

Open Innovation in Korea : Perspective from SK planet

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Section I.

Open Innovation in Korea



Uniqueness of Internet and Mobile Industry in Korea



- 15th Year (est. 1999)
- Currently 35 Million users
- SNS platform service



- Wired/Wireless IM service
- More popular than MSN



- Best Korean search engine
- Has higher market shares in Korea compare to Google's in the U.S.



- Combined mobile membership
- Started earlier than Passbook



- Mobile Instant Messenger
- Currently 130 Million users
- Successful mobile platform



- Wire/Wireless social community
- Leading internet's public opinion



- Started as GPS Navigation with TPEG,
- Uses cellular network to provide real-time traffic info.



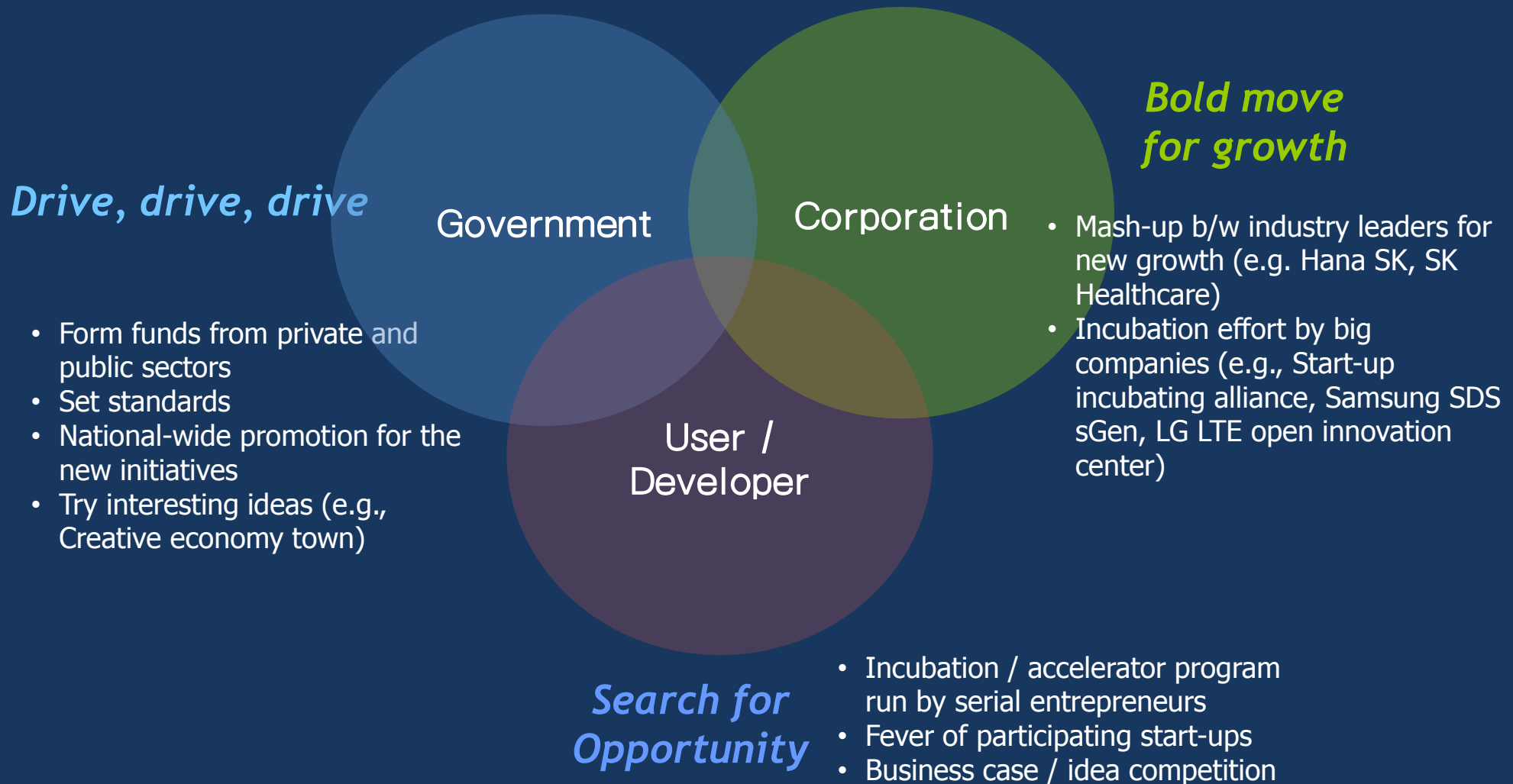
- MIM based puzzle game
- Game based platform
- Developed to advertisement POC



- Food order / delivery service
- 7 Million downloads
- Advertisement POC, map linkage

- High speed network
- High penetration rate of smart cellular phones
- Homogeneous market with high population density

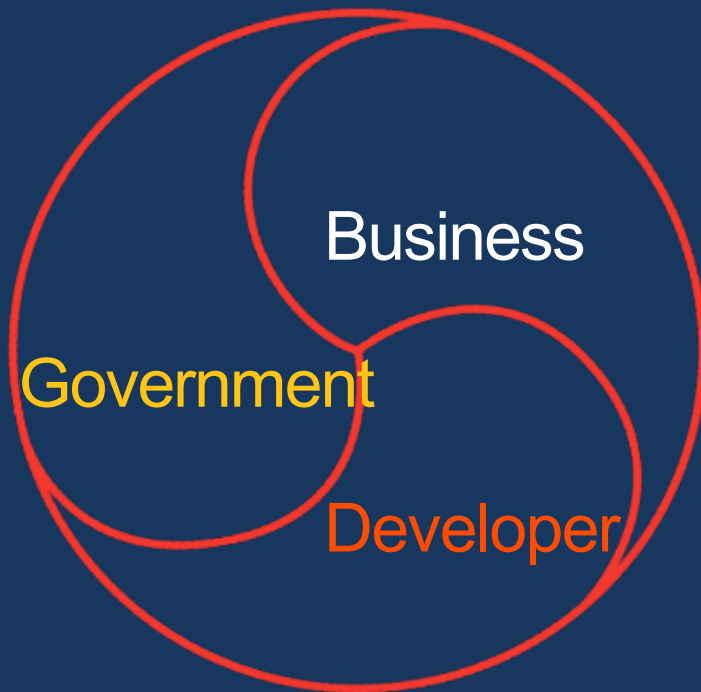
Three Drivers to Support Open Innovation in Korea



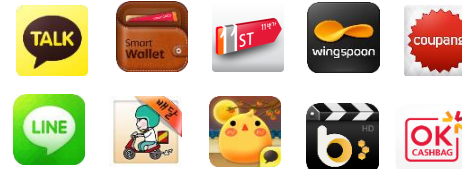
How the Drives Have Progressed

	1 st Period (Government)	2 nd Period(Corporation)	Recent Trend(User)
<i>Participant</i>	First driven by government-based industries	<ul style="list-style-type: none">• Maintaining momentum of government initiatives• Investment of large corporations for seeking opportunities• Participation of small players just to keep up with trend	<ul style="list-style-type: none">• New leaders from nowhere; small players and individual users• Leaders in web keep momentum in mobile era• Serial entrepreneurs
<i>Direction</i>	Technology/infra innovation	Business and product innovation	Assimilation with global market & global market entry
<i>Example</i>	<ul style="list-style-type: none">• Digital broadcasting• CDMA	<ul style="list-style-type: none">• NATE ON / OK CASHBAG• Transportation card• Mobile credit card	<ul style="list-style-type: none">• Kakao• Line• 배달의 민족

Three Drives Result In Innovative and Unique Products



Product/Platform



- Mobile IM
- Social commerce
- Reference
- Lifestyle

Monetization



- Advertising
- Distribution
- Publishing

Section II.

SK Planet and Its Open Innovation

SK플래닛과 함께 크는 꿈
동그스동락



Who SK planet is



Digital
Contents

+

Integrated
Commerce

+

Marketing
Communication

Global

Inspiring **everyone** on the planet

H.U.G.(Human, Unique, Global)

Through mobile-centered creativity and technologies based
on a profound understanding and insight on humans,
we provide a product that works worldwide

S.K.M.S.(SK Management System)

What SK planet Provides

1 Open Innovation Support

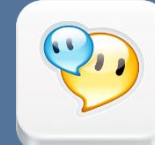
Constructing
Ecosystem

Open Platform

Providing Infra

2 Product Development

Top-tier Product



Stepwise approach for product development lead to success in the market

Uniqueness of Promoting Open Innovation

T Academy

Mobile IT professionals Training

- Over 80 self-developed courses
- Online video lectures
- Community building and cultivating potential startups.

Test Center

R&D test environment support

- Platform standards
- Network compatibility and billing
- Device compatibility test

Open Innovation Center

Business model materialization support

- Idea proposal
- Office space and development
- Environment

Open API Project

Open API provision and support

- Technology advice
- Marketing Promotion Support

Startups Acceleration

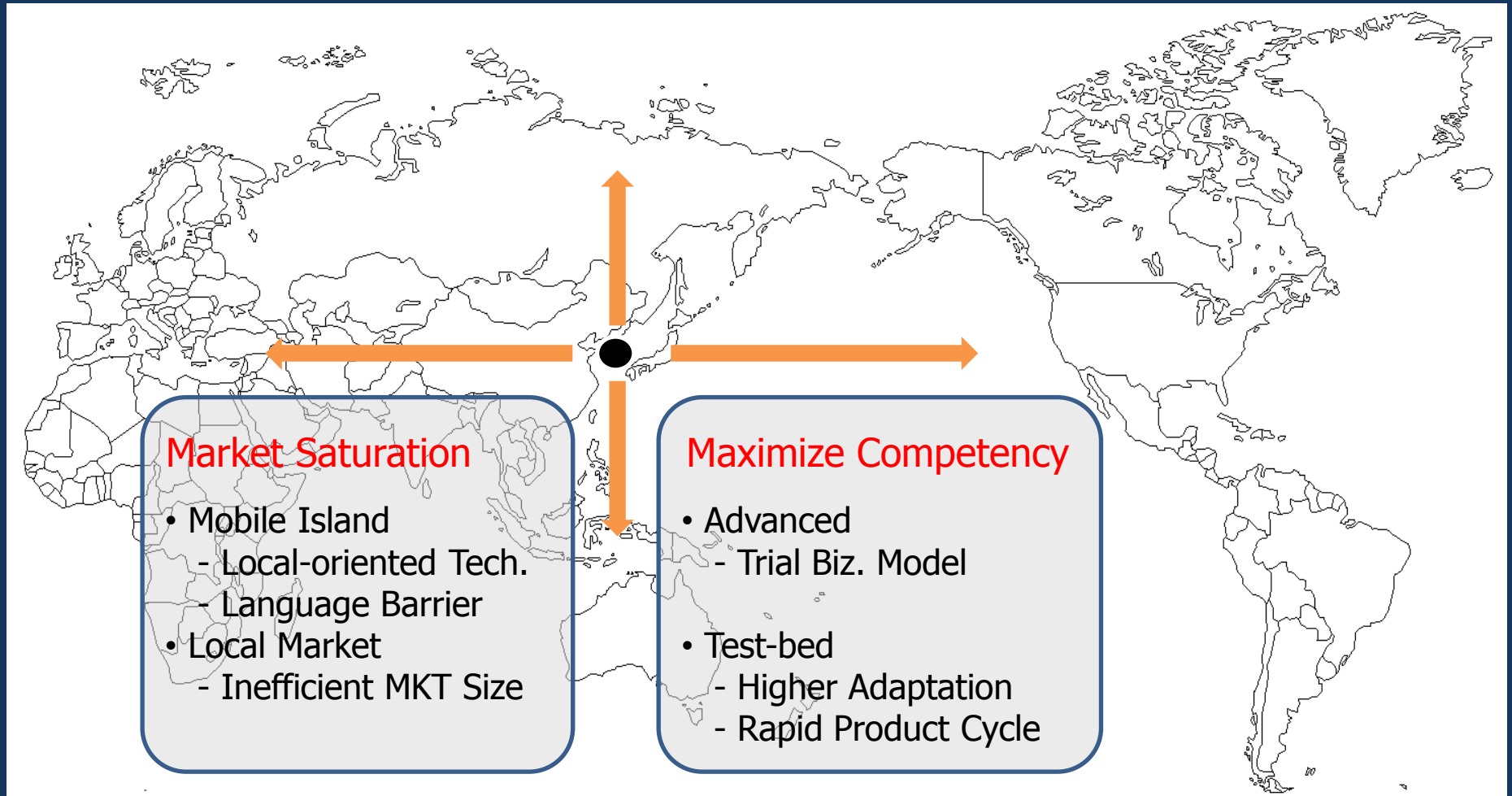
Incubation & Networking

- Global launch via "Kstartup"
- Selective Mentoring in OIC
- Well-established Acceleration schedule
- Seminars/Conferences/Networking

**Sustainable
Development
Fundamental**

**Leading
Cooperative
Growth**

Challenges of Fostering Vision Only in Korea



Why US and Global Market for SK planet



- Bold to try and solve big problems
- Know-how, assets and resource to leverage
- Can fully leverage test bed, Korea
- Experienced management

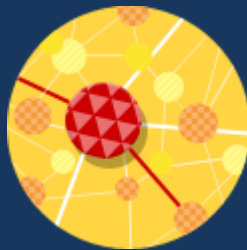
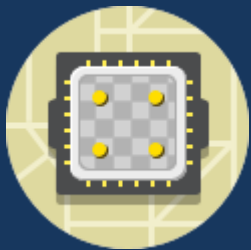
US Market Opportunity



- The most innovative and biggest market
- Business opportunity that fits strategic direction of SK planet
- Longer-term: IPO

Section III.

New Initiatives of SK Planet in the US for Open Innovation



Lessons From Trials: Success and Failures



- Tried to localize successful product/business in Korea



- Decision making led by Korean, not by local people



- From the beginning, planned to target the global market.

Wider
Than

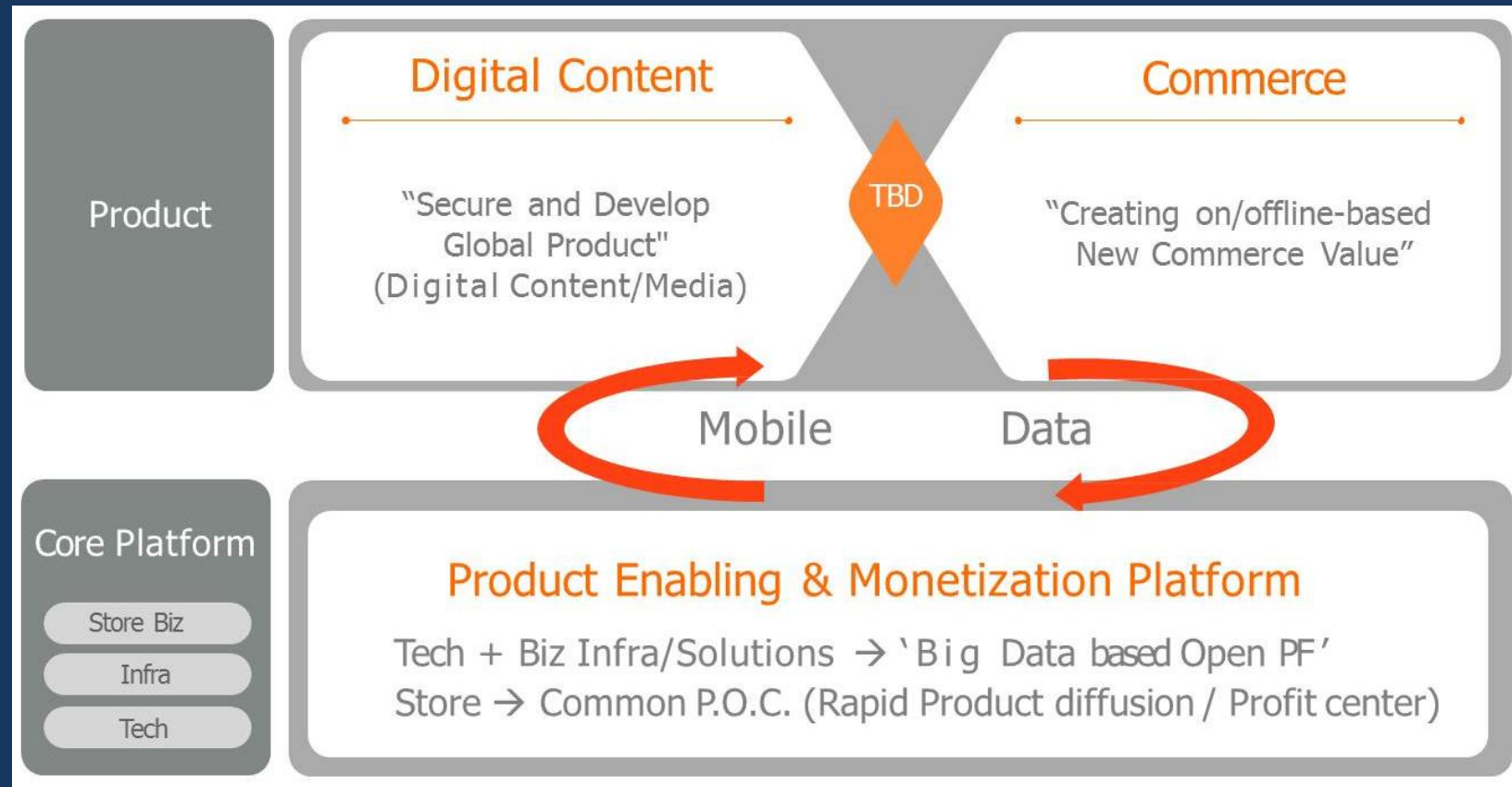
- Authority on decision making for the local team
- Work with local people, led by local people
- Target US customers from the beginning
- Transfer SK planet's competitive edges from technology to business operation
- Patience

Benchmark: Non-SK

- Korean Game Developers: Nexon, Gameville, Paprika Lab
- Skype (Sweden/Denmark), Spotify(Sweden), Marvell Technology(China/Indonesia), Waze(Israel), Things(Germany)

Goal and Strategy

Goal : Create opportunities in mobile commerce in the U.S. market



How to Execute the Strategy

Mobile to Online Commerce

- Provide content-commerce products
- Construct 3rd Party Content Enabling P/F

Mobile to Offline Commerce

- Resolve behavioral gap between consumption of mobile content and offline purchases
- Provide monetary value (Membership points, discount) to users, and provide marketing solution to offline merchants.

Traffic Generation

- Utilize existing assets in new product.
- Promote initial entering of vertical market

Organic & Inorganic approach

Uniqueness of SK Planet to Pursue Open Innovation in the US



- ✓ Strengthen existing service, & business operation area (SK Planet)
- ✓ Expanding network and resources in U.S. by Asia-based foundation (Centered around Korea)
- ✓ Offering Asian mobile business Opportunities for the US Companies (Bridgehead)
- ✓ Creating synergy by combining Korea and U.S.'s 3rd party organically

Besides Main Business, More to Try for the Community

SK Planet's Open Innovation Activity from Korea to the U.S

- Business model materialization support
- Incubation & Networking
- Open API provision and support
- R&D test environment support
- Mobile IT professionals training

- ✓ **Opportunity for education and employment (Community)**
- ✓ **Direct support in business opportunities (Community)**
- ✓ **Co-commercialization through joint development (Community)**
- ✓ **Secure market/technological expertise from community(SK Planet)**

Section IV. Conclusion

inspiring everyone on the planet

Wrap Up

- Uniqueness and innovation in Korea internet/mobile market
- Government's drive initially, later led by big and small companies and users
- SK planet's pivotal role in open innovation in Korea
- Mission for the global market entry
- Unique but challenging strategy that will be deployed under clear disciplines from lessons learned
- Contribution to open innovation again the US

Q & A

Inspiring **everyone** on the planet



Why US and global market for SK planet



Core Competency

- Operational know-how
- Content merchandizing
- Partnership

Experience

- Integrated commerce
- Content of traffic to monetization

US Market Opportunity

