

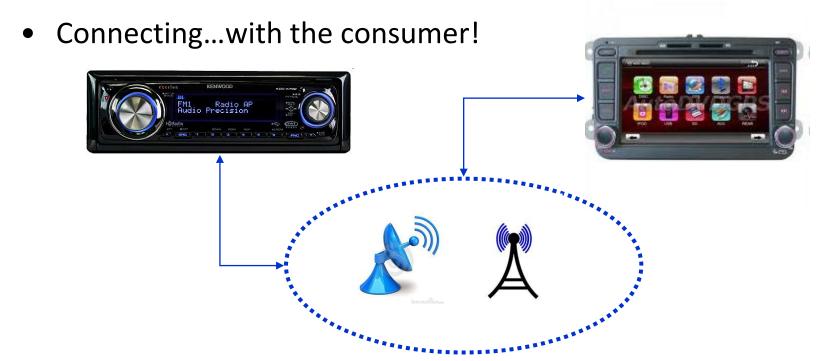
WorldDMB European Automotive Workshop

Roger C. Lanctot, Associate Director Global Automotive Practice Strategy Analytics

November 2012

The Old Connectivity Paradigm





The New Connectivity Paradigm





The New Paradigm: Examples



Phase I: Smartphone connections BMW, Mercedes, Ford, GM connected smartphone apps BT A2DP -> Wi-Fi coming

Phase II: Embedded systems
SiriusXM TSP deal with Nissan
Toyota Motor Sales (N. Am.) shift to hybrid
HD/IP solution
Tesla, Bentley IP delivery of Internet radio

The Automotive Cloud Has Arrived



Content

Apps

Services

Brought in Built in Beamed in

Gov't & Law Enforcement OEMs & Dealers

Service Providers Wireless Carriers

Communication (incl. safety/sec'y)

Navigation

Entertainment

Satellite Infrastructure Terrestrial Infrastructure

Telecom Infrastructure

Vehicle Status

Driver Status

Environment (Weather, Traffic)

Wireless carriers

Clouds: Apple, Google, etc.

Billing, Call Centers, etc.

What is the Automotive User Experience?



Questions are:

How will connectivity be monetized?
How will the user experience change?
What will happen to the industry eco-system?

DTCs
Position
Sensors
UGI
Status
Speed
Voice
Text

HMI Trends



- European automakers finally adopting touchscreens
 - Additional services make navigating menus through traditional controls complicated and time consuming
- Proximity sensors & gestures making their way into the vehicle
 - Proximity sensors in Cadillac CUE not compelling and potentially distracting
 - Gestures have limited intuitive gestures, and others would be hard for consumers to learn
- Natural language voice key to connected services
 - Limits on manual interaction due to driver distraction and complexity of menus call out for a voice solution
 - Natural language (e.g. Siri) step in the right direction
 - Still need usable and accurate solutions





Connecting the Car: The Big Picture



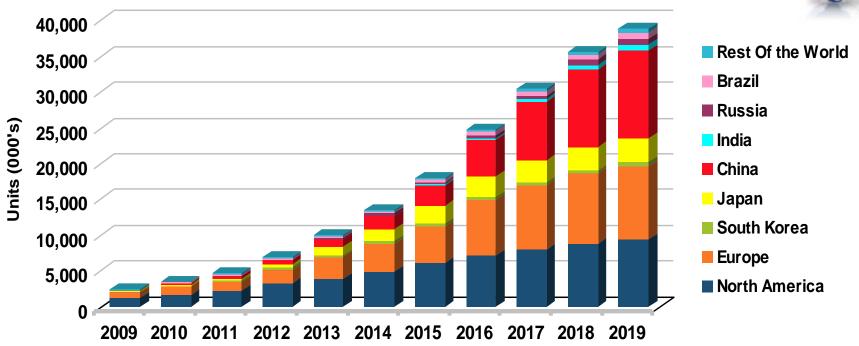
Drives – OUT; Displays - IN 3G/LTE Connectivity on the way for CRM/VRM

Smartphone accommodation to sell cars

Digital radio for low cost, low distraction content delivery

Connectivity ECU - OEM: Regional Shipments



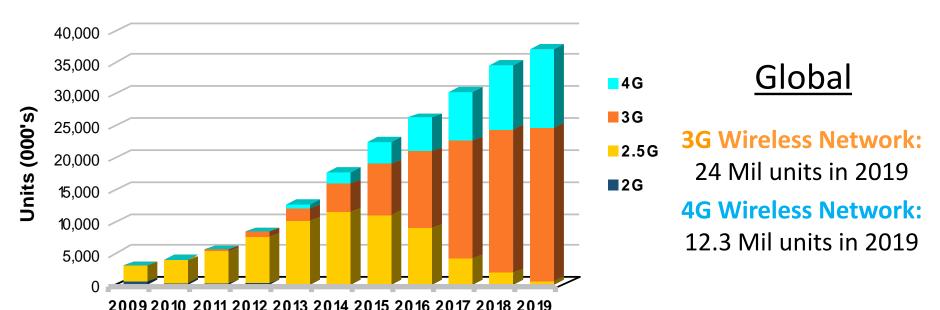


- Connectivity ECU growth opportunity 2011 vs. 2019:
 - ECU Shipments: 4.5 mil units in 2011 to 38.7 million units in 2019 (CAGR 31%)
 - ECU Revenues: \$460 mil in 2011 to \$2.9 Billion in 2019 (CAGR 26%)
 - Average Selling Price:
 - \$100/unit in 2011 \rightarrow \$75/unit in 2019

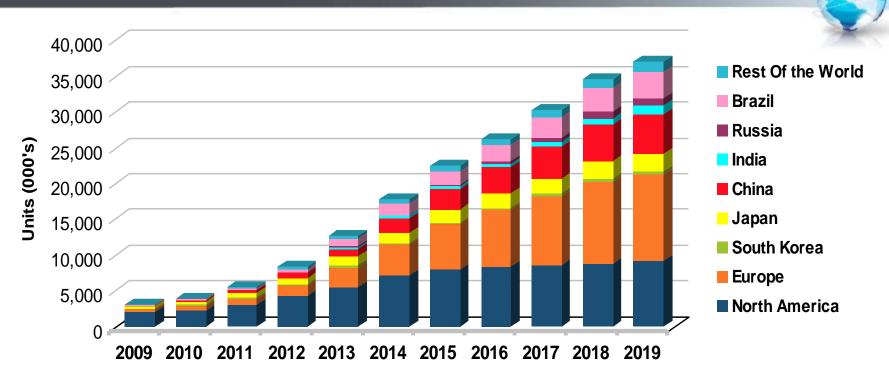
Global Wireless Players in Automotive Embedded Telematics Demand



- New business models enable new growth phase
- Safety, CRM, advanced infotainment
- Long-term outlook V2V, V2I, autonomous cars, etc.
 - Different regional strategies Europe/Mobility, U.S./Safety



Telematics ECU: OEM Regional Shipment View



- North America: eCall/Telematics highly dependent on car maker strategies
- Europe: eCall telematics highly dependent on regulatory activity and selected OEMs
- Japan: Navigation is still dominant, Telematics roll-out is lead by Toyota
- China: Forecast to be #3 Player in embedded Telematics ECU Globally by 2014

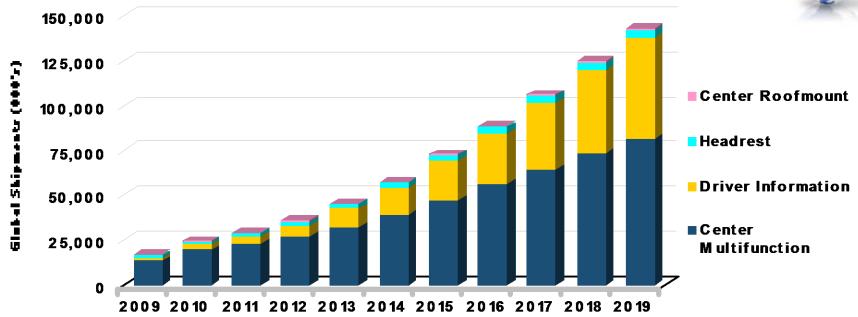
Automotive HMI: The Rise of the Display – 2012 update



| | Infotainment Display Requirement | | | |
|----------------------------|----------------------------------|-----------|-----------|---------|
| | < 1997 | 1998-2006 | 2006-2010 | 2010> |
| 'Pre-iPhone' Phase → | 1st Gen | 2nd Gen | 3rd Gen | 4th Gen |
| ADAS | • | | | |
| Connected Services | • | | | |
| Telematics | • | | | |
| Enhanced Audio Control | • | | | |
| Audio/Phone Library Access | • | | | |
| Device Connectivity | • | | | |
| Digital/Satellite Radio | • | | | |
| Navigation | • | | | |
| AM/FM Radio Selection | • | | | |
| Volume Control | • | | | |
| Display Need ▶ | ● N/A | Low | Med | Hi |

OEM Display Deployment: Global Shipments by Position

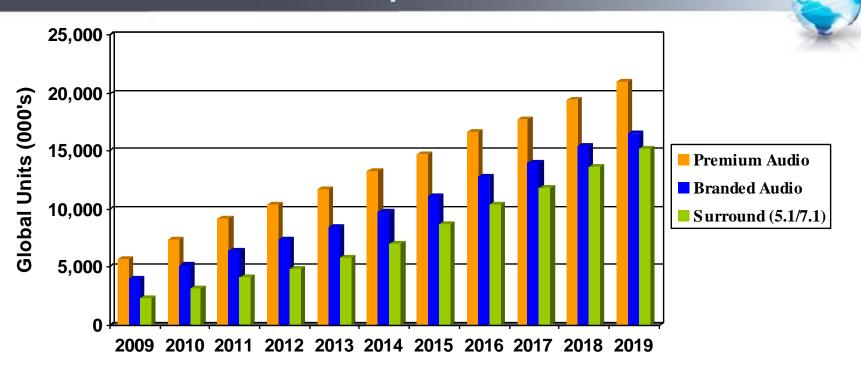




OEM Display Growth Opportunity 2011 vs. 2019

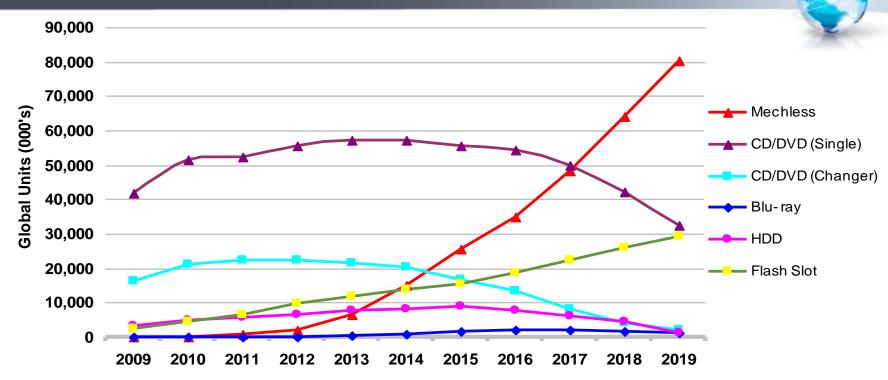
- Center Multifunction: +250% (23.3 Mil in 2011 \rightarrow 81.7 Mil in 2019) CAGR 17.0%
- − Driver Information: +1000% (4.4 Mil in 2011 \rightarrow 56 Mil in 2019) CAGR 37.4%
- Headrest: +123% (1.8 Million in 2011 to 4.1 Million in 2019) CAGR 10.6%
- Center Roof mount: +38% (300,000 in 2011 to 420,000 in 2019) CAGR 4.1%
- → The Display becomes a key Human Machine Interface (HMI) point for: Audio, Media, HVAC, Telematics, Navigation, Social networking
- → The Display provides users with a flexible interface tool that will future proof vehicle systems

OEM Headunit: Prem. & Branded Audio Shipments



- Feature Trend/Opportunity: 2011 vs. 2019
 - Premium Audio: Growing interest in midrange vehicle segment
 - Market Shipments: 9.0 Mil to 21 Mil units (130% Growth, CAGR 11%)
 - Branded Audio: OEM's are adopting 'Brands' to add value to Premium audio
 - Market Shipments: 6.4 Mil to 16.4 Mil units (156% Growth, CAGR 12.5%)
 - Surround Sound (5.1/7.1): Currently low penetration across all vehicle segments
 - Market Shipments: 4 Mil to 15.1 Mil units (270% growth, CAGR 17.9%)

OEM Headunit: Optical Media and Storage

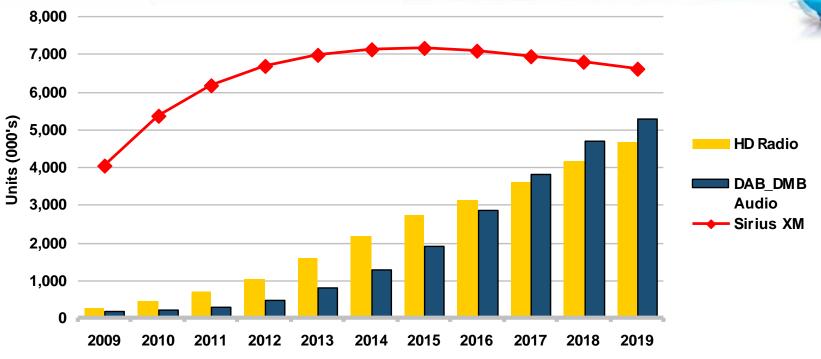


Headunit Feature Trend/Opportunity: 2011 vs. 2019

Mechless: 69% of vehicles worldwide will be 'solid-state' by 2019 (2.6% in 2011)
CD/DVD Changer: Headunit availability falls to 1.9% WW by 2019 (29% in 2011)
Blu-ray: Compatible drive in 1.0% of headunits WW by 2019 (0% in 2011)
HDD: Available on 1.1% of headunits WW by 2019 (7.6% in 2011)
Flash card slot: Available on 25% of headunits WW by 2019 (8.3% in 2011)

OEM Digital Radio Terrestrial and Satellite



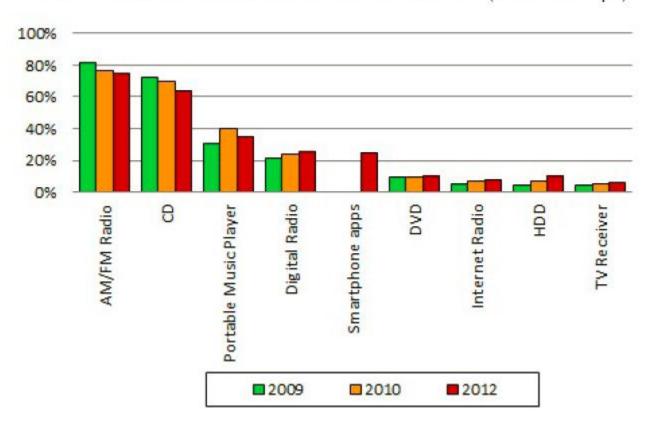


- Digital Radio Growth opportunity 2011 vs. 2019:
 - Sirius XM shipments will grow at a slow 1% CAGR between 2011 and 2019
 - \rightarrow 6.1 million units in 2011 to 6.6 million units in 2018.
 - HD Radio shipments will expand at a CAGR rate of 27% between 2011 and 2019
 → 690, 000 units in 2011 to 4.6 million units in 2019.
 - DAB shipments will increase at a CAGR rate of 43% between 2011 and 2019
 - \rightarrow 300,000 units in 2011 to 5.2 million units in 2019.

Must Have Infotainment – Western Europe



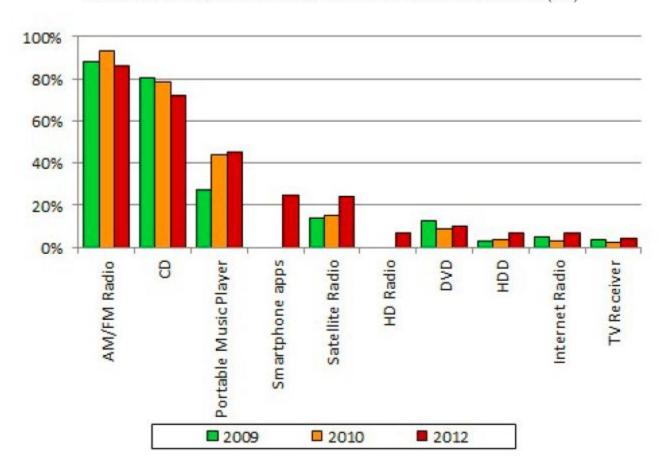
Exhibit 3.5: Must-Have Infotainment Features 2009-2012 (Western Europe)



Must Have Infotainment – U.S.



Exhibit 3.2: Must-Have Infotainment Features 2009-2012 (US)



Smartphone's Impact on the In-Vehicle Experience



43%

Messaging = "Eyes Off Road Time"

- Need to look to decide if message is important
- Unaware or distrust voice control/read out
- Check messages at stop lights
- Keep phone low, so moving eyes more

41%

Inbound Calls are Usually Answered

- Need to pick up device to decide if call is important
- Bluetooth headsets are owned but not used because they are a pain to keep charged
- They try to use phone speaker, but max volume is too low

78%

Navigation Difficult to Interact With

- Don't use it enough to buy a dock/stand
- So keep it in cup holder and need to pick it up to look at it
- Or, put it in dashboard blocking the instruments
- Can't hear TBT because max volume is too low

40%

Streaming Media Difficult to Consume

- Want to listen to streaming music from smartphone apps (e.g. Pandora)
- Awkward to control app while driving
- Speakers on phone too quiet; want to connect to their car stereo speakers









Car Connectivity a Mobile Mess



Popular Mechanics

The Mobile Mess: Why Isn't Car Connectivity Better?

With smartphone integration and Internet connectivity, automakers are in unfamiliar territory. While systems such as Ford's Sync, Nokia's MirrorLink, and Cadillac Cue are bringing the Web and apps increasingly into the car, they are also showing the delicate line car companies must walk between connectivity and distracted driving.

"it's kind of a mess," says Roger Lanctot, a senior analyst at technology research firm Strategy Analytics. "Because all of these systems are proprietary, it's expensive to deploy content app by app. They are also all brand-new, and they all work differently, so you have usability issues and glitches galore."

STRATEGYANALYTICS

Smartphone's Impact on the In-Vehicle Experience





MyFord Touch – Coming to China





GM CUE - Home





GM CUE – Radio Station Search



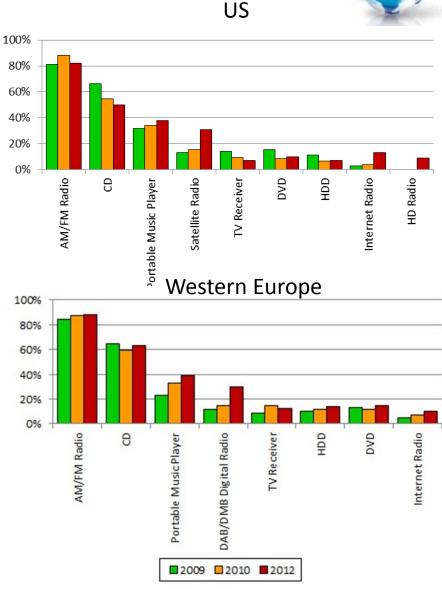


STRATEGYANALYTICS

Portable Music Continues Steady Growth as Vehicle Entertainment Source



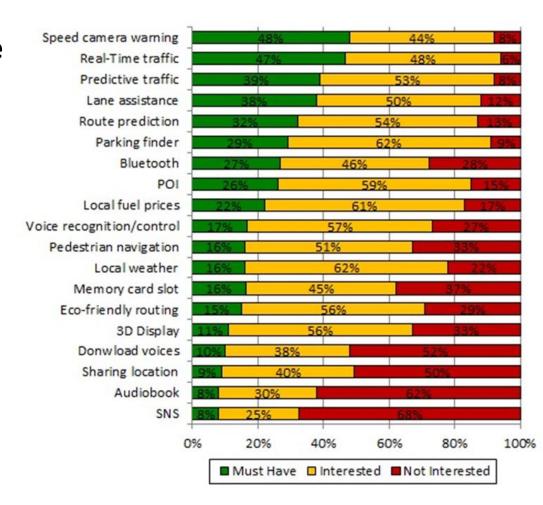
- Portable music player usage in US steadily increasing
 - 23% use it every day
- 25% consider smartphone connectivity a must-have feature
- Internet radio usage in US increasing due to smartphones
- AM/FM radio and CD player remain the two most-used infotainment features in US
 - AM/FM usage remains steady
 - Weekly CD usage dropping due to portable music player access



Context Awareness Becoming Key Feature for Navigation Systems

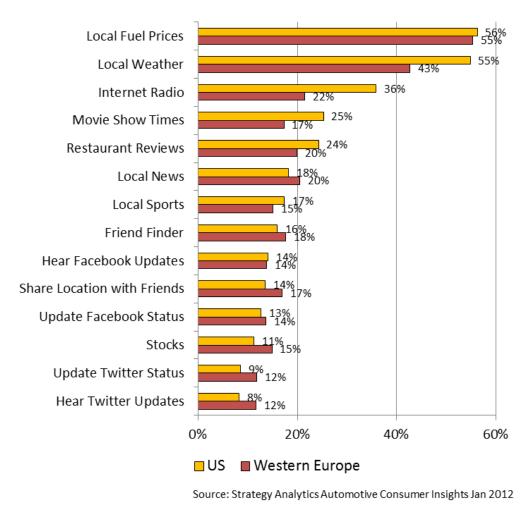


- Predictive traffic and route prediction are in the top 5 most-wanted features for Western European navigation consumers.
 - 39% consider predictive traffic a must-have feature
 - 32% consider route prediction a must-have feature
- Speed camera warning and real-time traffic top 2 features.



Interest in Connected Services: US & Western Europe



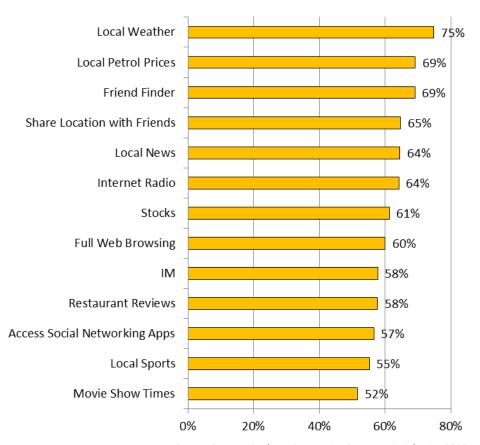


- Consumers in US and Western Europe most interested in local fuel prices and local weather
- Social networking low on list of connected features
 - User testing shows UX invehicle is poor
- Stripped down versions of Facebook and Twitter cause them to be passive experiences instead of interactive



Interest in Connected Services: China



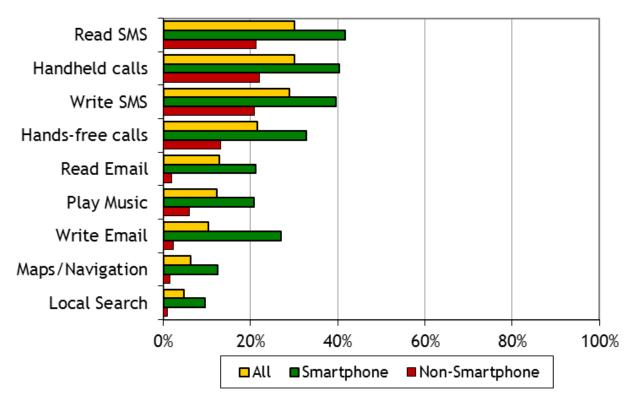


Source: Strategy Analytics Automotive Consumer Insights Jan 2012

- Consumers in China most interested in local weather
- Social networking features show higher interest, but they are domain specific
 - Seeing friends locations and sharing their locations with friends instead of seeing social network feeds

Mobile Phone Usage in Vehicle – Western Europe



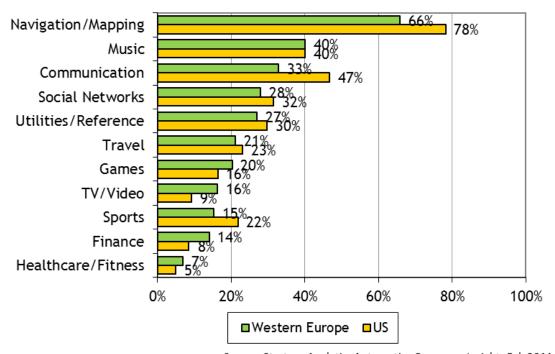


Source: Strategy Analytics Automotive Consumer Insights, Feb 2011

 In Western Europe, about 40% of smartphone owners read and write at least one SMS while driving per day

Smartphone App Usage While Driving





Source: Strategy Analytics Automotive Consumer Insights Feb 2011

- More than two-thirds of smartphone owners in the US and Western Europe currently use navigation and mapping applications on their smartphone in the vehicle.
 - 66% of smartphone owners in Western Europe and 78% in the US use navigation or mapping apps in the vehicle.
 - 40% of smartphone owners use music applications while driving
 - 32% of smartphone owners in the US and 28% in Western Europe use social networking applications in the vehicle.

The Last Word



It's all about the user experience.

Get the user experience right – u win

Solve a problem, fulfill a need - u win



Thank you!

Roger C. Lanctot

Associate Director

Global Automotive Practice

Strategy Analytics

rlanctot@strategyanalytics.com

+1 (617) 614-0714

Twitter: @rogermud