4th meeting of the Working group on measuring e-commerce and the digital economy

Non-survey methods for measuring the e-commerce and the digital economy in Mexico



December 1st, 2023

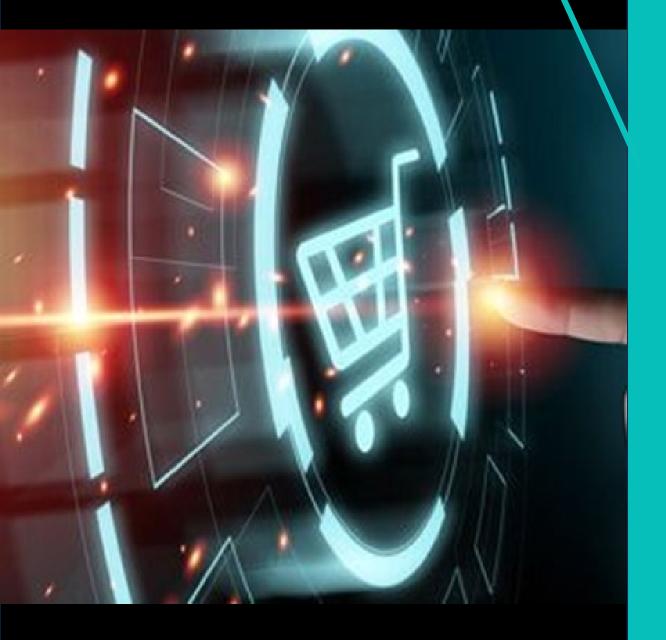
Gross Value Added of E-commerce (VABCOEL)

Supply and Use Tables of the Digital Economy (COUD)

Indicator of the Digital Economy



Measuring the digital economy in Mexico



Gross Value Added of E-commerce



Definition

E-commerce

Process of purchasing, selling or exchanging goods, services and information over computer networks

* Payment and delivery can be done online or offline.



https://www.inegi.org.mx/temas/vabcoel/

SISTEMA DE CUENTAS NACIONALES DE MÉXIC AÑO BASI **OBJECTIVE**

To present, from a supply approach, the participation of the gross value added of the e-commerce in the GDP; as well as to show a breakdown of wholesale and retail online sales of goods, and other online services.

CHANGES IN THE METHODOLOGY

Base year 2013

Information sources:

- Economic Census
- Wholesale and retail trade survey (annual)
- Information on total sales carried out online (through internet)
- Includes email

E-mail

Base year 2018

Information sources:

- Economic Census
- All surveys that contain information on e-

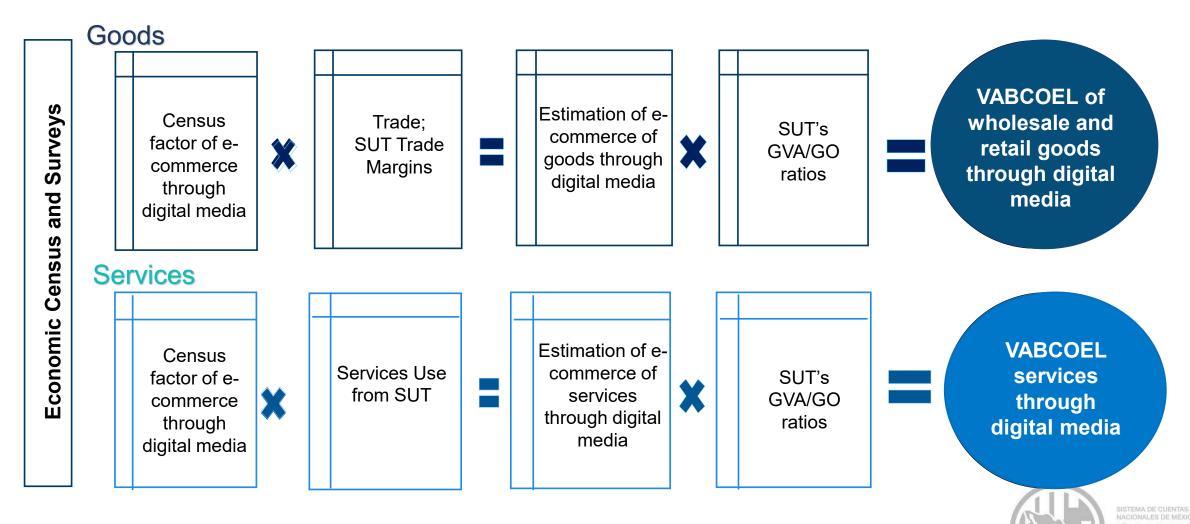
commerce

- Breakdown of sales and purchases through digital media
- E-mail is not included

The **order is placed by a person directly to the seller**, **including online**; The commercial process is the same as a physical order. This differs from automated systems, where the order is placed by the person indirectly, **simply by pressing buttons on some digital media**



ESTIMATION PROCESS



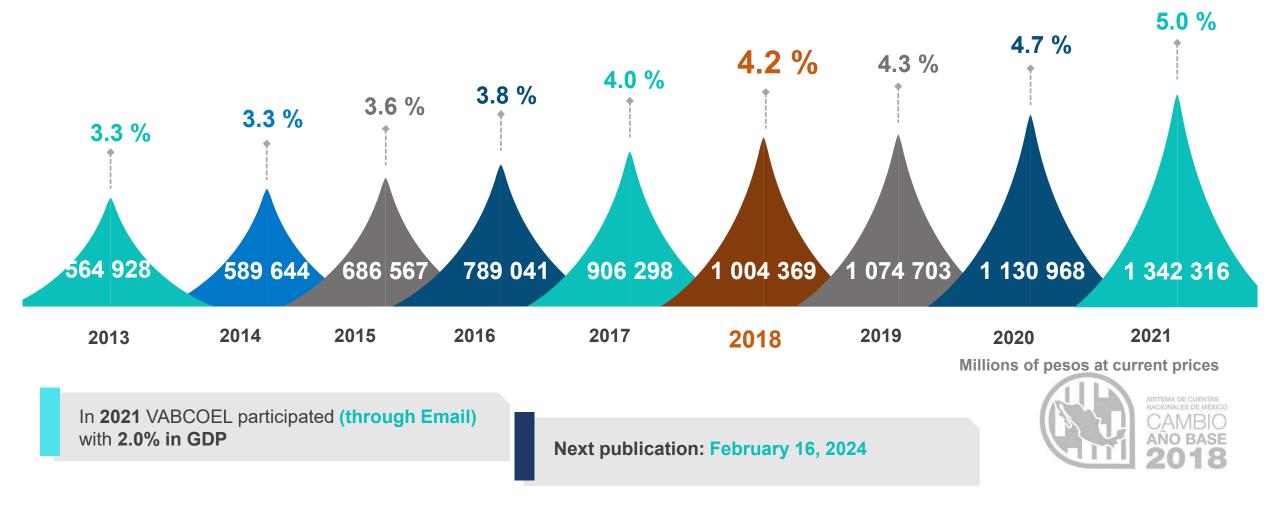
CAMBIC

ANO BASE

SUT.- Supply and Use Tables **GVA.-** Gross Value Added **GO.-** Gross Output

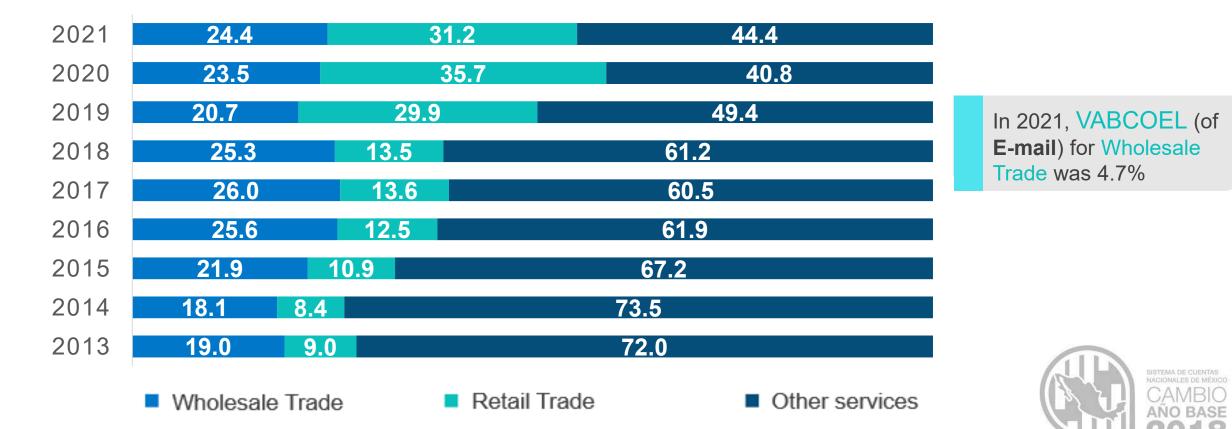
GROSS VALUE ADDED OF E-COMMERCE

Total and Share (%) of GDP



GROSS VALUE ADDED OF E-COMMERCE

Share (%) of GDP by type of trade



Supply and Use Tables of the Digital Economy



BACKGROUND

In 2021 INEGI and the IMF collaborated to estimate an experimental statistic of the Gross Value Added of Digital Products to direct efforts to measure the Digital Economy in Mexico







https://www.inegi.org.mx/programas/edi

DEFINITION

Figures with experimental statistical information showing the OUTPUT (availability), consumption (intermediate and final uses) and digital commerce (purchases and sales transactions) of digital and non-digital goods and services in terms of monetary value

OBJECTIVE

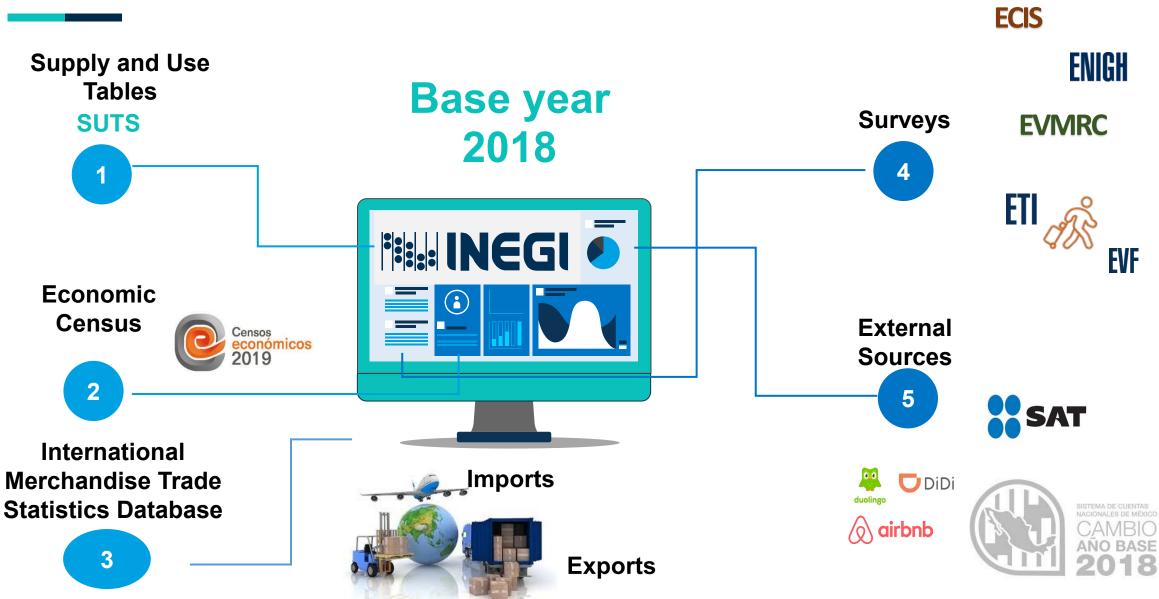
Make visible in the macroeconomic statistics of the **System of National Accounts of Mexico** the magnitude of the **digital economy** and its **contribution to GDP**



ARIO BASE 2018

CALCULATION METHOD Identification of products, digital **Direct allocation** services by digital industry, digital OECD S value is assigned. Handbook on Information sources Compiling (internal and external) **Digital Supply** and Use Tables Performing studies to create production Indirect allocation **Classification of Products** accounts by digital and Industries industry, the digital value is assigned. North American Industry Classification System 2018 NAICS International Standard Industrial ISIC Classification of All Economic Activities **CPC 2.1 Central Product Classification** Statistical Classification of Products **CPA 2.1** by Activity

INFORMATION SOURCES



DIGITAL ECONOMY RESULTS 2018

Publication

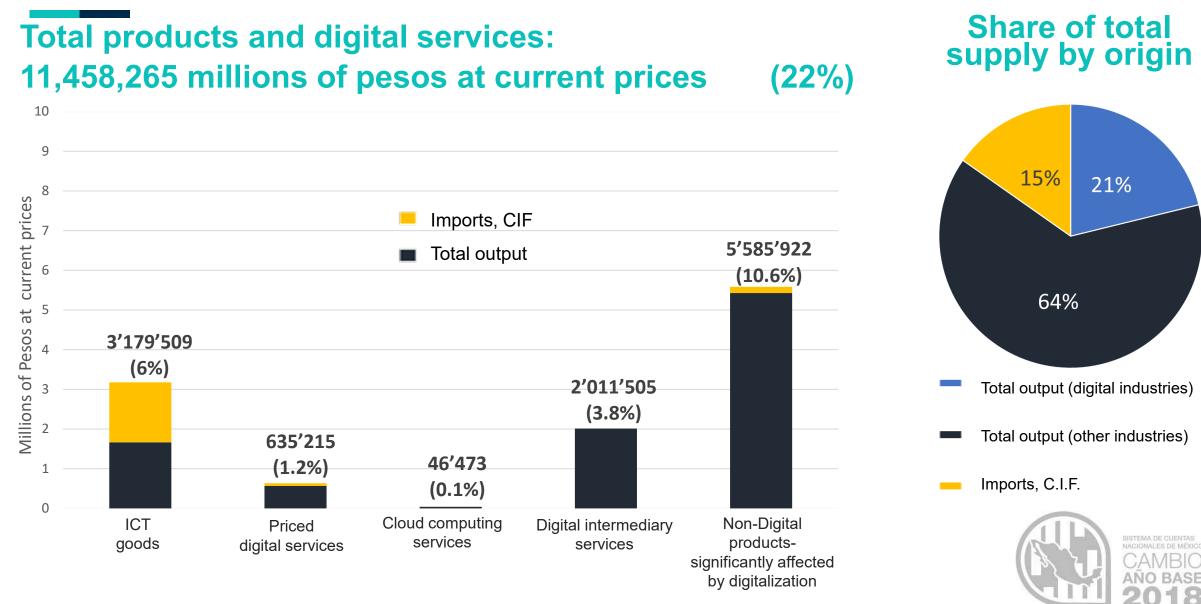
https://www.inegi.org.mx/programas/edi

The tables are presented as follows:

- ✓ Amounts in millions of pesos
- Level of aggregation of activities: sector and subsector
- \checkmark Values at basic prices and producer prices
- ✓ Total Supply
- ✓ Total Use
- \checkmark Production
- ✓ Intermediate Consumption
- ✓ Publication frequency: Quinquennial basis



SUPPLY AT BASIC PRICES 2018

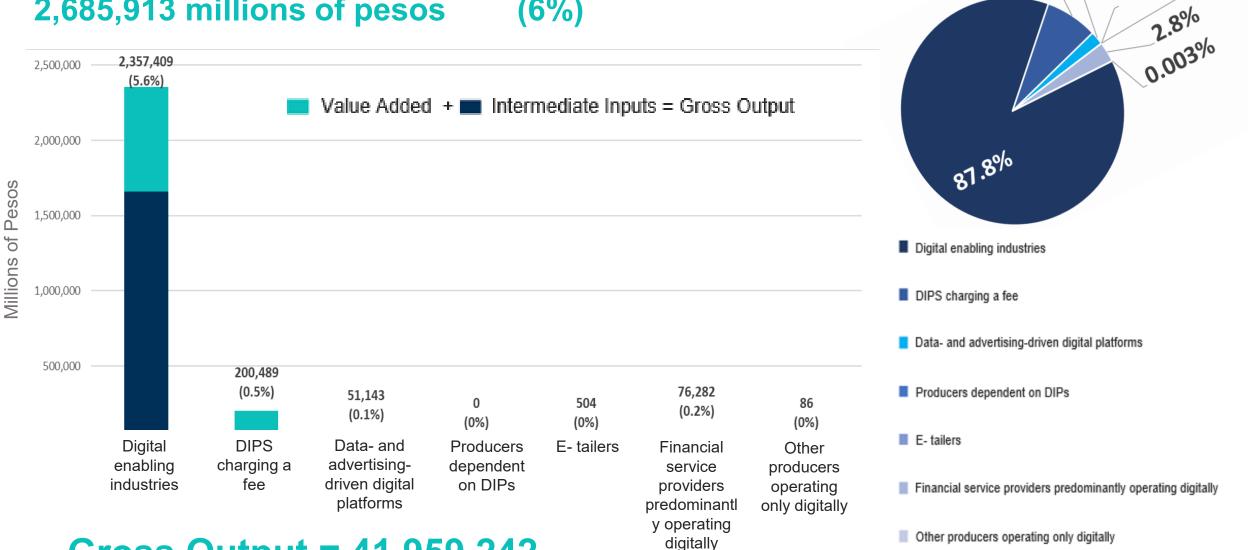


Total Supply = 52,932,938

PRODUCTION BY COMPONENTS

Total digital industries: 2,685,913 millions of pesos

(6%)



Gross Output = 41,959,242

Share by industry

1.5%

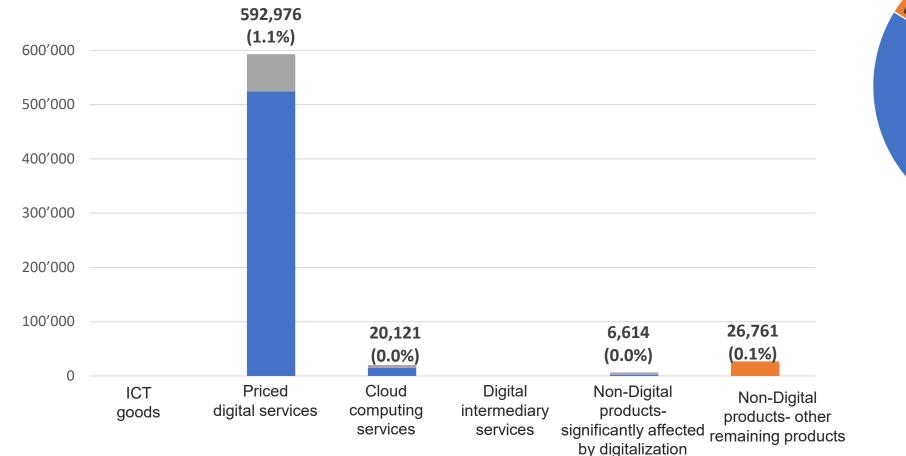
2.9%

0.02% 0.0%

Supply 2018. Digitally delivered

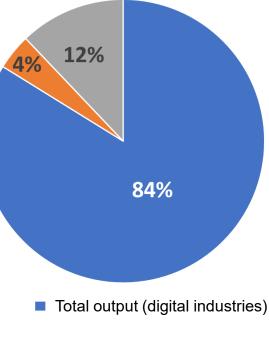
Total products and digital services:646,472 millions of pesos(1.2%)

Millions of Pesos



Supply = 52,932,938

Share of total supply by origin



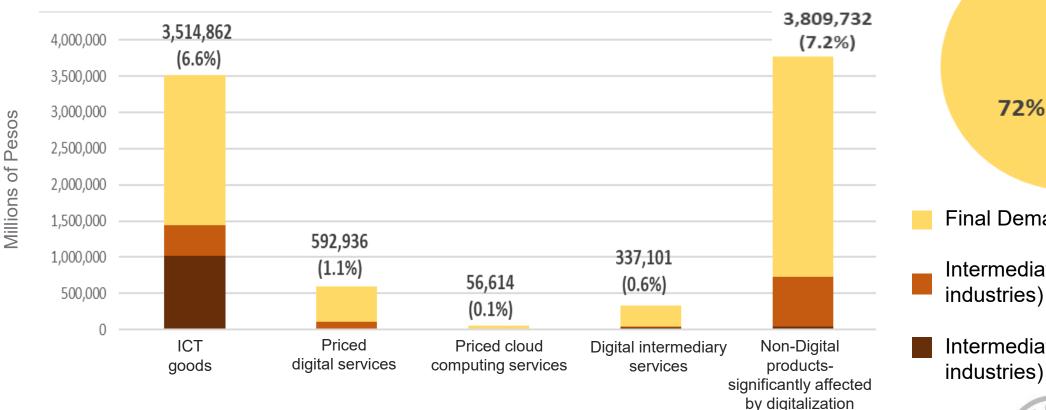
- Total output (other industries)
- Imports, C.I.F.



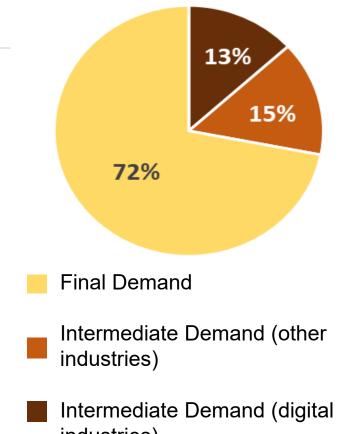
USE 2018

Total products and digital services:

8,311,245 millions of pesos



Share of total use





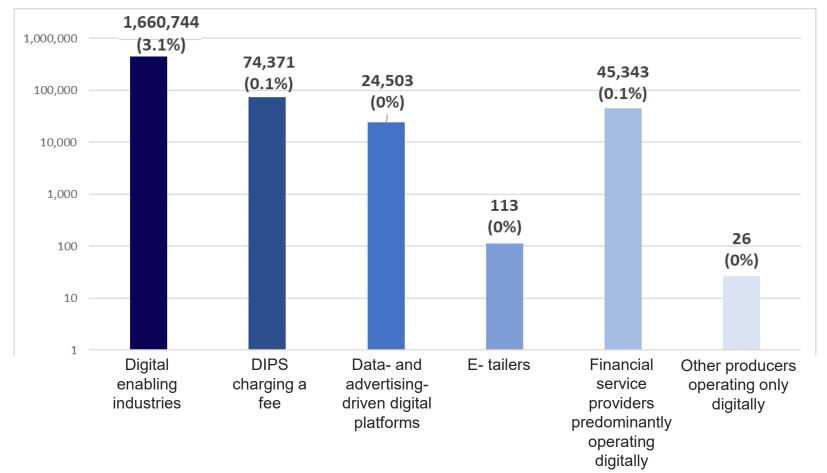
Total Use = 52,932,938

(16%)

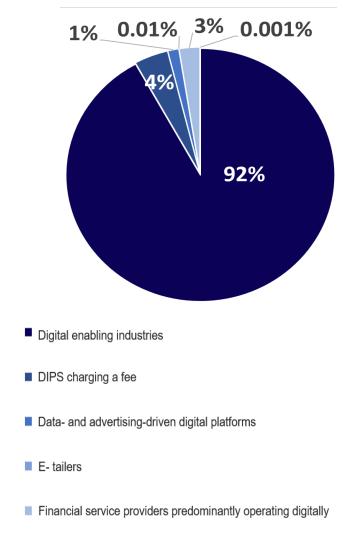
USE 2018

Millions of Pesos

Total of digital industries: 1,805,101 millions of pesos (3.4%)



Share by industry



* The graph is displayed on a logarithmic scale

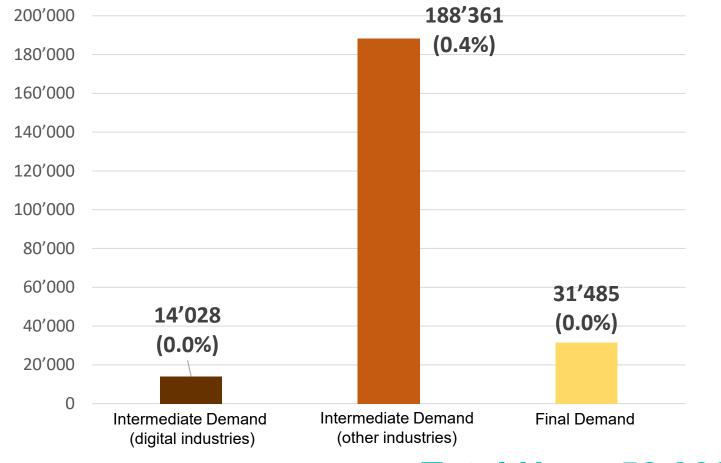
Total Use = 52,932,938

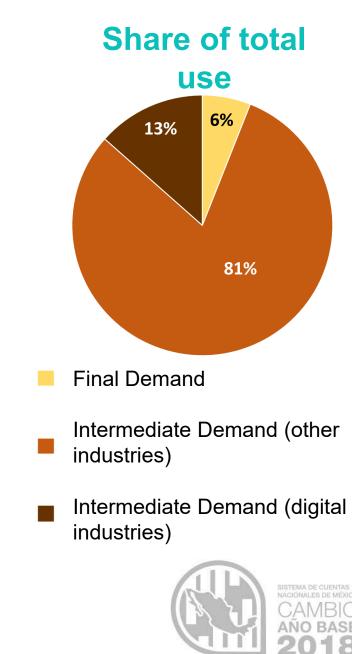
Other producers operating only digitally

Use 2018. Digitally delivered

By destination of the digital products: 233,873 millions of pesos (0.4%)

Millions of Pesos





Total Use= 52,932,938

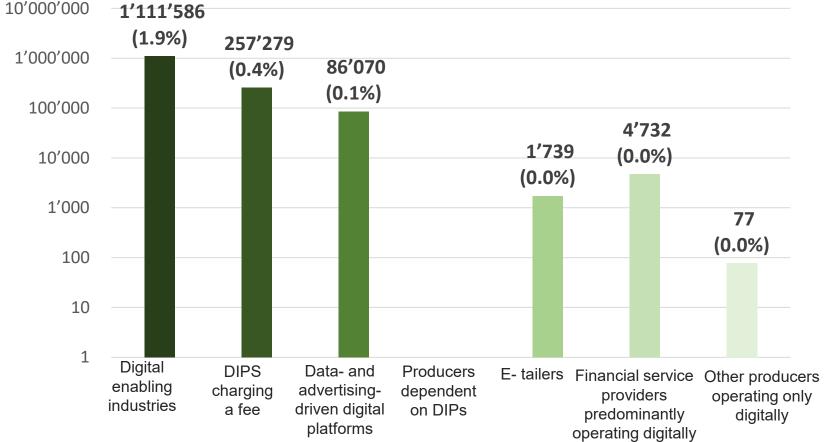
Employment by industry

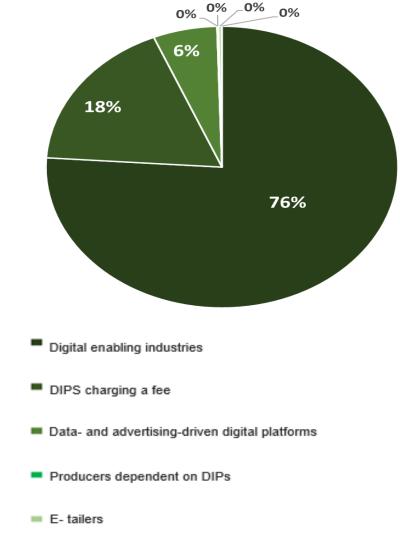
Share by industry

Total of digital industries: 1,461,483

(2%)

Number of positions





* The graph is displayed on a logarithmic scale

Number of positions = 59,505,022

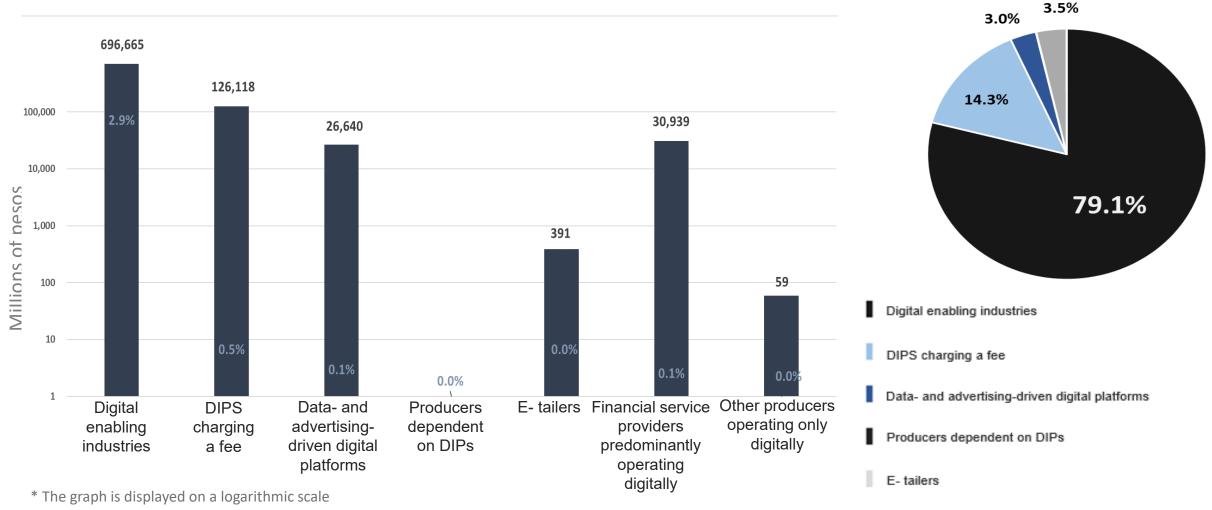
Other producers operating only digitally

Financial service providers predominantly operating digitally

GROSS VALUE ADDED AND ITS SHARE (%) IN GDP

Total of digital industries: 880, 811 millions of pesos (3.6%)

Share by industry



GDP = 24, 176, 670 millions of pesos

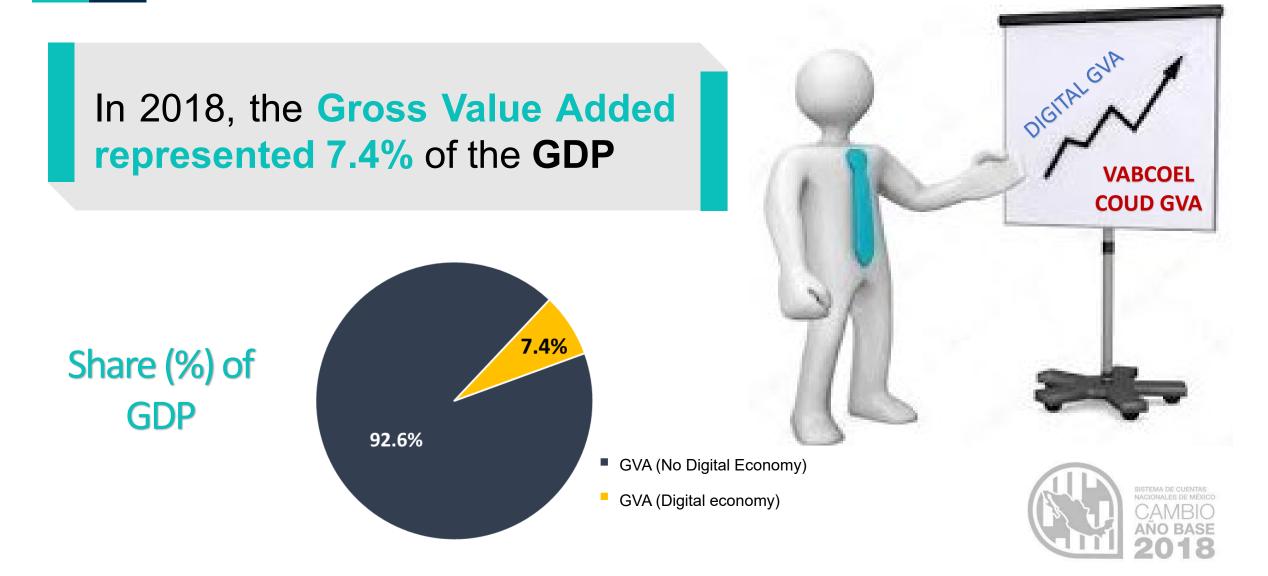
Financial service providers predominantly operating digitally



INDICATOR OF THE DIGITAL ECONOMY 2018



INDICATOR OF THE DIGITAL ECONOMY



INDICATOR OF THE DIGITAL ECONOMY: COVERAGE

VABCOEL

- Considers wholesale and Retail Trade industries (NAICS 43-46) that commercialize through digital media and other services industries
- Includes social networks and instant messaging, excludes email
- Does not classify **digital** or non-digital products and services

Digital SUTS (COUD)

- Identifies industries that produce and provide ICT
- Identifies industries by the **digital technology** they use to **commercialize** products and services
- Identify digital products and services and those that are not
- **Excludes** social networks, instant messaging and email

Estimation method of the Indicator of the Digital Economy



| Digital Industries | GVA | % GVA | % GDP |
|----------------------------------|---------------|----------|----------------|
| Digital SUTS | 880,810,995 | 48.9% | 3.6% |
| (VABCOEL 🌔 DIGITAL SUTS) | 26,061 | 0.0% | 0.0% |
| (VABCOEL U DIGITAL SUTS) | 918,686,052 | 51.1% | 3.8% |
| Total Digital Economy | 1,799,523,108 | 100.0% | 7.4% |
| VABCOEL-(VABCOEL U Digital SUTS) | 85,682,705 | | 0.4% |
| Total VABCOEL | 1,004,368,757 | | 4.2% |
| GDP | | | 24,176,670,374 |



THANK YOU!

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