



2024 BEC CONGRESS

BUDAPEST, HUNGARY 24 - 25 MAY 2024



Working Together to Enhance Badminton Globally

United at All Levels

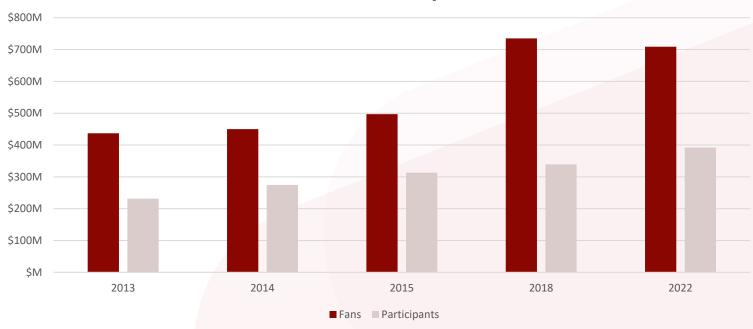
Thomas Lund OLY Secretary General





GLOBAL PROGRESSION

Fans vs Participants

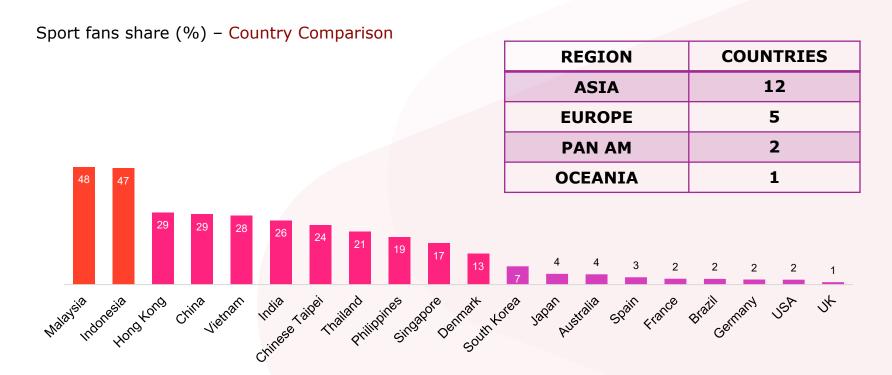


	2013	2014	2015	2018	2022
Fans	437M	450M	497M	735M	709M
Participants	232M	275M	313M	339M	392M



BADMINTON FANS 2022

Malaysia and Indonesia have the highest share of Badminton fans in the national population across all markets.



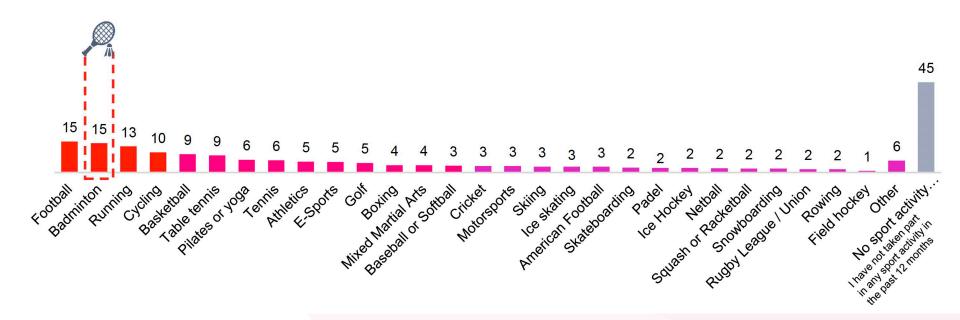


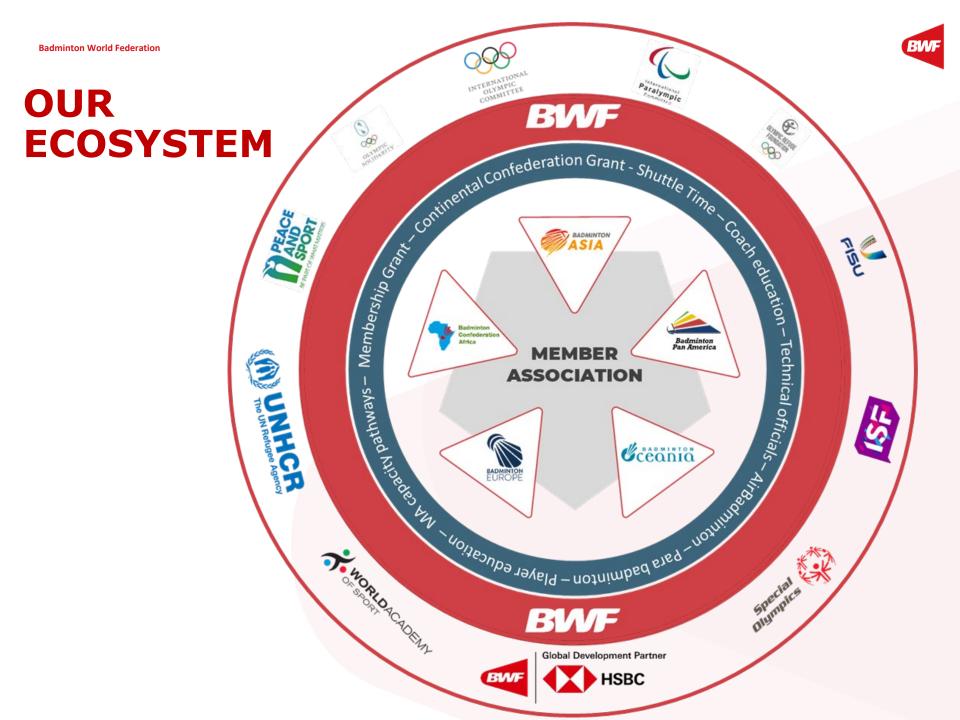
BADMINTON PARTICIPATION

Badminton enjoys a high level of participation on average across all markets

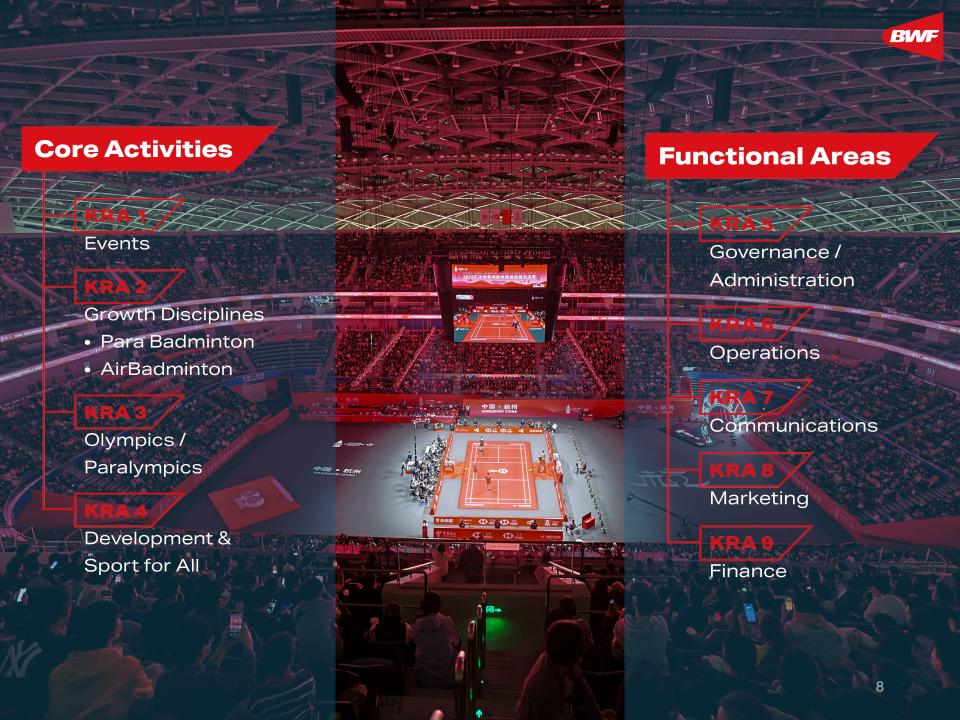
Sport participation in the past 12 months (%) - Overall ranking for 20 markets

National population













Major Championships

World Tour

Olympic & Paralympic Games

Grade 3 Tournaments

Junior Tournaments





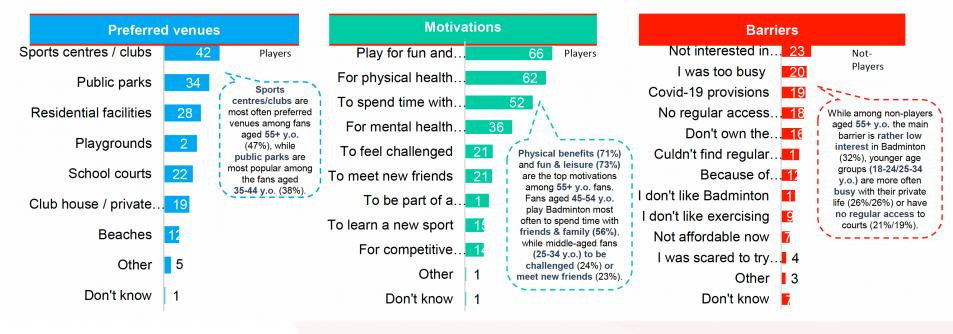


BADMINTON FANS — Preferred Venues, Motivations & Barriers

Sport centres/clubs are the most popular venues to play Badminton. Fun and leisure as well as physical health benefits of Badminton are the main drivers for players

Badminton participation: Preferred venues, motivations & barriers (%) - Overall ranking for 20 markets

Badminton players / non-players





BWF DEVELOPMENT AREAS



Participation



Player Development



Outdoor Badminton



Inclusion



Technical Officials



Coach Education



Capacity Building



Sport Science



Player Education



BWF RESOURCES

Post Graduate Certification in Coaching Science

Post Graduate Certification in Sports Management

Level 3

Level 2

Tutor/

Level 1



Coach **Education**

University Course

Trainer

Teacher



Shuttle Time

Classification

Coach Education

> Shuttle Time



Para Badminton

Athlete Career **Planning**

Media/ Language

Integrity



Player Education

MA Player Pathway Programme Course and Resources

National

Pathway





Sport Science

Online

Resource

Injury Prevention Research

Tertiary

Education

Network

Post-**Funding**



Practical Course(s)

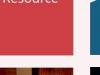
Graduate Research



Event

Practical Course

Online Resource





Referee

1 & 2

Umpire

1 & 2



National Management Administration



Technical Officials

RESOURCES AVAILABLE

Administration

Strategic Planning

Governance

Event Management

Player Pathways

TO Development

Club Development

Shuttle Time

Coach Level 1

Coach Level 2

Para Badminton

Special Olympics

AirBadminton

Marketing & Communications

Player Development

Coach Level 3

Marketing & Communication

Elite High Performance

Event Management

Player Pathways

Sport Science

Strategic Planning

Badminton World Federation

Governance

Shuttle Time

1 > 2 > 3 > 4 > 5 > 6 > 7 > 8 > 9 > 10



PARA BADMINTON

Tournaments

Development

Classification

Promotion



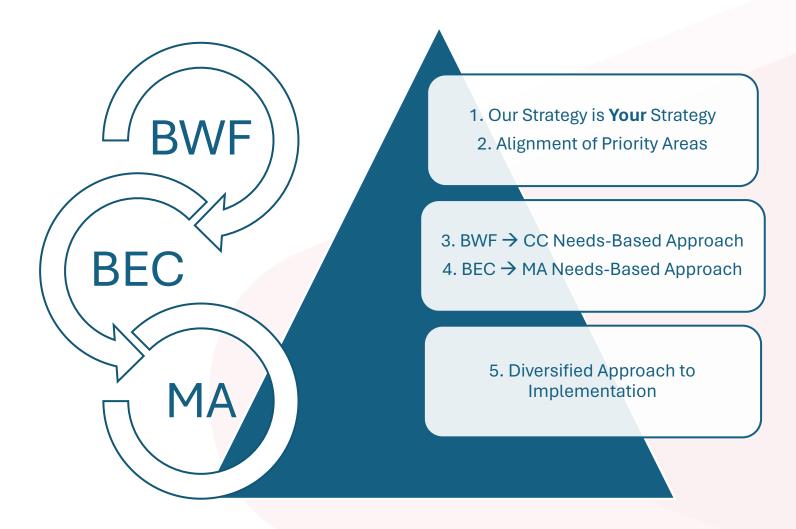








BWF/CC/MAs ALIGNMENT





PRINCIPLES BWF AND CONTINENTAL CONFEDERATION COOPERATION – ALIGNMENT

Define roles to avoid duplication

BWF:

- Develop Generic concepts/materials Development
- Driver on areas with economies of scale (IT, technology dev., judicial, Antidoping/Match-fixing investigation etc.) – optimize resources
- Operate World
 Championships Events and
 World Tour Concept ensure
 global awareness around top
 badminton and generate
 financial resources
- Financial resource support

Continental Confederations (BEC):

- Delivery of development programmes to Members (BWF/BEC) – incl. athletes pathway programmes
- Operate Continental Tournament Circuits – key for continued athletes pathway
- Provide continental/regional specific needs

BEC STRATEGIC PLAN IS AN IMPORTANT TOOL FOR ALIGNMENT AND SUCCESS



ANNUAL BWF GRANTS FOR BEC = \$1.4 MILLION

Base Grant & CCHR

Programme Funding

Tournaments

Para Badminton Technical Officials Equipment Grant Player Development

Marketing & Communications



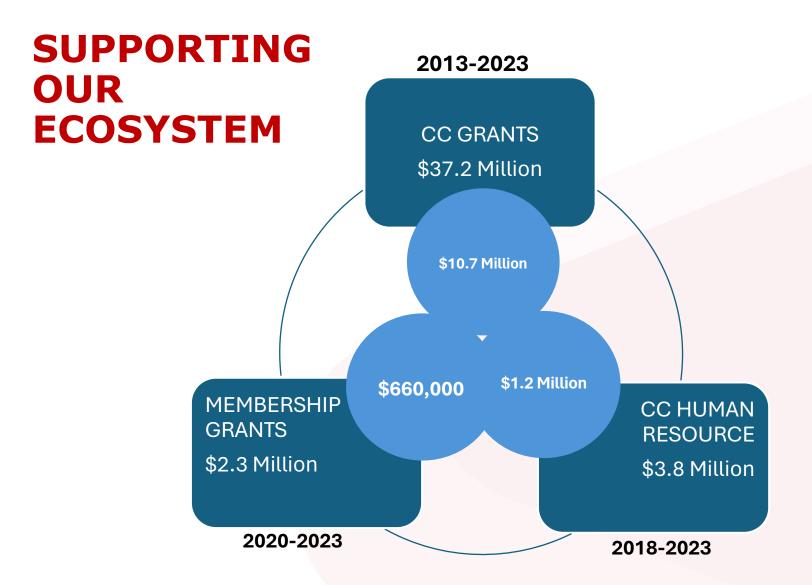
BWF MEMBERSHIP GRANTS PROGRAMME

- MA Long-term Strategic Plans
- Scaled Funding Approach 2024-2027









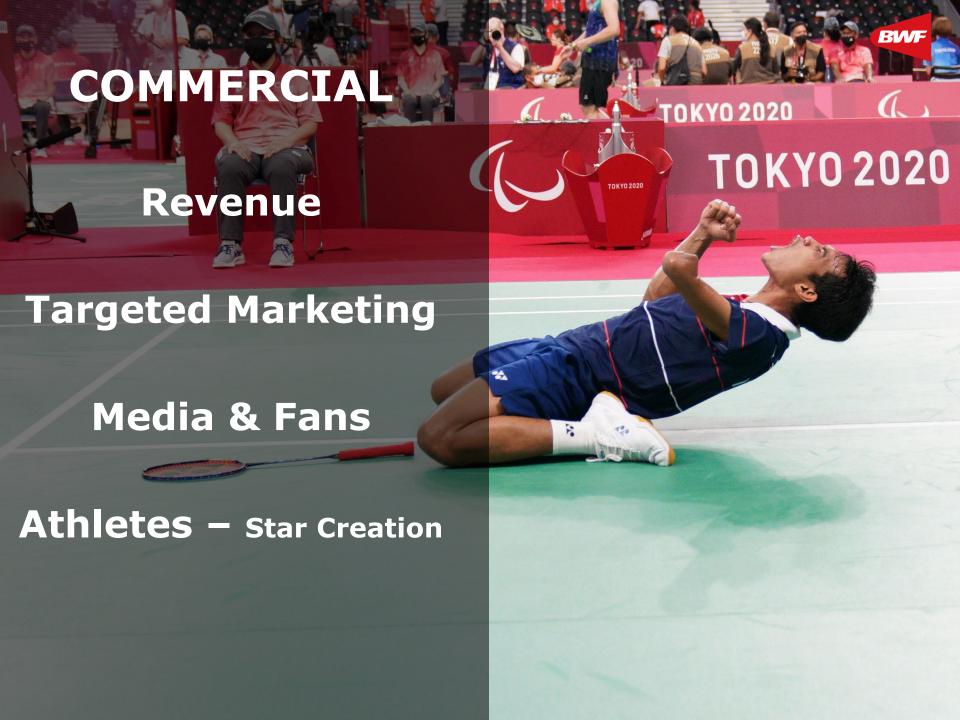




2022 vs 2024

- 3 new MAs
- 58 MAs went up (13 European)
- 23 MAs went down (7 European)









Source:

^*Nielsen Sports Reports – At time of submission, a total of 25 tournaments are featured in this report (Malaysia Open, India Open, Indonesia Masters, Thailand Masters, German Open, All England Open, Swiss Open, Spain Masters, Orleans Masters, Sudirman Cup, Malaysia Masters, Thailand Open, Singapore Open, Indonesia Open, Taipei Open, Canada Open, US Open, Korea Open, Japan Open, Australian Open, BWF World Championships, China Open, Hong Kong Open, BWF World Junior Championships, Arctic Open, Denmark Open 2023)



BWF DATA SHEET

Badminton Global Fan, Commercial and Broadcast Figures

GLOBAL FANBASE

709⁺ **BADMINTON FANS** 20% **DEMOGRAPHICS** 5% Gender 16% 4% **Employment Status** Age 15% 25% 24% 20%

QI MEDIA VALUE (2022**)

2.09 USD

In 2022 BWF and Host Partners branding received this equivalent media value exposure. If they had bought traditional advertising through the broadcasters, this is the value that they would have had to pay.

900 Million USD

BVVF Major Championships

1.19 Billion USD

BVVF World Tour

327.4 Million
USD

2022 Media Value created for TotalEnergies
Over 2 BWF Major Championship in 2022

SOCIAL MEDIA FOLLOWERS
Across all Platforms



GLOBAL MEDIA REACH (2022)

TV Broadcast & Digital

Broadcasted in Unique Markets



63 Media Partners



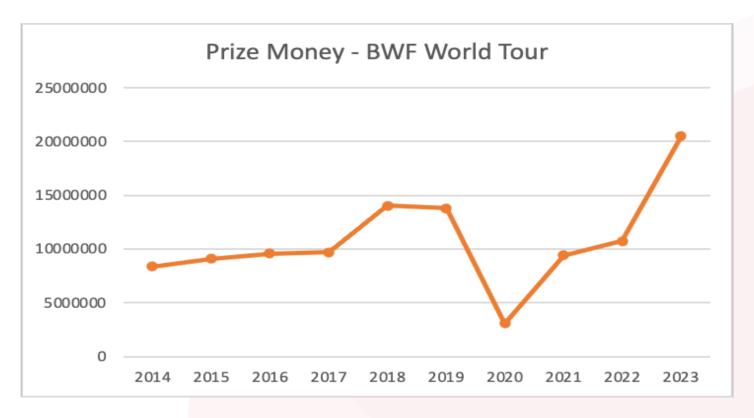


'BWF TV' YouTube Channel
Year-Round Event Coverage Worldwide
317.7 Million
Total Accumulated Video Views

Sources: Nielsen Sports 2022, YouGov 2022 **2022 data results from 22 events (7 Events on BWF World Tour were cancelled due to COVID-19 restrictions)



PRIZE MONEY DEVELOPMENT (BWF World Tour & BWF Tour)



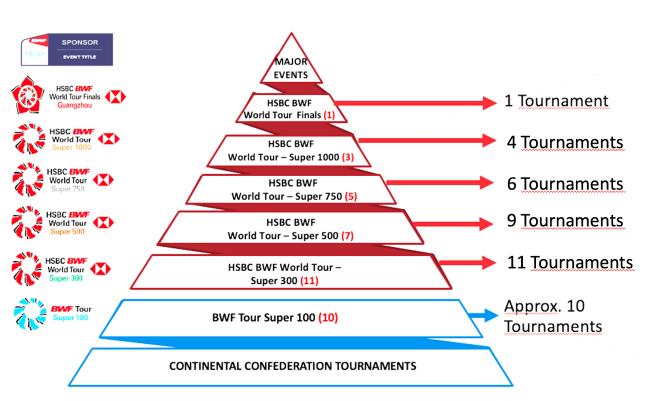
2023 – ABOVE 20 MILLION!



TOUR CONCEPT VISION

VISION

Create the strongest Tour amongst the racket sports - measured on prize money, fan following and revenue potential.



OBJECTIVES:

- Strong Umbrella Brand
- Upgrade Quality and consistency
- Present high frequency of badminton to Fans – year around
- Increase profile of players
- Increase brand value for "Tour", players and "Badminton"
- Higher revenues
- Higher prize money
- Create synergy between 31 tournaments in the World Tour – "Stronger together"







FUTURE OBJECTIVES

WE ARE NOT TRYING TO KEEP OUR POSITION – WE ARE WORKING TO GAIN MARKET SHARE

Increased revenues and profitability.

Key considerations:

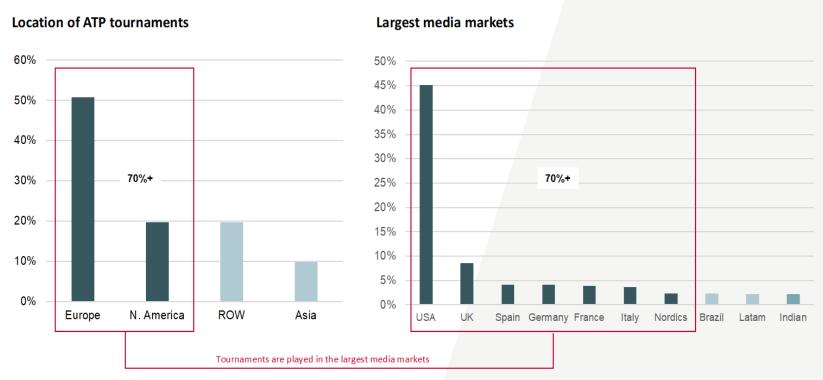
- Key Benchmark global competitors are: Tennis, Football, Golf
- We need to:
 - Increase and continually grow exposure worldwide increase market share and new markets.
 - Increase profile, brand awareness and attractiveness of tournaments.
 - Increase brand awareness around players (STARS TRANSCENDING BORDERS AND CULTURES).
 - Increase prize money and create new revenue streams for players.

IF WE DO NOT DEVELOP AND INNOVATE OUR CONCEPT, WE WILL NOT GROW AND WILL LOOSE MARKETSHARE!!!



BENCHMARK ANALYSIS - ATP TENNIS

ATP tournaments are played in the world largest media markets







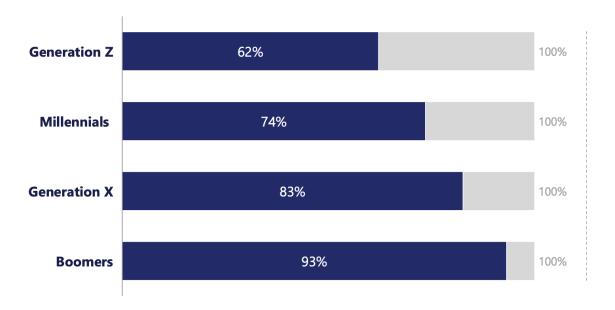
MEDIA CONSUMPTION TRENDS

Consumer trends

Consumption patterns vary even within formats, where Generation Z consume live sports in a more fleeting and selective manner

Percentage of fans watching live events in full 36 markets worldwide, in % of total respondents





- Live sports events are consumed differently for Boomers than for Generation Z; only a slight majority of them tend to watch live events in their entirety (62%), most only tune in to watch high-stakes or high-intensity moments only
- This reflects a more selective media attention from the younger generation, which live sport – sometimes slow and interspersed with commercial breaks – may not always ideally satisfy



MEDIA STRUCTURE TRENDS

Evolution of the media market and sponsorship

Sports media partners and rights owners are facing growing challenges from shifting media landscape and fan habits

Key market challenges in the sports media landscape





Key trends

Majority of media revenues driven by traditional TV, while new competition and consumption habits around live TV viewing are emerging



triggering increasing transformation in the media market and in refinancing models



Fragmentation of media landscape across multiple formats (what?) and channels (where?), with fans forced to 'hop' from one platform to another



Shift from passive to active football media consumption (how?) beyond lean back viewership, including gamified experiences and casual betting





Key challenges

How to maintain monetisation of core TV product



How to establish profitable business models based on streaming only



How to foster discoverability and access to content?



How to empower both fans and media companies to standards?

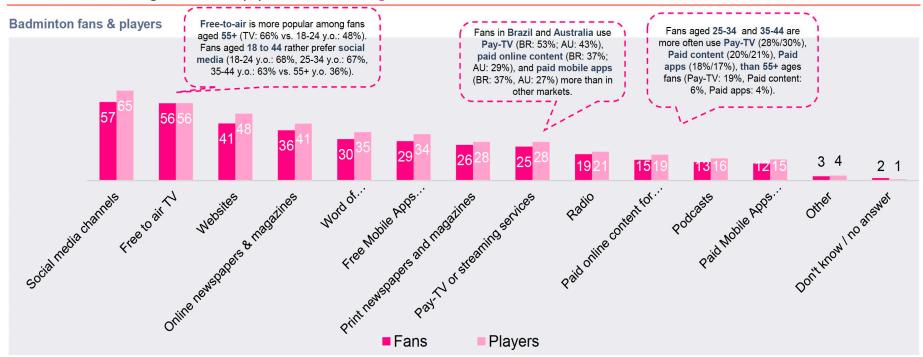




BADMINTON FANS 2022 - Source of News & Content

Social media channels and free-to-air are the main sources to follow Badminton news and content

Sources for following Badminton (%) - Overall ranking for 20 markets



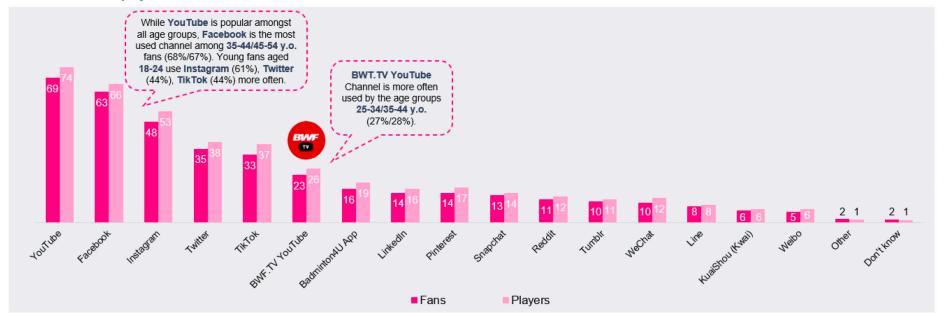


BADMINTON FANS - SOCIAL MEDIA CHANNELS

YouTube, Facebook, and Instagram are the Top 3 social media platforms to follow Badminton overall. One in five Badminton fans and players use the BWF TV YouTube channel

Social media channels for following Badminton (%) - Overall ranking for 20 markets







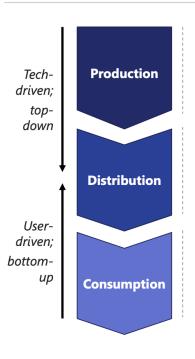
MEDIA PRODUCTION / TECHNOLOGY TRENDS

Technology trends

Global media usage of sports is subject of multiple forces of change, driven by both new technologies and changing consumer habits

Technological key trends for the future of sports media





Remote production

(e.g. cloud-based production hub)

Content automation

(e.g. automated highlight creation)

Virtual advertising

(dynamic ad insertion)

Live data integration

(e.g. athlete biometrics, live odds)

AR & VR production

(live experiences and digital twins)

Al-based content management

(enhanced metadata system)

Cloud-based, IP workflow

(digital-native content delivery)

Content 'alocalisation'

(from one-to-many to many-to-many)

Omnichannel publishing

(content everywhere)

Hybrid media rights distribution

(combined model from B2B to DTC)

Augmented viewing

(immersive and interactive features)

Entertainment ecosystems

(bundle of content and adjacent services)

Contentgamification

(e.g. micro-betting, prediction games)

3D experiences

(virtual worlds and the 'avatar economy')

Blockchain and tokenization

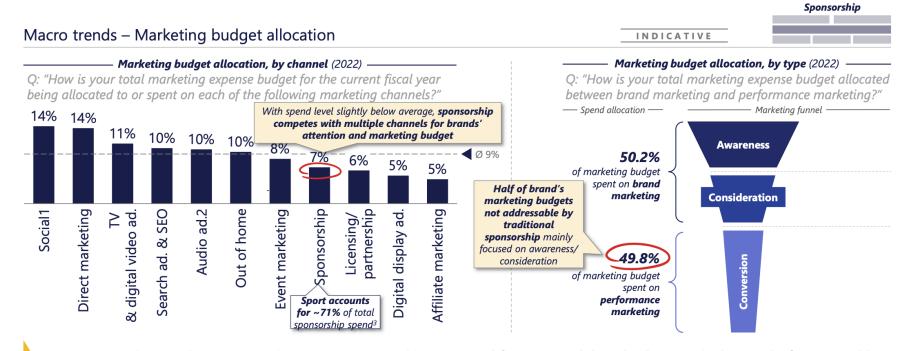
(new ownership and monetization models)



SPONSORSHIP / MARKETING TRENDS

Evolution of the media market and sponsorship

Fragmentation of marketing spend puts sports sponsorship in stiff competition with other channels to capture a fair share of brand's budget



Macro trends in marketing are pushing sports sponsorship to expand from a standalone budget vertical to a 'platform' capable
of amplifying multiple marketing activities, allowing rights owners to capture a larger share of marketing spend

¹⁾ Incl. influencer marketing 2) Incl. digital audio and radio ad. 3) ESA Sponsorship Market Overview 2022 (EU only); Source: 2022 Gartner CMO Spend and Strategy Survey, n>400 CMOs, ESA, Altman Solon



SPONSORSHIP PRODUCT TRENDS

Evolution of the media market and sponsorship

In line with macro trends, sports sponsorship has evolved and must continue to evolve to meet changing marketing landscape and brand needs

Micro trends – Sports sponsorship over time ILLUSTRATIVE **Future Past** Present

Fimeline

Traditional sponsorship

Address brand awareness and image goals with a standardized, exposure-based offering

Shift from sponsorship to partnership

Address brand awareness and image goals with a more tailored, content-driven approach

Expansion to full-funnel partnership

Sponsorship

Enable brands to deliver against multiple goals, including conversion

Key features:

- Mostly exposure-based
- Sports offer a high reach and, compared to other mediums (e.g. TV channel with mass audiences/ one-to-many content), a more qualified audience; strong platform for brand awareness

Delivery model:

- Transactional and monolithic; money against exposure (sponsorship as efficient ad channel)
- · Rigid exclusivity terms as aggregated audience and inventory3

Kev features:

- Exposure- and image-based
- Enhanced focus on brand building; sponsorship transforms into partnership by offering tailored activations and moving to a content-driven approach

Delivery model:

- More collaborative: focus on value cocreation (i.e. knowledge transfer, strategic synergies)
- Rigid exclusivity on premium inventory (e.g. in-game), but diversifying assets and narrative

Key features:

- Exposure-, image- and outcome-based
- Scope of action widens from reaching mass audiences only to addressing specific segments, enabling various types of partners to achieve multiple goals (i.e. fullfunnel)

Delivery model:

- Modular approach and asset mix incl. exposure, content activations, and targeted campaigns
- Lower exclusivity as diversified objectives and inventory; command higher number of partners

