

## NARM Retrospective

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


NPD Music \& Movies

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

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

## Context

# Content 

## Entertainment <br> Ecosystem

## There Is Opportunity

> Technology is Changing Consumer Behavior. Physical Retailers Have A Unique Opportunity to Take Advantage

## Context

# Content 

## Entertainment <br> Ecosystem

## A Prospective

Let's Examine Some Trends

- Environment
- How effect:
- Content
- Context



## A Prospective

## - <br> 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:



First Six Months:

Source: NPD MusicWatch

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## Share of Units Sold in Mass Channel:



First Six Months:

## How Music Was Acquired Over the Past Year?



Growth came from burning, ripping and paid downloads

## Where did your sale go?

## 9 out of 10 <br> Lost Physical Sales Were ReplacedMostly with Borrowed CD's



[^0]
## 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



## 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:



Source: NPDMusicWatch

Unit Sales: Physical FL CD's

```
80,000
70,000 \square
60,000 
40,000 - - Age 18-25
30,000 }~\mathrm{ - Age 13-17
20,000
10,000
    0
            Jan-June 2002 Jan-June 2003 Jan-June 2004 Jan-June 2005
```


## 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

## Share of Sales



## Share of Physical Sales among $13-25 \mathrm{yr}$ olds



## Can Ringtone Influences Be Far Behind?

## Top 10 Genre Preferences Among

 Ringtone DownloadersAlternative / 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\%
Hard Rock / Metal ..... 14\%

Digital/Wireless Plays Large Part In Shifting Physical Content Preferences

## Context

# Content 

## Ecosystem


$75 \%$ of teen-owned phones have ringtone capabilities


## Half Use Ringtone Capabilities- Many More Will

Top 5 Mobile Applications for Teens


```
\squareUse this service
\squareDon't use but available on phone
```


## We've only scratched the surface of digital

## Legal Digital Ala Carte Sales Per 100 Internet Households




1 st Six Months '05 vs '02

## 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

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

NPD Cross-Entertainment Study : Fielded Jan 05

## iTunes, Rhapsody, Shuffles, Tivo

## Unit Sales of:

$$
\begin{aligned}
& \text { Portable DVD Players..................................+50\% } \\
& \text { Flash Digital Music Players.........................+104\% } \\
& \text { Hard Drive Digital Music Players..................+402\% } \\
& \text { Video Hard Drive Recorders.........................+57\% }
\end{aligned}
$$

# 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

Legal Downloaders Spending More On Music . . .

```
Spend On Music
+ \$12\$37
```

Incremental Spend on Downloads

Cutback In CD's

(\$25)

## Video Subscribers Still Buying, Renting and going to Theatre

\% Video Subscribers who also:


## 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)

# Musichuyers arent tosto wejust have to look harder 

Content

## Ecosystem



## Thank you for your time Thank you NARM, for the podium



## Housewares

Information Technology

Music

Movies

Software

Toys

Travel

Video Games


[^0]:    * Equivalent units (12 songs = 1 unit)

