

# VRT feat. User generated content

A public broadcasting company embraces web 2.0

# Introduction

- The role of VRT
- Feedback loop
- ) Issue: legal rights



- Before internet → 'monopoly' for media companies
  - 1. Create content
    - Radio
    - Television

- 2. Aggregate content
  - Programme
  - Via brands





- Today
  - Everyone can create content

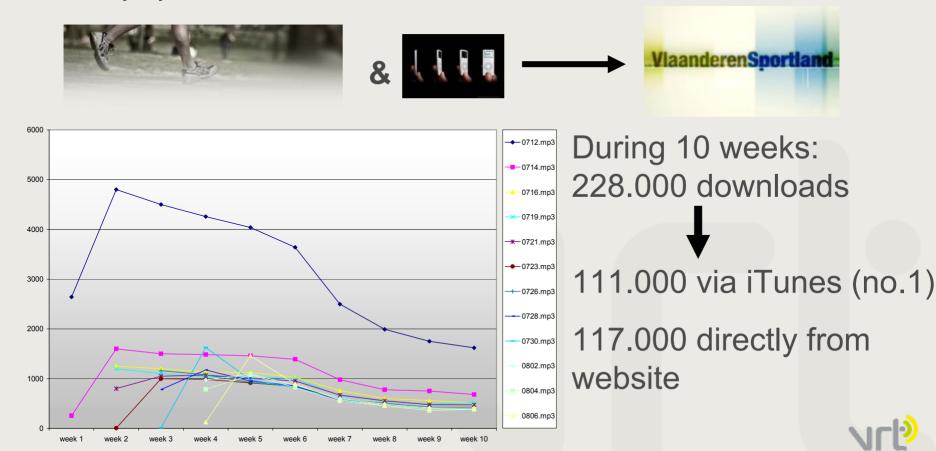


Different players aggregate content

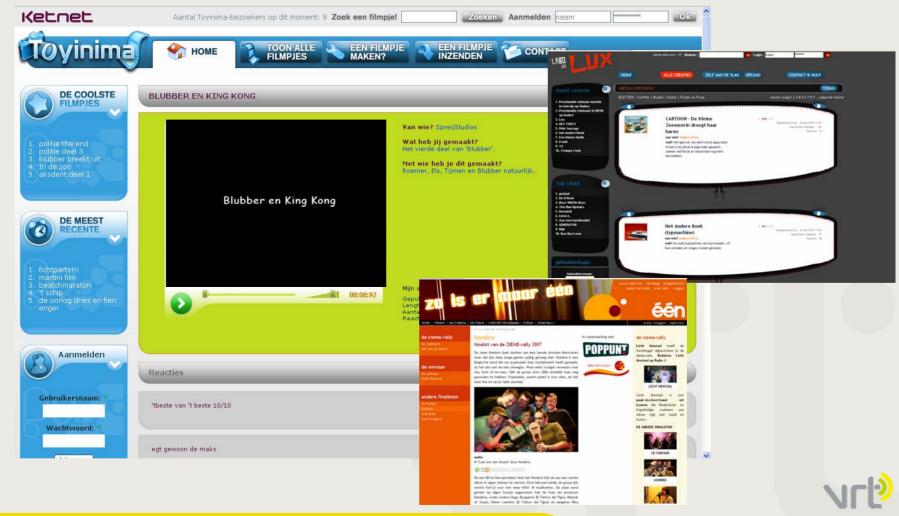
- Internet sites
- Providers



- Breaking down the barriers and bridging the digital gap
- Use popular content and transform into new media



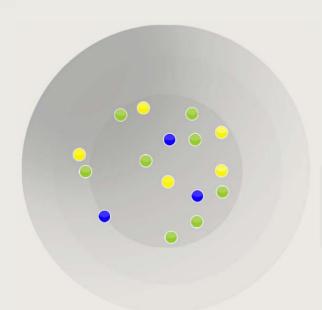
Oive the public a platform to create



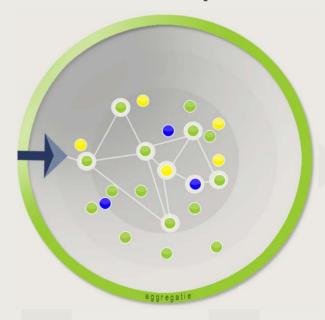
Aggregate content: But how?

#### 1. Atomize

- Existing VRT content
- New VRT content and applications
- Content of others

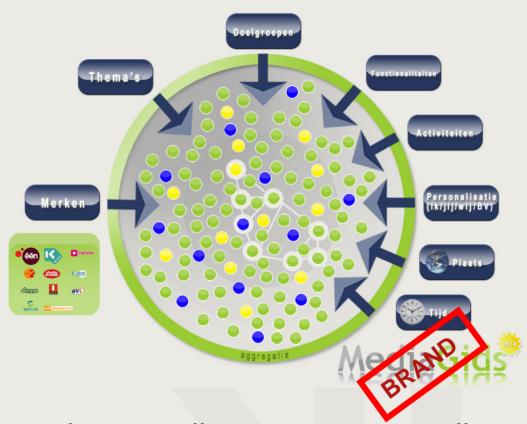


#### 2. Guide the public





Make content accessible via different methods



- Oreate a brand to coordinate our new media activities
- Become a reference for the public



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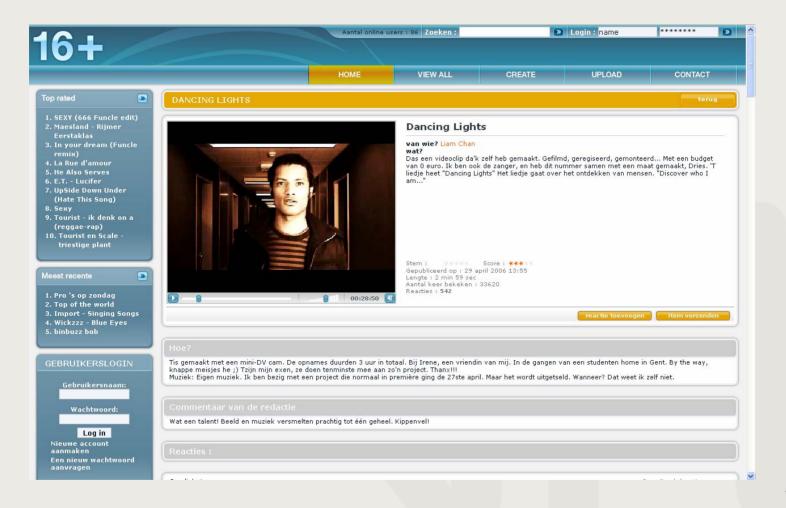
# Feedback loop

Secret ambition of the audience: 15 minutes of fame



## Feedback loop

Our platforms give the opportunity to have their 15 minutes





# Feedback loop

When they become successful online, our offline media will follow.



Who knows where it ends?





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# Legal rights





