# Monitor **Deloitte.**



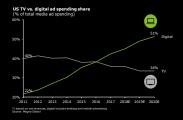
How will the future of TV and Video look like by 2030?



## Starting point

## TV and video is a market at a transition point

# New ad market forces

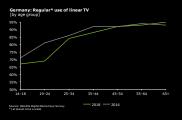


TV has lost its leading position in the global ad market

Within ten years, TV ad share decreased by 20%

- digital more than doubled

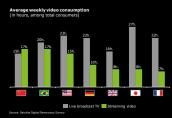
# New user behavior



• TV consumption has decreased in almost all age groups

Within only two years, share of daily TV viewers under 25 years in Germany decreased by 15%

# New technologies



- Use of streaming video has reached new dimensions
- In China, streaming has already **surpassed TV** usage

# New competitors



- Budgets of streaming providers' own productions reach dimensions of Hollywood-blockbusters
- In 2019, Netflix alone is expected to spend \$15 billion for original content

## Approach

A scenario approach enables us to take a fresh perspective on upcoming challenges and create future-oriented, actionable strategies

#### **Zoom-out / Zoom-in**

Change perspectives to dynamically improve strategic options







Explore & Reflect

Envision & Focus

Define & Mobilize

#### Think outside in

Enable to review current market situation from an outside in perspective



#### **Combine objectivity with intuition**

Be ahead by combining latest AI tools with best in class strategy consultants







Human intuition

#### **Embrace uncertainty**

Consider and understand relevant driving forces to be prepared for the future

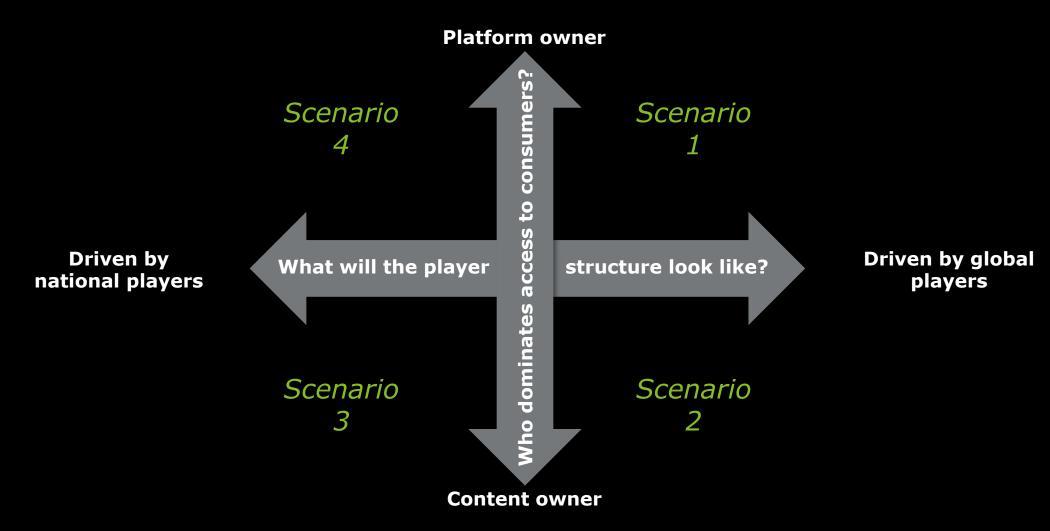






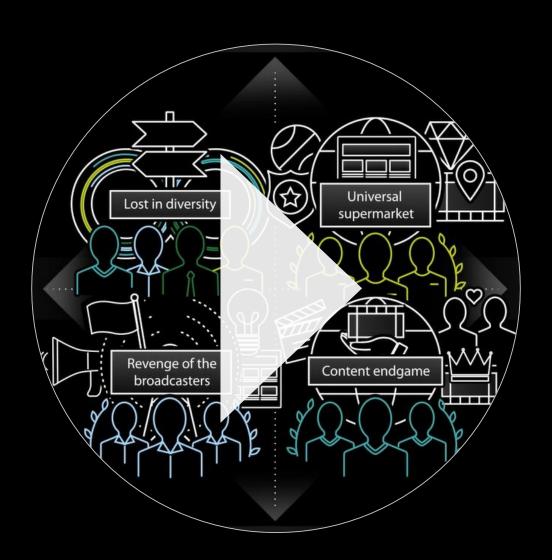
Understanding critical uncertainties

# Scenarios This leads us to four extreme, yet plausible scenarios along two key dimensions



# The scenarios

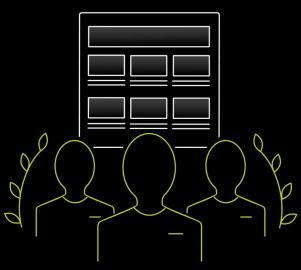
# .... Universal Supermarket



## The scenarios: Universal Supermarket

# A few **global digital platform companies** (DPCs) control entire TV and vide market by entering all steps along the value chain





# Global DPCs

- Control entire TV and video market
- Own direct consumer relationship
- Offer extensive range of global and national content

#### Content

- Large content variety covers different cultural taste
- High quality local content available
- DPCs content offerings only differ in own productions and sports rights

#### **Market Player**

- Traditional broadcasters
   disappeared or evolved into pure
   creators of national content
- Advertising agencies and traders have disappeared

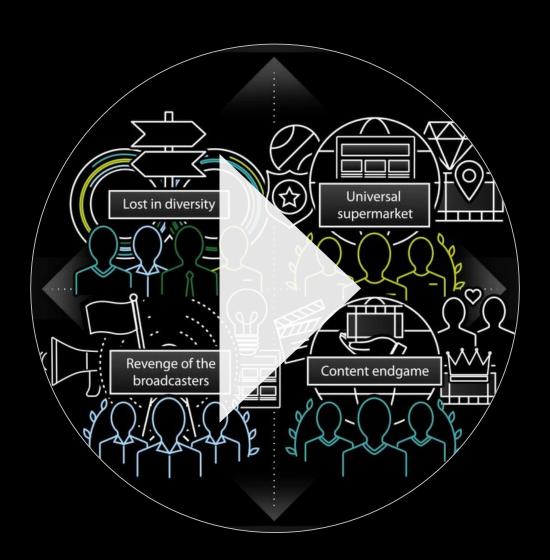
#### Consumer-

- Consumer were first confused then frustrated about variety of content and content providers
- DPCs used technical skills to offer customers smart selection and recommendation based on A.I.

#### **Market Conditions**

- Universal availability of content and distribution over uniform All-IP networks
- Regulators do not control or monitor DPCs significantly

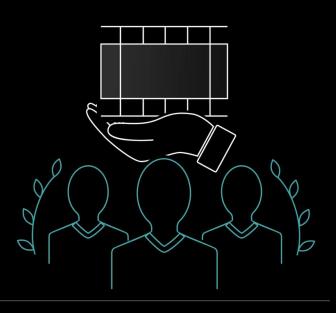
# .... Content Endgame



## The scenarios: Content Endgame

# Large **global content owners** are the winners from market transition and entered all steps along the value chain





#### rina

Content

- Content is king
- Variety of content decreased but quality reached all-time high
- Costly blockbuster productions provided by global content owners

#### **Market Player**

- Smaller producers disappeared
- Broadcasters focused on creation of strong local formats
- DPCs act only as pure distributor
- Ad partnerships established

#### **Global Content Owners**

- Distribute content via own channels
- Push direct consumer relationships
- Negotiate directly with advertisers

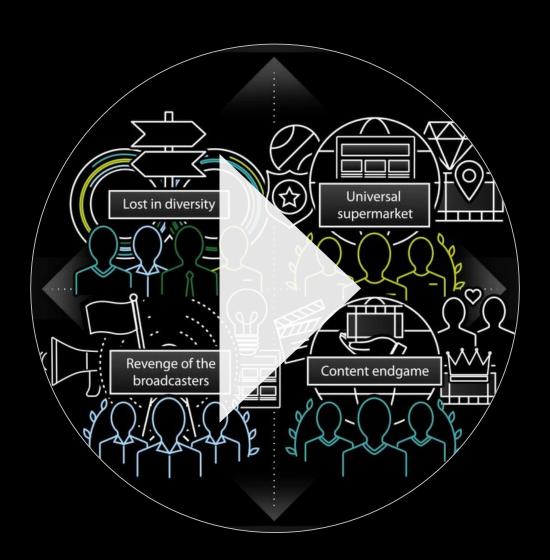
#### Consumer

- Consumers pay directly for content instead of platform access
- Content is the main differentiating factor among market players

#### Market Conditions

- Freemium service as relevant revenue source for DPCs
- Distribution technology considered as commodity
- Broadcasters are protected by national regulators

# .... Revenge of the Broadcasters



## The scenarios: Revenge of the Broadcasters

**National broadcasters** have successfully accomplished digital transformation and secured a strong position in the TV and video ecosystem





#### Content

- High richness of content due to coexistence of national broadcasters and global DPCs
- **Efficient distribution** of content via high performance platforms

#### **Market Player**

- DPCs supply global productions and blockbusters
- Alliances between All-IP network providers and broadcasters
- Ad agencies remained in market

#### **National Broadcasters**

- Evolved into digital platforms
- **Deliver** on-demand content
- Developed excellent digital capabilities; own access to customer data

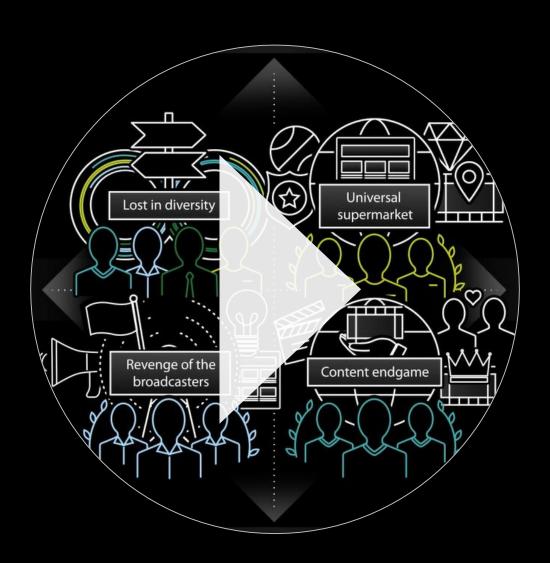
#### Consumer-

 Consumers can choose between non-linear and linear content from global or national sources

#### - Market Conditions

- Limited personalized advertising due to strong regulatory framework/ data privacy rules
- Strong media regulation on a national level

# .... Lost in Diversity



## The scenarios: Lost in Diversity

# The TV and video market evolved into a diverse ecosystem with **no dominant players** where everyone does everything











#### Content

- High **richness** of content
- Provision of global formats by DPCs, local formats by local/regional players and alliances

#### **Market Player**

- Steady turnover of market players
- A high level of partnerships and alliances
- High relevance of ad agencies

#### No dominant player

 DPCs, Content owners, broadcasters and All-IP network providers all created own distribution platforms with direct consumer relationships



- Numerous distribution platforms
- Consumers only interested in content, platform as commodity
- Low loyalty to platforms or brands



#### **Market Conditions**

- Vivid and dynamic market
- Clear distinction between content production and distribution
- Regulators focus on preservation of local content and media companies

#### The scenarios

## If we now look at these four extreme yet plausible scenarios...

The TV and video market has evolved into a diverse ecosystem with no dominant players and a steady turnover of market participants

Universal Lost in diversity supermarket Driven by global players Revenge of the Content endgame broadcasters 

Platform owner

National broadcasting has been replaced by a few global digital platform companies

Driven by national players

> Global content owners can leverage a direct consumer

relationship which gets them in the driver seat.

**National broadcasters** contested their place by successfully accomplishing their digital transformation

Content owner

#### The scenarios

## ... for each scenario you should answer...

#### ... THE FOLLOWING ...

- How would the market look like?
- What would be my role, the role of others?
- What would be my strategy?
- How would I define winning/success?
- What would I need in this market for my success?

#### ... ALSO LEADING TO

- What do all scenarios have in common?
- How could I influence the market towards the preferred scenario(s)?
- How can I play against the market?

## Taking a closer look

Our four scenarios are highly divergent, but two overarching implications are highly relevant for all of them



#### **Partnerships & alliances**

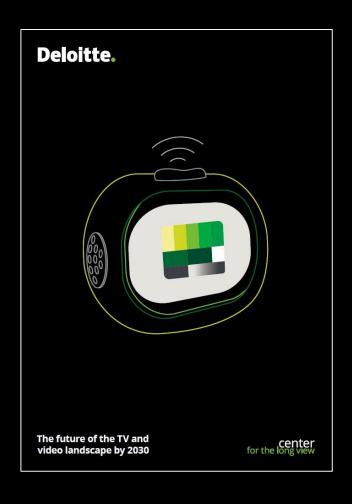
- To protect their business models and revenues, broadcasters and producers need to be open for cooperation and alliances
- Common production, distribution and even platforms counter the threat posed by the DPCs
- Regulators have to become less restrictive regarding alliances between equally positioned players

#### Continuous investment in tech skills 🖼



- Technology has become a core element of business processes
- Mastering technology prerequisite to be well-positioned in the digital video market
- Traditional players must become attractive for digital talents and creative minds

# Our Thought Leadership The future of TV and video in 2030



# The future of the TV and video landscape by 2030



German Web Site / www.deloitte.com/de/zukunft-tv-video

English Web Site / www.deloitte.com/de/future-tv-video

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# Embrace uncertainty. We are happy to help



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Imagine the future and lead the pack