



# The Agenda

- Welcome Tobin Ireland
- Digital Services in an Internet World Ian Valentine
- Technology Overview (waptv) Patrick Sansom
- Service Demonstrations Ian Valentine
- Platform Launch Points and Styles John Withnell
- Coffee
- The waptv developers' programme Gary Smith
- Interactive Advertising Miriam Douglas
- Q&A



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Digital Services in an Internet World

Ian Valentine





#### A Blast from the Past

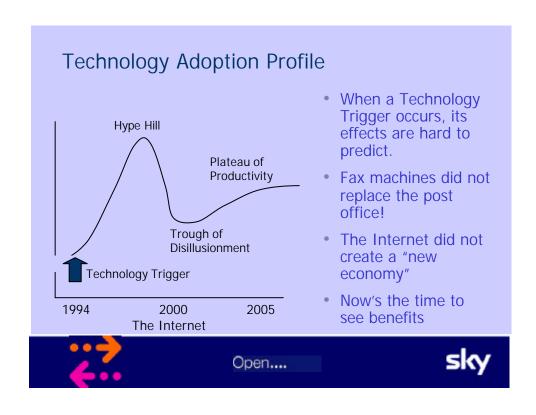
- "The Internet is a Tidal wave. It will wash over nearly all industries drowning those who don't learn to swim in its waves" -
- "One third of consumers interviewed said they expected to do most of their shopping in the future via the Telephone, Internet or television." (Bossard Consultants research, 1997)
- "According to the CBI, the Internet technology available in 10 years (2007) will be sufficient and widespread enough to outstrip the high street in terms of sales" Internet Business Report - 1997

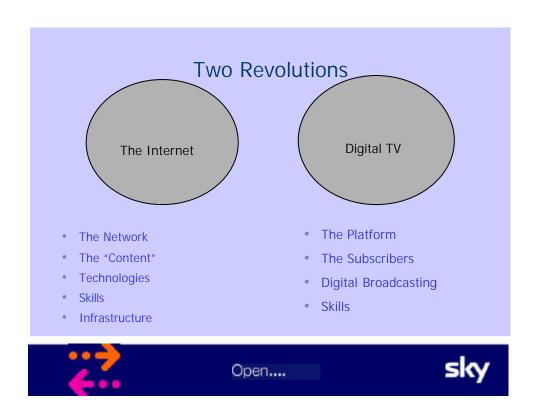


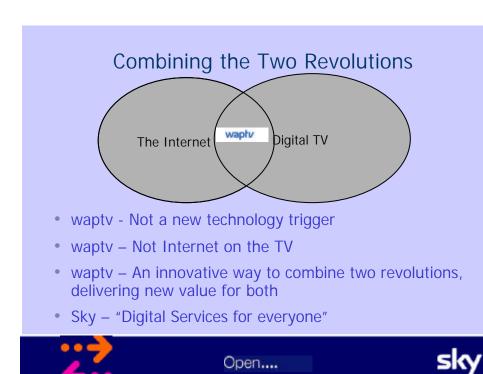
#### A Blast from the Past

- "By the year 2000 a third of the most attractive households will be ready to buy online" (McKinsey)
- "Consumers are clearly looking for a way to divide shopping for staples distinct from browsing for fresh/novelty/impulse/luxury purchases" (Financial Times Management report)
- "There will be a new wave of growth around the middle of the next decade responding to new user-friendly easy access low cost technology. It will enable the 15-20% hard core of "reluctant shoppers" who dislike going to the store to become near dedicated electronic shoppers instead" (CSC Kalchas research)









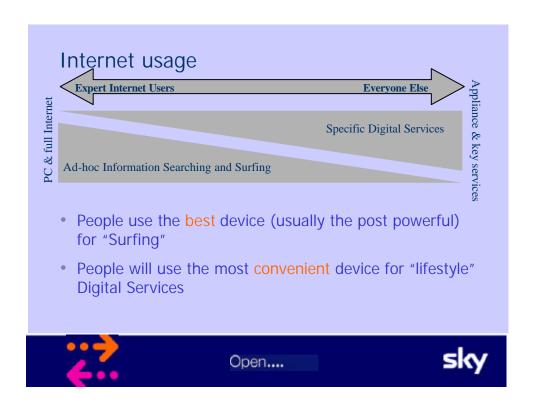
#### This week's FT

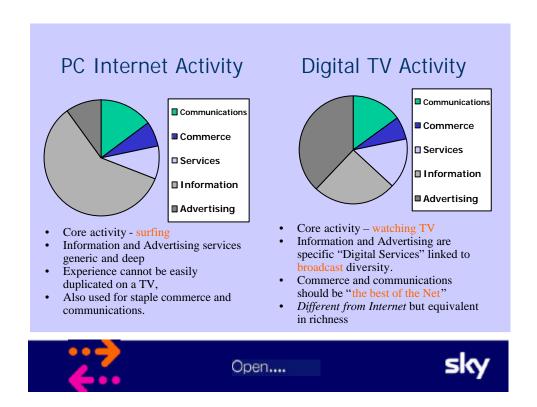
"Digital TV reaches almost as many UK homes as the internet.

ITC's annual report notes more than 30% have access to digital, against 33% of homes with web access"

(FT p3, 26 March 2001).







# Eventual Device Comparison – c. 2002

	PC based Internet	Mobile Phones (GSM/WAP)	Digital TV (Inc. SkyDigital)	Multi-Service Appliance	Simple Appliance
Coverage	50% UK homes	High penetration but low usage	Most Homes	Fragmented, as sold and promoted	Fragmented, as sold and promoted
Full Internet Browsing	Yes – Full experience	No, unless connected to full device	No, but TV broadcasts enhance experience	Yes, but limited experience	No, limited services only, e.g. email phones
Key "Lifestyle" services	Yes – Full Choice	Some	Yes – Best of the Net	Some as supported	Some as supported
Target Audience	PC owning experienced users	Mobile experts	Anyone at Home	Anyone at Home	Those without other devices
Comments	Not always convenient. Most expensive option	Expensive air time, hard to use, limited by devices and bandwidth	Key issue is usability	Has no TV or Voice related services, unless co-marketed (e.g. OnNet)	Limited Market



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# Sky - Digital Services in an Internet World

- Digital Services based on Internet Technologies
- Low consumer cost
  - No new device
  - No Subscription
- Good consumer experience

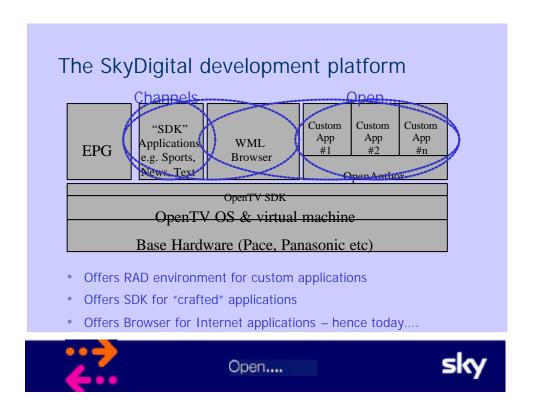
  - Easy -" Use the arrow keys to highlight your choice and press select"
  - Reliable
  - Convenient
- Easy to develop

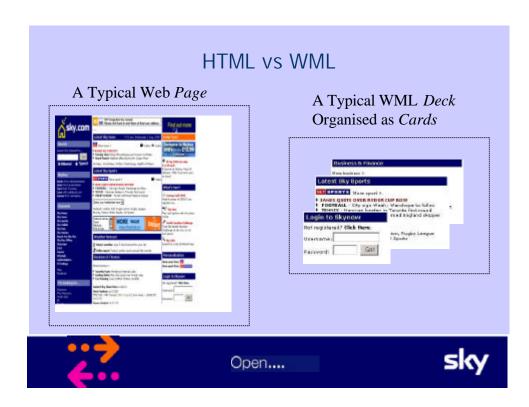
  - Standard mark-up language
    Existing WML sites "just work"
    Lever existing Internet Investments
- Large device population (> 5million and growing)





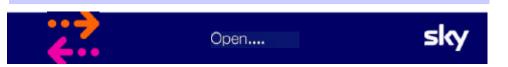






# Key WML features relevant to STB use

- Navigation control between cards provides high "Interactivity"
- Specific concept of "options menu"
- Specific control of History movement "Back"
- Specific mapping of device buttons to actions
- Efficient communications due to compression and compilation.
- Service development with "standard" tools and web infrastructure







- Always visible "options" menú
- Full layout control
- Field validation with hint text and tab order
- **Action accelerators**
- Multi-card decks
- Domain branding
- Integration with the video
- Online & Offline content
- Service specific charging



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# SkyDigital's new WML browser

- New Browser makes Internet Content as easy to use as "teletext"
- Can be used with "Channels" or within Open....
- Separation of configuration (layout and style) and content (wml)
- Closely integrated with platform functionality
  - Application control over: menu orders, colour buttons, history etc.

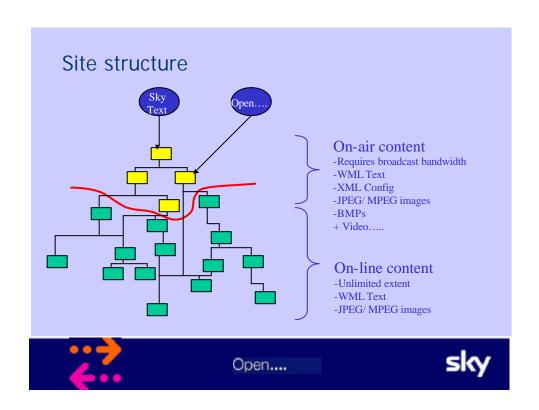
  - User toggle to full video

    Quarter screen or full screen browser
  - Special layout control enhancementsBroadcast resource "cache"

  - Jpeg/Mpeg image support Platform security for dial-in network
- Communications bandwidth for each user 28kb/s (guaranteed)
- Easy to develop services



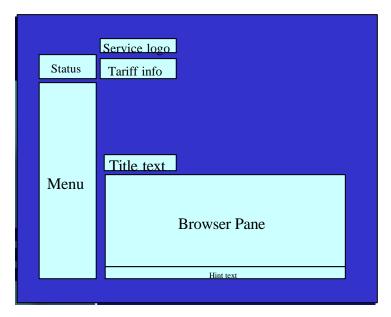




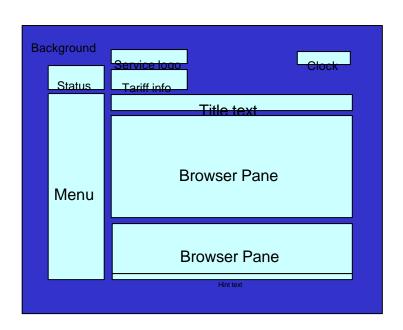




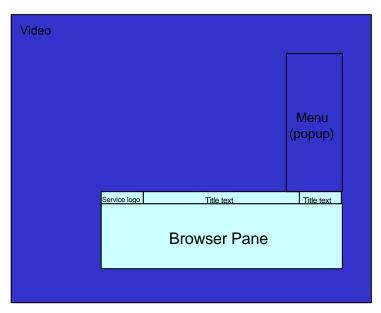




Browser template: Quarter browser with single browser panes



Browser template: Full screen browser with multiple browser panes



Browser template: Popup browser with full screen video



# Using WML for Interactive Digital TV

- Conclusion
  - The STB is more like a mobile phone than a PC
  - WML is ideally suited for Interactive Services
    - Ease of use for the general population
    - Defines content, not configuration
  - Great experience for normal viewer
    - Faster than HTML on PC or TV
    - Better than WML on mobile phone
  - Again, Sky is innovating and adopting "best of breed"



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#### Demonstration of the browser in Action

Sky.com, Email, Betting, Third Party sites, The Developers' Program



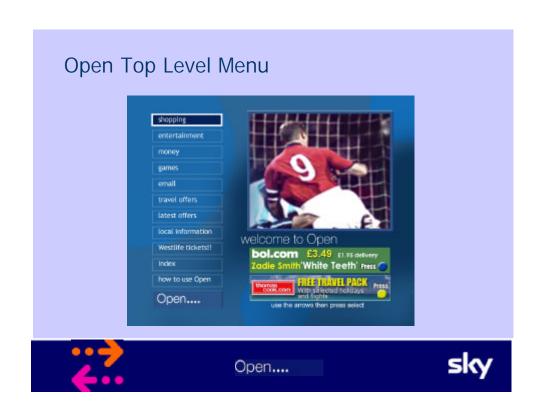




# **Potential Entry Points**

- Open Top Level Menu
- SkyText Menu
- Banner Advertisement
- Interactive Advertisement
- Teleshopping Window
- Programme Enhancement
- Channel Enhancement
- Electronic Programme Guide













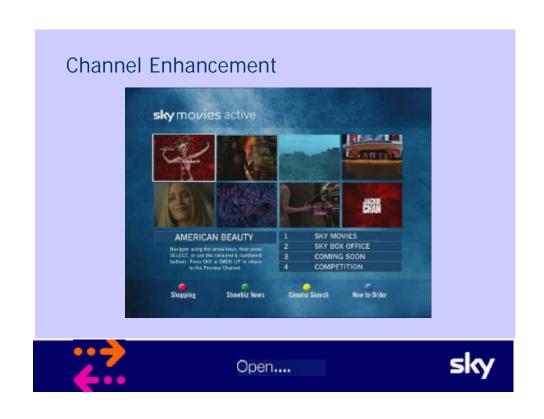






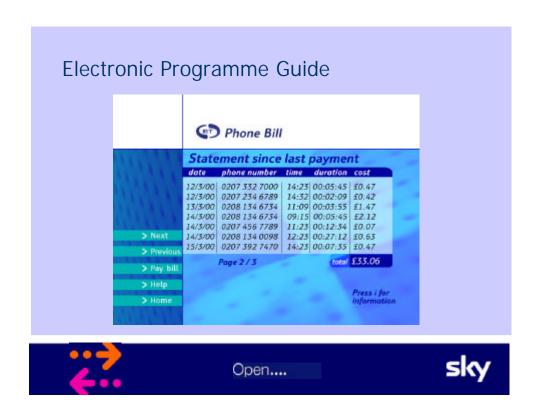


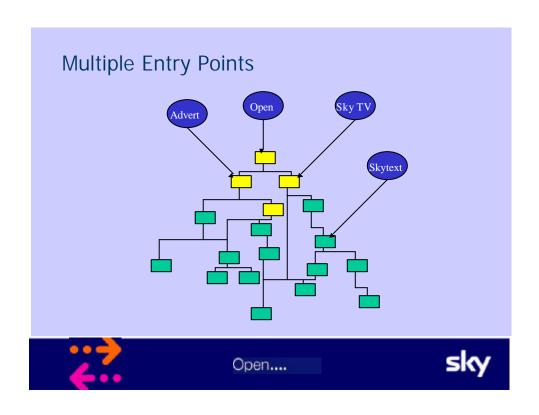


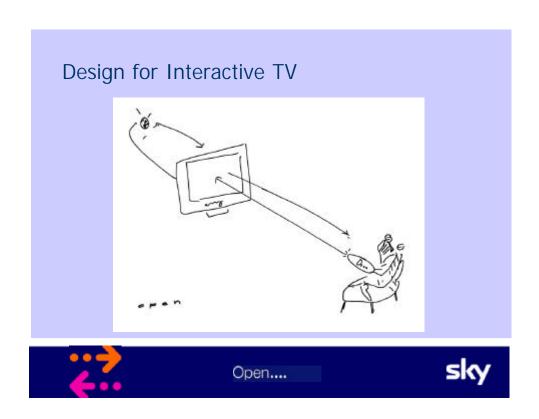












# Service Design Principles

- Keep it simple
- Refresh content regularly
- Get the viewer to interact
- Use clear intuitive design
- Offer easy to understand deals
- Play to the power of the medium



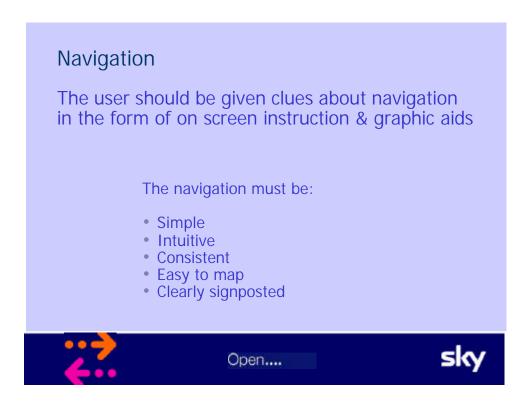
# Design Objective

Take the best qualities of TV and combine them with intuitive interactivity to create a service that is fun, reliable and above all successful

#### Consider:

- Overall look and feel
- Brand and audience
- Intuitive interface design
- Dynamism and richness of television













# The waptv Developers' programme

- 1. Purpose of the programme
- 2. Categories of membership
- 3. Content development process
- 4. Services available to members
- 5. Service launch points
- 6. Costs
- 7. How to join

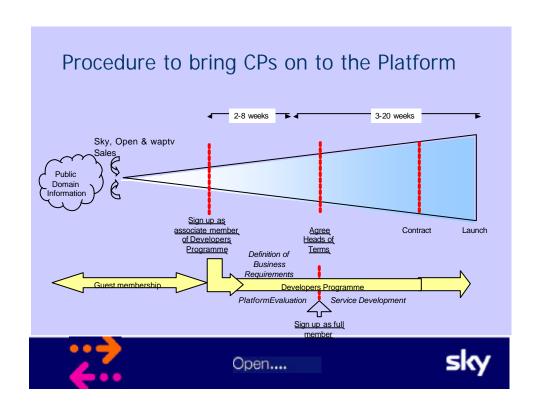


### Purpose of the developers' programme

- To promote awareness of the technology
- To create a wide community of developers and skills
  - Cost effective development
  - Not limited by capacity of any one organisation
- Simple route for CPs to develop content ready for launch
- Technical forum for CPs
  - FAQs
  - Technical specs
  - Style guides
  - Technical support database
  - Technical support facilities







#### Services available to Associate members

- Single USL listing
  - Mapped to up to 5 standard viewing cards
- Access to web facilities
  - Technical specifications, style guides
  - FAQs
  - Technical support database
- Technical support by e-mail
- Optional services (provided at extra cost)
  - Technical support by telephone
  - On-site technical consultancy
  - Sky STB installation (commercial subscription)



#### Additional services for Full members

#### Pre-requisite for membership

Service definition workshop

#### Pre-requisite for launch

- Service quality audit
  - Application quality for the TV
  - User error messages
  - Usability
  - Application responsiveness
- Service load assessment
  - Forecast loads
  - Scalability of service
  - Behaviour under load
- - Customer support
  - Technical support
  - Service level agreement
- Support arrangements review
   Other included services
  - Telephone support
    - 2 days on-site consultancy



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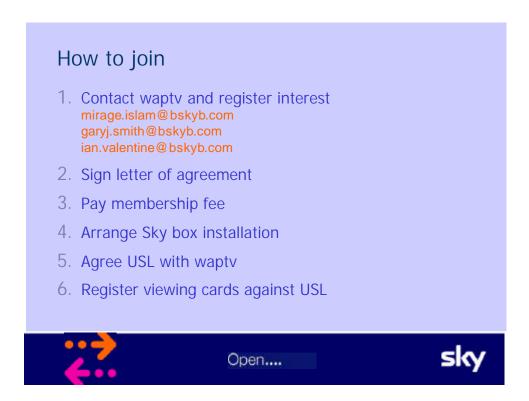
#### Costs and T&Cs

- Costs
  - Associate membership £5,000 ex-VAT, annually renewable.
  - Full membership t.b.c.
- T&Cs
  - Simple, standard letter of agreement with waptv
  - Covers development programme only
- Separate contract required for actual service

Developers Programme Is For Technical Evaluation And Does Not Guarantee Access To The Platform









# Interactive Advertising Background Interactive Advertising launched on 28 March 2000 Total number of campaigns to date is 24 Available on 13 channels

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#### What does WML mean to IA?

- WML will compliment our interactive advertising portfolio
  - Adds ability to link into existing WML backend systems
  - Allows for authoring of services using industry standard protocol
- WML bridge the gap between
  - Sky digital IA propositions and
  - Advertisers own website and systems
- WML will facilitate cost effective Enhanced Interactive Advertising ("EIA") on TV
- WML will enable companies to re-purpose web design and associated content for WML
- WML will open up new markets for interactive advertising DRTV



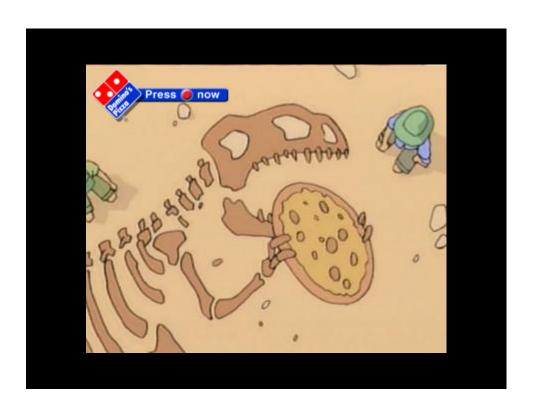
#### How does WML effect retail services?

Current functionality still available

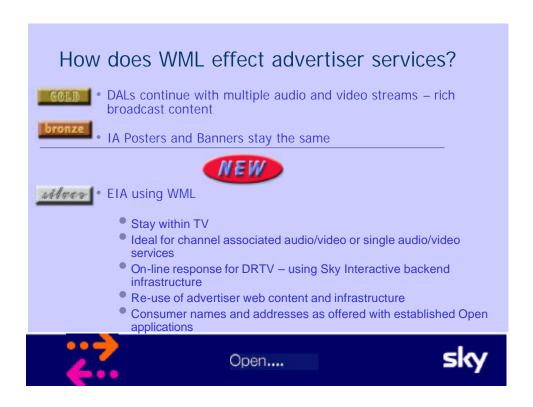


- Direct jump to service for retailers with presence on channel
  - Keep within TV
  - Faster access



















# Summary of IA Product Portfolio DALs using multiple audio/video streams, complex animation and visual rich creative EIA for infomercials with media rich content EIA with content from WLM based internet sites EIA with simple direct response mechanism Direct Response Banners provide for simple response mechanism Open... Open...



