India’s digital future

Mass of niches

KPMG in India’s Media and Entertainment report 2019

A synopsis

August 2019

home.kpmg/in
India’s digital demography: A path to 2030

With a rapid uptake of digital media consumption, it is imperative for organisations to segment and understand the current and prospective digital India. Based on socio-economic data and commonly observed consumption characteristics, we have developed four main consumer archetypes that we believe helps build a framework for easier analysis of the evolution to a billion digital consumers by 2030.

<table>
<thead>
<tr>
<th>Archetype</th>
<th>User base (millions)</th>
<th>HH income profile (current) –USD/annum</th>
<th>Language of digital consumption</th>
<th>Primary mode of digital consumption</th>
<th>Content preferences</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>2018</td>
<td>2025</td>
<td>2030</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Digital Sophisticates</td>
<td>18</td>
<td>50</td>
<td>75</td>
<td>&gt;7,000</td>
<td>English and Hindi</td>
</tr>
<tr>
<td>Digital Enthusiasts</td>
<td>190</td>
<td>370</td>
<td>530</td>
<td>8,500-70,000</td>
<td>Hindi/regional language as well as pockets of English</td>
</tr>
<tr>
<td>Digital Mainstream</td>
<td>310</td>
<td>380</td>
<td>410</td>
<td>4,000-8,500</td>
<td>Hindi/regional languages</td>
</tr>
<tr>
<td>Fringe User</td>
<td>10</td>
<td>20</td>
<td>35</td>
<td>Sporadic digital access on account of either poor connectivity or irregular income. Limited socio-economic mobility to move to the digital mainstream. Digital consumption likely to be restricted to mobile messaging and free bundled content</td>
<td></td>
</tr>
</tbody>
</table>

**Total** 528 820 1050

### Implications for digital businesses

**Technology will underpin business models** - Technology and associated tools such as artificial intelligence, will provide the much needed direction around decisions relating to content creation, distribution and monetisation for digital businesses.

**Monetisation** – Micro-segmentation of target markets in an increasingly upwardly mobile economy would be essential for effective monetisation.

**The race for reach** – Distribution ecosystems are set to become stronger. Role of value chain partners like OEMs, DTH, ISPs, and telcos is likely to grow as creators look at multiple avenues to reach the end consumer.

**Collaboration across the value chain** – In a crowded marketplace, collaboration across players in the value chain would be essential to grow optimally.
The Indian Media and Entertainment (M&E) industry grew at 13.2 per cent in FY19 over FY18 to reach INR1,631 billion on the back of rapid growth in digital user base and consumption combined with growing regional demand and monetization. However, there have been headwinds in the form of NTO implementation uncertainties and early signs of economic slowdown, which have pulled down the overall growth. Going forward, the industry is expected to grow at 13.5 per cent CAGR during FY19–24 to reach INR3,070 billion in FY24 on the back of greater focus on monetization of emerging digital business models, strong regional opportunities and favourable regulatory and operating scenario across traditional businesses.

### Industry performance

#### M&E industry market size

<table>
<thead>
<tr>
<th>Year</th>
<th>TV</th>
<th>Digital (including OTT)*</th>
<th>Print</th>
<th>Animation and VFX</th>
<th>Gaming</th>
<th>Films</th>
<th>Music</th>
<th>OOH</th>
<th>OOHR</th>
<th>Radio</th>
</tr>
</thead>
<tbody>
<tr>
<td>FY18</td>
<td>1,440</td>
<td>133</td>
<td>599</td>
<td>319</td>
<td>652</td>
<td>173</td>
<td>103</td>
<td>333</td>
<td>211</td>
<td>714</td>
</tr>
<tr>
<td>FY19</td>
<td>1,631</td>
<td>173</td>
<td>103</td>
<td>333</td>
<td>211</td>
<td>714</td>
<td>1,215</td>
<td>621</td>
<td>409</td>
<td>260</td>
</tr>
<tr>
<td>FY24</td>
<td>3,070</td>
<td>1215</td>
<td>621</td>
<td>409</td>
<td>260</td>
<td>173</td>
<td>103</td>
<td>333</td>
<td>211</td>
<td>714</td>
</tr>
</tbody>
</table>

#### Advertising market size

<table>
<thead>
<tr>
<th>Year</th>
<th>TV</th>
<th>Digital advertising</th>
<th>Print</th>
<th>Radio</th>
<th>OOH</th>
<th>OOHR</th>
</tr>
</thead>
<tbody>
<tr>
<td>FY18</td>
<td>609</td>
<td>116</td>
<td>211</td>
<td>224</td>
<td>160</td>
<td>221</td>
</tr>
<tr>
<td>FY19</td>
<td>694</td>
<td>160</td>
<td>221</td>
<td>251</td>
<td>183</td>
<td>251</td>
</tr>
<tr>
<td>FY24</td>
<td>1,367</td>
<td>276</td>
<td>455</td>
<td>539</td>
<td>760</td>
<td>455</td>
</tr>
</tbody>
</table>

#### Digital - Crossing the Rubicon

- Video ad spends outpacing search and display and driving growth across all sub-segments
- Performance based ad models replacing views and clicks
- Subscription based models gaining increasing traction and contributing meaningfully to the digital pie, esp in OTT video
- Digital privacy management is a long term fundamental challenge
- Growing inventory weighing on advertising rates

#### Television – Waking to a new reality

- Regional languages continue to drive growth
- Subscription revenues to see an upswing owing to the NTO, especially in Phase III and IV markets
- Traditional distributors aggressively exploring digital distribution to remain relevant

- TRAI tariff order implementation issues
- English and niche channels fighting for survival
- Digital platforms gaining traction in live and catch-up TV

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* Source: KPMG in India analysis based on primary and secondary discussions
**Print – The oldest pillar still standing**

- Steady growth of Hindi and regional languages with focus on hyper-local content
- Hindi dominating advertising pricing across tier-1 cities
- Digital media eating into the share of English newspapers – languages are next
- High newsprint costs affecting profitability

**Films – Content triumphs**

- Wider spread of mid budget content-driven movies leading to more consistent footfalls
- Regional cinema booming with increasing multiplex penetration in tier-2 and tier-3 cities
- Demand from OTT platforms making business dynamics of content production more favourable

**Animation & VFX - Imagination becomes reality**

- Expanding audience for animation content on Digital platforms platforms
- Rising demand of animation services from non-entertainment sectors like Education, Healthcare etc.
- Increasing focus on IP models resulting in growing investments
- Challenges pertaining to the skill gap and training persist in the Animation and VFX space
- Need for Indian professionals to move up the value chain w.r.t conceptual design, storytelling and prototyping

**Gaming – Well played**

- User engagement, especially among younger audiences, gaining further traction
- Online real money games, social gaming and fantasy sports becoming popular
- Noticeable development and increase in the popularity of the freemium model
- Lack of a unifying central regulation for online real money and skill gaming
- Monetisation still under indexed

**Industry performance**

- Print
  - FY18: 318.9 INR billion
  - FY19: 333.2 INR billion
  - FY24P: 408.3 INR billion
  - CAGR: 4.5%

- Films
  - FY18: 158.9 INR billion
  - FY19: 183.2 INR billion
  - FY24P: 259.5 INR billion
  - CAGR: 7.2%

- Animation & VFX
  - FY18: 74.0 INR billion
  - FY19: 88.0 INR billion
  - FY24P: 184.0 INR billion
  - CAGR: 16.0%

- Gaming
  - FY18: 43.8 INR billion
  - FY19: 62.0 INR billion
  - FY24P: 250.0 INR billion
  - CAGR: 32.2%

Source: KPMG in India analysis based on primary and secondary discussions
The New Tariff Order

- The NTO, implemented post multiple delays, is expected to usher in an era of transparency and equitable distribution of TV revenues across the value chain
- Initial implementation issues – Blackouts, higher TV bills, Shrinkage of C&S universe
- Positive for broadcasters owing to higher share of end consumer revenues. However, English and niche channels to see challenges in uptake

Regional markets

- Regional markets becoming the next frontier of growth across sub-segments in the M&E space, with substantial consumption across TV, Print, Films and OTT
- Current revenue realization from regional is under-indexed vis-à-vis the consumption but increasing attention of marketeers is a positive sign
- Organizations across TV, Films, Music and OTT focusing on regional content creation to bridge the current demand supply gap

Skill Development

- The digital disruption is triggering a radical shift in M&E industry with subsequent need for adequately skilling employees to meet the ever changing demands
- Employees need to be able to ideate, innovate and create in line with the evolving industry dynamics
- Significant time and investment required by organizations to fill this skill gap

Digital Privacy

- End consumer data generated from digital consumption extremely valuable for organizations to boost viewership and retention
- Security of the user data extremely critical, with multiple breaches being observed around the globe in the last few years
- M&E industry needs to take cognizance of the evolving regulatory framework around data privacy by wearing an end-user lens

Monetisation of digital content

- Digital monetization unlikely to be a one size fits all approach – both freemium and subscription led models to co-exist
- Subscription essential to recover the costs of creating original content and result in viable economics for the platform
- Innovations in subscription models around satchet pricing, content bundling, regional packs and offline payments being attempted by organizations
- Collaborations are becoming important as they get distribution access to a wide customer base, with minimal spends on customer acquisition costs

Cord Cutting

- The rapid uptake in digital has not impacted Television till now, and added to the overall media consumption pie, as Television remains affordable with superior original content
- Focus on original content by OTT platforms, parity in pricing post the NTO, and ubiquity of supporting digital infrastructure to ensure that digital could give serious competition to Television
- FTTH rollouts and impending launch of 5G could act as catalysts for cord cutting/shaving by early adopters

Source: KPMG in India analysis based on primary and secondary discussions

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