# The NPD GROUP

Apparel

**Appliances** 

Automotive

Beauty

Consumer Electronics

Food and Beverage

Foodservice

Footwear

Housewares

Information Technology

Music

Movies

Software

Toys

Travel

Video Games



Spotlight on Consumers
NPD Music & Movies for NARM





### **NARM** Retrospective

- The Value Question
- Demographic Challenges
- Falling Category Equity
- Declining Shopper Loyalty
- Channel Shifts
- Impact of P2P
- Threat of Convergence





# Music Buyers Aren't Lost- We Just Have To Look Harder

Technology is Changing Consumer Behavior.
That change is clearly threatening.

Context

Content

**Entertainment Ecosystem** 



# **There Is Opportunity**

Technology is Changing Consumer Behavior.

Physical Retailers Have A Unique Opportunity to

Take Advantage

Context

Content

**Entertainment Ecosystem** 



# **A Prospective**

- Let's Examine Some Trends
- Environment
  - How effect:
    - Content
    - Context





## **A Prospective**

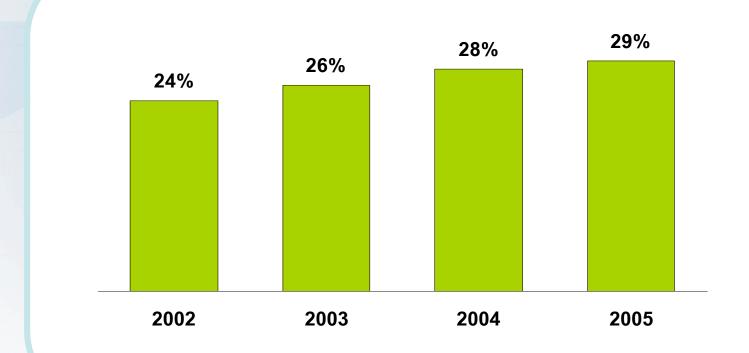
- 1st Half '05
  - CD Sales off 6.4%
  - Sales in Mass rising
  - Music acquisition increasing
  - Digital Buyers more than double





#### Mass Merches On- Unit Sales +2%

#### **Share of Units Sold in Mass Channel:**





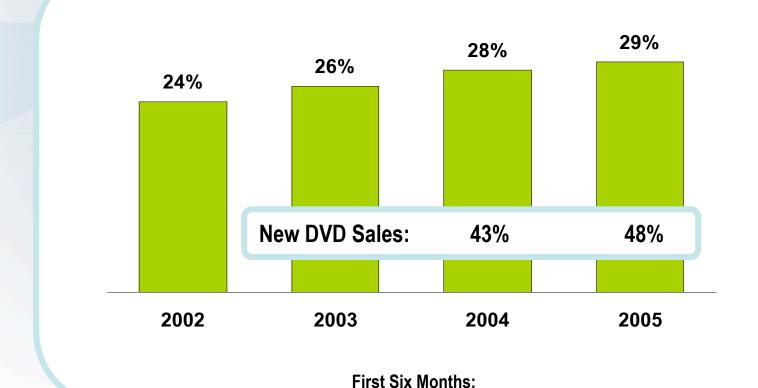


**NPD Music & Movies** 

Source: NPD MusicWatch

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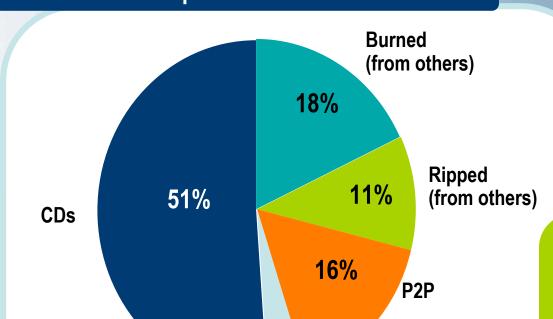


**NPD Music & Movies** 

Source: NPD MusicWatch/NPD VideoWatch

#### **Overall Music Acquisition Was up 3% in 2004**

#### **How Music Was Acquired Over the Past Year?**



4%

Paid

**Downloads** 

Growth came from burning, ripping and paid downloads

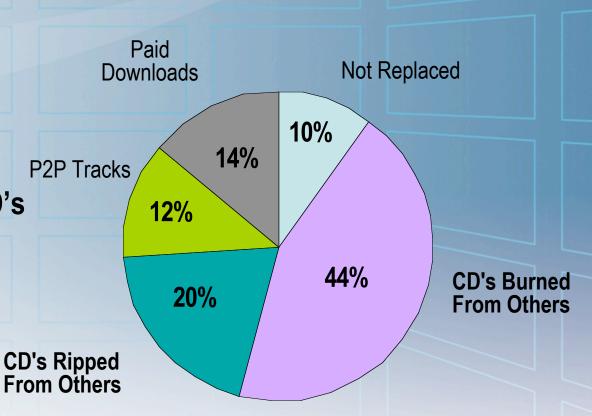


\* Equivalent units (12 songs = 1 unit)

**NPD Music & Movies** 

# Where did your sale go?

9 out of 10 **Lost Physical Sales** Were Replaced-Mostly with Borrowed CD's



\* Equivalent units (12 songs = 1 unit)

Q3. How many CD's/paid downloads/free downloads/borrowed CD's did you buy/download/burn/rip for yourself in the past 12

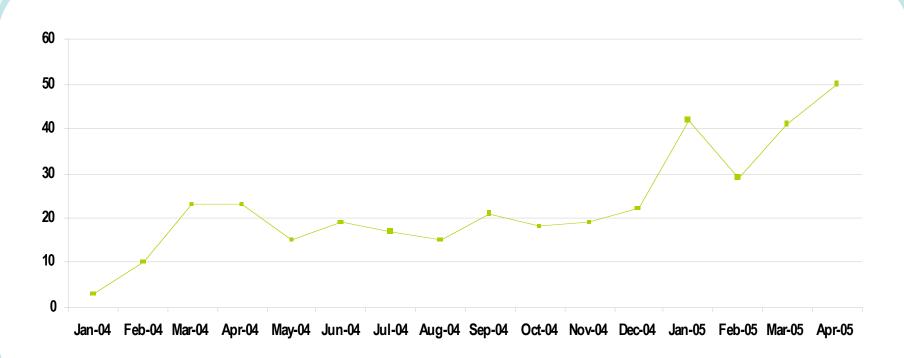
Source: NPD Digital Music Study December 2004

(US Internet Pop. Age 13+)



# **Velocity of Legal Ala Carte Downloading Zooms**

#### Legal Digital Ala Carte Sales Per 100 Internet Households

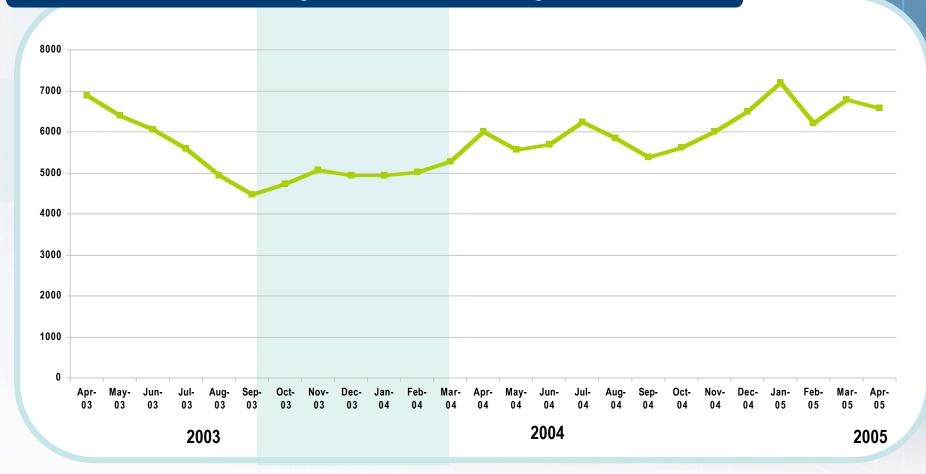


**Source: NPD MusicWatch Digital** 



#### Number of Illegal Music Downloaders in US from P2P Rises Slowly

#### Households Downloading Music Files From Illegal P2P Services

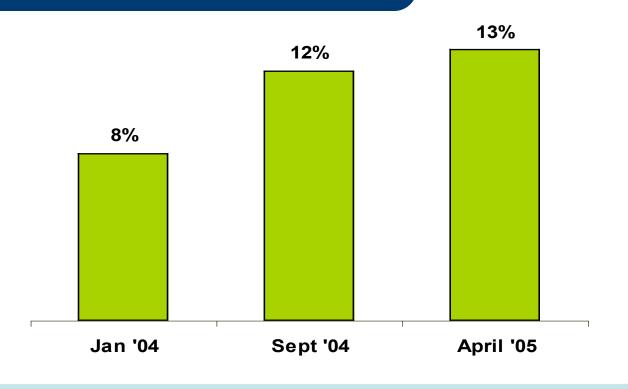




**Source: NPD MusicWatchDigital** 

# Déjà View

# One in Eight Internet Households Have A Video File On Their PC's At least the size of a Half Hour TV Show





**NPD Music & Movies** 

Source: NPD VideoDigital

# In Inventory — Just Not Yours: April 05







- Fair use, not abuse
- Learn from youth



### **Learning From Youth**

- Younger consumers most digitally involved
- Younger consumers the most deterred...
- Younger consumers still active in P2P
- Younger consumers are back
- The real revolution?



#### We Found The Lost Generation!

#### % of Full-Length Unit Sales by Age Segment:



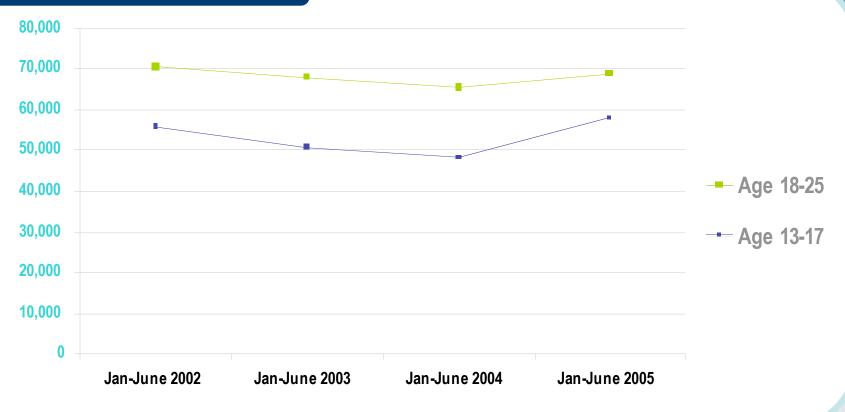


NPD Music & Movies

Source: NPDMusicWatch

# Teens Return (Esp. Girls) and Sales Slide Reversed Among 18-25 Yr Olds

# Unit Sales: Physical FL CD's

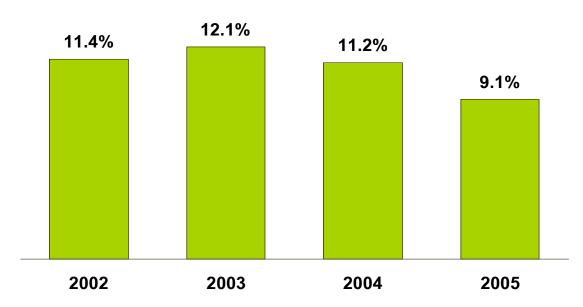




# **Content Is King (???)**

#### **Importance of Top 10 Sellers**

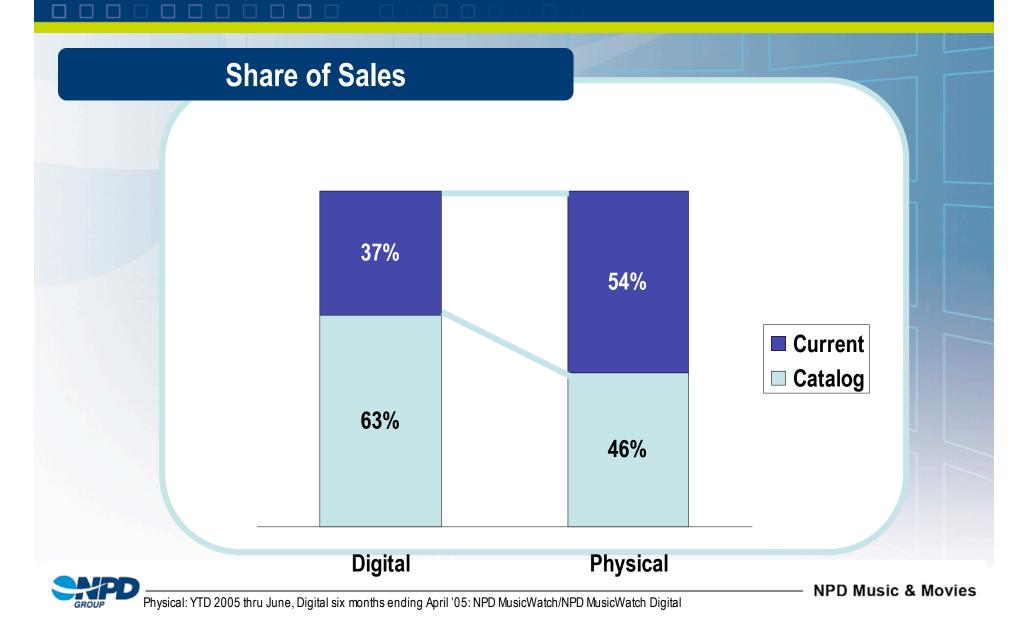
#### **Share of Top 10 Sellers To 13-25 Year Olds**



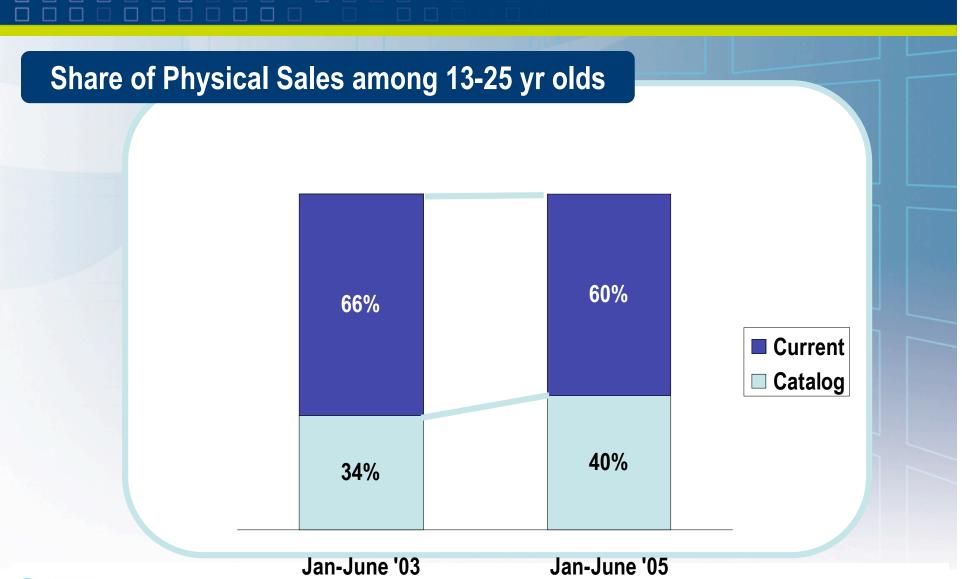
**First Six Months:** 



# **Digital Is More About Catalog**



# Is digital content retraining physical buyers?





#### **Can Ringtone Influences Be Far Behind?**

200/

14%

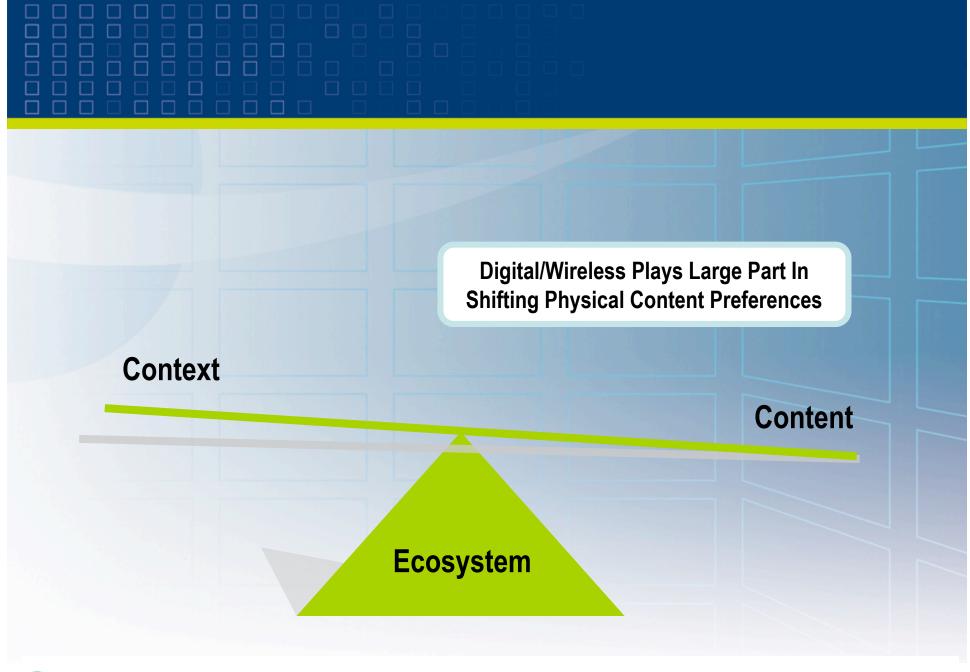
# **Top 10 Genre Preferences Among Ringtone Downloaders**

Alternative / Modern Rock	30%
TV / Movie Theme Songs	24%
Rap / Hip-Hop	24%
Classic Rock ('60s - '80s)	23%
Pop / Top 40 / Current Hits	21%
R & B	18%
'80s - '90s Hits	18%
Country	16%
Movie Soundtracks	15%

Altamastica / Madama Dade

Hard Rock / Metal

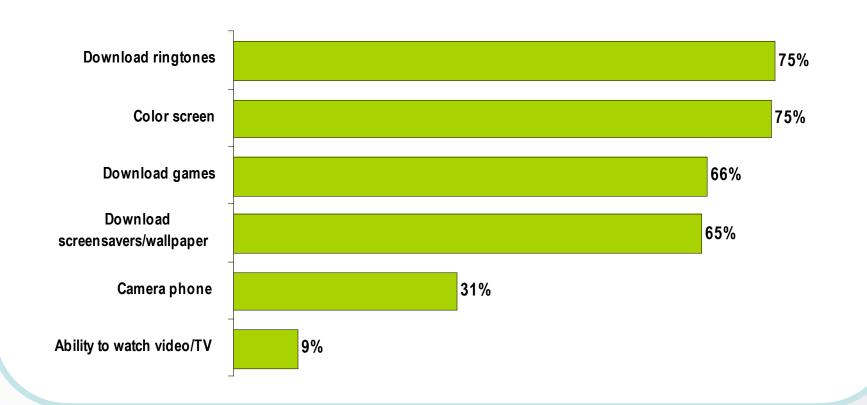
GROUP Source: The NPD Group 8/05





# Ringtone download capabilities are widespread on phones that teens own

#### 75% of teen-owned phones have ringtone capabilities





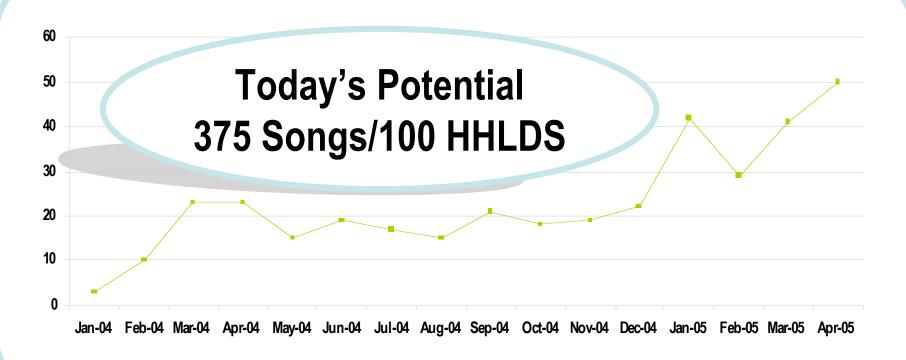
### Half Use Ringtone Capabilities- Many More Will

#### **Top 5 Mobile Applications for Teens** 68.4% 22.5% Text messaging (SMS) ■ Use this service Play games on your 66.7% 21.0% phone ■ Don't use but available on phone PDA functions -62.0% 19.0% calendar contacts, etc. Download new 38.7% 39.1% ringtones **Instant Messaging** 26.2% 33.0%



# We've only scratched the surface of digital

#### **Legal Digital Ala Carte Sales Per 100 Internet Households**

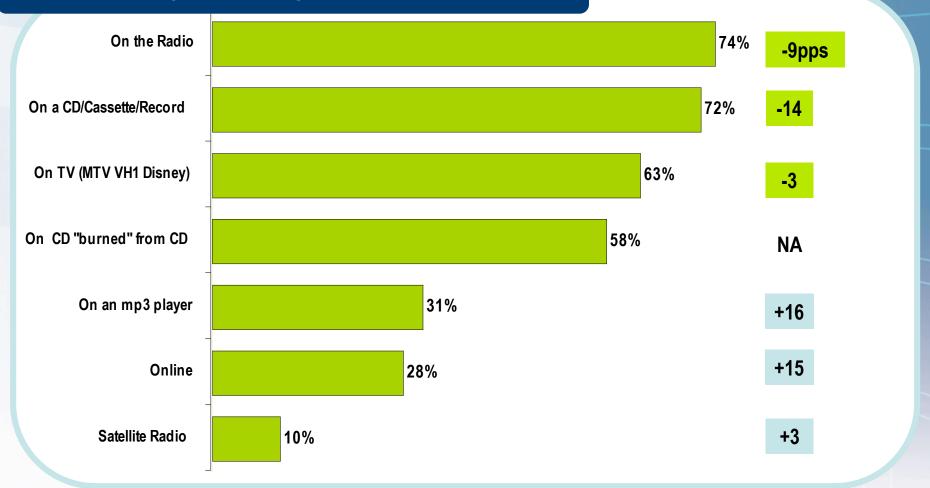




Source: NPD MusicWatch Digital- estimate from NPD proprietary modeling

# Teens- From Passive to Active, from Push to Pull

#### **% Teen Music Buyers Listening to Music in Past Week On...**





# Listening Habits Have Direct Impact On Buying Influences

#### What influenced you to buy the CD?



#### **Becoming more Influential:**

- Heard on TV show (ex.OC)
- Sampled a clip / song online
- In-store listening

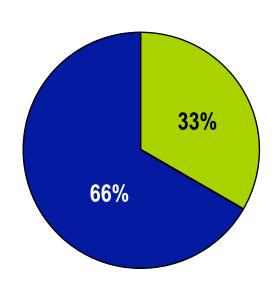
#### **Becoming less Influential:**

Hearing on radio



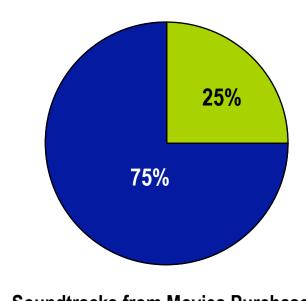
# Other Important Contexts For Engaging Music

One in three music buyers aged 13-24 bought the music heard in videogame



**Music from Video Games Purchased** 

3 out of 4 13-24 movie goers have bought a soundtrack



**Soundtracks from Movies Purchased** 



# iTunes, Rhapsody, Shuffles, Tivo

#### **Unit Sales of:**

Portable DVD Players	+50%
Flash Digital Music Players	+104%
Hard Drive Digital Music Players	+402%
Video Hard Drive Recorders	+57%



# Technology is training consumers to become more active participants

Context

Digital/Wireless Plays Large Part In Shifting Physical Content Preferences

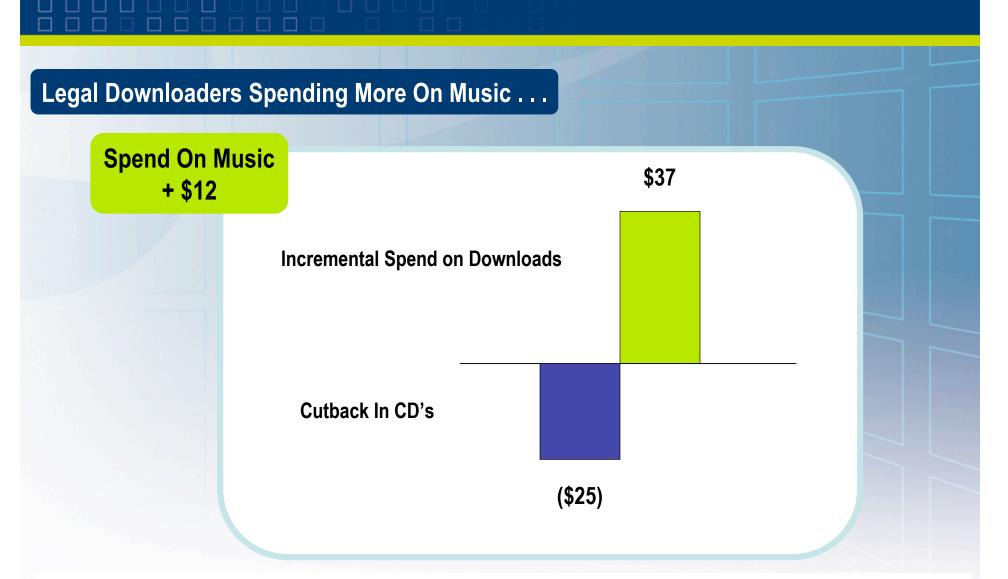
Content

Physical Content Preferences Shifting Because of Active Environment

**Ecosystem** 

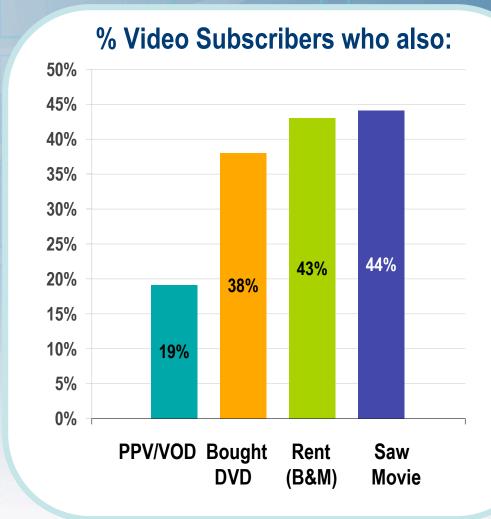


# **Digital Increases The Appetite For Content**





# Video Subscribers Still Buying, Renting and going to Theatre







# There will be an increasing appetite for content

Context

Digital/Wireless Plays Large Part In Shifting Physical Content Preferences

Content

Physical Content Preferences Shifting Because of Active Environment

Retailers must be prepared for an environment driven by PC's, Set Top Boxes, Wireless and Portable Devices



#### What can retailers do?- the store side

Context

Staff Expertise & Service
Website if you can, alliance
otherwise Affordable In-store
listening/Kiosks
Promote & Value Price Catalog
DualDisc
Trinity- Music/Videogames/Movies
Music related TV-on-DVD
Gift Cards

**Ecosystem** 



#### What can retailers do?- the customer side

CRM programs
Viral marketing
Micro-marketing
Niche marketing
Pull marketing
Permission marketing
(Don't be Radio)

# Music buyers aren't lostwe just have to look harder

Content

**Ecosystem** 



#### Apparel The NPD GROUP **Appliances Automotive** Beauty Consumer Electronics Food and Beverage Thank you for your time Foodservice Thank you NARM, for the podium Footwear Housewares Information Technology Music Software Toys For more information: Travel Russ\_Crupnick@NPD.com Video Games

