

# The opportunity called A D D D D A D A D A D D A D A D A D A

Karan Bedi CEO, MX Player TRAI-ITU Training Session Oct 10, 2019



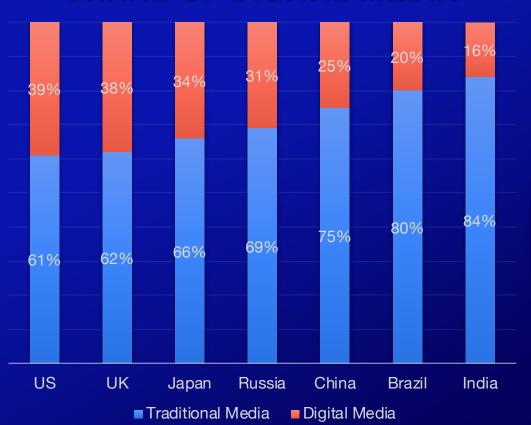
2018<sub>saw</sub> 325 Million people watching content online, a growth of 25% from 2017



#### By 2022, 88 Billion minutes or 167,931 years worth of content will be consumed monthly. Smartphone data consumption will increase 2x to 17.5 GB per capita per month

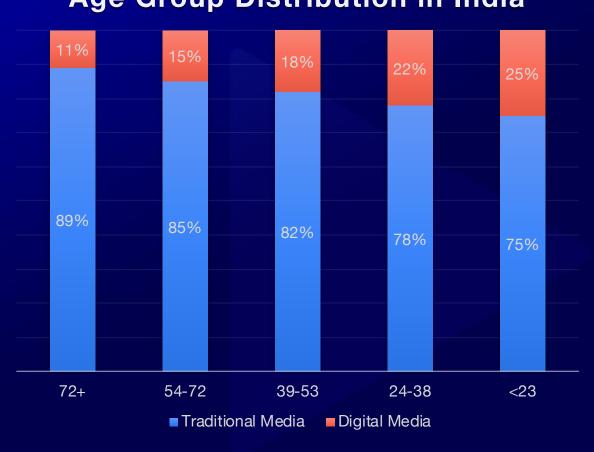
#### DATA CONSUMPTION HAS GROWN 7x IN 3 YEARS

#### **SHARE OF DIGITAL MEDIA**





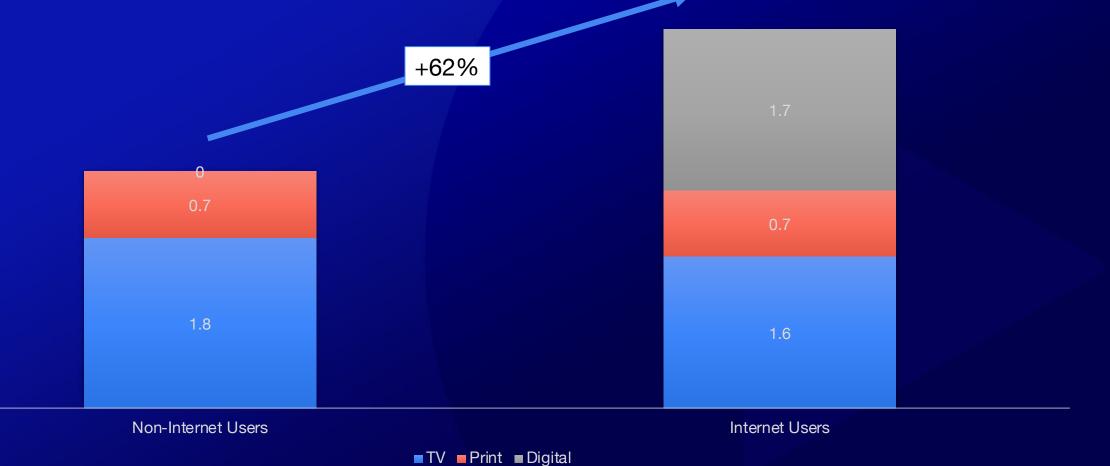
### But INDIA is still catching up, with MORE ROOM TO GROW Age Group Distribution in India



#### THIS CONSUMPTION HAS BEEN ADDED ON NOT REPLACED



Indicates a huge latent demand for entertainment



Source: BCG Report "Entertainment Goes Online" 2018

#### The OTT SweetSpot





#### REASON 1:





Smartphone penetration coupled with lower than ever data prices is gradually turning streaming platforms to mainstream entertainment destinations



#### **REASON 2:**

Limitations of a Single TV which cannot cater viewing preferences of the varied members in a household



#### REASON 3:

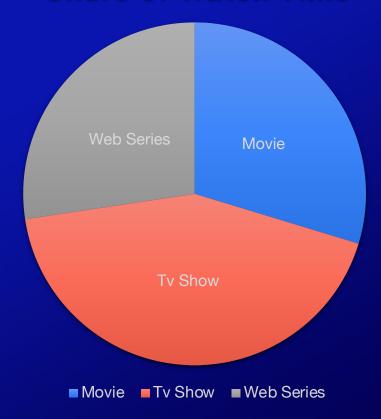
convenience of time and place

Second screens are making content accessible at all times – giving audiences the

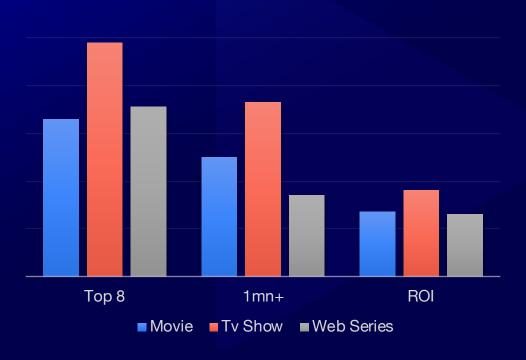




**Share of Watch Time** 



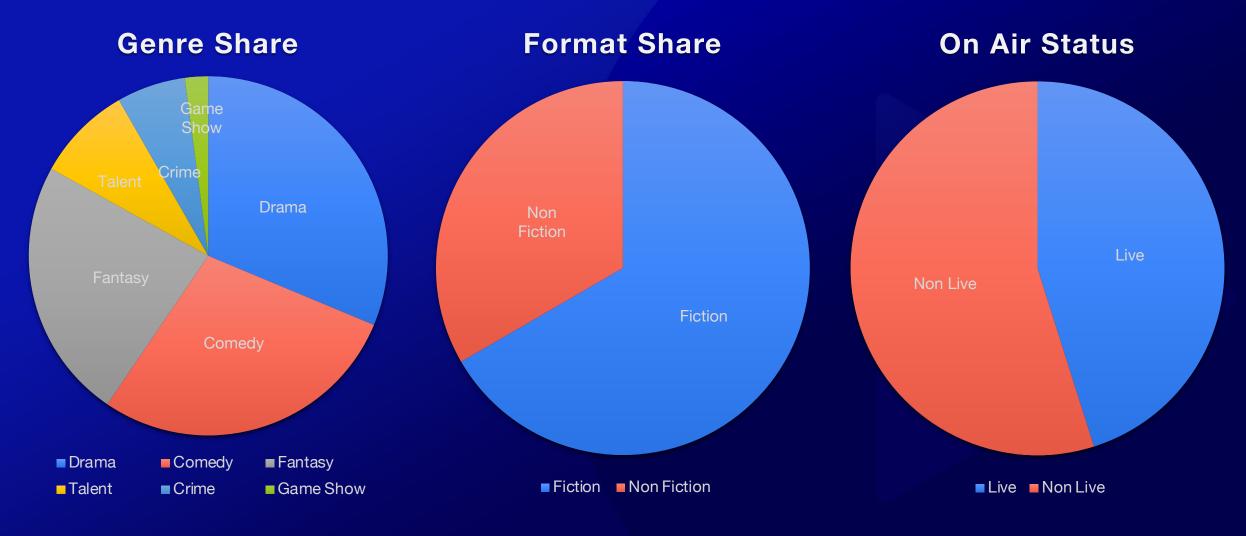
TV works all across,
Web Series in Top8 Cities



#### Stories work.

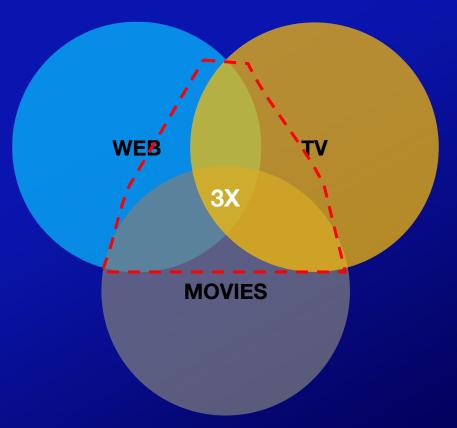


They don't even need to be On Air or Live to work.



### Variety drives consumption





Users who consume multiple formats, consume 3x more mins than those who don't.

**USERS WHO CONSUME A FORMAT** 



## Across the industry, five metro cities account for 55% of the total OTT video platform users.

However, with MX, top 8 cities is only 45%, with Tier 2 "Bharat" and beyond contributing the balance.



This phenomenon is unique to the OTT market and to MX in particular due to our offline player heritage

Many of these audiences are first time entertainment watchers. Bharat is coming online.



#### THANK YOU