## **Social Economic and Technological Factors**

- News and ebooks are among the top three most consumed media on mobile phones [3]
- 2. Increased ownership and adoption of headphones [2]
- 3. Enhancements in the development of human-like synthesized speech [10]

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## **Technology**

#### **Product-Opportunity Gap**

There exists an opportunity for an app that leverages the tremendous growth of audio media and the enhancements in text-to-speech technology to create a spotify-like experience for the consumption of web content

### Social

#### **Economic**

- Reading for pleasure is on a general decline due to busier and itinerant schedules [12]
- A significant % of people already use headphone to listen to audiobooks and mobile to read news [2] [11]

- Original creators stand to earn minimally from the sale of audiobooks. There is great scope for TTS apps [8]
- Book sales (both physical and e-book) are on the decline while applications like Audible are thriving [7]

## **Success Factors for Audionet**

	Factors to Consider	Impact to Audionet
Political	-	-
Economic	<ol> <li>Original authors of audiobooks stand to earn very less due to high overhead charges[8]</li> <li>Revenue from book publishing (both physical and e-books) are on a steep decline while Audiobooks are growing 40% YoY</li> </ol>	<ol> <li>Proves the need to move to text-to-speech technologies for the future development of audio media due to minimal intermediaries and quick production times</li> <li>Indicates a shift of customer preference to a more convenient form of media consumption (listening being more convenient than reading).</li> </ol>
Social	<ol> <li>Leisure reading is on a general decline with fewer people reading e-books and physical books [12]</li> <li>Reading is a habit which requires complete attention</li> </ol>	<ol> <li>Presents the opportunity to Audionet to demo a new mode of content consumption (by listening to news and articles instead of reading them)</li> <li>Listening requires only passive attention. It provides users the flexibility to do something else while using Audionet</li> </ol>
Technology	<ol> <li>The most consumed media on mobile devices is news followed by general articles and e-books [11]</li> <li>Headphone adoption is at an all-time high [2]</li> <li>Text-to-speech technology is rapidly evolving and getting better [10]</li> </ol>	<ol> <li>There may be an opportunity to target customers who wish to get their news by listening to it on their mobile phones instead of reading them</li> <li>Presents the chance to target people on their commute who wish to consume digital reading material</li> <li>Audionet can leverage these technological advances to provide more natural-sounding voices in the app</li> </ol>

Legal	Audio rights for digital content are often hazy and ill-defined [9]	<ol> <li>Audionet would have carefully tread the spectrum of audio rights to content on the internet closely involving the various publishers and their authors</li> </ol>
Environment	There is a positive environmental impact created by moving to digital forms of consumption given the reduced reliance on paper [6]	<ol> <li>The positive environmental impact created by not relying on paper, and combining them with the positive health benefits of listening to content as opposed to viewing them from a screen might prove to be a unique value proposition to Audionet</li> </ol>

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