

### Strategic alignment in the media industry

How Facebook, Twitter & Co shape media companies' perspectives on IT and strategy

Dr. Thomas Langenberg

**April 2015** 

# Hi, I am Thomas







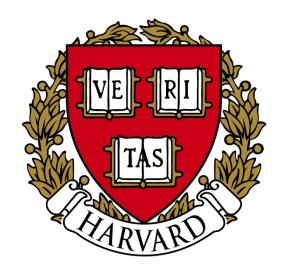
# I studied and worked in various places











McKinsey&Company



# I am a digital (media) addict







# The (digital) media industry



## The landscape is shifting.

That's Fit to Print"

# The New York Times The New York Times The part of the times The p

VOL. CLVII ... No. 54,231

### In Memories of a Painful Past, Hushed Worry About Obama

### By JEFF ZELENY

The LAS — There is a bridge of the control of the c



### Born Irish, but With Illegal Parents

### In a Changing Land, Deportation Threatens Families

### By JASON DyPARLE

By AMONG INSTALLS.

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### RISING INFLATION PROMPTS UNEASE IN MIDDLE EAST

### HIGH OIL PRICES A CAUSE

Strikes and Boycotts as Area's Middle Class Feels Squeezed

### BY ROBERT E. WORTH

By ROBERT F. WORTH
ARMAN, Joedan — Even as if earwhea Arab rulers, the recent of price been is helping to hel an estrarorityry rise in the cost of load and other basic goods that in equeeting this region's middle class and switing off arthes, den-contrations and occasional rists from Ramecco to the Parasan Galf.

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PeerIndex

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😑 Blogger

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BuddyPress

Social Login/Sharing

johrain conduit GIGYA

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AddThis AddShooper

WORDPRESS

Source: Luma Scape

# Wow ... what happened?





# What do you need to participate in / consume digital media?



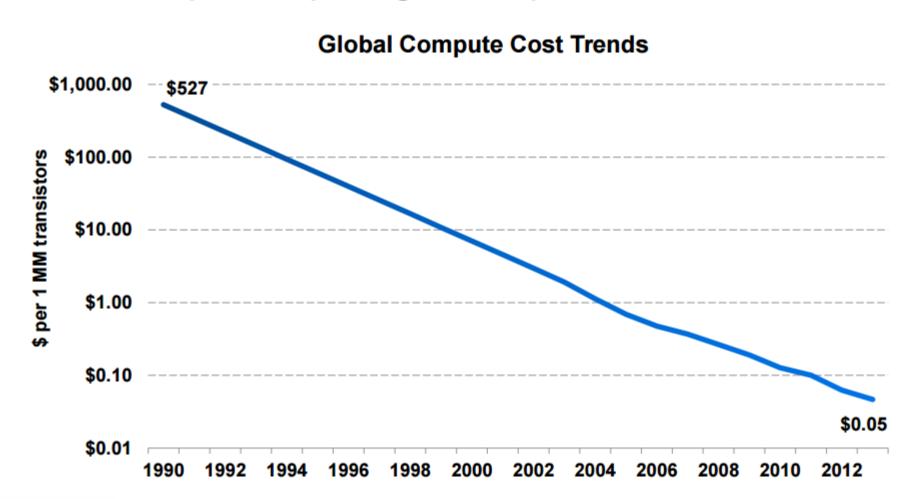
- 1. A (decently performing) device
- 2. A (decently performing) internet connection
- 3. Storage space (for photos, for messages etc.)

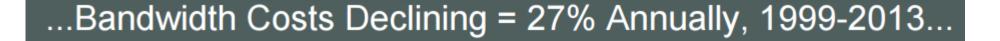
And all this at an affordable price

# Compute Costs Declining = 33% Annually, 1990-2013...



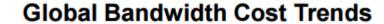
Decreasing cost / performance curve enables computational power @ core of digital infrastructure...

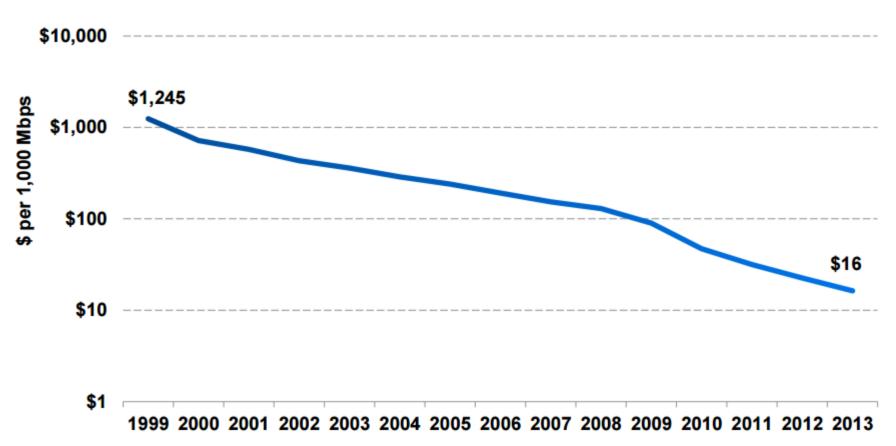






Declining cost / performance of bandwidth enables faster collection & transfer of data to facilitate richer connections / interactions...

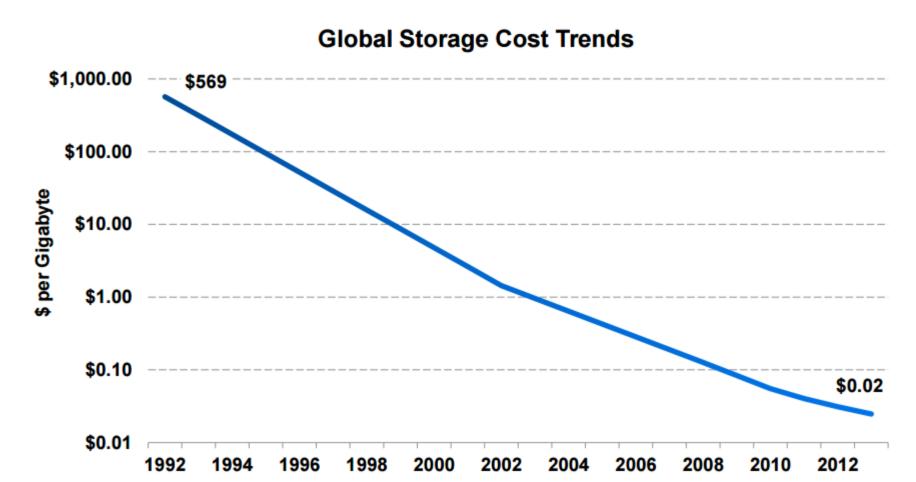




# ...Storage Costs Declining = 38% Annually, 1992-2013...



# Decreasing cost / performance of digital storage enables creation of more / richer digital information...

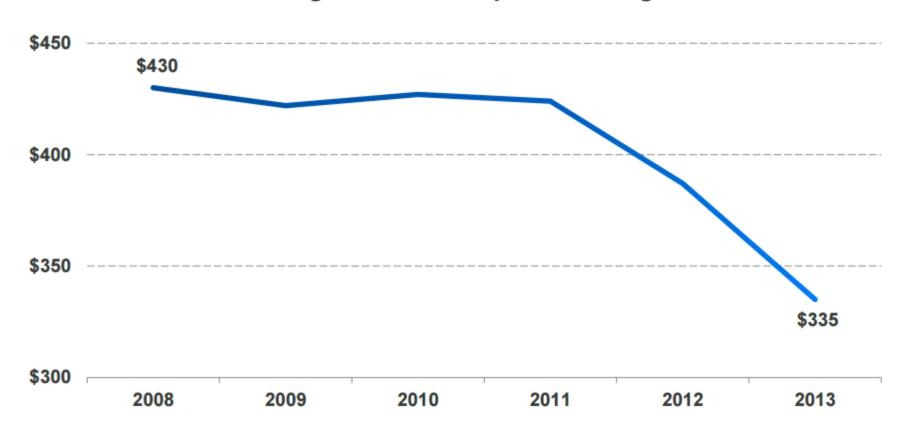


# ...Smartphone Costs Declining = 5% Annually, 2008-2013



# Smartphone prices continue to decline, increasing availability to masses...

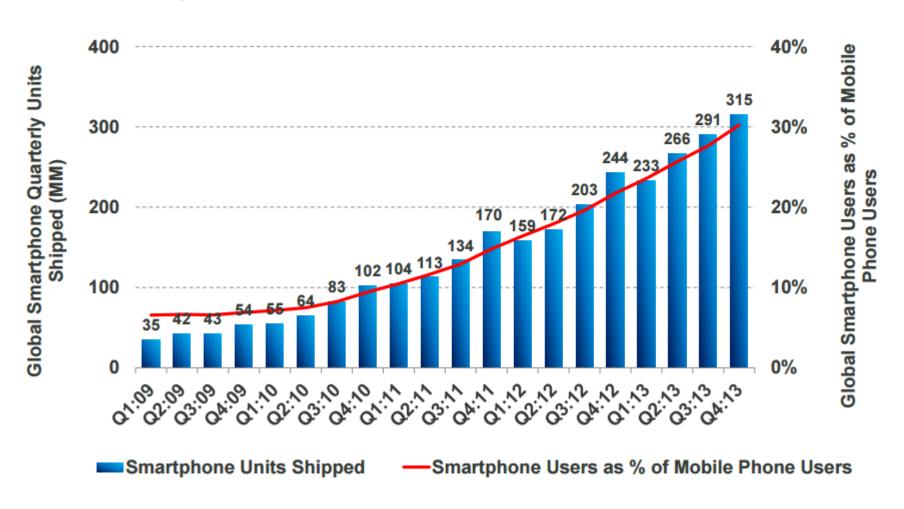
### **Average Global Smartphone Pricing Trends**



### Internet trends



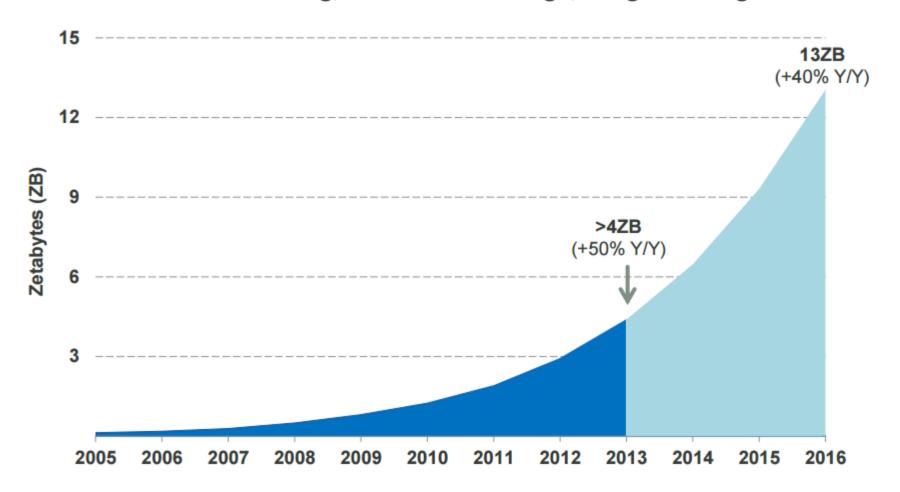
Global Smartphone Quarterly Unit Shipments & Smartphone Users as % of Mobile Phone Users, 2009 – 2013



# 'Digital Universe' Information Growth = Robust... +50%, 2013



2/3rd's of Digital Universe Content = Consumed / Created by Consumers ...Video Watching, Social Media Usage, Image Sharing...



# Ok this is us, what is the (media) business perspective on this?

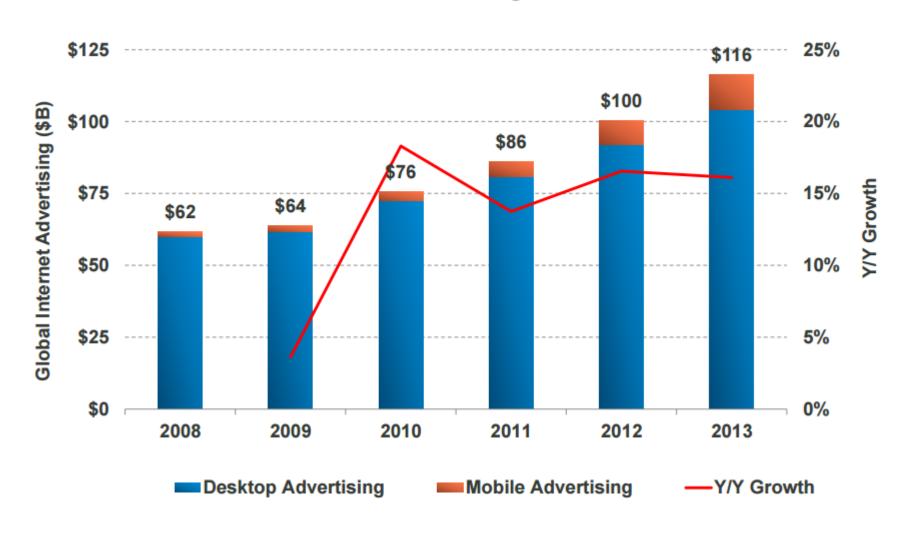




# Media companies live from advertising (mostly)



### Global Internet Advertising, 2008 – 2013



# The ,biggies' are already doing pretty well



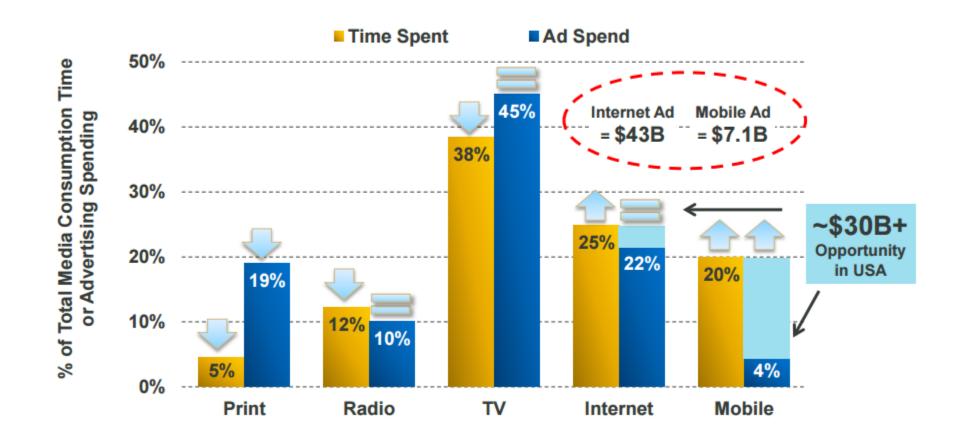
### Annualized Ad ARPU (\$) & Mobile % of MAU

Annualized Ad ARPU (\$)	Q1:12	Q2:12	Q3:12	Q4:12	Q1:13	Q2:13	Q3:13	Q4:13	Q1:14
Google (\$)	\$37	\$37	\$38	\$43	\$42	\$41	\$41	\$46	\$45
Y/Y Growth	9%	6%	6%	14%	14%	11%	10%	8%	8%
Facebook (\$)	\$4.00	\$4.28	\$4.43	\$5.15	\$4.60	\$5.65	\$6.14	\$7.76	\$7.24
Y/Y Growth	1%	(2%)	7%	12%	15%	32%	39%	51%	57%
Mobile % of MAU	54%	57%	60%	64%	68%	71%	74%	77%	79%
Twitter (\$)	\$1.29	\$1.50	\$1.64	\$2.15	\$1.97	\$2.22	\$2.65	\$3.65	\$3.55
Y/Y Growth	90%	134%	108%	93%	52%	48%	61%	69%	80%
Mobile % of MAU						75%	76%	76%	78%

# However, ad budgets do not match time spent on digital media yet



% of Time Spent in Media vs. % of Advertising Spending, USA 2013



# Great! Sounds like there is a chance to make some money! So how do you get started?





# Here comes your IT strategy





Move fast and break things. Unless you are breaking stuff, you are not moving fast enough.

Startup Quote!

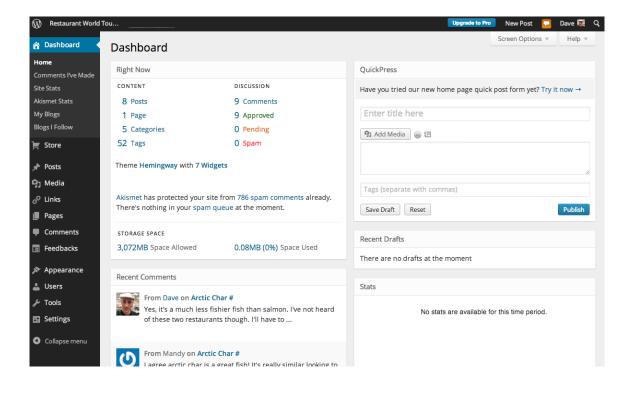


MARK ZUCKERBERG CO-FOUNDER, FACEBOOK

# **Publishing Software**



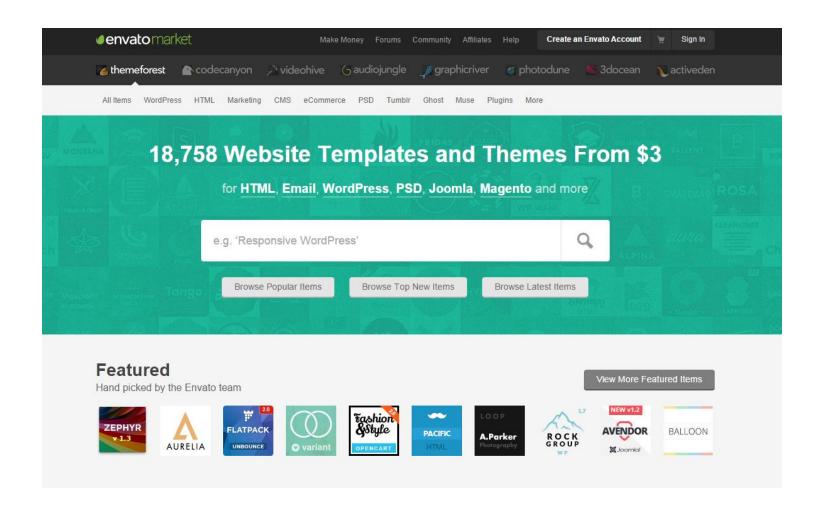




For free

# **Awesome interface**





< 20 € / one time

# **Hosting & Storage**





optimized for you

< 20 €/month

## **Domain Services**





Domaines Sites Web

Hébergement & SSL E-mail & Outils

Assistance

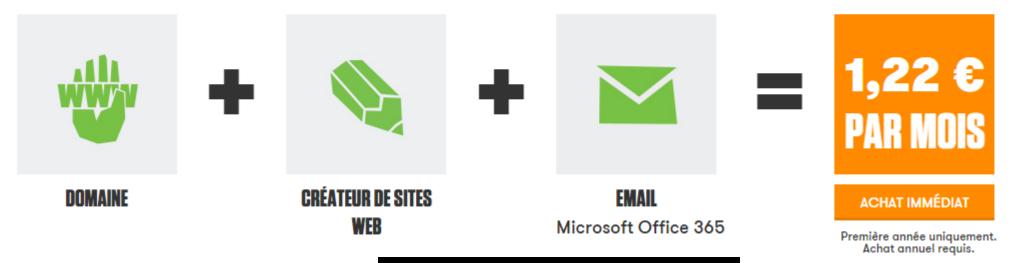
Offres spéciales

Saisissez un nom de domaine

Recherchez un domaine

NOUVEAU

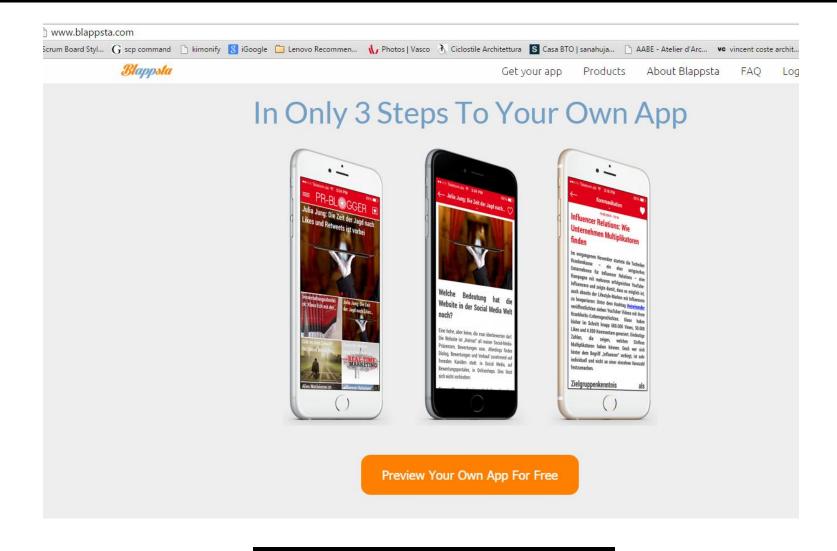
# **UNE OFFRE SUR MESURE**



< 10 €/month

# Get a native app that sits on your Wordpress CMS





For free

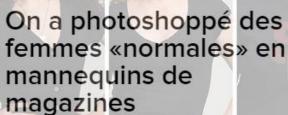
## **Great content**

























Il s'appelle Burger, elle s'appelle King... et Burger King va payer leur mariage

On se demande s'il y aura des frites à la réception. (Pardon)

Ryan Broderick il y a 11 heures 7 réponses



23 réactions que tous ceux qui ont déjà eu un rendez-vous foireux connaissent

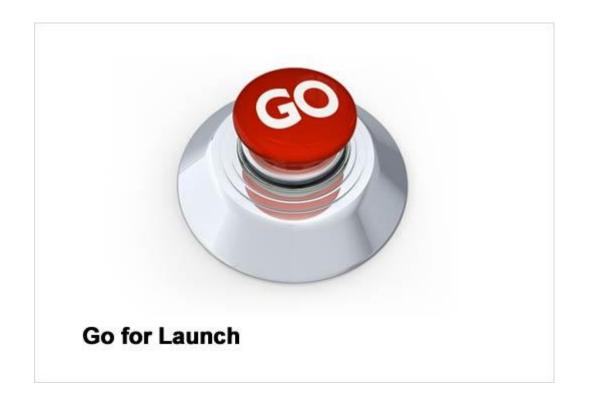
Ce n'est nas de votre faute si vous n'arrivez nas à cacher le



68 pensées que l'on a en voyant Ryan Gosling en vrai pour la première fois

0 €/month





1 week

< 30 €/month

# Wait a minute! Am I saying that you can run a digital media business with less then 50 € per months?





### No!





BUT: becoming a publisher is (in the first place)

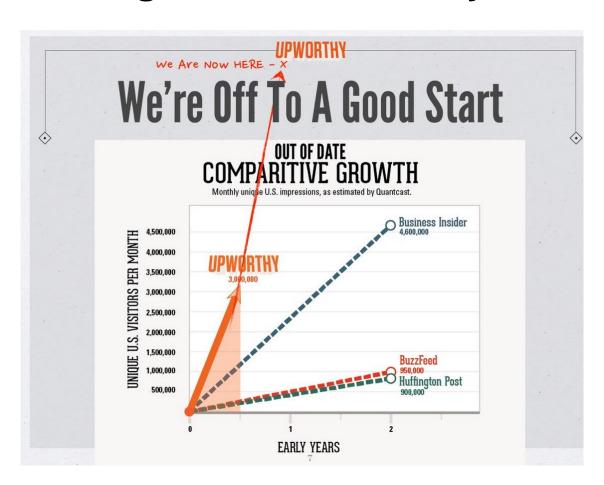
- 1. NOT about technology
- 2. NOT about big budgets
- 3. NOT about a sophisticated IT strategy

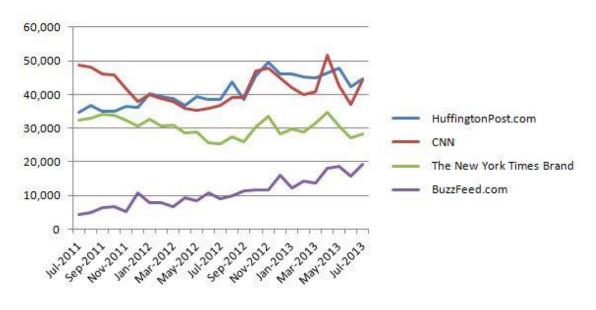
**BUT** 

What is it about?

# Let's have a look at the ,rising stars' of the digital media industry







upworthy.com

buzzfeed.com

## They rely on headlines and images to drive clicks







glad he got out.







## **BuzzFeed**















































146 choses qui jour de colère





Il s'appelle Burger, elle s'appelle King... et Burger King va payer leur mariage On se demande s'il y aura des frites à la réception. (Pardon)

Ryan Broderick 🕒 il y a 12 heures 🔎 7 réponses



23 réactions que tous ceux qui ont déjà eu un rendez-vous foireux connaissent

Ce n'est pas de votre faute si vous n'arrivez pas à cacher le



68 pensées que l'on a en voyant Ryan Gosling en vrai pour la première fois

upworthy.com

buzzfeed.com

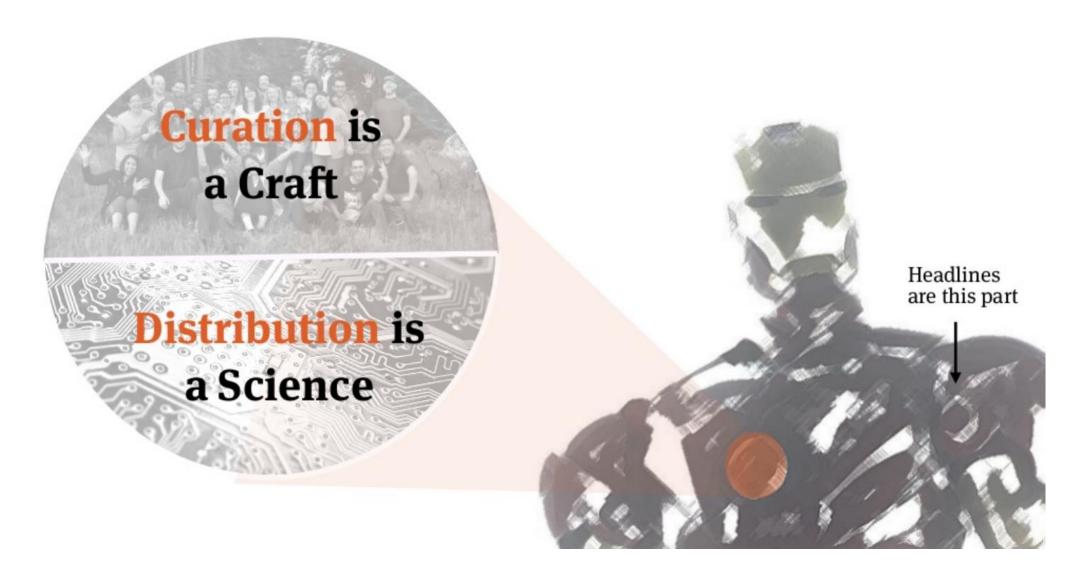
# However, that is only half the truth





# The real deal is about (manual) curation and distribution





UPWORTHY-

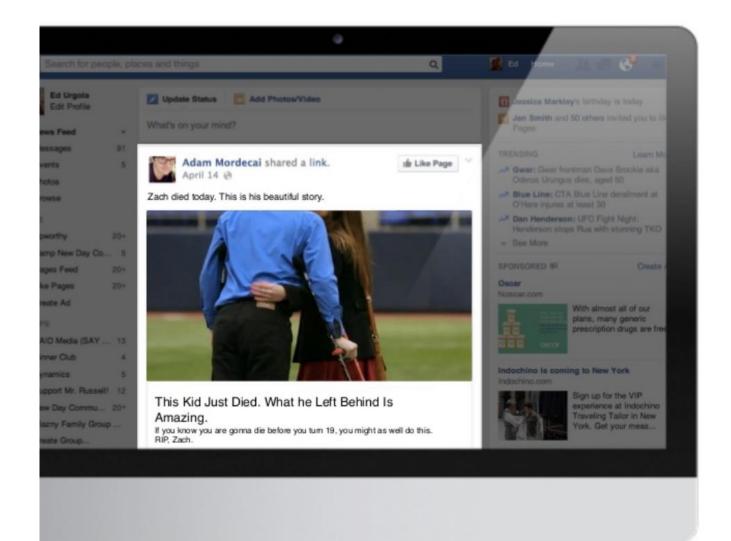


# Upworthy's Editorial Process



- 1. You HAVE to crap out 25 headlines for every piece of content
- 2. You WILL write some really stinky headlines.
- 3. Once you start getting desperate, you start thinking outside the box.
- 4. So you HAVE TO WRITE 25 HEADLINES.
- 5. #24 will suck. Then #25 will be a gift from the headline gods and will make you a legend.
- 6. Accept that not every headline will be perfect.
- 7. Then write 25 headlines.
- 8. With practice, you'll be writing 25 in 15 minutes. Then I will give you permission to lower your limit.

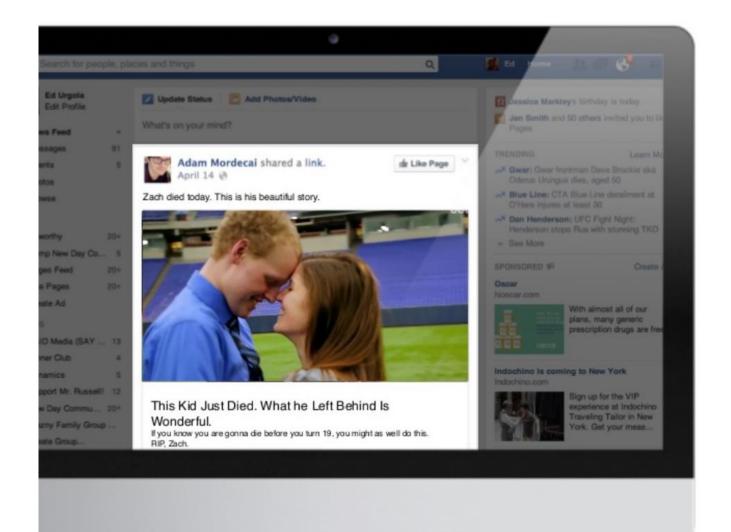
# SO PLEASE WRITE 25 HEADLINES





## Optimize everything.

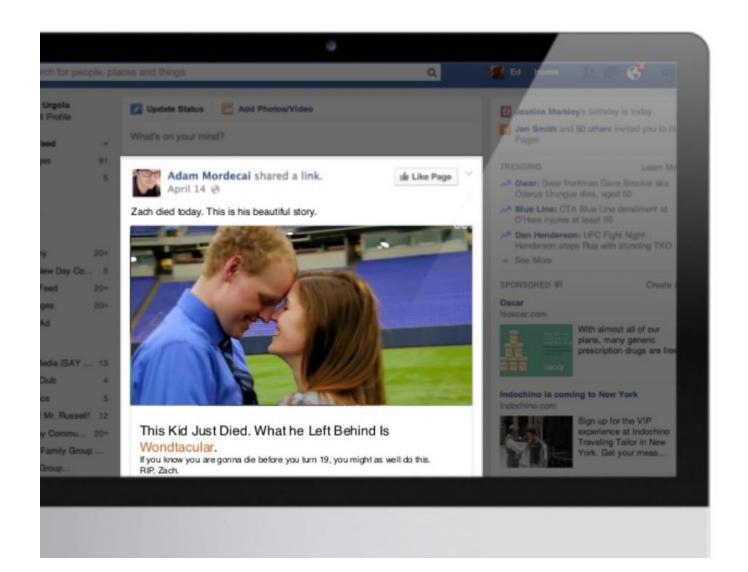
+3%





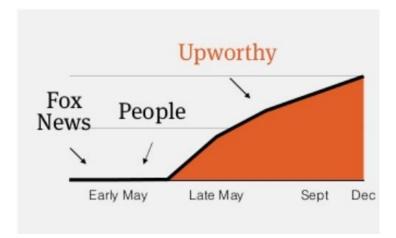
# Optimize everything. +28%





## Optimize everything.

+69%



UPWORTHY

### 8. Facebook:

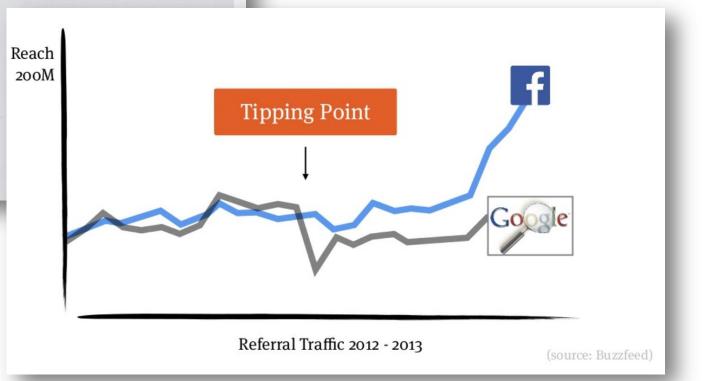
If You Aren't There, You Lose &





Photo posts have 3-4 x the engagement.

Links on photo posts to your content get 10-30% increase in clicks







So, becoming a successful publisher is about

- 1. great content
- 2. effective distribution (using the channels that exist)
- 3. constant testing

### Got it, but if it was so easy, why did Facebook build an entirely new campus for engineers?







Source: Business Insider

#### Internet unbundling requires variations of a product



#### First, multi-purpose web apps... ...then, multi-purpose mobile apps...









#### ...now, single-purpose = 'there's an app for that...'











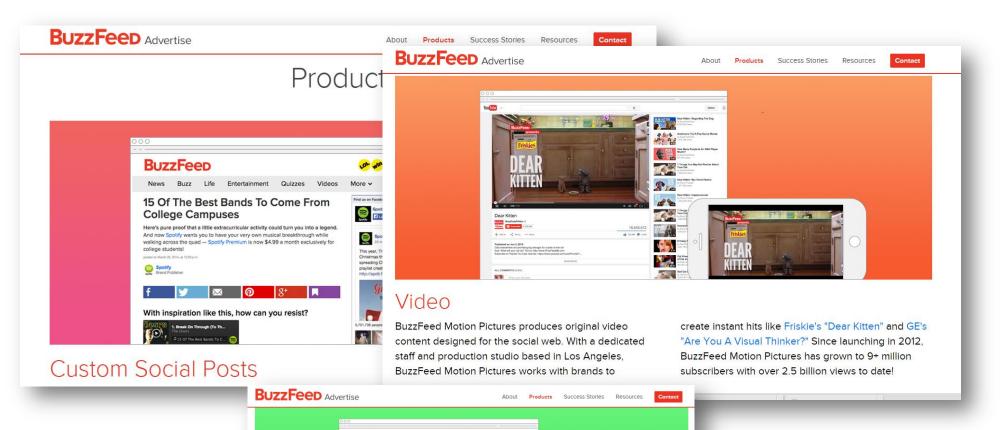


Media companies need a sophisticated IT strategy

On the long run

#### Even a media business needs real ,products'





Promotion and Story Units

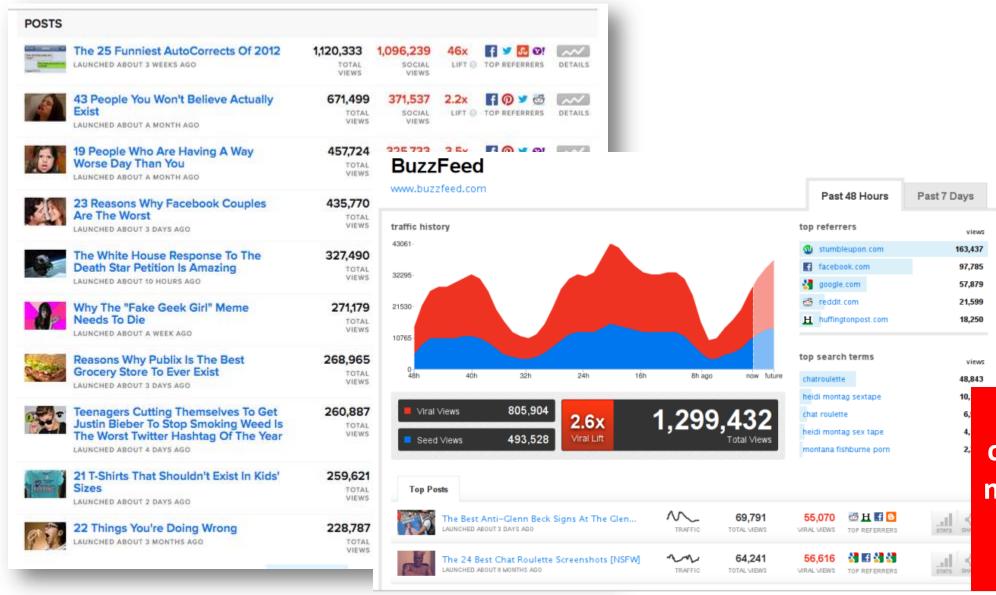
**BuzzFeed** 

IT needs to know what the business side wants to sell

The business side needs to know, what the IT side is able to deliver

#### Constant testing requires sophisticated analytics tools



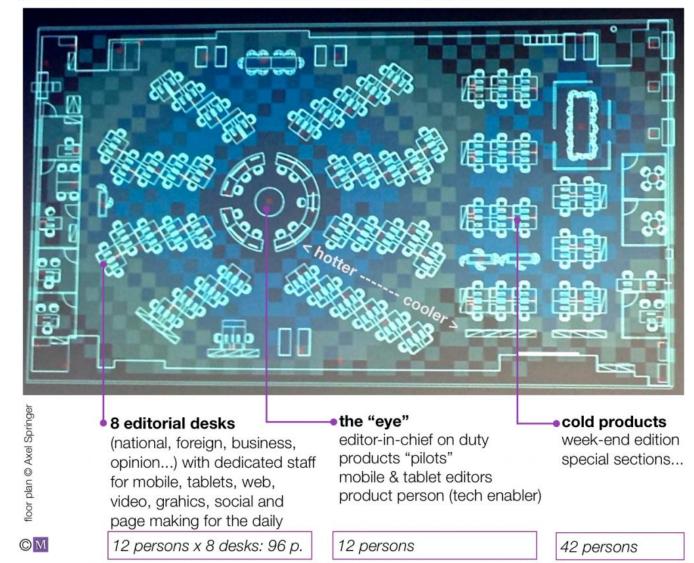


Beyond great content creators, media companies need creative data engineers

## Being successful in (digital) media requires aligning all functions



DIE WELT Die Welt ±150 persons brand new open space



Source: forbes.com

## Succeeding in media requires constantly challenging the things you do





Growing an IT driven media business

- 1. Is a process that differs in focus over time
- 2. Is about creating and distributing content and building reach
- 3. Becomes a very technical- and datadriven venture, when 2. is well executed





facebook.com/langenberg.thomas <u>thomas.langenberg@stylondo.com</u> @tlangenberg