Multimedia Experiences

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Multimedia Computer – optimized for Web 2.0





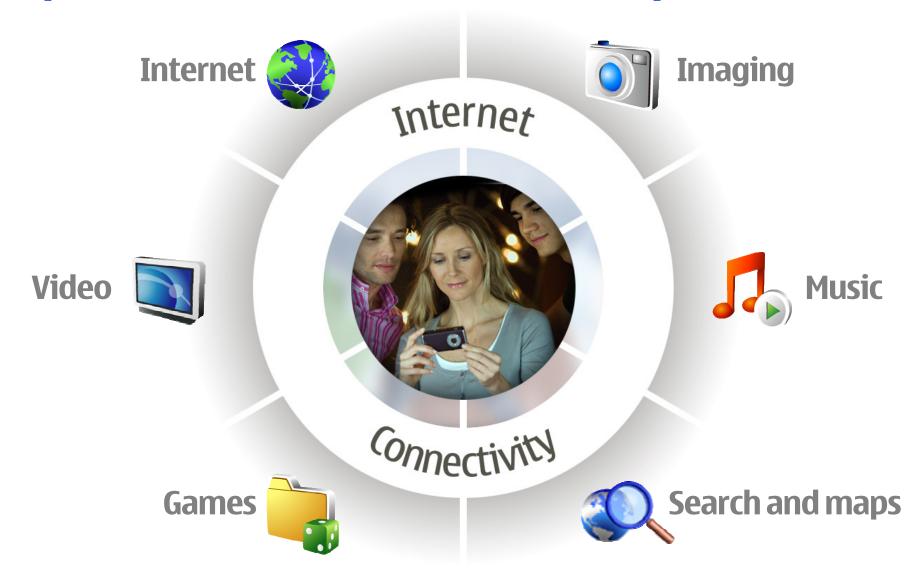


All of my connected applications, always with me

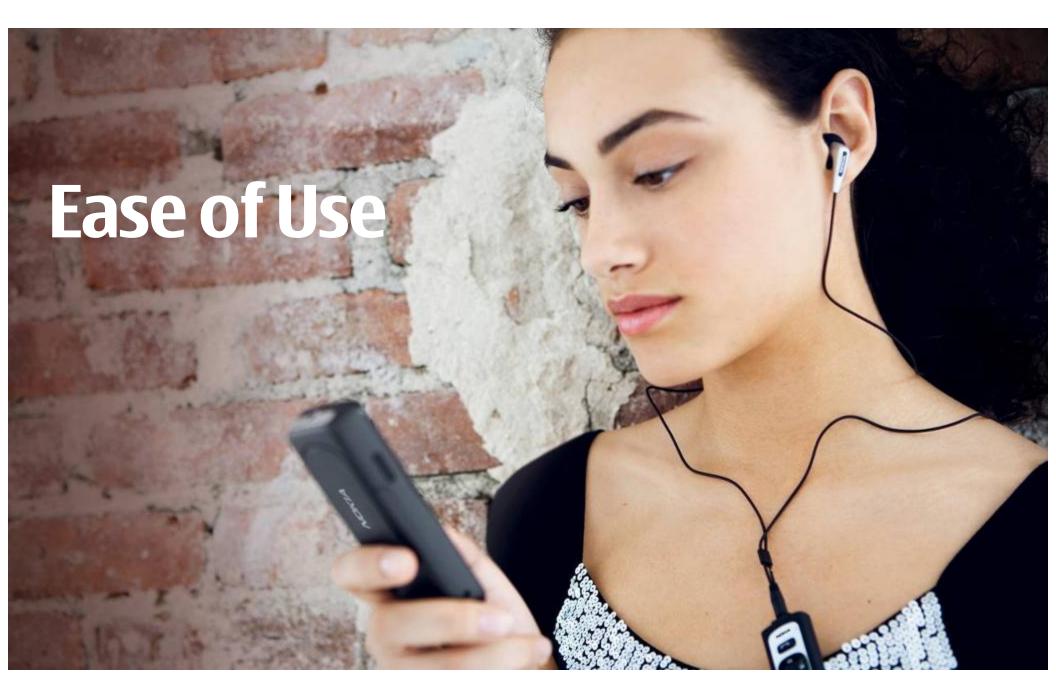




People in the center of Multimedia Experiences









Ease of use is not about adding new technology to the device...





Ease of use is not about adding new technology to the device...





...but offering people rich experiences







Nokia's global convergence consumer study 2006





* Nokia consumer study in 11 markets – 5.500 respondents aged 18-35 years



Nokia's global convergence consumer study 2006



Nearly half (44%) of respondents use their mobile as their primary **camera**

Over half (67%) expect the mobile to replace the MP3 player

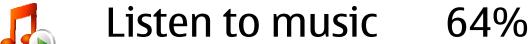
More than a third (36%) browse regularly the **Internet** with their mobile

People want multiple functionality in their mobile device



Nokia Nseries user studies

Nokia S60 device owners use the following experiences several times per week or more often





Browse Internet 48%

People want multiple functionality in their mobile device



Other Nokia consumer research Upcoming experiences



Mobile TV: 76% of UK pilot participants would take up the service

Search and navigation: 51% want to use maps and 31% search on mobile







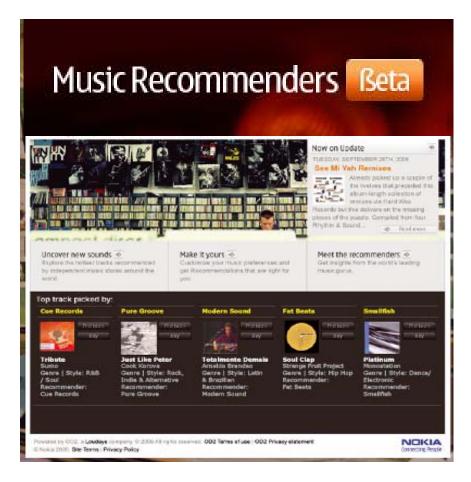


Communities

- central part of multimedia experiences









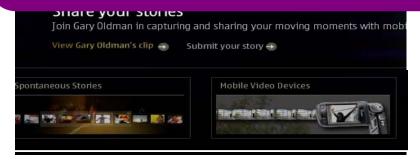
Communities

central part of multimedia experiences



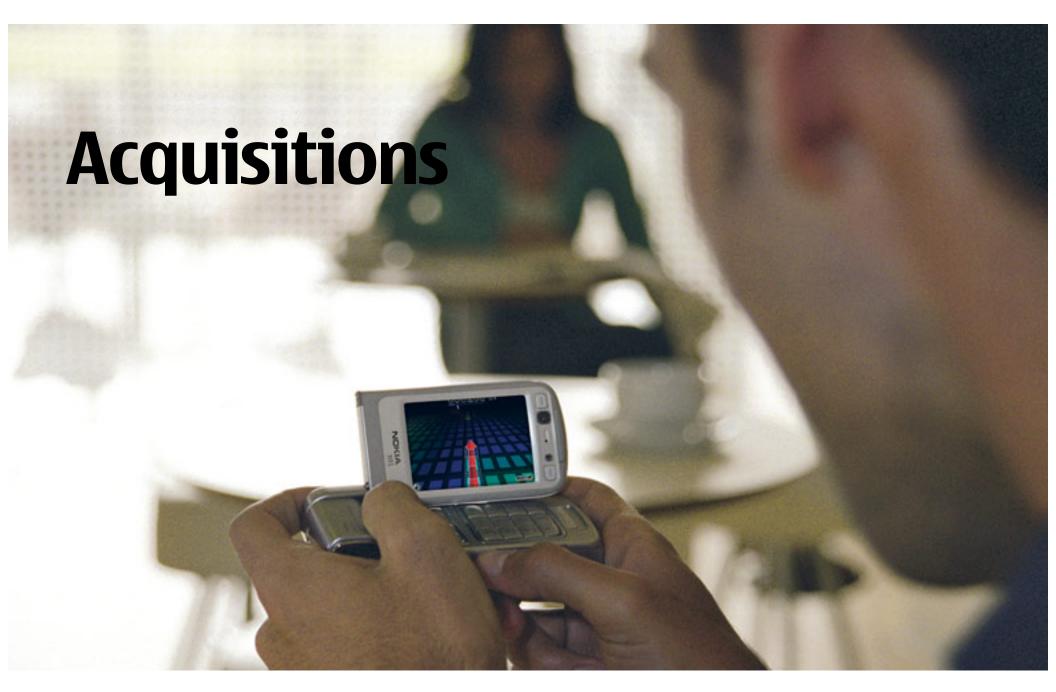
Communities

- 1. Enhance the Nokia Nseries experiences
- 2. Build on the rich connectivity of the devices
- 3. Differentiate and support the Nokia Nseries brand











Gate5 and Loudeye acquisitions

We will offer comprehensive Nokia multimedia experiences

- Ease of use
- Out of box readiness

Acquisition logic

- Time to market
- Asset control
- Expertise from new industries



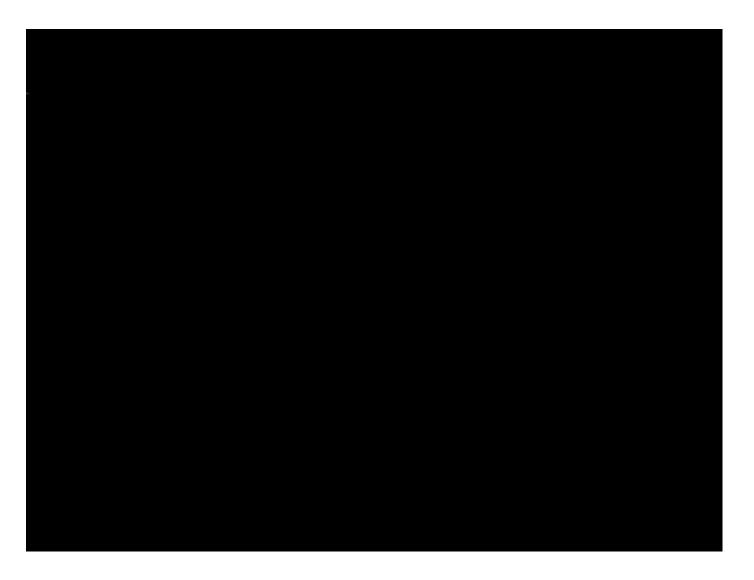








Nokia Imaging Experience video





Experience led product business model



Consumer services will be an important part of the Nokia multimedia experiences

- Services is a means to deliver the full experience to consumers
- Services drive device ASP
- Services enhance the Nokia brand perception
- Services will create incremental revenue to Nokia but main business model continues to be device sales driven



All the music in the world anywhere, anytime

Tommi Mustonen Director, Multimedia



Nokia World

Nokia Nseries music range



2GB memory card



8GB hard drive

1GB memory card

^{*}Capacity based on 3:45 per song and 48 kbps eAAC+ encoding

Music

Superior sound

Buy or rip and sync to your device

Music player with great usability 8GB

Using highest quality headsets





Radio

Stereo FM radio with Station Directory Service and Visual Radio







Podcasting

The Nokia Podcasting application: find, subscribe to and download podcasts over the air





Nokia music experience Music Music Recommende

Music recommendations from 40 ndependent record stores around the world

Across 12 genres - from Pop to Rock to Classical, Jazz and Electronica

The **human** recommendation experience

David Bowie as the godfather of The Music Recommenders

Monthly contribution through **features and podcasts**, sharing his most exciting musical discoveries













The Nokia music phones







Nokia 5200

Nokia 5300 XpressMusicNokia 3250 XpressMusic



Industry leading music experience

Music store





Differentiation

- Differentiation vs. music player
 - Multipurpose
 - All music, anywhere, anytime
- Differentiation vs. traditional competition
 - Multimedia computer
 - Complete end to end offering





Benefits to Nokia

- Higher device sales
- Stronger Nokia brand
- Opportunity for incremental revenue streams





Summary

- Nokia already a strong player in digital music
- We are strengthening our offering further
- Different offering compared to MP3 players or traditional competition
- Benefits to Nokia through
 - Higher device sales
 - Stronger Nokia brand
 - Opportunity for incremental revenue streams







People in the Centre of Multimedia Experiences



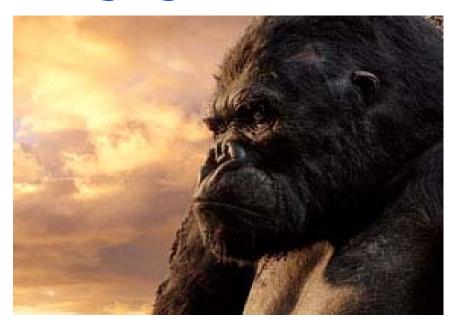


People in the Centre of Multimedia Experiences

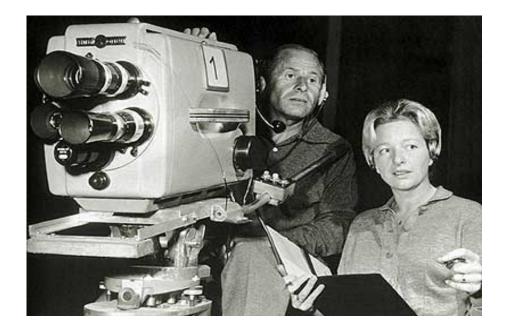




Changing Economics



- The 1933 version of King Kong cost \$670k to shoot (roughly \$10m in today's money).
- The new version of the film cost \$207m.
- Source: The Economist.



- In 1953, the cost of building a two camera TV studio was roughly \$375k in today's money.
- The cost today is \$8k.
- Source: Adam Singer MCPS-PRS Alliance.



User generated content



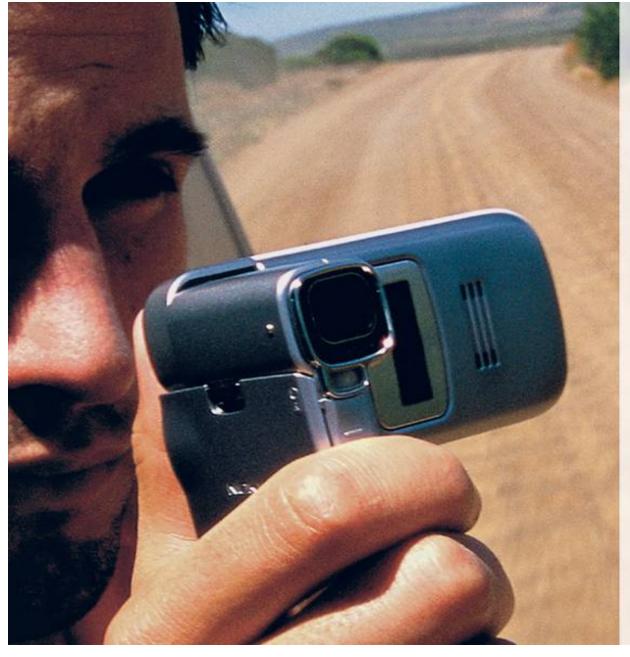


flickr

the color folders on me have what a life- six a course







Citizen journalism

Picture all the news that's fit to upload

It is difficult to avoid the hype about citizen journalism, the process whereby bloggers and people with cameraphones can report news from the grassroots that old media cannot reach

Guardian, March 22, 2006

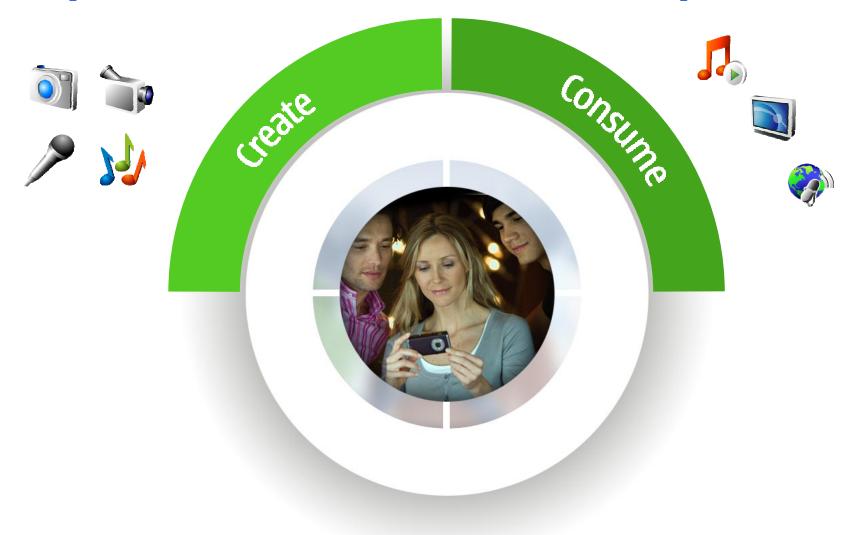














Mobile TV – multiple options for people

Broadcast





Telecom



Streaming

Cellular WLAN



Browsing



Internet



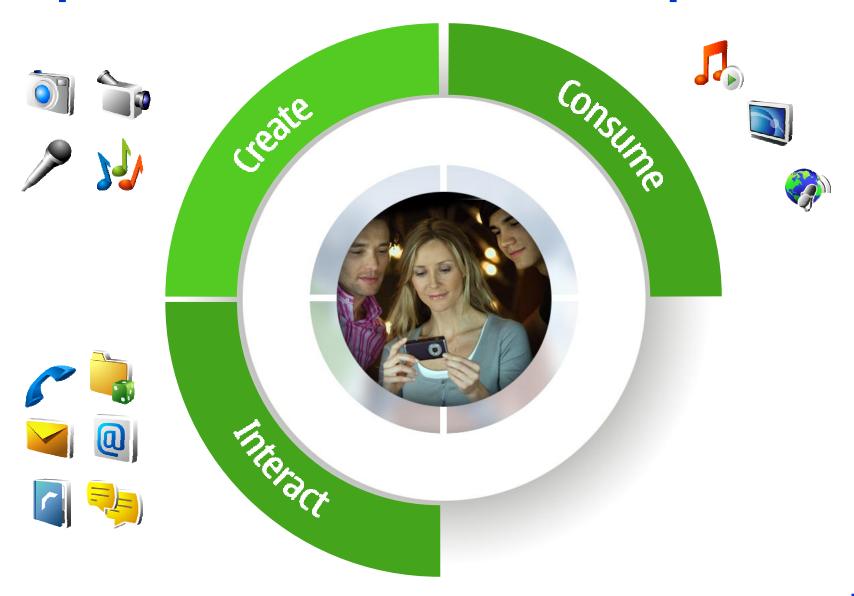
PC and home connectivity Memory cards WLAN



Place shifting





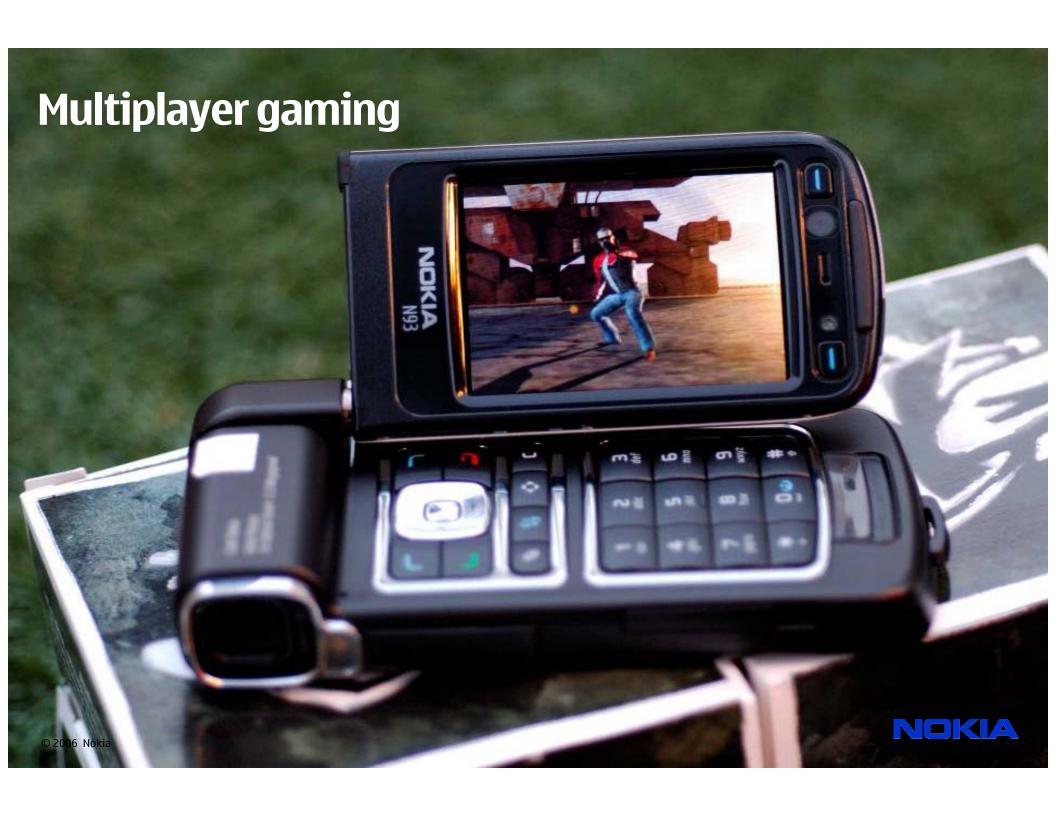


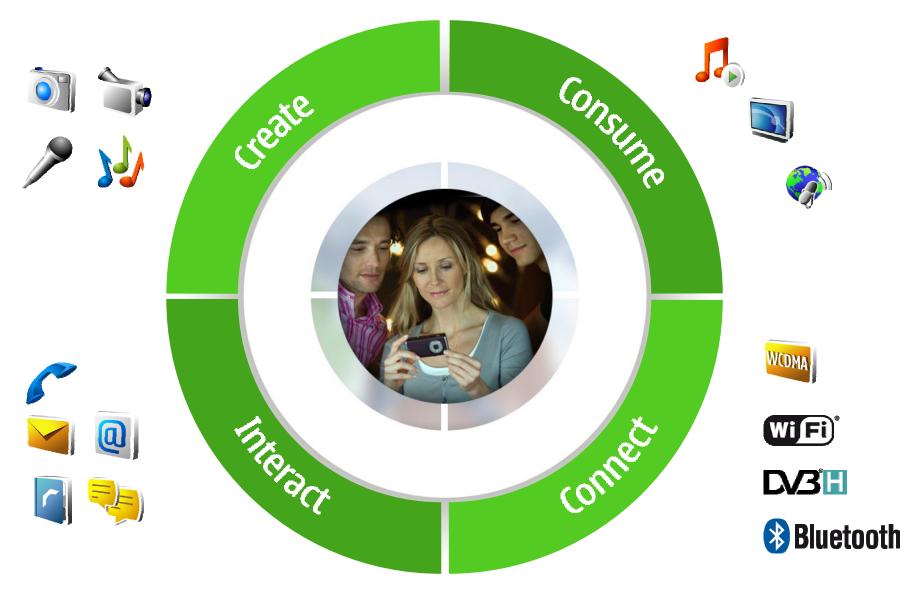


Interactive TV From SMS voting...

... to remote record with mobile









Social networking continues to grow in internet

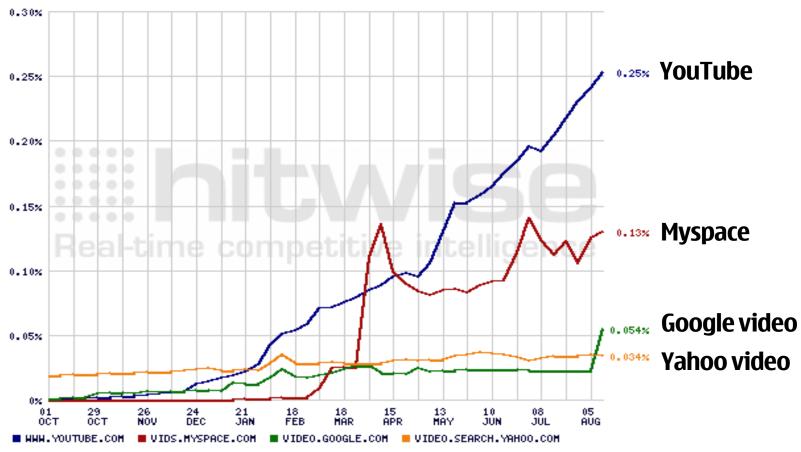


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Nokia Nseries Delivering the best multimedia experiences to people





