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AgileTV Update

February 18, 2004

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Voice Reco Scored Respectably in Recent Marketing Study

Hence we're doing a trial. Hard to determine interest in AgileTV programming guide "scan" vs. voice recognition comcast **Comcast Proprietary and Confidential**

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CORPORATE UPDATE



AgileTV License and Development Agreement

Structured for maximum Comcast flexibility

No further funding commitments; Comcast can walk at any time

- Rationale is to keep AgileTV alive while refining our VR strategy
- Next step is to negotiate a SoW to develop a VR solution



Simultaneous AgileTV Funding

The additional investors are critical, but Chris Larson has a history of backstopping AgileTV



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Status of Legal Documentation with AgileTV

Funding documentation currently represents the long pole

License and Development Agreement

Document Contains:

- IP licensing rights, options, etc.
- Development program parameters
 - Detail to be provided in a statement of work

Status:

- Negotiation and documentation substantially completed
- Four remaining modest issues to iron out

Trial Documents

Document Contains:

- Trial parameters
- Information sharing rights

Status:

- First draft to be sent any day now
- Have positioned that there's not much movement available to AgileTV on these terms

Funding Documents

Document Contains:

Status:

- Docs were substantially complete until AgileTV landed a new investor, Valence Capital
- Expect 3-4 weeks to closing

All documents to be executed simultaneously, which could cause a delay in the trial due to the funding documents.

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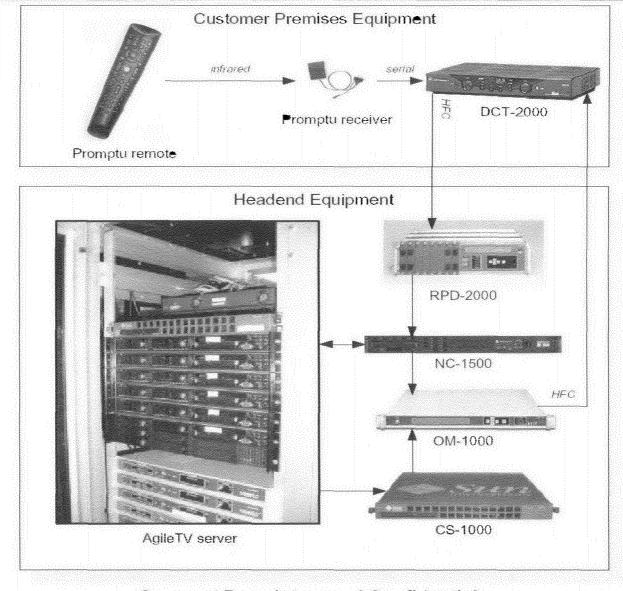
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TECHNICAL OVERVIEW



AgileTV Architecture



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AgileTV HD RPD Development Status

- AgileTV is currently developing a High-Density Return Path Demodulator (RPD)
 - Potential to increase upstream bandwidth in a Motorola digital network by an order of magnitude
 - Potential to reduce head-end equipment space for RPDs substantially
- Proof of concept HD-RPD due out 4/27/2005
- AgileTV is looking for help from Comcast to aid in development
 - They would like a production site to install an RPD "sniffer" for research
 - They would like help in defining ultimate product requirements



Timeline of NMD Technical Activity

- August, 2003
 - NMD begins development with AgileTV toward conducting a technical trial
- April 15, 2004
 - After extensive lab testing in both National Engineering and at the Eastern Division, AgileTV server is installed in Willow Grove System running VoiceGuide 1.0 (no VOD, no carousel)
 - AgileTV installed in six Comcast Employees' homes
- August 31, 2004
 - AgileTV VoiceGuide 2.0 installed in Willow Grove after being Acadia Certified
 - Major feature added was voice-enabled VOD
- November 18, 2004
 - AgileTV VoiceGuide 2.1 (aka version 07.30) conditionally released from Acadia (two critical bugs found). This version is loaded in Willow Grove to continue testing
 - Major features added were the data carousel and actor/actress searches
- December 2004
 - Technical trial participants increased to 44
- Februrary 2, 2005
 - Voiceguide version 07.38 released from Acadia and loaded in Willow Grove
 - Version 07.38 fixed the bugs found in 07.30

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Motorola Traffic Analysis Required for Trial

- As Part of the trial effort, analysis is needed of the network traffic implications of adding an interactive service like AgileTV to our existing cable plants
- Only Motorola can evaluate thoroughly and precisely analyze traffic
- NMD has engaged them already during lab trials, but have not brought them in to do analysis of the production head-end in Willow Grove

 Note that this traffic analysis will be relevant for any interactive service, not just voice recognition or AgileTV



NMD Trial Handoff

- New Media Development has completed the Technical trial, and is now ready to transition to Marketing Trial
 - Comcast Marketing has been ramping up over the past couple of months to begin the trial operations

Program Menager

 An engineering lead is needed to take over technical operations during the Marketing Trial



TRIAL UPDATE



Marketing Trial Primes

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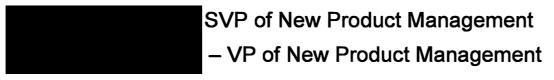
- Responsible for conducting trial including product delivery (HE support of system),
 marketing, research activities and all customer contact. Primes include:
 - Project Management & Marketing
 - TBD Corporate Technical Support & vendor interface
 - Willow Grove Local support of software/hardware at HE and market operations

AgileTV

- Product delivery including software, CPE and technical documentation. Also issue resolution, usage & technical data and status reports. Primes include:
 - VP of Marketing
 - CTO & project management

Time Warner

Observing trial and supporting cost of marketing research with Comcast.
 Primes include:



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Marketing Trial Goals

- The primary objective of this trial is to determine the customer response to this type of voice recognition service including, but not limited to the following:
 - Accuracy of the service
 - Technical stability of the service
 - Use of voice control versus guide (button press)
 - Overall product satisfaction (satisfaction with UI vs. voice control)
 - Perceived value of the Promptu product and impact to customer satisfaction with Comcast & Digital Cable service
 - Willingness to pay for service (standalone, bundled w/other services)
 - Customer profile (existing services, demographics) and migration impact (pay adds or downgrades)
 - Impact to ON DEMAND usage
 - Impact to churn
 - Operational impact including service calls & call center impact
 - Installation satisfaction (self-install vs. technician install)
 - Effectiveness of marketing tactic
 - Customer desired product improvements

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Project Challenges

Guide Impact

 The Promptu product uses a different guide and customers will lose their settings (parental controls, favorites etc.) when we provision them to the Promptu UI

Voice Recognition Accuracy

- Voice recognition is not perfect initial accuracy for trial estimated to be 90%
 - Immediate on-screen feedback lets the subscriber know the status of request
 - Accuracy has not been raised as an issue in the technical trial
 - Accuracy may be lower for young children with higher pitched voices and lower manual dexterity.
 Women and people who speak with a strong accent may also experience lower accuracy

Set-top Box and UI Limitations

- Works on the DCT2000 only presently does not work on Motorola's 2500 or advanced set-top boxes
- The DCT2000 must have a serial port, which is effectively unknown on a per-household basis
- Does not allow PPV purchases (e.g. events, adult, Disney films)
- This services does not recognize Spanish language and there is not an option in the UI to set up for a second language audio feed

Plasma and Tivo Issues

- A plasma screen's IR radiation could interfere with and potentially block the AgileTV remote control
- Cannot be used with TIVO, as both a TIVO box and the AgileTV remote control dongle require a serial
 port. May be guide confusion with TIVO users that rely on the TIVO UI

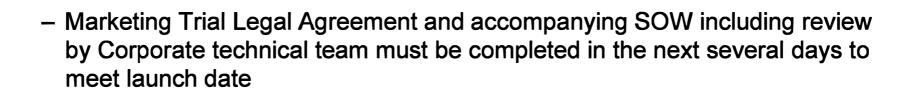
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Project Timeline – Critical Dependencies

Current launch date is March 9th, but there are several critical dependencies and potential issues that could cause that date to delay including:





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Marketing and Research Schedule

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Delivery/Fulfillment Process

Self-Install

 Will be offered to qualifying customers (DCT2K w/serial port as a self-install via mail (Fulfillment Center)

Payment Center

 Payment Center pick-ups and subsequent self-install offered to both existing Digital customers and Analog customers (upgrading to Digital and picking up D2K and Promptu CPE)

Technician Install

Technician install for DCT swap-outs and customer request

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Research Initiatives

<u>Technical Trial – Research w/ Employees</u>

- Trial surveys with employee testers during technical trial period
- Exit survey with employee testers as they transition from technical trial to marketing trial support
- "Town Hall" with employee testers to be scheduled a few weeks after launch

<u>Marketing Trial – Research w/ Customers</u>

- Quantitative survey of all customers beginning one month after installation
- One-on-one usability research product evaluations and improvements by reviewing product with consumers
- Focus group with CAEs (in lieu of detailed call tracking data)

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Metrics

Goal is to compile weekly or bi-weekly reports with the following data shared with all parties:

Marketing

- Total number of deployed Promptu customers (Comcast)
- Product sales by tactic where possible (Comcast)
- Total number of active Promptu boxes (AgileTV)
- # of ON DEMAND buys during period both voice and button buys, separate and aggregated (AgileTV)

Product Usage (AgileTV)

- Average recognition accuracy
- Average number of voice commands per active box per day
- Voice command distribution over time
- Utterance distribution by category (Scan, find, channel name, channel number, program name, time navigation, mode navigation)
- Top ten voice command categories (Scan, channel names, channel numbers, find title, find actor, find adult title)

Operations (Comcast)

- # of truck rolls to support product
- Customer calls w/ questions and/or issues related to Promptu
- # of Promptu installs performed by technician, # self-install via fulfillment center and # self-installs from payment center pick-up

Promptu System (AgileTV)

- Stability (cause, number, and duration of unscheduled outages)
- Bandwidth usage, i.e. downstream per path, upstream per path)





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DEVELOPMENT CONSIDERATIONS



AgileTV is Not Currently a Deployable Solution

AgileTV is built around the Motorola DCT2000

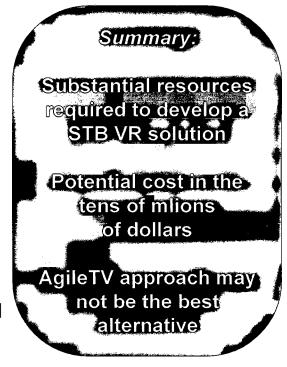
- -Closed, proprietary architecture
- -Challenges scaling Aloha for upstream voice utterances
- -Substantial reengineering to change any system component

Ongoing development requirements before deployment

- -GuideWorks, Foundation, Moxi integration
- -Integration with other MOT, SA, Moxi set-top boxes
- –DSG support, pay-per-view integration, etc.

Substantial cross-platform integration challenges

- -Would need to be reengineered to work with VoIP Tellme trial
- -Tellme also being considered for customer support apps





AgileTV's Business Model is Not Economic

- -AgileTV estimates 6% headend cost decline based on cost reduction and improved software
- -Comcast acquires standard headend servers directly (Dell, IBM, HP, etc)
- -Seven software packages included
- -Also includes return path receiver (still under development), which helps scale Aloha for VR
- Moving to DSG does not impact their business model, but will probably reduce overall costs of deploying their system

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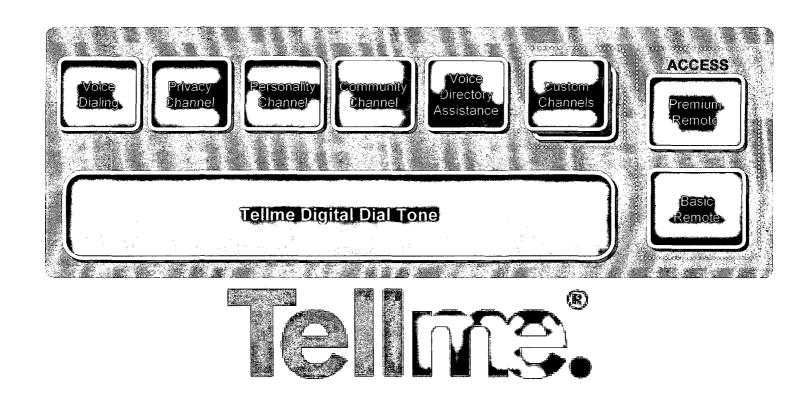
Key Considerations in Developing a VR Architecture

Consumer Response / Interest	• Consumers have been unreceptive to VR in the past -E.g. Windows, Tellme, cellphone voice dialing, automobile VR
	 Human factors considerations, marketing research and trials are critical, especially if we count on VR to be a churn-reduction tool (i.e. \$0 revenue)
Support Aloha or Move Right to DSG?	• Supporting Aloha pushes us closer to AgileTV closed architecture
	 With DSG, opportunity to support standard voice protocols (G.711) for easier cross-platform VR integration (e.g. with Tellme)
What Remote Control?	AgileTV uses a customized universal IR remote with a microphone
	 If we are supporting VR, do we want something more provocative
	• For example, could offer a WiFi remote with enhanced functionality
Level of Cross-Platform	• It makes sense to have one voice interface to all Comcast services
VR Support?	• Supporting multiple voice VR services represents added complexity
IP Protection	• VR industry has deep and complex IP history
	 Probably want a strong vendor to lean on for IP protection
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Comcast is Pursuing an Early 2005 Tellme VolP Trial

Comcast and Tellme are negotiating feature-sets, costs and timelines now







Potential Vendor-Partners for VR Development



Role: Prime contractor

Rationale: Leader in voice recognition across many platforms, a leading system integrator for development and deployment, substantial IP position in VR

Status: Preliminary conversations underway. Next step is

technical discussions to frame project

VR Customers: Honda, SprintPCS

Alternate Vendors: Microsoft, system integrators (e.g.

Accenture)



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Role: Cable integration

Rationale: Only vendor that has focused on VR over cable plant, has more knowledge than anyone else

Status: Trial in progress, investment in progress

Customers: No revenue generating customers to date

Alternate Vendors: None



Role: VR app dev/engine, cross-platform apps

Rationale: Leader in innovating and scaling service provider voice recognition applications

Status: VoIP trial planned in early 2005. Evaluating for customer support. Prelim. STB technical discussions

Customers: American Airlines, Fidelity, AT&T Wireless, Toll Free Directory, Verizon

Alternate Vendors: BeVocal, HeyAnita, Nuance, ScanSoft, etc.

Role: Market study, human factors, remote control design, etc.

Rationale: Leader in consumer product development and innovation

Status: Preliminary proposal for VR remote project, visiting Comcast on 11/10

Customers: Apple, Microsoft, P&G, Tivo, Vodafone

Alternate Vendors: Frog

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