

Lawrence Cosh-Ishii



Dedicated to Mobile in Tokyo – Since 2001

- Publish Wireless Watch Japan
- Organize Mobile Monday Events
- Provide Research and Advisory

A multi-prong approach covers most critical aspects of the Who What When Where Why!

Trust a decade+ of lessons learned = useful...



To Share 12-years of info in under 60-mins will require a little hypnosis therapy!





An iconic image from Rock & Roll history: Innovation means pushing the limit





The single stated strategy of Japan mobile business is to Delight the customers



Tightly targeted and well-defined hardware and service offerings for all segments





To provide o2o platform services as an essential part of their 'happy' daily life



Japan Mobile Overview: Operators

- 135 Million Mobile Subscribers
- Entirely a 3G+ Network Market
- Voice & Data ARPU \$50 month
- Est. 75% Contracts on Flat-Rate
- Best Customer Loyalty, Globally
- Focus on m2m & o2o Platforms
- All Vesting in Next-Gen. Players

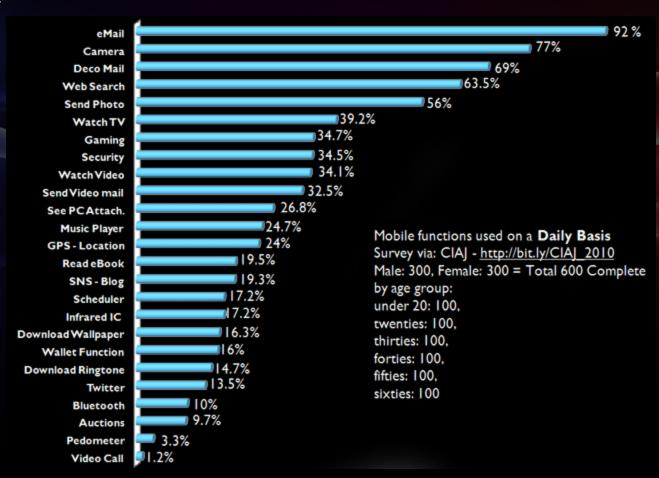


Japan Mobile Overview: Handsets

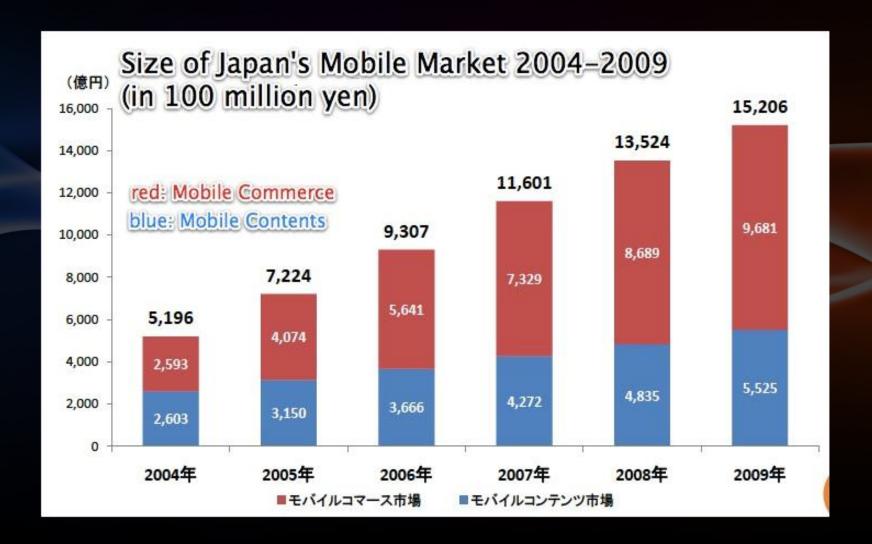
- Smartphone Penetration 40%
- Android vs. iOS = approx. 2 to 1
- Tablet Adoption Very Low Levels
- Custom Designs for Seniors & Kids
- Est. NFC Tap & Go Installed +80%
- ODMs Control Global Component
- Fujitsu, NEC, Panasonic, Sharp & Sony



Japan Mobile Overview: Users

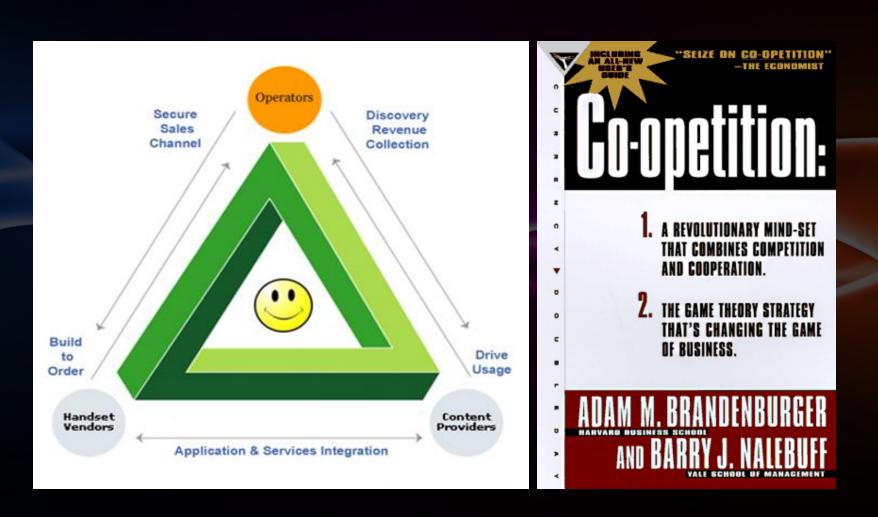






Transaction growth 3x in 5-years to \$15B in 2009 – Results for 2012 = \$23Bn

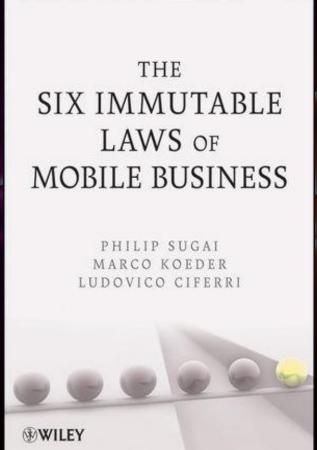




The DoCoMo imode business model circa 1999 = the original mobile app store







Steve Jobs spent plenty of time in Japan and clearly understood the opportunity!

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Immutable Law #1- Value Over Culture.

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The iPot debuted 2001: simple & useful m2m service providing peace of mind

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QR Codes can def. be more stylish.. however move to keyword search = easier







Improves SEM/SEO and enables multi-channel via Outdoor, Print and Television

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NFC 'Tap & Go' tech. widely adopted for quick interaction – beyond payments

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双方向情報表示システム「UBWALL・Station」





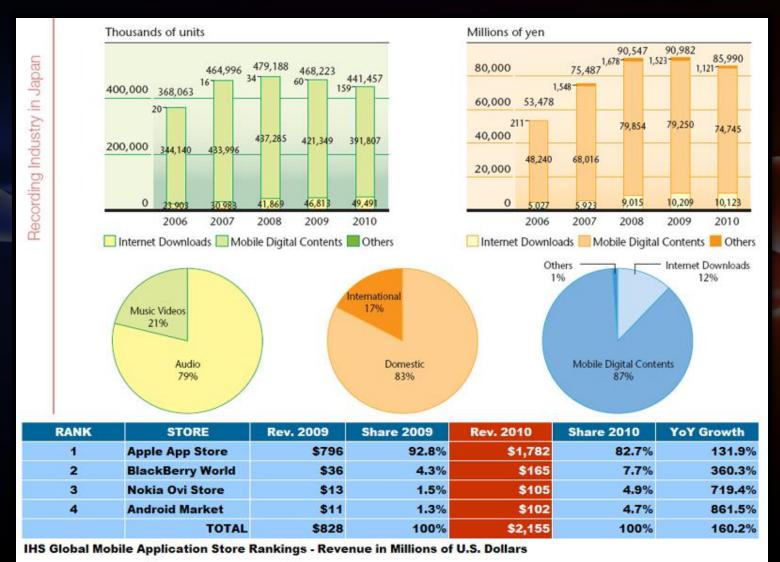
Connecting TV broadcast with mobile is extremely popular = 40% daily active





Mobile Gaming is Huge in Japan.. estimate revenues for 2012 = approx. \$5Bn





Japan Mobile Music sales in 2010 near \$1Bn = over ½ of Apple Global App Store





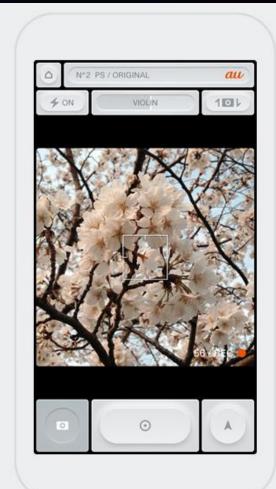
Connecting People by Music

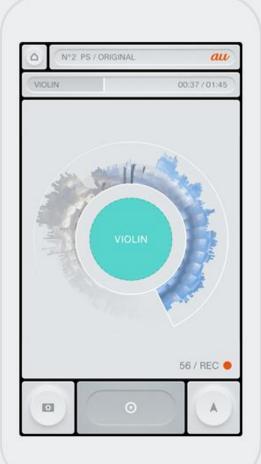
Making a Contact Chance to New Songs with New Listening Style



2007: Uta Tomo – Music Friend – combines Social, Location and Music Profiles









2013: Uta Tomo evolves to Perfect Synch – collaborate, create and share music





新コンテンツ配信プラットフォーム







Magazine Publishers: MagaStore

- Dentsu Digital Publishing Platform
- Coded for Android, iOS and Win8
- Claims +250 Titles & 100 Publishers
- Est. Contents Library +6,000 Unique
- Counted 75 Free to Download Titles
- Tweet Hook to Share Page Viewing
- Embedded Rich Media and Analytics

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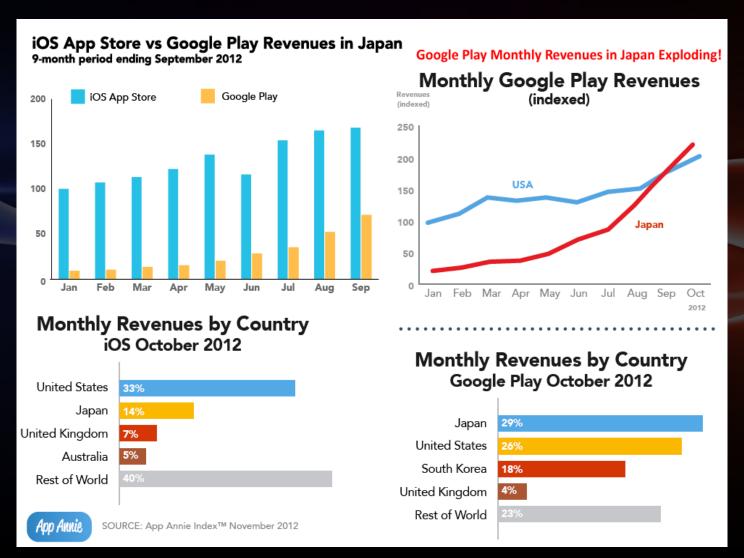
Augmented Reality – Sekai Camera – Tag Your World with AR by Tonchidot





Japan passed the U.S. in Q4 of 2012 for Gross Revenues on Android platform





Note: as of Sept. 2013 DoCoMo - with 50% market share - begins selling iPhone



Click to view selection of 10 short video clips – will play in your web browser





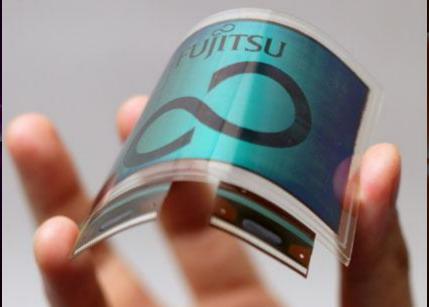
Key thoughts: Solve Pleasure or Pain – Content is Always King!



Considering the road ahead: several key segments to watch over the coming years







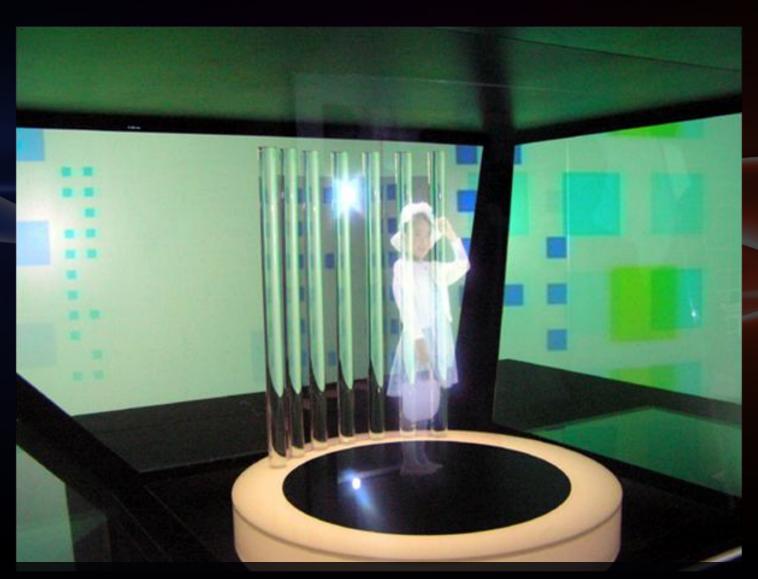
Displays from wearable to flexible and projected with alternate input methods





More speed at less cost, big data, location sensors, security and privacy concerns

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Yokosuka R&D Labs circa 2007 – Holographic Demo – Help Me ObiWan!



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http://about.me/Laars