

Media and Entertainment

MEDIA AND ENTERTAINMENT

The popularity of digital media in Indonesia shows no signs of slowing down, even as life is returning to normal.

People are heading online for entertainment, driven by a wide variety of content available. They are also looking up content that caters to their individual preferences, and exploring digital platforms and streaming services to watch what they love.

With Indonesians stepping out of their homes more, they are researching telco solutions to stay connected with their loved ones.

Search interest in roaming grew by +140%.

internet umroh search interest climbed by +360%

Similarly, there was a +20% increase in search interest in telco app brands.

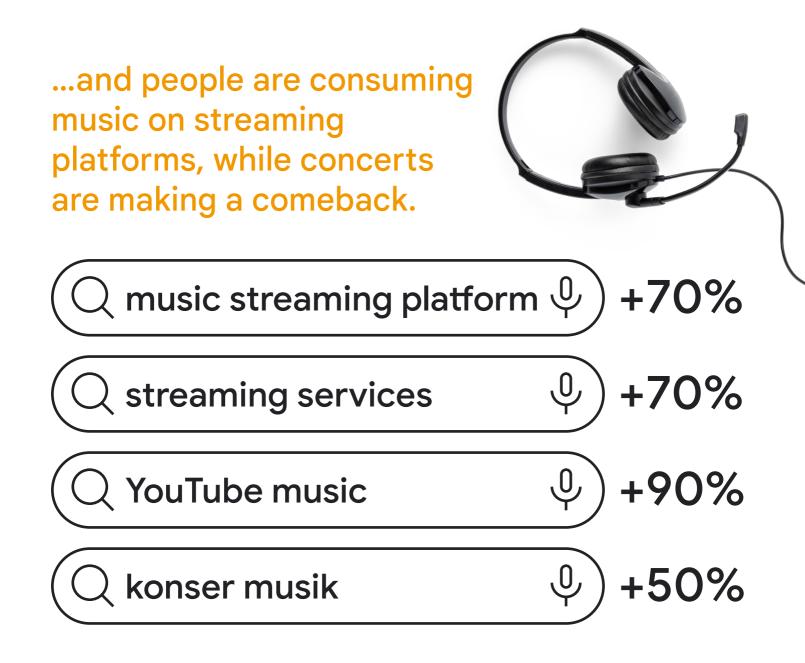
There is also a growing expectation that content should be fulfilling a specific set of individual needs. This is evidenced by searches that are more niche, personal and relevant.

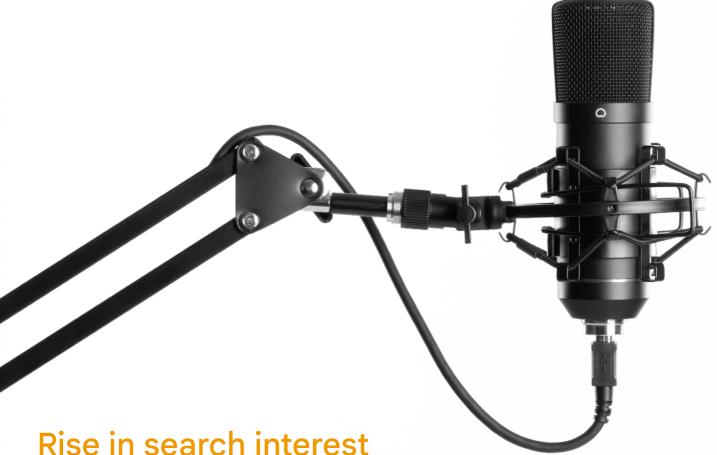


Sports-related content has grown in popularity on YouTube Search...

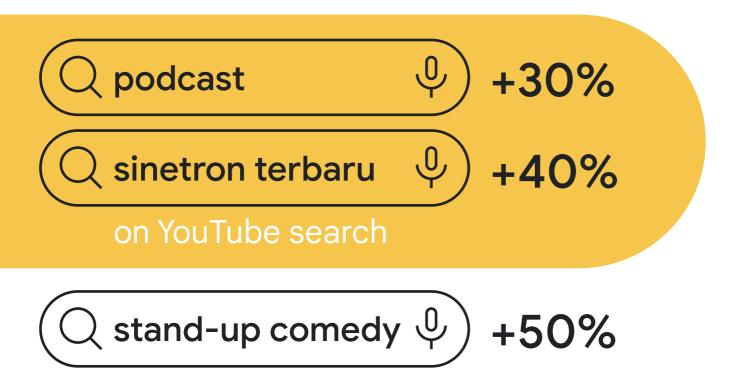
Search interest in keywords related to soccer climbed by +300%.

Similarly, search interest in **badminton** and **pingpong** increased by +40%





Rise in search interest in other content...



MEDIA AND ENTERTAINMENT | PRODUCT HIGHTLIGHT 01

Product Highlight

Leverage machine learning technology to provide personalized and relevant information to people searching for content online, and drive purchase decisions. Brands using broad match keywords and smart bidding strategies together <u>have seen up to 25%</u> increase in conversions. Brands can also use location extension to drive traffic from Google Search to your offline store. MEDIA AND ENTERTAINMENT | PRODUCT HIGHTLIGHT 02

Product Highlight

Use the Google Ads Insights page to identify new and changing consumer demand for content — and respond quickly, even in real-time. The data shows how search behavior is shifting and can be tailored to individual business preferences, such as location and language.

It's not just content. With more choice in terms of digital platforms and streaming services, Indonesians are researching the options available to watch what they want.

Search interest in platform streaming grew by +60%.

While search interest in aplikasi streaming and website streaming climbed by +30% and +20% respectively



Gaming, too, is still a hit, and is driving growth in Media and Entertainment, with people increasingly on the lookout for gaming communities of their choice.

Search interest in mabar grew by +80% on YouTube, as Indonesians actively sought out people to play games together online

At the same time, search interest in komunitas game and new game grew by +20%.

Search interest in gaming creators grew by +60%.



MARKETING IMPLICATION 01

01 Ride the content wave to stay relevant.

The boom in Media and Entertainment has created trends that transcend across platforms and industries in Indonesia. Ensure that you are tapping into this potential, even if you are not a Media and Entertainment brand. By creating the right content, targeting and leveraging the right format, brands have a valuable opportunity to tell their brand story, improve their online presence and drive purchase intent. **MARKETING IMPLICATION 02**

02

Reach your target audience where they are.

People in metros and non-metros have varied consumption patterns and preferences. Keep a pulse on popular subcultures in different regions to stand out, and connect with locals by creating content that resonates with them.

At the same time, with Indonesians consuming content on a variety of platforms and devices, you cannot rely on just one channel to reach them. Look beyond traditional channels and adopt an integrated media plan to meet new demand as, when and where it emerges.