

Zinnov Zones 2017 Media & Technology

Media report – June, 2018

zinnov

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Global M&E Landscape

- Media and Entertainment Industry Landscape
- Market Numbers and Segment Wise Growth

Media and Technology Ratings - 2017

- Verticals Ratings 2017
- Technology Ratings 2017

New Media



Social Platforms

Online – Audio, Video, Editorial

Education



Education Tech Players

Education Publishers

Online Education

Entertainment



Original Content Creators

Theme Parks

Music

Studios

Gaming



Online Gaming – Betting & Social

Casinos/Slot Machines

Console Gaming

Broadcasting



Broadcast offerings by Telcos, OTT

Cable & Satellite

Broadcasting – Over The Air

Marketing & Advertising



Ad-Tech Players

Marketing Agencies

Information Services



Market Research Providers

Financial Information Providers

Directories

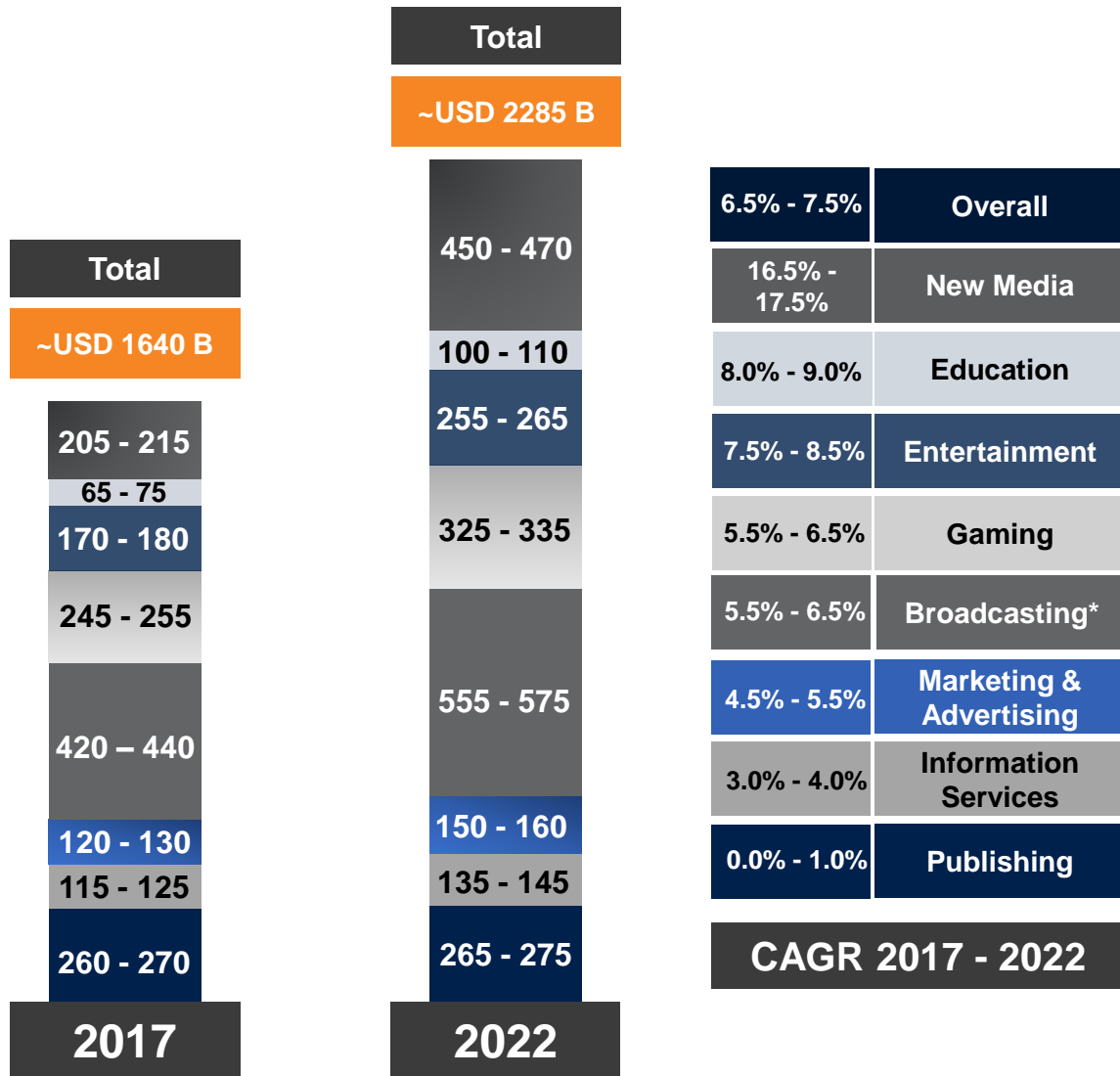
Publishing



Newspaper Publishers

Magazine Publishers

Book Publishers



- Facebook, Yahoo, Twitter, Google, LinkedIn, Baidu, Huffington Post, etc.
- Pearson, Apollo Group, Blackboard, K12, Laureate, Kaplan, Udemy, Udacity, etc.
- Warner Bros., Sony Pictures, 21st Century Fox, Disney, Universal Pictures, etc.
- King, Zynga, IGT, Las Vegas Sands, EA, Activision Blizzard, Scientific Games, etc.
- Comcast, DirecTV, Disney Networks, Turner, BBC, Sky, Fox Networks, Dish Networks, Verizon FIOS, etc.
- Publicis Groupe, Omnicom, WPP, IPG, Dentsu, Havas, Hakuhodo, Dex Media, etc.
- Nielsen, Kantar Media, Ipsos, S&P Global, IQVIA, Thomson Reuters, RELX Group, GfK, etc.
- Pearson, News Corp., Hachette, Gannett, Time Inc., Conde Nast, Tribune, etc.

* Broadcasting market includes revenues - OTT, cable offerings by telcom companies



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The ratings are divided into two sections viz. 1. Vertical Specific Ratings & 2. Technology Specific Ratings

Vertical Specific Ratings

Vertical ratings are across individual segments - with all service lines and offerings being considered for that respective segment

M&E segments

1. Broadcasting
2. Entertainment
3. Publishing
4. Gaming
5. Information Services
6. Marketing & Advertising
7. New Media
8. Education

Service lines

1. ADM - Application Dev. & Maintenance
2. Product/ platforms/ solutions
3. IMS – Infra Maintenance
4. Support – BPO/KPO
5. Consulting



Technology Specific Ratings

Technology ratings include ratings across capabilities in seven key next gen/ emerging technology areas

Next-gen technology areas

1. OTT
2. Intelligence platforms & solutions
3. Immersive Technologies
4. Content Security
5. Experience Engineering
6. Blockchain

For the aforementioned technologies, the services/ engagements executed in the areas of video/ audio, OTT for the following were also considered

- (i) TSPs - telecom service providers
- (ii) TEMs - telecom equipment manufacturers
- (iii) MSOs - multi service operators



Human capital

Human capital is critical in analysis of a company's capability to deliver specific engineering needs. We considered vertical-wise and overall headcount, distribution by product development breadth, experience level, and special/additional qualifications that workforces might have



Capabilities and innovation

Capabilities of an organization are assessed to understand the overall ability of the vendor to deliver on the requirements of clients; it encompasses strengths and advantages across people, operational capability, experience across product lifecycles and emerging areas, business models deployed and innovation and expertise of the organization



Financials

Financial strength of a company plays a key role in the assessment process. Apart from showcasing the financial health of the organization, it also contributes in analyzing the capability to scale and invest along with an assessment of the overall potential of a vendor for business growth



Ecosystem linkages

Strategic partnerships with OEMs and industry leaders, university connects for campus hiring and research, membership and contribution to global forums indicate the partners' capability in harnessing ecosystems in R&D and product engineering.



Infrastructure

Infrastructure investment demonstrates capability and commitment to growth. Geographic spread and expansion throws light on the ability to leverage location-specific advantages. Companies that have invested in infrastructure like Digital Labs and CoEs have strong capabilities in providing product engineering services

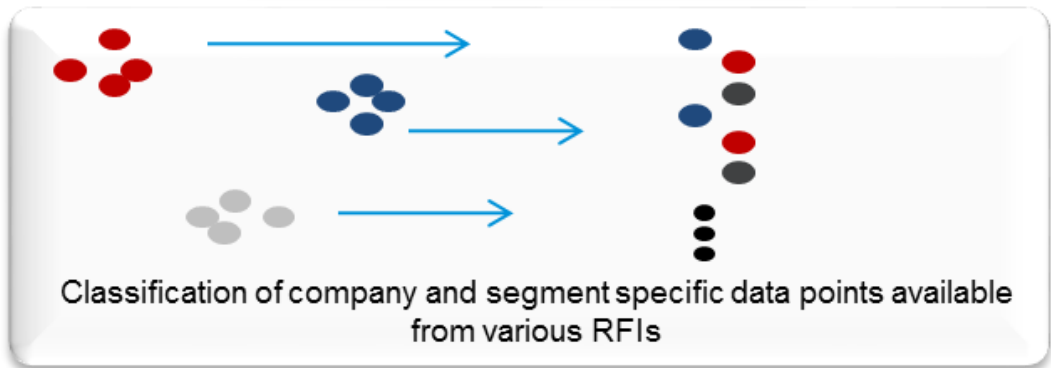


Business sustainability

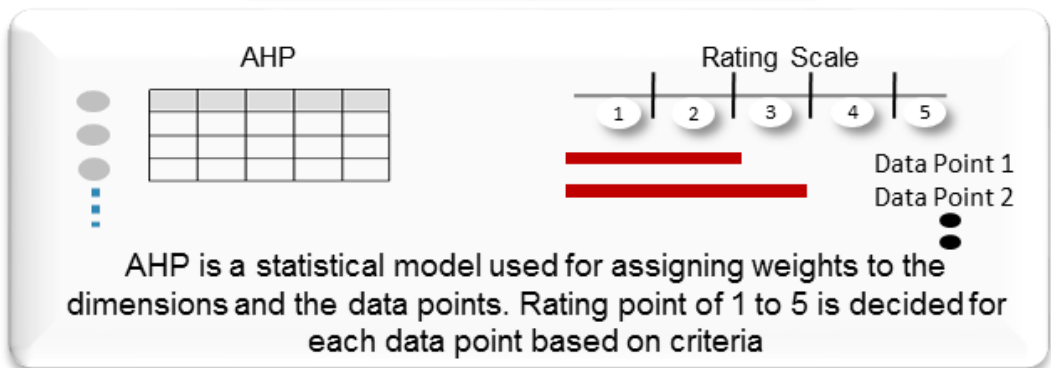
Client relationships, engagement model maturity with customers, the ability to articulate and create a USP and governance risk and compliance status are indicators of sustainability. These parameters were used to assess the sustainability index of the partner, which will help customers differentiate long term players from others

Methodology

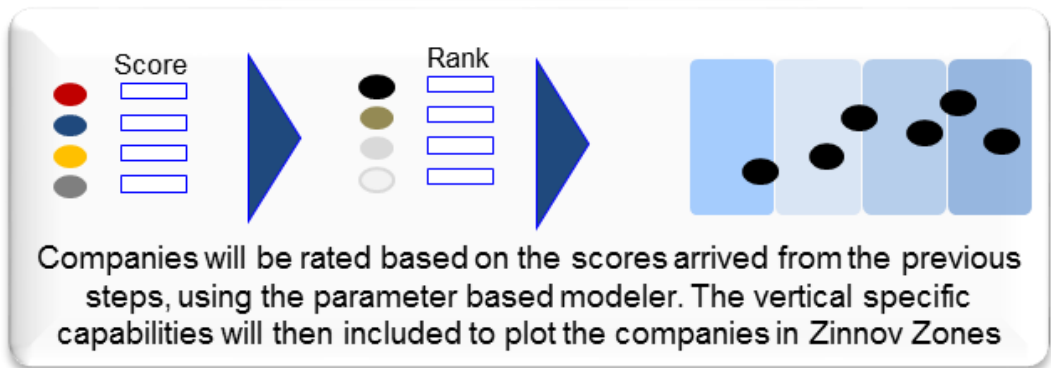
Data Point Classification



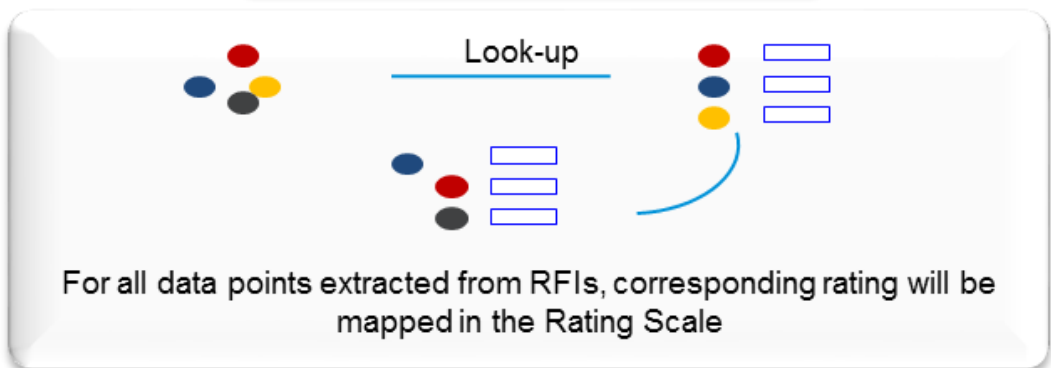
AHP & Rating Scale



Rating & Zones

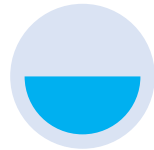


Data Extraction & Rating

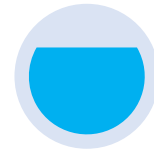




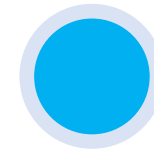
Nurture Zone



Breakout Zone



Execution Zone



Leader Zone

Attributes

- New entrants, providing skill sets to supplement R&D bandwidth
- Presence in only a few verticals: focused growth
- Innovation, if at all, in process optimization
- Limited number of clients
- Typically work in T&M model

- Moving into big league, delivering R&D services effectively
- Presence in two or more verticals
- Innovation frameworks resulting in tangible benefit to customers
- Typically deploy T&M and fixed price models

- Capable of delivering complete product development as a true engineering partner
- Presence in almost all verticals
- Reusable IP's built with quantifiable benefits
- Capable of deploying all models, including risk-reward and revenue share

- Capable of performing concept to go-to-market strategies for products
- Presence in almost all verticals
- Formal innovation culture, resulting in IP's and numerous tactical innovations
- Capable of deploying all models, including risk-reward and revenue share

Challenges

- Acquiring new customers, diversifying revenue
- Building product engineering competencies
- Developing Engineering Services specific Sales organization
- Understanding the differences between PES/ IT Service business

- Acquiring large customers
- Growing existing accounts and repeat business
- Developing across PDLC competencies
- Building domain capabilities
- Building a product engineering culture within the organization

- Growing small accounts into deep relationships
- Building concept to market capabilities with deep domain expertise
- Building relevant IP's
- Executing on new & innovative business models
- Limited self owned R&D infrastructure

- Succeeding as go-to-market partner in emerging markets
- Building end-to-end products
- Building product management capabilities
- Scaling new vertical practices in R&D services to drive continued growth
- Scaling R&D infrastructure

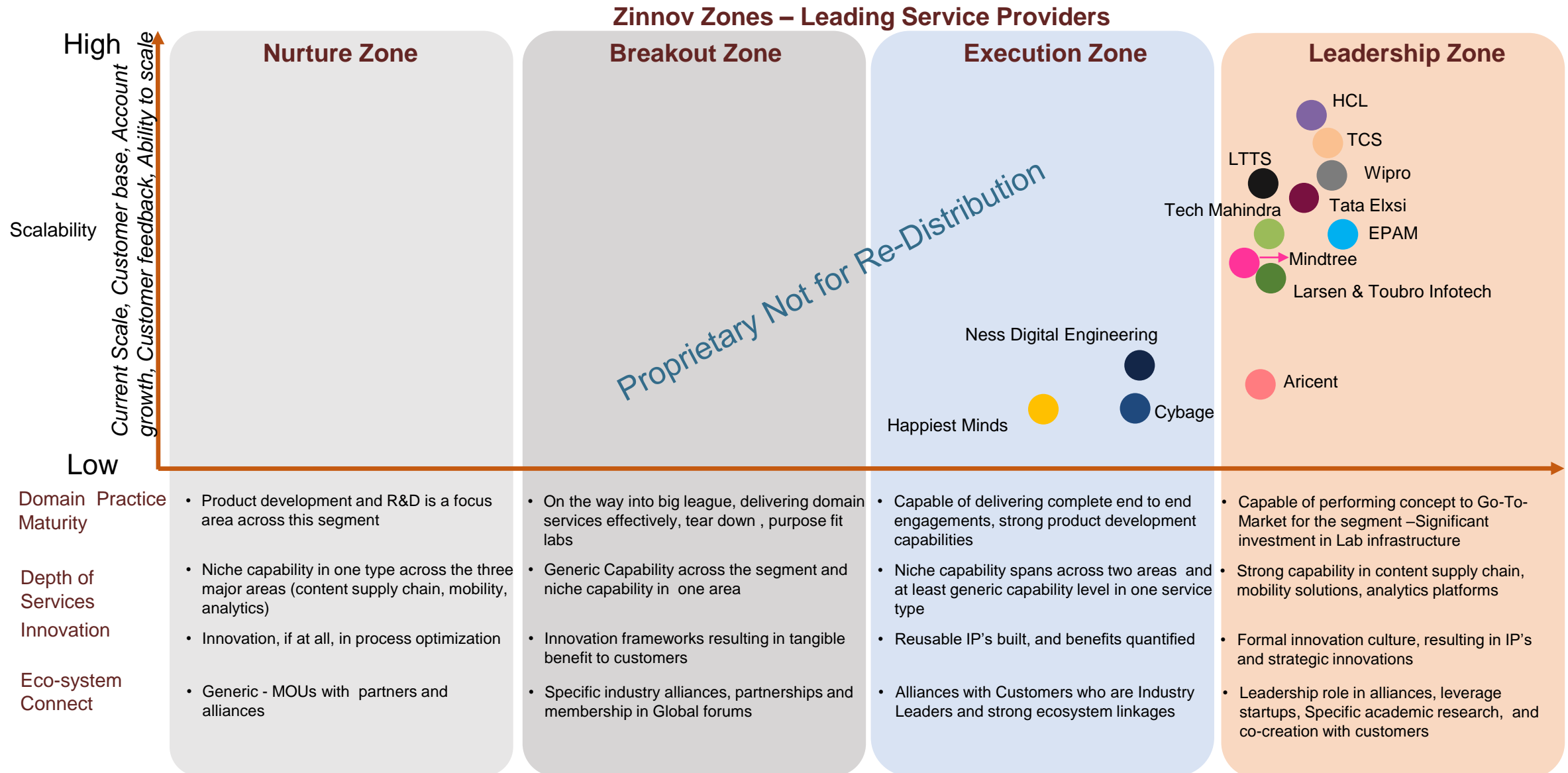
Recommended Initiatives

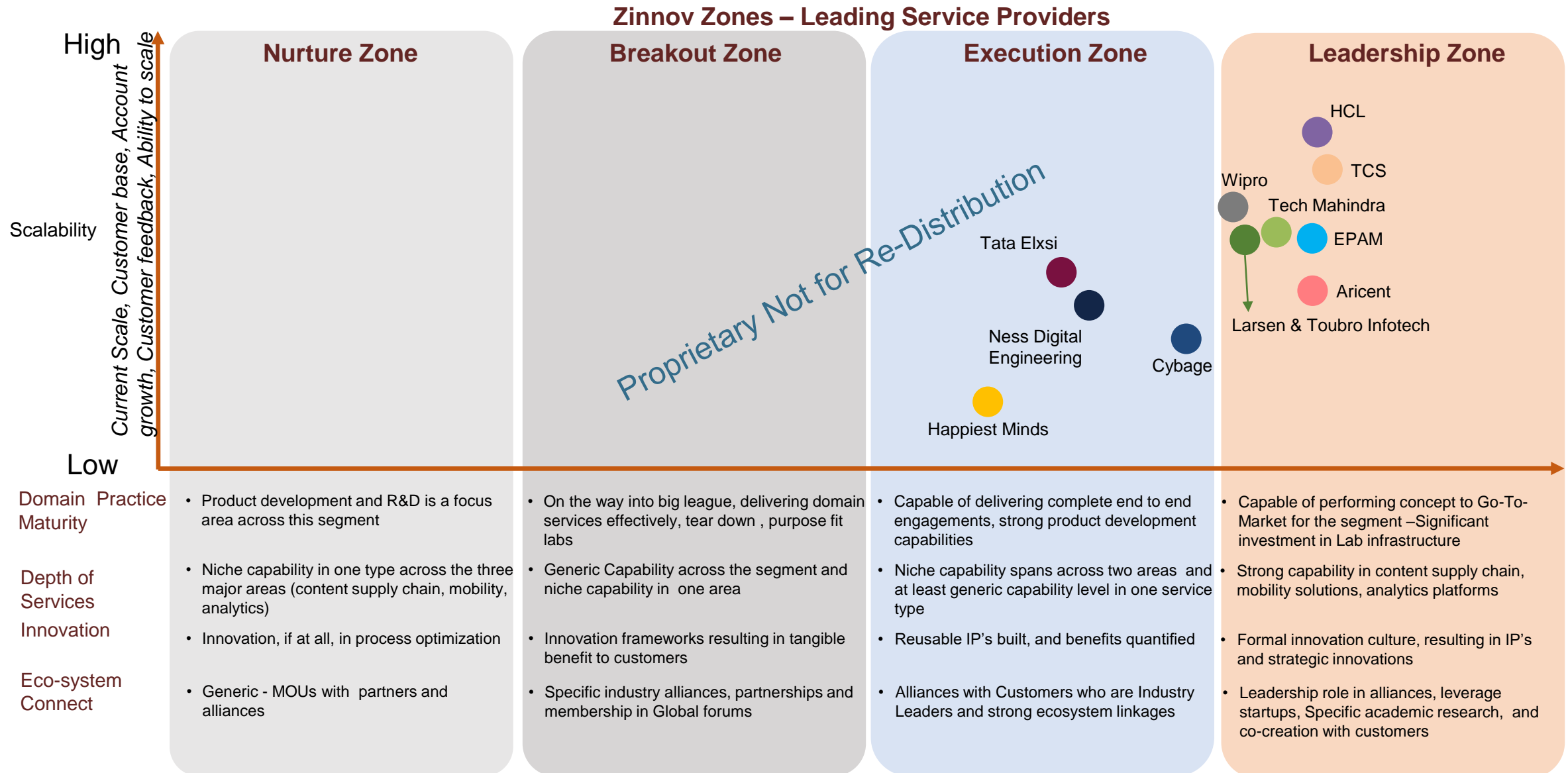
- Focus on targeted customer segments and vertical
- Technology competency in niche focus areas
- Focus on building credibility by delivering on initial projects

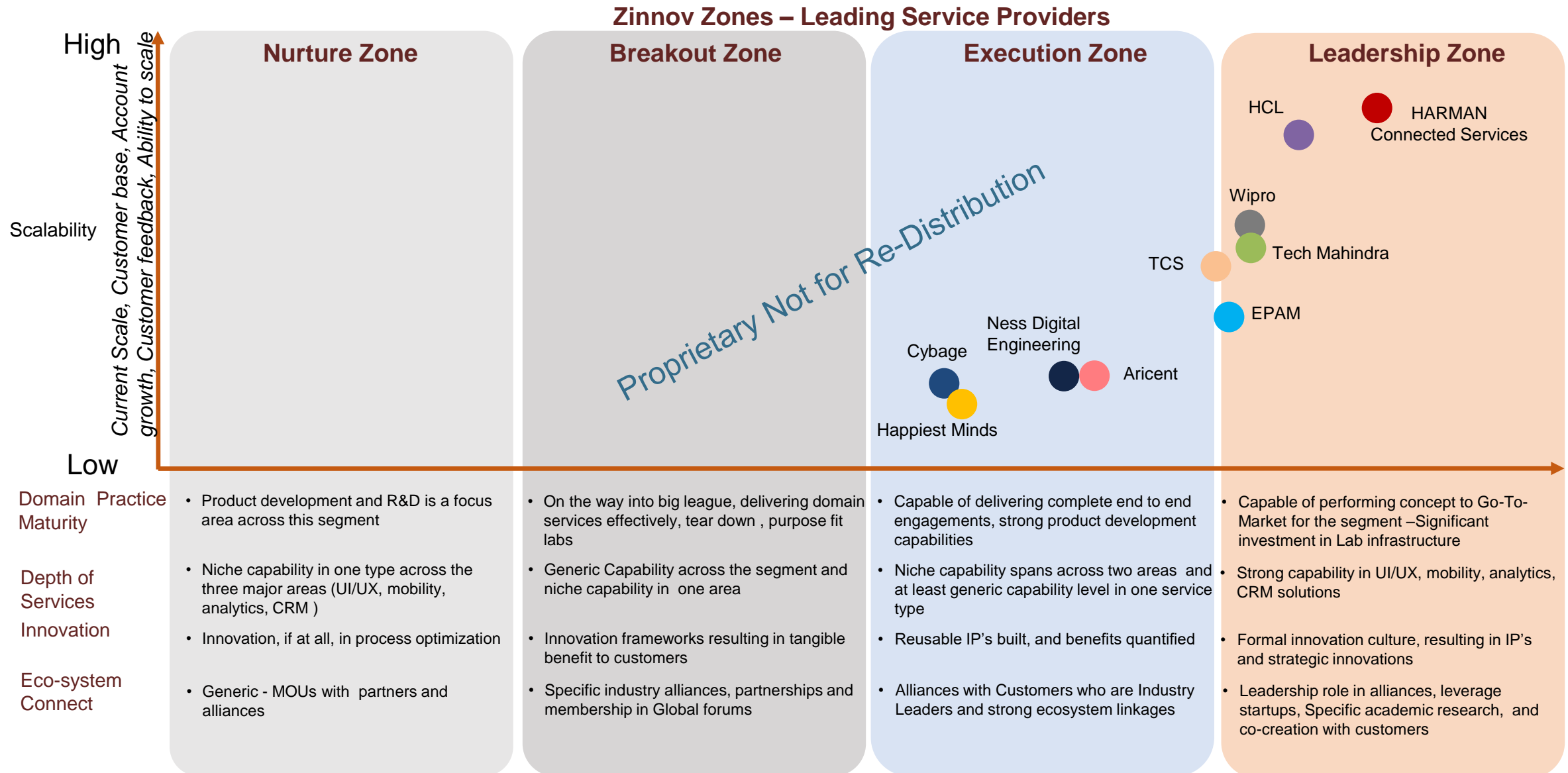
- Focus on PDLC skill development
- Focus on augmenting domain skills and developing the same with existing customers

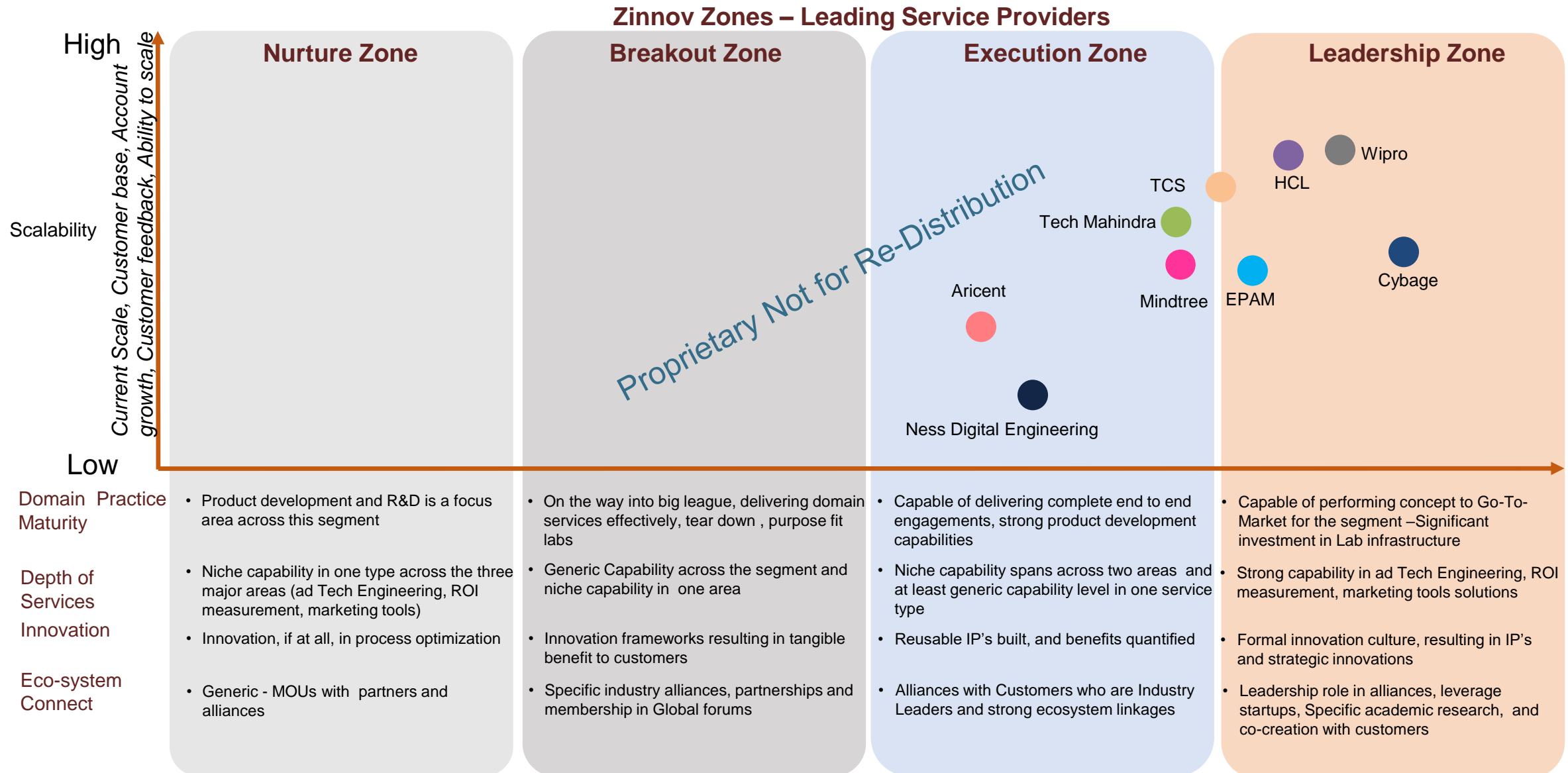
- Focus on IP creation; create vertical agnostic IPs
- Focus on account mining and execution on new business models
- Focus on internal and external innovation incubation efforts

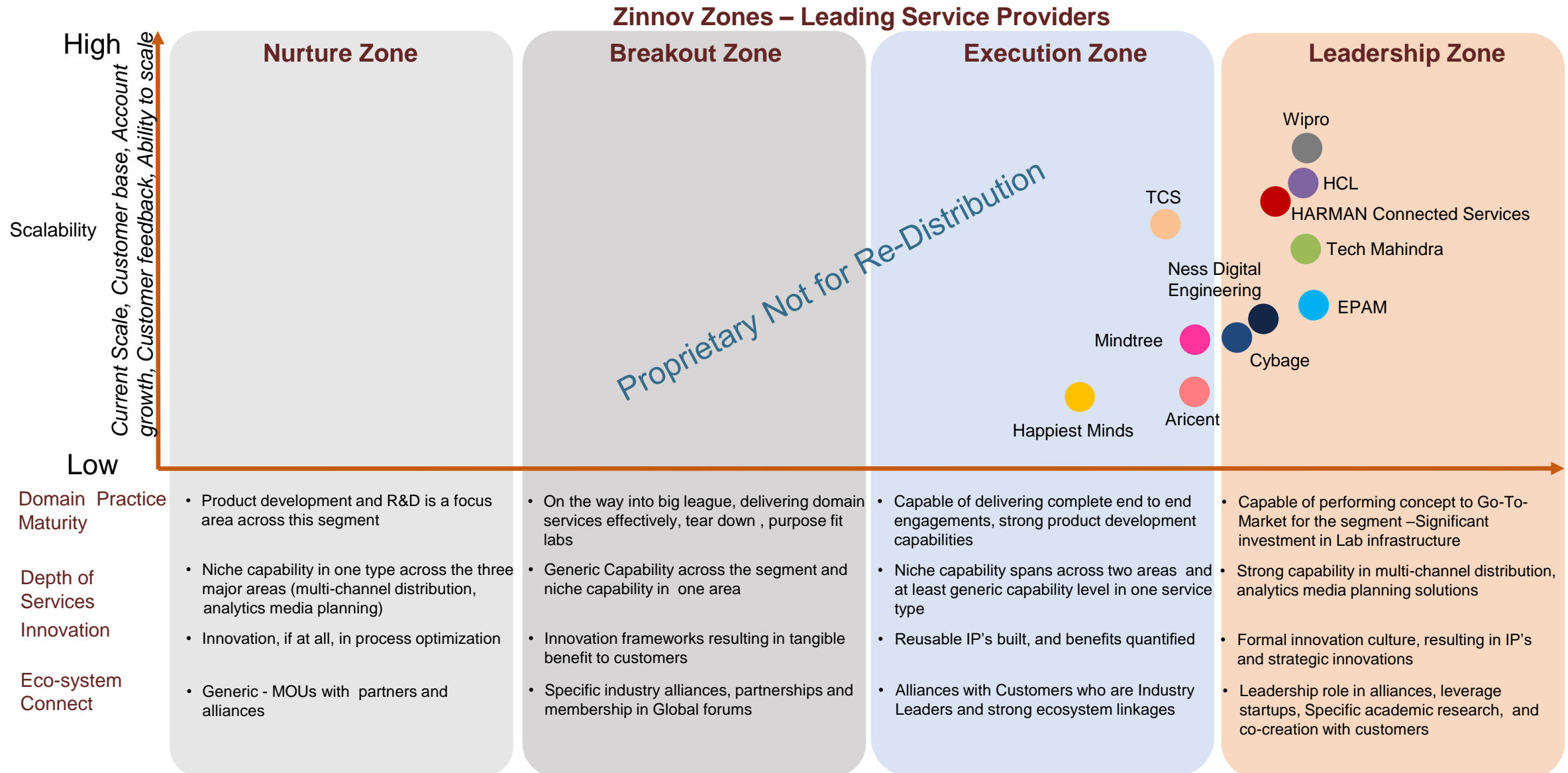
- Focus on end customers
- Drive customer-led innovation
- Build strong go-to-market capability to become viable channel partners for customers

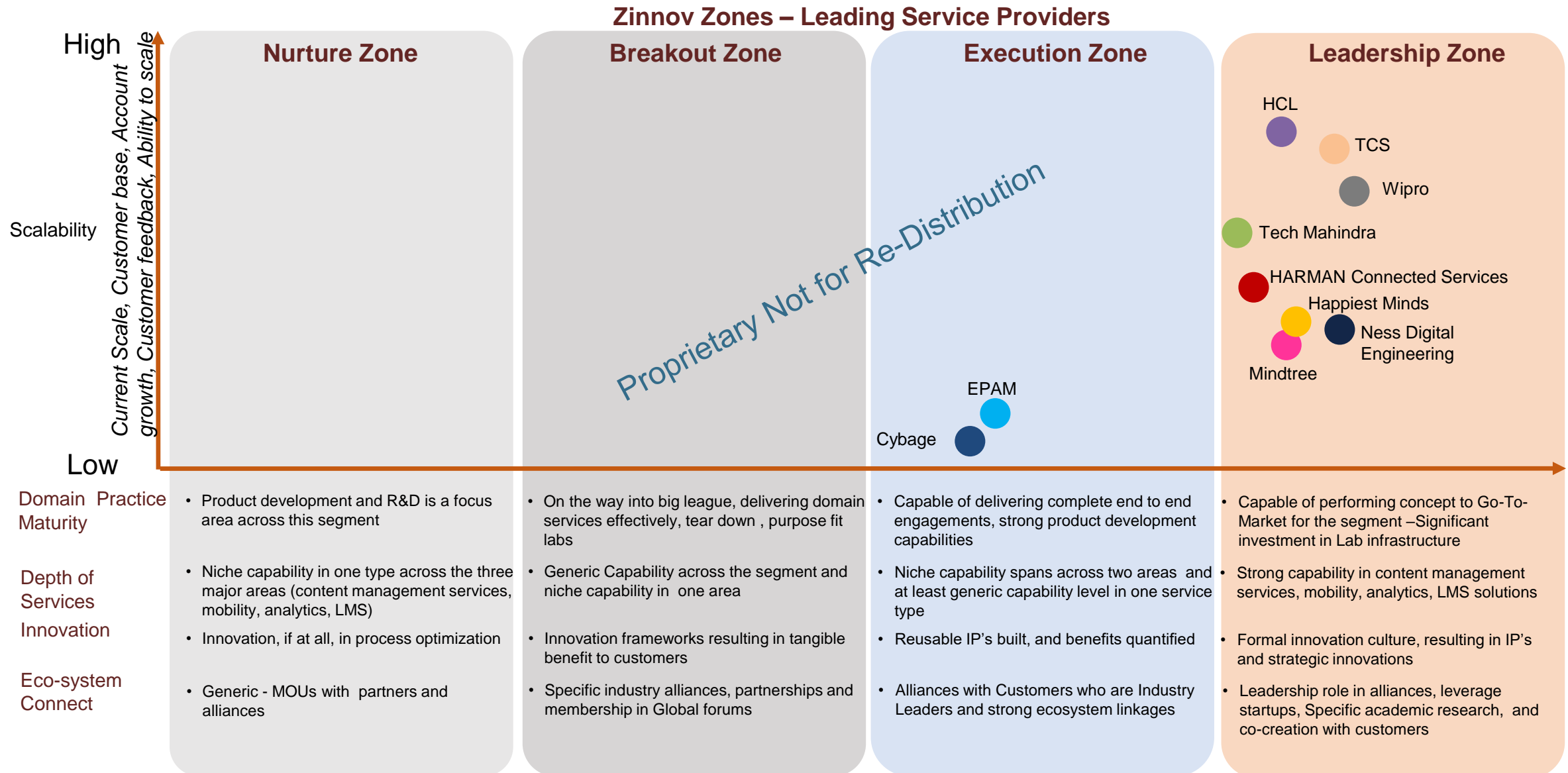


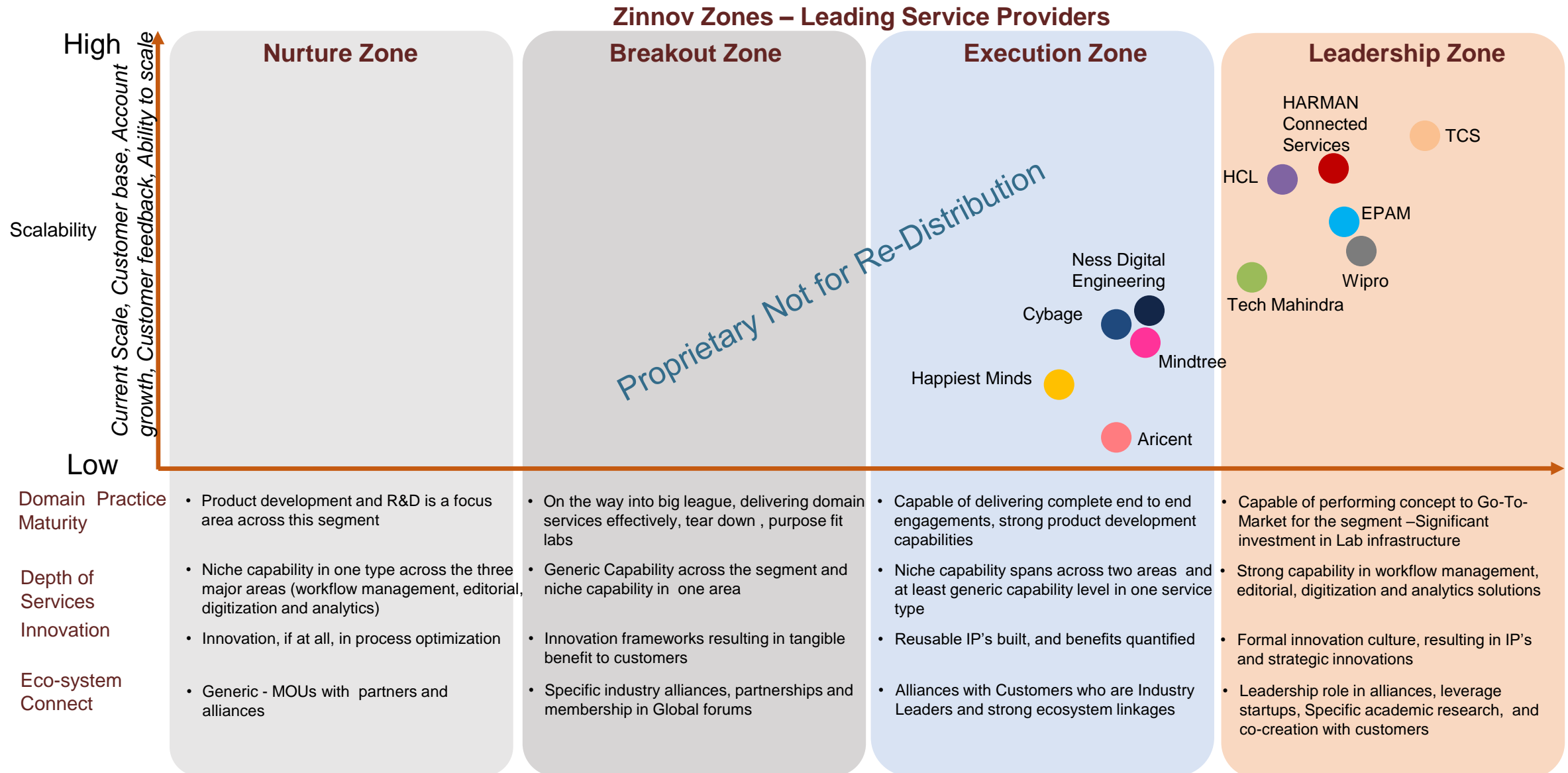


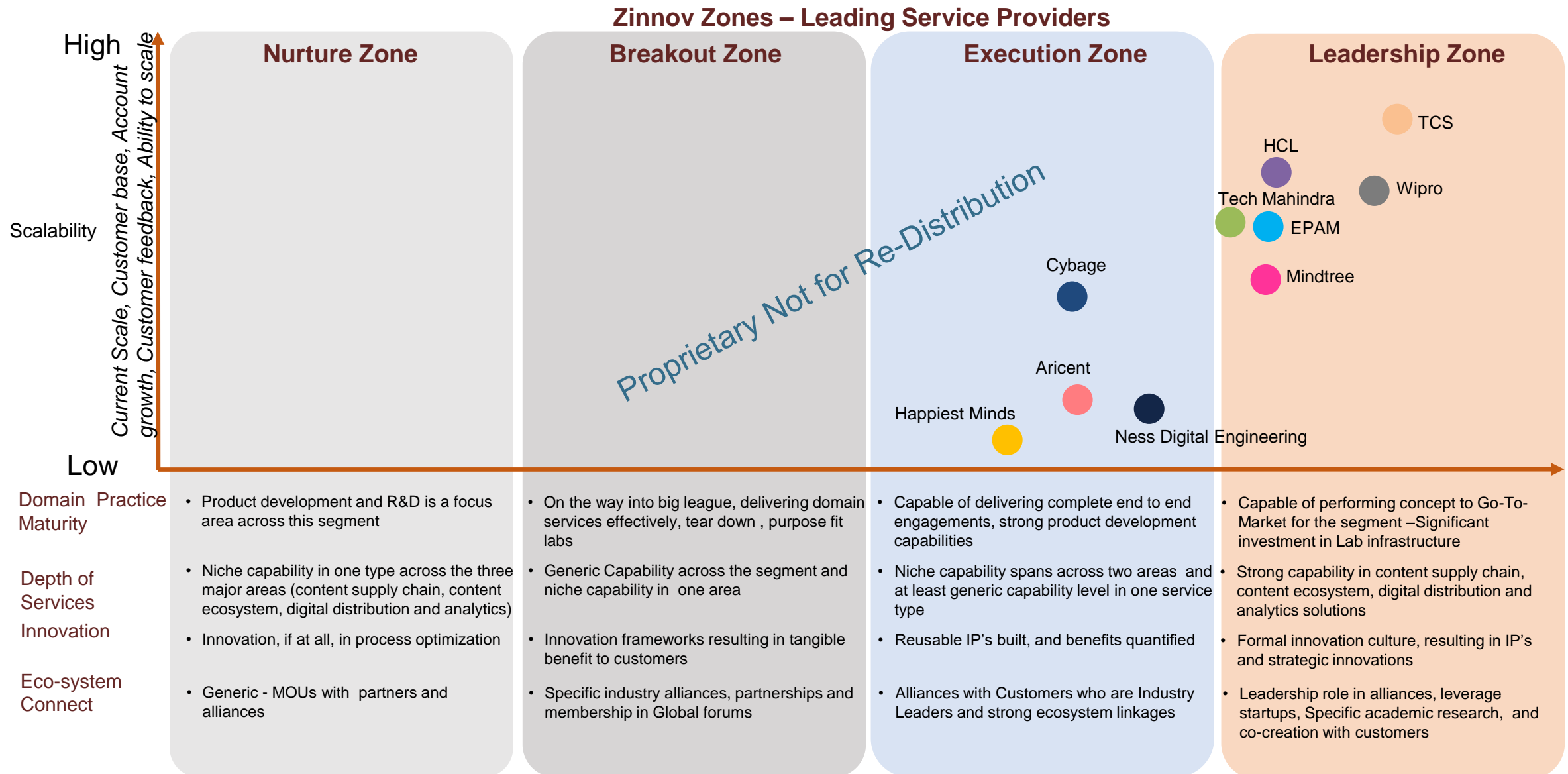












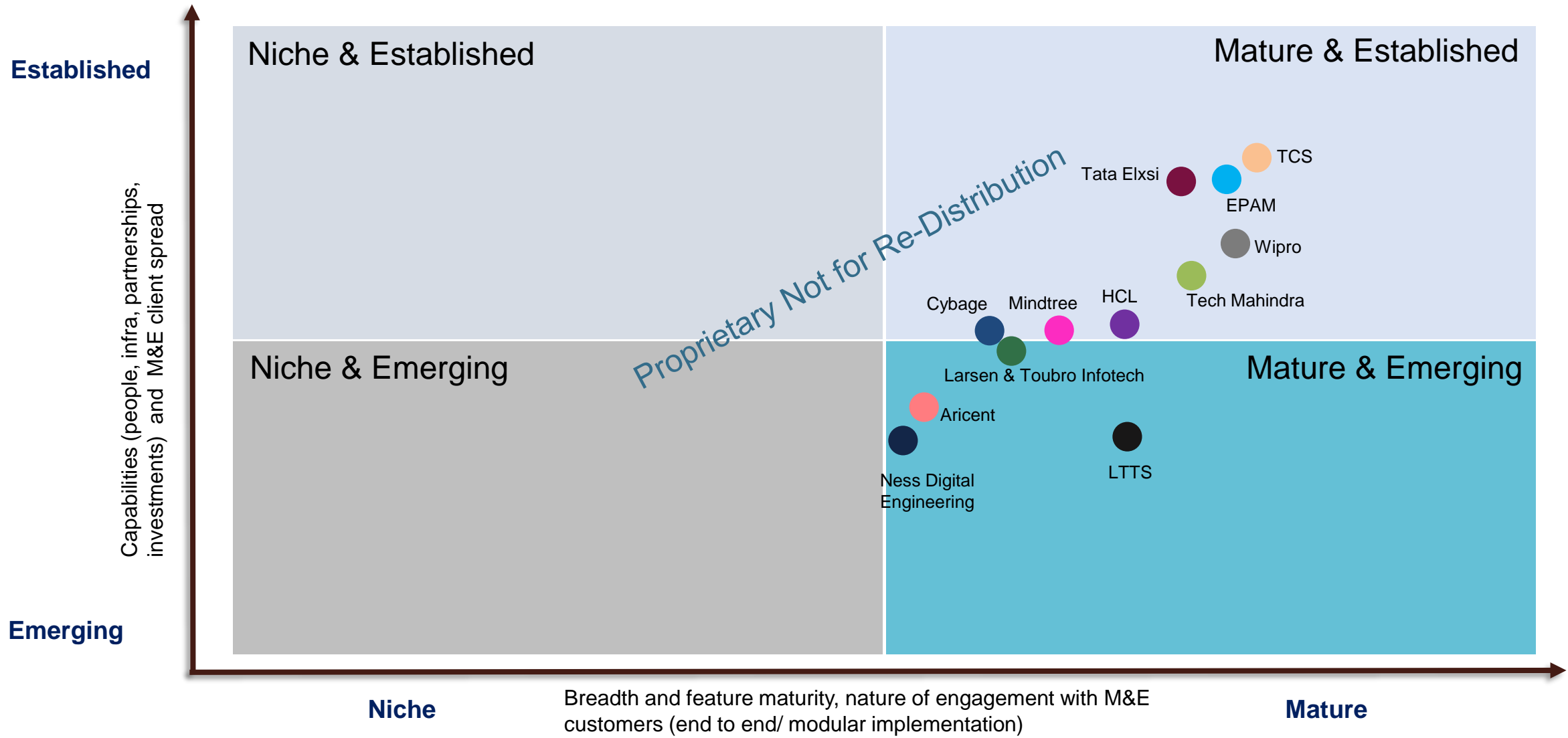


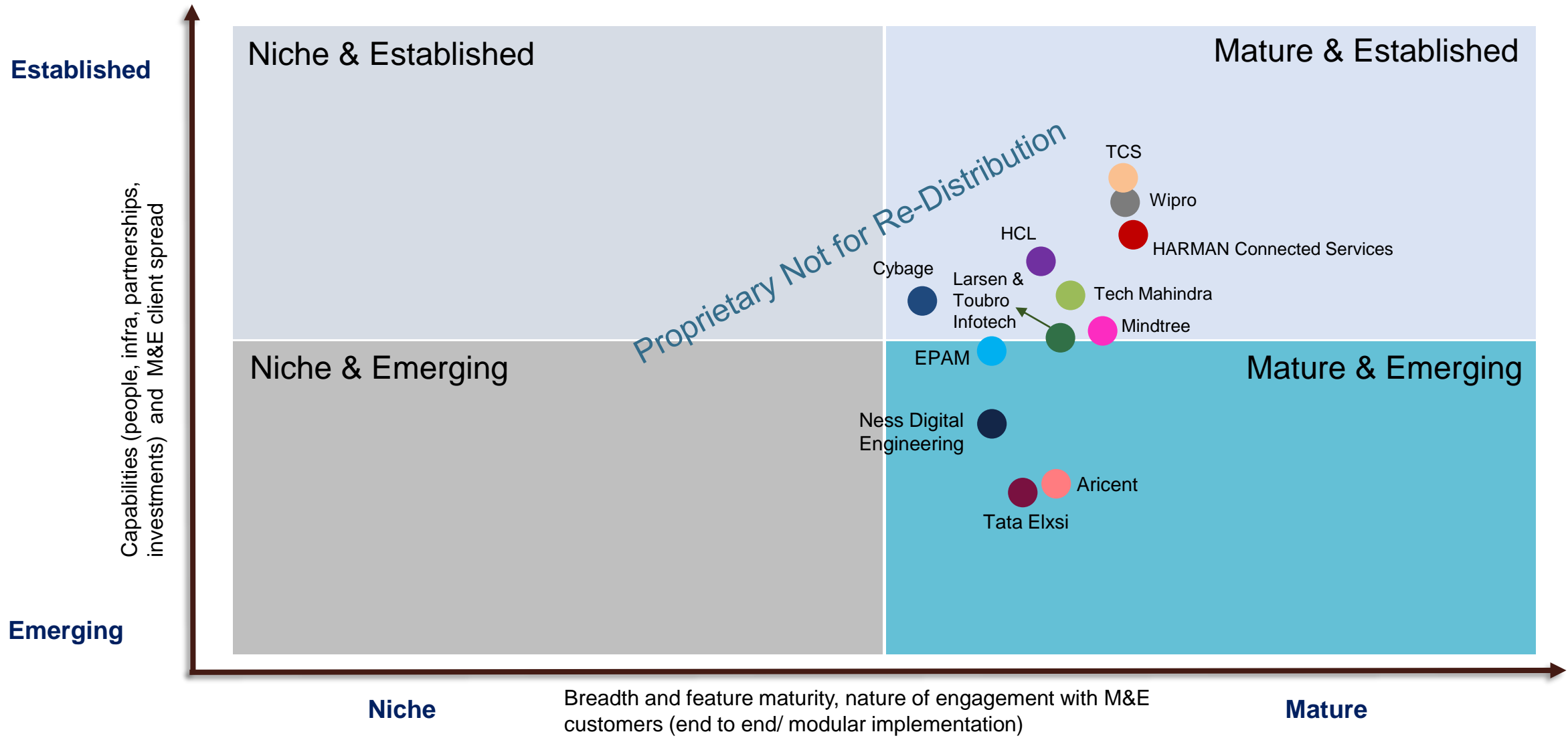
Global M&E Landscape

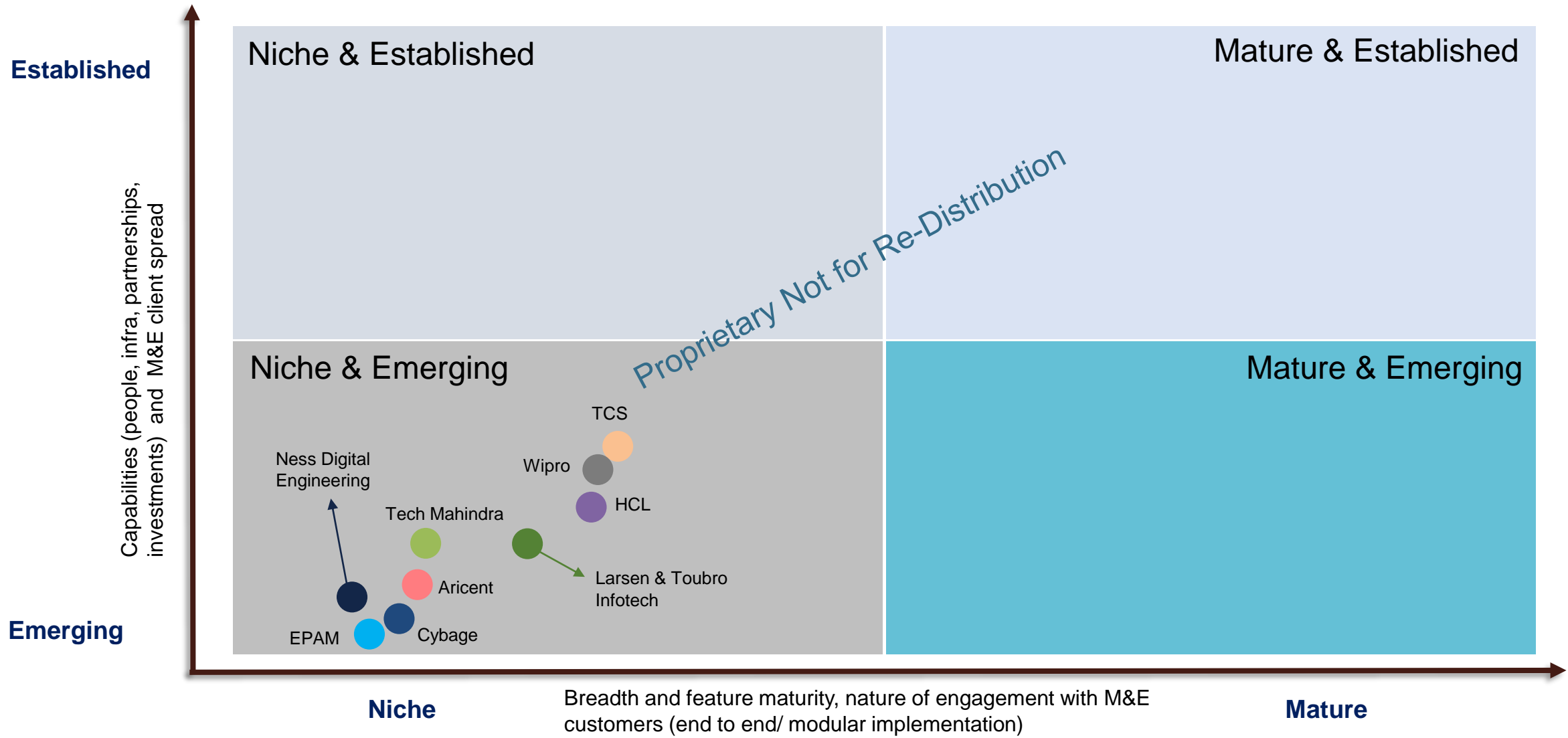
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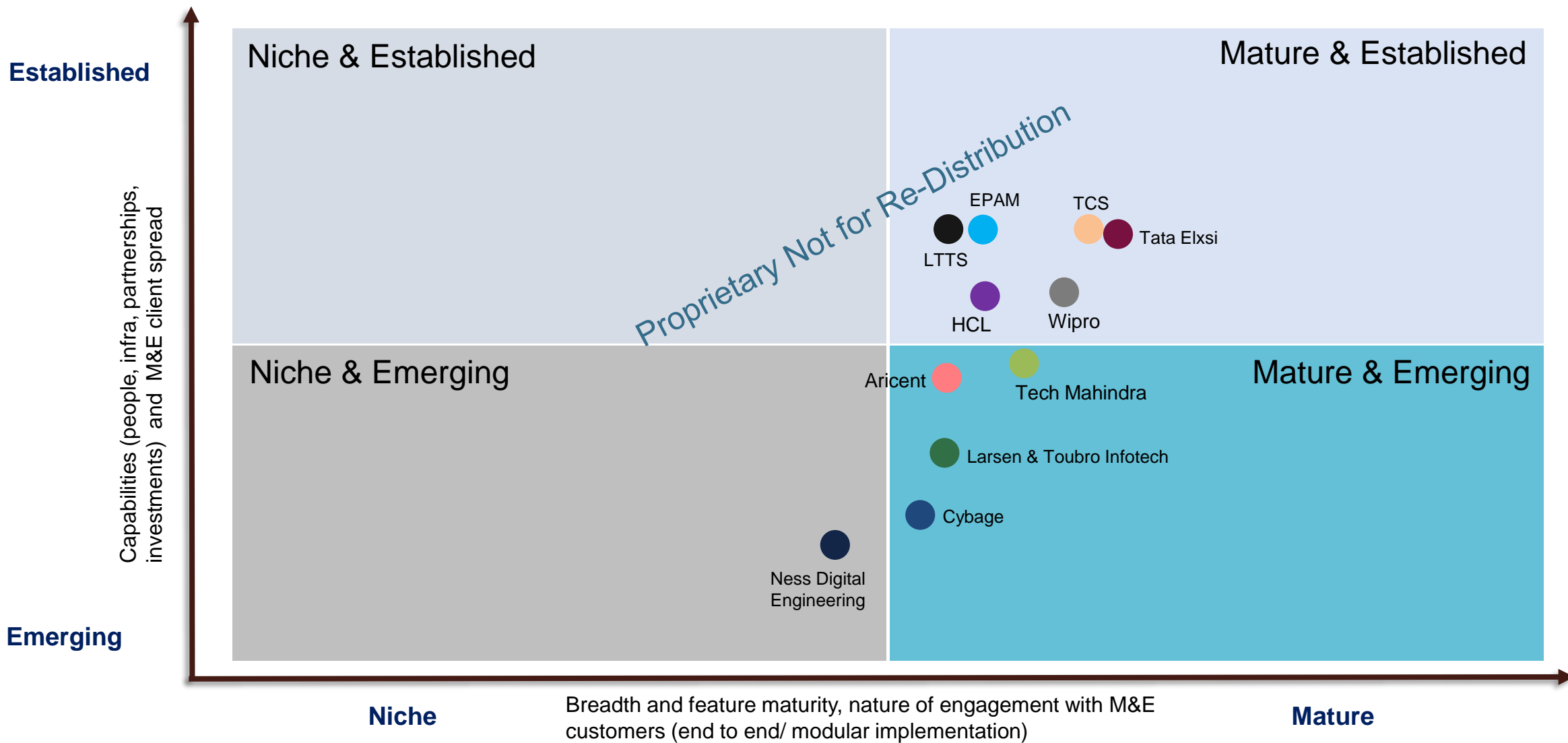
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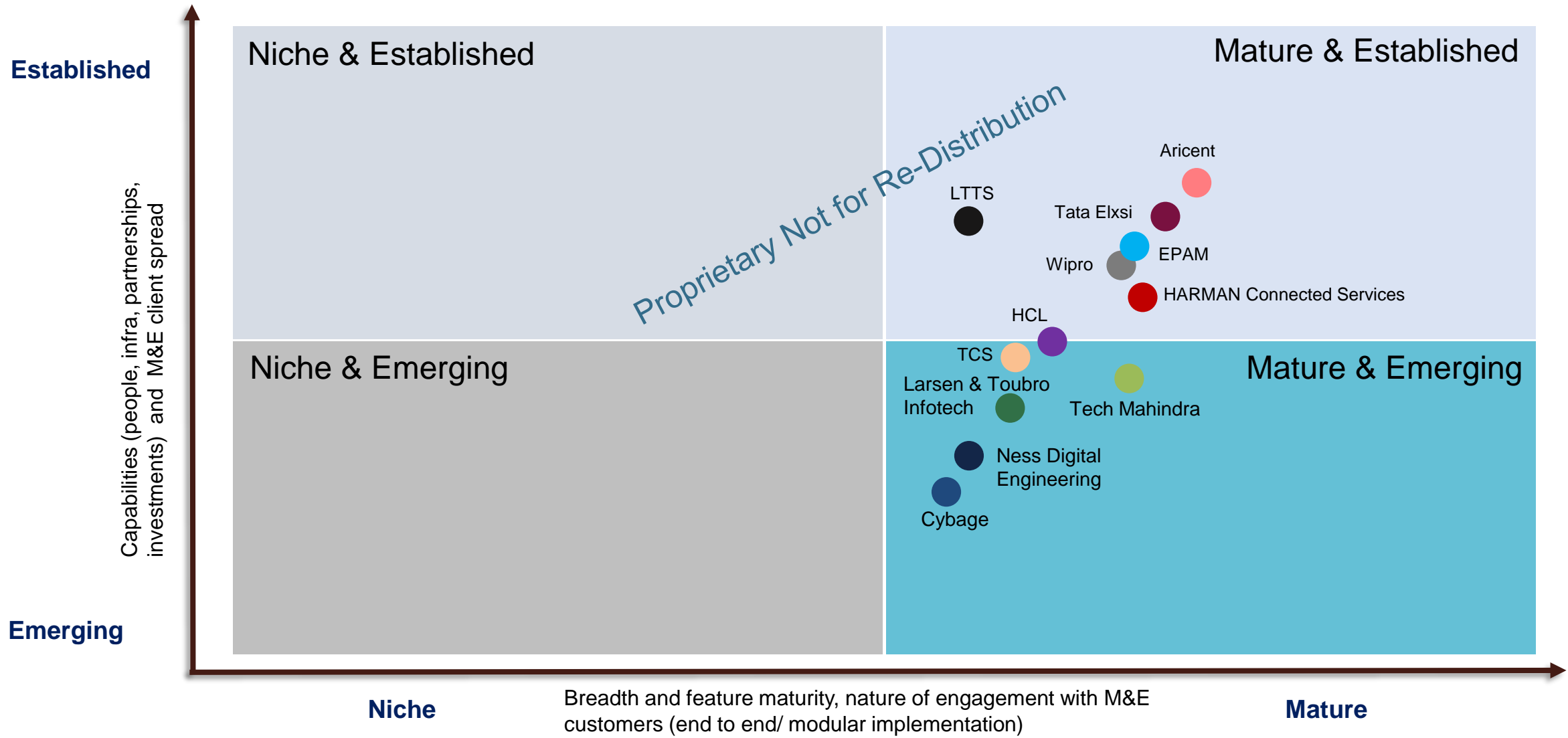
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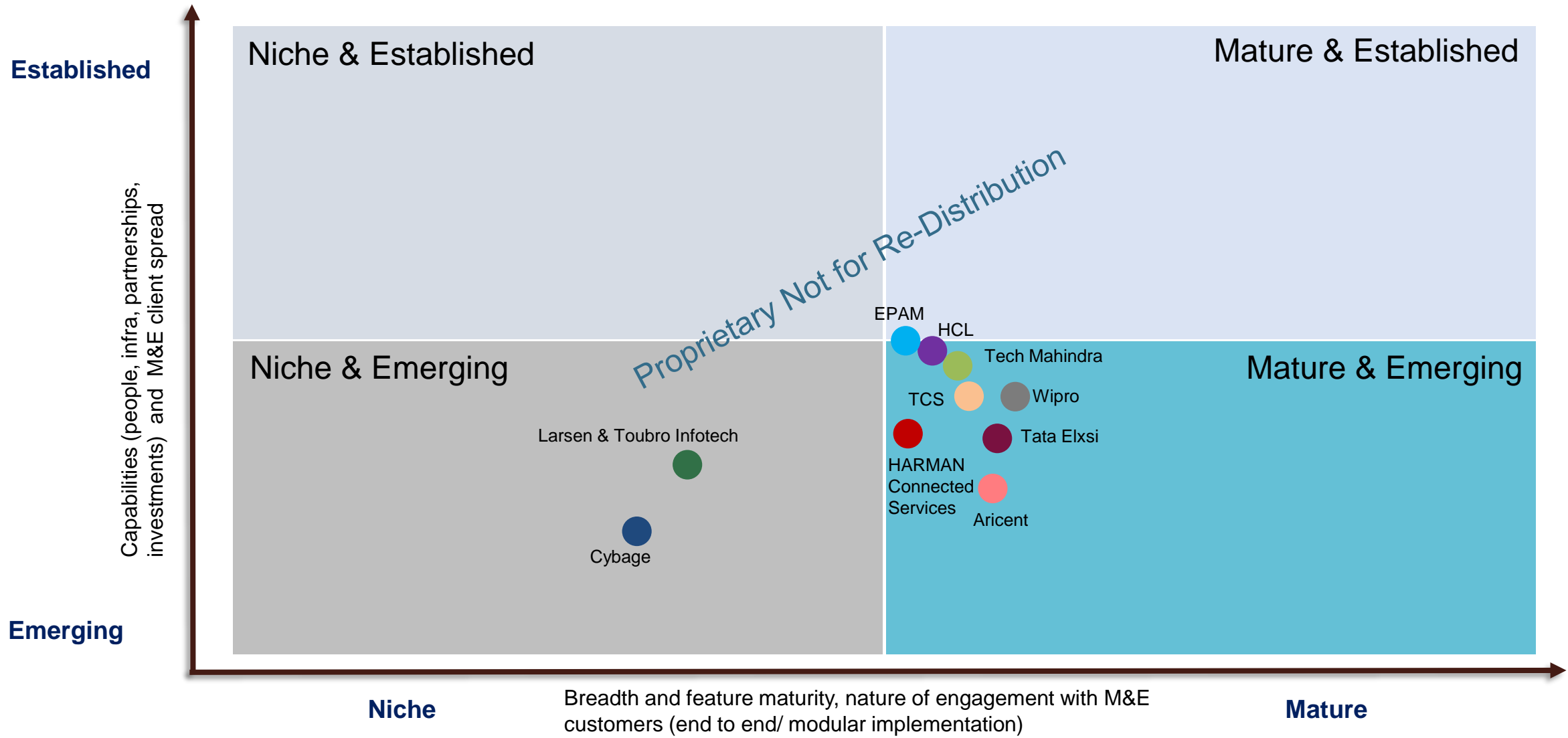














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