



## **Mobile Convergence Trends: A Canadian Perspective**

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1. The Canadian Mobile Industry Landscape
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# Canada: Mobile Industry Snapshot



- Mobile penetration as of March 2008 was 62% (20.1M subs)
- Half of all voice connections in Canada are over mobile networks
- Over 25,000 Canadians work in the mobile industry which generated \$C12.5B in 2007. Canadian Industry leaders include: Research in Motion (RIM) and Nortel Networks
- Canadians send 45.3M SMS messages daily
- The 3 largest mobile network operators are: Rogers/Fido (GSM); Bell (CDMA); and Telus (CDMA). Recent spectrum auctions earlier this year have created 3 new operators to increase domestic competition, but the Big 3 still account for 95% of the market today
- The 3 largest operators spend more than \$1B annually on infrastructure

\* From the **Decima Research Report: Usage of Wireless Communications in Canada**, May 16, 2008 (CWTA)



# Canada: Mobile Industry Statistics/Overview



## Wireless profit margin, 23 developed nations

1. Canada 45.9%
2. Italy 41.0%
3. New Zealand 40.8%
4. Switzerland 38.3%
5. Greece 37.6%

## Rate per voice minute in \$US

1. Switzerland \$0.32
2. Japan \$0.26
3. Ireland \$0.24
4. Netherlands \$0.23
21. Canada \$0.11

## Monthly ARPU in \$US

1. Ireland \$62.97
2. Canada \$60.83
3. Norway \$59.42
4. Switzerland \$55.24
5. United States \$52.47

## Data as a % of monthly revenue

1. Japan 34.4%
2. Ireland 27.1%
3. United Kingdom 26.4%
4. Australia 25.2%
22. Canada 12.5%

\* Statistics from Merrill Lynch Global Wireless Matrix, April 2008

- Though overall penetration is not very high, the Canadians who use mobile services use a lot
- Given low data ARPU – most of the usage is voice
- Mobile operators in Canada are looking to increase revenue share from data – opportunities exist in VAS and network upgrades
- Canadian mobile technology companies have had to be export-focused as the domestic market is not large enough to support the domestic vendor community



# Intrinsyc Software International: Corporate Overview



- Over 12 years experience in wireless, handheld and embedded device development (Founded in 1996)
  - System Integration for Tier 1 OEMs with 200+ engineering services design wins
  - Strong expertise in: Windows Mobile, Windows CE Embedded, Mobile Linux, and Symbian
  - 300+ employees with 75% in development or engineering
  - Located in Vancouver, Canada (HQ); Bellevue, USA; Cupertino, USA; Herzliya, Israel; Beijing; and Taipei
  - World-class management – senior executives from Microsoft, Intel, Qualcomm, Nortel
  - Publicly traded on the Toronto Stock Exchange (ICS.TO)
- Deep Partnerships with companies that define the Wireless/Mobile device Industry



- Intrinsyc has 3 business units offering both Services and Software
  - The Services unit is called Global Engineering Operations (GEO) and provides engineering services
  - The Mobile Product Development (MPD) unit is responsible for our Soleus™ High-Level OS for consumer mobile devices
  - The Navigation Software Unit is responsible for our Destinator product line





## Key Assumptions – Mega-Trends



- Voice as a percentage of operator ARPU will continue to decline – even more rapidly than now
- Mobile data plans will all be fixed-rate "all-you-can-eat"
- The internet will outstrip "walled garden" or "on-net" content provided by mobile operators today as the mobile internet user experience gets better
- Operators will better monetize new and existing VAS offerings such as LBS/LBA, apps, etc.
- Network operator business models will accelerate the Quadruple Play (voice, data, video, mobile) and drive Fixed-Mobile Convergence (FMC) to happen
- Mobile devices will no longer be single-purpose, but be multi-feature/purpose
- OS for mobile devices will largely become irrelevant – the true battleground will be above the OS



# One Device – Many Functions



## TODAY

- Voice
- Data (SMS/MMS)
- WAP
- Organizer
- Games
- Media Player
- Limited Personalization



## TOMORROW

- Good Web Browser
- MDTV
- GPS/PND
- Good media player
- Unlimited Personalization



# Segmentation in the Mobile Device Market



**Feature Phone**



**Multimedia Device**



**Navigation Phone**



**Connected PND**



## Integrated Applications

- Core Apps: Web Content, off-board/hybrid Navigation, Communication, and Multimedia
- 3rd Party applications: Web Browser, Messaging, Email, etc.



## Application/UI Framework & Design Tools

- Deep customization of UI flow, themes, and apps with easy to use design tools
- Cross platform application development



## Connectivity & OS Kernel

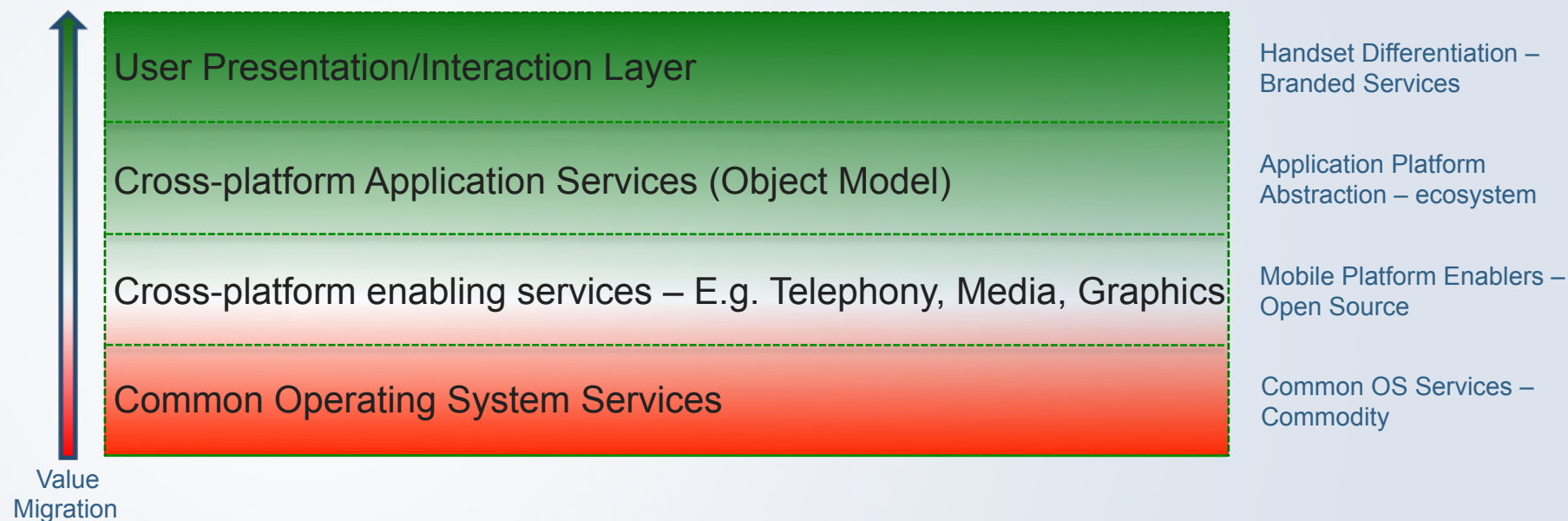
- Telephony / Communication Layer: **2G, 3G, & 4G**
- OS Abstraction Layer





# The OS Will Not Matter

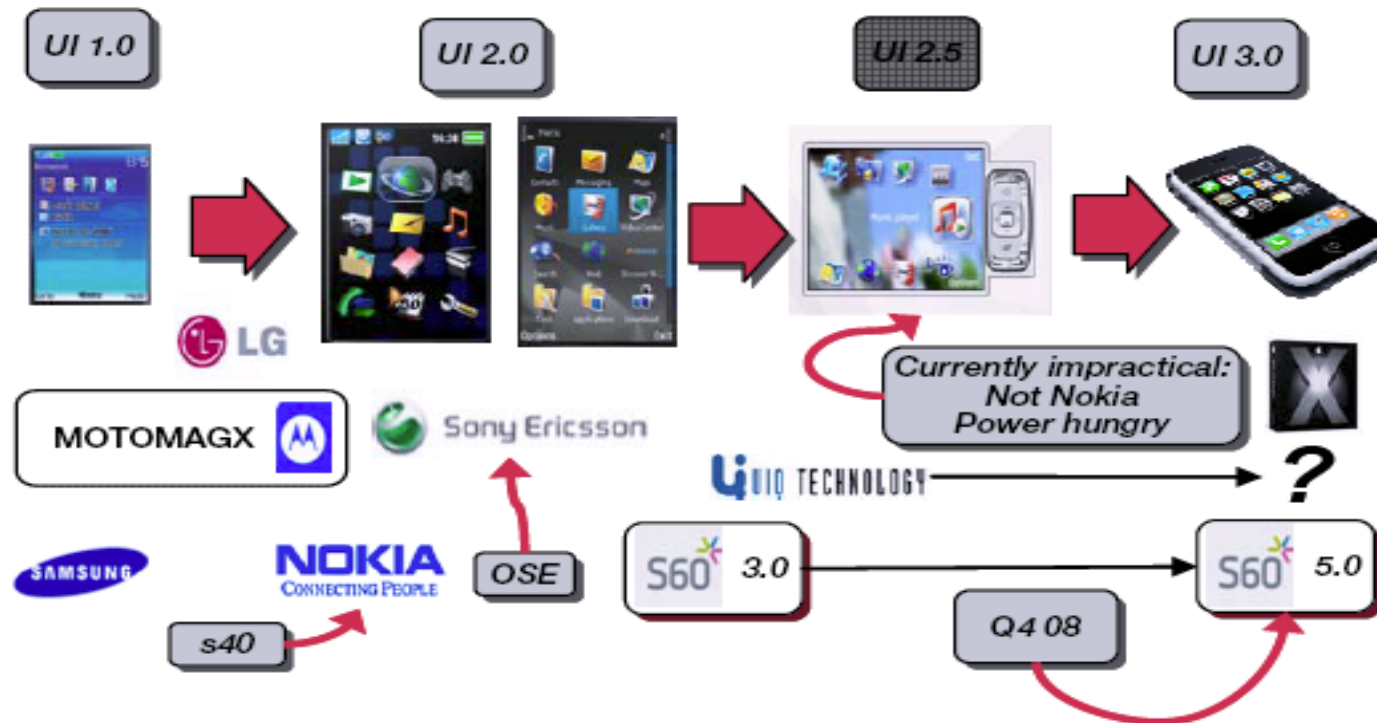
- Value moving up the SW stack
- Cross-platform has taken on a new meaning – the cloud is the platform
- End-to-end solutions to include popular Internet brands
- Handset OEMs need a web-applications strategy on their handsets



# It's about the UI, stupid



## User interface roadmap and current positions



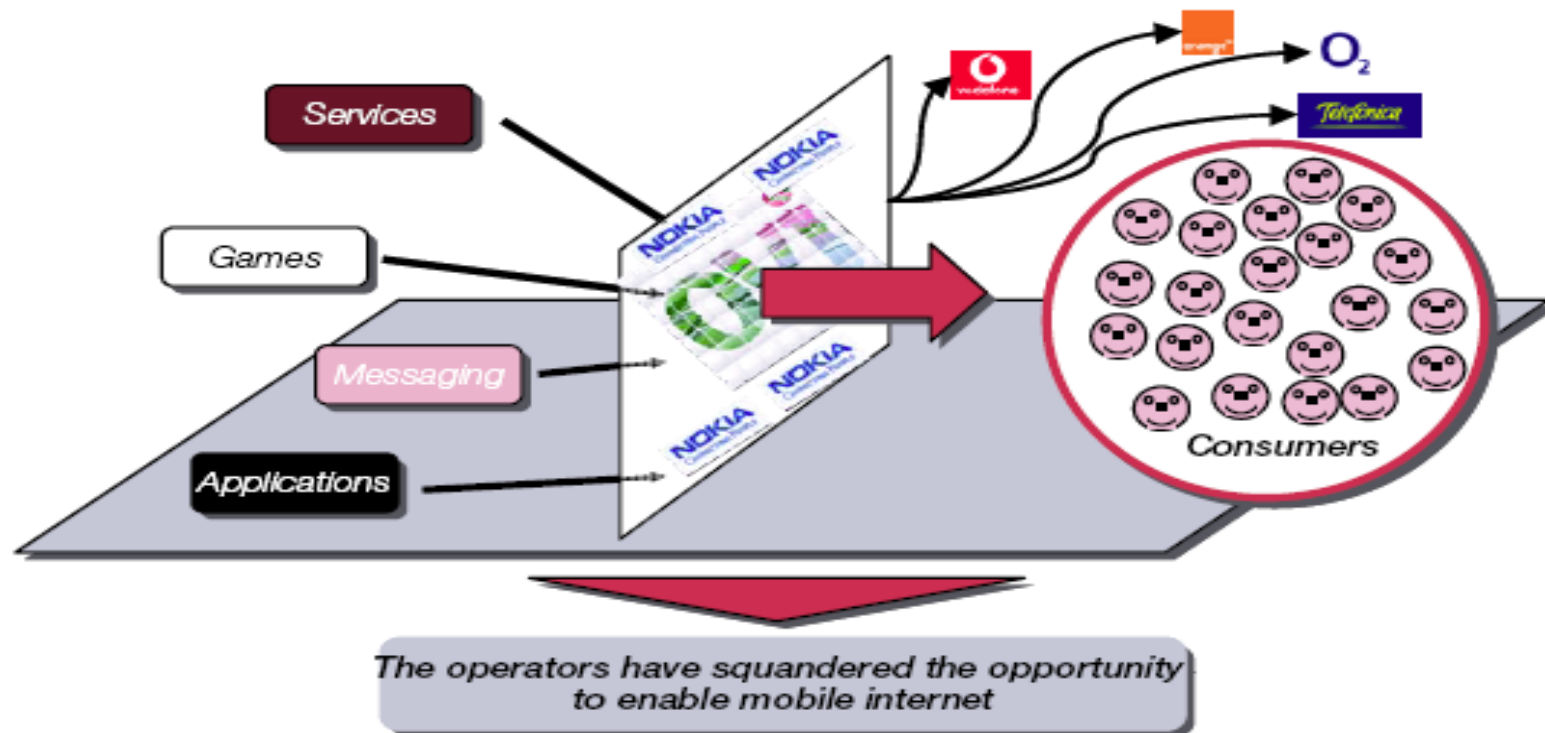
Source: Nomura and company data



# Redefining the Battlefield: OEMs vs Operators



The delivery of content and services to users



Source: Nomura



# Market Megatrends: Content Meets Terminal

