



# **VIETTEL 3G BUSINESS MODEL**

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# INTRODUCTION

## Milestones

- **1/6/1989:** Establishment of SIGELCO, former organization of Viettel.
- **2000:** First VoIP service offered to market
- **2002-2003:** Internet & PSTN offered to market
- **2004:** Mobile phone service launched.
- **2006 – 2009:** Overseas investment (only operator have in VN)

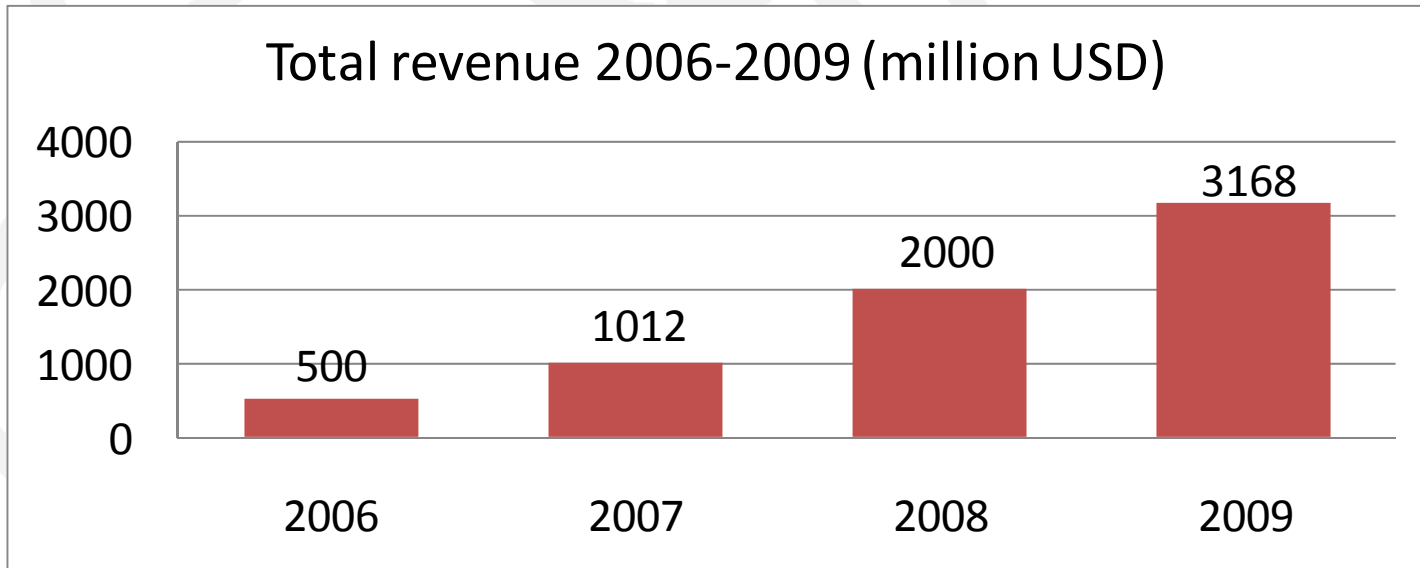
# INTRODUCTION

## ■ **Fields of business activity:**

- Posts and Telecommunications services
- Software products Development
- Construction of Post and Telecommunication electrical transmission works.

# INTRODUCTION

## Key Achievements- Total revenue



# INTRODUCTION

## Awards:

- ❖ Most well-known Brand in Vietnamese Telecom Industry
- ❖ The first Vietnamese operator to invest directly overseas.
- ❖ Ranked 83th among the 100 largest telecom company in the world
- ❖ Emerging Market Service Provider of the Year of Frost&Sullivan Asia Pacific ICT Awards 2009
- ❖ Best Operator in a Developing Market - WCA 2009

# INTRODUCTION

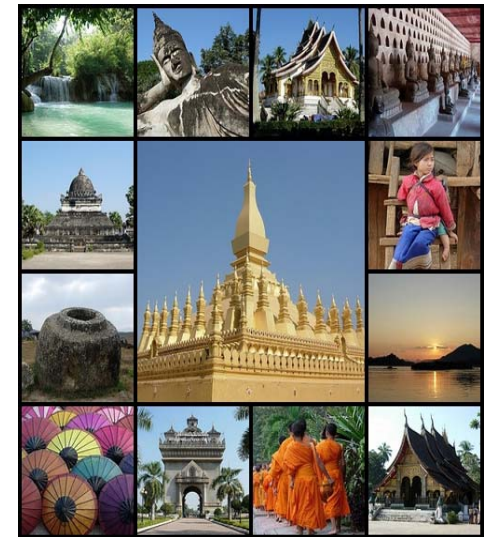
## Viettel investment – Cambodia market

- Viettel stakes: 100%
- Services offering:  
mobile/PSTN/Internet/ISP/FWP/Leased-line...
- Network: *No. 1 network Infrastructure*
  - Biggest F.O network: 12,000km (2009); covering 100% districts.
  - Largest mobile network: covering 100% residential areas & 95% total area.
- Total subs: 5.3M (Q1/2010) ; to be No. 1 in 2010
- High Ranking: 2 out of 8 biggest operators in Cambodia

# INTRODUCTION

## Viettel investment – Laos market

- Viettel stakes: 49%; LAT: 51% (JV since Apr2008)
- Brand: Unitel (Sep. 2009)
- Mobile network: BTS: 1,000 +  
BTS Capacity: 1,500,000 sub.
- Customer base: 1.5 million subs
- Target: No.1 operator in Laos (2010)





# VIETTEL-3G

## Viettel's view:

- 3G: the inevitable continuation of 2G
- Favorable conditions for developing 3G in Vietnam:
  - Beauty contest (instead of the auction)
  - Right time for licensing in term of all aspects:
    - Network technology (HSPA +)
    - Diversity terminal/ Reasonable price
  - Particularly suitable with Vietnam - The country with low internet penetration and wired network infrastructure underdeveloped.
- 3G: an opportunity for mobile operators to penetrate broadband Internet Market

# VIETTEL-3G

## Rollout plan:

- Licensed officially: **13/8/2009**
- Launched services: **25/3/2010** (8000 BTS covering 100% districts and 70% total area)
- Technology application: HSPA+

## Services:

- Services for handset
- Pack for Laptop /Pack for PC

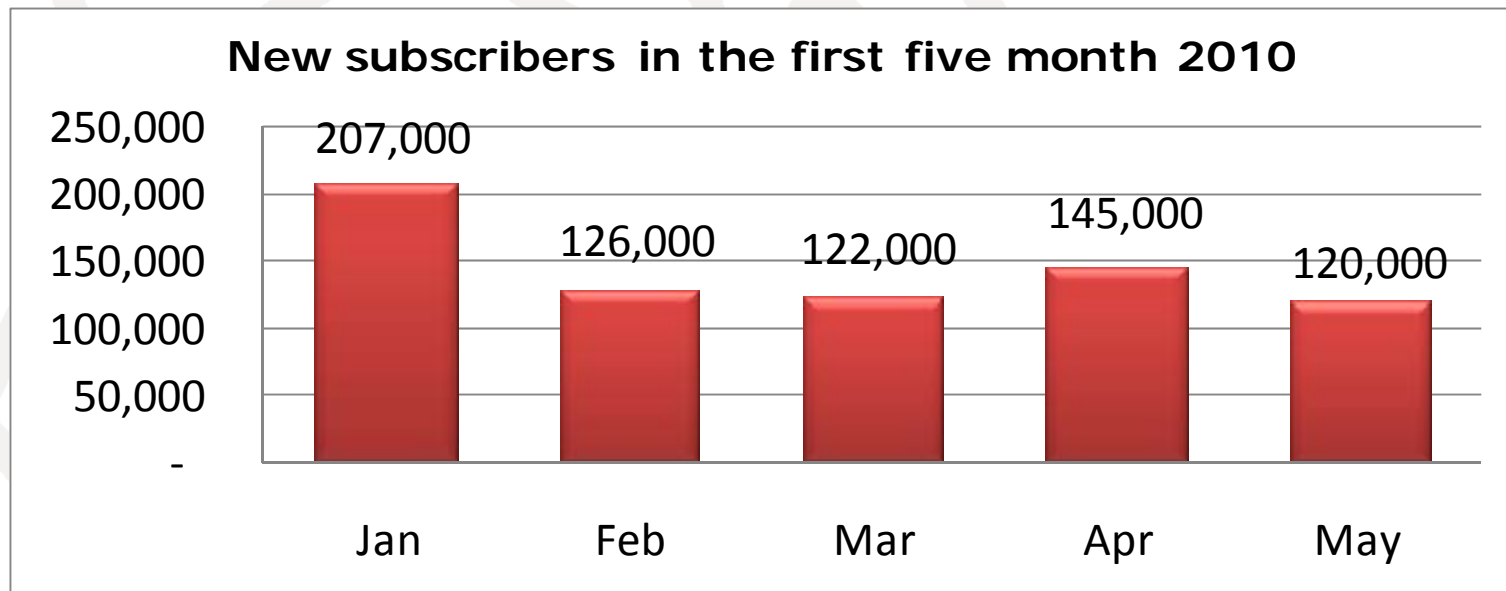
# VIETTEL-3G

## Services for handset:

- ❑ Mobile Internet
- ❑ Mobile TV/ Mobile clip/ VOD
- ❑ Imuzik 3G
- ❑ Pixshare
- ❑ Vmail (Mobile Mail)
- ❑ Social Network
- ❑ Application - Game portal
- ❑ LBS

# VIETTEL-3G

## Services for handset:



**3G subs: 1.3 million (5%  
(2G+3G) subs)**

# VIETTEL-3G

## Services for handset:

- Average level of usage: 70 Mb/sub/month
- ARPU of data: \$2
- ARPU of voice: \$14

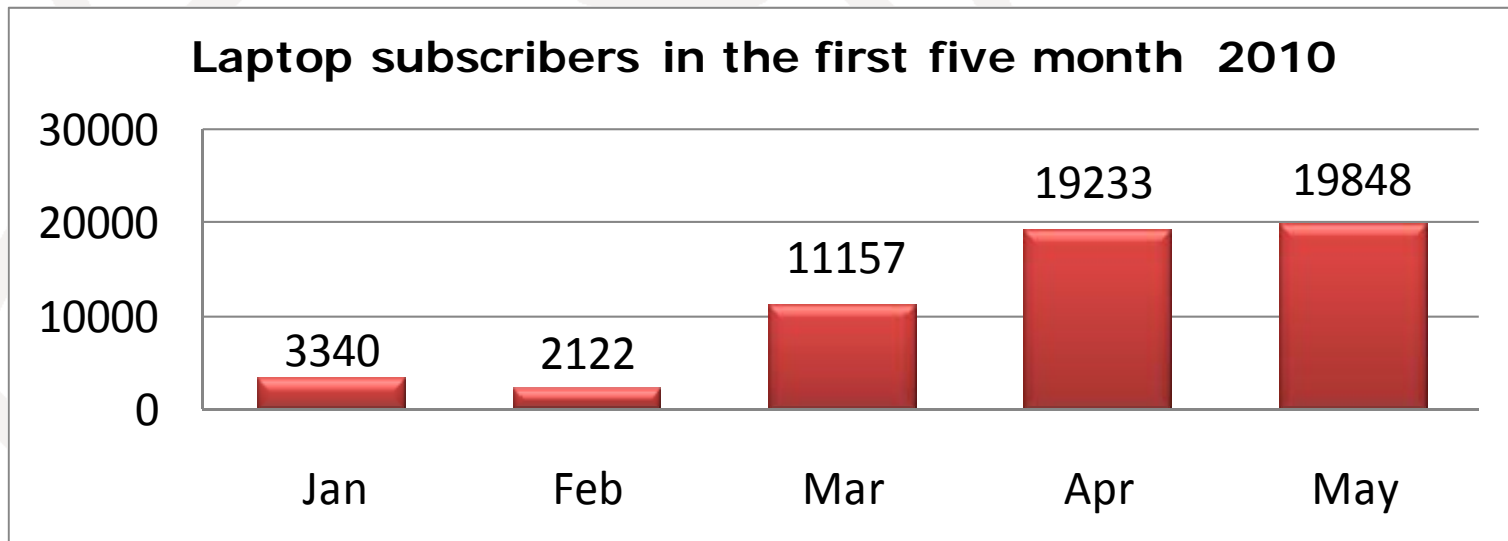
# VIETTEL-3G

## Services for handset:

- ARPU of VAS:
  - o Imuzik 3G: \$1.5
  - o Mobile TV: \$2.0
  - o Vmail: \$0.5
  - o Mstore: \$0.4

# VIETTEL-3G

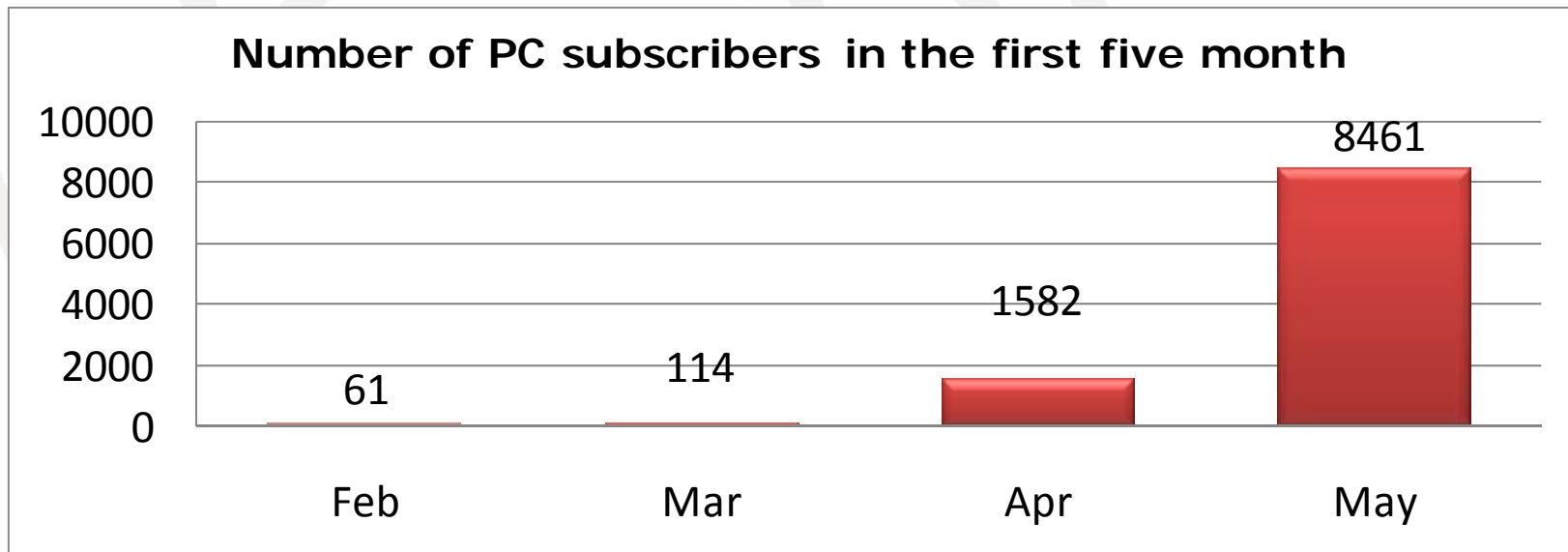
## Pack for Laptop/PC: Subscribers



**Total : 60,000 Laptop subs**

# VIETTEL-3G

## Pack for Laptop/PC: Subscribers



**Total: 10,200 PC subs**

# VIETTEL-3G

## Pack for Laptop/PC : Tariff plan:

No	Laptop	Object	Monthly access fee (vnd)	Inclusive data	Over Data Cost (vnd/Mb)
1	Laptop 40	PostPaid	30.000	300MB	80
2	Laptop 120		100.000	2GB	
3	Laptop 250		220.000	7GB	
4	Laptop Easy	PrePaid	-	0	100

# VIETTEL-3G

## Pack for Laptop/PC: Tariff plan:

No	PC	Object	Monthly access fee (vnd)	Inclusive data	Over Data Cost (vnd/Mb)
1	PC 30	PostPaid	30.000	300	80
2	PC 100		100.000	2GB	
3	PC 220		220.000	7B	
4	PC Easy	PrePaid	-	0	100

# VIETTEL-3G

## Pack for Laptop/PC

	Laptop	PC
ARPU	\$9.2	\$6.6
Average level of usage (M)	2.8G	2.4G



# CONCLUSION

- The growth of 3G mobile subscribers has not met expectation of operators (5% total (3G+2G) subs)
- The proportion of 3G value-added service revenue was unremarkable in comparing with voice and message:
  - ➔ *Data revenue/Total 3G revenue: 13%*
  - ➔ *Data revenue/ Total (2G+3G) revenue: 0.4%*



# CONCLUSION

- Broadband service is an opportunity for operators.
- Customer experiment is the key to success

# 3G BUSINESS MODEL

- 2G Business: Mobile operators act as both service providers and connectivity providers.
- 3G Business: Mobile operators only act as connectivity providers; other applications (excluding voice and SMS) are offered by other providers.

# 3G BUSINESS MODEL

## General trends :

- Mobile operators tend to jump into the field of service and content provision in order not to become 'dump pipe'
- Meanwhile, content providers also tend to provide mobile services, thus to become heavy opponents

# 3G BUSINESS MODEL

## Contradictions:

- Mobile operators might not have enough resources to cover all the applications that their customers need (Elephant never dance)
- Revenue from 3G services is not enough to invest in network despite a rapid increase in demands

# 3G BUSINESS MODEL

## Contradictions:

- It is hard for content and service Providers to deploy applications because they lack customer information. They also face with many difficulties in quality control and fee collection from *customers*.

# 3G BUSINESS MODEL

## Solutions:

- Harmonious combination between the device manufacturers – Network operators - service/content providers on the basis of taking full advantage of their core strengths will create a fair environment in which the symbiotic factors make benefits for both related parties and customers.

# 3G BUSINESS MODEL

## **The production equipment and technology Enterprise**

- Continue to improve radio access technology bandwidth in two directions: upgrading bandwidth and reducing costs (HSPA +, LTE, WIMAX .....
- Ensure compatibility between generations to reduce investment costs.



# 3G BUSINESS MODEL

## Mobile operators

- Take full advantages of existing infrastructure (BTS, transmission,...) to lower investment costs;
- To fully exploit the strengths of their core customer relationship: trust of customers, billing systems, Mobile Portal, customer information (computer terminal type, location, ...).

# 3G BUSINESS MODEL

## Mobile operators

- Focus more on what customers really expect from operators: Coverage, speed, network stability, convenience of use and accuracy of charging.
- Cooperate with content /services providers to bring better services to the customer through directly connecting among systems: Billing OCS, SMSC, LBS Engine , Mobile portal, ...

# 3G BUSINESS MODEL

## Content/application Providers

- Not only concentrate on entertainments but also tools and utilities for daily life.
- Cooperation with the operators in order to provide more advanced services.

# CONCLUSION

- Preferred 3G business model will be created by the common interests between equipment suppliers, operators and content/service providers.
- Operators have to enhance their core values at the same time, actively expanding its cooperation with content/service providers to give their customers new value added services.



**THANK YOU!**