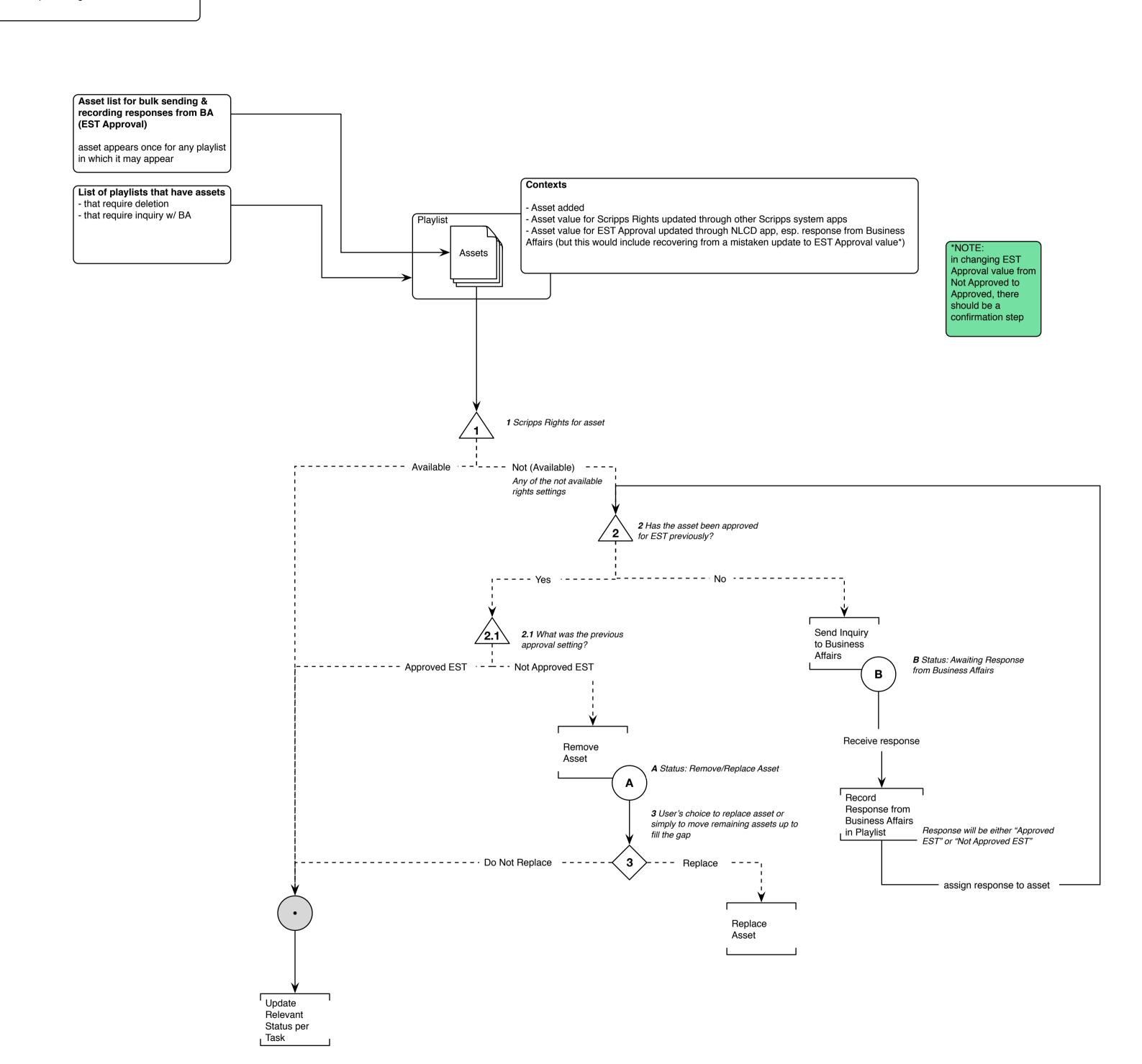
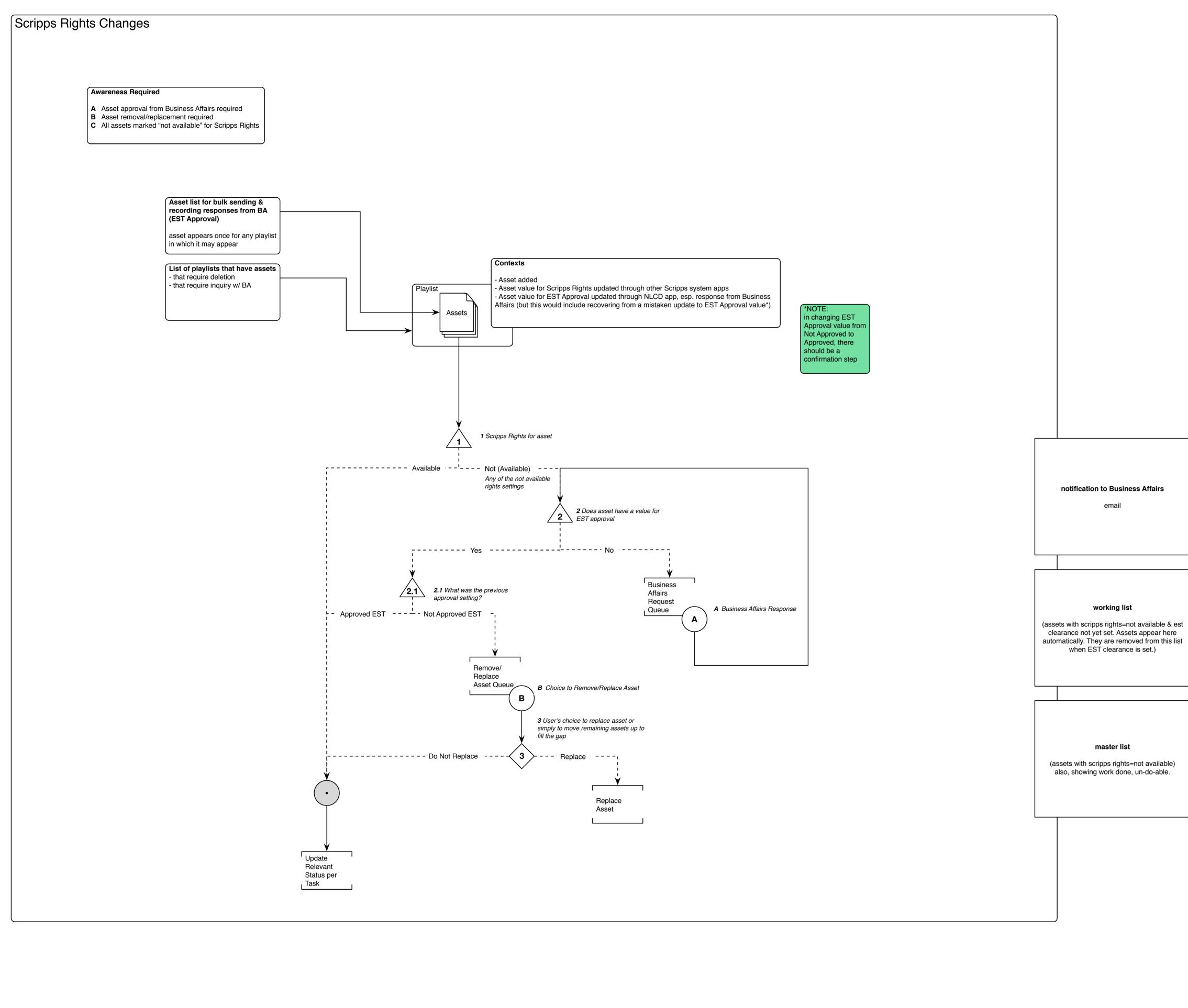
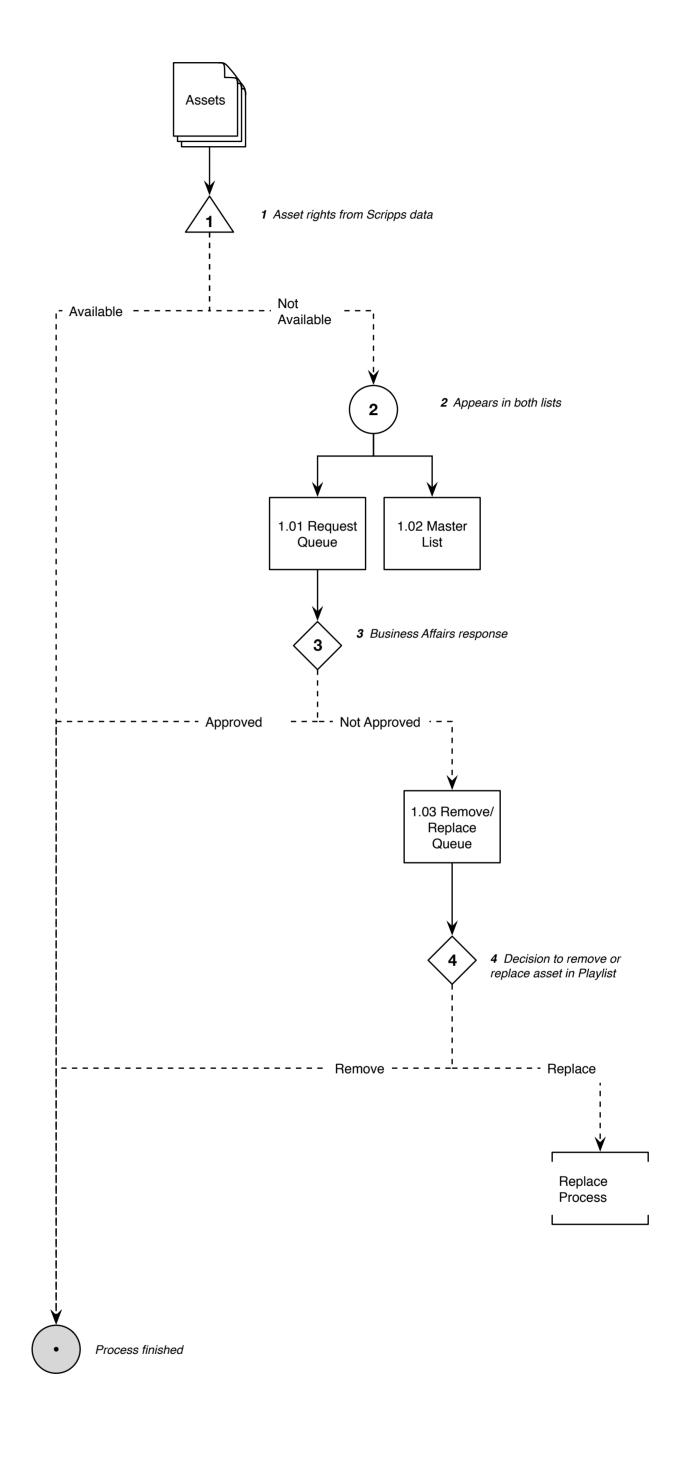
- A Asset not approved for EST. Removal required.B Asset approval from Business Affairs required.

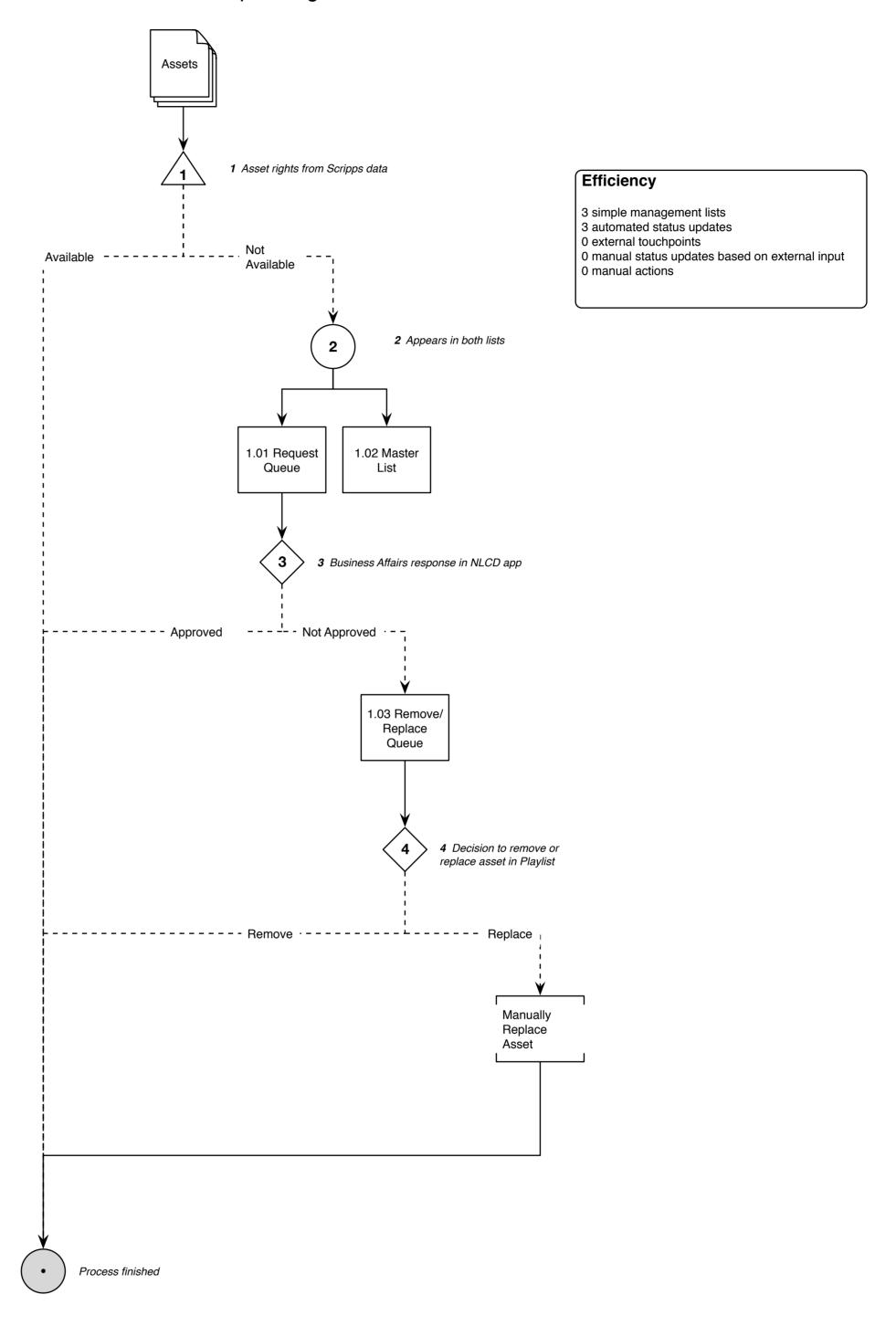






# Current 1.3 Plan Assets 1 Asset rights from Scripps data **Labored effort** 1 automated status update 5 external touchpoints Not Available ---- Available 3 manual status updates based on external input 1 manual action that could be automated Planner makes offline request to Business Affairs email Business 3 Planner updates EST Affairs receives Clearance status: Request offline request Planner waits for email Affairs response... responds to offline request email << Planner receives Bus. Affairs' response 4 Planner updates EST Clearance status, based on Business Affairs' response 1----- Not Approved ---- Not Approved --5 Planner updates EST Clearance status, based on Business Affairs' response Remove Manually Remove Asset 6 Planner makes decision ----- Do not replace on replacing asset in Playlist Replace Asset Process finished

# Incorporating Business Affairs



# LEGAL

- . asset ID w link to Snidbit
- 2. ref to Scripps rights
- 3. PL/Partner Launch date (priority)
- 4. yes/no
- 5. Show batch? actions possibly needed
- 6. Make a mistake? How to recover?

**EST CLEARANCE** 

ssets

01 Jan 2015 - 01 Mar 2015 🚃

Premiere Date

Plan View by Playlists

PLAN

PREP

MKT

LOG

EST Clearance 27

Request Req'd Request Sent Not approved, but not deleted

Last System Update 03 Feb 2015 10:30am

Update from eSearch data for existing assets across all EST partners

Send requests to BA

**TRANSPARENCY** 

1. How many assets are affected?

Other relevant core md changes for this PL?

tatus of tasks

Partners impacted by this situation?

re there grades of PD change types? and where does this on that continuum?

are there any kinds of changes that do not need to be ressed at all?

Priority given to assets launching sooner (show the launch impacted)

Playlists	Assets			15 Playlists	1. Ho
Playlist I	D Playlist	Season	PD Change Type	Date Changed	2. Oth 3. Sta
44574	Barefoot Contessa: Back to Basics	10	Conflict	03 Feb 2015	4. Par
44574	Beat Bobby Flay	1	Conflict	15 Feb 2014	5. are
44763	Building Alaska	2	Conflict	22 Feb 2014	fall on
44574	Castle Secrets & Legends	1	Conflict	01 Mar 2014	5.1 a addre
44574	Chopped	18	Conflict	08 Mar 2014	6. Prid
44763	Cutthroat Kitchen	2		15 Mar 2014	date i
44574	Dangerous Grounds	2	Conflict	22 Mar 2014	
44574	Desperate Landscapes	10	Conflict	31 Mar 2014	
44763	Giada at Home	7	Conflict	05 Apr 2014	
44574	Hotel Impossible	4		12 Apr 2014	
44574	Island Hunters	1		19 Apr 2014	
44763	Million Dollar Rooms	3		26 Apr 2014	
44574	Mysteries at the Museum	5	Conflict	03 May 2014	
44574	Renovation Realities	12	Conflict	08 Feb 2014	
44763	Toy Hunter	3	Conflict	08 Feb 2014	

# **PRECISION**

1. Make the precise change you want to the specific launch date (PL launch or Partner launch)

# SIMPLE

1. How do I know I'm done and done well?

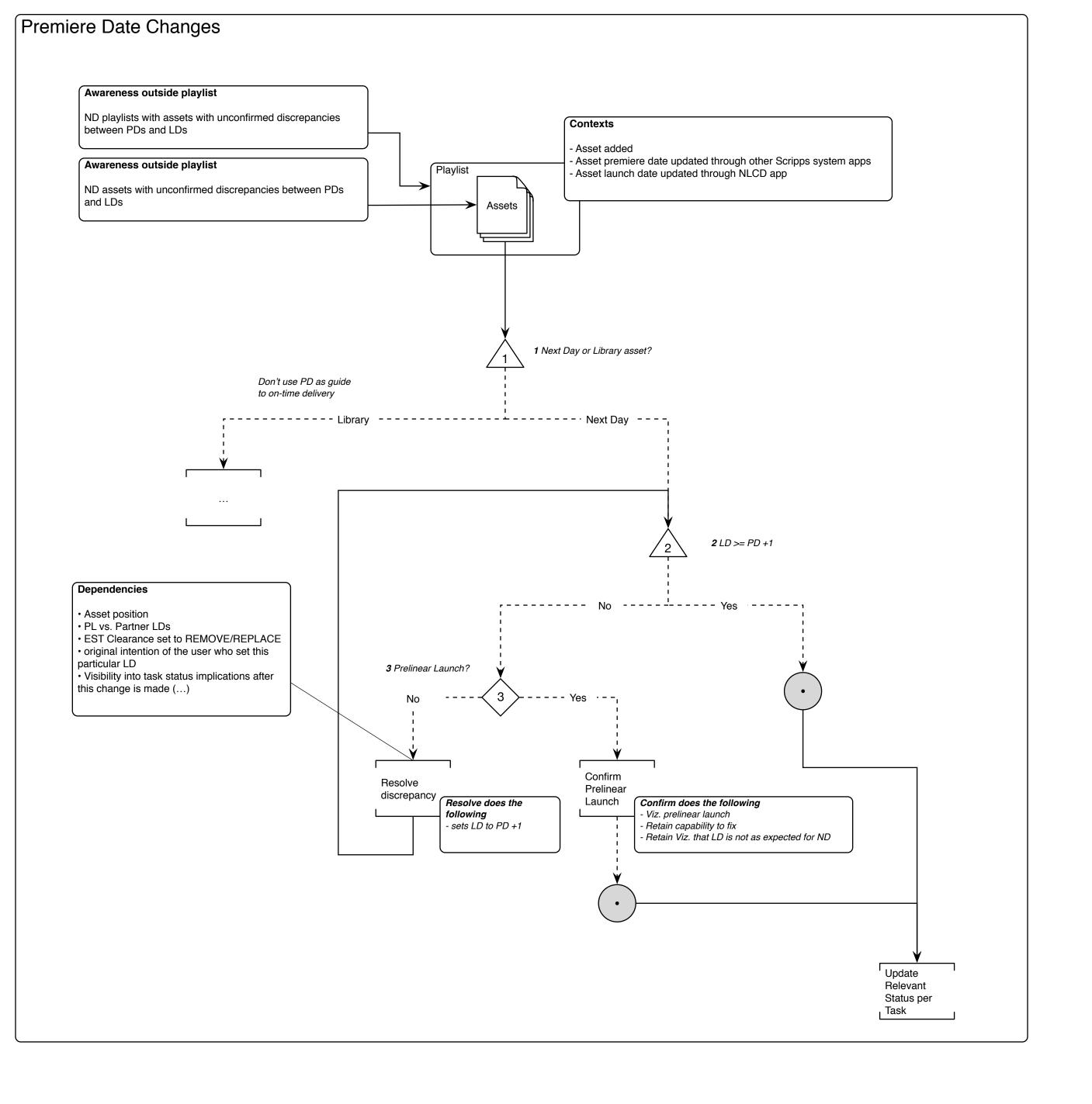
# **EASE**

1. What inline changes are possible without context of PL view?

2. How do I get things off this list? Done?

# CONTINUITY

- 1.Asset being used in other PLs
- 2. Asset having different launches for different partners, same PL
- 3. Other Core MD changes impacting
- 4. intention of the original Launch Date



# Plan View by Playlists

PLAN

PREP

LOG

# **Premiere Date Changes**

Next Day Playlists with premiere date changes to assets

01 Jan 2015 - 01 Mar 2015 🚃

EST Clearance Premiere Date 27

What about LIB?

#### Last System Update 03 Feb 2015 10:30am

Update from eSearch data for existing assets across all EST partners

Playlists	Assets			15 Playlists	1. How many assets are affected?
Playlist ID	Playlist	Season	PD Change Type	Date Changed	<ul><li>2. Other relevant core md changes for this PL?</li><li>3. Status of tasks</li></ul>
44574	Barefoot Contessa: Back to Basics	10	Conflict	03 Feb 2015	4. Partners impacted by this situation?
44574	Beat Bobby Flay	1	Conflict	15 Feb 2014	5. are there grades of PD change types? and where does this
44763	Building Alaska	2	Conflict	22 Feb 2014	fall on that continuum?
44574	Castle Secrets & Legends	1	Conflict	01 Mar 2014	5.1 are there any kinds of changes that do not need to be addressed at all?
44574	Chopped	18	Conflict	08 Mar 2014	6. Priority given to assets launching sooner (show the launch
44763	Cutthroat Kitchen	2		15 Mar 2014	date impacted)
44574	Dangerous Grounds	2	Conflict	22 Mar 2014	
44574	Desperate Landscapes	10	Conflict	31 Mar 2014	
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