

Janette Toral

@digitalfilipino

Facebook.com/janettectoral

### Friendster

- Estimated to be used by 5 million Internet users.
- 39% of site traffic is in the Philippines.

friendster

#### 

Find out why more than 13 million people have joined Friendster, the FREE online service to:

- Stay in touch with your friends
- Find and reconnect with old friends
- · See how your friends are connected
- Be reminded about friends' birthdaysMeet new people through your friends
- · Have fun browsing people who share similar interests

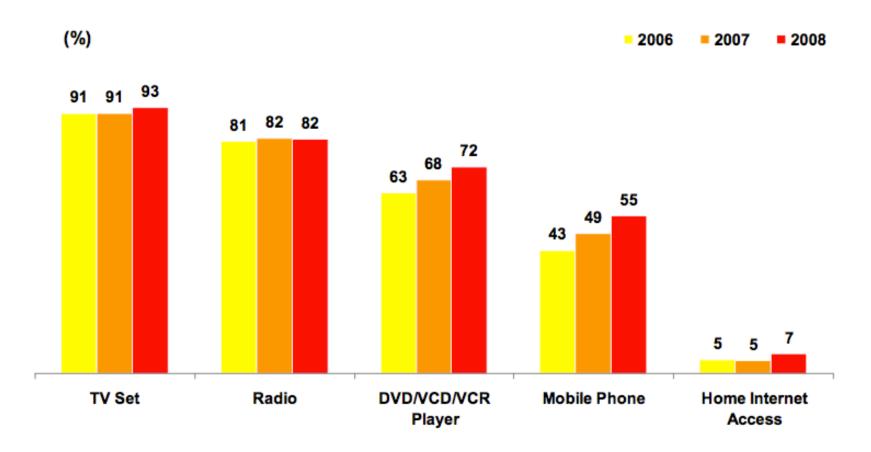
Learn More >>

# Young Filipino Internet User Study

- 38% of respondents cited that research is still the primary reason why they go online. For the first time in 7 years of survey activities by DigitalFilipino.com, we've seen social networking and gaming as 2nd and 3rd reasons that motivates young Internet users to go online.
- 375 Internet users from Metro Manila and nearby provinces were randomly surveyed, faceto-face, from March to June 2007 to come up with this report. 89% of respondents are below 25 years old and mostly found in Internet cafes.



#### Media Access/Device Ownership

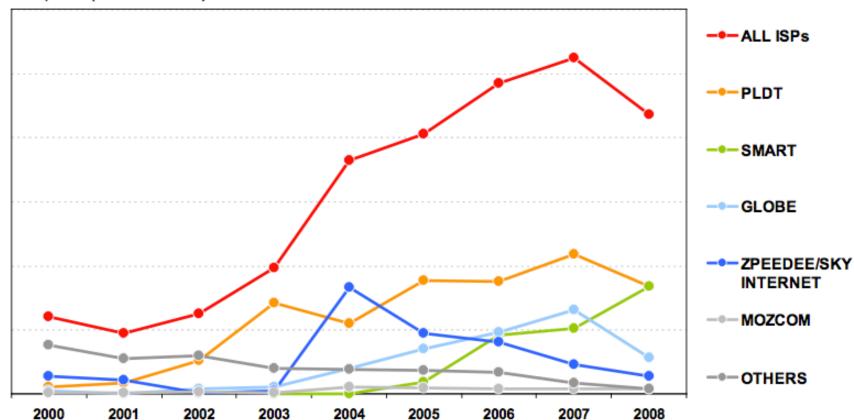






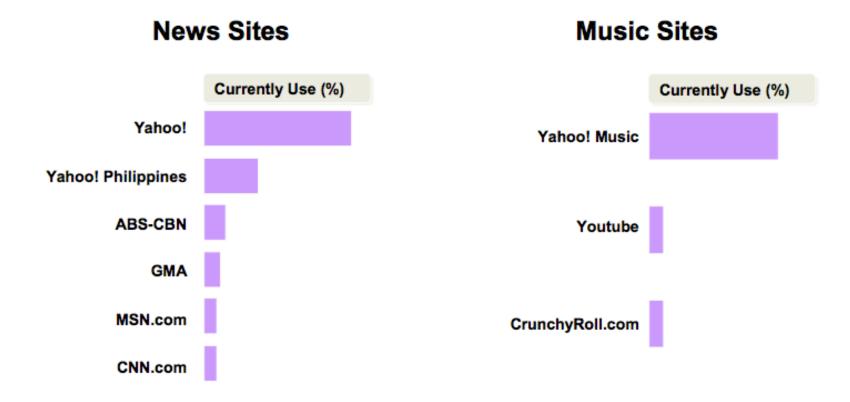
#### ... driving surge in internet take-up

Adspend (Million Pesos)





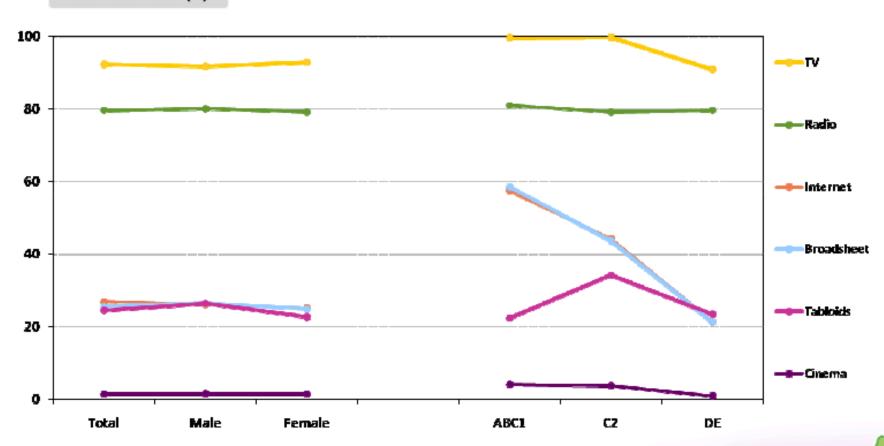
#### **Popular News and Music Sites**

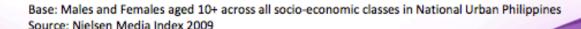




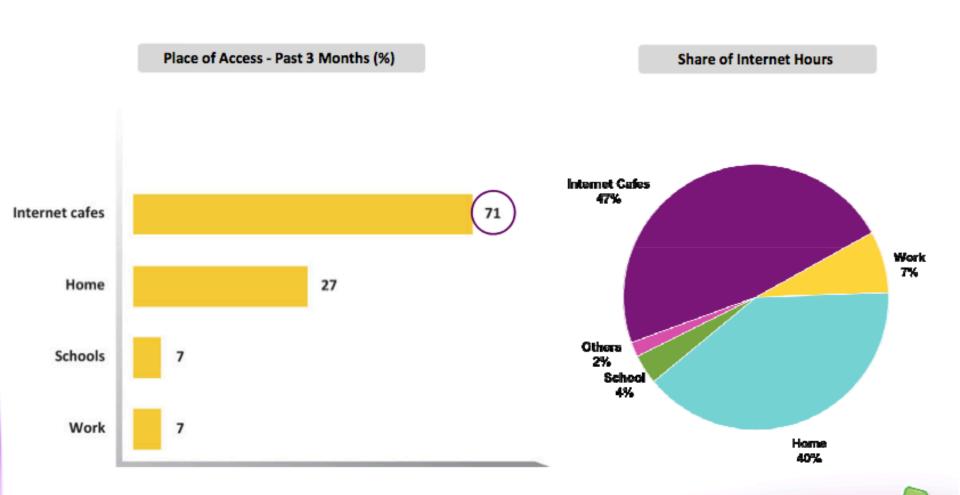
#### Internet - strong affinity with the upscale...







#### Internet cafes – the dominant place of access

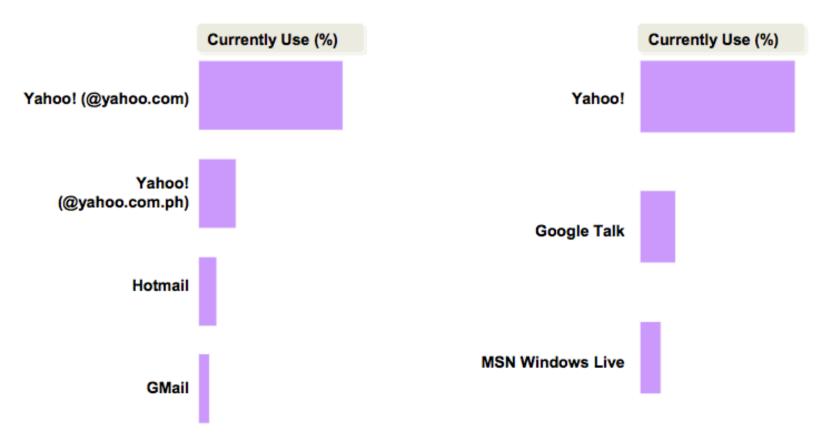


Base: Males and Females aged 10+ across all socio-economic classes in National Urban Philippines Source: Nielsen Media Index 2009



#### **Web-based Email**

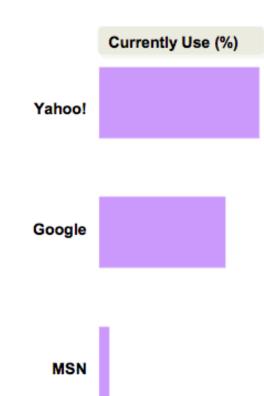
#### **Instant Messengers**







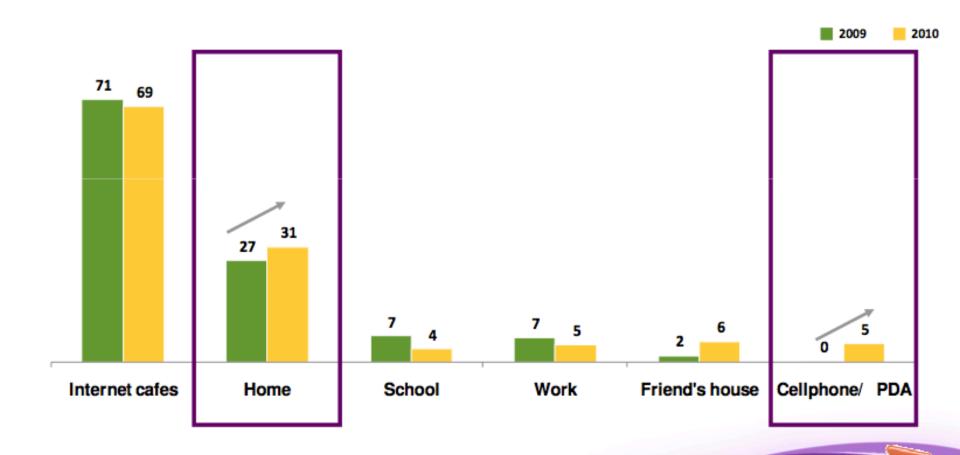
### **Search Engines**

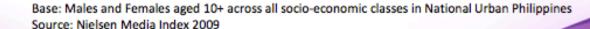




### From shared to private access

Place of Internet access - P3M (%)





# Core online activities remain unchanged but preferences are evolving...

Select Monthly Online Activities (%)	2009	2010*
Search	58	76 👚
Internet Portal	54	73 👚
Instant messaging	63	68
Visiting public chat rooms	54	67 👚
Email	63	65
Visiting Social Networking sites	-	53
Played games online	53	45 🖐
Downloaded or uploaded music files online	25	37 👚
Used a webcam/made a video conferencing call on internet	33	36
Watched TV programs or video clips online	22	36 👚
Sent internet SMS	23	34 👚
Visited website where you find knowledge contributed others	19	30 👚
Visiting UGC Sites	-	30
Shared/posted something online that you created yourself	15	24 👚
Listen to internet radio	28	20 🤚

Activities showing significant increase at 95% confidence levels

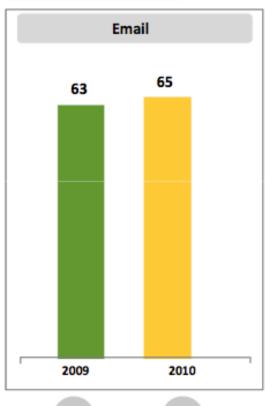
Base: Past month Internet users aged 10+ across National Urban Philippines

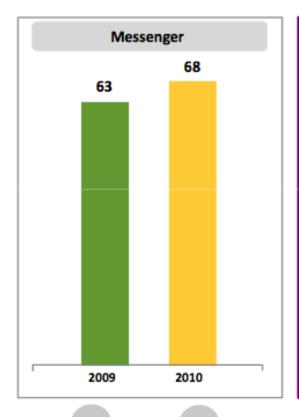
Source: Yahoo!-Nielsen Net Index 2010

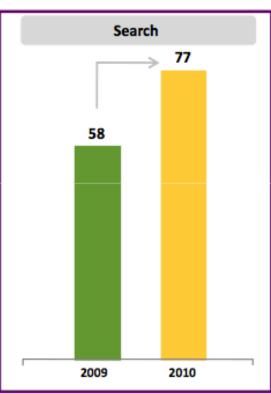


# Even more prevalent than core communication activities

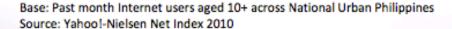
Past Month Usage (%)





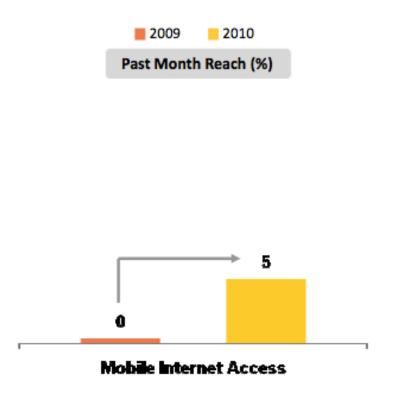


Rank



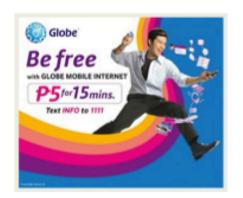


# Attractive tariffs driving internet access through Mobile phones





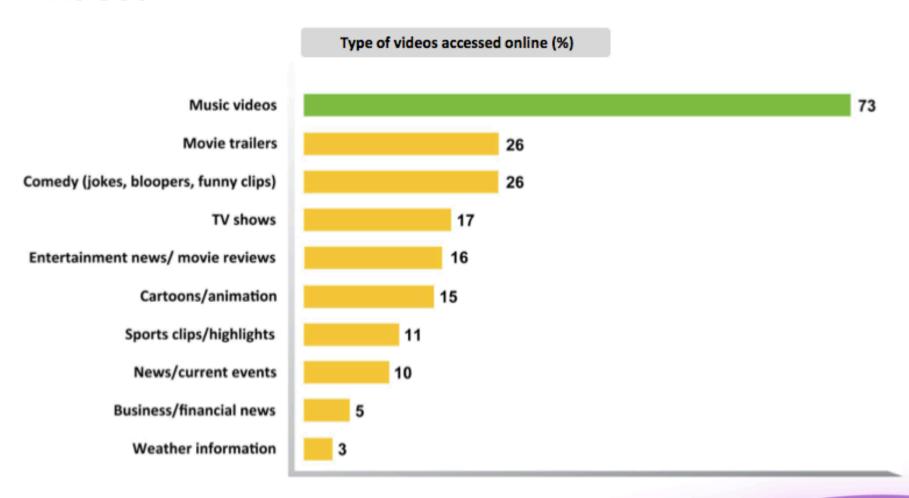




Base: Past month Internet users aged 10+ across National Urban Philippines Source: Yahoo!-Nielsen Net Index 2010



# Evident from the popularity of online music videos



Base: Past month Internet users aged 10+ across National Urban Philippines who have accessed

UGC sites in the past month

Source: Yahoo!-Nielsen Net Index 2010



### THE PHILIPPINES





**†** 

63% 37% URBAN RURAL





32 %
INTERNET PENETRATION

26,752,000
USERS ON TOP SOCIAL NETWORK



28 %
SOCIAL NETWORK PENETRATION

88,119,840
MOBILE SUBSCRIBERS



94 %
MOBILE PENETRATION

http://www.slideshare.net/wearesocialsg/we-are-socials-guide-to-social-digital-and-mobile-in-the-philippines-dec-2011

### WeAreSocial PH Facts

- 87% stream or download online video.
- 47% watch TV or content over the Internet.
- 68% listen to music online.

# Despite this stability, overall engagement is on the rise. Social networking now dominates...

Select Monthly Online Activities (%)	2009	2010	2011
Visiting Social Networking sites	51*	53	82 👚
Search	58	76	80 👚
Instant messaging	63	68	69 👚
Internet Portal	54	73	67 👚
Visiting public chat rooms	54	67	65 👚
Email	63	65	64
Played games online	53	45	54
Listen to songs in music websites	-	-	45
Downloaded or uploaded music files online	25	37	37 👚
Shared/posted something online that you created	15	24	36 👚



Activities showing significant increase at 95% confidence levels between 2009 and 2011

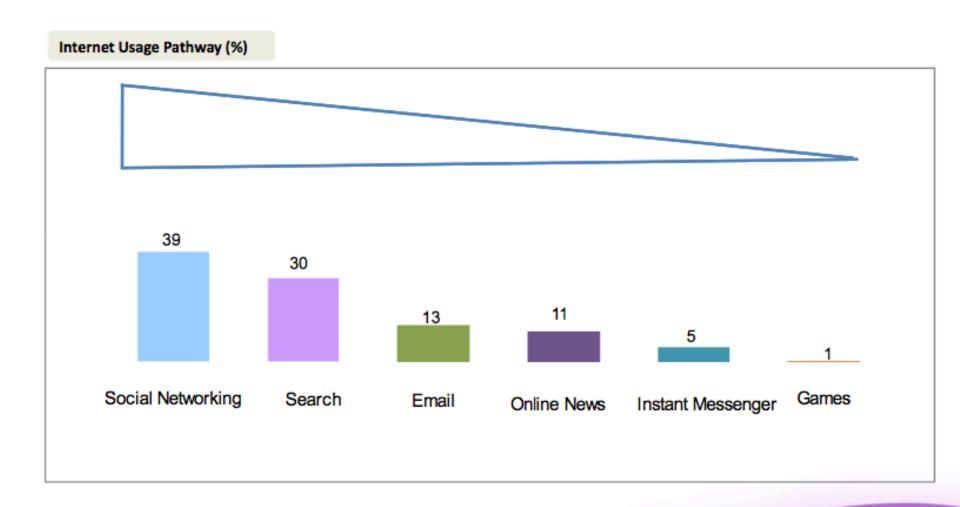
<sup>\*</sup> Note. The 2009 figure for social networking includes community groups /forums
Base: Past month Internet users aged 10+ across National Urban Philippines
Source: Yahoo!-Nielsen Net Index 2010, 2011

# Evident from the increased time being spent online, across mediums and locations

	Place of Access (Weekly Avg. Time Spent)				
	Home	School	Work	Internet cafes	
2009	4.8	3.4	7.7	4.5	
2011	10.4 🁚	5.2 👚	11.5🕆	5.51	

Base: Past Month Internet Users aged 10+ across all socio-economic classes in National Urban Philippines. Source: Nielsen media Index 2009 Q1, 2010 Q1, 2011 Q1

# Not just an activity but a starting point for the online experience for many



Question: Please think about the following online services and tell me the order in which you first ever used each.

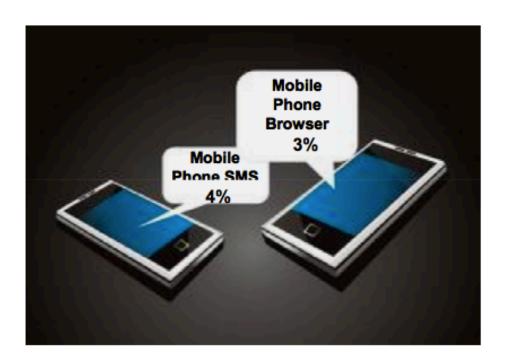
Base: Past month Internet users aged 10+ across National Urban Philippines

Source: Yahoo!-Nielsen Net Index-2011

# Updating profile is mainly done through PC, Mobile updates reflect Mobile usage (low)

Mode for updating Social networking profile (%)

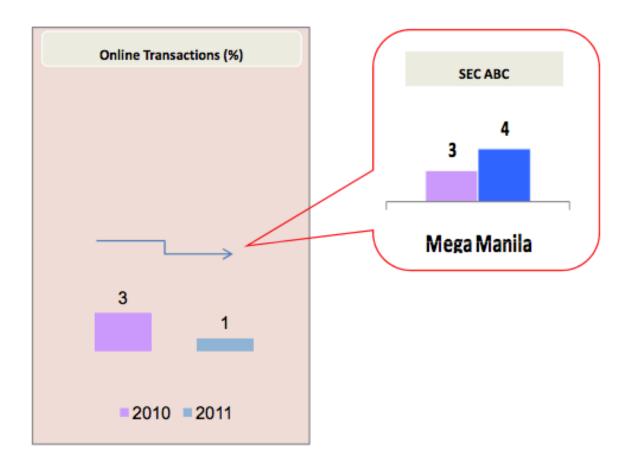




Question: How do you usually view/ update your Social Networking sites?

Base: Past month Internet users aged 10+ across National Urban Philippines who have visited social networking in Past 3 months Source: Yahoo!-Nielsen Net Index 2011

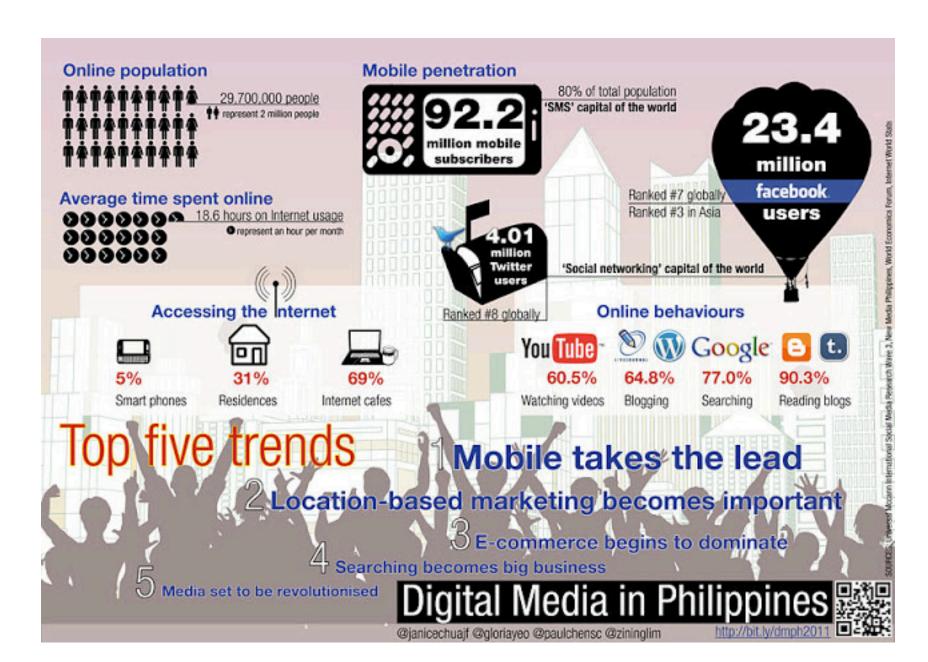
#### Online transacting remains in it's infancy



Question: Have you purchased products online in the past 12 months... payment could be online or offline?

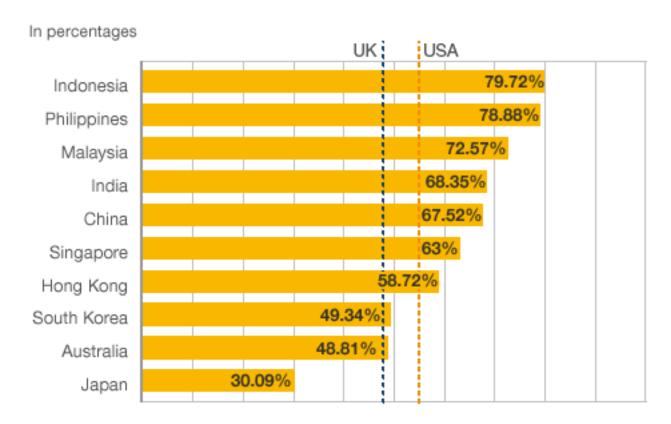
Base: Past month Internet users aged 10+ across National Urban Philippines

Source: Yahoo!-Nielsen Net Index 2011



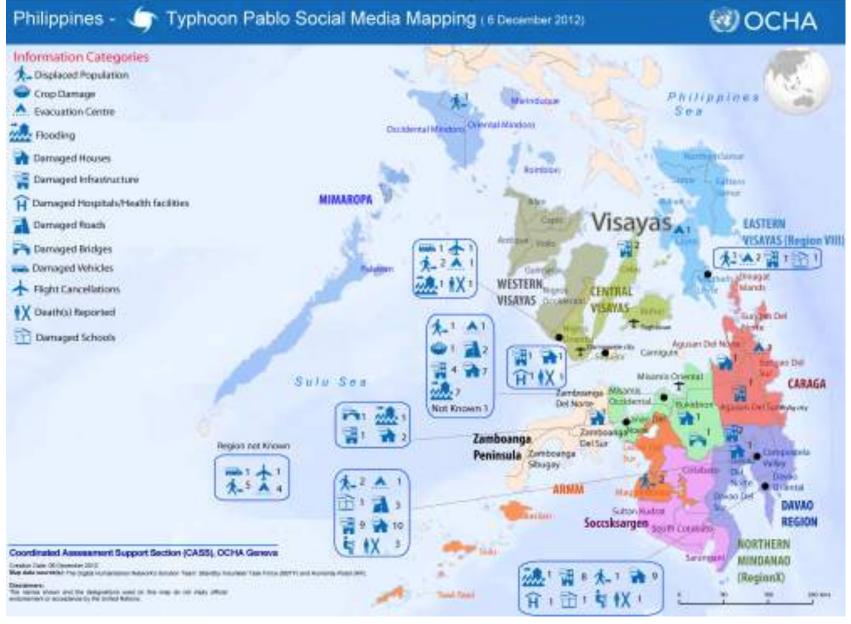


#### Internet users in Asia using social media networks



Source: GlobalWebIndex Survey 2010

http://www.bbc.co.uk/news/world-asia-17054056



http://irevolution.net/2012/12/08/digital-response-typhoon-pablo/

http://irevolution.net/2012/12/06/digital-disaster-response-typhoon/

#### **HABITS AND ATTITUDES:**

DIGITAL / ECOMMERCE / OPPORTUNITY GAP

79.5

MINUTES SPENT PER VISITOR PER MONTH ON RETAIL WEBSITES

17.4
PHILIPPINES
AVERAGE

OPPORTUNITY GAP "If the enthusiasm of consumers can cause the Philippines to invest in improving some infrastructure and regulatory issues...[it] could see great advances in its mobile payments future."

Source: MasterCard Mobile Payments Readiness Index, 2012

### COUNTRY PROFILE



**POPULATION** 

98,684,096

**ECONOMY** 

7.2% 2013 GDP GROWTH

**INTERNET USERS** 

36,240,000

OVER 100%

MOBILE

PENETRATION

(through multiple

SIMS per user)

Sources: Population - Philippines Commission on Population, Nov 18, 2013 estimate; Economy – Philippines Socioeconomic Planning Secretary Arsenio Balicasan \*Note: the last official census in the Philippines was performed in 2010; this is an estimate based on historic growth rates and does not include the Filipino diaspora, which includes another 10+ million people

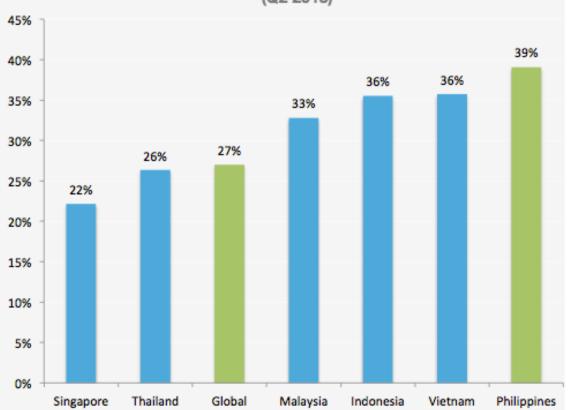
Taken from: Perfect Digital Storm Executive Summary by TigerMine.



#### **COUNTRY PROFILE:**

**UNIQUE TREND/ EBOOKS** 

### ONLINE POPULATION EXPRESSING INTEREST IN EBOOKS (Q2 2013)



Filipino netizens showed more interest in eBooks as an online retail category than any other country in the world, in a 2012 survey.

Several other Southeast Asian countries also exceeded the global average.

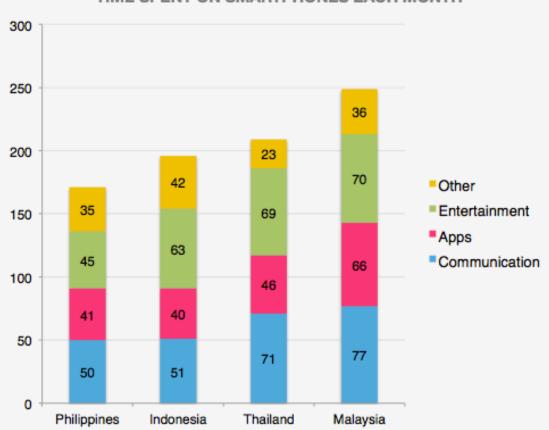
Source: GlobalWebIndex—Social Stream report, Q2 2013; covers web users ages 16-64



#### **HABITS AND ATTITUDES:**

#### MOBILE / TOP MOBILE ACTIVITIES

#### TIME SPENT ON SMARTPHONES EACH MONTH



The average Filipino smartphone owner spends 171 minutes per day on his or her device. Time is apportioned fairly evenly between entertainment, apps and communication.

Source: Nielsen, Decoding the Asian Mobile Consumer, 2013

### Social, Digital, Mobile in the Philippines



http://www.slideshare.net/wearesocialsg/social-digital-mobile-in-apac





Those who follow HEALTHCARE BRANDS online spend up to

257% more

on such products and services per purchase

Source: Waggener Edstrom (WE) Communications Report - Content Matters: The Impact of Brand Storytelling Online in 2014