber acquisition costs."

#### Create **Remote Production** Produce **Workflow Orchestration** Manage 8 Non-Linear Publishing **Publish** Monetize Data Analytics Consume **Cloud Archive Storage** Store Internet/IP Connectivity Connect Support **Cloud Compute**

#### Interactivity as:

- A tool to improve digital experiences
- A tool to gather more data on consumers
- A tool to achieve further differentiation of business models







Data-driven focus — FuboTV case study

FuboTV at Needham & Co. Technology & Media Conference

We are very focused on our ability to manage our data and to analyze and leverage that data in ways that will allow us to find new opportunities. And what we typically do is we experiment around everything. That includes pricing. We've been experimenting around packaging... But there's also synergies between the information we're getting across advertising, wagering, our subscription plan. So again, I look at this as a very small Amazon, if you will, if you can think that way, creatively. You have to think about the future, right? That's the whole job. But adding this wagering, I'm looking for things we can sell that can add \$10 to \$15 to \$20 of monthly revenue per customer. And I think it's quite possible because it's just - we're seeing success in the way we're managing our data.

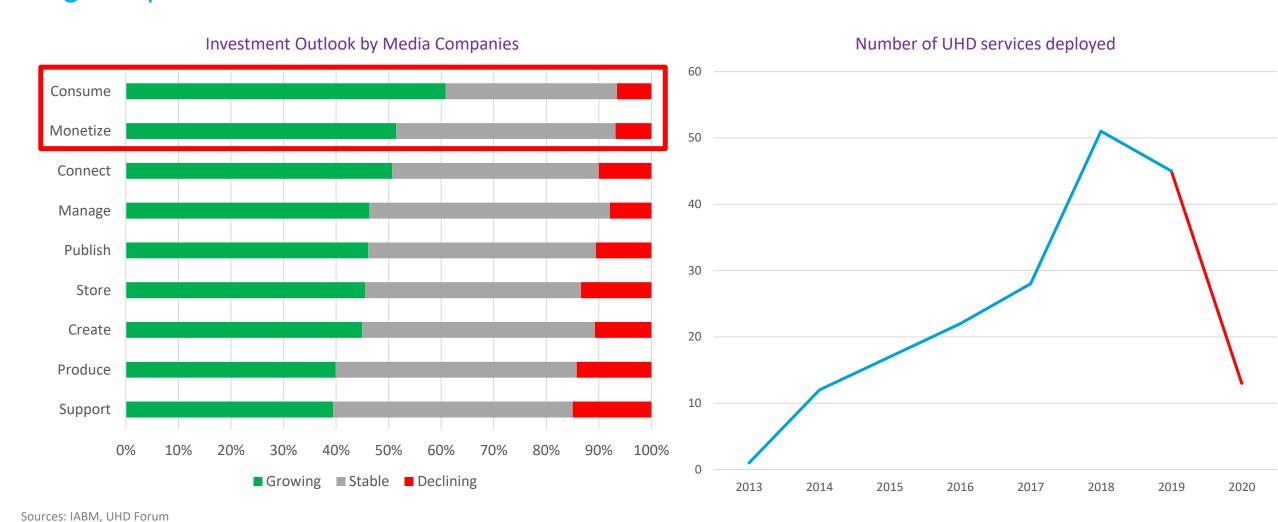
David Gandler Co-founder and CEO FuboTV (January 2021)





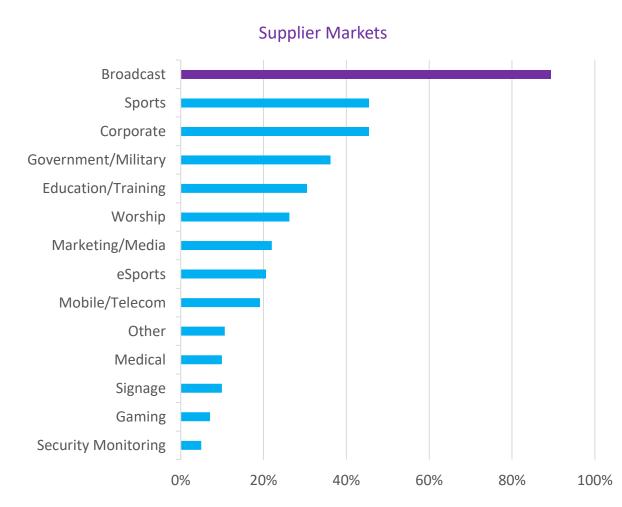


#### Digital experiences & monetization





#### Technology convergence



#### Tech Convergence

More tech buyers using commodity tools or looking outside of broadcast (Vmix, DAM/MAM convergence)

More parallel markets needing M&E tech to produce, manage and deliver media content due to digital demand

More suppliers pursuing these parallel markets as demand grows while broadcast investment dwindles







#### Media tech investment outlook by segment - COVID-19 effect

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#### Media tech investment outlook by segment – Digital & Physical investment

**Top Investment Category Examples** Create Film Transfer **Remote Production** Produce Mostly Mostly Physical / **Workflow Orchestration** QC & Compliance Manage Digital 8 Non-Linear Publishing **LED Screens Publish** Not Monetize Media-Specific **Data Analytics** Traffic Systems Media-Specific Consume **Cloud Archive Storage** Removable Storage Three segments join all of the others Store Internet/IP Connectivity SDI Routing/Networking Connect **Cloud Compute** Facility Hardware (e.g., cables) Support







#### Media tech investment outlook by segment – Examples of Convergence

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Examples

DAM, taxonomy, search

Live streaming platform, OTT Components

Customer engagement, interactivity, digital experiences, content analytics







#### Media tech investment outlook by segment – Examples of convergence

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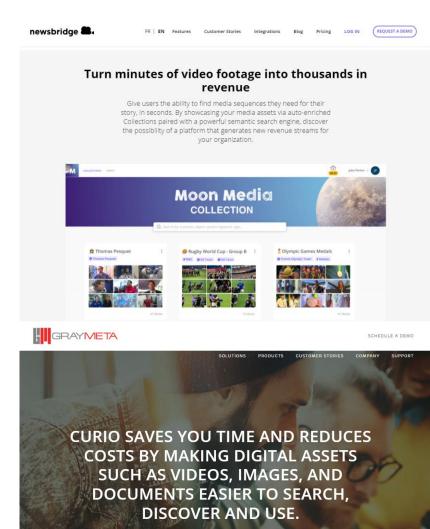




#### **Examples of Convergence - Manage**

When it comes to managing and monetizing content, media technology is moving beyond the traditional concept of media asset management (MAM) system, with clearly defined, media-specific use cases, even borrowing ideas from the digital asset management market.

- ➤ **Content Sharing**: asset management systems are increasingly focused on enabling seamless content sharing. Think about the "collection" concept, hence being able to share groups of assets with users through a web platform or just a simple link.
- Monetization: a monetization layer is being built on top of some of these systems, particularly when it comes to the relationships between content owners and distributors. This could become an interesting area of development even in the case of relationships between content owners and aggregators.
- ➤ Analytics: analytical tools are becoming integral parts of asset management systems.



Curio unlocks information hidden inside assets such as words, images, logos, sounds and noises, faces and people and by leveraging machine learning and Al services to enrich these assets with DNA level metadata.

Sources: IABM



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**Examples of Convergence - Publish** 

**Brightcove Investor Day** 

"When the pandemic first hit, it was a reaction that was an urgent request for a tactic to have something that could communicate widely to employees. And I think now what customers are seeing is that they can reach a much broader scale. They can reach employees across the world in a much more efficient manner, where everybody feels like they are on the same playing field, where they can communicate more optimally, and they will continue to do that. They are now making this part of their strategy as opposed to something they just have to do in the pandemic. The same goes for sales and marketing, where previously, video was a nice to have. Now organizations are looking for a full video content management platform because they know they are going to have to create more, because that is a way that can reach more people on a greater scale and actually connect with them greater, and it's becoming a core part of marketing strategy."

Jennifer Smith CMO Brightcove (March 2021)







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Innovation in business models





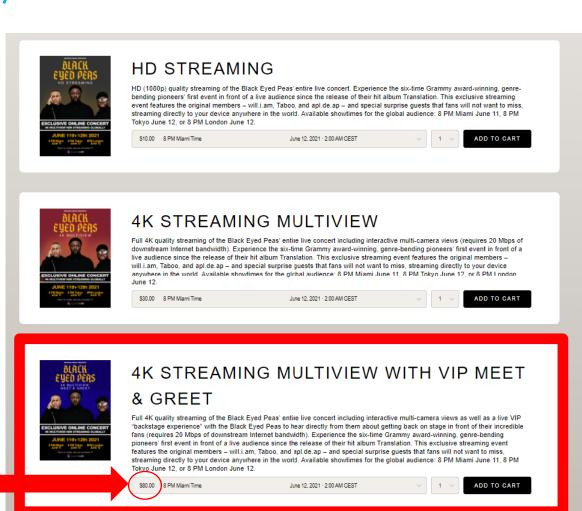
Interactivity is not just a nice to have — Eluvio case study



A 4K streaming and ticketing platform for artists and publishers direct to fans, based in blockchain. Built on the Eluvio Content Fabric, the new decentralized and advanced technology platform for internet video.

Quite a good business model too...



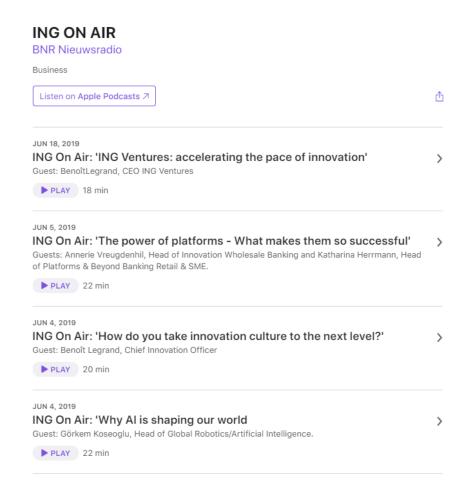


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#### A very futuristic view

- Some companies are increasingly utilizing media for external thought leadership.
- Other companies (e.g., Spotify) have made announcements regarding permanent flexible working arrangements, meaning that they'll arguably need tools to engage with their employees.





#### Introducing Working From Anywhere

Posted on February 12, 2021 by Anna Lundström and Alexander Westerdahl



We have been discussing the future of work and what it will look like for a couple of years, and have always concluded that globalisation and digitalisation are drivers for a more flexible workplace, that is better for both the company and our people.

Then 2020 came. Overnight, we were forced to work from home, which was in and of itself a litmus test of our culture and values, and even though we are not yet on the other side of this pandemic, or the racial and social challenges that the last year has shed light on, we are proud to say that Spotify's culture stands strong. The events of the past year have accelerated my and the Executive Team's thinking about the future and we believe that the time to start transitioning into becoming a flexible/distributed-first company is NOW and we're pleased to introduce our Work From Anywhere program for all employees.







# THANK YOU!!!