

GO-JEK

GO-JEK is a rapidly growing technology company competing to control the on-demand economy of Indonesia. Launched in 2015, the company has rapidly grown to become one of the few "unicorns" in Southeast Asia.

GO-PAY

GO-JEK launched its mobile wallet product, GO-PAY, in April 2016. Customers "top-up" their balances through an ATM, direct bank deposits, or through their network of 250,000+ drivers. The introduction of GO-PAY allowed users to make payments for all of the services purchased on the GO-JEK platform, thus eliminating the need for cash.

Project

As a rapidly expanding startup, GO-PAY is faced with limited resources but endless growth opportunities. The G-Lab project focused on building a 2-5 year recommended growth roadmap and monetization strategy for GO-PAY within the Indonesian market.

Methodology

September - December 2016

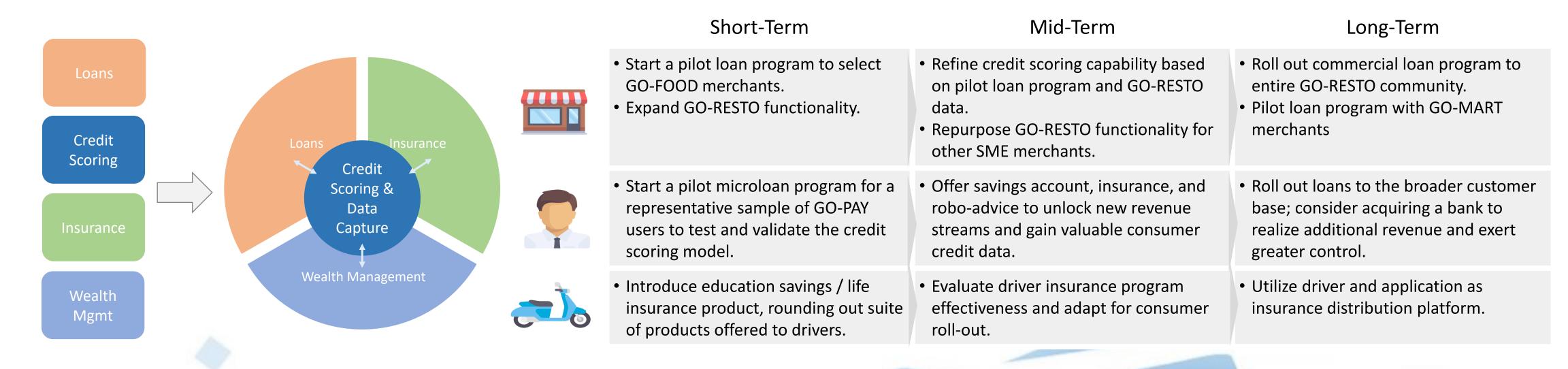
- Remote analysis of the:
 - 1) Indonesian consumer market;
 - 2) Indonesian mobile payment market;
 - 3) GO-PAY competitive landscape.
- Deep dive into platform growth strategies and use cases leveraging MIT's Institute of Digital Economy.

January 2017 Onsite

- Initially analyzed six high-potential GO-PAY growth verticals: 1) Credit scoring/loan origination; 2) Deposits/ retail banking; 3) Insurance; 4) Payments gateway; 5) Advertising/ Digital; and 6) Rural expansion.
- Ultimately narrowed down to:
 - 1) Credit Scoring;
 - 2) Loan Origination;
 - 3) Insurance, and4) Wealth Management.
- Evaluated the four verticals from the perspective of GO-JEK's primary stakeholders: customers, merchants, and drivers.

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Recommendations



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