

Digital Economy v 1.7 (done February 2019, updated from 2015 version)

The 'digital economy' is all economic activity mediated by software and enabled by telecoms infrastructure.

This includes core telecoms services such as **voice, messaging, data, and video.**

The goods and services within the digital economy (whether used via consumer, business, government, civil society or wholesale deployment and whether delivered Machine-to-Machine, Machine-to-Person or Person-to-Person) can be broadly grouped as:

- **intrinsically digital** – streaming video, eBooks, computing services, Software-as-a-Service, social media,–Internet of Things, Artificial Intelligence, Machine Learning, Virtual Reality services, games, various intelligent uses of Data to create value,
- **substitutes for established equipment and services** – virtual private communications networks, security services, virtualised PBXs, Platform-as-a-Service and services delivered on-line (e.g. accounting / other business processes, graphic design, software development, data analytics, knowledge-based outsourcing, eCommerce, banking and financial services, on-line payments, telemedicine; industry and home automation),
- **marketing, sale, logistics, etc. of physical goods** – (e.g. Amazon, eBay, Alibaba, Tarad.com, Lazada, Shoppee),
- **marketing and sale of services** which are not delivered on line (eg air services, taxi services, hotel bookings).

Digital Economy is the means of enabling everyone's participation in and interaction with social and economic enterprise, and also includes the role played by governments in developing infrastructure and services