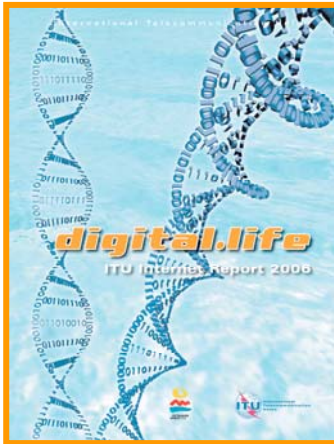


# digital.life

[www.itu.int/digitalife/](http://www.itu.int/digitalife/)

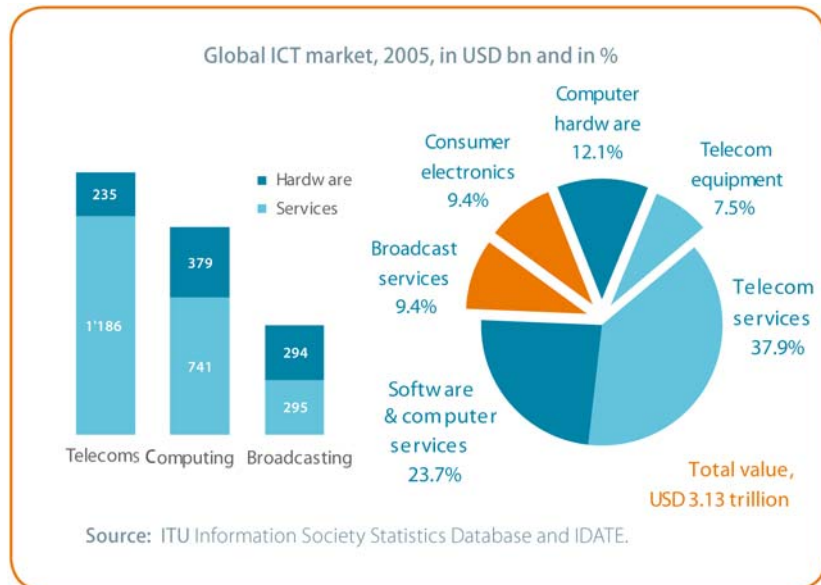
**Draft Press Release**



The eighth edition of the ITU Internet Reports, entitled "**digital.life**" and prepared especially for *ITU TELECOM World 2006*<sup>2</sup>, will be released on 3 December 2006. The report examines how innovation in digital technology is radically changing individual and societal lifestyles.

As our lives become increasingly mediated by digital technologies, the development of human identity in a digital world presents a new set of challenges. Concerns over privacy and data protection are not being sufficiently addressed by current online identity tools, and the consequences of theft or misrepresentation of digital identities are becoming ever more serious as our dependence on information and communication technologies (ICTs) grows. The report explores the concept of the digital citizen, and examines the need for improving the design of identity management mechanisms for a healthy and secure digital world.

In a sense, humans have always been digital. The digits of the hand have been used to create, innovate and communicate over the ages. Today, the thumb is used to communicate by SMS on mobile devices around the world. Digital technologies have been vital to the distribution of knowledge and information, which, as many will argue, are at the core of power in society. Through the use of communication technologies like the internet and the mobile phone, the reach of our relatively short digits has been extended to a much larger sphere—that of the global digital world. In this respect, services and applications that are both user-focused and context-aware are seen to be vital for businesses and users alike.



Digital technologies are fast becoming indispensable. A growing array of devices and technologies are on offer today, making users much more mobile. While it took around 21 years to reach the first billion mobile users, the second billion signed up in just three years. It is not surprising that in today's world, digital business is big business. The clearest evidence for this is at the macro-economic level, where the contribution of ICTs to the general economy has grown rapidly, regardless of falling prices. The ICT market was worth more than US\$3 trillion worldwide in 2005.

<sup>1</sup> Please note that there is a media Embargo on the report until 3 December 2006, 00:01 (CET).

<sup>2</sup> ITU TELECOM World 2006 will take place in Hong Kong, China, from 4-8 December 2006. For more information, see: <http://www.itu.int/WORLD2006/>.

An important transition for digital lifestyles involves the shift from low-speed to high-speed networks. Broadband networks are well advanced in the fixed-line world, where there were some 216 million fixed-line broadband subscribers and 61 million mobile broadband subscribers across the world at the start of 2006. Broadband networks and media convergence are generating new avenues for distributing digital entertainment. User devices are now multi-functional and increasingly personalized. In the future, advances in connected computing will make it possible for millions of things to become digital, and have the ability to compute and communicate.

The transition to a digital world is well under way, and this new report celebrates it. But at the same time, the report counsels caution over the need to preserve what we value about our “analogue lifestyles” before embracing the new “digital lifestyle”.

The five chapters of this 190 page report cover:

1. Going digital
2. Lifestyles.digital
3. Business.digital
4. Identity.digital
5. Living the digital world

In addition, the Information Society Statistics annex provides the latest available data on ICT markets and service prices for more than 200 economies worldwide. The text of the report will be available, free-of-charge, online at [www.itu.int/digitalife](http://www.itu.int/digitalife).

The full text of the report, including the data tables, will be available to purchase online or as a printed book as from 3 December 2006. For more information, the authors of the report can be contacted at:

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#### Top 20 economies (ranked by total subscriber numbers) as at 31 December 2005

Total subscribers, number of mobile broadband subscribers, penetration rate and price of OECD mobile low-user basket in USD.

Economy	Total mobile cellular subs.(000s)	Of which, total mobile broadband subs. (000s)	Penetration (per 100 Inhabitants)	OECD low-user Basket (USD)
1. China	393'428.0	*	29.9	\$2.90
2. United States	201'650.0	4'360.4	67.6	\$5.21
3. Russia	120'000.0	*	83.6	\$5.96
4. Japan	94'745.0	17'792.6	74.0	\$20.51
5. India	90'000.0	*	8.16	\$2.39
6. Brazil	86'210.0	175.0	46.25	\$26.52
7. Germany	79'200.0	2'289.0	95.8	\$17.34
8. Italy	72'200.0	10'262.0	124.3	\$14.43
9. United Kingdom	61'091.0	4'536.8	102.2	\$14.02
10. France	48'058.4	1'583.0	79.4	\$30.00
11. Mexico	47'462.1	...	44.3	\$14.00
12. Indonesia	46'910.0	...	21.1	\$4.30
13. Turkey	43'609.0	*	59.6	\$12.57
14. Spain	41'328.9	939.0	96.8	\$22.14
15. Korea (Rep.)	38'342.3	12'530.9	79.4	\$14.18
16. South Africa	33'960.0	216.1	71.6	\$13.26
17. Philippines	32'810.0	*	39.5	\$5.29
18. Poland	29'166.4	12.9	75.7	\$7.76
19. Thailand	27'379.7	*	43.0	\$4.35
20. Taiwan, China	22'171.7	113.9	97.4	\$26.29
<b>WORLD</b>	<b>2'168'434.0</b>	<b>60'249.1</b>	<b>33.5</b>	<b>\$12.77</b>

Note: \* 3G not commercially available, as of 31 December 2005. / ... Data unavailable.  
«Mobile broadband» is  $\geq$  256 kbit/s in one or both directions