

## INDONESIAN CHILDREN'S PUBLISHING IN NEW ERA: OPPORTUNITIES AND CHALLENGES

#### **REMON AGUS**

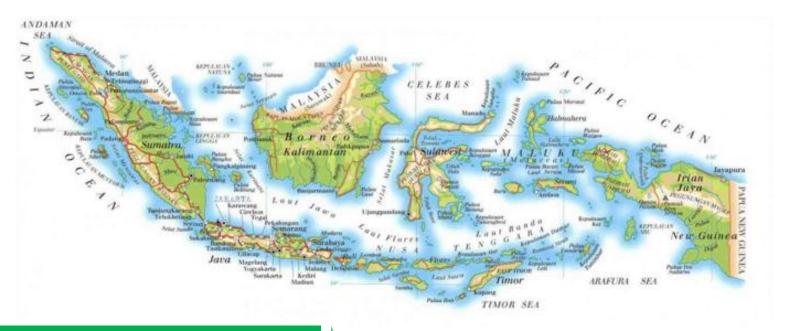








#### Indonesia has great potential for book publishing



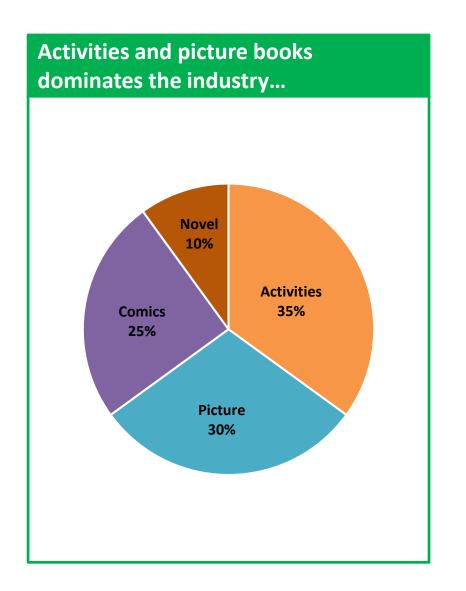
Indonesia has significant market size...

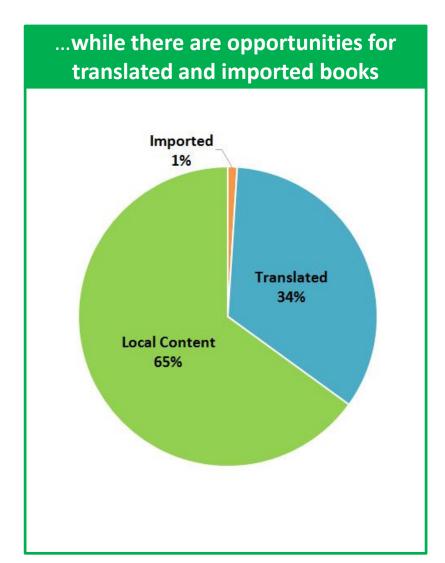
....with competitive industry and market for publishing

- **250 million** people
- 69 million children aged 0-14
- 20% national budget allocated for education
- **98% literacy rate** (11-14 yrs old); 94% adults
- 8,51 trillion books sold
- **1,328 publishers** identified
- 1,200 book stores available
- 302,812 libraries existed



Activities, picture, and comic books are types that commonly found in Indonesian children books market that is still dominated by local content





Diversity of themes open opportunities for all kinds of publishers, both those who has broad options or focus on selected themes





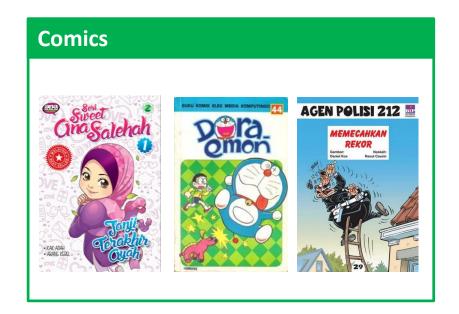


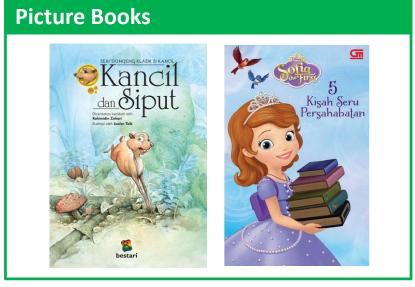


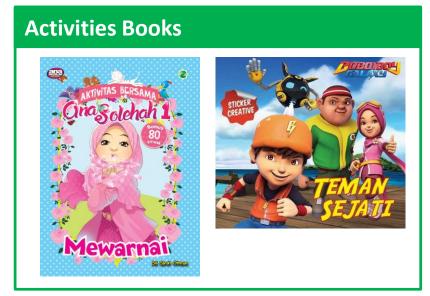




### Themes in translated books are mostly comics, picture books, activities books, and popular science









## Recently, there are new phenomenon in the market resulting that comes from publishers or writer's innovation

- KKPK (Kecil-Kecil Punya Karya; Books for Children, by Children)
  - 8-12 years old writers wrote books for their peers in the same age
  - They shared stories about friendship, hobbies, travelling, fantasy, ghost stories, and school experiences
  - Accepted positively by the market and inspired parents to develop writing talents within their children
- From blog to book to movie
- Co-authorship
- Folktales adaptation
- Islamic story adaptation









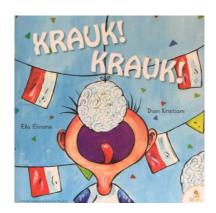


# A new concept of children books influence by young writers and illustrators that like to show a new challenge in different way how the children book has been published

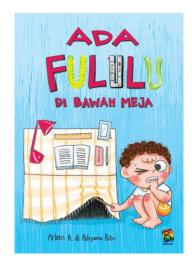














#### Why Indonesia?



#### Indonesia's digital landscape offers promising opportunities

#### **Market Potential**

- 50% internet
  penetration rate
  (higher in urban
  areas)
- 72 million active internet users
- 72 million active social media accounts (62 million active in mobile devices)
- **308.2** mobile users

#### **Digital Channels**

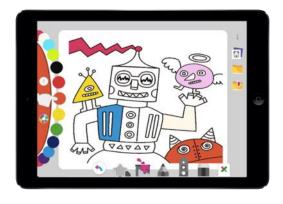
- Social Media (FB, Instagram, Twitter)
- Chat Media (Whatsapp, LINE)
- Wattpad
- Film
- Cable TV
- Youtube
- On-demand multimedia content

#### **Opportunities**

- Digital publishing (ebooks)
- Mobile application
- Interactive website
- On-demand video and multimedia
- Social media presence
  - FB
  - Instagram
  - Youtube
  - LINE Account

## Digital revolution offers opportunity for publishers to deliver content in innovative ways







**E-comics** 

**E-coloring** 

**Picture Books** 







**Interactive Apps** 

There are changes in the industry caused by the advancement of digital technologies

- E-books started to emerge
- Authors started to publish their own works (indie publishing)
- Publishing companies started to deliver content in different ways (e-books, website, applications)
- Collaborative working are common
- Rights market became more competitive

Finally, there still many challenges existing in the market that provides great opportunities for success



How can we increase sales for imported books?

The market and customers are increasingly open, how can the industry (especially foreign publishers) capture this opportunity?

How can we create relevant and interesting content for the customers?

How can we make folktales, or other culturally-sourced content, interesting for the children?

How can we adapt with increasingly digital and short-attention audiences?

