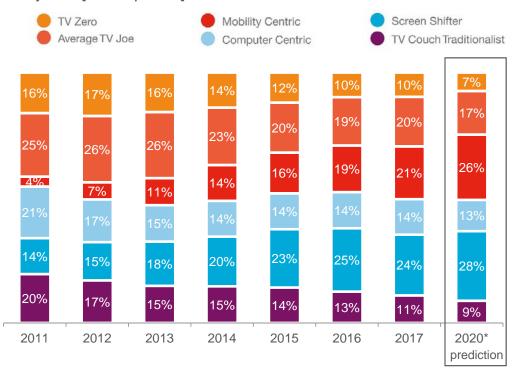


## BY 2020, TV COUCH TRADITIONALISTS WILL HAVE SUNK INTO OBLIVION





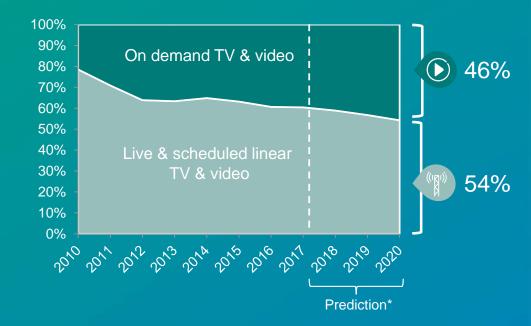
Percentage of population belonging to each user group respective year<sup>1)</sup> [Self-reported]



# BY 2020, ON-DEMAND WILL MAKE UP ALMOST HALF OF THE TOTAL VIEWING



On-demand vs. live/linear viewing share of active viewing hours<sup>1)</sup> [Self-reported]



\* based on best-fit-regression analyses

BASE: Population aged 16-69<sup>2)</sup> watching TV/Video at least weekly and having Broadband at home in Spain

1) Trending using a 3 years moving average (¼ , ½, ¼) , 2) Age 60-69 not covered in 2010-2012

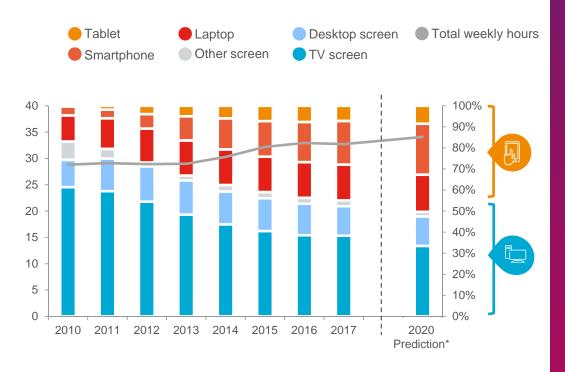
Source: Ericsson ConsumerLab TV & Media 2017 Study

#### BY 2020, 50 PERCENT OF VIEWING WILL BE ON



Share of total TV/video-time done on respective device screen on right axis, and average total nr of hours per week watching TV/video on left axis<sup>1)</sup> [self-reported]

MOBILE SCREENS



- In Spain, by 2020, half of all viewing will be done on a mobile screen, an almost 3 fold increase since 2010
- 1/5 of all viewing will be done on the smartphone alone, an almost 6 fold increase since 2010
- At the same time, total viewing time will have increased by almost 20 percent, reaching more than 34 hours per week by 2020

\* based on best-fit-regression analyse

BASE: Population aged 16-69<sup>2)</sup> watching TV/Video at least weekly and having Broadband at home in Spair

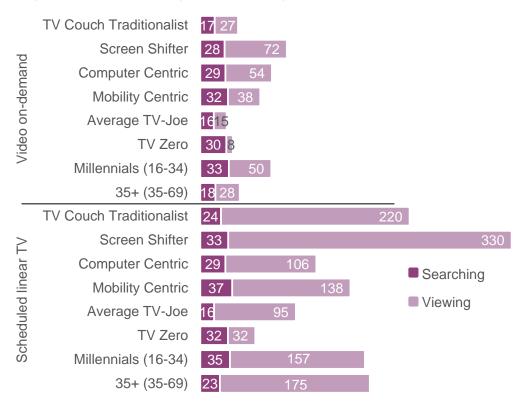
1) Trending using a 3 years moving average (¼, ½, ½), 2) Age 60-69 not covered in 2010-2012

Source: Ericsson ConsumerLab TV & Media 2017 Study

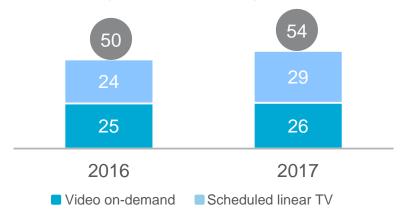
## MILLENNIALS SPEND 88 PERCENT MORE TIME SEARCHING VOD THAN THOSE AGED 35+



**Average minutes per day** spent searching for content per before starting to watch something across user groups (Self-reported)



Average minutes per day spent searching for content per before starting to watch something (Self-reported)





#### 3

#### BY 2020, 3 IN 10 CONSUMERS WILL BE VR USERS

Percentage of consumers owning Virtual Reality headsets [Self-Reported]

Percentage of consumers that use Virtual Reality, when they started and when they will start [Self-Reported]

