CONNECTING TO THE CLOUD

Telecommunications Industry Drawbacks of Cloud-Delivered Content: Infrastructure Challenges.

How does the on-demand always-accessible nature of cloud-based entertainment delivery challenge conventional distribution systems?

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what is it?

The capability to bring multiple screens within the media experience of the same consumer

Telco's are best positioned world wide due to flexibility of their networks and typical market ownership



i.e. Sony to launch cloud TV service in the US









how does it work?

Two types of infrastructures are called upon, which are (slowly) converging through (slow) standardization and web services API-fication

Video distribution infrastructure to multiple formats, over multiple streaming protocols

Application development and presentation infrastructure to multiple OSes and middleware layers

how long will it last?

forever

what does it affect?

Two key parts of the distribution system:

Back-end / head-end, where infrastructure is put in place to process the content and power the application layer

The device side, where the video is processed and applications rendered

The fragmentation of the two represents a huge integration nightmare for market actors

consequences

Risk of cannibalization by the various screens between one another

Deployment complexities and costs for the distributors

Risk of possible disconnection between the (slow) pace of technology innovation around video distribution and the (rapid) advances of web based application development technologies

Cloud convenience Affects Content packaging innovation

what is it?

To fight the risk of cannibalization by the various screens between one another...

... content owners, programmers and broadcasters are going to continue to innovate around differentiated screen experiences

PADEM Works hand in hand in developing the strategy and go-to-market deployment.



Cloud convenience Affects Content packaging innovation















Cloud convenience Affects



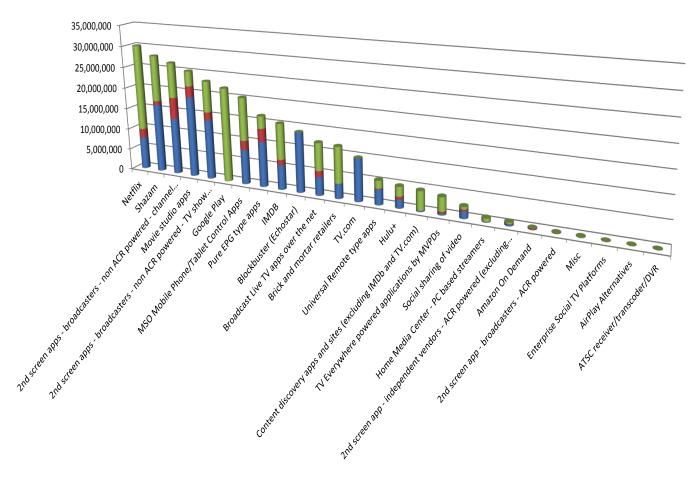


Cloud convenience Affects Content packaging innovation

The apps of TV

(million downloads estimate at end 2014)

■ iPhone ■ iPad ■ Android



Cloud convenience Affects Cloud Convention. Content packaging innovation What does it affect?

Content owners Distributors

A worldwide phenomenon, with International markets lagging the US by 3 to 5 years

However, the advent of the Internet Protocol also means that margins are squeezed in this area, and the talent pool increases



Cloud convenience Affects Content packaging innovation -Who's capitalizing on it?

































































































































































































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- While you may not like your Telco, they are in a prime position to capitalize on today's market evolution...
- Leaders: MediaRoom platform: ATT, Telfonica,
 Deutsche Telekom and 60+ more
- Their QoS and ability to accurately tell their story is and will continue to be critical.
- Thank you

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