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Tapping Buyer Behavior To Capitalize on Next-Generation Video Opportunities A Connected Life Market Watch Perspective



Cisco Internet Business Solutions Group March 2012



- Market Context: Internet-to-TV Is a Threat and Opportunity for SPs
- Consumer Buyer Behavior: Channel Decisions
- SP Opportunity to Target In-Play Consumers
- Strategic Implications for SPs when Targeting Segments
- Opportunities for Service Providers

Consumer Spending on Traditional TV Has Flattened

- For the past 5 years, consumer spending for cable TV entertainment has grown, but the rate of growth is flattening
- Competing TV entertainment access platforms and business models have proliferated, leading to market fragmentation
- Nielsen data indicates a drop in traditional TV-set viewing by the youth segment (2/12)
- SPs are concerned that traditional linear TV no longer represents the growth platform it once was

Sources: Cisco IBSG, 2012; Nielsen data, 2/9/12; "Youths Are Watching, but Less Often on TV," *The New York Times*, 2/8/12



U.S. Cable TV ARPU

U.S. Cable TV ARPU—Rolling CAGR



Definition: TV ARPU is defined as subscription fees from digital, analog, DVR service customers and VoD service revenue.

Competition for Eyeballs Is Increasing When It Comes to Entertainment

Trends

- More competition
- Broadband speeds & streaming technology improving
- Internet video increasing in quality
- Consumers consider new viewing options
- Internet TV is growing
- This activity is an \$8B threat to traditional SPs' video business



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Source: Cisco IBSG, 2012

SP Opportunity: Lower Adoption Barriers To Influence Buyer Behavior

SPs Can Apply DVR Adoption Experience to Internet-to-TV

- 65% of DVR owners first adopted a DVR because an SP made it easy
- Similar principle could apply to today's new technology
- By understanding buyer behaviors, needs, and preferences tied to online TV and cloud, SPs can craft defensive—and offensive—strategies for Internet-to-TV



Source: Cisco IBSG Connected Life Market Watch, 2011

Base: U.S. broadband consumers

Cost and Reliability Are the Most Important Factors in *Where To Buy*



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Preference for SPs Varies Across Consumers' End-to-End Experience

Consumer Channel Preference Based on Individual Factors in Consumer's End-to-End Experience



Source: Cisco IBSG Connected Life Market Watch, 2011



- SPs have a commanding lead in troubleshooting, ease of setup, reliability
 - Twice as many consumers believe SPs better fit their needs in these areas
- SPs still lead in ongoing cost, upfront cost, features, and ease of selection, but by a smaller margin

However, SPs Have Smallest Lead in **Most Important Decision Criterion**

Consumer Channel Preference: Individual Factors in Order of Importance



Source: Cisco IBSG Connected Life Market Watch, 2011

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Ongoing cost is

the most important

most consumers

And it's the factor

where SPs and

preference are

retail / online

most evenly

matched

decision criterion for

To Expand Customer Potential, SPs Should Target "In-Play" Consumers

In-play consumers are SPs' best segment to target:

- 18% of consumers are highly indifferent and will be difficult to draw into any Internet / TV purchase
- Another 18% show a strong preference for the retail / online experience and may be difficult to attract
- However, a sizable 30% of the market shows openness to consider both SP and retail /online solutions



Source: Cisco IBSG Connected Life Market Watch, 2011

Base: U.S. broadband consumers

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In-Play Consumers Value *Features* and *Ease of Setup* More than Other Segments

Top Factors–Cost and Reliability–Are Similar to Other Segments



Source: Cisco IBSG Connected Life Market Watch, 2011

Base: "In-Play" U.S. broadband consumers

In-Play Segment's Priority Buying Factors Favor Retail / Online Channel

Channel Preference of "In-Play" Consumers Based on Individual Factors in Consumers' End-to-End Experience



- Retail / online channel demonstrates strong lead in the two factors that most strongly influence "In-Play" consumers' decision about where to buy: ongoing cost and up-front cost
- SPs can take advantage of their lead in reliability also a strong decision factor—to attract consumers

Source: Cisco IBSG Connected Life Market Watch, 2011

Base: "In-Play" U.S. broadband consumers

Capturing the 30% of In-Play Consumers Who Are Up for Grabs

"In-Play" Channel Preference Segment: Device / Service Factors, by Importance Percentage of Respondents



Source: Cisco IBSG Connected Life Market Watch, 2011

- To win over the "In-Play" segment, SPs need to:
 - Attend to the key basics of cost (where SPs today are at a disadvantage)
 - Highlight degree of reliability in messaging
- Further differentiate on features—which, compared to all respondents, the In-Play segment values disproportionately
- Message on ease of setup

Base: "In-Play" U.S. broadband consumers

SPs Can Also Win Over Those in Play by Considering Connected Life Preferences



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In-Play Segment Is Younger, Tech-Savvy, Cloud-Aligned, and Could Cut Cord

Segment: In Play Definition: 318 respondents who show no strong preference for either Retail or SPs



Source: Cisco IBSG Connected Life Market Watch, 2011

Base: "In-Play" U.S. broadband consumers

Anchor Bundles to Fixed Broadband; Target Innovations to Those in Play

Strategic Implications:

- Segment is disproportionately likely to "cut cord" for voice and video; critical to find linkages across core services and between core services and value-added services
- Higher income, degree of alignment to connected devices, early adoption, tech sophistication, and affinity for cloud suggest overall high degree of "connected life addressable spending"

Potential Considerations:

- Anchor consumer bundle more tightly to broadband, and link land-line voice and video
- Link fixed broadband to mobile or nomadic broadband options ("broadband everywhere") and new services ("video everywhere")
- Target group with organic or thirdparty innovations, including cloudenabled solutions (online video-to-TV)
- Potential for cross-promotion with hardware providers and online services (such as video)

Source: Cisco IBSG Connected Life Market Watch, 2011

Base: "In-Play" U.S. broadband consumers

Retail Segment Is Slightly More Mature, Tech-Minded, and Cloud-Aligned

Segment: Retail-Oriented Definition: 193 respondents who show strong preference for Retail



Source: Cisco IBSG Connected Life Market Watch, 2011

Base: Retail-oriented U.S. broadband consumers

Retail Segment: Complement Consumer-Sourced Connected Life Solutions

Strategic Implications:

- High level of stickiness for land-line voice and lower average income levels suggest overall cost focus
- Low stickiness on subscription video, low indexing to DVR, and higher indexing on online video and Internet video device suggest vulnerability to video cord cutting
- Tech sophistication and cloud alignment suggest strong appetite for Connected Life solutions

Potential Considerations

- Anchor consumer bundle to broadband and voice services with strong "value-centric" messaging
- Opportunity to extend non-linear video solution to segment (such as broadband packages optimized for video) and possible partnerships (for example, Netflix)
- Potential for cloud add-ons such as video / media storage and access

Source: Cisco IBSG Connected Life Market Watch, 2011

Base: Retail-oriented U.S. broadband consumers

SP Segment Is Older, Somewhat Cloud-Aligned, and Lags in Tech Adoption

Segment: Service Provider-Oriented Definition: 354 respondents who show strong preference for SPs



Source: Cisco IBSG Connected Life Market Watch, 2011

Base: SP-oriented U.S. broadband consumers

SP Segment: Anchor on Video and Broadband, Avoid Dramatic Offer Shifts

Strategic Implications:

- Disproportionately higher stickiness to TV, lower indexing to online video, and slower tech adoption suggest minimizing radical offer migrations
- Relative higher indexing to mobile broadband and higher income suggest lower price sensitivity
- Conservative tech adoption, yet strong cloud alignment, perhaps driven by "convenience and simplicity" value proposition (remote support and single payment)

Potential Considerations:

- Anchor bundles around video and broadband with voice services more positioned as a pull-through
- Avoid major shifts in offers, which could disrupt customers in this segment
- Focus positioning of offers to this segment around ease of use and convenience rather than value and innovation

Source: Cisco IBSG Connected Life Market Watch, 2011

Base: SP-oriented U.S. broadband consumers

SPs Can Promote Hassle-Free, Managed User Experience

SP Experience: Managed¹

- Product choice defined, simple / limited options
- Pre-integrated product
- Installation simple / installation service available from provider
- No need for long manuals / figuring out how to link devices and services

Support available; single provider

Retail / OTT Experience: Unmanaged

- Research required for product choice and compatibility; unlimited options
- Installation and integration can be complex
- Long manuals and DIY process to link devices and services
- Support available; not clear who







¹ SPs did this with great success in the past–with DVRs, which are now ubiquitous. Source: Cisco IBSG, 2012

Consumers Will Pay for a Managed Experience To Minimize Complexity



Source: Cisco IBSG Connected Life Market Watch, 2010

Consumers are willing to pay directly for *Internet-to-TV*

 Range of acceptable pricing for interested consumers is between \$7 to \$11 per month for this service

Consumers will upgrade broadband to gain access to Internet-to-TV

 39% of broadband consumers would upgrade their broadband service for an additional \$10 per month if web video-to-TV were available for free with premium broadband

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Base: U.S. broadband consumers

SPs Are Strongly Positioned To Deliver Internet Video to Consumers—for Now



- 66% of consumers choose an SP to deliver Internet-to-TV service
- SPs can address consumers' concerns, including up-front cost and quality
- To optimize any offer that requires consumers to buy a separate device, SPs should work with retailers
 - 55% would buy the enabling device at a consumer electronics or Internet retailer
- This preferred position reflects the lack of activity in the market by any player, and could change quickly if any consumer electronics vendor, retailer, or aggregator launches aggressively

Source: Cisco IBSG Connected Life Market Watch, 2010

Base: Interested in Web-Video-to-TV, U.S.

In-Play Consumers' Preferences Can Sway Them to SP Internet-to-TV Offers

SPs Should Design Offers Around Preferred Features

- Focus on developing key features that differentially matter to the In-Play segment
 - Advanced sharing functionality
 - Seamless switching among platforms
 - Unified data management
 - Single menu
- Help the In-Play segment manage their SP experience
 - Single payment
- Continue to differentiate with features that matter across segments
 - Immediate access
 - Any-device access
 - Auto backup
 - Remote monitoring and automatic fix
 - Automatically adding new services

Source: Cisco IBSG, 2012

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SPs Must Also Address In-Play Consumers' Channel Perceptions

Attend to the key basics of cost and reliability

- Adopt and communicate pricing strategies that chip away at the high-cost perception of SP channel offers; stress the value associated with SP reliability
- Continue to differentiate on ease of setup (already an SP strength)
 - Continue to make product setup easier, eliminating the need for an installation technician wherever possible
 - Emphasize that live support is only a fingertip away—via live chat, live phone call, or home visit if necessary
- Focus on providing the key features and capabilities most important to In-Play consumers
 - In certain key areas, SPs' features do not match the "bells and whistles" included in retail / online offerings (for example, TiVo is often more feature-rich than SP-provided DVRs)
 - Features and capabilities play an important role for In-Play consumers in their purchase decision (unlike other consumers)
 - SPs must listen closely to ensure their solutions are not outpaced by retail /online offerings

Source: Cisco IBSG, 2012

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