



U-verse Update: 1Q12

AT&T Tops Six Million Customers

AT&T U-verse® continued to get even better during the first quarter of 2012, with even more interactive apps, integration and flexibility. We launched the U-verse App for iPad, making it easy for customers to connect their TV giving customers an even better personalized TV experience. We introduced our exclusive U-verse FamilyMap App, for families to locate and connect with one another from their TV screens. AT&T U-verse was also awarded with two IP&TV Industry Awards for the U-verse App for iPad and the industry's first Integrated Wireless Receiver. Below is a recap of our AT&T U-verse growth and highlights for the first quarter.



SERVICE GROWTH: Customers Continue to Choose U-verse TV

- **6.2 million total U-verse customers**
 - **4.0 million U-verse TV customers.**
 - **2.4 million U-verse Voice connections.**
 - **5.9 million U-verse High Speed Internet customers.**
- **More than 90 percent** of U-verse TV customers have High Speed Internet.
- About **half** of new U-verse TV customers also subscribe to U-verse Voice.
- About **75 percent** of U-verse TV customers have a triple- or quad-play.
- AT&T U-verse packages available in **138 markets (MSAs)** across 22 states.
- AT&T U-verse now has annualized revenues of approximately **\$8 billion**.

SERVICE EVOLUTION: More Integration Across Screens, More Convenience for Customers

- IPTV World Forum awarded U-verse with two awards for "**Best TV" app for the U-verse App for iPad** and one for "**Best Consumer Device "** for the **Wireless Receiver**.
- AT&T U-verse launched the **U-verse App for iPad**, making it easy for users to connect their TV, for an even better viewing experience.
- Introduced **AT&T FamilyMap app**, which gives customers the convenient ability to locate and connect with family members from their TV screens. Customers can get a peace of mind with the ability to locate family members' mobile phones on a map right on their U-verse TV.

U-verse TV Subscribers in Service (in millions)

