

Distributionen: Många vägar till publiken

(och snart blir det ännu fler)

Erik kruse Ericsson BU Multimedia



SEE YOURSELF IN THE NEWS



Two different periods of each technological revolution



1771-

The industrial revolution

1829-

Steam, coal, iron & railways

1875-

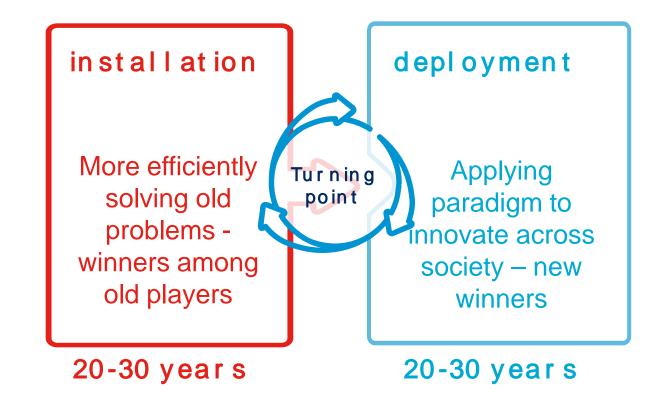
Steel & heavy engineering

1908-

Automobile, oil, mass production

1971-

IT & telecommunication



Source: Professor Carlota Perez Universities of Cambridge, Tallinn and Sussex New opportunities in the net worked society



Drivers for networked world

Peopl e **Digital Natives** Lifestyle Health Convenience Safety Societies Sustainability Safety Security Social cost Technology En abl er s Broadband ubiquity

Cost of connected device

Cloud

Businesses

Productivity

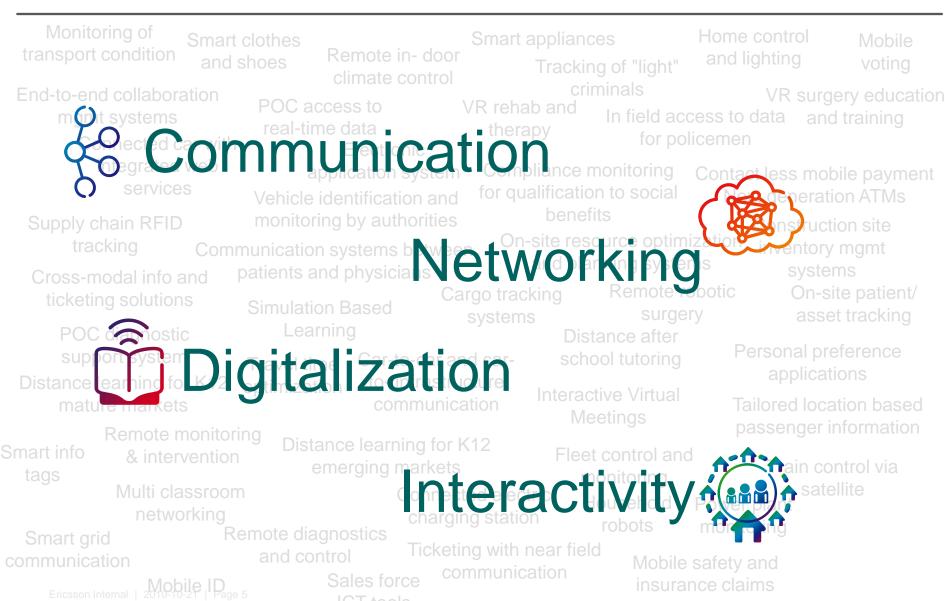
Cost efficiency

Globalization

Assets

Key assets in a networked world







when I was young, I did NOT have..

















when I was young, I did NOT have..

```
Google Twitter voddler
Facebook MSN Wikipedia
          It unes Amazon
  RSS
                             n et f l ix
     P-2-P Youtube

MySpace Blogger
                                Windows 7
                Spot if y Hulu
      IPI ayer
                             android
           Web 2.0
```



when I was young, I did NOT have.

```
TV 1000 ___ Discovery World TV400 Silver Cartoon Network
 SVT2

TV4 Komedi

TV6

VH1 Classic

SVT HD

Kanal 10

Axess Television

Discovery Channel

National Geographia

Canal SVT1 MTV Rocks

Viasat Hockey

List Style

Canal SVT1 MTV Rocks

Viasat Hockey

Viasat Hockey

Canal SVT1 MTV Rocks

Viasat Hockey

Viasat Hockey

Viasat Hockey

Viasat Hockey

Canal SVT1 MTV Rocks

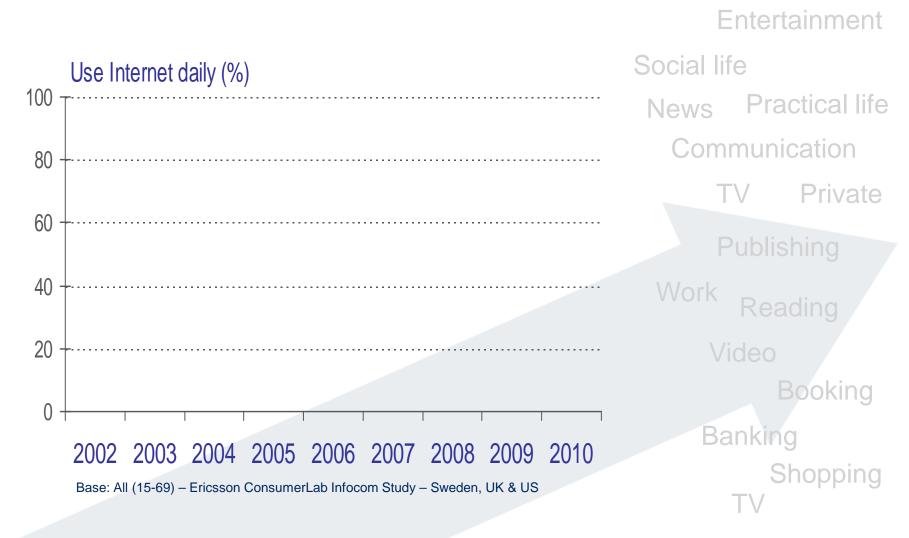
Viasat Hockey

Viasat 
Viasat Hover thistory BBC Lifest yle TV4 Film istory SF-kanaler TV4 Plus CNBC Animal Plan BBC Entertainment Viasat Explorer BBC Hoomedy Central Plan BBC Entertainment BBC Hoomedy Central Plan BBC Entertainment Canal Film HD History Housat SBBC World New Mezzo Canal + Action History Housat SBBC World New Mezzo Canal + Action Eurosport CNN International Canal + Hit 1000 Nordiviasat Sport Discovery Canal SVT. Motors Boomerang TV 1000 Dra Viasat Golf Canal + Sport Ex Canal First ESPN TV 1000 Action TV 1000 Dra TV 1000 Class Eurosport 2 TV4 HD
 BBC Knowledge Disney ChanneTV 1000 Classic Disney XD Extreme Sport Chahipplal Geographic Wil TV4 Sport Disney XD Extreme Sport Chahipplal Geographic anal + Viasat Fotboll Kanal 9
          Viasat Premier League HDV 1000 Family Viasat Motor
                                                                  TV 4 Science Fiction
                                                                                                                                              + some 4000 channels on the Internet
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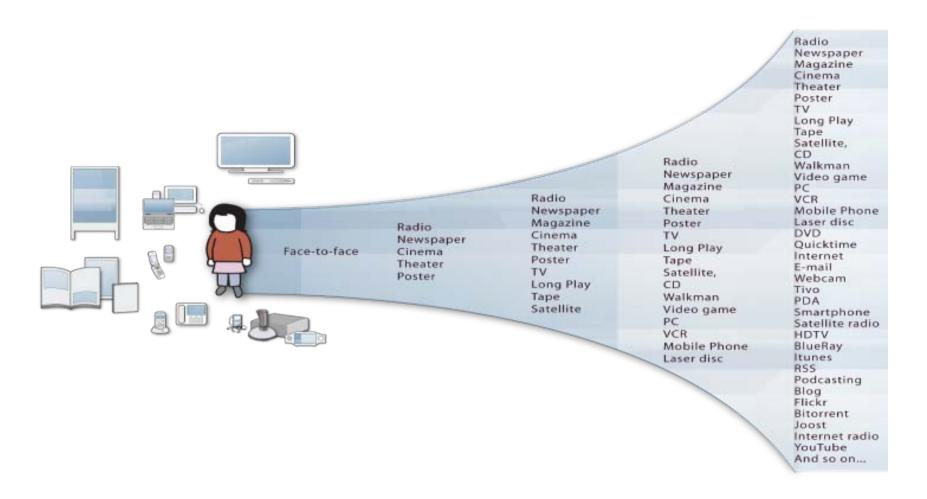


Internet - a necessity In life





multimedia and Multi Media





Changes in media consumption





...TO

FROM...

Device centric

Fixed media situations

Consumption

Mass-media streams

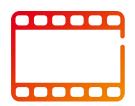
Linear consumption

Collective awareness



Access and content centric
Continuous consumption
Co-production
Personalized media streams
Scattered consumption
Fragmented awareness

Reactive Backward-leaning



Interactive Forward-leaning



Net worked Digitalization is disr uptive



What's changed radically is the value of

DISTRIBUTION

thinking out of the box -> new winners



Digitalization for "old" record companies =





For Apple "digitalization" meant becoming net worked with I-Tunes



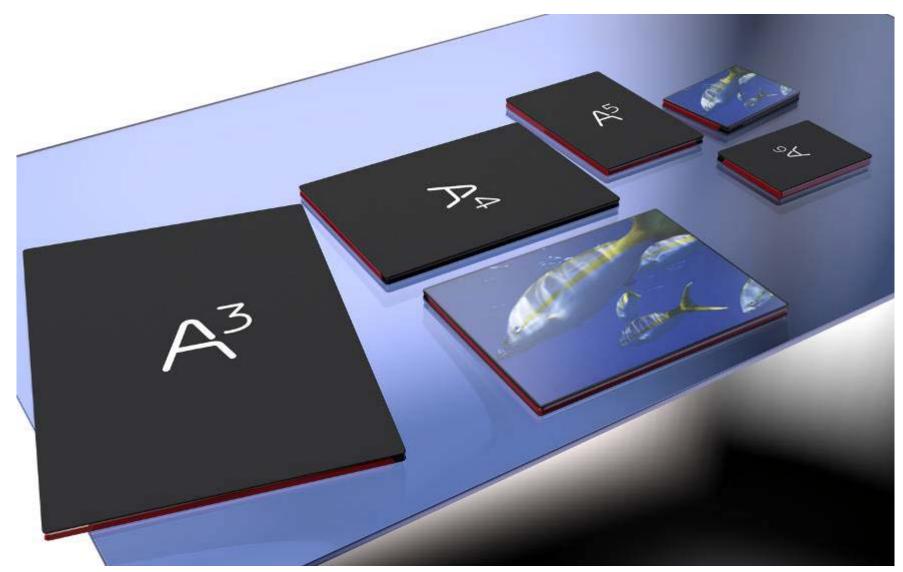
It's just the beginning!!









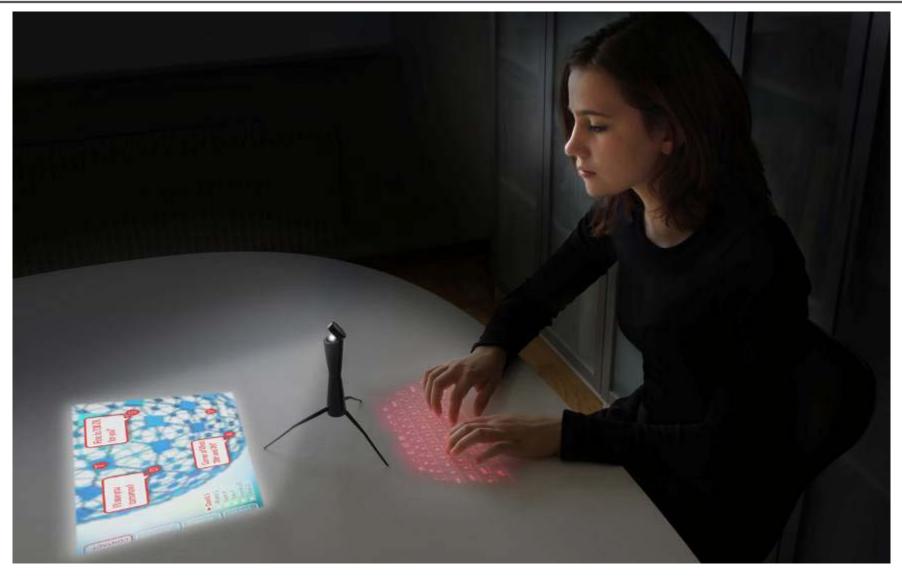


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4 CORE ICT business propositions

Increased process efficiency

Increased human effectiveness

Improved value propositions

Increased proposition reach

Growth of mobile data & BB demand



- Need to handle transition from old media to new digital media
- New online players aggregating content
- Device players expand their footprint in the value chain
- Need to develop new monetization and ad models
 - Understand and manage effectiveness of new media advertising
- Increased pressure on cost efficiency of production model
- Enable consumers to interact with content and with each other
- Need to deliver rich content anytime, anywhere and across platforms



net worked ever ything

networked gaming

networked buildings

networked print

networked cities

networked radio networked messaging networked healthcare networked banking

networked television

networked grids

networked music

networked transportation

networked video

networked agriculture



"If you don't know where you are going, you might wind up someplace else"

YogiBerra

