

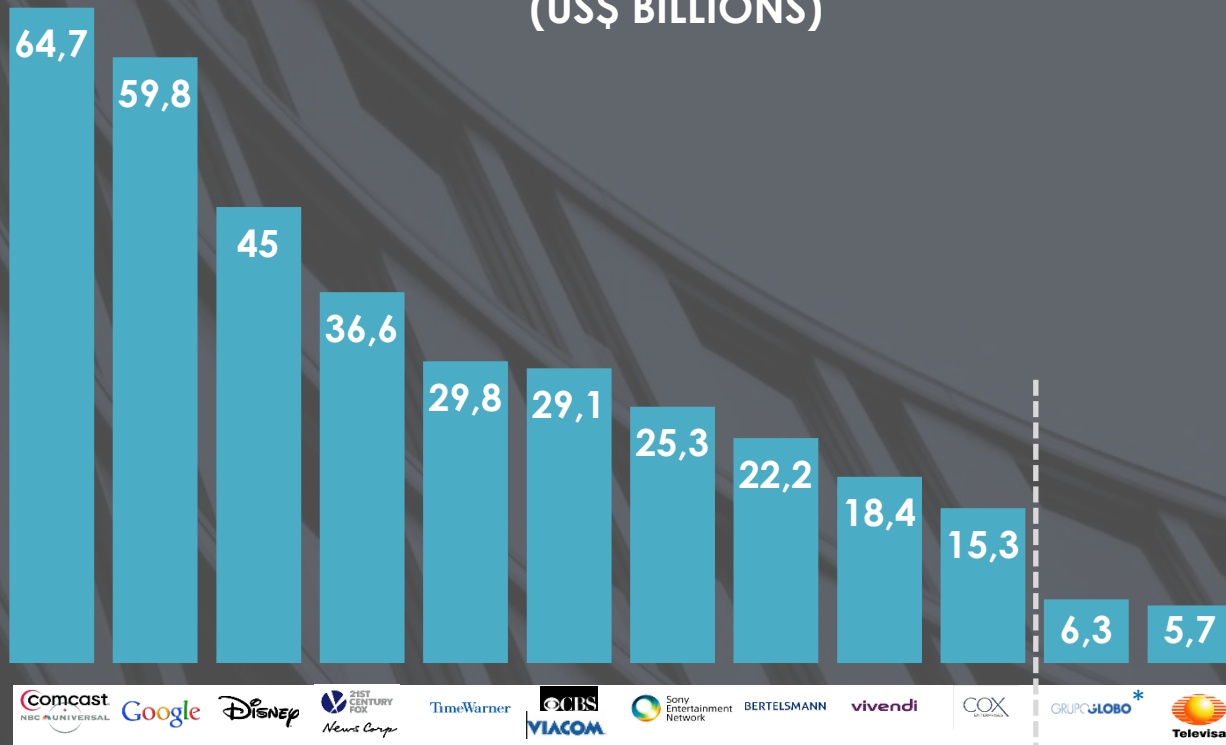
# MEDIA LANDSCAPE IN BRAZIL

GRUPO **GLOBO**



GRUPCO **G**LOBO

# MEDIA REVENUES 2013 (US\$ BILLIONS)



GLOBO  
IS THE 26<sup>th</sup> MEDIA  
CONGLOMERATE/  
COMPANY IN TERMS  
OF REVENUE

Source: Institute of Media and Communication Policy

IMC considers companies with a strategic focus in the creation and distribution of content for print, cinema, television and online media, and that generate a significant portion of their revenue in advertisement and/or content licensing.

\* Last 12 months ended September/2013

FOUNDED IN 1925

FAMILY OWNED

19K EMPLOYEES

98 MM PEOPLE REACHED  
DAILY

INVESTMENT-GRADE RATING  
(S&P, MOODY'S AND FITCH)

12% REVENUE CAGR IN US\$  
(2009-2014)

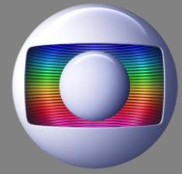
LARGEST ENTERTAINMENT CONTENT PRODUCTION CENTER  
IN THE AMERICAS (APPROX. 1.65 MM M<sup>2</sup>)

GRUPO **GLOBO**

**GLOBOSAT**



**SISTEMA GLOBO DE RADIO**



ECONÔMICO  
**Valor**

**globo.com**



BROADCAST & PAY TV

PRINT

RADIO

DIGITAL

MUSIC

SOCIAL

# BRAZIL:

Population

**200 MM**

*316 MM in the US*

Households

**65 MM**

*122 MM in the US*

Average Age

**30,7 years**

*37,6 years in the US*

Life Expectancy

**74 years**

*76 years in the US*

Unemployment Rate

**5,7%**

*7,3% in the US*

Gini Index

**51,9**

*45 in the US*

GDP

**USD 2,2T**

*USD16,8 T in the US*

GNI per capita

**USD 12K**

*USD54K in the US*

Public Debt/GDP

**56,8%**

*72% in the US*



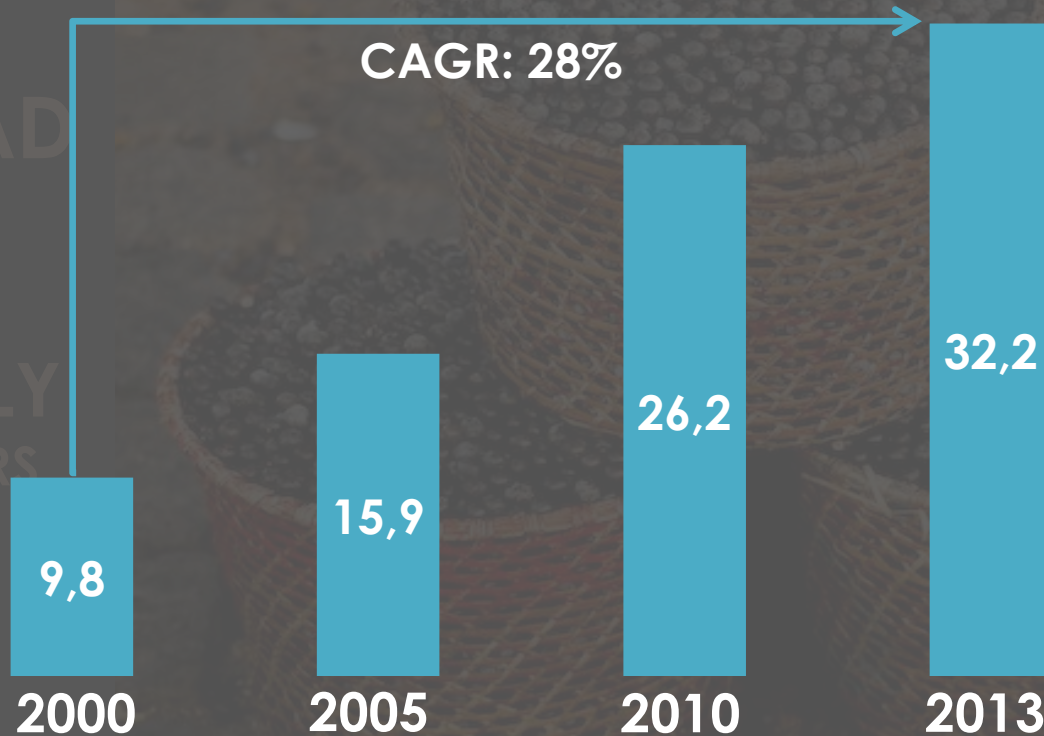
BRAZIL:  
MEDIA  
ENVIRONMENT

**BRAZILIAN AD  
MARKET  
HAS GROWN  
SIGNIFICANTLY  
OVER THE LAST YEARS...**





# BRAZILIAN AD SPEND (R\$ BILLIONS)



BRAZILIAN AD MARKET HAS GROWN SIGNIFICANTLY OVER THE LAST YEARS

...AND TODAY IS  
THE  
**SIXTH**  
LARGEST  
MARKET

## 6 MAJOR ADVERTISING MARKETS 2013 (US\$ BILLIONS)



2013 VS 2012 (%)

3,5

2,1

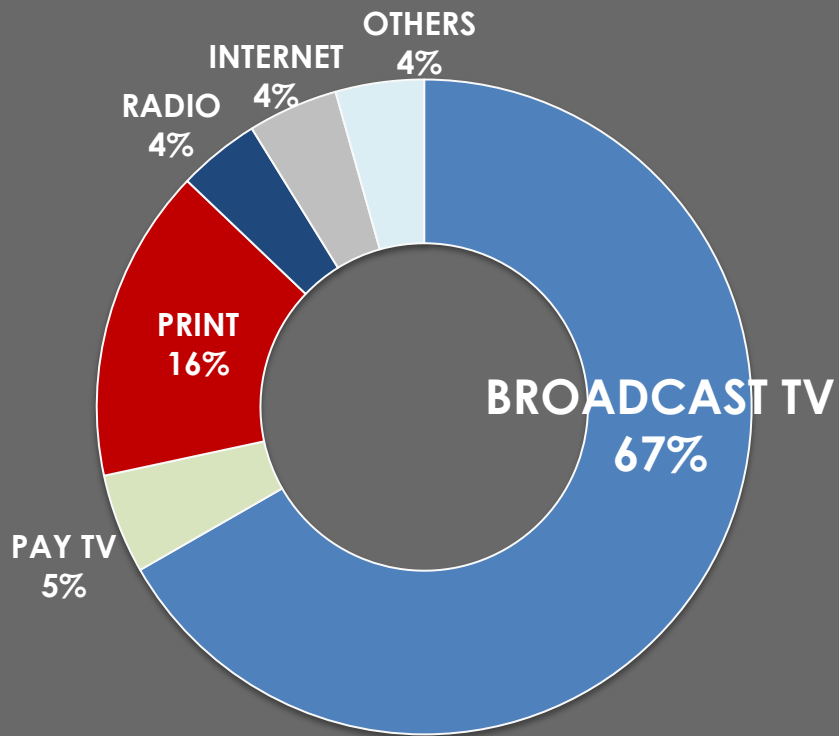
10,1

-1,1

5,0

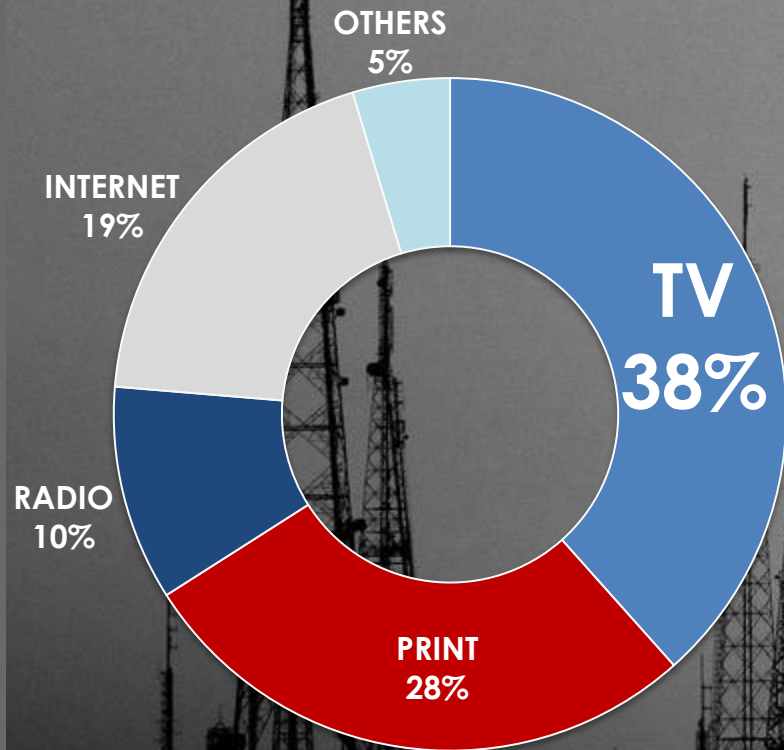
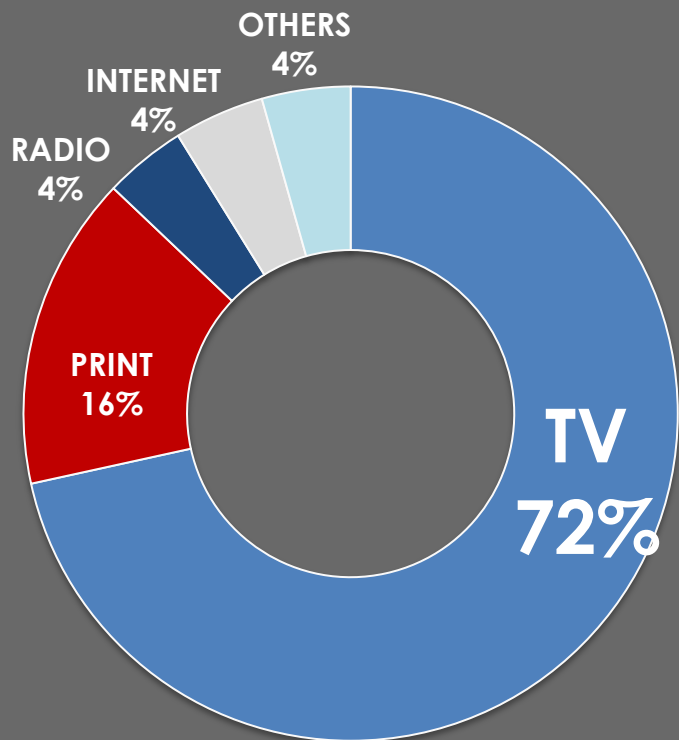
3,7

# BROADCAST TV HAS AN IMPORTANT ROLE IN THIS MARKET



BROADCAST TV HAS AN  
IMPORTANT ROLE IN THIS MARKET

...WHICH IS DIFFERENT  
FROM THAT OF THE US



# ...AND MOST OF THE WORLD



**MEXICO** 69%



**ITALY** 53%



**RUSSIA** 49%



**JAPAN** 43%



**CHINA** 42%



**FRANCE** 34%

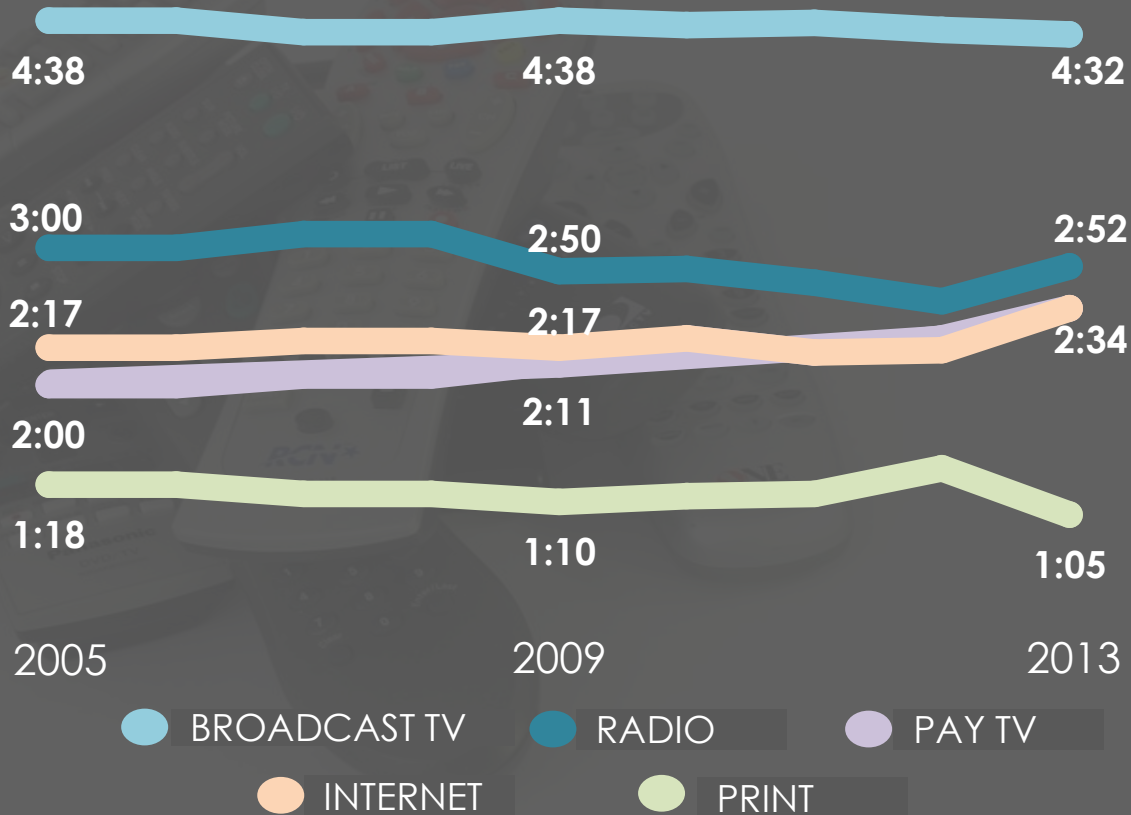


**UNITED  
KINGDOM** 27%

# TV

IS ALSO THE MOST  
IMPORTANT MEDIA  
IN TERMS OF  
CONSUMPTION

## AVERAGE DAILY TIME SPENT (HOURS)

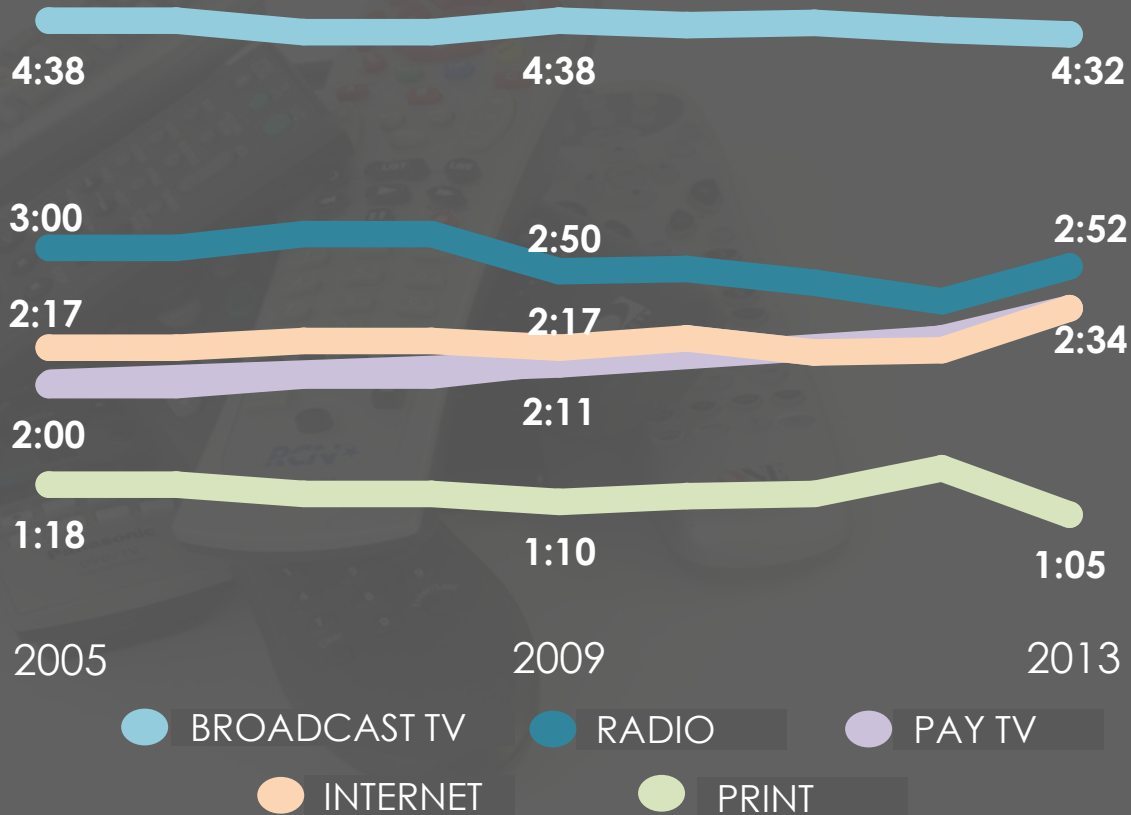


# TV

IS ALSO THE MOST  
IMPORTANT MEDIA  
IN TERMS OF  
CONSUMPTION

WITH GROWTH  
DRIVEN BY PAY TV

## AVERAGE DAILY TIME SPENT (HOURS)



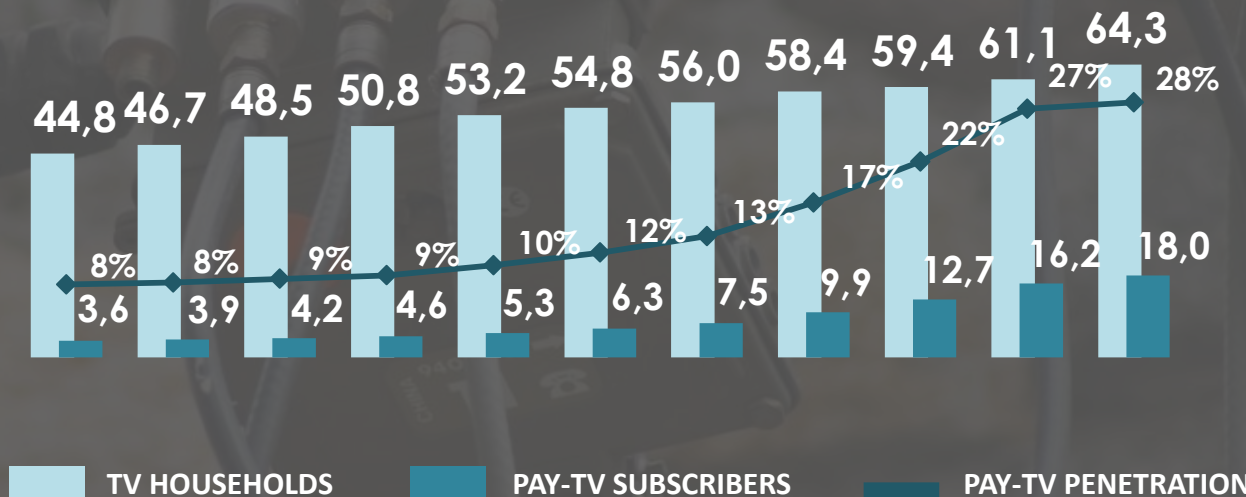
WHICH, OVER THE  
LAST DECADE,  
EXPERIENCED  
STRONG  
GROWTH IN  
PENETRATION





WHICH, OVER THE  
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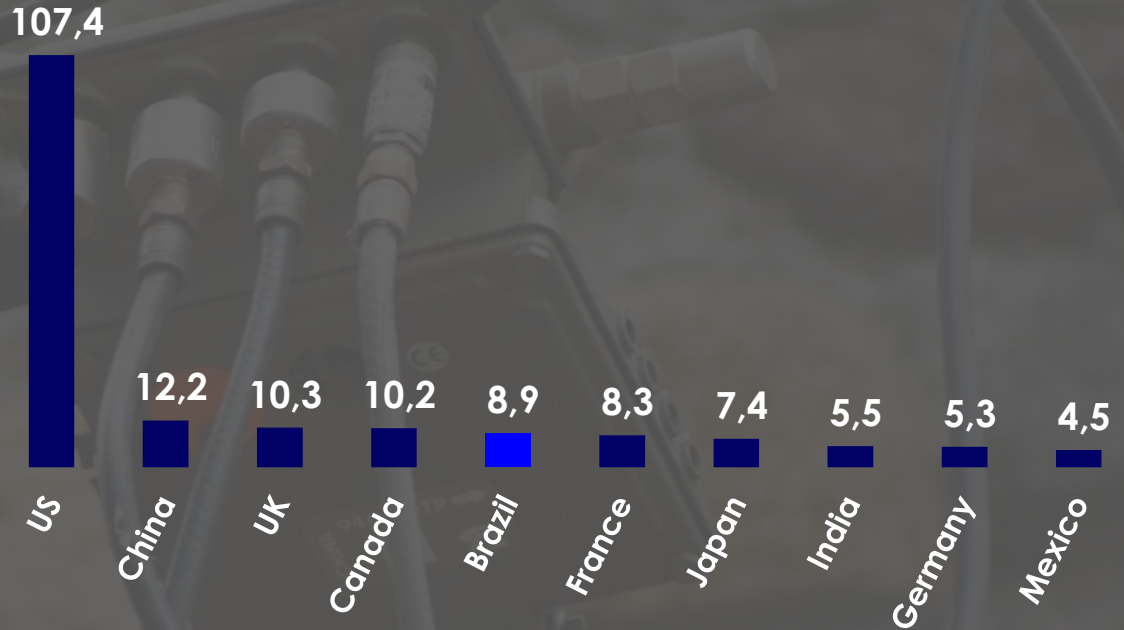
## TV HOUSEHOLDS (MM)



Source: Pay-TV Market: Agência Nacional de Telecomunicações ("Anatel")  
TV Households: 2003 - 2009 PNAD (IBGE)  
2010: calculated based on Anatel's penetration projection as of January 2011  
2011 and 2012 - PNAD (IBGE)

PAY TV  
**REVENUES**  
WILL ALSO  
SEE  
CONSIDERABLE  
GROWTH

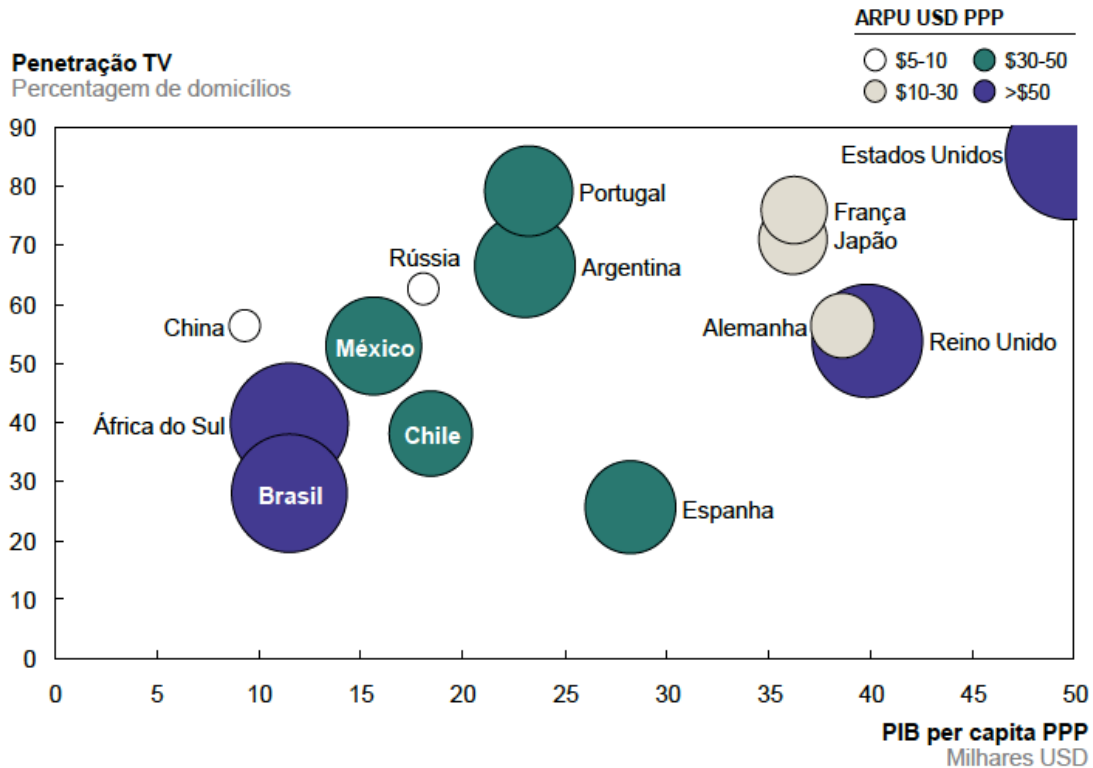
## Pay TV Revenues Top 10 Countries, 2013 (USD Bi)



WITH A  
CONSIDERABLY  
HIGH **ARPU**

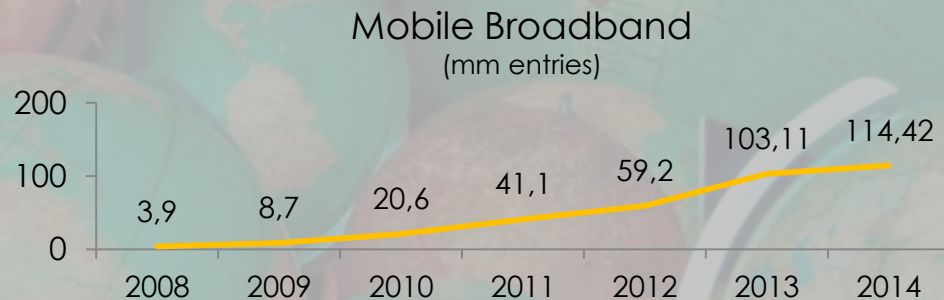
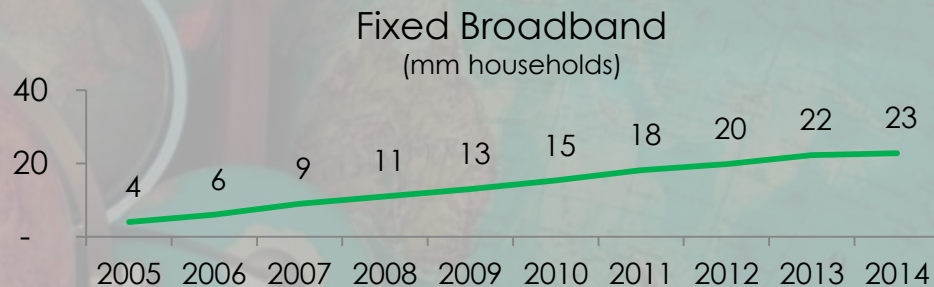
### Penetração TV

Porcentagem de domicílios



FONTE: IHS Global Insight 2013; Screen Digest

INTERNET  
ACCESS HAS  
GROWN AND  
LOOKS LIKE WE  
WILL LEAPFROG  
FIXED  
BROADBAND

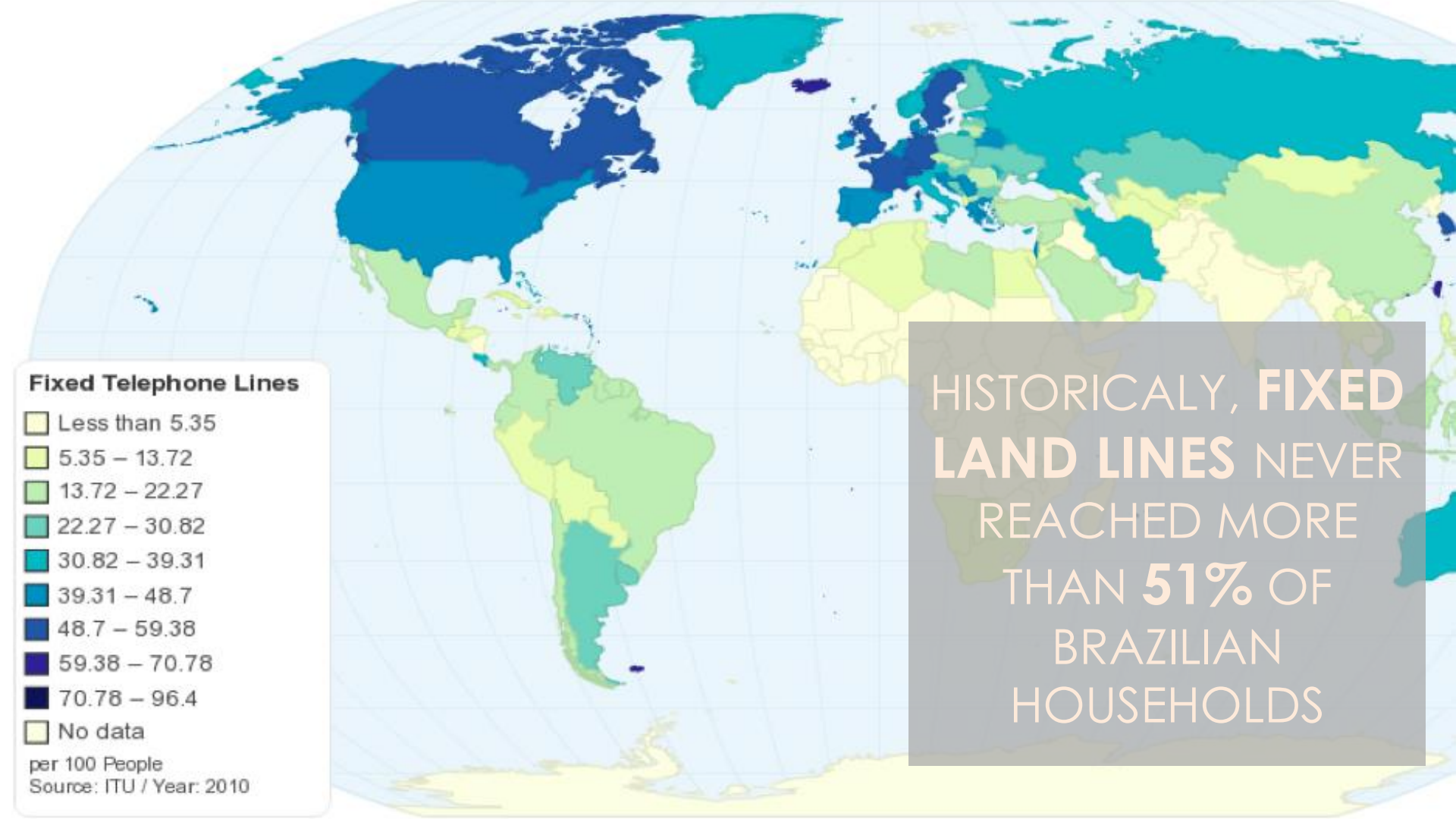


**Fixed Telephone Lines**

- Less than 5.35
- 5.35 – 13.72
- 13.72 – 22.27
- 22.27 – 30.82
- 30.82 – 39.31
- 39.31 – 48.7
- 48.7 – 59.38
- 59.38 – 70.78
- 70.78 – 96.4
- No data

per 100 People  
Source: ITU / Year: 2010

HISTORICALLY, **FIXED LAND LINES** NEVER REACHED MORE THAN **51%** OF BRAZILIAN HOUSEHOLDS



## Fixed Telephone Lines

Less than 5.35

5.35 - 13.72

13.72 - 22.2

22.2 - 30.1

30.1 - 39.1

39.1 - 48.7

48.7 - 59.58

59.58 - 70.78

70.78 - 83.03

83.03 - 96.53

No data

per 100 People

Source: Teleco, IAB 2010

# MAKING MOBILE PHONES A DEFINITE HIT

**275,7 MM** mobile phones

**41%** use the 3G technology

**Smartphones already correspond to more than 70% of phones sold** and represent about 30% of the total

People with access to a smartphone spend an average of **14 hours per week online**

# BRAZILIANS ARE TECH AND SOCIAL SAVVY

29

Hours/month

Average time spent online

5°

Brazil is the fifth among countries with the most time spent online

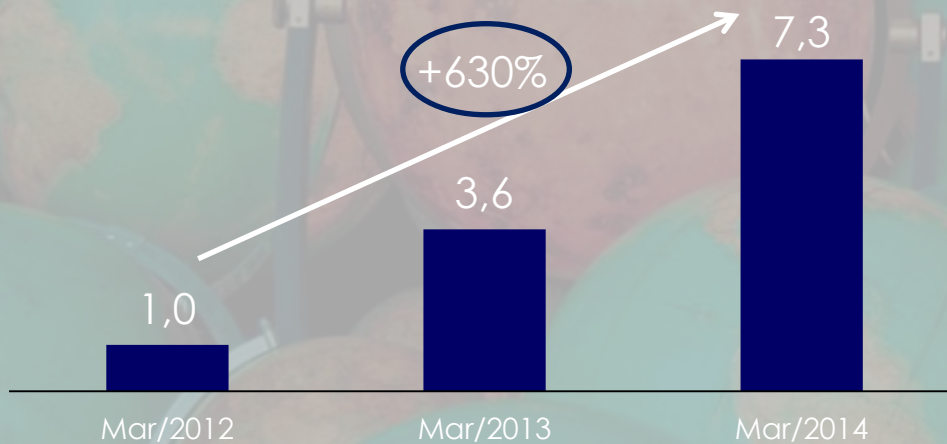
f

Facebook has 86 million users in Brazil and represents to 1/3 of the time spent online

About 73% of Brazilians with internet access regularly use it – via laptop, smartphone or tablet – while watching TV

# LONG-FORM VOD CONSUMPTION ASSOCIATED TO PAY TV SUBSCRIPTION IS ON THE RISE

Millions of hours per month



However, **DVR** has not achieved significant momentum in the country:

- Pricing limited access
- Interface is poor and suffers from changes in channels' schedules



# GLOBAL ONLINE VIDEO PLAYERS ARE ALREADY IN THE MARKET

The Netflix logo is displayed in white, bold, sans-serif capital letters on a red rectangular background.

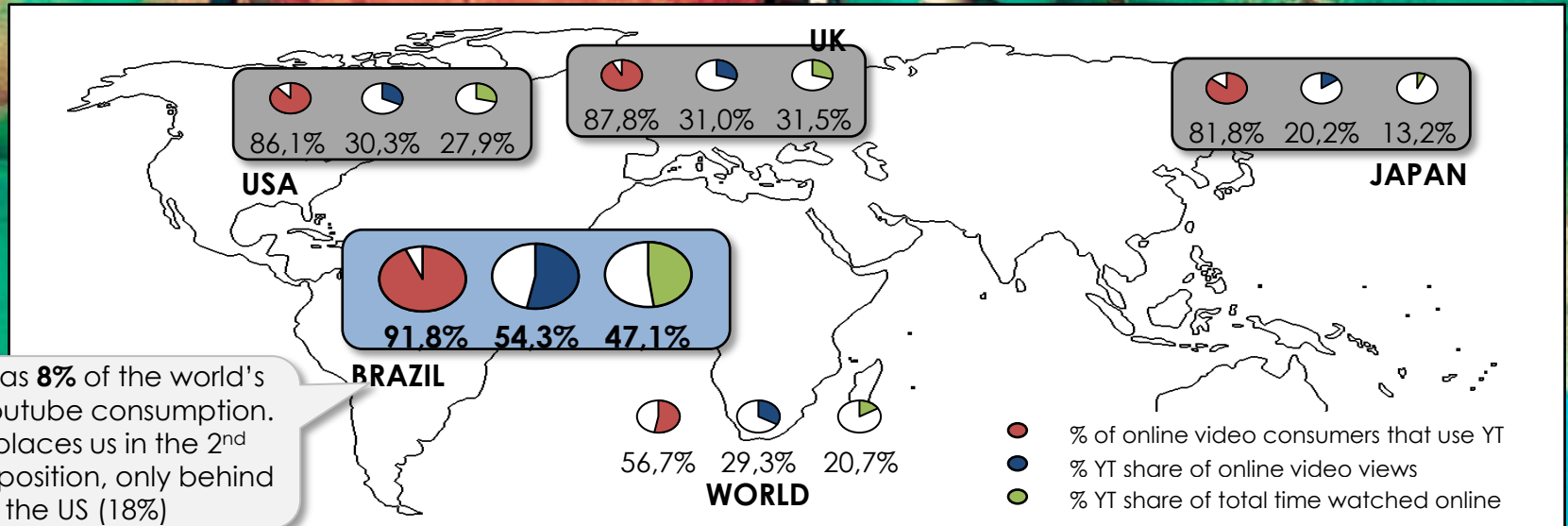
NETFLIX

Netflix has an estimated **1 MM** subscribers in the country, and is consumed by **33%** of internet users who pay for online video.

# GLOBAL ONLINE VIDEO PLAYERS ARE ALREADY IN THE MARKET



Youtube has been successful in driving consumption, with the local operation leaping ahead of other countries'



Brazil has 8% of the world's total Youtube consumption. That places us in the 2<sup>nd</sup> overall position, only behind the US (18%)

# ORIGINAL PROGRAMING ON TV HAS ALWAYS VALUED BRAZILIAN CULTURE



DRAMA/TELENOVELAS



NEWS



SPORTS



TALK SHOWS



AUDITORIUM



VARIETY

# CONTENT IN BRAZIL

## BROADCAST TV

ORIGINAL

VALUE OF BRAZILIAN CULTURE

VERTICAL VALUE CHAIN

## PAY TV

ORIGINAL AND LICENSED

- GLOBAL: DUBBING HAS INCREASED ATTRACTIVENESS
- NACIONAL: REGULATORY INCENTIVES

SPORTS

## ONLINE VIDEO

YOUTUBE (SHORT-FORM)

- Only 40% of consumption happens on Brazilian channels
- Brazil ranks 2nd in consumption but 9th in content production

NETFLIX (LONG-FORM): MOSTLY DUBBED CONTENT

What are the similarities between OTA and Pay TV as incumbents in their reaction to disruptors?

How will OTA play a role in the future of advertising? How to leverage the Pay TV and online on ad performance?

What is the future of the 1:n linear model (terrestrial, cable, satellite...)? Will time shift consumption leave Broadcast TV only with live exhibitions? Is there a place for telenovela-like products?

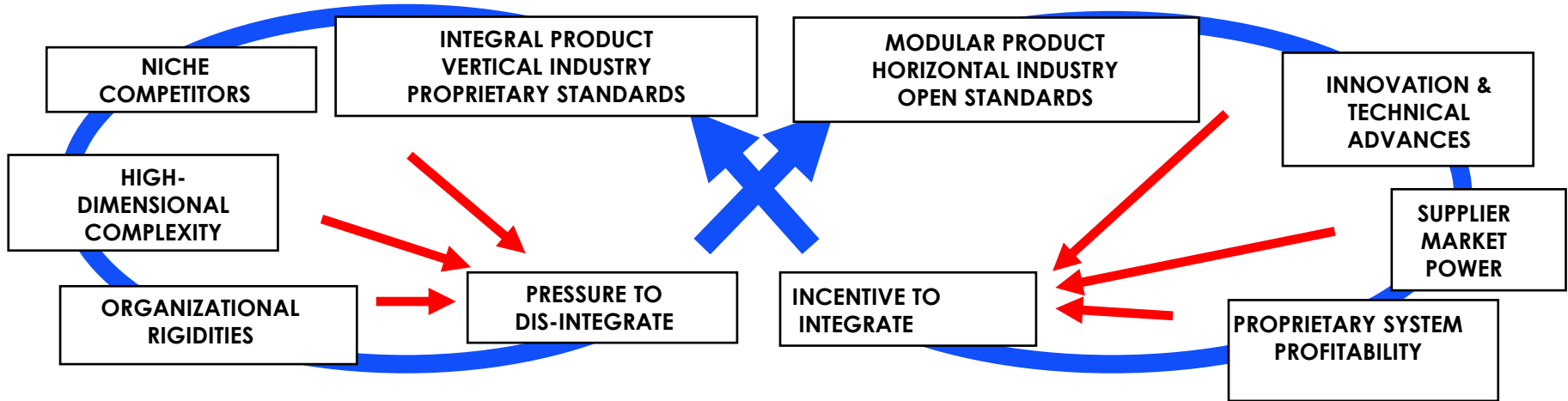
Are there relevant physical limitations that might hinder the growth of internet video? Can we help drive it, through 4K for example?

Will the new technologies like LTE-broadcast disintegrate the broadcast distribution chain?

# WITH THIS BEING SAID, WHERE COULD WE PLACE THE BRAZILIAN MARKET?

THE DYNAMICS OF PRODUCT ARCHITECTURE,  
STANDARDS, AND VALUE CHAIN STRUCTURE:

## ***“THE DOUBLE HELIX”***



Fine & Whitney, "Is the Make/Buy Decision Process a Core Competence?"