

*Future Forward* distills ten trends at the intersection of consumers, content, and technology. At a high level, the ten trends reveal that content is encompassing and enhancing consumers' lives, becoming an immersive channel for self-actualization and socialization to bring people together and provide new forms of connection.

## OBJECTIVE

- Reimagine how we build enduring models for the future of content creation, advertising, and distribution.
- Identify white space opportunities for Turner and AdLab Board Members to fulfill unmet consumer needs.

## BUSINESS APPLICATION

Food for thought for how we pivot the current ad model to better fit the new ways consumers are watching TV/video content and what that content and its surrounding deliver systems should look like, as well providing guidelines for:

- How to deliver content experiences that empower people in their search for truth
- How to facilitate more participation in the content experience
- How to create content experiences that have the power to improve people's lives and help them meet personal goals
- How to be transparent and offer contextually relevant content
- How to curate content without enforcing the echo chamber effect
- How to tap into the power of mood-setting or -changing content to provide deep emotional experiences
- How to tap into diverse peer-to-peer networks to provide a space for safe, nuanced dialogues
- How to use data to offer truly serendipitous content experiences
- How to offer shared immersive experiences that flex between the digital and the physical world

The results will be useful for providing a clear rationale for existing ad products and strategies as well as clearing the way for TAL board members to collaborate in order to pave a path forward and start ideating around what more transformational ad innovations they can bring to fruition together.

## METHODOLOGY



**01**

**September 2016: Ethnographic Research**

- : 25 participants across five cities
- : San Francisco, LA, Austin, Detroit and New York
- : Age 15 - 45
- : Additional expert interviews with 8 profiles from the Futures 100, our global network of experts spanning myriad fields and industries.



**02**

**October 2016: Trend Quantifier**

A quantitative study to investigate how the identified trends were being adopted by consumers

- : Total sample: n=3,000



**03**

**April 2017: Trend Refresh**

Reconnecting with 13 participants from the ethnographic study to investigate how the election affected the trends.

- : Capturing new perspectives through video documentation
- : Additional experts interviews with 6 profiles from our Future 100 network

## DELIVERABLES

- 10 trends and their evolution over time.
- Guidelines for re-imagining:
  - Ad models
  - Content Development
  - Distribution
  - Moving from "Advertising" to "Experiences"



**01**

**RADICALLY REAL**  
Consumers are fed up with false authenticity and want brands that take bold stances and tell raw human stories

**02**

**OPTIMIZED SELF / EMPOWERED ME**  
Consumers increasingly seek content, tools, and services to improve themselves and feel empowered in their daily tasks

**03**

**ADVERTISEMENT / ELEVATED CONTENT**  
Consumers want high-quality, high-entertainment-value ads that don't detract from core content experience

**04**

**EDITORIAL LIFE**  
Consumers curate their own content streams, including ads they're willing to engage with

**05**

**MOMENTAINMENT**  
Consumers gravitate toward ads and content that capture everyday moments for respite, enjoyment, and connection

**06**

**CITIZEN ME**  
Consumers create their own content – original or extension of favorite genres, characters, and franchises

**07**

**REVELATION BRANDS**  
Consumers want brands to provide truly serendipitous experiences that foster discovery

**08**

**MOOD METRICS**  
Consumers increasingly seek mood-setting or changing content and services to amplify or rebalance their state of mind

**09**

**COMMUNITY COMMS / NICHE NETWORKS**  
Consumers migrate toward content that makes them feel part of something bigger, be it a broad/global group or a niche

**10**

**HYPER-LIVE**  
Consumers want their content experiences to extend from on-screen to IRL, VR/AR, and everywhere in between