

# ITU Internet Report 2006:

# digital.life

*Press Conference*

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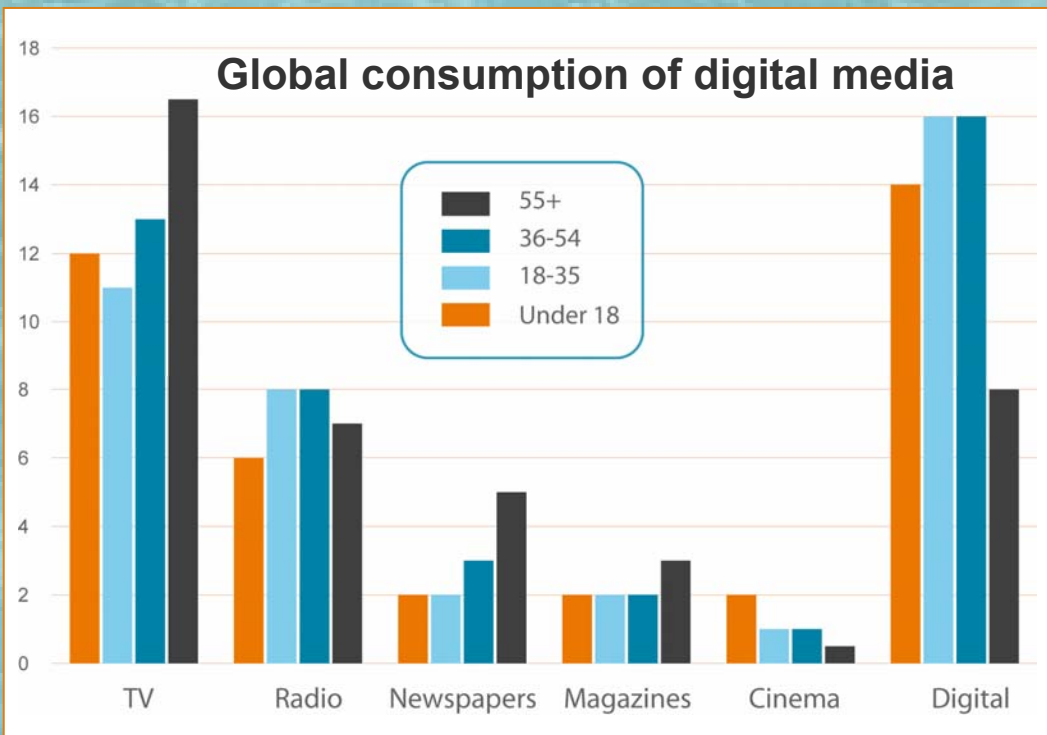
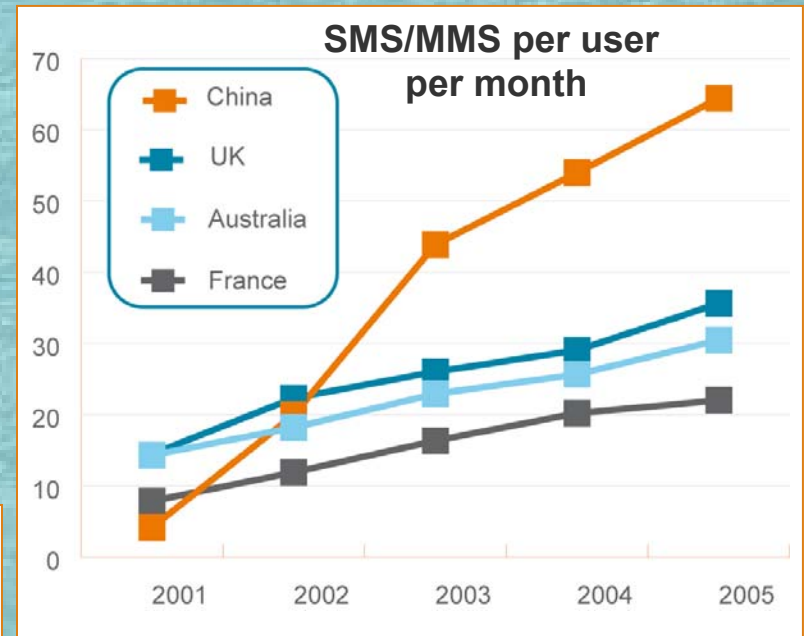
*Hong Kong, 6 December 2006*



**International  
Telecommunication  
Union**

# going digital

- from digits to digital
- the rule of the thumb
- more media



- digital ubiquity
- digital dilemmas

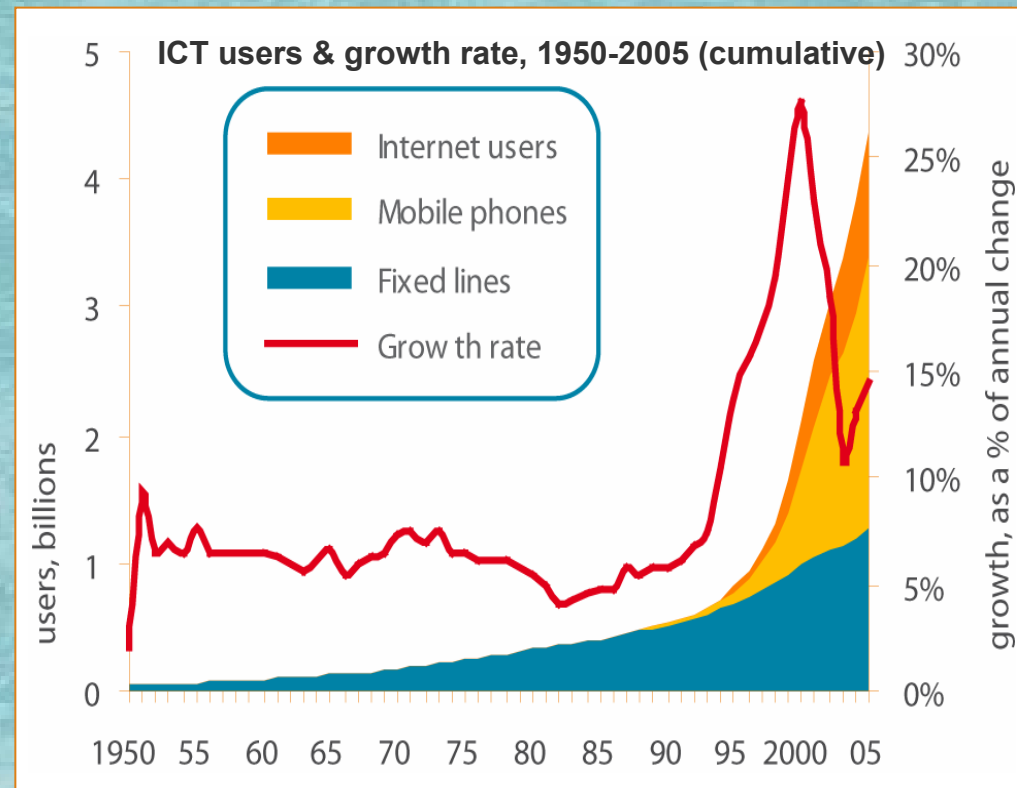
# ICT bubble economy?

**2.17 bn** mobiles  
**1.26 bn** fixed lines  
**0.97 bn** internet users

(Jan 2006)



- ICT “bubble” lasted from mid-1990s to 2001, driven by mobile and internet
- growth rates have picked up since 2003, at a level that is twice the post-war average
- now, most new growth is in developing world



Source: ITU Information Society Statistics.

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

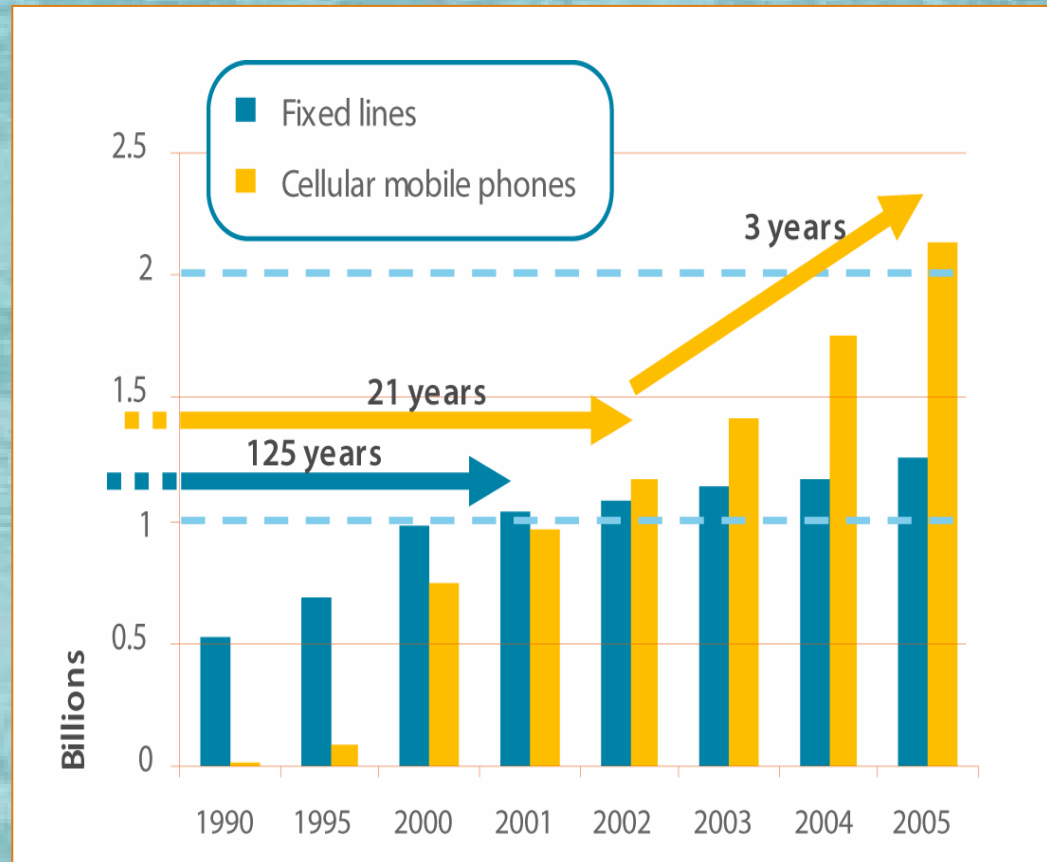
# rapid pace of change

- for fixed lines, it took 125 years to reach one billion users
- for mobile phones, it took 21 years
- ...and the second billion mobile phones were added in just 3 years!



- **what does the future hold? three billion mobile phones worldwide by 2008?**

Passing the 1 billion and 2 billion user milestones



Source: ITU Information Society Statistics

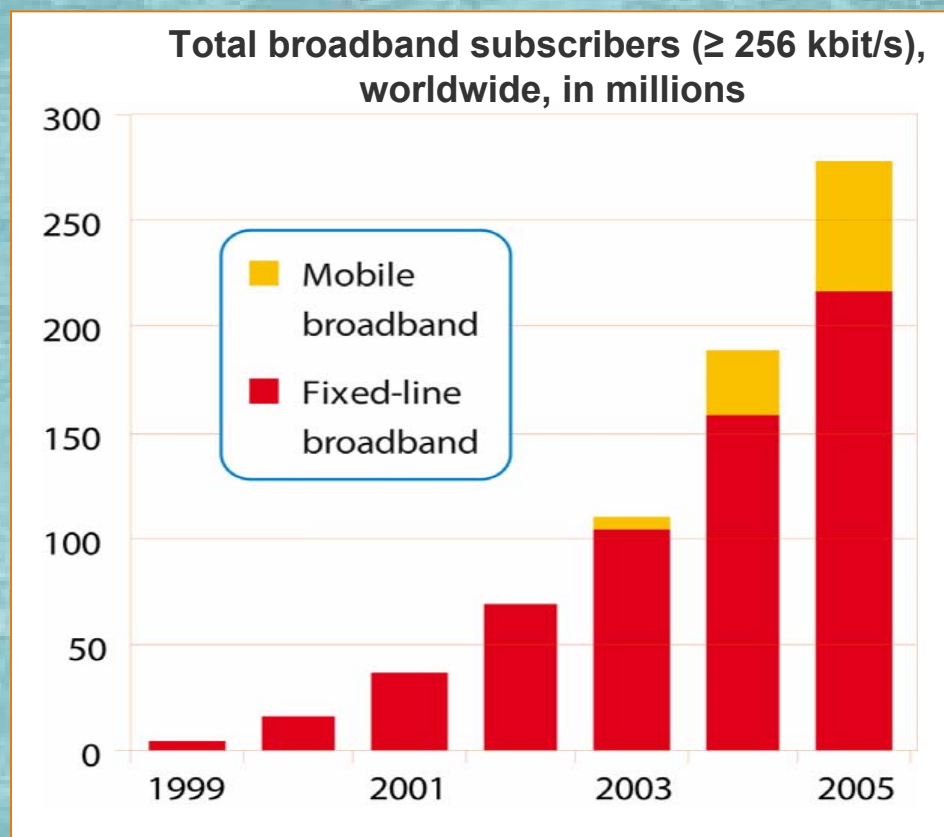
# broadband goes mobile

## by the start of 2006

- commercial broadband services launched in 166 economies
- 216 million fixed-line broadband subscribers
- 61 million mobile broadband subscribers

## between 2004-2006

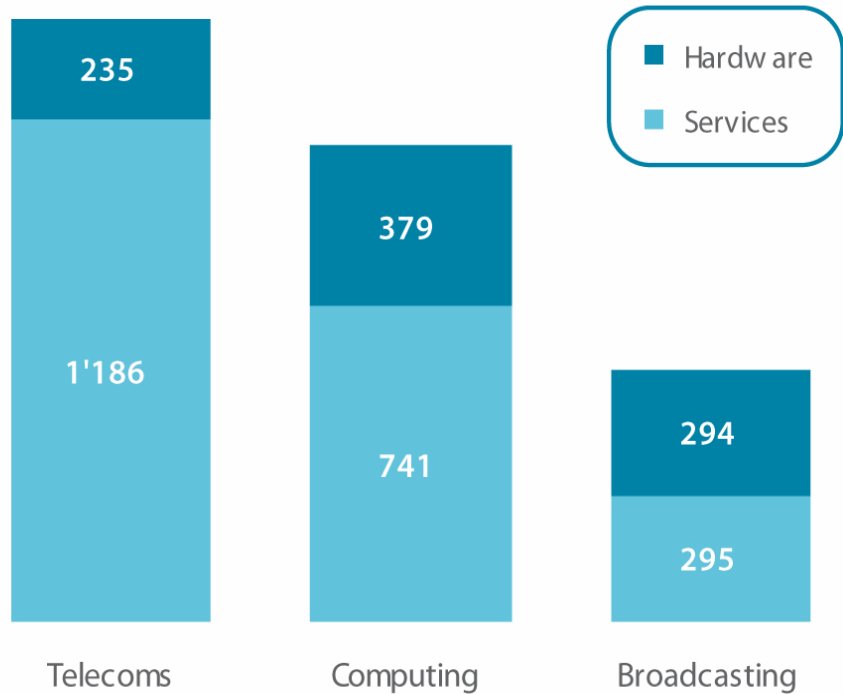
- median price per Mbit/s has fallen by 41% p.a.
- median speed has grown by 66% p.a.



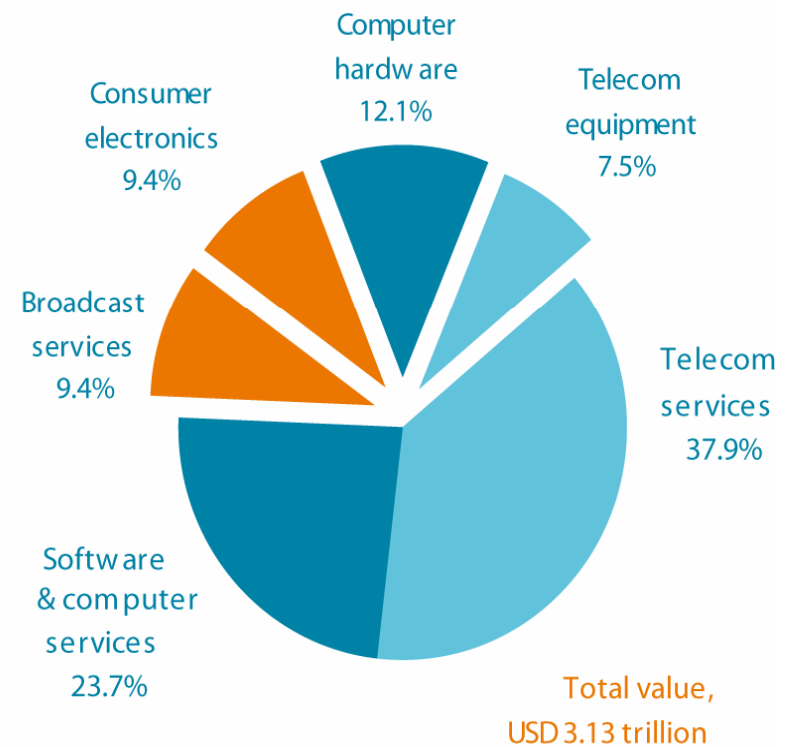
Source: ITU Information Society Statistics

# digital business is big business

Global ICT market, 2005, in USD bn



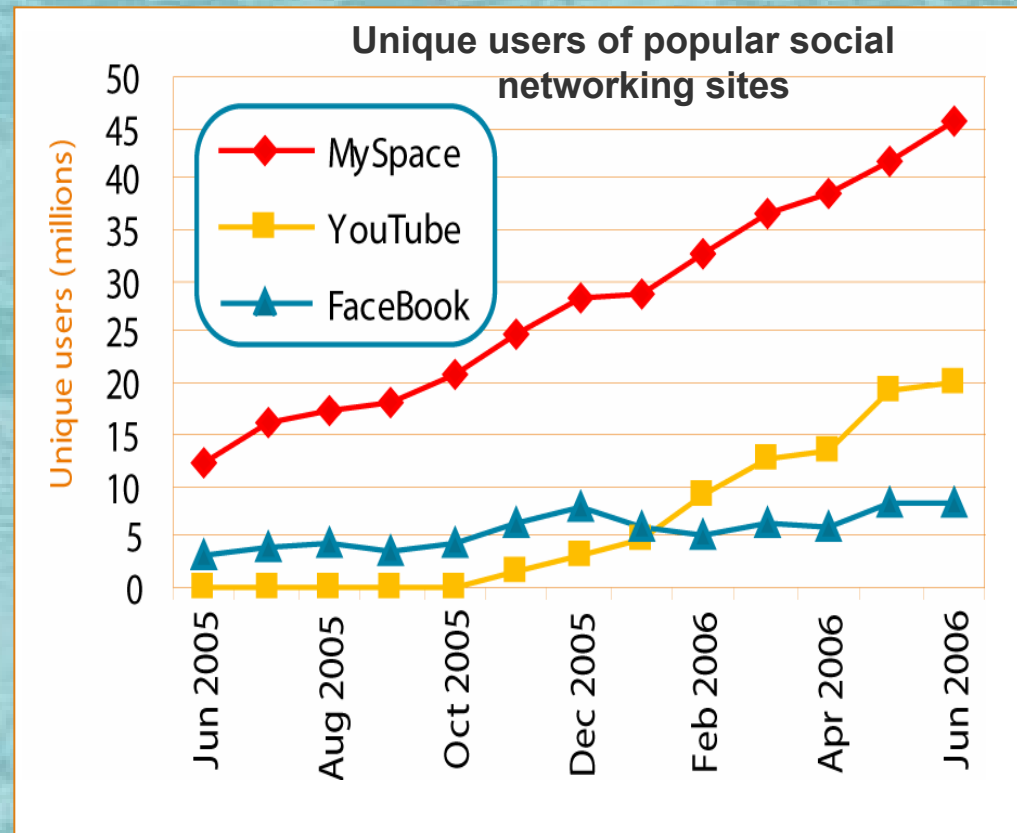
Global ICT market, 2005, in %



Source: ITU Information Society Statistics, IDATE.

# new digital lifestyles

- **SMS/MMS**
- **instant messaging**
- **user-generated content**
- **video-sharing sites**
- **social networking websites**
- **collaborative content (e.g. Wikipedia)**
- **multiplayer games**



Source: Financial Times, using Nielsen/Net Ratings.

# identity in a digital world

## challenges

- fragmentation of identity
- blurring boundaries
- data perpetuity
- commoditization of privacy, identity
- cultural differentiation
- globalization

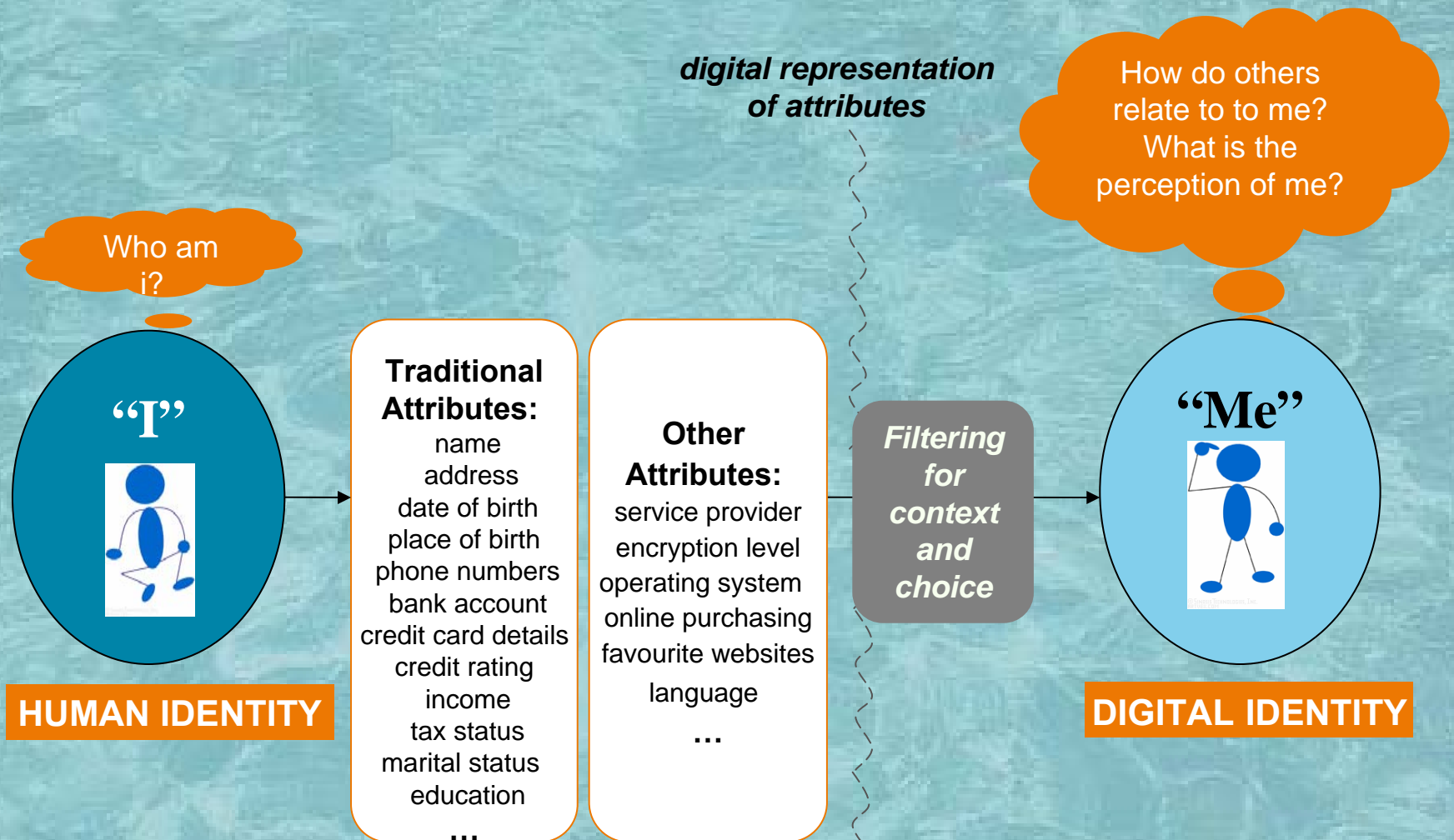


## risks

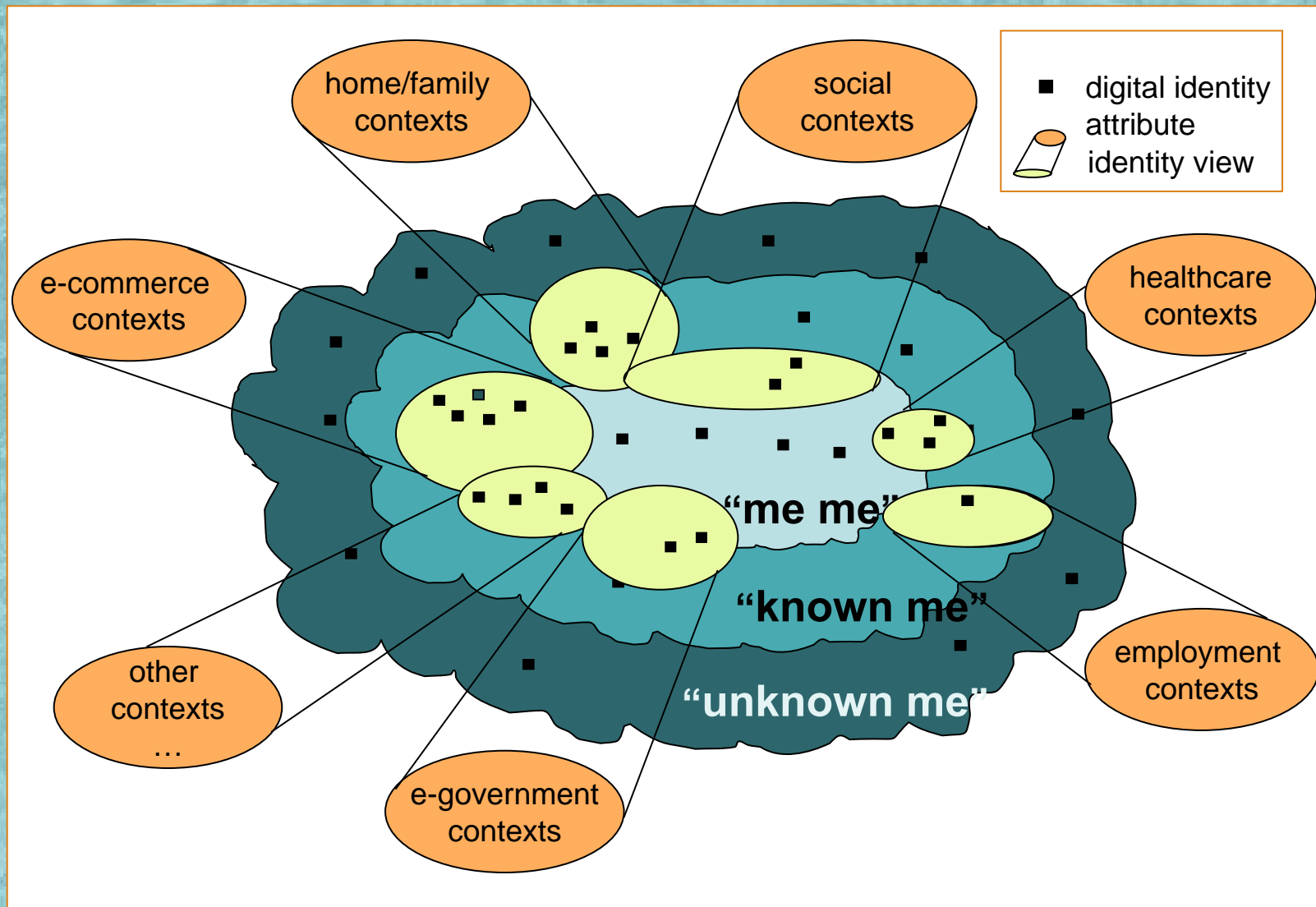
- user reticence, mistrust
- leaks, breaches
- mistaken identity
- identity theft



# from 'i' to 'me'



# context is king



Source: ITU, Adapted from J. de Clercq and J. Rouault (Hewlett-Packard)

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

# living the digital world

## *industry/business:*

- value generation
- understanding user demand, context & contribution
- convergence, collaboration, cooperation

## *government/regulators:*

- coping with convergence
- fostering fair competition
- extending access
- consumer protection, identity

## *users/citizens:*

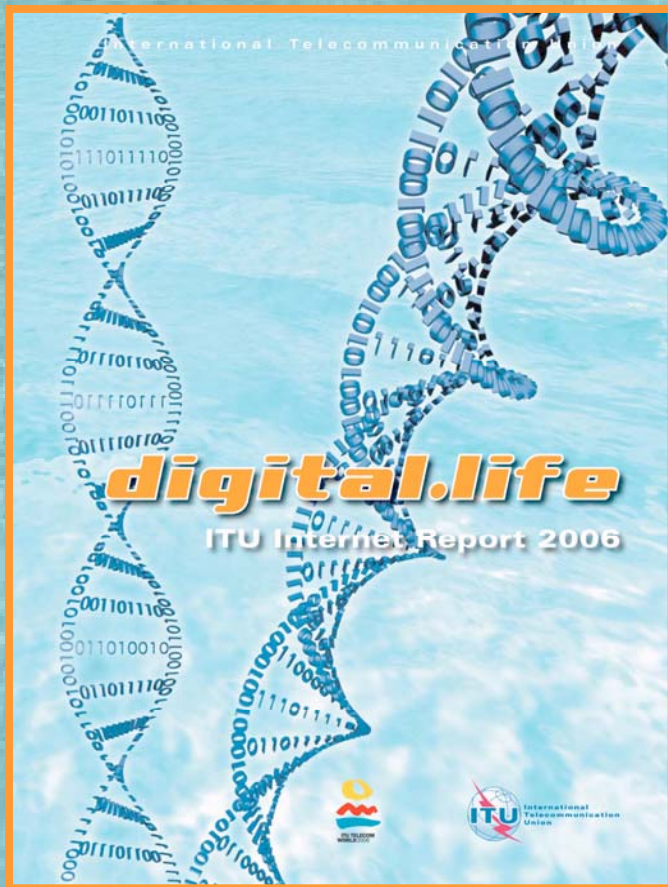
- participation
- consent & choice
- balancing technology with life



NASA

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*thank you !*

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