

## ERICSSON NETWORKED EVENT



- Introduction
- > Reference case: Falun2015
- Ideas for EHF
- Open discussion & Moving forward



## PASSED THE INFLECTION POINT COVERING CONNECTIVITY AND INNOVATIVE SOLUTIONS



"The expectation level goes from a 'this would be nice to have' to a 'what, you don't have it' kind of feature. In college sports it is definitely the case where they are seeing some of their younger fans leave if they don't have connectivity."

Michelle McKenna-Doyle, Senior VP and CIO of the NFL

MOBILITY - BROADBAND - CLOUD
FROM INVENTION TO GENERAL PURPOSE TECHNOLOGY

INSTALLATION

TRANSFORMATION

"For the younger generation it's an expectation that connectivity is going to be there."

Peter DelGiacco, Executive VP and CTO of the NHL

"I want to thank you again for helping us get this off the ground. And what we were able to do for the American Nordic Ski Racing Fans was revolutionary and historic and it's a great starting point now for us to expand in the future." **Falun2015 Live Arena** 

Michael Jaquet, CMO US Skiing & Snowboard Association



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Using new technology we'll be able to update information on race and event progress in a way never seen before.









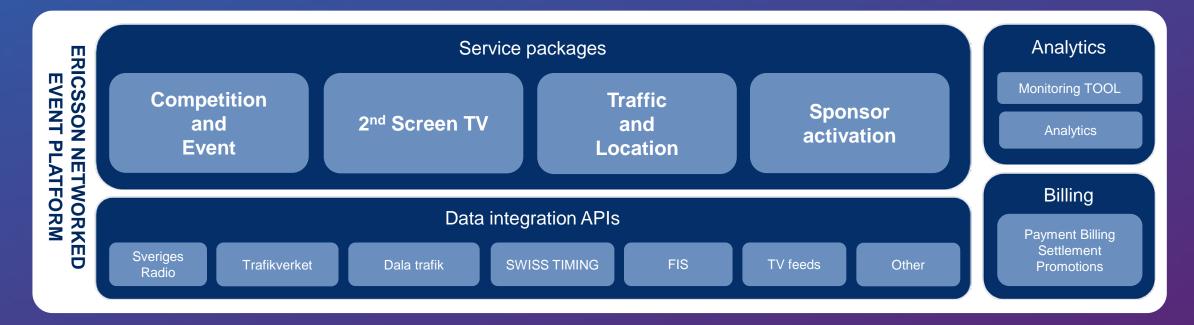
### ERICSSON NETWORKED EVENT - FALUN CASE



**VISUALIZATION** 



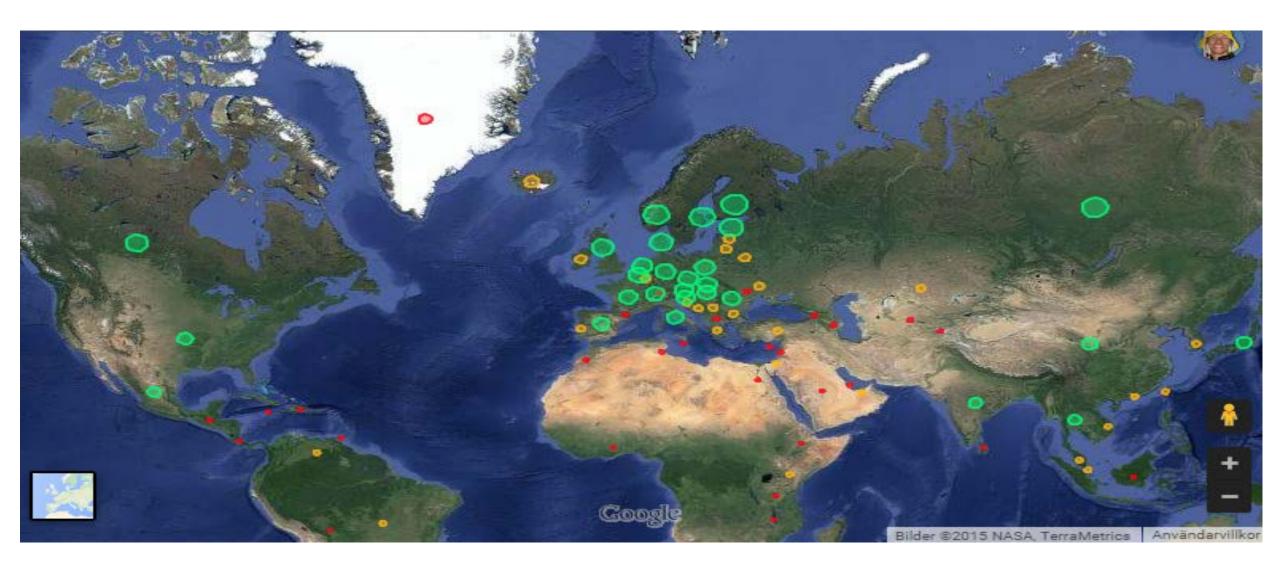




Data sources: Historic Live TV feeds On Site

## DOWNLOADS





# LARGE UPTAKE - FIS NORDIC SKIING WORLD CHAMPIONSHIPS 2015



- 200 000 downloads of the two apps that were powered by Ericsson Networked Event
- 27 000 active daily users from 167 countries
- 13 000 transactions per second (peak hour traffic on platform)
- 6,8 TB data handled
- Both apps were on the "top 25 download list" apps in 8 respective 9 countries
  - Nr 1 in Sweden overall
  - Nr 1 sports app in Norway, Finland and Estonia



### MULTI STAKEHOLDER APPROACH



**On-site visitors** 

**Off-site viewers** 

**Coaches & Athletes** 

**Sponsors** 

Media

Arena & Event owners

Municipalities

**Local business** 

#### **Addressing TOP 5 needs**

- #5 Re-position the sport
- #4 Maximize value of the event
- #3 Broaden the fan base
- #2 Enhance on-site experience and on-site logistics
- #1 Engage fans beyond event



# WAYS OF WORKING - FALUN

#### Integrated project team

- Local organizing committee
- Host broadcaster
- Ericsson
- Municipalities
- Partners

#### Test events

#### Go-live

Operations (data / TV)





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### NETWORKED EVENT OFFERING AREA OVERVIEW



3D/Gaming **Third Party** Work Force VISUALIZATION 2D Applications **Applications Applications Applications BUSINESS PROCESS** LIVE & ON DEMAND **EVENT AND SPONSOR** TRAFFIC & **COMPETITION DATA** TV CONTENT **ACTIVATION** LOGISTICS Traffic **APPLICATION** OTT 2<sup>nd</sup> Screen Point of Interest Performance Data Management **ENVIRONMENT** Historic data **User Generated** Dynamic Ads **Last Mile Logistics** Live Video **On-Site Business Loyalty Programs** Biometric Data Performance **BUSINESS** INTEGRATION **COMMUNICATION & COLLABORATION ACCESS SERVICES SERVICE ENABLERS &** P<sub>2</sub>P SIM Device Collaboration LTE Media **MANAGEMENT** Communication **Tools** Connection **Broadcast** Delivery ARENA MOBILE INFRASTRUCTURE MOBILE **Arena Connectivity INFRASTRUCTRE High Frequency** Wi-Fi Broadcast & BACKHAUL (Wi-Fi, 3G,4G) **Data Capture** 

**SERVICES SUPPORT** 

MANAGED OPERATIONS

**Application Cloud** 

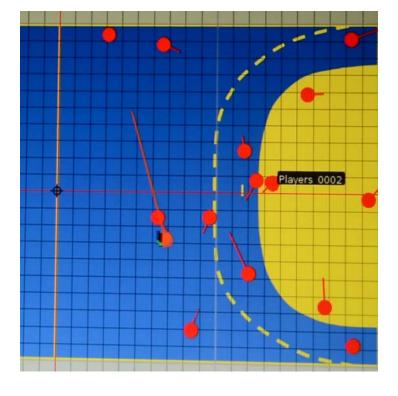
Managed Access Operations & VPNO

## HIGH FREQUENCY DATA CAPTURE TEST



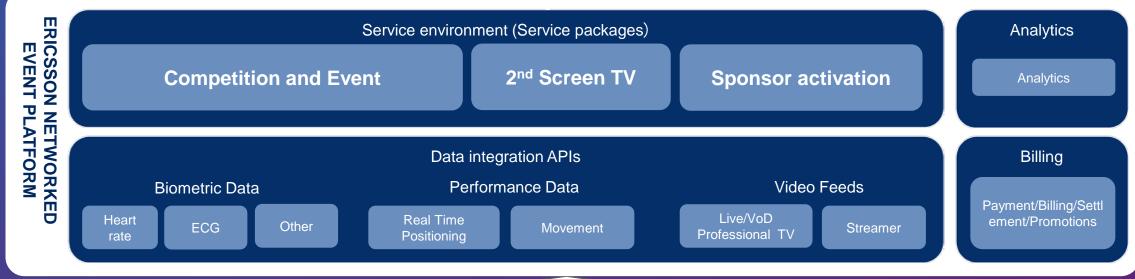






#### FUNCTIONAL VIEW - EHF CASE





## APPLYING SENSORS AND TRACKING TECHNOLOGY IN HANDBALL



#### > Players condition

- Pulse/heart rate, calorie consumption, run distance, acceleration, max speed
- Physical impact (forces, acceleration and speed)

#### > Players performance

- #shots, #goals, #passes, #savings
- Pass accuracy, "shot-distribution"
- Goalkeeper performance (movement, reaction)
- Tracing (movements and combinations)

#### Team performance

- Speed of ball, attack speed, defense performance

## USE CASES TO MATCH DIFFERENT STAKEHOLDER NEEDS



User group	Use cases
On site visitors	Statistics, in seat ordering, logistics, social media, "Arena biometrics" (noice level - competitions), Games – win tickets. Speaker interaction.
Viewers off site	Additional camera angles (camera in the goal – what does it feel like being a goalie) statistics, games, behind the scenes footage, highlights
Sponsors	Innovative ways to interact and engage with potential customers, social media
Coaches and teams	Coaching tools (movement, intensity)
Individual athletes	New ways to promote personal brand through UG content, social media
Event owner / arena operations	Increase turnover (seat upgrade, offers – food, snacks, merchandize), new ways to interact with audience (quizzes – "best player", "hardest shot", "longest jump") Analytics, social media
Media/broadcasters	Piero analysis tools



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## CURRENT ASSIGNMENT: SWEDISH OPEN BÅSTAD









