

### **MDN Workshop 2016**

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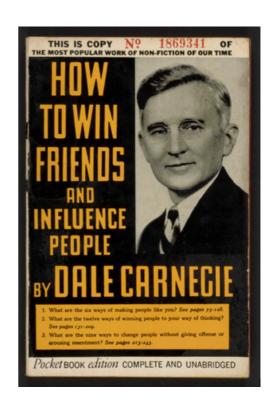
Madi Solomon Senior Manager, Information Management Services

June 7 & 8 2016 Geneve

# **How to Datafy Media Content to Win Friends and Influence People**

## **Your next Metadata Strategy**

- 1. If You Want to Gather Honey, Don't Kick Over the Beehive
- 2. The Big Secret of Dealing with People
- 3. He Who Can Do This Has the Whole World with Him. He Who Cannot, Walks a Lonely Way











# IF YOU WANT TO GATHER HONEY, DON'T KICK OVER THE BEEHIVE

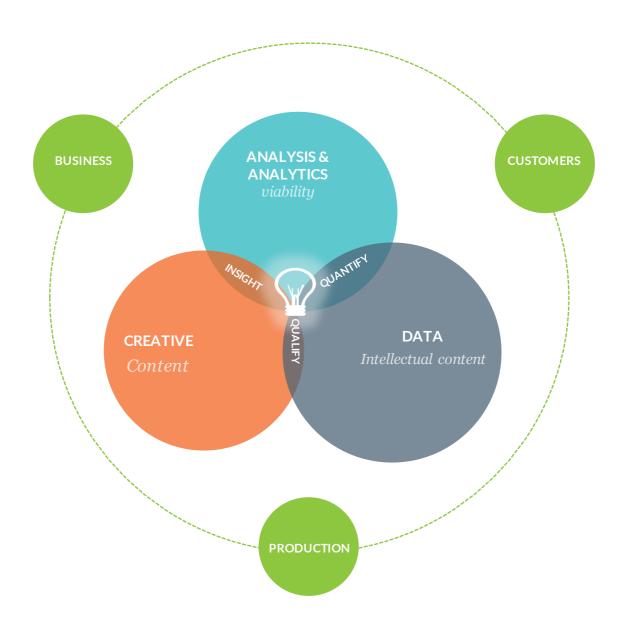
We are in the age of the customer and they, not companies or products, are driving business decisions.



Google Amazon **You Tube** Apple **Facebook** Alibaba **Twitter** 



# **Closing the Virtuous Circle**





### **Data + Information: datafication**

**Datafication** is the process and methodology of turning aspects of your business into computerized data and transforming this information into new forms of value.









# The Big Secret of Dealing with People : Give honest and sincere appreciation

How metadata can tell you who, where, and what your customers want

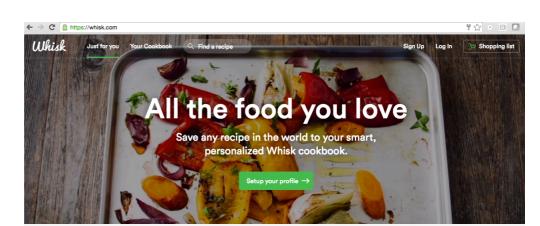


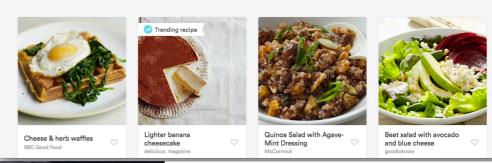


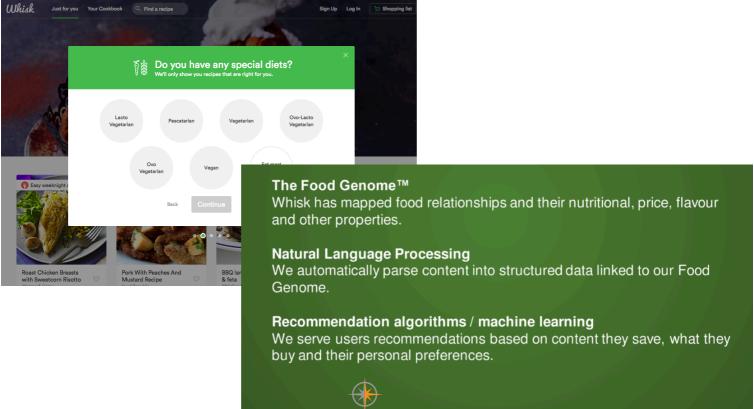
# Datafying recipes and automating food orders

#### Whisk.com

- Ingredients
- Chemical flavour compounds
- Nutrition
- Perishability
- Value
- Availability
- Products to purchase

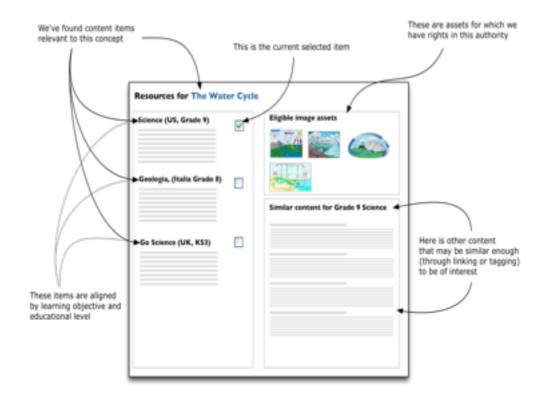




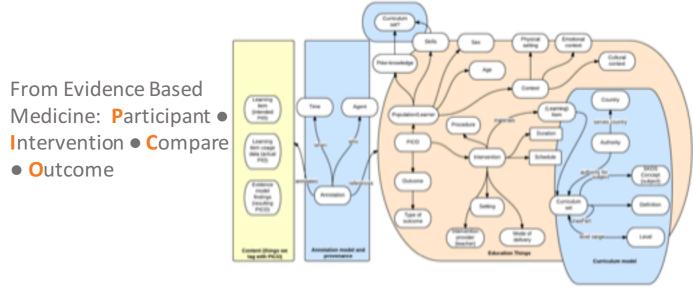


# **Datafying Education content**

### Pearson plc



# Insight: Evidenced based data rely on Learning Objectives

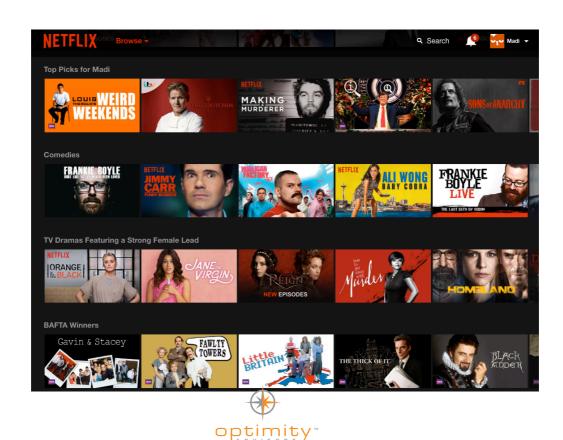


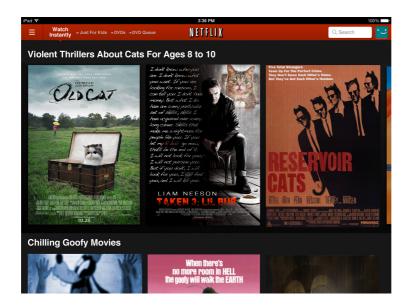
Domain design by Silver Oliver, DataLanguage



#### **Netflix**

- 74.76 million worldwide streaming customers.
- 76,897 unique ways to describe types of movies
- Alt-genres
- 36 page training manual for applying metadata and ratings
- Dozens of attributes including the moral status of characters, goriness, romance levels
- Track completion rates
- Geo-location data
- Device information
- Time of day and week
- Metadata from third parties such as Nielsen
- Social media data from Facebook and Twitter





### **Netflix alt-genres**

- Emotional Independent Sports Movies
- Spy Action & Adventure from the 1930s
- Cult Evil Kid Horror Movies
- Cult Sports Movies
- Sentimental set in Europe Dramas from the 1970s
- Visually-striking Foreign Nostalgic Dramas
- Japanese Sports Movies
- Gritty Discovery Channel Reality TV
- Romantic Chinese Crime Movies
- Mind-bending Cult Horror Movies from the 1980s
- Dark Suspenseful Sci-Fi Horror Movies
- Gritty Suspenseful Revenge Westerns
- Violent Suspenseful Action & Adventure from the 1980s
- Time Travel Movies
- Romantic Indian Crime Dramas
- Evil Kid Horror Movies



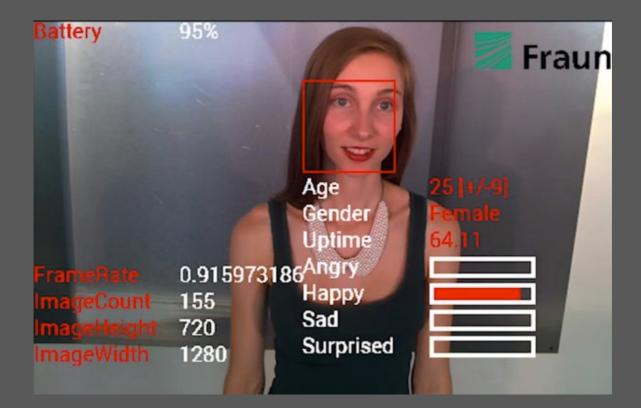






# **EMOTIONAL DATA**

- 1. Quantitative analysts need to find ways of engaging with stakeholders on a more emotional wavelength.
- 2. They should try to couch data in terms that connect with the emotional responses of their audience.



### NBC's SNL app

- 40 years of clips
- 6000 sketches from 800 episodes
- Semantic, tag-based recommendation
- Qualitative & quantitative data
- Locations, cast breaks character, started laughing, etc
- Usage data and data relationships



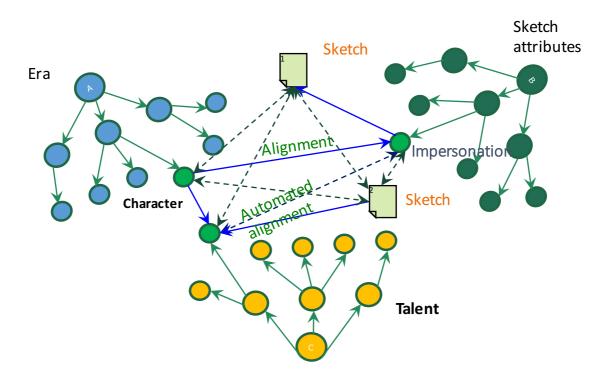
## **SNL** insight



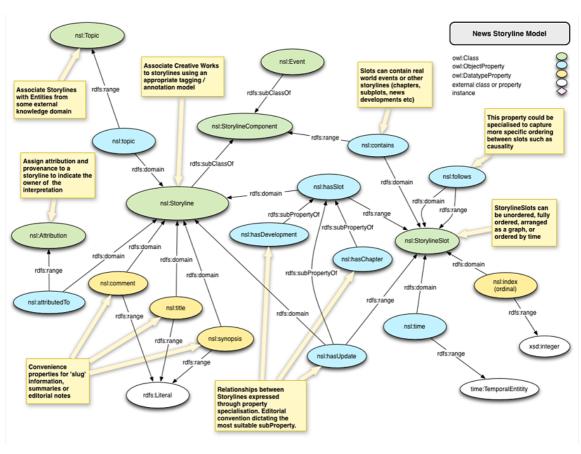
- Viewers think in terms of eras, not seasons or episodes
- Comedy sketches are inconsistent, unpredictable
- Different perceptions of enjoyment, variable senses of humour
- Sketch types have weak correlations
- Monetize insight to offer a "meal out of snacks"
- Uses Machine Learning to build intelligence on viewers continuously

# Datafication enables predictive modeling

# Intelligence over time



# **Temporal Metadata: BBC Storyline**













# He Who Can Do This Has the Whole World with Him. He Who Cannot, Walks a Lonely Way

# datafy, aggregate, repeat = insight

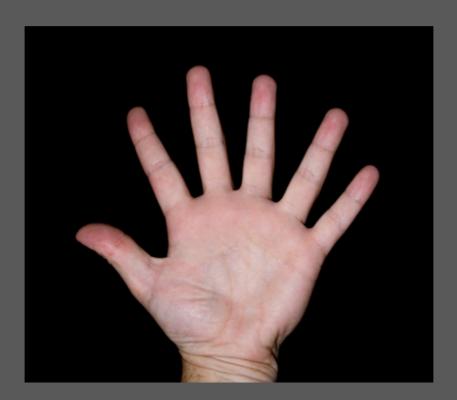


Image from IBM Big Data & Analytics Hub





### 8 ways to start datafying and making friends

### Find the right questions

- 1. Who is your CUSTOMER? Research: license and reference multiple sources, mine the archive
- 2. What do your CUSTOMERS like? What do they want?
- 3. How does your CUSTOMER behave around the content?
- 4. Where is the gap in the market?
- 5. Create a data model from the perspective of the CUSTOMER: the genome / DNA / ontology
- 6. Understand the relationships between data points. Create semantic triples = *subject + predicate + object*.
- 7. Iterate the data model
- 8. Create a prototype: tag and test





## 5 ways to influence content creation

- 1. Where in the storyline or event were watchers most active on social media? (live broadcast)
- 2. Where in the story do most people pause or go to the refrigerator? (streaming/platform)
- 3. How many times has this plotline been used over the last -- years? What were the ratings? (storyline)
- 4. What are the patterns of specific demographics or grouped customers?
- 5. What "moments" could be best compiled and monetised? EG: jumping in the air, winks, eyerolls, falling down, loving glances, breaking character?



# 5 future predictive questions for streaming content

- 1. Who is having friends over this evening?
- 2. Who is watching alone?
- 3. Who is watching with a date or loved one?
- 4. How old are the kids?
- 5. Who just broke up with their partner?



# 4 Data privacy warnings

## the General Data Protection Regulation is coming



- 1. Obtaining consent has changed
- 2. Target marketing or profiling restrictions
- 3. "Legitimate interests" must be documented
- 4. Regulations on copyright and data transfers across borders are changing

#### **THANK YOU!**



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