

Company Milestones

2011

SXSW: Chosen as an industry expert panel speaker on "Bands and Brands."

DSE: Chosen to host an industry expert panel on "The Role of Entertainment in Digital Place-based Retail Venues."

Formed PlayNetwork Ltd. in the UK to serve as sales and service center for Europe, the Middle East, and India.

2010

Published 1 millionth music program (Halloween for retailer Hot Topic®).

Launched successful "Small Town Sound" nationwide band search for retailer maurices.

Earned Green Business Bureau's Platinum status.

Fifth generation of music media players is released, now featuring video playback capabilities.

Formed partnership with SeeSaw Networks™ to sell advertising on company's Ad Networks.

Formed partnership with Hello Music to source songs from independent artists.

Digital Hollywood: Chosen as an industry expert speaker on "Brands, Deals and Monetization Across Platforms - Video, Broadband, Music, Games & Mobile."

DSE: Content Award, Non-Interactive Best Experiential Content for a highly customized and creative in-store video program for Genesco's specialty retail sites, Journeys and Journeys Kidz.

2009

Acquired Channel M, the largest provider of digital out-of-home television content in North America.

Web Radio online entertainment solution launched.

Selected to create high-impact experience for 18,000 sq. ft. Eastern Mountain Sports flagship location.

Mobile media solutions offering launched.

City of Redmond, WA: Way to Go Business Commute Award

SPECS 2009: PlayNetwork chosen to speak as part of the "Solution Track" session.

2008

Launched Serenade™, a Web-based music and messaging management system.

Made Deloitte North America Fast 500 and Inc. 5000 Fastest-Growing Private Companies lists.

Named One of Washington's 100 Fastest-Growing Private Companies by the Puget Sound Business Journal.

Posted record growth for FY2008, adding 68 percent increase in subscribing locations and 31 percent in revenue growth.

Advertising 2.0: Chosen as an industry expert panelist to speak on "Out-of-Home Advertising—Video Networks, Retail and Digital Landscapes."

SXSW: Chosen as an industry expert panelist to speak on "brand labels."

NASFM: Retail Design award for Under Armour®.

Hosted inaugural Entertainment Media Event in conjunction with Global Shop with a live performance by Train's Pat Monahan.

Named as Cisco Academy of Digital Signage Partner.

2007

Chain Store Age: Retail Store Design of the Year award for Under Armour®.

PlayNetwork assumes all XM for Business sales and service.

IBMA: Chosen as an industry expert to present at the VAR/ Dealer information session, as well as on the "Crystal Ball on Future of our Industry" panel discussion.

Digital Hollywood Fall: Chosen as an industry expert panelist to speak on "In-Store Digital Music Solutions."

2006

Video Media Services and New Media Services are launched.

2005

PlayNetwork merges with Crows Nest Entertainment.

Adam Brotman spins off new venture; Lon Troxel takes over as CEO.

Made Deloitte North America Fast 500 and Deloitte Technology Fast 50 lists.

2004

Made Deloitte Technology Fast 50 and Inc. 5000 Fastest-Growing Private Companies lists.

Named One of Washington's 100 Fastest-Growing Private Companies by the Puget Sound Business Journal.

Industry veteran Lon Troxel joins as Executive Chairman of the Board.

Fourth generation of digital music players is released.

2003

Made Inc. 500 America's Fastest Growing Private Companies and Deloitte Washington Technology Fast 50 lists.

Third generation of digital music players is released.

Dual-zone playback and enhanced audio rich mixing capabilities are deployed.

Earned Tannoy Concentric Crusaders Award for outstanding work as a business partner.

2002

Private financing round of \$4.4 million is completed.

Puget Sound Business Journal: Ranked ninth Fastest Growing Private Company in Washington State.

2001

Private financing round of \$5 million is completed.

Frost & Sullivan: Market Engineering Award for Customer Service Innovation for "Great Installations – Great Systems®" quality-assurance program.

International distribution partnerships are formed with Nippon Rediffusion Ltd. (Japan) and TSC Music Systems Ltd. (England).

Second generation of digital music players is released.

PlayNetworkonline.com, a self-subscription music service for small businesses, is launched.

2000

Private financing round of \$13 million is completed.

Key commercial audio partnerships are developed.

1999

20 hour music programming CD-ROM is developed.

Moved headquarters to Redmond.

1998

First generation of digital music players is released.

Digital music randomization, or shuffling technology, is introduced seven years before the debut of Apple's iPod Shuffle™.

1997

R & D focuses on music licensing and proprietary music-management system: Conductor™.

1996

16 hour music programming CD-ROM is developed.

PlayNetwork is founded in Seattle, WA.