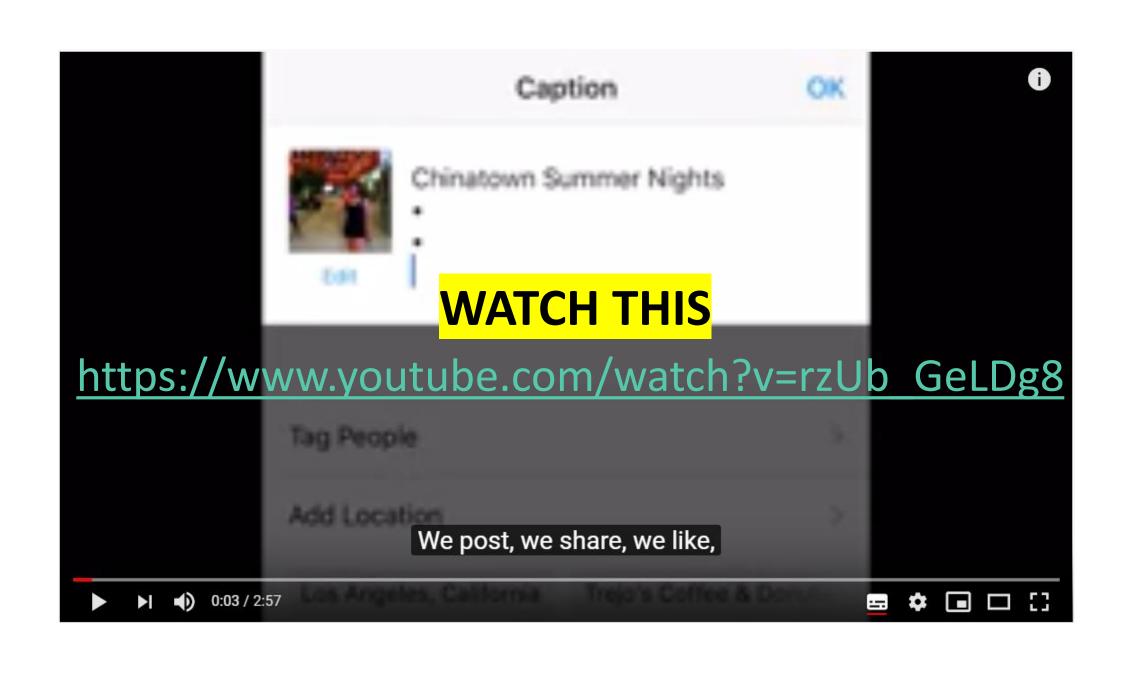
Prepared by Tri Nuraini Jakarta, 31 March 2020







## What is social media?



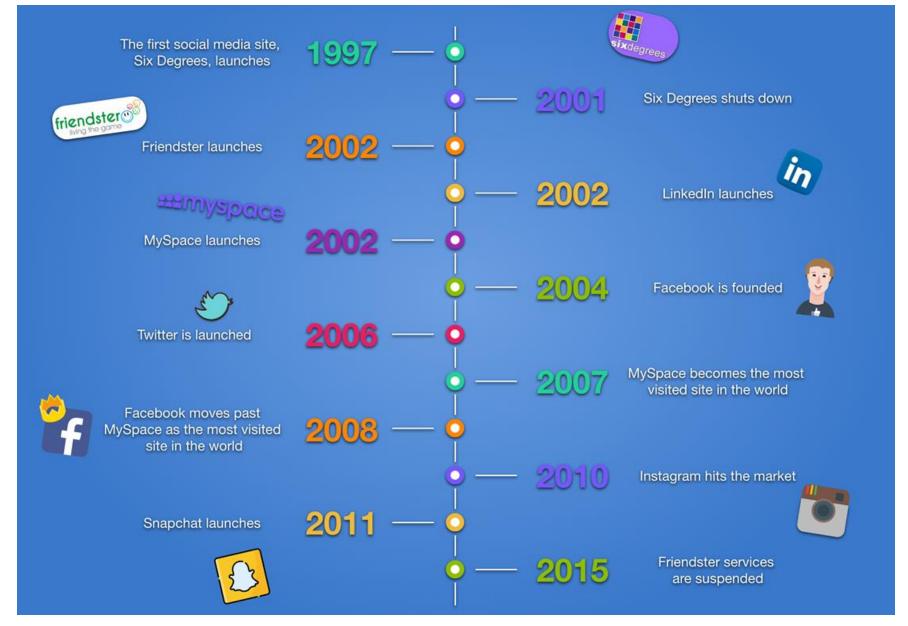
**Definition:** any website or application that enables users to **create and share content**, or to participate in social networking.

Objective: awareness and engagement

Other function: Customer service and reputation management

Social and the power or word-of-mouth

# History of Social Media



Source: <a href="https://www.broadbandsearch.net/blog/complete-history-social-media">https://www.broadbandsearch.net/blog/complete-history-social-media</a>



## Let's look at the STATISTIC..

## **FACTS!**

49% of the world's population are now social media users:

a whopping 3.8 billion people.

(wearesocial, 2020)

#### DIGITAL AROUND THE WORLD IN 2020

THE ESSENTIAL HEADLINE DATA YOU NEED TO UNDERSTAND MOBILE, INTERNET, AND SOCIAL MEDIA USE

TOTAL **POPULATION** 



7.75

**BILLION** 

**URBANISATION:** 

55%



UNIQUE MOBILE **PHONE USERS** 



we

67%

INTERNET **USERS** 





**ACTIVE SOCIAL** MEDIA USERS



3.80 **BILLION** 

PENETRATION:

49%

5.19 **BILLION** 

PENETRATION:

59%

PENETRATION:

4.54

**BILLION** 

SOURCES: POPULATION: UNITED NATIONS; LOCAL GOVERNMENT BODIES; MOBILE: GSMA INTELLIGENCE; INTERNET: ITU; GLOBALWEBINDEX; GSMA INTELLIGENCE; LOCAL TELECOMS REGULATORY AUTHORITIES AND GOVERNMENT BODIES: APJII: KEPIOS ANALYSIS: SOCIAL MEDIA: PLATFORMS' SELF-SERVICE ADVERTISING TOOLS: COMPANY ANNOUNCEMENTS AND EARNINGS REPORTS; CAFEBAZAAR; KEPIOS ANALYSIS. ALL LATEST AVAILABLE DATA IN JANUARY 2020. OCCUPARABILITY ADVISORY: SOURCE AND BASE CHANGES.





#### **MOBILE APPS: GLOBAL CATEGORY RANKINGS**

**IOS: 2019 DOWNLOADS** 

RANKINGS OF MOBILE APP CATEGORIES BY TOTAL GLOBAL DOWNLOADS AND ANNUAL GLOBAL CONSUMER SPEND

GOOGLE PLAY: 2019 DOWNLOADS				GOOGLE PLAY: 2019 SPEND		
	#	APP CATEGORY		#	APP CATEGORY	
	01	GAMES		01	GAMES we	
	02	TOOLS		02	SOCIAL SOCIAL	
	03	ENTERTAINMENT		03	entertainment	
	04	COMMUNICATION		04	LIFESTYLE	
	05	SOCIAL	П	05	PRODUCTIVITY	
	06	PHOTOGRAPHY	г.	06	MUSIC & AUDIO	
	07	VIDEO PLAYERS & EDITORS			COMMUNICATION	
	80	MUSIC & AUDIO			android wear	
	09	SHOPPING			HEALTH & FITNESS	
	10	FINANCE		10	DATING	

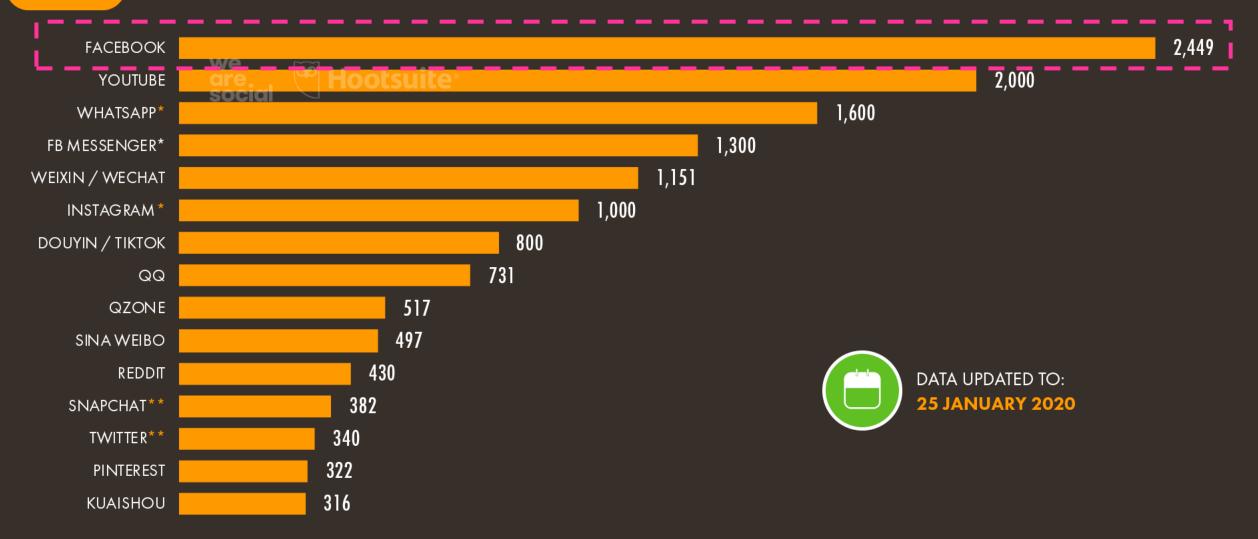
#	APP CATEGORY		#	APP CATEGORY
01	GAMES		01	GAMES
02	PHOTO AND VIDEO	Ш	02	ENTERTAINMENT
03	entertainment		03	social networking
04	UTILITIES		04	PHOTO AND VIDEO
05	Shopping		05	MUSIC
06	social networking		06	LIFESTYLE
07	FINANCE we		07	HEALTH AND FITNESS
08	LIFESTYLE are social		08	BOOKS
09	PRODUCTIVITY		09	EDUCATION
10	EDUCATION		10	PRODUCTIVITY

IOS: 2019 SPEND



## THE WORLD'S MOST-USED SOCIAL PLATFORMS

BASED ON MONTHLY ACTIVE USERS, ACTIVE USER ACCOUNTS, ADVERTISING AUDIENCES, OR UNIQUE MONTHLY VISITORS (IN MILLIONS)







#### **GLOBAL MOBILE APP RANKINGS: ACTIVE USERS**

GLOBAL RANKINGS OF TOP MOBILE APPS AND GAMES BY AVERAGE MONTHLY ACTIVE USERS THROUGHOUT 2019

#### RANKING OF MOBILE APPS BY MONTHLY ACTIVE USERS

#	APP NAME	APP DEVELOPER
01	WHATSAPP MESSENGER	FACEBOOK
02	FACEBOOK	FACEBOOK
03	facebook messenger	FACEBOOK
04	WECHAT	TENCENT
05	INSTAGRAM	FACEBOOK
06	TIKTOK	BYTEDANCE
07	ALIPAY	ant financial services grp.
08	QQ	TENCENT
09	TAOBAO	ALIBABA GROUP
10	BAIDU	BAIDU

#### RANKING OF MOBILE GAMES BY MONTHLY ACTIVE USERS

#	GAME NAME		GAME DEVELOPER
01	PUBG MOBILE		TENCENT
02	CANDY CRUSH SAGA		activision blizzard
03	HONOUR OF KINGS		TENCENT
04	ANIPOP		HAPPY ELEMENTS
05	GAME FOR PEACE		TENCENT
06	CLASH OF CLANS	we gre	SUPERCELL
07	POKÉMON GO	social	NIANTIC
08	SUBWAY SURFERS		KILOO
09	CLASH ROYALE		SUPERCELL
10	FREE FIRE		SEA





#### Should I or shouldn't I use social media for business?

- Where is your customers?
  - the key to be where your customer's are
- Social penetration
  - how many people using social media?
- Social and mobile
  - what device do they use? With application?
- Influenced & be influenced
  - can we influence our customers with social media?



## **FACTS!**



- There were 160 million social media users in Indonesia in January 2020.
- Social media penetration in Indonesia stood at 59% (from total population) in January 2020
- The number of social media users in Indonesia increased by I2 million (+ 8.1%) between April 2019 and January 2020.

#### **INDONESIA**

THE ESSENTIAL HEADLINE DATA YOU NEED TO UNDERSTAND THE STATE OF MOBILE, INTERNET, AND SOCIAL MEDIA USE



TOTAL POPULATION



**272.1** 

MILLION

**URBANISATION:** 

**55%** 

œ

MOBILE PHONE CONNECTIONS



338.2 MILLION

vs. POPULATION:

124%

INTERNET USERS



175.4

PENETRATION:

64%

ACTIVE SOCIAL MEDIA USERS



160.0 MILLION

PENETRATION:

59%

SOURCES: POPULATION: UNITED NATIONS; MOBILE: GSMA INTELLIGENCE; INTERNET: ITU; GLOBALWEBINDEX; GSMA INTELLIGENCE; EUROSTAT; LOCAL TELECOMS REGULATORY AUTHORITIES AND GOVERNMENT BODIES; SOCIAL MEDIA PLATFORMS' SELF-SERVICE ADVERTISING TOOLS; COMPANY ANNOUNCEMENTS AND EARNINGS REPORTS; CAFEBAZAAR. ALL LATEST AVAILABLE DATA IN JANUARY 2020. © COMPARABILITY ADVISORY: SOURCE AND BASE CHANGES.





#### **SOCIAL MEDIA OVERVIEW**

BASED ON THE REPORTED POTENTIAL ADVERTISING REACH OF SELECTED SOCIAL MEDIA PLATFORMS



INDONESIA

TOTAL NUMBER
OF ACTIVE SOCIAL
MEDIA USERS



160.0

MILLION

SOCIAL MEDIA USERS
COMPARED TO
TOTAL POPULATION



**59%** 

CHANGE IN SOCIAL MEDIA USER NUMBERS (APR 2019 TO JAN 2020)



+8.1% +12 MILLION

PERCENTAGE OF ACTIVE SOCIAL MEDIA USERS ACCESSING VIA MOBILE



99%

we are. socia



#### SOCIAL MEDIA ADVERTISING AUDIENCE PROFILE

SHARE OF THE TOTAL ADVERTISING AUDIENCE\* ACROSS FACEBOOK, INSTAGRAM, AND FB MESSENGER, BY AGE AND GENDER









#### **SOCIAL MEDIA BEHAVIOURS**

DETAILS OF HOW INTERNET USERS AGED 16 TO 64 ENGAGE WITH SOCIAL MEDIA

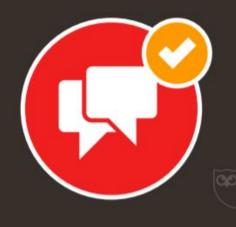


VISITED OR USED A SOCIAL NETWORK OR MESSAGING SERVICE IN THE PAST MONTH

ACTIVELY ENGAGED WITH OR CONTRIBUTED TO SOCIAL MEDIA IN THE PAST MONTH

AVERAGE AMOUNT
OF TIME PER DAY SPENT
USING SOCIAL MEDIA

AVERAGE NUMBER OF SOCIAL MEDIA ACCOUNTS PER INTERNET USER\* PERCENTAGE OF INTERNET USERS WHO USE SOCIAL MEDIA FOR WORK PURPOSES











99%

95%

3H 26M

10.1

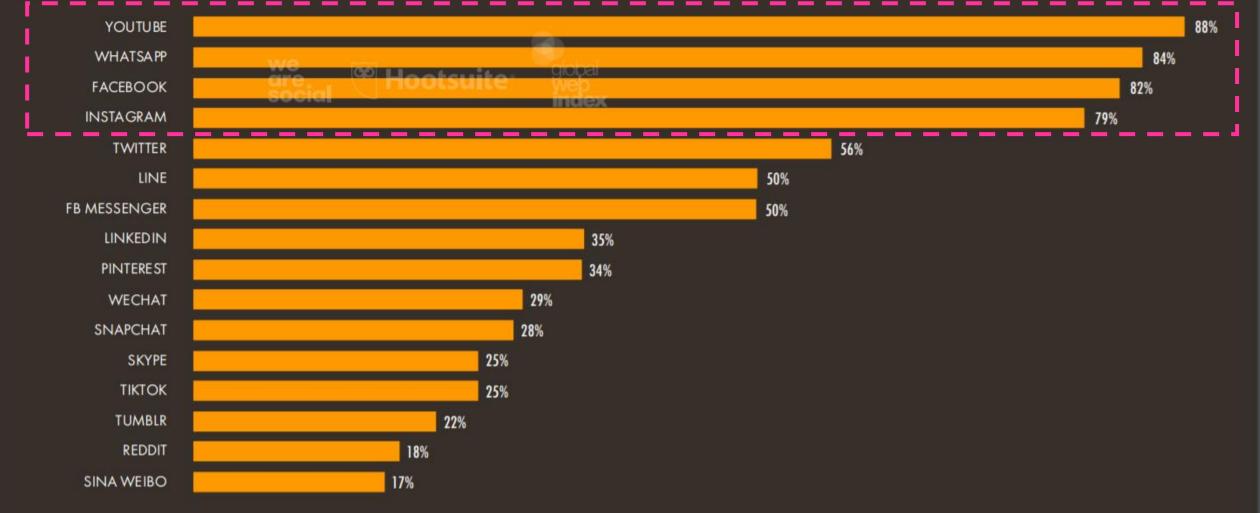
**65%** 



#### **MOST-USED SOCIAL MEDIA PLATFORMS**

PERCENTAGE OF INTERNET USERS AGED 16 TO 64 WHO REPORT USING EACH PLATFORM IN THE PAST MONTH









#### FACEBOOK AUDIENCE OVERVIEW

THE POTENTIAL NUMBER OF PEOPLE THAT MARKETERS CAN REACH USING ADVERTS ON FACEBOOK



FACEBOOK REPORTS

CAN BE REACHED WITH

ADVERTS ON FACEBOOK

FACEBOOK'S REPORTED ADVERTISING REACH COMPARED TO TOTAL POPULATION AGED 13+ QUARTER-ON-QUARTER CHANGE IN FACEBOOK'S ADVERTISING REACH PERCENTAGE OF ITS AD AUDIENCE THAT FACEBOOK REPORTS IS FEMALE PERCENTAGE OF ITS AD AUDIENCE THAT FACEBOOK REPORTS IS MALE\*











130.0 MILLION 62%

+8.3%

+10 MILLION

44.4%

55.6%

44

we are social



#### **INSTAGRAM AUDIENCE OVERVIEW**

THE POTENTIAL NUMBER OF PEOPLE THAT MARKETERS CAN REACH USING ADVERTS ON INSTAGRAM



NUMBER OF PEOPLE THAT INSTAGRAM REPORTS CAN BE REACHED WITH ADVERTS ON INSTAGRAM

INSTAGRAM'S REPORTED ADVERTISING REACH COMPARED TO TOTAL POPULATION AGED 13+ QUARTER-ON-QUARTER CHANGE IN INSTAGRAM'S ADVERTISING REACH PERCENTAGE OF ITS AD AUDIENCE THAT INSTAGRAM REPORTS IS FEMALE\* PERCENTAGE OF ITS AD AUDIENCE THAT INSTAGRAM REPORTS IS MALE\*











63.00 MILLION

30%

+5.0%

50.8%

49.2%





#### TWITTER AUDIENCE OVERVIEW

THE POTENTIAL NUMBER OF PEOPLE THAT MARKETERS CAN REACH USING ADVERTS ON TWITTER



NUMBER OF PEOPLE THAT TWITTER REPORTS CAN BE REACHED WITH **ADVERTS ON TWITTER** 

TWITTER'S REPORTED ADVERTISING REACH COMPARED TO TOTAL POPULATION AGED 13+

QUARTER-ON-QUARTER CHANGE IN TWITTER'S ADVERTISING REACH

PERCENTAGE OF ITS AD AUDIENCE THAT TWITTER **REPORTS IS FEMALE\*** 

PERCENTAGE OF ITS AD AUDIENCE THAT TWITTER **REPORTS IS MALE\*** 











10.65

5.1%

-0.2%

68.3%

31.7%

MILLION



#### LINKEDIN AUDIENCE OVERVIEW

THE POTENTIAL NUMBER OF PEOPLE THAT MARKETERS CAN REACH USING ADVERTS ON LINKEDIN



NUMBER OF PEOPLE THAT LINKEDIN REPORTS CAN BE REACHED WITH ADVERTS ON LINKEDIN\* LINKEDIN'S REPORTED ADVERTISING REACH COMPARED TO TOTAL POPULATION AGED 18+ QUARTER-ON-QUARTER CHANGE IN LINKEDIN'S ADVERTISING REACH PERCENTAGE OF ITS AD AUDIENCE THAT LINKEDIN REPORTS IS FEMALE\* PERCENTAGE OF ITS AD AUDIENCE THAT LINKEDIN REPORTS IS MALE\*











15.00 MILLION 8.0%

+7.1%

41.2%

**58.8%** 





# Types of social media



Social networking







Blogs & microblogging









Visual-media sharing









Professional networking





Reviews and ratings









**Forums** 





## Where to start?

- I. Align with your overall strategy (planning)
- 2. Consideration:
  - What should be tone of your voice?
  - How will you participate?
  - How you will respond?
  - In what language? What time zone?
- 3. Start by listening
- 4. Create social personality
- 5. Being consistent and authentic

# Social advertising

Meaning...

# DISPLAY ADS in Social media

- Audience targeting:
  - Demography & psychography (interest)
  - Retargeting & 'Look-a-like"
- Mainly the objective is awareness or engagement\*



#### **Common measurement**

#### How we measure Social Media effectiveness??

#### **VOLUME & REACH**

- Brand volume
- Market reach
- Facebook fans
- Twitter followers
- Instagram followers
- YouTube subscribers
- YouTube views

#### **ENGAGEMENT & QUALITY**

- Brand conversation
- Content dissemination
- Facebook engagement (rate)
- Twitter engagement (rate)
- Instagram engagement (rate)
- YouTube engagement
- Overall sentiment

#### **FACEBOOK ENGAGEMENT BENCHMARKS**

AVERAGE\* NUMBER OF PEOPLE WHO ENGAGE WITH A FACEBOOK PAGE POST COMPARED TO POST REACH



AVERAGE ENGAGEMENT RATE FOR FACEBOOK PAGE POSTS OF ANY KIND AVERAGE ENGAGEMENT RATE FOR FACEBOOK PAGE VIDEO POSTS AVERAGE ENGAGEMENT RATE FOR FACEBOOK PAGE IMAGE POSTS AVERAGE ENGAGEMENT RATE FOR FACEBOOK PAGE LINK POSTS AVERAGE ENGAGEMENT RATE FOR FACEBOOK PAGE STATUS POSTS











4.16%

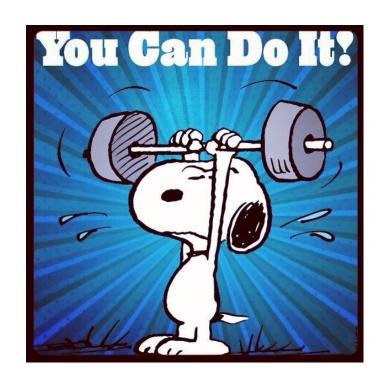
9.90%

5.55%

3.17%

2.02%





# GOOD NEWS: NEXT WEEK IS YOUR MID-TEST (UTS) ASSIGNMENT!