

Consumer Transition to the Cloud: Service Provider & OTT Video, Gaming, and Music Services



SaaS:

Software as a Service

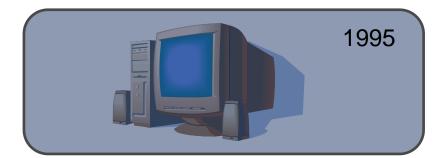
PaaS:

Platform as a Service

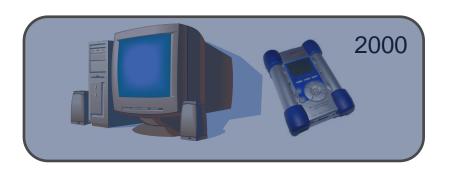
laaS:

Infrastructure as a Service







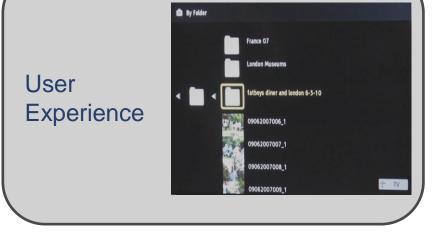


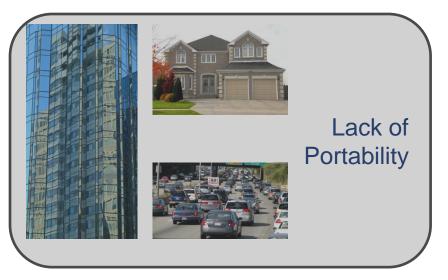




















facebook

Social



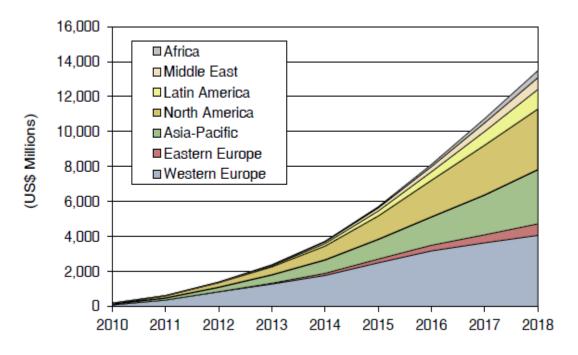




Purchased

Digital Lockers

Music Streaming Revenues by Region





Internet Radio

On-Demand



Service Provider Opportunity



OTT (Cloud) Video





Subscription

\$40 ■ Middle East & Africa \$35 ■ Latin America \$30 ■ Asia-Pacific \$25 (US\$ Billions) ■ Europe ■ North America \$20 \$15 \$10 \$5 \$0 2010 2011 2012 2013 2014 2015 2016 2017 2018

OTT Video Revenues by Region



Purchases

Rental

Ad-Supported



Large User Base "Fourth" TV Platform



New York Scottsdale London Singapore Austin



Multiplayer

Server Coordination w/ Local Gaming







Past



Server Rules with Local Rendering/UI







Present

Pure Cloud

Server Rendering w/ Local Playback









Future?

Scottsdale Austin New York London Singapore



	Consumers
1.	Ease of Use (Service Oriented)
2.	Location Independence (Network Agnostic, Closed Protocols)
3.	Social/Interactive
4.	Device Flexibility

	Operators
1.	Cloud Architecture Flexibility (Scale)
2.	Cloud Deployment Velocity (Speed)
3.	Subscription Model (Asset Control and Catalog Extension)
4.	CapEx to OpEx shift

CE is now Cloud Electronics

























































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PaaS:

Platform as a Service

laaS:

Infrastructure as a Service

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Thank you!

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