# CONTENT DISCOVERY IN A MULTISCREEN TV WORLD 

## COMÁCAST <br> ADVERTISING

SURFING AND SCROLLING IN A SEA OF CONTENT

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## Introduction

For every viewer who has their heart set on their next show or movie to watch, there's another who has no idea what they will watch next - only that they want to watch something.

New research from Comcast Advertising shows that the process of discovering new content to watch across traditional TV and streaming can be impacted by factors in a provider's control (like platform interfaces), as well as those outside of it (like viewers' moods and social settings). Additionally, there are different trends in content discovery across the U.S. and Europe (EUR), which publishers and advertisers in both regions can use to shape strategies for raising awareness of content through ads and trailers. This report analyzes trends for both Americans and Europeans in viewer satisfaction, decision-making behaviors, and technological features that publishers can leverage to strengthen provider recommendations and better understand viewer habits across regions.

## Understanding

## Viewer Satisfaction

## Fragmented experiences leave viewers frustrated

Only 28\% of Americans and 21\% of Europeans agree that they can easily find the content they want to watch on their device.Only about a quarter of American and European viewers say they can easily find what to watch. In addition, over 40\% say they have to search multiple services to find their content For those who have to search multiple apps or services, $51 \%$ of Americans and $46 \%$ of Europeans cited that the difficulty of finding new content can get frustrating and lead them to rewatch something, a challenge for promoting engagement with new content.

Thinking about your experience when searching for something new to watch, which statement most accurately describes your experience?

I have to search multiple apps or services to find the content I want

$44 \%$
can easily search using my device and find what I want to watch


Everything I want to watch is in one place (e.g., a single app, device, service)


It's hard to find the content I want so l opt to watch or do something else


Source: Comcast Advertising survey conducted through Cint in December 2023. US. N $\mathrm{N}=1500$, EUR N $\mathrm{N}=1000$. Qualifying criteri: Adults $18+$ who searched for or watched something new in the past three months.
$\qquad$


Viewers are spending a considerable amount of time searching for something new to watch
$65 \%$ of viewers are spending 6+ minutes searching for new content, with decisiveness being key to search time. More decisive viewers begin the content discovery journey with a preestablished consideration set, creating a more intentional viewing experience.

European viewers tend to spend more time searching than Americans, since the majority are lean-in viewers (57\% vs. $43 \%$ ).

When looking for something new to watch, how long do you typically spend searching?



## Viewers' approach to content impacts how satisfied they are with

 the content discovery processAudiences approach content in different ways. Their motivations, attentiveness, and decisiveness all play a role in how they feel about finding new content. It is important for content owners to understand these different motivations and offer different ways for viewers to experience new content.

## 01

## Easily overwhelmed viewers

in the U.S. and Europe consider content volume the biggest challenge when finding what to watch.

## 02

Less attentive viewers
in the U.S. and Europe become frustrated more quickly than fully immersed viewers. Once they are frustrated, $53 \%$ will watch something they have seen before or watch something else entirely.

03
ndecisive viewers
in the U.S. are 80\% more likely to spend 11+ minutes deciding what to watch, compared to decisive viewers.

04
Social viewers
in the U.S. are heavily
influenced by the opinions of
friends and family, and their overall satisfaction is contingent on the decisiveness of the group watching.

## 05

## Detached viewers

in Europe - those who cite they are usually detached, rather than attached to characters in a TV show - showcase less satisfaction.

## Unpacking Viewer Decision-Making

Looking for content means a lot of surfing and scrolling

How multiscreen TV viewers find content:
Percentage of users who channel surf or scroll a guide/app
$62 \%$
of Americans

$$
55 \%
$$

Percentage of users who type or speak the name of a program

| $34 \%$ |
| :--- | :--- |
| of Americans |$|$| $43 \%$ |
| :--- |
| of Europeans |

Percentage of users who use a different method
of Americans
©
As a majority of people surf or scroll to find content, they pass by a multitude of content they may or may not have heard of, presenting a huge opportunity for publishers to promote material.


Social circles play a big part in how viewers learn about new content

Where viewers learn about new content to watch


Viewers in both the U.S. and EUR are most heavily influenced by socialization - receiving recommendations from friends, family, and colleagues - when it comes to finding new content to watch. U.S. viewers are more likely to be influenced by platform home screens, but EUR viewers are more often influenced by promotional ads and significantly more likely to do their own research via online searching.

American and European viewers' social circles - both in person and online - serve as their most significant sources of learning about new content.

Genre is foundational, but situational factors also impact viewer choice

78\% of Americans and 75\% of Europeans say that genre will impact their decision to watch. Situational factors also impact their choice including:
Mood:
63\%
U.S.
49\%
EUR
24. Schedule:
53\%
59\%
U.S.
EURConvenience":
37\%
31\%
U.S.
EURCo-Viewers:
42\%
U.S.
37\%
EUR
(Q) Genre is foundational to content choice across the U.S. and EUR, but situational factors play a role in decision-making too. U.S. viewers are more likely to be impacted by their mood whereas EUR viewers' show selection is more dependent on their schedule.

## In this case, co-viewers referis to who the viewer is watching with. *"In this case, convenience refers to how easy the content was to find.

.
something new in the past three months.

## Examining the Role of <br> Recommendations and Promotion

## Platform user experiences play an important part in highlighting content to viewers

Organizing content in an easily digestible way can help viewers who feel overwhelmed.

The home screen plays an important role for both U.S. and EUR viewers, with more than half citing they have watched recommended content there.

American viewers are $14 \%$ more likely ( $57 \%$ versus $50 \%$ ) to find and watch providerrecommended content in the corresponding app, and European viewers are $22 \%$ more likely ( $45 \%$ versus $37 \%$ ) to find and watch content through the program guide.

With just 53\% of Americans and 56\% of Europeans rating their experience of navigating streaming apps above average, providers play an increasingly important role in the viewer's content discovery process

Where Viewers Have Found and Watched Provider-Recommended Content
On the home screen when I turned on my smart TV

In the provider's app


Provider recommendations have room to expand their impact

Most viewers do not regularly watch shows recommended by the provider. The top reason viewers are hesitant to do so is that the recommendations are not always reflective of their individual tastes in a multi-person household.

## Gß The Value of Promotion

38\% of Americans and 42\% of Europeans typically learn about new content to watch through trailers or promo ads. However, $85 \%$ of consumers are likely to be influenced to watch provider-recommended content if they have seen an ad or trailer for the content previously.

Publishers must create multiple avenues of awareness, like reaching viewers while they are surfing with native ads and reaching viewers while they are watching with promo ads

How often do you watch shows recommended to you by the provider?


$\qquad$


## U.S. analysis: Content promotion

## eases discovery process

Promotional advertising benefits publishers and viewers. Through native and traditional multiscreen ads, publishers can attract new viewers and ease the discovery process for those tuning in.

A recent analysis of media advertiser campaigns found households exposed to a promotional ad were more ikely to tune into the content. Higher tune-in rates were consistent among audiences exposed to promotional, native, and ads within TV content vs control households.
+228\%

# higher tune-in rate for households 

 exposed to promotional ad for a program5X
higher tune-in rate after being exposed to a native ad
3.7X
higher tune-in rate after being exposed to an ad within content

## Conclusion

With the proliferation of content across platforms, viewers in the U.S. and EUR frequently use more than one single service or place to access all their content. Viewer satisfaction is largely contingent on the preference for choice, attentiveness, decisiveness, and with whom someone is watching. What they ultimately choose to watch often depends on their mood, schedule, co-viewers, and the convenience of finding the show.

Publishers can consider using these findings to continue to enhance the content discovery experience, especially for easily overwhelmed viewers who are eager for a trusted source to help them navigate the waters of options. Viewers, too, can turn to connected devices that are dedicated to improving content discovery, so that they can more easily connect with content they love.


## Appendix

European Market Comparison

## Understanding Viewer Satisfaction

Finding content is a fragmented experience

41\% of Europeans stated that they have to search multiple apps or services to find the content they want.

Searching multiple apps or services is particularly commonplace in Spain and the UK. In Germany and the UK viewers who go through multiple apps to find content are likely to get frustrated and often choose to rewatch content, a challenge for promoting engagement with new content.

Thinking about your experience when searching for something new to watch, which statement most accurately describes your experience?

$\square$ I have to search multiple apps or services to find the content I want

Source: Comeast Advertising survey conducted through Cint in December 2023. U.S. $\mathrm{N}=1500$, EUR $\mathrm{N}=1000$. Qualifying criteria: Adults $18+$ who searched for or watched


Majority spend over 6 minutes searching for something new to watch

Globally, decisiveness is a key dictator of search time when looking for new content. European viewers - with the exception of France - tend to spend more time searching than Americans since the majority are lean-in viewers (57\% vs. $43 \%$ ).

European viewers who like to be fully immersed in the shows they watch also spend more time searching for content ( $+11 \%$ ) than those who rely on TV content to unyind or relax.

When looking for something new to watch, how long do you typically spend searching?


## Unpacking Viewer Decision-Making

Looking for content is a lot of surfing and scrolling

When you're looking for a program to watch, where do you typically go first? ${ }^{1}$


Channel surf or scroll a guide

Europeans are slightly more likely to type or speak the name of the program or genre into their remote than Americans.

Where do you typically learn about new content to watch?

Where do you typically learn about new content to watch? ${ }^{2}$

|  | U.s. | EUR | UK | France | Spain | Italy | Germany |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Trailer or promotional ad | $37.6 \%$ | $\mathbf{4 1 . 8 \%}$ | $37 \%$ | $40 \%$ | $49 \%$ | $48 \%$ | $36 \%$ |
| Provider recommendations | $19.0 \%$ | $19.5 \%$ | $15 \%$ | $16 \%$ | $17 \%$ | $26 \%$ | $24 \%$ |
| Scrolling through a guide/list | $\mathbf{3 2 . 4 \%}$ | $\mathbf{2 8 . 3 \%}$ | $37 \%$ | $21 \%$ | $17 \%$ | $31 \%$ | $37 \%$ |
| Scrolling through the streaming <br> platform home page | $\mathbf{4 0 . 3 \%}$ | $\mathbf{3 6 . 7 \%}$ | $32 \%$ | $41 \%$ | $39 \%$ | $44 \%$ | $29 \%$ |
| From friends or family | $54.8 \%$ | $51.3 \%$ | $60 \%$ | $44 \%$ | $55 \%$ | $48 \%$ | $51 \%$ |
| Online searches | $\mathbf{3 3 . 6 \%}$ | $\mathbf{4 2 \%}$ | $35 \%$ | $41 \%$ | $49 \%$ | $43 \%$ | $43 \%$ |
| Social Media | $\mathbf{4 9 . 3 \%}$ | $\mathbf{4 5 . 5 \%}$ | $44 \%$ | $47 \%$ | $54 \%$ | $45 \%$ | $39 \%$ |
| Through podcasts | $\mathbf{1 0 . 9 \%}$ | $\mathbf{9 . 9 \%}$ | $8 \%$ | $9 \%$ | $11 \%$ | $11 \%$ | $12 \%$ |
| Influence or celebrity <br> recommendations | $\mathbf{9 . 7 \%}$ | $\mathbf{1 1 . 5 \%}$ | $9 \% 37 \%$ | $11 \%$ | $18 \%$ | $11 \%$ | $10 \%$ |

Genre is foundational to content choice but situational factors play a part
$78 \%$ of Americans and $75 \%$ of Europeans say that genre will impact their decision to watch.

## Factors impacting viewing choice:



D Co-Viewers:


(



## Examining the Role of Recommendations and Promotion

Viewers are not reliant on platform recommendations so creating awareness helps

How often do you watch shows recommended to you by the provider?


[^0]

Promo ads boost content consideration

How likely is the following to influence your decision to watch content recommended to you by the provider?

I have seen an ad or trailer for this content before


Viewers are very receptive to provider recommendations, and previous exposure to a promo ad or trailer plays a pivotal role in influencing their decision to watch that recommended content. This means that both native ads and the 30-second spot have an important role to play when promoting content.

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