



# Opportunities for mobile content

Assessing interest in mobile internet and content services

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Ipsos MediaCT

Top line results only  
Full results available mid Jan 2010  
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# Study background

## Study into mobile internet and content usage

**When?** November 2009

**How?** Online GB survey

**Who?**



representative sample of 500 general mobile consumers aged 15-50



+ boost of 100 (non iPhone) smartphone users

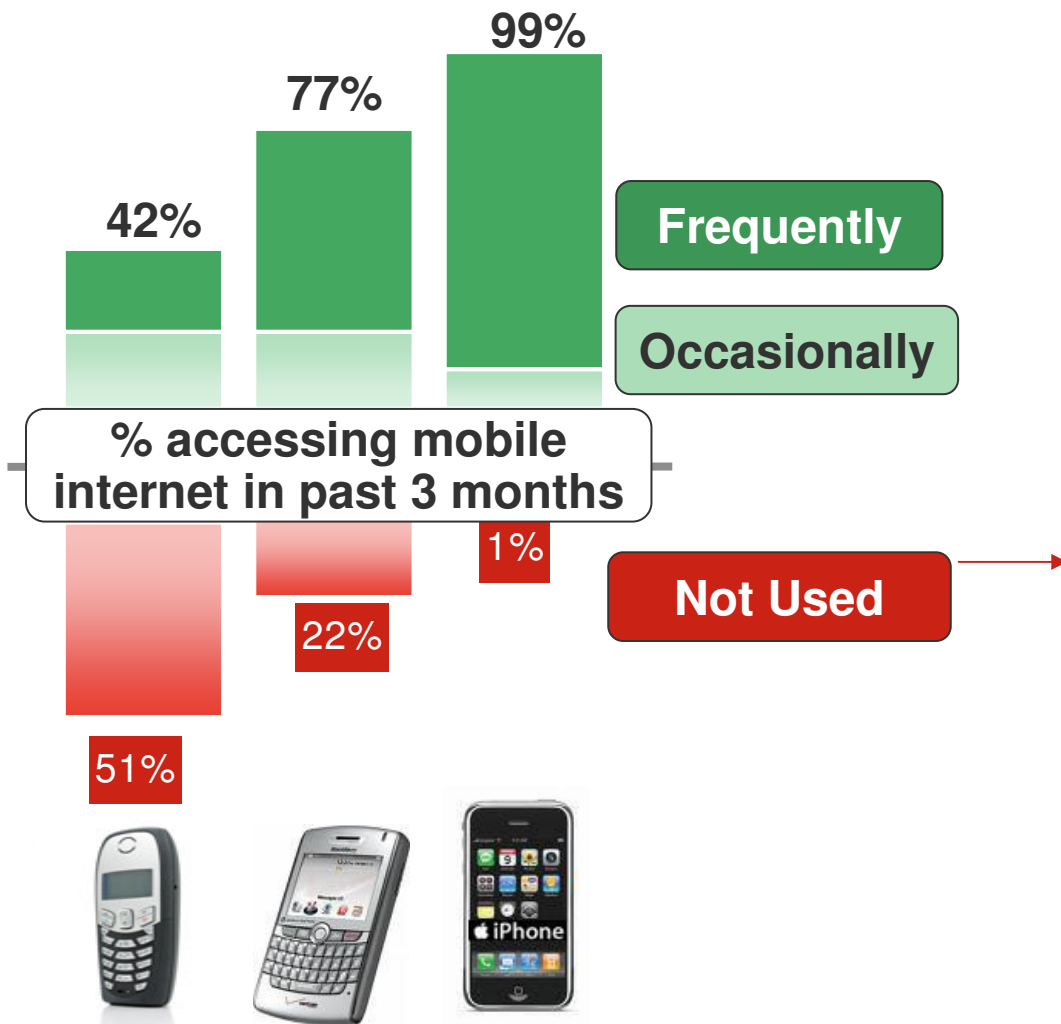


+ boost of 100 iPhone users

# How **widespread** is mobile internet usage?

# Usage of mobile internet in past 3 months is far from universal

Base: all mobile owners (n=501 + boost)



## Barriers to mobile internet

|                              |     |
|------------------------------|-----|
| Internet on PC is better     | 47% |
| Cost                         | 36% |
| Screen is too small          | 20% |
| Connection is too slow       | 16% |
| Don't have internet on phone | 14% |
| No need to                   | 12% |
| Never considered it          | 11% |

# How different is usage of **fixed** vs. **mobile** internet?

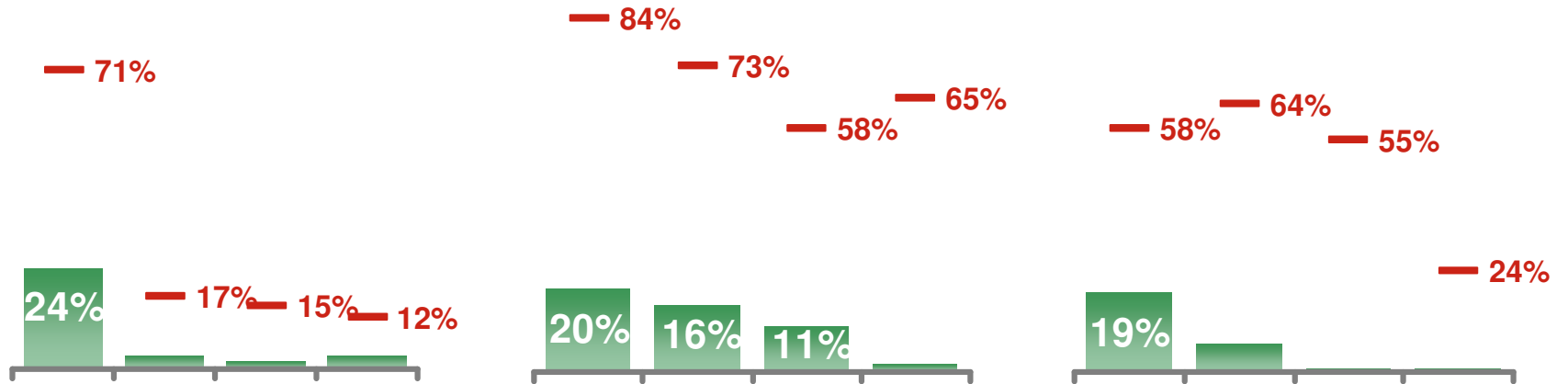
# Most web activity remains via fixed internet for mobile users

Base: all mobile owners (n=501 + boost)

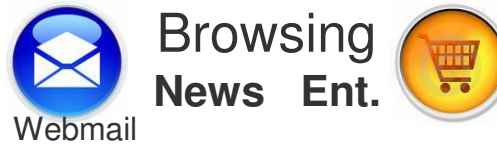
**fixed web** — 71%



**mobile web**



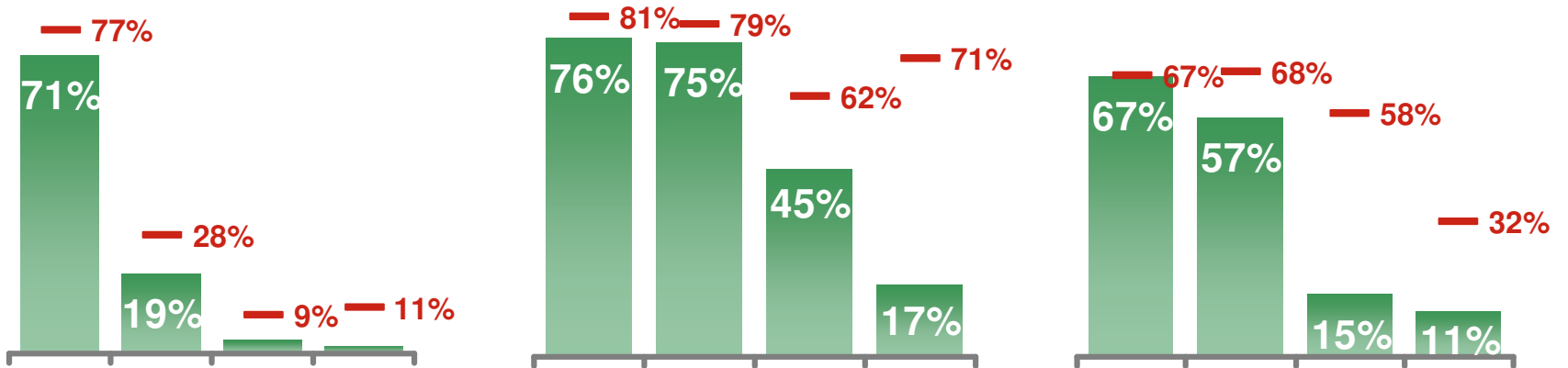
Accessed in last 3 months...



**fixed web** — 77%



**mobile web**



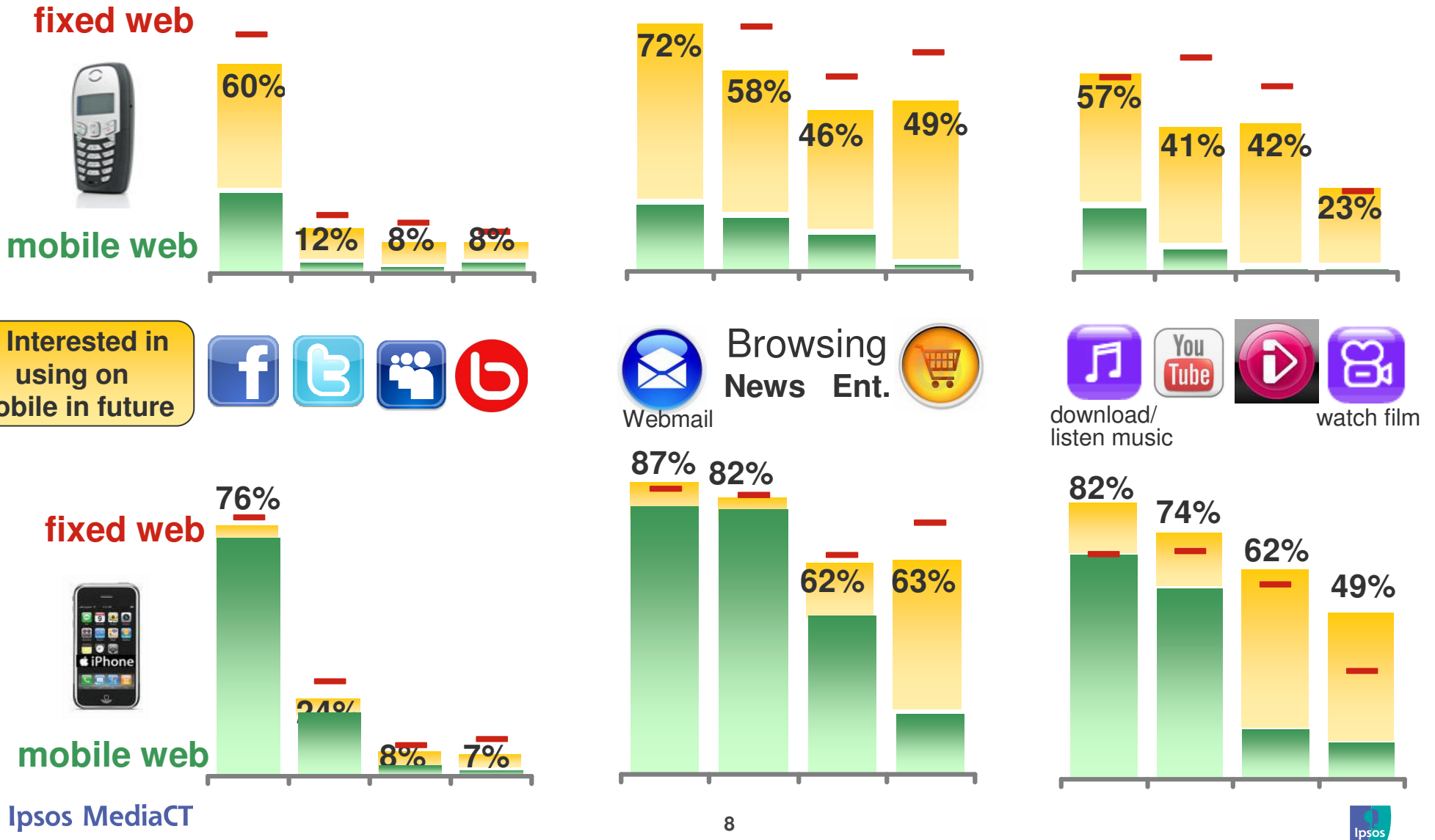
# What do mobile users want to access in future?

assuming their handset had...

**...large colour screen, where mobile internet is as fast as 'traditional' broadband and web browsing included in tariff**

# Mobile users can see themselves using mobile internet as much as fixed

Base: all mobile owners (n=501 + boost)





# Which content models work on mobile?

# 8 content types, 20 models tested

- 1) Music
- 2) TV
- 3) Film
- 4) Sports
- 5) Location-Based
- 6) Newspapers
- 7) Games
- 8) eBooks

Highlights from  
3 categories

Based on respondents assuming they owned a handset that had a **large colour screen**, where **mobile internet is as fast** as 'traditional' broadband and **web browsing included in tariff**

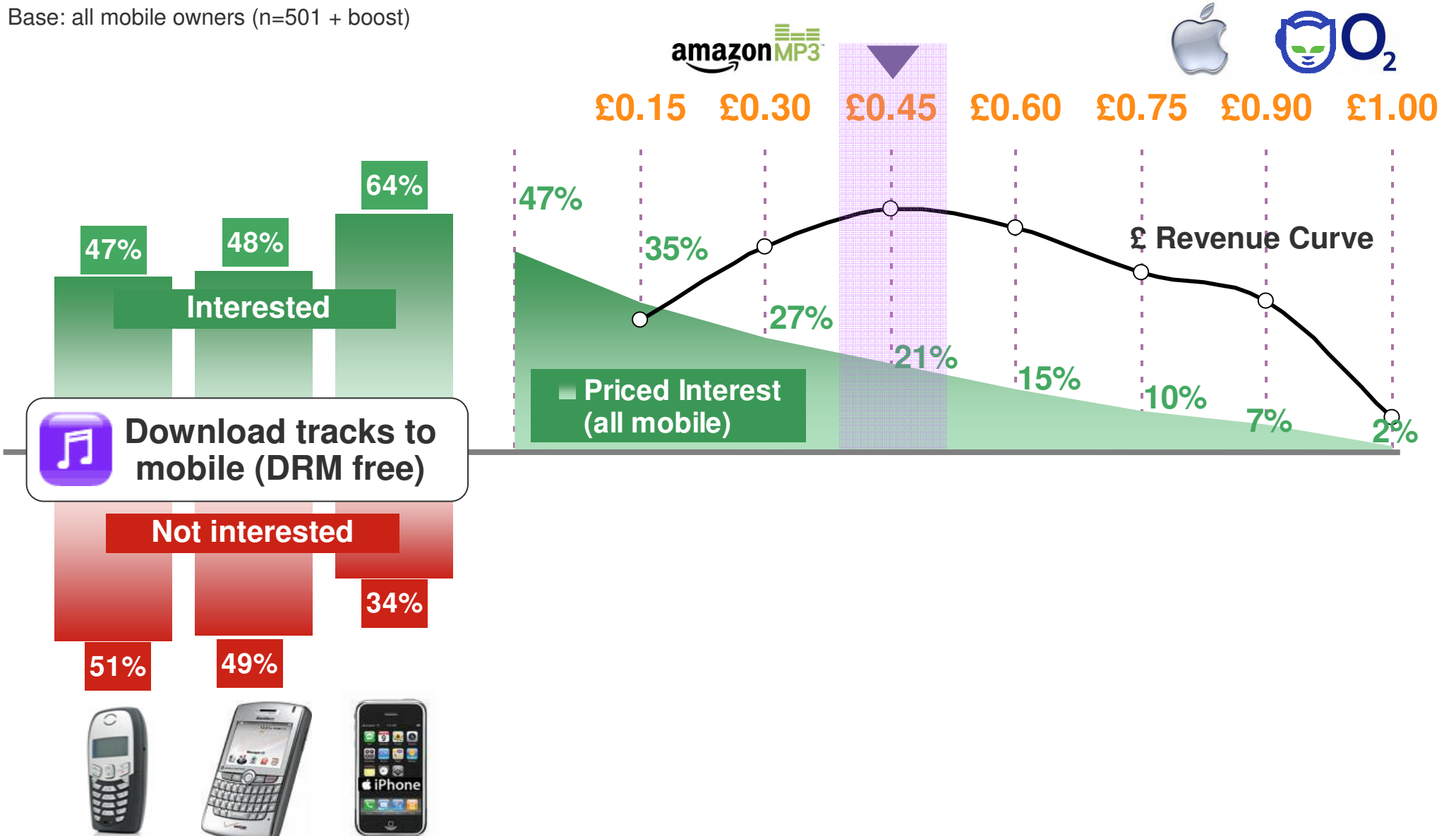
**Are consumers  
willing to pay for  
music services  
to a mobile?**

**Already well  
established**



# Downloading tracks has high appeal particularly for iPhone owners

Base: all mobile owners (n=501 + boost)

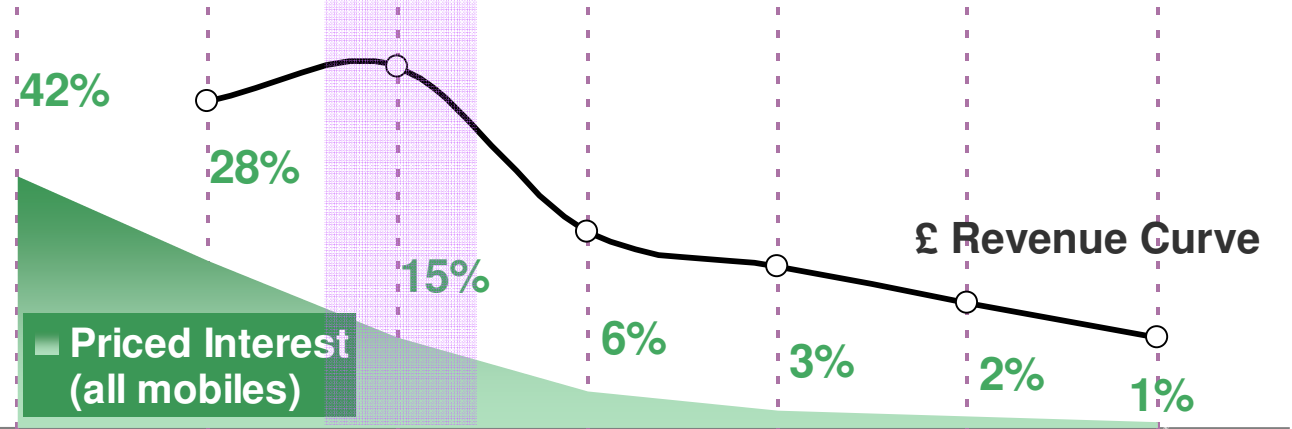
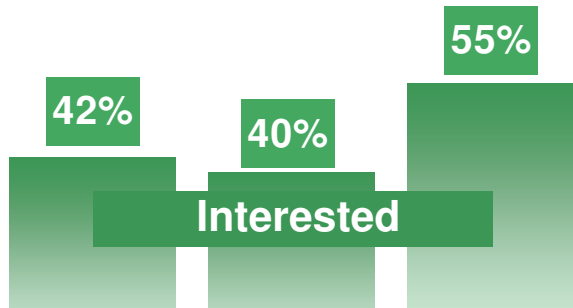


# Subscription to unlimited music streamed to mobile is compelling at the right price

Base: all mobile owners (n=501 + boost)



£2.50    £5.00    £7.50    £10.00    £12.50    £15.00



subscription to unlimited music streamed to mobile

Not interested



**1) Music**

**2) TV**

**3) Film**

**4) Sports**

**5) Location-Based**

**6) Newspapers**

**7) Games**

**8) eBooks**

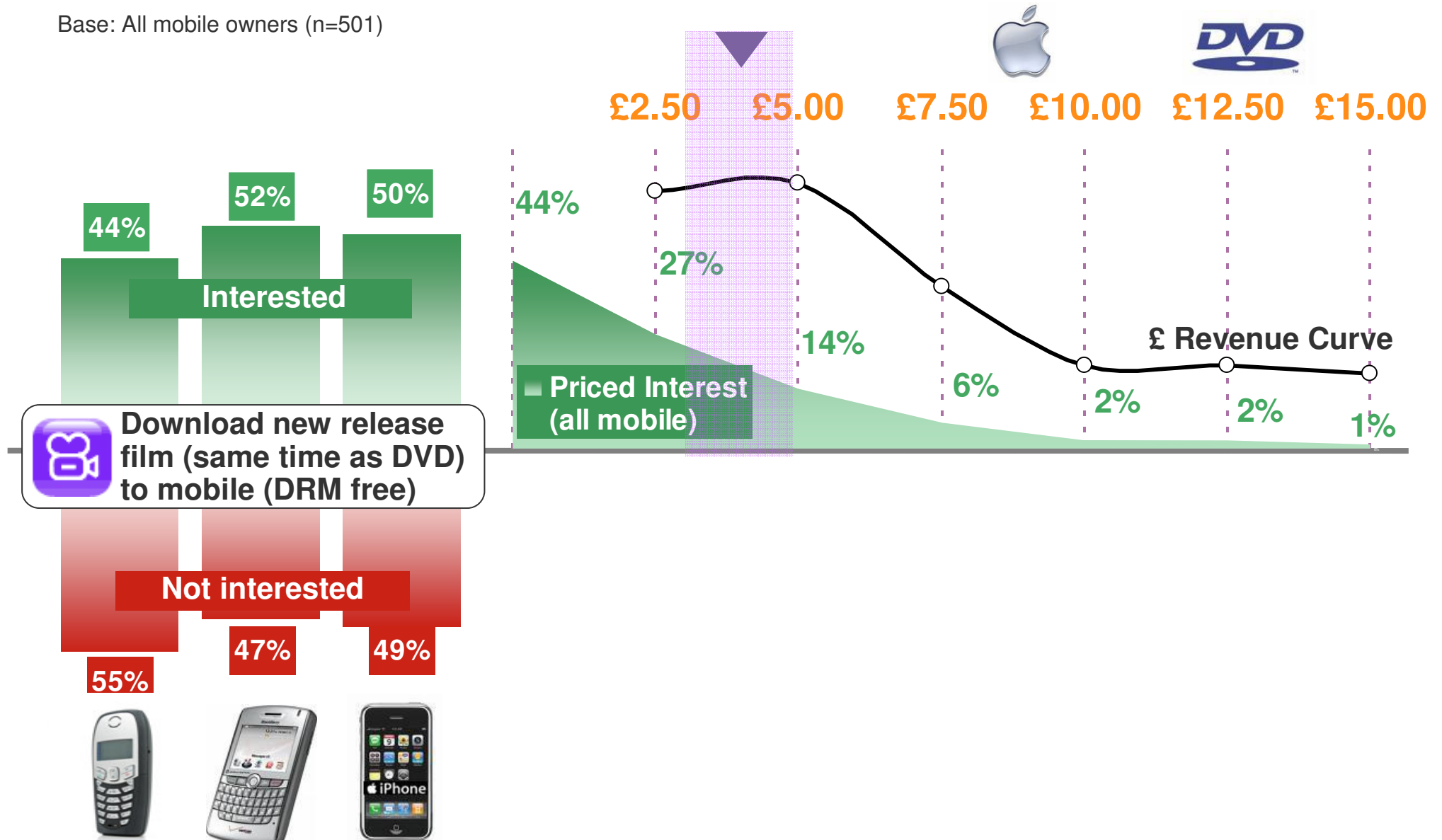


How interested  
are mobile  
consumer in  
viewing new  
release movies  
on mobile?



# 4 in 10 mobile owners interested in downloading new release films to handset

Base: All mobile owners (n=501)





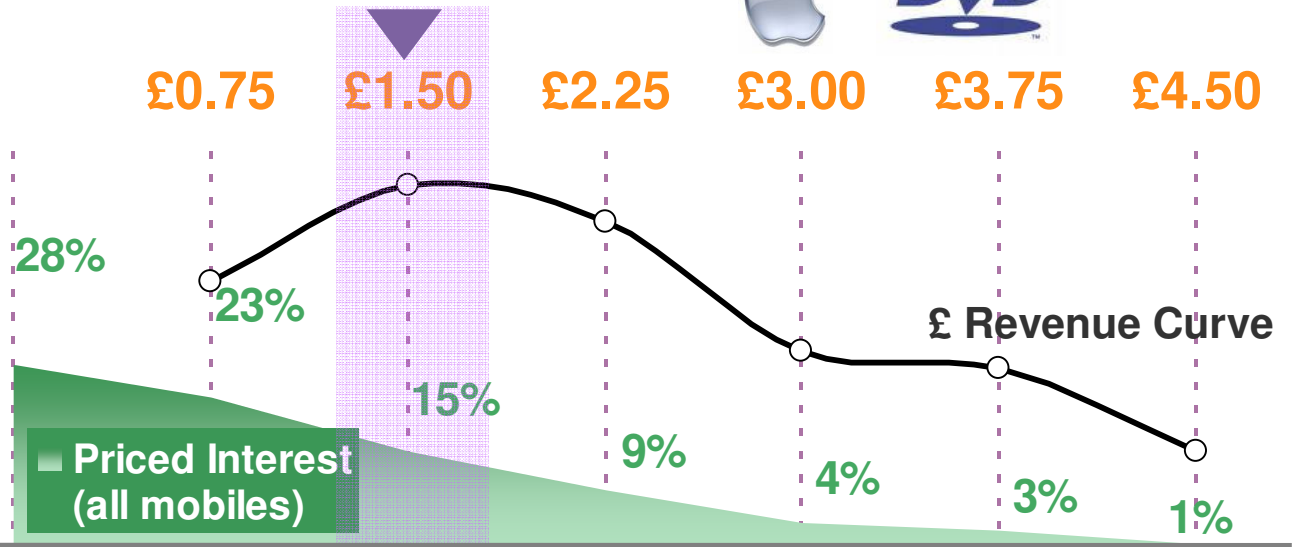
# Mobile VoD films have more niche appeal

Base: All mobile owners (n=501)

blinkbox



£0.75   £1.50   £2.25   £3.00   £3.75   £4.50



28%

39%

30%

Interested



Mobile '24 hour' VOD new release film (same time as DVD)

Not interested

70%

59%

69%



**1) Music**

**2) TV**

**3) Film**

**4) Sports**

**5) Location-Based**

**6) Newspapers**

**7) Games**

**8) e books**

# High interest in receiving free location specific recommendations on request

Base: All mobile owners (n=501)



Free service using GPS that recommends and directs you to services in your location on request



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**Recommendations interested in**

|                  |     |
|------------------|-----|
| Restaurants      | 77% |
| Cash Points      | 73% |
| Retail Shop      | 70% |
| Cinema           | 57% |
| Petrol Stations  | 55% |
| Public Toilets   | 53% |
| Coffee Shops     | 53% |
| Bars             | 48% |
| Hospital/doctors | 46% |
| Music Venues     | 36% |
| Minicabs         | 36% |
| Clubs            | 29% |

# Ranking of Models

# Overall Ranking (positive interest in concept)

| Broadest Appeal  | Free/With Ads                     | Pay to access                           | Pay to subscribe |
|------------------|-----------------------------------|---|------------------|
| <b>Location</b>  | 69% Recommend<br>55% Store offers |   |                  |
| <b>Music</b>     | 48% Free stream                   | 47% per track                           | 42% uncap stream |
| <b>TV</b>        | 58% Free catch up                 | 38% per episode                         |                  |
| <b>Film</b>      | 48% Free films                    | 44% per film<br>28% pay VoD             |                  |
| <b>Games</b>     | 39% Free games                    | 30% per game                            |                  |
| <b>Books</b>     |                                   | 30% per book                            |                  |
| <b>Newspaper</b> |                                   | 21% Pay per copy<br>20% Pay per article | 20% subscribe    |
| <b>Sports</b>    | 30% Free clips                    | 20% Pay for clips                       | 19% subscribe    |

Niche Appeal

# Summing up

For most owners mobile internet use lags behind fixed

Practical barriers remain: cost, screen, speed - not apathy holding back

iPhone has closed the gap between fixed and mobile

Future interest in accessing content exceeds current fixed levels

Location based info services hold broadest appeal

Significant opportunity for user located services on request

Free ad funded models consistently high

Set the benchmark levels of interest across content categories

DTO/pay to access model have strong interest

Perceived value of digital content low - how to build the value gap?

Subscription models can be compelling at right price

Lower levels of interest although willing to pay more realistic prices

For further information  
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**Thank you**