

# **Social Mobility Strategy and Outlook - Indonesia 2012-2013, 2nd Edition**

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## **Abstracts**

A current trend for Social Mobile is to create mobile apps to give users instant and real-time access to Social Networks from their hand held devices. Social Networking is the grouping of individuals into specific groups, like small rural communities or a neighbourhood subdivision, if you will. Although Social Networking is possible in person, especially in the workplace, universities, and high schools, it is most popular online. This is because unlike most high schools, colleges, or workplaces, the Internet is filled with millions of individuals who are looking to meet other people, to gather and share first-hand information and experiences about any number of topics from golfing, gardening, developing friendships and professional alliances.

Social Networking realizes many of Sir Tim Berners-Lee's original ambitions for the Web as a rich collaborative communication medium, and not just a top-down format for online publishing. It's the way the 21st century communicates now, evident from the substantial growth (or say exponential growth) in number of people using Social Networking. Conversation, Access, Usability, Engagement, Authenticity, Participation, Collaboration, Openness, Access to Information, Creativity, Passionate Interest and Personal Expression, Discussion, Asynchronous Contribution, Proactivity and Critical Thinking are some of the critical aspects of Social Networking.

There are more than 800Mn users on Facebook and millions on Twitter, Google Plus and LinkedIn, just for starters. In 2011 number of Social Networking users is around 1.2Bn which is 54 per cent of Internet users. The number will grow to 1.5Bn by 2015 and 2.7Bn by 2020. Total social networking and social media accounts at present is close to 3Bn and will be growing to 6.8Bn by 2015 and around 11.5Bn by 2020. With emergence of new players delivering specific feature or creating communities targeting niche the number of accounts per user is also increasing substantially. For businesses

this is a god send. Some of the Social Networking users just might be in target audience of those providing products or services as well. They can engage with them on Social sites to heighten brand awareness, spread their message, drive traffic to their website and boost search engine rankings, awareness and affinity. They can deepen the relationship with customers and their social connections on many levels and over time at a remarkably little cost.

Global Social Media revenue has reached \$10.3Bn in 2011, a 41.4 per cent increase from 2010 revenue of \$7.3bn. Worldwide Social Media revenue is forecast for consistent growth with 2012 revenue totalling \$14.9Bn, and the market is projected to reach \$29.1Bn in 2014, \$58.1Bn in 2016, will touch magical mark of \$100Bn towards early part of 2018 and by the end of 2020 it will grow substantially closing at around \$233bn.

While presently North America, Europe and Asia Pacific are substantial contributors in Social Media Marketplace there would be substantial reorganization. Asia and Oceania which contributed 30.60 per cent of global Social Media revenue in 2010 will be contributing around 35.90 per cent by 2020. North America and the Caribbean which contributed 27.60 per cent of global Social Media revenue in 2010 will be contributing around 18.70 per cent by 2020. Europe which contributed 25.30 per cent of global Social Media revenue in 2010 will be contributing around 16.30 per cent by 2020. Latin America which contributed 7.80 per cent of global Social Media revenue in 2010 will be contributing around 13.60 per cent by 2020. Middle East which contributed 4.90 per cent of global Social Media revenue in 2010 will be contributing around 6.60 per cent by 2020. Africa which contributed 3.80 per cent of global Social Media revenue in 2010 will be contributing around 9.20 per cent by 2020.

Social Networking subscription revenue is forecasted to reach \$313 million in 2012 from \$236 million in 2011. It will reach \$1.8Bn in 2015 and \$15.18Bn by 2020. Few social sites charge subscription revenue, mostly for premium services. Some professional sites such as LinkedIn, Xing, Vladeo charge a subscription fee from their users for enhanced services, such as an expanded profile view. While the current size of Social Platform market is \$2.9Bn it will grow moderately till 2015 reaching \$3.8Bn and substantially to \$26.6Bn by 2020. The development of Social Mobile applications also brings into play Geo and Location based services because majority of devices today support GPS or other positioning methods. The Social Mobile Market which is at present \$.1Bn will grow to \$7Bn by 2020.

Social Mobility Strategy and Outlook - Indonesia 2012-2013, 2nd Edition provides a

detailed analysis of Social Mobility with focus on Indonesia market. HnyB Insights provides research and analysis which covers world's all major Social Networks. HnyB Insights' team is equipped with knowledge of all major Social Networks across the globe which helps HnyB Insights to understand each Social network and its associated services. Research from HnyB Insights covers each and every aspect of each social network which helps organisations to choose the appropriate Social Network as well as to form a bunch of Social Networks as per their requirements.

## **Overview**

The Internet has always been a social medium. It is unique because it is the first many-to-many communication channel, while the telephone is one-to-one and broadcast is one-to-many. The Internet is so unique because it has always been all about a common man being able to communicate with the rest of the mankind. As e-mail became more ubiquitous, discussion forums sprang up and never went away delivering knowledge to millions and people learned how to build web sites which was cheap and required neither a permit nor an advanced degree. Blogging brought together the power of the conversation with a giant leap forward in ease of use. Flickr and YouTube made uploading pictures and videos a snap. Then Facebooks and Twitters of the social world made opt-in, instant messaging so simple, it couldn't help but catch fire or create a perfect storm. It is the "great playing field leveller", allowing David to square off against the media-controlling Goliath. Internet which was always a hyper drive communication tool has now become a nuclear-powered communication tool on steroids, Technology enabled Social Communication or Social Networking and Social Media in general term.

Social Technology is a tool which allows anybody to communicate with everybody. In other words, audience/consumer-generated content distributed through easy-to-access online tools. Social Technology is capturing media, business, political, and scholarly attention. Hence their spectacular growth and the public attention they command are attracting a significant amount of research and media scrutiny. While the impact of this emerging technology development is huge it is important not to get lost in heaps of data generated on this subject. In order to leverage the true power of Social Technology one need to understand this phenomena which is a true convergence of Human Psychology, Media and Technology. Technology being the driver is a vital part of this development but the key is to understand that People are at the centre of any Social Technology initiative.

HnyB Insights due to its understanding of multiple aspects of the Social Technology ecosystem along with consolidated experience of tracking every player of this value

chain for years provides knowledge and intelligence on the subject. HnyB Insights' research provides granular as well as broad base perspective on diverse segments of this marketplace. HnyB Insights' reports not only defines market but also give elaborate understanding on dynamics and relationships inherent to the marketplace as well as cause analysis to uncover future directions and outlook.

This extremely popular report Social Mobility Strategy and Outlook - Indonesia 2012-2013, 2nd Edition from HnyB Insights on Social Mobility landscape focuses on the market in Indonesia. The report extensively covers market dynamics and highlights the market trends on one hand and identifies the factors responsible for the adoption of Social Mobility as well as issues impacting it's growth in the underlining market on the another.

The report provides an exhaustive 360 degree analyses of the marketplace while covering key market features, important players, relevant factors and information on competitive environment. The report further provides clearly defined opportunities for players in this high potential high growth social marketplace. The growth in this segment depends heavily on new innovations in technology and continuous evolution of business models. There are many questions that need answers, some of these issues this report sheds light on are:

What technologies and platforms should be supported and when?

What features and types of solutions should be added and when?

Which product lines be consolidated or vertical be looked upon?

How solution providers position themselves?

This report is a resource for all those active or intend to be active in this high potent market as it not only foresee future of Social Mobility in highly competitive Indonesia market but also provides ample knowledge to succeed in this dynamic business landscape.

## **Why This Report**

Today's business decision-makers need deeper understanding of the markets they operate in. Along with thorough insight about the markets and its inherent dynamics they should also be abreast of the latest events in their area of operation as they face unprecedented challenges created by extremely competitive environment. This Report from HnyB Insights provides strong fact-based foundation for solid business strategy. Market information like size, segmentation, and active players along with market intelligence & analysis from an independent third party like HnyB Insights, having extensive experience, resources and network to cater to market intelligence

requirement of world's top companies, adds clarity to decision making or can provide validation for key decisions helping organization march towards success.

## **Highlights**

Given the breadth and complexity of the challenges faced by stake holders in Social Mobility ecosystem, active players, vendors and enabling technology suppliers need a clear assessment of the industry's future, which is provided extensively in this research.

The report identifies the top players involved in this high opportunity advance social technology segment, categorize them according to various parameters, and evaluate their dominant strategies. Further, the leading Social Mobility solution providers are profiled and key patterns of success and failure in past are discussed.

The report also looks at and enumerate the drivers for, and barriers to, growth of Social Mobility in present environment and markets.

This report provides detailed overview of the underlying technology, its trends and current directions providing tools that players need to tackle key industry challenges across each link in the value chain.

The report innumerate the current conditions in the industry, discuss fundamental background issues and present detailed forecasts accompanied by practical strategic advice offering a sweeping examination of the marketplace.

The report highlights the factors responsible for the inherent trend in the market as well as includes a useful set of market data and recommendations in order to help reader understand the current and future market dynamics.

The report provides extensive coverage in easy to understand format and comprehensive analysis and strategic discussion. Further it includes information on value, volume and segmentation, provides exhaustive analysis of the industry's prospects, competitive landscape, market dynamics and leading players.

The report provides excellent understanding and has exceptional clarity while elaborating on some of the most complex concepts and summarizes all the vital issues and present detailed insight about the technology accompanied by practical examples and examination.

## **Audience**

This report is targeted towards business visionaries and leaders including those associated with Social Technology and Product Companies including those active in Social Networks, Social Media and related segment as well as applications & middleware vendors, mobile handset vendors, intermediaries and third party service providers like Value Added Service Providers, Testing labs, R&D Centers, System Integrators, Applications Service Providers and IT Resource Management companies.

This research is also appropriate for: IT Managers, Government Departments & Regulators, Value Added Service Providers, IT firms that are targeting or intending to target social technology solutions landscape, and any & every organizations that plan to tap lucrative social media and networking market or contemplating use of social enabled solutions to enhance overall productivity.

This research is widely used across the social media industry especially by those at the top of innovation chain. Further due to extensive coverage in easy to understand format and comprehensive analysis and strategic discussion makes report condensed knowledge booster for other professionals or students interested in business of social technology.

The primary audience for this research report consists of managers and executives involved with the highest levels of the strategic planning process, and consultants who help their clients with this task. The user will not only benefit from the hundreds of hours that went into the methodology and its application, but also from its business centric perspective and high quality strategic insights. Being an exceptional research resource on the subject, this report will support high caliber strategic planning professionals, determined to succeed and willing to go an extra mile, in making better business decisions.

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Global

Indonesia

Social Mobility Opportunity

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Indonesia

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