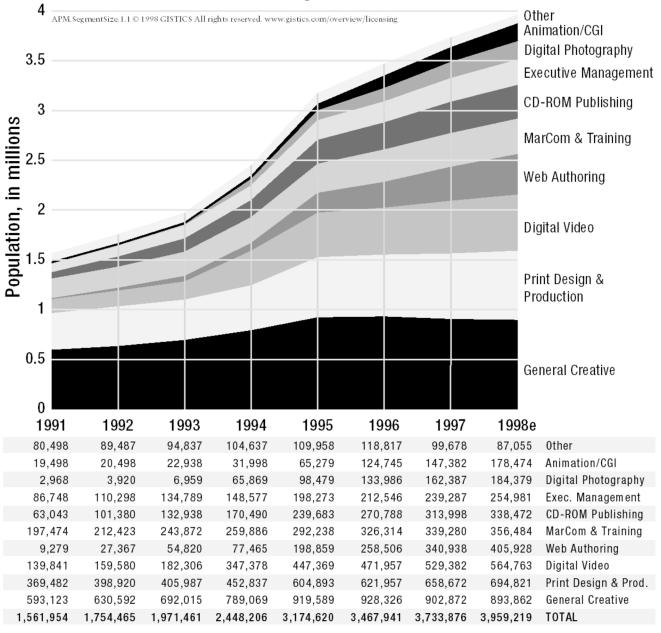


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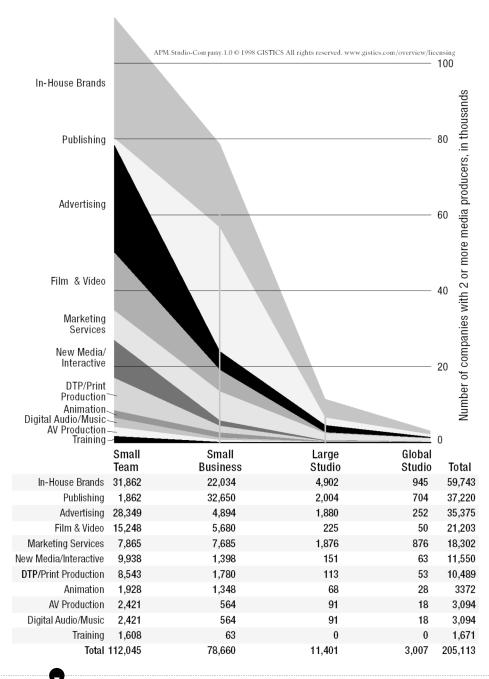
# Return on Investment with Apple Publishing Technologies

### North American Media Producer Industry

#### Professional segment sizes

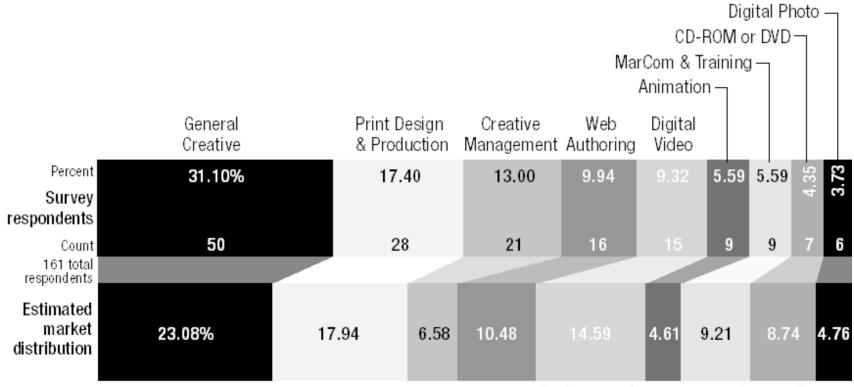


# Company Distribution by Studio Size



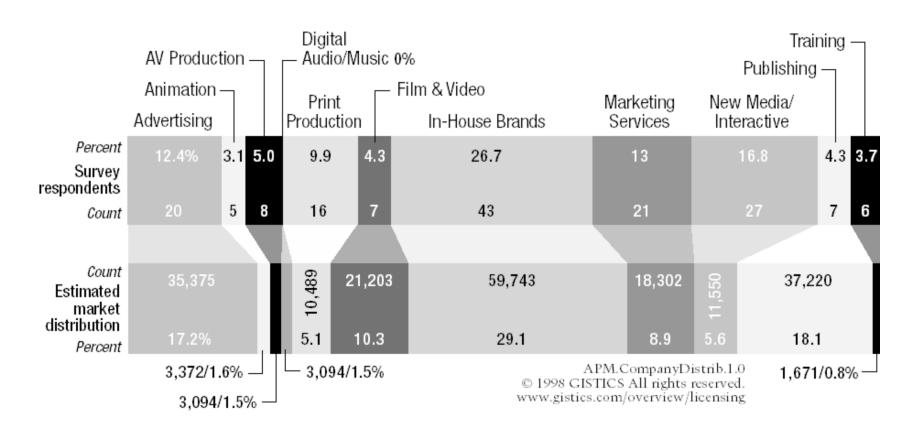
### **Survey Methodology**

# User Distribution of Survey Sample and Industry

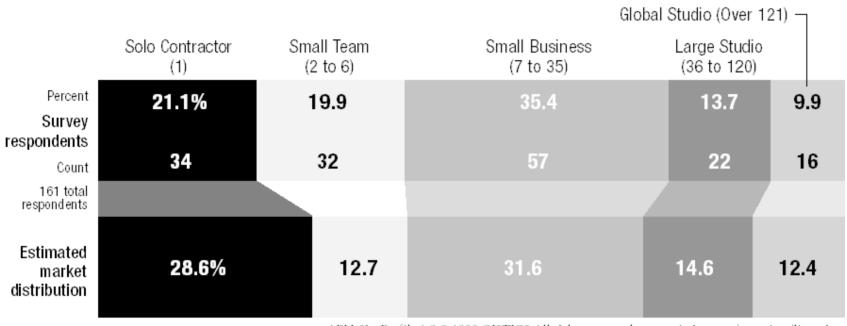


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# User Distribution of Survey Sample and Company Type

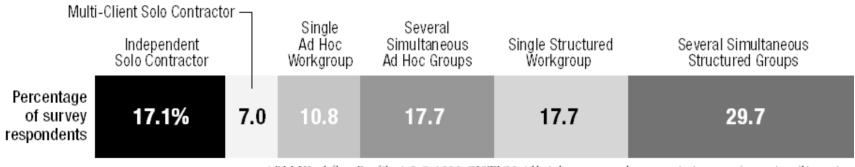


# User Distribution of Survey Sample by Company Size



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# User Distribution of Survey Sample by Workgroup Type



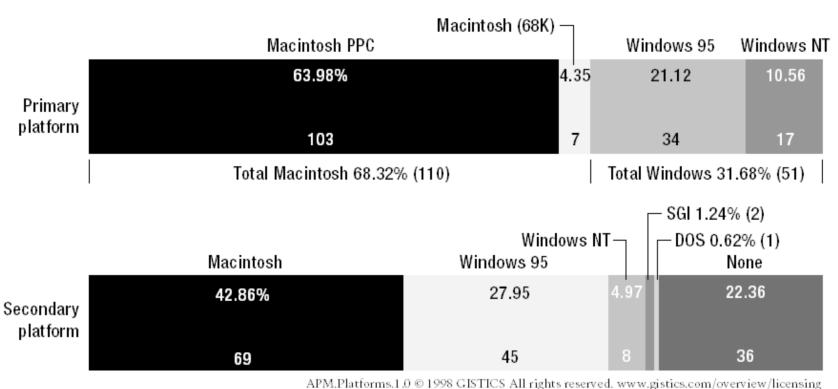
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# User Distribution of Survey Sample by Decision-making Responsibility



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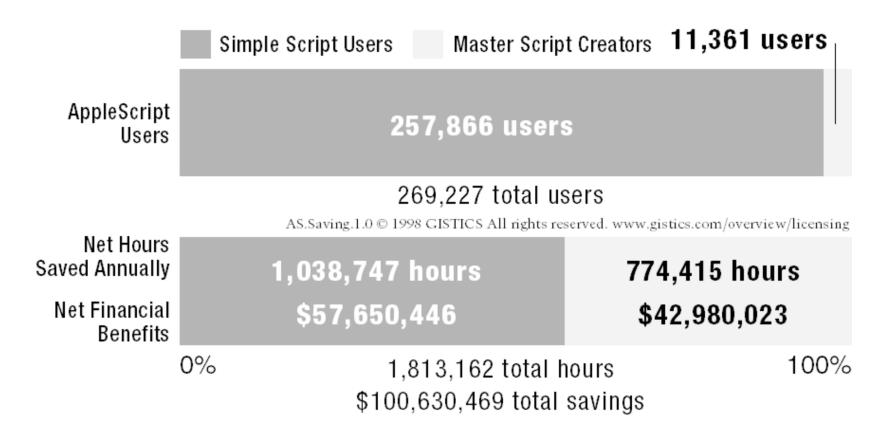
#### **Primary and Secondary User Platforms**



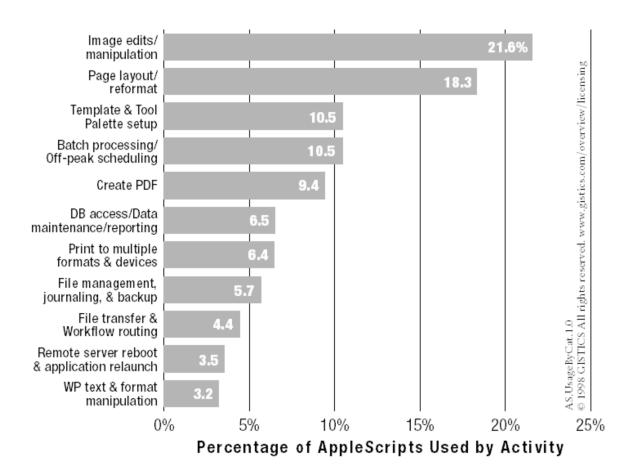
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## **AppleScript**

### User Body and Summary of AppleScript Benefits



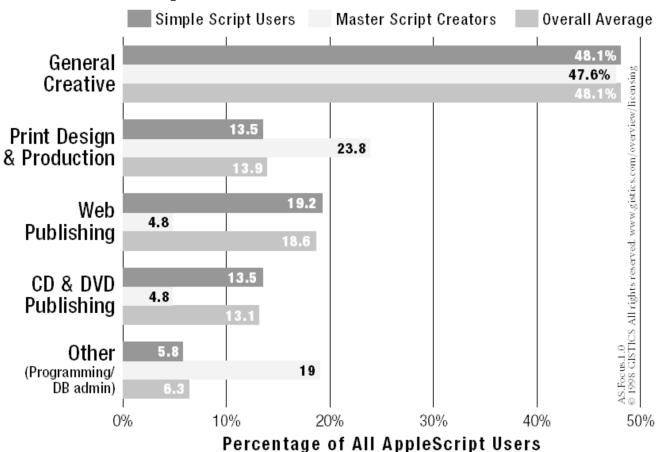
#### **AppleScript User Activities**



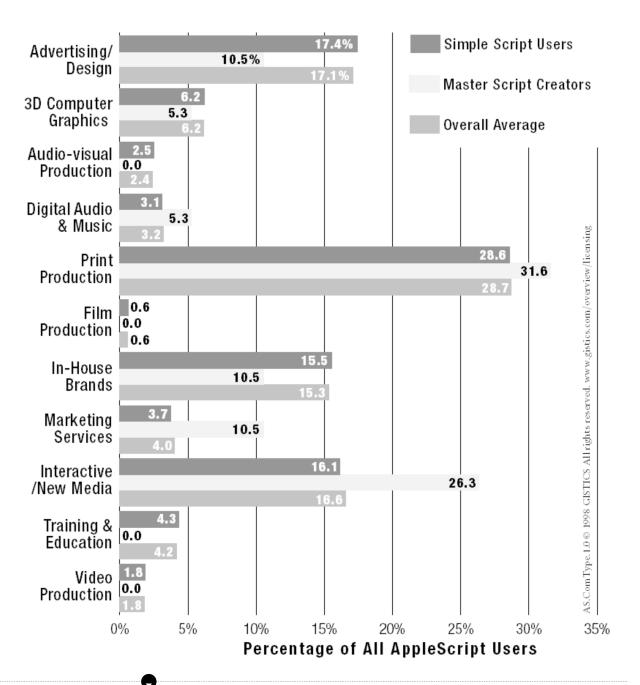
# Return on Investment Summary for AppleScript

Simple	Script Users	<b>Master Script Creators</b>	Overall Average
Average script creation time (minutes)	23.14	247.78	32.62
Number of scripts used per user	55	251	63.27
Number of scripts created by others	36	69	37.39
Number of scripts invoked per week per us	er 18.45	46.67	19.64
Average script running time (minutes)	1.57	18.14	2.27
Average time savings per scripted process	13.1	87.64	16.25
Net annual productivity benefit per user	\$6,217	\$160,510	\$12,729
Average annual investment per user	\$2,459	\$28,640	\$3,564
Average annual ROI ratio per script	2.53	5.60	3.57
Development cost per script	\$135	\$301	\$142
Annual ROI per script	\$341	\$1,687	\$507

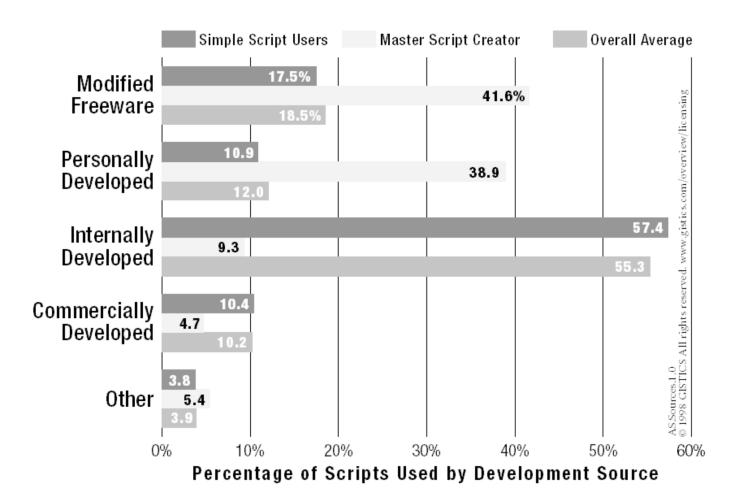
# AppleScript Users and Creators by Creative Practice



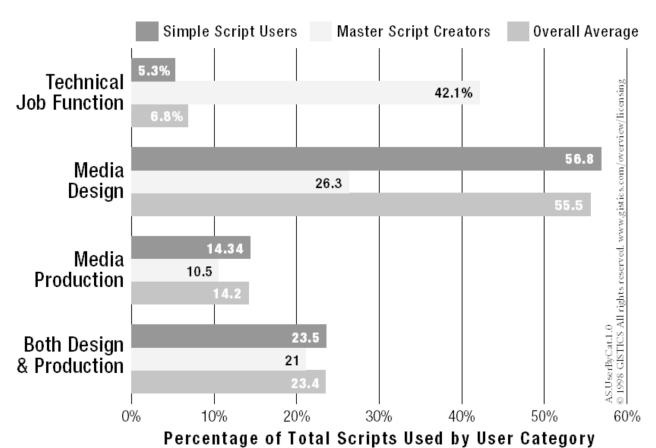
### AppleScript User Body by Company Type



#### **Development Sources of AppleScripts**



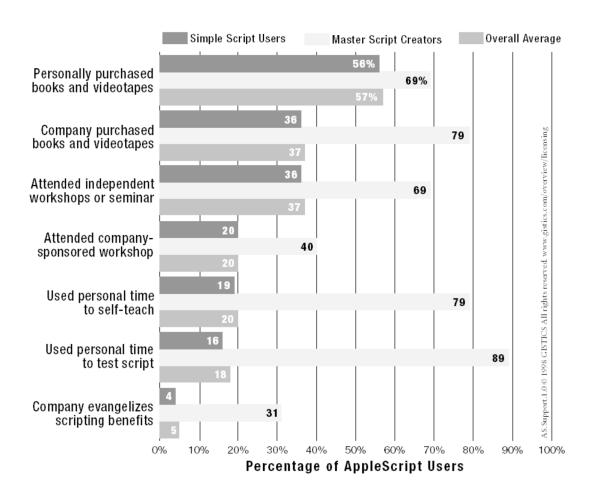
# AppleScript Users and Creators by Job Function



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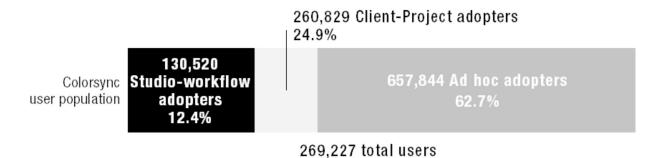
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#### Types of Adoption Support for AppleScript

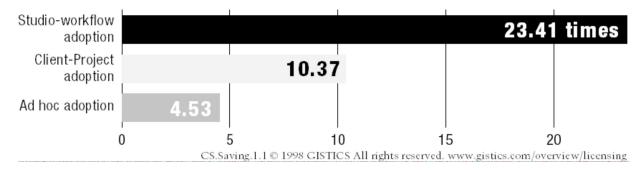


## ColorSync

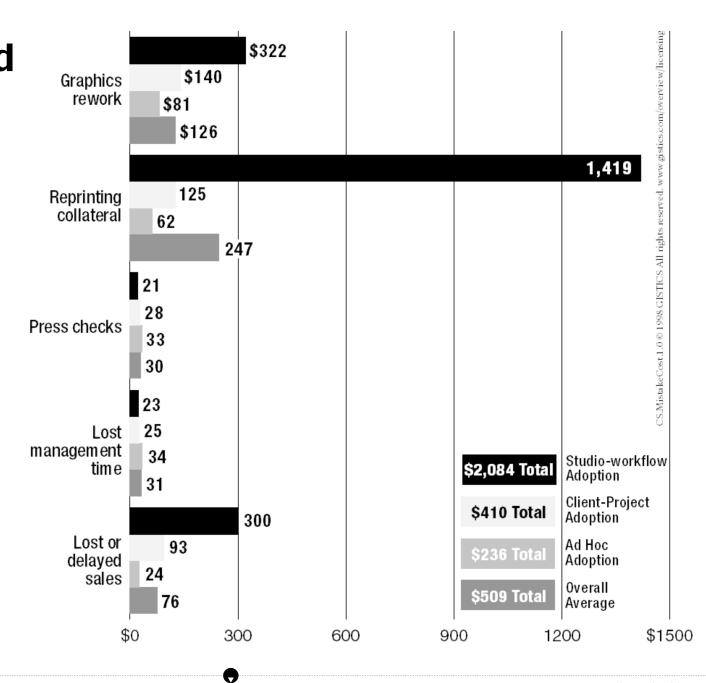
# User Body and Summary of ColorSync Benefits

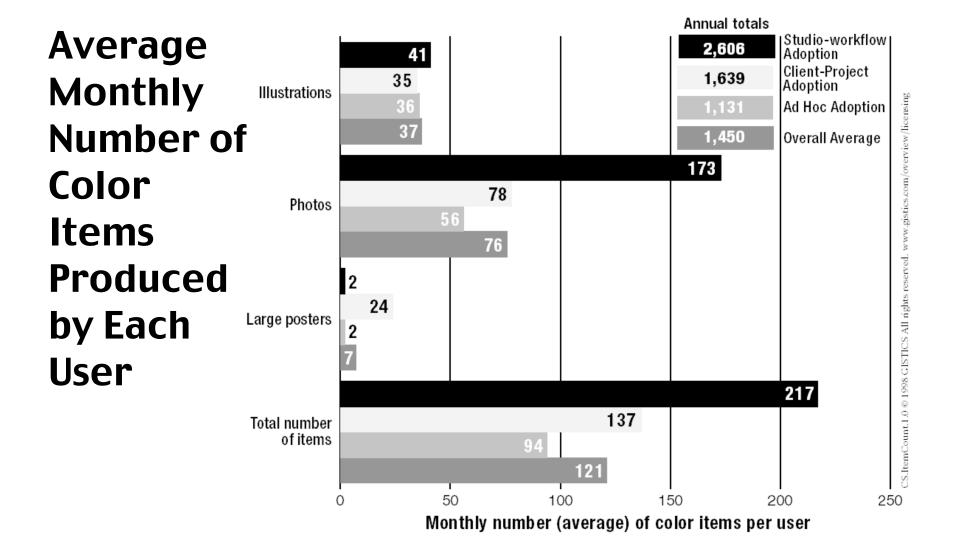


#### **ROI for ColorSync adoption**



### Projected Average Cost per Color Mistake

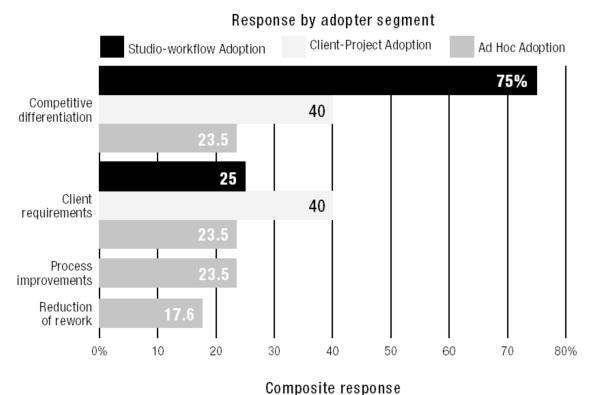


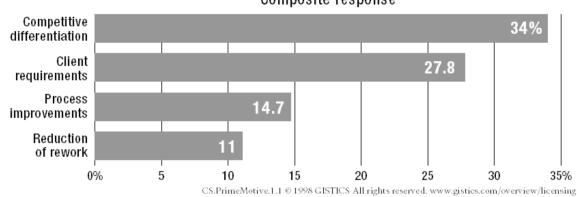


# Return on Investment Summary for ColorSync

Studio-workflow Client-Project			Ad Hoc	<b>Overall</b>
	adoption	adoption	adoption	average
Total number of users	130,519	260,829	657,844	
Annual average number of color item	ns 2,606	1,639	1,131	1,441
Annual number of reworks per perso	n 14.32	46.94	89.22	69.39
Annual number of reworks averted p	er person125.10	108.48	48.05	72.66
Actual rework rate	0.55%	2.86%	7.89%	5.72%
Cost per rework	\$989	\$622	\$569	\$635
Annual total rework cost	\$14,165	\$29,204	\$50,770	\$40,855
Lost opportunity cost per problem	\$2,540	\$1,190	\$1,053	\$1,272
Annual cost of lost opportunities	\$36,368	\$55,858	\$93,949	\$77,316
Soft investments (labor)	\$9,306	\$9,869	\$3,459	\$5,780
Direct investments	\$3,988	\$2,623	\$2,120	\$2,478
Total investment per person	\$13,295	\$12,493	\$5,579	\$8,258
Benefit per averted rework	\$2,488	\$1,194	\$526	\$936
Annual net benefits	\$311,233	\$129,550	\$25,275	\$86,771
Annual Return on Investment	23.41	10.37	4.53	8.33

# Primary Business Motivations for ColorSync Adoption

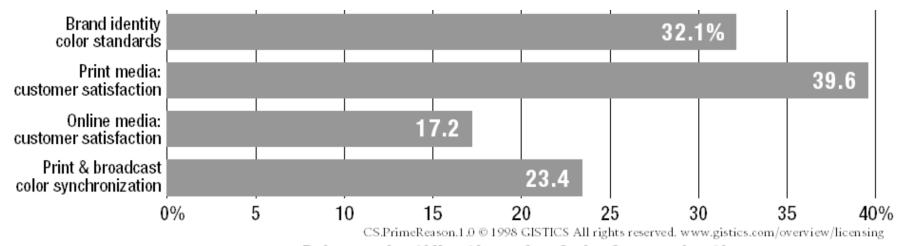




Primary business motivation for ColorSync adoption

Percent responding

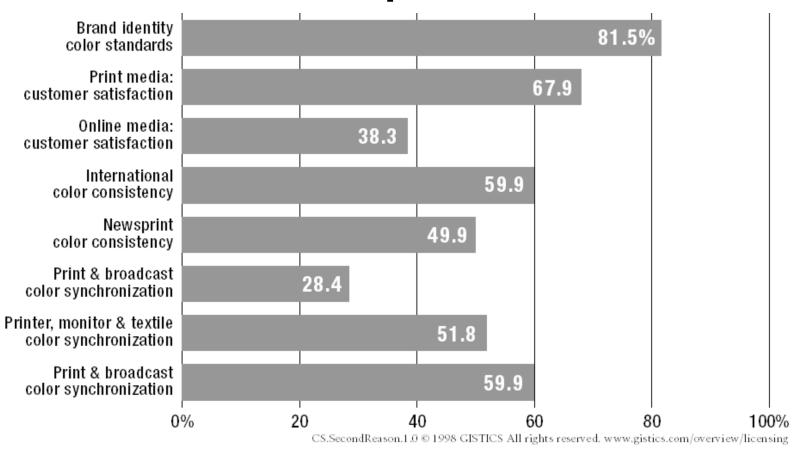
# Primary Justifications for ColorSync Adoption



#### Primary justifications for ColorSync adoption

Percent responding

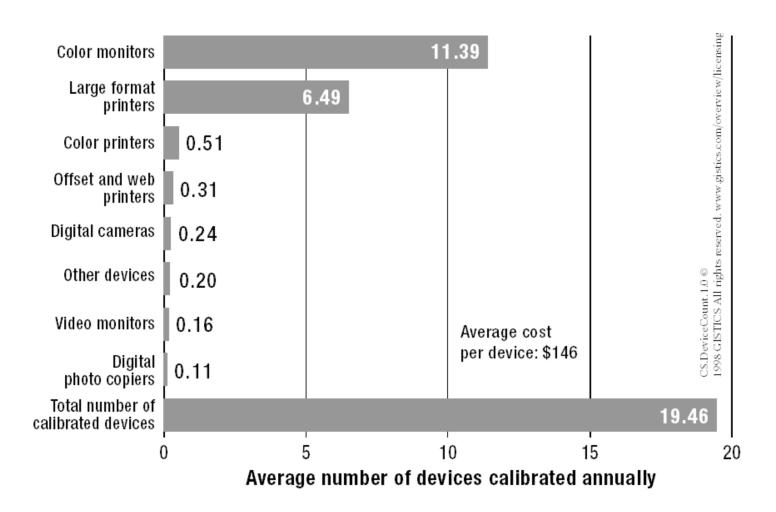
# Secondary Justifications for ColorSync Adoption



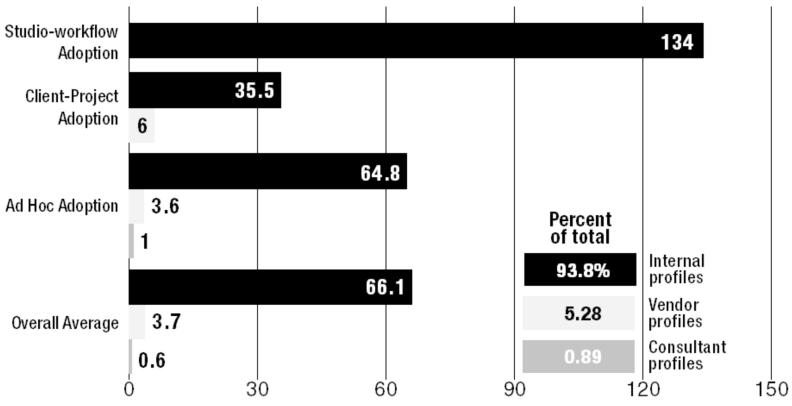
#### Secondary justifications for ColorSync adoption

Percent responding

#### **Number of Devices Calibrated**



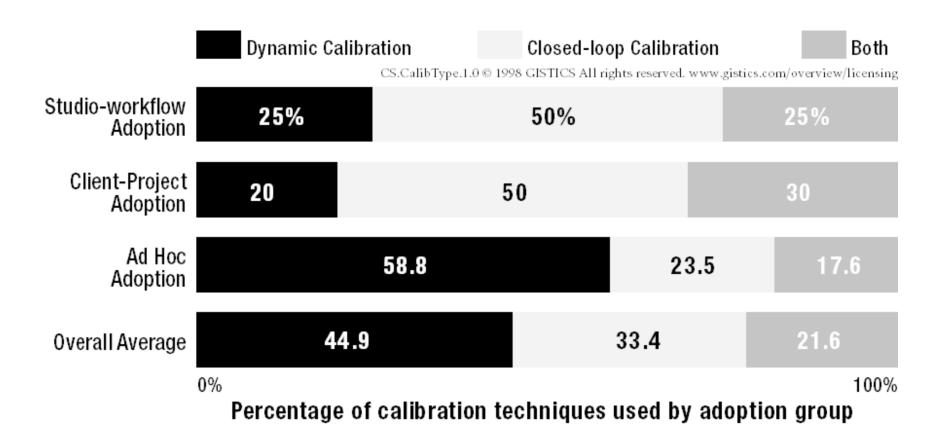
#### Source of Color Profiles Used, by Group



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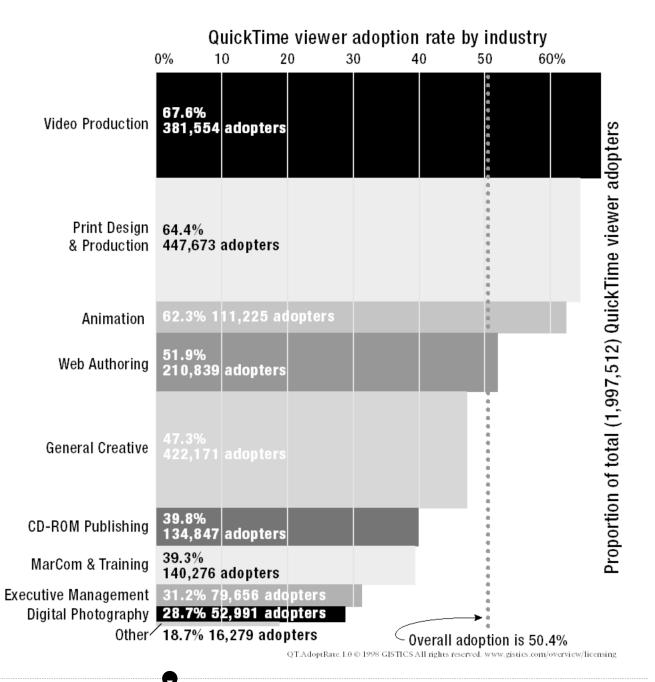
#### Number (average) of color profiles

#### **Calibration Techniques Implemented**

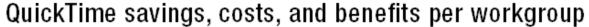


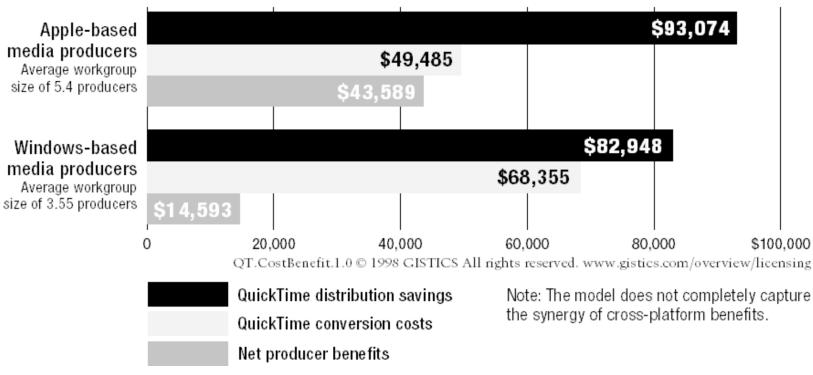
## QuickTime

# User Body & Summary of QuickTime Benefits

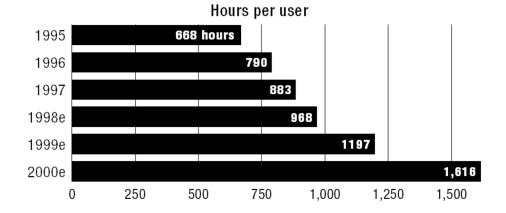


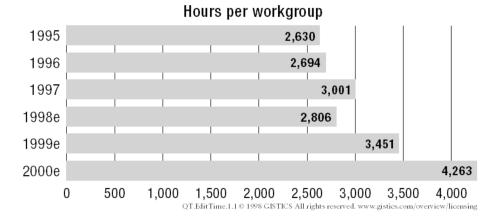
### Workgroup ROI by User Platform

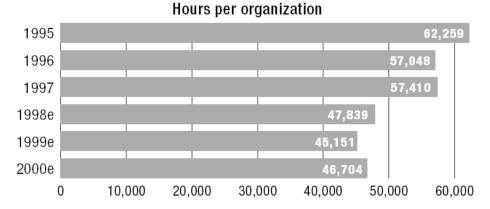




### Number of Hours Spent in Digital Video Production by User, Work Group, and Firm

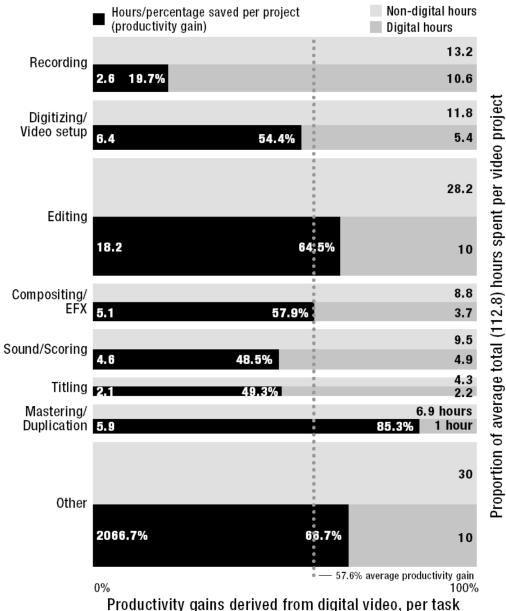






### **Video Producer Activity Profile**

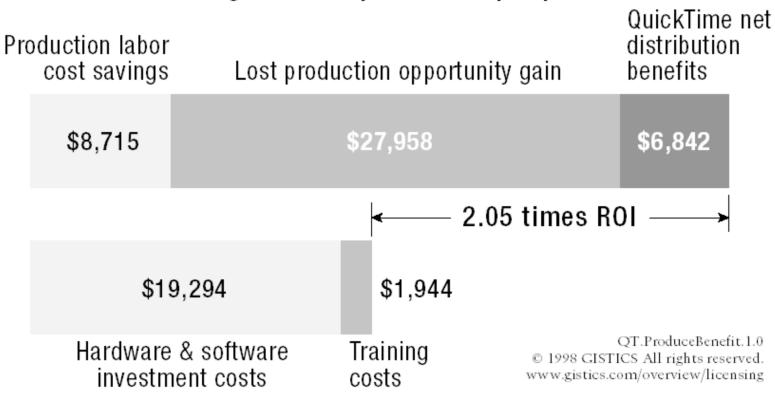
#### Non-digital vs. digital video project comparison



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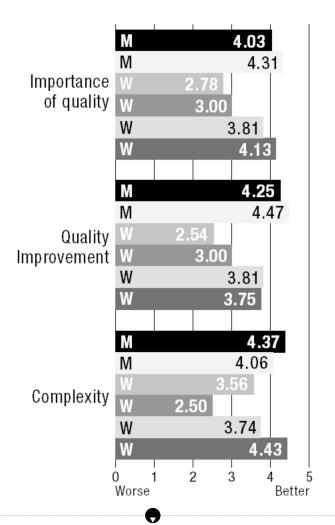
#### **Business Case Summary**

#### ROI for digital video production per producer



# Digital Video User Scorecard by Platform Segment

Current user perceptions of video viewer technologies



Macintosh video segment

M QuickTime

M QuickTime VR

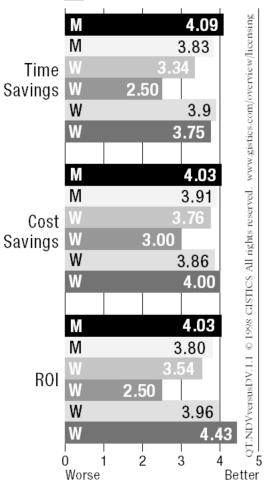
Windows video segment

V AVI

W DirectShow

W QuickTime

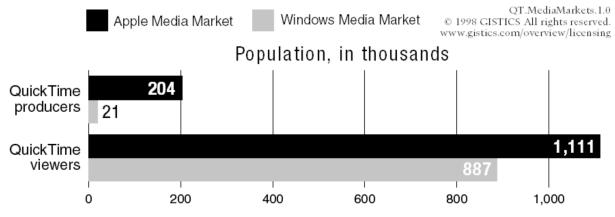
W QuickTime VR

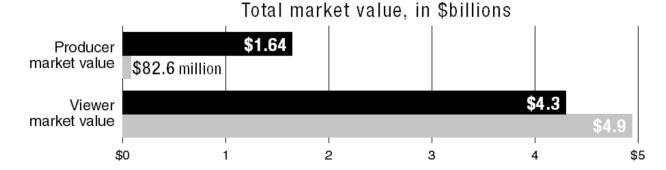


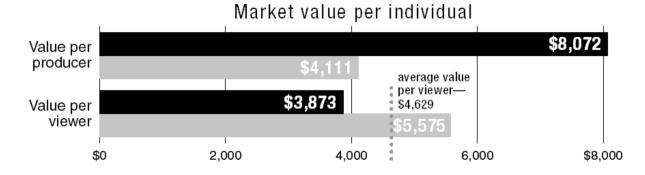
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# Digital Video User Population & Market Revenues

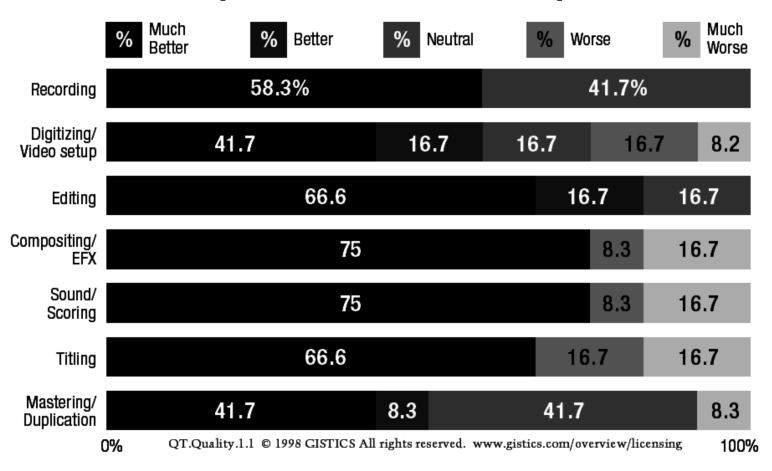




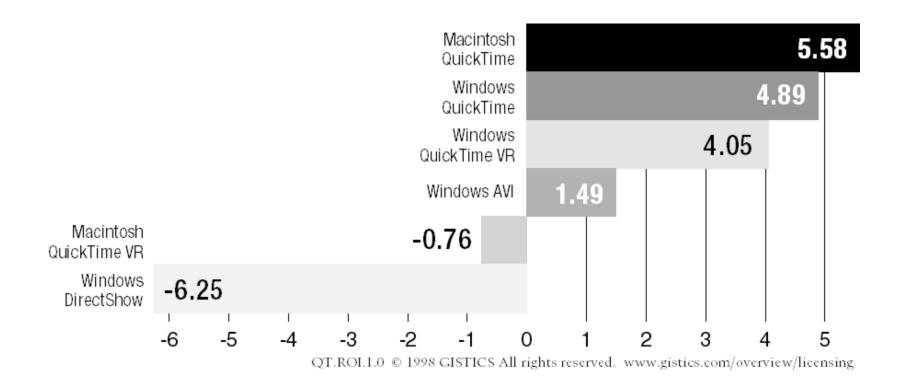




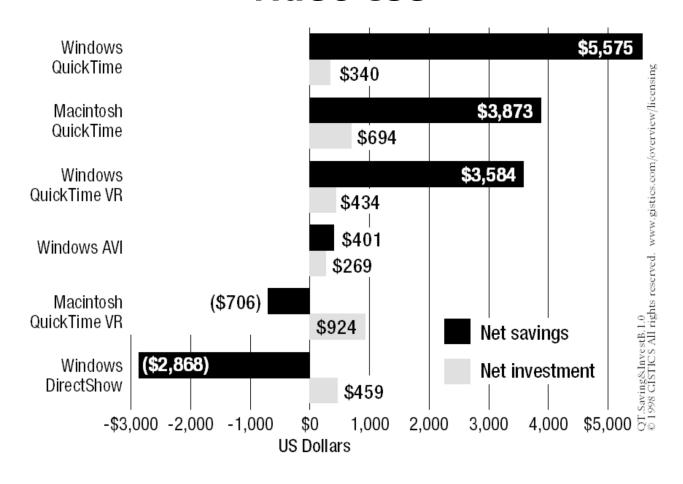
# Digital Video Scorecard by Producer Activity



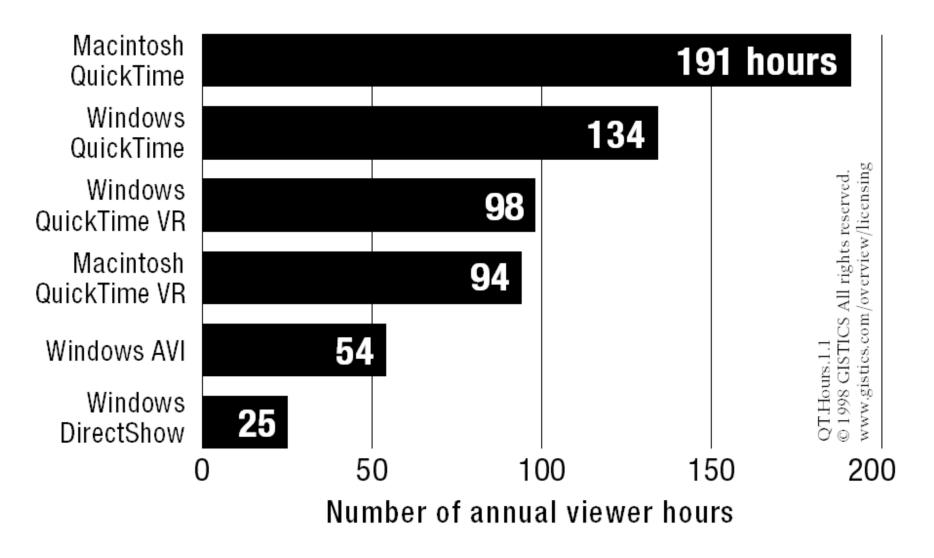
### **ROI for Digital Video**



## Business Case Calculation for Digital Video Use



#### **Annual Usage of Digital Video Viewers**



# Digital Video Adoption by Individual and Company

