

# The 411 on the Wireless Landscape

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Why dialing 411 in Canada is more expensive than:

- Surfing the web via mobile in Rwanda
- Playing a multiplayer online game via 3G in Korea
- Watching Arsenal vs. ManU on your Blackberry in the UK

- The evidence: How Canada is lagging
- The problem: The vicious cycle
- The way forward: The virtuous cycle

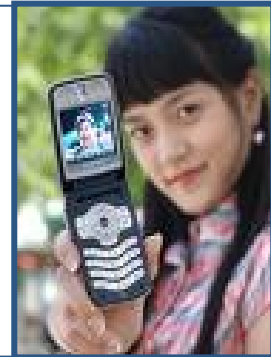


## Ahmed, United Arab Emirates

- Used Bluetooth-enabled Escada phone to make advances to his now fiancée
- For their engagement, gave her a Qiblah F7100 LG phone which points to Mecca using GPS

## Tamiko, Japan

- Thanks to flat rate data plan, spends hours on online games
- Can't WAIT for Second Life to launch on DoCoMo
- Uses mobile coupons for shopping after school



## Nigel, UK

- His offspring will have the 'opposable' texting thumb
- Enjoys a BBC guided 'sat-nav' Coastal Walks of Britain hike on a Sunday
- Possibly a victim of 'happyslap', a video messaging crimewave



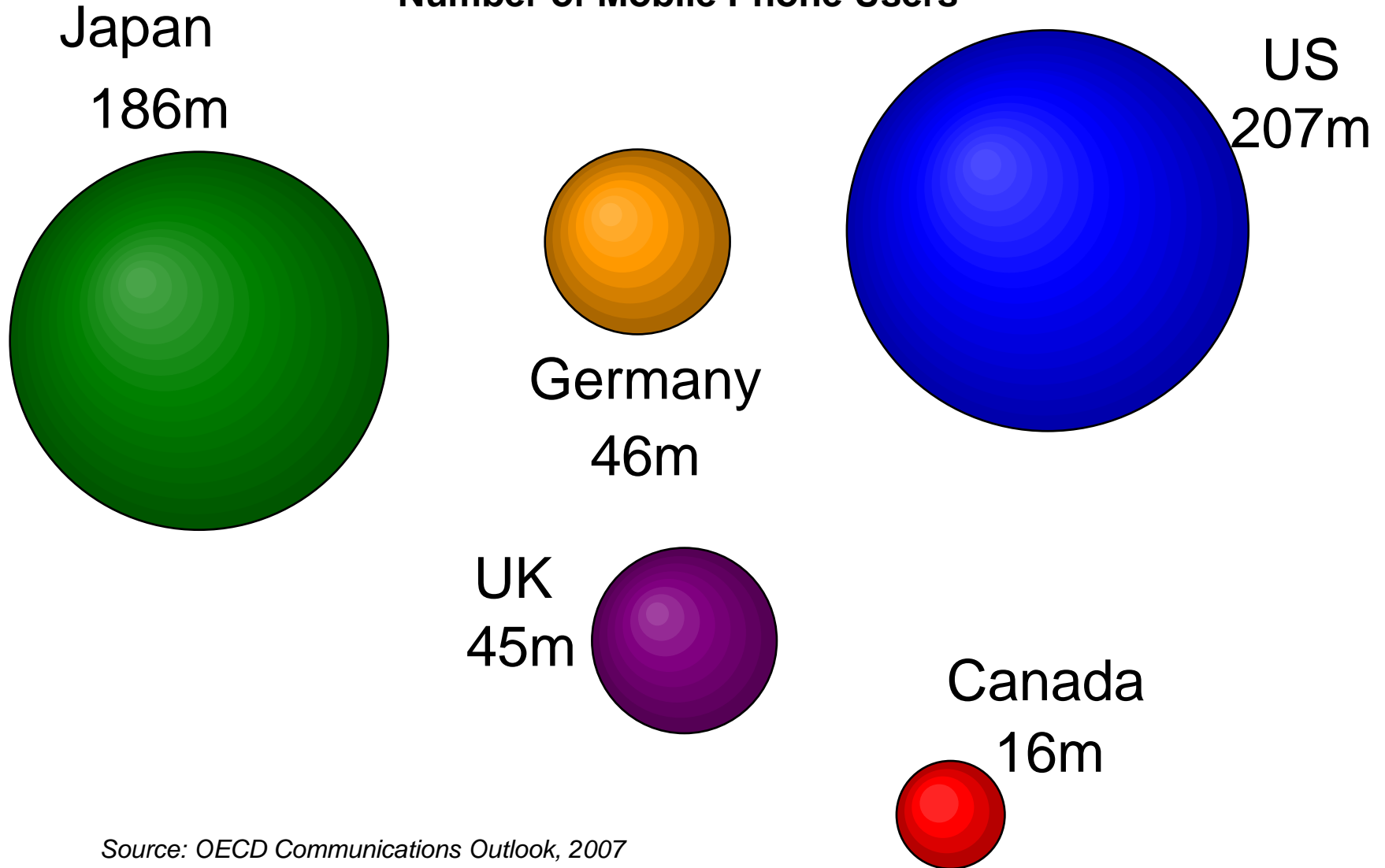


## Jim, Canada

- Addicted to his blackberry to keep up with work
- Sent a text msg to his girlfriend once, but she didn't know how to respond...
- Used the internet once to check a hockey score – took him ten minutes, and his bill was higher than his cable bill

# OK, the Canadian market *is* small

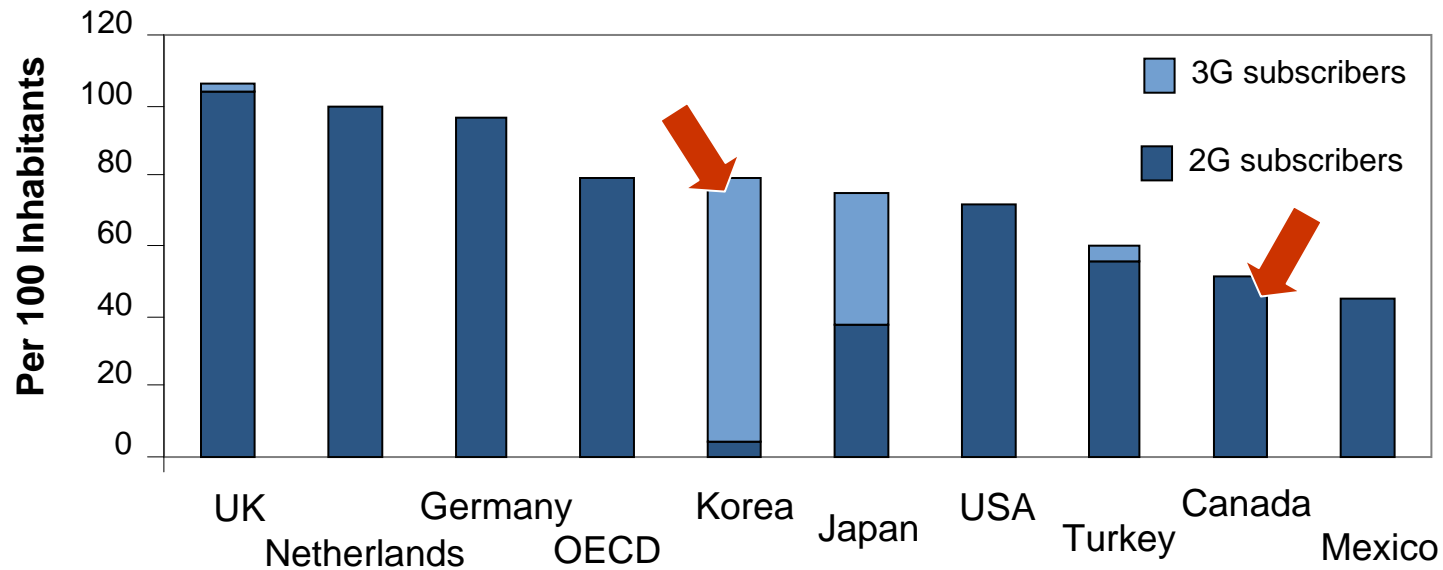
## Number of Mobile Phone Users



Source: OECD Communications Outlook, 2007

# But penetration is low

## 2G and 3G Market Penetration, 2006



Cellular mobile subs per 100 inhabitants, 2005; Source: OECD Communications Outlook 2007

# In Canada, a phone is but a phone...

	UK	Germany	Japan	US	Canada
Sent SMS	86%	83%	--	39%	37%
Played Games	24%	25%	70%	32%	--
Browsed Internet*	29%	18%	40%	26%	19%
Listened to Music	12%	10%	50%	3%	2%
Watched Video	4%	2%	10%	3%	--

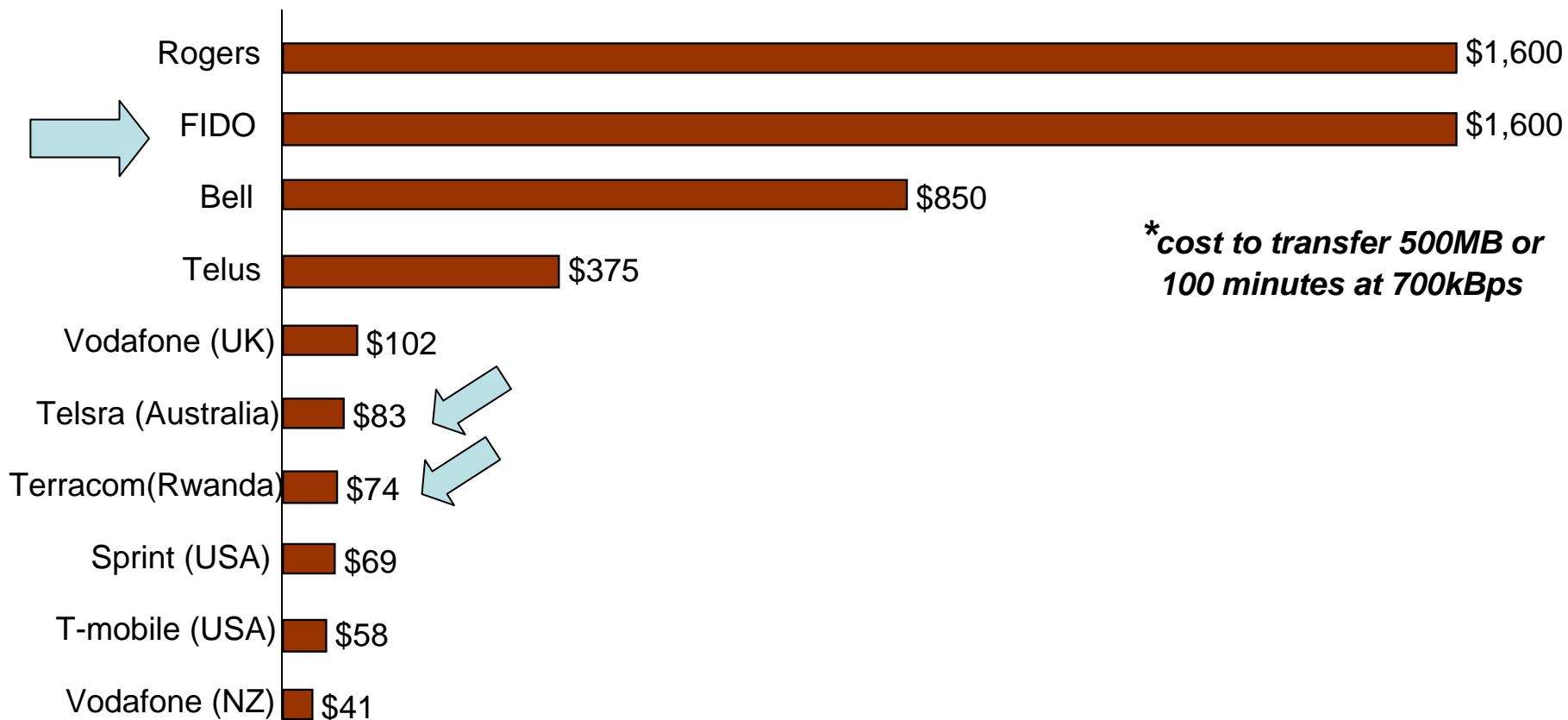
All figures are %s of current mobile customers

Sources: Telecoms.com (M:Metrics, Feb. 2007), Fast Forward 2006 (for Canada), WirelessWatch (for Japan), \*Ipsos Insight 2006, Decima Reports 2006

\*\*Note: some numbers from Japan are 2003

# And that phone ain't cheap when used for data...



## The Cost of Data in Canada\*



Source: emarketer, 2007

**\*NB: The cost of data in Canada has started to come down since this study was undertaken. E.g. Bell has since launched a 7\$ a month flat rate data plan**

## Expenditure on R&D, 2005

	R&D (\$ million)	R&D/ Sales
 <b>NTT</b>	<b>1,152</b>	<b>1.3%</b>
<b>France Telecom</b>	949	1.5%
<b>Deutsche Telekom</b>	258	0.9%
<b>Vodafone</b>	404	0.7%
<b>AT&amp;T</b>	*130	0.3%
 <b>Telus</b>	125	1.3%

\*CATA Report, Re\$earch Infosource

- The evidence: How Canada is lagging
- The problem: The vicious cycle
- The way forward: Business models for home and abroad

# A vicious cycle

“The market’s too small – we have to charge high rates to make the economics work, and we don’t have a lot left over for innovation”

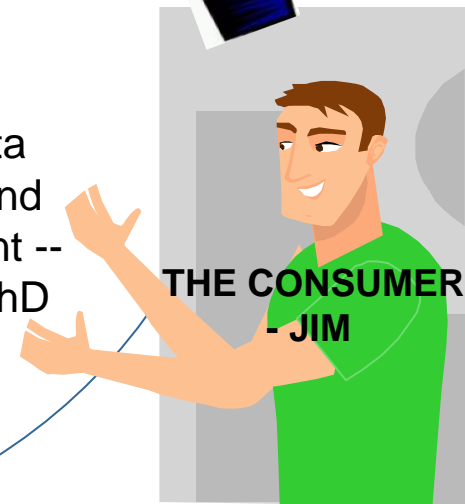


“Of course the market’s too small – my mom won’t get a cell because it’s too expensive!”

“Not our fault - the carriers won’t pay us to innovate and improve the user experience ”

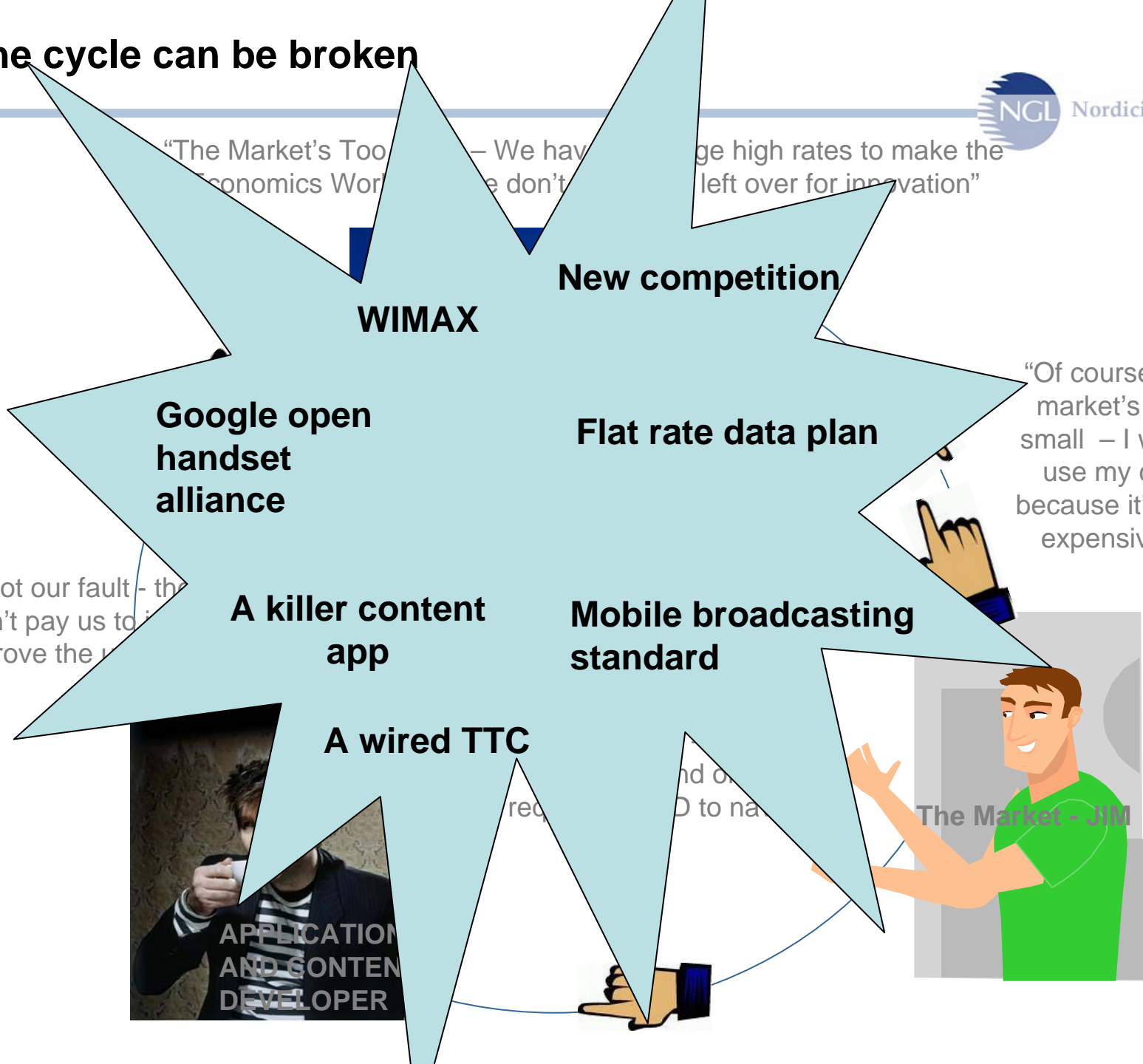


“I don’t spend on data because it’s pricey, and there’s no good content -- interfaces require a PhD to navigate! ”



# But the cycle can be broken

“The Market’s Too Small – We have high rates to make the Economics World – We don’t have enough left over for innovation”



- The evidence: How Canada is lagging
- The problem: The vicious cycle
- The way forward: Create a virtuous cycle
  - Grow your business by serving foreign markets

# Grow your business by serving foreign markets



Waterloo based,  
Only 7% revenues are from Canada



Toronto based  
Launched mobile video in Japan



Charlottetown Based  
Clients: UK, US



Waterloo Based  
Biggest client: NTT DoCoMo Inc, Japan.

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# Understand that Canada *is* different



***Keitai culture***

***“Timmy’s-to-Go” culture***



# Start with what we know Canadians like...

## Social Networking

City	Facebook Members Per K Capita
<b>Toronto</b>	<b>96.0</b>
Vancouver	72.6
<b>Ottawa</b>	<b>93.7</b>
Montreal	22.1
<b>Halifax</b>	<b>183.0</b>
New York	17.6
Boston	73.1
Seattle	36.9
London	25.1
Japan	0.1
Australia	1.7

## Location-Based Services



## Music



## Hockey/weather



# Develop different business models for different markets



## On-deck content

- + promotion
- + advertising partners
- low revshare

- ++ innovation
- ++ more partners
- ++ higher revshare

## Off-deck content

- + no carrier bottleneck
- data rates
- battle for eyeballs
- nascent biz model

- + Open Handset Alliance
- off-deck transactions banned

## Mobile broadcasting

- lack of standard
- cost of transmission in a big country

- + common int'l standards
- culturally dependent

## THE PROPOSITION

SMS participation campaigns

Branded mobile entertainment

Bluetooth enabled outdoor ads

On-deck/off-deck mobile banners

## THE BENEFITS

### MARKETERS

- highly targeted medium
- engaged and well-heeled consumers

### CONTENT DEVELOPERS

- High CPMs (3x!)
- Greater clout with carriers

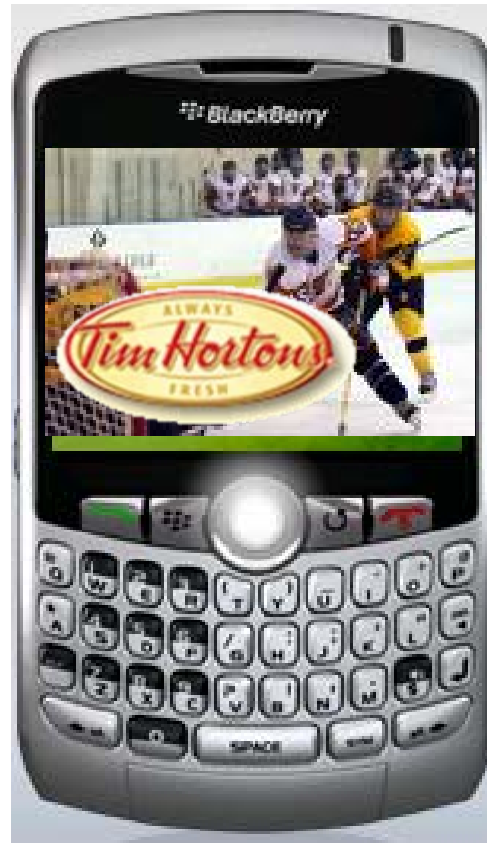
# The Potential: A *Virtuous Cycle*

## Marketers

Fund innovation and content

## Consumers

Increased uptake of services delivers critical mass for marketers



## Content producers

Apply lessons from international market and drive demand for services

## Carriers

Offer content/services, lower data rates with costs offset by marketers

## Nordicity Group

# Strategy and Policy for the Creative and Telecom Industries

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