



Mobile Messaging Apps Study: Indonesia

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OBJECTIVES & METHODOLOGY



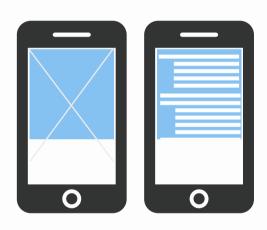
Objective

InMobi conducted this study to identify the demographic profile of messaging apps users in Indonesia, frequency of use, preferences, factors that influence download, in-app purchases and optimal price points.





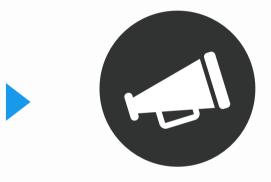
Research Methodology



On-device survey conducted over Kinesis mobile platform



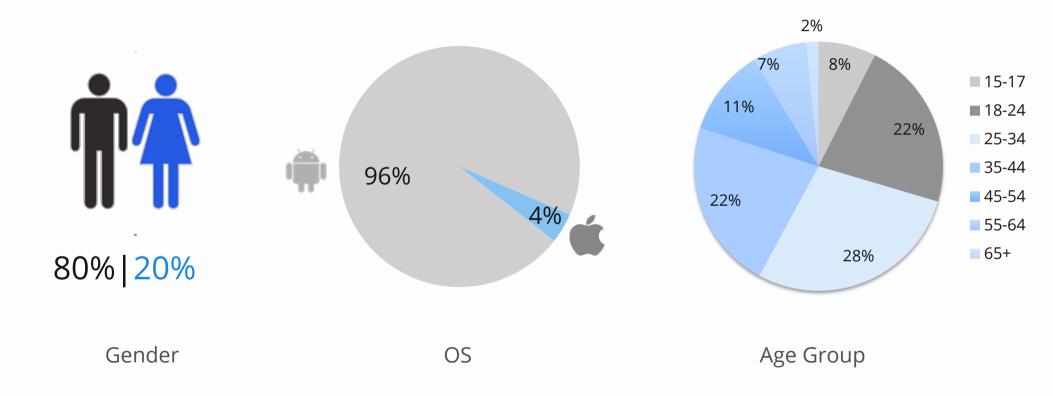
Sample of n= 240 Indonesian mobile users



Respondents recruited via InMobi mobile ad network in Indonesia between May and June 2014



Survey Participants Demographics





KEY FINDINGS



Key Findings

97% of mobile messaging users in Indonesia access their app multiple times daily Early adopters of messaging apps are under 35

App Discovery Channels



46%

Browsing The App Store

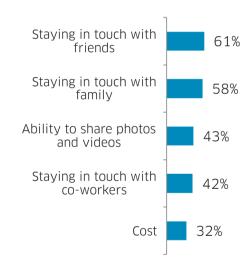


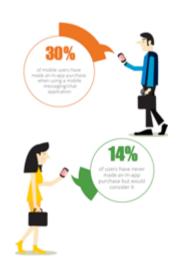
42%

Word Of Mouth



Top Reasons Why Users Download Messaging Apps





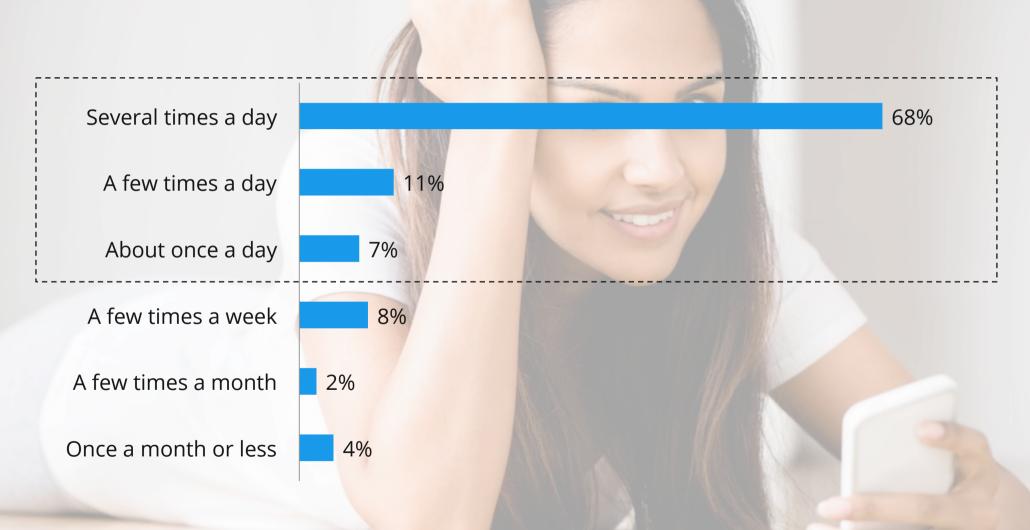
37% of In-App Purchases are for Digital Goods

Reasonable Price Point for In-App Purchase IDR 18241 (US \$1.6)

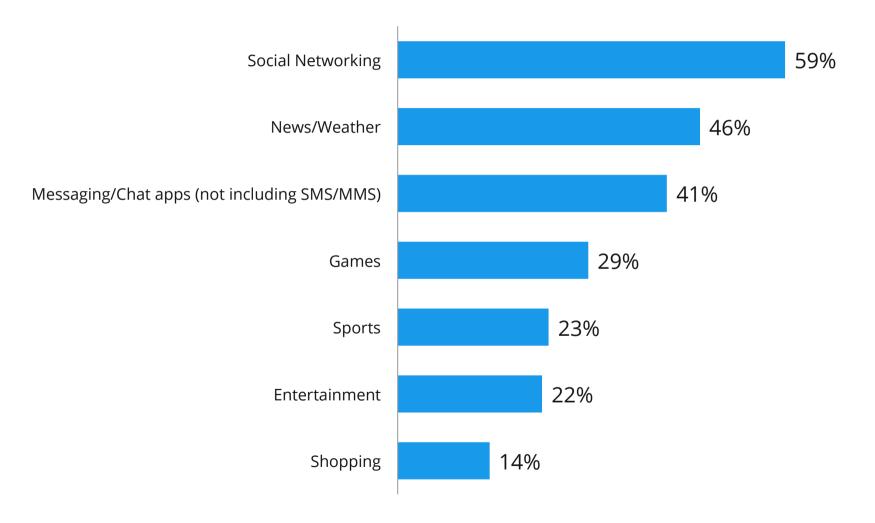
MOBILE CONTENT CONSUMPTION BEHAVIOR



4 in 5 Mobile Internet Users Send Messages Daily



Indonesian Mobile Consumers Most Frequent Social Networking And News/ Weather Sites And Messaging Applications





MESSAGING APPS USAGE BEHAVIORS & PREFERENCES



Messaging Apps Score Over Social Networks in Terms of Communication

Preferred channel of mobile communication



SMS/MMS

Voice Calls

Messaging/Chat Apps

Social Networking

Email



Consumers Prefer Messaging Apps Because ...

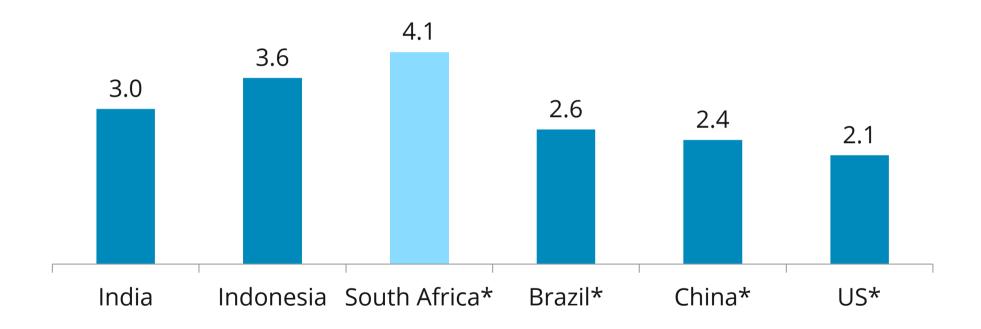
Mobile Messaging Apps

- Are easier to use
 - And more efficient compared to voice and text
- Save them money
 - By avoiding expensive operator data charges
- Promote creative expression
 - Videos, photos and custom emoticons
- Have increased functionality
 - Group chat, ability to communicate with friends, family & co-worker
- Are communities in themselves
 - Chat functionality, social networking, gaming & shopping





Messaging Apps Ownership......

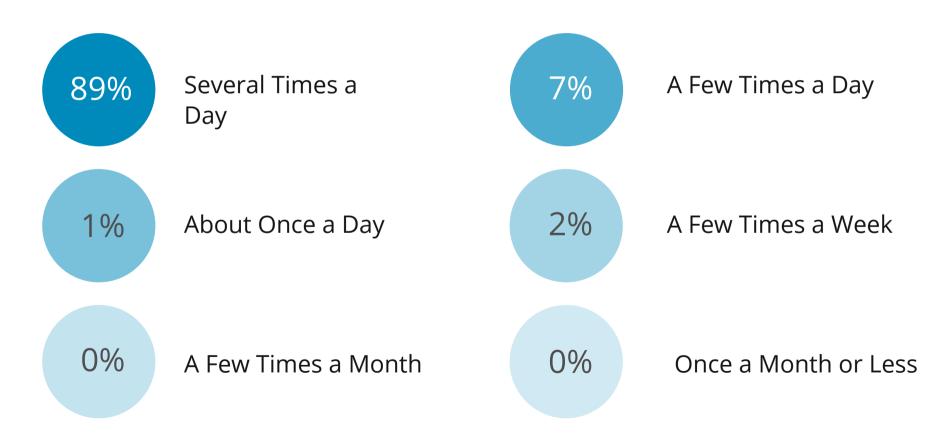






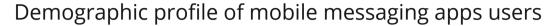
97% of Users Access Their Messaging Apps Multiple Times Per Day

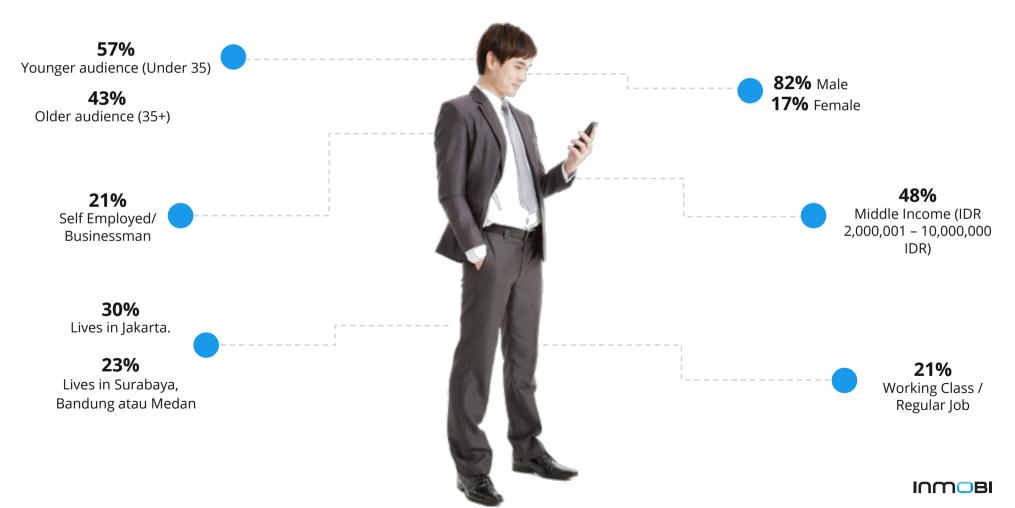
Frequency of accessing messaging/chat apps on mobile device





Young Adults Under 35 Lead Adoption Of Messaging Apps, But Older Audience Are Catching Up..





Top Reasons For Using Messaging Apps

Ability to communicate with friends

69%

Ability to communicate with family

52%

Ability to share photos and videos

50%

Ability to communicate with co-workers

32%

Cost

24%

Group messaging capabilities

23%

Stickers and emoticons

16%

Ability to delete messages after they are sent



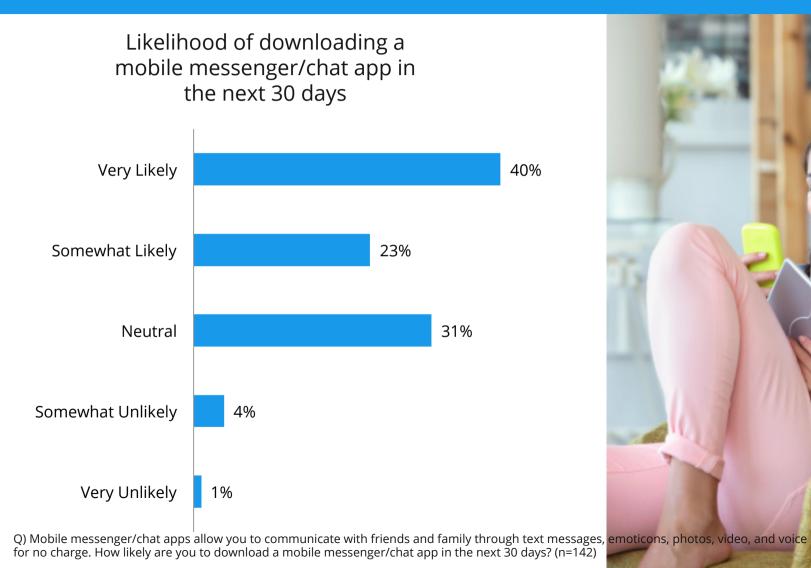
6%

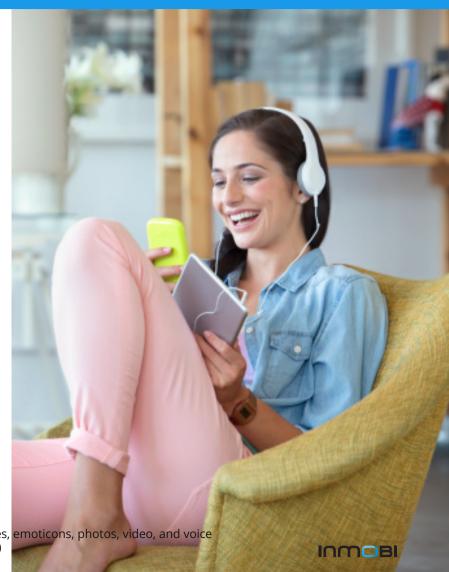


DOWNLOAD INTENT



63% Of Users Expect To Download Messaging App In The Next 30 Days





Top Reasons That Influence Messaging Apps Downloads

Ability to communicate with friends

61%

Ability to communicate with family

58%

Ability to share photos and videos

43%

Ability to communicate with co-workers

42%

Cost

32%

Group messaging capabilities

35%

Stickers and emoticons

24%

Ability to play games within messaging/chat app

23%

Celebrities/official accounts

8%



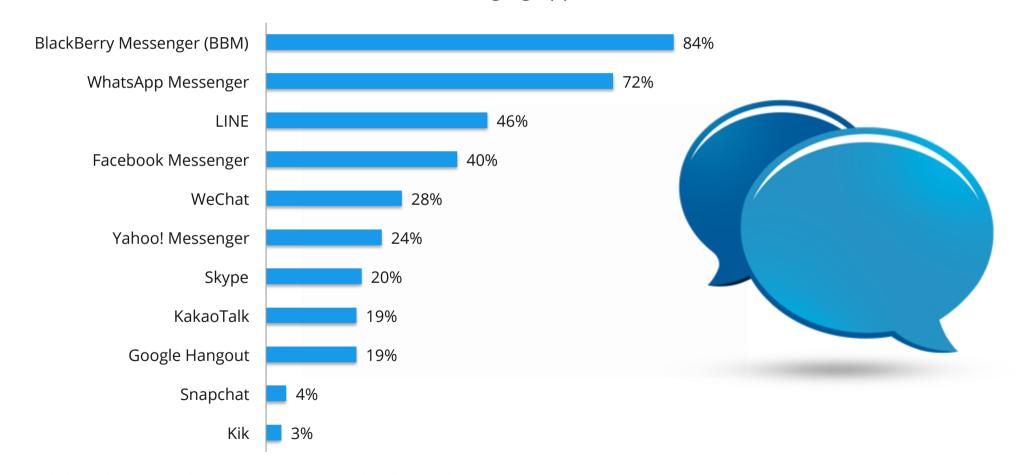
Q) When deciding whether to use mobile messaging/chat apps, what is most important to you? Please select all that apply. (n=142)

APP AWARENESS & DISCOVERY



In Terms Of Usage, BBM Is The Most Used Smartphone Messaging Service In Indonesia With 84% Usage Rate, Followed By WhatsApp Messenger

Mobile messaging apps most used





Mobile Users Discovers Messaging Apps Through Various Media Channels

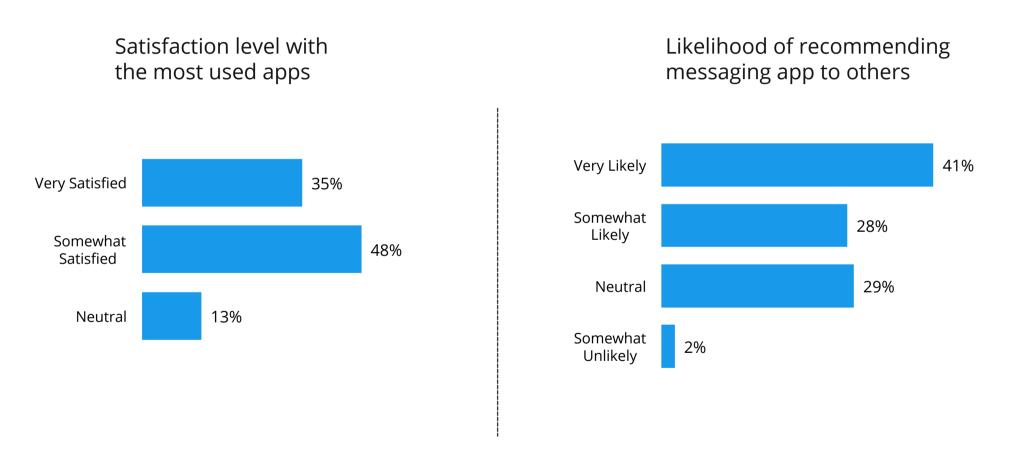




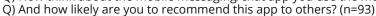
MESSAGING APP PREFERENCES



Satisfied Users Are Very Likely To Spread Positive Word Of Mouth



Q) Now think about the mobile messaging/chat app you use the most. How satisfied are you with this app? (n= 93)





Mobile Users Leverage Messaging Apps For Multiple Purposes

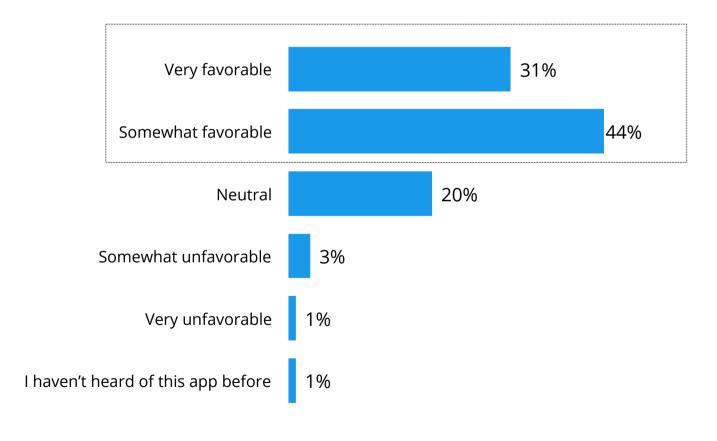
Mobile messaging apps usage by activity

		Message friends		Message family		Message Group chat co-workers		Stickers and emoticons			Games	Send photos or videos		
	Blackberry Messenger	76%	•	68%	•	59%	•	55%	•	49%	•	0%	•	70%
9	Whatsapp Messenger	61%	•	51%	•	48%	•	40%	•	43%	•	0%	•	61%
f	Facebook Messenger	35%	•	23%	•	19%	•	15%	•	15%	•	0%	•	28%
LNE	LINE	35%	•	25%	•	24%	•	13%	•	40%	•	28%	•	31%
%	WeChat	11%	•	9%	•	9%	•	0%	•	13%	•	1%	•	9%
4	Google Hangout	6%	•	5%	•	6%	•	4%	•	1%	•	0%	•	4%
V !	Yahoo! Messenger	10%	•	53%	•	11%	•	3%	•	4%	•	0%	•	5%
S	Skype	9%	•	11%	•	8%	•	3%	•	3%	•	0%	•	9%



Three-quarters of respondents view BlackBerry Messenger (BBM) for Android and iOS favorably

Opinion of BlackBerry Messenger (BBM) for Android and iOS





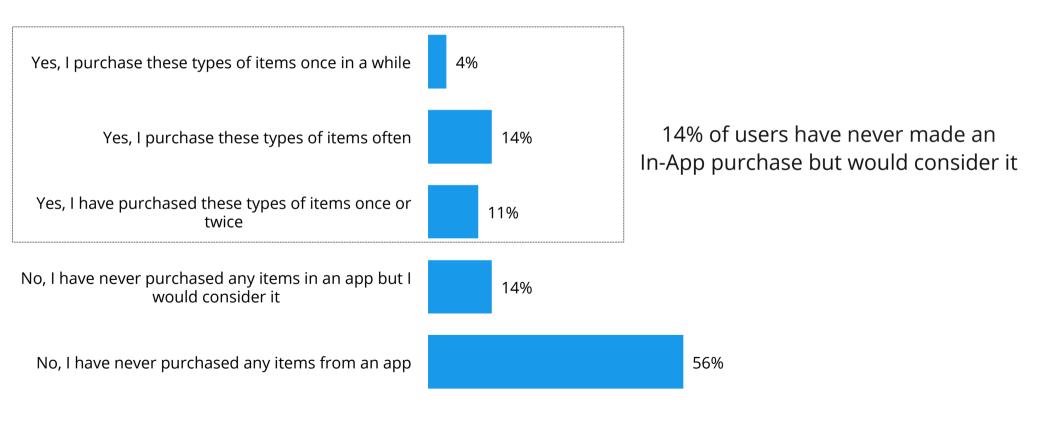


In-App Purchase (IAP)



Nearly 30% Of Mobile Users Have Made An In-App Purchase When Using A Messaging App

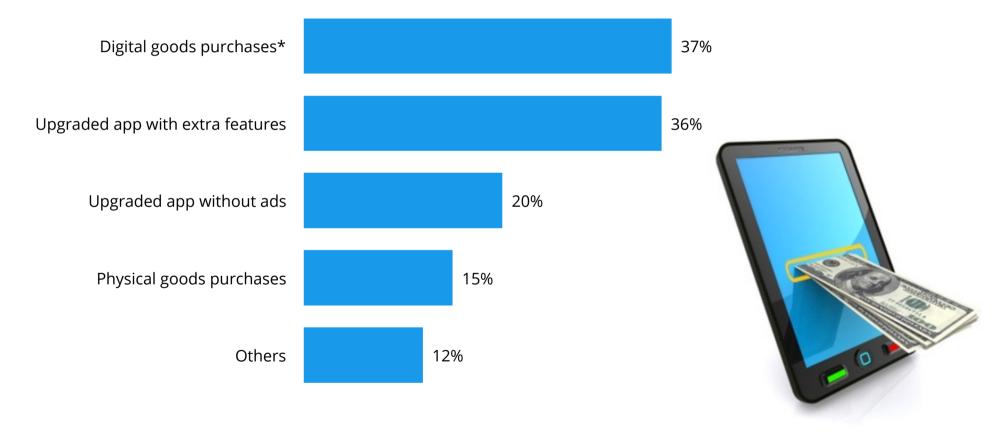
In-App purchases made when using a mobile messaging/chat app





About One Third of App Users Would Make an In-App Purchase to Upgrade the Messaging App with Extra Features

Types of In-App purchases made when using mobile messaging apps



^{*}Digital goods purchases includes Games, stickers & emoticons, virtual currency



Q) What types of in-app purchases have you made or would you consider making? (n=98)

Price Preferences For In-App Purchase



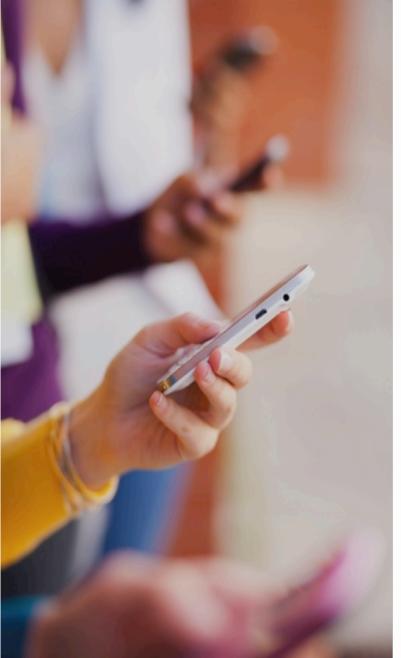
Q) At what price would an in-app purchase be so expensive that you would not consider buying it?



Q) At what price would an in-app purchase be reasonable to purchase? (n=29)

RECOMMENDATIONS





86% of respondents send or receive multiple mobile messages per day. Leverage the mobile messaging/ chat app opportunity to fill this need to communicate with other via mobile messages.

Understand who your target consumers are and what factors consumers find most important in messaging/ chat applications. 97% of respondents already use mobile messaging/ chat apps, and nearly two-thirds of them are planning to download a messaging/ chat app in the next 30 days.

Mobile consumers discover messaging/ chat apps through multiple channels. Acquire new users utilizing mobile ads.

<u>Design dynamic and engaging mobile experiences</u> that introduce consumers to messaging/ chat applications, showcase app features, and enable them to seamlessly download the app.



4

Indonesian mobile consumers most frequent social networking and messaging and news/ weather mobile sites/applications. *Generate brand awareness* by targeting ads to these mobile properties and other sites they frequent.

5

Nearly one-third of mobile users make in-app purchases. Digital goods purchases and upgrading apps with additional features are the most popular types of in-app purchases. <u>Understand what types of in-app purchases users are making and offer those that make the most sense for your app.</u>

Identify the optimal price for your in-app purchases. According to mobile users who have made an in-app purchase, the ideal price for an in-app purchase is IDR 18241 and IDR 31207.

Earn additional revenue by hosting ads in your app. Consider utilizing native ads that seamlessly blend into your app content.





Thank You!

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