

### CLAB Banking IT Conference Latin American Federation of Banks

**Panama Sept. 12, 2012** 

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IS YOUR MOBILE PRESENCE REALLY HELPING YOUR COMPANY? OUR CUSTOMER EXPERIENCE ANALYTICS WILL TELL YOU.

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### **Mobile Marketing DAILY**

ADVANCED SEARCH

### MoBlog CUTTING THROUGH THE STATIC

Action Movie FX: A Branded App Without The Brand

by Steve Smith 4

The Bad Robot Interactive unit chose not to put out another cheesy movie promo app throwaway that is clever for all of ten seconds, Instead, the company's Action Movie FX app has

been a presence scoring high on the App Store's Entertainment chart for about a month now. No

Spock. No Kirk. And thank God (or the "Eighth Dynamic," as Scientology might have it) -- no Tom Cruise. ... Read the whole story

### PayPal Teams With Ingenico For POS Payments



by Mark Walsh

A new partnership between PayPal and payment solutions company Ingenico will allow consumers to make purchases through their PayPal accounts at retail stores that use Ingenico's point-of-sale terminals. Mcommerce is booming for PayPal, the eBay

unit, which last year saw mobile payment volume, including both personto-person and mobile purchases, jump to \$4 billion, ... Read the whole story

### The Rocky Road To Mobile Coupon Redemption

by Steve Smith

Mobile coupons are a no-brainer. Not having to clip, save and remember to carry print promotions is a convenience that should in theory supercharge the coupon format. But apparently it will take some brains to figure out how to execute on the promise, ... More

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Tuesday, Jan 17, 2012

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### The Listening Tour

Live from OMMA Mobile



Marketers, your customer is on line one ... are you ready to take the call? In 2011, the new mantra of mobile is to iterate, listen, reiterate. Almost every savvy mobile marketer has learned not to assume too much about how the consumer really wants to interact

Join the conversation! Official Twitter hashtag: #OMMAMobile Like MediaPost Mobile on Facebook

### Rave Reviews from Attendees

"It was very, very well organized and informative. The speakers were from well known brands and the case studies were highly relevant."

Carri Lukasik, Marketing Manager, Disney Store

"Love the way dialog develops throughout the day! The keynotes were all interesting!" JJ Beh, Mortgage Strategy & Planning Lead, **ING Direct USA** 

"OMMA Mobile 2010 had a strong agenda, great

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Time to REGISTER for Mobile Networking at Its Best

Videos > Previous Events

Join us on Jan. 25 for three days of knowledge sharing with some of the best brands (and minds) in mobile at the ultimate get-away location of the very exclusive Ocean Reef Club in Key Largo, Florida.

You'll develop long-term relationships with mobile leaders as they share their experiences and insights with a focus on the future of mobile and how to stay ahead of increasingly more active mobile consumers.

### Summit Theme: Next Case Scenarios: Getting Ahead of the 2012 Curve

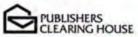
### Key Sessions:

- Mobile Revenue Forecast
- Mobile to Mobility: Synching Brands With People's Lives
- Serving the Local Buyer
- Successful Mobile Case Studies
  - What Retailers Learned from the Holiday Mobile Shoppers

### **Summit Attendees Include**





















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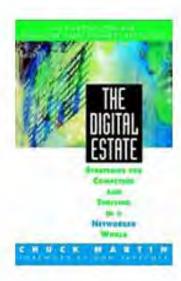


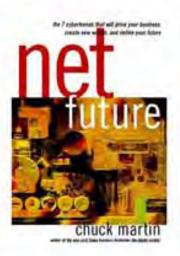


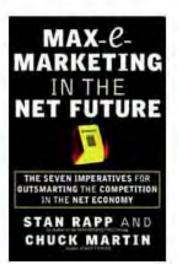








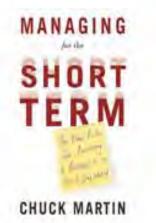


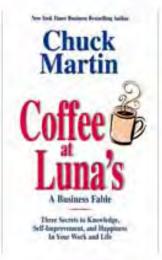




The 7 Ways to Make Tough Decisions Easier, Deliver the Numbers, and Grow Business in Good Times and Bad

CHUCK MARTIN





# The Market Technology Behavior

"This 'telephone' has too many shortcomings to be seriously considered as a means of communication. The device is inherently of no value to us."

Western Union,
 Internal Memo, 1876

"I think there is a world market for maybe five computers."

- Thomas Watson, IBM Chairman, 1943 "There is no reason anyone would want a computer in their home."

Ken Olson, Founder,
 Digital Equipment Corporation, 1977

### **About Facebook:**

"A faddish nature about anything that basically appeals to younger people."

-- Steve Ballmer, Microsoft CEO October 2007

### **About Facebook:**

- "Facebook is nothing more than the Princess Phone 20 years ago."
  - Barry Diller, CEO, IAC Interactive, Chairman Ticketmaster, May 2008

# "640k ought to be enough for anybody." - Bill Gates, Microsoft, 1981

### **Evolution of Move to Consumer Centric**

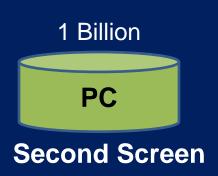
- One to Many: Network TV
- Time-Shifting (VCR)
- Auto-Content Selection & Shifting (TIVO)
- Ubiquitous Access to Information (Web)
- Easy Access to All Information (Yahoo, Google)
- The Age of the Tethered Consumer

# The 3 Screens



# The 3 Screens





# The 3 Screens

Mobile **Phones** 1 Billion PC **Second Screen Third Screen** 

5+ Billion

2 Billion

Television

First Screen

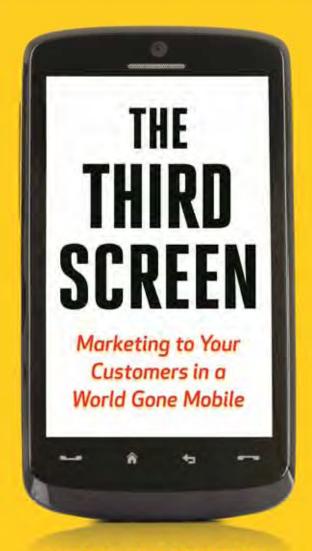
# The Third Screen: Mobile

Number doubled in last 5 years 87% of entire world population The Age of the Untethered Consumer

"Chuck Martin has more than all the facts. He has the soul of the idea.

The Third Screen is thoughtful and valuable."

Chris Brogan, President, Human Business Works and co-author of Trust Agents



### **CHUCK MARTIN**

author of New York Times Business Best-Seller The Digital Estate

# 1983: Cell Phone Evolution



Motorola Dyna TAC 8000X 'The Brick' Took 10 years, \$100 million Cost: \$4,000



# 1989: Cell Phone Evolution



Motorola Micro Tac Cost: \$3,000 5 million cell phone subscribers

# Cell Phone Evolution

- 1992: First text message sent
- 1996: 38 million cell phones in US
- 1997: 50 million; 2G introduced
- 1998: average phone use 122 minutes/month
- 2000: Camera phone introduced in Japan

# **Cell Phone Evolution**



# The Third Screen: It's Global

105 countries: cell phone penetration exceeds 100% of population

Saudi Arabia:

Pop: 26 mil – Cell phones: 54 mil

**Hong Kong** 

Pop: 7 mil – Cell phones: 15 mil

**Finland** 

Pop: 5 mil – Cell phones: 9 mil

# The Third Screen: It's Global

### **Latin America:**

- 107% -- Mobile phone penetration
- 204% -- Panama mobile penetration
- 29% -- LA households with internet access

### The Third Screen: US

- 328 million cell phones in US
  104% of total population
  32% of US households: cell phone
  only
- 52% of mobile phones in US are smartphones (LA 33% in 2 years)
- 62% smartphones 25-34 group

### The Third Screen: Latin America

### **Brazil:** Pop: 203 mil – 251 mil Cellphones Colombia Pop: 43 mil – 45 mil Phones **Argentina** Pop: 42 mil – 57 mil Phones Mexico Pop: 114 mil – 91 mil Phones Chile Pop: 17 mil – 22 mil Phones Mexico Pop: 114 mil – 95 mil Phones Venezuela Pop: 28 mil – 29 mil Phones **Dominican Republic** Pop: 9 mil – 13 mil Phones

Sources: ITU, Telecompaper

### The Third Screen: Latin America

### World's largest mobile markets:

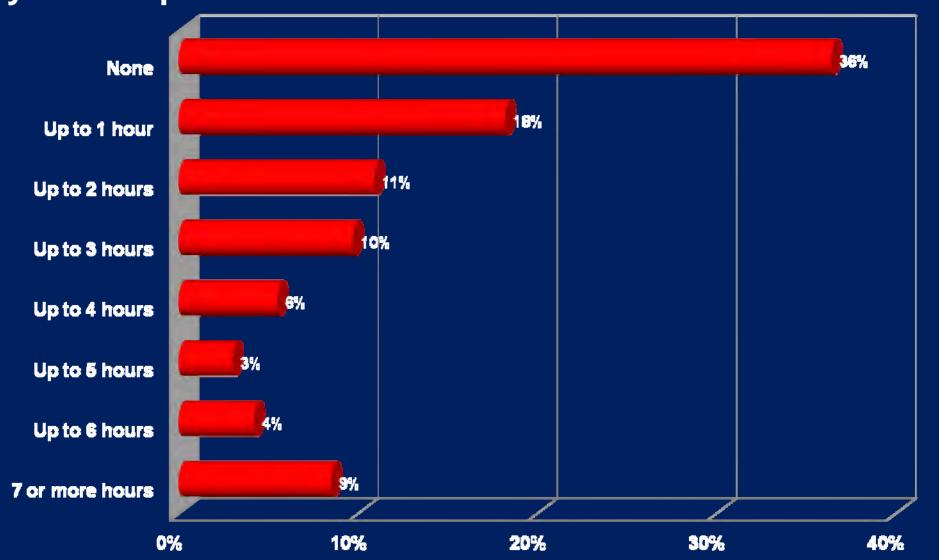
- 1. Asia Pacific
- 2. Africa
- 3. Latin America
- 630 million mobile connections
- 20 countries account for 98% of mobile connections
- 130% mobile penetration in 4 years

### The Third Screen: Financial Services

- 33% of US consumers used mobile for banking in 2011
- Mobile banking app usage up 74% Mobile banking:
  - -14 million by App
  - -18 million by mobile Web
- Top mobile bank brands in mobile:
  - Chase, Citi, USAA

### **Mobile Future Institute**

On a typical day during all your waking hours, how much time are you without (turned off, not with you, etc.) your cell phone?



# Characteristics of Mobile

- It's Personal
- Multi-faceted Communications Capability
- Time, Location, Supply, Demand
- Standing Up Medium
- Installed Base
- Ramp-up Speed
- Self-Service Platforms
- Call-to-Action Capability
- Mobile Ecosystem (devices, carriers, etc.)
- Pull vs. Push Medium

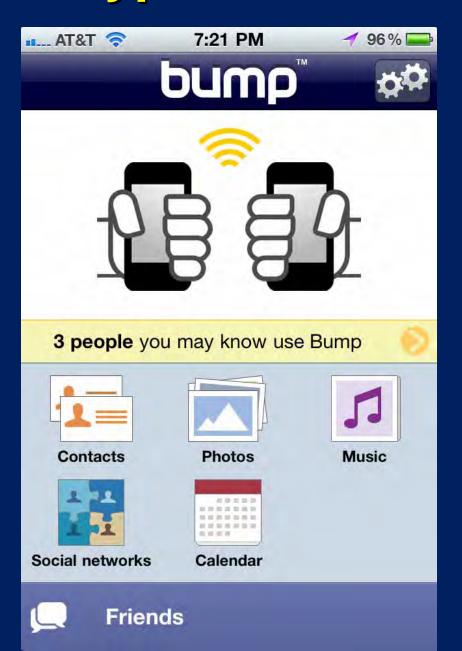
# The 2 Worlds of Mobile

- UPT= Using Phone Technology
- USPT = Using Smartphone Technology

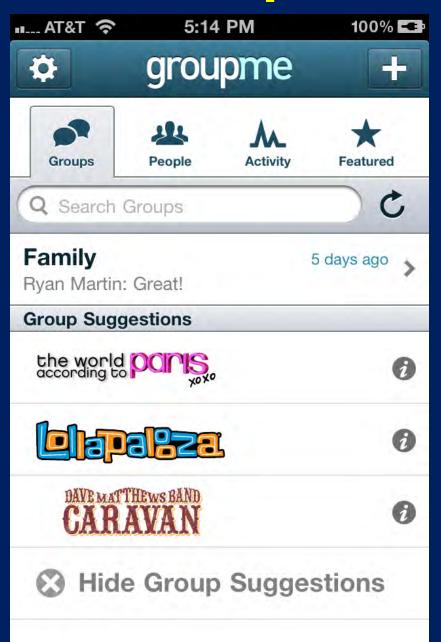
### UPT vs. USPT

- Mobile Web vs. Creating Application
- SMS (Texting)
- MMS (Multi-media communications)

# **Create New Types of Interactions**



# **Group Chat: Groupme**



### International Communication: Viber



# **Proximity Marketing: NFC in the UK**





# **Proximity Marketing: NFC in the US**

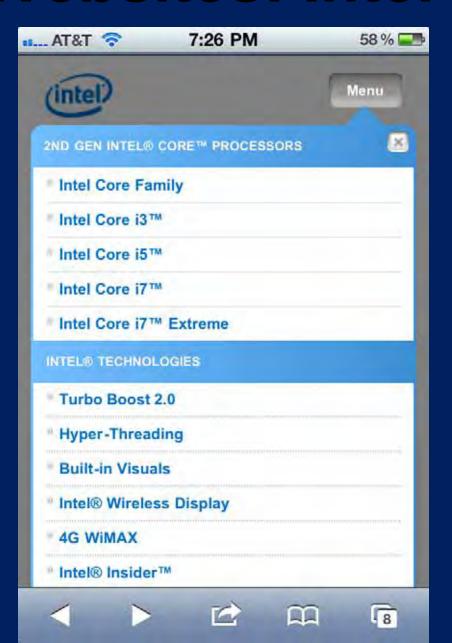


# **Create Remote Capabilities**





# **Mobile Websites: Intel**



# Mobile Opportunity: SMS

- 2007: 1.8 Trillion SMS text messages sent worldwide
- 2011: 7 Trillion SMS messages sent worldwide
- 200,000 text messages every second
- US subscribers send 696 messages a month
- US teens send 3,300 texts a month

# **Mobile Opportunity: SMS**

#### **UPT Approach**

- Opt-In required
- Double opt-in best practice
- •160-character limitation
- Can reach most phones

# **Mobile Opportunity: MMS**

Using MMS (Multi-Media Messaging Service). Can Include Text Messages, Video, Photos, Documents, etc.

#### Provide video content

-- Majority of those with smartphone apps watch video clips

# **Mobile Opportunity: MMS**

#### **UPT Approach**

- Open-viewing rates typically 15-25 percent higher than standard text
- No 160-character limitation
- Can reach most phones

# **Smartphone Users:**

**Text more** Use the Internet more Play more games **Use more applications** Listen to music Watch video more 79% of smartphone owners use them to help while shopping

# **Behavioral Changes: Peers**

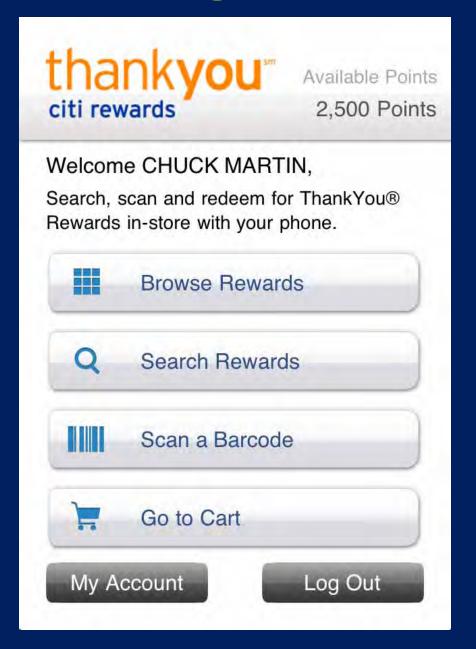
# **Behavioral Changes: Peers**

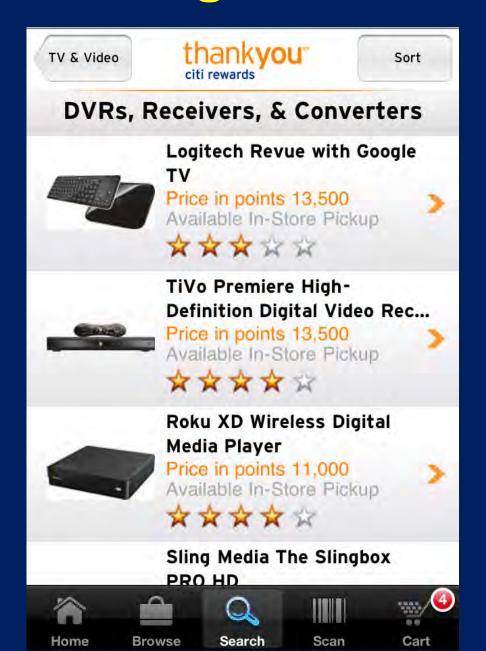


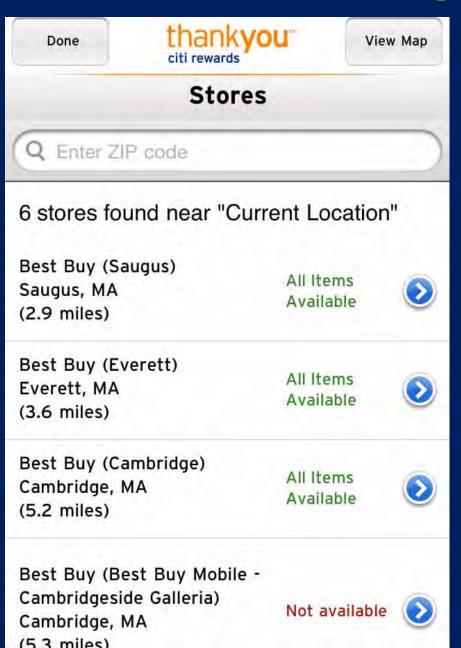
# Location Based Location Drivers

# Location Based Location Drivers

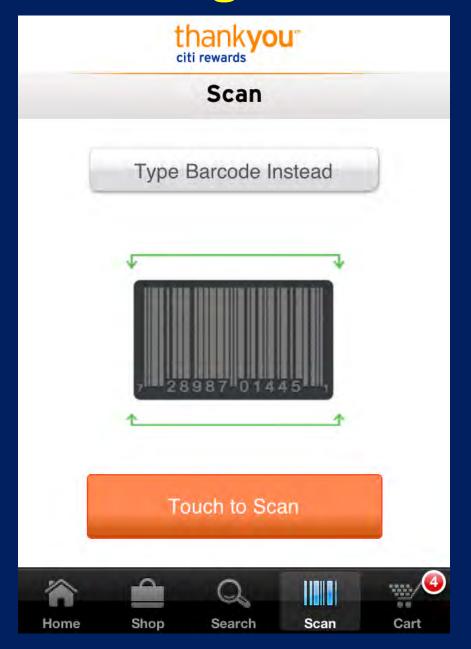
- -- Coupons.com
- -- mobiQpons
- -- Zip2Save











# **Behavioral Change: USAA**



# **Behavioral Change: Walmart**



#### **Behavioral Change: Radios Argentina**



#### **Behavioral Change: Univision Mexico**



Location Based
Location Drivers
Location Magnets

# **Location Magnets**

•Fast Mall: in 20 countries

Australia, Argentina, Japan, Brazil, US, Norway, Chile, Spain, etc.

- Micello: US based platform
- •Go!Shopping

Singapore, operated by SingTel

•Mall Maps Australia: 40+ malls

Location Based
Location Drivers
Location Magnets
Location Activators

- -- We Reward
- -- ShopKick
- -- Placecast

LBS -- Location Based Services
Mobile Goes Social

Foursquare Facebook

# The World of Apps & Brands

# Brands Investing: Coupons, Kraft



# **Brands Investing: Pepsi**



# **Behavioral: Brick & Mortar Rise**

# **Behavioral: Brick & Mortar Rise**



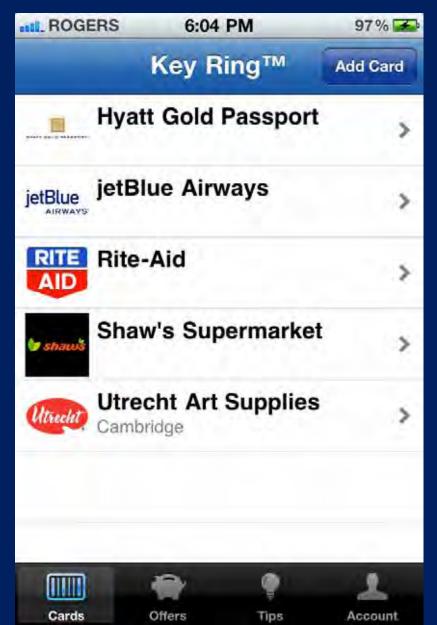
# Mobile Banking: Citibank Brazil



## The Rise of the 2D Barcode



# Track Cards, Rewards Cards



# Track Cards, Rewards Cards

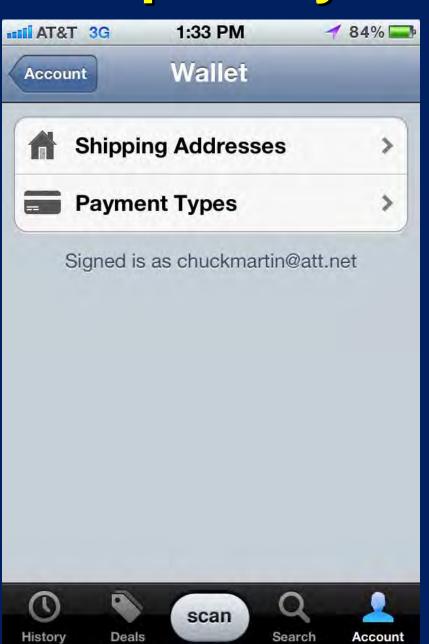


#### **Barcode Behavior: Starbucks**

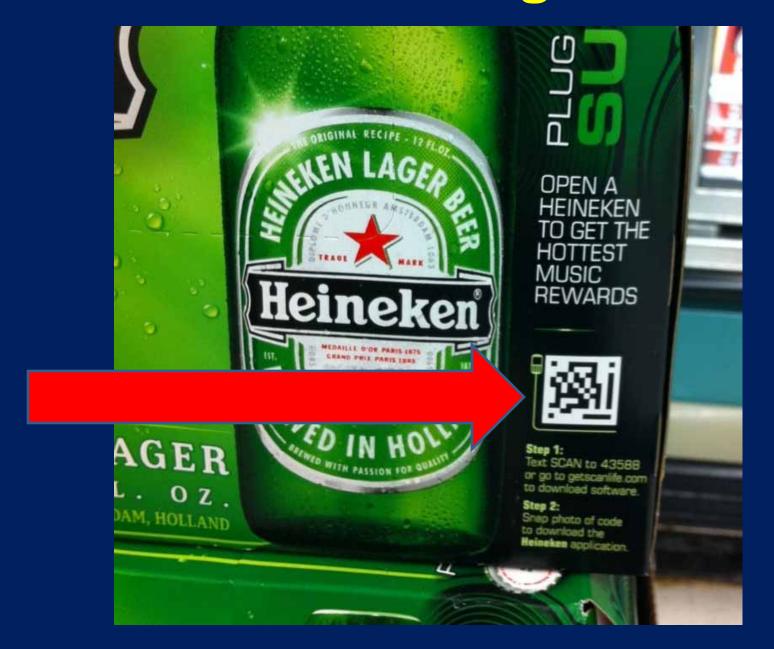


# The One-Tap Buy: ShopSavvy





# 2D Barcode Tracking



#### 2D Barcode: Opt-in



# The Age of Mobile Facilitation

#### The Age of the One-Tap: USAA



#### The One-Tap: MasterCard

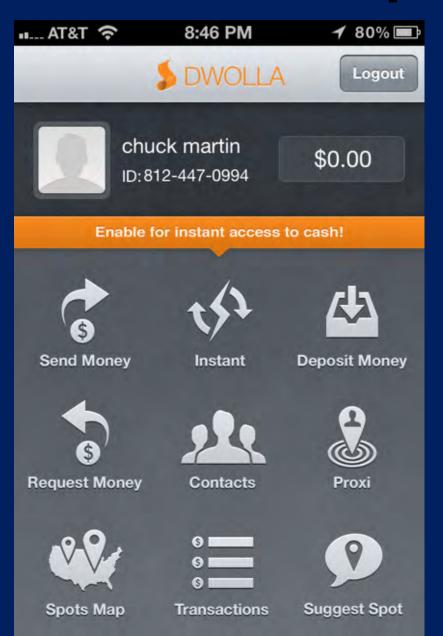


#### Mobile Payments: Square, Payfirma





#### The Age of the One-Tap: Dwolla



#### The One-Tap Like/Buy: Spyderlynk



#### The One-Tap: Google Wallet



# **Opportunity in Mobile**

#### **Shorter Term**

- -Benchmark Customers' Mobile Usage
- Capture, leverage mobile phones numbers
- -Communicate via mobile
- Leverage SMS, MMS
- -Launch proximity marketing

## **Opportunity in Mobile**

#### **Longer Term**

- Mobile Apps, Mobile Web
- -Test & Learn
- Measure & Analyze
- Leverage Geo-location
- Add Value to Consumer Experience
- Think Service (make life/work easier; entertain)
- Avoid Bright Shiny Object Syndrome
- -Think Facilitation

# It's not about the phone, it's about the value



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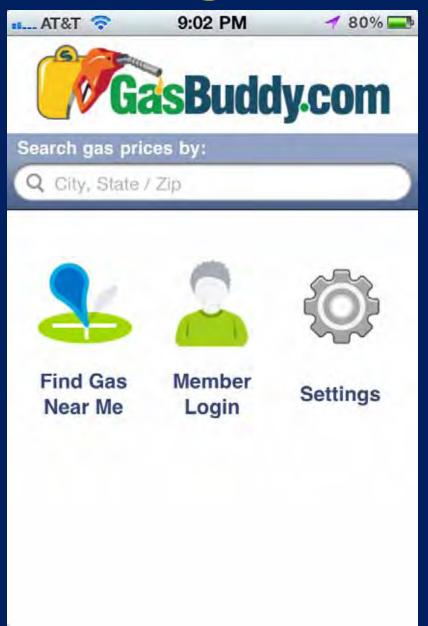
#### The Third Screen: It's Local

77 million mobile subscribers accessed local content via mobile in one month

73% found local business info via mobile Web

56% use apps to find local content

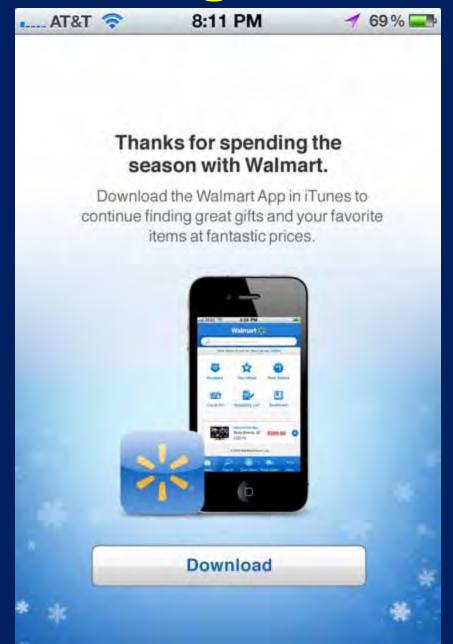
#### Behavioral Changes: Value



### **Brands Investing: Walmart**



#### **Behavioral Change: Walmart**



**Mobile Innovation: Shopkick** 



#### Video Messaging: American Greetings

