



# Mobile VAS Conference 2009 St Petersburg “Global Mobile Media Trends”

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The Global Voice of Mobile Entertainment

1. Industry confidence – MEF's survey results
2. Mobile media trends
3. The Apps Phenomenon
4. Developments in the Mobile Music Industry
  - Trends in Western Europe
  - What Europe has learned from Russia
5. About MEF

# 1. MEF Business Confidence Index

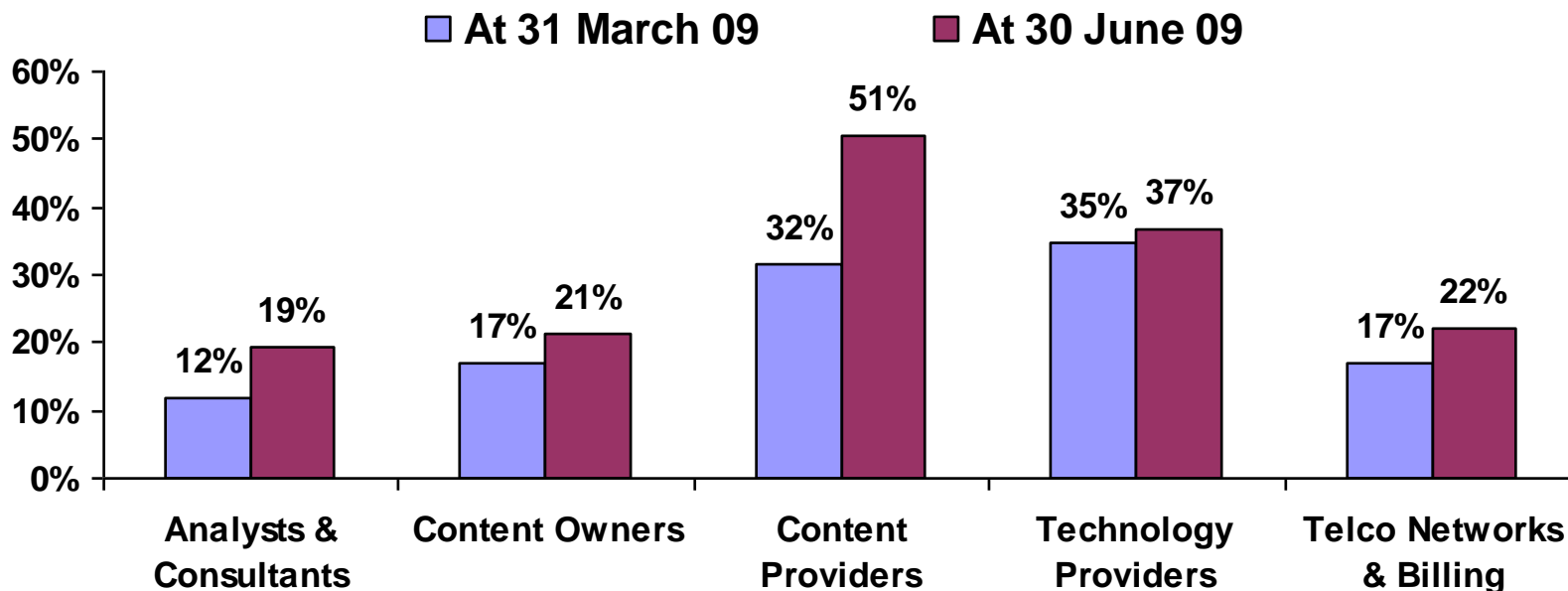
- Quarterly survey of mobile entertainment business mood
- Worldwide across MEF membership
- 15 questions on categories, geographies, performance, marketing, headcount

# MEF Business Confidence Index – June 2009

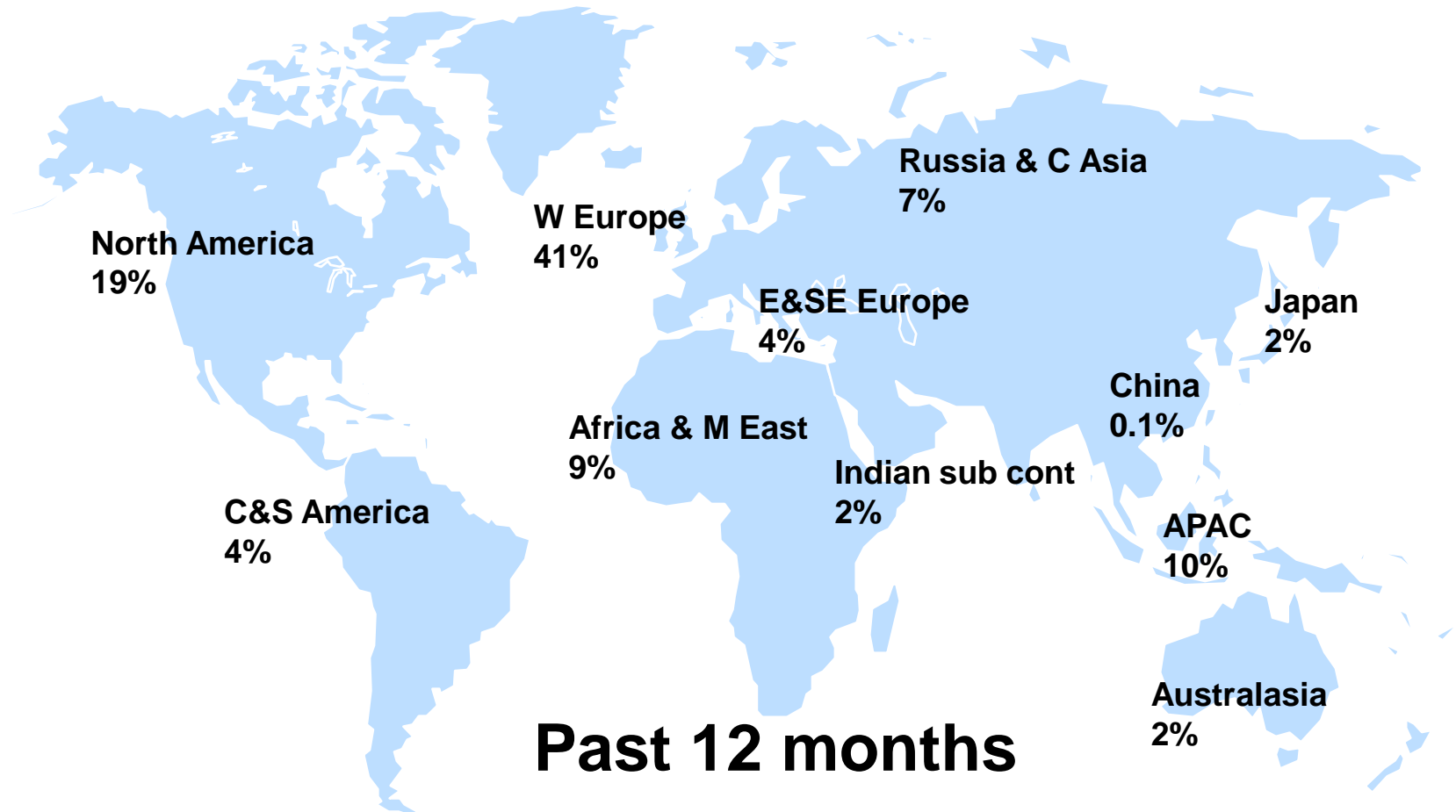
Q. How will your revenue change over next 12 months?

BCI at 31 March 09 – Mean growth prediction 28%

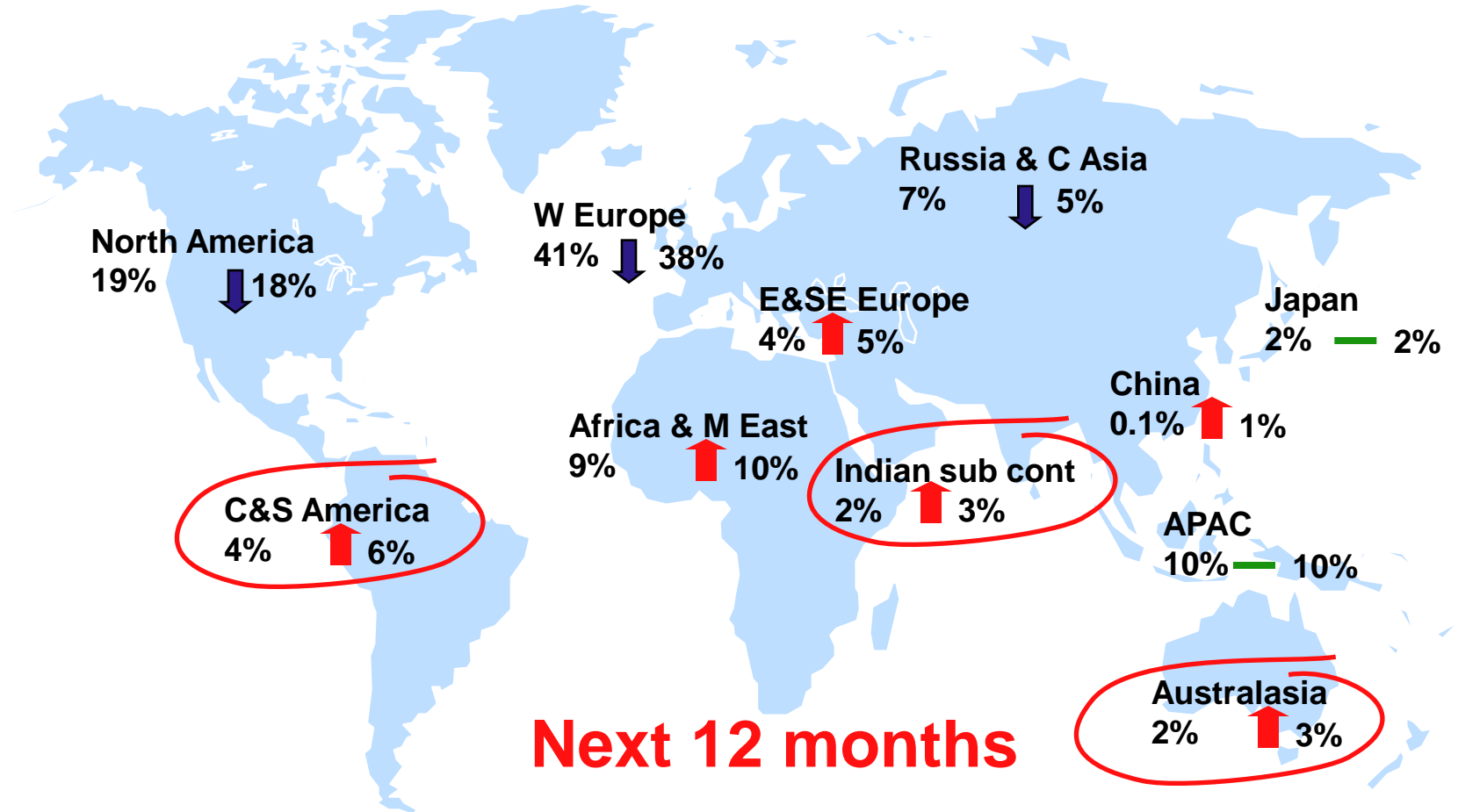
BCI at 30 June 09 – Mean growth prediction **33%**



# Where did the revenue come from?



# Where will the revenue come from?



**Next 12 months**



# MEF Business Confidence Index – June 2009

Q. Applications revenue, in the next quarter .....

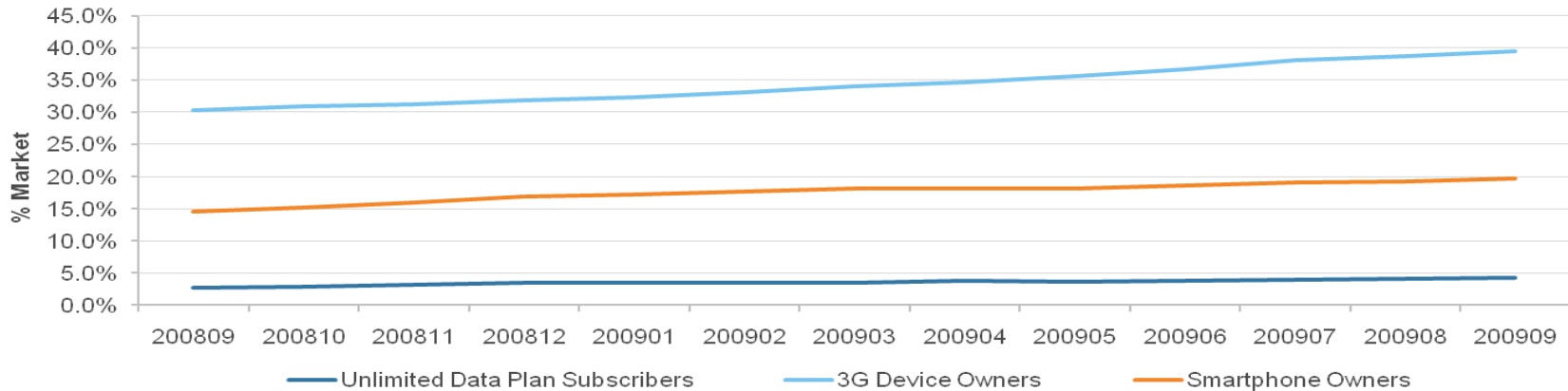
% of all revenue projected to come from applications **14%**

- Paid for applications 54%
- Free applications 41%
- Ad funded applications 5%

## 2. Key Market Enablers

1. 2 important market enablers (smartphones and 3G devices) now firmly entrenched
2. However, most important enabler, unlimited data plans, still has limited penetration across Europe.
3. 80% unlimited data plan subscribers use media, 199% more likely than average mobile owner.

Growth of Market Enablers



Product: MobiLens



# 1,385 Separate Devices Used for Mobile Media

- The top 20% of devices (277 devices) represent 79% of mobile media users. Proving the 80/20 rule yet again.

- The much hyped Apple iPhone represents 8% of mobile media users.

- Nokia has 34%, Samsung 17.5% and Sony Ericsson 16% of mobile media users.

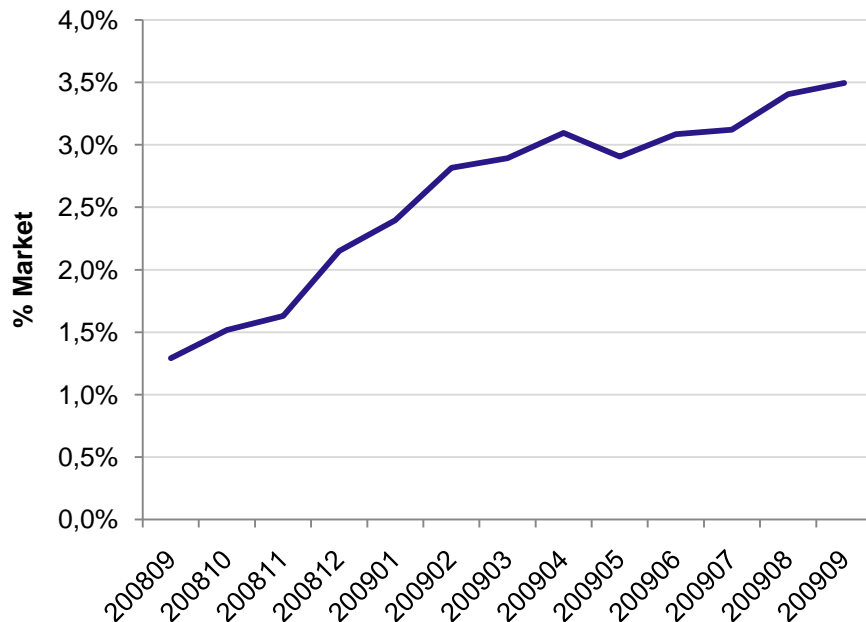
<p>Nokia 5800 XpressMusic 1,990,409</p> 	<p>Apple Q2 2008 iPhone 3G 8GB 1,474,519</p> 	<p>Nokia Q2 2007 N95 1,411,027</p> 	<p>Apple Q2 2008 iPhone 3G 16GB 1,275,624</p> 	<p>Nokia Q1 2007 N95 8GB 1,155,497</p> 	<p>Nokia Q2 2005 N70 930,163</p> 
<p>Samsung 2008 Tocco SGH-F480 844,520</p> 	<p>Nokia Q4 2006 6300 789,072</p> 	<p>LG Viewty KU990 773,177</p> 	<p>Sony Ericsson Q1 2006 K800i 751,526</p> 	<p>Apple Q2 2009 iPhone 3G S 16GB 744,784</p> 	<p>Nokia Q3 2006 N73 700,487</p> 
<p>Nokia Q1 2008 N96 623,329</p> 	<p>Nokia Q2 2008 E71 529,892</p> 	<p>Nokia 2007 6500 Slide 520,648</p> 	<p>Sony Ericsson Q2 2008 C905 507,963</p> 	<p>Nokia Q1 2008 6210 Navigator 498,802</p> 	<p>Sony Ericsson Q1 2006 W810i 491,133</p> 

Product: MobiLens

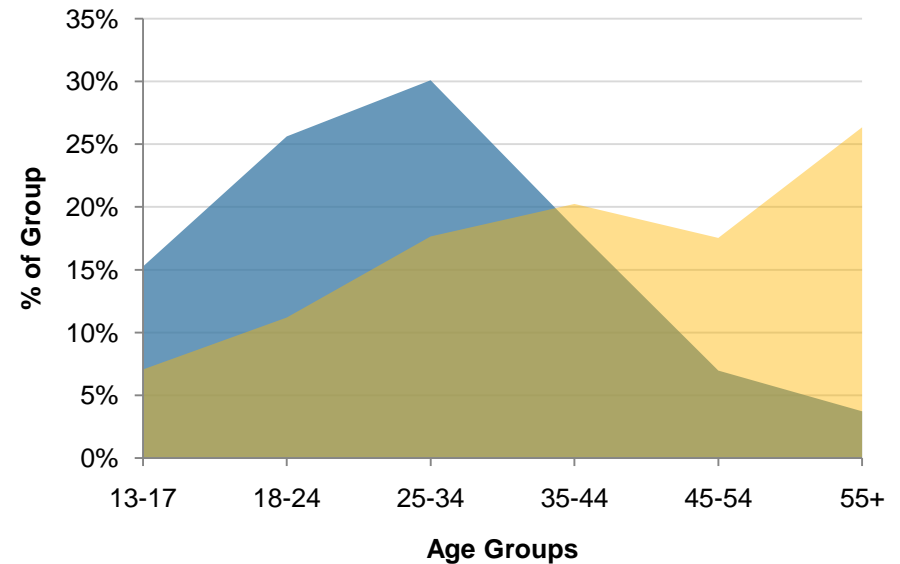
# The Über Connected Generation

- Growing trend for services which integrate social networking, e-mail and IM on devices, e.g. **Vodafone 360**.
- Number of people who use all three growing **173% yr-on-yr**, to **3.5%** of mobile users.
- Younger demographics. **30%** of group aged between **25-34**.

## Über Connected Generated



## Über Connect Age Breakout



■ Über Connected ■ Total Market  
**Product: MobiLens**

# The Apps Phenomenon – What?

## What are they downloading?

USA / App	USA/ type	UK / App	UK / type	India /App	India/ type
Facebook	<b>Social</b>	Facebook	<b>Social</b>	Google	<b>Info</b>
Google	<b>Info</b>	Ebuddy	<b>IM</b>	Nimbuzz	<b>IM</b>
Nimbuzz	<b>IM</b>	Google	<b>Info</b>	Opera Min	<b>Prod</b>
Change Ringtone	<b>Music</b>	Nimbuzz	<b>IM</b>	Bluetooth File Trans	<b>Prod</b>
Ebuddy	<b>IM</b>	Vuclip	<b>Entertain</b>	Opera Min5	<b>Prod</b>
Opera Min	<b>Prod</b>	GetJar	<b>Info</b>	Mig33	<b>IM</b>
TicTacToe	<b>Games</b>	Change Ringtone	<b>Music</b>	Dictionary	<b>Education</b>
Qeep	<b>Social</b>	YouTube	<b>Entertain</b>	Evan Mp3	<b>Music</b>
Mig33	<b>Social / IM</b>	Qeep	<b>Social</b>	Ebuddy	<b>IM</b>
Flirtomatic	<b>Social</b>	Opera Min	<b>Prod</b>	Rocketalk	<b>IM</b>

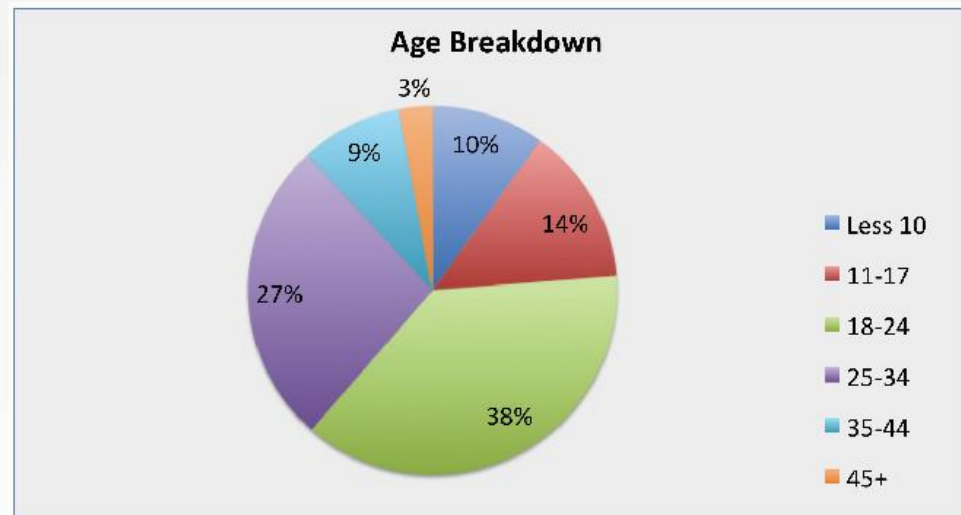
Source: GetJar Poll August 2009, 5800 respondents

Confidential



## 3. The Apps Phenomenon

### Who is downloading apps?



Source: GetJar Poll August 2009, 5800 respondents

Confidential



# The Apps Phenomenon – When?

## When are they downloading?

	Taxi, bus...	Working	In Class	Waiting	Before sleeping
USA	26%	9%	5%	27%	33%
Euro	43%	13%	14%	14%	17%
Asia	30%	12%	15%	15%	27%
S.Am	53%	13%	11%	9%	14%
UK	26%	11%	10%	27%	27%
India	22%	12%	21%	11%	34%

Source: GetJar Poll August 2009, 5800 respondents

Confidential



## Developments in the Mobile Music Industry

- Smartphone applications can be a key tool to solving the big question “how to compete with free, illegal, online content?”
- “Freemium” model
  - Free, online music streaming with advertising
  - Paid-for, smartphone access for those willing to pay €9.99/month
- 2 Players:
  - Spotify (UK, Sweden, France, Spain, Finland, Norway)
    - 3.5 million Free, online, ad-supported users
    - 170K paying, premium, mobile users (launched Sept.)
  - Deezer (France)
    - 6 million users in France.
    - Only launched premium service in last weeks.



Everyone Loves Music



## What Europe Has Learned from Russia

- RBT's (ringback tones) can be a big business if we treat it like a subscription business
- Strategic Russian partnership between MTS & Sony Music Russia.
- Sony Music now switching to subscription RBT model across Europe and Africa.

- Vodafone
- Hutchinson "3"
- Zain
- Wind



- Future of RBT's: [AYCE \(all you can eat\) RBT subscriptions](#)

## Conclusions

- The Mobile Entertainment Industry is surprisingly **optimistic** 1 year after the credit crunch “crisis.”
- **Smartphone platforms** (iPhone, Google Android) represent a **revolution** in:
  1. Consumer experience
  2. Business model (i.e. getting people to pay).
- **Social networking + messaging** is the KILLER APP now.
- But great **music apps** are starting to appear.
- Application platforms and 3G networks help, **but flat rate data packages** are required for mass market adoption.



## 4. About MEF

**Mobile Entertainment Forum (MEF)** is the global trade association of the mobile media industry

**MEF delivers value through:**

- Insights – research & analysis
- Policy – government interaction
- Events - connecting the industry
- Awards - Meffys celebrating success
- Initiatives - changing the industry





The Global Voice of Mobile Entertainment

# MEF Informational Session

Informational Session, Thursday, 14:30



[www.m-e-f.org](http://www.m-e-f.org)

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