Second Screen Games: Innovation from the Broadcast TV Industry?

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- Current state of TV Industry
- Second Screen Experience Types
- Examples
- Modern Family Sync Post-Mortem

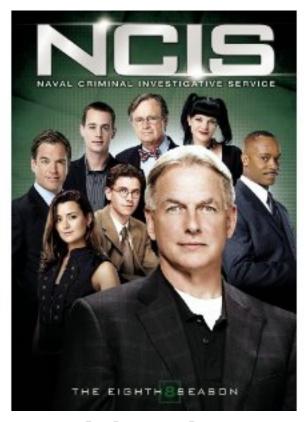
Current State of TV Industry

1953

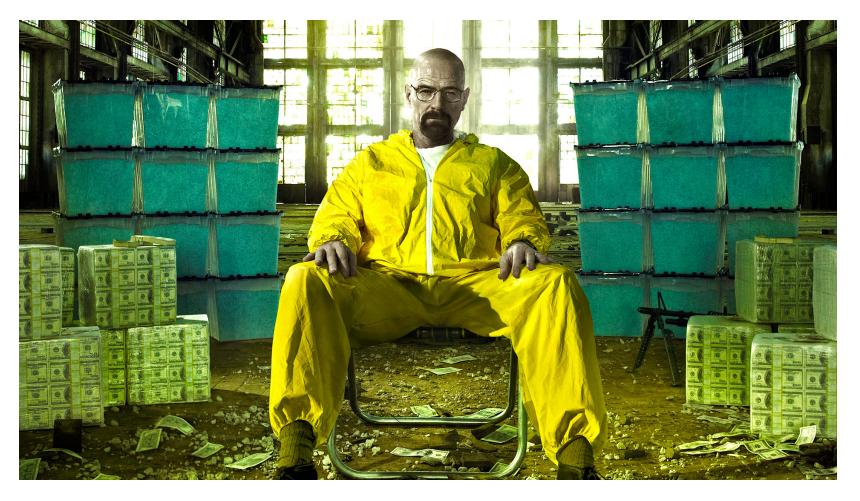


44 Million Viewers = 70%

2012

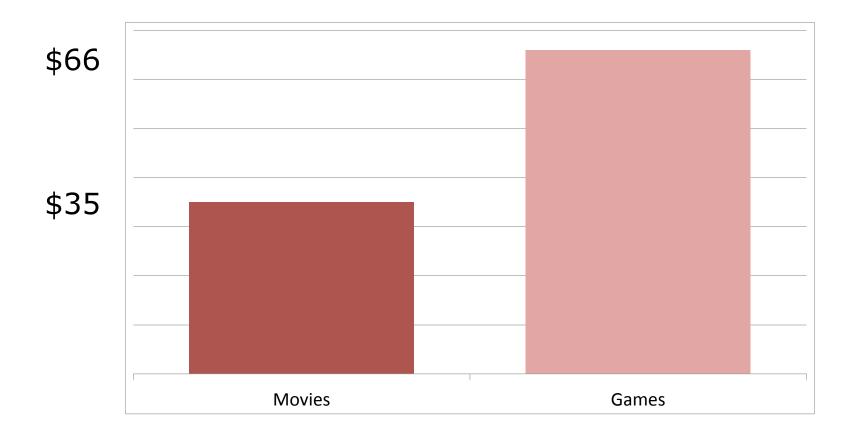


13 Million Viewers = 5%



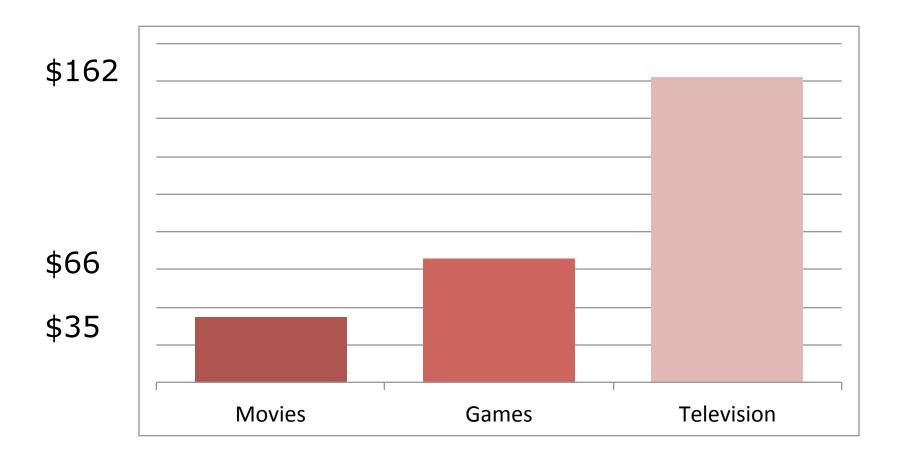
+115% Timeshifted Viewers

2012 Revenue per industry (Billions)



Source: Reuters

2012 Revenue per industry (Billions)



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Less people watch each show

 Viewers are moving to "Timeshifted" viewing (often skipping commercials)

 Advertisers still want their message to be seen when a show is broadcast

Sponsorship model remains VERY lucrative



Enter: Second Screen

Television no longer commands our full attention of the times that a smartphone viewers watch TV, it is with **34%** with another device a PC/laptop

Source: Google/Ipsos/Sterling 2012



Experience Types

TV Companion

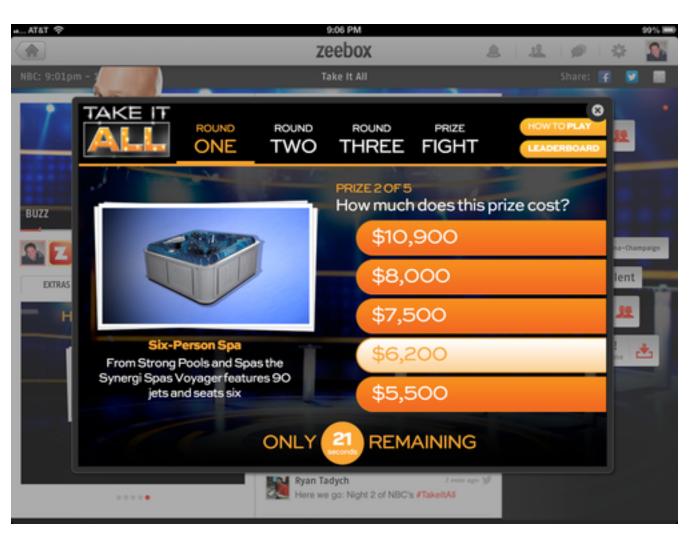


On-Air Social (Polls with on-air visual)

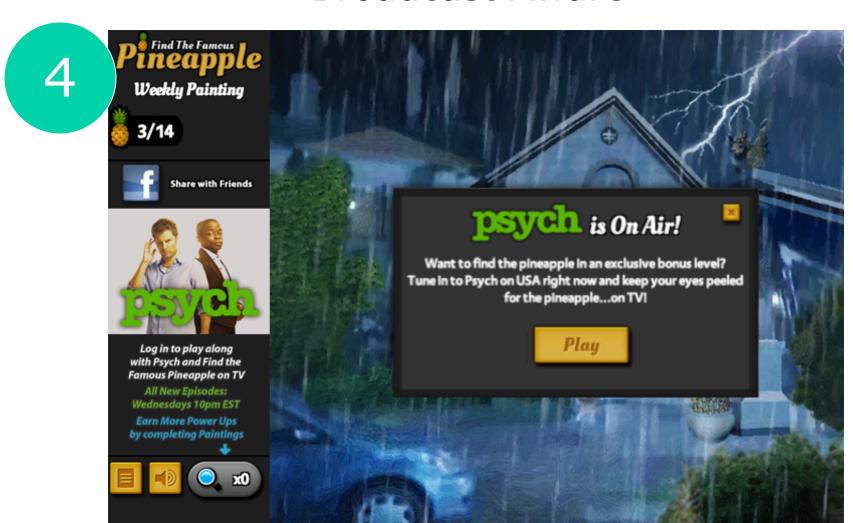
2 PLAY LIVE Join in at bravotv.com/playlive 10% 10% Who's the hottest New York City housewife?

Synced "Play Along"

3



Broadcast Aware



Examples



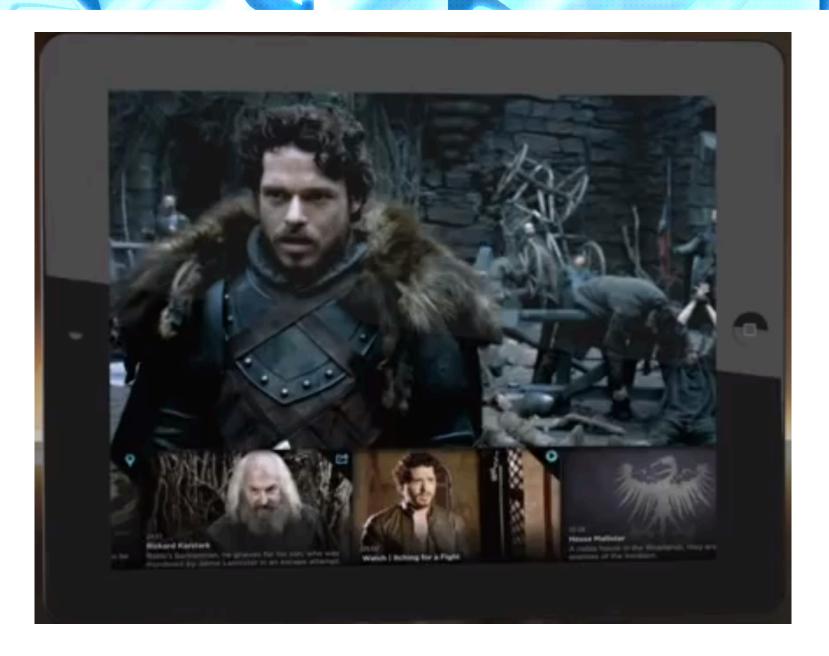


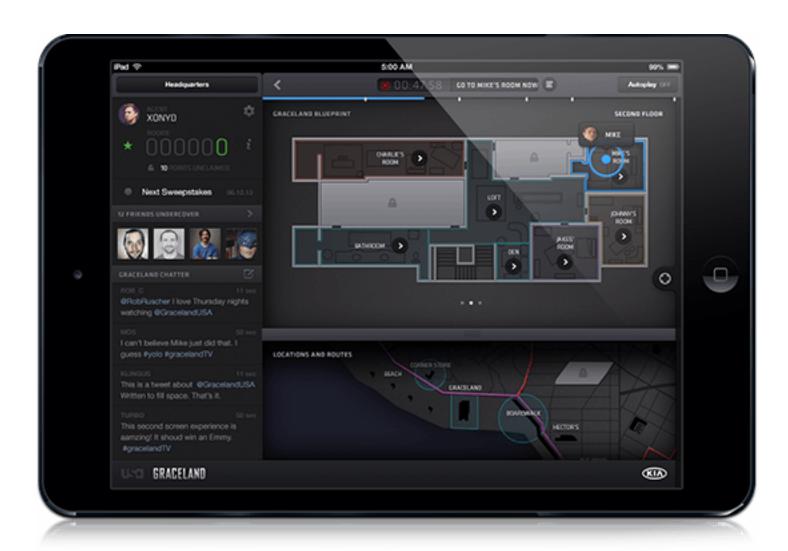
















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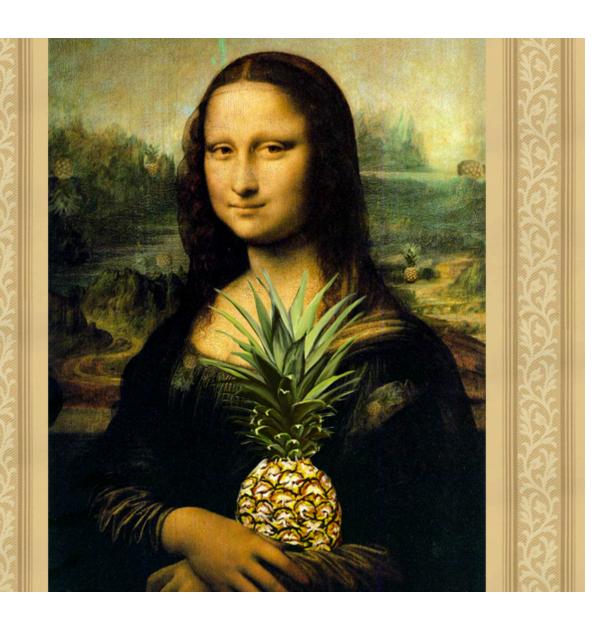


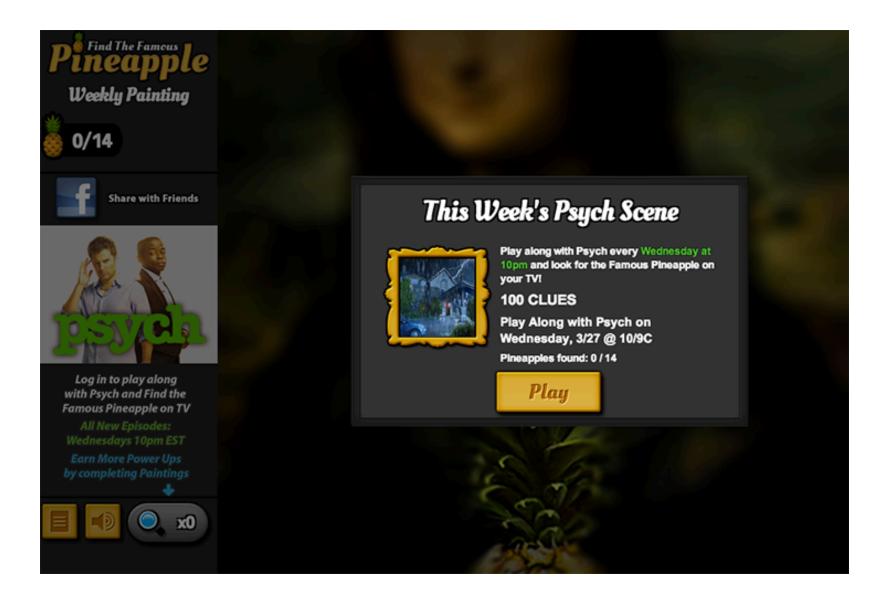
Post-Mortem



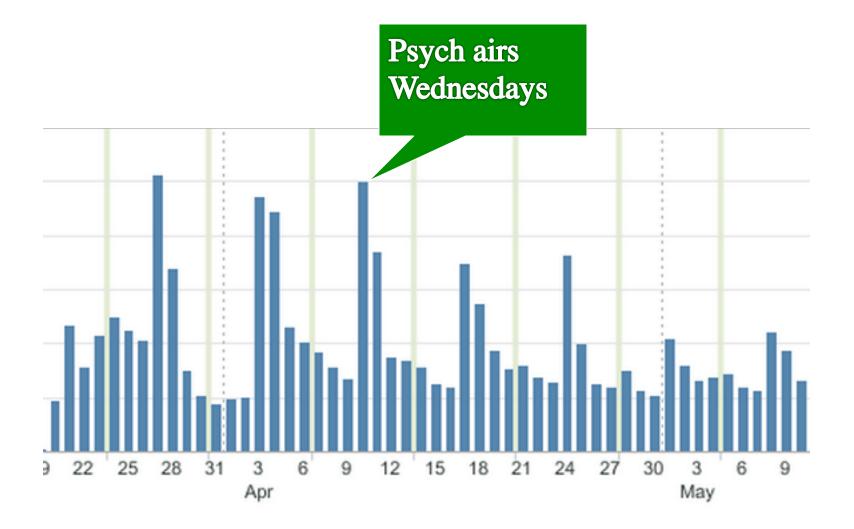


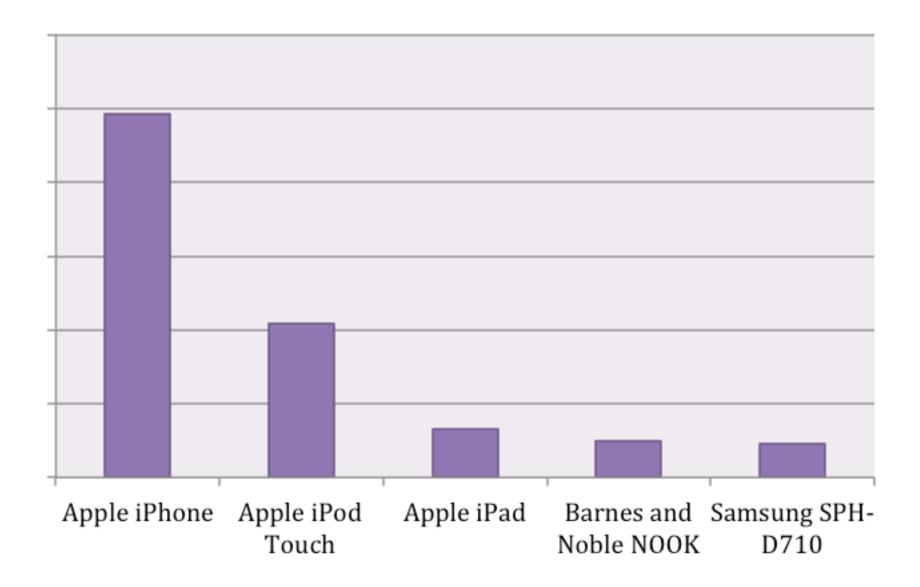










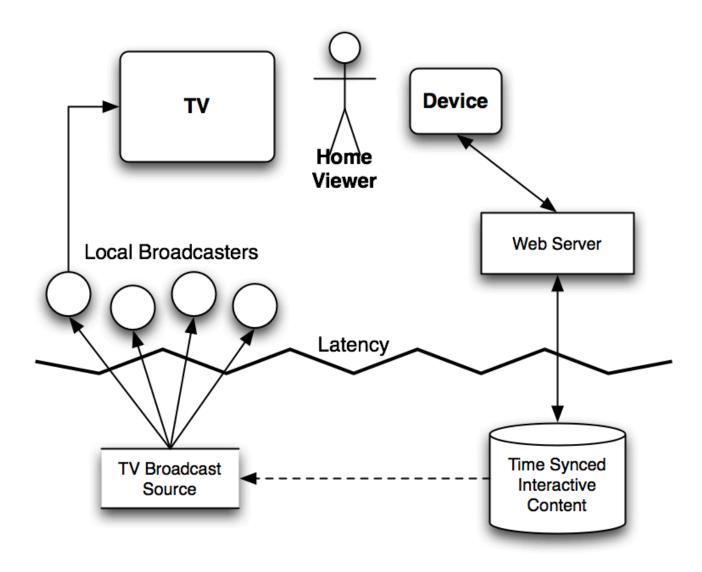




VS



Live Sync Latency



Lessons Learned

- On-Air component is key
- Give a clear reward for playing along
- Tie game to show content as much as possible
- Design for small screens first
- Don't sync too closely (latency)

Thanks!

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