

Market Overview And Trends

Adrian J Cotterill, Editor-in-Chief DailyDOOH



- > Property, Audience, Technology
- > Digital Display Faces 3 6x increase in revenue
- Solution > Great Digital Initiatives from most of the Traditional Outdoor Media Owners
- > Pure Digital Startups gaining traction but not scale



- > Retail Theatre, Big Interactive Windows, Branded Fixtures and Grocery...
 - SupermarktTV
 - TescoTV
 - WalmartTV
- > Music Misunderstood²

What Would A Gen 2.0 Retail Network Look Like?

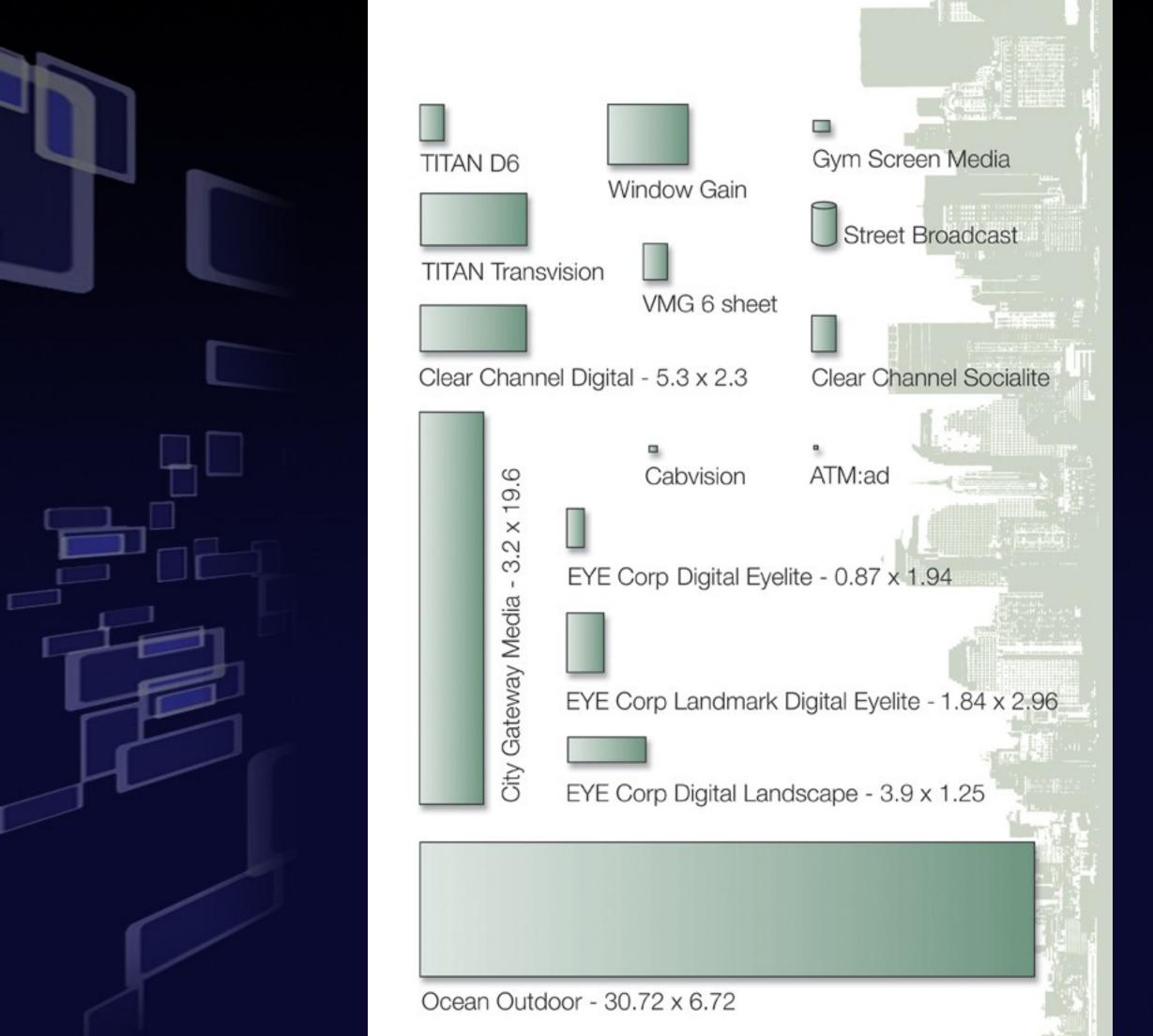
- > Bring screens down to eye level
- > Build screens into fixtures
- > Abandon the 'hang and bang' model
- > Control audio so it's welcomed by customers AND employees
- > Pack Merchandising around the screens and speakers

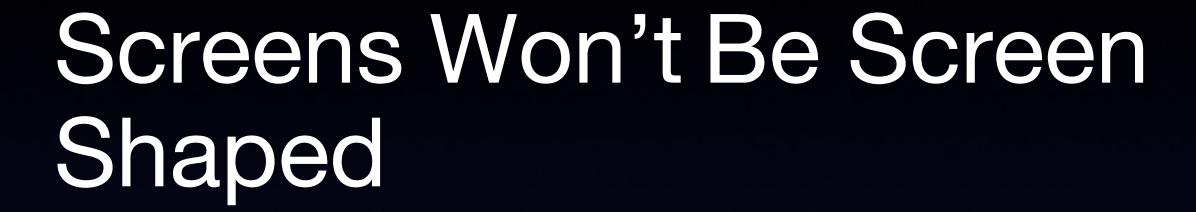
Captive Audience

- > Music Misunderstood²
- Cabvision voted number 5 in KineticWW's Top 10 Digital OOH Formats (2008)* ...but it's amazing how few people have got it right WITHIN transport and in Club / Bar / Networks elsewhere!



- > Screens won't be (traditional) Screen Shaped
- > Device based signage solutions will start to prevail
- > Digital Street Furniture
- > User Generated Content (UGC)
- > 8th January 2008 http://www.dailydooh.com/archives/746





- > Animated Poster Not TV / Video and therefore Portrait NOT Landscape
- > 4:3 or 16:9 will NOT continue to make an impact
- > We believe that in 2009 "Shape Will Be The New King"

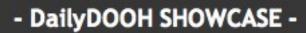
Tina Turner



Elton John



Harrods



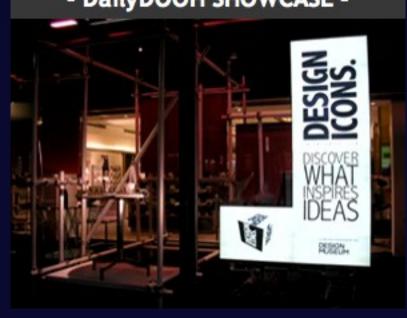


15th April - 24th May

- DailyDOOH SHOWCASE -



- DailyDOOH SHOWCASE -



- DailyDOOH SHOWCASE -









- > Windows Is NOT the best platform for digital signage
- > Embedded Players better able to handle the rigours of mass rollouts
- > In any case it's Content Delivery and NOT Digital Signage





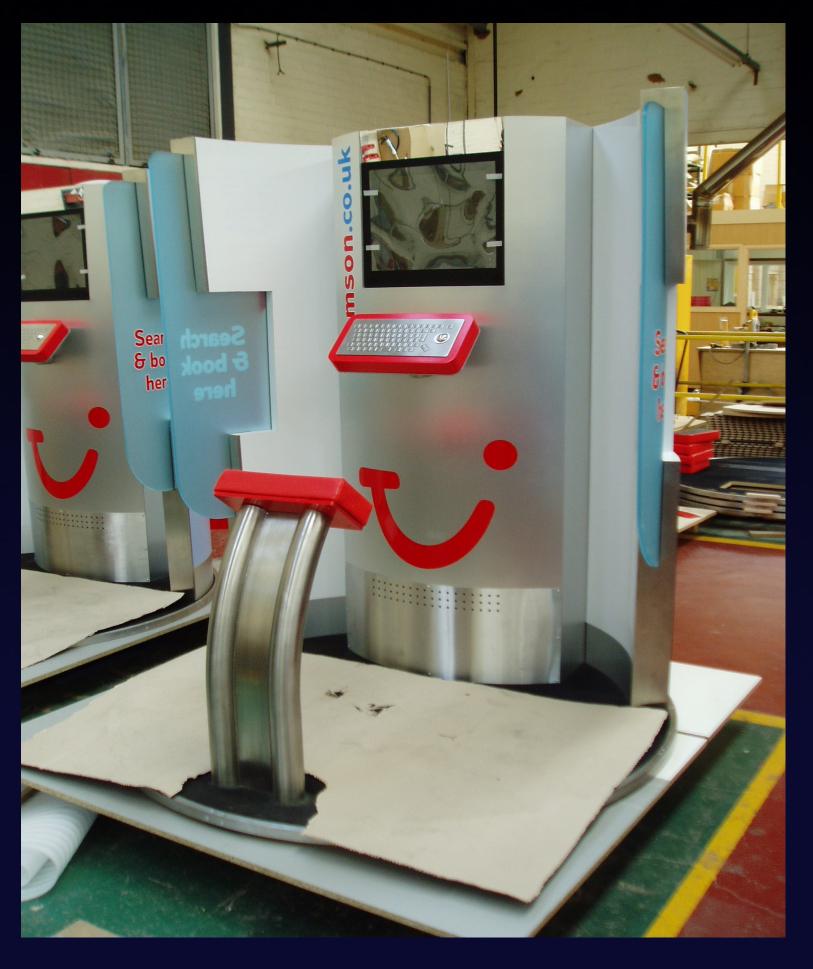
- > Panels
- > Bus Shelters
- > Light Columns
- > Bicycle Racks
- > Kiosks
- > etc.







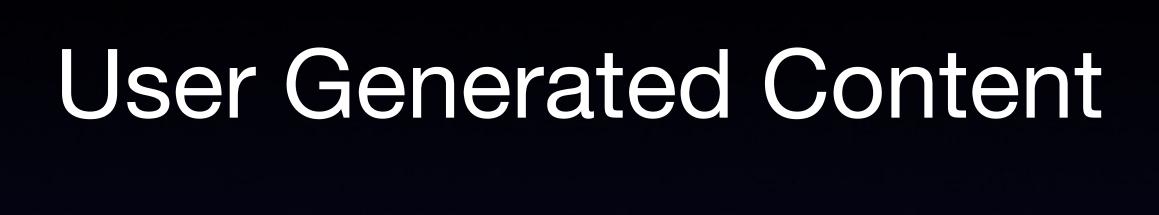








"Research demonstrates a significant increase in awareness(+185%) is generated when adding Streetlive to traditional OOH campaigns"



- > Viewer Created Content VC²
- > Gesture Recognition
- > Mobile Interaction
- > Pro-Active Merchandising