



## 2016 Communication Technology Update

August E. Grant

J. Rion McKissick Professor of Journalism

University of South Carolina

## CES Eye Candy: Drones



## CES Eye Candy: Double Washer



## CES Eye Candy: Automotive



## Virtual Reality

- Oculus Rift: \$599

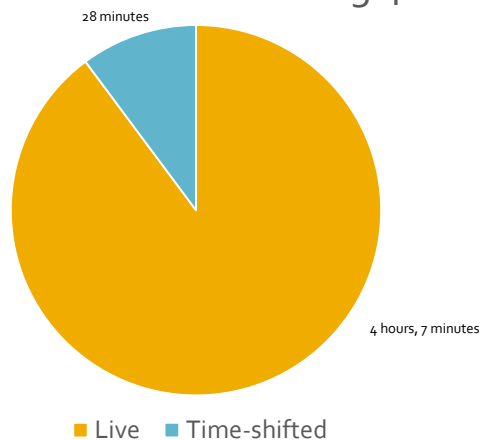
- New York Times
  - Google cardboard

- 3D stigma
- Need for glasses or head-mounted displays
- Need for content
  - Best predictor?



## Television Update

U.S. Adult Television Viewing 4Q 2015

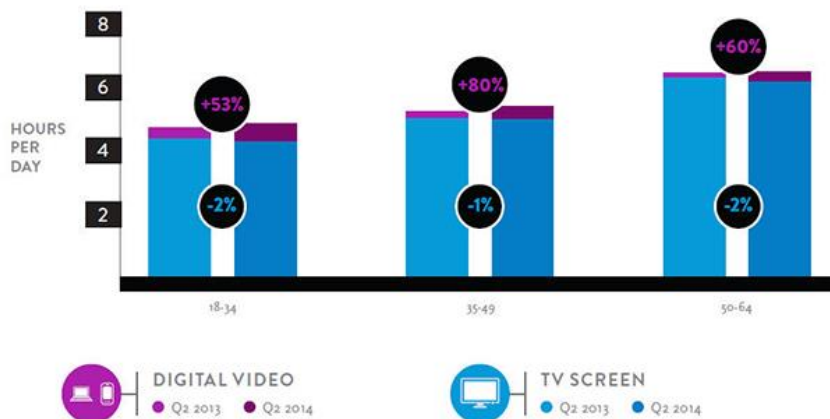


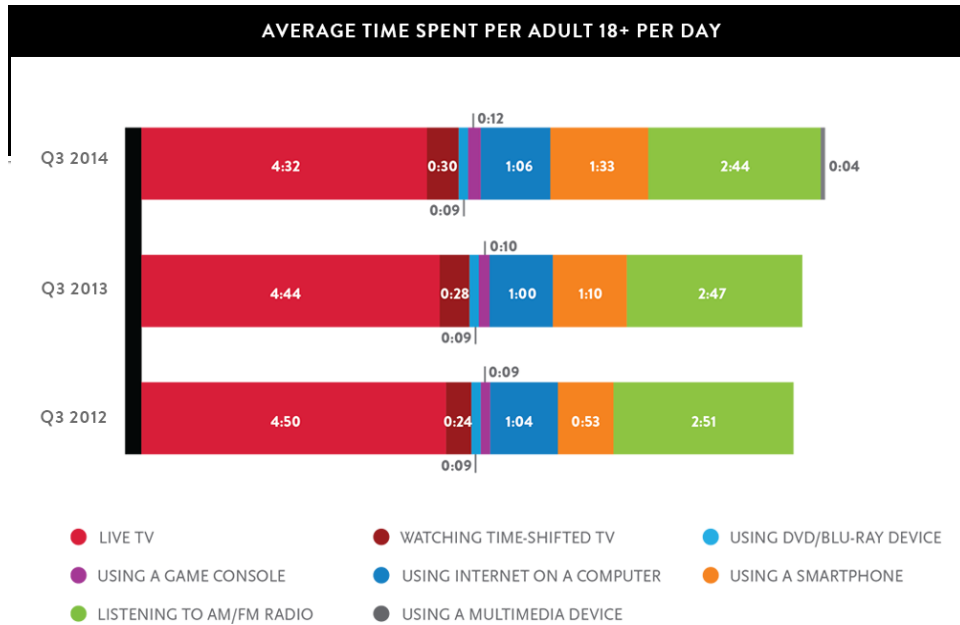
## Television Today—Audience

- Most popular medium in U.S.
- Most advertising revenue
- Most different ways to consume



## Viewing Varies by Age





Source: Nielsen.

## Television Update: 4K

- 4K penetration rising
  - 2014: 2%
  - 2015: 4-5%
- Premium product
- BUT: Viewers can't see the difference



## 4K Distribution

- Today
  - IPTV
  - DirecTV



- Coming soon...
  - Cable Television
- 2020 or later
  - Broadcast

## Television Update: HDR

- HDR=High Dynamic Range
  - Superior color
  - Superior contrast ratio
  - More bandwidth needed
- Separate encoding and decoding needed
  - First adoption may be in cinemas
  - Add-on to high-end TVs within five years
  - BUT, will viewers be able to see the difference?

## Television Update: OTT

- Multiple services available:

- a la carte:

- HBO GO
    - CBS AllAccess
    - ESPN 3

- Packages

- Sling
    - Verizon
    - (Soon) Every cable operator



## Radio Update

- Nothing to see here. Keep moving

## Telephony Update

- Handset upgrades
  - Cameras
  - Screens
  - Processing power
  - Apps
- Industry
  - Continued decline of land lines (almost 50% are cord-cutters)
  - Elimination of subsidies for phones

## Computer Update

- Mobile
- Mobile
- Mobile
- Mobile
- Mobile
- Mobile
- Mobile



## Computer Update

- Windows 10
  - Increase in replacement cycle
  - Touch-screen technology
- Advances in processing power and storage
  - Limited consumer utility
- Proliferation of SaaS

## Mobile Technology Update

- User base growing
  - Tablets
  - Smart phones
- “Free” WiFi continuing to proliferate
- Shift in advertising spending to mobile media
- BUT, no big innovations in 2016 (so far)

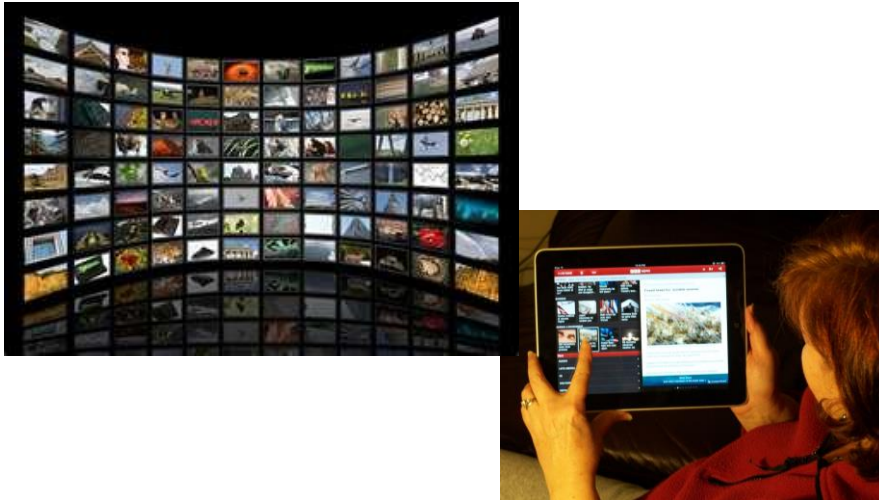
## Internet of Things Update

- Largest growth area of consumer electronics
  - Embedded processing power
  - Embedded sensors and displays
- Unorganized industry
  - Standard OS
  - Networking
  - ISP
  - Internet resources (data, processing, memory, etc.)
  - Authentication/security/privacy

## Networking Update

- IoT=New requirements for ISPs
  - Auto connectivity
  - Home security connectivity
  - Mobile device connectivity
- Who provides connectivity?
  - Telcos
  - Proprietary (white-label) networks
  - Wi-Fi
  - Other

## Video Everywhere...



## Thank you!

More Info:  
[augie@sc.edu](mailto:augie@sc.edu)

