

Executive Brainstorm & Developer Forum – **Draft Agenda Overview**

New Growth Opportunities in Communications, Media & Entertainment

5-6 April 2011, San Francisco

4 Events In 1 incorporating Telco2.0 | Digital Entertainment2.0 | Mobile Apps2.0 | Personal Data2.0

Unique 'Mindshare' Interactive Format

Day / Event

Telco2.0

Growing the digital economy through open innovation 5th April 2011

Digital Entertainment2.0

Mobile Apps 2.0

6th April 2011

Personal Data 2.0

New Market Opportunities in Comms, Media & Entertainment

- Sources of smart revenue?
- Innovating on Business Models
- **Investment Strategy**

Multiplatform Services & Digital Locker Strategies

Best App Store Strategies & Biz Models

Better Customer Experiences from Real-Time Analytics

Roles for Key Players in the Personal Information Economy

Next Steps to Interoperable Trust Networks

AM

Mobile Internet & Broadband economics

- Understanding usage trends
- Embedding connectivity into consumer products
- Smarter, cheaper networks

Effects of 'On-Demand' on Broadcast Economics

New Opportunities in Online Games

Future Industry Requirements

Marketing, Merchandising

and Monetising apps

PM

Cloud Services

- Prioritising opportunities in SME and Enterprise markets
- Opportunities in CDNs and Federated/Interoperable Clouds
- Monetising cloud services

Business Transformation (in Multi-Sided Markets)

- Enhancing consumer experience
- Dramatic cost reduction
- Leveraging personal data

Growth Opportunities at the intersection of Entertainment, Apps and Personal Data

Connected Homes, Things and People

- Tablets, Connected TVs and TV Apps
- Role of mobile devices and personal data
- Opportunities in Augmented Reality

Out-Appling Apple

- · Apple's strengths and weaknesses
- True impact of the iPad
- Fostering alternative ecosystems

Evening Showcase of Cutting-Edge International Apps

Deep Dive Workshops: 7th April 2011

