

Information on the concrete actions and decisions that have been taken in Indonesia as a result of the engagements and discussions of Internet related issues at the various IGFs

Indonesia is an archipelago country comprising 17,508 (seventeen thousands five hundreds and eight) islands and area of 5,193,250 km² with the population in year 2013 reached 251,160,124 (two hundreds fifty one millions one hundreds sixty thousands one hundreds twenty four) people. The geography condition is a challenge and an opportunity for Indonesia to develop the information access and distribution facilities using the ICT especially the Internet technology with a good distribution over the country.

The proportion of the population living in urban reaches 54 (fifty four) %, by this portion, the development of rural areas using ICT is very important to implement appropriate policies and strategies. Indonesia's economic growth on 2009-2013 period reach at an average of 5.9 % per year which is the highest growth rate. This figure also shows that among G-20 member countries in 2012 and 2013, Indonesia is the second highest growth rate country after China. Gross domestic product (GDP) per capita in 2013 reached USD36.5 millions. With that income per capita, ICT spending in Indonesia in 2013 reached USD32.8 billions. The investment expenditure reached USD15.8 billion on shopping information technology (IT) and USD17 billions spending on communications technology including telecommunication sector.

Year of 2013 was a year of transformation for the ICT industry in Indonesia with good GDP growth, investment spending power of information technology providers and telecom operators are good, would hopefully increase the availability, affordability and accessibility of broadband in the future.

Indonesian ICT macro indicators has grown quite rapidly over the last ten years and especially the last five years. Public interest in using mobile access services is much higher compared to using fixed access services. It is also caused by the low teledensity access network when the mobile access services began to be developed. This trend applies to almost developing countries with low teledensity access network.

The growth of mobile users is increasing very rapidly and at or exceeding 150% penetration of the total population. Trend growth of Internet users, computer users and broadband networks resemble the trend growth of mobile users. Mobile industries has significant role to accelerate Internet users through 3G services including establishing a significant base of broadband users in Indonesia. The number of Internet users has reached 82 million, and the broadband users have reached 48 million, is a strong base to build economic of scale to accelerate investment in acceleration of broadband infrastructure development. With this condition, Telkom Indonesia as a state-owned company plans to build 20 million broadband accesses started this year of 2014. Broadband growth targeted by the government until 2015 should reach 30% and 70% in 2025.

The role of governments and all stakeholders in the promotion of ICTs for development, Indonesia has settled the Master Plan for Acceleration and Expansion of Indonesia's Economic Development to Accelerate the realization of becoming a developed country of the which the fruits and prosperity would be enjoyed equally among the people. One purpose of the masterplan is to strengthen national ICT connectivity. MP3EI integrate National Logistics

System, the National Transportation System, and 7 others Development sector including ICT into development plans or regional/economic corridors.

Target in MP3EI poured in an Indonesian Broadband Plan (IBP) containing targets to accelerate the development of broadband infrastructure, digital literacy development, the development of a competitive regulatory framework and funding. Funding is done by the principle of fill in the gaps and debottlenecking broadband development without taking over the role and compete with operators. Examples of projects of public/private partnership in Indonesia Broadband Plan is a “Palapa Ring” backbone network operation which would be constructed by the government. Palapa Ring backbone network would connect every district in the eastern region of Indonesia with high speed data transmission using optical fiber submarine cable.

In 2007, the Government established Indonesia ID-SIRTII or Indonesia Security Incident Responses Team on Internet Infrastructure made for securing the use of internet protocol-based telecommunication networks, is creating utilization of internet protocol-based telecommunications network that is free from threats and harassment in Indonesia. This agency in charge of monitoring, early detection and early warning of threats and disruption of telecommunication networks based on Internet protocol in Indonesia. Besides that, also disseminate to all relevant parties to conduct security protocol based telecommunications network utilization and perform consulting services and technical assistance. At this time, the agency handles 1.1 million Internet traffic accident in Indonesia.

In 2008, Ministry of Communications and Information Technology build INSAN (Internet Healthy) program organized in the form of socialization, roadshows and discussion forums involving the entire community (multi-stakeholders). Media used in socialization media INSAN include face-to-face, Internet, television, radio, print, outdoor media and animation. It also conducted interactive activities such as games and direct interaction with people in public areas.

In 2010, the Government has managed to establish access to the village by providing access to telecommunications and information services in 32.208 villages through the Universal Service Obligation (USO). The government has built as many as 1,857 Mobile-Internet Service Center Sub-district, as many as 5,956 Internet Service Center District and as many as 1,222 Internet Service Center of Productive District. The Government has developed Nusantara Internet Exchange (NIX) is an Internet Exchange Point (IEP) in the form of a network gateway system installed in 33 provinces in Indonesia and 4 PoPs of international Internet exchange. Technically, each NIX would consist of 15 servers where each server would have a bandwidth of 15 terabytes.

Also in the year of 2010, Ministry of Communications and Information Technology organized the Indonesia Open Source Award (IOSA). IOSA is an annual national award to appreciate the use of Open Source software in Indonesia. IOSA would create independence related to the use of open source software in Indonesia. This program would encourage more and more users based on open source software.

In the year of 2011, the Government in collaboration with the Korean government established the Center for Training and Development of Information and Communication Technology or Korean - Indonesian ICT Training Center. This training center is aimed to build Indonesian ICT human resource capacity and enhance the ICT industry through the development of

Korea - Indonesia ICT Training Center, contribute to bridging the digital divide and improve the accessibility of Indonesia through the transfer of knowledge and experience in the development of ICT.

Indonesia has launched the IndiSchool program that provides broadband access and until 2012 had reached 17.845 schools. At research institutions in general are at government research centers and universities already have broadband access, the implementation of e-library at the public library has reached 43%, the online postal services on a large post office and the post office had 98%, increase in the category of hospitals that have internet access to the 49%, the number of teachers who teach ICT already at 15% and the number of small and medium businesses that use computers already at 32%.

Until 2013, Indonesia has reached 97% in the Proportion of rural population covered by a mobile cellular telephone network, by type of mobile cellular telephone technology. This achievement is done by encouraging the construction of rural access program "rang village". With the number of homes that reaches 45 million homes, Indonesia has reached 19% are connected to the fixed network and could even reach 50% more when using the mobile network. Indonesia has achieved 3% of homes connected to broadband Internet networks remained even reached 21% when using 3G services.

As enshrined in the Declaration of Principles of the World Summit on the Information Society that all stakeholders should work together to ensure that everyone can benefit from the opportunities that ICTs can offer, particularly principles that relevant to our meeting today, which foster and respect cultural diversity and address the ethical dimensions of the Information Society.

Indonesia believes that it is of paramount that Internet governance should be arranged, such that the Cyber-jurisdiction of cyber-space should be acknowledged as a step for states to exercise Cyber-sovereignty that is based on democracy and respect to the freedom of speech and information, and stresses the importance of the well-being of the whole community/society. The effective implementation of the above would strengthen our efforts in seizing opportunities that the Internet/ICT offers. Indonesia is of the opinion that building this global architecture of Internet governance is best be done through the United Nations as the core international organization for international norm setting and cooperation.

ICT has held a central role in Indonesia. On this occasion we would submit two examples of the important role of ICT for Indonesia;

First, on disaster dissemination, development of a data center by the government as a hub or a "bridge" as received all information from the meteorology, climatology and geophysics and spreading throughout ICT systems or broadcast (TV, sms, radio, Speaker Mosque). With the achievement of disaster information dissemination time only takes less than 1 minute than was taken 30 minutes. By having a disaster dissemination has a significant impact in avoiding casualties during disaster.

Second, on creative industry. Business prospects of the creative economy in Indonesia also shows that the more promising developments, this year the turnover of the creative economy in Indonesia is estimated to reach Rp600 trillion, equivalent to USD 50 billion. This year Indonesia's creative economy grew on average 10 percent more than the 2012 peak of USD 47.5 billion, the economic contribution of the creative reach 7 percent of GDP in Indonesia.

The use of ICT is required to maintain the growth of the creative industries. The technology is not only used as a major commodity in the 14 sectors of the creative economy, but technology can also be used as a support for other creative industries sector, especially in the field of marketing and production of goods. 14 creative industry sectors that have contributed most to economic progress, namely in the fields of advertising, architecture, art and antiques market, crafts, design, fashion, video, film, photography, interactive games, music, performing arts, publishing and printing, computer services and software, television and radio, as well as research and development.

Strong ICT ecosystem would encourage the creation of reliable and productive connectivity including people-to-people connectivity. Strengthening of people-to-people connectivity would enable community to increase their productivity with efficient and effective to achieve their goals. People-to-people connectivity would be a global association that became the basis of the global transaction which would impact growth of economy. This connectivity would be the basis of the nature of externalities of an economy to other economy. Economic growth of one economy could be also impacted to other people in other economy by the presence of strong people-to-people connectivity.

Several more actions and decisions that have been taken by multi-stakeholders forum in Indonesia from 2008 until now are as follows:

1. The declaration of the Indonesia Internet Governance Forum (ID-IGF) as multi-stakeholders forum for discussion on the Internet Governance related issues in Indonesia on November 1st, 2012.
2. Indonesia multi-stakeholders forum (ID-IGF) as the host country of the High Level Leaders Meeting and the 8th Internet Governance Forum 2013 in Bali, Indonesia.
3. Multi-stakeholders dialog to design a Minister Regulation Plan concerning the Content Filtering (Online Content Policy).
4. Multi-stakeholders dialog on the design and revision of law on Electronic Information and Transaction especially concerning the Online Defamation Article.
5. Multi-stakeholders dialog to overcome several cases concerning the Online Child Safety in Indonesia.
6. Multi-stakeholders dialog to prepare several Internet related meetings in national, regional and international.