## The Digital Revolution

Presentation by Sir Martin Sorrell, WPP plc 5 October 2009

### The themes I will aim to cover

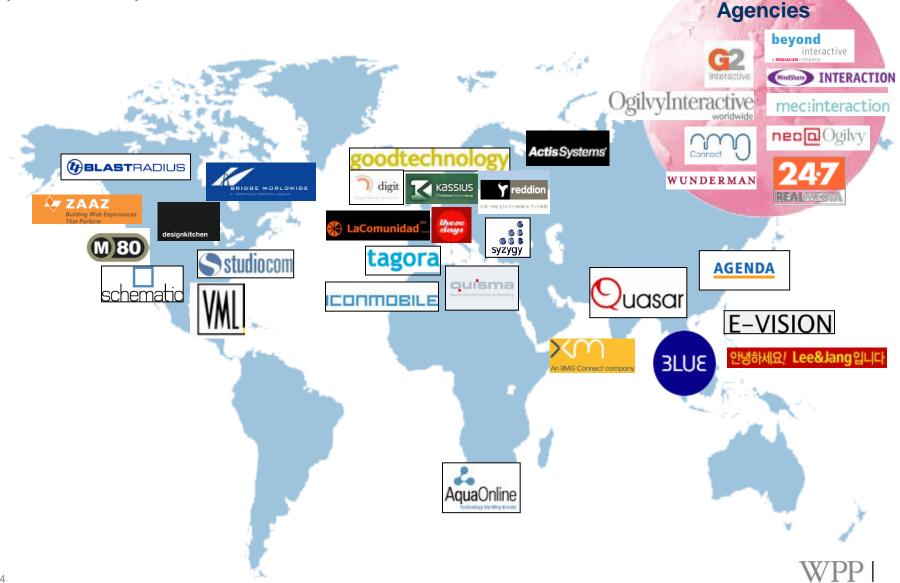
- Introduction to WPP
- What has changed since the last Olympic Congress in 1994?
- The impact of the digital revolution on media
- The implications for brand owners and sports bodies

• 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

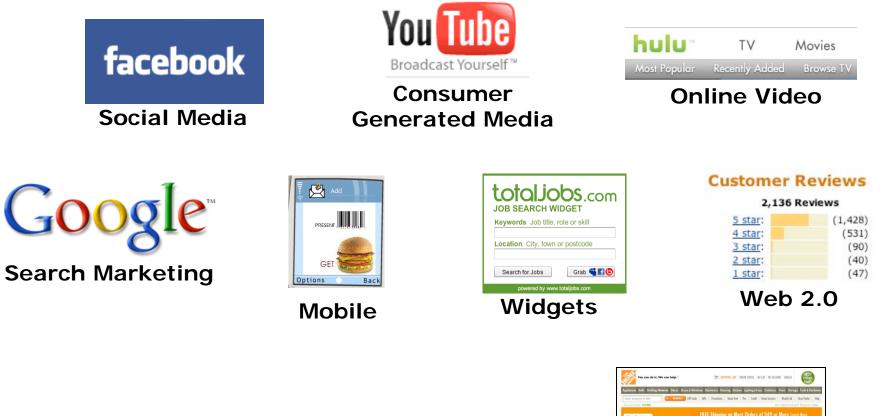


# Changes in the media landscape since the last Olympic Congress

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



## A new landscape of digital platforms



pointroll. Online Advertising





**Websites** 

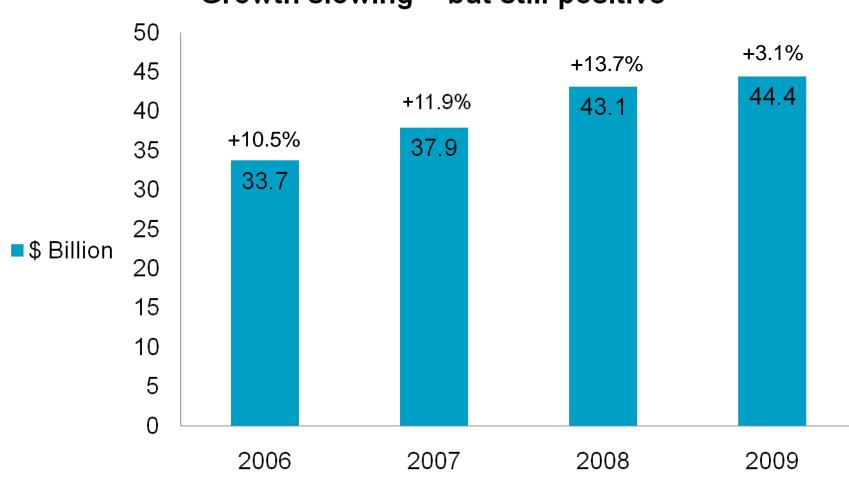


## Live sporting events continue to be must see television

/		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



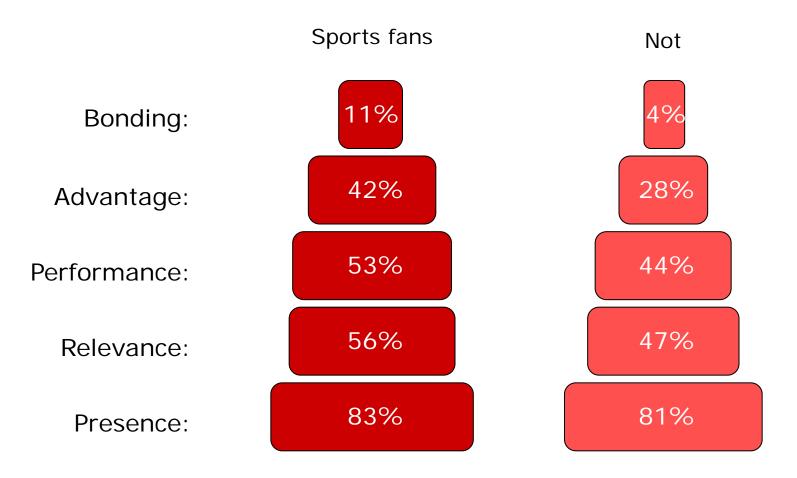
### **Growth slowing – but still positive**

Source: IEG

WPP

# Sports sponsorship increases brand value considerably

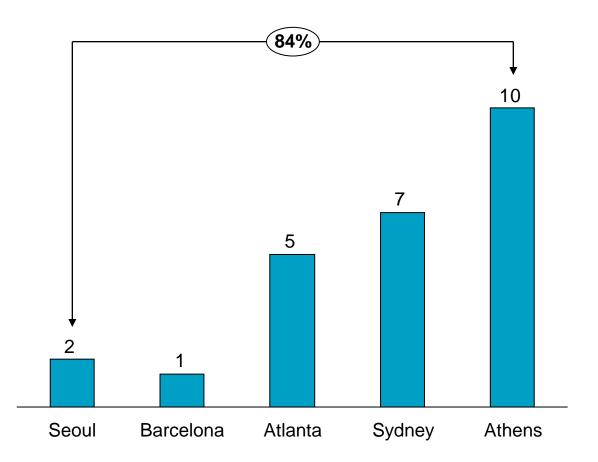
Budweiser is worth an additional \$9 billion because of its sports sponsorships



WPP

### Global economic impact of sports

Direct GDP Impact of Olympics (\$ Billions)





The impact of the digital revolution on media

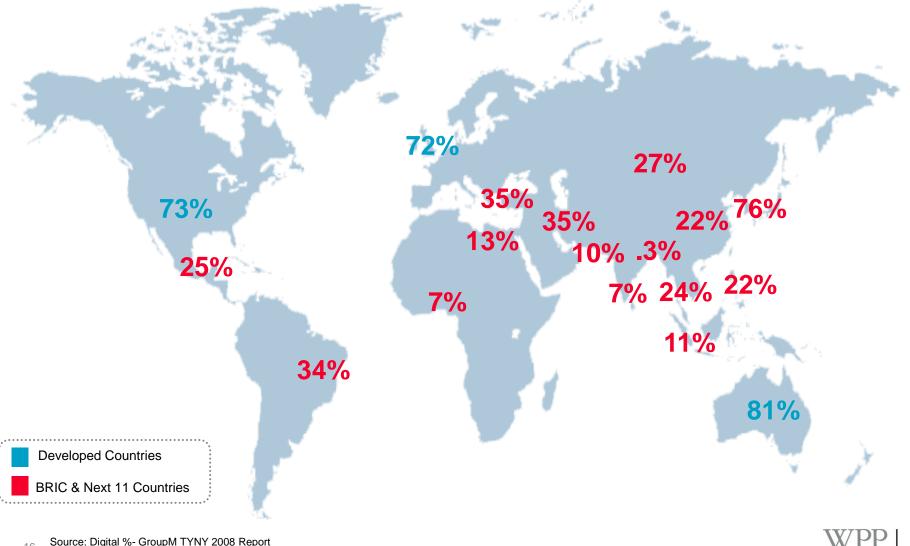
### 1.6 billion out of 7 billion online today



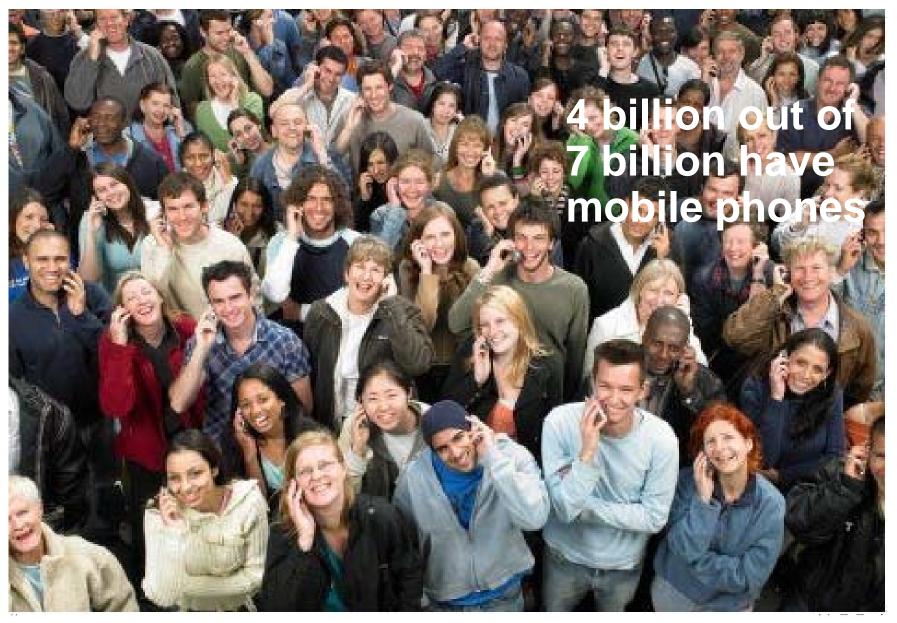
Source: http://www.internetworldstats.com/stats.htm

### 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...

# <section-header><section-header>



### Consumers are taking control

#### Users as producers and distributors of content



### **Users in control**

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



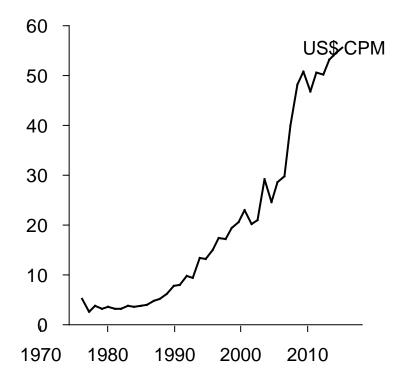
Democratization of the tools of production, distribution, consumption and personalization.

Diet Coke + Mentos



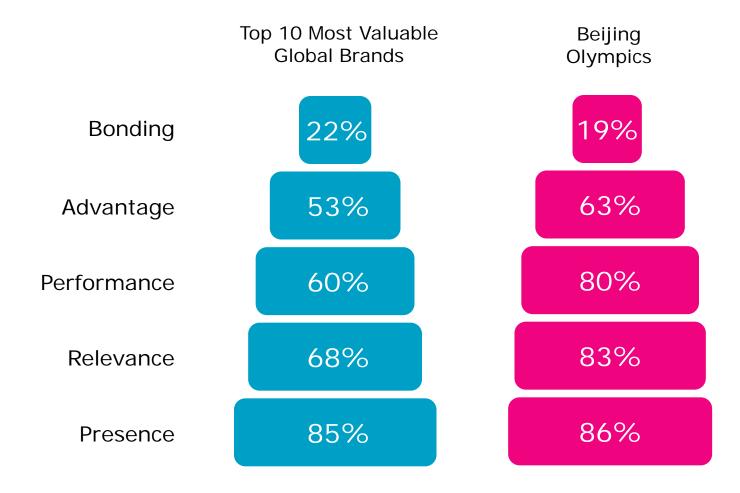
# Premium live events will still command a premium

### Cost per thousand (CPM) of Superbowl spot





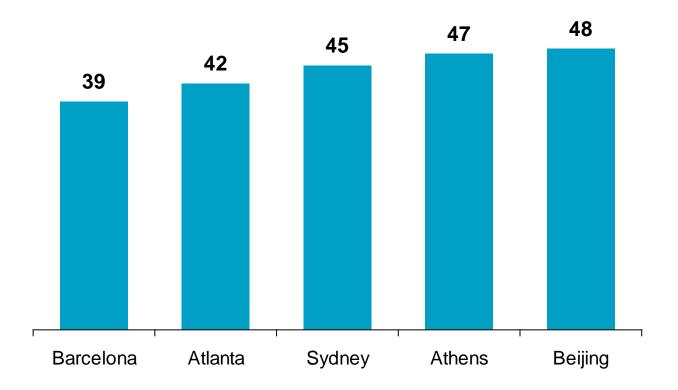
# Sports brands remain some of the most powerful in the world



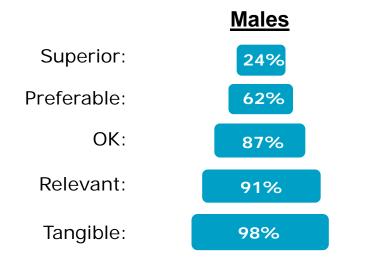


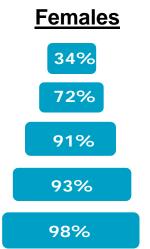
# While broadcasters offer a lot of money, their audience is getting older

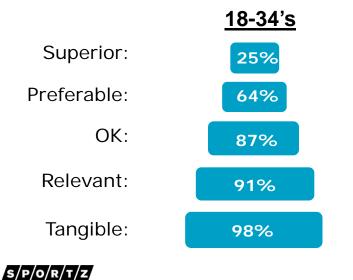
Average Age of Viewers watching the Summer Olympics in Primetime on NBC

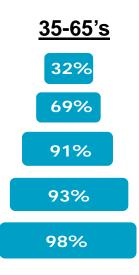


Across demographics the Olympics perform better against women and older age groups











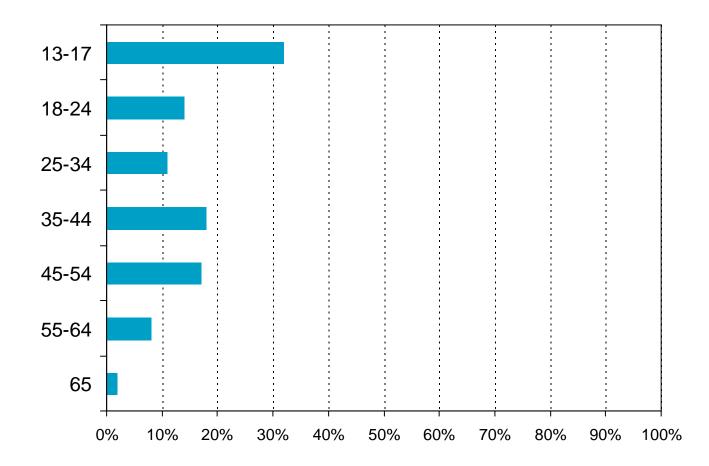
27

## Beijing was the first digital Olympics



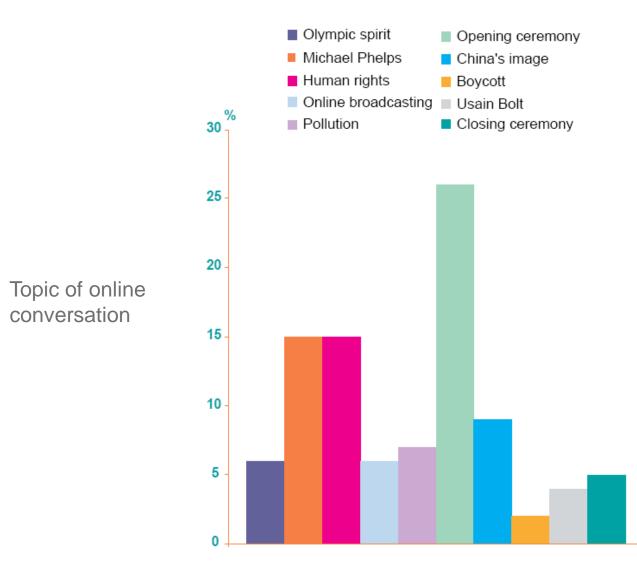
# 50% of London 2012's YouTube channel viewers are under 35

### YouTube's age profiles for London 2012 Olympics





### People are talking about it online



<sup>30</sup> 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 <sup>.</sup>	\$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.	<b>33</b>	\$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



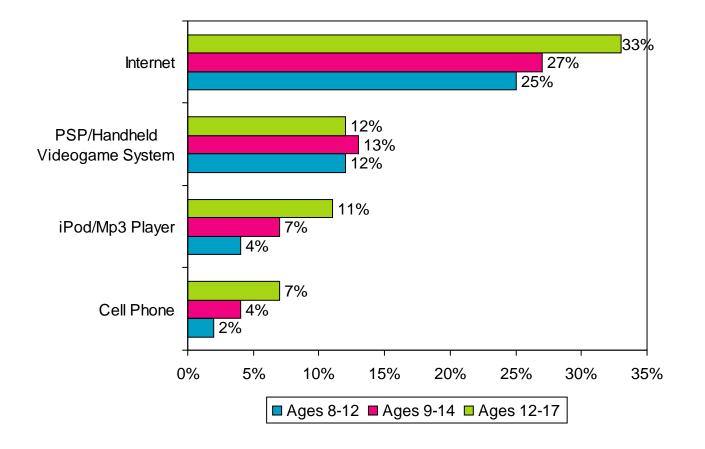
### 3. Engage with the young in the right environments





### The young interact with media in different ways

Kids and Teens Watch TV on Other Devices

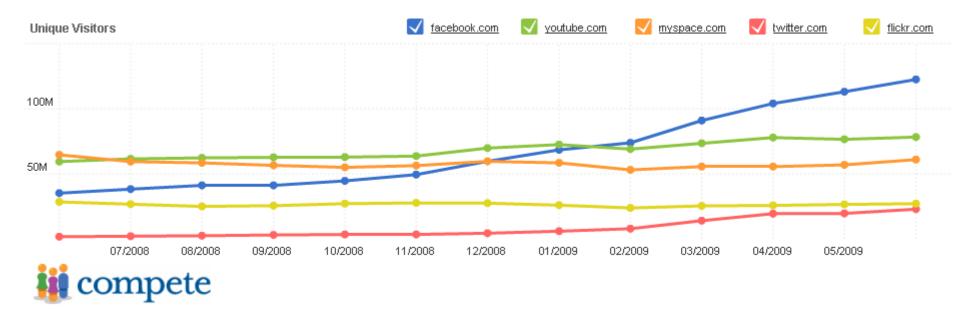


WPP

#### 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)

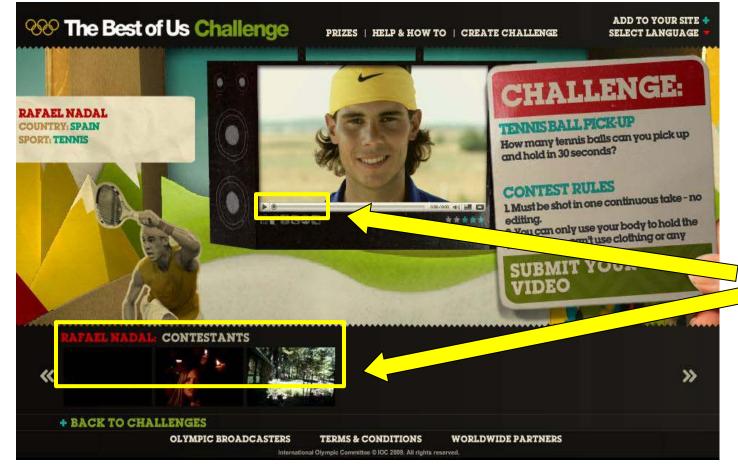
### The Best of Us Challenge Site – Home Page



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.

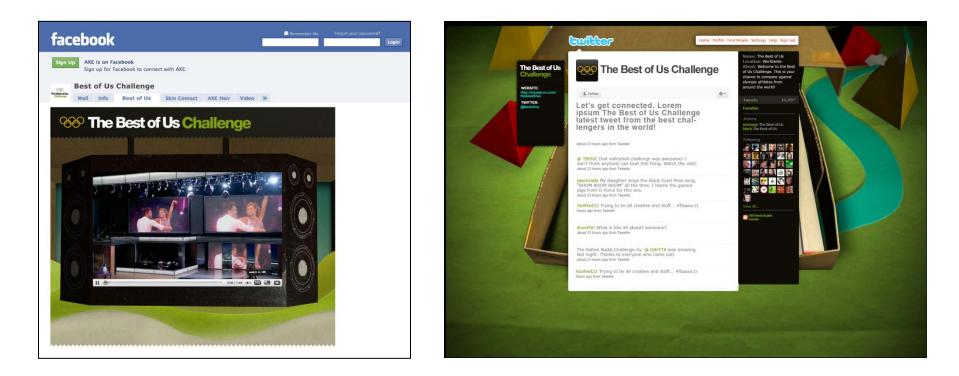
Whoever can best match him or beat his record will win a signed t-shirt from an Olympic athlete, a The Best of Us poster and an official Vancouver 2010 video game. After viewing the athlete's Challenge, the user can decide whether or not s/he would like to "best" the athlete's Challenge and submit a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

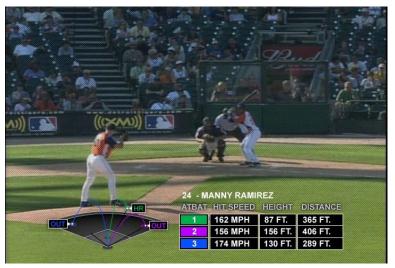


# 4. Understand the technology opportunity *i. Get social*

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.



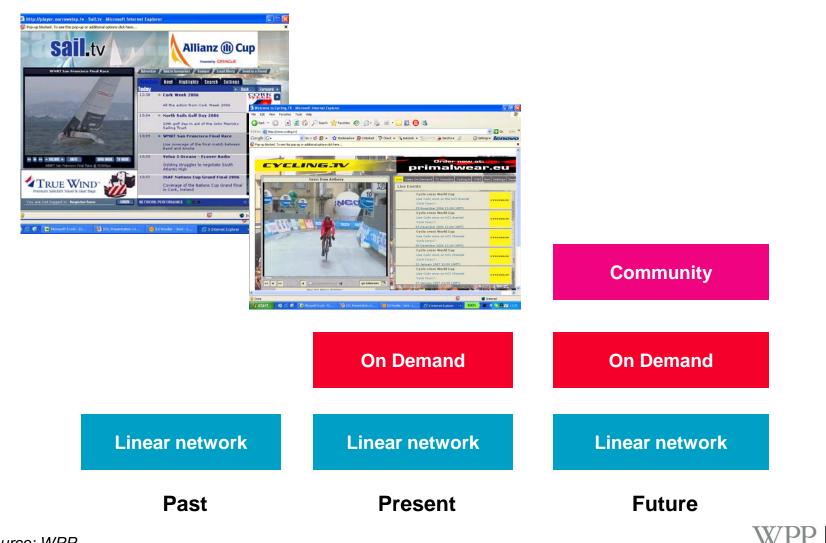


### .... And create communities





### *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