



**Asia-Pacific
Economic Cooperation**

2014/TEL50/PLEN/007

Policy and Regulatory Update – Malaysia

Purpose: Information
Submitted by: Malaysia



**50th Telecommunications and Information
Working Group Meeting
Brisbane, Australia
29 September – 3 October 2014**

MALAYSIAN REGULATORY UPDATES

APEC TEL50

29 September to 3 October 2014

AGENDA



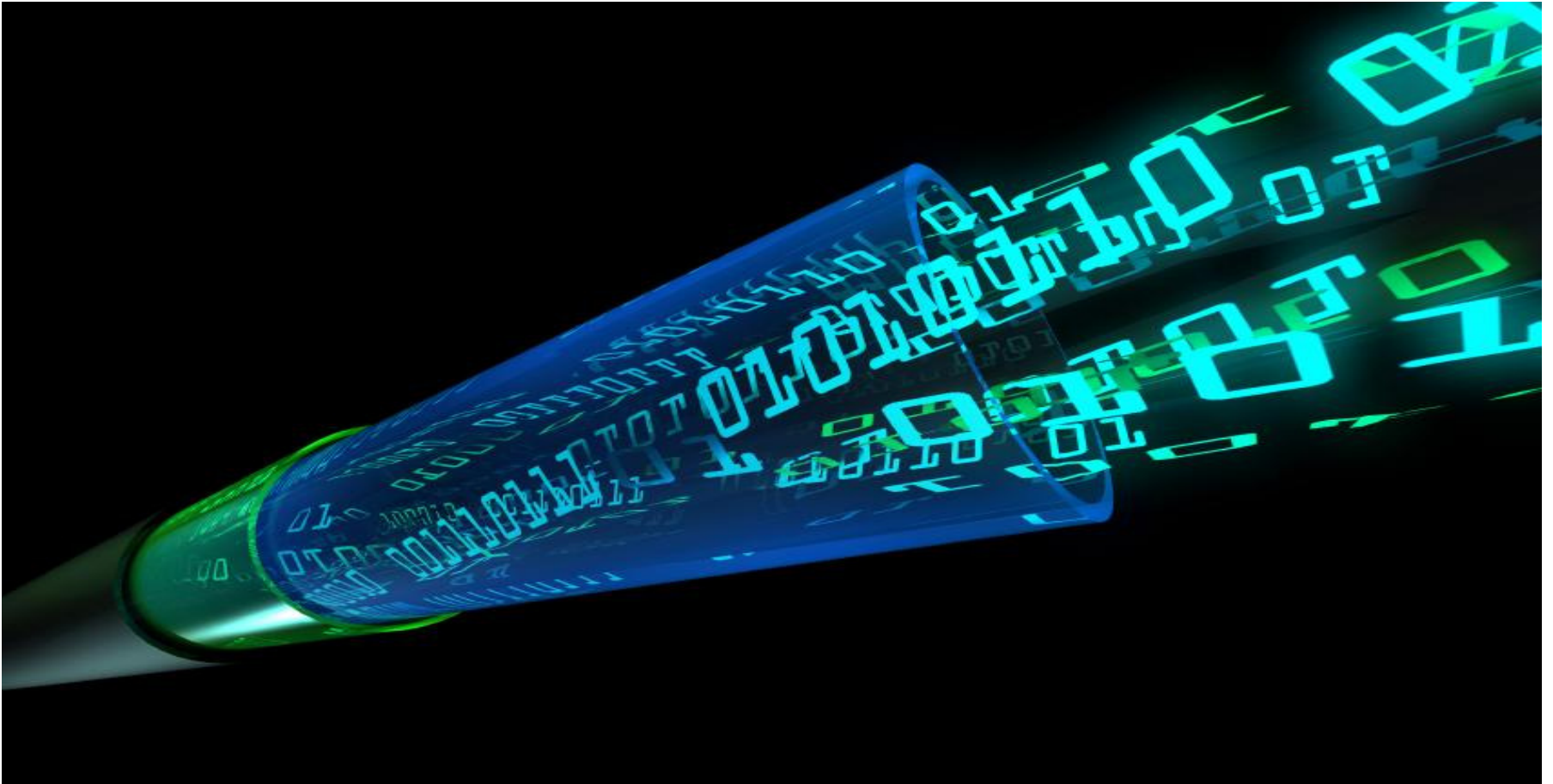
Broadband Updates



Content Development



**Creative Content Through Digital
Integration – KL Converge!**



BROADBAND UPDATES

COMMUNICATIONS AND MULTIMEDIA OUTLOOK



BROADBAND

67.4% **Household Penetration**
6,425,900 **Total Subscriptions**
3,779,500 **Mobile Subscriptions**



CELLULAR

143.7% **Penetration Rate**
43,112,000 **Subscriptions**
18,029,000 **3G Subscriptions**



INTERNET USERS

19,200,000 **User Nationwide**
13,589,520 **Facebook Users**
2,000,000 **Twitter users**
1,200,000 **LinkedIn users**



COVERAGE

3G : 86.0% **at populated areas**
2G : 96.8%
LTE : 19.2%

Malaysia Basic Indicators



30.3 million
Population



6,822,900
Households

RM 986.733 billion
(USD307.63billion)
GDP (Current Prices)



Launched in March 2010

UNIVERSAL SERVICE PROVISION (USP)

OBJECTIVE

To provide communication access to underserved areas, localities, and groups within a community

- **First USP initiative, Telephony launched in 2002 involving 89 districts**
- **1Malaysia Internet Center (Pi1M) launched in 2007 with 12 pilot sites**

UNIVERSAL SERVICE PROVISION UPDATE



Cellular Coverage Expansion
890 towers built



1Malaysia Wireless Village (KTW1M)
4,737 established



1Malaysia Netbook
1,162,529 distributed



Community Broadband Libraries (CBL)
99 libraries built



1Malaysia Internet Centers (Pi1M)
431 centers built

Target to build in 2014	
1Malaysia Internet Center (Pi1M)	150
1Malaysia Wireless Villages (KTW1M)	750
Towers	350

FUTURE PROJECTS TO EXPAND INTERNET ACCESS

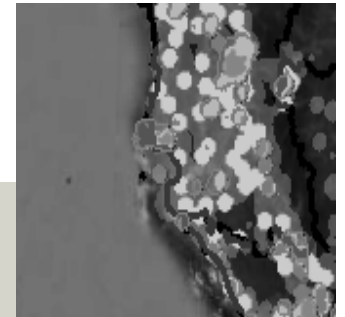


High Speed Broadband (HSBB) Phase 2

HSBB coverage expansion in major town areas

Suburban Broadband (SUBB) & Broadband for General Population (BBGP)

Provide higher broadband speed to suburban areas with an Internet access speed between 4 and 10 Mbps



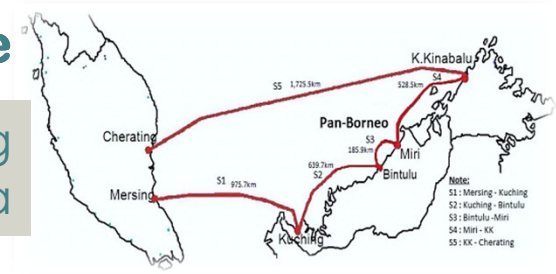
1000 Towers

Increase Internet coverage in rural areas by constructing new 1,000 telecommunication towers



Domestic Submarine Cable

New submarine cable network connecting Peninsular and East Malaysia

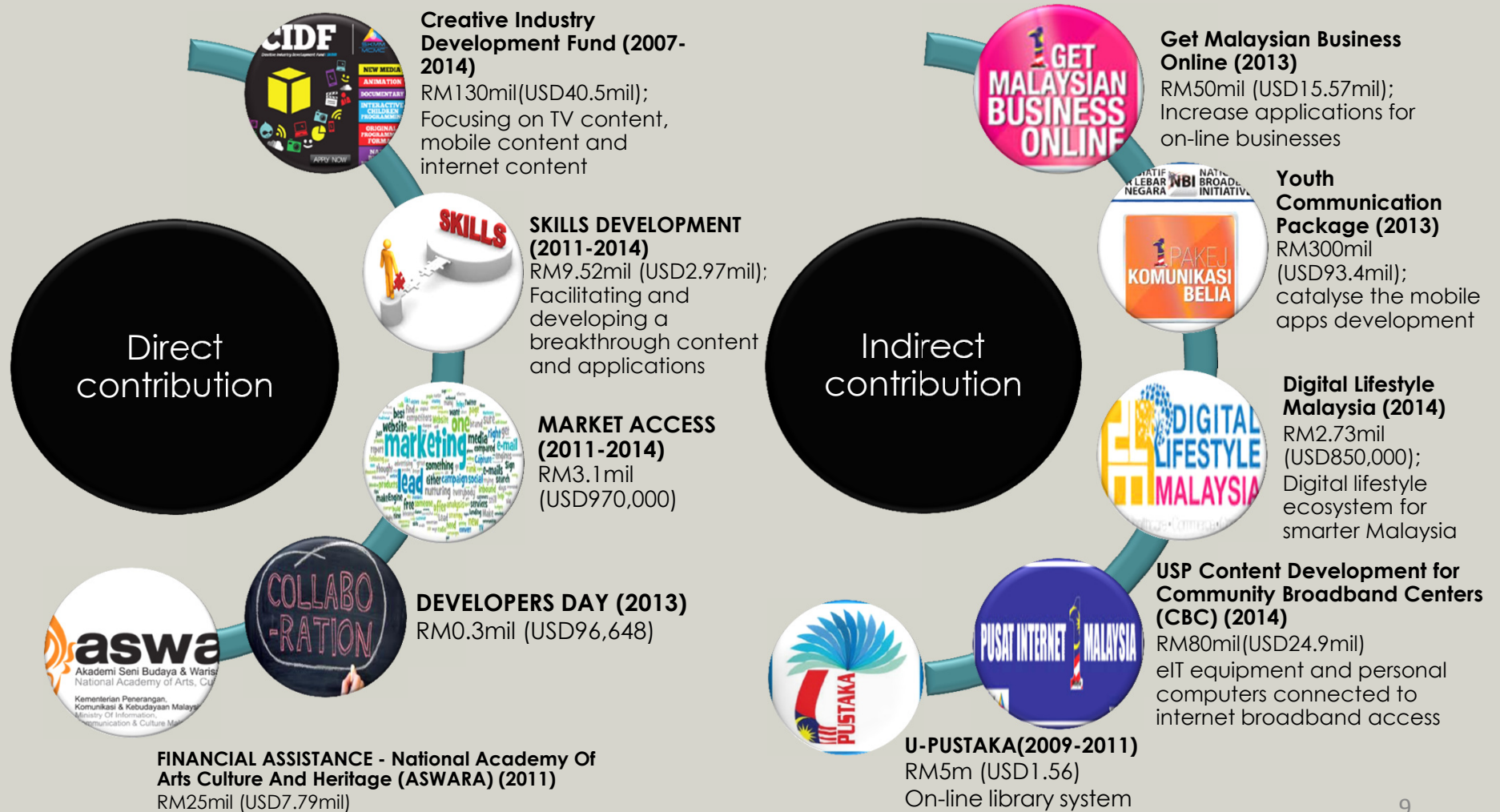




CONTENT DEVELOPMENT

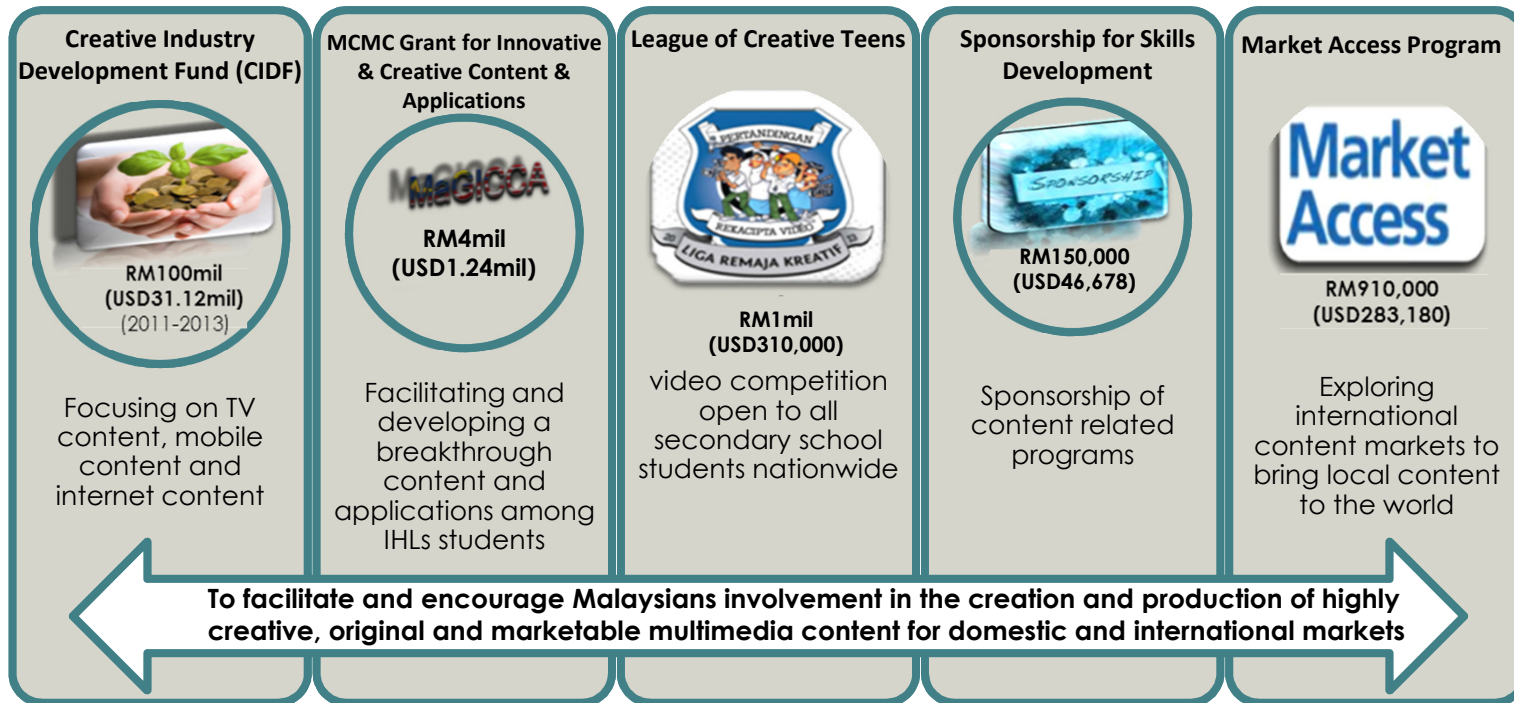
CONTENT DEVELOPMENT INITIATIVES

To facilitate and encourage Malaysians involvement in the creation and production of highly creative, original and marketable multimedia content for domestic and international markets



MCMC IS SPENDING > RM600m FOR CREATIVE CONTENT DEVELOPMENT PROGRAMS

CREATIVE CONTENT DEVELOPMENT PROGRAMS CURRENT INITIATIVES

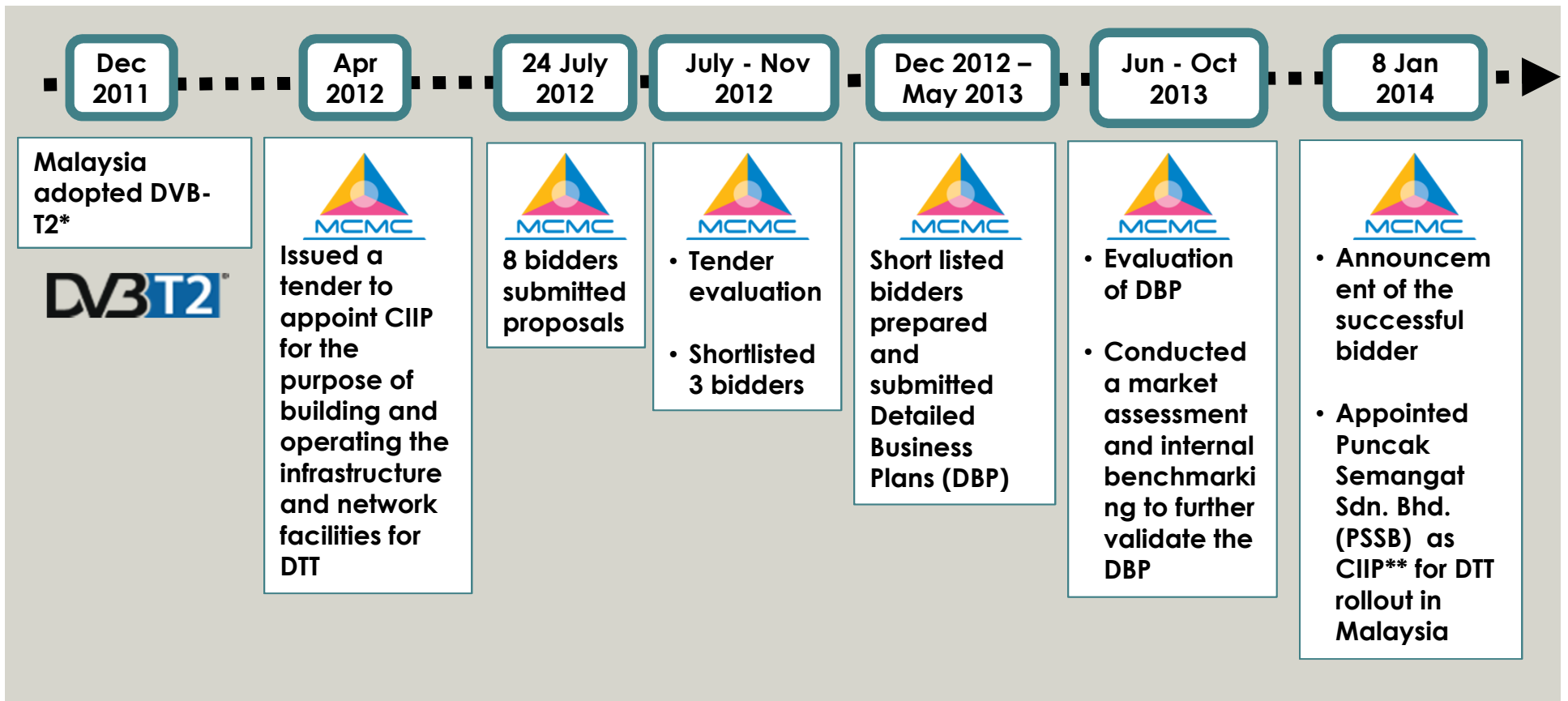


Creative Industry Development Fund Focus Areas



- | | | | | | |
|---|---|--|--|--|---|
| <p>Documentary</p> <p>History, culture, biography & technology</p> | <p>Animation</p> <p>Family, education, biography & history</p> | <p>Original Programming Format</p> <p>Reality TV programs based on talent search, education</p> | <p>Interactive Children Programming</p> <p>Education, moral values & health</p> | <p>1Malaysia</p> <p>Nation building programming in the form of drama series, sitcom & telemovie</p> | <p>New Media</p> <ul style="list-style-type: none"> Portal featuring education or business Mobile applications for education, finance or comics Games |
|---|---|--|--|--|---|

Digital Terrestrial Television (DTT) Update (Implementation Timeline)



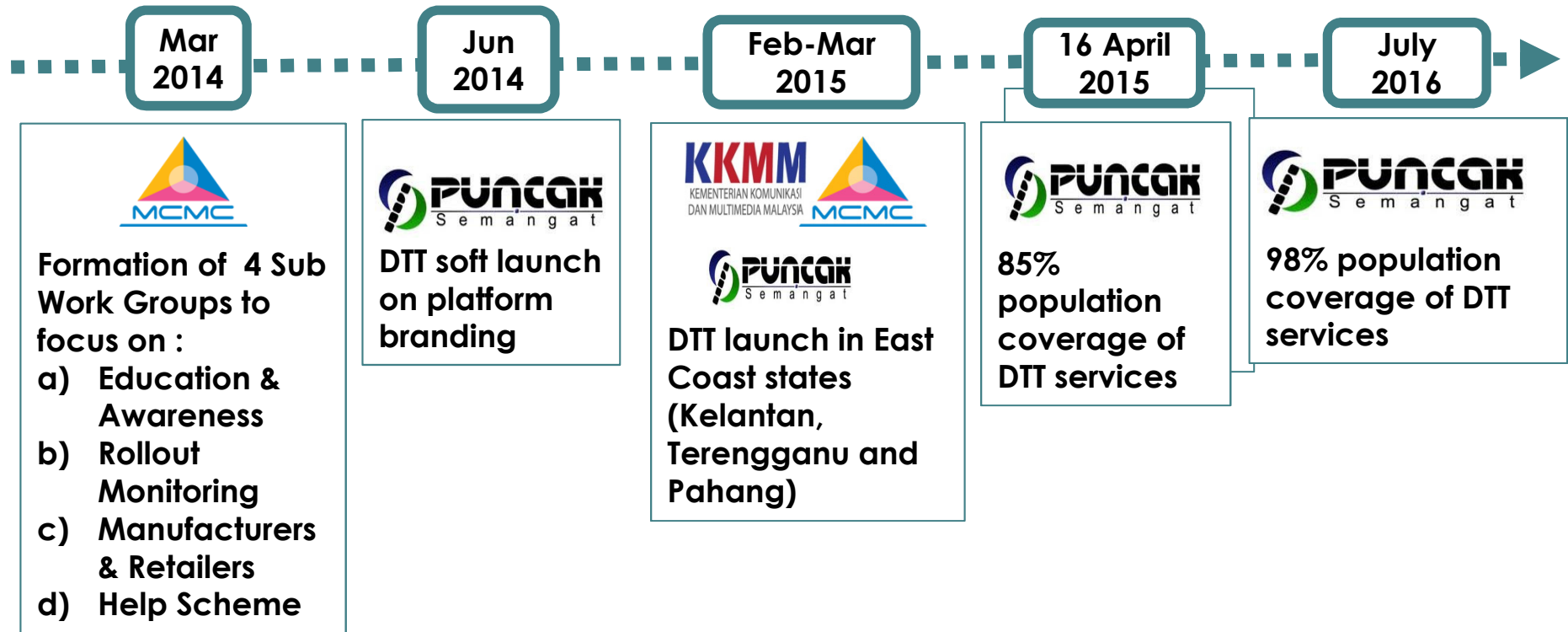
Notes:

*DVB-T2 : Digital Video Broadcasting on Terrestrial-second generation

**CIIP : Common Integrated Infrastructure Provider

DTTB : Digital Terrestrial Television Broadcasting

Digital Terrestrial Television (DTT) Update (Implementation Timeline) (Continued)



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*DVB-T2 : Digital Video Broadcasting on Terrestrial-second generation

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CREATIVE CONTENT THROUGH DIGITAL INTEGRATION – KL CONVERGE



SHOW



SPEAK



FEEL



TOUCH



HEAR



SEE



CHEER



KL CONVERGE!

17-19 September 2014 | KL Convention Centre

17 – 19 September 2014

KL Converge! was an event hosted by the Government of Malaysia held in the Kuala Lumpur Convention Center from 17 to 19 September 2014.

- Three action-packed days of immersive experiences showcasing the digital lifestyle today.
- KL Converge! revolves around 'see', 'touch', 'feel', 'hear', 'show' and 'speak' and translates across various platforms.
- The Show featured pavilions from all ten ASEAN countries as well as Japan and India, including corporate pavilions.
- There were more than 60 activities run across the three days including the exhibition, master classes, panel sessions, dialogues, seminars, competitions featuring apps, games, video, TV and film content, animation, and music among others.
- Feature seasons included Hollywood master classes, Kid Speak, CEO Speak, MCMC-GSMA Asia Policy Forum, M-Health discussion, Data Analytics, AT&T-MCMC Developers' Day Competition, Apps Development Camp for teens, Ministerial visit to Carey Island and student awareness and education program 'Click Wisely'.

The KL Converge! ended positively with international attendees having the opportunity to network, witness the launch of several latest innovations, engage in business opportunities and gain insightful knowledge.

