

# Cross media publishing and content management systems: results of an empirical analysis at special interest publishers

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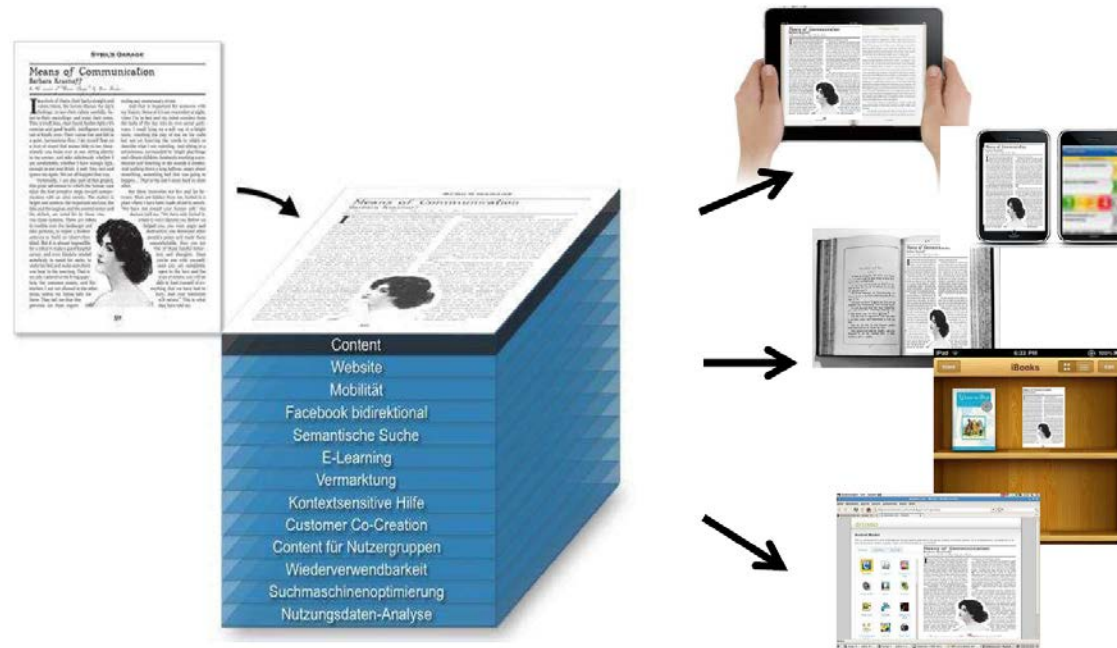
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- Motivation and problem definition
- Objects of investigation
- Approach
- Results
- Interpretation
- Outlook

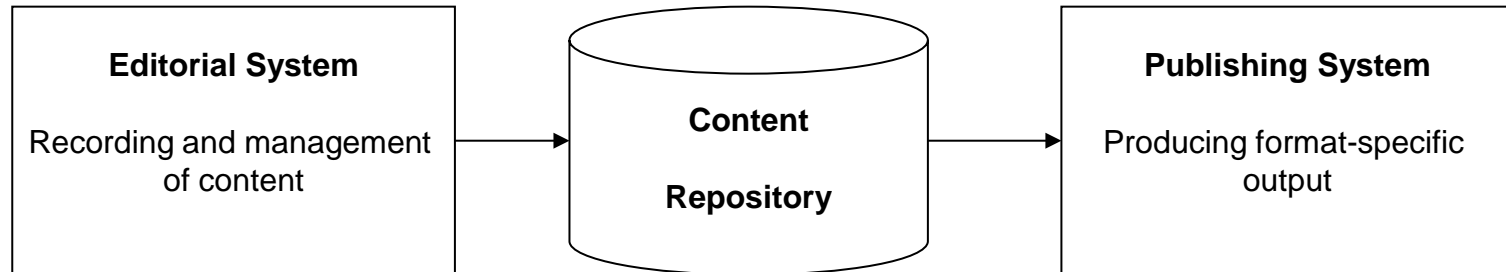


- People want to use their different devices to read written content
- Great challenge: efficiency of production processes => single source, multiple media
- The processes need to be supported by IT: content management systems

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- Publishing house: media company that produces periodically or aperiodically media that contain mainly characters or figures (text, picture; static)
- Special interest publishers:
  - Offer media for people who need content in a professional or semi-professional way
  - Target groups within the investigation (*Verband der Deutschen Fachpresse 2013*)
    - Professional decision makers (B2B business),
    - Interested laypersons (B2C business)
    - Science (S2S business)

- Traditionally the process of producing a media good is attuned to the carrier medium (web, paper)
- Cross-media publishing (Rawolle 2002)
  - Media neutral production process
  - Parallel provision of content in different formats



*Rawolle 2002, p.39*

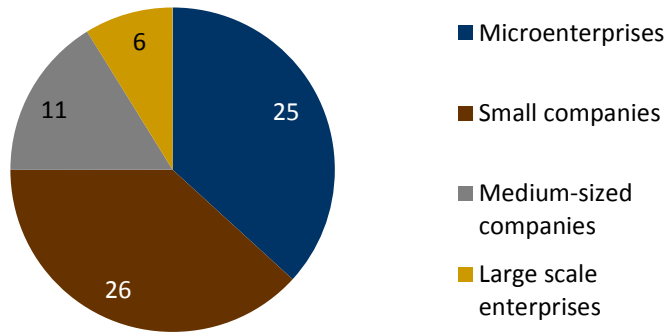
- Elementary characteristic: separation of content, form and structure
- Single source, multiple media
- Historical origins in publishing houses: editorial systems (but: layout-oriented working)

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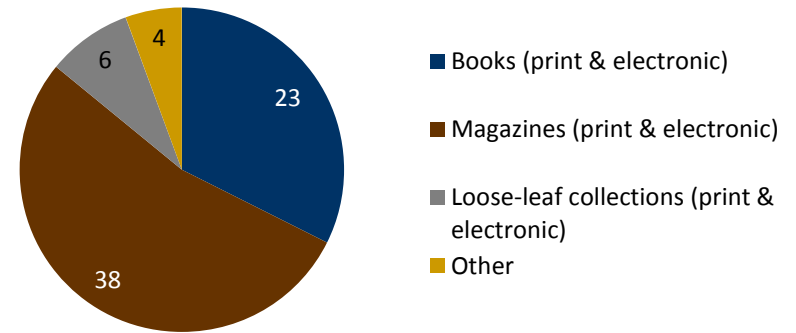
- Objective:
  - Regarding content: What is the current state of cross-media publishing at special interest publishing houses?
    - Which products do special interest publishers offer?
    - Are special interest publishers doing cross media publishing? If so: how?
    - What do special interest publishers think of cross media publishing?
    - Are there different maturity levels, depending on the size of the company or the type of publisher?
    - Which are the challenges concerning cross media publishing?
  - Formal: Description of reality
- Period: From spring to autumn 2011
- Methodology:
  - Qualitative empirical research: interviews with 13 experts from 12 publishing houses
  - Quantitative empirical research: large written survey among 441 specialist publishers
  - Response rate: 17 % (73 usable records)
- Funding of the study provided by: Deutsche Post AG (Business Unit “Vertrieb Presseservices”)

**Size of the publishing house (revenue)**  
 (n = 73, AQ: 8,22 %), absolute values

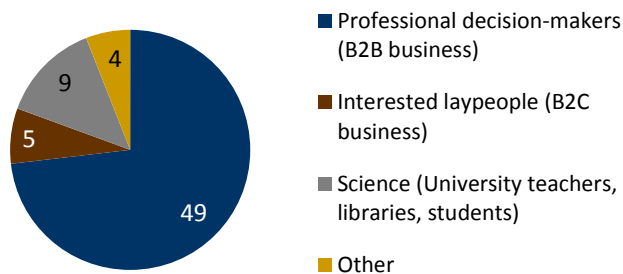


Microenterprises: ≤ 2 Mio. €, Small companies: ≤ 10 Mio. €, Medium-sized companies: ≤ 50 Mio. €

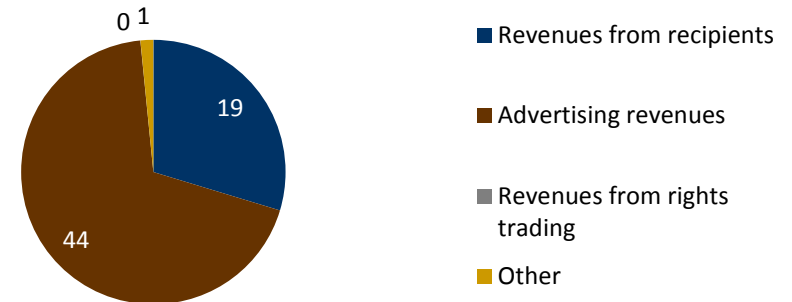
**What is your primary source of revenue (product)?**  
 (n = 73, AQ: 26,03 %), absolute values



**With which target group do you gain the largest share of revenues?**  
 (n = 73, AQ: 8,22 %), absolute values



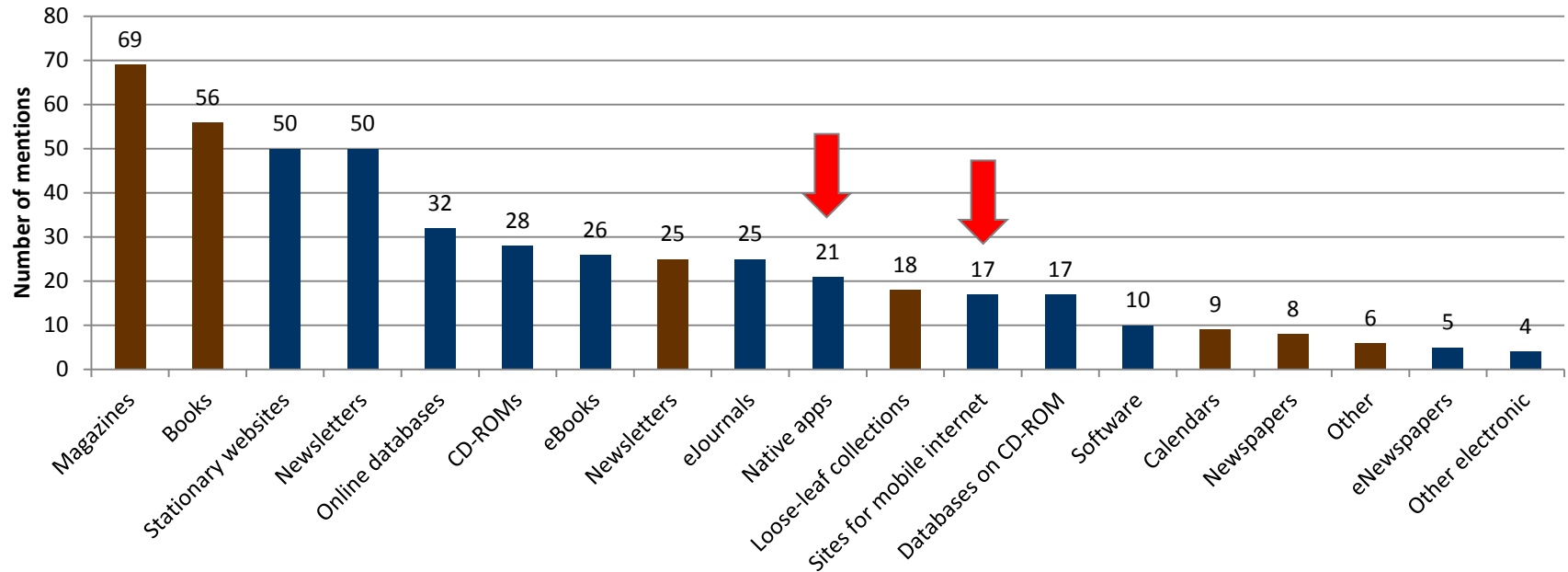
**What is your primary source of revenue (market)?**  
 (n = 73, AQ: 27,40 %), absolute values

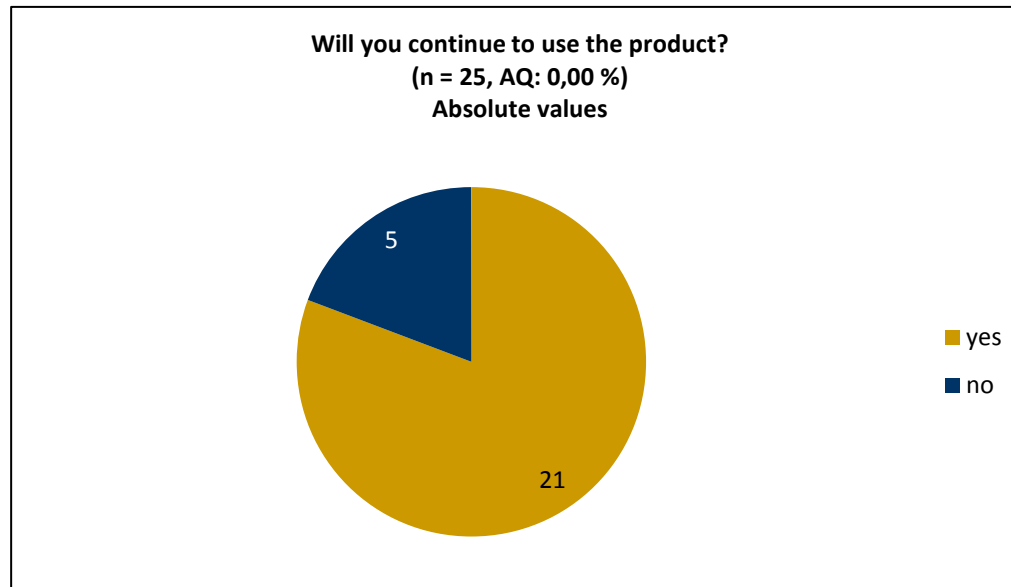
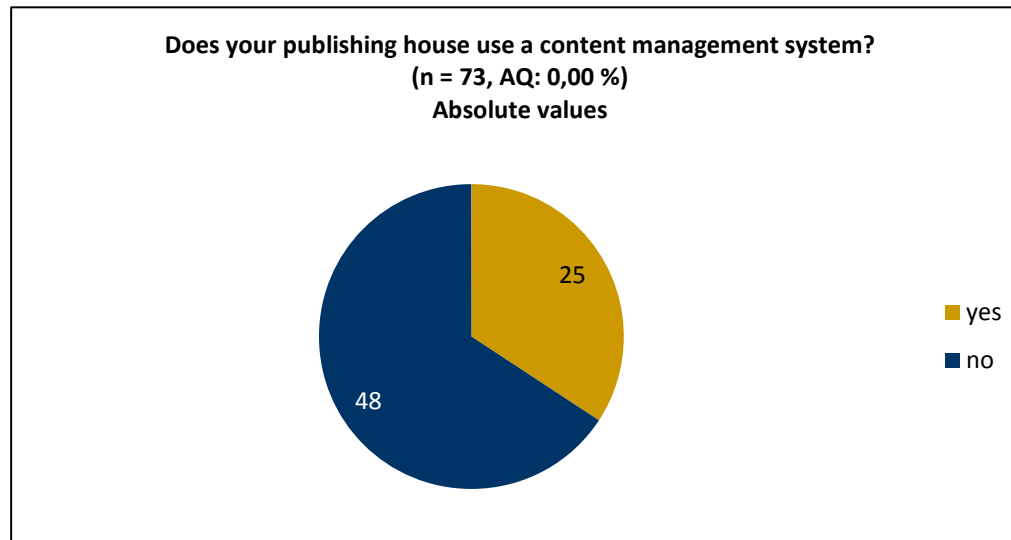


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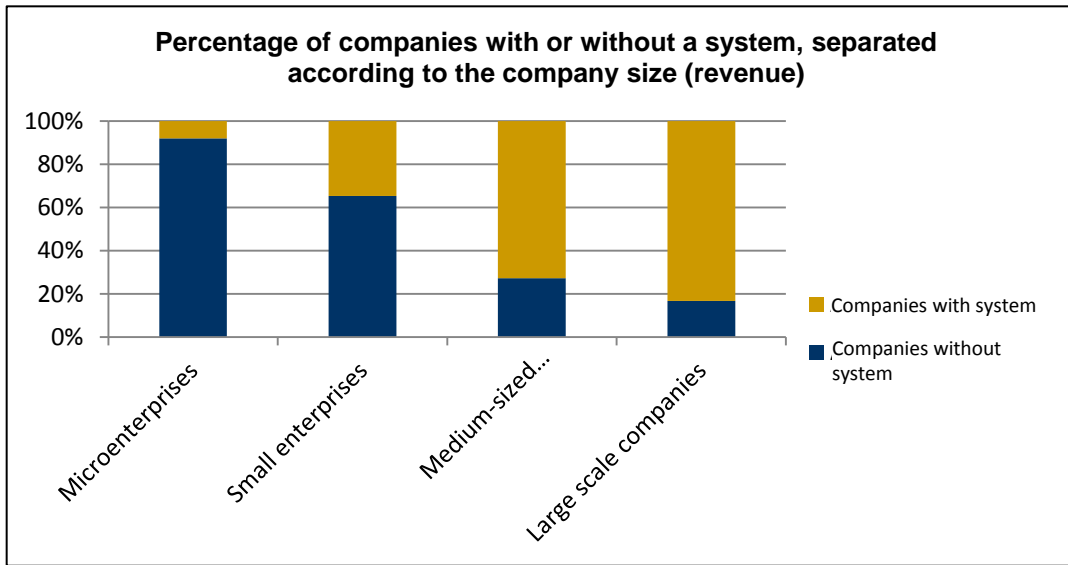
# Which products are produced?

Which products does your publishing house produce?  
(n=73; failure rate 0,00 %)  
red: print, blue: electronic

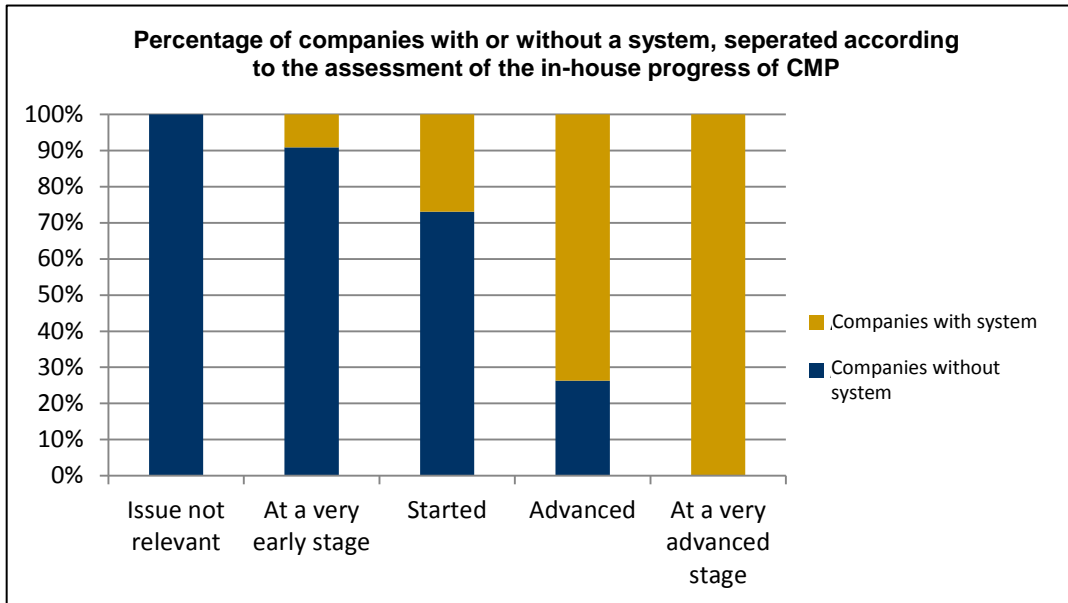




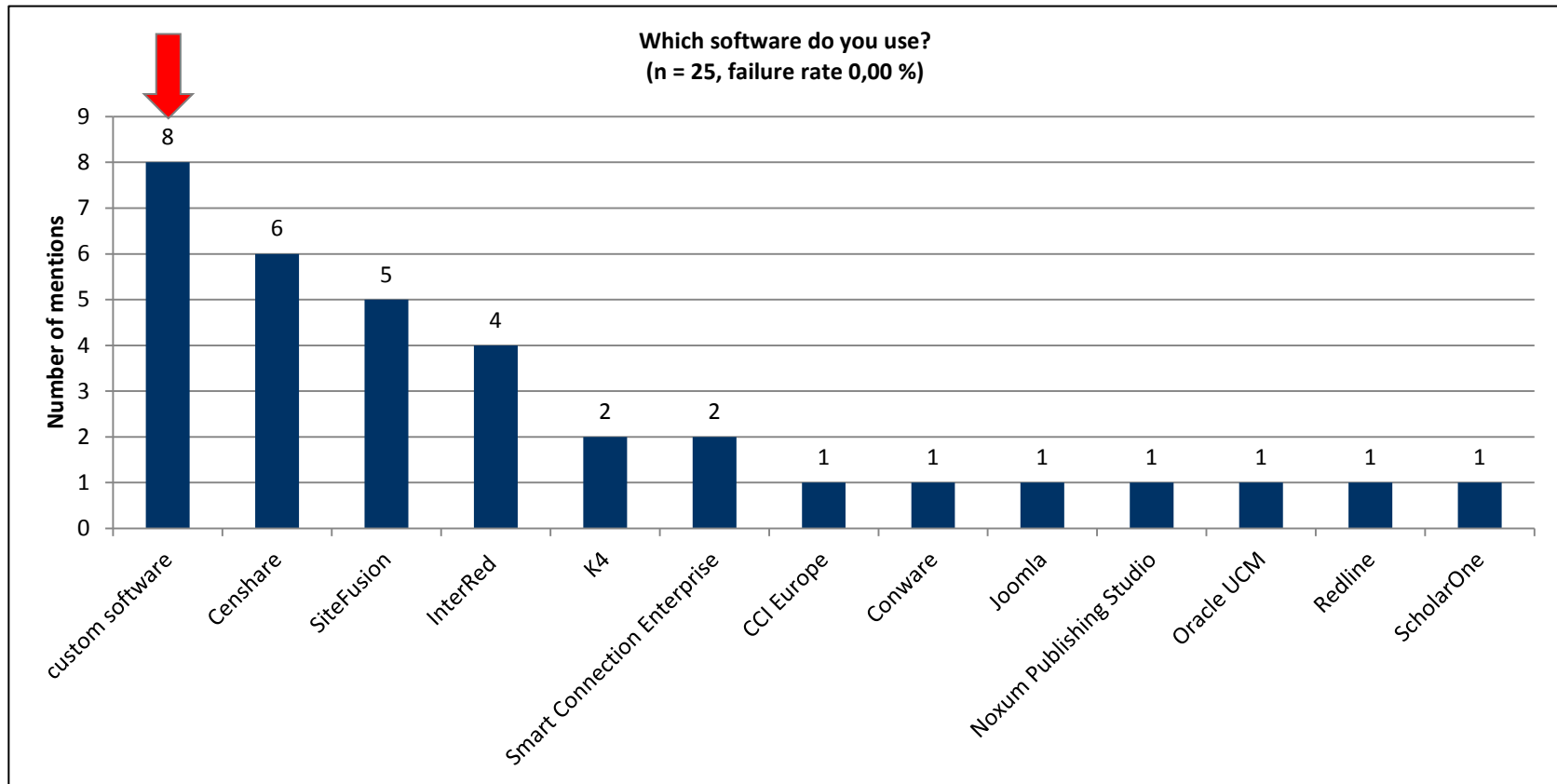
# Deeper look: CMS yes or no



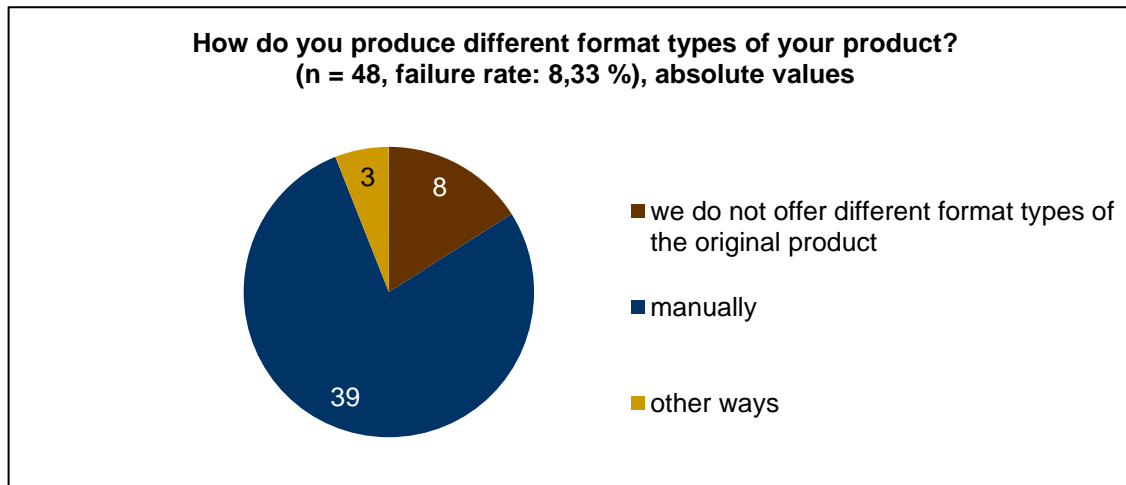
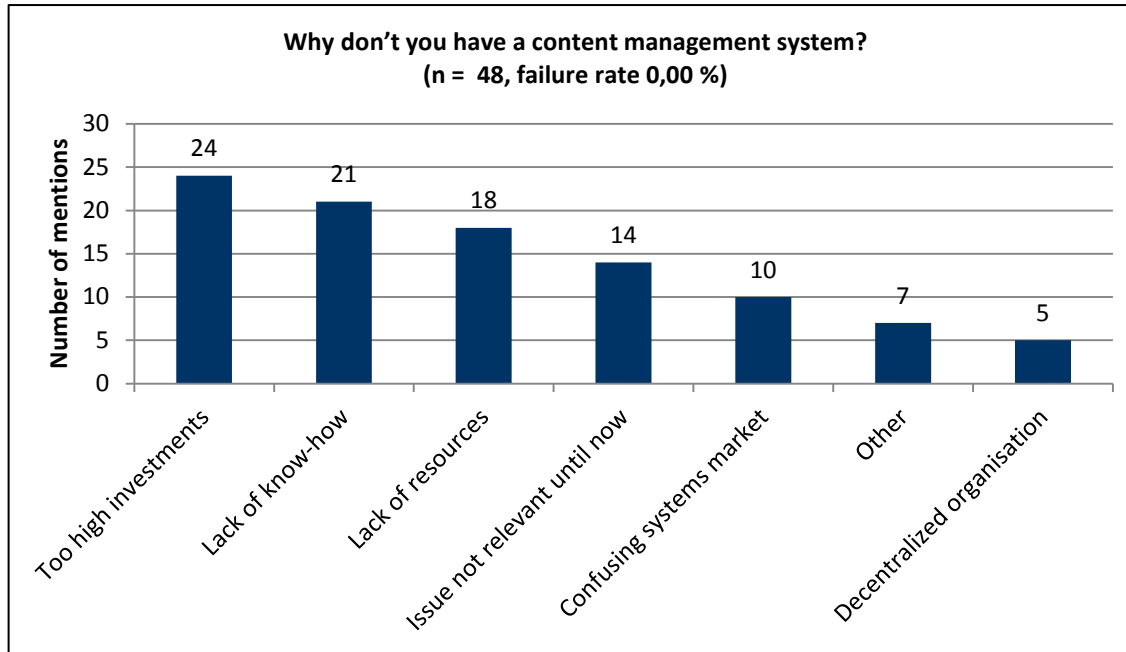
- No differences between publishing companies with regard to the type of revenue elements (advertising revenues, revenues from recipients)
- Huge differences between publishers with regard to the product types (books, magazines, loose-leaf collections)



# CMS yes: Which software?



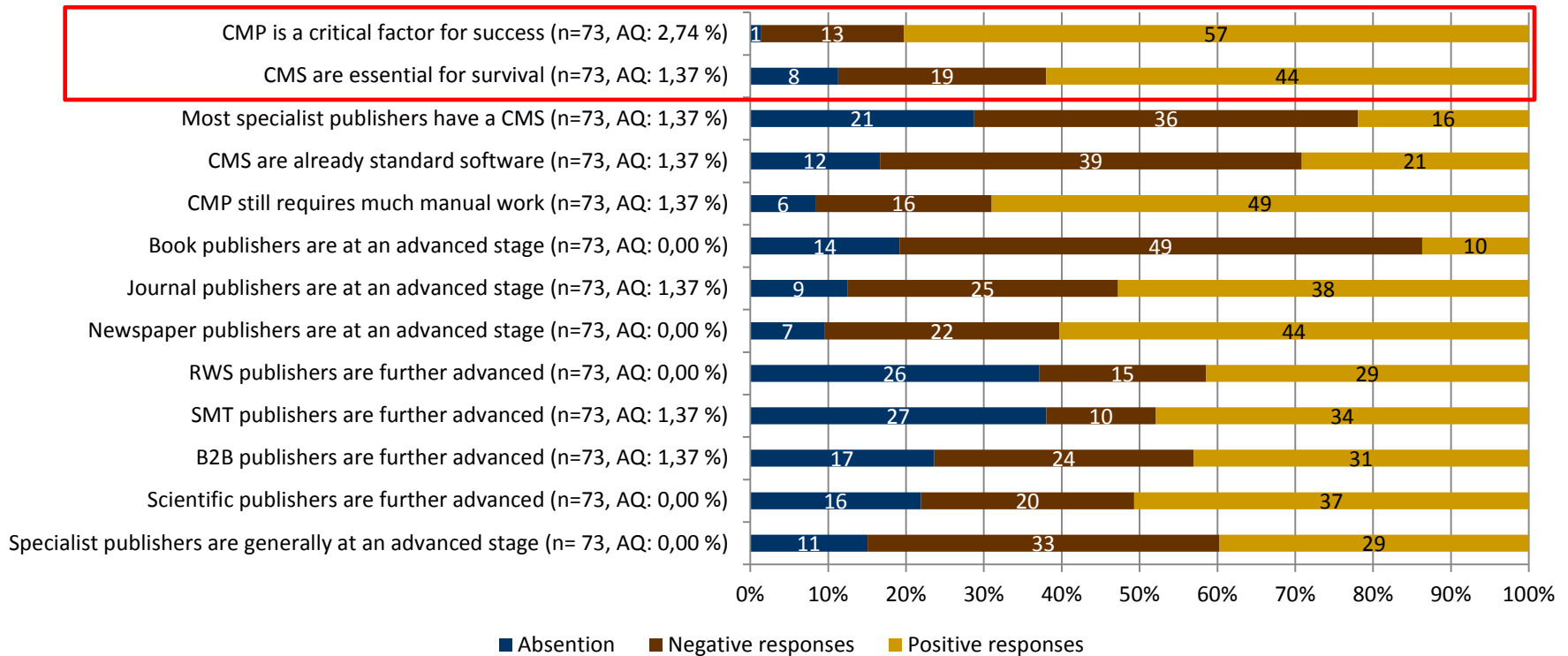
- Functional core of the system not always precisely identifiable as „content management“
- A lot of publishing houses use more than one system
- Date of purchase: majority from 2005 onwards





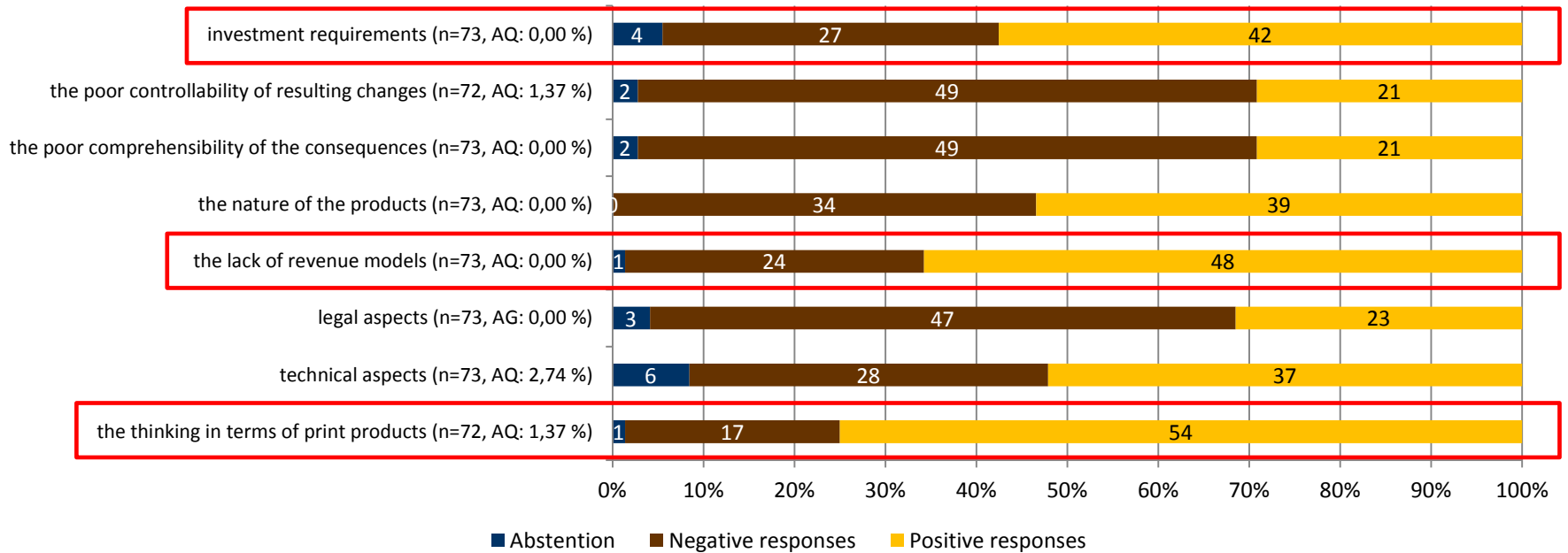
# Opinions on cross media publishing

Agreement to statements (standardized scale; absolute values)



# Opinions on cross media publishing

**Agreement with statement: The biggest challenge of cross-media publishing is ...**  
 (standardized scale, absolute values)



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## System support and software market

- Many different software products
- A lot of custom software (in-house developments)
- Partially several systems with a „diffuse“ functional core in use in the publishing houses
- => Delimitation of the CMS to surrounding systems might be difficult
- => Immature market with atomistic structures

## Process design

- Low level of standardization within the sector
- Domination of individual working methods of the companies:  
“Our books are completely different from...”
- Production processes are designed for defined starting products („still thinking in print“)
- => not a good basis for providers of standard software
- => not a good basis to achieve efficiency improvements

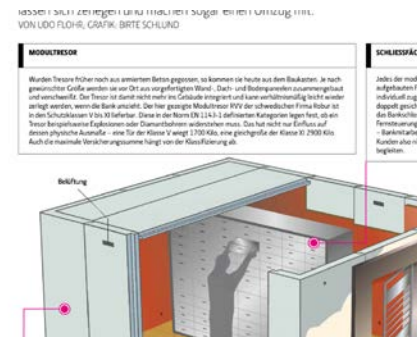
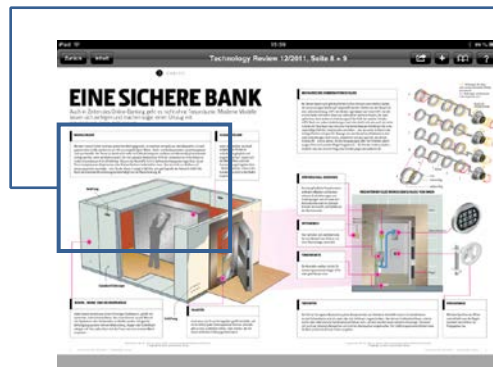
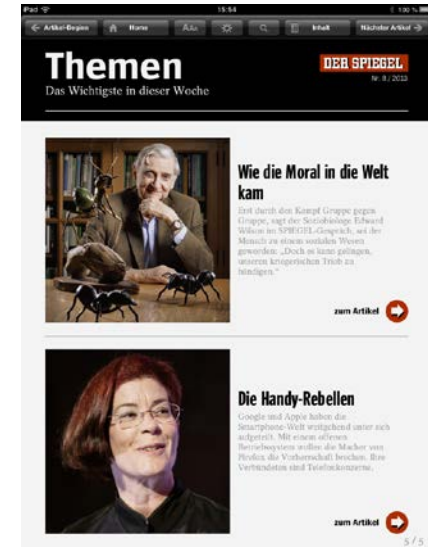
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- Concerning what aspects does the branch need standards to achieve cost efficiency?
  - Paper formats ⇔ file format
  - Data exchange format (onix, ...)
  - Standards in secondary processes (e.g. invoice raising)
  - Standards in main processes („industrialization“)
  - ...
- Does the reader need product standards concerning usability of „e-objects“?
- Where is differentiation useful?

# Standards and usability concerning the product

Should it look like print? How to zoom?

Or somehow else?



# Standards and usability concerning the product

Example:

How to navigate from article to article? Is the reader able to get along with the different approaches?

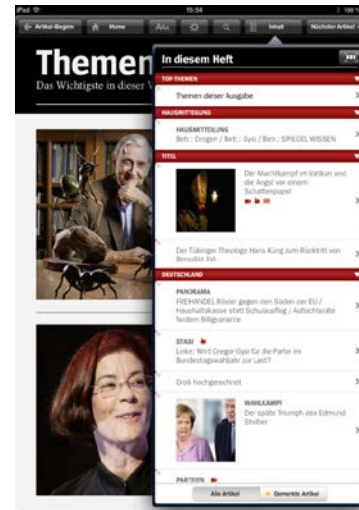
Different possibilities to present the table of content



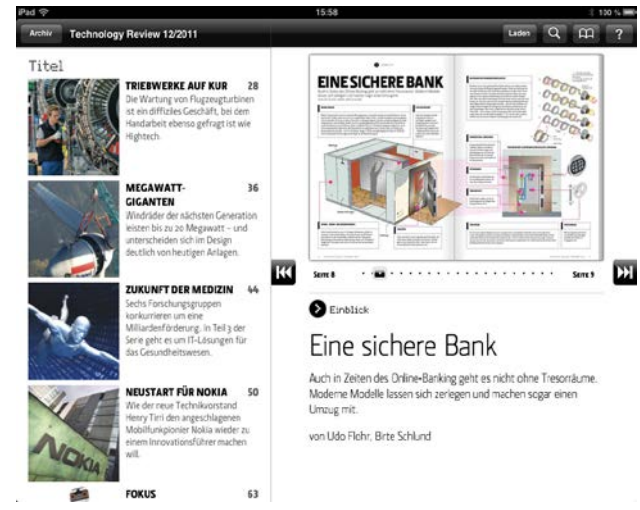
Newspaper „Die Zeit“



Magazine „Brand Eins“



Magazine „Der Spiegel“



Magazine „Technology Review“



# Standards and usability concerning the product

## An extreme scenario...



Newspaper „FAZ am Sonntag“



Magazine „Stern“



Magazine „Geo“



**Finis!**



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