Business Impact of Social Media

ABSTRACT

Abstract Not Available

BIOGRAPHY

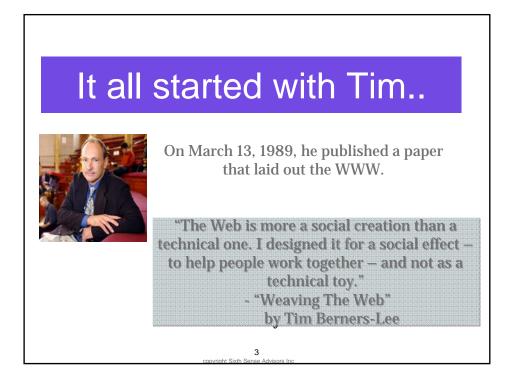
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Business Impact of Social Media

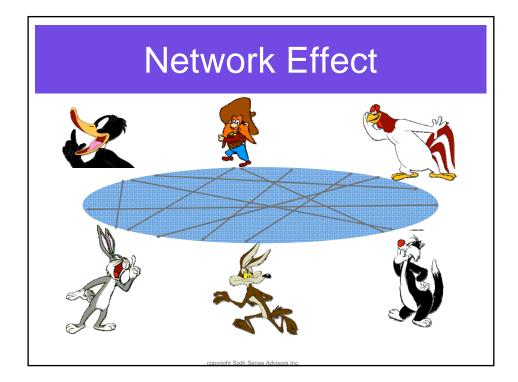
MIT IQ Symposium 2010

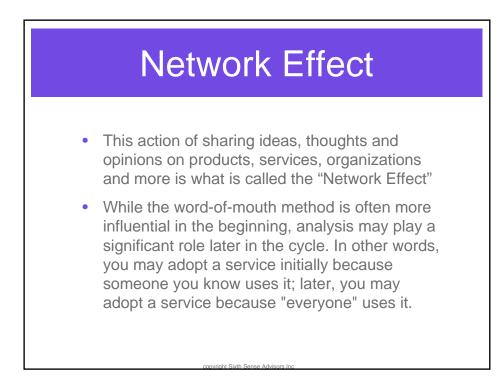
Background

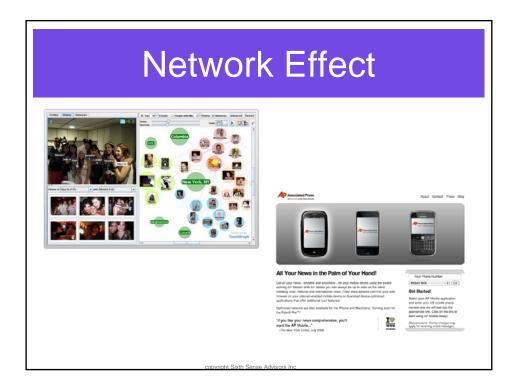
- The internet ushered an era of possibilities and brought a revolution like never before. The first generation (circa 1990 to 2000) was on tapping the power of the internet to largely showcase technology prowess (my ".com" is better than yours)
- Move on to 2000 to 2010 We have seen the birth of Google, Youtube, iTunes, Twitter, Flickr, Facebook, MySpace, Bing, Kosmix and the list goes on. What is the difference?
- The second coming of the internet has made it a consumer led adoption and consumption of information, which has benefited and surprised many businesses and community organizations

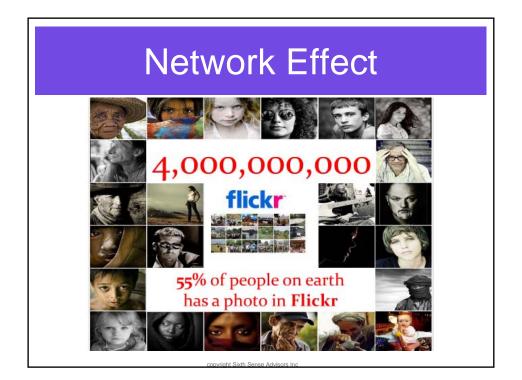


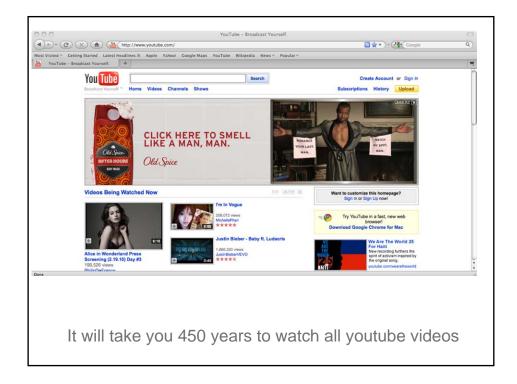


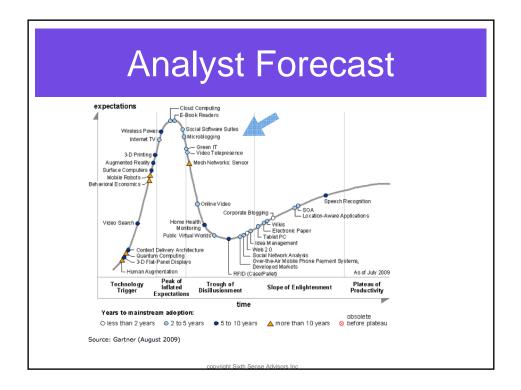














Some Statistics.....

MySpace

• 76 million members in MySpace US, with a U.S. growth rate of 0.8% per month <u>Comscore via Techncrunch, Jan 13, 2009</u>

 "The average MySpace user now spends 266 minutes (4.4 hours) on the site every month; a 5% increase over last month and a 31% increase year over year. MySpace says its users spend nearly 100 minutes more per visitor than the closest competitor." <u>Social</u> media bible (who cites a press release), Feb, 2009

• <u>Compare the dominant Facebook vs MyS</u>pace traffic, stickablilty, and engagement, (repeated from the Facebook category above) <u>Compete, Feb 27, 2009</u>

 Facebook dominates US visitors over MySpace: "Facebook pulled in 70.278 million unique visitors in the states, compared to MySpace's 70.237 million, according to data released by ComScore. That made Facebook the most popular site in the U.S., in terms of visitors. Just a month earlier, Facebook had a little over 67 million U.S. visitors behind MySpace's 70.9 million." <u>PC Mag., June 16</u> Cracked.com

 Now over 2500 writers contributing pitches, ideas, and feedback in our virtual writers room.

 $\circ 18k+$ total submissions to our daily caption contest in the month of June $\circ Most$ viewed article of all time on Cracked - "The Top 10 Secret Celebrity Scientologists" - hits 4.6M+ total views

-Original episodic video series, "S.W.A.I.M", which offers hilarious commentary on oddities across the web, reaches 4M+ total streams -Adding up article and topics page submissions, comments, craption entries, and photoshop entries, over 30k unique content submissions from users/month

eHow

-39 million people visit eHow each month to accomplish their projects +How to Boil an Egg is consistently one of the most popular articles on eHow eHow has more than 160k professionally produced videos -eHow has more than 700K articles

 $\circ eHow$ has paid more than \$1MM to members participating in the Writer's Compensation Program

even more stats

Facebook

 150 million people around the world are now actively using Facebook and almost half of them are using Facebook every day. This includes people in every continent—even Antarctica. If Facebook were a country, it would be the eighth most populated in the world, just ahead of Japan, Russia and Nigeria. Facebook is used in more than 35 different languages and 170 countries and territories. <u>Source: Mark Zuckerberg, Jan 7, 2009</u>

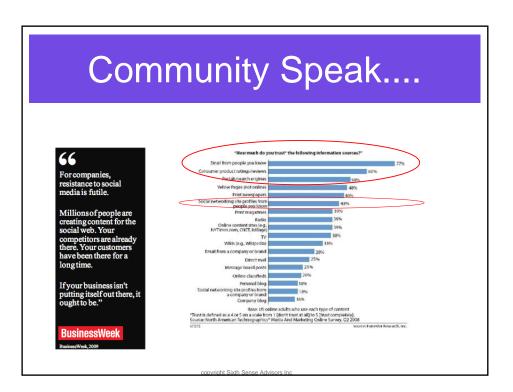
• Facebook has 54.5 million monthly unique visitors, says Comscore, with a growth rate in the U.S. averaged 3.8% per month over the last year. Source, <u>Comscore via Technorunch, Jan 13, 2009</u>

• 175mm users, with 600k daily growth of users, with the fastest growing segment "45% of Facebook's US audience is now 26 years old or older." Inside Facebook, Feb 15th, 2009.

• "Women over 55 remain the fastest growing group, and growth among the teen and college-age set has been relatively paltry. In absolute numbers there are now even slightly more members between the ages of 45 and 65 than there are 13-to 17-year-olds." <u>Wired Magazine, March</u>.

• Facebook Ranks as Top Social Networking Site in the Majority of European Countries. Facebook Captures #1 Ranking in Spain for the First Time in February, comScore, April

• Facebook dominates US visitors over MySpace: "Facebook pulled in 70.278 million unique visitors in the states, compared to MySpace's 70.237 million, according to data released by ComScore. That made Facebook the most popular site in the U.S., in terms of visitors. Just a month earlier, Facebook had a little over 67 million U.S. visitors behind MySpace's 70.9 million." <u>PC Mag., June 16</u>



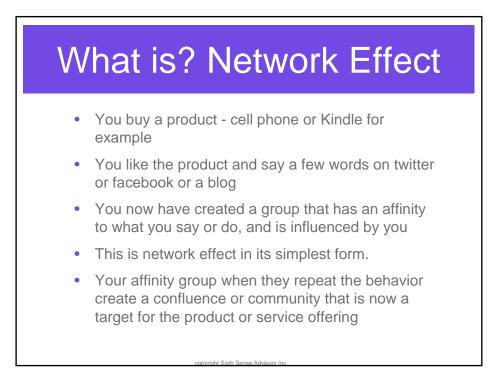


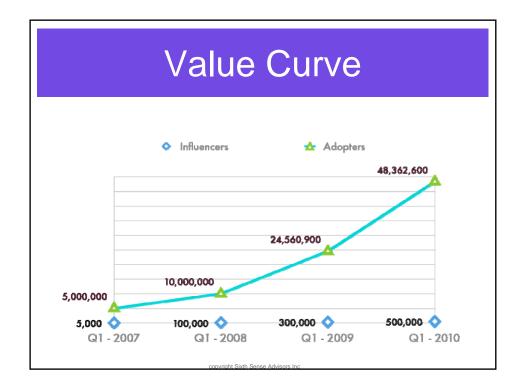
- Network Effect is measured by the value of a product that is driven by (or affected by) how many people buy or adopt it and
 - Example: Cell Phone & Services
- Types of Network Effects
 - Direct
 - Indirect

Business Models

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- One can wonder what strategy do these companies follow to be in business and how do some companies get it right and others fail
- The model for businesses to thrive in the Web 2.0 world is to let users drive the business rather than attract the user to the business. You give some to get a lot. makes sense? absolutely no. Did it work? very much Yes
- Has this model thrived in the real world? yes, before the internet, you still shared this information, but it remained in silos of people and was more local than global. Example - Remember the days when you went to your favorite butcher or bakery or coffee shop, you had friends then too, and how you were supporting them by your word of mouth in the neighborhood?
- You are exactly doing the very same thing, albeit on a global platform and audience, when you participate or communicate or listen on a social network





Long Tail

Long Tail

From Wikipedia, the free encyclopedia

The **Long Tail** or **long tail** refers to the statistical property that a larger share of population rests within the tail of a probability distribution than observed under a 'normal' or Gaussian distribution. This has gained popularity in recent times as a retailing concept describing the niche strategy of selling a large number of unique items in relatively small quantities – usually in addition to selling fewer popular items in large quantities.

Micropublishing is when an individual or group use efficient <u>publishing</u> and <u>distribution techniques</u> to publish a work intended for a specific <u>micromarket</u>. Typically, these works are not considered by conventional publishers due to their low <u>economy of scale</u> and <u>mass appeal</u> and the difficulties that would arise in their marketing.

To make micropublishing more economical, the works are often created, "printed", sold, and distributed online by a micropublishing company, such as Lulu.com. These micropublishers eliminate many of the entry barriers that prevent independent authors from entering the publishing industry, and often pay out much higher royalty fees than an ordinary publishing house. Lulu.com.

Before the emergence of the internet, micropublishing was considered a "microtrend" that would not play much of a role in the publishing world. The internet has changed this by providing authors and micropublishers with an affordable medium through which to publish and distribute their works. *icitation needed*

The Internet is also evolving how the works from traditional publishing, self-publishing and micro-publishing are distributed. The long imagined dream of digital distribution for published works is quickly becoming a reality. For micro-publications, digital distribution may enable greater numbers of authors and potential authors to enter the publishing industry to access immense numbers of readers who prefer to receive and/or consume content in digital form.

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