Joint ITU - AICTO Workshop on "Interoperability of IPTV in the Arab region"

(Dubai, UAE, 20 - 21 September 2011)

Children's content goes digital: New markets, players and platforms



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TOPICS



- Children's content publishing state
- New opportunities in digital world
- Arab region specific content
- New challenges in Arab world

The Digital Revolution in Children's Publishing



- What is a book, really? Is it its body, or its soul?
- Publishers of all stripes are struggling with that definition, including children's publishers



They are working to determine what defines a book, which devices to embrace, how to handle digital rights and how they can make money with e-

Interactivity

 Certain trends are already emerging, chief among them being interactivity.

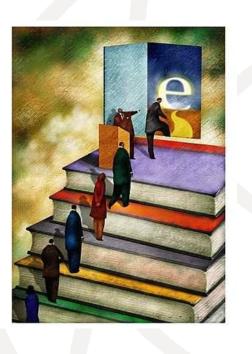


- Freed from rules about page count and paper weight, digital creators enjoy great flexibility.
- In the process, they can appeal to nonbookworms, such as computer game geeks, tablets, smart phones and interactive TV.

Main concerns

- Many publishers worry that digital products would supplant traditional print.
- Parents would rather see their kids engaged in book content than in Digital content that mean Game for them.
- I believe the nature of technolog, is both and not either/or and the app can give a story a new lease

New opportunities in digital world



- Publishers today want kids to be able to read (and interact with) a story in any form, including electronic devices.
- "They're not so much competitors as they are companions," says author Amy Krouse Rosenthal (*Little Pea*) "You might own it in both forms. One doesn't preclude



Digital ebooks world

- Indeed, a child today may read a print book at home—and an app version of the same title on his mother's iPhone in the grocery store.
- To tap into the new reality, publishers are taking some risks.
- Everyone is experimenting to some degree—retailers, publishers, authors," says Neil De Young, executive director of Hachette Digital.
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iPAD: a new revolution for Digital publishing

- 2010: With its sleek and powerful iPad, iPod Touch, and iPhone, Apple dominates discussions of the future of children's digital publishing.
- Customers have downloaded more than four million apps, though Apple doesn't track how many of those are children's titles.
- And they have purchased 1.5 millic e-books for all three devices.



iPad competitors?

- Publishers start thinking about developing on other devices- the Android market is huge and HTML5 will be a game-changer.
- The challenge for publishers, is to enhance books and keep the content fresh, original, and high quality.
- Devices let publishers blend animation and text, so readers can use books that repeat back to them or let them follow

Premium products

- Many of the apps fell into the "classics" or established brands.
- This begged the question: What will happen to new writing? Where do emerging and new writers and illustrators fit into the fiercely competitive children's book app arena?
- Likewise, where does digital fit into the ecosystem of the existing publishing house?

IPTV Edutainment Content

- IPTV service providers will need time to get to know their segments, which audience segments are driving new IPTV programming as early adopters.
- Their programming proposition will be evolving over time as IPTV operators try to put together the right content mix for the right audience target

What's On Now?

- The obvious question is where to source legal and premium content?
- The content, both broadcast and ondemand, will come from both studios and aggregators (which negotiate with studios and networks to offer licensed programming packages on

behalf of telcos)

...and small operators?



- For smaller operators who don't necessarily need to build out their own super head end, it makes sense to use a content aggregator to get national and regional broadcast feeds.
- They can then supplement with smaller encoders and software to insert local ads and content.

The Role of Language in Children's Market

- The development of a global digital infrastructure for eContent and app delivery means that consumers around the world will have access to content in any and all languages.
- Market for multi-lingual and nonnative-language content grows around the world, new opportunities abound for publishers to make their content available to all consumers everywhere.

Localisation or development?

- This is particularly true for children's stories, where translation is almost always simpler and cheaper than adult contents.
- That means huge opportunities for the children's market and pedagogies worldwide.
- Also, with the majority of eContent currently in English, what kind of cultural shifts can we expect for Arab

region?

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Edutainment IPTV

- IPTV for edutainment should include an expansive library of highly popular children's content with specific ones.
- Subscription-based service dedicated to children, would offer parents a safe controlled environment for internet-based programming and games.
- the programming have to be easy for parents and children alike.
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Two relevant show cases

- PBS Kids is the brand for chidren's programming aired by the Public Broadcasting Service (PBS) in the US founded in 1993. As with all PBS programming, PBS Kids programming is non commercial. It is aimed at children ages 2 to **9**. In 2005, the PBS Kids channel was replaced by PBS Kids Sprout an IPTV.
- http://pbskids.org/go/ Dubai, UAE, 20-21 September 2011

- Al Jazeera
 Children's
 Channel is a Pan Arab edutainment
 channel addressing an
 audience between 7
 and 15. Baraem TV is
 adressing children
 from 2 to 6 years old.
- JCC, funded by Qatar Foundation in 2005, offers a range of multimedia and digital content through its interactive websites.
- http://www.jcctv.net/ 17
- http://www.taalam.tv/

Educational Interactive Arab content By Sanabil

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Mobile E-books

Dajaja Bak Beek By Sanabilmed

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Open iTunes to buy and download apps.



Description

Dajaja Bak Beek is an animated children book in Arabic. You can read the book or just hear the story recited by Duraid Lahaam.

The app also offers an interactive avatar of the chicken which interacts to user's touch, your children will enjoy playing

Dajaja Bak Beek Support

...More

View In iTunes

\$1.99

Category: Books

Released: Aug 25, 2011

Version: 1.0

1.0

Size: 72.1 MB Language: English Seller: Sanabil med © 2011 Kalimat

Rated 4+

Requirements: Compatible with iPhone, iPod touch, and iPad. Requires iOS 4.2 or later.

Customer Ratings

We have not received enough ratings to display an average for the current version of this application.

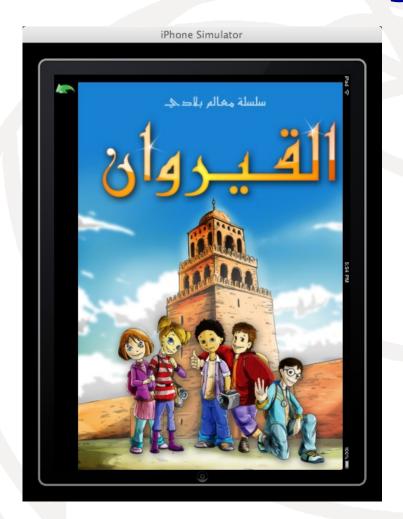
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Ebook apps with Video, story and games





Jungle Animals







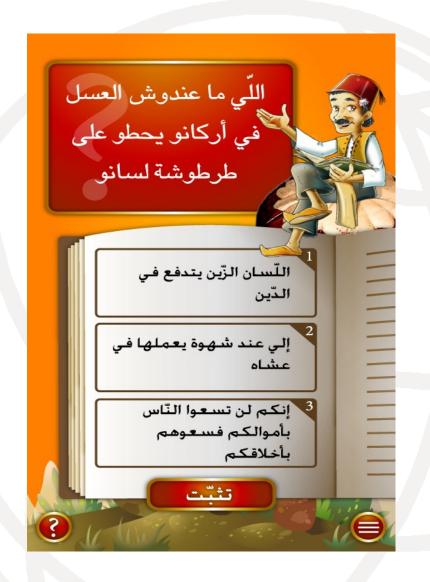
Mobile Apps

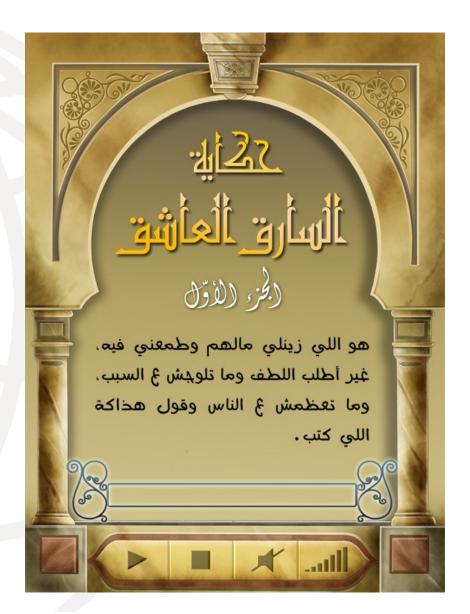




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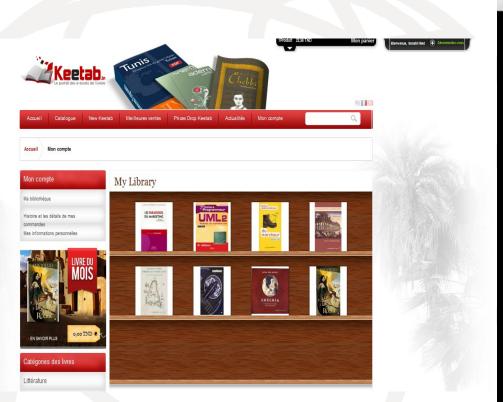
Proverbs & Popular Stories





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M-library apps: National Lib & Keetab.tn





Sanabil Apps



SME's content editors in Arab world

- We fundamentally focus on trying to make the content come to life.
- Sanabil and many small Arab companies are on the act.
- We creates interactive graphic novels, digital storybooks, elearning content and mobile apps.
- We are facing many problems (ROI, diffusion, market, etc.) since NON supported by public structures.

Conclusion

- Arab editors and publisher have to navigate these new markets and make regional and local content available.
- Many kinds of synergy can be created between publishers, new content developers and IPTV operators.
- The content development is a key solution for ARAB employment problems at this crucial moment.

Thank you for your attention

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