# The Rise of Asia's Superapp Economy

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## **Asia's Superapp Landscape Today**

Grab



WeChat





Paytm



Meituan







AliPay



Go-Jek

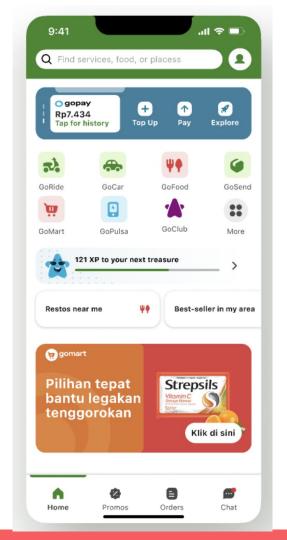
And others...

# **Asia's Superapp Landscape Today**

- Most of these apps are 10- 15 years old
- Many are listed companies with multi-billion dollar market caps
- Some are part of even bigger digital conglomerates
- The apps are deeply ingrained in everyday life in Asian cities

# **Asia's Superapp Landscape Today**

- Transportation services: in private cars, taxis, limousines, back of motorcycle taxi...
- Instant deliveries: food, groceries, parcels, medicine...
- Entertainment: Chat, content
- Cashless payments...
- Digital goods: mobile data, tickets, vouchers...
- Link up with offline shops and e-commerce for deliveries...



# The origin of Superapps

iPhone launch 2007

Uber

2009

2011

**Next-Gen Superapps** 

marry the idea of

Smartphone Era

launch

WeChat

location-based

made location-based

launch: services and social

networks...

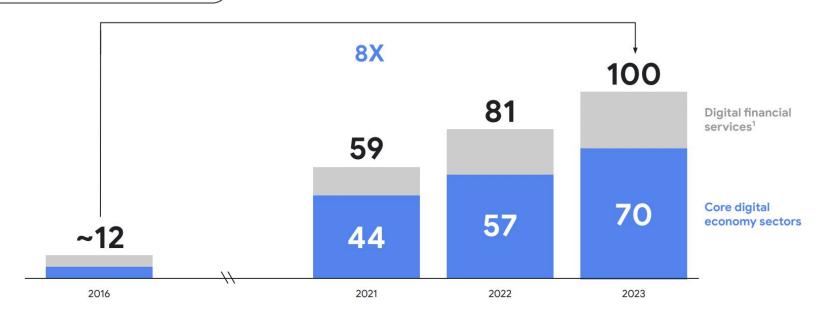
services possible

# The origin of Superapps

- This played out differently in each country; depending on market size, regulation, competition, consumer habits, and many more factors!
- Some apps layer additional services on ride-hailing and deliveries... (Grab, Gojek...)
- Some on payments... (PayTM...)
- Others on social networks (Line...)
- They now own a significant chunk of the digital economy

# The region has reached a key milestone: \$100B in revenue across all digital economy sectors – or 8X over the past 8 years

SEA digital economy total revenue (\$B)



Note: (1) Includes revenue from payments (average merchant discount rates), lending (gross interest rates), insurance (annualised premium equivalent, APE, for life and gross written premiums, and GWP, for non-life insurance), and wealth (mutual funds management fees and platform fees). Source: Bain analysis

# **Goto and Grab: Turbulent History**



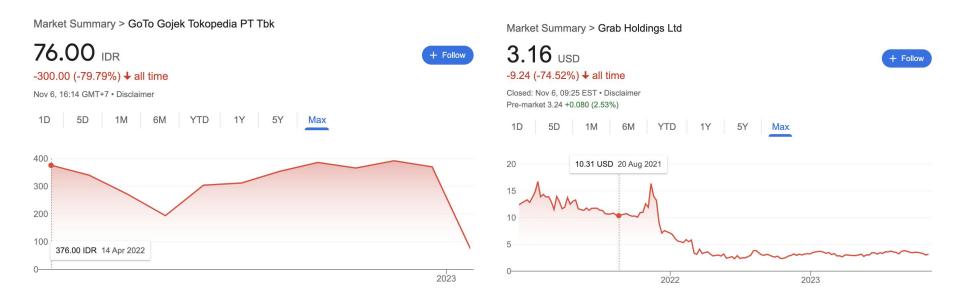
#### Jakarta police crack down on Uber, Grab, and Go-Jek – again



## **Goto and Grab: Turbulent History**

- 2015-2017, era of disruption to transportation sector
- Hypergrowth phase with mass-onboarding of 1000s of drivers
- Record venture capital and PE rounds of hundreds of millions of USD
- Grab's merger with Uber (2018)
- Gojek's merger with Tokopedia (2021)
- Grab's listing through SPAC (2021)
- Goto's IPO (2022)

# **Goto and Grab: Growing Up**



# **Goto and Grab: Growing Up**

- Significant market correction for both
- Pressure to find profitability
- After early days of experimentation, settling on 3 core pillars
- Rides, Deliveries, Financial Services
- E-commerce through associated entities

#### The Superapp Economy

The business model:

- 1) Commission on rides and deliveries
- 2) Ad revenue: Merchant advertising, external brand advertising (Grab expects US\$100 mn annualised revenue for this year from ads biz)
- 3) Fees, interest from financial services

#### Asia's Superapp Future: "Retail Media"

- Digital platforms are a treasure trove of data
- They are marketplaces connecting millions of merchants and users
- "Closed loop" ecosystem: businesses come to find customers and sell, customers come to find products to buy, all in one place
- Discovery through search, ads, suggestions, promotions is becoming more and more relevant as these platforms grow
- Third party brands will want to get exposure on these platforms

#### Asia's Superapp Future:

- Banking: Storing money, taking loans, investing
- First to merchants/partners connected to the platform, then to consumers