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### Growth and Innovation in the Media Industry

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Convergence...and what it means for our innovation efforts

Media companies need to **recognize the shift** in today's media landscape which triggers a series **of new trends**:

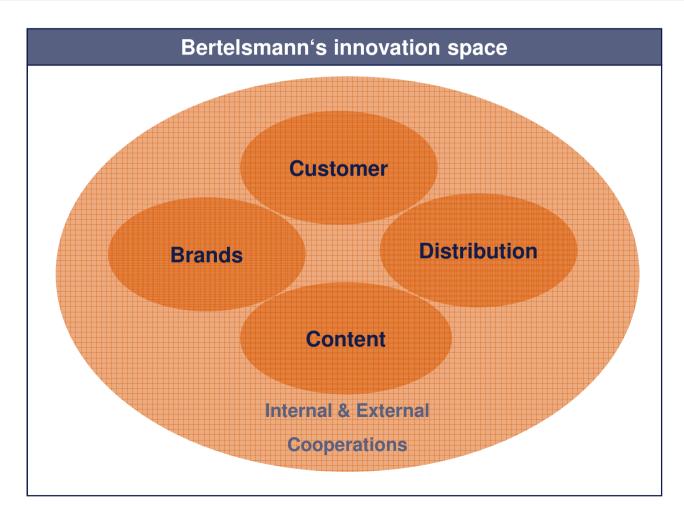
- Changes in the media consumption behaviour, esp. towards active participation
- > Fragmentation and convergence bring in new industry players
- > Customers themselves add value to the company when facilitated properly

Despite these changes **value creation** in a converged media world **still depends on three segments** that are important to media companies:

- 1) Value of high-quality **<u>content</u>**
- 2) Value of beacon brands
- 3) Increasing opportunities for content and product distribution

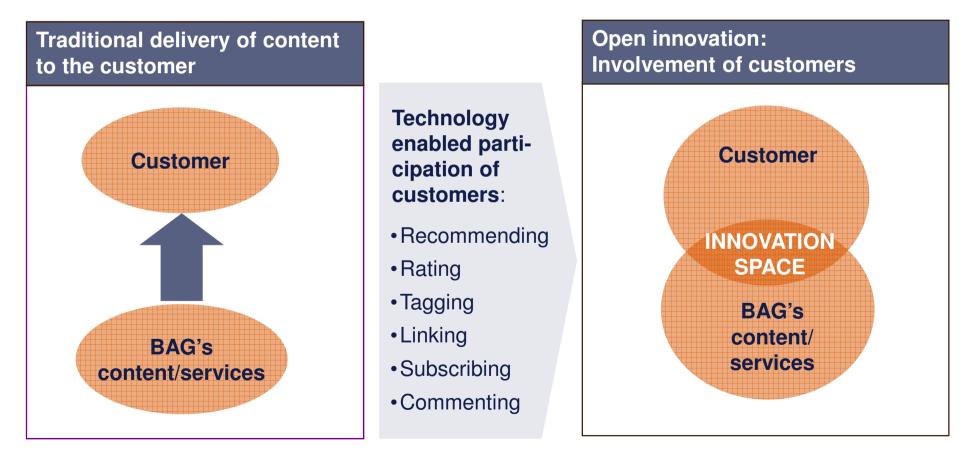
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# What is Bertelsmann's innovation space? – The innovation playground covers all business aspects



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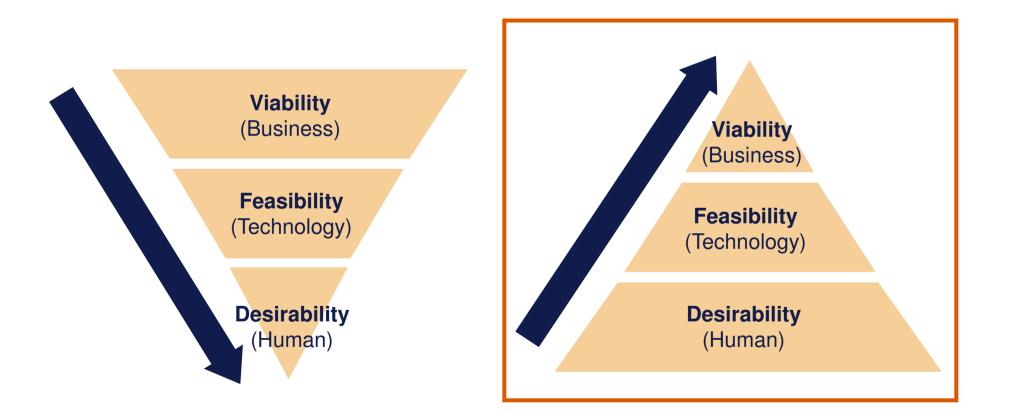
## What effect has changing customer behavior? – Customer involvement for innovation



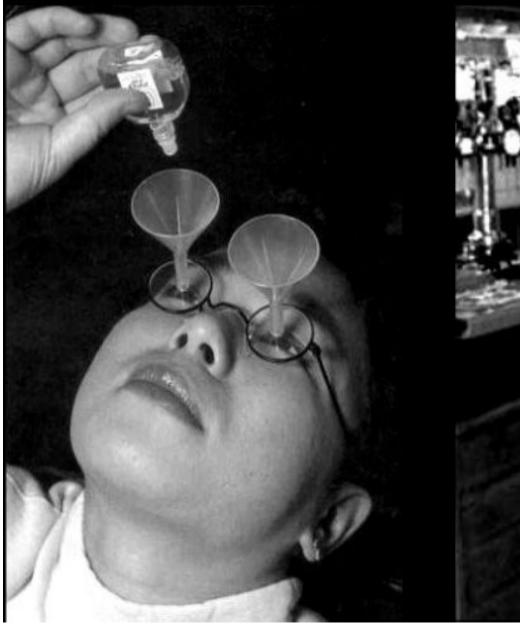
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### Where do we start with innovation? –

Begin with the desirability and not the viability of a new idea

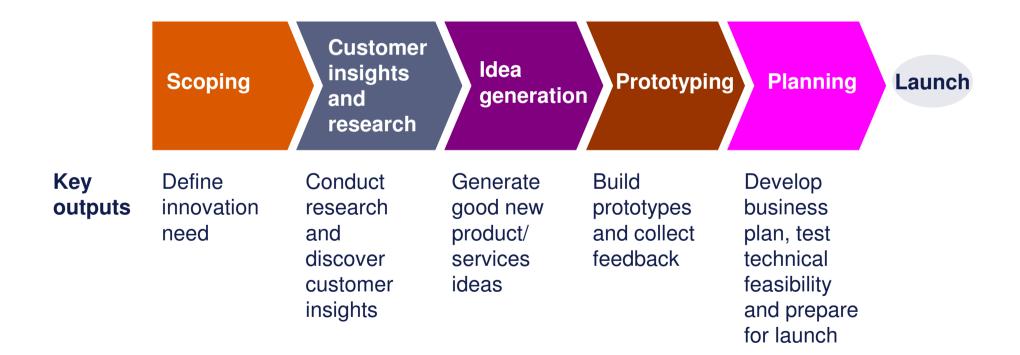


# Innovation is not creativity alone – Innovation is a management process built upon creative assets



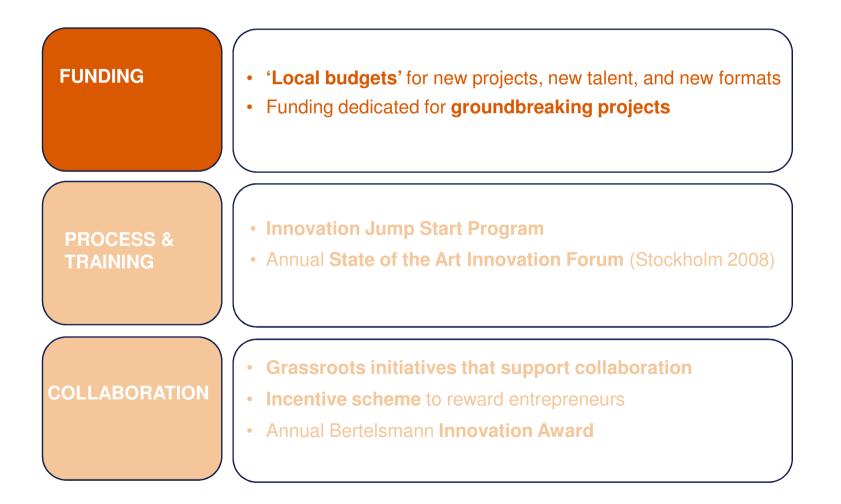


How can we develop innovations systematically? – Our innovation process consists of five stages



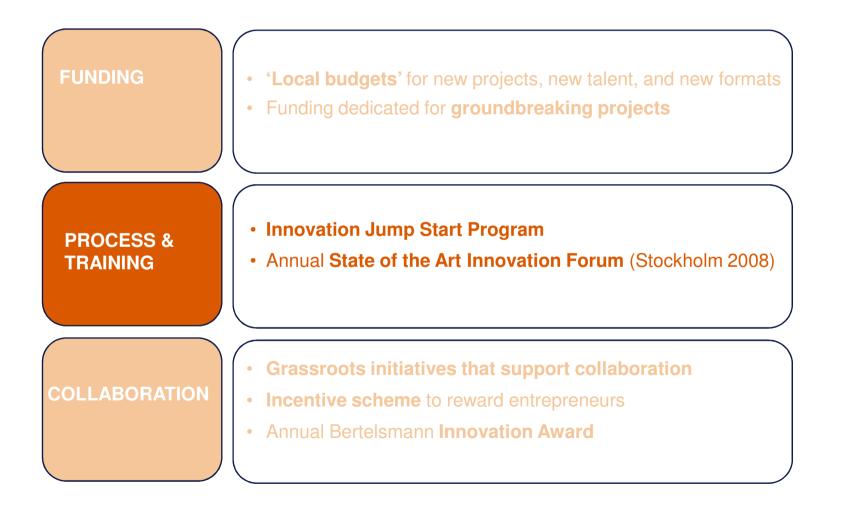
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### **Innovation Tool Box**



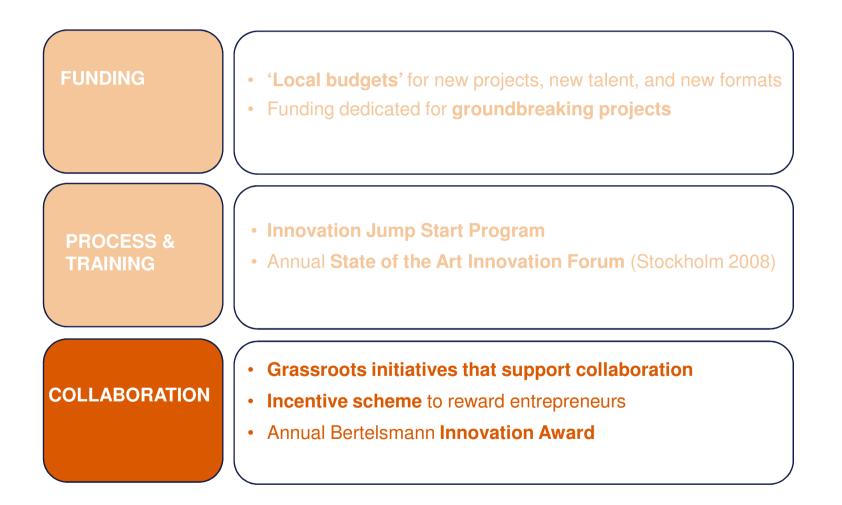
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### **Innovation Tool Box**



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### **Innovation Tool Box**





## "the more you engage with customers the clearer things become and the easier it is to determine what you should be doing"

John Russell, President, Harley-Davidson Europe