

The background is a vibrant, abstract digital composition. It features a dark blue base with a complex network of glowing lines in various colors, including cyan, yellow, and red. These lines radiate from a central point, creating a sense of depth and movement. Scattered throughout are numerous small, colorful particles and dots, some appearing as bright spots and others as faint trails. On the right side, there are large, semi-transparent circular shapes in shades of blue and purple, which partially overlap the other elements. The overall effect is that of a futuristic, high-tech environment.

EBU

OPERATING EUROVISION AND EURORADIO

TECHNOLOGY & INNOVATION

Get an edge

DISTRIBUTION TRENDS AND THE HYBRID REALITY

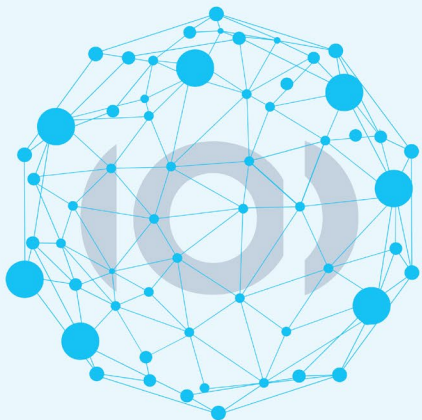
BRAM TULLEMANS, EBU

MBT CONFERENCE 2025

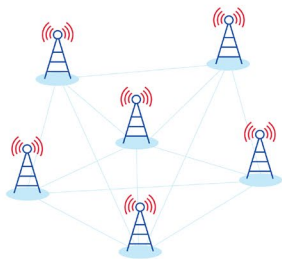


THE EBU COMMUNITY IN NUMBERS

The European Broadcasting Union is the world's leading alliance of Public Service Media



COMPOSED OF



115
MEMBER ORGANIZATIONS

IN **56**
COUNTRIES



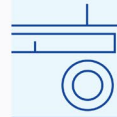
OPERATING

493



TV CHANNELS

704



RADIO STATIONS

594



LOCAL WINDOWS



1313

ONLINE SIMULCAST CHANNELS AND STATIONS



272

EXCLUSIVE ONLINE LINEAR SERVICES

PROVIDING CONTENT IN



158
LANGUAGES

TO A POTENTIAL AUDIENCE OF

1.07

BILLION PEOPLE



MOST OF MEDIA TIME SPENT IS CONNECTED

Average daily time spent per media type (self reported)

In % of internet users 16-64 and 16-24 –Q1-3 2024 - 14 European countries

NOT CONNECTED

Broadcast TV

Broadcast Radio

Print press

40%



60%

CONNECTED

Social Media

Music streaming

Online TV

Podcast

Online press

25%

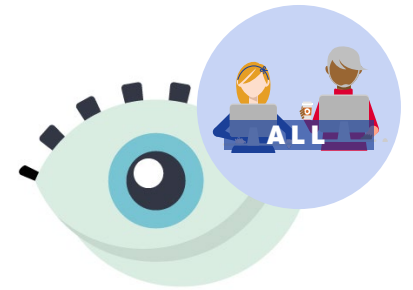


75%

Source: EBU MIS based on GWI – Average of all quarters per year

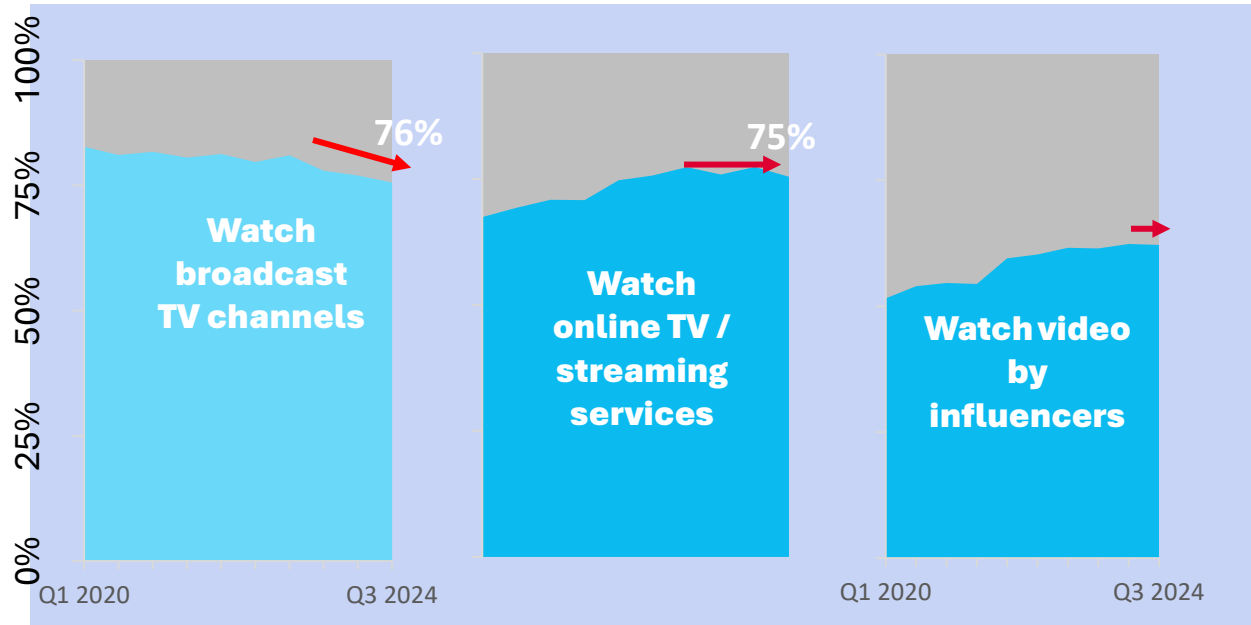
14 Countries: Austria, Belgium, France, Germany, Ireland, Italy, Netherlands, Poland, Portugal, Spain, Sweden, Switzerland, Türkiye, UK

VIDEO MEDIA REACH: STREAMING NOW RIVALS BROADCAST



Weekly users by media

In % - Evolution Q1 2020 – Q3 2024 (only first and third quarters measured) - In % of internet users 18-64

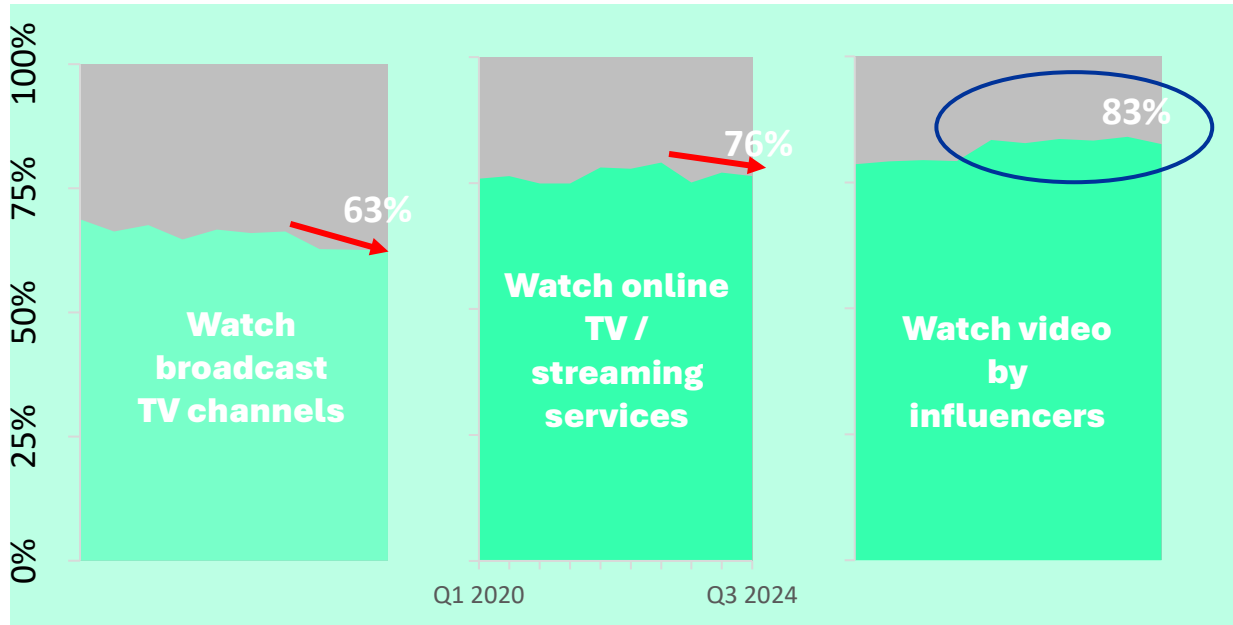


INFLUENCERS' VIDEO OVER STREAMING SERVICES FOR YOUTH

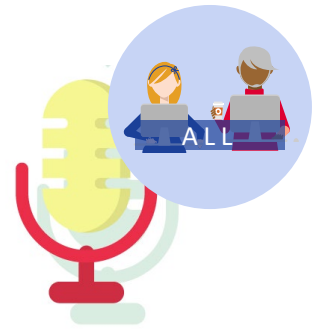


Weekly users by media

In % - Evolution Q1 2020 – Q3 2024 (only first and third quarters measured) - In % of internet users 18-24

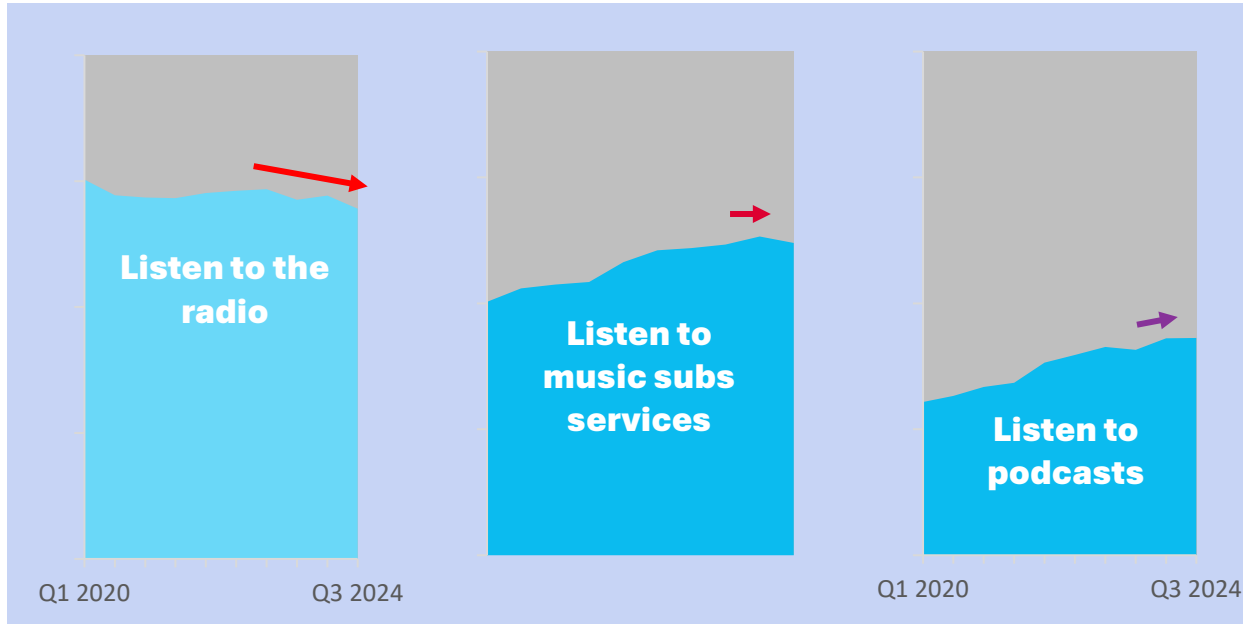


AUDIO MEDIA WEEKLY REACH: PODCAST CONTINUES TO GROW

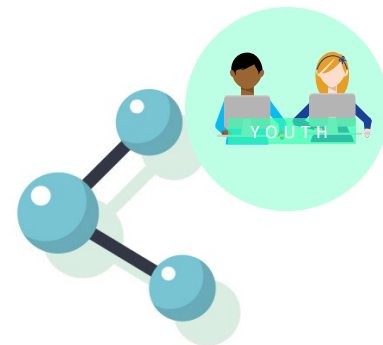


Weekly users by media

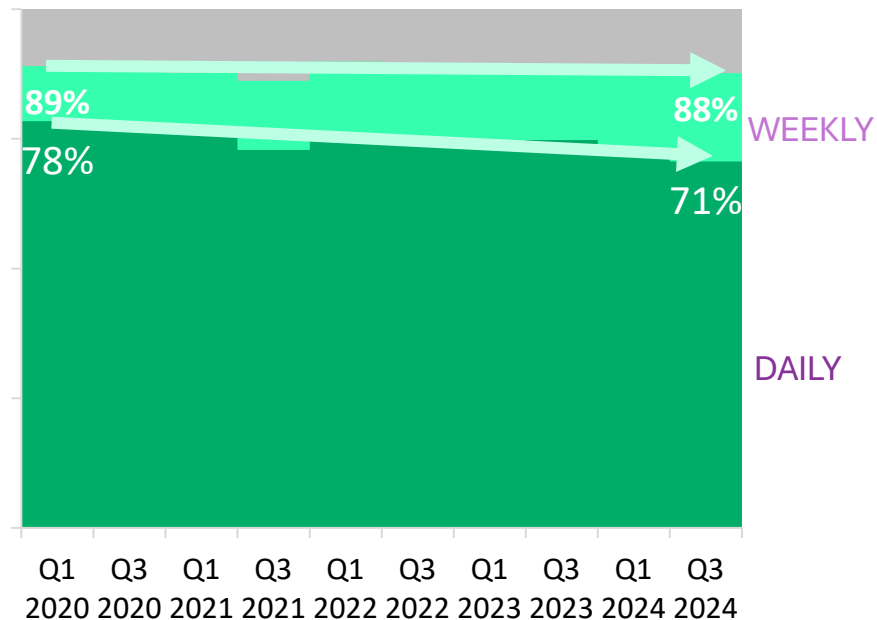
In % - Evolution Q1 2020 – Q3 2024 (only first and third quarters measured)



SOCIAL MEDIA, THE END OF GROWTH?



Weekly and daily users by media
In % - Evolution – Internet users 18-24



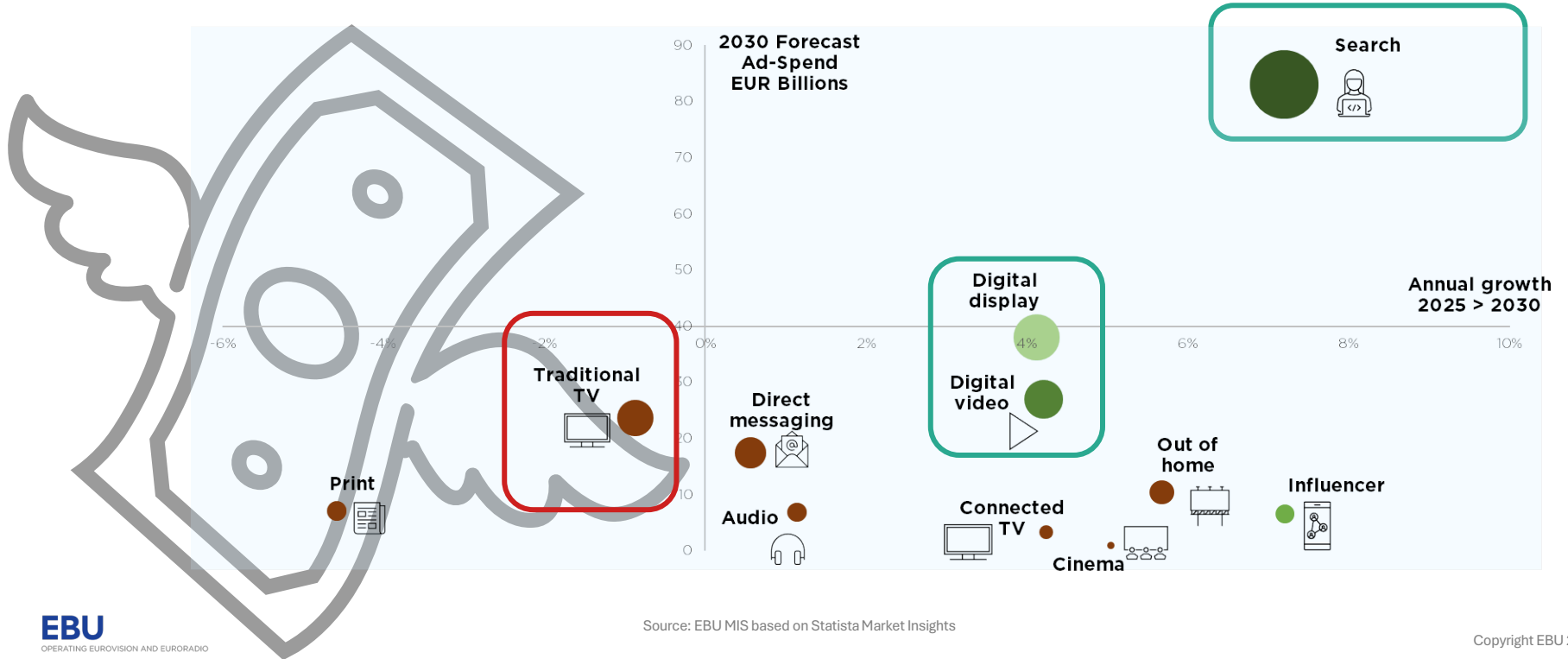
Source: EBU MIS based on GWI – Average of all quarters per year

14 Countries: Austria, Belgium, France, Germany, Ireland, Italy, Netherlands, Poland, Portugal, Spain, Sweden, Switzerland, Türkiye, UK / Ampere Consumer Survey 14 countries

THE SEARCH REVOLUTION IS POISED TO RESHAPE THE ATTENTION ECONOMY

Forecasted European advertising revenue/spend 2025 > 2030

Size of bubble = forecasted size of ad-spend in 2030



The Hybrid Reality



- Shifting audience behaviour
- Linear vs on-demand
- Matured Broadband Distribution
- Cord-Cutting
- Distribution costs
- Changes in SATCOM and DTT usage
- OTT Operators
- UHF Band / WRC
- Global Platform Operators

The Transition for Media Distribution has a different pace in distinct markets

ONLINE DISTRIBUTION TRENDS WITHIN THE EBU

Maturity level of online distribution platforms increases over years

The Origin is the Master Control Room of online delivery

Load balancing traffic over multiple CDNs is a core competence

Data retrieved from the yearly EBU MIS survey within the EBU Membership



HIGH GROWTH OF TRAFFIC

Average growth year over year since 2017 is about 25%. Covid period gave a boost with up to 37% growth in 2021.

PUBLIC CDN A MUST

All EBU Members use at least one third party CDN for online distribution

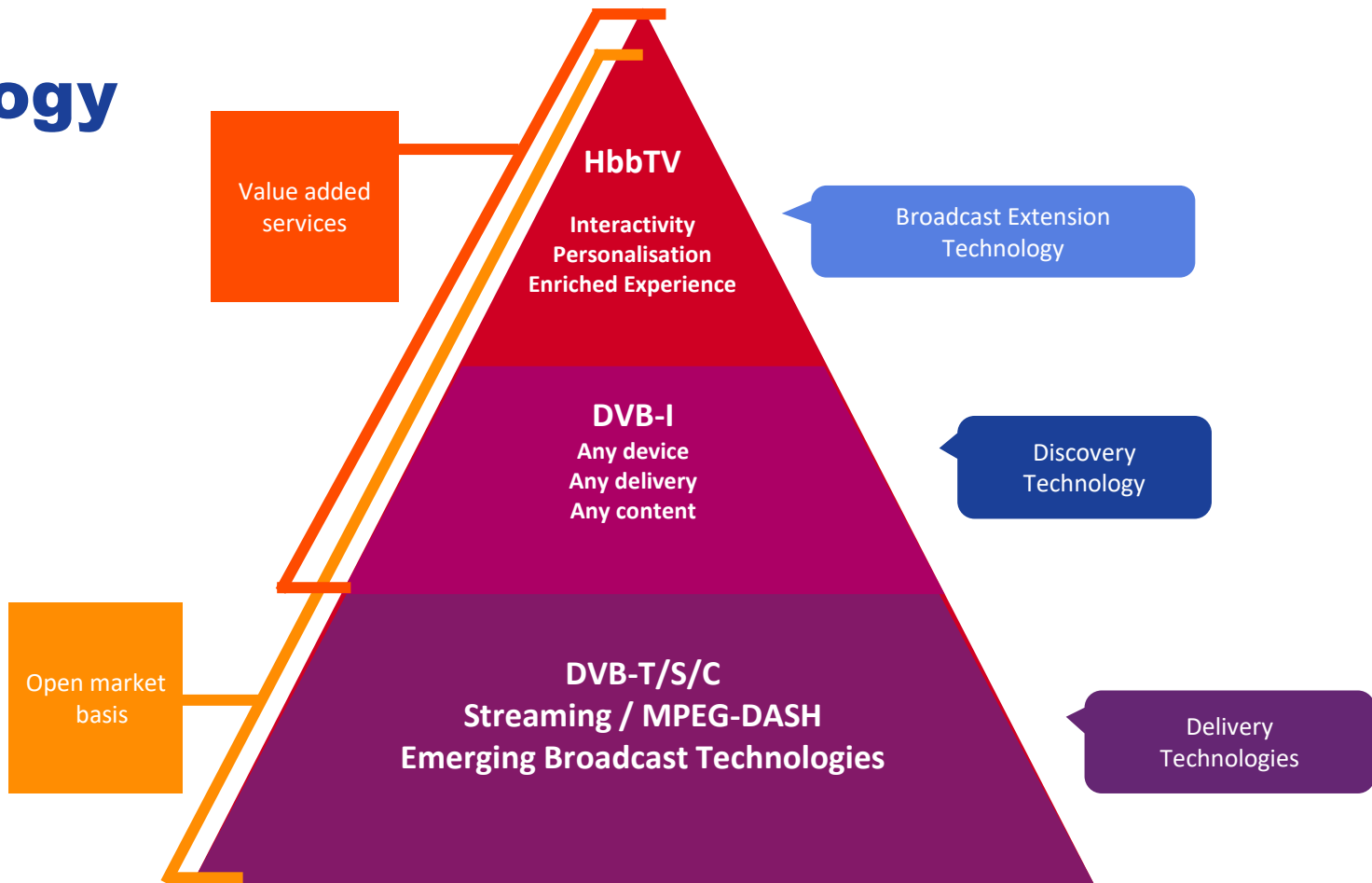
BALANCING SUPPLIERS

65% of the EBU Members operates a load balancing tool to switch traffic between multiple-CDNs

INCREASE OF HOMEGROWN CDNS

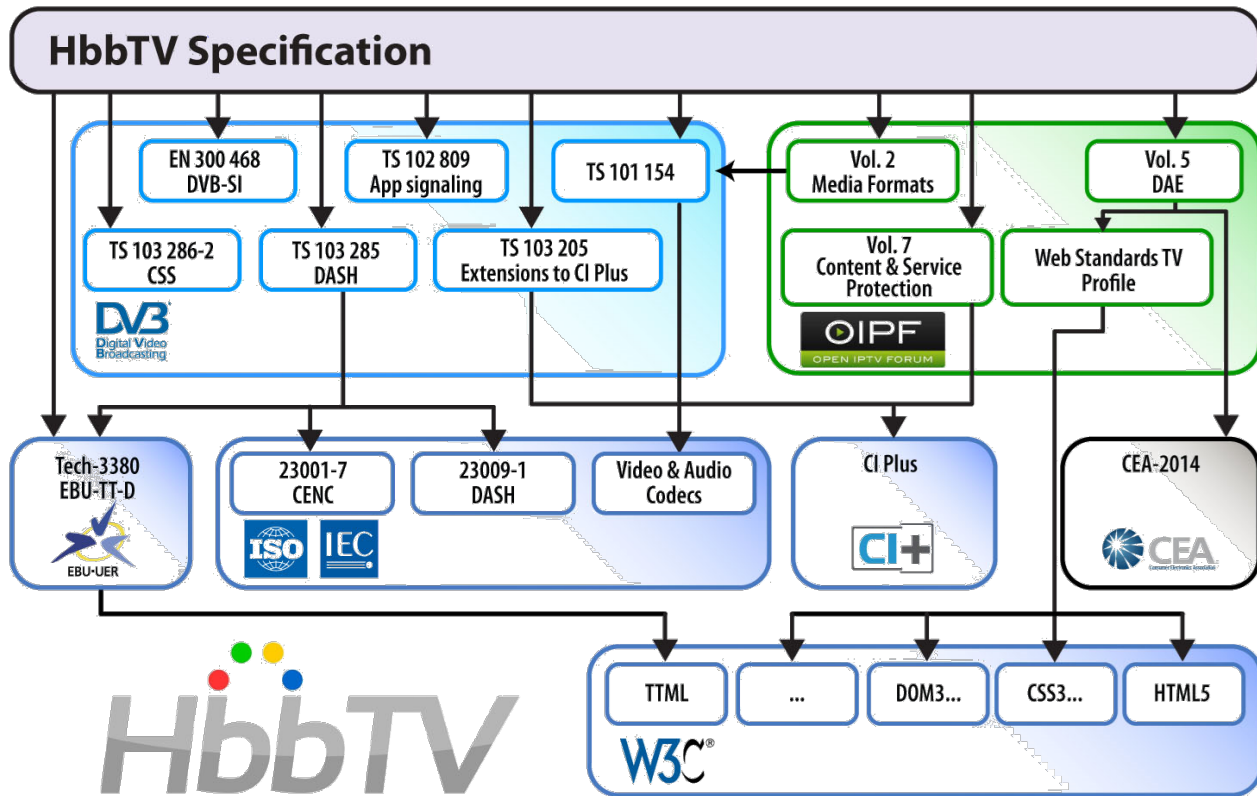
About 40% of the EBU Members operate their own CDN, growing slowly from 34% in 2017

Hybrid Technology Stack



What is in HbbTV?

*“An environment for running **web apps** on TV platforms in a way that is tightly integrated with the broadcast environment”*



Most recent HbbTV version 2.0.4

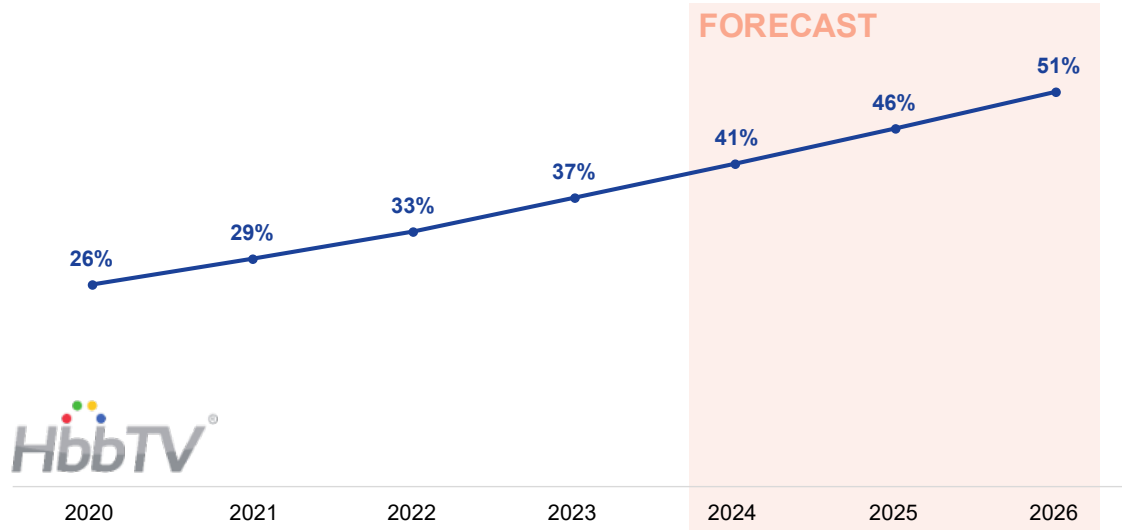
- › Integration with 3 key features:
 - › – Accessibility features provided by the TV or STB
 - › – Live/linear services via broadband using DVB-I and DVBDASH
 - › – Voice assistants such as Alexa and Google Assistant

[Link to HbbTV 2.04 Specification](#) and [Explainer Doc](#)

- › 2.0.4 Accessibility Many TV operating systems provide accessibility features that the user can turn on/off and configure – Subtitles, user interface magnification, high contrast UI, screen reader, feedback on user actions • Screen reader integrates with W3C ARIA ("Accessible Rich Internet Applications") – Audio description, dialogue enhancement and in-vision signing • User preferences for stream selection decision for broadcast and broadband • 2.0.4 enables apps to query; – Which features are supported – Detailed user settings for a supported feature • Apps can also request a feature be suppressed – If the app thinks it can do a better job in its context • For more details, please see presentation from Nigel Moore in the HbbTV webinar – <https://youtu.be/w-Q5mxsNAJc> • HbbTV doesn't make any particular accessibility feature mandatory in TVs and STBs – Choice of manufacturer, platform/operator, TV OS provider, ... – Framework itself is mandatory so apps can ask the questions ..
- › 2.0.04 DVB-I integration Goal – Most (ideally all) HbbTV broadcast related applications to be able to run in connection with a DVB-I broadband-delivered service with as few changes as possible (ideally none) • Some key features – How a video/broadcast object can show DASH delivered content – How DVB-I services and service instances appear in the HbbTV ChannelList – How HbbTV applications are started and stopped as different DVB-I services are selected – How DASH MPD and inband events map to the DSMCC stream event API – Support for both DVB-I "application controlling media presentation" and "application in parallel with media"

HBBTV'S POTENTIAL INCREASES IN LINE WITH SMART TV SALES

HbbTV reachable households
In % of total households, Europe



FORECAST

51% of European households will be reachable via HbbTV by 2026

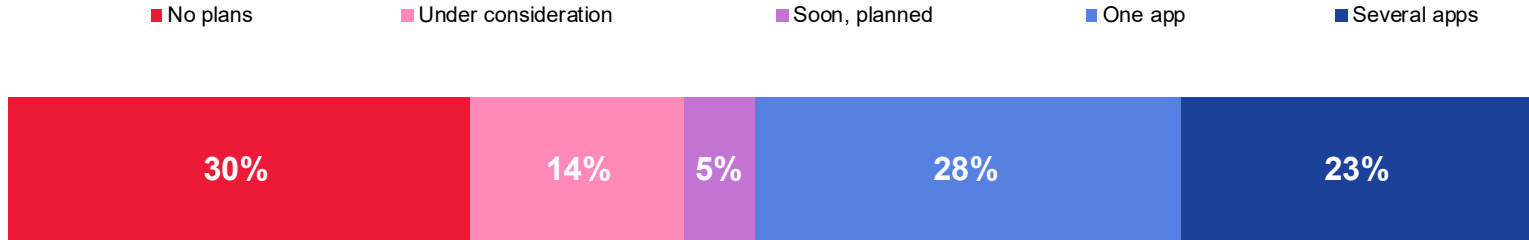
According to Dataxis, the majority of newly sold TV sets in Europe now support HbbTV standards. They predict that HbbTV's reach will increase in the coming years, rising to 51% of all households by 2026. Adopting HbbTV standards for smart TV applications offers benefits such as improved cost efficiency, development and resource management, a consistent user experience across platforms, reduced dependence on third-party platforms, and data ownership.

Source: EBU MIS based on Dataxis – Based on European countries (excluding Russia and Belarus, no data for Ukraine either)

HALF OF ALL TV ORGANIZATIONS HAVE HBBTV SERVICES

Availability of HbbTV services

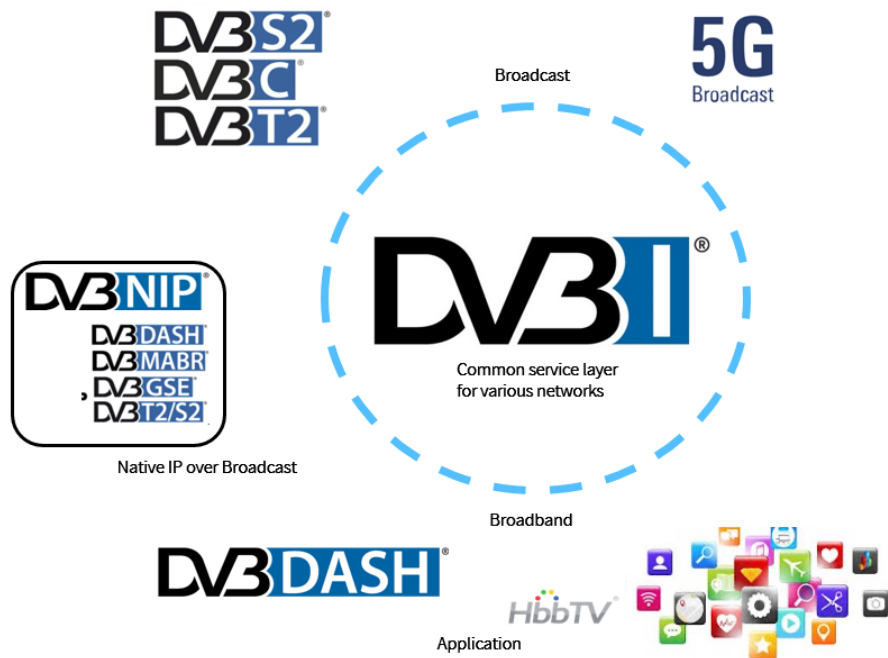
In % of PSM organizations with TV services



HbbTV offers a simpler method for PSM to deliver online content on television devices. Currently, more than half of the PSM that offer TV services also provide HbbTV features, with 23% of them offering multiple apps. Most of these services primarily focus on providing access to VOD content. However, only 45% of PSM with HbbTV services offer alternative live streams, and 40% provide news coverage.

Source: EBU based on 2024 Members' data, including 43 TV organizations that answered the question – Question: Do you have a HbbTV service? What does your HbbTV service offer?

DVB-I “SERVER DEFINED TV EXPERIENCE”



DVB-I =

Metadata for Universal Service & Content
Discovery

DVB-I STANDARD WILL

Unify the user experience for broadcast services
on all media capable internet connected devices

DVB-I IN HYBRID WORLD

Manage changes in distribution and digital
transformation

DVB-I EMBRACES DISCOVERABILITY

Prominence, findability, sovereignty
in a “Age of Platforms” and Visibility for AI agents

European trials and market launch activities



› Italy – Public Trial



Germany – Market Preparation



Ireland - Trial



Spain - Trial



Operator model: Commercial deployment by Sat.tv

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Get an edge

Mission to M.A.R.S.

Multilayer – Combination of terrestrial and satellite network leverages advantages of both

Anywhere – Coverage is provided over 100% of the territory

Resilient – There are no single points of failure.

Sustainable – In terms of both cost and carbon emissions.

Media distribution with 5G Multicast–Broadcast Services

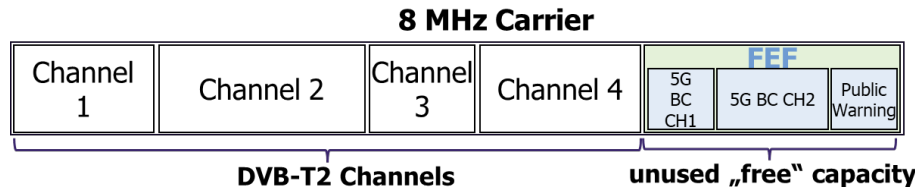
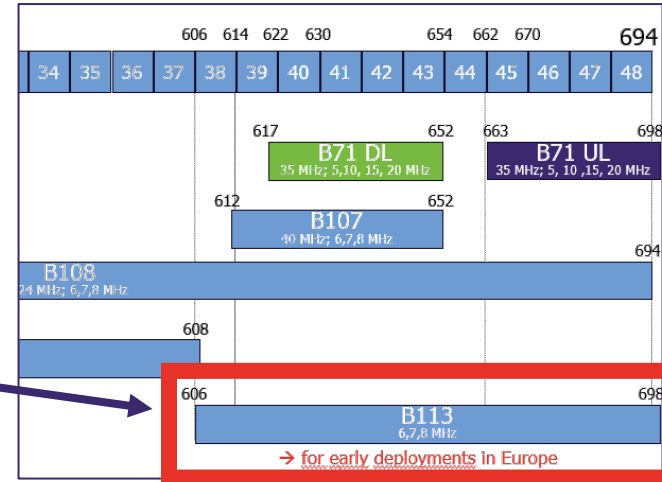
3GPP Release 17 brings Multicast–Broadcast Services (MBS) to the 5G System, based on 5G Core and New Radio. MBS allows the network to select the most suitable among point-to-multipoint (PTM) or point-to-point (PTP) delivery based on requirements set by either service providers or network operators and/or taking into account concurrent user demand.

5G-Broadcasts	Key achievements	Future challenges
Standardisation	<ul style="list-style-type: none"> - Bandwidth 8 MHz - Mobile band for Standalone Downlink Only 	<ul style="list-style-type: none"> - Time Frequency Interleaving - Co-existence DVB-T2/5G BC - New bands - Further Rel.20 features
Infrastructure	<ul style="list-style-type: none"> - Vendor diversity 	<ul style="list-style-type: none"> - Bandwidth optimization
Mobile Handsets	<ul style="list-style-type: none"> - Pre-commercial devices 	<ul style="list-style-type: none"> - Market introduction

Standardisation developments

3GPP Release 19

- Time Frequency Interleaving
 - Increases robustness of the signal, especially for movement scenarios
- New band for early deployments
- Co-existence DVB-T2 and 5G BC („CAS-muting“)
 - (Simplified) Concept for DVB-T2/5G BC:



→ Allows smooth integration and **lower pre-investment deployment** scenario for Broadcast Network Operators (and fast deployment of PWS)



5G-EMERGE

Satellite-enhanced
edge delivery



1 ESA ARTES

Industry Initiated Partnership Programme, with consortium partners representing stakeholders in the full delivery value chain, led by EBU and co-sponsored by ESA ARTES.

2 5G FOR CONVERGENCE

Network-slices seamlessly integrate Near Edges with distributed Far Edges through a virtualised satellite connection to 5G-Networks.

3 NATIVE IP

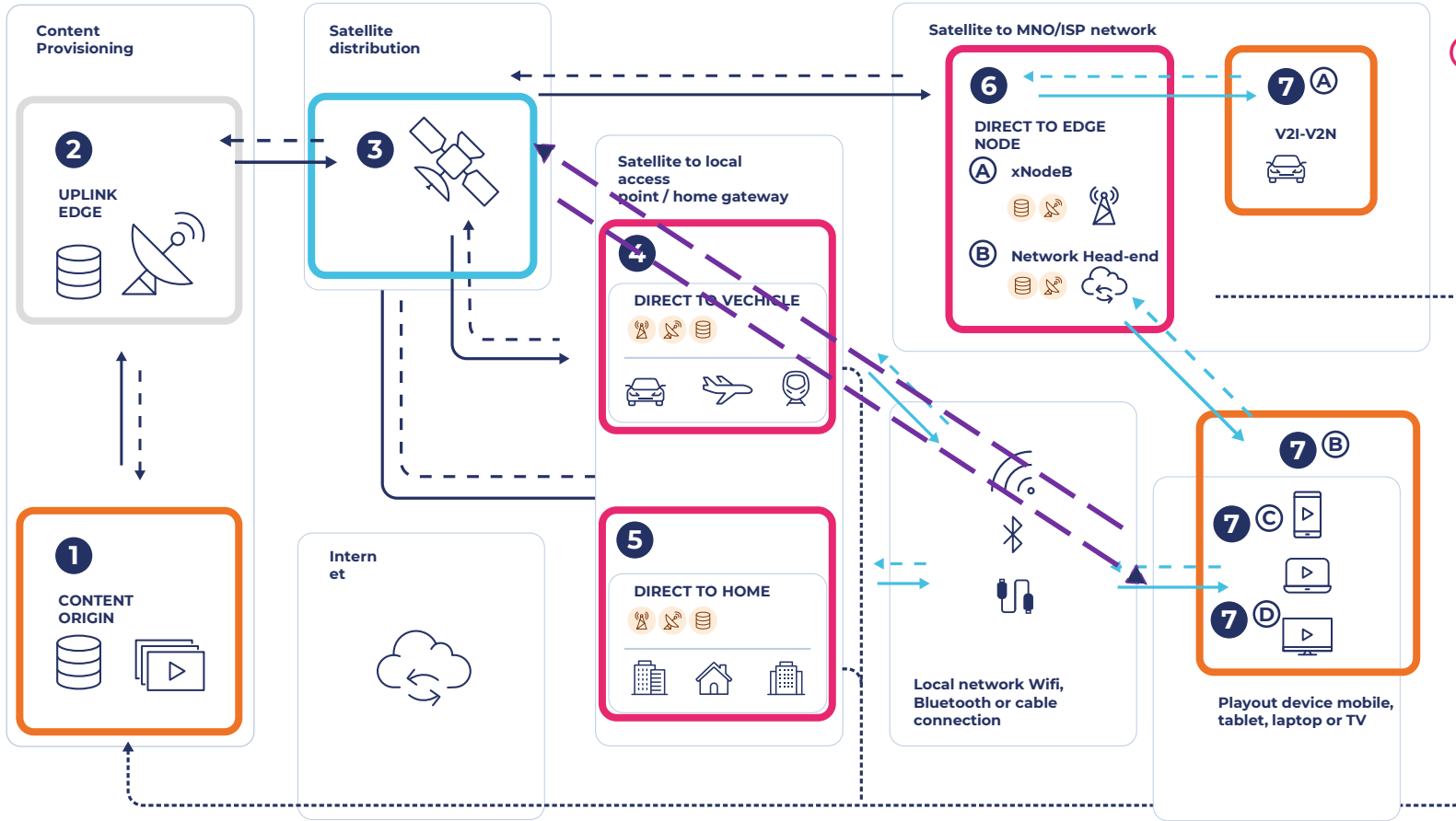
Hybrid infrastructure based on open standards to deploy edges in both 5G and non 5G-network head-ends, home networks and networks in vehicles.

4 BASELINE EDGE SERVICES

Edge architecture that can host applications and expose popular content transparently to end-users, with caching and satellite backhaul as core service.

Phase 1 Baseline

- 1** Content Provider Origin server hosting the published content
- 2** Uplink Edge – Northbound Edge / Teleport contributes relevant content to satellites and coordinates micro-edge-devices
- 3** Satellite distributes popular content over Ka, Ku or C-band to MNO/ISP networks or local networks
- 4** 5G-EMERGE micro-edge-devices in the local network of moving vehicles like cars, trains, planes and ships
- 5** 5G-EMERGE micro-edge-devices in local network at home or in building complex
- 6** 5G-EMERGE micro-edge devices xNodeB base-stations or Network Head-ends in MNO/ISP access network
- 7** Playout applications on devices retrieving content from 5G-EMERGE terminals via:
 A V2I/V2N car system
 B MNO/ISP access network
 C Direct from local router




5G-EMERGE terminal optimised for moving vehicles



5G-EMERGE terminal optimised for flats/homes



5G-EMERGE terminal optimised for base-stations/ network Head-Ends

Data Stream in Ecosystem →

IP Return Channel in Ecosystem →

Standard data streams →

Standard IP Return Channel →



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THANK YOU,

ANY QUESTIONS?