

# Measuring the Digital Economy: Plans and Progress

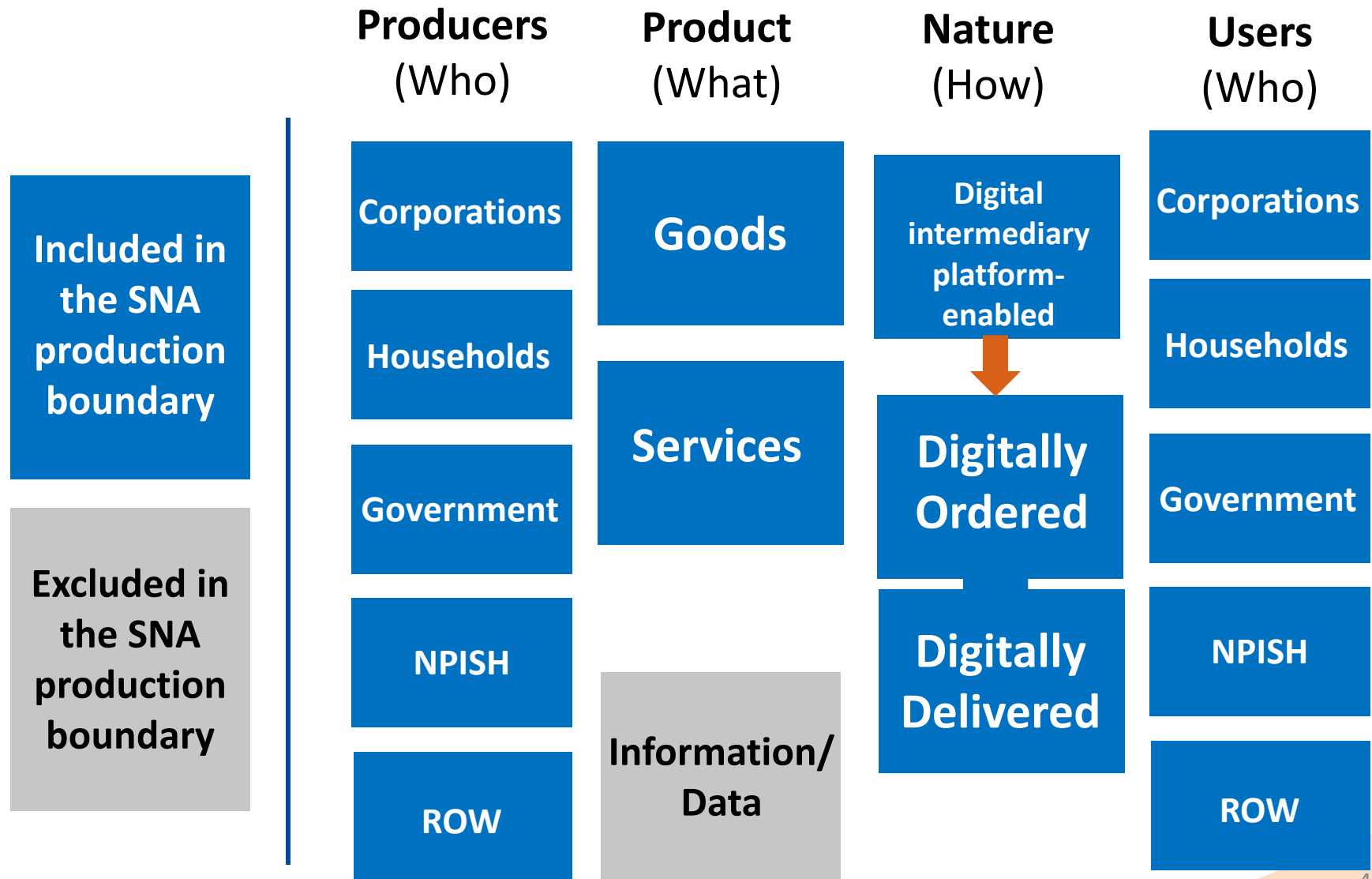


Erich H. Strassner  
Advisory Committee Meeting  
May 10, 2019

- In 2016, BEA began work on a satellite account to better measure the digital economy and to further capture technology's role in economic growth
  - Partly supported through a reimbursable agreement with the National Telecommunications and Information Administration
- Strategies include:
  - Define the digital economy and capture its contribution to economic growth
  - Improve price and volume measures of high-tech goods and services
  - Evaluate the changing role of data and (re)consider its treatment in the National Accounts
  - Estimate the contribution of “free” digital media and internet services

- The U.S. is one of the first countries to produce experimental estimates on the digital economy
  - Initial results were published in March 2018
  - In April 2019, BEA updated experimental digital economy estimates for the period 1997-2017:
    - <https://www.bea.gov/data/special-topics/digital-economy>
- Initiative is consistent with guidance from the OECD Advisory Group on “Measuring GDP in a Digitalized Economy”
  - BEA chairs the Advisory Group

# Toward a Digital Economy Satellite Account



# Toward a Digital Economy Satellite Account – Digital Enabling Infrastructure

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**Digital-enabling infrastructure** is the basic physical materials and organizational arrangements that support the existence and use of computer networks, which are the foundation of the digital economy

**Digital-enabling infrastructure** includes:

- Computer hardware
- Software
- Telecommunications equipment and services
- Structures
- The Internet of Things (IoT)
- Support services

# Toward a Digital Economy Satellite Account – E-commerce

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**E-commerce** is the broad term used to describe all transactions involving the purchase and/or sale of goods and services that occur over computer networks

**E-commerce** includes:

- Business to business (B2B) e-commerce, including manufacturing and wholesale e-commerce
- Business to consumer (B2C) e-commerce, including retail
- Peer-to-peer (P2P) transactions, or what is sometimes referred to as the 'sharing' or 'on-demand' economy, which involve the exchange of goods and services between consumers facilitated through a digital intermediary

# Toward a Digital Economy Satellite Account – Digital Media

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**Digital media** consists of content that is created, accessed, stored, or viewed on digital devices

**Digital media** includes:

- Direct-sale digital media sold to consumers in exchange for a fee, either on an item-by-item basis or through a subscription service (e.g., Netflix)
- Free digital media—usually supported by advertising or marketing revenue (e.g., Google Search)
- Big data that companies collect during operations and sell to other firms—this could include data on consumer behavior or preferences (e.g., Facebook)

# Experimental Digital Economy Estimates

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## 1. Digital-enabling infrastructure

- Hardware
- Software
- Telecommunications equipment and services
- Support services
- *Structures*
- *The Internet of Things (IoT)*

## 2. E-commerce

- Business-to-business
- Business-to-consumer
- *Peer-to-peer*

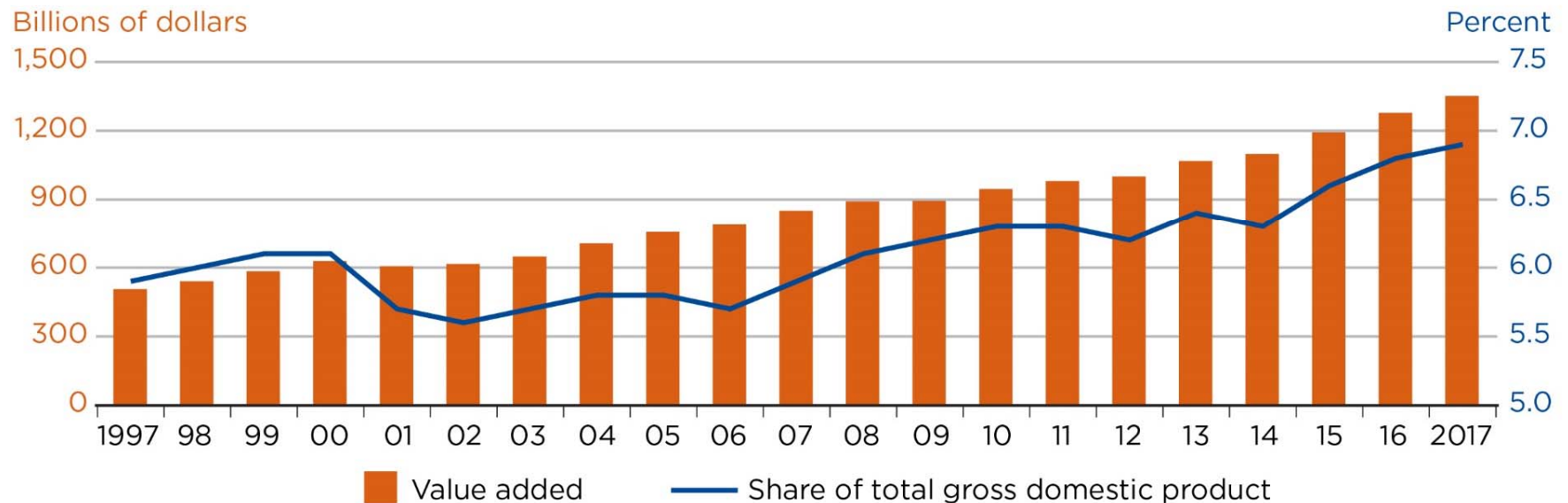
## 3. Digital media

- Direct sale
- *Free*
- *Big data*

*Italics denotes ongoing work not yet included in experimental estimates*



## Digital Economy Current-Dollar Value Added and Share of Total Current-Dollar Gross Domestic Product

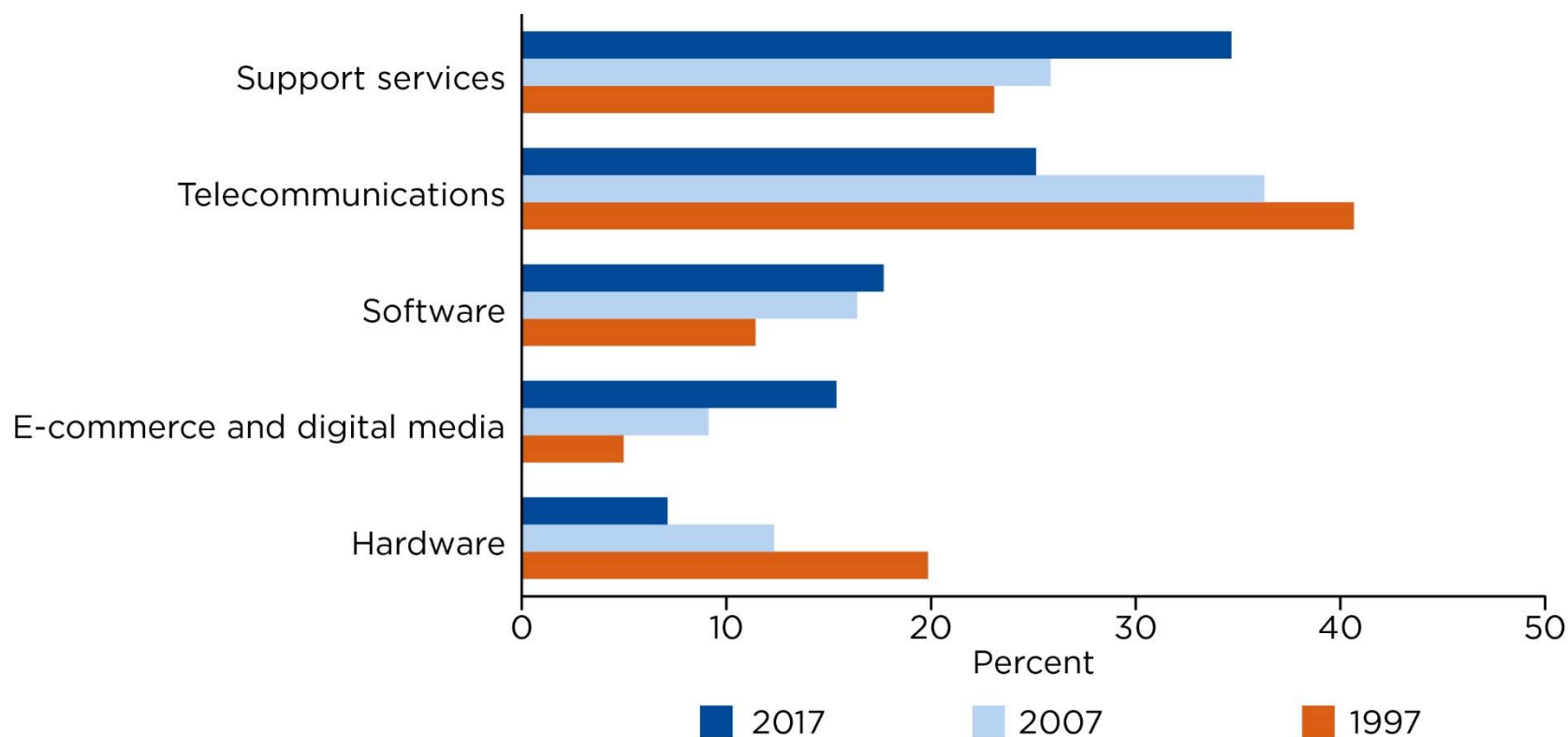


U.S. Bureau of Economic Analysis

# Components of the Digital Economy



## Components of the Digital Economy: Current-Dollar Value-Added Share of Total



U.S. Bureau of Economic Analysis

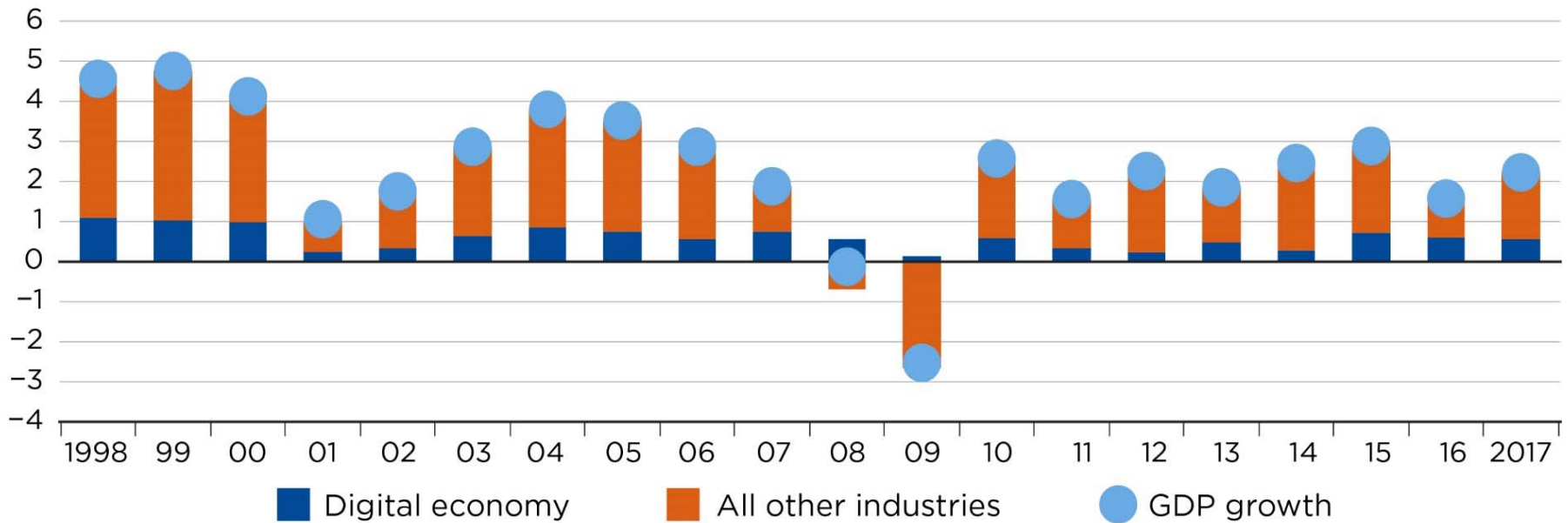


# Contributions to GDP Growth



## Contribution to Real Value Added

Percentage points

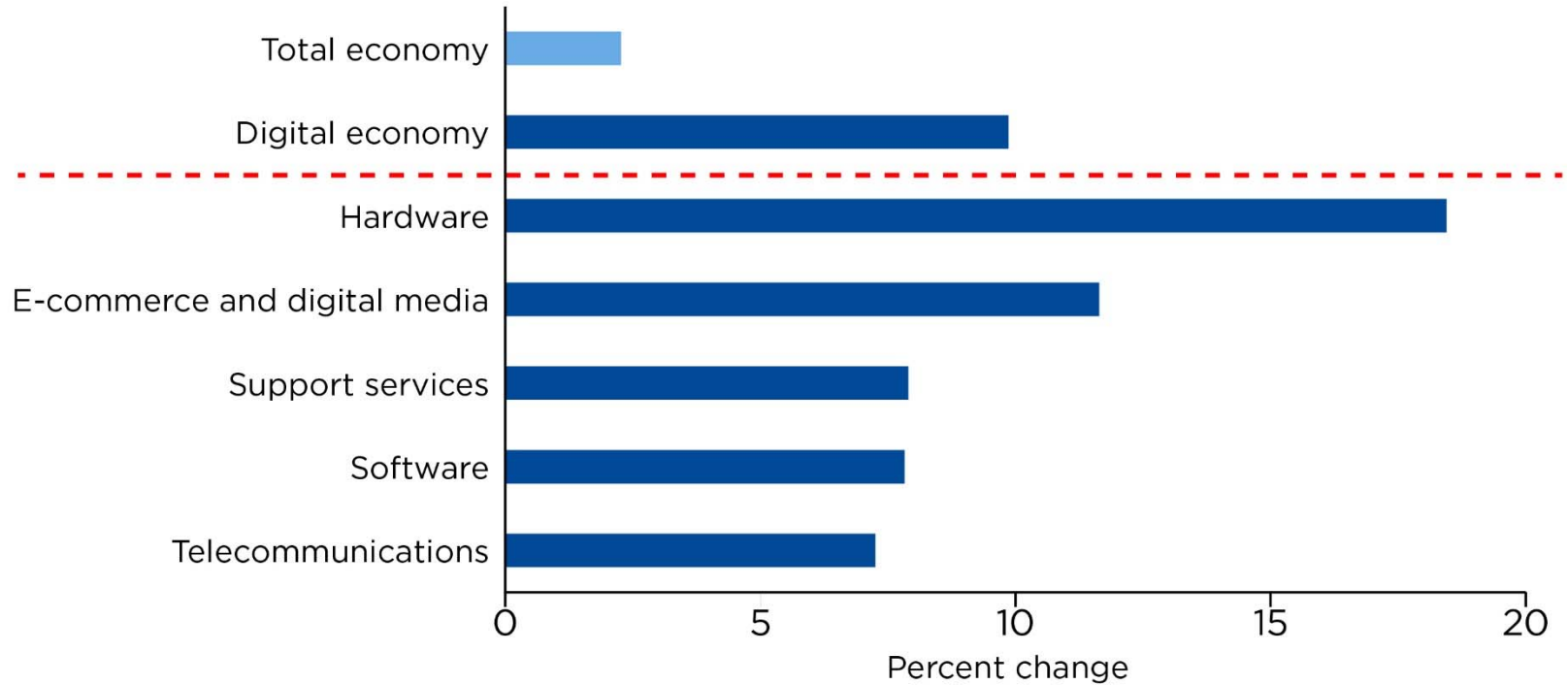


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# Components of the Digital Economy

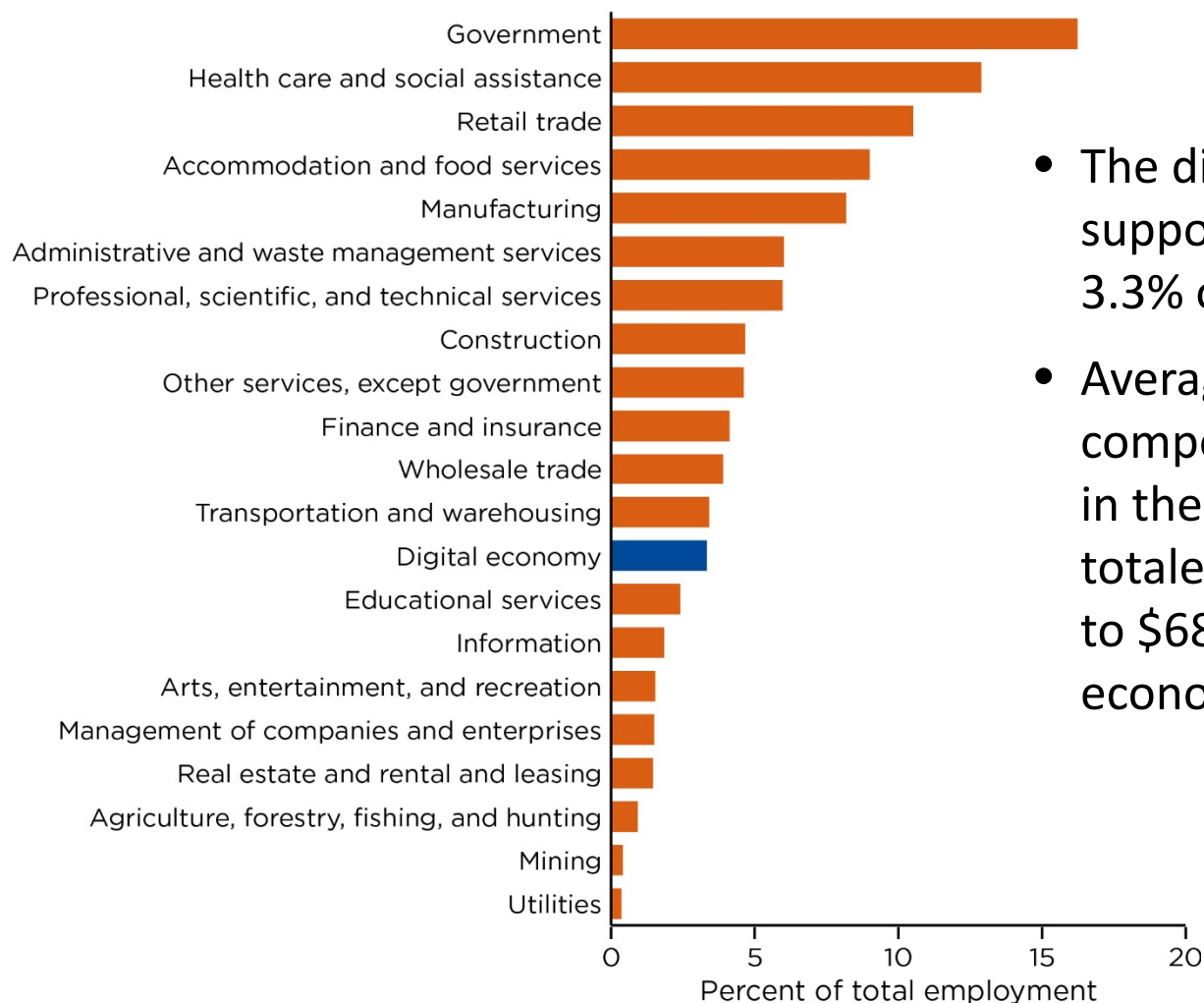


## Components of the Digital Economy: Real Value-Added Average Annual Growth, 1998-2017



U.S. Bureau of Economic Analysis

## Digital Economy and Industry Share of Total Employment, 2017



- The digital economy supported 5.1 million jobs or 3.3% of total employment
- Average annual compensation per employee in the digital economy totaled \$132,233 compared to \$68,506 for the total economy

# Quality-Adjusted Price and Volume Measure for High-Tech Goods and Services

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- **Progress: 2018 Comprehensive Update**
  - Improved software prices
  - Introduced new quality-adjusted prices for electro-medical equipment
  - Incorporated new and revised quality-adjusted prices (including cellphones) from the Federal Reserve Board
- **Plans: 2019 Annual Update**
  - Incorporate new BLS quality-adjusted CPIs for cellphones, available as of January 2018
  - Incorporate historical smartphone prices and improved nominal consumer spending based on Aizcorbe, Byrne and Sichel (2019)

# Measuring Data in the National Accounts

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- What is the role of data in a modern economy?
- What is an appropriate typology of data?
- How are data currently treated in national accounts and how are data valued in the private and public sectors?
- Who owns data?
- What are the different methods that national statisticians could use to assign a value to data?
- What is the value of data?

## “Free” Internet Services

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- Many Internet services do not involve direct payment of fees by users, but rather are funded by advertising
  - Google search, Facebook, Instagram, etc.
- Consumers, however, undoubtedly value these services and would be willing to pay for them
- Economists argue that the value to consumers is “missing” in household final consumption expenditures/GDP



- Fall 2019, BEA plans for an update of the Digital Economy Satellite Account, focused on estimates for cloud computing and online platforms
  - A first step is profiling MNE data collections for cloud and digital intermediaries
- Next steps are many:
  - Ongoing work to update the satellite account to reflect guidance from the OECD Advisory Group
  - Further considerations on the treatment of data, “free” internet services
  - Continued work to prioritize improvements to price and volume measures for “digital” goods and services