The Digital Revolution

Presentation by Sir Martin Sorrell, WPP plc 5 October 2009

The themes I will aim to cover

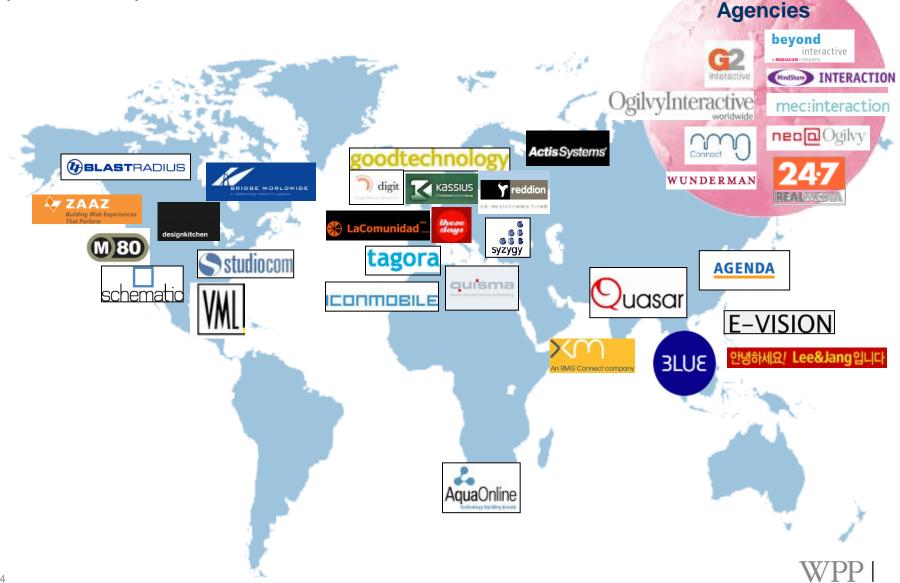
- Introduction to WPP
- What has changed since the last Olympic Congress in 1994?
- The impact of the digital revolution on media
- The implications for brand owners and sports bodies

• The opportunity for the Olympic Movement

WPP



WPP has the leading global digital portfolio (\$3.9bn) Global



#1 in global media billings





Strength in research, insight and consultancy



Rank		Revenue 2007A (\$m)
1	Nielsen	4,707
2	Kantar/TNS	4,030
3	IMS	2,193
4	GfK	1,593
5	lpsos	1,271
6	Synovate	867
7	IRI	665
8	Westat	426
9	Arbitron	338

WPP Olympic credentials

- Advertising and Media Investment Management
- Branding, Design and Identity
- Direct and Digital
- PR Public Affairs
- Research and Insight



Changes in the media landscape since the last Olympic Congress

	<u>1994</u>	<u>2009</u>
Internet Population ¹ :	16 million	1,500 million
Mobile Phone Subscribers ² :	55 million	4,000 million
Online Advertising ³ :	\$0~	\$55,176 million
US Newspaper Circulation ⁴ :	62 million	49 million
US Evening News Viewership ⁵ :	35 million	25 million



A new landscape of digital platforms



pointroll. Online Advertising





Websites

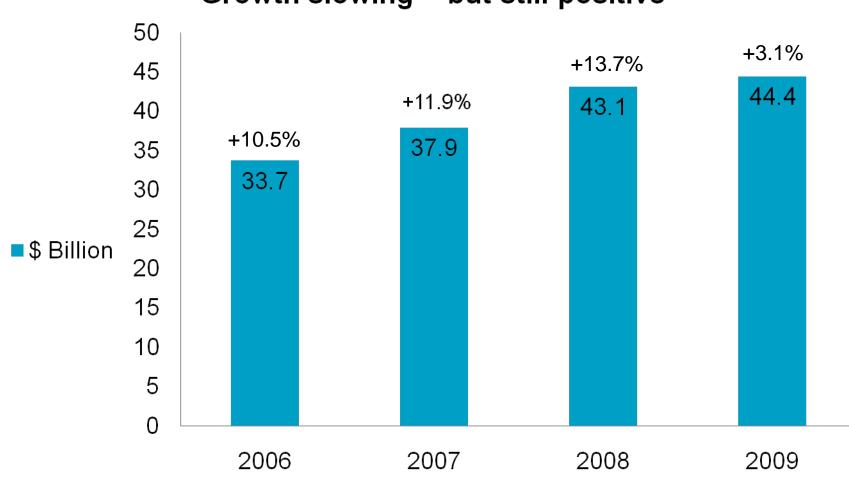


Live sporting events continue to be must see television

/		Ave. Global Audience
/	Beijing Olympics Opening Ceremonies:	593 million
	World Cup Finals 2006 (average match):	411 million
	2008 UEFA European Championship- Finals (average match):	166 million
	2008 UEFA Champions League- Final:	145 million
	2008 NFL Super Bowl:	104 million
	2008 Brazilian Grand Prix:	80 million



Global sponsorship spend



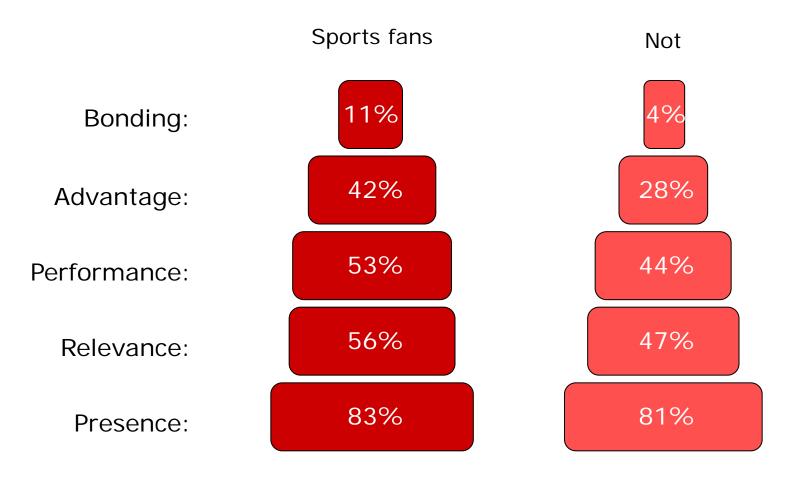
Growth slowing – but still positive

Source: IEG

WPP

Sports sponsorship increases brand value considerably

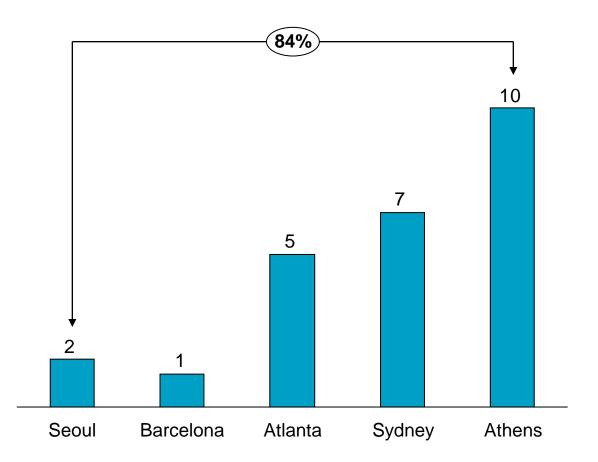
Budweiser is worth an additional \$9 billion because of its sports sponsorships



WPP

Global economic impact of sports

Direct GDP Impact of Olympics (\$ Billions)





The impact of the digital revolution on media

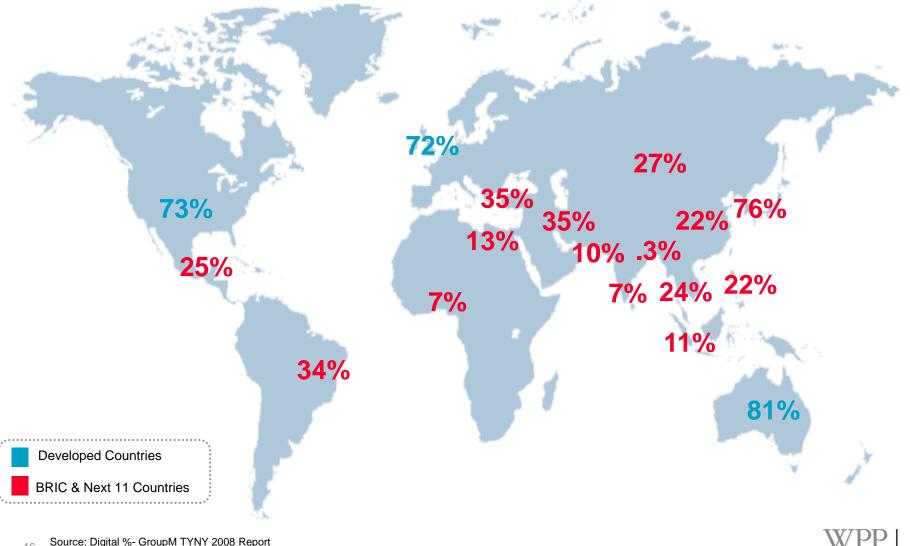
1.6 billion out of 7 billion online today



Source: http://www.internetworldstats.com/stats.htm

An increasingly global audience

Broadband penetration by market



Mobile penetration even greater than broadband



Source: International Telecommunications Union

Resonating with young people in particular



A much more complex and interactive future



Broadcast	Addressable
Passive	Interactive
Devices	Ecosystems

The future of media





The implications for brand owners and sports bodies

Attention is an increasingly scarce resource...

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Consumers are taking control

Users as producers and distributors of content



Users in control

What I want; where, when and how I want it.



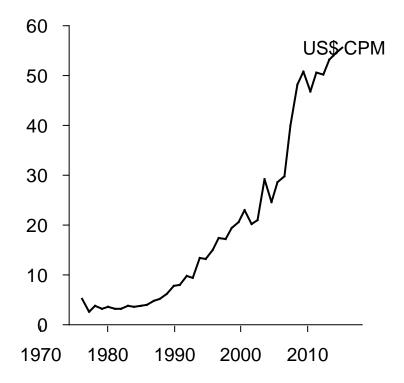
Democratization of the tools of production, distribution, consumption and personalization.

Diet Coke + Mentos



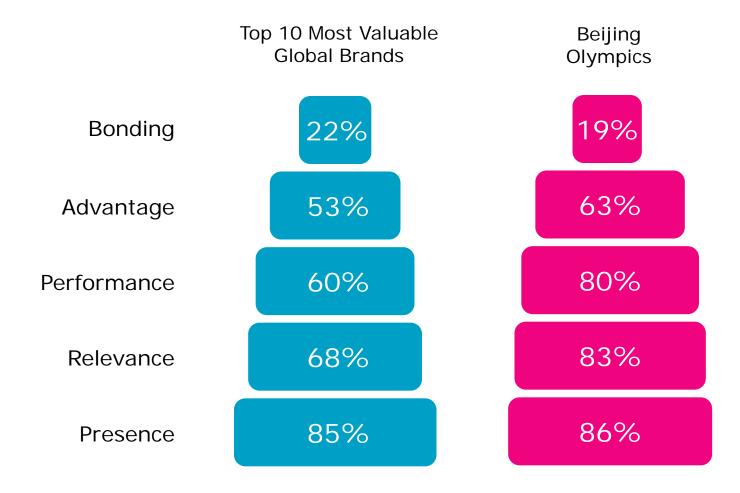
Premium live events will still command a premium

Cost per thousand (CPM) of Superbowl spot





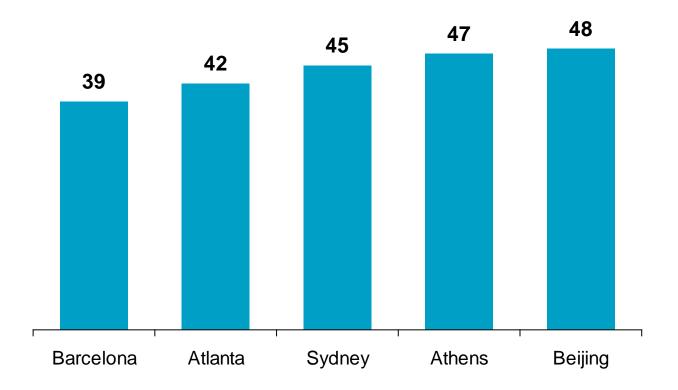
Sports brands remain some of the most powerful in the world



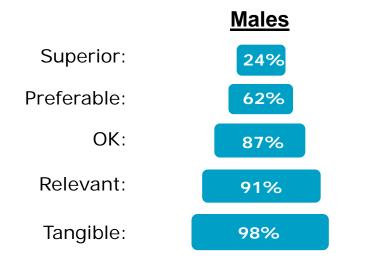


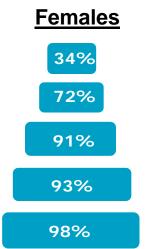
While broadcasters offer a lot of money, their audience is getting older

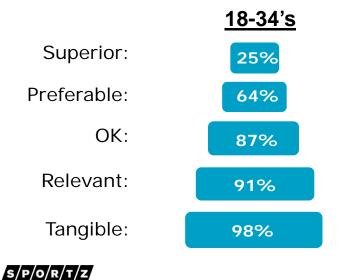
Average Age of Viewers watching the Summer Olympics in Primetime on NBC

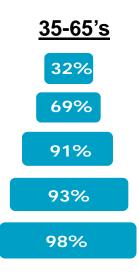


Across demographics the Olympics perform better against women and older age groups











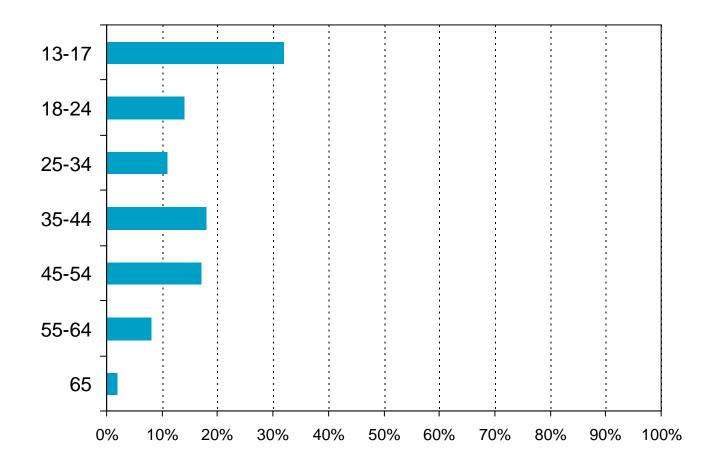
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Beijing was the first digital Olympics



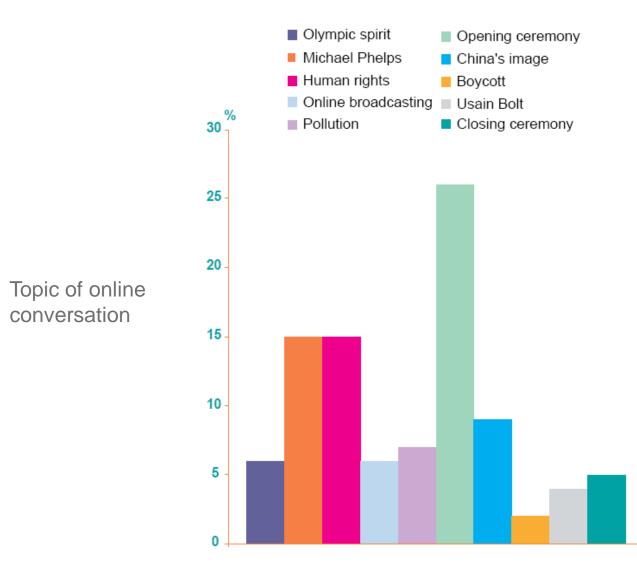
50% of London 2012's YouTube channel viewers are under 35

YouTube's age profiles for London 2012 Olympics





People are talking about it online



³⁰ Source: MEC Access, London 2012: Is it a golden opportunity? An investigation to help you decide



To engage top brands, you need to do more

		<u>\$millions</u>
1.	G <mark>oo</mark> gle [.]	\$100,039
2.	Microsoft	\$76,249
3.	Coca:Cola	\$67,625
4.	iem	\$66,622
5.	M	\$66,575
6.	Č.	\$63,113
7.	emate of the second se	\$61,283
8.	33	\$59,793
9.	vodalone	\$53,727
10.	Marlboro	\$49,460



The opportunity for the Olympic Movement: 5 points to think about

1. Think like your consumers



Recognize the breadth of your competition



2. Create the rights franchise of content



WPP

Connecting with the average Olympian



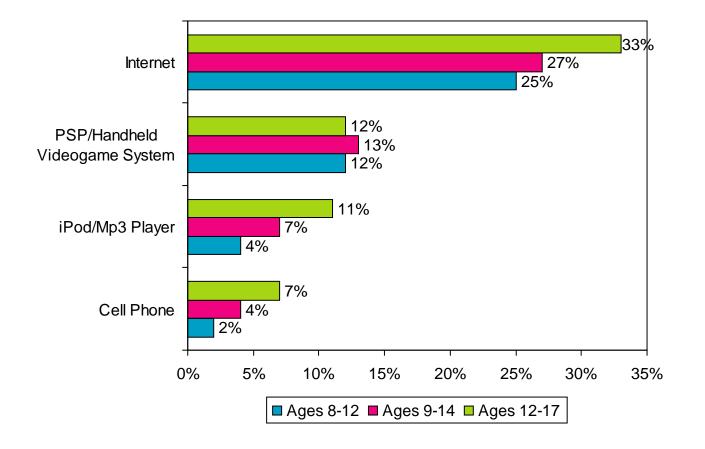
3. Engage with the young in the right environments





The young interact with media in different ways

Kids and Teens Watch TV on Other Devices

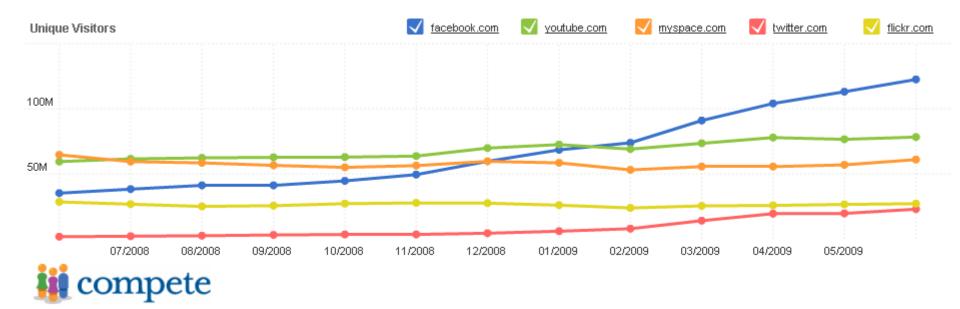


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Their interactions are more social



Get to know the new players



Example of how WPP's United and the IOC are working together to engage and interact with a global youth audience.



The Best of Us Challenge

An online global competition in which young people can compete in a variety of different "challenges" against both Olympic athletes and their peers.

The idea is to engage young people in the Olympic Games by giving them a chance to actually "compete" with Olympic athletes in a digital, grassroots forum.

Among the Olympic athletes participating are Rafael Nadal (Spain), Michael Phelps (US), Lindsay Vonn (US), Yelena Isenbayeva (Russia), Shawn Johnson (US) and Carolina Kluft (Sweden)

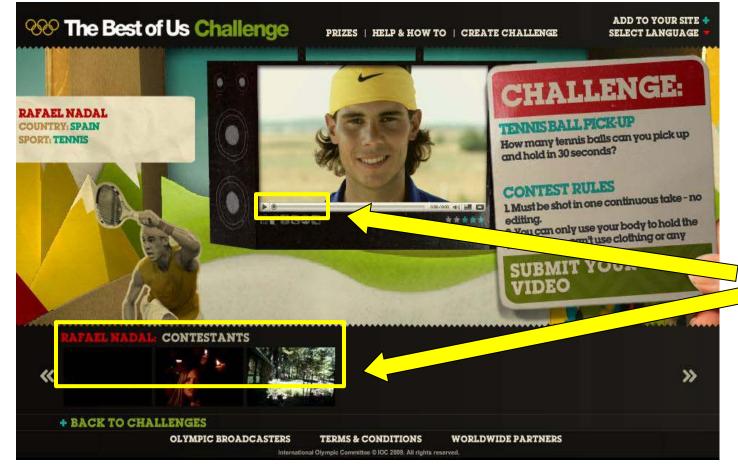
The Best of Us Challenge Site – Home Page



A user can select to either compete against an athlete Challenge... or create his/her own unique Challenge from the homepage.

Young people will be able to go to The Best of Us Challenge via Olympic.org or through Please note: final copy, design and site interactions still being finalized. exposure from an online seeding and syndication plan being dedicated to Challenge promotion.

The Best of Us Challenge Site – Athlete Detail Page



A user can post a video onto their social media site through the "share" functionality, as well as scroll through other participants' responses to the athlete Challenge.

Here's Rafael Nadal's Challenge page – he's challenged young people to see how many tennis balls they can pick up and hold in 30 seconds.

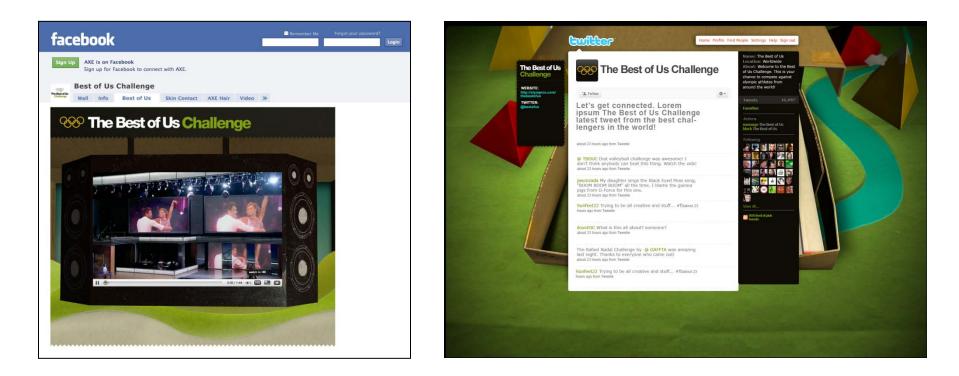
Whoever can best match him or beat his record will win a signed t-shirt from an Olympic athlete, a The Best of Us poster and an official Vancouver 2010 video game. After viewing the athlete's Challenge, the user can decide whether or not s/he would like to "best" the athlete's Challenge and submit a response.

The Best of Us Challenge – Rafael Nadal's Video





The Best of Us Challenge – Social Media



The Challenge will also have dedicated Facebook and Twitter pages with up-to-date information and Challenge content. Users will have the option of becoming a "fan" of the Challenge on Facebook or signing up to receive Challenge Twitter feeds

Social media pages will also align with current IOC initiatives (such as the Olympics Facebook and Twitter pages) to cross-promote content and drive additional IOC fans and supporters to the Challenge for added exposure.

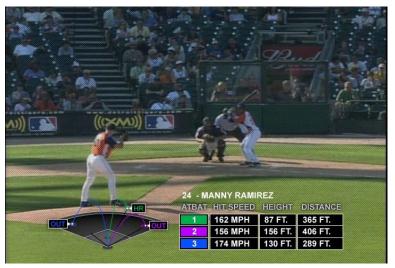


4. Understand the technology opportunity *i. Get social*

MLB Advanced Media is largest live event producer in the world.

Ability for MLB to show games not broadcast on TV.





Initial investment (2000) \$1million per team, now valued between \$2 – 2.5bn.



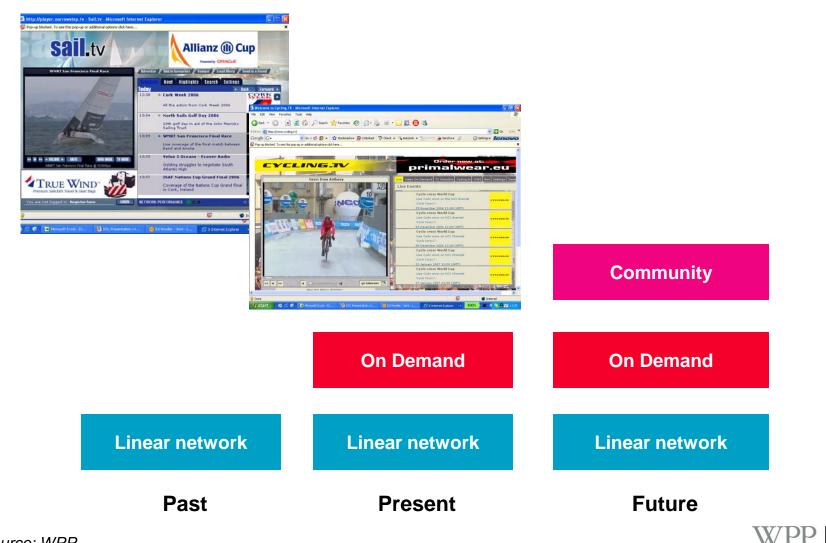


.... And create communities





ii. Leverage new screens technology



iii. Add value through mobile

Android App for Wimbledon 2009



iii. Add value through mobile

Download the U.S. Open 2009 iPhone application to get the best of the U.S. Open while on the go.

The U.S. Open 2009 iPhone application will feature:

- Exclusive LIVE Marquee Group coverage on Thursday/Friday
- Exclusive LIVE Hole 17 coverage on Saturday/Sunday
- Course information with flyovers and hole details
- Player information
- LIVE Leaderboard
- News
- LIVE coverage courtesy of:
 - Thursday/Friday

Saturday/Sunday







5. Think about what digital inventory you can offer sponsors and partners



It's not just about screens







Thank You