

# Connecting to the Cloud: Consumer Benefits

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# “The Cloud” per 2<sup>nd</sup> Grade Science

**Cirrus**

**Cirrocumulus**

**Cirrostratus**

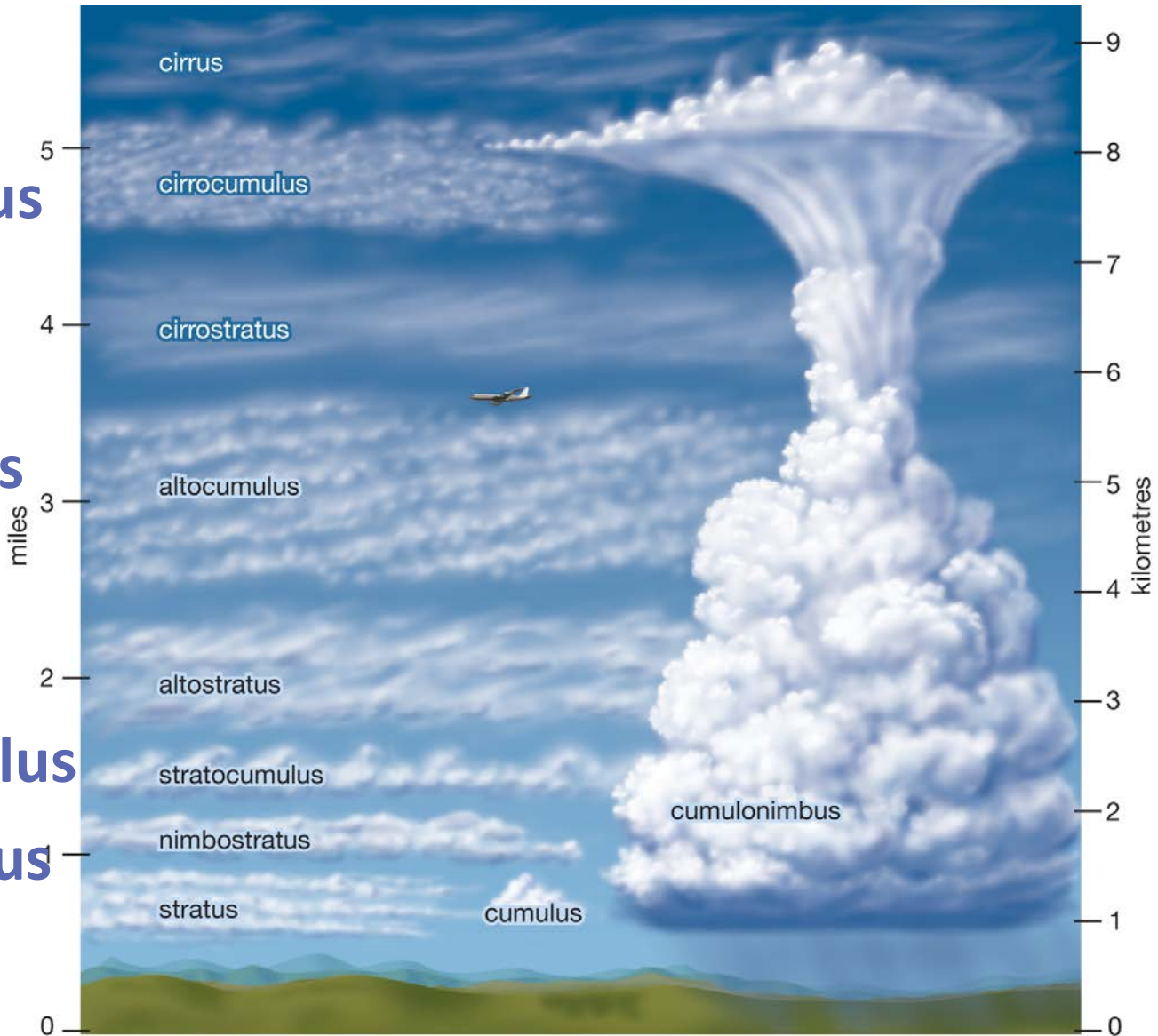
**Altostratus**

**Altostratus**

**Stratocumulus**

**Nimbostratus**

**Stratus**



# This is Not the Cloud



# Also, Not the Cloud



# This is The Cloud



# This is The *Home* Cloud



# But is the Value in the Infrastructure?



# What Turns Hardware into The Cloud?

**1. Software**

**2. Services**

**3. Applications**



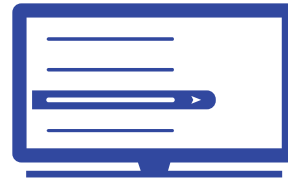
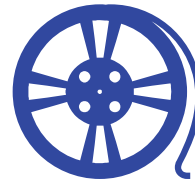
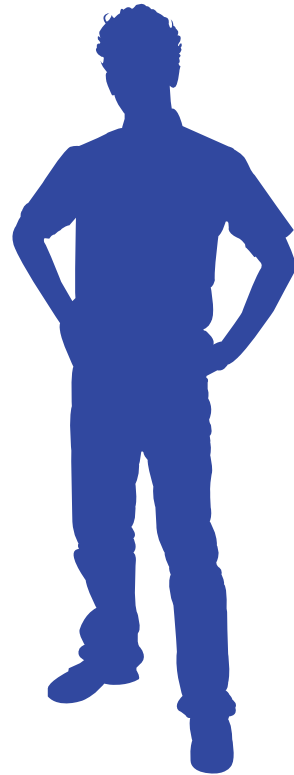
# Why Do Consumers Love the Cloud

**1. Social interaction**

**2. Personalization**

**3. Transactions**

# Consumers Expect Cloud Entertainment...



...But is the Cloud Better For Consumer?

# Cloud Entertainment – Grading System

**From the consumers perspective, is cloud based solutions entertainment better?**



# Video Quality

## Positive for Consumer

- IP Video reasonable for mobile, tablet, PC
- Good enough for TV, but not high quality

## Negative for Consumer

- Not as good as dedicated managed TV service
- Limited # of TV supported per broadband connection
- HD, 3D, 4k, 8k...

**Category Grade:**



# Mobility

## Positive for Consumer

- Video available anywhere there is data (cell & wifi)
- Nearly all new devices support
- City wifi support starting to catch on

## Negative for Consumer

- Moving vehicles, with tunnels, buildings and hills can reduce quality, but often works

**Category Grade:**



# Video Consumption Experience

## Positive for Consumer

- Almost good enough

## Negative for Consumer

- Reduced trick-play Flexibility (FF, RR, Slow Motion)
- Buffering
- Video quality changes when trick-play used

**Category Grade:**



# Choice and Competition

## Positive for Consumer

- Exploding choices for video sources (Live, VOD, OTT, Web)
- Pricing differences visible to consumer
- No longer have single choice of PayTV on for TV viewing

## Negative for Consumer

- Hard to find content
- Must have many billing relationships

**Category Grade:**



# Privacy and Consumer Data

## Positive for Consumer

- Providing data results in recommendations, suggestions, social interaction...
- Little recorded negative impact to date

## Negative for Consumer

- Data is flowing back to providers, which can spook consumers
- Multiple providers means difficult to know where data is going
- Potentially more ads and spam

**Category Grade:**





# Search & Discovery

## Positive for Consumer

- Video data becoming detailed and available
- Cloud perfect to enable 3<sup>rd</sup> party services to access various databases to provide Search and Discovery

## Negative for Consumer

- Results will be limited by maturity of data
- Integrated service providers may be limited by commercial deals (e.g. Apple and Amazon don't play well together)

**Category Grade:**



# Personalization

## Positive for Consumer

- Using the consumer data, it is possible to correlate usage and ratings with recommendations
- Much more likely to find something good to watch, when there personalization features are high quality

## Negative for Consumer

- Few good implementations of cross library personalization
- Users can get spooked by recommendations, and feel “watched”

**Category Grade:**



# Social

## Positive for Consumer

- Second screen social interaction starting to be quite good
- Social networks integrating with video data, and ramping time based interactions
- Recommendations from social network desired

## Negative for Consumer



- Social seems like interruption after initial novelty wears off
- First screen implementation often poor and clumsy
- Current implementations still leave a lot to be desired

**Category Grade:**



# Grade Summary:

Overall, Cloud provide great value to consumer

Video Quality	
Mobility	
Video Consumption Experience	
Choice & Competition	
Privacy & Consumer Data	 
Search & Discovery	
Personalization	
Social	 

# Is nDVR Better Than DVR?

## Positive for Consumer

- Unlimited ability to upgrade storage on the fly
- Access to “My recorded content” on every screen
- Common pause points
- Cross-platform suggestions & recommendations
- Deep Social integration

## Negative for Consumer

- Operators may limit consumer control of video
- Inconsistent content rights
- Potentially limited integration with Web and OTT content
- Cost of devices a new burden for consumers

**Category Grade:**





Thank you  
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