# Introduction

According to our presentation, we decided to focus on aspects of the mobile web which we thought are useful to emphasize. Through this paper, we hope that you will have a better understanding of what the mobile web is really about. **Mobility**, **Information** and **Freedom** are the keywords of this topic, leading to a future in which you don't seek contents but contents come to you wherever you are... with all constraints associated with it.

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# **Key Actors**



**Standards Organizations:** Companies who settle the mobile web standards (W3C, ITU, OMA): protocols (TCP/IP, 3G) and formats (HTML).

**Mobile Manufacturers:** OEMs (Qualcomm, Micron, Nvidia) to brands like Apple, Samsung, Nokia Microsoft, etc...

**Mobile Operators:** Companies who had the physical infrastructures & provide internet access to mobile devices (Bouygues, AOL, Swisscom).

**Content Providers:** Companies that provide mobile platforms (Apple, Google, Microsoft) and the ones that provides content (Soundhound, Chillingo, etc).

# Market



**Smartphones market share** 

**2011** +400% mobile search & 1.3B\$ revenues

85% Mobile phones with 3G in 2012

2014

Mobile will become the most common way to access to the WEB



## What we have observed



We have studied different companies who developed a mobile app. For some the application is their core business (WhatsApp, Layar, Instagram) and for some others it's a way to differentiate and to expand their existing market (Tesco Mobile, Adidas MiCoach, Spotify Mobile).

Adding the companies we saw in class and the tools we used - Patterns, Environment and Empathy maps - we have found some recurrent tendencies:

 There is always a key actor involved in the Business Model through the Distribution Channels: Google or Apple mainly.

Tendency

# Recurrent BM patterns:

- Multi-Side & Freemium
- Same distribution channel: Mobile Platform



of mobile search related to the local area.

**59%** 

of people who searched for a store will actually **Visit** it.

Interesting Trend: Strong correlation between searching local information on a mobile device and actually getting there The Mobile web **tends to be local**. It has implications in users' everyday "real" life (as opposed to his/her virtual life on the web).

In the near future, we think that the Mobile Web is going to help users in their everyday tasks. It is already bringing more relevant and specific information to every smartphone user (opposed to the spamming/overwhelming data of the Internet). Services through the mobile web medium are exploding: they are improving the overall experience users get through their devices.

The next part is a *Job-to-be-done canvas*. Asking ourselves what are the current pains and gains of mobile web helped us to better understand **where** the mobile web world is going and **what it will bring to users**.

## Job-to-be-done Canvas



#### Conclusion



# This changed everything.

The evolution of mobile web was so fast these last years that today; it's no more about how the web influences one industry but how mobile web changes the way that companies reach their clients. User behavior has changed with the mobile web, people are no more chained to a computer: they are constantly on the go. This fact has a deep impact on how companies do their businesses. Users want to have relevant and personalized information, they want to stay in contact with their friends wherever they go. Today, the web is socialized and companies have to deal with these new trends.

To answer the question "How the web is influencing the mobile web?" Actually, this was relevant a few years ago when Apple and its iPhone had not changed everything yet. The real situation has turned the other way around. It's now the mobile web that has a massive influence on the global Web. The Internet is becoming mobile. Mobile has already changed the way we live. Soon the notion of online/offline for a user will disappear, as users will always be online through the mobile device they are carrying.

So what's next? The future of mobile web WELCOME TO THE POST-PC ERA

2012

FASTER Network 4G

2015





NFC

2016

1'000'000'000 smartphones sold per year.

**20xx** 

**Smartphone** 

PERSONAL LIFE DEVICE

