

Connected TV Platform Expansion: Gaming, Fitness, Smart Home

SYNOPSIS

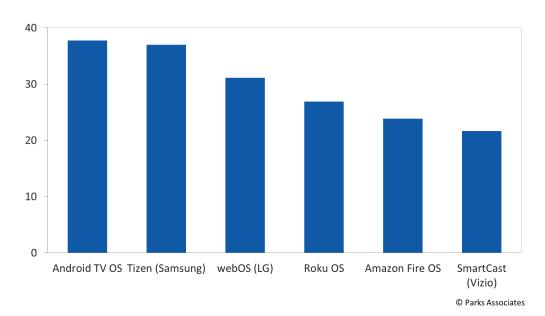
With smart TVs now reaching 68% of US internet households, this creates new possibilities for commerce, gaming, fitness, and smart home applications, among others.

This study investigates new differentiators and points of interest for US CTV buyers. It examines demand for smart home hub capabilities, health and fitness services and integrations, advanced gaming functions and features, artistic display capabilities, telehealth, content creation, interactive shopping, and more. It identifies consumer openness towards technologies such as optical content recognition, embedded cameras and microphones, AI and AI assistants, among others. This study draws from Parks Associates' Q1 2025 survey of 8,000 US internet households. The survey is demographically representative of US internet households, with quotas for age, income, and educational attainment.

Number of Slides: 84

AUTHORS

Smart TV Net Promoter Score by Most Often Used TV OS



Key questions addressed:

- 1. What is consumer interest in next-generation CTV functions, including smart display, gaming, fitness, and smart home?
- 2. How do consumers perceive next-gen hardware and software features such as embedded microphones, cameras, and ambient sensors?
- 3. Which groups of consumers are most likely to invest into next-gen TV models and functions?
- 4. How does interest and willingness to pay for new CTV features differ by CTV platform user base?

"The connected TV could evolve into a smart hub, bringing together streaming video, gaming, home security, smart devices, and health and wellness apps and services all in one place. That would make the TV operating system is the gateway to the consumer, with TV operating system vendors as gatekeepers, controlling what apps and services are on CTV devices and where they are located."

—Michael Goodman, Senior Analyst, Parks Associates

Industry Analyst

Michael Goodman, Senior Analyst, Parks Associates

Consumer Analytics Team

Yilan Jiang, Senior Director of Consumer Analytics Sharon Jiang, Consumer Insights Manager Yuting Mu, Consumer Insights, Analyst I



Connected TV Platform Expansion: Gaming, Fitness, Smart Home

CONTENTS -

Executive Summary

- Primary Connected TV Platform
- Primary Streaming Video Device
- Consumer Electronics Product Adoption
- Consumer Electronics Products Purchased in the Last 6 Months
- Top Smart TV Brands Purchased
- Top Streaming Media Player Brands Purchased
- Consumer Electronics Devices: Net Promoter Score
- Smart TV Net Promoter Score by Most Often Used TV OS
- Consumer Brand Perceptions
- Top 5 CTV Features Willing to Pay More For
- In a competitive OS market differentiation is critical.

Adoption of Connected TV Devices and Ecosystems

- Trends in Consumer Electronics Product Adoption
- · Primary Streaming Video Device
- CTV Device Most Used by Age Indexed to Average
- Consumer Reported Market Share US Internet Households
- Total Weekly Average Video Consumption by Platforms
- Primary Connected TV Platform
- OS of Most Used Smart TV in the Home
- · OS of the Most-Used Smart TV in the Home
- OS of Most Used Streaming Media Player
- · Brand of the Most Used Streaming Media Player
- · Gaming Console Adoption
- Gaming Console Most Often Used to Watch Video
- Device Used Most Frequently to Play Online Games
- Satisfaction with Most-Used Streaming Media Player Features and Performance
- Frequency of Online Content Consumption, by Connected Device Type
- Smartphone Use While Watching TV
- Smartphone Use While Watching TV by Smartphone OS Adoption
- Primary CTV Platform for Streaming Content to a TV
- Reasons for Using a Streaming Media Player Over a Smart TV by Streaming Media Player OS Adoption
- Average Number of SVOD Subscriptions by Primary Connected TV Platform
- Average Monthly Spending on Streaming Services by Primary Connected TV Platform

 OTT Video Service Model Usage by Primary Connected TV Platform

Product Purchasers

- Consumer Electronics Products Purchased in the Last 6 Months
- Consumer Electronics Devices Purchase Intention
- Smart TV Purchase Intention by Demographics
- Satisfaction with Most-Used TV Features and Performance
- Top Brands of Smart TV Purchased or Received
- · Reasons for Smart TV Brand Selection
- Important Features Influencing Smart TV Purchase Decision
- Important Features Impacting Smart TV Purchase Decision by Most Often Used Smart TV OS
- Top Reasons for Smart TV Brand Preference by Smart TV OS
- Top Brands of Streaming Media Player Purchased or Received
- Streaming Media Player Purchase Intention by Demographics
- Top Reasons for Steaming Media Player Brand Preference by Streaming Media Player Brand
- Reasons for Using a Streaming Media Player Rather than Smart TV
- % Intending to Purchase SMP, by Smart TV Ownership
- Top Reasons for Steaming Media Player Brand Preference
- Streaming Media Player Purchase Intent by Smart TV Ownership
- Gaming Console Purchase Intention by Demographics

Drivers of Customer Satisfaction and NPS

- Consumer Electronics Devices: Net Promoter Score
- Smart TV Net Promoter Score by Most Often Used TV OS
- Streaming Media Player Net Promoter Score by Most Often Used SMP OS
- Gaming Console Net Promoter Score by Brand Owned
- Consumer Brand Perceptions
- Net Promoter Score for Consumer Electronics Devices by Major Brands



Connected TV Platform Expansion: Gaming, Fitness, Smart Home

CTV Concept Testing

- Next-Generation CTV Use Cases: Appeal by Category
- Appealing Capabilities for Future TV
- Appeal of Smart Display & Control Capabilities for Future TV
- Current TV Sleep Mode Display Behavior
- Preferred TV Sleep Mode Display
- Appeal of Camera-Enabled Future TV Capabilities
- Security & Smart Home CTV Use Cases, by Security System Ownership
- Security System Ownership, by Preferred CTV Platform
- Appeal of Gaming Capabilities for Future TV
- Appeal of Health and Wellness Capabilities for Future TV

Willingness to Pay for Expanded CTV Capabilities

- Willingness to Pay More for Advanced Smart TV Features by Category
- Willingness to Pay More for Advanced Smart TV Features Among Those Finding Features Appealing

- Willingness to Pay More for CTV Features, Among All US Internet HHs
- Willingness to Pay More for CTV Features, Tizen (Samsung)
- Willingness to Pay More for CTV Features, WebOS (LG)
- Willingness to Pay More for CTV Features, SmartCast (Vizio)
- Willingness to Pay More for CTV Features, tvOS (Apple)
- Willingness to Pay More for CTV Features, Roku OS
- Willingness to Pay More for CTV Features, Android TV OS
- Willingness to Pay More for CTV Features, Amazon Fire OS
- Willingness to Pay More for CTV Features, Sony PlayStation
- Willingness to Pay More for CTV Features, Microsoft Xbox

Appendix

ATTRIBUTES

Parks Associates 2301 West Plano Parkway Suite 210 Plano, TX 75075

972.490.1113 phone parksassociates.com sales@parksassociates.com

Published by Parks Associates © 2025 Parks Associates Plano, Texas 75075

All rights reserved. No part of this book may be reproduced, in any form or by any means, without permission in writing from the publisher.

Printed in the United States of America.

Disclaimer

Parks Associates has made every reasonable effort to ensure that all information in this report is correct. We assume no responsibility for any inadvertent errors.