ับมมอง และ ดวามท้าทาย ของอุตสาหกรรมสื่อต่อพลกระทบจาก DISRUPTIVE TECHNOLOGY

NOVEMBER 29, 2018

SO SOFITEL HOTEL BANGKOK



THAWATCHAI JITTRAPANUN

COMMISSIONER THE NATIONAL BROADCASTING AND TELECOMMUNICATION COMMISION



5G and its **disruption** on Media & Entertainment

THAWATCHAI JITTRAPANUN



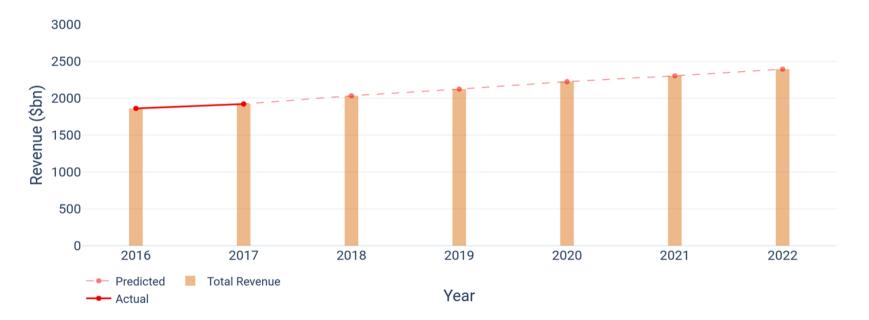
Table of Content

- Overview
- 5G
- Media & Entertainment
- Key Takeaway



Overview

Media and Entertainment Revenue in Billion USD

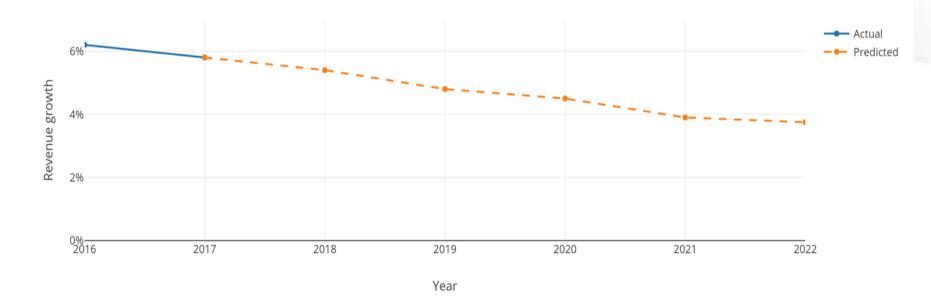


Source: Perspectives from the global entertainment & media outlook 2018 - 2022, PwC, Ovum



The industry is growing yet in a slower pace

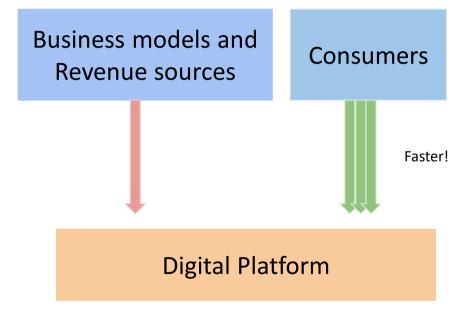
Year-on-year total media & entertainment revenue growth



Source: Perspectives from the global entertainment & media outlook 2018 - 2022, PwC, Ovum



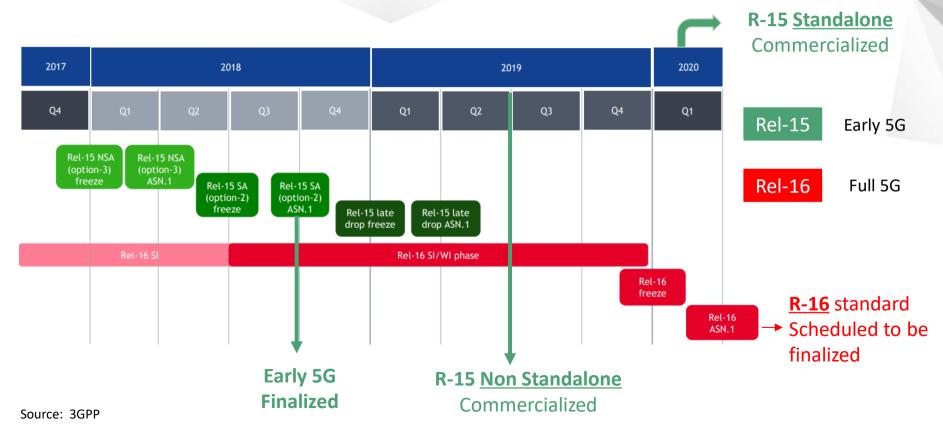
Users are moving fast



Source: Perspectives from the global entertainment & media outlook 2018 - 2022, PwC, Ovum

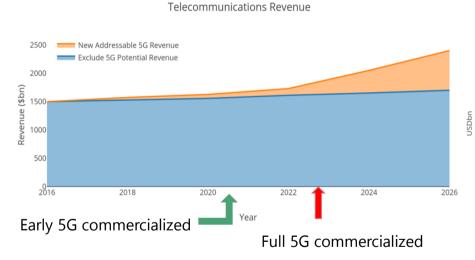


5G Timeline

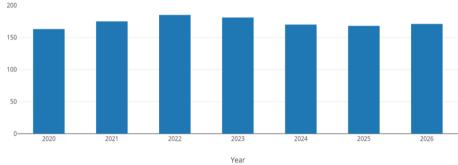




Telecommunications Outlook



Contribute 1,233 \$bn by 2026



Net Contribution of 5G to Global Growth

And roughly add 7% to the overall GDP growth rate

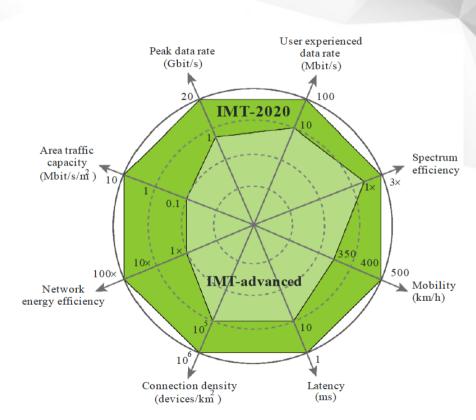
Source 1: Ericsson and Arthur D. Little, "The 5G Business Potential"

Source 2: IHS, "The 5G economy: How 5G technology will contribute to the global economy"



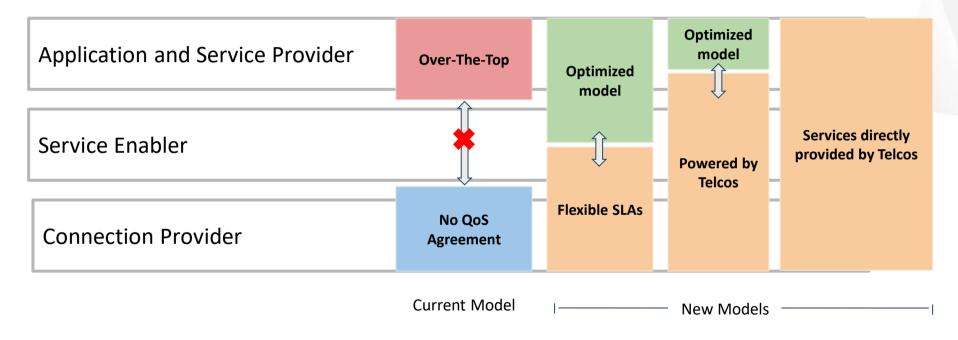
5G Capability

- Higher speed commercializes large volume content
- Better responsiveness allows more interactive services
- IoT enables customer-centric innovation
- Network slicing allows a tailor-made individual service



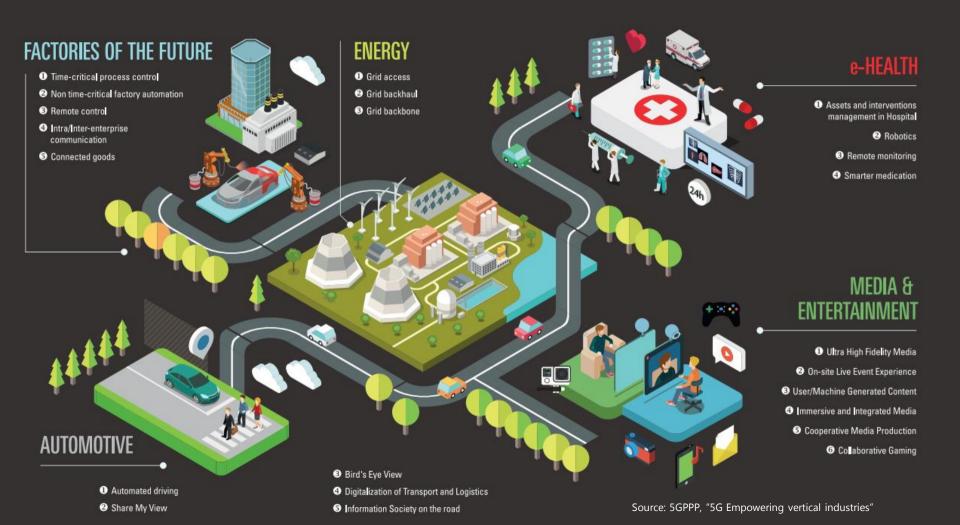


Telcos start integrating into other sectors



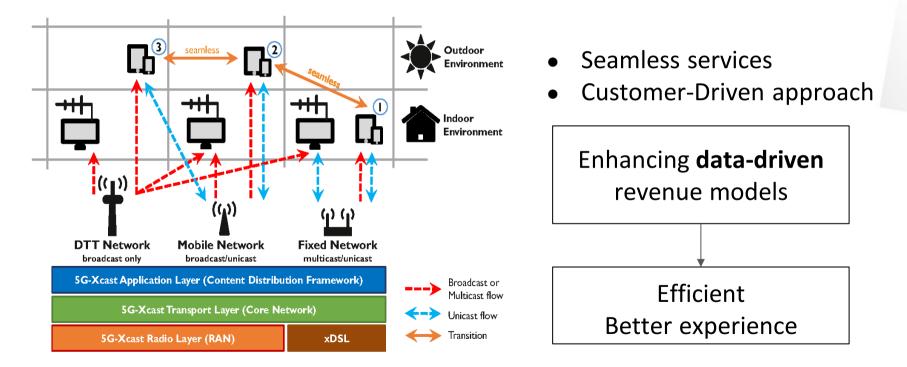
Capability and Network Slicing enable more flexible opportunity

Source: Ericsson





Media and Entertainment in 5G Vision

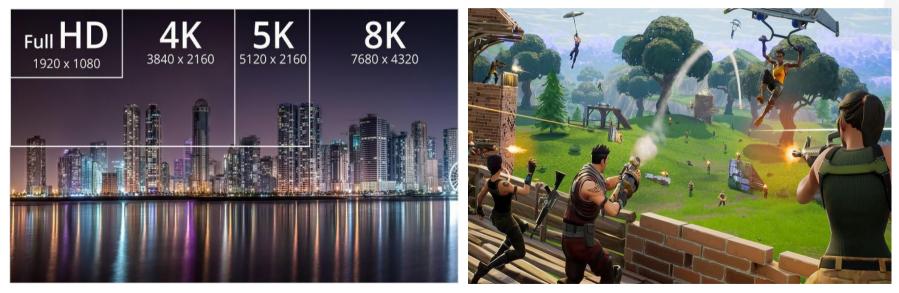




Enhancing what we have

Ultra-High-Definition Media

Extremely large-scale online gaming



Delivering larger volume content with lower latency

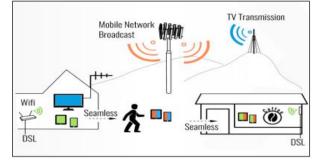


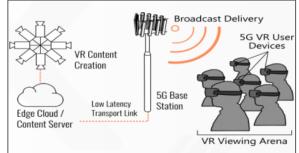
Discover new use cases

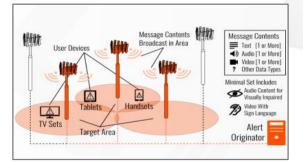
Hybrid and seamless broadcasting

VR/AR media

Public Warning Service







Any Device, Anywhere

Smart tourism in UK VR/AR Broadcasting Online VR/AR Gaming Efficient and thoroughly service



Discover new use cases

Remote Production Camera Streams Broadcast Commentr Presente 5G Base Station Production Truck Live Sports Event Scan **On-Site Studio** C. Talkback (DL) Production Viewing Camera With Auto Cue (UL/DL) Carnera (UL) Monitor (DL)

Decentralized approach in content production

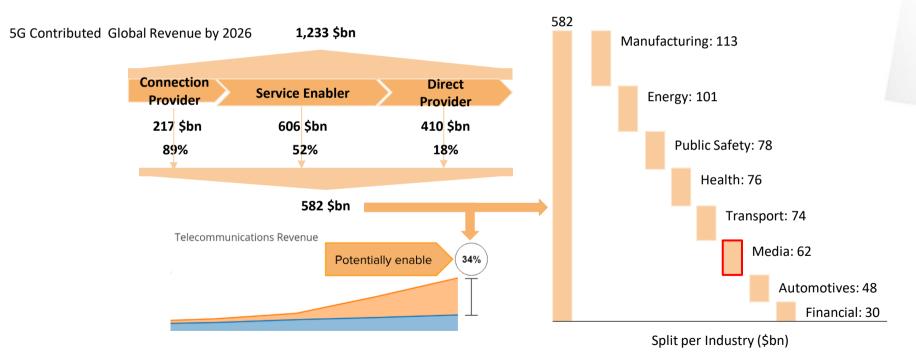


IoT takes part in remote live content production Winter Olympics 2018, South Korea

Source: 5G-XCast Source: KT, "Upcoming 5G Experience Beyond Mobile"



Media and Entertainment share will be taken

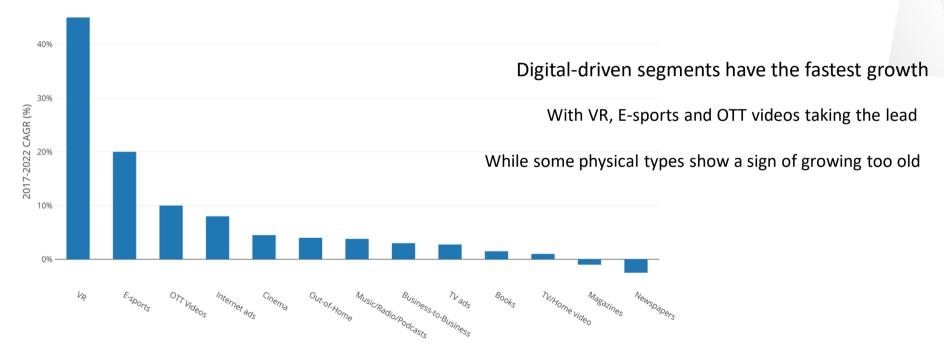


Source: Ericsson and Arthur D. Little, "The 5G Business Potential"



Promising alternatives for media and entertainment

Segment Compound Annual Growth (CAGR) for next 5 years



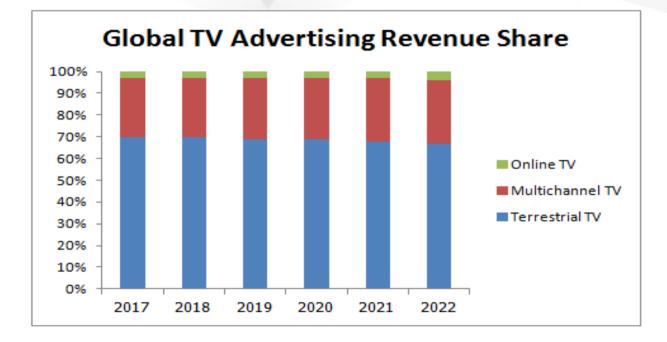
Source: Perspectives from the global entertainment & media outlook 2018 - 2022, PwC, Ovum



Key Takeaway

- Revenue sources revolve around user experience
- Quality of Service (QoS) and Quality of Experience (QoE) are top priorities in immersive media and catching up with consumer demand
- Exploit the evolving technology to build an effective business intelligence for new efficient, low-cost and time saving solutions





Nearly 70% of the advertising share are still on the traditional TV



DISRUPTIVE TALK 2018

RONNAPONG KAMNUANTHIP BEC WORLD
Image: second second

PALLAPA MANOCH LINE

TRILUJ NAVAMARAT MAAT





RONNAPONG KAMNUANTHIP

CHIEF COMMERCIAL OFFICER BEC WORLD PUBLIC COMPANY LIMITED



Being a leader in our service industry persistently and also reach all viewers, having a good and stable relationship.

We also intend to efficiently use our existing resources and create work satisfaction for all customers. In addition, we put all our effort to provide the best services to our business partners and provide good benefits for all stakeholders.



THAILAND'S

Top Corporate Brand Value 2018

Category: Media

BEC World PCL is recognized as the corporate with the highest brand value in Media industry (Channel 3 Thailand) along with 14 leading brands in Thailand by The Stock Exchange of Thailand (SET) and Chulalongkorn University.



THAILAND'S TOP CORPORATE BRAND VALUE 2018





พมขอให้พวกเธายังคงมุ่งมั่นที่จะทำสิ่งดี ๆ ให้กับช่อง 3 และแฟน ๆ ของเธาต่อไปครับ" ขอบคุณครับ

BEC WORLD AT A GLANCE

BUSINESS PROFILE

BEC WORLD

-	To be a market leader and the best provider in TV production and presentation of the highest quality news, Varieties, game shows, TV Series and entertainment program.				
	TV BUSINESS	RADIO BROADCASTING	NEW MEDIA	PRODUCTION OF VARIETY SHOWS, CONTENT AND PROMOTIONAL CAMPAIGN ACTIVITIES	ENTERTAINMENT & DOCUMENTARY PROGRAM SOURCING, PRODUCTION & DISTRIBUTION
BEC's Brands	Image: Second		BECŽ 🕅	PER OTERO	CHANGELIER CHANGELIER
Nature of Busines S	BEC owns Analogue Terrestrial Television, Digital Terrestrial Television, and Subscribed Television Broadcasting. Our attention is not only on viewers nationwide, we also have already broadcasted our television programs to Japan and the United States.	BEC and its subsidiary companies cooperate radio station FM 105.5MHz and FM 95.5MHz, including sale of radio airtime and program development.	BECi, a subsidiary company operates digital business; mobile applications, websites, and social media.	Over 600 members across the nation, we always provide resourceful and up-to-date news / information to our audience.	For international market, we provide our expertise in conducting concert, musical play, sport activities management, and event ticket selling. In addition, our own music production is also expanding that many songs become the 1st of music top charts in Thailand.

KEY STRENGTHS

48 YEARS OF EXPERIENCES IN ENTERTAINMENT, PRODUCTION, AND BROADCASTING

More than consolidated of 80 million followers on Instagram!

2 **OVER 200 OUALITY⁺ CELEBRITIES**



1,000+ OF DRAMA CONTENTS IN HAND 3



STRONG BROADCASTING **INFRASTRUCTURE** WITH 1 ANALOG TV **3 DIGITAL TV 2 RADIOS 2 OTT PLATFORMS** 🔞 3 🖽 3 🖽 3 🛤 🟂 EAZY 🔞 🔣



"Content is where I expect much of the real money will be made on the Internet" -Bill Gates, 1996 "Content is King" Essay

Unive destiny

บทประพันธ์ : รอมแพง บทโทรทิศน์ : ศัลยา



TOP TV VIEWERSHIP (mm) IN DIGITAL TV ERA





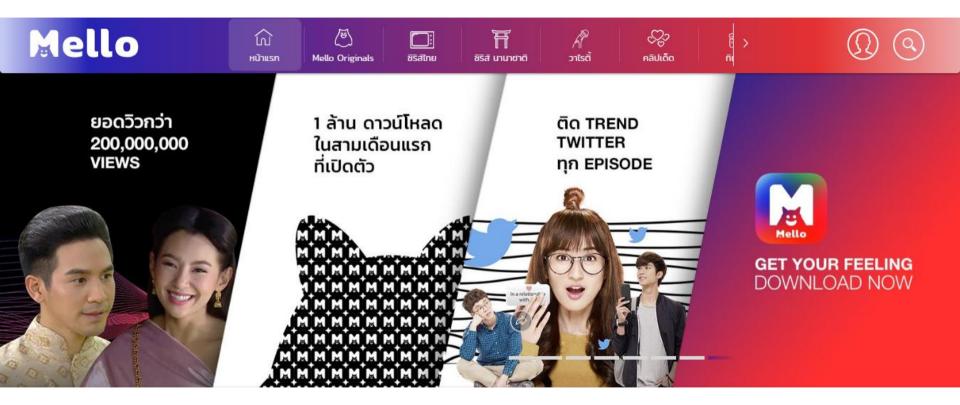
Source: AC Nielsen

EXPLOSIVE ON-LINE VIEWS

1.2 BILLION

Across all Official Platforms





รกไปหนหมด?





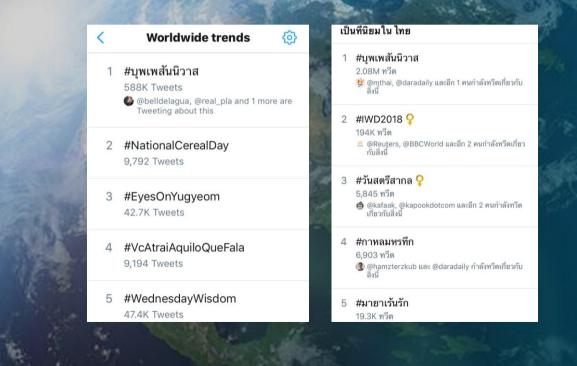




the system delates



No.1 Worldwide Trending Top Social Media Buzz in Thailand

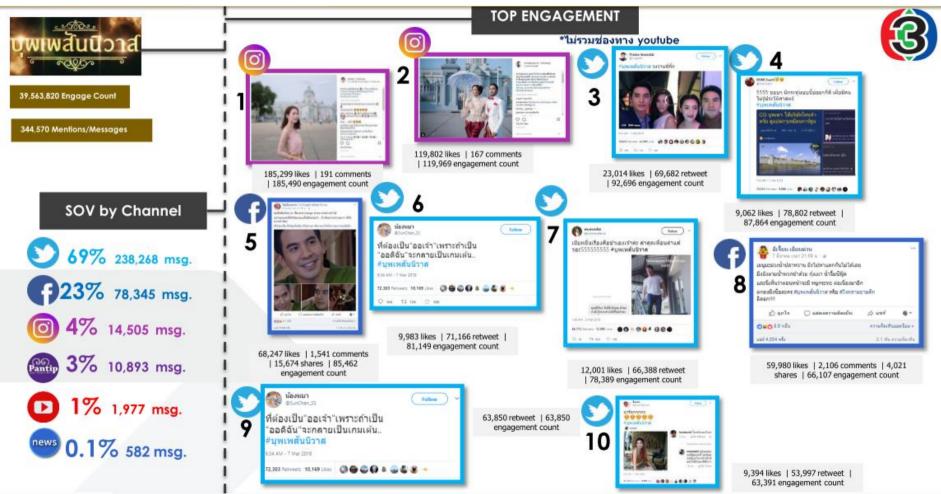


Current Audiences: They Watch and Chat

Almost half of audiences watch TV and chat, while the rest usually chat while watching TV



This is how they talk while watching







PNN Anniversary with Bella Ranee Campen Phnom Penh, Cambodia

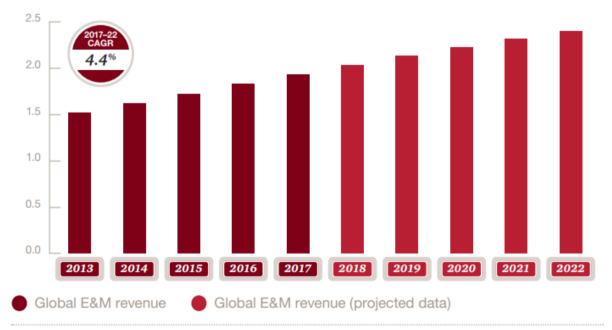






Exhibit 1: Global E&M revenue (US\$ tn)

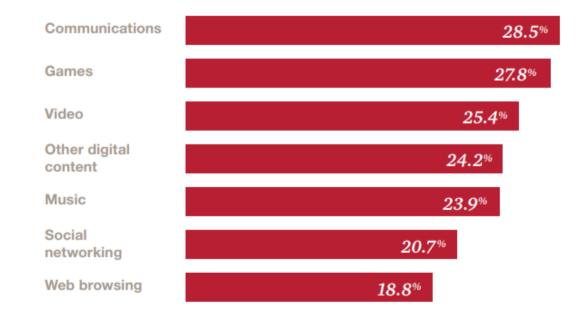
Growth rates remain steady even as the industry is being transformed.



Source: PwC Global Entertainment & Media Outlook 2018–2022, www.pwc.com/outlook

Exhibit 13: Data consumption CAGR by content type, 2017–22

Consumers are expected to spend more time engaging in E&M sectors.



Source: PwC Global Entertainment & Media Outlook 2018–2022, www.pwc.com/outlook

Key Words

• Contents

• Hits

• Audience Centric





SUVIT ARAYAVILAIPONG

HEAD OF CONSUMER PRODUCT MANGEMENT

ADVANCED INFO SERVICES PUBLIC COMPANY LIMITED

41F 5,



DIGITAL

CONTENT SERVICE PROVIDER

DIGITAL Content Service Evolution









AIS MY LOGO mobileLIFESS

https://www.ryt9.com/s/prg/267277



AIS MY RINGTONE mobileLIFE

: https://www.ryt9.com/s/prg/267277

SMS Content Services





NEWS HOROSCOPE HOT SCORE REPORT



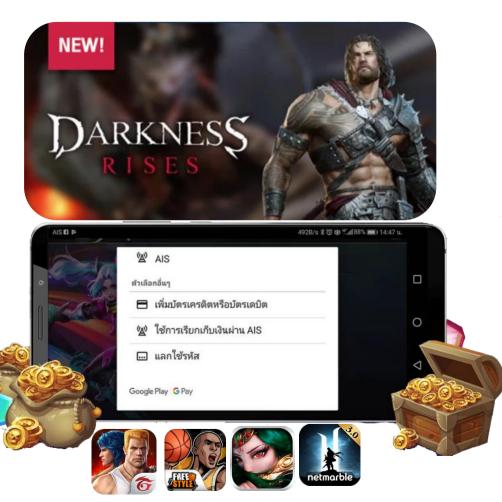


AIS Mobile Game



	Buffet	2:40 PM
Feat Neija	Meganeid	A Game With Balts
Alam Shopper	Netwia	Battiefails Chaos
Casting for Cold States	Gester Planet	Bre Swey
Light Racer Cite	Virtual Villagers 2	Doom Beers
A.	Arcade	٩.

	Home	
V		
Home		
My Games		
All Games		
Education		
Arcade		
Card/Casin	0	
Puzzle/Ma	tch 3	
Action/Adv	enture	
Sports		



AIS Karaoke Service



AIS TV and Video Service





Digital TV



Freemium TV and VoD





Rahtree

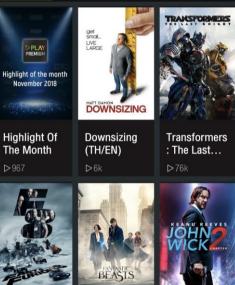
Revenge 3.1



Soul Stitcher



Premium TV _ and VoD



Fantastic Beasts And…

The Fate Of

The Furiou...

John Wick: Chapter 2 (...





2018 Live Event : Most Viewed

on AIS PLAY & AIS PLAYBOX





GOT 7 Live Concert 50,391 Unique Users * AIS PLAY only CLASH AWAKE 32,881 Unique Users Dance Fever 32,052 Unique Users

I AM MAI 31,647 Unique Users

Traditional TV will be moving towards to



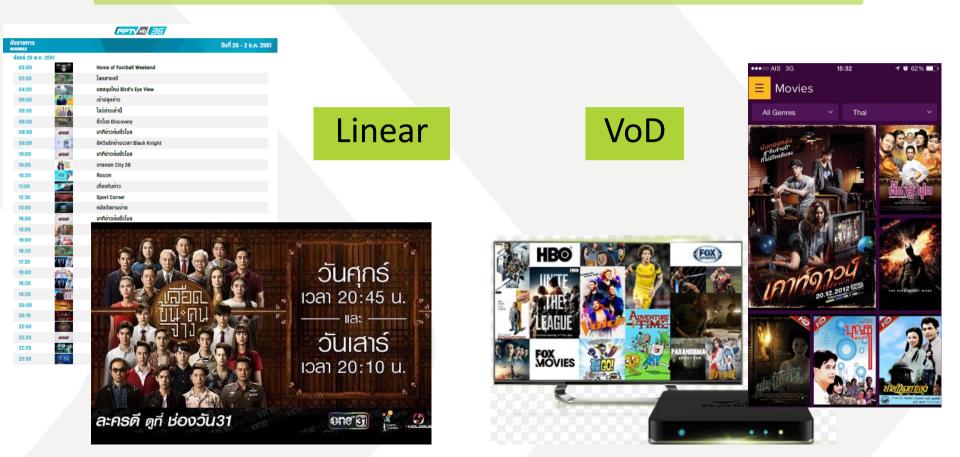


From Fixed (at Home) towards Mobile (Anywhere)





From Fixed time (Linear) towards Hybrid of Fixed time (Linear) and Anytime (VoD)



More short form TV Contents to serve mobile (anywhere and anytime) consumption lifestyle











ครูเพ็ญศรี | ยืมมือครูล้อชัอพ่อชัอแม่ Full HD WorkpointOfficial การดู 3.7M ครั้ง

รวมมุก ตลก 6 ฉาก 2018 WorkpointOfficial อัปเดตแล้วเมื่อ 2 วันที่ผ่านมา

ข้ดใจ - COLORPITCH [Unofficial MV]

theplatformfilmmake production การดู 135M ครั้ง

จดหมาย - The Toys | Cover By Punch Ft. Fern

Saruda Kul 🥝 การดู 283K ครั้ง

Family View

(Big Screen at Home)

Smart TV

Play box



Persona View

Personal Smart Phones/Tablets/Laptop on the move

AIS chromecast

Cast to Big screen at condo/home





Thank you







PALLAPA MANOCH

HEAD OF LINE TV LINE COMPANY (THAILAND) LIMITED

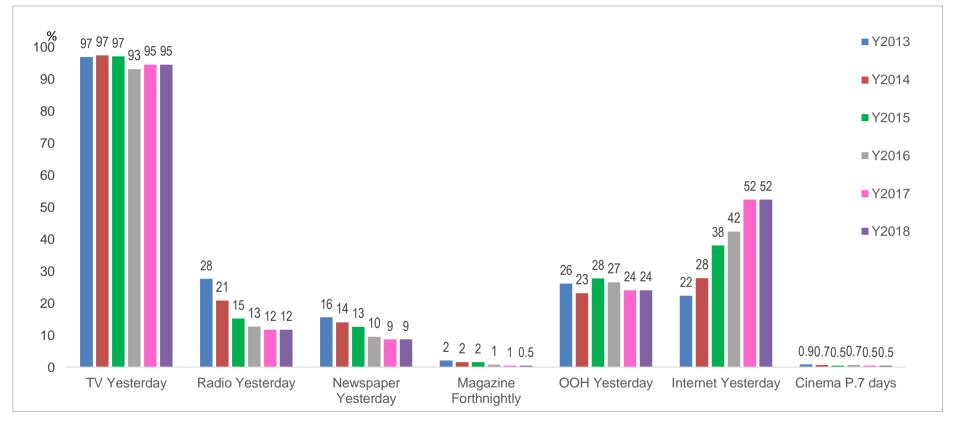




TRILUJ NAVAMARAT

PRESIDENT OF MEDIA AGENCY ASSOCIATION OF THAILAND (MAAT)

MEDIA PENETRATION



Base : MF 12+ ANW Remark: Digital TV start from April 2014 Source: ACNielsen-Thailand CMV

ADEX 2016, declined 11% vs 2015

	20	015	20	016	15 vs 16	
	Bt m.	%	Bt m.	%	% Change	
TV	57,412	42	47,121	39	-18%	
Digital TV	20,931	15	20,393	17	-3%	
Cab/Sat	6 <i>,</i> 055	4	3,465	3	-43%	
Total TV	84,398	62	70,979	58	-16%	
Radio	6,417	5	5,983	5	-7%	
Newspapers	17,489	13	14,059	12	-20%	
Magazines	4,505	3	3,207	3	-29%	
Cinema	5,134	4	5,445	4	6%	
Outdoor	4,265	3	5,665	5	33%	
Transit	4,478	3	5,311	4	19%	
In-Store	2,000	1	2,000	2	0%	
Internet	8,084	6	9,150	8	13%	
Total	136,770		121,799		-11%	

Source: Nielsen -, Digital-DAAT, in-store is estimated by MAAT

2019 Advertising Expenditure Forecast

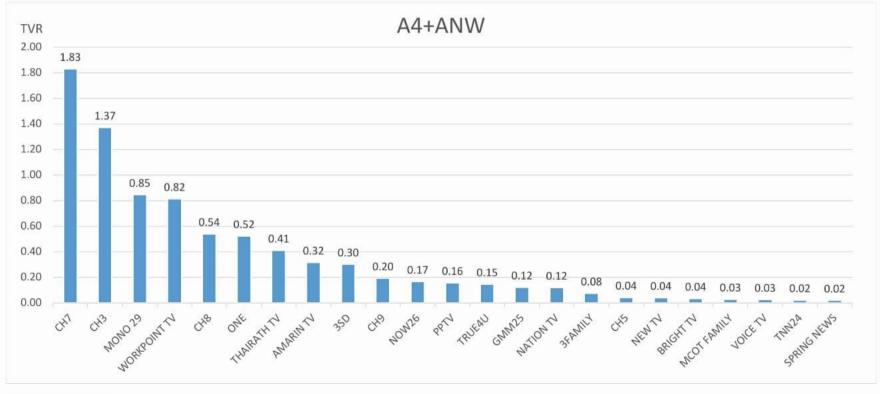
	2017			2018		Contract and the second	2019		- Marine and Andrewson
	Bt. M.	%	% change	Bt. M.	%	% change	Bt. M.	%	% change
Digital TV	62,781	56%	-7%	66,000	57%	5%	69,200	57%	5%
Cable & sat.	2,692	2%	-22%	2,400	2%	-11%	1,800	1%	-25%
Total TV	65,473	59%	-8%	68,400	59%	4%	71,000	59%	4%
Radio	4,468	4%	-25%	4,600	4%	3%	4,600	4%	0%
Newspapers	7,704	7%	-45%	6,100	5%	-21%	4,575	4%	-25%
Magazines	1,980	2%	-38%	1,300	1%	-34%	845	1%	-35%
Cinema	6,815	6%	25%	7,100	6%	4%	7,100	6%	0%
Outdoor	6,391	6%	13%	6,800	6%	6%	7,150	6%	5%
Transit	5,878	5%	10%	5,900	5%	0%	6,200	5%	5%
In-Store	946	1%	35%	1,100	1%	16%	1,100	1%	0%
Internet	12,402	11%	24%	14,973	13%	21%	18,716	15%	25%
Total	112,057	101%	-7%	116,273	100%	4%	121,286	100%	4%



SOURCE: Nielsen Media Research excluding classified ad, Cd/DVD, music, Digital : '18 from DAAT, '19 forecast by MAAT

🖹 📶 93% 🗎 11:42 AM

TOP TV CHANNEL (ALL DAY)



Period: January – October 2018 Source: ACNielsen-Arianna

DISRUPTIVE TALK 2018

RONNAPONG KAMNUANTHIP BEC WORLD
Image: second second

PALLAPA MANOCH LINE

TRILUJ NAVAMARAT MAAT