United Arab Emirates



| Dimension | Pillar | Value | Rank |
|--------------------------------------|---------------------------------------|-------|------|
| Disi4-1 E 1-4i | Institutions | 78 | 2 |
| Digital Foundation | Infrastructure | 89 | 1 |
| Digital Works | Workforce | 58 | 1 |
| E-Government | E-Government | 95 | 2 |
| Innovation | Innovation | 61 | 1 |
| | Future Technologies | 93 | 1 |
| Readiness in digital for the citizen | Market Development and Sophistication | 65 | 2 |
| | Financial Market Development | 61 | 3 |
| | Sustainable Development | 78 | 2 |
| ADEI | | 78 | 1 |

| First l | Pillar: Institutions | Score |
|---------|--|--------|
| 1.1 | Political Environment | 72.84 |
| 1.1.1 | Political Stability and Security | 83.28 |
| 1.1.2 | Government Effectiveness | 100.00 |
| 1.1.3 | Voice and Accountability | 35.25 |
| 1.2 | Regulatory Environment | 96.83 |
| 1.2.1 | Regulatory Quality | 98.87 |
| 1.2.2 | Rule of Law | 98.38 |
| 1.2.3 | Control of Corruption | 93.25 |
| 1.3 | Technology Governance | 63.39 |
| 1.3.1 | Secure Internet Servers | 58.34 |
| 1.3.2 | E-Security | 98.08 |
| 1.3.3 | Online Shopping | 28.78 |
| 1.3.4 | ICT Regulatory Environment | 79.76 |
| 1.3.5 | Regulation of Emerging Technologies | 83.27 |
| 1.3.6 | E-commerce Legislation | 75.00 |
| 1.3.7 | Protection of content privacy under the law | 20.50 |
| 1 | Total Pillar Score | 77.69 |
| | | |
| Secon | d Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 99.96 |
| 2.2 | Use of ICT | 92.15 |
| 2.3 | Technological Inclusion | 75.55 |
| 2.3.1 | E-Participation | 77.91 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 91.47 |
| 2.3.3 | Availability of local content online | 85.82 |
| 2.3.4 | Gender gap in internet use | 70.21 |
| 2.3.5 | Rural gap in the use of digital payments | 52.36 |
| 2.4 | Logistical Performance | 86.36 |
| 2 | Total Pillar Score | 88.51 |
| | | |
| Third | Pillar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 34.36 |
| 3.2 | Knowledge-intensive employment % | 52.74 |
| 3.3 | ICT skills in the education system | 86.13 |
| 3 | Total Pillar Score | 57.74 |

| Fourt | th Pillar: E-Government | Score |
|--------|---|--------------------|
| 4.1 | Government services online | 91.63 |
| 4.2 | Telecommunication Infrastructure | 100.00 |
| 4.3 | Human Capital Component | 94.36 |
| 4 | Total Pillar Score | 95.33 |
| | | |
| | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 91.89 |
| 5.2 | University-industry collaboration in R&D | 74.58 |
| 5.3 | Knowledge impact | 33.24 |
| 5.4 | Knowledge absorption | 42.54 |
| 5 | Total Pillar Score | 60.56 |
| Ci-,4h | Dillam Entuna Taska alagias | Casus |
| | Pillar: Future Technologies | Score 99.14 |
| 6.1 | Adoption of emerging technologies | |
| 6.2 | Investment in emerging technologies | 79.50 |
| 6.3 | Artificial Intelligence (AI) strategy | 100.00 |
| 6 | Total Pillar Score | 92.88 |
| Sever | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 84.37 |
| 7.1 | Domestic credit to private sector, % of GDP | 22.57 |
| 7.3 | Diversification of local industry | 89.38 |
| 7.5 | Total Pillar Score | 65.44 |
| | | 00711 |
| Eight | h Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 78.24 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 85.74 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 72.37 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 76.61 |
| 8.2 | Market capitalization as a % of GDP | 44.14 |
| 8 | Total Pillar Score | 61.19 |
| | | |
| Ninth | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 99.24 |
| 9.2 | Goal 2: Zero Hunger | 66.70 |
| 9.3 | Goal 3: Good Health and Well-being | 92.25 |
| 9.4 | Goal 4: Quality Education | 99.83 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 54.19 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 83.40 |
| 9.7 | Goal 17: Partnerships for the Goals | 53.48 |
| 9 | Total Pillar Score | 78.44 |

Saudi Arabia



| Dimension | Pillar | Value | Rank |
|--------------------------------------|---------------------------------------|-------|------|
| Digital Faundation | Institutions | 67 | 5 |
| Digital Foundation | Infrastructure | 82 | 4 |
| Digital Works | Workforce | 30 | 20 |
| E-Government | E-Government | 96 | 1 |
| Innovation | Innovation | 37 | 6 |
| | Future Technologies | 86 | 2 |
| Readiness in digital for the citizen | Market Development and Sophistication | 55 | 8 |
| | Financial Market Development | 87 | 2 |
| | Sustainable Development | 62 | 24 |
| ADEI | | 70 | 2 |

Saudi Arabia 2

| First I | Pillar: Institutions | Score |
|---------|--|--------|
| 1.1 | Political Environment | 53.34 |
| 1.1.1 | Political Stability and Security | 61.64 |
| 1.1.2 | Government Effectiveness | 77.51 |
| 1.1.3 | Voice and Accountability | 20.86 |
| 1.2 | Regulatory Environment | 80.40 |
| 1.2.1 | Regulatory Quality | 82.17 |
| 1.2.2 | Rule of Law | 83.52 |
| 1.2.3 | Control of Corruption | 75.50 |
| 1.3 | Technology Governance | 66.08 |
| 1.3.1 | Secure Internet Servers | 43.09 |
| 1.3.2 | E-Security | 99.50 |
| 1.3.3 | Online Shopping | 71.59 |
| 1.3.4 | ICT Regulatory Environment | 94.05 |
| 1.3.5 | Regulation of Emerging Technologies | 78.74 |
| 1.3.6 | E-commerce Legislation | 50.00 |
| 1.3.7 | Protection of content privacy under the law | 25.59 |
| 1 | Total Pillar Score | 66.60 |
| | | |
| Secon | d Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 100.00 |
| 2.2 | Use of ICT | 91.22 |
| 2.3 | Technological Inclusion | 75.95 |
| 2.3.1 | E-Participation | 68.61 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 78.24 |
| 2.3.3 | Availability of local content online | 91.11 |
| 2.3.4 | Gender gap in internet use | 70.21 |
| 2.3.5 | Rural gap in the use of digital payments | 71.56 |
| 2.4 | Logistical Performance | 59.09 |
| 2 | Total Pillar Score | 81.56 |
| | | |
| Third | Pillar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 5.69 |
| 2.2 | Expellulture on education as a 70 of GDF | 3.09 |
| 3.2 | Knowledge-intensive employment % | 0.17 |
| 3.2 | • | |
| | Knowledge-intensive employment % | 0.17 |

| Fourt | h Pillar: E-Government | Score |
|-------|---|--------|
| 4.1 | Government services online | 99.00 |
| 4.2 | Telecommunication Infrastructure | 98.41 |
| 4.3 | Human Capital Component | 90.67 |
| 4 | Total Pillar Score | 96.02 |
| | | |
| Fifth | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 48.73 |
| 5.2 | University-industry collaboration in R&D | 60.28 |
| 5.3 | Knowledge impact | 22.09 |
| 5.4 | Knowledge absorption | 15.97 |
| 5 | Total Pillar Score | 36.77 |
| | | |
| Sixth | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 95.39 |
| 6.2 | Investment in emerging technologies | 61.50 |
| 6.3 | Artificial Intelligence (AI) strategy | 100.00 |
| 6 | Total Pillar Score | 85.63 |
| | | |
| Seven | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 81.81 |
| 7.2 | Domestic credit to private sector, % of GDP | 17.07 |
| 7.3 | Diversification of local industry | 64.84 |
| 7 | Total Pillar Score | 54.57 |
| | | |
| | h Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 73.31 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 74.32 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 72.14 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 73.45 |
| 8.2 | Market capitalization as a % of GDP | 100.00 |
| 8 | Total Pillar Score | 86.65 |
| | | |
| | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 0.66 |
| 9.2 | Goal 2: Zero Hunger | 57.90 |
| 9.3 | Goal 3: Good Health and Well-being | 86.14 |
| 9.4 | Goal 4: Quality Education | 80.95 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 62.42 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 74.17 |
| 9.7 | Goal 17: Partnerships for the Goals | 70.09 |
| 9 | Total Pillar Score | 61.76 |

Malaysia



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| District Description | Institutions | 79 | 1 |
| Digital Foundation | Infrastructure | 82 | 2 |
| Digital Works | Workforce | 44 | 7 |
| E-Government | E-Government | 81 | 8 |
| Innovation | Innovation | 46 | 2 |
| | Future Technologies | 50 | 12 |
| Readiness in digital | Market Development and Sophistication | 74 | 1 |
| for the citizen | Financial Market Development | 61 | 4 |
| | Sustainable Development | 78 | 4 |
| ADEI | | 68 | 3 |

Malaysia 3

| First l | Pillar: Institutions | Score |
|---|--|--|
| 1.1 | Political Environment | 79.58 |
| 1.1.1 | Political Stability and Security | 70.91 |
| 1.1.2 | Government Effectiveness | 79.70 |
| 1.1.3 | Voice and Accountability | 88.12 |
| 1.2 | Regulatory Environment | 80.94 |
| 1.2.1 | Regulatory Quality | 86.74 |
| 1.2.2 | Rule of Law | 88.52 |
| 1.2.3 | Control of Corruption | 67.56 |
| 1.3 | Technology Governance | 75.80 |
| 1.3.1 | Secure Internet Servers | 70.99 |
| 1.3.2 | E-Security | 98.08 |
| 1.3.3 | Online Shopping | 57.86 |
| 1.3.4 | ICT Regulatory Environment | 83.33 |
| 1.3.5 | Regulation of Emerging Technologies | 62.78 |
| 1.3.6 | E-commerce Legislation | 100.00 |
| 1.3.7 | Protection of content privacy under the law | 57.53 |
| 1 | Total Pillar Score | 78.77 |
| | | |
| Secon | d Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 98.55 |
| 2.2 | Use of ICT | 89.57 |
| 2.3 | Technological Inclusion | 71.64 |
| 2.3.1 | E-Participation | 67.44 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 79.29 |
| 2.3.3 | | |
| 2.5.5 | Availability of local content online | 76.68 |
| 2.3.4 | Availability of local content online Gender gap in internet use | 76.68 68.50 |
| | • | |
| 2.3.4 | Gender gap in internet use | 68.50 |
| 2.3.4 2.3.5 | Gender gap in internet use Rural gap in the use of digital payments | 68.50 66.29 |
| 2.3.4 2.3.5 2.4 | Gender gap in internet use Rural gap in the use of digital payments Logistical Performance | 68.50 66.29 68.18 |
| 2.3.4 2.3.5 2.4 2 | Gender gap in internet use Rural gap in the use of digital payments Logistical Performance | 68.50 66.29 68.18 |
| 2.3.4 2.3.5 2.4 2 | Gender gap in internet use Rural gap in the use of digital payments Logistical Performance Total Pillar Score Pillar: Workforce Expenditure on education as a % of GDP | 68.50 66.29 68.18 81.99 |
| 2.3.4 2.3.5 2.4 2 | Gender gap in internet use Rural gap in the use of digital payments Logistical Performance Total Pillar Score Pillar: Workforce | 68.50 66.29 68.18 81.99 Score |
| 2.3.4 2.3.5 2.4 2 Third 3.1 | Gender gap in internet use Rural gap in the use of digital payments Logistical Performance Total Pillar Score Pillar: Workforce Expenditure on education as a % of GDP | 68.50 66.29 68.18 81.99 Score 29.39 |
| 2.3.4 2.3.5 2.4 2 Third 3.1 3.2 | Gender gap in internet use Rural gap in the use of digital payments Logistical Performance Total Pillar Score Pillar: Workforce Expenditure on education as a % of GDP Knowledge-intensive employment % | 68.50 66.29 68.18 81.99 Score 29.39 41.52 |

| Fourt | h Pillar: E-Government | Score |
|------------|---|----------------|
| 4.1 | Government services online | 72.80 |
| 4.2 | Telecommunication Infrastructure | 98.62 |
| 4.3 | Human Capital Component | 71.92 |
| 4 | Total Pillar Score | 81.11 |
| | | |
| Fifth | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 47.27 |
| 5.2 | University-industry collaboration in R&D | 59.01 |
| 5.3 | Knowledge impact | 36.83 |
| 5.4 | Knowledge absorption | 40.96 |
| 5 | Total Pillar Score | 46.02 |
| | | |
| | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 71.76 |
| 6.2 | Investment in emerging technologies | 78.75 |
| 6.3 | Artificial Intelligence (AI) strategy | 0.00 |
| 6 | Total Pillar Score | 50.17 |
| | | |
| | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 93.99 |
| 7.2 | Domestic credit to private sector, % of GDP | 41.10 |
| 7.3 | Diversification of local industry | 88.00 |
| 7 | Total Pillar Score | 74.36 |
| E: 14 | | |
| | h Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 83.75 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 88.37 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 83.57 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 79.30 |
| 8.2 | Market capitalization as a % of GDP | 37.62 |
| 8 | Total Pillar Score | 60.69 |
| Ninth | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 99.03 |
| 9.2 | Goal 2: Zero Hunger | 51.99 |
| 9.2 | Goal 3: Good Health and Well-being | 82.05 |
| | Goal 4: Quality Education | 84.24 |
| 94 | • | |
| 9.4 9.5 | Goal 8: Decent Work and Economic Growth | / / 4/21 |
| 9.5 | Goal 8: Decent Work and Economic Growth Goal 9: Industry Innovation and Infrastructure | 77.94 77.44 |
| | Goal 8: Decent Work and Economic Growth Goal 9: Industry, Innovation and Infrastructure Goal 17: Partnerships for the Goals | 77.44 77.02 |

Qatar



| Dimension | Pillar | Value | Rank |
|--------------------------------------|---------------------------------------|-------|------|
| D' ': 1E 1.: | Institutions | 77 | 3 |
| Digital Foundation | Infrastructure | 75 | 7 |
| Digital Works | Workforce | 48 | 4 |
| E-Government | E-Government | 82 | 7 |
| Innovation | Innovation | 36 | 7 |
| | Future Technologies | 51 | 11 |
| Readiness in digital for the citizen | Market Development and Sophistication | 53 | 9 |
| | Financial Market Development | 38 | 7 |
| | Sustainable Development | 78 | 3 |
| ADEI | | 62 | 4 |

Qatar 4

| First P | illar: Institutions | Score |
|---------|--|--------|
| 1.1 | Political Environment | 73.48 |
| 1.1.1 | Political Stability and Security | 90.95 |
| 1.1.2 | Government Effectiveness | 88.67 |
| 1.1.3 | Voice and Accountability | 40.81 |
| 1.2 | Regulatory Environment | 92.59 |
| 1.2.1 | Regulatory Quality | 96.79 |
| 1.2.2 | Rule of Law | 100.00 |
| 1.2.3 | Control of Corruption | 80.98 |
| 1.3 | Technology Governance | 63.55 |
| 1.3.1 | Secure Internet Servers | 48.78 |
| 1.3.2 | E-Security | 94.50 |
| 1.3.3 | Online Shopping | 0.70 |
| 1.3.4 | ICT Regulatory Environment | 68.69 |
| 1.3.5 | Regulation of Emerging Technologies | 75.26 |
| 1.3.6 | E-commerce Legislation | 100.00 |
| 1.3.7 | Protection of content privacy under the law | 56.94 |
| 1 | Total Pillar Score | 76.54 |
| | | |
| Second | Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 99.94 |
| 2.2 | Use of ICT | 93.59 |
| 2.3 | Technological Inclusion | 42.89 |
| 2.3.1 | E-Participation | 36.05 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 22.41 |
| 2.3.3 | Availability of local content online | 81.97 |
| 2.3.4 | Gender gap in internet use | 69.03 |
| 2.3.5 | Rural gap in the use of digital payments | 4.99 |
| 2.4 | Logistical Performance | 63.64 |
| 2 | Total Pillar Score | 75.02 |
| | | |
| Third 1 | Pillar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 25.92 |
| 3.2 | Knowledge-intensive employment % | 31.17 |
| 3.3 | ICT skills in the education system | 85.75 |
| 3 | Total Pillar Score | 47.61 |

| Fourt | h Pillar: E-Government | Score |
|---------|---|-------|
| 4.1 | Government services online | 76.55 |
| 4.2 | Telecommunication Infrastructure | 99.63 |
| 4.3 | Human Capital Component | 71.14 |
| 4 | Total Pillar Score | 82.44 |
| F1.6/1 | D.II | |
| | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 11.45 |
| 5.2 | University-industry collaboration in R&D | 82.78 |
| 5.3 | Knowledge impact | 31.82 |
| 5.4 | Knowledge absorption | 18.54 |
| 5 | Total Pillar Score | 36.15 |
| Sixth | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 83.10 |
| 6.2 | Investment in emerging technologies | 71.00 |
| 6.3 | Artificial Intelligence (AI) strategy | 0.00 |
| 6 | Total Pillar Score | 51.37 |
| | | |
| Seven | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 59.47 |
| 7.2 | Domestic credit to private sector, % of GDP | 36.22 |
| 7.3 | Diversification of local industry | 61.85 |
| 7 | Total Pillar Score | 52.51 |
| E: -1.4 | L Dillery Figure in I Marsh A Danalary and | C |
| | h Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 43.13 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 65.88 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 56.02 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 7.49 |
| 8.2 | Market capitalization as a % of GDP | 32.35 |
| 8 | Total Pillar Score | 37.74 |
| Ninth | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 99.36 |
| 9.2 | Goal 2: Zero Hunger | 69.75 |
| 9.3 | Goal 3: Good Health and Well-being | 89.54 |
| 9.4 | Goal 4: Quality Education | 84.90 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 61.04 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 78.83 |
| · · · · | = | |
| 9.7 | Goal 17: Partnerships for the Goals | 62.05 |

Indonesia



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| Dicital Farm dation | Institutions | 65 | 8 |
| Digital Foundation | Infrastructure | 66 | 10 |
| Digital Works | Workforce | 37 | 13 |
| E-Government | E-Government | 80 | 11 |
| Innovation | Innovation | 39 | 5 |
| | Future Technologies | 82 | 3 |
| Readiness in digital | Market Development and Sophistication | 62 | 4 |
| for the citizen | Financial Market Development | 28 | 8 |
| | Sustainable Development | 71 | 15 |
| ADEI | | 62 | 5 |

Indonesia 5

| First 1 | Pillar: Institutions | Score |
|---------|--|--------|
| 1.1 | Political Environment | 72.97 |
| 1.1.1 | Political Stability and Security | 56.99 |
| 1.1.2 | Government Effectiveness | 71.49 |
| 1.1.3 | Voice and Accountability | 90.42 |
| 1.2 | Regulatory Environment | 60.83 |
| 1.2.1 | Regulatory Quality | 75.32 |
| 1.2.2 | Rule of Law | 65.45 |
| 1.2.3 | Control of Corruption | 41.72 |
| 1.3 | Technology Governance | 62.30 |
| 1.3.1 | Secure Internet Servers | 60.20 |
| 1.3.2 | E-Security | 94.92 |
| 1.3.3 | Online Shopping | 20.45 |
| 1.3.4 | ICT Regulatory Environment | 55.95 |
| 1.3.5 | Regulation of Emerging Technologies | 65.09 |
| 1.3.6 | E-commerce Legislation | 100.00 |
| 1.3.7 | Protection of content privacy under the law | 39.51 |
| 1 | Total Pillar Score | 65.37 |
| | | |
| Secon | d Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 80.88 |
| 2.2 | Use of ICT | 81.21 |
| 2.3 | Technological Inclusion | 61.51 |
| 2.3.1 | E-Participation | 70.93 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 78.99 |
| 2.3.3 | Availability of local content online | 70.19 |
| 2.3.4 | Gender gap in internet use | 56.42 |
| 2.3.5 | Rural gap in the use of digital payments | 30.99 |
| 2.4 | Logistical Performance | 40.91 |
| 2 | Total Pillar Score | 66.13 |
| | | |
| Third | Pillar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 15.55 |
| 3.2 | Knowledge-intensive employment % | 13.22 |
| 3.3 | ICT skills in the education system | 81.80 |
| 3 | Total Pillar Score | 36.86 |

| Fourt | h Pillar: E-Government | Score |
|-------|---|--------|
| 4.1 | Government services online | 80.35 |
| 4.2 | Telecommunication Infrastructure | 86.45 |
| 4.3 | Human Capital Component | 72.93 |
| 4 | Total Pillar Score | 79.91 |
| Fifth | Pillar: Innovation | Score |
| 5.1 | | 9.86 |
| | Percentage of total R&D expenditure financed by the business sector | |
| 5.2 | University-industry collaboration in R&D | 86.23 |
| 5.3 | Knowledge impact | 34.90 |
| 5.4 | Knowledge absorption | 25.59 |
| 5 | Total Pillar Score | 39.14 |
| Sixth | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 83.94 |
| 6.2 | Investment in emerging technologies | 62.75 |
| 6.3 | Artificial Intelligence (AI) strategy | 100.00 |
| 6 | Total Pillar Score | 82.23 |
| | | |
| Seven | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 80.40 |
| 7.2 | Domestic credit to private sector, % of GDP | 10.52 |
| 7.3 | Diversification of local industry | 94.28 |
| 7 | Total Pillar Score | 61.73 |
| Fight | h Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 41.40 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 51.76 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 35.25 |
| 8.1.3 | Percentage (age 15+) who own a debit of electric card Percentage (age 15+) who have made or received a digital payment | 37.19 |
| 8.2 | Market capitalization as a % of GDP | 15.47 |
| 8 | Total Pillar Score | 28.44 |
| | Total I mai Score | 20.11 |
| Ninth | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 88.61 |
| 9.2 | Goal 2: Zero Hunger | 61.04 |
| 9.3 | Goal 3: Good Health and Well-being | 67.31 |
| 9.4 | Goal 4: Quality Education | 95.08 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 75.34 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 50.25 |
| 9.7 | Goal 17: Partnerships for the Goals | 62.47 |
| | Total Pillar Score | 71.44 |

Turkey



| Dimension | Pillar | | Rank |
|------------------------|---------------------------------------|----|------|
| Disided Faces 4-41 and | Institutions | 55 | 17 |
| Digital Foundation | Infrastructure | 76 | 6 |
| Digital Works | Workforce | 31 | 19 |
| E-Government | E-Government | 89 | 5 |
| Innovation | Innovation | 43 | 3 |
| | Future Technologies | 64 | 6 |
| Readiness in digital | Market Development and Sophistication | 57 | 6 |
| for the citizen | Financial Market Development | 38 | 6 |
| | Sustainable Development | 78 | 1 |
| ADEI | | 61 | 6 |

Türkiye 6

| First Pi | llar: Institutions | Score |
|----------|--|--------|
| 1.1 | Political Environment | 45.47 |
| 1.1.1 | Political Stability and Security | 42.26 |
| 1.1.2 | Government Effectiveness | 48.43 |
| 1.1.3 | Voice and Accountability | 45.73 |
| 1.2 | Regulatory Environment | 51.23 |
| 1.2.1 | Regulatory Quality | 58.44 |
| 1.2.2 | Rule of Law | 54.06 |
| 1.2.3 | Control of Corruption | 41.20 |
| 1.3 | Technology Governance | 69.35 |
| 1.3.1 | Secure Internet Servers | 70.46 |
| 1.3.2 | E-Security | 97.50 |
| 1.3.3 | Online Shopping | 34.54 |
| 1.3.4 | ICT Regulatory Environment | 93.45 |
| 1.3.5 | Regulation of Emerging Technologies | 47.52 |
| 1.3.6 | E-commerce Legislation | 100.00 |
| 1.3.7 | Protection of content privacy under the law | 42.01 |
| 1 | Total Pillar Score | 55.35 |
| | | |
| Second | Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 99.82 |
| 2.2 | Use of ICT | 80.05 |
| 2.3 | Technological Inclusion | 64.97 |
| 2.3.1 | E-Participation | 77.91 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 61.83 |
| 2.3.3 | Availability of local content online | 69.95 |
| 2.3.4 | Gender gap in internet use | 55.38 |
| 2.3.5 | Rural gap in the use of digital payments | 59.78 |
| 2.4 | Logistical Performance | 59.09 |
| 2 | Total Pillar Score | 75.98 |
| | | |
| Third P | illar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 18.04 |
| 3.2 | Knowledge-intensive employment % | 34.54 |
| 3.3 | ICT skills in the education system | 41.55 |
| 3 | Total Pillar Score | 31.38 |
| | | |

| <u>Four</u> t | th Pillar: E-Government | Score |
|-----------------|--|--------|
| 4.1 | Government services online | 92.25 |
| 4.2 | Telecommunication Infrastructure | 83.22 |
| 4.3 | Human Capital Component | 91.92 |
| 4 | Total Pillar Score | 89.13 |
| | | |
| | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 62.05 |
| 5.2 | University-industry collaboration in R&D | 36.57 |
| 5.3 | Knowledge impact | 39.66 |
| 5.4 | Knowledge absorption | 33.50 |
| 5 | Total Pillar Score | 42.95 |
| Sivth | Pillar: Future Technologies | Score |
| 6.1 | _ | 65.59 |
| 6.2 | Adoption of emerging technologies Investment in emerging technologies | 27.50 |
| 6.3 | Artificial Intelligence (AI) strategy | 100.00 |
| 6 | Total Pillar Score | 64.36 |
| 0 | Total I mai Score | 04.50 |
| Seven | nth Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 55.30 |
| 7.2 | Domestic credit to private sector, % of GDP | 18.05 |
| 7.3 | Diversification of local industry | 96.36 |
| 7 | Total Pillar Score | 56.57 |
| Fiab4 | de Dillour Einensial Manket Davelenment | Casus |
| | h Pillar: Financial Market Development | Score |
| | FinTech and Financial Inclusion | 67.10 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 74.09 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 59.59 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 67.63 |
| 8.2 8 | Market capitalization as a % of GDP Total Pillar Score | 9.05 |
| 0 | Total Fillar Score | 38.08 |
| Ninth | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 98.50 |
| 9.2 | Goal 2: Zero Hunger | 65.30 |
| 9.3 | Goal 3: Good Health and Well-being | 84.14 |
| 9.4 | Goal 4: Quality Education | 98.33 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 64.07 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 72.08 |
| 9.7 | Goal 17: Partnerships for the Goals | 67.05 |
| | Total Pillar Score | 78.50 |

Kazakhstan



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| Dicital Farm dation | Institutions | 57 | 15 |
| Digital Foundation | Infrastructure | 70 | 8 |
| Digital Works | Workforce | 41 | 9 |
| E-Government | E-Government | 90 | 4 |
| Innovation | Innovation | 31 | 10 |
| | Future Technologies | 60 | 8 |
| Readiness in digital | Market Development and Sophistication | 38 | 19 |
| for the citizen | Financial Market Development | 41 | 5 |
| | Sustainable Development | 74 | 6 |
| ADEI | | 58 | 7 |

Kazakhstan 7

| First l | Pillar: Institutions | Score |
|---------|--|--------|
| 1.1 | Political Environment | 52.97 |
| 1.1.1 | Political Stability and Security | 60.18 |
| 1.1.2 | Government Effectiveness | 59.42 |
| 1.1.3 | Voice and Accountability | 39.32 |
| 1.2 | Regulatory Environment | 57.65 |
| 1.2.1 | Regulatory Quality | 67.83 |
| 1.2.2 | Rule of Law | 56.13 |
| 1.2.3 | Control of Corruption | 48.99 |
| 1.3 | Technology Governance | 61.04 |
| 1.3.1 | Secure Internet Servers | 64.66 |
| 1.3.2 | E-Security | 93.17 |
| 1.3.3 | Online Shopping | 43.53 |
| 1.3.4 | ICT Regulatory Environment | 45.24 |
| 1.3.5 | Regulation of Emerging Technologies | 45.92 |
| 1.3.6 | E-commerce Legislation | 100.00 |
| 1.3.7 | Protection of content privacy under the law | 34.75 |
| 1 | Total Pillar Score | 57.22 |
| | | |
| Secon | d Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 94.89 |
| 2.2 | Use of ICT | 82.85 |
| 2.3 | Technological Inclusion | 74.19 |
| 2.3.1 | E-Participation | 80.23 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 98.66 |
| 2.3.3 | Availability of local content online | 59.86 |
| 2.3.4 | Gender gap in internet use | 65.95 |
| 2.3.5 | Rural gap in the use of digital payments | 66.23 |
| 2.4 | Logistical Performance | 27.27 |
| 2 | Total Pillar Score | 69.80 |
| | | |
| Third | Pillar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 38.30 |
| 3.2 | Knowledge-intensive employment % | 55.66 |
| 3.3 | ICT skills in the education system | 28.97 |
| 3 | Total Pillar Score | 40.98 |

| <u>Fourt</u> | th Pillar: E-Government | Score |
|--------------|---|--------|
| 4.1 | Government services online | 93.90 |
| 4.2 | Telecommunication Infrastructure | 92.35 |
| 4.3 | Human Capital Component | 84.03 |
| 4 | Total Pillar Score | 90.10 |
| | | |
| | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 58.66 |
| 5.2 | University-industry collaboration in R&D | 23.93 |
| 5.3 | Knowledge impact | 18.94 |
| 5.4 | Knowledge absorption | 22.03 |
| 5 | Total Pillar Score | 30.89 |
| Sivth | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 41.78 |
| 6.2 | Investment in emerging technologies | 37.00 |
| 6.3 | Artificial Intelligence (AI) strategy | 100.00 |
| 6 | Total Pillar Score | 59.59 |
| 0 | Total I mai Score | 37.37 |
| Seven | nth Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 45.61 |
| 7.2 | Domestic credit to private sector, % of GDP | 6.50 |
| 7.3 | Diversification of local industry | 61.25 |
| 7 | Total Pillar Score | 37.79 |
| E: 14 | | C |
| | th Pillar: Financial Market Development | Score |
| | FinTech and Financial Inclusion | 74.13 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 81.11 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 63.36 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 77.93 |
| 8.2 | Market capitalization as a % of GDP | 7.87 |
| 8 | Total Pillar Score | 41.00 |
| Ninth | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 98.77 |
| 9.2 | Goal 2: Zero Hunger | 59.81 |
| 9.3 | Goal 3: Good Health and Well-being | 82.83 |
| 9.4 | Goal 4: Quality Education | 85.66 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 72.06 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 48.65 |
| 9.7 | Goal 17: Partnerships for the Goals | 69.55 |
| 9 | Total Pillar Score | 73.90 |

Jordan



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| Disital Farm dation | Institutions | 62 | 11 |
| Digital Foundation | Infrastructure | 62 | 12 |
| Digital Works | Workforce | 45 | 5 |
| E-Government | E-Government | 68 | 17 |
| Innovation | Innovation | 28 | 12 |
| | Future Technologies | 42 | 14 |
| Readiness in digital | Market Development and Sophistication | 57 | 5 |
| for the citizen | Financial Market Development | 27 | 9 |
| | Sustainable Development | 72 | 14 |
| ADEI | | 53 | 8 |

Jordan 8

| First P | illar: Institutions | Score |
|---------|--|--------|
| 1.1 | Political Environment | 59.18 |
| 1.1.1 | Political Stability and Security | 61.89 |
| 1.1.2 | Government Effectiveness | 66.08 |
| 1.1.3 | Voice and Accountability | 49.57 |
| 1.2 | Regulatory Environment | 70.64 |
| 1.2.1 | Regulatory Quality | 72.66 |
| 1.2.2 | Rule of Law | 78.53 |
| 1.2.3 | Control of Corruption | 60.72 |
| 1.3 | Technology Governance | 55.88 |
| 1.3.1 | Secure Internet Servers | 38.62 |
| 1.3.2 | E-Security | 70.92 |
| 1.3.3 | Online Shopping | 15.85 |
| 1.3.4 | ICT Regulatory Environment | 83.93 |
| 1.3.5 | Regulation of Emerging Technologies | 59.24 |
| 1.3.6 | E-commerce Legislation | 75.00 |
| 1.3.7 | Protection of content privacy under the law | 47.57 |
| 1 | Total Pillar Score | 61.90 |
| | | |
| Second | Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 97.80 |
| 2.2 | Use of ICT | 72.75 |
| 2.3 | Technological Inclusion | 68.11 |
| 2.3.1 | E-Participation | 53.49 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 54.42 |
| 2.3.3 | Availability of local content online | 74.52 |
| 2.3.4 | Gender gap in internet use | 58.09 |
| 2.3.5 | Rural gap in the use of digital payments | 100.00 |
| 2.4 | Logistical Performance | 8.64 |
| 2 | Total Pillar Score | 61.82 |
| | | |
| Third 1 | Pillar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 26.01 |
| 3.2 | Knowledge-intensive employment % | 32.93 |
| 3.3 | ICT skills in the education system | 77.52 |
| 3 | Total Pillar Score | 45.48 |

| Fourt | h Pillar: E-Government | Score |
|-------|---|-------|
| 4.1 | Government services online | 75.91 |
| 4.2 | Telecommunication Infrastructure | 64.99 |
| 4.3 | Human Capital Component | 64.58 |
| 4 | Total Pillar Score | 68.49 |
| E:CAL | Dillam Lawayatian | Canna |
| | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 0.55 |
| 5.2 | University-industry collaboration in R&D | 73.10 |
| 5.3 | Knowledge impact | 23.04 |
| 5.4 | Knowledge absorption | 14.97 |
| 5 | Total Pillar Score | 27.92 |
| Sixth | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 76.84 |
| 6.2 | Investment in emerging technologies | 49.25 |
| 6.3 | Artificial Intelligence (AI) strategy | 0.00 |
| 6 | Total Pillar Score | 42.03 |
| | | |
| Seven | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 50.20 |
| 7.2 | Domestic credit to private sector, % of GDP | 29.78 |
| 7.3 | Diversification of local industry | 90.53 |
| 7 | Total Pillar Score | 56.84 |
| Ti-b4 | h Billow Financial Maukat Davidanmant | Casus |
| | h Pillar: Financial Market Development FinTech and Financial Inclusion | Score |
| 8.1 | | 38.68 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 47.12 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 32.54 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 36.37 |
| 8.2 | Market capitalization as a % of GDP | 15.39 |
| 8 | Total Pillar Score | 27.03 |
| Ninth | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 98.30 |
| 9.2 | Goal 2: Zero Hunger | 50.23 |
| 9.3 | Goal 3: Good Health and Well-being | 81.81 |
| 9.4 | Goal 4: Quality Education | 83.49 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 57.63 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 61.38 |
| 9.7 | Goal 17: Partnerships for the Goals | 70.14 |
| • | 1 | |

Morocco



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| Digital Farm dation | Institutions | 58 | 14 |
| Digital Foundation | Infrastructure | 55 | 16 |
| Digital Works | Workforce | 43 | 8 |
| E-Government | E-Government | 68 | 18 |
| Innovation | Innovation | 20 | 24 |
| | Future Technologies | 63 | 7 |
| Readiness in digital | Market Development and Sophistication | 43 | 14 |
| for the citizen | Financial Market Development | 26 | 10 |
| | Sustainable Development | 73 | 8 |
| ADEI | | 53 | 9 |

Morocco 9

| First I | Pillar: Institutions | Score |
|--|--|---|
| 1.1 | Political Environment | 58.18 |
| 1.1.1 | Political Stability and Security | 57.88 |
| 1.1.2 | Government Effectiveness | 54.33 |
| 1.1.3 | Voice and Accountability | 62.33 |
| 1.2 | Regulatory Environment | 56.69 |
| 1.2.1 | Regulatory Quality | 63.69 |
| 1.2.2 | Rule of Law | 66.28 |
| 1.2.3 | Control of Corruption | 40.08 |
| 1.3 | Technology Governance | 57.93 |
| 1.3.1 | Secure Internet Servers | 48.60 |
| 1.3.2 | E-Security | 82.42 |
| 1.3.3 | Online Shopping | 10.50 |
| 1.3.4 | ICT Regulatory Environment | 85.12 |
| 1.3.5 | Regulation of Emerging Technologies | 1.79 |
| 1.3.6 | E-commerce Legislation | 100.00 |
| 1.3.7 | Protection of content privacy under the law | 77.06 |
| 1 | Total Pillar Score | 57.60 |
| | | |
| Secon | d Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 95.42 |
| 2.2 | Use of ICT | 77.08 |
| 2.3 | Taska ala sisal Inghasian | |
| 2.3 | Technological Inclusion | 39.64 |
| 2.3.1 | E-Participation | 39.64 25.58 |
| | _ | |
| 2.3.1 | E-Participation | 25.58 |
| 2.3.1 2.3.2 | E-Participation Socioeconomic gap in the use of digital payments | 25.58 44.22 |
| 2.3.1 2.3.2 2.3.3 | E-Participation Socioeconomic gap in the use of digital payments Availability of local content online | 25.58 44.22 60.10 |
| 2.3.1 2.3.2 2.3.3 2.3.4 | E-Participation Socioeconomic gap in the use of digital payments Availability of local content online Gender gap in internet use | 25.58 44.22 60.10 63.34 |
| 2.3.1 2.3.2 2.3.3 2.3.4 2.3.5 | E-Participation Socioeconomic gap in the use of digital payments Availability of local content online Gender gap in internet use Rural gap in the use of digital payments | 25.58 44.22 60.10 63.34 4.99 |
| 2.3.1 2.3.2 2.3.3 2.3.4 2.3.5 2.4 | E-Participation Socioeconomic gap in the use of digital payments Availability of local content online Gender gap in internet use Rural gap in the use of digital payments Logistical Performance | 25.58 44.22 60.10 63.34 4.99 8.64 |
| 2.3.1 2.3.2 2.3.3 2.3.4 2.3.5 2.4 | E-Participation Socioeconomic gap in the use of digital payments Availability of local content online Gender gap in internet use Rural gap in the use of digital payments Logistical Performance | 25.58 44.22 60.10 63.34 4.99 8.64 |
| 2.3.1 2.3.2 2.3.3 2.3.4 2.3.5 2.4 | E-Participation Socioeconomic gap in the use of digital payments Availability of local content online Gender gap in internet use Rural gap in the use of digital payments Logistical Performance Total Pillar Score | 25.58 44.22 60.10 63.34 4.99 8.64 55.20 |
| 2.3.1 2.3.2 2.3.3 2.3.4 2.3.5 2.4 2 | E-Participation Socioeconomic gap in the use of digital payments Availability of local content online Gender gap in internet use Rural gap in the use of digital payments Logistical Performance Total Pillar Score Pillar: Workforce | 25.58 44.22 60.10 63.34 4.99 8.64 55.20 |
| 2.3.1 2.3.2 2.3.3 2.3.4 2.3.5 2.4 2 Third | E-Participation Socioeconomic gap in the use of digital payments Availability of local content online Gender gap in internet use Rural gap in the use of digital payments Logistical Performance Total Pillar Score Pillar: Workforce Expenditure on education as a % of GDP | 25.58 44.22 60.10 63.34 4.99 8.64 55.20 Score 58.23 |
| 2.3.1 2.3.2 2.3.3 2.3.4 2.3.5 2.4 2 Third 3.1 3.2 | E-Participation Socioeconomic gap in the use of digital payments Availability of local content online Gender gap in internet use Rural gap in the use of digital payments Logistical Performance Total Pillar Score Pillar: Workforce Expenditure on education as a % of GDP Knowledge-intensive employment % | 25.58 44.22 60.10 63.34 4.99 8.64 55.20 Score 58.23 8.79 |

| Fourt | h Pillar: E-Government | Score |
|-------|--|--------|
| 4.1 | Government services online | 56.18 |
| 4.2 | Telecommunication Infrastructure | 88.27 |
| 4.3 | Human Capital Component | 60.78 |
| 4 | Total Pillar Score | 68.41 |
| F:£4b | Pillar: Innovation | Saawa |
| | | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 0.55 |
| 5.2 | University-industry collaboration in R&D | 30.15 |
| 5.3 | Knowledge impact | 32.24 |
| 5.4 | Knowledge absorption | 17.55 |
| 5 | Total Pillar Score | 20.12 |
| Sixth | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 54.73 |
| 6.2 | Investment in emerging technologies | 35.00 |
| 6.3 | Artificial Intelligence (AI) strategy | 100.00 |
| 6 | Total Pillar Score | 63.24 |
| | | |
| Seven | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 32.25 |
| 7.2 | Domestic credit to private sector, % of GDP | 31.19 |
| 7.3 | Diversification of local industry | 65.69 |
| 7 | Total Pillar Score | 43.05 |
| Fight | h Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 35.49 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 44.37 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 31.79 |
| 8.1.3 | Percentage (age 15+) who own a debt of electric card Percentage (age 15+) who have made or received a digital payment | 30.30 |
| 8.2 | Market capitalization as a % of GDP | 16.14 |
| 8 | Total Pillar Score | 25.81 |
| | 7 0 m 7 m 2 007 0 | 20.01 |
| Ninth | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 92.34 |
| 9.2 | Goal 2: Zero Hunger | 61.90 |
| 9.3 | Goal 3: Good Health and Well-being | 73.92 |
| 9.4 | Goal 4: Quality Education | 85.19 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 69.42 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 55.31 |
| 9.7 | Goal 17: Partnerships for the Goals | 74.94 |
| 9 | Total Pillar Score | 73.29 |

Tunisia



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| Disital Farm dation | Institutions | 56 | 16 |
| Digital Foundation | Infrastructure | 51 | 20 |
| Digital Works | Workforce | 52 | 2 |
| E-Government | E-Government | 69 | 16 |
| Innovation | Innovation | 22 | 20 |
| | Future Technologies | 65 | 5 |
| Readiness in digital | Market Development and Sophistication | 45 | 12 |
| for the citizen | Financial Market Development | 17 | 24 |
| | Sustainable Development | 73 | 12 |
| ADEI | | 53 | 10 |

Tunisia 10

| First P | illar: Institutions | Score |
|---------------|---|-------------------------|
| 1.1 | Political Environment | 57.71 |
| 1.1.1 | Political Stability and Security | 51.49 |
| 1.1.2 | Government Effectiveness | 46.96 |
| 1.1.3 | Voice and Accountability | 74.69 |
| 1.2 | Regulatory Environment | 52.83 |
| 1.2.1 | Regulatory Quality | 46.06 |
| 1.2.2 | Rule of Law | 65.92 |
| 1.2.3 | Control of Corruption | 46.51 |
| 1.3 | Technology Governance | 58.86 |
| 1.3.1 | Secure Internet Servers | 46.00 |
| 1.3.2 | E-Security | 86.25 |
| 1.3.3 | Online Shopping | 18.86 |
| 1.3.4 | ICT Regulatory Environment | 70.00 |
| 1.3.5 | Regulation of Emerging Technologies | 48.19 |
| 1.3.6 | E-commerce Legislation | 75.00 |
| 1.3.7 | Protection of content privacy under the law | 67.71 |
| 1 | Total Pillar Score | 56.47 |
| | | |
| Second | Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 71.63 |
| 2.2 | Use of ICT | 75.87 |
| 2.3 | Technological Inclusion | 48.27 |
| 2.3.1 | E-Participation | 53.49 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 65.35 |
| 2.3.3 | Availability of local content online | 51.44 |
| 2.3.4 | Gender gap in internet use | 42.99 |
| 2.3.5 | Rural gap in the use of digital payments | 28.07 |
| 2.4 | Logistical Performance | 0.64 |
| ∠.⊤ | Logistical i criormanec | 8.64 |
| 2.4 | Total Pillar Score | 51.10 |
| | | |
| 2 | | |
| 2 | Total Pillar Score | 51.10 |
| Third I | Total Pillar Score Pillar: Workforce | 51.10 Score |
| 2 Third I 3.1 | Total Pillar Score Pillar: Workforce Expenditure on education as a % of GDP | 51.10 Score 64.00 |

| Fourt | h Pillar: E-Government | Score |
|-------|---|--------|
| 4.1 | Government services online | 59.51 |
| 4.2 | Telecommunication Infrastructure | 83.57 |
| 4.3 | Human Capital Component | 64.97 |
| 4 | Total Pillar Score | 69.35 |
| | | |
| Fifth | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 23.44 |
| 5.2 | University-industry collaboration in R&D | 26.39 |
| 5.3 | Knowledge impact | 23.33 |
| 5.4 | Knowledge absorption | 15.72 |
| 5 | Total Pillar Score | 22.22 |
| | | |
| Sixth | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 60.45 |
| 6.2 | Investment in emerging technologies | 35.50 |
| 6.3 | Artificial Intelligence (AI) strategy | 100.00 |
| 6 | Total Pillar Score | 65.32 |
| | | |
| Seven | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 27.34 |
| 7.2 | Domestic credit to private sector, % of GDP | 28.72 |
| 7.3 | Diversification of local industry | 79.46 |
| 7 | Total Pillar Score | 45.17 |
| | | |
| Eight | h Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 28.35 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 36.85 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 20.49 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 27.69 |
| 8.2 | Market capitalization as a % of GDP | 5.36 |
| 8 | Total Pillar Score | 16.85 |
| | | |
| Ninth | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 97.63 |
| 9.2 | Goal 2: Zero Hunger | 62.53 |
| 9.3 | Goal 3: Good Health and Well-being | 80.78 |
| 9.4 | Goal 4: Quality Education | 69.97 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 61.45 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 54.91 |
| 9.7 | Goal 17: Partnerships for the Goals | 81.65 |
| 9 | Total Pillar Score | 72.70 |

Oman



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| Dicital Farm dation | Institutions | 65 | 7 |
| Digital Foundation | Infrastructure | 67 | 9 |
| Digital Works | Workforce | 45 | 6 |
| E-Government | E-Government | 86 | 6 |
| Innovation | Innovation | 35 | 8 |
| | Future Technologies | 40 | 15 |
| Readiness in digital | Market Development and Sophistication | 48 | 11 |
| for the citizen | Financial Market Development | 6 | 36 |
| | Sustainable Development | 63 | 22 |
| ADEI | | 53 | 11 |

Oman 11

| rirst P | illar: Institutions | Score |
|--|---|---|
| 1.1 | Political Environment | 61.11 |
| 1.1.1 | Political Stability and Security | 81.07 |
| 1.1.2 | Government Effectiveness | 62.98 |
| 1.1.3 | Voice and Accountability | 39.30 |
| 1.2 | Regulatory Environment | 78.09 |
| 1.2.1 | Regulatory Quality | 79.55 |
| 1.2.2 | Rule of Law | 89.82 |
| 1.2.3 | Control of Corruption | 64.90 |
| 1.3 | Technology Governance | 57.24 |
| 1.3.1 | Secure Internet Servers | 44.42 |
| 1.3.2 | E-Security | 96.00 |
| 1.3.3 | Online Shopping | 0.70 |
| 1.3.4 | ICT Regulatory Environment | 89.29 |
| 1.3.5 | Regulation of Emerging Technologies | 59.00 |
| 1.3.6 | E-commerce Legislation | 75.00 |
| 1.3.7 | Protection of content privacy under the law | 36.25 |
| 1 | Total Pillar Score | 65.48 |
| | | |
| Second | Pillar: Infrastructure | Score |
| | | Score |
| 2.1 | Access to ICT | 99.26 |
| 2.1 2.2 | Access to ICT Use of ICT | |
| | | 99.26 |
| 2.2 | Use of ICT | 99.26 80.70 |
| 2.2 2.3 | Use of ICT Technological Inclusion | 99.26 80.70 34.76 |
| 2.2 2.3 2.3.1 | Use of ICT Technological Inclusion E-Participation | 99.26 80.70 34.76 65.12 |
| 2.2 2.3 2.3.1 2.3.2 | Use of ICT Technological Inclusion E-Participation Socioeconomic gap in the use of digital payments | 99.26 80.70 34.76 65.12 22.41 |
| 2.2 2.3 2.3.1 2.3.2 2.3.3 | Use of ICT Technological Inclusion E-Participation Socioeconomic gap in the use of digital payments Availability of local content online | 99.26 80.70 34.76 65.12 22.41 74.52 |
| 2.2 2.3 2.3.1 2.3.2 2.3.3 2.3.4 | Use of ICT Technological Inclusion E-Participation Socioeconomic gap in the use of digital payments Availability of local content online Gender gap in internet use | 99.26 80.70 34.76 65.12 22.41 74.52 6.77 |
| 2.2 2.3 2.3.1 2.3.2 2.3.3 2.3.4 2.3.5 | Use of ICT Technological Inclusion E-Participation Socioeconomic gap in the use of digital payments Availability of local content online Gender gap in internet use Rural gap in the use of digital payments | 99.26 80.70 34.76 65.12 22.41 74.52 6.77 4.99 |
| 2.2 2.3 2.3.1 2.3.2 2.3.3 2.3.4 2.3.5 2.4 | Use of ICT Technological Inclusion E-Participation Socioeconomic gap in the use of digital payments Availability of local content online Gender gap in internet use Rural gap in the use of digital payments Logistical Performance | 99.26 80.70 34.76 65.12 22.41 74.52 6.77 4.99 54.55 |
| 2.2 2.3 2.3.1 2.3.2 2.3.3 2.3.4 2.3.5 2.4 2 | Use of ICT Technological Inclusion E-Participation Socioeconomic gap in the use of digital payments Availability of local content online Gender gap in internet use Rural gap in the use of digital payments Logistical Performance | 99.26 80.70 34.76 65.12 22.41 74.52 6.77 4.99 54.55 |
| 2.2 2.3 2.3.1 2.3.2 2.3.3 2.3.4 2.3.5 2.4 2 | Use of ICT Technological Inclusion E-Participation Socioeconomic gap in the use of digital payments Availability of local content online Gender gap in internet use Rural gap in the use of digital payments Logistical Performance Total Pillar Score | 99.26 80.70 34.76 65.12 22.41 74.52 6.77 4.99 54.55 |
| 2.2 2.3 2.3.1 2.3.2 2.3.3 2.3.4 2.3.5 2.4 2 | Use of ICT Technological Inclusion E-Participation Socioeconomic gap in the use of digital payments Availability of local content online Gender gap in internet use Rural gap in the use of digital payments Logistical Performance Total Pillar Score | 99.26 80.70 34.76 65.12 22.41 74.52 6.77 4.99 54.55 67.32 |
| 2.2 2.3 2.3.1 2.3.2 2.3.3 2.3.4 2.3.5 2.4 2 | Use of ICT Technological Inclusion E-Participation Socioeconomic gap in the use of digital payments Availability of local content online Gender gap in internet use Rural gap in the use of digital payments Logistical Performance Total Pillar Score Pillar: Workforce Expenditure on education as a % of GDP | 99.26 80.70 34.76 65.12 22.41 74.52 6.77 4.99 54.55 67.32 Score 38.23 |
| 2.2 2.3 2.3.1 2.3.2 2.3.3 2.3.4 2.3.5 2.4 2 Third I | Use of ICT Technological Inclusion E-Participation Socioeconomic gap in the use of digital payments Availability of local content online Gender gap in internet use Rural gap in the use of digital payments Logistical Performance Total Pillar Score Pillar: Workforce Expenditure on education as a % of GDP Knowledge-intensive employment % | 99.26 80.70 34.76 65.12 22.41 74.52 6.77 4.99 54.55 67.32 Score 38.23 21.42 |

| Fourt | th Pillar: E-Government | Score |
|-------|---|-------|
| 4.1 | Government services online | 80.77 |
| 4.2 | Telecommunication Infrastructure | 96.74 |
| 4.3 | Human Capital Component | 79.77 |
| 4 | Total Pillar Score | 85.76 |
| | | |
| Fifth | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 39.33 |
| 5.2 | University-industry collaboration in R&D | 62.79 |
| 5.3 | Knowledge impact | 21.47 |
| 5.4 | Knowledge absorption | 16.42 |
| 5 | Total Pillar Score | 35.00 |
| | | |
| Sixth | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 69.97 |
| 6.2 | Investment in emerging technologies | 50.00 |
| 6.3 | Artificial Intelligence (AI) strategy | 0.00 |
| 6 | Total Pillar Score | 39.99 |
| | | |
| Sever | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 45.83 |
| 7.2 | Domestic credit to private sector, % of GDP | 17.64 |
| 7.3 | Diversification of local industry | 79.65 |
| 7 | Total Pillar Score | 47.71 |
| | | |
| Eight | h Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 6.08 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 9.17 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 1.60 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 7.49 |
| 8.2 | Market capitalization as a % of GDP | 6.32 |
| 8 | Total Pillar Score | 6.20 |
| | | |
| Ninth | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 0.66 |
| 9.2 | Goal 2: Zero Hunger | 57.34 |
| 9.3 | Goal 3: Good Health and Well-being | 86.22 |
| 9.4 | Goal 4: Quality Education | 81.86 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 74.85 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 71.82 |
| 9.7 | Goal 17: Partnerships for the Goals | 69.91 |
| 9 | Total Pillar Score | 63.24 |

Uzbekistan



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| Disital Farm dation | Institutions | 40 | 33 |
| Digital Foundation | Infrastructure | 60 | 13 |
| Digital Works | Workforce | 34 | 16 |
| E-Government | E-Government | 80 | 10 |
| Innovation | Innovation | 41 | 4 |
| | Future Technologies | 55 | 10 |
| Readiness in digital | Market Development and Sophistication | 55 | 7 |
| for the citizen | Financial Market Development | 21 | 14 |
| | Sustainable Development | 73 | 9 |
| ADEI | | 52 | 12 |

Uzbekistan 12

| First l | Pillar: Institutions | Score |
|---------|--|-------|
| 1.1 | Political Environment | 45.38 |
| 1.1.1 | Political Stability and Security | 63.06 |
| 1.1.2 | Government Effectiveness | 47.43 |
| 1.1.3 | Voice and Accountability | 25.65 |
| 1.2 | Regulatory Environment | 40.80 |
| 1.2.1 | Regulatory Quality | 47.40 |
| 1.2.2 | Rule of Law | 43.86 |
| 1.2.3 | Control of Corruption | 31.13 |
| 1.3 | Technology Governance | 34.23 |
| 1.3.1 | Secure Internet Servers | 49.07 |
| 1.3.2 | E-Security | 71.08 |
| 1.3.3 | Online Shopping | 6.09 |
| 1.3.4 | ICT Regulatory Environment | 2.14 |
| 1.3.5 | Regulation of Emerging Technologies | 1.79 |
| 1.3.6 | E-commerce Legislation | 75.00 |
| 1.3.7 | Protection of content privacy under the law | 34.42 |
| 1 | Total Pillar Score | 40.13 |
| | | |
| Secon | d Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 87.20 |
| 2.2 | Use of ICT | 74.18 |
| 2.3 | Technological Inclusion | 57.44 |
| 2.3.1 | E-Participation | 60.46 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 84.97 |
| 2.3.3 | Availability of local content online | 7.99 |
| 2.3.4 | Gender gap in internet use | 62.99 |
| 2.3.5 | Rural gap in the use of digital payments | 70.79 |
| 2.4 | Logistical Performance | 22.73 |
| 2 | Total Pillar Score | 60.39 |
| | | |
| Third | Pillar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 52.06 |
| 3.2 | Knowledge-intensive employment % | 0.17 |
| 3.3 | ICT skills in the education system | 49.78 |
| 3 | Total Pillar Score | 34.00 |

| Fourt | th Pillar: E-Government | Score |
|-------|---|--------|
| 4.1 | Government services online | 76.48 |
| 4.2 | Telecommunication Infrastructure | 87.69 |
| 4.3 | Human Capital Component | 75.80 |
| 4 | Total Pillar Score | 79.99 |
| | | |
| Fifth | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 52.48 |
| 5.2 | University-industry collaboration in R&D | 60.28 |
| 5.3 | Knowledge impact | 29.37 |
| 5.4 | Knowledge absorption | 21.89 |
| 5 | Total Pillar Score | 41.01 |
| | | |
| Sixth | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 57.94 |
| 6.2 | Investment in emerging technologies | 7.36 |
| 6.3 | Artificial Intelligence (AI) strategy | 100.00 |
| 6 | Total Pillar Score | 55.10 |
| | | |
| Seven | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 65.76 |
| 7.2 | Domestic credit to private sector, % of GDP | 11.06 |
| 7.3 | Diversification of local industry | 87.76 |
| 7 | Total Pillar Score | 54.86 |
| | | |
| Eight | h Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 40.78 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 44.13 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 36.47 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 41.72 |
| 8.2 | Market capitalization as a % of GDP | 1.90 |
| 8 | Total Pillar Score | 21.34 |
| | | |
| Ninth | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 94.64 |
| 9.2 | Goal 2: Zero Hunger | 67.28 |
| 9.3 | Goal 3: Good Health and Well-being | 77.90 |
| 9.4 | Goal 4: Quality Education | 85.22 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 70.80 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 48.76 |
| 9.7 | Goal 17: Partnerships for the Goals | 68.07 |
| 9 | Total Pillar Score | 73.24 |

Bahrain



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| Digital Farm dation | Institutions | 67 | 4 |
| Digital Foundation | Infrastructure | 82 | 3 |
| Digital Works | Workforce | 39 | 12 |
| E-Government | E-Government | 92 | 3 |
| Innovation | Innovation | 27 | 14 |
| | Future Technologies | 24 | 26 |
| Readiness in digital | Market Development and Sophistication | 32 | 22 |
| for the citizen | Financial Market Development | 15 | 28 |
| | Sustainable Development | 63 | 20 |
| ADEI | | 51 | 13 |

Bahrain 13

| First Pi | llar: Institutions | Score |
|----------|--|--------|
| 1.1 | Political Environment | 51.69 |
| 1.1.1 | Political Stability and Security | 57.73 |
| 1.1.2 | Government Effectiveness | 74.74 |
| 1.1.3 | Voice and Accountability | 22.60 |
| 1.2 | Regulatory Environment | 82.97 |
| 1.2.1 | Regulatory Quality | 100.00 |
| 1.2.2 | Rule of Law | 85.24 |
| 1.2.3 | Control of Corruption | 63.67 |
| 1.3 | Technology Governance | 66.06 |
| 1.3.1 | Secure Internet Servers | 48.77 |
| 1.3.2 | E-Security | 77.83 |
| 1.3.3 | Online Shopping | 28.38 |
| 1.3.4 | ICT Regulatory Environment | 83.93 |
| 1.3.5 | Regulation of Emerging Technologies | 78.12 |
| 1.3.6 | E-commerce Legislation | 100.00 |
| 1.3.7 | Protection of content privacy under the law | 45.41 |
| 1 | Total Pillar Score | 66.91 |
| | | |
| Second | Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 100.00 |
| 2.2 | Use of ICT | 92.69 |
| 2.3 | Technological Inclusion | 70.62 |
| 2.3.1 | E-Participation | 43.03 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 75.64 |
| 2.3.3 | Availability of local content online | 88.94 |
| 2.3.4 | Gender gap in internet use | 70.21 |
| 2.3.5 | Rural gap in the use of digital payments | 75.26 |
| 2.4 | Logistical Performance | 63.64 |
| 2 | Total Pillar Score | 81.74 |
| | | |
| Third I | Pillar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 10.03 |
| 3.2 | Knowledge-intensive employment % | 31.21 |
| 3.3 | ICT skills in the education system | 74.68 |
| 3 | Total Pillar Score | 38.64 |

| Fourt | th Pillar: E-Government | Score |
|-------|---|-------|
| 4.1 | Government services online | 90.31 |
| 4.2 | Telecommunication Infrastructure | 98.77 |
| 4.3 | Human Capital Component | 86.80 |
| 4 | Total Pillar Score | 91.96 |
| | | |
| Fifth | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 26.93 |
| 5.2 | University-industry collaboration in R&D | 39.43 |
| 5.3 | Knowledge impact | 23.97 |
| 5.4 | Knowledge absorption | 19.04 |
| 5 | Total Pillar Score | 27.34 |
| | | |
| Sixth | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 63.64 |
| 6.2 | Investment in emerging technologies | 7.36 |
| 6.3 | Artificial Intelligence (AI) strategy | 0.00 |
| 6 | Total Pillar Score | 23.67 |
| | | |
| Sever | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 16.87 |
| 7.2 | Domestic credit to private sector, % of GDP | 25.65 |
| 7.3 | Diversification of local industry | 52.18 |
| 7 | Total Pillar Score | 31.57 |
| | | |
| Eight | h Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 6.08 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 9.17 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 1.60 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 7.49 |
| 8.2 | Market capitalization as a % of GDP | 23.60 |
| 8 | Total Pillar Score | 14.84 |
| | | |
| Ninth | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 0.66 |
| 9.2 | Goal 2: Zero Hunger | 58.18 |
| 9.3 | Goal 3: Good Health and Well-being | 87.19 |
| 9.4 | Goal 4: Quality Education | 85.12 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 76.14 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 73.69 |
| 9.7 | Goal 17: Partnerships for the Goals | 63.03 |
| 9 | Total Pillar Score | 63.43 |

Egypt



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| Dicital Farm dation | Institutions | 47 | 22 |
| Digital Foundation | Infrastructure | 64 | 11 |
| Digital Works | Workforce | 40 | 11 |
| E-Government | E-Government | 67 | 20 |
| Innovation | Innovation | 25 | 15 |
| | Future Technologies | 66 | 4 |
| Readiness in digital | Market Development and Sophistication | 49 | 10 |
| for the citizen | Financial Market Development | 4 | 37 |
| | Sustainable Development | 68 | 17 |
| ADEI | | 51 | 14 |

Egypt 14

| First Pi | llar: Institutions | Score |
|----------|--|--------|
| 1.1 | Political Environment | 38.98 |
| 1.1.1 | Political Stability and Security | 45.76 |
| 1.1.2 | Government Effectiveness | 48.66 |
| 1.1.3 | Voice and Accountability | 22.53 |
| 1.2 | Regulatory Environment | 47.39 |
| 1.2.1 | Regulatory Quality | 44.58 |
| 1.2.2 | Rule of Law | 64.48 |
| 1.2.3 | Control of Corruption | 33.10 |
| 1.3 | Technology Governance | 53.88 |
| 1.3.1 | Secure Internet Servers | 29.76 |
| 1.3.2 | E-Security | 95.50 |
| 1.3.3 | Online Shopping | 2.62 |
| 1.3.4 | ICT Regulatory Environment | 83.93 |
| 1.3.5 | Regulation of Emerging Technologies | 37.15 |
| 1.3.6 | E-commerce Legislation | 100.00 |
| 1.3.7 | Protection of content privacy under the law | 28.22 |
| 1 | Total Pillar Score | 46.75 |
| | | |
| Second | Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 88.69 |
| 2.2 | Use of ICT | 67.72 |
| 2.3 | Technological Inclusion | 52.88 |
| 2.3.1 | E-Participation | 33.73 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 42.95 |
| 2.3.3 | Availability of local content online | 78.61 |
| 2.3.4 | Gender gap in internet use | 39.36 |
| 2.3.5 | Rural gap in the use of digital payments | 69.77 |
| 2.4 | Logistical Performance | 45.45 |
| 2 | Total Pillar Score | 63.69 |
| | | |
| Third F | Pillar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 34.81 |
| 3.2 | Knowledge-intensive employment % | 32.60 |
| 3.3 | ICT skills in the education system | 53.06 |
| 3 | Total Pillar Score | 40.16 |

| Fourt | th Pillar: E-Government | Score |
|-------|---|--------|
| 4.1 | Government services online | 70.02 |
| 4.2 | Telecommunication Infrastructure | 69.46 |
| 4.3 | Human Capital Component | 61.50 |
| 4 | Total Pillar Score | 66.99 |
| | | |
| Fifth | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 4.86 |
| 5.2 | University-industry collaboration in R&D | 50.32 |
| 5.3 | Knowledge impact | 28.62 |
| 5.4 | Knowledge absorption | 16.98 |
| 5 | Total Pillar Score | 25.20 |
| | | |
| Sixth | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 62.31 |
| 6.2 | Investment in emerging technologies | 37.00 |
| 6.3 | Artificial Intelligence (AI) strategy | 100.00 |
| 6 | Total Pillar Score | 66.44 |
| | | |
| Seven | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 48.14 |
| 7.2 | Domestic credit to private sector, % of GDP | 8.78 |
| 7.3 | Diversification of local industry | 90.85 |
| 7 | Total Pillar Score | 49.26 |
| | | |
| | h Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 6.08 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 9.17 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 1.60 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 7.49 |
| 8.2 | Market capitalization as a % of GDP | 2.61 |
| 8 | Total Pillar Score | 4.35 |
| | | |
| | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 90.30 |
| 9.2 | Goal 2: Zero Hunger | 58.10 |
| 9.3 | Goal 3: Good Health and Well-being | 72.57 |
| 9.4 | Goal 4: Quality Education | 64.84 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 65.26 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 55.30 |
| 9.7 | Goal 17: Partnerships for the Goals | 67.49 |
| 9 | Total Pillar Score | 67.69 |

Kuwait



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| Digital Farm dation | Institutions | 65 | 9 |
| Digital Foundation | Infrastructure | 76 | 5 |
| Digital Works | Workforce | 25 | 27 |
| E-Government | E-Government | 78 | 12 |
| Innovation | Innovation | 17 | 29 |
| | Future Technologies | 25 | 25 |
| Readiness in digital | Market Development and Sophistication | 38 | 18 |
| for the citizen | Financial Market Development | 19 | 17 |
| | Sustainable Development | 62 | 25 |
| ADEI | | 48 | 15 |

Kuwait 15

| First Pi | illar: Institutions | Score |
|----------|--|--------|
| 1.1 | Political Environment | 63.30 |
| 1.1.1 | Political Stability and Security | 76.73 |
| 1.1.2 | Government Effectiveness | 55.54 |
| 1.1.3 | Voice and Accountability | 57.64 |
| 1.2 | Regulatory Environment | 73.92 |
| 1.2.1 | Regulatory Quality | 75.94 |
| 1.2.2 | Rule of Law | 81.20 |
| 1.2.3 | Control of Corruption | 64.62 |
| 1.3 | Technology Governance | 58.55 |
| 1.3.1 | Secure Internet Servers | 47.92 |
| 1.3.2 | E-Security | 75.08 |
| 1.3.3 | Online Shopping | 22.76 |
| 1.3.4 | ICT Regulatory Environment | 69.05 |
| 1.3.5 | Regulation of Emerging Technologies | 43.35 |
| 1.3.6 | E-commerce Legislation | 100.00 |
| 1.3.7 | Protection of content privacy under the law | 51.68 |
| 1 | Total Pillar Score | 65.26 |
| | | |
| Second | Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 100.00 |
| 2.2 | Use of ICT | 100.00 |
| 2.3 | Technological Inclusion | 55.39 |
| 2.3.1 | E-Participation | 53.49 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 76.49 |
| 2.3.3 | Availability of local content online | 68.51 |
| 2.3.4 | Gender gap in internet use | 70.93 |
| 2.3.5 | Rural gap in the use of digital payments | 7.53 |
| 2.4 | Logistical Performance | 50.00 |
| 2 | Total Pillar Score | 76.35 |
| | | |
| Third I | Pillar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 5.69 |
| 3.2 | Knowledge-intensive employment % | 32.42 |
| 2.2 | | |
| 3.3 | ICT skills in the education system | 36.44 |

| Fourt | h Pillar: E-Government | Score |
|-------|---|-----------|
| 4.1 | Government services online | 63.66 |
| 4.2 | Telecommunication Infrastructure | 99.88 |
| 4.3 | Human Capital Component | 70.83 |
| 4 | Total Pillar Score | 78.12 |
| E:64L | D:II I | <u>C </u> |
| | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 1.18 |
| 5.2 | University-industry collaboration in R&D | 23.60 |
| 5.3 | Knowledge impact | 30.11 |
| 5.4 | Knowledge absorption | 11.49 |
| 5 | Total Pillar Score | 16.59 |
| Sixth | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 33.55 |
| 6.2 | Investment in emerging technologies | 42.50 |
| 6.3 | Artificial Intelligence (AI) strategy | 0.00 |
| 6 | Total Pillar Score | 25.35 |
| | 10W11 MM1 > 0010 | |
| Seven | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 49.80 |
| 7.2 | Domestic credit to private sector, % of GDP | 33.97 |
| 7.3 | Diversification of local industry | 31.62 |
| 7 | Total Pillar Score | 38.46 |
| T. 1. | | |
| | h Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 6.08 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 9.17 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 1.60 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 7.49 |
| 8.2 | Market capitalization as a % of GDP | 32.17 |
| 8 | Total Pillar Score | 19.13 |
| Ninth | Pillar: Sustainable Development Goals | Score |
| 9.1 | <u>-</u> | 0.66 |
| | Goal 2: No Poverty | |
| 9.2 | Goal 2: Zero Hunger | 63.62 |
| 9.3 | Goal 4: Ovality Education | 91.46 |
| 9.4 | Goal 8: Depart Work and Fearmania Crowth | 73.51 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 65.09 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 65.25 |
| 9.7 | Goal 17: Partnerships for the Goals | 71.55 |
| 9 | Total Pillar Score | 61.59 |

Albania



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| Dicital Farm dation | Institutions | 66 | 6 |
| Digital Foundation | Infrastructure | 59 | 14 |
| Digital Works | Workforce | 27 | 26 |
| E-Government | E-Government | 80 | 9 |
| Innovation | Innovation | 25 | 16 |
| | Future Technologies | 12 | 32 |
| Readiness in digital | Market Development and Sophistication | 39 | 17 |
| for the citizen | Financial Market Development | 18 | 22 |
| | Sustainable Development | 73 | 13 |
| ADEI | | 45 | 16 |

Albania 16

| First Pill | ar: Institutions | Score |
|------------|--|-------|
| 1.1 | Political Environment | 75.12 |
| 1.1.1 | Political Stability and Security | 71.27 |
| 1.1.2 | Government Effectiveness | 62.31 |
| 1.1.3 | Voice and Accountability | 91.76 |
| 1.2 | Regulatory Environment | 61.05 |
| 1.2.1 | Regulatory Quality | 71.20 |
| 1.2.2 | Rule of Law | 65.12 |
| 1.2.3 | Control of Corruption | 46.83 |
| 1.3 | Technology Governance | 61.65 |
| 1.3.1 | Secure Internet Servers | 54.14 |
| 1.3.2 | E-Security | 64.33 |
| 1.3.3 | Online Shopping | 19.36 |
| 1.3.4 | ICT Regulatory Environment | 86.90 |
| 1.3.5 | Regulation of Emerging Technologies | 52.49 |
| 1.3.6 | E-commerce Legislation | 75.00 |
| 1.3.7 | Protection of content privacy under the law | 79.32 |
| 1 | Total Pillar Score | 65.94 |
| | | |
| Second I | Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 99.30 |
| 2.2 | Use of ICT | 74.48 |
| 2.3 | Technological Inclusion | 43.70 |
| 2.3.1 | E-Participation | 75.59 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 32.57 |
| 2.3.3 | Availability of local content online | 26.20 |
| 2.3.4 | Gender gap in internet use | 64.32 |
| 2.3.5 | Rural gap in the use of digital payments | 19.80 |
| 2.4 | Logistical Performance | 18.18 |
| 2 | Total Pillar Score | 58.91 |
| | | |
| Third Pi | llar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 19.75 |
| 3.2 | Knowledge-intensive employment % | 25.43 |
| 2.2 | | 2.4 |
| 3.3 | ICT skills in the education system | 34.75 |

| Fourt | h Pillar: E-Government | Score |
|--|---|-------|
| 4.1 | Government services online | 81.44 |
| 4.2 | Telecommunication Infrastructure | 77.50 |
| 4.3 | Human Capital Component | 81.06 |
| 4 | Total Pillar Score | 80.00 |
| <u>. </u> | 2000 2 200 2 | |
| Fifth | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 0.55 |
| 5.2 | University-industry collaboration in R&D | 59.69 |
| 5.3 | Knowledge impact | 19.98 |
| 5.4 | Knowledge absorption | 17.88 |
| 5 | Total Pillar Score | 24.53 |
| | | |
| Sixth | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 13.55 |
| 6.2 | Investment in emerging technologies | 21.75 |
| 6.3 | Artificial Intelligence (AI) strategy | 0.00 |
| 6 | Total Pillar Score | 11.77 |
| | | |
| Seven | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 16.87 |
| 7.2 | Domestic credit to private sector, % of GDP | 10.01 |
| 7.3 | Diversification of local industry | 90.89 |
| 7 | Total Pillar Score | 39.26 |
| | | |
| Eight | h Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 35.28 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 44.17 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 27.10 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 34.55 |
| 8.2 | Market capitalization as a % of GDP | 0.00 |
| 8 | Total Pillar Score | 17.64 |
| | | |
| Ninth | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 98.68 |
| 9.2 | Goal 2: Zero Hunger | 59.10 |
| 9.3 | Goal 3: Good Health and Well-being | 83.30 |
| 9.4 | Goal 4: Quality Education | 89.22 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 63.11 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 43.22 |
| 9.7 | Goal 17: Partnerships for the Goals | 71.80 |
| 9 | Total Pillar Score | 72.63 |

Senegal



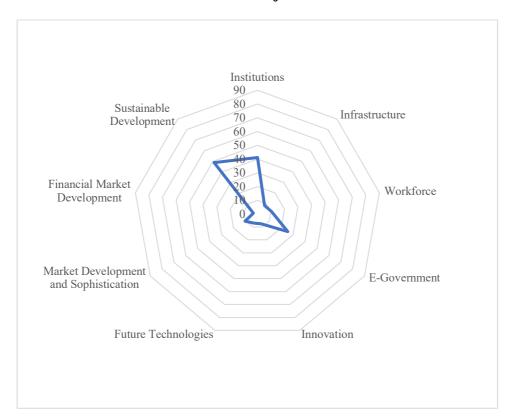
| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| Disital Farm 1-4iam | Institutions | 61 | 12 |
| Digital Foundation | Infrastructure | 44 | 21 |
| Digital Works | Workforce | 40 | 10 |
| E-Government | E-Government | 52 | 31 |
| Innovation | Innovation | 29 | 11 |
| | Future Technologies | 30 | 18 |
| Readiness in digital | Market Development and Sophistication | 43 | 15 |
| for the citizen | Financial Market Development | 20 | 15 |
| | Sustainable Development | 58 | 27 |
| ADEI | | 43 | 17 |

Senegal 17

| First P | illar: Institutions | Score |
|---------|--|--------|
| 1.1 | Political Environment | 70.31 |
| 1.1.1 | Political Stability and Security | 63.45 |
| 1.1.2 | Government Effectiveness | 57.27 |
| 1.1.3 | Voice and Accountability | 90.20 |
| 1.2 | Regulatory Environment | 58.70 |
| 1.2.1 | Regulatory Quality | 54.77 |
| 1.2.2 | Rule of Law | 61.64 |
| 1.2.3 | Control of Corruption | 59.71 |
| 1.3 | Technology Governance | 53.01 |
| 1.3.1 | Secure Internet Servers | 26.17 |
| 1.3.2 | E-Security | 35.83 |
| 1.3.3 | Online Shopping | 12.85 |
| 1.3.4 | ICT Regulatory Environment | 85.71 |
| 1.3.5 | Regulation of Emerging Technologies | 59.54 |
| 1.3.6 | E-commerce Legislation | 100.00 |
| 1.3.7 | Protection of content privacy under the law | 50.95 |
| 1 | Total Pillar Score | 60.67 |
| | | |
| Second | Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 72.41 |
| 2.2 | Use of ICT | 56.15 |
| 2.3 | Technological Inclusion | 38.84 |
| 2.3.1 | E-Participation | 32.56 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 67.58 |
| 2.3.3 | Availability of local content online | 49.52 |
| 2.3.4 | Gender gap in internet use | 6.77 |
| 2.3.5 | Rural gap in the use of digital payments | 37.75 |
| 2.4 | Logistical Performance | 8.64 |
| 2 | Total Pillar Score | 44.01 |
| | | |
| Third 1 | Pillar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 56.61 |
| 3.2 | Knowledge-intensive employment % | 3.06 |
| 3.3 | ICT skills in the education system | 61.68 |
| 3 | Total Pillar Score | 40.45 |

| Fourt | th Pillar: E-Government | Score |
|-------|---|-------|
| 4.1 | Government services online | 47.79 |
| 4.2 | Telecommunication Infrastructure | 73.29 |
| 4.3 | Human Capital Component | 33.80 |
| 4 | Total Pillar Score | 51.63 |
| | | |
| Fifth | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 2.58 |
| 5.2 | University-industry collaboration in R&D | 44.28 |
| 5.3 | Knowledge impact | 49.59 |
| 5.4 | Knowledge absorption | 20.57 |
| 5 | Total Pillar Score | 29.25 |
| | | |
| Sixth | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 50.05 |
| 6.2 | Investment in emerging technologies | 41.25 |
| 6.3 | Artificial Intelligence (AI) strategy | 0.00 |
| 6 | Total Pillar Score | 30.43 |
| | | |
| Seven | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 42.94 |
| 7.2 | Domestic credit to private sector, % of GDP | 9.35 |
| 7.3 | Diversification of local industry | 76.61 |
| 7 | Total Pillar Score | 42.97 |
| | | |
| Eight | h Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 40.73 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 55.96 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 13.21 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 53.02 |
| 8.2 | Market capitalization as a % of GDP | 0.00 |
| 8 | Total Pillar Score | 20.37 |
| | | |
| Ninth | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 70.45 |
| 9.2 | Goal 2: Zero Hunger | 55.56 |
| 9.3 | Goal 3: Good Health and Well-being | 56.95 |
| 9.4 | Goal 4: Quality Education | 33.52 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 78.29 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 36.64 |
| 9.7 | Goal 17: Partnerships for the Goals | 74.28 |
| 9 | Total Pillar Score | 57.95 |

Azerbaijan



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| Disital Farm dation | Institutions | 44 | 23 |
| Digital Foundation | Infrastructure | 54 | 17 |
| Digital Works | Workforce | 27 | 23 |
| E-Government | E-Government | 76 | 13 |
| Innovation | Innovation | 35 | 9 |
| | Future Technologies | 27 | 23 |
| Readiness in digital | Market Development and Sophistication | 34 | 20 |
| for the citizen | Financial Market Development | 3 | 39 |
| | Sustainable Development | 73 | 10 |
| ADEI | | 42 | 18 |

Azerbaijan 18

| First l | Pillar: Institutions | Score |
|---------|--|-------|
| 1.1 | Political Environment | 41.53 |
| 1.1.1 | Political Stability and Security | 49.07 |
| 1.1.2 | Government Effectiveness | 54.42 |
| 1.1.3 | Voice and Accountability | 21.09 |
| 1.2 | Regulatory Environment | 44.31 |
| 1.2.1 | Regulatory Quality | 62.28 |
| 1.2.2 | Rule of Law | 52.32 |
| 1.2.3 | Control of Corruption | 18.32 |
| 1.3 | Technology Governance | 47.41 |
| 1.3.1 | Secure Internet Servers | 45.49 |
| 1.3.2 | E-Security | 89.33 |
| 1.3.3 | Online Shopping | 10.25 |
| 1.3.4 | ICT Regulatory Environment | 58.93 |
| 1.3.5 | Regulation of Emerging Technologies | 1.79 |
| 1.3.6 | E-commerce Legislation | 75.00 |
| 1.3.7 | Protection of content privacy under the law | 51.05 |
| 1 | Total Pillar Score | 44.41 |
| | | |
| Secon | d Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 89.25 |
| 2.2 | Use of ICT | 65.63 |
| 2.3 | Technological Inclusion | 50.77 |
| 2.3.1 | E-Participation | 37.21 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 54.39 |
| 2.3.3 | Availability of local content online | 85.10 |
| 2.3.4 | Gender gap in internet use | 56.43 |
| 2.3.5 | Rural gap in the use of digital payments | 20.72 |
| 2.4 | Logistical Performance | 8.64 |
| 2 | Total Pillar Score | 53.57 |
| | | |
| Third | Pillar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 21.72 |
| 3.2 | Knowledge-intensive employment % | 33.37 |
| 3.3 | ICT skills in the education system | 25.95 |
| 3 | Total Pillar Score | 27.01 |

| Fourt | h Pillar: E-Government | Score |
|-------|---|-------|
| 4.1 | Government services online | 73.86 |
| 4.2 | Telecommunication Infrastructure | 82.03 |
| 4.3 | Human Capital Component | 72.33 |
| 4 | Total Pillar Score | 76.08 |
| T:C4L | Pillar: Innovation | Casus |
| | | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 38.07 |
| 5.2 | University-industry collaboration in R&D | 66.83 |
| 5.3 | Knowledge impact | 20.63 |
| 5.4 | Knowledge absorption | 13.16 |
| 5 | Total Pillar Score | 34.67 |
| Sixth | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 13.55 |
| 6.2 | Investment in emerging technologies | 67.00 |
| 6.3 | Artificial Intelligence (AI) strategy | 0.00 |
| 6 | Total Pillar Score | 26.85 |
| | | |
| Seven | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 16.87 |
| 7.2 | Domestic credit to private sector, % of GDP | 3.87 |
| 7.3 | Diversification of local industry | 80.36 |
| 7 | Total Pillar Score | 33.70 |
| Fight | h Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 6.08 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 9.17 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 1.60 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 7.49 |
| 8.2 | Market capitalization as a % of GDP | 0.04 |
| 8 | Total Pillar Score | 3.06 |
| | | |
| Ninth | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 99.33 |
| 9.2 | Goal 2: Zero Hunger | 53.39 |
| 9.3 | Goal 3: Good Health and Well-being | 72.98 |
| 9.4 | Goal 4: Quality Education | 93.68 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 72.14 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 47.54 |
| 9.7 | Goal 17: Partnerships for the Goals | 72.63 |
| 9 | Total Pillar Score | 73.10 |

Algeria



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| Disital Farm 1-4iam | Institutions | 42 | 29 |
| Digital Foundation | Infrastructure | 56 | 15 |
| Digital Works | Workforce | 49 | 3 |
| E-Government | E-Government | 60 | 24 |
| Innovation | Innovation | 22 | 18 |
| | Future Technologies | 28 | 21 |
| Readiness in digital | Market Development and Sophistication | 12 | 30 |
| for the citizen | Financial Market Development | 17 | 23 |
| | Sustainable Development | 70 | 16 |
| ADEI | | 41 | 19 |

Algeria 19

| First P | illar: Institutions | Score |
|---------|--|--------|
| 1.1 | Political Environment | 43.28 |
| 1.1.1 | Political Stability and Security | 52.78 |
| 1.1.2 | Government Effectiveness | 36.67 |
| 1.1.3 | Voice and Accountability | 40.39 |
| 1.2 | Regulatory Environment | 40.90 |
| 1.2.1 | Regulatory Quality | 35.60 |
| 1.2.2 | Rule of Law | 48.77 |
| 1.2.3 | Control of Corruption | 38.34 |
| 1.3 | Technology Governance | 40.66 |
| 1.3.1 | Secure Internet Servers | 30.92 |
| 1.3.2 | E-Security | 33.92 |
| 1.3.3 | Online Shopping | 8.78 |
| 1.3.4 | ICT Regulatory Environment | 63.69 |
| 1.3.5 | Regulation of Emerging Technologies | 1.79 |
| 1.3.6 | E-commerce Legislation | 100.00 |
| 1.3.7 | Protection of content privacy under the law | 45.50 |
| 1 | Total Pillar Score | 41.61 |
| | | |
| Second | Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 83.99 |
| 2.2 | Use of ICT | 75.38 |
| 2.3 | Technological Inclusion | 46.41 |
| 2.3.1 | E-Participation | 20.94 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 41.78 |
| 2.3.3 | Availability of local content online | 47.84 |
| 2.3.4 | Gender gap in internet use | 31.53 |
| 2.3.5 | Rural gap in the use of digital payments | 89.99 |
| 2.4 | Logistical Performance | 18.18 |
| 2 | Total Pillar Score | 55.99 |
| | | |
| Third 1 | Pillar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 65.00 |
| 3.2 | Knowledge-intensive employment % | 24.62 |
| 3.3 | ICT skills in the education system | 58.48 |
| 3 | Total Pillar Score | 49.37 |

| Fourt | h Pillar: E-Government | Score |
|-------|---|-------|
| 4.1 | Government services online | 33.20 |
| 4.2 | Telecommunication Infrastructure | 81.29 |
| 4.3 | Human Capital Component | 64.18 |
| 4 | Total Pillar Score | 59.56 |
| | | |
| Fifth | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 8.34 |
| 5.2 | University-industry collaboration in R&D | 54.66 |
| 5.3 | Knowledge impact | 10.85 |
| 5.4 | Knowledge absorption | 15.84 |
| 5 | Total Pillar Score | 22.43 |
| | | |
| Sixth | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 49.76 |
| 6.2 | Investment in emerging technologies | 34.00 |
| 6.3 | Artificial Intelligence (AI) strategy | 0.00 |
| 6 | Total Pillar Score | 27.92 |
| | | |
| Seven | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 16.87 |
| 7.2 | Domestic credit to private sector, % of GDP | 4.96 |
| 7.3 | Diversification of local industry | 14.20 |
| 7 | Total Pillar Score | 12.01 |
| | | |
| | h Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 33.89 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 44.10 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 23.82 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 33.74 |
| 8.2 | Market capitalization as a % of GDP | 0.00 |
| 8 | Total Pillar Score | 16.94 |
| | | |
| | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 98.56 |
| 9.2 | Goal 2: Zero Hunger | 61.22 |
| 9.3 | Goal 3: Good Health and Well-being | 79.73 |
| 9.4 | Goal 4: Quality Education | 66.74 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 66.63 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 45.53 |
| 9.7 | Goal 17: Partnerships for the Goals | 73.95 |
| 9 | Total Pillar Score | 70.34 |

Iran, Islamic Rep.



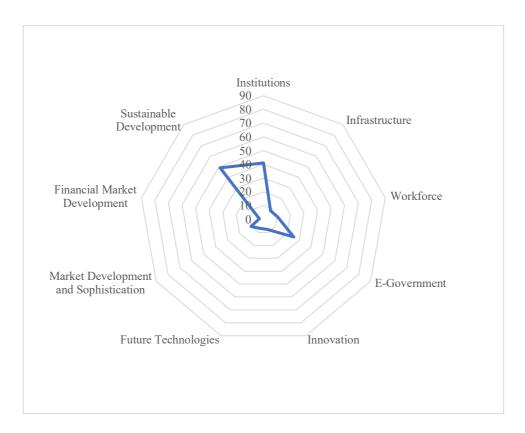
| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| Disital Farm dation | Institutions | 19 | 50 |
| Digital Foundation | Infrastructure | 43 | 22 |
| Digital Works | Workforce | 15 | 36 |
| E-Government | E-Government | 66 | 22 |
| Innovation | Innovation | 21 | 23 |
| | Future Technologies | 7 | 34 |
| Readiness in digital | Market Development and Sophistication | 44 | 13 |
| for the citizen | Financial Market Development | 93 | 1 |
| | Sustainable Development | 73 | 7 |
| ADEI | | 40 | 20 |

Iran, Islamic Rep.

| First 1 | Pillar: Institutions | Score |
|------------|---|---------------|
| 1.1 | Political Environment | 23.91 |
| 1.1.1 | Political Stability and Security | 25.66 |
| 1.1.2 | Government Effectiveness | 26.86 |
| 1.1.3 | Voice and Accountability | 19.21 |
| 1.2 | Regulatory Environment | 21.94 |
| 1.2.1 | Regulatory Quality | 12.10 |
| 1.2.2 | Rule of Law | 36.60 |
| 1.2.3 | Control of Corruption | 17.12 |
| 1.3 | Technology Governance | 9.87 |
| 1.3.1 | Secure Internet Servers | 12.16 |
| 1.3.2 | E-Security | 9.18 |
| 1.3.3 | Online Shopping | 0.70 |
| 1.3.4 | ICT Regulatory Environment | 2.04 |
| 1.3.5 | Regulation of Emerging Technologies | 1.79 |
| 1.3.6 | E-commerce Legislation | 23.75 |
| 1.3.7 | Protection of content privacy under the law | 19.48 |
| 1 | Total Pillar Score | 18.57 |
| | | |
| Secon | d Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 73.14 |
| 2.2 | Use of ICT | 78.15 |
| 2.3 | Technological Inclusion | 11.75 |
| 2.3.1 | E-Participation | 16.57 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 22.41 |
| 2.3.3 | Availability of local content online | 7.99 |
| 2.3.4 | Gender gap in internet use | 6.77 |
| 2.3.5 | Rural gap in the use of digital payments | 4.99 |
| 2.4 | Logistical Performance | 9.09 |
| 2 | Total Pillar Score | 43.03 |
| | | |
| | | |
| | Pillar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 18.74 |
| 3.1 3.2 | Expenditure on education as a % of GDP Knowledge-intensive employment % | 18.74 0.17 |
| 3.1 | Expenditure on education as a % of GDP | 18.74 |

| Fourt | ch Pillar: E-Government | Score |
|----------------|---|--------|
| 4.1 | Government services online | 37.73 |
| 4.2 | Telecommunication Infrastructure | 89.87 |
| 4.3 | Human Capital Component | 69.32 |
| 4 | Total Pillar Score | 65.64 |
| | | |
| Fifth | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 0.55 |
| 5.2 | University-industry collaboration in R&D | 19.19 |
| 5.3 | Knowledge impact | 39.02 |
| 5.4 | Knowledge absorption | 23.36 |
| 5 | Total Pillar Score | 20.53 |
| | | |
| Sixth | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 13.55 |
| 6.2 | Investment in emerging technologies | 7.36 |
| 6.3 | Artificial Intelligence (AI) strategy | 0.00 |
| 6 | Total Pillar Score | 6.97 |
| | | |
| | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 28.00 |
| 7.2 | Domestic credit to private sector, % of GDP | 20.33 |
| 7.3 | Diversification of local industry | 83.72 |
| 7 | Total Pillar Score | 44.01 |
| | | |
| | h Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 85.78 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 89.98 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 82.86 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 84.49 |
| 8.2 | Market capitalization as a % of GDP | 100.00 |
| 8 | Total Pillar Score | 92.89 |
| N T• 41 | | |
| | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 96.88 |
| 9.2 | Goal 2: Zero Hunger | 68.04 |
| 9.3 | Goal 3: Good Health and Well-being | 81.54 |
| 9.4 | Goal 4: Quality Education | 79.56 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 67.52 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 61.63 |
| 9.7 | Goal 17: Partnerships for the Goals | 58.05 |
| 9 | Total Pillar Score | 73.32 |

Bangladesh



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| Disital Farm dation | Institutions | 43 | 25 |
| Digital Foundation | Infrastructure | 52 | 19 |
| Digital Works | Workforce | 20 | 32 |
| E-Government | E-Government | 66 | 21 |
| Innovation | Innovation | 16 | 30 |
| | Future Technologies | 26 | 24 |
| Readiness in digital | Market Development and Sophistication | 32 | 21 |
| for the citizen | Financial Market Development | 20 | 16 |
| | Sustainable Development | 63 | 21 |
| ADEI | | 39 | 21 |

Bangladesh 21

| First l | Pillar: Institutions | Score |
|---------|--|-------|
| 1.1 | Political Environment | 43.72 |
| 1.1.1 | Political Stability and Security | 44.74 |
| 1.1.2 | Government Effectiveness | 35.91 |
| 1.1.3 | Voice and Accountability | 50.50 |
| 1.2 | Regulatory Environment | 37.27 |
| 1.2.1 | Regulatory Quality | 36.68 |
| 1.2.2 | Rule of Law | 54.35 |
| 1.2.3 | Control of Corruption | 20.78 |
| 1.3 | Technology Governance | 49.46 |
| 1.3.1 | Secure Internet Servers | 39.30 |
| 1.3.2 | E-Security | 81.25 |
| 1.3.3 | Online Shopping | 2.79 |
| 1.3.4 | ICT Regulatory Environment | 58.93 |
| 1.3.5 | Regulation of Emerging Technologies | 33.76 |
| 1.3.6 | E-commerce Legislation | 75.00 |
| 1.3.7 | Protection of content privacy under the law | 55.22 |
| 1 | Total Pillar Score | 43.48 |
| | | |
| Secon | d Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 58.71 |
| 2.2 | Use of ICT | 69.68 |
| 2.3 | Technological Inclusion | 55.84 |
| 2.3.1 | E-Participation | 51.16 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 82.35 |
| 2.3.3 | Availability of local content online | 50.00 |
| 2.3.4 | Gender gap in internet use | 21.96 |
| 2.3.5 | Rural gap in the use of digital payments | 73.73 |
| 2.4 | Logistical Performance | 22.73 |
| 2 | Total Pillar Score | 51.74 |
| | | |
| Third | Pillar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 10.85 |
| 3.2 | Knowledge-intensive employment % | 9.07 |
| 3.3 | ICT skills in the education system | 40.84 |
| 3 | Total Pillar Score | 20.25 |

| Fourt | th Pillar: E-Government | Score |
|-------|---|-------|
| 4.1 | Government services online | 73.74 |
| 4.2 | Telecommunication Infrastructure | 65.01 |
| 4.3 | Human Capital Component | 58.34 |
| 4 | Total Pillar Score | 65.70 |
| | | |
| Fifth | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 0.55 |
| 5.2 | University-industry collaboration in R&D | 21.15 |
| 5.3 | Knowledge impact | 25.88 |
| 5.4 | Knowledge absorption | 15.97 |
| 5 | Total Pillar Score | 15.89 |
| | | |
| Sixth | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 48.87 |
| 6.2 | Investment in emerging technologies | 29.00 |
| 6.3 | Artificial Intelligence (AI) strategy | 0.00 |
| 6 | Total Pillar Score | 25.96 |
| | | |
| Sever | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 16.87 |
| 7.2 | Domestic credit to private sector, % of GDP | 11.96 |
| 7.3 | Diversification of local industry | 66.61 |
| 7 | Total Pillar Score | 31.82 |
| | | |
| Eight | h Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 34.34 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 52.81 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 4.94 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 45.26 |
| 8.2 | Market capitalization as a % of GDP | 5.96 |
| 8 | Total Pillar Score | 20.15 |
| | | |
| Ninth | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 83.39 |
| 9.2 | Goal 2: Zero Hunger | 62.37 |
| 9.3 | Goal 3: Good Health and Well-being | 61.77 |
| 9.4 | Goal 4: Quality Education | 62.35 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 71.65 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 44.58 |
| 9.7 | Goal 17: Partnerships for the Goals | 57.52 |
| 9 | Total Pillar Score | 63.37 |

Brunei Darussalam



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| Dicital Farm dation | Institutions | 64 | 10 |
| Digital Foundation | Infrastructure | 53 | 18 |
| Digital Works | Workforce | 22 | 30 |
| E-Government | E-Government | 76 | 14 |
| Innovation | Innovation | 21 | 22 |
| | Future Technologies | 7 | 34 |
| Readiness in digital | Market Development and Sophistication | 13 | 27 |
| for the citizen | Financial Market Development | 3 | 40 |
| | Sustainable Development | 61 | 26 |
| ADEI | | 37 | 22 |

Brunei Darussalam 22

| First 1 | Pillar: Institutions | Score |
|---------|--|--------|
| 1.1 | Political Environment | 82.19 |
| 1.1.1 | Political Stability and Security | 100.00 |
| 1.1.2 | Government Effectiveness | 94.36 |
| 1.1.3 | Voice and Accountability | 52.22 |
| 1.2 | Regulatory Environment | 98.44 |
| 1.2.1 | Regulatory Quality | 96.79 |
| 1.2.2 | Rule of Law | 98.54 |
| 1.2.3 | Control of Corruption | 100.00 |
| 1.3 | Technology Governance | 9.94 |
| 1.3.1 | Secure Internet Servers | 12.16 |
| 1.3.2 | E-Security | 9.66 |
| 1.3.3 | Online Shopping | 0.70 |
| 1.3.4 | ICT Regulatory Environment | 2.04 |
| 1.3.5 | Regulation of Emerging Technologies | 1.79 |
| 1.3.6 | E-commerce Legislation | 23.75 |
| 1.3.7 | Protection of content privacy under the law | 19.48 |
| 1 | Total Pillar Score | 63.52 |
| | | |
| Secon | d Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 96.92 |
| 2.2 | Use of ICT | 92.71 |
| 2.3 | Technological Inclusion | 11.75 |
| 2.3.1 | E-Participation | 16.57 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 22.41 |
| 2.3.3 | Availability of local content online | 7.99 |
| 2.3.4 | Gender gap in internet use | 6.77 |
| 2.3.5 | Rural gap in the use of digital payments | 4.99 |
| 2.4 | Logistical Performance | 8.64 |
| 2 | Total Pillar Score | 52.50 |
| | | |
| Third | Pillar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 41.11 |
| 3.2 | Knowledge-intensive employment % | 0.17 |
| 3.3 | ICT skills in the education system | 25.95 |
| 3 | Total Pillar Score | 22.41 |

| Fourt | h Pillar: E-Government | Score |
|---------|---|---------------------|
| 4.1 | Government services online | 58.02 |
| 4.2 | Telecommunication Infrastructure | 98.68 |
| 4.3 | Human Capital Component | 69.91 |
| 4 | Total Pillar Score | 75.54 |
| | | |
| | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 0.55 |
| 5.2 | University-industry collaboration in R&D | 51.70 |
| 5.3 | Knowledge impact | 18.97 |
| 5.4 | Knowledge absorption | 12.51 |
| 5 | Total Pillar Score | 20.93 |
| Sixth | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 13.55 |
| 6.2 | Investment in emerging technologies | 7.36 |
| 6.3 | Artificial Intelligence (AI) strategy | 0.00 |
| 6 | Total Pillar Score | 6.97 |
| | | |
| Seven | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 16.87 |
| 7.2 | Domestic credit to private sector, % of GDP | 9.06 |
| 7.3 | Diversification of local industry | 13.49 |
| 7 | Total Pillar Score | 13.14 |
| F: -1.4 | L Dillery Fire and I Marshad Davidson and | C |
| | h Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 6.08 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 9.17 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 1.60 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 7.49 |
| 8.2 | Market capitalization as a % of GDP Total Pillar Score | 0.00 3.04 |
| 0 | Total Finar Score | 3.04 |
| Ninth | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 0.66 |
| 9.2 | Goal 2: Zero Hunger | 48.12 |
| 9.3 | Goal 3: Good Health and Well-being | 88.73 |
| 9.4 | Goal 4: Quality Education | 87.84 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 67.06 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 65.87 |
| 9.7 | Goal 17: Partnerships for the Goals | 71.43 |
| 9 | Total Pillar Score | 61.39 |

Pakistan



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| Disit-1 F 1-41 | Institutions | 39 | 34 |
| Digital Foundation | Infrastructure | 35 | 24 |
| Digital Works | Workforce | 24 | 29 |
| E-Government | E-Government | 51 | 32 |
| Innovation | Innovation | 28 | 13 |
| | Future Technologies | 40 | 16 |
| Readiness in digital | Market Development and Sophistication | 40 | 16 |
| for the citizen | Financial Market Development | 9 | 34 |
| | Sustainable Development | 49 | 38 |
| ADEI | | 36 | 23 |

Pakistan 23

| First l | Pillar: Institutions | Score |
|---------|--|-------|
| 1.1 | Political Environment | 33.48 |
| 1.1.1 | Political Stability and Security | 19.87 |
| 1.1.2 | Government Effectiveness | 39.24 |
| 1.1.3 | Voice and Accountability | 41.32 |
| 1.2 | Regulatory Environment | 34.96 |
| 1.2.1 | Regulatory Quality | 37.10 |
| 1.2.2 | Rule of Law | 42.99 |
| 1.2.3 | Control of Corruption | 24.80 |
| 1.3 | Technology Governance | 49.51 |
| 1.3.1 | Secure Internet Servers | 34.06 |
| 1.3.2 | E-Security | 64.92 |
| 1.3.3 | Online Shopping | 0.70 |
| 1.3.4 | ICT Regulatory Environment | 87.50 |
| 1.3.5 | Regulation of Emerging Technologies | 55.36 |
| 1.3.6 | E-commerce Legislation | 50.00 |
| 1.3.7 | Protection of content privacy under the law | 54.01 |
| 1 | Total Pillar Score | 39.32 |
| | | |
| Secon | d Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 36.26 |
| 2.2 | Use of ICT | 61.65 |
| 2.3 | Technological Inclusion | 34.17 |
| 2.3.1 | E-Participation | 34.88 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 72.53 |
| 2.3.3 | Availability of local content online | 51.44 |
| 2.3.4 | Gender gap in internet use | 6.77 |
| 2.3.5 | Rural gap in the use of digital payments | 5.25 |
| 2.4 | Logistical Performance | 8.64 |
| 2 | Total Pillar Score | 35.18 |
| | | |
| Third | Pillar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 6.21 |
| 3.2 | Knowledge-intensive employment % | 14.16 |
| 3.3 | ICT skills in the education system | 50.74 |
| 3 | Total Pillar Score | 23.70 |

| Fourt | h Pillar: E-Government | Score |
|-------|---|-------|
| 4.1 | Government services online | 70.42 |
| 4.2 | Telecommunication Infrastructure | 47.45 |
| 4.3 | Human Capital Component | 35.00 |
| 4 | Total Pillar Score | 50.96 |
| • | 10W11 MM1 > 0010 | |
| Fifth | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 0.55 |
| 5.2 | University-industry collaboration in R&D | 52.62 |
| 5.3 | Knowledge impact | 28.92 |
| 5.4 | Knowledge absorption | 29.29 |
| 5 | Total Pillar Score | 27.85 |
| | | |
| Sixth | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 71.45 |
| 6.2 | Investment in emerging technologies | 48.25 |
| 6.3 | Artificial Intelligence (AI) strategy | 0.00 |
| 6 | Total Pillar Score | 39.90 |
| | | |
| Seven | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 28.87 |
| 7.2 | Domestic credit to private sector, % of GDP | 2.51 |
| 7.3 | Diversification of local industry | 87.26 |
| 7 | Total Pillar Score | 39.55 |
| | | |
| Eight | h Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 15.45 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 20.98 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 7.74 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 17.62 |
| 8.2 | Market capitalization as a % of GDP | 3.35 |
| 8 | Total Pillar Score | 9.40 |
| | | |
| Ninth | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 79.52 |
| 9.2 | Goal 2: Zero Hunger | 36.63 |
| 9.3 | Goal 3: Good Health and Well-being | 48.77 |
| 9.4 | Goal 4: Quality Education | 31.38 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 56.72 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 36.25 |
| 9.7 | Goal 17: Partnerships for the Goals | 53.49 |
| 9 | Total Pillar Score | 48.97 |

Nigeria



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| Disital Farm dation | Institutions | 41 | 30 |
| Digital Foundation | Infrastructure | 29 | 26 |
| Digital Works | Workforce | 35 | 14 |
| E-Government | E-Government | 48 | 33 |
| Innovation | Innovation | 13 | 34 |
| | Future Technologies | 56 | 9 |
| Readiness in digital | Market Development and Sophistication | 11 | 35 |
| for the citizen | Financial Market Development | 22 | 13 |
| | Sustainable Development | 46 | 44 |
| ADEI | | 36 | 24 |

Nigeria 24

| First Pi | llar: Institutions | Score |
|----------|--|-------|
| 1.1 | Political Environment | 38.42 |
| 1.1.1 | Political Stability and Security | 23.86 |
| 1.1.2 | Government Effectiveness | 31.72 |
| 1.1.3 | Voice and Accountability | 59.69 |
| 1.2 | Regulatory Environment | 33.83 |
| 1.2.1 | Regulatory Quality | 35.96 |
| 1.2.2 | Rule of Law | 42.11 |
| 1.2.3 | Control of Corruption | 23.42 |
| 1.3 | Technology Governance | 51.79 |
| 1.3.1 | Secure Internet Servers | 34.23 |
| 1.3.2 | E-Security | 84.75 |
| 1.3.3 | Online Shopping | 3.23 |
| 1.3.4 | ICT Regulatory Environment | 86.90 |
| 1.3.5 | Regulation of Emerging Technologies | 24.23 |
| 1.3.6 | E-commerce Legislation | 75.00 |
| 1.3.7 | Protection of content privacy under the law | 54.17 |
| 1 | Total Pillar Score | 41.35 |
| | | |
| Second | Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 43.78 |
| 2.2 | Use of ICT | 26.61 |
| 2.3 | Technological Inclusion | 22.29 |
| 2.3.1 | E-Participation | 29.07 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 33.24 |
| 2.3.3 | Availability of local content online | 27.40 |
| 2.3.4 | Gender gap in internet use | 6.77 |
| 2.3.5 | Rural gap in the use of digital payments | 14.97 |
| 2.4 | Logistical Performance | 22.73 |
| 2 | Total Pillar Score | 28.85 |
| | | |
| Third P | illar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 5.69 |
| 3.2 | Knowledge-intensive employment % | 57.66 |
| 3.3 | ICT skills in the education system | 42.19 |
| 3 | Total Pillar Score | 35.18 |

| <u>Four</u> t | th Pillar: E-Government | Score |
|----------------|--|--------|
| 4.1 | Government services online | 53.72 |
| 4.2 | Telecommunication Infrastructure | 48.36 |
| 4.3 | Human Capital Component | 42.36 |
| 4 | Total Pillar Score | 48.14 |
| T. 6.1 | DW - 4 | |
| | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 0.55 |
| 5.2 | University-industry collaboration in R&D | 14.99 |
| 5.3 | Knowledge impact | 19.79 |
| 5.4 | Knowledge absorption | 17.87 |
| 5 | Total Pillar Score | 13.30 |
| Sixth | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 43.79 |
| 6.2 | Investment in emerging technologies | 22.75 |
| 6.3 | Artificial Intelligence (AI) strategy | 100.00 |
| 6 | Total Pillar Score | 55.51 |
| | Total Final Score | |
| Seven | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 16.87 |
| 7.2 | Domestic credit to private sector, % of GDP | 2.22 |
| 7.3 | Diversification of local industry | 13.49 |
| 7 | Total Pillar Score | 10.86 |
| Fight | h Pillar: Financial Market Development | Score |
| | FinTech and Financial Inclusion | 38.25 |
| | | 45.32 |
| 8.1.1 8.1.2 | Percentage of population (age 15+) who own bank accounts | 35.68 |
| 8.1.3 | Percentage (age 15+) who own a debit or credit card Percentage (age 15+) who have made or received a digital payment | 33.74 |
| 8.2 | | 6.73 |
| 8 | Market capitalization as a % of GDP Total Pillar Score | 22.49 |
| 0 | Total I mai Score | 22,7) |
| Ninth | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 31.11 |
| 9.2 | Goal 2: Zero Hunger | 53.50 |
| 9.3 | Goal 3: Good Health and Well-being | 36.79 |
| 9.4 | Goal 4: Quality Education | 34.48 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 66.35 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 35.41 |
| 9.7 | Goal 17: Partnerships for the Goals | 65.67 |
| | Total Pillar Score | 46.19 |

Benin



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| Disit-1 F 1-ti | Institutions | 58 | 13 |
| Digital Foundation | Infrastructure | 32 | 25 |
| Digital Works | Workforce | 27 | 22 |
| E-Government | E-Government | 46 | 35 |
| Innovation | Innovation | 22 | 21 |
| | Future Technologies | 29 | 19 |
| Readiness in digital | Market Development and Sophistication | 11 | 33 |
| for the citizen | Financial Market Development | 16 | 26 |
| | Sustainable Development | 55 | 31 |
| ADEI | | 35 | 25 |

Benin 25

| First Pil | llar: Institutions | Score |
|-----------|--|--------|
| 1.1 | Political Environment | 60.68 |
| 1.1.1 | Political Stability and Security | 58.40 |
| 1.1.2 | Government Effectiveness | 49.23 |
| 1.1.3 | Voice and Accountability | 74.41 |
| 1.2 | Regulatory Environment | 55.58 |
| 1.2.1 | Regulatory Quality | 56.33 |
| 1.2.2 | Rule of Law | 54.26 |
| 1.2.3 | Control of Corruption | 56.16 |
| 1.3 | Technology Governance | 58.49 |
| 1.3.1 | Secure Internet Servers | 22.89 |
| 1.3.2 | E-Security | 80.08 |
| 1.3.3 | Online Shopping | 4.03 |
| 1.3.4 | ICT Regulatory Environment | 64.29 |
| 1.3.5 | Regulation of Emerging Technologies | 48.48 |
| 1.3.6 | E-commerce Legislation | 100.00 |
| 1.3.7 | Protection of content privacy under the law | 89.64 |
| 1 | Total Pillar Score | 58.25 |
| | | |
| Second | Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 33.40 |
| 2.2 | Use of ICT | 22.16 |
| 2.3 | Technological Inclusion | 36.29 |
| 2.3.1 | E-Participation | 32.56 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 58.72 |
| 2.3.3 | Availability of local content online | 29.57 |
| 2.3.4 | Gender gap in internet use | 6.77 |
| 2.3.5 | Rural gap in the use of digital payments | 53.85 |
| 2.4 | Logistical Performance | 36.36 |
| 2 | Total Pillar Score | 32.05 |
| | | |
| Third P | illar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 25.63 |
| 3.2 | Knowledge-intensive employment % | 5.39 |
| 3.3 | ICT al-11 and a shared an arrange | 50.76 |
| | ICT skills in the education system | 50.76 |

| Fourth Pillar: E-Government | | Score |
|-----------------------------|--|--------------------|
| 4.1 | Government services online | 52.02 |
| 4.2 | Telecommunication Infrastructure | 48.17 |
| 4.3 | Human Capital Component | 37.15 |
| 4 | Total Pillar Score | 45.78 |
| E:641. | Dell | <u>C </u> |
| | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 0.55 |
| 5.2 | University-industry collaboration in R&D | 38.64 |
| 5.3 | Knowledge impact | 23.70 |
| 5.4 | Knowledge absorption | 25.86 |
| 5 | Total Pillar Score | 22.19 |
| Sixth | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 65.07 |
| 6.2 | Investment in emerging technologies | 22.00 |
| 6.3 | Artificial Intelligence (AI) strategy | 0.00 |
| 6 | Total Pillar Score | 29.02 |
| | | |
| Seven | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 16.87 |
| 7.2 | Domestic credit to private sector, % of GDP | 3.40 |
| 7.3 | Diversification of local industry | 13.49 |
| 7 | Total Pillar Score | 11.25 |
| Fight' | h Pillar: Financial Market Development | Caoro |
| 8.1 | FinTech and Financial Inclusion | Score 32.86 |
| | | |
| 8.1.1 8.1.2 | Percentage of population (age 15+) who own bank accounts | 48.61 6.30 |
| 8.1.3 | Percentage (age 15+) who own a debit or credit card | 43.69 |
| 8.2 | Percentage (age 15+) who have made or received a digital payment Market capitalization as a % of GDP | 0.00 |
| 8 | Total Pillar Score | 16.43 |
| 0 | Total I mai Score | 10.45 |
| Ninth | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 67.11 |
| 9.2 | Goal 2: Zero Hunger | 53.88 |
| 9.3 | Goal 3: Good Health and Well-being | 42.89 |
| 9.4 | Goal 4: Quality Education | 48.82 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 75.12 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 28.34 |
| 9.7 | Goal 17: Partnerships for the Goals | 68.13 |
| 9 | Total Pillar Score | 54.90 |

Uganda



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| Digital Farm dation | Institutions | 47 | 21 |
| Digital Foundation | Infrastructure | 18 | 32 |
| Digital Works | Workforce | 15 | 35 |
| E-Government | E-Government | 45 | 37 |
| Innovation | Innovation | 19 | 26 |
| | Future Technologies | 50 | 13 |
| Readiness in digital | Market Development and Sophistication | 11 | 34 |
| for the citizen | Financial Market Development | 25 | 11 |
| | Sustainable Development | 48 | 42 |
| ADEI | | 33 | 26 |

Uganda 26

| First Pi | llar: Institutions | Score |
|----------|--|--------|
| 1.1 | Political Environment | 47.68 |
| 1.1.1 | Political Stability and Security | 49.92 |
| 1.1.2 | Government Effectiveness | 40.03 |
| 1.1.3 | Voice and Accountability | 53.09 |
| 1.2 | Regulatory Environment | 42.63 |
| 1.2.1 | Regulatory Quality | 49.29 |
| 1.2.2 | Rule of Law | 55.23 |
| 1.2.3 | Control of Corruption | 23.37 |
| 1.3 | Technology Governance | 52.13 |
| 1.3.1 | Secure Internet Servers | 28.41 |
| 1.3.2 | E-Security | 70.00 |
| 1.3.3 | Online Shopping | 9.67 |
| 1.3.4 | ICT Regulatory Environment | 84.52 |
| 1.3.5 | Regulation of Emerging Technologies | 28.82 |
| 1.3.6 | E-commerce Legislation | 100.00 |
| 1.3.7 | Protection of content privacy under the law | 43.51 |
| 1 | Total Pillar Score | 47.48 |
| | | |
| Second | Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 5.00 |
| 2.2 | Use of ICT | 23.70 |
| 2.3 | Technological Inclusion | 36.64 |
| 2.3.1 | E-Participation | 39.54 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 51.47 |
| 2.3.3 | Availability of local content online | 23.56 |
| 2.3.4 | Gender gap in internet use | 6.77 |
| 2.3.5 | Rural gap in the use of digital payments | 61.87 |
| 2.4 | Logistical Performance | 8.64 |
| 2 | Total Pillar Score | 18.49 |
| | | |
| Third I | Pillar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 17.23 |
| 3.2 | Knowledge-intensive employment % | 2.87 |
| 3.3 | ICT skills in the education system | 25.95 |
| 3 | Total Pillar Score | 15.35 |

| Fourt | h Pillar: E-Government | Score |
|----------|--|--------|
| 4.1 | Government services online | 60.69 |
| 4.2 | Telecommunication Infrastructure | 22.99 |
| 4.3 | Human Capital Component | 50.23 |
| 4 | Total Pillar Score | 44.64 |
| Fifth | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 4.21 |
| 5.2 | University-industry collaboration in R&D | 38.19 |
| 5.3 | Knowledge impact | 16.22 |
| 5.4 | Knowledge absorption | 16.22 |
| 5 | Total Pillar Score | 18.67 |
| <u> </u> | Total I mai Score | 10.07 |
| Sixth | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 13.55 |
| 6.2 | Investment in emerging technologies | 36.00 |
| 6.3 | Artificial Intelligence (AI) strategy | 100.00 |
| 6 | Total Pillar Score | 49.85 |
| | | |
| Seven | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 16.87 |
| 7.2 | Domestic credit to private sector, % of GDP | 2.49 |
| 7.3 | Diversification of local industry | 13.49 |
| 7 | Total Pillar Score | 10.95 |
| Fight | h Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 49.02 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 65.91 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 18.56 |
| 8.1.3 | Percentage (age 15+) who own a debt of electric card Percentage (age 15+) who have made or received a digital payment | 62.58 |
| 8.2 | Market capitalization as a % of GDP | 0.00 |
| 8 | Total Pillar Score | 24.51 |
| | 10001 1 11011 × 0011 | |
| Ninth | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 27.20 |
| 9.2 | Goal 2: Zero Hunger | 50.91 |
| 9.3 | Goal 3: Good Health and Well-being | 57.20 |
| 9.4 | Goal 4: Quality Education | 42.81 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 70.82 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 25.47 |
| 9.7 | Goal 17: Partnerships for the Goals | 60.22 |
| 9 | Total Pillar Score | 47.80 |

Cote d'Ivoire



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| Disital Farm dation | Institutions | 54 | 18 |
| Digital Foundation | Infrastructure | 17 | 33 |
| Digital Works | Workforce | 27 | 24 |
| E-Government | E-Government | 56 | 27 |
| Innovation | Innovation | 8 | 36 |
| | Future Technologies | 31 | 17 |
| Readiness in digital | Market Development and Sophistication | 10 | 36 |
| for the citizen | Financial Market Development | 18 | 21 |
| | Sustainable Development | 57 | 28 |
| ADEI | | 32 | 27 |

Cote d'Ivoire 27

| First l | Pillar: Institutions | Score |
|---------|--|--------|
| 1.1 | Political Environment | 54.74 |
| 1.1.1 | Political Stability and Security | 51.47 |
| 1.1.2 | Government Effectiveness | 45.32 |
| 1.1.3 | Voice and Accountability | 67.42 |
| 1.2 | Regulatory Environment | 55.06 |
| 1.2.1 | Regulatory Quality | 62.05 |
| 1.2.2 | Rule of Law | 55.67 |
| 1.2.3 | Control of Corruption | 47.46 |
| 1.3 | Technology Governance | 53.00 |
| 1.3.1 | Secure Internet Servers | 32.04 |
| 1.3.2 | E-Security | 67.83 |
| 1.3.3 | Online Shopping | 6.21 |
| 1.3.4 | ICT Regulatory Environment | 70.24 |
| 1.3.5 | Regulation of Emerging Technologies | 50.66 |
| 1.3.6 | E-commerce Legislation | 100.00 |
| 1.3.7 | Protection of content privacy under the law | 44.02 |
| 1 | Total Pillar Score | 54.26 |
| | | |
| Secon | d Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 4.75 |
| 2.2 | Use of ICT | 7.56 |
| 2.3 | Technological Inclusion | 46.73 |
| 2.3.1 | E-Participation | 36.05 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 74.56 |
| 2.3.3 | Availability of local content online | 33.17 |
| 2.3.4 | Gender gap in internet use | 32.63 |
| 2.3.5 | Rural gap in the use of digital payments | 57.24 |
| 2.4 | Logistical Performance | 8.64 |
| 2 | Total Pillar Score | 16.92 |
| | | |
| Third | Pillar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 5.69 |
| 3.2 | Knowledge-intensive employment % | 7.08 |
| 3.3 | ICT skills in the education system | 67.65 |
| 3 | Total Pillar Score | 26.81 |

| Fourt | h Pillar: E-Government | Score |
|-------|---|----------------|
| 4.1 | Government services online | 52.19 |
| 4.2 | Telecommunication Infrastructure | 66.93 |
| 4.3 | Human Capital Component | 48.48 |
| 4 | Total Pillar Score | 55.87 |
| E:01 | Dul I | |
| | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 0.55 |
| 5.2 | University-industry collaboration in R&D | 14.24 |
| 5.3 | Knowledge impact | 4.57 |
| 5.4 | Knowledge absorption | 10.91 |
| 5 | Total Pillar Score | 7.57 |
| Sixth | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 63.75 |
| 6.2 | Investment in emerging technologies | 28.50 |
| 6.3 | Artificial Intelligence (AI) strategy | 0.00 |
| 6 | Total Pillar Score | 30.75 |
| | 10001 1 11001 × 00010 | |
| Seven | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 16.87 |
| 7.2 | Domestic credit to private sector, % of GDP | 0.81 |
| 7.3 | Diversification of local industry | 13.49 |
| 7 | Total Pillar Score | 10.39 |
| T. 1. | | |
| | h Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 35.61 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 50.76 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 8.40 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 47.66 |
| 8.2 | Market capitalization as a % of GDP | 0.00 |
| 8 | Total Pillar Score | 17.80 |
| Ninth | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 75.95 |
| 9.1 | Goal 2: Zero Hunger | 56.73 |
| 9.3 | Goal 3: Good Health and Well-being | 48.22 |
| | Goal 4: Quality Education | 48.22 46.79 |
| 9.4 | Goal 8: Decent Work and Economic Growth | 73.99 |
| 9.5 | | |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 35.29 |
| 9.7 | Goal 17: Partnerships for the Goals Total Pillar Saara | 61.68 |
| 9 | Total Pillar Score | 56.95 |

Lebanon



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| Disital Farm dation | Institutions | 23 | 48 |
| Digital Foundation | Infrastructure | 39 | 23 |
| Digital Works | Workforce | 24 | 28 |
| E-Government | E-Government | 54 | 29 |
| Innovation | Innovation | 14 | 32 |
| | Future Technologies | 7 | 34 |
| Readiness in digital | Market Development and Sophistication | 62 | 3 |
| for the citizen | Financial Market Development | 13 | 31 |
| | Sustainable Development | 52 | 35 |
| ADEI | | 32 | 28 |

Lebanon 28

| First l | Pillar: Institutions | Score |
|---------|--|-------|
| 1.1 | Political Environment | 32.06 |
| 1.1.1 | Political Stability and Security | 29.92 |
| 1.1.2 | Government Effectiveness | 11.32 |
| 1.1.3 | Voice and Accountability | 54.95 |
| 1.2 | Regulatory Environment | 28.02 |
| 1.2.1 | Regulatory Quality | 33.49 |
| 1.2.2 | Rule of Law | 33.29 |
| 1.2.3 | Control of Corruption | 17.28 |
| 1.3 | Technology Governance | 9.94 |
| 1.3.1 | Secure Internet Servers | 12.16 |
| 1.3.2 | E-Security | 9.66 |
| 1.3.3 | Online Shopping | 0.70 |
| 1.3.4 | ICT Regulatory Environment | 2.04 |
| 1.3.5 | Regulation of Emerging Technologies | 1.79 |
| 1.3.6 | E-commerce Legislation | 23.75 |
| 1.3.7 | Protection of content privacy under the law | 19.48 |
| 1 | Total Pillar Score | 23.34 |
| | | |
| Secon | d Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 85.40 |
| 2.2 | Use of ICT | 52.17 |
| 2.3 | Technological Inclusion | 11.75 |
| 2.3.1 | E-Participation | 16.57 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 22.41 |
| 2.3.3 | Availability of local content online | 7.99 |
| 2.3.4 | Gender gap in internet use | 6.77 |
| 2.3.5 | Rural gap in the use of digital payments | 4.99 |
| 2.4 | Logistical Performance | 8.64 |
| 2 | Total Pillar Score | 39.49 |
| | | |
| Third | Pillar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 5.99 |
| 3.2 | Knowledge-intensive employment % | 40.33 |
| 3.3 | ICT skills in the education system | 25.95 |
| 3 | Total Pillar Score | 24.09 |

| <u>Fourt</u> | h Pillar: E-Government | Score |
|-------------------|---|----------------|
| 4.1 | Government services online | 44.89 |
| 4.2 | Telecommunication Infrastructure | 64.25 |
| 4.3 | Human Capital Component | 54.33 |
| 4 | Total Pillar Score | 54.49 |
| | | |
| Fifth | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 0.55 |
| 5.2 | University-industry collaboration in R&D | 33.99 |
| 5.3 | Knowledge impact | 4.81 |
| 5.4 | Knowledge absorption | 17.59 |
| 5 | Total Pillar Score | 14.24 |
| C!41- | Dillana Fartana Taraharahari | C |
| | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 13.55 |
| 6.2 | Investment in emerging technologies | 7.36 |
| 6.3 | Artificial Intelligence (AI) strategy | 0.00 |
| 6 | Total Pillar Score | 6.97 |
| Seven | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 74.01 |
| 7.2 | Domestic credit to private sector, % of GDP | 38.46 |
| 7.3 | Diversification of local industry | 73.37 |
| 7 | Total Pillar Score | 61.95 |
| | | |
| | h Pillar: Financial Market Development | Score |
| | FinTech and Financial Inclusion | 17.01 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 20.70 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 16.31 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 14.02 |
| 8.2 | Market capitalization as a % of GDP | 8.55 |
| 8 | Total Pillar Score | 12.78 |
| Ninth | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 0.66 |
| 9.2 | Goal 2: Zero Hunger | 56.54 |
| 9.3 | Goal 3: Good Health and Well-being | 75.51 |
| 9.4 | Goal 4: Quality Education | 62.68 |
| | Goal 8: Decent Work and Economic Growth | 50.37 |
| 9.5 | C. D CCCCC CIL MILE Decironite CIO !! MI | |
| 9.5 9.6 | Goal 9: Industry, Innovation and Infrastructure | 73 81 |
| 9.5 9.6 9.7 | Goal 9: Industry, Innovation and Infrastructure Goal 17: Partnerships for the Goals | 73.81 41.99 |

Cameroon



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| Digital Farm dation | Institutions | 37 | 37 |
| Digital Foundation | Infrastructure | 24 | 29 |
| Digital Works | Workforce | 27 | 21 |
| E-Government | E-Government | 43 | 38 |
| Innovation | Innovation | 22 | 19 |
| | Future Technologies | 28 | 20 |
| Readiness in digital | Market Development and Sophistication | 23 | 24 |
| for the citizen | Financial Market Development | 18 | 20 |
| | Sustainable Development | 50 | 37 |
| ADEI | | 31 | 29 |

Cameroon 29

| First 1 | Pillar: Institutions | Score |
|---------|--|--------|
| 1.1 | Political Environment | 33.14 |
| 1.1.1 | Political Stability and Security | 32.80 |
| 1.1.2 | Government Effectiveness | 30.09 |
| 1.1.3 | Voice and Accountability | 36.52 |
| 1.2 | Regulatory Environment | 31.14 |
| 1.2.1 | Regulatory Quality | 36.70 |
| 1.2.2 | Rule of Law | 37.32 |
| 1.2.3 | Control of Corruption | 19.41 |
| 1.3 | Technology Governance | 45.94 |
| 1.3.1 | Secure Internet Servers | 22.37 |
| 1.3.2 | E-Security | 45.67 |
| 1.3.3 | Online Shopping | 5.31 |
| 1.3.4 | ICT Regulatory Environment | 67.86 |
| 1.3.5 | Regulation of Emerging Technologies | 30.02 |
| 1.3.6 | E-commerce Legislation | 100.00 |
| 1.3.7 | Protection of content privacy under the law | 50.39 |
| 1 | Total Pillar Score | 36.74 |
| | | |
| Secon | d Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 39.91 |
| 2.2 | Use of ICT | 17.30 |
| 2.3 | Technological Inclusion | 29.22 |
| 2.3.1 | E-Participation | 26.75 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 41.96 |
| 2.3.3 | Availability of local content online | 24.76 |
| 2.3.4 | Gender gap in internet use | 18.20 |
| 2.3.5 | Rural gap in the use of digital payments | 34.43 |
| 2.4 | Logistical Performance | 8.64 |
| 2 | Total Pillar Score | 23.77 |
| | | |
| Third | Pillar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 18.08 |
| 3.2 | Knowledge-intensive employment % | 13.23 |
| | | |
| 3.3 | ICT skills in the education system | 50.98 |

| Fourt | th Pillar: E-Government | Score |
|-------|---|-------|
| 4.1 | Government services online | 39.89 |
| 4.2 | Telecommunication Infrastructure | 37.00 |
| 4.3 | Human Capital Component | 51.93 |
| 4 | Total Pillar Score | 42.94 |
| | | |
| Fifth | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 0.55 |
| 5.2 | University-industry collaboration in R&D | 47.59 |
| 5.3 | Knowledge impact | 18.43 |
| 5.4 | Knowledge absorption | 23.10 |
| 5 | Total Pillar Score | 22.42 |
| | | |
| Sixth | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 52.03 |
| 6.2 | Investment in emerging technologies | 33.25 |
| 6.3 | Artificial Intelligence (AI) strategy | 0.00 |
| 6 | Total Pillar Score | 28.43 |
| | | |
| Sever | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 54.55 |
| 7.2 | Domestic credit to private sector, % of GDP | 2.45 |
| 7.3 | Diversification of local industry | 13.49 |
| 7 | Total Pillar Score | 23.49 |
| | | |
| Eight | h Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 36.50 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 51.65 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 7.99 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 49.85 |
| 8.2 | Market capitalization as a % of GDP | 0.00 |
| 8 | Total Pillar Score | 18.25 |
| | | |
| Ninth | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 52.10 |
| 9.2 | Goal 2: Zero Hunger | 57.40 |
| 9.3 | Goal 3: Good Health and Well-being | 45.71 |
| 9.4 | Goal 4: Quality Education | 48.95 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 70.95 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 23.18 |
| 9.7 | Goal 17: Partnerships for the Goals | 53.89 |
| 9 | Total Pillar Score | 50.31 |

Tajikistan



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| Digital Farm dation | Institutions | 22 | 49 |
| Digital Foundation | Infrastructure | 20 | 31 |
| Digital Works | Workforce | 27 | 25 |
| E-Government | E-Government | 56 | 26 |
| Innovation | Innovation | 17 | 27 |
| | Future Technologies | 7 | 34 |
| Readiness in digital | Market Development and Sophistication | 29 | 23 |
| for the citizen | Financial Market Development | 15 | 29 |
| | Sustainable Development | 62 | 23 |
| ADEI | | 27 | 30 |

Tajikistan 30

| First 1 | Pillar: Institutions | Score |
|---------|--|-------|
| 1.1 | Political Environment | 33.42 |
| 1.1.1 | Political Stability and Security | 55.33 |
| 1.1.2 | Government Effectiveness | 33.82 |
| 1.1.3 | Voice and Accountability | 11.12 |
| 1.2 | Regulatory Environment | 23.43 |
| 1.2.1 | Regulatory Quality | 28.29 |
| 1.2.2 | Rule of Law | 29.72 |
| 1.2.3 | Control of Corruption | 12.27 |
| 1.3 | Technology Governance | 9.94 |
| 1.3.1 | Secure Internet Servers | 12.16 |
| 1.3.2 | E-Security | 9.66 |
| 1.3.3 | Online Shopping | 0.70 |
| 1.3.4 | ICT Regulatory Environment | 2.04 |
| 1.3.5 | Regulation of Emerging Technologies | 1.79 |
| 1.3.6 | E-commerce Legislation | 23.75 |
| 1.3.7 | Protection of content privacy under the law | 19.48 |
| 1 | Total Pillar Score | 22.26 |
| | | |
| Secon | d Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 42.73 |
| 2.2 | Use of ICT | 7.56 |
| 2.3 | Technological Inclusion | 11.75 |
| 2.3.1 | E-Participation | 16.57 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 22.41 |
| 2.3.3 | Availability of local content online | 7.99 |
| 2.3.4 | Gender gap in internet use | 6.77 |
| 2.3.5 | Rural gap in the use of digital payments | 4.99 |
| 2.4 | Logistical Performance | 18.18 |
| 2 | Total Pillar Score | 20.05 |
| | | |
| Third | Pillar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 54.14 |
| 3.2 | Knowledge-intensive employment % | 0.17 |
| 3.3 | ICT skills in the education system | 25.95 |
| 3 | Total Pillar Score | 26.75 |

| Fourt | h Pillar: E-Government | Score |
|-------|---|----------------------|
| 4.1 | Government services online | 44.76 |
| 4.2 | Telecommunication Infrastructure | 58.10 |
| 4.3 | Human Capital Component | 65.31 |
| 4 | Total Pillar Score | 56.05 |
| | | |
| | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 0.55 |
| 5.2 | University-industry collaboration in R&D | 29.91 |
| 5.3 | Knowledge impact | 22.12 |
| 5.4 | Knowledge absorption | 16.93 |
| 5 | Total Pillar Score | 17.38 |
| Sixth | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 13.55 |
| 6.2 | Investment in emerging technologies | 7.36 |
| 6.3 | Artificial Intelligence (AI) strategy | 0.00 |
| 6 | Total Pillar Score | 6.97 |
| | | |
| Seven | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 16.87 |
| 7.2 | Domestic credit to private sector, % of GDP | 0.86 |
| 7.3 | Diversification of local industry | 67.82 |
| 7 | Total Pillar Score | 28.52 |
| Fight | h Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 29.52 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 39.49 |
| 8.1.2 | | |
| | Percentage (age 15+) who own a debit or credit card | 15.95 33.13 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | |
| 8.2 | Market capitalization as a % of GDP Total Pillar Score | 0.00 14.76 |
| | Total Final Score | 11.70 |
| Ninth | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 84.55 |
| 9.2 | Goal 2: Zero Hunger | 59.26 |
| 9.3 | Goal 3: Good Health and Well-being | 72.79 |
| 9.4 | Goal 4: Quality Education | 68.66 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 63.70 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 26.79 |
| 9.7 | Goal 17: Partnerships for the Goals | 59.12 |
| 9 | Total Pillar Score | 62.12 |

Mali



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| Dicital Farm dation | Institutions | 32 | 39 |
| Digital Foundation | Infrastructure | 24 | 28 |
| Digital Works | Workforce | 32 | 17 |
| E-Government | E-Government | 30 | 45 |
| Innovation | Innovation | 20 | 25 |
| | Future Technologies | 28 | 22 |
| Readiness in digital | Market Development and Sophistication | 13 | 29 |
| for the citizen | Financial Market Development | 16 | 27 |
| | Sustainable Development | 43 | 48 |
| ADEI | | 27 | 31 |

Mali 31

| First P | illar: Institutions | Score |
|---------|--|-------|
| 1.1 | Political Environment | 21.04 |
| 1.1.1 | Political Stability and Security | 0.52 |
| 1.1.2 | Government Effectiveness | 23.62 |
| 1.1.3 | Voice and Accountability | 38.97 |
| 1.2 | Regulatory Environment | 37.57 |
| 1.2.1 | Regulatory Quality | 44.14 |
| 1.2.2 | Rule of Law | 39.25 |
| 1.2.3 | Control of Corruption | 29.34 |
| 1.3 | Technology Governance | 37.97 |
| 1.3.1 | Secure Internet Servers | 18.34 |
| 1.3.2 | E-Security | 10.17 |
| 1.3.3 | Online Shopping | 3.21 |
| 1.3.4 | ICT Regulatory Environment | 76.19 |
| 1.3.5 | Regulation of Emerging Technologies | 30.47 |
| 1.3.6 | E-commerce Legislation | 75.00 |
| 1.3.7 | Protection of content privacy under the law | 52.41 |
| 1 | Total Pillar Score | 32.19 |
| | | |
| Second | Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 31.08 |
| 2.2 | Use of ICT | 7.56 |
| 2.3 | Technological Inclusion | 34.27 |
| 2.3.1 | E-Participation | 25.58 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 63.47 |
| 2.3.3 | Availability of local content online | 29.57 |
| 2.3.4 | Gender gap in internet use | 6.77 |
| 2.3.5 | Rural gap in the use of digital payments | 45.97 |
| 2.4 | Logistical Performance | 22.73 |
| 2 | Total Pillar Score | 23.91 |
| | | |
| Third | Pillar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 36.14 |
| 3.2 | Knowledge-intensive employment % | 1.32 |
| 3.3 | ICT skills in the education system | 58.90 |
| 3 | Total Pillar Score | 32.12 |

| Fourt | h Pillar: E-Government | Score |
|------------|---|-------|
| 4.1 | Government services online | 33.34 |
| 4.2 | Telecommunication Infrastructure | 44.32 |
| 4.3 | Human Capital Component | 12.50 |
| 4 | Total Pillar Score | 30.05 |
| | | |
| | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 1.02 |
| 5.2 | University-industry collaboration in R&D | 36.30 |
| 5.3 | Knowledge impact | 15.64 |
| 5.4 | Knowledge absorption | 26.30 |
| 5 | Total Pillar Score | 19.81 |
| Sivth | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 50.30 |
| 6.2 | Investment in emerging technologies | 33.25 |
| 6.3 | Artificial Intelligence (AI) strategy | 0.00 |
| 6 | Total Pillar Score | 27.85 |
| 0 | Total I mai Score | 27.03 |
| Seven | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 16.87 |
| 7.2 | Domestic credit to private sector, % of GDP | 8.31 |
| 7.3 | Diversification of local industry | 13.49 |
| 7 | Total Pillar Score | 12.89 |
| | | |
| | h Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 32.07 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 43.50 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 14.56 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 38.14 |
| 8.2 | Market capitalization as a % of GDP | 0.00 |
| 8 | Total Pillar Score | 16.03 |
| Ninth | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 43.14 |
| 9.1 | Goal 2: Zero Hunger | 53.80 |
| 9.3 | Goal 3: Good Health and Well-being | 42.19 |
| 9.3 9.4 | Goal 4: Quality Education | 10.24 |
| | Goal 8: Decent Work and Economic Growth | 71.02 |
| 9.5 | | |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 21.57 |
| 9.7 | Goal 17: Partnerships for the Goals Total Pillar Saara | 60.82 |
| 9 | Total Pillar Score | 43.26 |

Maldives



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| Digital Farm dation | Institutions | 44 | 24 |
| Digital Foundation | Infrastructure | 8 | 40 |
| Digital Works | Workforce | 11 | 40 |
| E-Government | E-Government | 67 | 19 |
| Innovation | Innovation | 8 | 36 |
| | Future Technologies | 7 | 34 |
| Readiness in digital | Market Development and Sophistication | 10 | 36 |
| for the citizen | Financial Market Development | 3 | 40 |
| | Sustainable Development | 77 | 5 |
| ADEI | | 26 | 32 |

Maldives 32

| First 1 | Pillar: Institutions | Score |
|---------|--|-------|
| 1.1 | Political Environment | 69.84 |
| 1.1.1 | Political Stability and Security | 79.69 |
| 1.1.2 | Government Effectiveness | 51.77 |
| 1.1.3 | Voice and Accountability | 78.06 |
| 1.2 | Regulatory Environment | 52.30 |
| 1.2.1 | Regulatory Quality | 44.37 |
| 1.2.2 | Rule of Law | 67.84 |
| 1.2.3 | Control of Corruption | 44.69 |
| 1.3 | Technology Governance | 9.94 |
| 1.3.1 | Secure Internet Servers | 12.16 |
| 1.3.2 | E-Security | 9.66 |
| 1.3.3 | Online Shopping | 0.70 |
| 1.3.4 | ICT Regulatory Environment | 2.04 |
| 1.3.5 | Regulation of Emerging Technologies | 1.79 |
| 1.3.6 | E-commerce Legislation | 23.75 |
| 1.3.7 | Protection of content privacy under the law | 19.48 |
| 1 | Total Pillar Score | 44.03 |
| | | |
| Secon | d Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 4.75 |
| 2.2 | Use of ICT | 7.56 |
| 2.3 | Technological Inclusion | 11.75 |
| 2.3.1 | E-Participation | 16.57 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 22.41 |
| 2.3.3 | Availability of local content online | 7.99 |
| 2.3.4 | Gender gap in internet use | 6.77 |
| 2.3.5 | Rural gap in the use of digital payments | 4.99 |
| 2.4 | Logistical Performance | 8.64 |
| 2 | Total Pillar Score | 8.17 |
| | | |
| Third | Pillar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 5.69 |
| 3.2 | Knowledge-intensive employment % | 0.17 |
| 3.3 | ICT skills in the education system | 25.95 |
| 3 | Total Pillar Score | 10.60 |

| Fourt | h Pillar: E-Government | Score |
|--------|---|-------|
| 4.1 | Government services online | 62.20 |
| 4.2 | Telecommunication Infrastructure | 78.86 |
| 4.3 | Human Capital Component | 61.30 |
| 4 | Total Pillar Score | 67.45 |
| | | |
| Fifth | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 0.55 |
| 5.2 | University-industry collaboration in R&D | 14.24 |
| 5.3 | Knowledge impact | 4.57 |
| 5.4 | Knowledge absorption | 10.91 |
| 5 | Total Pillar Score | 7.57 |
| G• 41 | | |
| | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 13.55 |
| 6.2 | Investment in emerging technologies | 7.36 |
| 6.3 | Artificial Intelligence (AI) strategy | 0.00 |
| 6 | Total Pillar Score | 6.97 |
| Seven | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 16.87 |
| 7.1 | Domestic credit to private sector, % of GDP | 0.81 |
| 7.2 | Diversification of local industry | 13.49 |
| 7.5 | Total Pillar Score | 10.39 |
| , | Total I mai Score | 10.57 |
| Eight | h Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 6.08 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 9.17 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 1.60 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 7.49 |
| 8.2 | Market capitalization as a % of GDP | 0.00 |
| 8 | Total Pillar Score | 3.04 |
| NT: (1 | | |
| | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 99.13 |
| 9.2 | Goal 2: Zero Hunger | 53.62 |
| 9.3 | Goal 3: Good Health and Well-being | 87.83 |
| 9.4 | Goal 4: Quality Education | 93.74 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 73.89 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 49.75 |
| 9.7 | Goal 17: Partnerships for the Goals | 80.27 |
| 9.7 | Total Pillar Score | 76.89 |

Kyrgyz Republic



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| D' '/ 1E 1 / | Institutions | 29 | 42 |
| Digital Foundation | Infrastructure | 8 | 40 |
| Digital Works | Workforce | 11 | 40 |
| E-Government | E-Government | 73 | 15 |
| Innovation | Innovation | 8 | 36 |
| | Future Technologies | 7 | 34 |
| Readiness in digital | Market Development and Sophistication | 10 | 36 |
| for the citizen | Financial Market Development | 19 | 19 |
| | Sustainable Development | 73 | 11 |
| ADEI | | 26 | 33 |

| First 1 | Pillar: Institutions | Score |
|---------|--|-------|
| 1.1 | Political Environment | 45.84 |
| 1.1.1 | Political Stability and Security | 55.13 |
| 1.1.2 | Government Effectiveness | 30.53 |
| 1.1.3 | Voice and Accountability | 51.87 |
| 1.2 | Regulatory Environment | 32.20 |
| 1.2.1 | Regulatory Quality | 46.13 |
| 1.2.2 | Rule of Law | 33.00 |
| 1.2.3 | Control of Corruption | 17.47 |
| 1.3 | Technology Governance | 9.87 |
| 1.3.1 | Secure Internet Servers | 12.16 |
| 1.3.2 | E-Security | 9.18 |
| 1.3.3 | Online Shopping | 0.70 |
| 1.3.4 | ICT Regulatory Environment | 2.04 |
| 1.3.5 | Regulation of Emerging Technologies | 1.79 |
| 1.3.6 | E-commerce Legislation | 23.75 |
| 1.3.7 | Protection of content privacy under the law | 19.48 |
| 1 | Total Pillar Score | 29.30 |
| | | |
| Secon | d Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 4.75 |
| 2.2 | Use of ICT | 7.56 |
| 2.3 | Technological Inclusion | 11.75 |
| 2.3.1 | E-Participation | 16.57 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 22.41 |
| 2.3.3 | Availability of local content online | 7.99 |
| 2.3.4 | Gender gap in internet use | 6.77 |
| 2.3.5 | Rural gap in the use of digital payments | 4.99 |
| 2.4 | Logistical Performance | 8.64 |
| 2 | Total Pillar Score | 8.17 |
| | | |
| Third | Pillar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 5.69 |
| 3.2 | Knowledge-intensive employment % | 0.17 |
| 3.3 | ICT skills in the education system | 25.95 |
| 3 | Total Pillar Score | 10.60 |

| Fourt | h Pillar: E-Government | Score |
|--------|---|----------|
| 4.1 | Government services online | 60.72 |
| 4.2 | Telecommunication Infrastructure | 88.15 |
| 4.3 | Human Capital Component | 70.61 |
| 4 | Total Pillar Score | 73.16 |
| | | |
| | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 0.55 |
| 5.2 | University-industry collaboration in R&D | 14.24 |
| 5.3 | Knowledge impact | 4.57 |
| 5.4 | Knowledge absorption | 10.91 |
| 5 | Total Pillar Score | 7.57 |
| G: 41 | | <u> </u> |
| | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 13.55 |
| 6.2 | Investment in emerging technologies | 7.36 |
| 6.3 | Artificial Intelligence (AI) strategy | 0.00 |
| 6 | Total Pillar Score | 6.97 |
| Seven | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 16.87 |
| 7.2 | Domestic credit to private sector, % of GDP | 0.81 |
| 7.3 | Diversification of local industry | 13.49 |
| 7 | Total Pillar Score | 10.39 |
| | | |
| Eight | h Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 37.66 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 45.09 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 28.47 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 39.43 |
| 8.2 | Market capitalization as a % of GDP | 0.00 |
| 8 | Total Pillar Score | 18.83 |
| NT. (1 | | |
| | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 95.22 |
| 9.2 | Goal 2: Zero Hunger | 63.01 |
| 9.3 | Goal 3: Good Health and Well-being | 75.12 |
| 9.4 | Goal 4: Quality Education | 91.44 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 69.96 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 37.16 |
| 9.7 | Goal 17: Partnerships for the Goals | 78.55 |
| 9 | Total Pillar Score | 72.92 |

Togo



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| D' '-1E 1-1 | Institutions | 34 | 38 |
| Digital Foundation | Infrastructure | 27 | 27 |
| Digital Works | Workforce | 20 | 33 |
| E-Government | E-Government | 39 | 40 |
| Innovation | Innovation | 13 | 35 |
| | Future Technologies | 7 | 34 |
| Readiness in digital | Market Development and Sophistication | 13 | 28 |
| for the citizen | Financial Market Development | 17 | 25 |
| | Sustainable Development | 54 | 32 |
| ADEI | | 25 | 34 |

Togo 34

| First Pi | illar: Institutions | Score |
|----------|--|-------|
| 1.1 | Political Environment | 44.03 |
| 1.1.1 | Political Stability and Security | 43.64 |
| 1.1.2 | Government Effectiveness | 39.23 |
| 1.1.3 | Voice and Accountability | 49.21 |
| 1.2 | Regulatory Environment | 46.99 |
| 1.2.1 | Regulatory Quality | 50.06 |
| 1.2.2 | Rule of Law | 53.56 |
| 1.2.3 | Control of Corruption | 37.35 |
| 1.3 | Technology Governance | 9.94 |
| 1.3.1 | Secure Internet Servers | 12.16 |
| 1.3.2 | E-Security | 9.66 |
| 1.3.3 | Online Shopping | 0.70 |
| 1.3.4 | ICT Regulatory Environment | 2.04 |
| 1.3.5 | Regulation of Emerging Technologies | 1.79 |
| 1.3.6 | E-commerce Legislation | 23.75 |
| 1.3.7 | Protection of content privacy under the law | 19.48 |
| 1 | Total Pillar Score | 33.65 |
| | | |
| Second | Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 61.26 |
| 2.2 | Use of ICT | 18.40 |
| 2.3 | Technological Inclusion | 11.75 |
| 2.3.1 | E-Participation | 16.57 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 22.41 |
| 2.3.3 | Availability of local content online | 7.99 |
| 2.3.4 | Gender gap in internet use | 6.77 |
| 2.3.5 | Rural gap in the use of digital payments | 4.99 |
| 2.4 | Logistical Performance | 18.18 |
| 2 | Total Pillar Score | 27.40 |
| | | |
| Third I | Pillar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 33.12 |
| 3.2 | Knowledge-intensive employment % | 0.17 |
| 3.3 | ICT skills in the education system | 25.95 |
| 3 | Total Pillar Score | 19.75 |

| Four | th Pillar: E-Government | Score |
|-------|---|-------|
| 4.1 | Government services online | 44.72 |
| 4.2 | Telecommunication Infrastructure | 24.74 |
| 4.3 | Human Capital Component | 48.13 |
| 4 | Total Pillar Score | 39.20 |
| | | |
| Fifth | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 0.55 |
| 5.2 | University-industry collaboration in R&D | 14.24 |
| 5.3 | Knowledge impact | 22.03 |
| 5.4 | Knowledge absorption | 15.68 |
| 5 | Total Pillar Score | 13.12 |
| | | |
| Sixth | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 13.55 |
| 6.2 | Investment in emerging technologies | 7.36 |
| 6.3 | Artificial Intelligence (AI) strategy | 0.00 |
| 6 | Total Pillar Score | 6.97 |
| | | |
| Sever | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 17.76 |
| 7.2 | Domestic credit to private sector, % of GDP | 7.49 |
| 7.3 | Diversification of local industry | 13.49 |
| 7 | Total Pillar Score | 12.91 |
| | | |
| Eight | h Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 33.62 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 49.61 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 7.60 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 43.65 |
| 8.2 | Market capitalization as a % of GDP | 0.00 |
| 8 | Total Pillar Score | 16.81 |
| | | |
| Ninth | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 38.27 |
| 9.2 | Goal 2: Zero Hunger | 54.91 |
| 9.3 | Goal 3: Good Health and Well-being | 47.73 |
| 9.4 | Goal 4: Quality Education | 81.34 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 74.25 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 23.71 |
| 9.7 | Goal 17: Partnerships for the Goals | 59.98 |
| 9 | Total Pillar Score | 54.31 |

Suriname



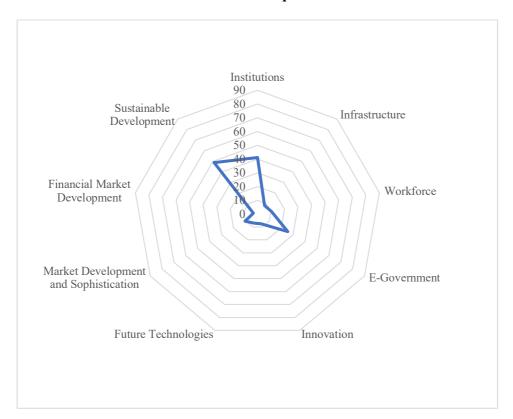
| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| D' ': 1E 1 : | Institutions | 43 | 26 |
| Digital Foundation | Infrastructure | 8 | 40 |
| Digital Works | Workforce | 11 | 40 |
| E-Government | E-Government | 64 | 23 |
| Innovation | Innovation | 8 | 36 |
| | Future Technologies | 7 | 34 |
| Readiness in digital | Market Development and Sophistication | 10 | 36 |
| for the citizen | Financial Market Development | 3 | 40 |
| | Sustainable Development | 68 | 18 |
| ADEI | | 25 | 35 |

Suriname 35

| First 1 | Pillar: Institutions | Score |
|---------|--|--------|
| 1.1 | Political Environment | 68.41 |
| 1.1.1 | Political Stability and Security | 76.84 |
| 1.1.2 | Government Effectiveness | 28.40 |
| 1.1.3 | Voice and Accountability | 100.00 |
| 1.2 | Regulatory Environment | 51.80 |
| 1.2.1 | Regulatory Quality | 42.59 |
| 1.2.2 | Rule of Law | 68.36 |
| 1.2.3 | Control of Corruption | 44.44 |
| 1.3 | Technology Governance | 9.94 |
| 1.3.1 | Secure Internet Servers | 12.16 |
| 1.3.2 | E-Security | 9.66 |
| 1.3.3 | Online Shopping | 0.70 |
| 1.3.4 | ICT Regulatory Environment | 2.04 |
| 1.3.5 | Regulation of Emerging Technologies | 1.79 |
| 1.3.6 | E-commerce Legislation | 23.75 |
| 1.3.7 | Protection of content privacy under the law | 19.48 |
| 1 | Total Pillar Score | 43.38 |
| | | |
| Secon | d Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 4.75 |
| 2.2 | Use of ICT | 7.56 |
| 2.3 | Technological Inclusion | 11.75 |
| 2.3.1 | E-Participation | 16.57 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 22.41 |
| 2.3.3 | Availability of local content online | 7.99 |
| 2.3.4 | Gender gap in internet use | 6.77 |
| 2.3.5 | Rural gap in the use of digital payments | 4.99 |
| 2.4 | Logistical Performance | 8.64 |
| 2 | Total Pillar Score | 8.17 |
| | | |
| Third | Pillar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 5.69 |
| 3.2 | Knowledge-intensive employment % | 0.17 |
| 3.3 | ICT skills in the education system | 25.95 |
| 3 | Total Pillar Score | 10.60 |

| Fourt | h Pillar: E-Government | Score |
|--------------|---|-------|
| 4.1 | Government services online | 48.14 |
| 4.2 | Telecommunication Infrastructure | 87.14 |
| 4.3 | Human Capital Component | 55.68 |
| 4 | Total Pillar Score | 63.65 |
| - | Total I mai Score | 05.03 |
| Fifth | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 0.55 |
| 5.2 | University-industry collaboration in R&D | 14.24 |
| 5.3 | Knowledge impact | 4.57 |
| 5.4 | Knowledge absorption | 10.91 |
| 5 | Total Pillar Score | 7.57 |
| | | |
| Sixth | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 13.55 |
| 6.2 | Investment in emerging technologies | 7.36 |
| 6.3 | Artificial Intelligence (AI) strategy | 0.00 |
| 6 | Total Pillar Score | 6.97 |
| | | |
| Seven | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 16.87 |
| 7.2 | Domestic credit to private sector, % of GDP | 0.81 |
| 7.3 | Diversification of local industry | 13.49 |
| 7 | Total Pillar Score | 10.39 |
| | | |
| Eight | h Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 6.08 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 9.17 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 1.60 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 7.49 |
| 8.2 | Market capitalization as a % of GDP | 0.00 |
| 8 | Total Pillar Score | 3.04 |
| | | |
| Ninth | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 95.04 |
| 9.2 | Goal 2: Zero Hunger | 59.44 |
| 9.3 | Goal 3: Good Health and Well-being | 73.72 |
| 9.4 | Goal 4: Quality Education | 62.34 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 57.08 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 52.37 |
| 9.7 | Goal 17: Partnerships for the Goals | 72.82 |
| 9 | Total Pillar Score | 67.54 |

Mozambique



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| D' '(1E 1 (| Institutions | 38 | 36 |
| Digital Foundation | Infrastructure | 16 | 34 |
| Digital Works | Workforce | 34 | 15 |
| E-Government | E-Government | 28 | 48 |
| Innovation | Innovation | 15 | 31 |
| | Future Technologies | 13 | 30 |
| Readiness in digital | Market Development and Sophistication | 12 | 32 |
| for the citizen | Financial Market Development | 19 | 18 |
| | Sustainable Development | 44 | 46 |
| ADEI | | 25 | 36 |

Mozambique 36

| First l | Pillar: Institutions | Score |
|---------|--|-------|
| 1.1 | Political Environment | 43.02 |
| 1.1.1 | Political Stability and Security | 36.00 |
| 1.1.2 | Government Effectiveness | 35.37 |
| 1.1.3 | Voice and Accountability | 57.67 |
| 1.2 | Regulatory Environment | 37.12 |
| 1.2.1 | Regulatory Quality | 43.21 |
| 1.2.2 | Rule of Law | 37.70 |
| 1.2.3 | Control of Corruption | 30.44 |
| 1.3 | Technology Governance | 35.35 |
| 1.3.1 | Secure Internet Servers | 26.92 |
| 1.3.2 | E-Security | 24.17 |
| 1.3.3 | Online Shopping | 5.00 |
| 1.3.4 | ICT Regulatory Environment | 65.48 |
| 1.3.5 | Regulation of Emerging Technologies | 1.79 |
| 1.3.6 | E-commerce Legislation | 50.00 |
| 1.3.7 | Protection of content privacy under the law | 74.06 |
| 1 | Total Pillar Score | 38.49 |
| | | |
| Secon | d Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 19.58 |
| 2.2 | Use of ICT | 7.96 |
| 2.3 | Technological Inclusion | 29.34 |
| 2.3.1 | E-Participation | 17.45 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 38.26 |
| 2.3.3 | Availability of local content online | 18.27 |
| 2.3.4 | Gender gap in internet use | 7.13 |
| 2.3.5 | Rural gap in the use of digital payments | 65.60 |
| 2.4 | Logistical Performance | 8.64 |
| 2 | Total Pillar Score | 16.38 |
| | | |
| Third | Pillar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 74.29 |
| 3.2 | Knowledge-intensive employment % | 1.80 |
| 3.3 | ICT skills in the education system | 25.95 |
| 3 | Total Pillar Score | 34.01 |

| Four | th Pillar: E-Government | Score |
|-------|---|-------|
| 4.1 | Government services online | 39.59 |
| 4.2 | Telecommunication Infrastructure | 6.32 |
| 4.3 | Human Capital Component | 39.52 |
| 4 | Total Pillar Score | 28.48 |
| | | |
| Fifth | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 0.58 |
| 5.2 | University-industry collaboration in R&D | 22.67 |
| 5.3 | Knowledge impact | 14.45 |
| 5.4 | Knowledge absorption | 21.85 |
| 5 | Total Pillar Score | 14.89 |
| | | |
| Sixth | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 13.55 |
| 6.2 | Investment in emerging technologies | 26.00 |
| 6.3 | Artificial Intelligence (AI) strategy | 0.00 |
| 6 | Total Pillar Score | 13.18 |
| | | |
| Seven | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 16.87 |
| 7.2 | Domestic credit to private sector, % of GDP | 5.02 |
| 7.3 | Diversification of local industry | 13.49 |
| 7 | Total Pillar Score | 11.80 |
| | | |
| Eight | h Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 37.90 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 49.49 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 21.88 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 42.32 |
| 8.2 | Market capitalization as a % of GDP | 0.00 |
| 8 | Total Pillar Score | 18.95 |
| | | |
| Ninth | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 1.99 |
| 9.2 | Goal 2: Zero Hunger | 48.90 |
| 9.3 | Goal 3: Good Health and Well-being | 39.82 |
| 9.4 | Goal 4: Quality Education | 53.29 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 68.39 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 21.25 |
| 9.7 | Goal 17: Partnerships for the Goals | 72.41 |
| | | |

Mauritania



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| Dicital Farm dation | Institutions | 39 | 35 |
| Digital Foundation | Infrastructure | 23 | 30 |
| Digital Works | Workforce | 13 | 37 |
| E-Government | E-Government | 35 | 42 |
| Innovation | Innovation | 23 | 17 |
| | Future Technologies | 18 | 27 |
| Readiness in digital | Market Development and Sophistication | 12 | 31 |
| for the citizen | Financial Market Development | 3 | 40 |
| | Sustainable Development | 51 | 36 |
| ADEI | | 25 | 37 |

Mauritania 37

| First 1 | Pillar: Institutions | Score |
|------------------|---|------------------------|
| 1.1 | Political Environment | 47.84 |
| 1.1.1 | Political Stability and Security | 54.59 |
| 1.1.2 | Government Effectiveness | 34.07 |
| 1.1.3 | Voice and Accountability | 54.87 |
| 1.2 | Regulatory Environment | 38.23 |
| 1.2.1 | Regulatory Quality | 34.04 |
| 1.2.2 | Rule of Law | 50.01 |
| 1.2.3 | Control of Corruption | 30.63 |
| 1.3 | Technology Governance | 31.00 |
| 1.3.1 | Secure Internet Servers | 21.16 |
| 1.3.2 | E-Security | 18.92 |
| 1.3.3 | Online Shopping | 3.88 |
| 1.3.4 | ICT Regulatory Environment | 60.71 |
| 1.3.5 | Regulation of Emerging Technologies | 7.67 |
| 1.3.6 | E-commerce Legislation | 75.00 |
| 1.3.7 | Protection of content privacy under the law | 29.65 |
| 1 | Total Pillar Score | 39.02 |
| | | |
| Secon | d Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 6.18 |
| 2.2 | Use of ICT | 47.85 |
| 2.3 | Technological Inclusion | 28.31 |
| 2.3.1 | E-Participation | 16.57 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 82.96 |
| 2.3.3 | Availability of local content online | 25.00 |
| 2.3.4 | Gender gap in internet use | 6.77 |
| 2.3.5 | Rural gap in the use of digital payments | 10.24 |
| 2.4 | Logistical Performance | 9.09 |
| 2 | Total Pillar Score | 22.86 |
| | | 22.00 |
| | | 22.00 |
| Third | Pillar: Workforce | Score |
| Third 3.1 | Pillar: Workforce Expenditure on education as a % of GDP | |
| | | Score |
| 3.1 | Expenditure on education as a % of GDP | Score 13.87 |
| 3.1 3.2 | Expenditure on education as a % of GDP Knowledge-intensive employment % | Score 13.87 0.17 |

| Fourt | th Pillar: E-Government | Score |
|--|---|-------|
| 4.1 | Government services online | 16.88 |
| 4.2 | Telecommunication Infrastructure | 58.24 |
| 4.3 | Human Capital Component | 29.62 |
| 4 | Total Pillar Score | 34.91 |
| | | |
| Fifth | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 0.55 |
| 5.2 | University-industry collaboration in R&D | 51.26 |
| 5.3 | Knowledge impact | 23.51 |
| 5.4 | Knowledge absorption | 16.74 |
| 5 | Total Pillar Score | 23.01 |
| | | |
| | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 13.55 |
| 6.2 | Investment in emerging technologies | 41.25 |
| 6.3 | Artificial Intelligence (AI) strategy | 0.00 |
| 6 | Total Pillar Score | 18.27 |
| Seven | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 16.87 |
| 7.2 | Domestic credit to private sector, % of GDP | 5.60 |
| 7.3 | Diversification of local industry | 13.49 |
| 7.5 | Total Pillar Score | 11.99 |
| <u>, </u> | Total I mai Score | 11.77 |
| Eight | h Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 6.08 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 9.17 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 1.60 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 7.49 |
| 8.2 | Market capitalization as a % of GDP | 0.00 |
| 8 | Total Pillar Score | 3.04 |
| | | |
| | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 78.76 |
| 9.2 | Goal 2: Zero Hunger | 38.92 |
| 9.3 | Goal 3: Good Health and Well-being | 58.78 |
| 9.4 | Goal 4: Quality Education | 40.51 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 52.42 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 18.99 |
| 9.7 | Goal 17: Partnerships for the Goals | 68.37 |
| 9 | Total Pillar Score | 50.97 |

Burkina Faso



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| Disital Farm dation | Institutions | 41 | 32 |
| Digital Foundation | Infrastructure | 14 | 36 |
| Digital Works | Workforce | 32 | 18 |
| E-Government | E-Government | 29 | 47 |
| Innovation | Innovation | 14 | 33 |
| | Future Technologies | 13 | 31 |
| Readiness in digital | Market Development and Sophistication | 15 | 26 |
| for the citizen | Financial Market Development | 13 | 30 |
| | Sustainable Development | 44 | 47 |
| ADEI | | 24 | 38 |

Burkina Faso 38

| | Pillar: Institutions | Score |
|---|--|---|
| 1.1 | Political Environment | 32.56 |
| 1.1.1 | Political Stability and Security | 17.38 |
| 1.1.2 | Government Effectiveness | 32.32 |
| 1.1.3 | Voice and Accountability | 47.99 |
| 1.2 | Regulatory Environment | 49.75 |
| 1.2.1 | Regulatory Quality | 50.30 |
| 1.2.2 | Rule of Law | 46.75 |
| 1.2.3 | Control of Corruption | 52.20 |
| 1.3 | Technology Governance | 40.95 |
| 1.3.1 | Secure Internet Servers | 13.67 |
| 1.3.2 | E-Security | 40.00 |
| 1.3.3 | Online Shopping | 4.82 |
| 1.3.4 | ICT Regulatory Environment | 84.52 |
| 1.3.5 | Regulation of Emerging Technologies | 1.79 |
| 1.3.6 | E-commerce Legislation | 75.00 |
| 1.3.7 | Protection of content privacy under the law | 66.82 |
| 1 | Total Pillar Score | 41.09 |
| | | |
| Secon | d Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 11.06 |
| | | 11.96 |
| 2.2 | Use of ICT | 11.96 |
| 2.22.3 | Use of ICT Technological Inclusion | |
| | | 10.24 |
| 2.3 | Technological Inclusion | 10.24 23.45 |
| 2.3 2.3.1 | Technological Inclusion E-Participation | 10.24 23.45 20.94 |
| 2.3 2.3.1 2.3.2 | Technological Inclusion E-Participation Socioeconomic gap in the use of digital payments | 10.24 23.45 20.94 46.40 |
| 2.3 2.3.1 2.3.2 2.3.3 | Technological Inclusion E-Participation Socioeconomic gap in the use of digital payments Availability of local content online | 10.24 23.45 20.94 46.40 8.41 |
| 2.3 2.3.1 2.3.2 2.3.3 2.3.4 | Technological Inclusion E-Participation Socioeconomic gap in the use of digital payments Availability of local content online Gender gap in internet use | 10.24 23.45 20.94 46.40 8.41 6.77 |
| 2.3 2.3.1 2.3.2 2.3.3 2.3.4 2.3.5 | Technological Inclusion E-Participation Socioeconomic gap in the use of digital payments Availability of local content online Gender gap in internet use Rural gap in the use of digital payments | 10.24 23.45 20.94 46.40 8.41 6.77 34.76 |
| 2.3 2.3.1 2.3.2 2.3.3 2.3.4 2.3.5 2.4 | Technological Inclusion E-Participation Socioeconomic gap in the use of digital payments Availability of local content online Gender gap in internet use Rural gap in the use of digital payments Logistical Performance | 10.24 23.45 20.94 46.40 8.41 6.77 34.76 9.09 |
| 2.3 2.3.1 2.3.2 2.3.3 2.3.4 2.3.5 2.4 | Technological Inclusion E-Participation Socioeconomic gap in the use of digital payments Availability of local content online Gender gap in internet use Rural gap in the use of digital payments Logistical Performance | 10.24 23.45 20.94 46.40 8.41 6.77 34.76 9.09 |
| 2.3 2.3.1 2.3.2 2.3.3 2.3.4 2.3.5 2.4 | Technological Inclusion E-Participation Socioeconomic gap in the use of digital payments Availability of local content online Gender gap in internet use Rural gap in the use of digital payments Logistical Performance Total Pillar Score Pillar: Workforce Expenditure on education as a % of GDP | 10.24 23.45 20.94 46.40 8.41 6.77 34.76 9.09 |
| 2.3 2.3.1 2.3.2 2.3.3 2.3.4 2.3.5 2.4 2 | Technological Inclusion E-Participation Socioeconomic gap in the use of digital payments Availability of local content online Gender gap in internet use Rural gap in the use of digital payments Logistical Performance Total Pillar Score Pillar: Workforce | 10.24 23.45 20.94 46.40 8.41 6.77 34.76 9.09 13.69 |
| 2.3 2.3.1 2.3.2 2.3.3 2.3.4 2.3.5 2.4 2 Third | Technological Inclusion E-Participation Socioeconomic gap in the use of digital payments Availability of local content online Gender gap in internet use Rural gap in the use of digital payments Logistical Performance Total Pillar Score Pillar: Workforce Expenditure on education as a % of GDP | 10.24 23.45 20.94 46.40 8.41 6.77 34.76 9.09 13.69 |
| 2.3 2.3.1 2.3.2 2.3.3 2.3.4 2.3.5 2.4 2 Third 3.1 3.2 | Technological Inclusion E-Participation Socioeconomic gap in the use of digital payments Availability of local content online Gender gap in internet use Rural gap in the use of digital payments Logistical Performance Total Pillar Score Pillar: Workforce Expenditure on education as a % of GDP Knowledge-intensive employment % | 10.24 23.45 20.94 46.40 8.41 6.77 34.76 9.09 13.69 Score 51.97 17.14 |

| Fourt | h Pillar: E-Government | Score |
|----------------|---|---------------|
| 4.1 | Government services online | 33.76 |
| 4.2 | Telecommunication Infrastructure | 36.40 |
| 4.3 | Human Capital Component | 16.68 |
| 4 | Total Pillar Score | 28.95 |
| E:641. | Pillar: Innovation | <u>C </u> |
| | | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 0.55 |
| 5.2 | University-industry collaboration in R&D | 16.11 |
| 5.3 | Knowledge impact | 17.98 |
| 5.4 | Knowledge absorption | 21.35 |
| 5 | Total Pillar Score | 14.00 |
| Sixth | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 13.55 |
| 6.2 | Investment in emerging technologies | 24.00 |
| 6.3 | Artificial Intelligence (AI) strategy | 0.00 |
| 6 | Total Pillar Score | 12.52 |
| | | |
| Seven | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 21.78 |
| 7.2 | Domestic credit to private sector, % of GDP | 8.97 |
| 7.3 | Diversification of local industry | 13.49 |
| 7 | Total Pillar Score | 14.75 |
| Fight | h Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 26.33 |
| | Percentage of population (age 15+) who own bank accounts | |
| 8.1.1 8.1.2 | | 36.11 9.59 |
| 8.1.3 | Percentage (age 15+) who own a debit or credit card Percentage (age 15+) who have made or received a digital payment | 33.29 |
| 8.2 | | 0.00 |
| 8 | Market capitalization as a % of GDP Total Pillar Score | 13.17 |
| 0 | Total I mai Score | 13.17 |
| Ninth | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 33.03 |
| 9.2 | Goal 2: Zero Hunger | 51.70 |
| 9.3 | Goal 3: Good Health and Well-being | 50.90 |
| 9.4 | Goal 4: Quality Education | 9.08 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 70.13 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 23.14 |
| 9.7 | Goal 17: Partnerships for the Goals | 67.00 |
| | Total Pillar Score | 43.57 |

Gabon



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| Disital Farm dation | Institutions | 31 | 40 |
| Digital Foundation | Infrastructure | 8 | 40 |
| Digital Works | Workforce | 11 | 40 |
| E-Government | E-Government | 57 | 25 |
| Innovation | Innovation | 8 | 36 |
| | Future Technologies | 7 | 34 |
| Readiness in digital | Market Development and Sophistication | 10 | 36 |
| for the citizen | Financial Market Development | 24 | 12 |
| | Sustainable Development | 57 | 29 |
| ADEI | | 23 | 39 |

Gabon 39

| First Pi | llar: Institutions | Score |
|----------|--|-------|
| 1.1 | Political Environment | 45.13 |
| 1.1.1 | Political Stability and Security | 58.67 |
| 1.1.2 | Government Effectiveness | 33.61 |
| 1.1.3 | Voice and Accountability | 43.11 |
| 1.2 | Regulatory Environment | 36.73 |
| 1.2.1 | Regulatory Quality | 43.33 |
| 1.2.2 | Rule of Law | 42.59 |
| 1.2.3 | Control of Corruption | 24.26 |
| 1.3 | Technology Governance | 9.94 |
| 1.3.1 | Secure Internet Servers | 12.16 |
| 1.3.2 | E-Security | 9.66 |
| 1.3.3 | Online Shopping | 0.70 |
| 1.3.4 | ICT Regulatory Environment | 2.04 |
| 1.3.5 | Regulation of Emerging Technologies | 1.79 |
| 1.3.6 | E-commerce Legislation | 23.75 |
| 1.3.7 | Protection of content privacy under the law | 19.48 |
| 1 | Total Pillar Score | 30.60 |
| | | |
| Second | Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 4.75 |
| 2.2 | Use of ICT | 7.56 |
| 2.3 | Technological Inclusion | 11.75 |
| 2.3.1 | E-Participation | 16.57 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 22.41 |
| 2.3.3 | Availability of local content online | 7.99 |
| 2.3.4 | Gender gap in internet use | 6.77 |
| 2.3.5 | Rural gap in the use of digital payments | 4.99 |
| 2.4 | Logistical Performance | 8.64 |
| 2 | Total Pillar Score | 8.17 |
| | | |
| Third P | 'illar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 5.69 |
| 3.2 | Knowledge-intensive employment % | 0.17 |
| 3.3 | ICT skills in the education system | 25.95 |
| 3 | Total Pillar Score | 10.60 |

| Fourt | h Pillar: E-Government | Score |
|-------|---|-------|
| 4.1 | Government services online | 31.88 |
| 4.2 | Telecommunication Infrastructure | 82.63 |
| 4.3 | Human Capital Component | 57.72 |
| 4 | Total Pillar Score | 57.41 |
| | | _ |
| Fifth | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 0.55 |
| 5.2 | University-industry collaboration in R&D | 14.24 |
| 5.3 | Knowledge impact | 4.57 |
| 5.4 | Knowledge absorption | 10.91 |
| 5 | Total Pillar Score | 7.57 |
| Sixth | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 13.55 |
| 6.2 | Investment in emerging technologies | 7.36 |
| 6.3 | Artificial Intelligence (AI) strategy | 0.00 |
| 6 | Total Pillar Score | 6.97 |
| | Total Final Score | 0.57 |
| Seven | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 16.87 |
| 7.2 | Domestic credit to private sector, % of GDP | 0.81 |
| 7.3 | Diversification of local industry | 13.49 |
| 7 | Total Pillar Score | 10.39 |
| E: 14 | | |
| | h Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 48.58 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 66.09 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 14.14 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 65.52 |
| 8.2 | Market capitalization as a % of GDP | 0.00 |
| 8 | Total Pillar Score | 24.29 |
| Ninth | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 87.82 |
| 9.2 | Goal 2: Zero Hunger | 43.50 |
| 9.3 | Goal 3: Good Health and Well-being | 56.05 |
| 9.4 | Goal 4: Quality Education | 53.99 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 66.43 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 33.86 |
| 9.7 | Goal 17: Partnerships for the Goals | 56.26 |
| 9 | Total Pillar Score | 56.84 |
| - | | 20.01 |

Guyana



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| Digital Form dation | Institutions | 43 | 27 |
| Digital Foundation | Infrastructure | 8 | 40 |
| Digital Works | Workforce | 11 | 40 |
| E-Government | E-Government | 54 | 30 |
| Innovation | Innovation | 8 | 36 |
| | Future Technologies | 7 | 34 |
| Readiness in digital | Market Development and Sophistication | 10 | 36 |
| for the citizen | Financial Market Development | 3 | 40 |
| | Sustainable Development | 56 | 30 |
| ADEI | | 22 | 40 |

Guyana 40

| First P | illar: Institutions | Score |
|---------|--|-------|
| 1.1 | Political Environment | 67.82 |
| 1.1.1 | Political Stability and Security | 65.48 |
| 1.1.2 | Government Effectiveness | 47.13 |
| 1.1.3 | Voice and Accountability | 90.86 |
| 1.2 | Regulatory Environment | 50.81 |
| 1.2.1 | Regulatory Quality | 47.84 |
| 1.2.2 | Rule of Law | 59.45 |
| 1.2.3 | Control of Corruption | 45.12 |
| 1.3 | Technology Governance | 9.94 |
| 1.3.1 | Secure Internet Servers | 12.16 |
| 1.3.2 | E-Security | 9.66 |
| 1.3.3 | Online Shopping | 0.70 |
| 1.3.4 | ICT Regulatory Environment | 2.04 |
| 1.3.5 | Regulation of Emerging Technologies | 1.79 |
| 1.3.6 | E-commerce Legislation | 23.75 |
| 1.3.7 | Protection of content privacy under the law | 19.48 |
| 1 | Total Pillar Score | 42.86 |
| | | |
| Second | Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 4.75 |
| 2.2 | Use of ICT | 7.56 |
| 2.3 | Technological Inclusion | 11.75 |
| 2.3.1 | E-Participation | 16.57 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 22.41 |
| 2.3.3 | Availability of local content online | 7.99 |
| 2.3.4 | Gender gap in internet use | 6.77 |
| 2.3.5 | Rural gap in the use of digital payments | 4.99 |
| 2.4 | Logistical Performance | 8.64 |
| 2 | Total Pillar Score | 8.17 |
| | | |
| Third l | Pillar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 5.69 |
| 3.2 | Knowledge-intensive employment % | 0.17 |
| 3.3 | ICT skills in the education system | 25.95 |
| 3 | Total Pillar Score | 10.60 |

| Fourt | h Pillar: E-Government | Score |
|----------|---|-------|
| 4.1 | Government services online | 34.55 |
| 4.2 | Telecommunication Infrastructure | 69.42 |
| 4.3 | Human Capital Component | 59.33 |
| 4 | Total Pillar Score | 54.43 |
| <u> </u> | Total Final Score | 31.10 |
| Fifth | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 0.55 |
| 5.2 | University-industry collaboration in R&D | 14.24 |
| 5.3 | Knowledge impact | 4.57 |
| 5.4 | Knowledge absorption | 10.91 |
| 5 | Total Pillar Score | 7.57 |
| | | |
| Sixth | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 13.55 |
| 6.2 | Investment in emerging technologies | 7.36 |
| 6.3 | Artificial Intelligence (AI) strategy | 0.00 |
| 6 | Total Pillar Score | 6.97 |
| | | |
| Seven | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 16.87 |
| 7.2 | Domestic credit to private sector, % of GDP | 0.81 |
| 7.3 | Diversification of local industry | 13.49 |
| 7 | Total Pillar Score | 10.39 |
| | | |
| Eight | h Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 6.08 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 9.17 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 1.60 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 7.49 |
| 8.2 | Market capitalization as a % of GDP | 0.00 |
| 8 | Total Pillar Score | 3.04 |
| | | |
| Ninth | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 0.66 |
| 9.2 | Goal 2: Zero Hunger | 62.50 |
| 9.3 | Goal 3: Good Health and Well-being | 70.97 |
| 9.4 | Goal 4: Quality Education | 75.71 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 73.57 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 34.72 |
| 9.7 | Goal 17: Partnerships for the Goals | 70.97 |
| 9 | Total Pillar Score | 55.59 |

Sierra Leone



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| D' '- 1E 1 - 1 - 1 | Institutions | 42 | 28 |
| Digital Foundation | Infrastructure | 11 | 37 |
| Digital Works | Workforce | 11 | 40 |
| E-Government | E-Government | 30 | 44 |
| Innovation | Innovation | 8 | 36 |
| | Future Technologies | 14 | 29 |
| Readiness in digital | Market Development and Sophistication | 10 | 36 |
| for the citizen | Financial Market Development | 10 | 33 |
| | Sustainable Development | 54 | 33 |
| ADEI | | 22 | 41 |

Sierra Leone 41

| First 1 | Pillar: Institutions | Score |
|---------|--|-------|
| 1.1 | Political Environment | 51.71 |
| 1.1.1 | Political Stability and Security | 61.02 |
| 1.1.2 | Government Effectiveness | 23.15 |
| 1.1.3 | Voice and Accountability | 70.95 |
| 1.2 | Regulatory Environment | 38.19 |
| 1.2.1 | Regulatory Quality | 31.91 |
| 1.2.2 | Rule of Law | 43.85 |
| 1.2.3 | Control of Corruption | 38.82 |
| 1.3 | Technology Governance | 35.20 |
| 1.3.1 | Secure Internet Servers | 14.37 |
| 1.3.2 | E-Security | 25.33 |
| 1.3.3 | Online Shopping | 0.73 |
| 1.3.4 | ICT Regulatory Environment | 55.95 |
| 1.3.5 | Regulation of Emerging Technologies | 1.79 |
| 1.3.6 | E-commerce Legislation | 50.00 |
| 1.3.7 | Protection of content privacy under the law | 98.19 |
| 1 | Total Pillar Score | 41.70 |
| | | |
| | d Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 4.75 |
| 2.2 | Use of ICT | 7.56 |
| 2.3 | Technological Inclusion | 22.14 |
| 2.3.1 | E-Participation | 18.60 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 41.44 |
| 2.3.3 | Availability of local content online | 16.35 |
| 2.3.4 | Gender gap in internet use | 6.77 |
| 2.3.5 | Rural gap in the use of digital payments | 27.56 |
| 2.4 | Logistical Performance | 8.64 |
| 2 | Total Pillar Score | 10.77 |
| _ | | |
| Third | Pillar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 5.69 |
| 3.2 | Knowledge-intensive employment % | 0.17 |
| 3.3 | ICT skills in the education system | 25.95 |
| 3 | Total Pillar Score | 10.60 |

| Four | th Pillar: E-Government | Score |
|-------|---|-------|
| 4.1 | Government services online | 38.23 |
| 4.2 | Telecommunication Infrastructure | 25.85 |
| 4.3 | Human Capital Component | 27.19 |
| 4 | Total Pillar Score | 30.42 |
| | | |
| Fifth | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 0.55 |
| 5.2 | University-industry collaboration in R&D | 14.24 |
| 5.3 | Knowledge impact | 4.57 |
| 5.4 | Knowledge absorption | 10.91 |
| 5 | Total Pillar Score | 7.57 |
| | | |
| Sixth | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 14.26 |
| 6.2 | Investment in emerging technologies | 27.25 |
| 6.3 | Artificial Intelligence (AI) strategy | 0.00 |
| 6 | Total Pillar Score | 13.84 |
| | | |
| Sever | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 16.87 |
| 7.2 | Domestic credit to private sector, % of GDP | 0.81 |
| 7.3 | Diversification of local industry | 13.49 |
| 7 | Total Pillar Score | 10.39 |
| | | |
| Eight | h Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 19.18 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 28.85 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 1.68 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 27.01 |
| 8.2 | Market capitalization as a % of GDP | 0.00 |
| 8 | Total Pillar Score | 9.59 |
| | | |
| Ninth | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 68.81 |
| 9.2 | Goal 2: Zero Hunger | 51.68 |
| 9.3 | Goal 3: Good Health and Well-being | 43.75 |
| 9.4 | Goal 4: Quality Education | 58.16 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 67.01 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 13.90 |
| 9.7 | Goal 17: Partnerships for the Goals | 76.79 |
| , , , | | |

Iraq



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| Digital Farm dation | Institutions | 16 | 52 |
| Digital Foundation | Infrastructure | 8 | 40 |
| Digital Works | Workforce | 11 | 40 |
| E-Government | E-Government | 46 | 36 |
| Innovation | Innovation | 8 | 36 |
| | Future Technologies | 7 | 34 |
| Readiness in digital | Market Development and Sophistication | 10 | 36 |
| for the citizen | Financial Market Development | 7 | 35 |
| | Sustainable Development | 64 | 19 |
| ADEI | | 19 | 42 |

Iraq 42

| First Pi | illar: Institutions | Score |
|----------|--|-------|
| 1.1 | Political Environment | 22.05 |
| 1.1.1 | Political Stability and Security | 8.20 |
| 1.1.2 | Government Effectiveness | 16.63 |
| 1.1.3 | Voice and Accountability | 41.33 |
| 1.2 | Regulatory Environment | 16.90 |
| 1.2.1 | Regulatory Quality | 20.02 |
| 1.2.2 | Rule of Law | 16.50 |
| 1.2.3 | Control of Corruption | 14.17 |
| 1.3 | Technology Governance | 9.94 |
| 1.3.1 | Secure Internet Servers | 12.16 |
| 1.3.2 | E-Security | 9.66 |
| 1.3.3 | Online Shopping | 0.70 |
| 1.3.4 | ICT Regulatory Environment | 2.04 |
| 1.3.5 | Regulation of Emerging Technologies | 1.79 |
| 1.3.6 | E-commerce Legislation | 23.75 |
| 1.3.7 | Protection of content privacy under the law | 19.48 |
| 1 | Total Pillar Score | 16.30 |
| | | |
| Second | Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 4.75 |
| 2.2 | Use of ICT | 7.56 |
| 2.3 | Technological Inclusion | 11.75 |
| 2.3.1 | E-Participation | 16.57 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 22.41 |
| 2.3.3 | Availability of local content online | 7.99 |
| 2.3.4 | Gender gap in internet use | 6.77 |
| 2.3.5 | Rural gap in the use of digital payments | 4.99 |
| 2.4 | Logistical Performance | 8.64 |
| 2 | Total Pillar Score | 8.17 |
| | | |
| Third I | Pillar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 5.69 |
| 3.2 | Knowledge-intensive employment % | 0.17 |
| 3.3 | ICT skills in the education system | 25.95 |
| 3 | Total Pillar Score | 10.60 |

| rour | th Pillar: E-Government | Score |
|--|--|--|
| 4.1 | Government services online | 18.76 |
| 4.2 | Telecommunication Infrastructure | 68.74 |
| 4.3 | Human Capital Component | 49.67 |
| 4 | Total Pillar Score | 45.72 |
| | | |
| | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 0.55 |
| 5.2 | University-industry collaboration in R&D | 14.24 |
| 5.3 | Knowledge impact | 4.57 |
| 5.4 | Knowledge absorption | 10.91 |
| 5 | Total Pillar Score | 7.57 |
| G: 41 | | |
| | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 13.55 |
| 6.2 | Investment in emerging technologies | 7.36 |
| 6.3 | Artificial Intelligence (AI) strategy | 0.00 |
| 6 | Total Pillar Score | 6.97 |
| Seve | nth Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 16.87 |
| 7.2 | Domestic credit to private sector, % of GDP | 0.81 |
| 7.3 | Diversification of local industry | 13.49 |
| 7 | Total Pillar Score | 10.39 |
| T. 1 | | |
| | th Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 14.21 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 18.57 |
| 8.1.2 | | 9.83 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 14.24 |
| \circ | Market capitalization as a % of GDP | 0.00 |
| 8.2 | | |
| 8.2 | Total Pillar Score | 7.10 |
| 8 | | |
| 8 Ninth | n Pillar: Sustainable Development Goals | Score |
| 8 Ninth 9.1 | Pillar: Sustainable Development Goals Goal 1: No Poverty | Score 95.51 |
| 8 Ninth 9.1 9.2 | Pillar: Sustainable Development Goals Goal 1: No Poverty Goal 2: Zero Hunger | Score 95.51 50.53 |
| 8 Ninth 9.1 9.2 9.3 | Pillar: Sustainable Development Goals Goal 1: No Poverty Goal 2: Zero Hunger Goal 3: Good Health and Well-being | 95.51 50.53 66.23 |
| Ninth 9.1 9.2 9.3 9.4 | Goal 1: No Poverty Goal 2: Zero Hunger Goal 3: Good Health and Well-being Goal 4: Quality Education | 95.51 50.53 66.23 49.63 |
| Ninth 9.1 9.2 9.3 9.4 9.5 | Fillar: Sustainable Development Goals Goal 1: No Poverty Goal 2: Zero Hunger Goal 3: Good Health and Well-being Goal 4: Quality Education Goal 8: Decent Work and Economic Growth | Score 95.51 50.53 66.23 49.63 64.09 |
| Nintl 9.1 9.2 9.3 9.4 | Goal 1: No Poverty Goal 2: Zero Hunger Goal 3: Good Health and Well-being Goal 4: Quality Education | 7.10 Score 95.51 50.53 66.23 49.63 64.09 43.57 78.10 |

Guinea



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| Dicital Farm dation | Institutions | 26 | 45 |
| Digital Foundation | Infrastructure | 8 | 40 |
| Digital Works | Workforce | 13 | 38 |
| E-Government | E-Government | 40 | 39 |
| Innovation | Innovation | 8 | 36 |
| | Future Technologies | 7 | 34 |
| Readiness in digital | Market Development and Sophistication | 10 | 36 |
| for the citizen | Financial Market Development | 10 | 32 |
| | Sustainable Development | 48 | 40 |
| ADEI | | 19 | 43 |

Guinea 43

| First Pi | llar: Institutions | Score |
|----------|--|-------|
| 1.1 | Political Environment | 36.18 |
| 1.1.1 | Political Stability and Security | 45.49 |
| 1.1.2 | Government Effectiveness | 30.05 |
| 1.1.3 | Voice and Accountability | 33.01 |
| 1.2 | Regulatory Environment | 31.53 |
| 1.2.1 | Regulatory Quality | 31.53 |
| 1.2.2 | Rule of Law | 34.92 |
| 1.2.3 | Control of Corruption | 28.15 |
| 1.3 | Technology Governance | 9.94 |
| 1.3.1 | Secure Internet Servers | 12.16 |
| 1.3.2 | E-Security | 9.66 |
| 1.3.3 | Online Shopping | 0.70 |
| 1.3.4 | ICT Regulatory Environment | 2.04 |
| 1.3.5 | Regulation of Emerging Technologies | 1.79 |
| 1.3.6 | E-commerce Legislation | 23.75 |
| 1.3.7 | Protection of content privacy under the law | 19.48 |
| 1 | Total Pillar Score | 25.88 |
| | | |
| Second | Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 4.75 |
| 2.2 | Use of ICT | 7.56 |
| 2.3 | Technological Inclusion | 11.75 |
| 2.3.1 | E-Participation | 16.57 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 22.41 |
| 2.3.3 | Availability of local content online | 7.99 |
| 2.3.4 | Gender gap in internet use | 6.77 |
| 2.3.5 | Rural gap in the use of digital payments | 4.99 |
| 2.4 | Logistical Performance | 8.64 |
| 2 | Total Pillar Score | 8.17 |
| | | |
| Third F | Pillar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 5.69 |
| 3.2 | Knowledge-intensive employment % | 7.58 |
| 3.3 | ICT skills in the education system | 25.95 |
| 3 | Total Pillar Score | 13.08 |

| Fourt | th Pillar: E-Government | Score |
|-------|---|-------|
| 4.1 | Government services online | 48.08 |
| 4.2 | Telecommunication Infrastructure | 43.23 |
| 4.3 | Human Capital Component | 28.87 |
| 4 | Total Pillar Score | 40.06 |
| | | |
| Fifth | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 0.55 |
| 5.2 | University-industry collaboration in R&D | 14.24 |
| 5.3 | Knowledge impact | 4.57 |
| 5.4 | Knowledge absorption | 10.91 |
| 5 | Total Pillar Score | 7.57 |
| | | |
| Sixth | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 13.55 |
| 6.2 | Investment in emerging technologies | 7.36 |
| 6.3 | Artificial Intelligence (AI) strategy | 0.00 |
| 6 | Total Pillar Score | 6.97 |
| | | |
| Sever | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 16.87 |
| 7.2 | Domestic credit to private sector, % of GDP | 0.81 |
| 7.3 | Diversification of local industry | 13.49 |
| 7 | Total Pillar Score | 10.39 |
| | | |
| Eight | h Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 20.67 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 30.44 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 3.93 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 27.65 |
| 8.2 | Market capitalization as a % of GDP | 0.00 |
| 8 | Total Pillar Score | 10.34 |
| | | |
| Ninth | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 66.16 |
| 9.2 | Goal 2: Zero Hunger | 55.27 |
| 9.3 | Goal 3: Good Health and Well-being | 32.02 |
| 9.4 | Goal 4: Quality Education | 31.60 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 73.13 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 19.39 |
| 9.7 | Goal 17: Partnerships for the Goals | 61.84 |
| 9 | Total Pillar Score | 48.49 |

Gambia



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| Dicital Farm dation | Institutions | 41 | 31 |
| Digital Foundation | Infrastructure | 8 | 40 |
| Digital Works | Workforce | 11 | 40 |
| E-Government | E-Government | 26 | 51 |
| Innovation | Innovation | 8 | 36 |
| | Future Technologies | 7 | 34 |
| Readiness in digital | Market Development and Sophistication | 10 | 36 |
| for the citizen | Financial Market Development | 3 | 40 |
| | Sustainable Development | 49 | 39 |
| ADEI | | 19 | 44 |

Gambia 44

| First 1 | Pillar: Institutions | Score |
|---------|--|-------|
| 1.1 | Political Environment | 62.59 |
| 1.1.1 | Political Stability and Security | 66.53 |
| 1.1.2 | Government Effectiveness | 38.88 |
| 1.1.3 | Voice and Accountability | 82.37 |
| 1.2 | Regulatory Environment | 50.78 |
| 1.2.1 | Regulatory Quality | 45.41 |
| 1.2.2 | Rule of Law | 58.43 |
| 1.2.3 | Control of Corruption | 48.51 |
| 1.3 | Technology Governance | 9.94 |
| 1.3.1 | Secure Internet Servers | 12.16 |
| 1.3.2 | E-Security | 9.66 |
| 1.3.3 | Online Shopping | 0.70 |
| 1.3.4 | ICT Regulatory Environment | 2.04 |
| 1.3.5 | Regulation of Emerging Technologies | 1.79 |
| 1.3.6 | E-commerce Legislation | 23.75 |
| 1.3.7 | Protection of content privacy under the law | 19.48 |
| 1 | Total Pillar Score | 41.11 |
| | | |
| | d Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 4.75 |
| 2.2 | Use of ICT | 7.56 |
| 2.3 | Technological Inclusion | 11.75 |
| 2.3.1 | E-Participation | 16.57 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 22.41 |
| 2.3.3 | Availability of local content online | 7.99 |
| 2.3.4 | Gender gap in internet use | 6.77 |
| 2.3.5 | Rural gap in the use of digital payments | 4.99 |
| 2.4 | Logistical Performance | 8.64 |
| 2 | Total Pillar Score | 8.17 |
| | | |
| Third | Pillar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 5.69 |
| 3.2 | Knowledge-intensive employment % | 0.17 |
| 3.3 | ICT skills in the education system | 25.95 |
| 3 | Total Pillar Score | 10.60 |

| Four | th Pillar: E-Government | Score |
|------------|---|----------------|
| 4.1 | Government services online | 9.55 |
| 4.2 | Telecommunication Infrastructure | 38.77 |
| 4.3 | Human Capital Component | 28.23 |
| 4 | Total Pillar Score | 25.52 |
| | | |
| Fifth | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 0.55 |
| 5.2 | University-industry collaboration in R&D | 14.24 |
| 5.3 | Knowledge impact | 4.57 |
| 5.4 | Knowledge absorption | 10.91 |
| 5 | Total Pillar Score | 7.57 |
| | | |
| Sixth | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 13.55 |
| 6.2 | Investment in emerging technologies | 7.36 |
| 6.3 | Artificial Intelligence (AI) strategy | 0.00 |
| 6 | Total Pillar Score | 6.97 |
| | | |
| | nth Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 16.87 |
| 7.2 | Domestic credit to private sector, % of GDP | 0.81 |
| 7.3 | Diversification of local industry | 13.49 |
| 7 | Total Pillar Score | 10.39 |
| Fight | ch Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 6.08 |
| | | |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 9.17 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 1.60 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 7.49 |
| 8.2 | Market capitalization as a % of GDP | 0.00 |
| 8 | Total Pillar Score | 3.04 |
| Ninth | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 28.96 |
| 9.2 | Goal 2: Zero Hunger | 50.01 |
| 9.3 | Goal 3: Good Health and Well-being | 52.24 |
| | Goal 4: Quality Education | 47.65 |
| 94 | Goal 8: Decent Work and Economic Growth | 65.29 |
| 9.4 9.5 | | U.J. 47 |
| 9.5 | | |
| | Goal 9: Industry, Innovation and Infrastructure Goal 17: Partnerships for the Goals | 29.30 68.56 |

Niger



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| Disital Farm dation | Institutions | 30 | 41 |
| Digital Foundation | Infrastructure | 10 | 38 |
| Digital Works | Workforce | 21 | 31 |
| E-Government | E-Government | 21 | 52 |
| Innovation | Innovation | 17 | 28 |
| | Future Technologies | 7 | 34 |
| Readiness in digital | Market Development and Sophistication | 21 | 25 |
| for the citizen | Financial Market Development | 3 | 40 |
| | Sustainable Development | 37 | 50 |
| ADEI | | 18 | 45 |

Niger 45

| First Pi | llar: Institutions | Score |
|----------|--|-------|
| 1.1 | Political Environment | 38.96 |
| 1.1.1 | Political Stability and Security | 26.28 |
| 1.1.2 | Government Effectiveness | 37.48 |
| 1.1.3 | Voice and Accountability | 53.11 |
| 1.2 | Regulatory Environment | 42.26 |
| 1.2.1 | Regulatory Quality | 39.77 |
| 1.2.2 | Rule of Law | 47.82 |
| 1.2.3 | Control of Corruption | 39.18 |
| 1.3 | Technology Governance | 9.94 |
| 1.3.1 | Secure Internet Servers | 12.16 |
| 1.3.2 | E-Security | 9.66 |
| 1.3.3 | Online Shopping | 0.70 |
| 1.3.4 | ICT Regulatory Environment | 2.04 |
| 1.3.5 | Regulation of Emerging Technologies | 1.79 |
| 1.3.6 | E-commerce Legislation | 23.75 |
| 1.3.7 | Protection of content privacy under the law | 19.48 |
| 1 | Total Pillar Score | 30.38 |
| | | |
| Second | Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 10.72 |
| 2.2 | Use of ICT | 7.56 |
| 2.3 | Technological Inclusion | 11.75 |
| 2.3.1 | E-Participation | 16.57 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 22.41 |
| 2.3.3 | Availability of local content online | 7.99 |
| 2.3.4 | Gender gap in internet use | 6.77 |
| 2.3.5 | Rural gap in the use of digital payments | 4.99 |
| 2.4 | Logistical Performance | 8.64 |
| 2 | Total Pillar Score | 9.66 |
| | | |
| Third P | lillar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 36.98 |
| 3.2 | Knowledge-intensive employment % | 0.17 |
| 3.3 | ICT skills in the education system | 25.95 |
| 3 | Total Pillar Score | 21.03 |

| Fourt | h Pillar: E-Government | Score |
|-----------------|---|-----------------------|
| 4.1 | Government services online | 30.84 |
| 4.2 | Telecommunication Infrastructure | 15.78 |
| 4.3 | Human Capital Component | 16.85 |
| 4 | Total Pillar Score | 21.16 |
| | | |
| | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 0.55 |
| 5.2 | University-industry collaboration in R&D | 14.24 |
| 5.3 | Knowledge impact | 19.18 |
| 5.4 | Knowledge absorption | 34.52 |
| 5 | Total Pillar Score | 17.12 |
| <u>G:</u> 41 | | |
| | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 13.55 |
| 6.2 | Investment in emerging technologies | 7.36 |
| 6.3 | Artificial Intelligence (AI) strategy | 0.00 |
| 6 | Total Pillar Score | 6.97 |
| Seven | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 16.87 |
| 7.2 | Domestic credit to private sector, % of GDP | 1.62 |
| 7.3 | Diversification of local industry | 45.84 |
| 7 | Total Pillar Score | 21.45 |
| | | |
| | h Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 6.08 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 9.17 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 1.60 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 7.49 |
| 8.2 | Market capitalization as a % of GDP | 0.00 |
| 8 | Total Pillar Score | 3.04 |
| Ninth | Pillar: Sustainable Development Goals | Score |
| 9.1 | <u> </u> | 18.83 |
| | Goal 2: No Poverty | |
| 9.2 | Goal 2: Zero Hunger | 43.00 |
| 9.3 | Goal 4: Ovality Education | 38.72 |
| 9.4 | Goal 8: Depart Work and Economic Crowth | 5.06 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 69.42 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 14.42 |
| 0.7 | | |
| 9.7 9 | Goal 17: Partnerships for the Goals Total Pillar Score | 68.65 36.87 |

Yemen



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| Disital Farm dation | Institutions | 54 | 19 |
| Digital Foundation | Infrastructure | 9 | 39 |
| Digital Works | Workforce | 11 | 39 |
| E-Government | E-Government | 7 | 56 |
| Innovation | Innovation | 8 | 36 |
| | Future Technologies | 8 | 33 |
| Readiness in digital | Market Development and Sophistication | 10 | 36 |
| for the citizen | Financial Market Development | 3 | 40 |
| | Sustainable Development | 35 | 53 |
| ADEI | | 18 | 46 |

Yemen 46

| First Pi | illar: Institutions | Score |
|----------|--|-------|
| 1.1 | Political Environment | 71.39 |
| 1.1.1 | Political Stability and Security | 70.71 |
| 1.1.2 | Government Effectiveness | 55.53 |
| 1.1.3 | Voice and Accountability | 87.93 |
| 1.2 | Regulatory Environment | 68.49 |
| 1.2.1 | Regulatory Quality | 67.73 |
| 1.2.2 | Rule of Law | 78.12 |
| 1.2.3 | Control of Corruption | 59.61 |
| 1.3 | Technology Governance | 22.48 |
| 1.3.1 | Secure Internet Servers | 12.80 |
| 1.3.2 | E-Security | 9.66 |
| 1.3.3 | Online Shopping | 1.22 |
| 1.3.4 | ICT Regulatory Environment | 2.04 |
| 1.3.5 | Regulation of Emerging Technologies | 1.89 |
| 1.3.6 | E-commerce Legislation | 50.00 |
| 1.3.7 | Protection of content privacy under the law | 79.78 |
| 1 | Total Pillar Score | 54.12 |
| | | |
| Second | Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 4.75 |
| 2.2 | Use of ICT | 7.56 |
| 2.3 | Technological Inclusion | 16.38 |
| 2.3.1 | E-Participation | 17.45 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 23.59 |
| 2.3.3 | Availability of local content online | 29.09 |
| 2.3.4 | Gender gap in internet use | 6.77 |
| 2.3.5 | Rural gap in the use of digital payments | 4.99 |
| 2.4 | Logistical Performance | 8.64 |
| 2 | Total Pillar Score | 9.33 |
| | | |
| Third I | Pillar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 5.69 |
| 3.2 | Knowledge-intensive employment % | 0.17 |
| 3.3 | ICT skills in the education system | 27.32 |
| 3 | Total Pillar Score | 11.06 |

| Fourt | th Pillar: E-Government | Score |
|-------|---|-------|
| 4.1 | Government services online | 2.18 |
| 4.2 | Telecommunication Infrastructure | 6.00 |
| 4.3 | Human Capital Component | 11.87 |
| 4 | Total Pillar Score | 6.69 |
| | | |
| Fifth | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 0.55 |
| 5.2 | University-industry collaboration in R&D | 14.24 |
| 5.3 | Knowledge impact | 4.57 |
| 5.4 | Knowledge absorption | 10.91 |
| 5 | Total Pillar Score | 7.57 |
| | | |
| Sixth | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 16.23 |
| 6.2 | Investment in emerging technologies | 7.75 |
| 6.3 | Artificial Intelligence (AI) strategy | 0.00 |
| 6 | Total Pillar Score | 7.99 |
| | | |
| Sever | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 16.87 |
| 7.2 | Domestic credit to private sector, % of GDP | 0.81 |
| 7.3 | Diversification of local industry | 13.49 |
| 7 | Total Pillar Score | 10.39 |
| | | |
| Eight | h Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 6.08 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 9.17 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 1.60 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 7.49 |
| 8.2 | Market capitalization as a % of GDP | 0.00 |
| 8 | Total Pillar Score | 3.04 |
| | | |
| Ninth | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 0.70 |
| 9.2 | Goal 2: Zero Hunger | 32.64 |
| 9.3 | Goal 3: Good Health and Well-being | 46.34 |
| 9.4 | Goal 4: Quality Education | 28.84 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 62.25 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 13.56 |
| 9.7 | Goal 17: Partnerships for the Goals | 59.01 |
| 9 | Total Pillar Score | 34.76 |

Turkmenistan



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| Digital Farm dation | Institutions | 17 | 51 |
| Digital Foundation | Infrastructure | 8 | 40 |
| Digital Works | Workforce | 11 | 40 |
| E-Government | E-Government | 48 | 34 |
| Innovation | Innovation | 8 | 36 |
| | Future Technologies | 7 | 34 |
| Readiness in digital | Market Development and Sophistication | 10 | 36 |
| for the citizen | Financial Market Development | 3 | 40 |
| | Sustainable Development | 52 | 34 |
| ADEI | | 18 | 47 |

Turkmenistan 47

| First 1 | Pillar: Institutions | Score |
|---------|--|-------|
| 1.1 | Political Environment | 28.61 |
| 1.1.1 | Political Stability and Security | 64.11 |
| 1.1.2 | Government Effectiveness | 21.73 |
| 1.1.3 | Voice and Accountability | 0.00 |
| 1.2 | Regulatory Environment | 11.28 |
| 1.2.1 | Regulatory Quality | 0.00 |
| 1.2.2 | Rule of Law | 23.07 |
| 1.2.3 | Control of Corruption | 10.79 |
| 1.3 | Technology Governance | 9.94 |
| 1.3.1 | Secure Internet Servers | 12.16 |
| 1.3.2 | E-Security | 9.66 |
| 1.3.3 | Online Shopping | 0.70 |
| 1.3.4 | ICT Regulatory Environment | 2.04 |
| 1.3.5 | Regulation of Emerging Technologies | 1.79 |
| 1.3.6 | E-commerce Legislation | 23.75 |
| 1.3.7 | Protection of content privacy under the law | 19.48 |
| 1 | Total Pillar Score | 16.61 |
| | | |
| Secon | d Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 4.75 |
| 2.2 | Use of ICT | 7.56 |
| 2.3 | Technological Inclusion | 11.75 |
| 2.3.1 | E-Participation | 16.57 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 22.41 |
| 2.3.3 | Availability of local content online | 7.99 |
| 2.3.4 | Gender gap in internet use | 6.77 |
| 2.3.5 | Rural gap in the use of digital payments | 4.99 |
| 2.4 | Logistical Performance | 8.64 |
| 2 | Total Pillar Score | 8.17 |
| | | |
| Third | Pillar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 5.69 |
| 3.2 | Knowledge-intensive employment % | 0.17 |
| 3.3 | ICT skills in the education system | 25.95 |
| 3 | Total Pillar Score | 10.60 |

| Fourt | h Pillar: E-Government | Score |
|-------|---|-------|
| 4.1 | Government services online | 25.06 |
| 4.2 | Telecommunication Infrastructure | 51.51 |
| 4.3 | Human Capital Component | 66.14 |
| 4 | Total Pillar Score | 47.57 |
| | Total Final Score | 17.57 |
| Fifth | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 0.55 |
| 5.2 | University-industry collaboration in R&D | 14.24 |
| 5.3 | Knowledge impact | 4.57 |
| 5.4 | Knowledge absorption | 10.91 |
| 5 | Total Pillar Score | 7.57 |
| | Total Final Score | 7.607 |
| Sixth | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 13.55 |
| 6.2 | Investment in emerging technologies | 7.36 |
| 6.3 | Artificial Intelligence (AI) strategy | 0.00 |
| 6 | Total Pillar Score | 6.97 |
| | | |
| Seven | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 16.87 |
| 7.2 | Domestic credit to private sector, % of GDP | 0.81 |
| 7.3 | Diversification of local industry | 13.49 |
| 7 | Total Pillar Score | 10.39 |
| | | |
| Eight | h Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 6.08 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 9.17 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 1.60 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 7.49 |
| 8.2 | Market capitalization as a % of GDP | 0.00 |
| 8 | Total Pillar Score | 3.04 |
| | | |
| Ninth | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 0.66 |
| 9.2 | Goal 2: Zero Hunger | 59.90 |
| 9.3 | Goal 3: Good Health and Well-being | 72.08 |
| 9.4 | Goal 4: Quality Education | 89.32 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 68.60 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 20.77 |
| 9.7 | Goal 17: Partnerships for the Goals | 55.08 |
| | Total Pillar Score | 52.35 |

Chad



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| Digital Farm dation | Institutions | 24 | 47 |
| Digital Foundation | Infrastructure | 14 | 35 |
| Digital Works | Workforce | 20 | 34 |
| E-Government | E-Government | 18 | 55 |
| Innovation | Innovation | 8 | 36 |
| | Future Technologies | 14 | 28 |
| Readiness in digital | Market Development and Sophistication | 10 | 36 |
| for the citizen | Financial Market Development | 3 | 40 |
| | Sustainable Development | 35 | 51 |
| ADEI | | 17 | 48 |

Chad 48

| First P | illar: Institutions | Score |
|---------|--|-------|
| 1.1 | Political Environment | 21.04 |
| 1.1.1 | Political Stability and Security | 28.94 |
| 1.1.2 | Government Effectiveness | 14.14 |
| 1.1.3 | Voice and Accountability | 20.05 |
| 1.2 | Regulatory Environment | 21.70 |
| 1.2.1 | Regulatory Quality | 28.98 |
| 1.2.2 | Rule of Law | 27.27 |
| 1.2.3 | Control of Corruption | 8.84 |
| 1.3 | Technology Governance | 30.56 |
| 1.3.1 | Secure Internet Servers | 12.16 |
| 1.3.2 | E-Security | 40.42 |
| 1.3.3 | Online Shopping | 4.16 |
| 1.3.4 | ICT Regulatory Environment | 52.02 |
| 1.3.5 | Regulation of Emerging Technologies | 14.47 |
| 1.3.6 | E-commerce Legislation | 25.00 |
| 1.3.7 | Protection of content privacy under the law | 65.70 |
| 1 | Total Pillar Score | 24.43 |
| | | |
| Second | Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 4.75 |
| 2.2 | Use of ICT | 7.56 |
| 2.3 | Technological Inclusion | 34.84 |
| 2.3.1 | E-Participation | 30.24 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 64.74 |
| 2.3.3 | Availability of local content online | 7.99 |
| 2.3.4 | Gender gap in internet use | 6.77 |
| 2.3.5 | Rural gap in the use of digital payments | 64.45 |
| 2.4 | Logistical Performance | 8.64 |
| 2 | Total Pillar Score | 13.95 |
| | | |
| Third | Pillar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 5.69 |
| 3.2 | Knowledge-intensive employment % | 0.18 |
| 3.3 | ICT skills in the education system | 53.24 |
| 3 | Total Pillar Score | 19.70 |

| Fourt | h Pillar: E-Government | Score |
|-------|---|-------|
| 4.1 | Government services online | 26.74 |
| 4.2 | Telecommunication Infrastructure | 11.95 |
| 4.3 | Human Capital Component | 14.88 |
| 4 | Total Pillar Score | 17.85 |
| Fifth | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 0.55 |
| 5.2 | , | 14.24 |
| | University-industry collaboration in R&D | |
| 5.3 | Knowledge impact | 4.57 |
| 5.4 | Knowledge absorption | 10.91 |
| 5 | Total Pillar Score | 7.57 |
| Sixth | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 29.68 |
| 6.2 | Investment in emerging technologies | 12.75 |
| 6.3 | Artificial Intelligence (AI) strategy | 0.00 |
| 6 | Total Pillar Score | 14.14 |
| | | |
| Seven | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 16.87 |
| 7.2 | Domestic credit to private sector, % of GDP | 0.81 |
| 7.3 | Diversification of local industry | 13.49 |
| 7 | Total Pillar Score | 10.39 |
| Eigh4 | h Billow Financial Maukot Davidanmant | Casus |
| | h Pillar: Financial Market Development FinTech and Financial Inclusion | Score |
| 8.1 | | 6.08 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 9.17 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 1.60 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 7.49 |
| 8.2 | Market capitalization as a % of GDP | 0.00 |
| 8 | Total Pillar Score | 3.04 |
| Ninth | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 27.68 |
| 9.2 | Goal 2: Zero Hunger | 40.16 |
| 9.3 | Goal 3: Good Health and Well-being | 29.92 |
| 9.4 | Goal 4: Quality Education | 10.90 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 68.73 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 8.72 |
| 9.7 | Goal 17: Partnerships for the Goals | 60.99 |
| 9 | Total Pillar Score | 35.30 |

Djibouti



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| Dicital Farm dation | Institutions | 28 | 43 |
| Digital Foundation | Infrastructure | 8 | 40 |
| Digital Works | Workforce | 11 | 40 |
| E-Government | E-Government | 29 | 46 |
| Innovation | Innovation | 8 | 36 |
| | Future Technologies | 7 | 34 |
| Readiness in digital | Market Development and Sophistication | 10 | 36 |
| for the citizen | Financial Market Development | 3 | 40 |
| | Sustainable Development | 46 | 45 |
| ADEI | | 17 | 49 |

Djibouti 49

| First Pi | illar: Institutions | Score |
|----------|--|-------|
| 1.1 | Political Environment | 38.82 |
| 1.1.1 | Political Stability and Security | 54.27 |
| 1.1.2 | Government Effectiveness | 34.96 |
| 1.1.3 | Voice and Accountability | 27.23 |
| 1.2 | Regulatory Environment | 34.22 |
| 1.2.1 | Regulatory Quality | 36.08 |
| 1.2.2 | Rule of Law | 34.56 |
| 1.2.3 | Control of Corruption | 32.01 |
| 1.3 | Technology Governance | 9.94 |
| 1.3.1 | Secure Internet Servers | 12.16 |
| 1.3.2 | E-Security | 9.66 |
| 1.3.3 | Online Shopping | 0.70 |
| 1.3.4 | ICT Regulatory Environment | 2.04 |
| 1.3.5 | Regulation of Emerging Technologies | 1.79 |
| 1.3.6 | E-commerce Legislation | 23.75 |
| 1.3.7 | Protection of content privacy under the law | 19.48 |
| 1 | Total Pillar Score | 27.66 |
| | | |
| Second | Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 4.75 |
| 2.2 | Use of ICT | 7.56 |
| 2.3 | Technological Inclusion | 11.75 |
| 2.3.1 | E-Participation | 16.57 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 22.41 |
| 2.3.3 | Availability of local content online | 7.99 |
| 2.3.4 | Gender gap in internet use | 6.77 |
| 2.3.5 | Rural gap in the use of digital payments | 4.99 |
| 2.4 | Logistical Performance | 8.64 |
| 2 | Total Pillar Score | 8.17 |
| | | |
| Third I | Pillar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 5.69 |
| 3.2 | Knowledge-intensive employment % | 0.17 |
| 3.3 | ICT skills in the education system | 25.95 |
| 3 | Total Pillar Score | 10.60 |

| Fourt | h Pillar: E-Government | Score |
|----------|---|-------|
| 4.1 | Government services online | 20.92 |
| 4.2 | Telecommunication Infrastructure | 38.40 |
| 4.3 | Human Capital Component | 28.00 |
| 4 | Total Pillar Score | 29.10 |
| <u>'</u> | Total Final Score | 27.10 |
| Fifth | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 0.55 |
| 5.2 | University-industry collaboration in R&D | 14.24 |
| 5.3 | Knowledge impact | 4.57 |
| 5.4 | Knowledge absorption | 10.91 |
| 5 | Total Pillar Score | 7.57 |
| | | |
| Sixth | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 13.55 |
| 6.2 | Investment in emerging technologies | 7.36 |
| 6.3 | Artificial Intelligence (AI) strategy | 0.00 |
| 6 | Total Pillar Score | 6.97 |
| | | |
| Seven | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 16.87 |
| 7.2 | Domestic credit to private sector, % of GDP | 0.81 |
| 7.3 | Diversification of local industry | 13.49 |
| 7 | Total Pillar Score | 10.39 |
| | | |
| | h Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 6.08 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 9.17 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 1.60 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 7.49 |
| 8.2 | Market capitalization as a % of GDP | 0.00 |
| 8 | Total Pillar Score | 3.04 |
| | | |
| | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 68.20 |
| 9.2 | Goal 2: Zero Hunger | 51.62 |
| 9.3 | Goal 3: Good Health and Well-being | 54.32 |
| 9.4 | Goal 4: Quality Education | 4.81 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 52.22 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 28.84 |
| 9.7 | Goal 17: Partnerships for the Goals | 61.63 |
| 9 | Total Pillar Score | 45.95 |

Comoros



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| Disital Farm dation | Institutions | 26 | 46 |
| Digital Foundation | Infrastructure | 8 | 40 |
| Digital Works | Workforce | 11 | 40 |
| E-Government | E-Government | 26 | 50 |
| Innovation | Innovation | 8 | 36 |
| | Future Technologies | 7 | 34 |
| Readiness in digital | Market Development and Sophistication | 10 | 36 |
| for the citizen | Financial Market Development | 3 | 40 |
| | Sustainable Development | 48 | 41 |
| ADEI | | 16 | 50 |

Comoros 50

| First l | Pillar: Institutions | Score |
|---------|--|-------|
| 1.1 | Political Environment | 40.65 |
| 1.1.1 | Political Stability and Security | 61.32 |
| 1.1.2 | Government Effectiveness | 12.58 |
| 1.1.3 | Voice and Accountability | 48.04 |
| 1.2 | Regulatory Environment | 26.39 |
| 1.2.1 | Regulatory Quality | 26.37 |
| 1.2.2 | Rule of Law | 27.69 |
| 1.2.3 | Control of Corruption | 25.10 |
| 1.3 | Technology Governance | 9.94 |
| 1.3.1 | Secure Internet Servers | 12.16 |
| 1.3.2 | E-Security | 9.66 |
| 1.3.3 | Online Shopping | 0.70 |
| 1.3.4 | ICT Regulatory Environment | 2.04 |
| 1.3.5 | Regulation of Emerging Technologies | 1.79 |
| 1.3.6 | E-commerce Legislation | 23.75 |
| 1.3.7 | Protection of content privacy under the law | 19.48 |
| 1 | Total Pillar Score | 25.66 |
| | | |
| Secon | d Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 4.75 |
| 2.2 | Use of ICT | 7.56 |
| 2.3 | Technological Inclusion | 11.75 |
| 2.3.1 | E-Participation | 16.57 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 22.41 |
| 2.3.3 | Availability of local content online | 7.99 |
| 2.3.4 | Gender gap in internet use | 6.77 |
| 2.3.5 | Rural gap in the use of digital payments | 4.99 |
| 2.4 | Logistical Performance | 8.64 |
| 2 | Total Pillar Score | 8.17 |
| | | |
| Third | Pillar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 5.69 |
| 3.2 | Knowledge-intensive employment % | 0.17 |
| 3.3 | ICT skills in the education system | 25.95 |
| 3 | Total Pillar Score | 10.60 |

| Fourt | ch Pillar: E-Government | Score |
|-------|---|-------|
| 4.1 | Government services online | 2.30 |
| 4.2 | Telecommunication Infrastructure | 35.37 |
| 4.3 | Human Capital Component | 39.92 |
| 4 | Total Pillar Score | 25.86 |
| | | |
| Fifth | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 0.55 |
| 5.2 | University-industry collaboration in R&D | 14.24 |
| 5.3 | Knowledge impact | 4.57 |
| 5.4 | Knowledge absorption | 10.91 |
| 5 | Total Pillar Score | 7.57 |
| | | |
| Sixth | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 13.55 |
| 6.2 | Investment in emerging technologies | 7.36 |
| 6.3 | Artificial Intelligence (AI) strategy | 0.00 |
| 6 | Total Pillar Score | 6.97 |
| | | |
| Seven | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 16.87 |
| 7.2 | Domestic credit to private sector, % of GDP | 0.81 |
| 7.3 | Diversification of local industry | 13.49 |
| 7 | Total Pillar Score | 10.39 |
| | | |
| Eight | h Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 6.08 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 9.17 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 1.60 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 7.49 |
| 8.2 | Market capitalization as a % of GDP | 0.00 |
| 8 | Total Pillar Score | 3.04 |
| | | |
| Ninth | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 51.25 |
| 9.2 | Goal 2: Zero Hunger | 38.02 |
| 9.3 | Goal 3: Good Health and Well-being | 55.11 |
| 9.4 | Goal 4: Quality Education | 41.56 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 53.52 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 28.68 |
| 9.7 | Goal 17: Partnerships for the Goals | 69.15 |
| | Total Pillar Score | 48.18 |

Guinea-Bissau



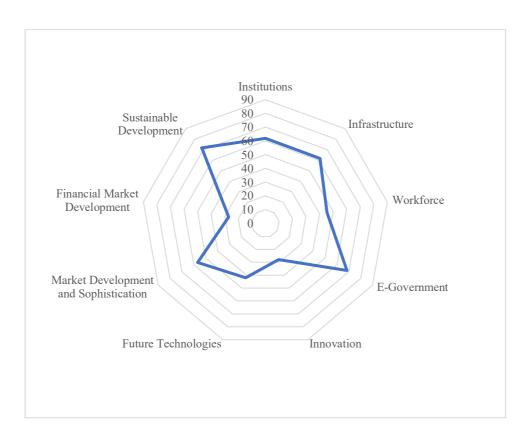
| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| Dicital Farm dation | Institutions | 26 | 44 |
| Digital Foundation | Infrastructure | 8 | 40 |
| Digital Works | Workforce | 11 | 40 |
| E-Government | E-Government | 31 | 43 |
| Innovation | Innovation | 8 | 36 |
| | Future Technologies | 7 | 34 |
| Readiness in digital | Market Development and Sophistication | 10 | 36 |
| for the citizen | Financial Market Development | 3 | 40 |
| | Sustainable Development | 41 | 49 |
| ADEI | | 16 | 51 |

Guinea-Bissau 51

| 1.1.1 Political Environment 46.32 1.1.1 Political Stability and Security 58.86 1.1.2 Government Effectiveness 15.44 1.1.3 Voice and Accountability 64.67 1.2 Regulatory Environment 23.18 1.2.1 Regulatory Quality 26.01 1.2.2 Rule of Law 24.66 1.2.3 Control of Corruption 18.88 1.3 Technology Governance 9.94 1.3.1 Secure Internet Servers 12.16 1.3.2 E-Security 9.66 1.3.3 Online Shopping 0.70 1.3.4 ICT Regulatory Environment 2.04 1.3.5 Regulation of Emerging Technologies 1.79 1.3.6 E-commerce Legislation 23.75 1.3.7 Protection of content privacy under the law 19.48 1 Total Pillar Store 26.48 Second Pillar: Infrastructure Score 2.1 Access to ICT 4.75 2.2 Use of ICT 7.56 2.3.1 E-Participation 16.57 | First | Pillar: Institutions | Score |
|---|-------|--|-------|
| 1.1.2 Government Effectiveness 15.44 1.1.3 Voice and Accountability 64.67 1.2 Regulatory Environment 23.18 1.2.1 Regulatory Quality 26.01 1.2.2 Rule of Law 24.66 1.2.3 Control of Corruption 18.88 1.3 Technology Governance 9.94 1.3.1 Secure Internet Servers 12.16 1.3.2 E-Security 9.66 1.3.3 Online Shopping 0.70 1.3.4 ICT Regulatory Environment 2.04 1.3.5 Regulation of Emerging Technologies 1.79 1.3.6 E-commerce Legislation 23.75 1.3.7 Protection of content privacy under the law 19.48 1 Total Pillar Score 26.48 Second Pillar: Infrastructure Score Second Pillar: Infrastructure <t< td=""><td>1.1</td><td>Political Environment</td><td>46.32</td></t<> | 1.1 | Political Environment | 46.32 |
| 1.1.3 Voice and Accountability 64.67 1.2 Regulatory Environment 23.18 1.2.1 Regulatory Quality 26.01 1.2.2 Rule of Law 24.66 1.2.3 Control of Corruption 18.88 1.3 Technology Governance 9.94 1.3.1 Secure Internet Servers 12.16 1.3.2 E-Security 9.66 1.3.3 Online Shopping 0.70 1.3.4 ICT Regulatory Environment 2.04 1.3.5 Regulation of Emerging Technologies 1.79 1.3.6 E-commerce Legislation 23.75 1.3.7 Protection of content privacy under the law 19.48 1 Total Pillar Score 26.48 Second Technological Inclusion 11.75 2.3 Technological Inclusion 11.75 2.3.1 E-Participation 16.57 2.3.2 Socioeconomic gap in the use of digital payments 22.41 2.3.3 Availability of local content online 7.99 2.4 Logistical Performance 8.64 2 <td< td=""><td>1.1.1</td><td>Political Stability and Security</td><td>58.86</td></td<> | 1.1.1 | Political Stability and Security | 58.86 |
| 1.2 Regulatory Environment 23.18 1.2.1 Regulatory Quality 26.01 1.2.2 Rule of Law 24.66 1.2.3 Control of Corruption 18.88 1.3 Technology Governance 9.94 1.3.1 Secure Internet Servers 12.16 1.3.2 E-Security 9.66 1.3.3 Online Shopping 0.70 1.3.4 ICT Regulatory Environment 2.04 1.3.5 Regulation of Emerging Technologies 1.79 1.3.6 E-commerce Legislation 23.75 1.3.7 Protection of content privacy under the law 19.48 1 Total Pillar Score 26.48 Second Pillar: Infrastructure Score 2.1 Access to ICT 4.75 2.2 Use of ICT 7.56 2.3 Technological Inclusion 11.75 2.3.1 E-Participation 16.57 2.3.2 Socioeconomic gap in the use of digital payments 22.41 2.3.3 Availability of local content online 7.99 2.3.4 Gender gap in internet use | 1.1.2 | Government Effectiveness | 15.44 |
| 1.2.1 Regulatory Quality 26.01 1.2.2 Rule of Law 24.66 1.2.3 Control of Corruption 18.88 1.3 Technology Governance 9.94 1.3.1 Secure Internet Servers 12.16 1.3.2 E-Security 9.66 1.3.3 Online Shopping 0.70 1.3.4 ICT Regulatory Environment 2.04 1.3.5 Regulation of Emerging Technologies 1.79 1.3.6 E-commerce Legislation 23.75 1.3.7 Protection of content privacy under the law 19.48 1 Total Pillar Score 26.48 Second Pillar: Infrastructure Score 2.1 Access to ICT 4.75 2.2 Use of ICT 7.56 2.3 Technological Inclusion 11.75 2.3.1 E-Participation 16.57 2.3.2 Socioeconomic gap in the use of digital payments 22.41 2.3.3 Availability of local content online 7.99 2.3.4 Gender gap in internet use 6.77 2.3.5 Rural gap in the use of digital payments 4.99 2.4 Logistical Performance 8.64 2 Total Pillar Score 8.17 Third Pillar: Workforce Score <td>1.1.3</td> <td>Voice and Accountability</td> <td>64.67</td> | 1.1.3 | Voice and Accountability | 64.67 |
| 1.2.2 Rule of Law 24.66 1.2.3 Control of Corruption 18.88 1.3 Technology Governance 9.94 1.3.1 Secure Internet Servers 12.16 1.3.2 E-Security 9.66 1.3.3 Online Shopping 0.70 1.3.4 ICT Regulatory Environment 2.04 1.3.5 Regulation of Emerging Technologies 1.79 1.3.6 E-commerce Legislation 23.75 1.3.7 Protection of content privacy under the law 19.48 1 Total Pillar Score 26.48 Second Pillar: Infrastructure Score 2.1 Access to ICT 4.75 2.2 Use of ICT 7.56 2.3 Technological Inclusion 11.75 2.3.1 E-Participation 16.57 2.3.2 Socioeconomic gap in the use of digital payments 22.41 2.3.3 Availability of local content online 7.99 2.3.4 Gender gap in internet use 6.77 2.3.5 Rural gap in the use of digital payments 4.99 2.4 Lo | 1.2 | Regulatory Environment | 23.18 |
| 1.2.3 Control of Corruption 18.88 1.3 Technology Governance 9.94 1.3.1 Secure Internet Servers 12.16 1.3.2 E-Security 9.66 1.3.3 Online Shopping 0.70 1.3.4 ICT Regulatory Environment 2.04 1.3.5 Regulation of Emerging Technologies 1.79 1.3.6 E-commerce Legislation 23.75 1.3.7 Protection of content privacy under the law 19.48 1 Total Pillar Score 26.48 Second Pillar: Infrastructure Score 2.1 Access to ICT 4.75 2.2 Use of ICT 7.56 2.3 Technological Inclusion 11.75 2.3.1 E-Participation 16.57 2.3.2 Socioeconomic gap in the use of digital payments 22.41 2.3.3 Availability of local content online 7.99 2.3.4 Gender gap in internet use 6.77 2.3.5 Rural gap in the use of digital payments 4.99 2.4 Logistical Performance 8.64 2 | 1.2.1 | Regulatory Quality | 26.01 |
| 1.3 Technology Governance 9.94 1.3.1 Secure Internet Servers 12.16 1.3.2 E-Security 9.66 1.3.3 Online Shopping 0.70 1.3.4 ICT Regulatory Environment 2.04 1.3.5 Regulation of Emerging Technologies 1.79 1.3.6 E-commerce Legislation 23.75 1.3.7 Protection of content privacy under the law 19.48 1 Total Pillar Score 26.48 Second Pillar: Infrastructure Score 2.1 Access to ICT 4.75 2.2 Use of ICT 7.56 2.3 Technological Inclusion 11.75 2.3.1 E-Participation 16.57 2.3.2 Socioeconomic gap in the use of digital payments 22.41 2.3.3 Availability of local content online 7.99 2.3.4 Gender gap in internet use 6.77 2.3.5 Rural gap in the use of digital payments 4.99 2.4 Logistical Performance 8.64 2 Total Pillar Score 8.17 Third Pi | 1.2.2 | Rule of Law | 24.66 |
| 1.3.1 Secure Internet Servers 12.16 1.3.2 E-Security 9.66 1.3.3 Online Shopping 0.70 1.3.4 ICT Regulatory Environment 2.04 1.3.5 Regulation of Emerging Technologies 1.79 1.3.6 E-commerce Legislation 23.75 1.3.7 Protection of content privacy under the law 19.48 1 Total Pillar Score 26.48 Second Pillar: Infrastructure Score 2.1 Access to ICT 4.75 2.2 Use of ICT 7.56 2.3 Technological Inclusion 11.75 2.3.1 E-Participation 16.57 2.3.2 Socioeconomic gap in the use of digital payments 22.41 2.3.3 Availability of local content online 7.99 2.3.4 Gender gap in internet use 6.77 2.3.5 Rural gap in the use of digital payments 4.99 2.4 Logistical Performance 8.64 2 Total Pillar Score 8.17 Third Pillar: Workforce Score 3.1 Expenditure on edu | 1.2.3 | Control of Corruption | 18.88 |
| 1.3.2 E-Security 9.66 1.3.3 Online Shopping 0.70 1.3.4 ICT Regulatory Environment 2.04 1.3.5 Regulation of Emerging Technologies 1.79 1.3.6 E-commerce Legislation 23.75 1.3.7 Protection of content privacy under the law 19.48 1 Total Pillar Score 26.48 Second Pillar: Infrastructure Score 2.1 Access to ICT 4.75 2.2 Use of ICT 7.56 2.3 Technological Inclusion 11.75 2.3.1 E-Participation 16.57 2.3.2 Socioeconomic gap in the use of digital payments 22.41 2.3.3 Availability of local content online 7.99 2.3.4 Gender gap in internet use 6.77 2.3.5 Rural gap in the use of digital payments 4.99 2.4 Logistical Performance 8.64 2 Total Pillar Score 8.17 Third Pillar: Workforce Score 3.1 Expenditure on education as a % of GDP 5.69 3.2 | 1.3 | Technology Governance | 9.94 |
| 1.3.3 Online Shopping 0.70 1.3.4 ICT Regulatory Environment 2.04 1.3.5 Regulation of Emerging Technologies 1.79 1.3.6 E-commerce Legislation 23.75 1.3.7 Protection of content privacy under the law 19.48 1 Total Pillar Score 26.48 Second Pillar: Infrastructure Score 2.1 Access to ICT 4.75 2.2 Use of ICT 7.56 2.3 Technological Inclusion 11.75 2.3.1 E-Participation 16.57 2.3.2 Socioeconomic gap in the use of digital payments 22.41 2.3.3 Availability of local content online 7.99 2.3.4 Gender gap in internet use 6.77 2.3.5 Rural gap in the use of digital payments 4.99 2.4 Logistical Performance 8.64 2 Total Pillar Score 8.17 Third Pillar: Workforce Score 3.1 Expenditure on education as a % of GDP 5.69 3.2 Knowledge-intensive employment % 0.17 | 1.3.1 | Secure Internet Servers | 12.16 |
| 1.3.4 ICT Regulatory Environment 2.04 1.3.5 Regulation of Emerging Technologies 1.79 1.3.6 E-commerce Legislation 23.75 1.3.7 Protection of content privacy under the law 19.48 1 Total Pillar Score 26.48 Second Pillar: Infrastructure Score 2.1 Access to ICT 4.75 2.2 Use of ICT 7.56 2.3 Technological Inclusion 11.75 2.3.1 E-Participation 16.57 2.3.2 Socioeconomic gap in the use of digital payments 22.41 2.3.3 Availability of local content online 7.99 2.3.4 Gender gap in internet use 6.77 2.3.5 Rural gap in the use of digital payments 4.99 2.4 Logistical Performance 8.64 2 Total Pillar Score 8.17 Third Pillar: Workforce Score 3.1 Expenditure on education as a % of GDP 5.69 3.2 Knowledge-intensive employment % 0.17 3.3 ICT skills in the education system 25.95 | 1.3.2 | E-Security | 9.66 |
| 1.3.5 Regulation of Emerging Technologies 1.79 1.3.6 E-commerce Legislation 23.75 1.3.7 Protection of content privacy under the law 19.48 1 Total Pillar Score 26.48 Second Pillar: Infrastructure 2.1 Access to ICT 4.75 2.2 Use of ICT 7.56 2.3 Technological Inclusion 11.75 2.3.1 E-Participation 16.57 2.3.2 Socioeconomic gap in the use of digital payments 22.41 2.3.3 Availability of local content online 7.99 2.3.4 Gender gap in internet use 6.77 2.3.5 Rural gap in the use of digital payments 4.99 2.4 Logistical Performance 8.64 2 Total Pillar Score 8.17 Third Pillar: Workforce Score 3.1 Expenditure on education as a % of GDP 5.69 3.2 Knowledge-intensive employment % 0.17 3.3 ICT skills in the education system 25.95 | 1.3.3 | Online Shopping | 0.70 |
| 1.3.6 E-commerce Legislation 23.75 1.3.7 Protection of content privacy under the law 19.48 1 Total Pillar Score 26.48 Second Pillar: Infrastructure 2.1 Access to ICT 4.75 2.2 Use of ICT 7.56 2.3 Technological Inclusion 11.75 2.3.1 E-Participation 16.57 2.3.2 Socioeconomic gap in the use of digital payments 22.41 2.3.3 Availability of local content online 7.99 2.3.4 Gender gap in internet use 6.77 2.3.5 Rural gap in the use of digital payments 4.99 2.4 Logistical Performance 8.64 2 Total Pillar Score 8.17 Third Pillar: Workforce Score 3.1 Expenditure on education as a % of GDP 5.69 3.2 Knowledge-intensive employment % 0.17 3.3 ICT skills in the education system 25.95 | 1.3.4 | ICT Regulatory Environment | 2.04 |
| 1.3.7 Protection of content privacy under the law 19.48 1 Total Pillar Score 26.48 Second Pillar: Infrastructure Score 2.1 Access to ICT 4.75 2.2 Use of ICT 7.56 2.3 Technological Inclusion 11.75 2.3.1 E-Participation 16.57 2.3.2 Socioeconomic gap in the use of digital payments 22.41 2.3.3 Availability of local content online 7.99 2.3.4 Gender gap in internet use 6.77 2.3.5 Rural gap in the use of digital payments 4.99 2.4 Logistical Performance 8.64 2 Total Pillar Score 8.17 Third Pillar: Workforce Score 3.1 Expenditure on education as a % of GDP 5.69 3.2 Knowledge-intensive employment % 0.17 3.3 ICT skills in the education system 25.95 | 1.3.5 | Regulation of Emerging Technologies | 1.79 |
| Second Pillar: Infrastructure Score 2.1 Access to ICT 4.75 2.2 Use of ICT 7.56 2.3 Technological Inclusion 11.75 2.3.1 E-Participation 16.57 2.3.2 Socioeconomic gap in the use of digital payments 22.41 2.3.3 Availability of local content online 7.99 2.3.4 Gender gap in internet use 6.77 2.3.5 Rural gap in the use of digital payments 4.99 2.4 Logistical Performance 8.64 2 Total Pillar Score 8.17 Third Pillar: Workforce Score 3.1 Expenditure on education as a % of GDP 5.69 3.2 Knowledge-intensive employment % 0.17 3.3 ICT skills in the education system 25.95 | 1.3.6 | E-commerce Legislation | 23.75 |
| Second Pillar: Infrastructure Score 2.1 Access to ICT 4.75 2.2 Use of ICT 7.56 2.3 Technological Inclusion 11.75 2.3.1 E-Participation 16.57 2.3.2 Socioeconomic gap in the use of digital payments 22.41 2.3.3 Availability of local content online 7.99 2.3.4 Gender gap in internet use 6.77 2.3.5 Rural gap in the use of digital payments 4.99 2.4 Logistical Performance 8.64 2 Total Pillar Score 8.17 Third Pillar: Workforce Score 3.1 Expenditure on education as a % of GDP 5.69 3.2 Knowledge-intensive employment % 0.17 3.3 ICT skills in the education system 25.95 | 1.3.7 | Protection of content privacy under the law | 19.48 |
| 2.1 Access to ICT 4.75 2.2 Use of ICT 7.56 2.3 Technological Inclusion 11.75 2.3.1 E-Participation 16.57 2.3.2 Socioeconomic gap in the use of digital payments 22.41 2.3.3 Availability of local content online 7.99 2.3.4 Gender gap in internet use 6.77 2.3.5 Rural gap in the use of digital payments 4.99 2.4 Logistical Performance 8.64 2 Total Pillar Score 8.17 Third Pillar: Workforce Score 3.1 Expenditure on education as a % of GDP 5.69 3.2 Knowledge-intensive employment % 0.17 3.3 ICT skills in the education system 25.95 | 1 | Total Pillar Score | 26.48 |
| 2.1 Access to ICT 4.75 2.2 Use of ICT 7.56 2.3 Technological Inclusion 11.75 2.3.1 E-Participation 16.57 2.3.2 Socioeconomic gap in the use of digital payments 22.41 2.3.3 Availability of local content online 7.99 2.3.4 Gender gap in internet use 6.77 2.3.5 Rural gap in the use of digital payments 4.99 2.4 Logistical Performance 8.64 2 Total Pillar Score 8.17 Third Pillar: Workforce Score 3.1 Expenditure on education as a % of GDP 5.69 3.2 Knowledge-intensive employment % 0.17 3.3 ICT skills in the education system 25.95 | | | |
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| 2.3Technological Inclusion11.752.3.1E-Participation16.572.3.2Socioeconomic gap in the use of digital payments22.412.3.3Availability of local content online7.992.3.4Gender gap in internet use6.772.3.5Rural gap in the use of digital payments4.992.4Logistical Performance8.642Total Pillar Score8.17Third Pillar: WorkforceScore3.1Expenditure on education as a % of GDP5.693.2Knowledge-intensive employment %0.173.3ICT skills in the education system25.95 | 2.1 | Access to ICT | 4.75 |
| 2.3.1E-Participation16.572.3.2Socioeconomic gap in the use of digital payments22.412.3.3Availability of local content online7.992.3.4Gender gap in internet use6.772.3.5Rural gap in the use of digital payments4.992.4Logistical Performance8.642Total Pillar Score8.17Third Pillar: WorkforceScore3.1Expenditure on education as a % of GDP5.693.2Knowledge-intensive employment %0.173.3ICT skills in the education system25.95 | 2.2 | Use of ICT | 7.56 |
| 2.3.2 Socioeconomic gap in the use of digital payments 2.3.3 Availability of local content online 7.99 2.3.4 Gender gap in internet use 6.77 2.3.5 Rural gap in the use of digital payments 4.99 2.4 Logistical Performance 8.64 Total Pillar Score 8.17 Third Pillar: Workforce Score 3.1 Expenditure on education as a % of GDP 3.2 Knowledge-intensive employment % 0.17 3.3 ICT skills in the education system | 2.3 | Technological Inclusion | 11.75 |
| 2.3.3 Availability of local content online7.992.3.4 Gender gap in internet use6.772.3.5 Rural gap in the use of digital payments4.992.4 Logistical Performance8.642 Total Pillar Score8.17Third Pillar: Workforce3.1 Expenditure on education as a % of GDP5.693.2 Knowledge-intensive employment %0.173.3 ICT skills in the education system25.95 | 2.3.1 | E-Participation | 16.57 |
| 2.3.4 Gender gap in internet use6.772.3.5 Rural gap in the use of digital payments4.992.4 Logistical Performance8.642 Total Pillar Score8.17Third Pillar: WorkforceScore3.1 Expenditure on education as a % of GDP5.693.2 Knowledge-intensive employment %0.173.3 ICT skills in the education system25.95 | 2.3.2 | Socioeconomic gap in the use of digital payments | 22.41 |
| 2.3.5Rural gap in the use of digital payments4.992.4Logistical Performance8.642Total Pillar Score8.17Third Pillar: Workforce3.1Expenditure on education as a % of GDP5.693.2Knowledge-intensive employment %0.173.3ICT skills in the education system25.95 | 2.3.3 | Availability of local content online | 7.99 |
| 2.4Logistical Performance8.642Total Pillar Score8.17Third Pillar: WorkforceScore3.1Expenditure on education as a % of GDP5.693.2Knowledge-intensive employment %0.173.3ICT skills in the education system25.95 | 2.3.4 | Gender gap in internet use | 6.77 |
| Third Pillar: WorkforceScore3.1 Expenditure on education as a % of GDP5.693.2 Knowledge-intensive employment %0.173.3 ICT skills in the education system25.95 | 2.3.5 | Rural gap in the use of digital payments | 4.99 |
| Third Pillar: WorkforceScore3.1 Expenditure on education as a % of GDP5.693.2 Knowledge-intensive employment %0.173.3 ICT skills in the education system25.95 | 2.4 | Logistical Performance | 8.64 |
| 3.1Expenditure on education as a % of GDP5.693.2Knowledge-intensive employment %0.173.3ICT skills in the education system25.95 | 2 | Total Pillar Score | 8.17 |
| 3.1Expenditure on education as a % of GDP5.693.2Knowledge-intensive employment %0.173.3ICT skills in the education system25.95 | | | |
| 3.2 Knowledge-intensive employment % 0.17 3.3 ICT skills in the education system 25.95 | Third | Pillar: Workforce | Score |
| 3.3 ICT skills in the education system 25.95 | 3.1 | Expenditure on education as a % of GDP | 5.69 |
| <u> </u> | 3.2 | Knowledge-intensive employment % | 0.17 |
| 3 Total Pillar Score 10.60 | 3.3 | ICT skills in the education system | 25.95 |
| | _ | | |

| Fourt | h Pillar: E-Government | Score |
|-------|---|-------|
| 4.1 | Government services online | 12.70 |
| 4.2 | Telecommunication Infrastructure | 49.02 |
| 4.3 | Human Capital Component | 30.77 |
| 4 | Total Pillar Score | 30.83 |
| | | |
| Fifth | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 0.55 |
| 5.2 | University-industry collaboration in R&D | 14.24 |
| 5.3 | Knowledge impact | 4.57 |
| 5.4 | Knowledge absorption | 10.91 |
| 5 | Total Pillar Score | 7.57 |
| | | |
| Sixth | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 13.55 |
| 6.2 | Investment in emerging technologies | 7.36 |
| 6.3 | Artificial Intelligence (AI) strategy | 0.00 |
| 6 | Total Pillar Score | 6.97 |
| | | |
| Seven | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 16.87 |
| 7.2 | Domestic credit to private sector, % of GDP | 0.81 |
| 7.3 | Diversification of local industry | 13.49 |
| 7 | Total Pillar Score | 10.39 |
| | | |
| Eight | h Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 6.08 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 9.17 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 1.60 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 7.49 |
| 8.2 | Market capitalization as a % of GDP | 0.00 |
| 8 | Total Pillar Score | 3.04 |
| | | |
| Ninth | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 34.13 |
| 9.2 | Goal 2: Zero Hunger | 38.78 |
| 9.3 | Goal 3: Good Health and Well-being | 36.32 |
| 9.4 | Goal 4: Quality Education | 25.08 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 75.75 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 24.71 |
| 9.7 | Goal 17: Partnerships for the Goals | 51.49 |
| 9 | Total Pillar Score | 40.90 |

Palestine



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| Digital Foundation | Institutions | 50 | 20 |
| Digital Foundation | Infrastructure | 8 | 40 |
| Digital Works | Workforce | 11 | 40 |
| E-Government | E-Government | 7 | 56 |
| Innovation | Innovation | 8 | 36 |
| | Future Technologies | 7 | 34 |
| Readiness in digital | Market Development and Sophistication | 10 | 36 |
| for the citizen | Financial Market Development | 3 | 40 |
| | Sustainable Development | 19 | 56 |
| ADEI | | 15 | 52 |

Palestine 52

| First I | Pillar: Institutions | Score |
|---------|--|-------|
| 1.1 | Political Environment | 71.39 |
| 1.1.1 | Political Stability and Security | 70.71 |
| 1.1.2 | Government Effectiveness | 55.53 |
| 1.1.3 | Voice and Accountability | 87.93 |
| 1.2 | Regulatory Environment | 68.49 |
| 1.2.1 | Regulatory Quality | 67.73 |
| 1.2.2 | Rule of Law | 78.12 |
| 1.2.3 | Control of Corruption | 59.61 |
| 1.3 | Technology Governance | 9.94 |
| 1.3.1 | Secure Internet Servers | 12.16 |
| 1.3.2 | E-Security | 9.66 |
| 1.3.3 | Online Shopping | 0.70 |
| 1.3.4 | ICT Regulatory Environment | 2.04 |
| 1.3.5 | Regulation of Emerging Technologies | 1.79 |
| 1.3.6 | E-commerce Legislation | 23.75 |
| 1.3.7 | Protection of content privacy under the law | 19.48 |
| 1 | Total Pillar Score | 49.94 |
| | | |
| Secon | d Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 4.75 |
| 2.2 | Use of ICT | 7.56 |
| 2.3 | Technological Inclusion | 11.75 |
| 2.3.1 | E-Participation | 16.57 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 22.41 |
| 2.3.3 | Availability of local content online | 7.99 |
| 2.3.4 | Gender gap in internet use | 6.77 |
| 2.3.5 | Rural gap in the use of digital payments | 4.99 |
| 2.4 | Logistical Performance | 8.64 |
| 2 | Total Pillar Score | 8.17 |
| | | |
| Third | Pillar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 5.69 |
| 3.2 | Knowledge-intensive employment % | 0.17 |
| 3.3 | ICT skills in the education system | 25.95 |
| 3 | Total Pillar Score | 10.60 |

| Fourt | h Pillar: E-Government | Score |
|-------|---|-------|
| 4.1 | Government services online | 2.18 |
| 4.2 | Telecommunication Infrastructure | 6.00 |
| 4.3 | Human Capital Component | 11.87 |
| 4 | Total Pillar Score | 6.69 |
| F:£4b | Pillar: Innovation | Score |
| | | |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 0.55 |
| 5.2 | University-industry collaboration in R&D | 14.24 |
| 5.3 | Knowledge impact | 4.57 |
| 5.4 | Knowledge absorption | 10.91 |
| 5 | Total Pillar Score | 7.57 |
| Sixth | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 13.55 |
| 6.2 | Investment in emerging technologies | 7.36 |
| 6.3 | Artificial Intelligence (AI) strategy | 0.00 |
| 6 | Total Pillar Score | 6.97 |
| | | |
| Seven | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 16.87 |
| 7.2 | Domestic credit to private sector, % of GDP | 0.81 |
| 7.3 | Diversification of local industry | 13.49 |
| 7 | Total Pillar Score | 10.39 |
| Ti-b4 | h Billow Financial Maukat Davidanmant | Casus |
| | h Pillar: Financial Market Development FinTech and Financial Inclusion | Score |
| 8.1 | | 6.08 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 9.17 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 1.60 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 7.49 |
| 8.2 | Market capitalization as a % of GDP | 0.00 |
| 8 | Total Pillar Score | 3.04 |
| Ninth | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 0.66 |
| 9.2 | Goal 2: Zero Hunger | 17.00 |
| 9.3 | Goal 3: Good Health and Well-being | 21.01 |
| 9.4 | Goal 4: Quality Education | 4.81 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 44.50 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 8.29 |
| 9.7 | Goal 17: Partnerships for the Goals | 39.89 |
| | Total Pillar Score | 19.45 |

Syrian Arab Republic



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| Digital Farm dation | Institutions | 6 | 57 |
| Digital Foundation | Infrastructure | 8 | 40 |
| Digital Works | Workforce | 11 | 40 |
| E-Government | E-Government | 39 | 41 |
| Innovation | Innovation | 8 | 36 |
| | Future Technologies | 7 | 34 |
| Readiness in digital | Market Development and Sophistication | 10 | 36 |
| for the citizen | Financial Market Development | 3 | 40 |
| | Sustainable Development | 47 | 43 |
| ADEI | | 14 | 53 |

| First 1 | Pillar: Institutions | Score |
|---------|--|-------|
| 1.1 | Political Environment | 2.28 |
| 1.1.1 | Political Stability and Security | 0.00 |
| 1.1.2 | Government Effectiveness | 5.54 |
| 1.1.3 | Voice and Accountability | 1.30 |
| 1.2 | Regulatory Environment | 4.61 |
| 1.2.1 | Regulatory Quality | 8.20 |
| 1.2.2 | Rule of Law | 5.62 |
| 1.2.3 | Control of Corruption | 0.00 |
| 1.3 | Technology Governance | 9.94 |
| 1.3.1 | Secure Internet Servers | 12.16 |
| 1.3.2 | E-Security | 9.66 |
| 1.3.3 | Online Shopping | 0.70 |
| 1.3.4 | ICT Regulatory Environment | 2.04 |
| 1.3.5 | Regulation of Emerging Technologies | 1.79 |
| 1.3.6 | E-commerce Legislation | 23.75 |
| 1.3.7 | Protection of content privacy under the law | 19.48 |
| 1 | Total Pillar Score | 5.61 |
| | | |
| Secon | d Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 4.75 |
| 2.2 | Use of ICT | 7.56 |
| 2.3 | Technological Inclusion | 11.75 |
| 2.3.1 | E-Participation | 16.57 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 22.41 |
| 2.3.3 | Availability of local content online | 7.99 |
| 2.3.4 | Gender gap in internet use | 6.77 |
| 2.3.5 | Rural gap in the use of digital payments | 4.99 |
| 2.4 | Logistical Performance | 8.64 |
| 2 | Total Pillar Score | 8.17 |
| | | |
| Third | Pillar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 5.69 |
| 3.2 | Knowledge-intensive employment % | 0.17 |
| 3.3 | ICT skills in the education system | 25.95 |
| 3 | Total Pillar Score | 10.60 |

| Fourt | h Pillar: E-Government | Score |
|--------|---|-------|
| 4.1 | Government services online | 30.68 |
| 4.2 | Telecommunication Infrastructure | 44.26 |
| 4.3 | Human Capital Component | 41.69 |
| 4 | Total Pillar Score | 38.87 |
| | | |
| Fifth | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 0.55 |
| 5.2 | University-industry collaboration in R&D | 14.24 |
| 5.3 | Knowledge impact | 4.57 |
| 5.4 | Knowledge absorption | 10.91 |
| 5 | Total Pillar Score | 7.57 |
| G. (1 | | |
| | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 13.55 |
| 6.2 | Investment in emerging technologies | 7.36 |
| 6.3 | Artificial Intelligence (AI) strategy | 0.00 |
| 6 | Total Pillar Score | 6.97 |
| Seven | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 16.87 |
| 7.2 | Domestic credit to private sector, % of GDP | 0.81 |
| 7.3 | Diversification of local industry | 13.49 |
| 7 | Total Pillar Score | 10.39 |
| | | |
| Eight | h Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 6.08 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 9.17 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 1.60 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 7.49 |
| 8.2 | Market capitalization as a % of GDP | 0.00 |
| 8 | Total Pillar Score | 3.04 |
| NI: 41 | Pill C 4: II B I 4C I | |
| | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 30.38 |
| 9.2 | Goal 2: Zero Hunger | 33.62 |
| 9.3 | Goal 3: Good Health and Well-being | 64.08 |
| 9.4 | Goal 4: Quality Education | 49.15 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 65.90 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 26.27 |
| 9.7 | Goal 17: Partnerships for the Goals | 56.22 |
| 9 | Total Pillar Score | 46.52 |

Libya



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| Digital Farm dation | Institutions | 11 | 53 |
| Digital Foundation | Infrastructure | 8 | 40 |
| Digital Works | Workforce | 11 | 40 |
| E-Government | E-Government | 55 | 28 |
| Innovation | Innovation | 8 | 36 |
| | Future Technologies | 7 | 34 |
| Readiness in digital | Market Development and Sophistication | 10 | 36 |
| for the citizen | Financial Market Development | 3 | 40 |
| | Sustainable Development | 19 | 56 |
| ADEI | | 14 | 54 |

Libya 54

| First Pi | llar: Institutions | Score |
|----------|--|-------|
| 1.1 | Political Environment | 15.31 |
| 1.1.1 | Political Stability and Security | 14.15 |
| 1.1.2 | Government Effectiveness | 9.78 |
| 1.1.3 | Voice and Accountability | 22.01 |
| 1.2 | Regulatory Environment | 8.46 |
| 1.2.1 | Regulatory Quality | 3.88 |
| 1.2.2 | Rule of Law | 14.06 |
| 1.2.3 | Control of Corruption | 7.44 |
| 1.3 | Technology Governance | 9.94 |
| 1.3.1 | Secure Internet Servers | 12.16 |
| 1.3.2 | E-Security | 9.66 |
| 1.3.3 | Online Shopping | 0.70 |
| 1.3.4 | ICT Regulatory Environment | 2.04 |
| 1.3.5 | Regulation of Emerging Technologies | 1.79 |
| 1.3.6 | E-commerce Legislation | 23.75 |
| 1.3.7 | Protection of content privacy under the law | 19.48 |
| 1 | Total Pillar Score | 11.24 |
| | | |
| Second | Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 4.75 |
| 2.2 | Use of ICT | 7.56 |
| 2.3 | Technological Inclusion | 11.75 |
| 2.3.1 | E-Participation | 16.57 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 22.41 |
| 2.3.3 | Availability of local content online | 7.99 |
| 2.3.4 | Gender gap in internet use | 6.77 |
| 2.3.5 | Rural gap in the use of digital payments | 4.99 |
| 2.4 | Logistical Performance | 8.64 |
| 2 | Total Pillar Score | 8.17 |
| | | |
| Third F | Pillar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 5.69 |
| 3.2 | Knowledge-intensive employment % | 0.17 |
| 3.3 | ICT skills in the education system | 25.95 |
| 3 | Total Pillar Score | 10.60 |

| Fourt | th Pillar: E-Government | Score |
|-------|---|-------|
| 4.1 | Government services online | 8.08 |
| 4.2 | Telecommunication Infrastructure | 96.39 |
| 4.3 | Human Capital Component | 59.52 |
| 4 | Total Pillar Score | 54.66 |
| | | |
| Fifth | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 0.55 |
| 5.2 | University-industry collaboration in R&D | 14.24 |
| 5.3 | Knowledge impact | 4.57 |
| 5.4 | Knowledge absorption | 10.91 |
| 5 | Total Pillar Score | 7.57 |
| | | |
| Sixth | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 13.55 |
| 6.2 | Investment in emerging technologies | 7.36 |
| 6.3 | Artificial Intelligence (AI) strategy | 0.00 |
| 6 | Total Pillar Score | 6.97 |
| | | |
| Sever | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 16.87 |
| 7.2 | Domestic credit to private sector, % of GDP | 0.81 |
| 7.3 | Diversification of local industry | 13.49 |
| 7 | Total Pillar Score | 10.39 |
| | | |
| Eight | h Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 6.08 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 9.17 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 1.60 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 7.49 |
| 8.2 | Market capitalization as a % of GDP | 0.00 |
| 8 | Total Pillar Score | 3.04 |
| | | |
| Ninth | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 0.66 |
| 9.2 | Goal 2: Zero Hunger | 17.00 |
| 9.3 | Goal 3: Good Health and Well-being | 21.01 |
| 9.4 | Goal 4: Quality Education | 4.81 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 44.50 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 8.29 |
| 9.7 | Goal 17: Partnerships for the Goals | 39.89 |
| | | |

Sudan



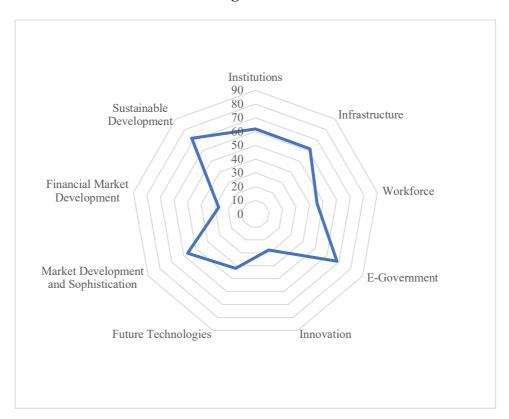
| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| Digital Foundation | Institutions | 10 | 55 |
| Digital Foundation | Infrastructure | 8 | 40 |
| Digital Works | Workforce | 11 | 40 |
| E-Government | E-Government | 28 | 49 |
| Innovation | Innovation | 8 | 36 |
| | Future Technologies | 7 | 34 |
| Readiness in digital | Market Development and Sophistication | 10 | 36 |
| for the citizen | Financial Market Development | 3 | 40 |
| | Sustainable Development | 35 | 52 |
| ADEI | | 13 | 55 |

Sudan 55

| First P | illar: Institutions | Score |
|---------|--|-------|
| 1.1 | Political Environment | 6.54 |
| 1.1.1 | Political Stability and Security | 6.89 |
| 1.1.2 | Government Effectiveness | 0.28 |
| 1.1.3 | Voice and Accountability | 12.45 |
| 1.2 | Regulatory Environment | 13.36 |
| 1.2.1 | Regulatory Quality | 14.78 |
| 1.2.2 | Rule of Law | 17.10 |
| 1.2.3 | Control of Corruption | 8.19 |
| 1.3 | Technology Governance | 9.94 |
| 1.3.1 | Secure Internet Servers | 12.16 |
| 1.3.2 | E-Security | 9.66 |
| 1.3.3 | Online Shopping | 0.70 |
| 1.3.4 | ICT Regulatory Environment | 2.04 |
| 1.3.5 | Regulation of Emerging Technologies | 1.79 |
| 1.3.6 | E-commerce Legislation | 23.75 |
| 1.3.7 | Protection of content privacy under the law | 19.48 |
| 1 | Total Pillar Score | 9.95 |
| | | |
| Second | l Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 4.75 |
| 2.2 | Use of ICT | 7.56 |
| 2.3 | Technological Inclusion | 11.75 |
| 2.3.1 | E-Participation | 16.57 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 22.41 |
| 2.3.3 | Availability of local content online | 7.99 |
| 2.3.4 | Gender gap in internet use | 6.77 |
| 2.3.5 | Rural gap in the use of digital payments | 4.99 |
| 2.4 | Logistical Performance | 8.64 |
| 2 | Total Pillar Score | 8.17 |
| | | |
| Third | Pillar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 5.69 |
| 3.2 | Knowledge-intensive employment % | 0.17 |
| 3.3 | ICT skills in the education system | 25.95 |
| 3 | Total Pillar Score | 10.60 |

| Fourt | h Pillar: E-Government | Score |
|-------|---|-------|
| 4.1 | Government services online | 12.93 |
| 4.2 | Telecommunication Infrastructure | 43.92 |
| 4.3 | Human Capital Component | 25.93 |
| 4 | Total Pillar Score | 27.59 |
| | | |
| Fifth | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 0.55 |
| 5.2 | University-industry collaboration in R&D | 14.24 |
| 5.3 | Knowledge impact | 4.57 |
| 5.4 | Knowledge absorption | 10.91 |
| 5 | Total Pillar Score | 7.57 |
| | | |
| Sixth | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 13.55 |
| 6.2 | Investment in emerging technologies | 7.36 |
| 6.3 | Artificial Intelligence (AI) strategy | 0.00 |
| 6 | Total Pillar Score | 6.97 |
| | | |
| Seven | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 16.87 |
| 7.2 | Domestic credit to private sector, % of GDP | 0.81 |
| 7.3 | Diversification of local industry | 13.49 |
| 7 | Total Pillar Score | 10.39 |
| | | |
| Eight | h Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 6.08 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 9.17 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 1.60 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 7.49 |
| 8.2 | Market capitalization as a % of GDP | 0.00 |
| 8 | Total Pillar Score | 3.04 |
| | | |
| Ninth | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 26.80 |
| 9.2 | Goal 2: Zero Hunger | 24.78 |
| 9.3 | Goal 3: Good Health and Well-being | 50.60 |
| 9.4 | Goal 4: Quality Education | 26.16 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 52.29 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 17.34 |
| 9.7 | Goal 17: Partnerships for the Goals | 45.85 |
| 9 | Total Pillar Score | 34.83 |

Afghanistan



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| Dicital Farm dation | Institutions | 11 | 54 |
| Digital Foundation | Infrastructure | 8 | 40 |
| Digital Works | Workforce | 11 | 40 |
| E-Government | E-Government | 21 | 53 |
| Innovation | Innovation | 8 | 36 |
| | Future Technologies | 7 | 34 |
| Readiness in digital | Market Development and Sophistication | 10 | 36 |
| for the citizen | Financial Market Development | 3 | 38 |
| | Sustainable Development | 34 | 54 |
| ADEI | | 12 | 56 |

Afghanistan 56

| First l | Pillar: Institutions | Score |
|---------|--|-------|
| 1.1 | Political Environment | 2.61 |
| 1.1.1 | Political Stability and Security | 6.47 |
| 1.1.2 | Government Effectiveness | 0.00 |
| 1.1.3 | Voice and Accountability | 1.36 |
| 1.2 | Regulatory Environment | 21.01 |
| 1.2.1 | Regulatory Quality | 25.48 |
| 1.2.2 | Rule of Law | 17.88 |
| 1.2.3 | Control of Corruption | 19.66 |
| 1.3 | Technology Governance | 9.94 |
| 1.3.1 | Secure Internet Servers | 12.16 |
| 1.3.2 | E-Security | 9.66 |
| 1.3.3 | Online Shopping | 0.70 |
| 1.3.4 | ICT Regulatory Environment | 2.04 |
| 1.3.5 | Regulation of Emerging Technologies | 1.79 |
| 1.3.6 | E-commerce Legislation | 23.75 |
| 1.3.7 | Protection of content privacy under the law | 19.48 |
| 1 | Total Pillar Score | 11.19 |
| | | |
| Secon | d Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 4.75 |
| 2.2 | Use of ICT | 7.56 |
| 2.3 | Technological Inclusion | 11.75 |
| 2.3.1 | E-Participation | 16.57 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 22.41 |
| 2.3.3 | Availability of local content online | 7.99 |
| 2.3.4 | Gender gap in internet use | 6.77 |
| 2.3.5 | Rural gap in the use of digital payments | 4.99 |
| 2.4 | Logistical Performance | 8.64 |
| 2 | Total Pillar Score | 8.17 |
| | | |
| Third | Pillar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 5.69 |
| 3.2 | Knowledge-intensive employment % | 0.17 |
| 3.3 | ICT skills in the education system | 25.95 |
| 3 | Total Pillar Score | 10.60 |

| Fourt | th Pillar: E-Government | Score |
|-------|---|-------|
| 4.1 | Government services online | 14.38 |
| 4.2 | Telecommunication Infrastructure | 21.67 |
| 4.3 | Human Capital Component | 26.43 |
| 4 | Total Pillar Score | 20.83 |
| | | |
| Fifth | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 0.55 |
| 5.2 | University-industry collaboration in R&D | 14.24 |
| 5.3 | Knowledge impact | 4.57 |
| 5.4 | Knowledge absorption | 10.91 |
| 5 | Total Pillar Score | 7.57 |
| | | |
| Sixth | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 13.55 |
| 6.2 | Investment in emerging technologies | 7.36 |
| 6.3 | Artificial Intelligence (AI) strategy | 0.00 |
| 6 | Total Pillar Score | 6.97 |
| | | |
| Seven | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 16.87 |
| 7.2 | Domestic credit to private sector, % of GDP | 0.81 |
| 7.3 | Diversification of local industry | 13.49 |
| 7 | Total Pillar Score | 10.39 |
| | | |
| Eight | h Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 6.71 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 9.65 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 2.60 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 7.88 |
| 8.2 | Market capitalization as a % of GDP | 0.00 |
| 8 | Total Pillar Score | 3.36 |
| | | |
| Ninth | Pillar: Sustainable Development Goals | Score |
| 9.1 | Goal 1: No Poverty | 15.69 |
| 9.2 | Goal 2: Zero Hunger | 33.51 |
| 9.3 | Goal 3: Good Health and Well-being | 37.08 |
| 9.4 | Goal 4: Quality Education | 41.37 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 46.84 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 13.68 |
| 9.7 | Goal 17: Partnerships for the Goals | 52.01 |
| 9 | Total Pillar Score | 34.31 |

Somalia



| Dimension | Pillar | Value | Rank |
|----------------------|---------------------------------------|-------|------|
| Digital Farm dation | Institutions | 6 | 56 |
| Digital Foundation | Infrastructure | 8 | 40 |
| Digital Works | Workforce | 11 | 40 |
| E-Government | E-Government | 19 | 54 |
| Innovation | Innovation | 8 | 36 |
| | Future Technologies | 7 | 34 |
| Readiness in digital | Market Development and Sophistication | 10 | 36 |
| for the citizen | Financial Market Development | 3 | 40 |
| | Sustainable Development | 33 | 55 |
| ADEI | | 11 | 57 |

Somalia 57

| First Pi | llar: Institutions | Score |
|----------|--|-------|
| 1.1 | Political Environment | 6.37 |
| 1.1.1 | Political Stability and Security | 9.06 |
| 1.1.2 | Government Effectiveness | 0.19 |
| 1.1.3 | Voice and Accountability | 9.86 |
| 1.2 | Regulatory Environment | 2.19 |
| 1.2.1 | Regulatory Quality | 5.98 |
| 1.2.2 | Rule of Law | 0.00 |
| 1.2.3 | Control of Corruption | 0.57 |
| 1.3 | Technology Governance | 9.94 |
| 1.3.1 | Secure Internet Servers | 12.16 |
| 1.3.2 | E-Security | 9.66 |
| 1.3.3 | Online Shopping | 0.70 |
| 1.3.4 | ICT Regulatory Environment | 2.04 |
| 1.3.5 | Regulation of Emerging Technologies | 1.79 |
| 1.3.6 | E-commerce Legislation | 23.75 |
| 1.3.7 | Protection of content privacy under the law | 19.48 |
| 1 | Total Pillar Score | 6.17 |
| | | |
| Second | Pillar: Infrastructure | Score |
| 2.1 | Access to ICT | 4.75 |
| 2.2 | Use of ICT | 7.56 |
| 2.3 | Technological Inclusion | 11.75 |
| 2.3.1 | E-Participation | 16.57 |
| 2.3.2 | Socioeconomic gap in the use of digital payments | 22.41 |
| 2.3.3 | Availability of local content online | 7.99 |
| 2.3.4 | Gender gap in internet use | 6.77 |
| 2.3.5 | Rural gap in the use of digital payments | 4.99 |
| 2.4 | Logistical Performance | 8.64 |
| 2 | Total Pillar Score | 8.17 |
| | | |
| Third P | Pillar: Workforce | Score |
| 3.1 | Expenditure on education as a % of GDP | 5.69 |
| 3.2 | Knowledge-intensive employment % | 0.17 |
| 3.3 | ICT skills in the education system | 25.95 |
| 3 | Total Pillar Score | 10.60 |

| Fourt | h Pillar: E-Government | Score |
|-----------------|---|-------|
| 4.1 | Government services online | 29.71 |
| 4.2 | Telecommunication Infrastructure | 14.32 |
| 4.3 | Human Capital Component | 11.87 |
| 4 | Total Pillar Score | 18.64 |
| | | |
| Fifth | Pillar: Innovation | Score |
| 5.1 | Percentage of total R&D expenditure financed by the business sector | 0.55 |
| 5.2 | University-industry collaboration in R&D | 14.24 |
| 5.3 | Knowledge impact | 4.57 |
| 5.4 | Knowledge absorption | 10.91 |
| 5 | Total Pillar Score | 7.57 |
| G: 41 | | |
| | Pillar: Future Technologies | Score |
| 6.1 | Adoption of emerging technologies | 13.55 |
| 6.2 | Investment in emerging technologies | 7.36 |
| 6.3 | Artificial Intelligence (AI) strategy | 0.00 |
| 6 | Total Pillar Score | 6.97 |
| Seven | th Pillar: Market Development and Sophistication | Score |
| 7.1 | Financing of startups and ease of access | 16.87 |
| 7.2 | Domestic credit to private sector, % of GDP | 0.81 |
| 7.3 | Diversification of local industry | 13.49 |
| 7 | Total Pillar Score | 10.39 |
| | | |
| Eight | h Pillar: Financial Market Development | Score |
| 8.1 | FinTech and Financial Inclusion | 6.08 |
| 8.1.1 | Percentage of population (age 15+) who own bank accounts | 9.17 |
| 8.1.2 | Percentage (age 15+) who own a debit or credit card | 1.60 |
| 8.1.3 | Percentage (age 15+) who have made or received a digital payment | 7.49 |
| 8.2 | Market capitalization as a % of GDP | 0.00 |
| 8 | Total Pillar Score | 3.04 |
| Ninth | Pillar: Sustainable Development Goals | Score |
| | - | |
| 9.1 | Goal 2: No Poverty | 22.71 |
| 9.2 | Goal 2: Zero Hunger | 17.89 |
| 9.3 | Goal 3: Good Health and Well-being | 22.12 |
| 9.4 | Goal 4: Quality Education | 47.08 |
| 9.5 | Goal 8: Decent Work and Economic Growth | 60.71 |
| 9.6 | Goal 9: Industry, Innovation and Infrastructure | 10.99 |
| . 1 ' / | Goal 17: Partnerships for the Goals | 48.24 |
| 9.7 9 | Total Pillar Score | 32.82 |