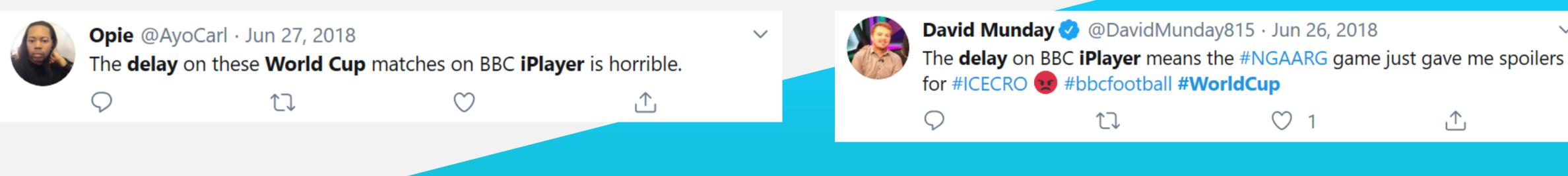
## TRENDS IN DIGITAL VIDEO - WHAT'S HOT?



#### PROBLEM #1:

### OTT STREAMING LATENCY / DELAY:

### WORLD CUP 2018

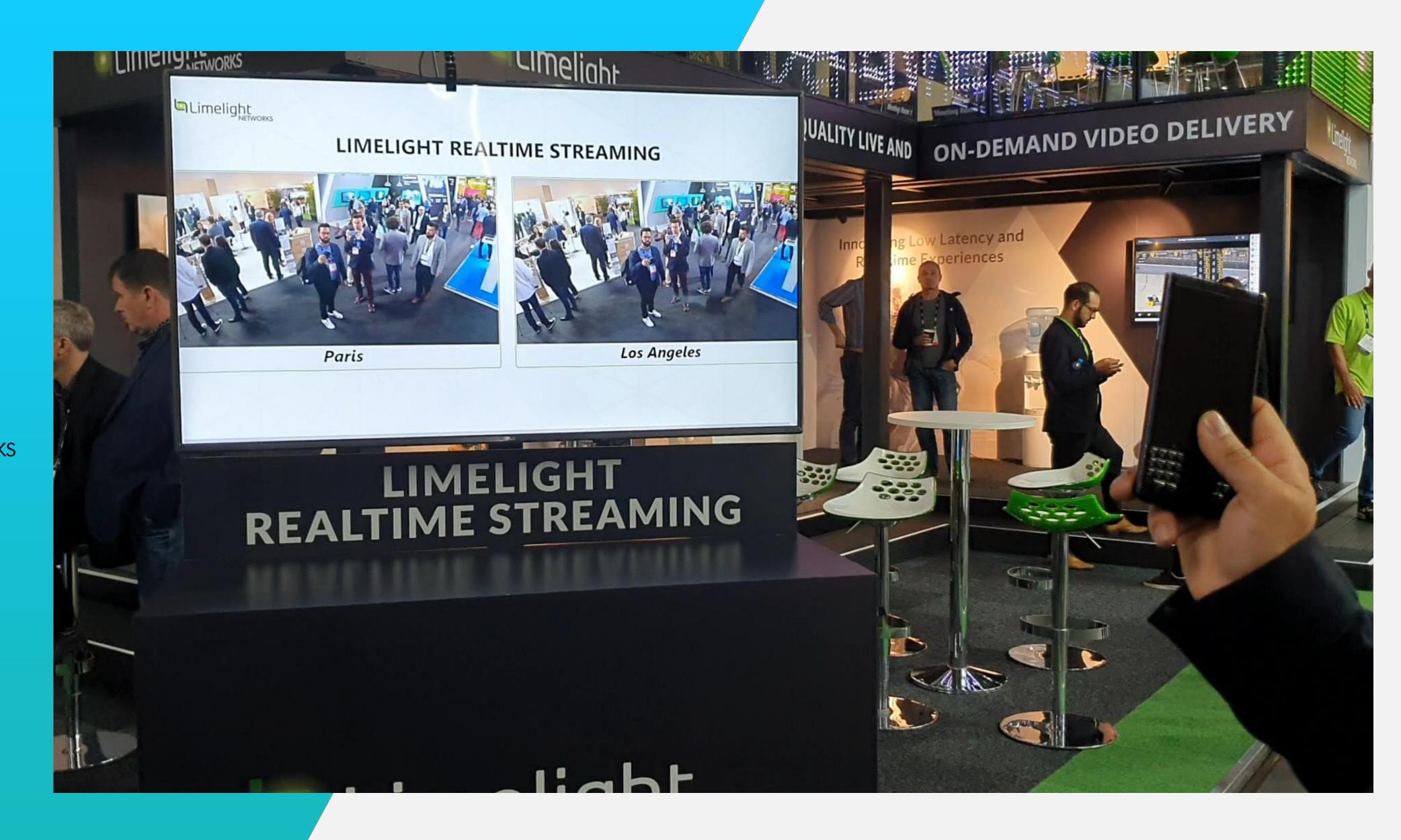


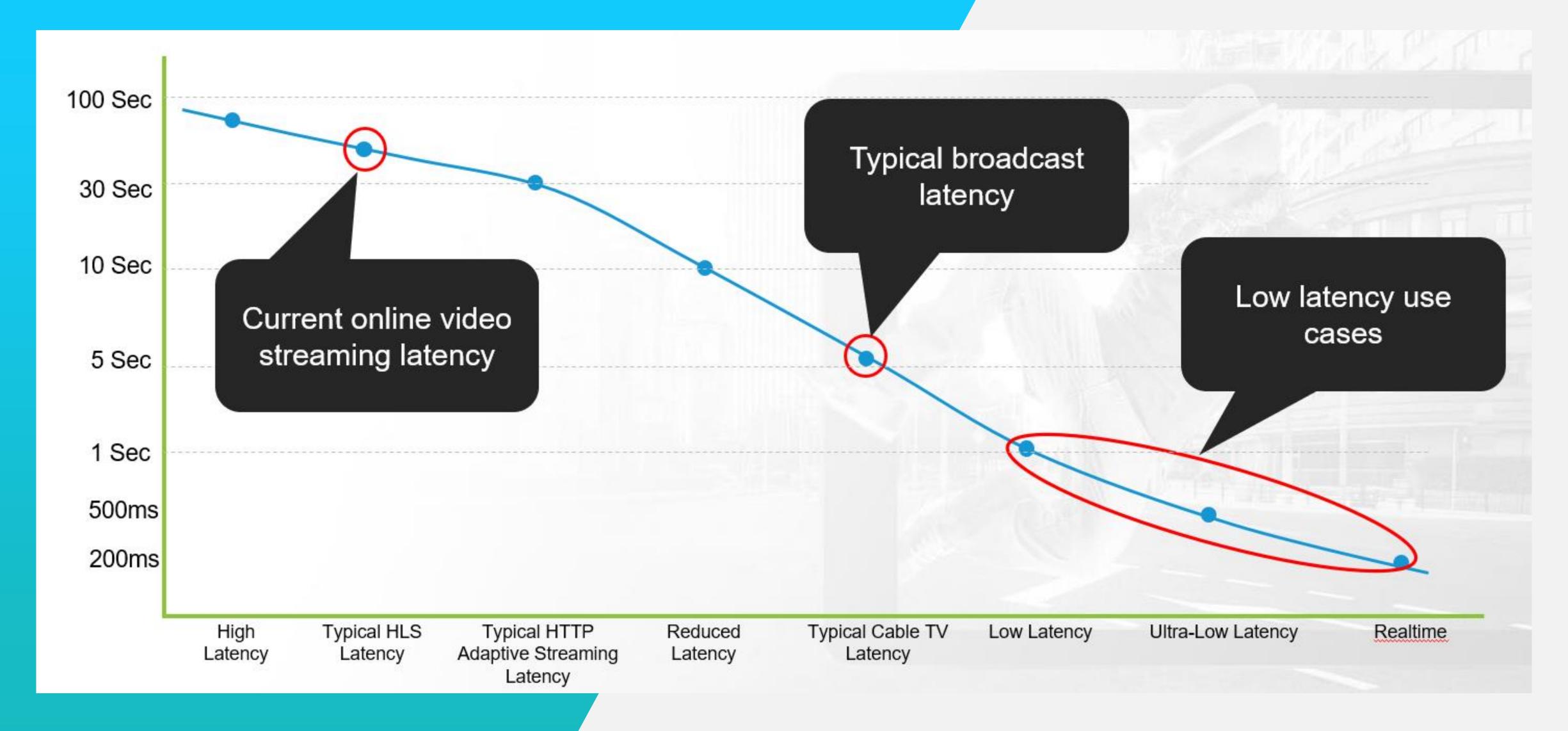




### **Limelight**NETWORKS

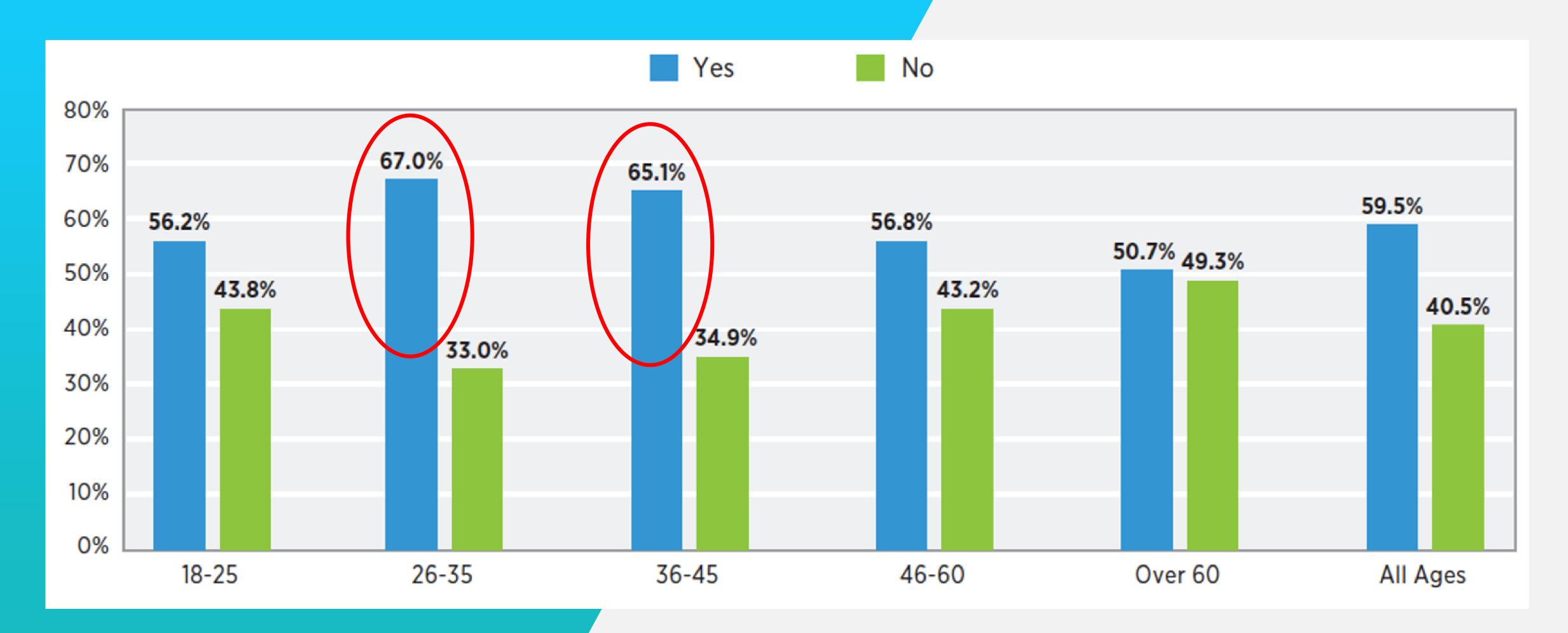
- No spoilers
- Real time bidding
- NewInteractiveExperiences





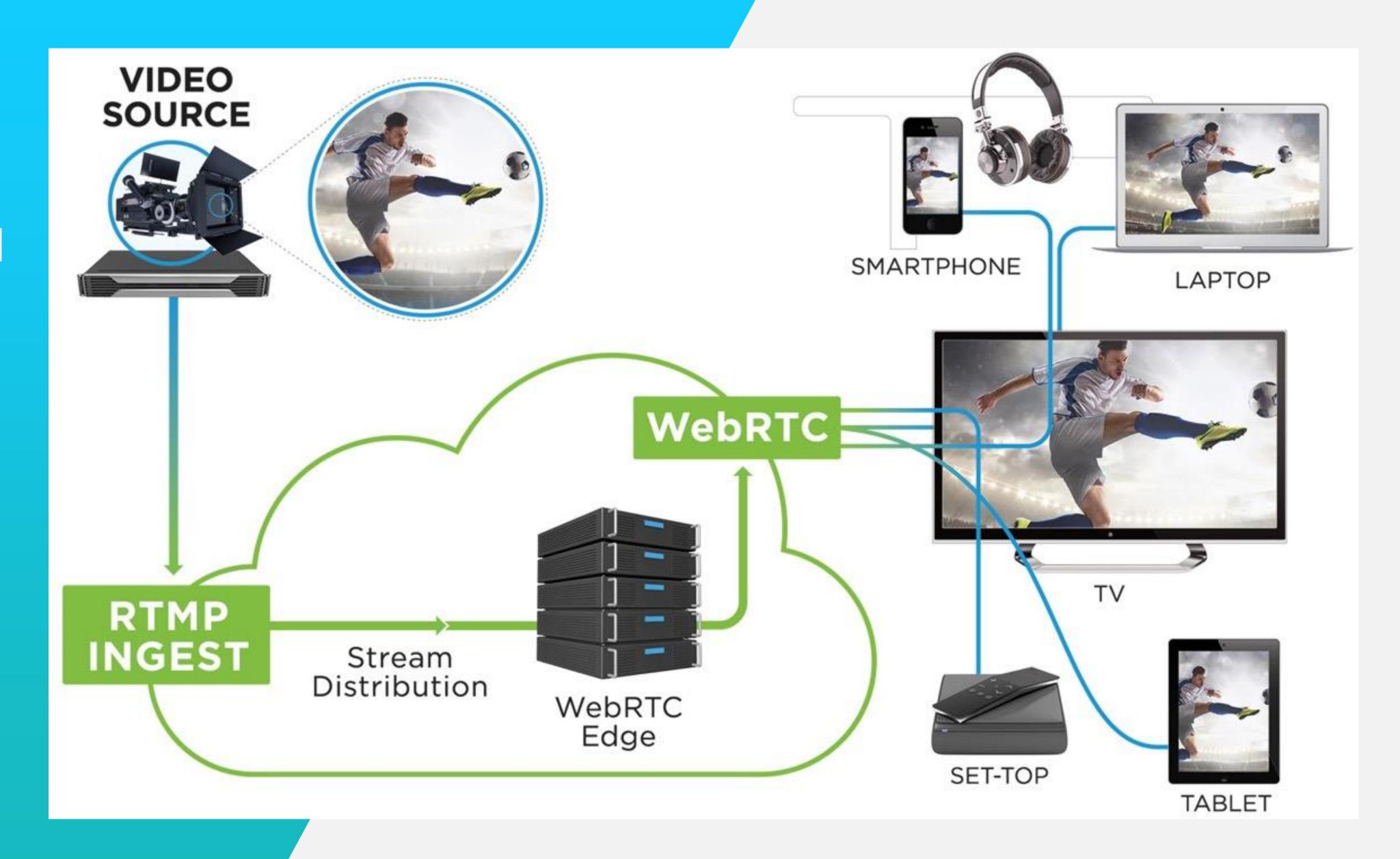


### WOULD YOU BE MORE LIKELY TO STREAM A LIVE SPORTING EVENT ONLINE IF YOU KNEW IT WASN'T DELAYED FROM THE TV BROADCAST?



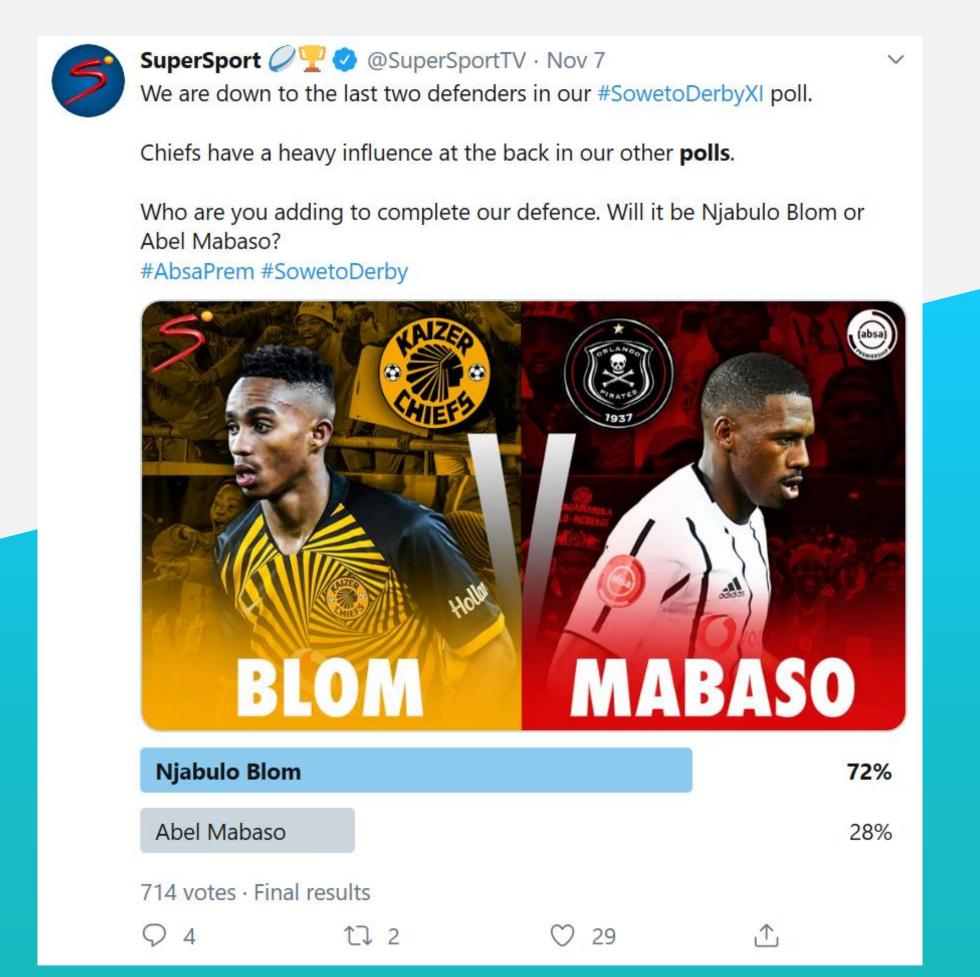


- Sub-secondlatency, basedon WebRTC
- RedundantRTMP ingest
- Standardbrowsersupport, noplugins



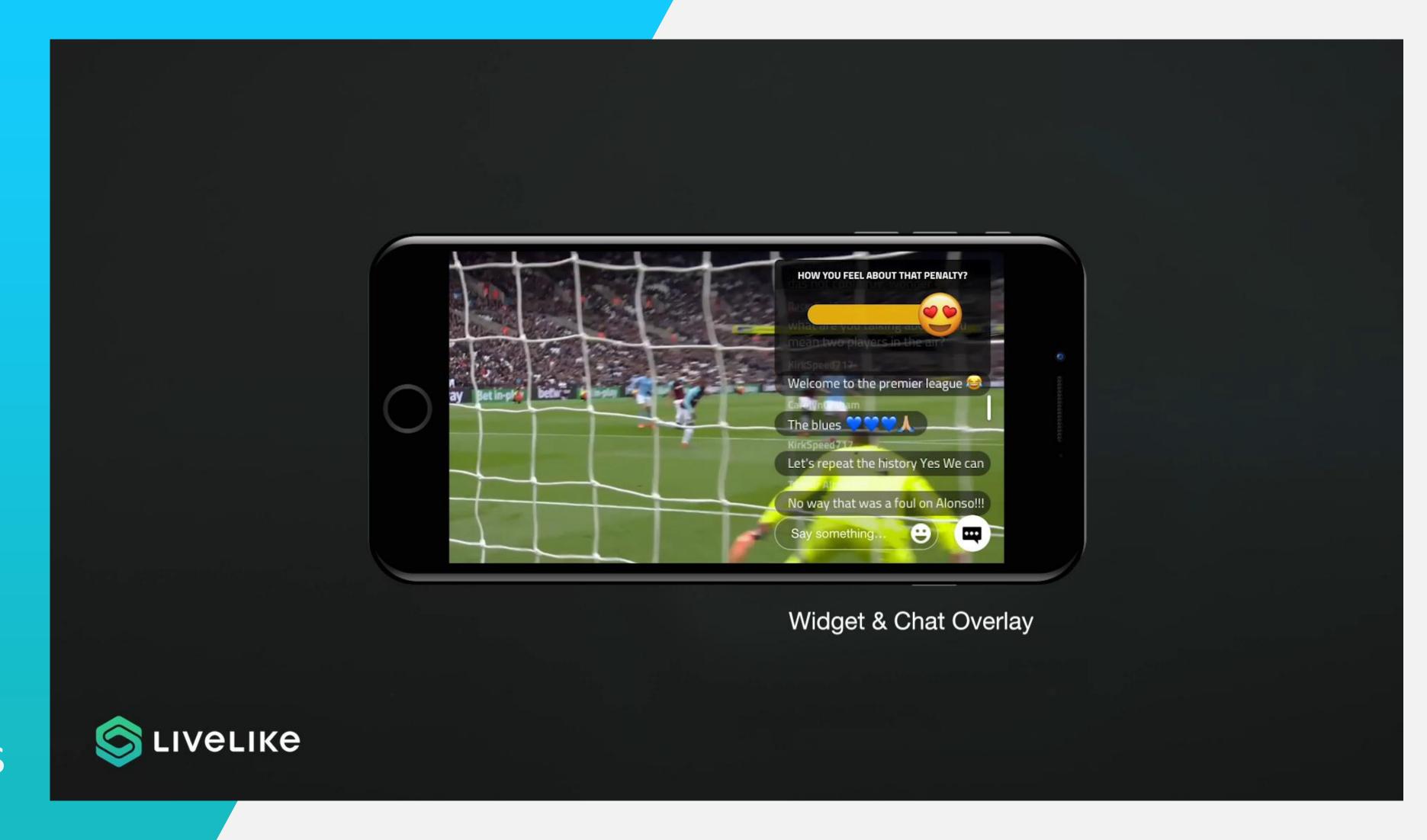


# PROBLEM #2: KEEPING USERS IN YOUR VIDEO PLATFORM OR APP

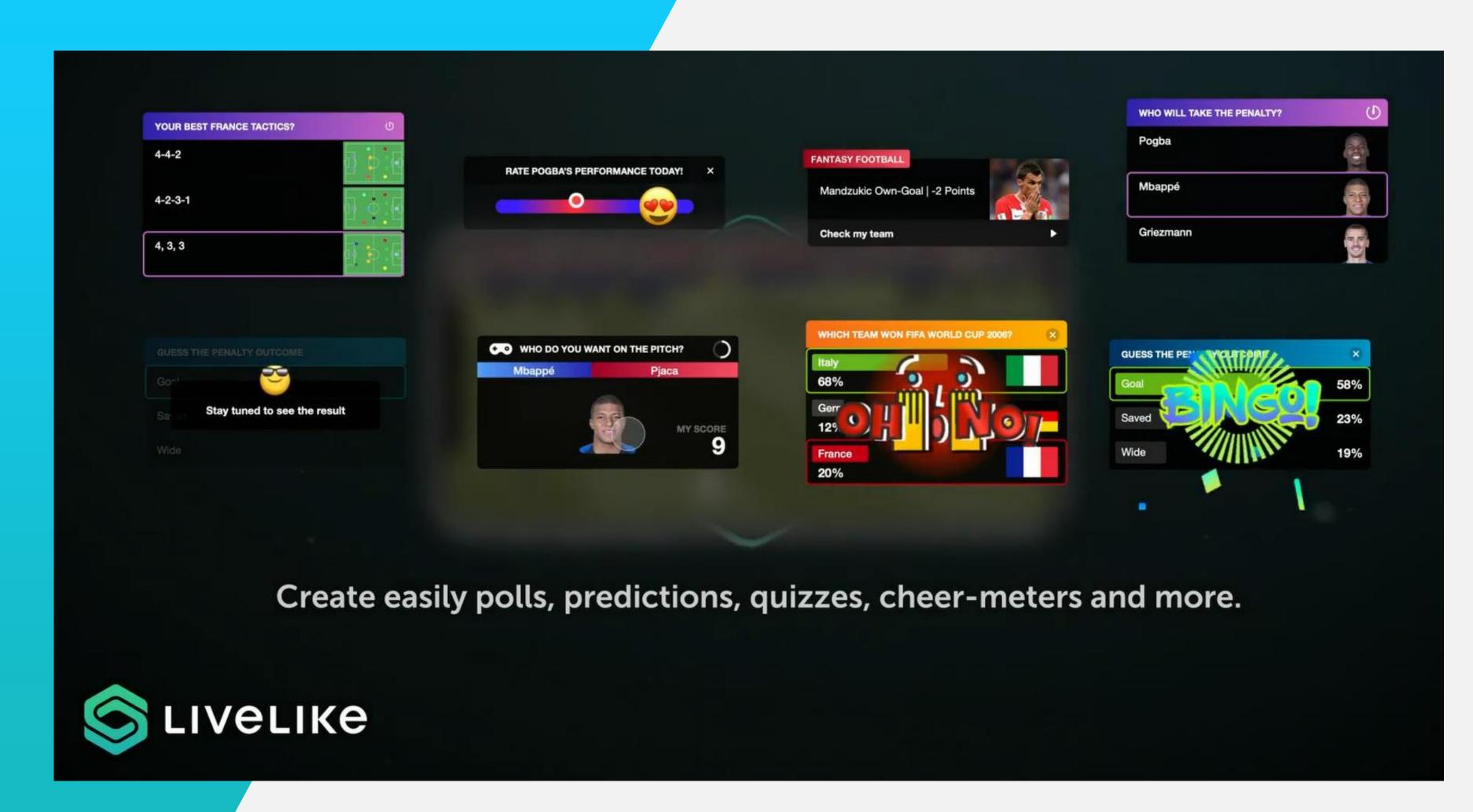


### SLIVELIKE

- Polls, Predictions,Quizzes, Meters
- Advertising &Interactive Sponsors
- Data: Owned and Monetisation



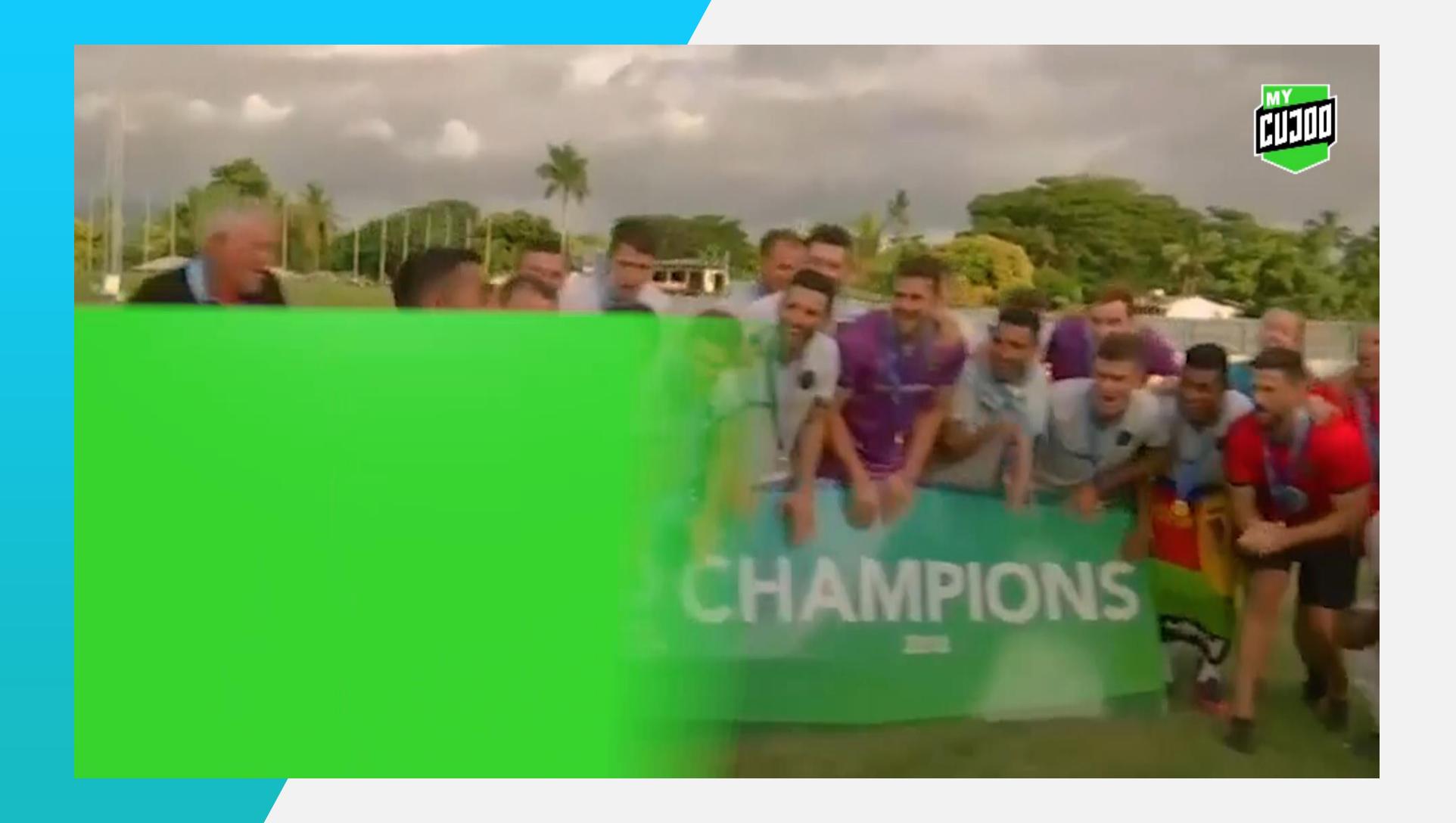




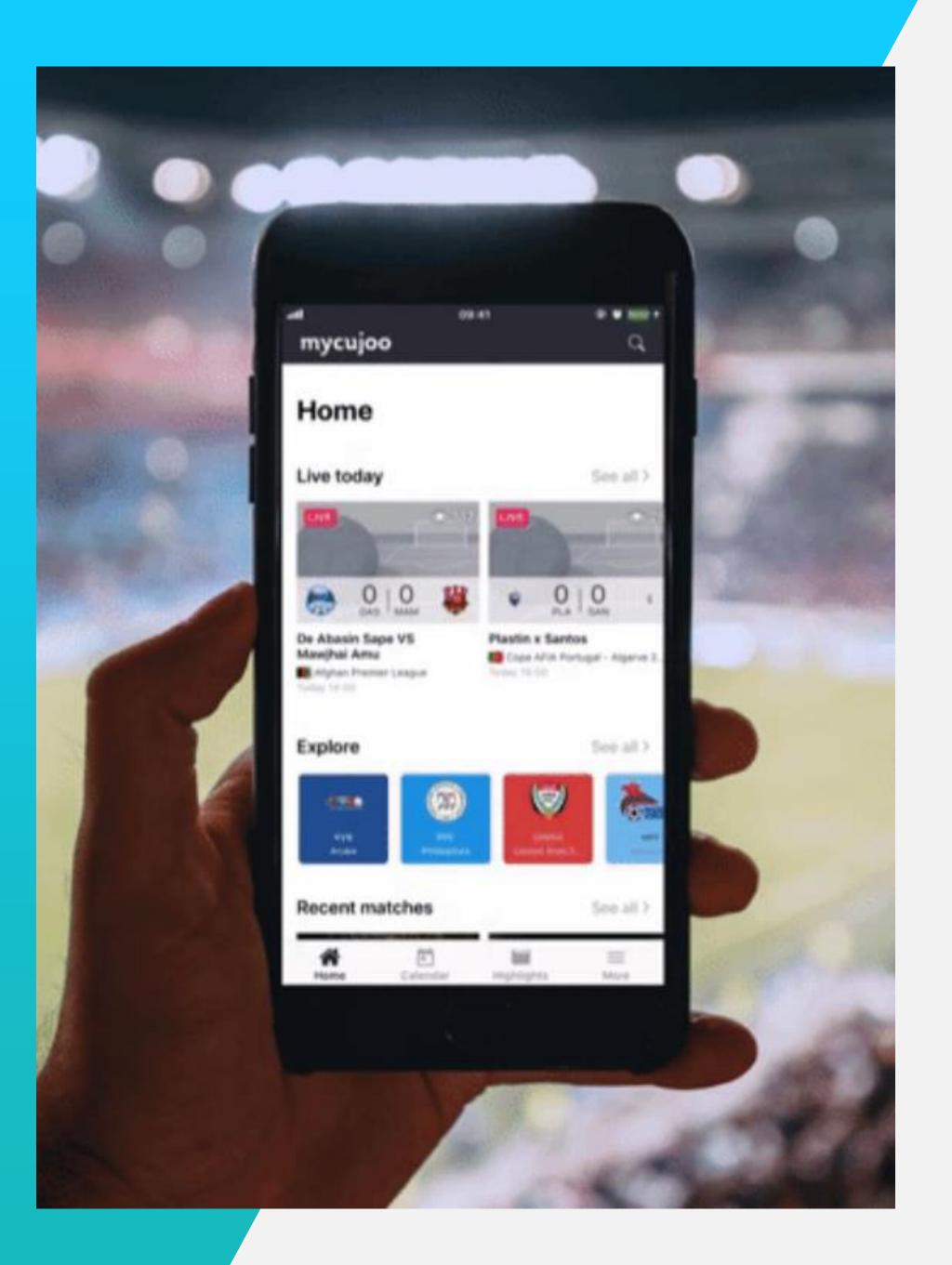
#### PROBLEM #3:

a) OF ALL FOOTBALL GAMES, ONLY **0.01**% ARE AVAILABLE TO WATCH IN **GOOD QUALITY**b) RIGHTS HOLDER REVENUE
c) DISCOVER NEW TALENT



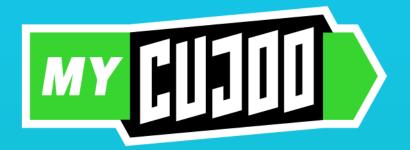


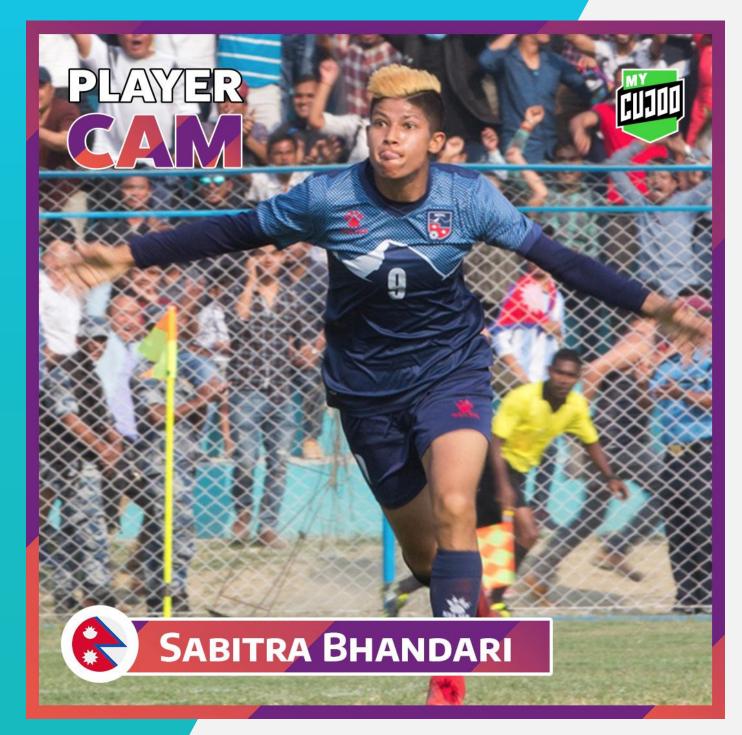




- Web based in-built
   studio (with overlays,
   player stats) making
   all streams high end
   (free)
- Revenue share model,
   monetisable for
   rights holders and
   enticing for brands
- **15 mins** average watch time









### PROBLEM / TREND #4:

USE OF VOICE

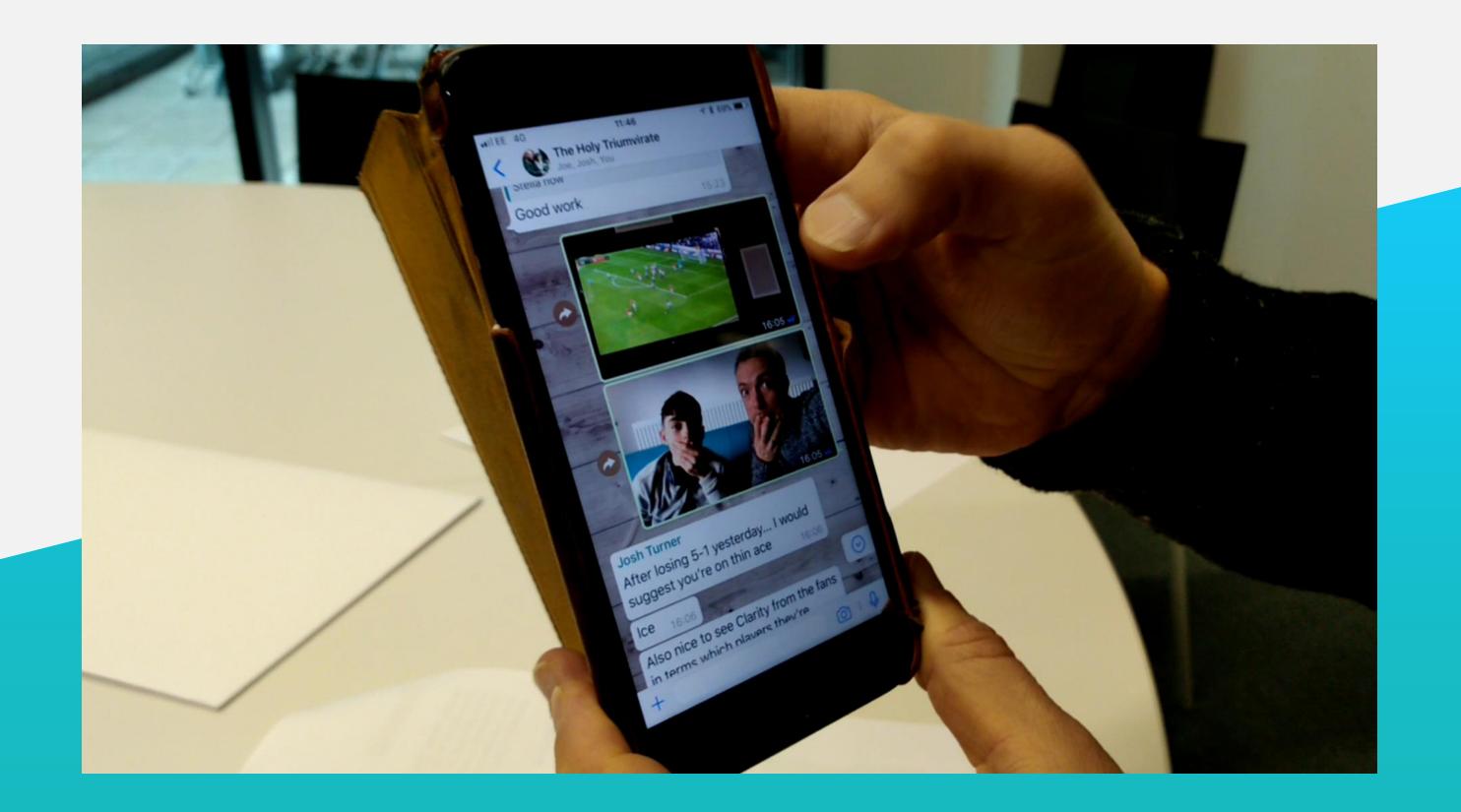


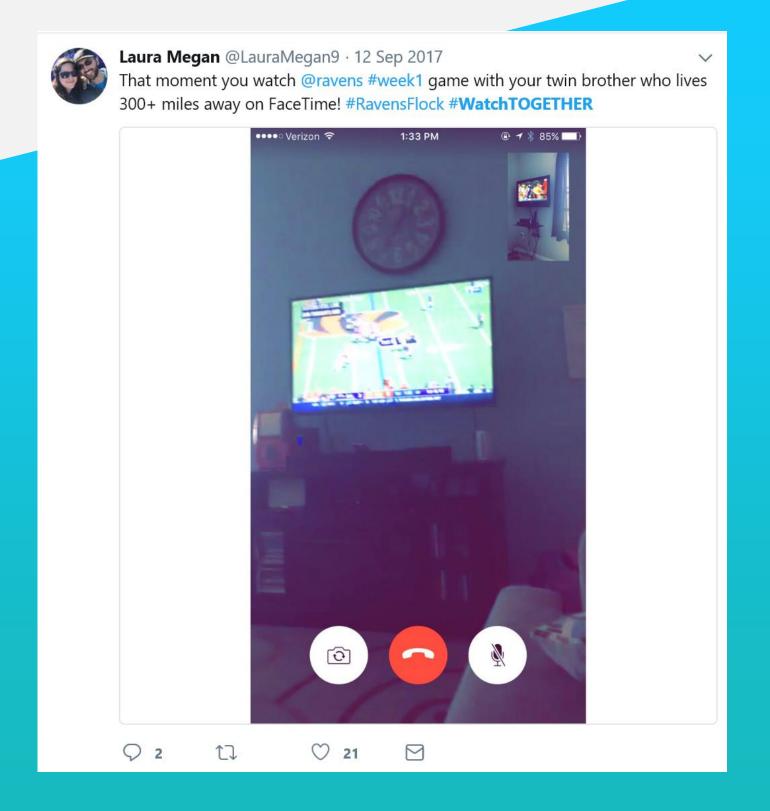
- Same screen user engagement



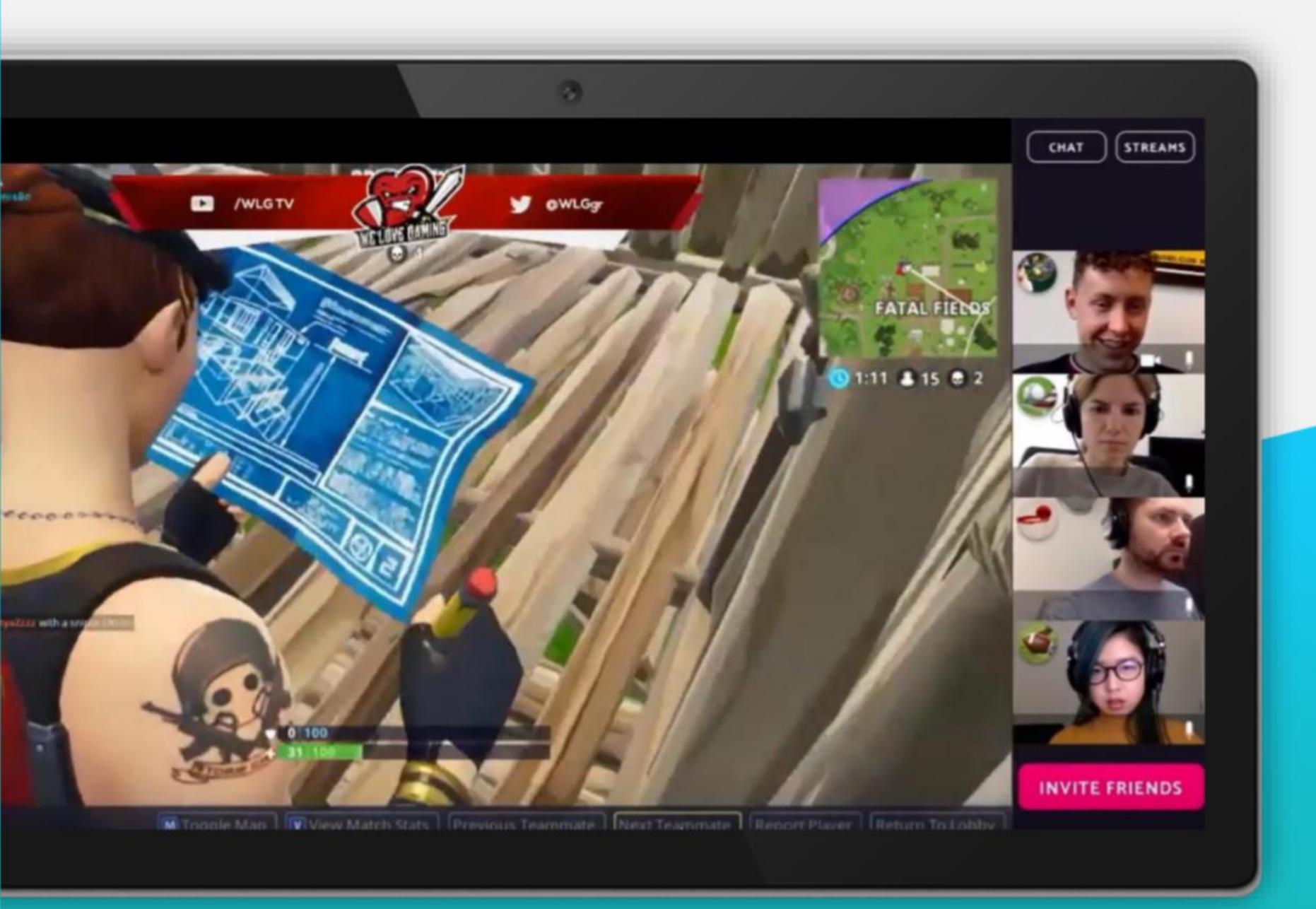
### PROBLEM #5:

## KEEP THE CONVERSATION IN YOUR OTT VIDEO PLATFORM





### ESPORTS DEPLOYMENTS





SCEENIC

