

Capturing the iUser:

Web 2.0 'Freemium' Business Models

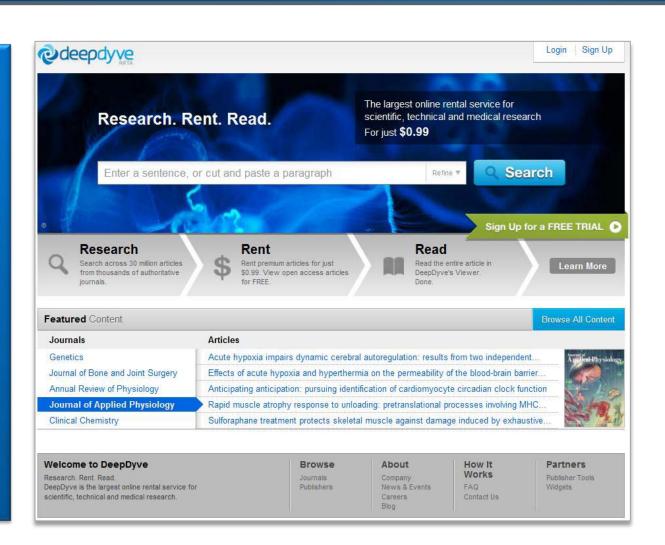
William Park, CEO October 2010



Background - DeepDyve

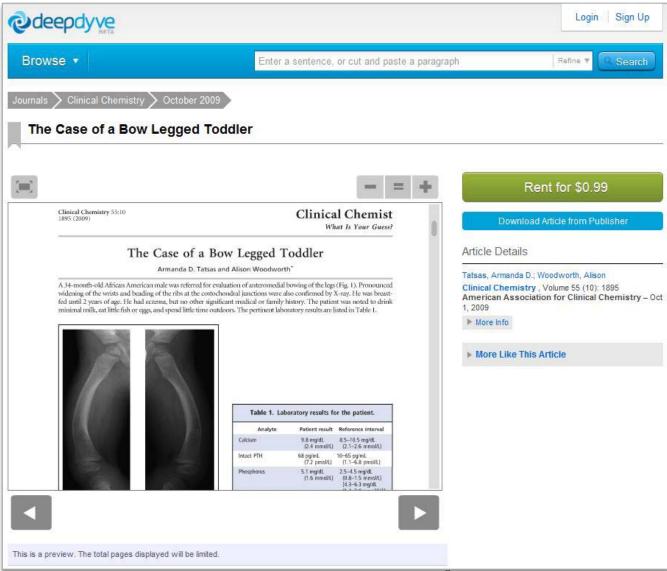
Research, Rent. Read.

- Millions of articles from thousands of journals
- Research and preview abstracts for FREE
- Rent full-text articles
- Read-only the full-text for 24 hours (or longer if monthly subscriber)





Rent full-text Article Affordably



Rent article for \$0.99 and up

- Articles expire after 24 hours
- No print, no download

Monthly Plans

- \$9.99 \$19.99
- Volume discount
- Longer expiration date



Publisher Partners - Sample







DE GRUYTER

























Publishers motivated to partner with DeepDyve

- Growth new, untapped market opportunity
- Expertise web 2.0 technology and end-user expertise
- One-stop shop no one publisher has enough content
- Not competitive "viewonly" rental complementary to core business



What Is "Freemium"? 1

- Freemium = Free + Premium
 - Term coined by venture capitalist Fred Wilson
 - Varying tiers of content from free to expensive
- Free (samples) is nothing new
 - Free candy bar sample; mail-in coupon for free diapers
 - ...but in traditional marketing, expensive to implement so very few free samples distributed and highly selected
- But free in digital world is different...5% Rule
 - Marginal cost close to zero...
 - Therefore ratio of what's given for free can be reversed
 - 5 Percent Rule: 5% of users support all the rest (or at least cover variable costs)



Examples of "Freemium"

Skype



Pandora



Wall Street Journal



Automattic (WordPress)



Zynga





Gaming Companies: Freemium 5% Rule

- Club Penguin (Disney)
 - 25% of monthly players pay \$5/month
- Habbo
 - 10% of monthly players pay \$10.30/month
- RuneScape
 - 16.6% of monthly players pay \$5/mo
- Puzzle Pirates
 - 22% of monthly players pay \$7.95/mo



EA Profile



Price: \$60

Console: PS3 (\$300)

Units sold: 60M

• Founded: 1982

Sales: \$3.8B (TTM)

Valuation: \$5.5B



Zynga Profile





Price: Free

Console: Facebook

Users: 215M Monthly

Founded: 2008

Sales: \$500M - \$1B (est)

Valuation: \$5B (est)



The Business Case for Freemium

"How To Make \$600M Selling Nothing" **Tayinga*

Analysis

- Revenues: \$600M annually, or \$50M / month
- Active users: 215M / month
- Rev per user: \$0.23 per month, \$2.79 per year

Assuming the 15% Rule

32.25M paying customers

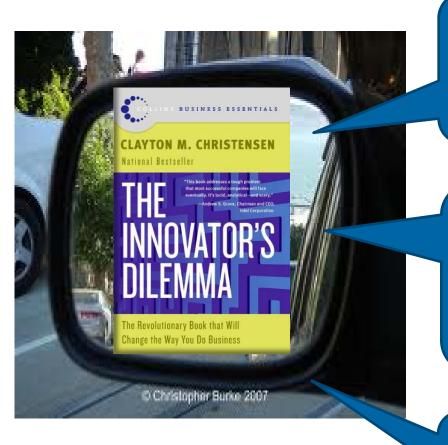
\$1.55 per month or

\$18.60 per year





Innovator's Dilemma – Disruptive "Technology"



Disruptive technologies are innovations that result in worse performance in the near term but are cheaper and more easy to use.

Because disruptive technologies do not initially satisfy the high end of the market, large companies overlook them. However, they eventually satisfy market demand with lower costs.

Large companies have legacy obstacles (customers, processes, systems) that hinder a quick response to disruptive technologies.

Freemium Models – Can It Work for STM?

Keys to Freemium

- 1. Large, reachable audience
- 2. Low marginal cost
- 3. Free version that provides genuine value
- 4. Precise metrics and conversion funnel
- 5. Deep understanding of customer perceived value



Freemium Models - Can It Work for STM?

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STM Opportunity





- 2. Web, PDF 🗸
- Free Archives yes but...Free abstracts ...?
- Downloads yes
 Traffic conversion…?
- 5. Librarians, scholars yes Other users...?

Market size (#1) and marginal cost (#2) support Freemium.

Other Areas Will Require Further Development.



Is The Opportunity Worth It?

STM Opportunity

- 250M knowledge workers¹ ✓

- Web, PDF
- 3. Archives – sometimes. Free abstracts ...?
- Downloads yes. Traffic conversion...?
- Librarians, scholars yes. 5. Unaffiliated users...?

STM Publishing Industry

- Market Statistics¹
 - Total revenues: \$8B
 - # of "readers": 10-15 million
 - # downloads per year: 1.5B
- Unit Metrics
 - # downloads per reader: 100-150/yr
 - Revenue per download: \$5.33
 - Revenue per reader: \$533 per yr
- Pricing & Metrics (for unaffiliated)
 - Subscription price:
 - Average article price²:
 - PPV conversion rate ³:

~\$200

\$30

0.2%

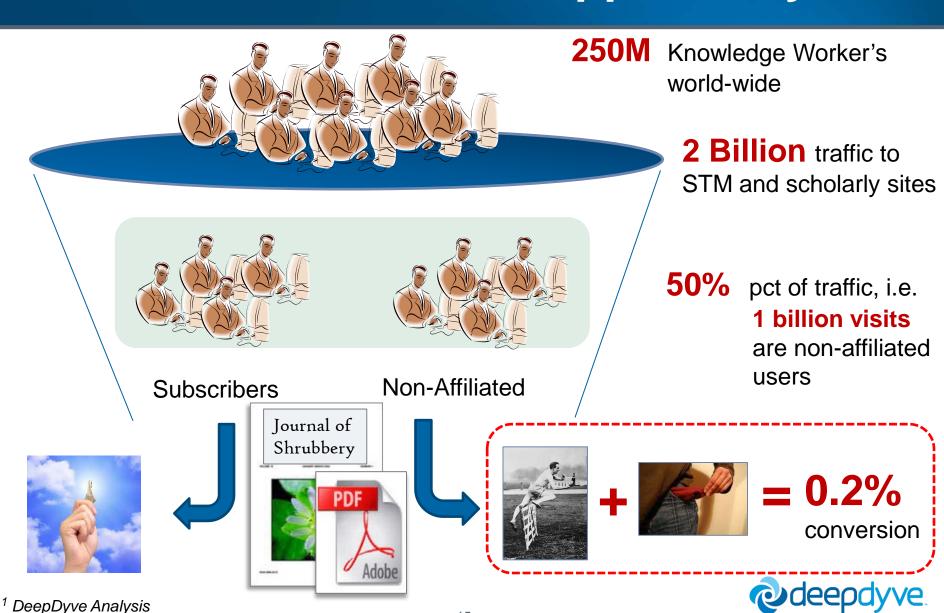


¹ Mabe MA (2009): Scholarly Publishing. European Review 17(1): 3-22)

² Mark Ware Consulting, "Access by UK SME's to Professional and Academic Information, 2009"

³ DeepDyve analysis, publisher interviews

0.2% – The Freemium Opportunity¹



15

Who Are These Users?

DeepDyve User Profile

- Top Countries (%)
 - 1. US (29%)
 - 2. UK (8%)
 - 3. India (6%)
 - 4. Germany (5%)
 - 5. Canada (4%)
 - Australia (4%)
 - 7. China (3%)
 - 8. Netherlands (3%)
 - 9. France (2%)
 - 10. Italy (2%)
 - 11. Rest of world (34%)

- Top Domains
 - .edu (6%)
 - .org (2%)
 - .gov (<1%)</p>
 - .com/.co/ etc. (91%)
 - AOL (1%)
 - Gmail (23%)
 - Hotmail (10%)
 - YHOO: (14%)



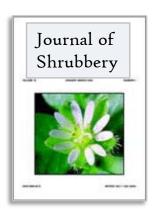
Today's Model – Many Users, Few Choices

Many User Types

- Institutions
 - Large Academic
 - Large Corporate
 - Government
 - Etc.
- Non-institutions
 - Small Colleges
 - Small / Mid-sized businesses
 - Individuals
 - Etc.
- Regions
 - Americas
 - EMEA
 - APAC

Few Product Options

- Features
 - Hard copy (print)
 - Electronic copy (PDF)
- Pricing
 - Site License (volume discount)
 - Individual subscription / PPV



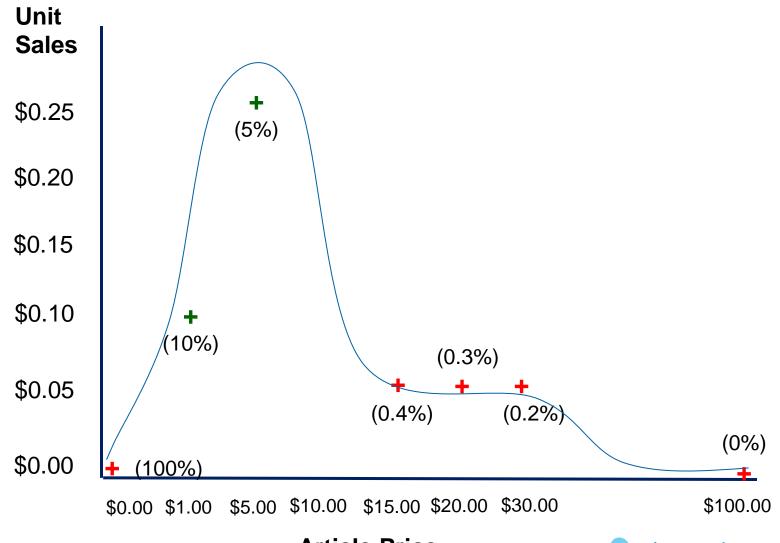




Price Sensitivity – What Is the Shape?



Price Sensitivity – Maybe This?



Article Price

19

@deepdyve.

Sample – Free(mium) Tactics¹

- Time Limited: 30 days free, then pay (ex: Salesforce.com)
 - Pros: Easy to do; low risk of cannibalization
 - Cons: High churn; users may not commit time to get true value (Pandora)
- Seat Limited: up to X people for free (ex: QuickBooks)
 - Pros: easy to implement, easy to understand
 - Cons: Might cannibalize low-end of market
- Customer-type Limited: free for young co's (ex.MSFT BizSpark)
 - Pros: Charges co's according to their ability to pay; captures fast growth customers early
 - Cons: Complicated and hard to police
- Feature Limited: Basic free; Pro for fee (ex: Flickr; WordPress)
 - Pros: best way to maximize reach; when customers convert to paid, it's for right reason which means more loyalty
 - Cons: need 2 versions of product; requires sharp balance on which features are free or fee

Imagine More, Simple Choices

Free Platform

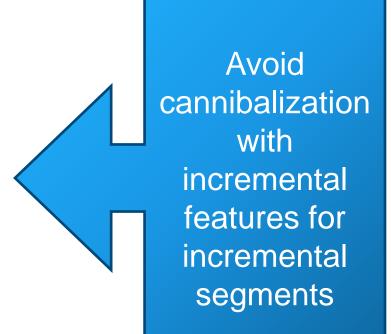
- Quick registration, personalization
- Federated search (ex. PubMed)
- Folders, notes, simple tools

• "Inexpensive" Add-ons

- Advanced tools
- Limited reading (rent / read-only)
- Limited print (DRM)
- PPV
- Standard bundles

All You Can Eat

- Site license
- Custom quote





STM 15% Freemium Opportunity?

knowledge workers worldwide: 250M

– # STM institutional readers: 10-15M (5%)

Freemium Possibility?

Plus, capture 10% of new KW's: 25M

Upsell them: \$5 per month

Opportunity: \$1.5B



What Matters Most to Top 20%? To Rest?

- Freemium business model capture new customers
 - Feature flexibility
 - Speed
 - Measurability
- Publishers must have a deeper understanding of their costs
 - Journal production
 - Sales and marketing
 - Platform features
- Publishers must gain competencies in new areas
 - Product marketing (not necessarily product development)
 - Merchandising
 - User segmentation
 - Analytics



Questions?

Thank You!

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