

The State of Facebook

Takeaways from the F8 Facebook Developers Conference

MAC Agenda

- 1. Blow Your Mind
 - Facebook 10 Year Plan
 - Facebook Spaces
 - Augmented Reality
 - Aquila
 - App developments
 - Personal use of Facebook
- 2. New developments & how to use them
 - Facebook Messenger
 - Frame Studio/AR Studio
 - Future of Video



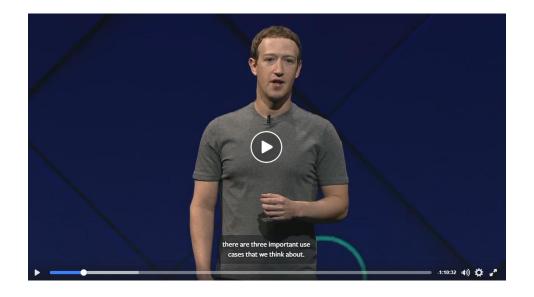




2017 Keynote

DISCLAIMER: THIS IS NOT TO SCARE YOU...but it probably will

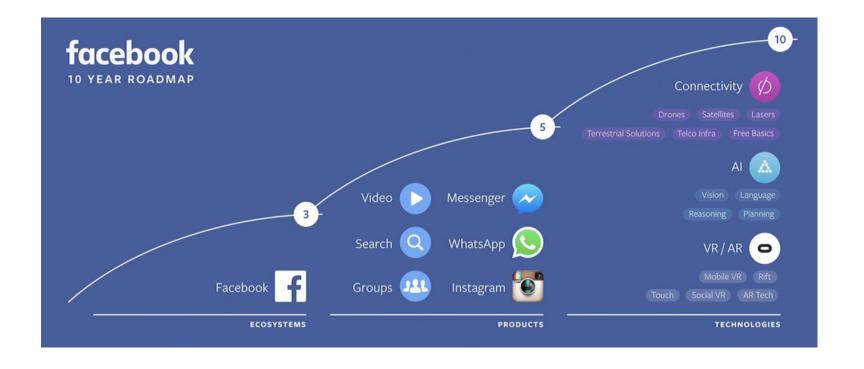
Say hello to Mark Zuckerberg (4:15-6:33)



Connectivity For All

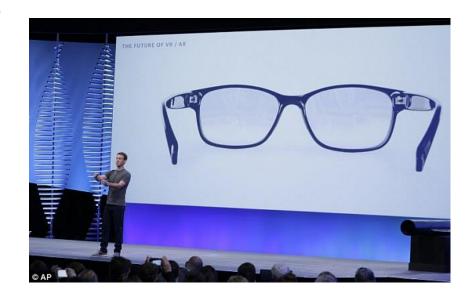
 In 2017- Facebook's primary goal is to bring connectivity to everyone

"We want to give you the ability to share everything and anything you care about with everyone."



Augmented Reality

- Keynote Video (6:33-9:33)
- Augmented reality glasses are coming, but the first augmented reality platform is already in your hand: the camera
 - 3D objects maintain position
 - FB Air augmented art in real life (15:45-17:20)
 - Artist in Residence Program at FB
 - Location tagging notes
 - Product information
 - Facial recognition
 - Frame Studio
 - AR Studio



Facebook Spaces







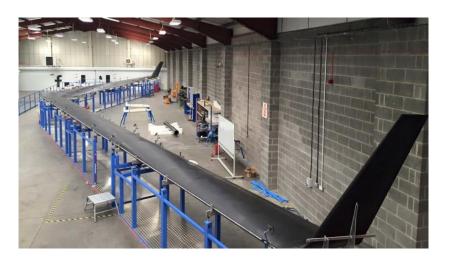
- VR in reality
- You can own your own "space" and invite friends to join you
 - Celebrate birthdays
 - 'Travel' together
 - Host virtual meetings (professional use)
 - Show personal photos/videos
 - Invite someone without VR via Messenger app to join you in your "space"





Aquila

- The first "internet" drone
- Flies in the stratosphere
- Can transmit signal through fog, snow & rain
- Wingspan of a Boeing 737
- Can provide signal in time of need (natural disaster)
- Making connectivity available to everyone



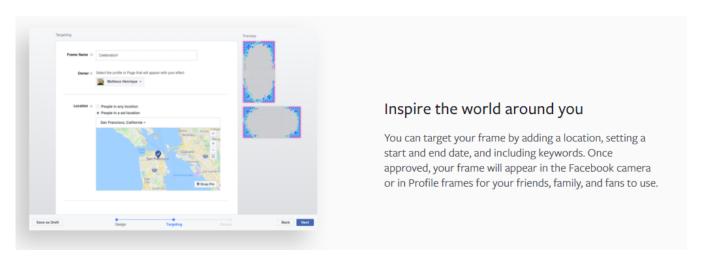


Applying New Developments

- Facebook Messenger
 - 1.2 billion users and growing (as of March 2017)
 - The fast, effective & trustworthy spot to talk to your customer
 - Facebook messenger <u>chatbots</u> (30,000)

Frame Studio/AR Studio

- Anyone can create Frames for photos on FB Stories
- AR Studio will (5 years+) allow anyone to create augmented 3D shapes
- Once a frame is created it will be available in camera for use by your friends, family or fans



Applying New Developments (cont.)

- Facebook Workplace
 - Connecting remote employees or employees with a variety of schedules
 - Staying connecting when traveling for business
 - Free to join
- <u>Facebook Canvas</u> (full-screen mobile experiences)
 - Canvas developer studio is easier than ever
 - Full-screen, immersive experience that keeps the user WITHIN Facebook
 - · Can be created in house with mixed media you already have





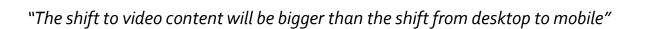






The Future of Video on Facebook

- Video is still king
- 360 video and 360 LIVE video are the next frontier (1 in 5 videos is 'live' on Facebook)
 - You can now schedule live videos on your business page
- Ad Breaks coming to LIVE and uploaded video to monetize as a small or independent business
- 5x more engagement and time-spent on video content
- Facebook/Instagram Stories:
 - 80% of people follow a business
 - 1/3 of most viewed stories are from businesses
 - 70% of stories are played sound-on
- Facebook discovery helps your business organically get noticed
- 40% of video watch time is from tagging friends and sharing



Resources

- All F8 Sessions: https://developers.facebook.com/videos
- Facebook Canvas: https://canvas.facebook.com/
- Facebook Frame Studio: <u>https://developers.facebook.com/products/camera-effects/frame-studio/</u>
- Facebook workplace: www.facebook.com/workplace
- Canva (design tool): <u>www.canva.com</u>

We will be launching a "Social Media Roundtable" initiative starting on June 20,2017 at 9am. This will be an open forum meeting for myself and partners to discuss trends, ideas & tips in the Social Media space. The meeting will be bi-monthly starting in June. Please attend if you work with social platforms in your position or just want to learn more!

Invite to be sent soon