

Patrick Svensk

EVP of Content



Born 1966 Joined MTG in 1991 & 2011

What I love: Watching football

What I hate: Flying

Quote: "Never finish second."

Jakob Mejlhede

SVP of Acquisitions



Born 1973 Joined MTG in 2001

What I love: Challenging conventional thinking What I hate: Bureaucracy

Quote: "You miss 100 percent of the shots you never take."

Peter Nørrelund

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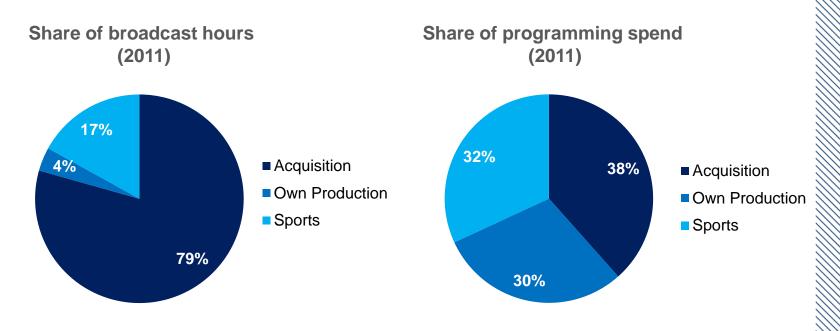
What I love: *Decisions* & sports on *TV* What I hate: *Politics*

Quote: "Change is the law of life. And those who look only to the past or present are certain to miss the future."



Almost 500,000 hours of programming

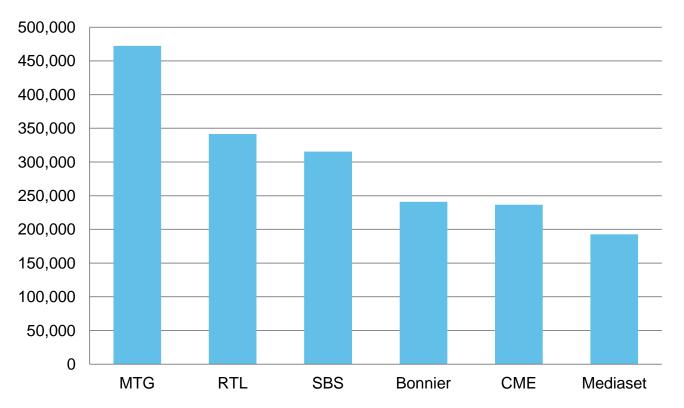
MTG TV channels broadcast 472,372 hours of entertainment in 2011 = 20,000 days or 1,300 years of programming!







Total number of broadcast hours (2011)



4



MTG is buying content for 28 free-TV & 42 pay-TV channels



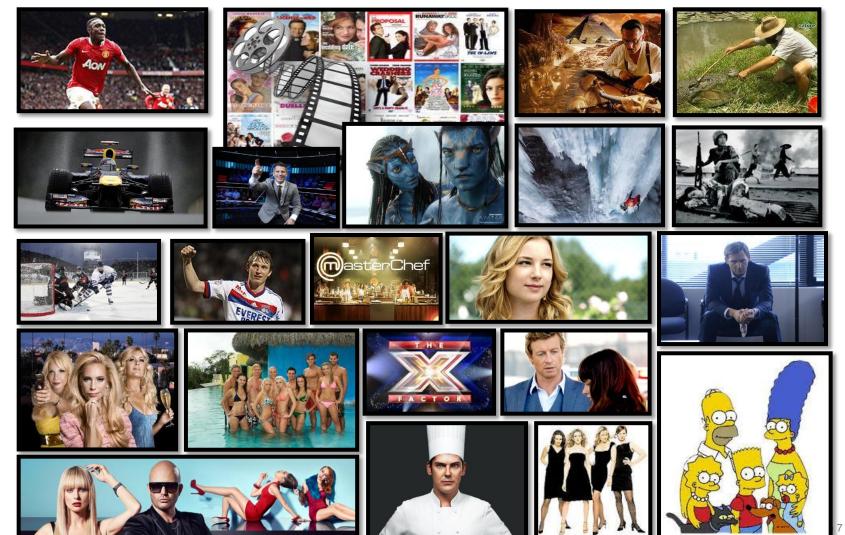


And we also carry 34 3rd party channels





So... A massive range of entertainment programming



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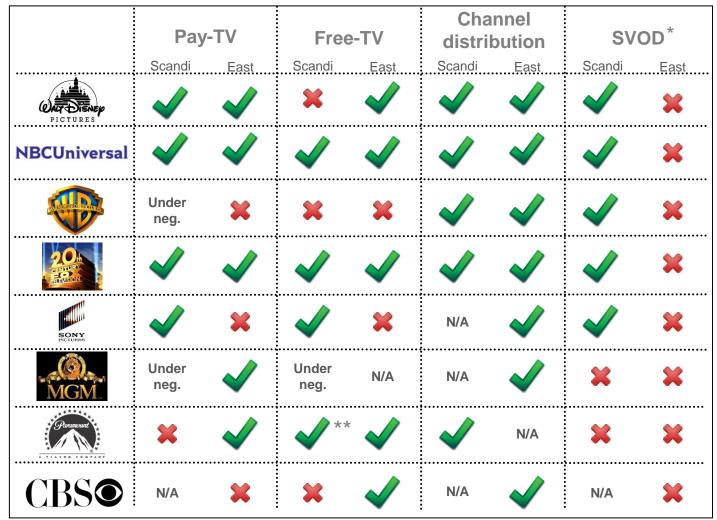


A unique business strength





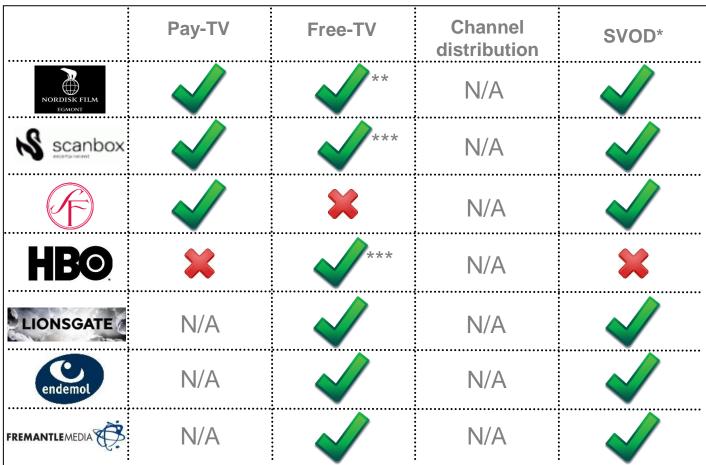
Exclusive deals Hollywood studios



*Library deals are non-exclusive, **DK only



Exclusive deals Major independent studios



*Library is non-exclusive

**SE only

***DK only



Feature windows Hollywood & independents

	Cycle	MTG
Theatrical Release		
DVD & electronic sell through	Throughout the life cycle of title	
Rental DVD	Rental DVD	
TVOD	Throughout the life cycle of title	VIAPLAY
Pay-TV, SVOD/Catch-up	12 months	
Pay TV 2 nd window, SVOD/Catch-up	6 months	
Free-TV	36 months	3 3 3 3 3 3 3 3 3 3
SVOD Library		VIAPLAY
H1 H2 H1 H2 H1 H2 H1 H2 H1 H2 Yr 1 2 3 4 5 6		VIAPLAY



The own production landscape



Note: MTG (Strix), Zodiak (Mastiff, Jarowskij), NICE (Baluba, Titan, Limelight, Monster, Gong), Banijay (Banijay, Nordisk, Respirator), Shine (Friday, Meter, Sto-Cph, Rubicon, Monday, Metronome,)



Co-financing comes into focus

	Content challenge Increased demand for premium US scripted content due to:	Solution Co-financing enables MTG to:	Outcome New models for funding premium scripted content enables MTG to:
Key Drivers	 Market fragmentation Audience dispersal Major players looking to own quality IP to drive economies of scale 	 Diversify content sources Gain exclusive rights across all markets/platforms Recoup invested equity Participate in back end profits Secure better license deals 	 Mitigate content cost inflation Secure long term volume Deliver channel beneficial returns on investment Example



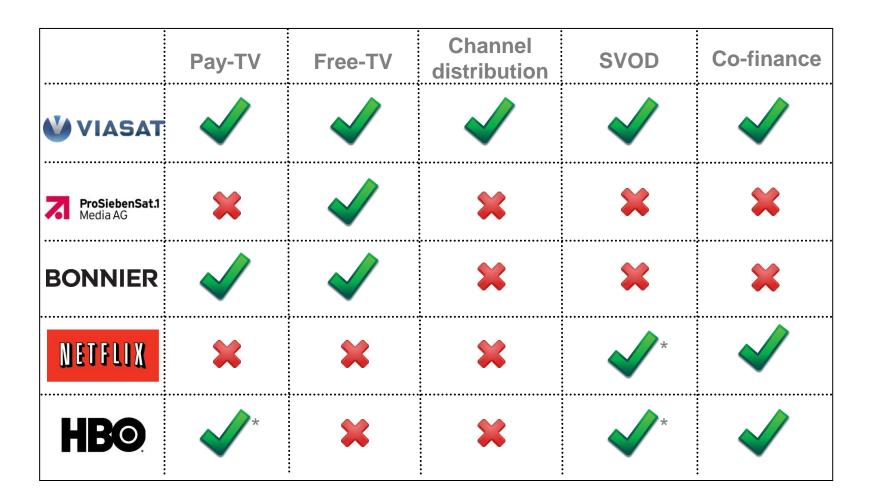
Recent acquisition highlights



15



A unique market position



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What we buy & where we buy







Prices up but so is exploitation





Exploitation fit for purpose







Thematic branded channels













Powerful free-TV offering











Key rights secured











CHAMPIONS LEAGUE



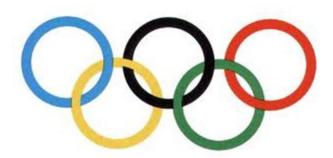












1st broadcaster outside EBU to secure exclusive broadcast rights

Who do we buy from?



ORGANIZERS



AGENCIES





Kentaro

MEDIA COMPANIES





How do we buy?

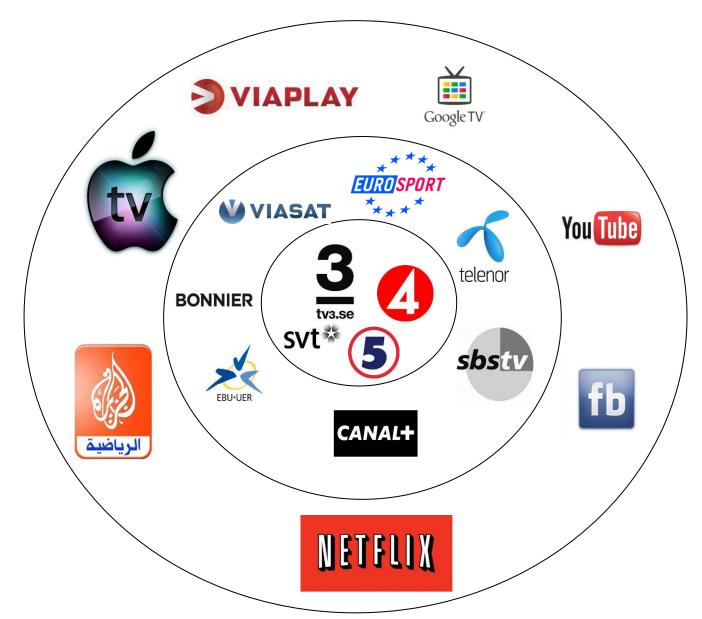
All rights bought centrally



All about ensuring that <u>WE</u> are in the position to decide whether to buy

Who are the competitors?







Highlights of 2011/2012 so far

- 2014 & 2016 Olympic Games for Sweden
- 2013-2016 English Premier League for Sweden & Denmark
- 2012-2015 Champions League for Scandinavia, Baltics and Czech Republic
- 2012-2015 European Tour Golf for Nordics & Baltics



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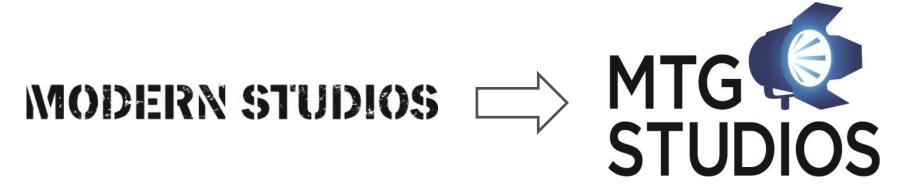
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MTG Studio's footprint







Denmark

Netherlands

Israel

Norway

Sweden



Bulgaria Hungary Rumania

Serbia Slovakia

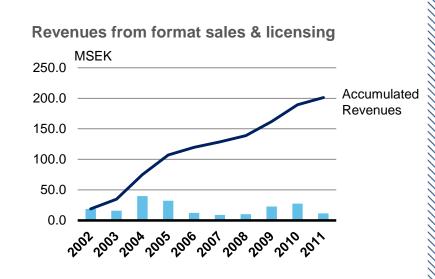
Slovenia

Ghana





Strix creates cutting-edge, scripted and non-scripted entertainment that you talk about at a dinner party, at the lunch break or at school. Stories you read about and watch on whatever platform you choose. Strix has sold or licensed more than 32 formats to 87 countries around the globe









CEO & Founder Peter Marschall started the company over 7 years ago in Romania. After conquering the hearts and minds of the Romanian TV viewers with a wide range of high quality entertainment shows, the company has developed rapidly into a multinational entity that is now present in 6 countries





Industry trends The verticals



"Red Arrow feeds a 360" approach, leveraging own produced content across P7S1 platforms." - Jan Frouman, MD of Red Arrow



here will always be dem

"We believe there will always be demand for our company's content: good stories, well told, that engage people's minds and emotions."

- Jeff Bewkes, Chariman & CEO

"Content is at the very heart of what we do and strong content is what drives our growth."

- Hans-Holger Albrecht, President and CEO



"Our vision for growing and rebalancing ITV in 2015 is: a lean ITV that can create world class content, execute across multiple platforms and sold

around the world."

- Adam Crozier, Chief Executive



"Content is vital for today's broadcasting industry, and growth prospects are promising as 'can't afford to miss' content becomes ever more valuable in the digital age."

- RTL 2011 At a glance report

Industry trends Super indies



Turnover: €553 million



Turnover: €536 million



Turnover: €88 million



Turnover: €288 million



Turnover: €400 million



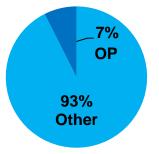
Turnover: €1,307 million



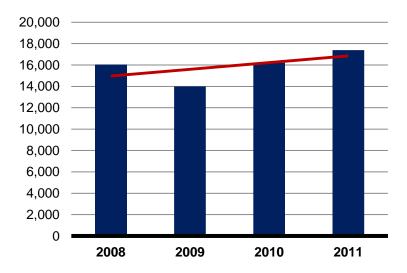




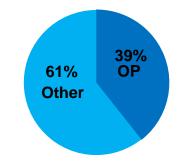
The importance of OP is increasing



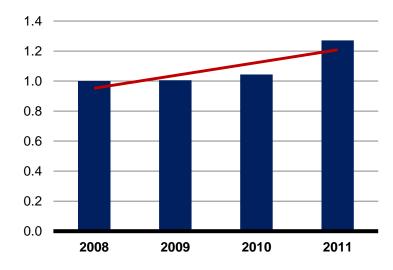
Number of OP hours



Free-TV Programming hours (2011) Free-TV Programming spend (2011)



Amount of OP investments (indexed)



Where we want to be



Own the content

Rent the content





MTG Studios Strategy

Securing the best content

Strengthen the vertical cooperation

Build a high margin content business

Investing in	Creative minds Brilliant ideas Excellent companies (creators, producers, distributors)	
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Widen the range
of servicesBe in as many genres as financially viable in each marketBe able to deliver everything from large entertainment shows to web-TV& productsDevelop low cost production hubs

Geographical	1. MTG TV territories
priorities	2. Benelux and Israel
	3. English language markets

