## The State of Content: Expectations on the Rise

October 2015



## Methodology

### WHO

- U.S. consumers
- 18+ years old
- Use at least one digital device

### HOW MANY

### N Total: 2,008 consumers \* Survey A: 1,002 consumers \* Survey B: 1,006 consumers

### Margin of error (total sample) = +/- 2.19

\* Note: With range and depth of answers required, survey was split into two 20 minutes surveys, shown as Survey A and Survey B.

### WHEN

### Data collection occurred September 12 - 16, 2015

### Summary of Key Findings

With the explosion of content, time-starved consumers are increasingly selective of what they're viewing and reading.

- Consumers use an average of 6 devices and consume 12 sources of content; Millennials use an average of 7 devices and 14 sources (Slide 7)
  - Smartphones are the most frequently used device by millennials (Slide 8)
- Nearly 9 in 10 consumers (88%) say they multiscreen, and use an average of 2.42 devices at the same time (Slide 10)
- Forty percent of consumers report feeling "distracted" when multiscreening; Millennials report higher levels of distraction (48%) than other generations (Slide 10)
- With time at a premium, they have to prioritize. When limited to a 15 minute window to consume content 66% would rather watch a video on breaking news vs. read an article (Slide 11)

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## Summary of Key Findings (continued)

### Accuracy is under attack. Entertainment value becomes increasingly important to break through the noise consumers are skeptical of content's authenticity.

- One quarter of consumers say they value content that is entertaining over accurate (Slide 12)
- Over one-third (35%) of Millennials value entertainment over accuracy -- more highly than other generations (Slide 12)
- Forty-two percent of Millennials do not regularly check to see if the content they are sharing is accurate (Slide 13)
- Consumers question whether a news article is biased (61%), if an ad photo has been altered (60%), or if an author has been paid/incented to post a positive review (60%) (Slide 14)
- · Seventy-two percent of consumers trust content from a family member/friend, over a weaker relationship such as a celebrity or YouTube star (31%) (Slide 15)
- Nearly 7 in 10 (68%) trust a report from an eyewitness more than one from a news anchor (32%) (Slide 16)
- More Millennials are likely to question the authenticity of online content, even when it's shared by a peer, versus other generations (Slide 17)

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## Summary of Key Findings (continued)

As consumers' standards rise, so does the pressure on content producers. Content must be well-designed and easy to consume or they risk losing their audience.

- More than 7 in 10 (73%) say content "must display well on the device" (Slide 19)
- With only 15 minutes to consume content, 66% would prefer to view something beautifully designed vs. simple and plain (Slide 18)
- Key reasons consumers switch devices or give up on content altogether (Slide 20):
  - Images won't load 46% switch devices; 39% stop engaging
  - It takes too long to load 44% switch devices; 39% stop engaging
  - Content is too long 30% switch devices; 38% stop engaging
  - The content is unattractive in its layout or imagery 35% switch devices; 38% stop engaging

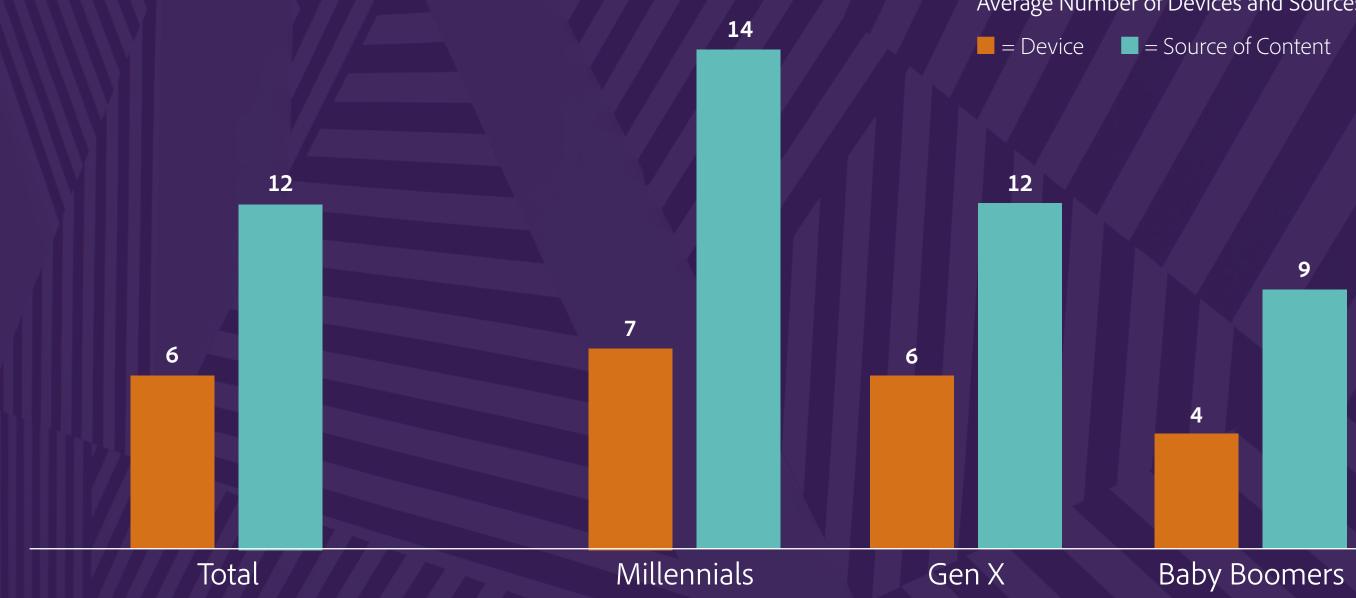
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## **Detailed Findings**



### Consumers are constantly plugged in and face an explosion of online content across a variety of devices and sources

Consumers use an average of  $\bf 6$  devices and  ${f l2}$  sources of content. Millennials use even more.



S4: How frequently, if ever, do you use each of the following devices and services? Rounded mean of devices/services selected shown. N: 2008; Millennials: 678, Gen X: 722, BB: 608 Note: Devices include items such as smartphones, laptop/desktop computers, TVs, and sources of content include search engines, cable/satellite TV service, social networking site, text messaging and more.

### Average Number of Devices and Sources of Content

# Laptop/desktop is the most commonly used device, but smartphone is most commonly used by Millennials.

### Top devices based on daily usage

	Total	Millennials	Gen X
1	Laptop/Desktop	Smartphone	Laptop/Desktop
2	Smartphone	Laptop/Desktop	Smartphone
3	Tablet	Tablet	Tablet

\* Full list of Devices and Services in Appendix

S4. How frequently, if ever, do you use each of the following devices and services? N:2008

### Baby Boomers

### Laptop/Desktop

### Smartphone

### Tablet

# Surfing the web, social networking, and cable/satellite TV are the top services used across generations

### Sources of content based on daily usage

	Total	Millennials	Gen X
1	Online search engines	Online search engines	Online search engines
2	Cable/Satellite TV	Social networking sites	Cable/Satellite TV
3	Social networking sites	Messaging	Social networking sites
4	Messaging	Cable/Satellite TV	Messaging
5	Streaming Services	User-generated online video platforms	Online news sources

\* Full list of Devices and Services in Appendix

S4. How frequently, if ever, do you use each of the following devices and services? N:2008

Baby Boomers

Cable/Satellite TV

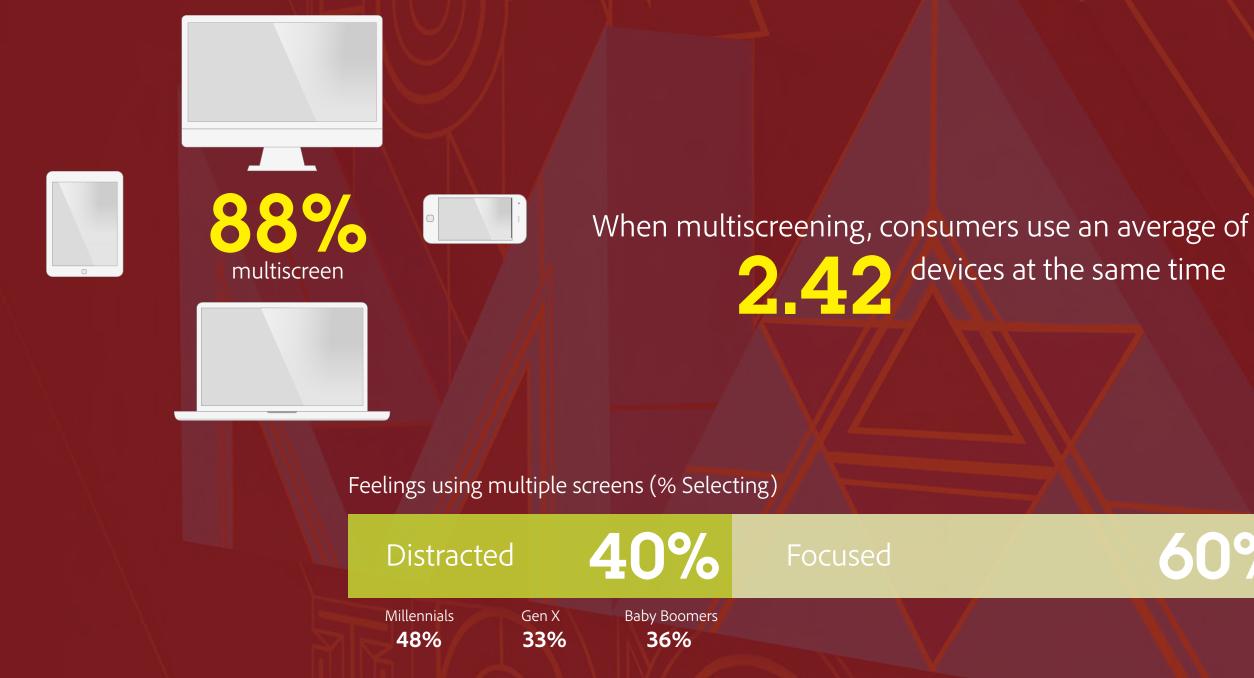
Online search engines

Social networking sites

Messaging

Online news sources

### Consumers are using more than two devices at the same time and admit they are distracted



Q3. Which of your devices do you regularly use at the same time? N: 2008

Q5. When you think about how you feel while you are using multiple screens at the same time, which of each pair best describes your feelings? N: 2008; Millennials: 678, Gen X: 722, BB: 608

## devices at the same time



# Time-constrained consumers must prioritize and prefer certain types of content

### With Only 15 Minutes to Consume Content (% Selecting)

Skimming articles on trends		Long article on one issue
	<b>59%</b>	41

66%	34
66%	2/

QA9. If you only had 15 minutes a day to spend consuming content, which would you rather be doing... N:1002

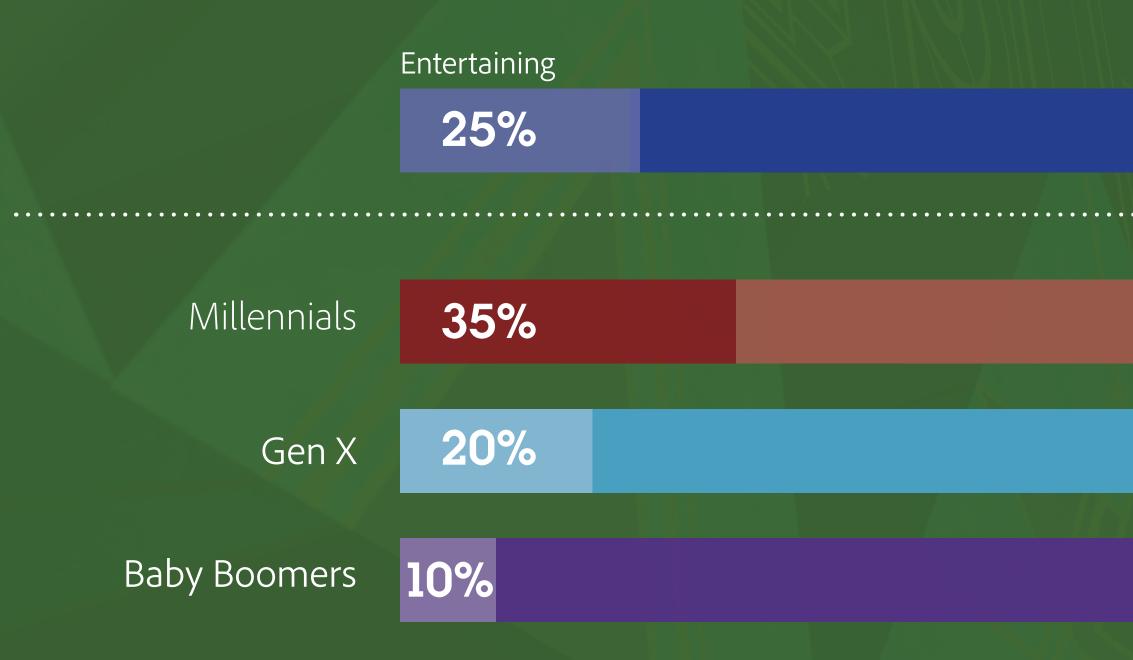




# The entertainment factor is increasingly important to break through the noise – more so for Millennials than other generations.

Which of the following is more important to you, personally?

= Millennials



QB5. Which of the following is more important to you personally? N: 1006; Millennials: 330, Gen X: 361, BB: 315

Gen X
Baby Boomers

Accurate









# Millennials are also least likely to confirm that the content they share is accurate or appropriate

### Online Activities (% Selecting) Among Millennials

Check that the information I am about to post is accurate

Think about whether the photo you are about to post is appropriate for sharing

Wish you could edit document, email or post after it has been sent or posted

Post an article without reading it all the way through

**43%** 

58%

37%

27%

Less than half think about the appropriateness of their shared content

QB19. Do you ever do the following activities online? N: 330

Nearly four in 10 don't regularly fact check before they post

## With tension between accuracy and entertainment, consumers are more skeptical and likely to question the authenticity of content Likelihood to Question Authenticity (% Top Two Box)

Questioning whether a news article is biased

Questioning whether a photo in an ad has been altered (sizes manipulated, filters applied)

Questioning whether the author has been paid/incented to provide a positive review

Questioning whether a photo or image posted by a company has been altered (sizes manipulated, filters applied)

Questioning if unfavorable comments/reviews have been removed

Questioning whether a photo in a magazine or news article has been altered

Questioning whether a video posted by people I don't know has been altered

Questioning whether a photo posted by people I don't know has been altered (photo edited, filters applied)

Questioning whether a photo posted by my peers has been altered (photo edited, filters applied)

Questioning whether a video posted by my peers has been altered

QB6. When you view the following type of content online how likely are you to question its authenticity? N: 1006

		61%			
. 1		1			
		60%			
L Verr	~				
		60%			
11					
	5	8%			
	5	7%			
1115					
11 1	5	7%			
	54%	1			
N 16		-			
AA	53%				
	33%				
41%	Peer-cr	reated	conten	nt is the	
	least lik	kely to	be que	estione	d
%	/				
1					

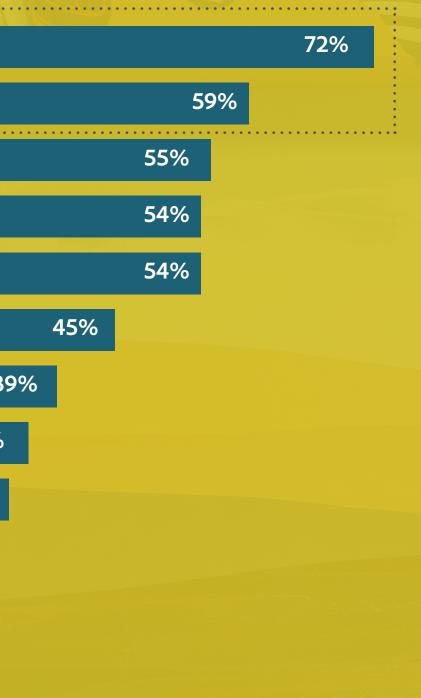
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# Overwhelmed consumers turn to family, peers and colleagues as the most trustworthy content sources

### Trustworthiness of Content (% Top Two Box)

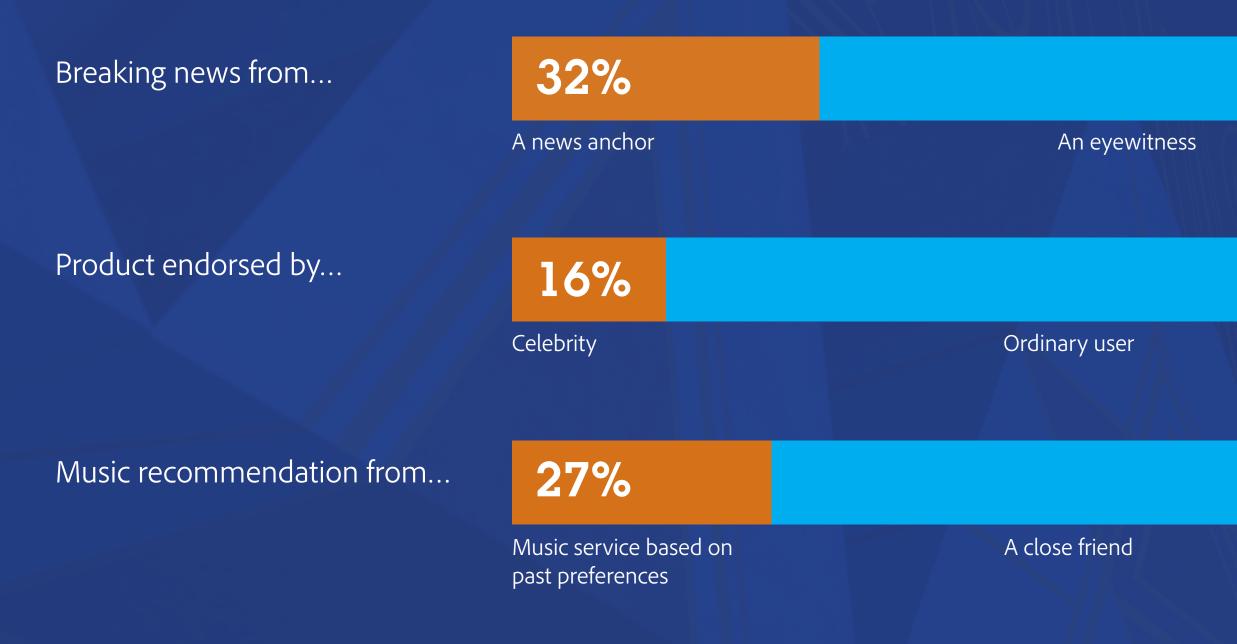
	Content from a friend or family member
	Content from a work colleague or peer
	Content from a traditional broadcast media network (NBC, CBS, ABC, etc.)
	Content from a company whose products you buy
	Content in a traditionally printed newspaper or magazine (New York Times, USA Today, etc.)
	Content from a business leader
3	Content from a government official
36%	Content from a professional blogger
34%	Content on an entertainment news outlet (e.g. Buzzfeed)
31%	Content from an entertainment celebrity (i.e. movie star, musician, athlete, etc.)
31%	Content from a YouTube celebrity
29%	Content from a company whose products you don't buy

QB9. Please indicate how much you trust the following types of content, independent of who originally created it. N: 1006



Information from eyewitnesses and "people like me" are most trusted sources

Which of the following do you consider more trustworthy?



QB3. Which of the following do you consider more trustworthy? N:1006

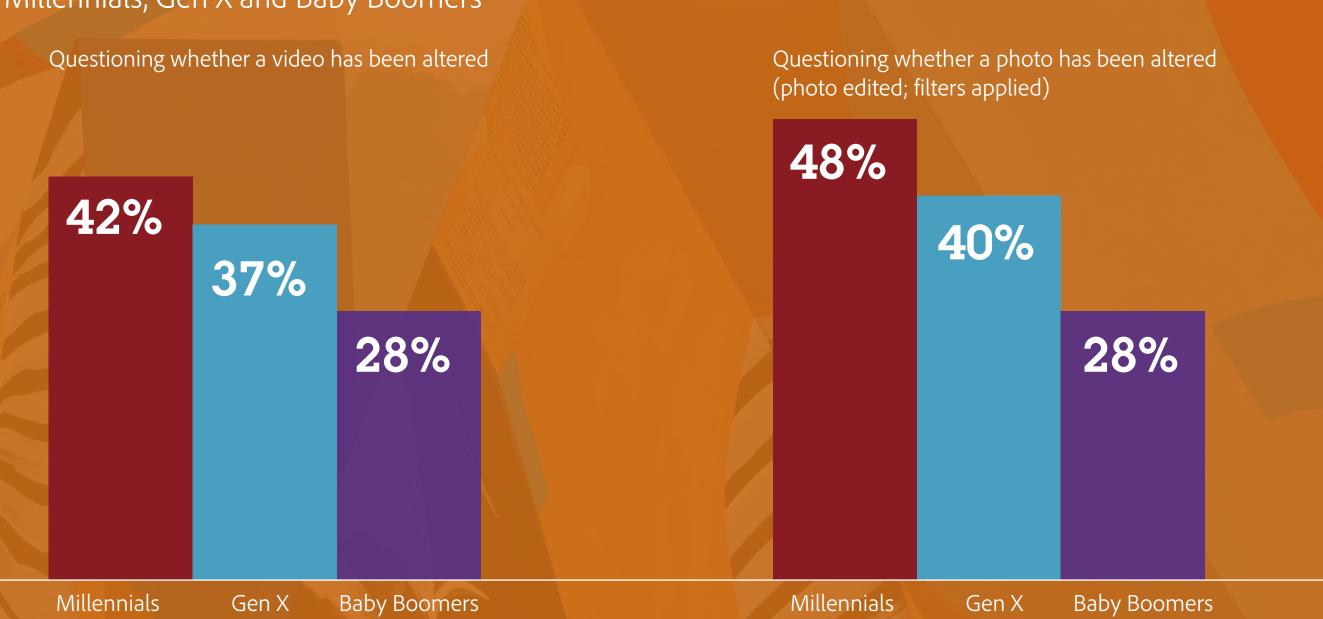






### Millennials are most likely to question the authenticity of online content, even when it's shared by a peer

Likelihood to Question Authenticity (% Top Two Box) Among Millennials, Gen X and Baby Boomers



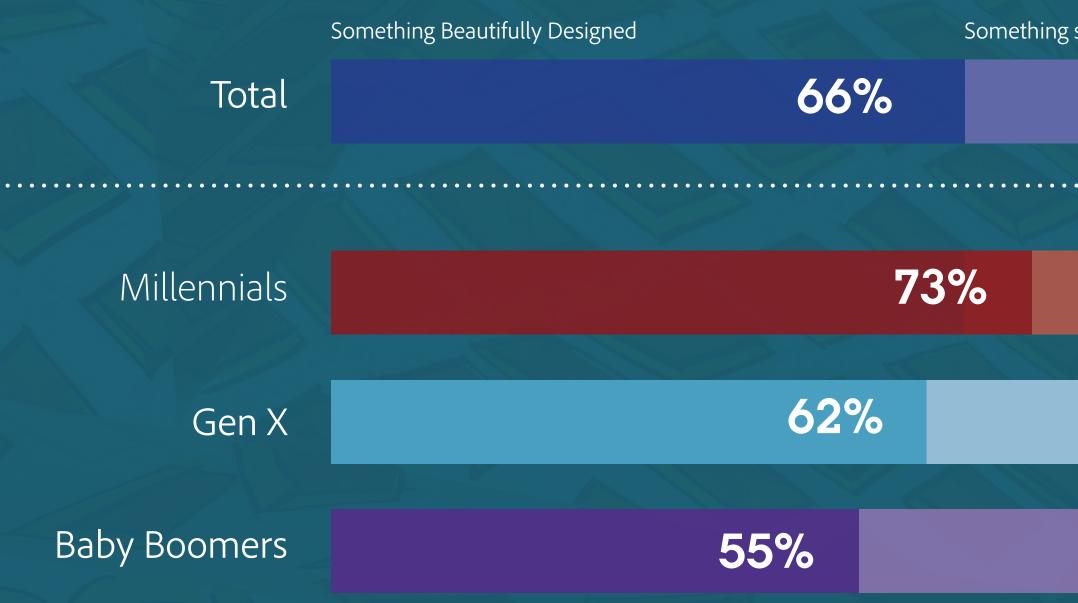
= Millennials

QB6. When you view the following type of content online how likely are you to question its authenticity? N: 1006; Millennials: 330, Gen X: 361, BB: 315

Baby Boomers = Gen X

### Time-starved, skeptical consumers – especially Millennials – crave content that is beautifully designed

With Only 15 Minutes to Consume Content (% Selecting)



QA9. If you only had 15 minutes a day to spend consuming content, which would you rather be doing... N: 1002; Millennials: 348, Gen X: 361, BB: 293

Something simple and plain



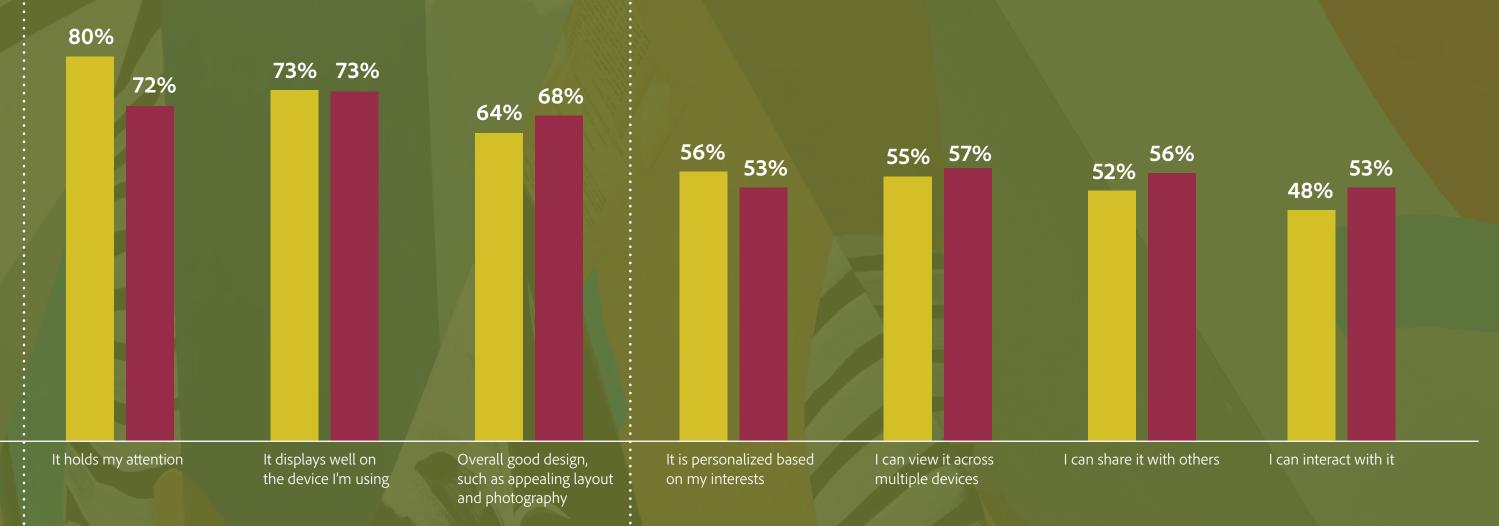






### Consumers also prioritize display and design when viewing content across their personal and professional lives

Importance in Content Viewing Experience (% Selecting)



QA10. Overall, when you view content in your personal and professional life, how important is the following to your experience? N: 1002



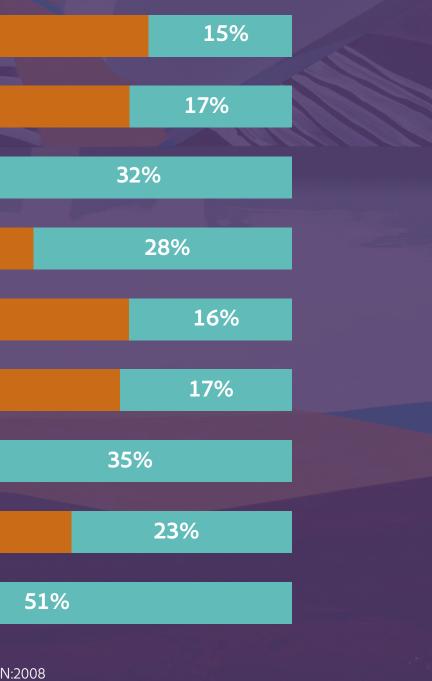
# Consumers will switch devices or stop engaging content altogether if they encounter design or display issues

### Content Issue Actions (% Total)

= Stop engaging 📕 = Switch devices 📕 = Unchanged

Images won't load		39%			46%	<b>)</b>
It takes too long to load		39%			44%	
Content was too long		38%			30%	
The content is unattractive in its layout or imagery		38%			35%	
I have trouble interacting with it on the device (links and buttons don't work)		33%			50%	
It is not displaying well on the device I'm using	25	%			57%	
I need to review it while on the go	20%			46%		
The experience would be improved on a bigger device	13%			64%		
I want to show it to somebody else	13%		36%			

Q2. When you are viewing content on any device, which of the following would cause you to switch to another device to view the same content or stop viewing it altogether? N:2008



### The shifting content landscape has increased tensions between consumers' desire to share and create vs. connect and "unplug"

### Agreement of Change Now vs. Five Years Ago

### **POSITIVE IMPACT**

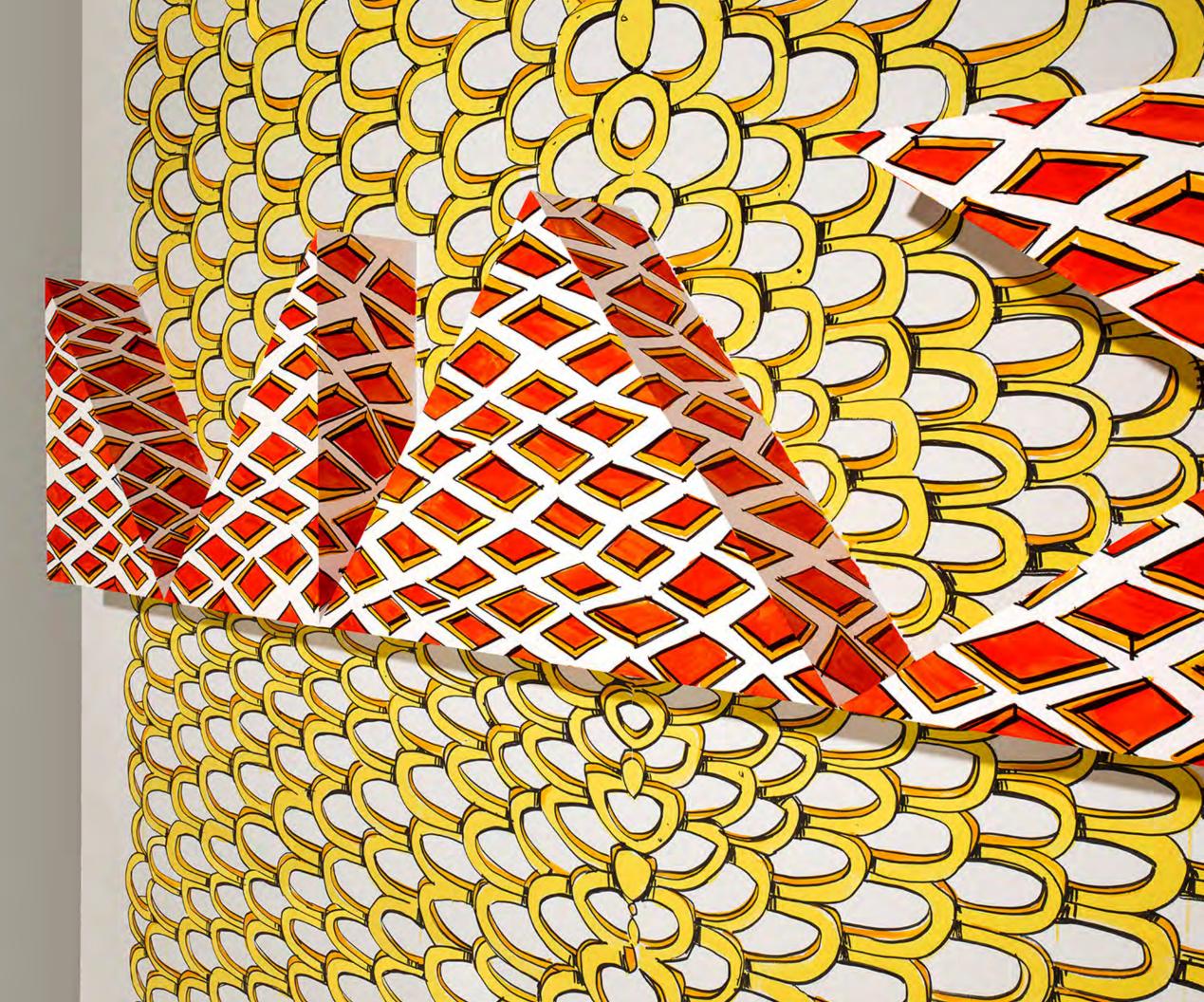
It is easier to share photos/pictures/posts with my friends and family	80%	Young people spend too much time c opposed to in-person interaction
It is easier for anybody to create content	80%	I feel like there is too much content o
Content is more visual than it used to be	79%	I wish I could more frequently "unplug and devices
It is easier to interact with my favorite companies and products	71%	It is harder to feel deeply connected to

### **NEGATIVE IMPACT**

QA2. How strongly do you agree with the following statements about how things are now compared to fixe years ago? N: 1002

on screens as	78%
out there	53%
ug" from all content	45%
to friends and family	40%

## Appendix



### Appendix | Devices and Services

### **DEVICES**

A smartphone (e.g. iPhone, Galaxy, or other similar device that you could use to access the Internet or email)

A laptop/desktop computer

A tablet (e.g. iPad)

An e-reader (e.g. Kindle, etc.)

A video gaming system with access to the internet (e.g. PlayStation, Xbox, etc.)

A home entertainment streaming device

(e.g. smart TV, DVR, AppleTV, Roku, Amazon Fire TV Stick, etc.)

A wearables device (e.g. Fitbit, Jawbone, Apple Watch, etc.)

3-D Printer

Connected home devices/appliances (e.g. refrigerators, smart thermostats)

Automated shopping devices (e.g. Amazon Dash Button)

Digital displays (e.g. at gas pump or in a taxi cab)

### SERVICES

Streaming entertainment services (e.g. Netflix, Hulu, Amazon Prime, HBO GO) Streaming music services (e.g. Pandora, Spotify, Apple Music) Cable/Satellite Television (e.g. Comcast, DirectTV) Social networking sites (e.g. Facebook, LinkedIn) Microblogging sites (e.g. Twitter) Photo sharing platforms (e.g. Pinterest, Instagram, Snapchat) Messaging (e.g. WhatsApp, texting) User-generated online video platforms (e.g. YouTube, Vimeo, Periscope, Vine) Online blogs/Forums (e.g. Reddit, Mashable, Buzzfeed) Online news sources (e.g. CNN.com, NewYorkTimes.com) Podcasts Online search engines (e.g. Google, Yahoo, Bing) Government sites (city, county, state, federal) Email newsletters (company, membership organization) E-commerce (e.g. Amazon, eBay)

