ITU Internet Report 2006:
digital.life

Press Conference

Dr. Tim Kelly
Ms. Lara Srivastava

Strategy and Policy Unit, ITU

Hong Kong, 6 December 2006
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.
• 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**

<table>
<thead>
<tr>
<th>Sector</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Telecoms</td>
<td>1'186</td>
</tr>
<tr>
<td>Computing</td>
<td>741</td>
</tr>
<tr>
<td>Broadcasting</td>
<td>294</td>
</tr>
<tr>
<td>Total</td>
<td>1'205</td>
</tr>
</tbody>
</table>

**Global ICT market, 2005, in %**

- Computer hardware: 12.1%
- Telecom equipment: 7.5%
- Telecommunications: 37.9%
- Broadcast services: 9.4%
- Software & computer services: 23.7%
- Consumer electronics: 9.4%

Total value, USD 3.13 trillion

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

Unique users of popular social networking sites

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

www.itu.int/digitalife
How do others relate to me?
What is the perception of me?

Who am I?

HUMAN IDENTITY

“i”

Traditional Attributes:
- name
- address
- date of birth
- place of birth
- phone numbers
- bank account
- credit card details
- credit rating
- income
- tax status
- marital status
- education

Filtering for context and choice

digital representation of attributes

“Me”

DIGITAL IDENTITY

Other Attributes:
- service provider
- encryption level
- operating system
- online purchasing
- favourite websites
- language

…
context is king

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

www.itu.int/digitallife
www.itu.int/digitalife

thank you!

tim.kelly@itu.int
lara.srivastava@itu.int