

# **IOT & AUTOMATION**

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2020

Makers

Creation

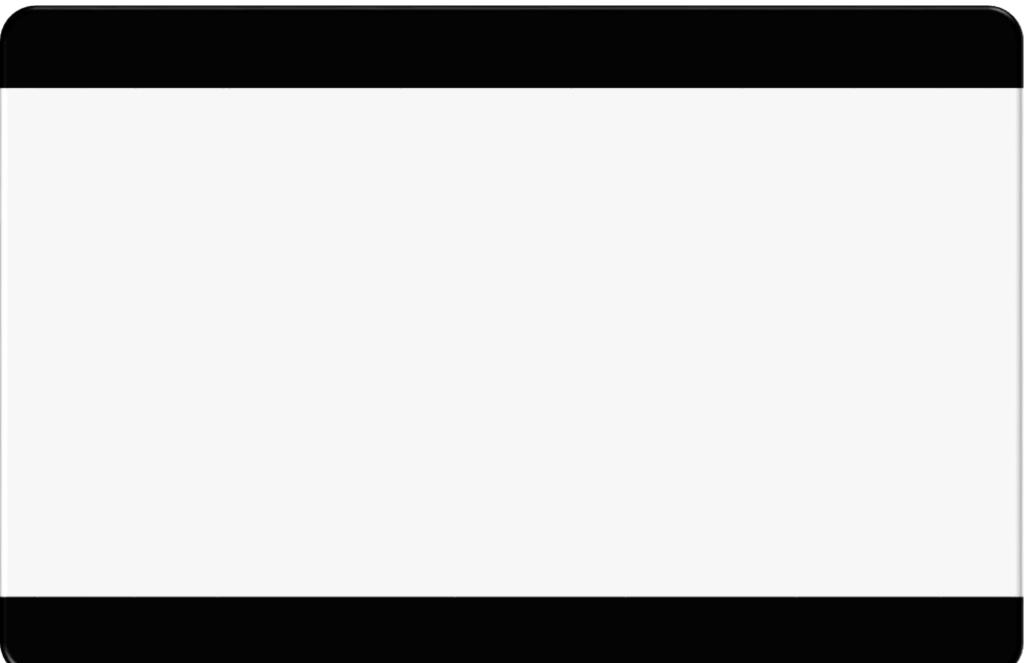
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## alita February 2020

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# alita IOT Definition

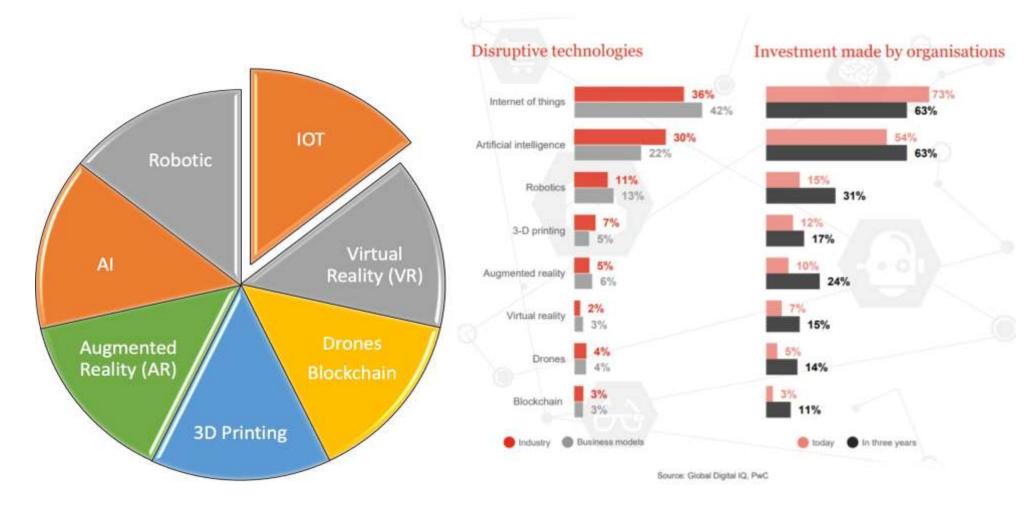


Referring to ITU has been defined in Recommendation ITU-T Y.2060 (06/2012) IOT "as a global infrastructure for the information society, enabling advanced services by interconnecting (physical and virtual) things based on existing and evolving interoperable information and communication technologies".

4	Application & Solution	Smart Logistic Smart Grid Green Building Smart Transport Env. Monitor
3	Platform (Device Mgnt, Security, Analytic, dll)	Data Center Search Engine Smart Decision Info. Security Data Mining
2	Network & Gateway	
1	Sensor Devices	WPAN WLAN WLAN GPS Smart Device RFID Sensor Sensor

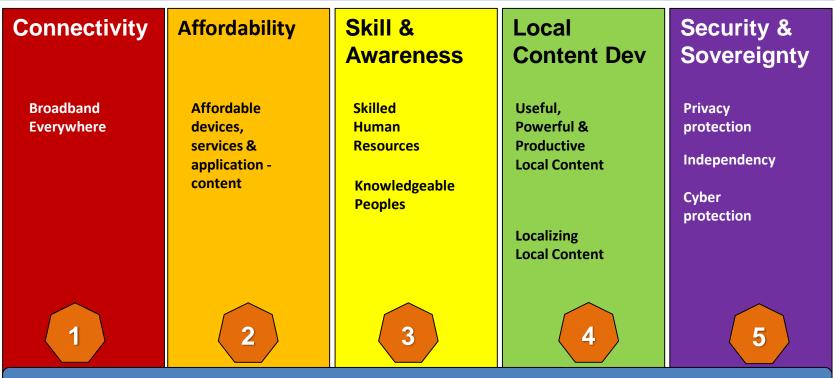
### alita 8 Emerging Technology

# ASOSIASI INDONESIA



### alita Indonesia Digital Inclusion

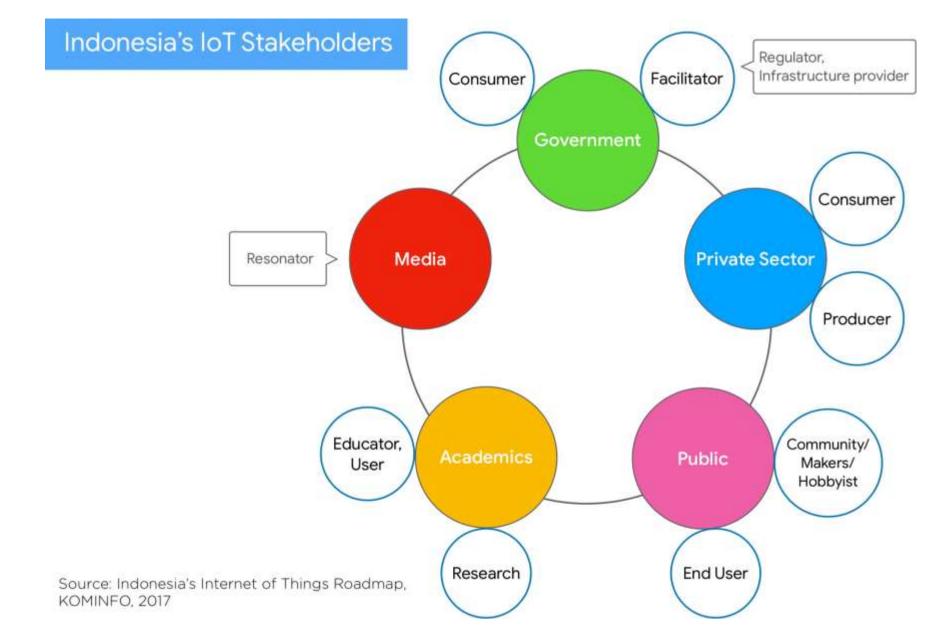
Indonesia Readiness Toward Digitalization for a Better Nation Development ASOSIASI INDONESIA



Indonesia Digital Inclusion Index 2017 = 50, Benchmark : India = 38, UK = 86, Australia = 50



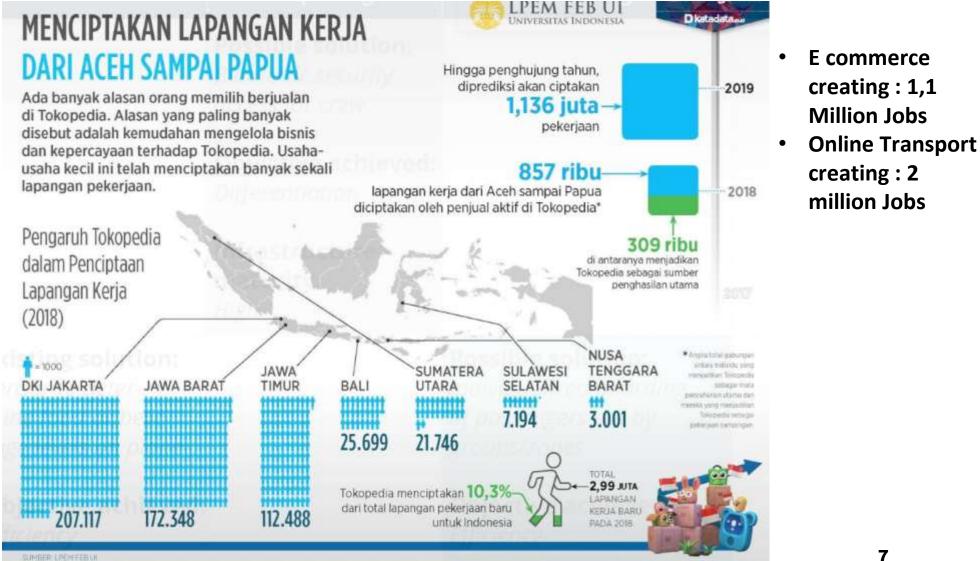
### **Key Success: Collaboration**





#### E-commerce increasing new job creation





# Social Media improving all sector INDONESIA

#### **SNAPSHOT**

This research enables Facebook and its stakeholders to better understand the social and economic impacts of Facebook apps including Facebook, Messenger, Instagram and Whatsapp, on Indonesians, their communities, businesses, and government.



Supporting businesses and the economy -

Supporting the growth of new and existing businesses

Uses and Impacts of Facebook apps for businesses surveyed 1 in 2 are in two agreed that they were started using Facebook apps

81%

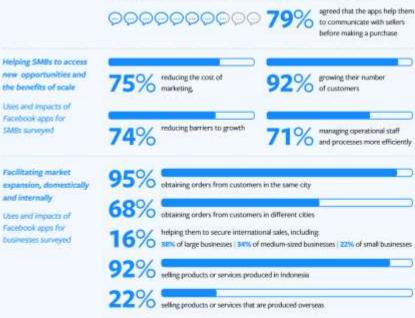
of businesses surveyed

are ones with bricks

and mortar stores

92% agreed that use of the apps improves customer engagement and 89% have used the apps to help them grow and expand

Facebook apps are benefiting consumers and businesses alike. Of individuals surveyed:





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### **IOT is Key Driver for Industry Transformation**



- Connected Devices
- Connected Services
- Ecosystem Support
- Personal Data Protection
- Security Protection

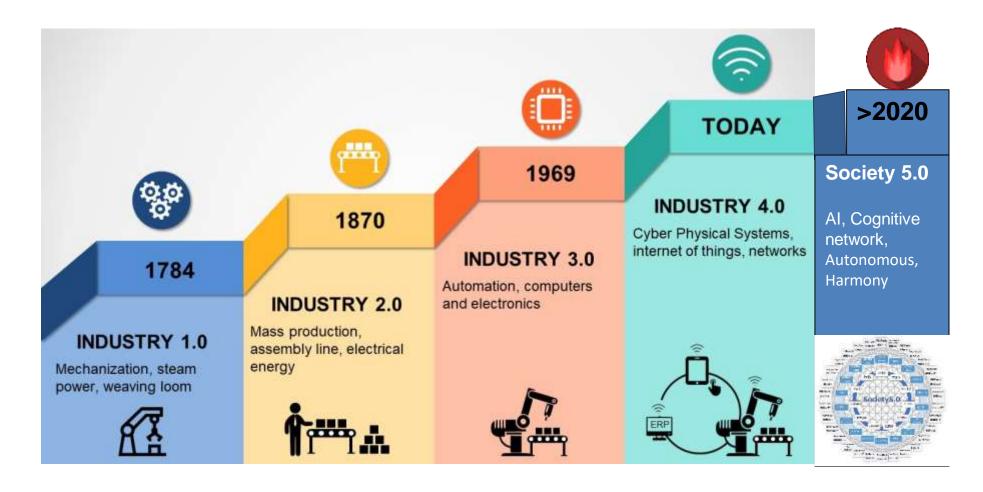
- Domestic & Global
- Networking
- Open Architecture
- Open Platform
- Standardization
- Interoperability

- Smart Healthcare
- Smart Farming
- Smart Transportation
- Smart Energy
- Smart Home
- Smart Government
- Smart Education





### From Industry 4.0 toward Society 5.0



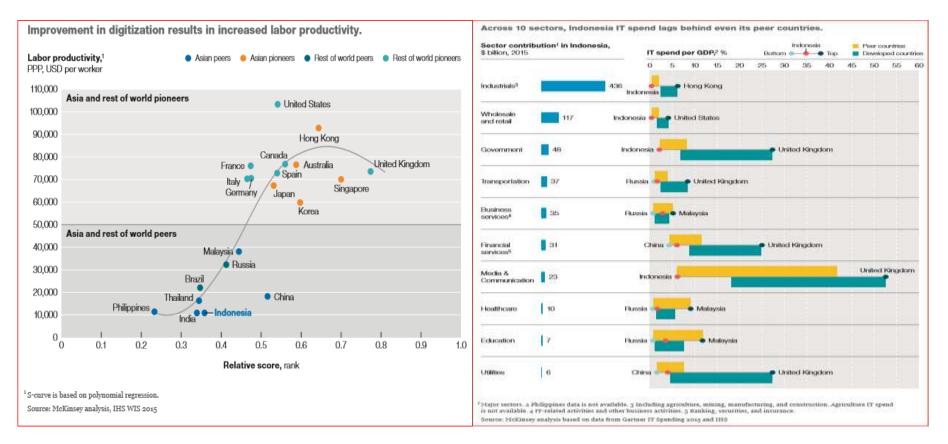


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$\sim$ Sc	ciety 4.0	Society 5.0 ~		
Economies of scale	Liberation from focus on efficiency	Problem solving & value creation "A society where value is created"		
Uniformity	Liberation from suppression of individuality	<b>Diversity</b> "A society where anyone can exercise diverse abilities"		
Concentration	Liberation from disparity	Decentralization "A society where anyone can get opportunities anytime, anywhere"		
Vulnerability	Liberation from anxiety	<b>Resilience</b> "A society where people can live and pursue challenges in security"		
High environmental impact Mass consumption of resources	Liberation from resource and	"A society where humankind lives in harmony with nature"		



### **Digitalization impact on GDP**



Digitalization will increasing productivity ~ 400% (Malaysia) and up to 1000% (USA) compare with current Indonesia GDP

4 sector behind neighbor countries : Industry, Wholesales & Retail, Government and Media & Communication

\$ billion



#### Impact Indonesia GDP with IOT Implementation

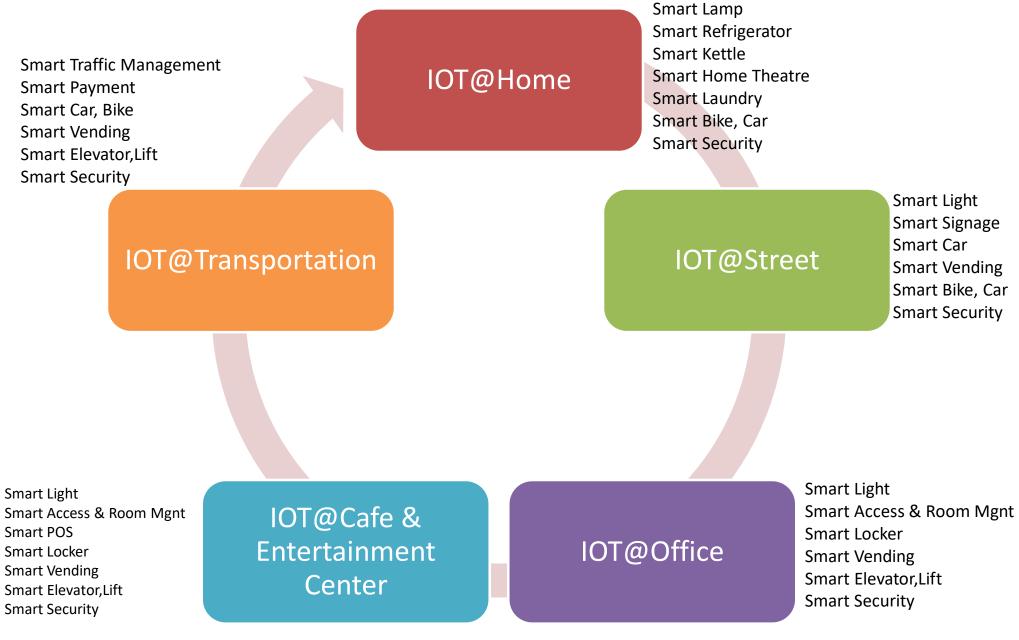
Across key sectors, Indonesia could harness digitization to realize total productivity impact of \$120 billion by 2025.

Sector	Estimated 2025 base impact	GDP		Operation optimization	Human health and productivity	Product and sale development
Manufacturing	34.4			29.4	3.0	2.0
Retail		24.5		12.5	6.7	5.3
Transport		15.5		13.6	1.9	0.0
Mining		14.8		14.0	0.5	0.3
Agriculture		11.	o	10.6	0.3	0.0
Telecom and media			7.9	5.7	1.7	0.5
Healthcare			6.6	2.2	4.3	0.0
Public sector and utilities			4.8	4.7	0.1	0.0
Financial			1.8	1.1	0.1	0.6
Total			121.4	93.8	18.7	8.9

Impact Rp. 1700 Trilyun on 2025 with main driver from the sectors : Manufacture, Retail, Transportation, Mining, Agriculture & Telecom - Media

#### ASOSIASI INDONESIA

# IOT @ EVERYWHERE





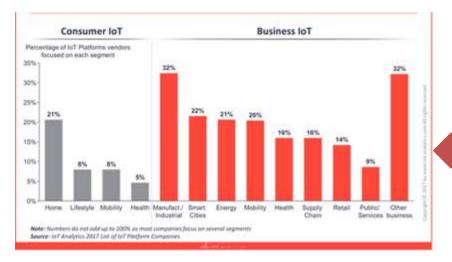


#### **IOT Market Outlook**



<sup>11 2015 🔳 2020 (</sup> CAGH, 2015-2020 = -40% 🔇 CAGH, 2015-2020 = -30% 🔘 CAGH, 2015-2020 = -20%

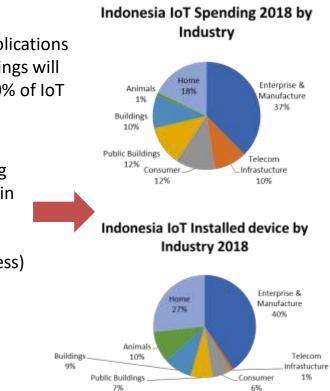
Searces: IDC, Gatther, ABI Research, BCO Internet of Things bayer survey, expert Interviews, BCG analysis.



Services, IoT Applications & Connected Things will capture some 60% of IoT Spending

Most of IoT spending and installed device in Indonesia will be in enterprise & manufacture (business) and home (retail)

Most IoT Platforms Focus On Industrial or Manufacturing

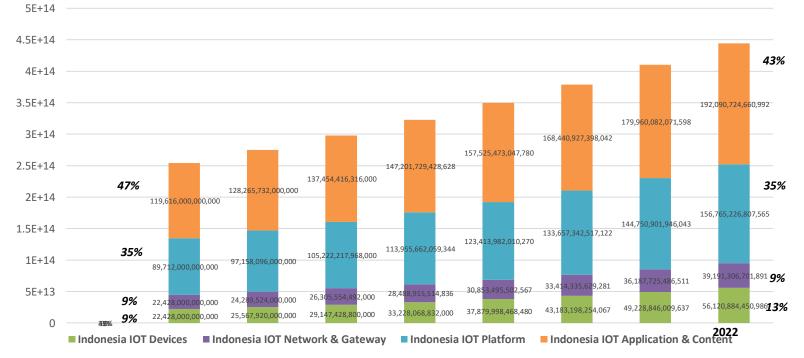






## Indonesia Market Analysis

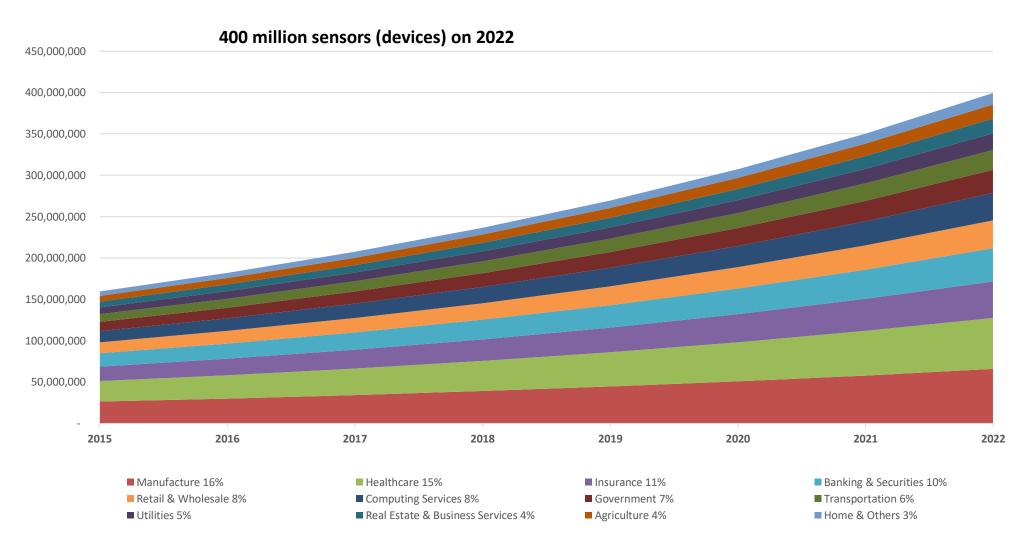
INDONESIA IOT MARKET 2015-2022



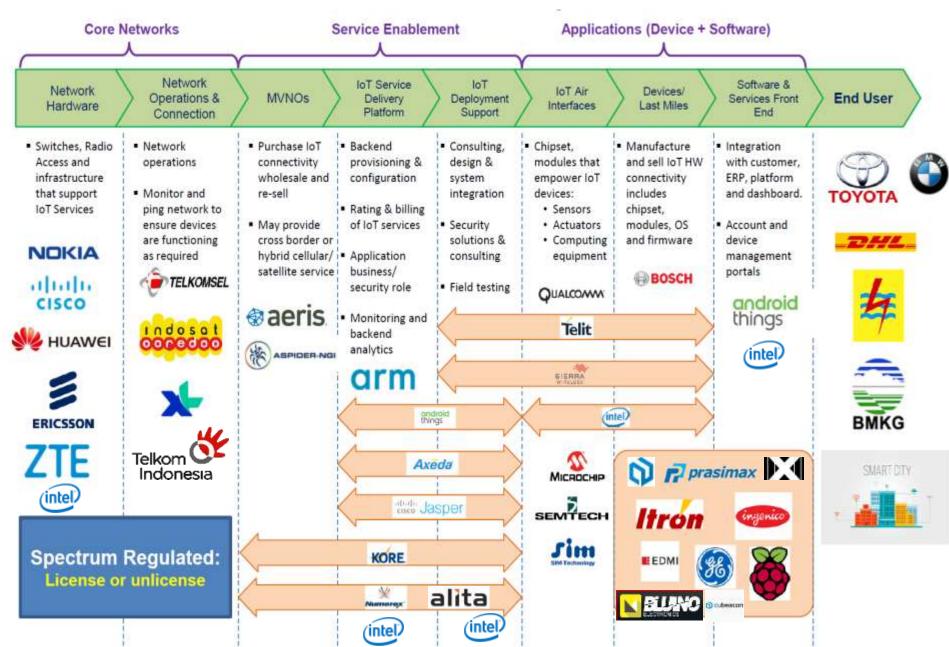
Rp.444 Trillion (USD 31.5 Billion) on 2022 Main Contributor : Platform & Apps (78%)





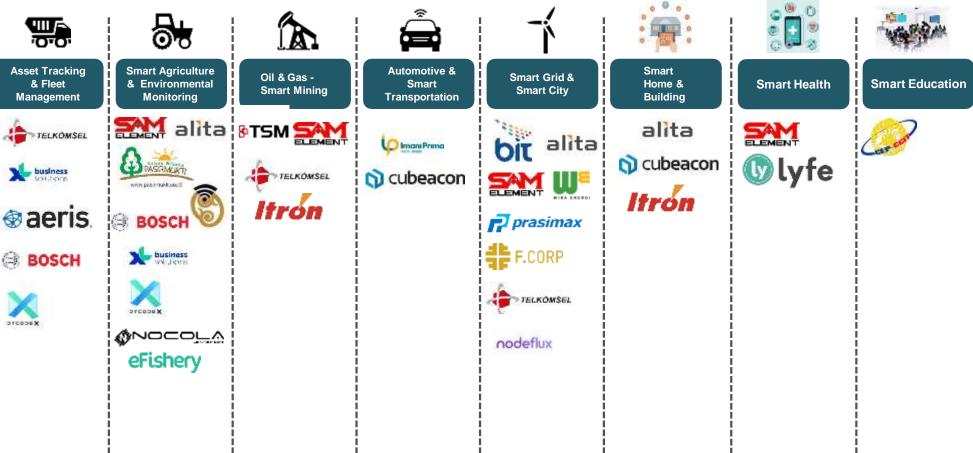


# Indonesia IOT Ecosystem



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# **Indonesia IOT Vertical Markets**



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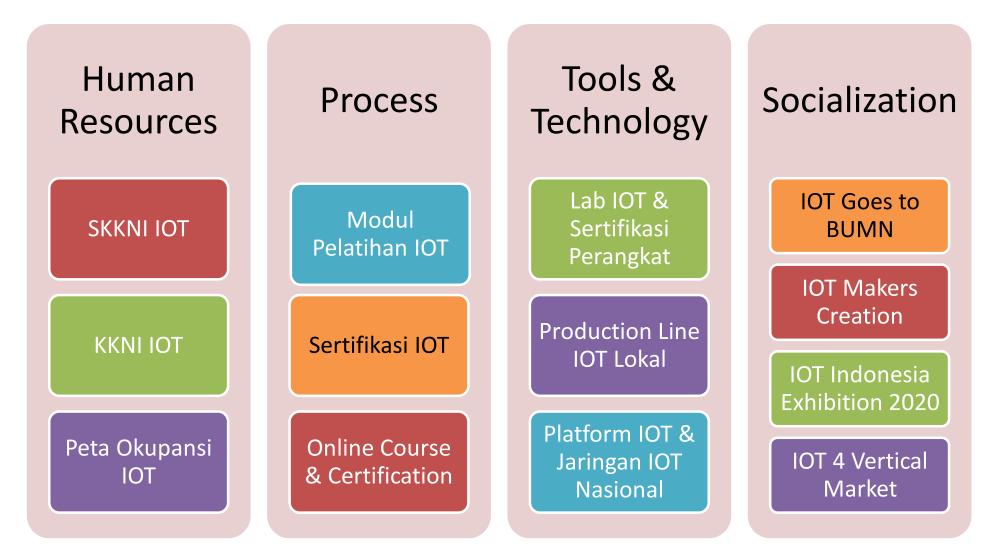
# ASOSIASI

### Support from Makers to Market





### Roadmap Indonesia IOT Development 2020







# **Facing the Future**



- New Technology
- New Process
- New Skill set
- New Job



- Policies
- Skill
- Education



- Treatment of Personal Data
- Fraud Prevention
- Int'l Taxation
- Human Resources



### Collaborate with Us

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https://facebook.com/asioti/

http://bit.ly/asioti-tgram

http://bit.ly/MemberASIOTI

December'18 - December '19 : more than 585 members with >300 registered Partnership with Singapore Industrial Automation Association (SIAA), Supported by Ministry of ICT, Ministry of Industry, and Ministry of Manpower



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