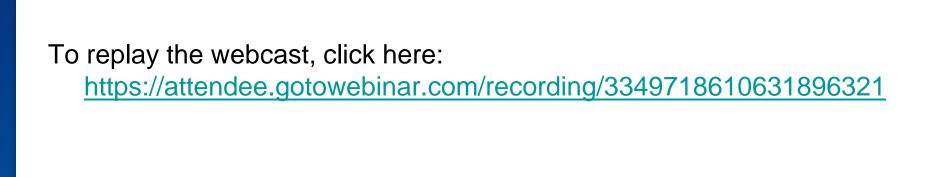


Audio Recording



Presented By:



Naveen Chhangani
Worldwide Director
Product Marketing/
Management
Netgear Inc



Glenn Hower
Research Analyst
Parks Associates



John Driver
Chief Marketing
Officer
PacketVideo





CE's Role in Cloud Content

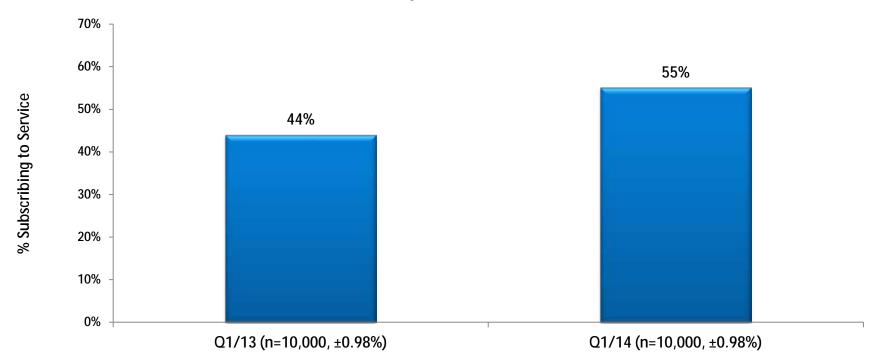
- OTT subscriptions
- Consumer device adoption
- Content and social apps
- Increased reliance on content portability



Consumer OTT Subscriptions

OTT Video Service Subscription (2013 - 2014)

(Among All BB HHs)

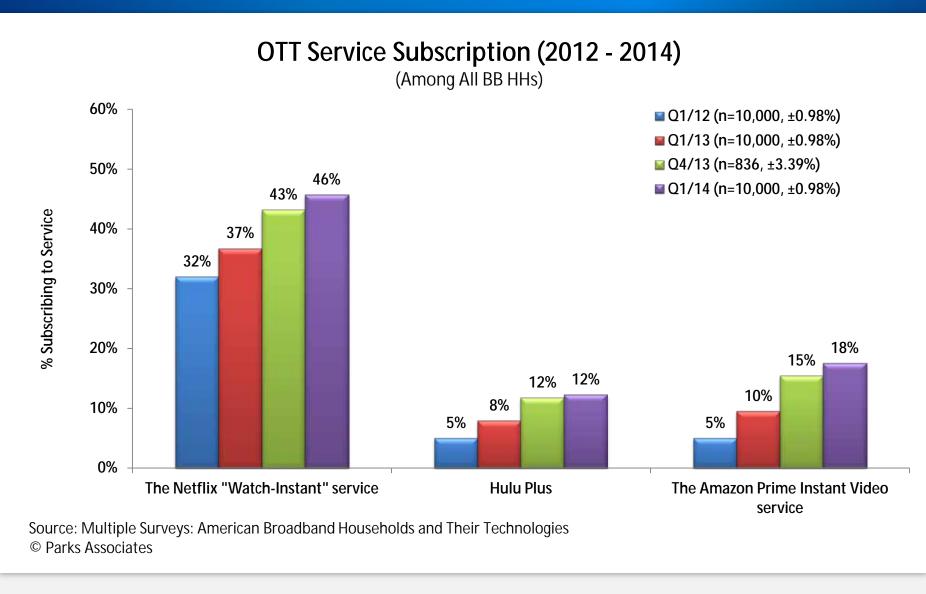


Source: Multiple Surveys: American Broadband Households and Their Technologies

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Nearly half of U.S. Broadband Households subscribe to Netflix

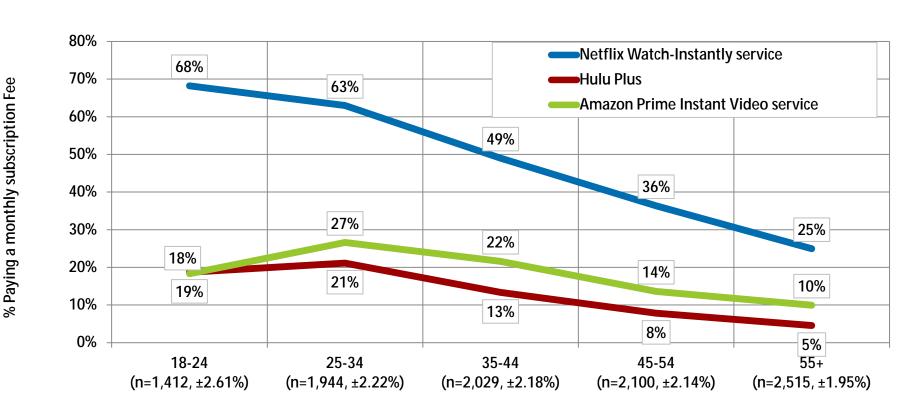
OTT Video Service Subscriptions



OTT Subscriptions by Age

OTT Service Subscription by Age (Q1/14)

(Among BB HHs from Specified Age Group)

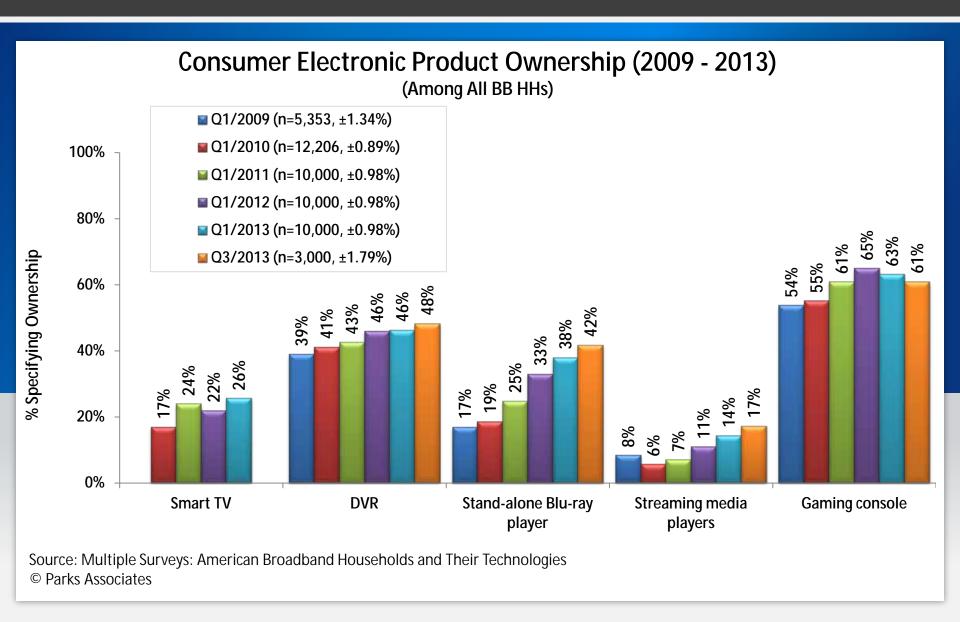


Source: Multiple Surveys: American Broadband Households and Their Technologies Q1/2014

N=10,000 Broadband heads-of-households

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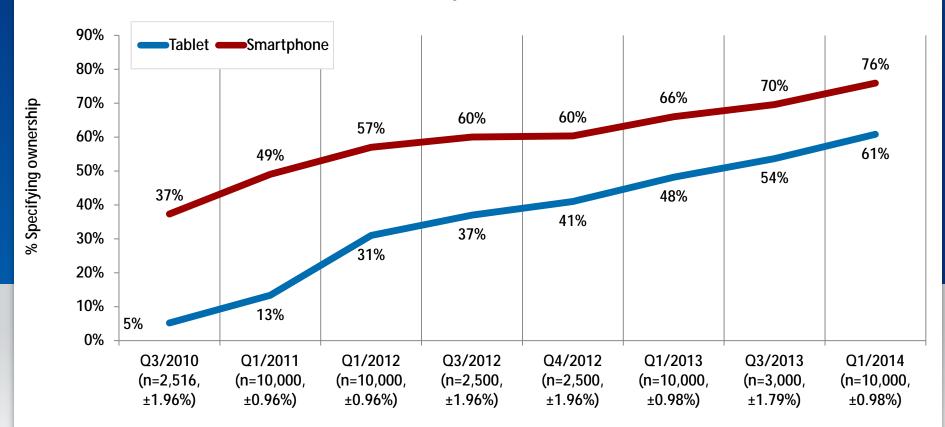
Connected CE Ownership



Mobile Device Adoption

Smartphone and Tablet Adoption (2010 – 2014)

(Among All BB HHs)



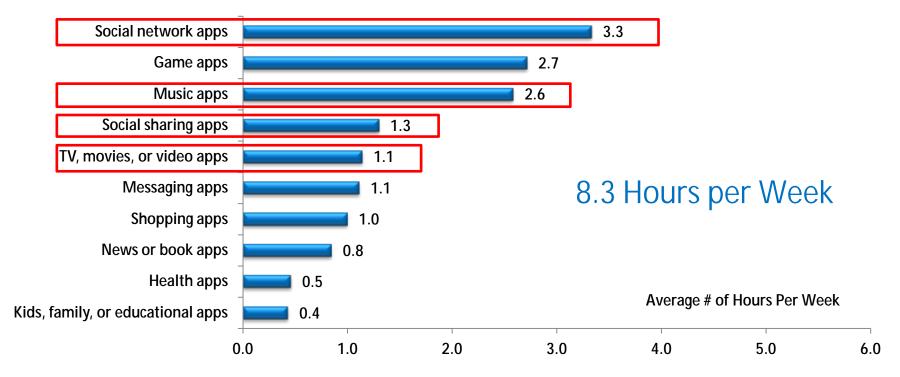
Source: Multiple Surveys: American Broadband Households and Their Technologies

© Parks Associates

Smartphone App Usage

Time Spent on Smartphone Apps (Q1/14)

(Among Smartphone Users, n=3,476, ±1.66%, Outliers Excluded)



Source: American Broadband Households and Their Technologies Q1 2014

N=10,000 Broadband heads-of-households

© Parks Associates

User Generated Content



100 hours of video uploaded every minute



40 million users in 2013 1



200 million users in 2013



fick 1 million photos uploaded daily

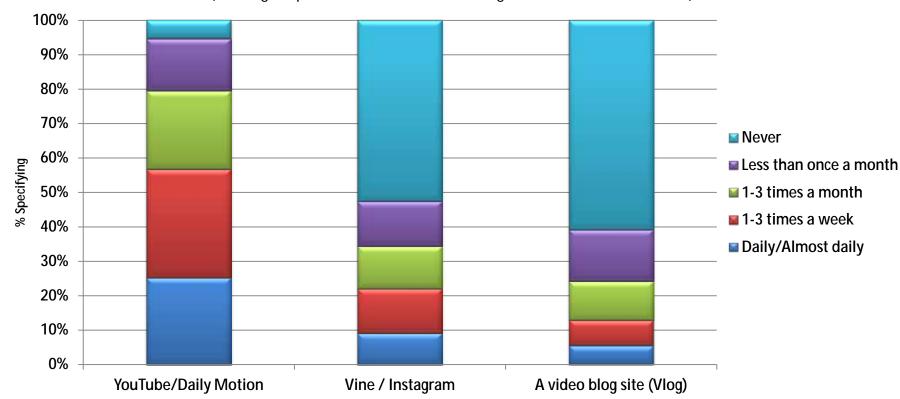
¹Source: http://mashable.com/2013/08/20/vine-40-million-registered-users/

²Source: http://techcrunch.com/2014/02/10/flickr-at-10-1m-photos-shared-per-day-170-increase-since-making-1tb-free/

User Generated Content

Viewing User Generated Video (Q3/14)

"Q6250 How often do you use the following to watch user generated video?" (Among respondents who watch user generated video, n=2,622)



Source: American Broadband Households and Their Technologies Q3 2014

N=8,452 broadband households

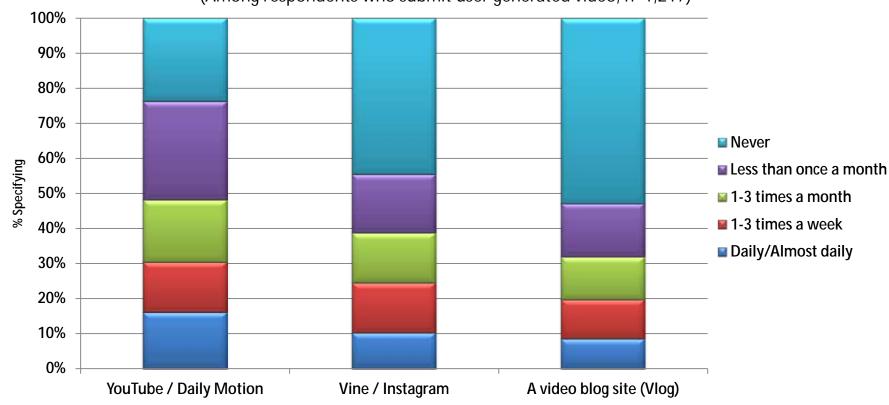
© 2014 Parks Associates

NOTE: Data is preliminary

User Generated Content

Submitting User Generated Video(Q3/14)

"Q6250 How often do you use the following to submit user generated video?" (Among respondents who submit user generated video, n=1,217)



Source: American Broadband Households and Their Technologies Q2 2014

N=8,452 broadband households

© 2014 Parks Associates

NOTE: Data is preliminary

Implications



- Devices are the primary content outlets
- Mobility and ubiquitous access require advanced cloud function
- Consumers seeking access both directions
- Variety of apps and interfaces lead to fragmentation of content and experience
- Need for a more unified experience

Thank You.

Glenn Hower

Research Analyst

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Cloud-Enabled Media Connectivity from PacketVideo







Enabling Rich Media Experiences

John Driver CMO PacketVideo

PacketVideo | What Do We Do?



We enable rich media experiences for Communications Service Providers (CSPs) and Consumer Electronics (CE) companies to help them:

- Acquire customers
- Increase customer lifetime value
- Increase marketing ROI

We produce measurable value in:

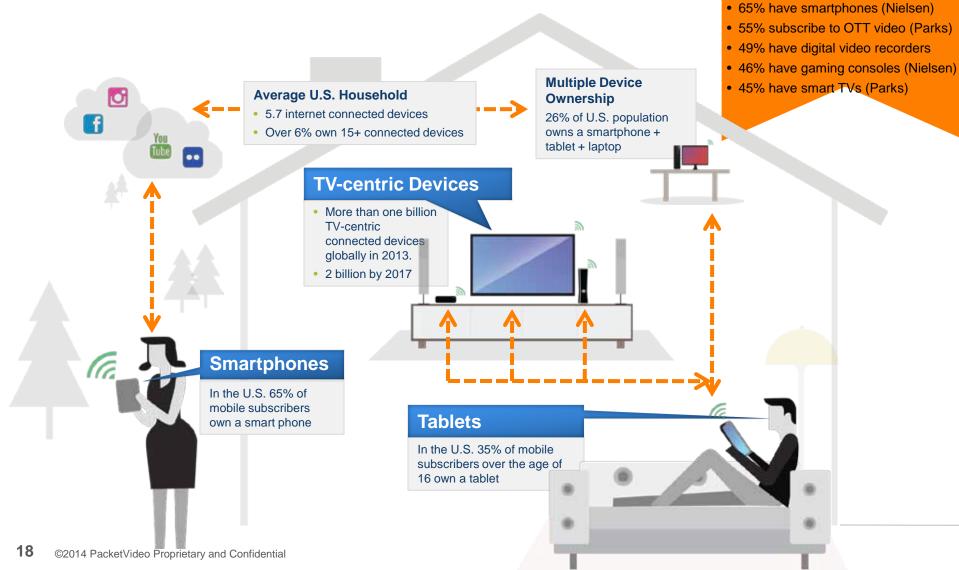
- Device and digital media discovery
- Digital media management
- Digital media consumption

Our digital media solutions are "carrier grade":

- Large scale media, cloud, and mobile solutions
- Across all media, platform, and device types



Media Devices in the Home (a look by the numbers)



The U.S. Household

86% have a DVD player83% have HDTVs

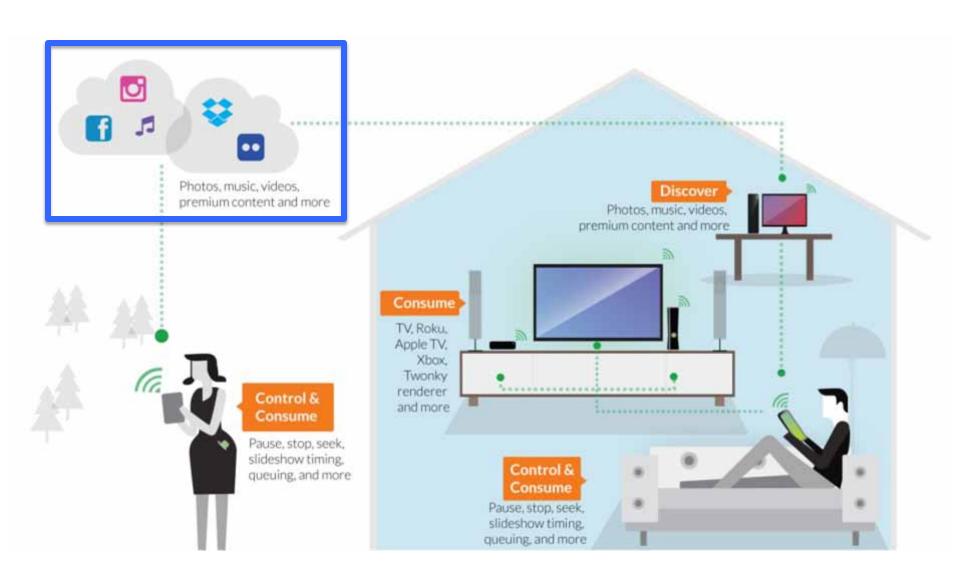
computers

• 80% have internet-connected

289 million people own at least 1 TV
119 million own 4 or more TVs

What Consumers Need (content... anytime, anywhere, anyhow)





Twonky 8: a more connected digital media user experience for your customers





PacketVideo's Twonky SDK is the market leading media connectivity platform.

Twonky is embedded in millions of products and services for customers in North America, Japan, Europe and Asia:

- NAS devices
- Wireless routers
- Set-Top Box/DVRs
- Laptop/PCs
- Mobile devices

Capitalize on the growing consumer demand py for cloud-based media and services

The *Opportunity* for Consumer Electronics Companies

- Create new revenue streams beyond device sales
- Unify media service offerings across multiple product lines
- Respond to consumer demand for cloud services quickly

The Opportunity for Service Providers

- Capitalize on consumer demand for OTT and personal cloud services
- Become a go-to choice as a trusted media hub
- Engage customers with new services to reduce churn and increase ARPU



Introducing *Twonky 8* with Cloud-enabled Connectivity





The Solution for Consumer Electronics Companies

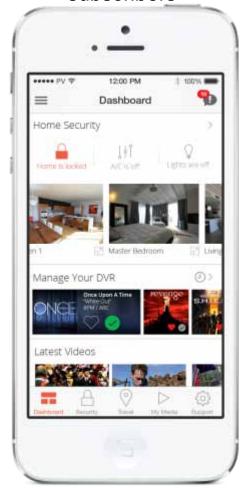
- Strengthen current customer relationships, attract new customers
- Unify offerings across multiple product lines
- Provide companion cloud-based apps for your devices
- Quickly introduce and update cloud services

The Solution for Service Providers

- Leverage OTT and personal cloud services
- Expand footprint beyond the STB ecosystem
- Offer cloud services to engage consumers with the content and options they want
- Become a go-to choice as a trusted media hub across devices and cloud
- Improve customer retention and increase ARPU



SPs can build and enhance branded mobile apps for subscribers





Offer your subscribers a mobile app or bring cloud services to your app, under your brand

- Browse and stream media from anywhere
- Access media from Dropbox, Facebook, Flickr
- Single Sign On
- Instant playback of content stored anywhere
- DTCP-IP to beam premium content



CE companies can build and enhance companion apps for devices





Accelerate CE device setup with a companion app or enhance apps with cloud services

- Convenient access to local and online content, with single sign on
- DTCP-IP and remote access to premium content
- Beam media to smartphones, tablets, TVs, gaming consoles
- Deliver product release and update messages
- Cross-marketing opportunities with content partners



BrandTitleTV is ready to Beam BT-HD55

Build a TV client such as an HDMI dongle
Beam content anywhere



Support different beaming scenarios

- · Discover, control and consume media easily
- Beam and play videos, photos, music from a variety of sources and services
- Deepen consumer engagement and time spent across multiple devices

Twonky Extends Beaming Options



Beaming without Twonky...





Beaming with Twonky...















Create single sign on for all cloud storage and online media

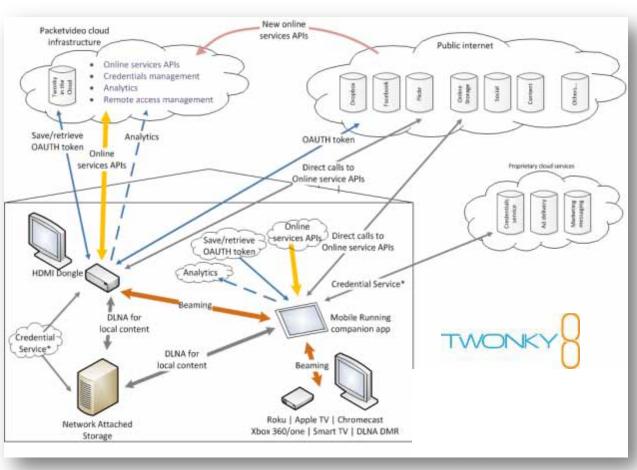


Provide customers with single sign on to access all cloud content

- Increase time consumers spend with services
- Eliminate frustrations from accessing online media

Twonky 8: Innovative Cloud-Enabled Architecture



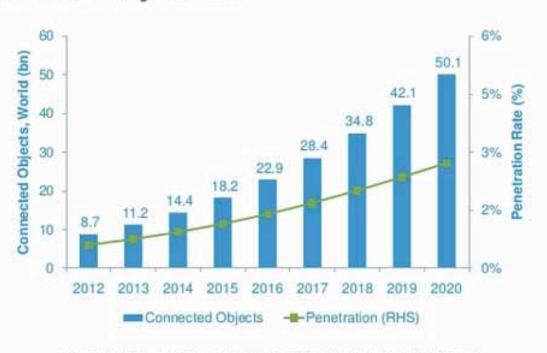


Feature	Description
Flexibility and Speed	Cloud enabled architecture accelerates deployment and updates
Built-in cloud service integration	Support for popular cloud services (e.g. DropBox, Facebook, Flickr)
Multi-screen experience	Stream and beam music, photos, & videos between devices regardless of platform
Consolidated access	Single sign-on to preferred cloud services
Customized experiences	Persona management for custom media profiles for personal content
Easy integration with popular devices	AppleTV, Roku, Chromecast, smart TVs, regardless of platform
Prepared for the future	Device adaptation technology for new devices and content sources
Cutting edge security measures	DRM, DTCP-IP support to protect premium content

Massive Opportunity: More than Mobile



Number of Connected Objects Expected to Reach 50bn by 2020



Penetration of connected objects in total 'things' expected to reach 2.7% in 2020 from 0.6% in 2012

Source: CCS, 2013

Thank You





Learn more about Twonky 8 at go.pv.com/twonky-8

follow us: Blog | Linkedin | Twitter | Google+

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Tel: +1 858 731 5300



Navigating Cloud Solutions: CE and the Future of Video



Naveen Chhangani
Director of Product Management

Market Dynamics

Subscribers want more TV on any device

Any screen (iOS, Android, legacy TV, Smart TV)
Any content (VOD, recorded, catch-up, live)



Provider revenue is subject to multiple threats

Direct competition (other MSO, DBS, Telco)

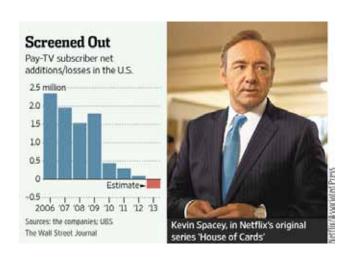
OTT alternatives (Netflix, Amazon, iTunes)

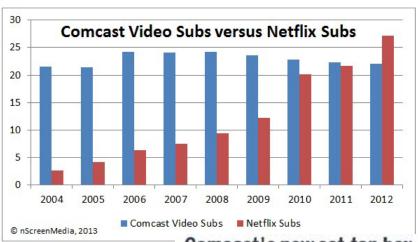
Free sources (Bit Torrent, "Mega", etc.)





Market Dynamics - Snippets





Comcast's new set-top box moves DVR to the cloud

The new box, which doesn't have a hard drive for local storage, is part of an upgrade to the cable TV giant's X1 entertainment platform.

First Xbox One TV Ad Shows Off TV Integration, Not Games.

Tablet viewing grows BBC iPlayer

August 22, 2013 10.04 Europe/London By Julian Clover

Bell TV adds live television streaming over WiFi on Android, iOS and BlackBerry 10



Connected Home Broadband: Anytime, Anywhere

+ Information follows the user







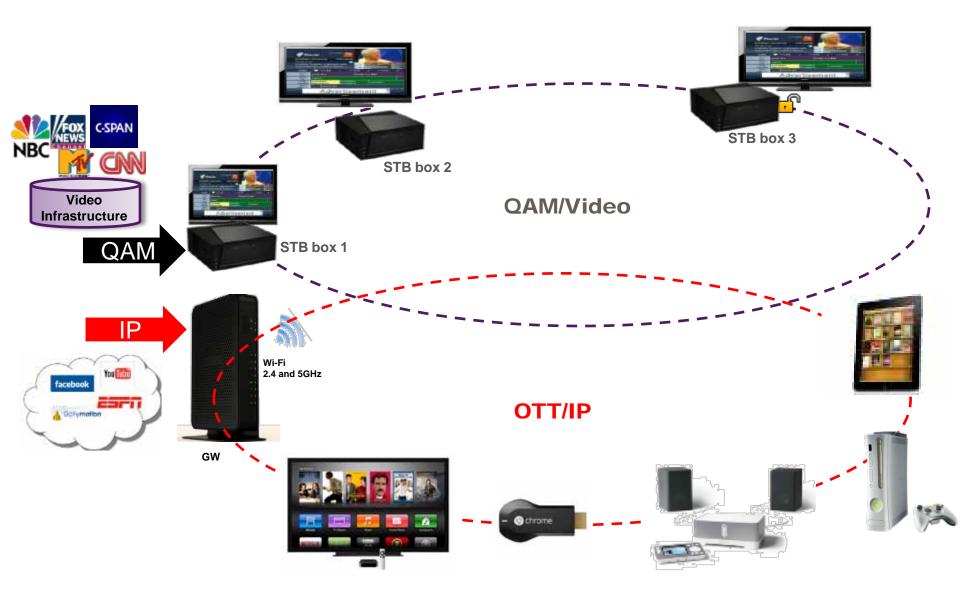




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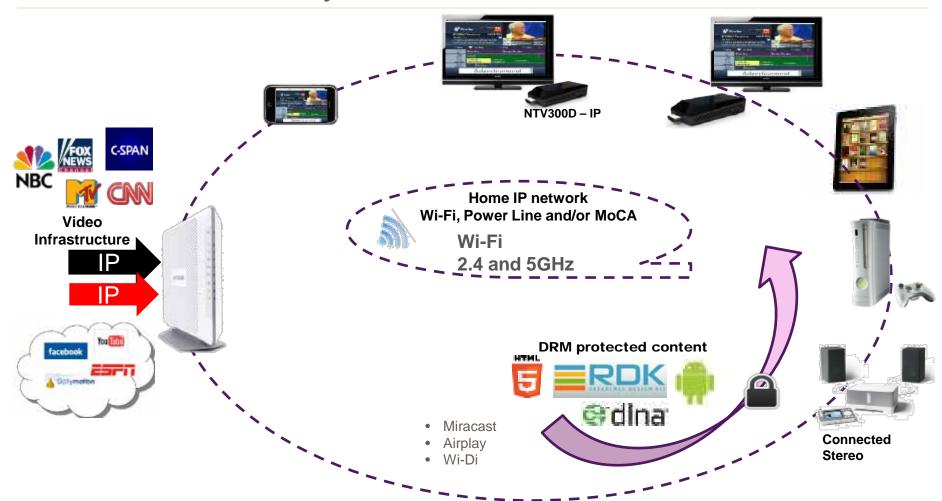
Today's Solution



Set-Top Boxes Evolution – STB as an App (Android, RDK, HTML5 or IOS)



Future – All IP or Hybrid



NTV300D - NeoMediacast HDMI Dongle





Fully Features IP STB in Dongle



Next generation Wi-Fi speeds-11ac



DRM Support Video



1080P/60 full HD video support



Miracast Support



Android 4.2



NETGEAR Genie



Thank You



Discussion



Naveen Chhangani
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Glenn Hower
Research Analyst
Parks Associates



John Driver
Chief Marketing
Officer
PacketVideo





CONNECTIONSEUROPE

Monetizing Strategies for the Connected Home

CONNECTIONS™ Europe offers high-level analysis and consumer research, networking opportunities, and information on the Internet of Things, specifically focused on emerging connected home services and technologies.

2014 Topics

Devices & Services

- S Connecting Smart Products and Smart Home Services
- Implementing the Internet of Things: App Mashups and APIs
- The Future of the Home Gateway: Entertainment and More
- The Path to 4K Content and Services
- Pay TV, Connected CE, and Broadband in 2020
- Tech Support Solutions for the Connected Home

Consumer Engagement & **Business Strategies**

- Innovations and Interoperability: Competition within the Smart Home
- § The Future for TV Everywhere and **OTT Services**
- Tomorrow's Interfaces, Control, and **Content Discovery**
- S Apps and the Role of Mobile in Engaging the TV Viewer
- Models for the Smart Home
- New Revenues in Advanced Advertising and In-App Offerings
- § Smart Home and IoT: Overcoming **Privacy and Security Concerns**



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