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# Agenda



#### 1. Situation Overview

- A) Market analysis of Myanmar
- B) Journey of Our Product  $\rightarrow$  Ooredoo (m-wallet)
- C) Problem Overview
- ) Recommendation

#### 2. Analysis

- A) m-Wallet vs. OTS
- B) Ooredoo's positioning vis-à-vis Telenor.
- C) Ooredoo's and Telenors' competitive advantages
- D) Ooredoo's SWOT Analysis
- **E) Impact to Stakeholders**
- F) Financial Comparison

#### 3. Alternatives

#### 4. Implementation Strategy

- A) Financial
- B) Risks
- C) Implementation Timeline



Myanmar



Product



Problem





## Myanmar



95% penetration rateHuge unbanked population65% rural population





Myanmar



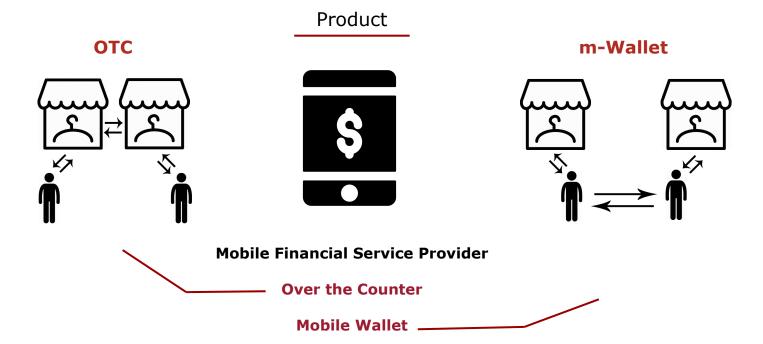
Product



Problem









Myanmar



Product



Problem







#### Problem

Mobile Wallet



Ooredoo launched a mobile wallet,

M-Pitesan

Should Ooredoo have considered a **OTC strategy?** 

Should Ooredoo **expand to financial services** or remain focused on its core business in mobile telecommunications?

#### Recommendation

#### **KEY QUESTION:** What should Ooredoo do moving forward?

Continue with Mobile Wallet

Expand into Financial Services

Educate the masses



- > Past cost
- > Strong Potential Growth



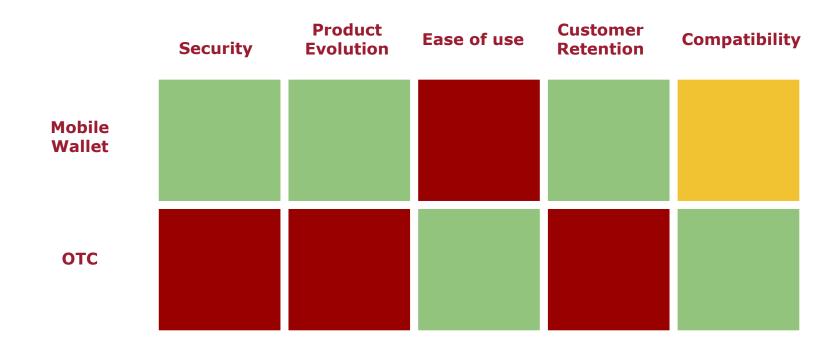
- > Increase user friendliness
- > Partner up with collaborators (banks)
- > Train agents



- > Use member channels
- > Hold banking seminars

# On The Counter (OTC) vs Mobile Wallet





Situation Overview

# Positioning: Where We Are **Practicality** User-Inconvenient friendly **Impracticality**

# Positioning: Where We Wanna Be Practicality User-Inconvenient friendly **Impracticality** Situation Overview Recommendation **Analysis** Alternatives Implementation Conclusion

# Competitive Advantages





Telenor



**Higher Customer Retention** 



2G

Mitigated Risks from Gov. Cooperation



Faster Adoption Speed

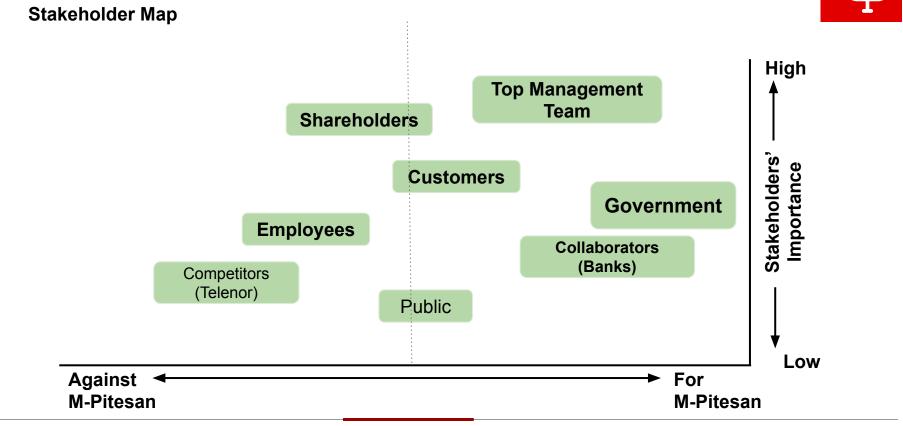
High Barriers to Entry



**Strong Community Bonds** 

# M-Pitesan Launch Impact on the Stakeholders



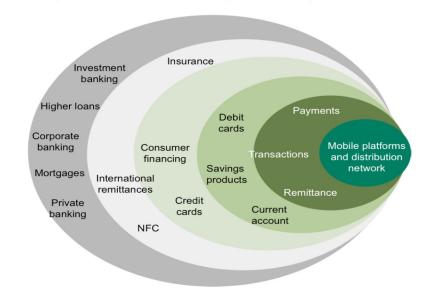


#### Alternatives



- 1. Stay in Telecom industry
- Expand to Financial Mobile Services

Figure 1. Financial products/services that build on top of the mobile platform



#### Alternatives



#### 1. Stay in Telecom industry

2 Evnand to Financial Mobile

# Expand to Financial Mobile Services

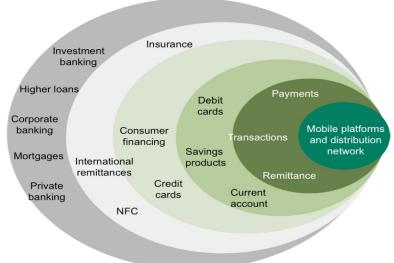


Figure 1. Financial products/services that build on top of the mobile platform

# Telecommunication Industry



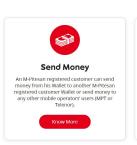
OpenSignal   Awards	Download spe	Download spe	Ooverall Ooverall	Upload Speed!	Latency. Lo	Latency:30	Availability. AC
MPT	DRAW		DRAW	WINNER			DRAW
Ooredoo	DRAW		DRAW				DRAW
Telenor	DRAW	WINNER	DRAW		WINNER	WINNER	DRAW

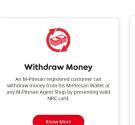
Situation Overview

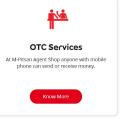
#### Financial Services



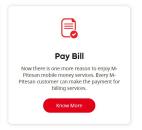








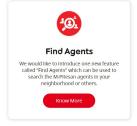






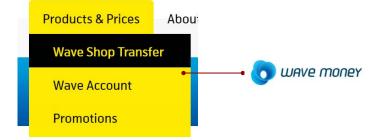






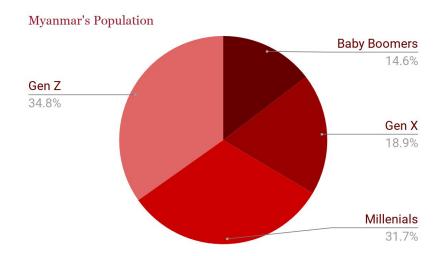






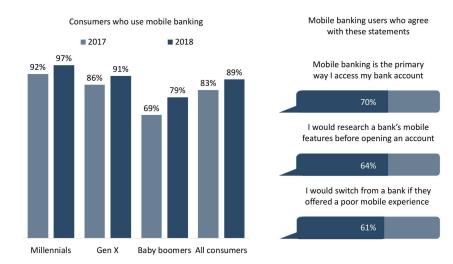
# Consumer Perspective





#### **Mobile Banking Is A Key Driver Of Bank Selection**

Q: When is the last time you accessed your bank account using a mobile device? Q: Do the following statements describe you? "Yes" shown.



BUSINESS
INSIDER

Source: Business Insider Intelligence Mobile Banking Competitive Edge Study, n=1,226, Q3 2018

# Case Study - OVO

# **Indonesia's Digital Payment Platform OVO Sees User Growth Exceed 400%**





Collaborate with 60,000+ Retail



Loyalty Points (1 Rp = 1 OVO Point)



Top-up



Bill Payment



Investment



# Implementation Strategy: Goals



Maintain M-Wallet Services







# Implementation Strategy: Core Ideas



# **Implementations**



User Friendly



**Agent Training** 



Seminar



Partnership

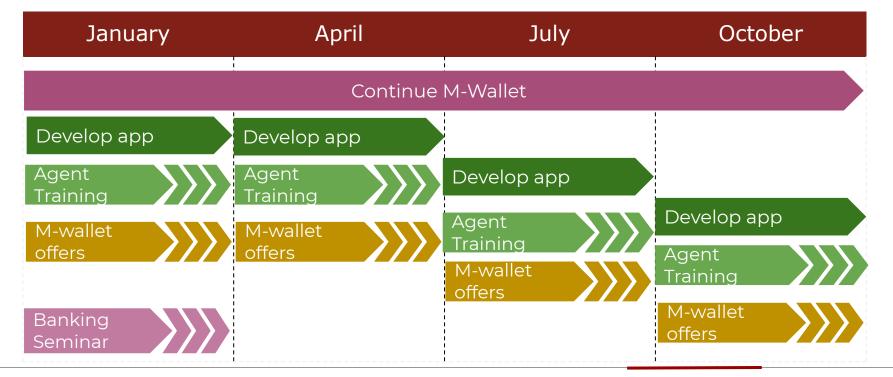
# Risks & Mitigations



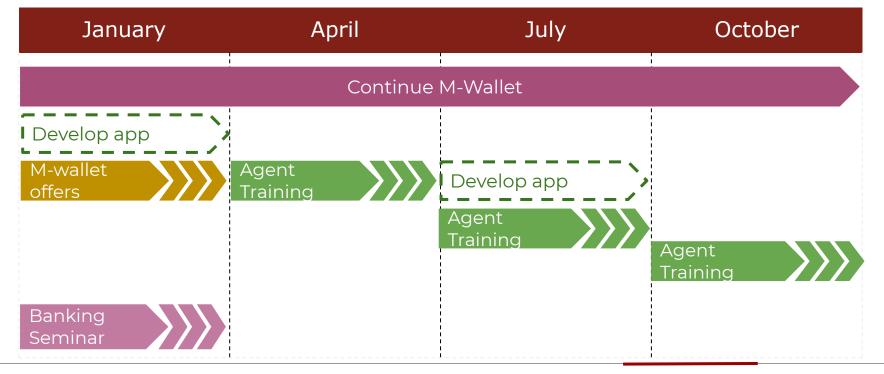
Risk	(S	Mitigations				
Lack of trust in banks	> Less bank accounts = less use of mobile banking	Educate people about banking sector	> Hold workshops (financial inclusion summits) and even (festival)			
Security issues & concerns	> New emerging market	Increase safety measures	> Implement multifa authentication meth			
	> Technology is still behind		> Educate about ris through member fa channels			

# Implementation Year 1

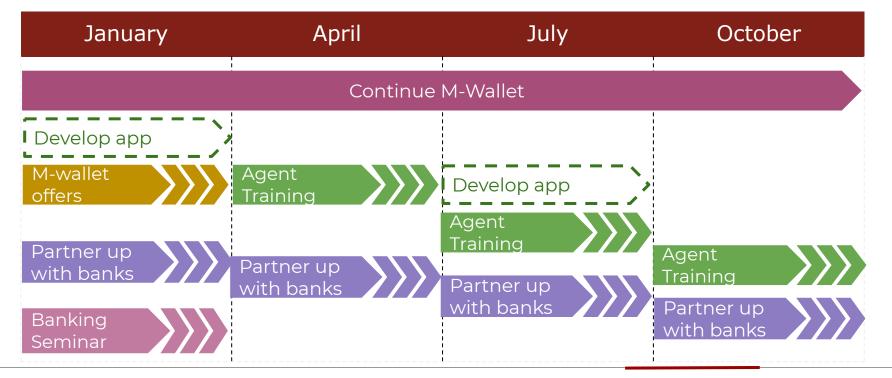












# Cost-Benefit Analysis



#### Costs



Training Programs > \$150,000



Research and Development > \$544/employee

\$53,550

#### **Benefits**



Reduced Churn Rate (15%)

- > Retain Customer ~ 32%
- > Average Profit Margin ~ 35.37%



Bank Commission

> \$250/employee

**\*75,250** 

# Financials (Short-Run)



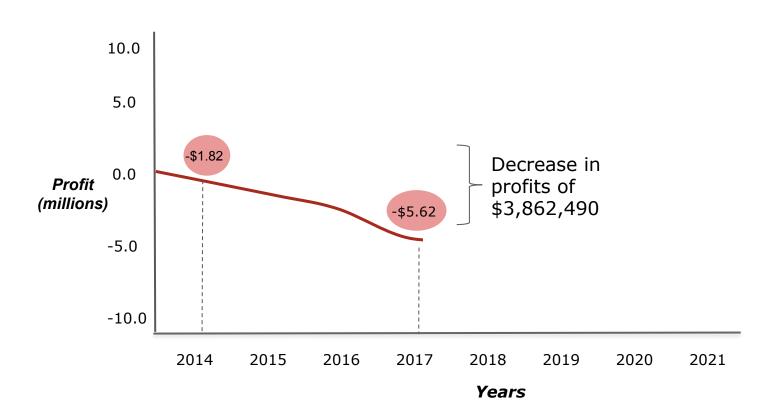
OTC Projections						
Year	0	1	2	3	4	5
Yearly Cash Flows	(1,420,000.00)	(777,500.00)	(290,000.00)	417,500.00	2,420,000.00	4,750,000.00
NPV	\$2,317,686.52					

Mobile Wallet Projections						
Year	0	1	2	3	4	5
Yearly Cash Flows	(1,820,000.00)	(1,721,667.00)	(1,987,143.00)	1,627,500.00	698,333.00	3,240,000.00
NPV	-\$1,196,270.91					

Situation Overview

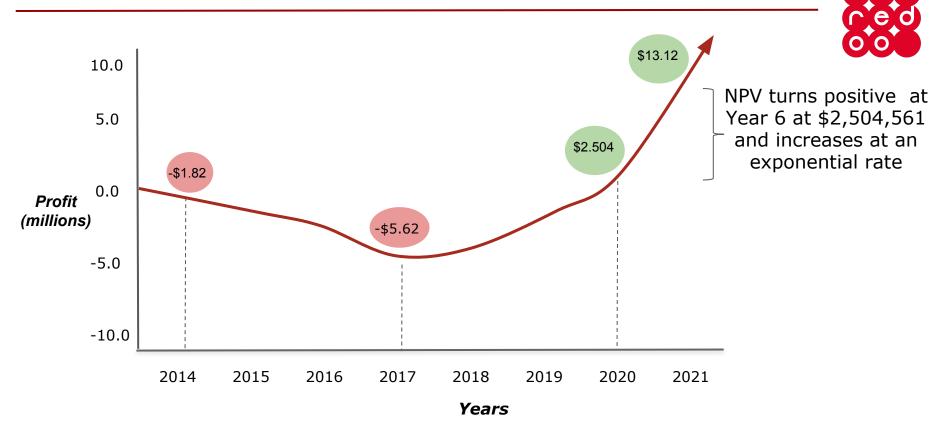
#### Forecast for 8 Years: Mobile Wallet





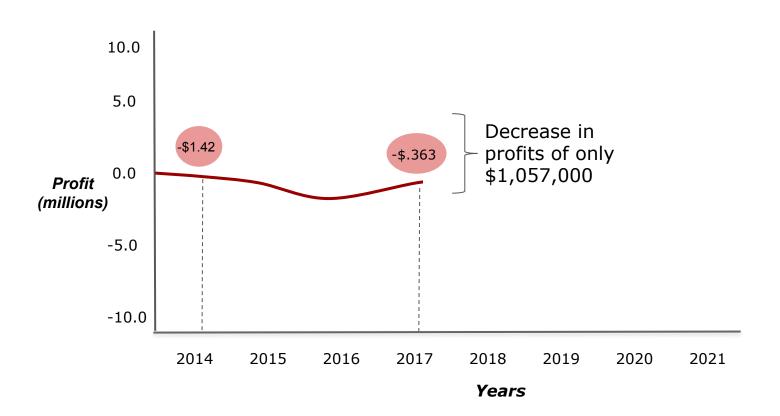


## Forecast for 8 Years: Mobile Wallet



#### Forecast for 8 Years: OTC





Situation Overview

Recommendation

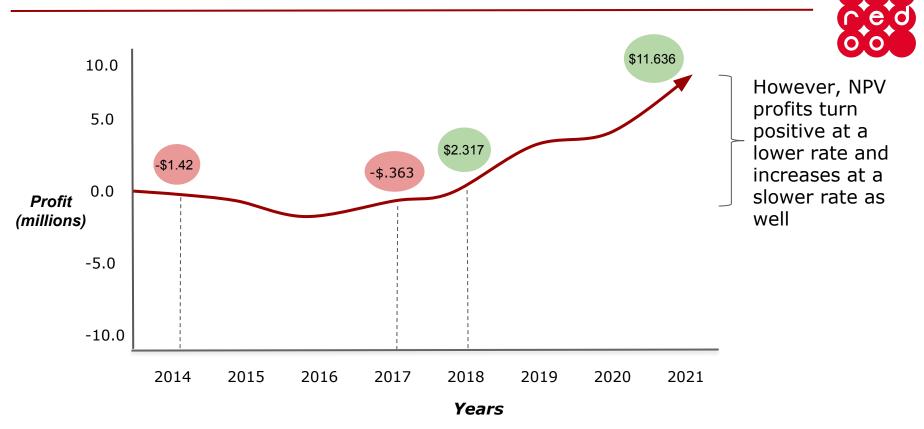
Analysis

Alternatives

Implementation

**Conclusion** 

#### Forecast for 8 Years: OTC





## Conclusion

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#### **KEY QUESTION:** What should Ooredoo do moving forward?

Continue with Mobile Wallet



- > Sunk cost
- > Strong Potential Growth

Expand into Financial Services



- > Increase user friendliness
- > Partner up with collaborators (banks)

Educate the masses



- > Use member channels
- > Educate on security, technology, banking

# Appendix



<u>Analysis</u>	<u>Solutions</u>	Case Studies
SWOT Analysis	Implementation Cost: Seminar	<u>OVO</u>
Financials Excel		
Revenue-Cost Projection	Implementation Cost: Training	
Profit Margin Projection	Implementation Cost: Partnership	
Bank Commission:		
<u>Transaction Fees</u>	Alternative Method: Reaching Rurals	

# SWOT Analysis of Ooredoo's Mobile Wallet

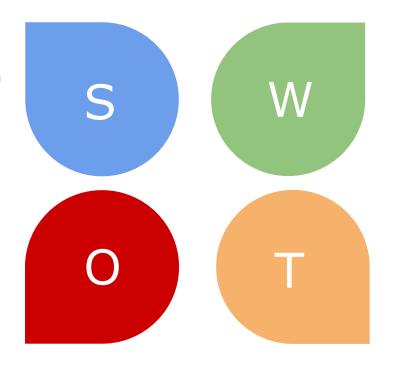


#### Strengths

- → High customer retention rates
- → Appeal to younger / tech savvy demographic

#### Opportunities

- → Universal growth potential
- $\rightarrow$  Emerging market growth
- → Expand existing routes/channels/markets



#### Weaknesses

- $\rightarrow$  Difficult appeal to older demographics
- → Increased cost as revenues increase

#### **Threats**

- → Low percentage of bank owners (for the time being)
- → Telenor's OST platforms large market share

## Bank Commission: Transaction Fees



#### Fees associated with accepting Credit Cards

There are two fees incurred when accepting credit and debit card payments. These fees do not include any potential equipment charges or gateway fees for online payments.

#### 1. Interchange Fees:

Interchange fees are a percentage charged between the card brands such as VISA and Mastercard and our m-Pitesan app for accepting debit and credit cards. Currently this fee stands at 2.25%.

#### 2. Transaction Fee:

Transaction Fee: \$.062 cents per transaction

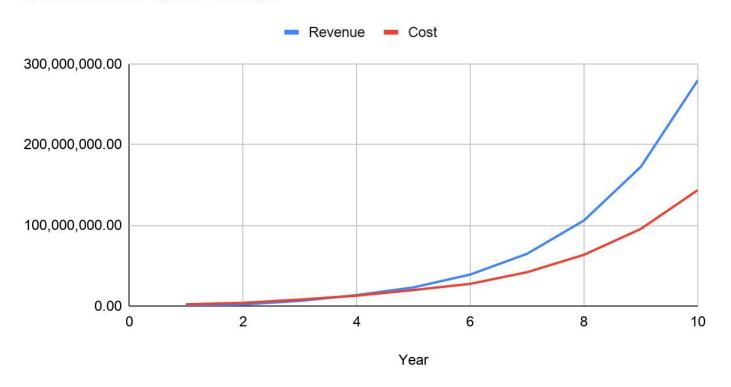
Volume Fee: \$.629 cents for every \$1,000 in gross sales\*

The volume fee is calculated with a ceiling formula. As an example: \$.01 to \$1,000 in volume would result in a \$.629 volume fee. \$1,000.01 - \$2,000 would result in a \$1.258 volume fee, and so on.

# Revenue-Cost Projection (m-Wallet)



# Revenue and Cost



# Implementation Cost: Seminar



1. Seminar	
Venu	e
3-4 Star Hotel	
Internet	
Insurance	
Security Deposit	
Parking	
	\$1,500
	\$1,500
Audio V	·
Audio V	·
	·
Screen & Projectors	·
Screen & Projectors Special Equipment	·

Gifts & Prizes	
Speaker Gifts	
Game Prizes	
Raffle	
	\$1,000
Keynote Speaker	
e-money Company	
Speaker	
	\$5,000

Food & Beverages	
Group 1 Snack Break	
Group 2 Snack Break	
Picnic Lunch	
Bottomless Coffee + Water	
	\$2,000

Seminar cost total: \$10,250

# Implementation Cost: Training



2. Training						
Venue						
Branch						
	\$0					
Material						
HR Team						
	\$0					
Opportunity	Cost					
HR Team	\$500					
Performance Manager	\$300					
Employees	\$10,000					
Total	\$10,800					
Total per year	\$43,200					

Training (opportunity cost) cost total: \$43,200

# Implementation Cost: Partnerships and Software Development



#### Assumptions:

Software development costs are included in the \$1 B investment in m-Pitesan

The terms for partnerships with banks are in accordance to

Bank Commission: Transaction Fees

Software development and partnerships costs total: \$0

# Profit Margin Projection

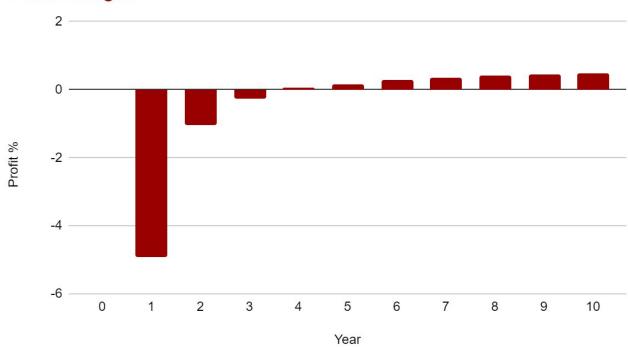


Year	0	1	2	3	4	5	6	7	8	9	10
				6,300,000	13,500,00	23,000,00	38,985,00	64,676,86	105,997,7	172,482,3	279,481,5
Revenue		350,000.00	1,900,000.00	.00	0.00	0.00	0.00	2.50	63.34	83.37	36.97
				7,927,500	12,800,00	19,760,00		41915445	63450156	95567992	14355341
Cost		2,071,500.00	3,888,000.00	.00	0.00	0.00	27441750	.2	.54	.73	5.3
		(1,721,500.0	(1,988,000.00	(1,627,50	700,000.0	3,240,000	11,543,25	22,761,41	42,547,60	76,914,39	135,928,1
Profit		0)	)	0.00)	0	.00	0.00	7.30	6.81	0.64	21.67
Profit Margin		-4.9186	-1.0463	-0.258	0.0519	0.141	0.296	0.352	0.401	0.445	0.486
Average Profit Margin last 5											
years		0.3538									

# Profit Margin Projection



# **Profit Margin**



# Implementation Strategy



#### Goal:

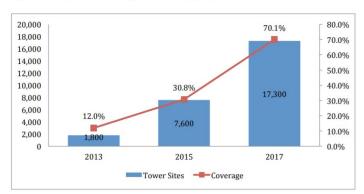
- 1. Continue m-Wallet service
- 2. Expand to Financial Mobile Services

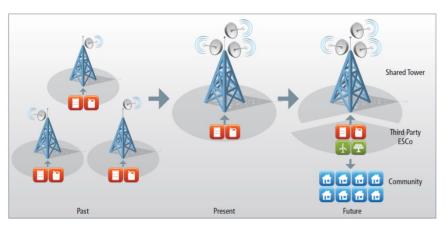
# Implementation:

- 1. Develop user-friendly app
- 2. Incentivize m-wallet sign-up by airtime and workshop events
- 3. Train agents
- 4. Partner with collaborators (banks, goods and services companies)

# Alternative Method: Reaching the Rurals

Figure 7: Growth in Network and Coverage - Medium Term (by 2017)10



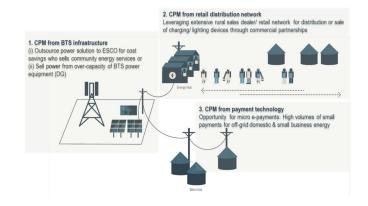


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Figure 8: Industry Structure and MNO-Tower Co engagements

	Apollo	IGT	MTC	PAT	MPT/YTP
MPT					√
Ooredoo			√	1	
Telenor	√	√			
YTP					1

Figure 27: Community Power from Mobile - Models



# **OVO** features



Collaborate with 60,000+ Retail



Loyalty Points (1 Rp = 1 OVO Point)



Top-up



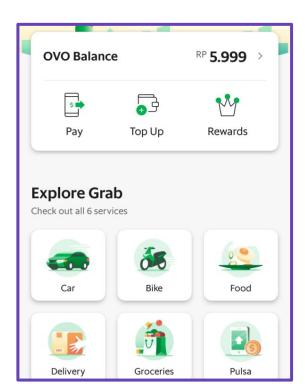
Bill Payment



Investment







Grab: Ridesharing Company

#### Cooperate with Grab

- Top Up using Grab Application
- Funds can used to pay Grab Services