6.8 INFORMATION & COMMUNICATIONS

OVERVIEW

The information & communications sector expanded by 2.6 per cent year-on-year in the fourth quarter, extending the 1.4 per cent growth in the previous quarter. The positive outturn was supported by the IT & information services and "others" segments¹². Meanwhile, the telecommunications segment contracted.

For the whole of 2020, the sector posted growth of 2.1 per cent, slowing from the 12 per cent expansion registered in 2019.

IT & INFORMATION SERVICES

In 2020, the growth of the information & communications sector was led by the IT & information services segment. Specifically, the segment expanded by 6.4 per cent, driven by resilient enterprise demand for services such as web hosting and web portal.

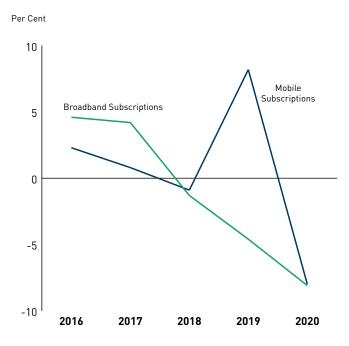
TELECOMMUNICATIONS

The telecommunications segment shrank by 8.3 per cent in 2020, weighed down mainly by weaker demand for mobile roaming and prepaid services as a result of subdued travel activity. For instance, the total number of outgoing retail international telephone call minutes (including transit minutes) over the January-June 2020 period fell by 48 per cent compared to the same period a year ago.

As at November 2020¹³, the number of mobile subscriptions shrank by 8.0 per cent as compared to the same period in 2019 (Exhibit 6.19). This was led by prepaid subscriptions, with the total number of prepaid 3G and 4G subscriptions falling by 24 per cent to reach 2.2 million in November 2020. On the other hand, the number of postpaid 4G subscriptions rose by 4.9 per cent to around 5.9 million.

In 2020, the number of broadband subscriptions decreased by 8.1 per cent. This came on the back of a 9.4 per cent decline in wireless broadband subscriptions, led by fewer mobile data and Wireless@SG subscriptions¹⁴, likely as a result of the travel restrictions and more people working from home. Nonetheless, there was a 1.5 per cent increase in optical fibre subscriptions.

Exhibit 6.19: Information & Communications Growth



¹² The "others" segment consists of (i) publishing activities (including computer games and software publishing), (ii) motion picture, video and other programme production, sound recording, and music publishing activities, and (iii) radio and television broadcasting activities.

¹³ Full-year data are not available at the time of publication.

¹⁴ The number of Wireless@SG subscriptions in a month includes only the active users for the month.