



بانچي قندودوق دان قرومهن  
**BANCI PENDUDUK  
dan PERUMAHAN 2021**  
*Pastikan awda dihitung untuk masa depan kitani*


## INSIGHTS INTO THE POPULATION AND HOUSING CENSUS (BPP) 2021

### INFO-COMMUNICATION TECHNOLOGY (ICT) KNOWLEDGE AND DIGITAL TECHNOLOGY USAGE

JABATAN PERANCANGAN EKONOMI DAN STATISTIK  
KEMENTERIAN KEWANGAN DAN EKONOMI  
NEGARA BRUNEI DARUSSALAM

DEPARTMENT OF ECONOMIC PLANNING AND STATISTICS  
MINISTRY OF FINANCE AND ECONOMY  
BRUNEI DARUSSALAM

 [deps.mofe.gov.bn](https://deps.mofe.gov.bn)

 [www.brucensus.gov.bn](http://www.brucensus.gov.bn)

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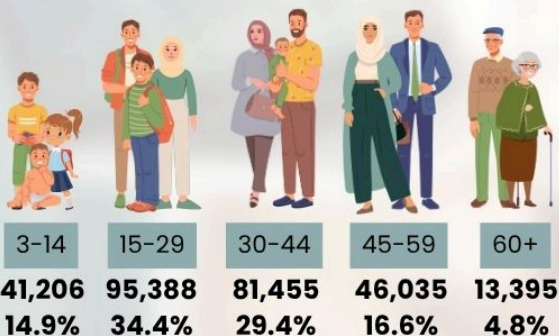
# INFO-COMMUNICATION TECHNOLOGY (ICT)

## Computer Literacy (Population aged 3 years and above)

**277,479 persons**  
**65.2%**

Computer literacy refers to the ability to use a computer and its basic applications efficiently. Computer literacy includes the ability to use personal computers (desktop), transportable and handheld computers such as laptops, tablets and other devices.

### Age Group (persons)



### Frequency of Use (per week)

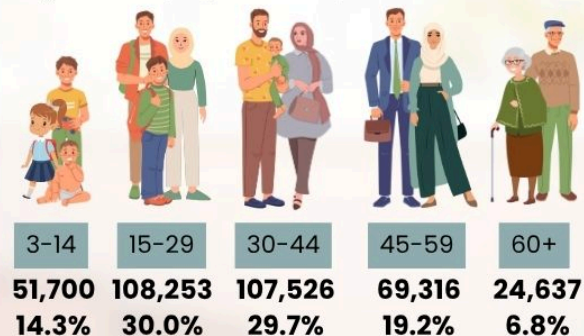


## Internet Literacy (Population aged 3 years and above)

**361,432 persons**  
**85.0%**

Internet literacy refers to the ability to use the internet to find, evaluate, and communicate information safely and effectively. It includes skills such as browsing, using search engines and online communication.

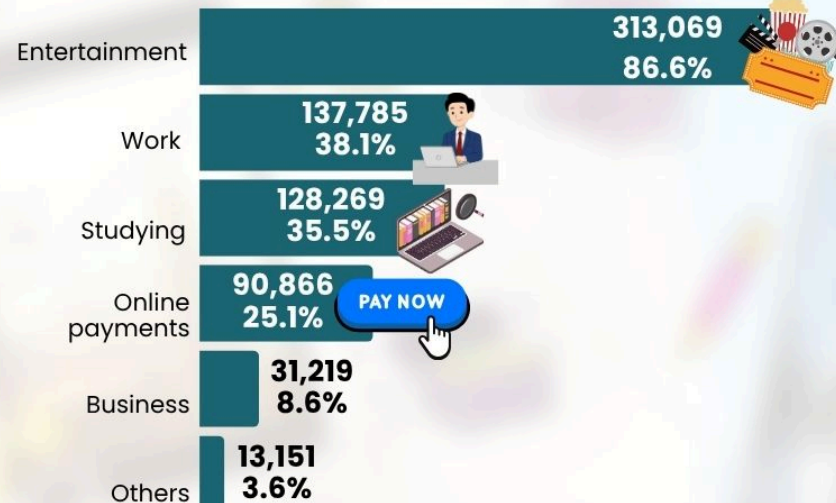
### Age Group (persons)



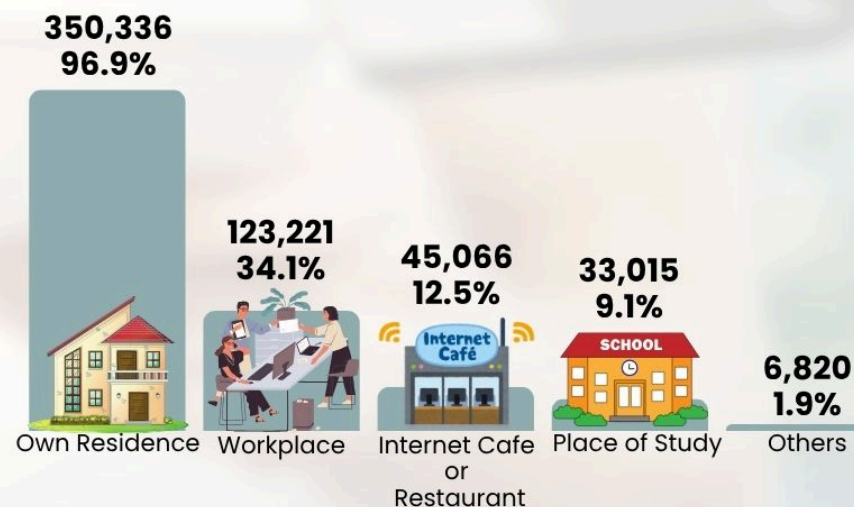
### Frequency of Use



## Purpose of Internet Use



## Place of Internet Use



Note: Figures for purpose and place of internet use do not sum to the total as multiple responses were allowed.

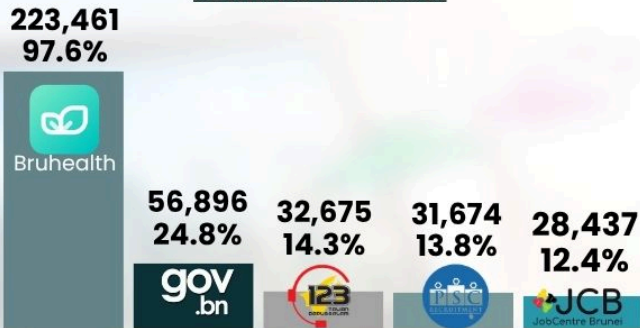


# DIGITAL TECHNOLOGY USAGE

## Digital Government Services

**229,071 persons**  
**65.4%**

### Top 5 Mobile Applications / Online Services



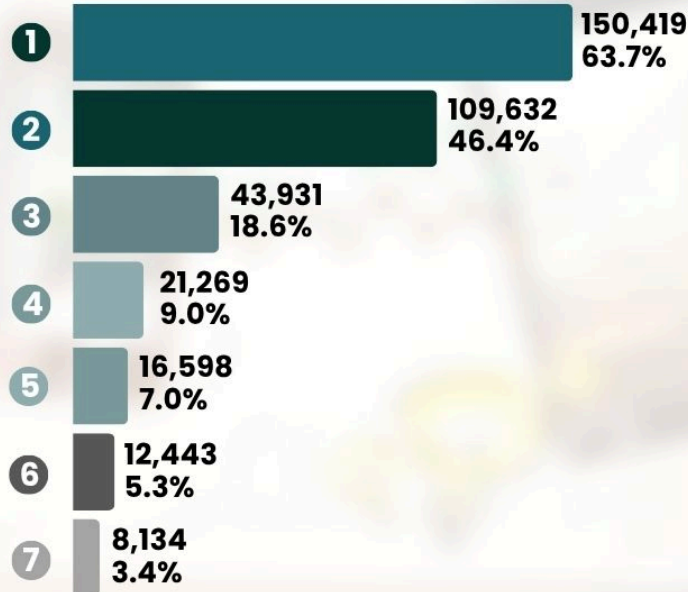
## Online Purchases

**95,041 persons**  
**27.1%**

### Types of Goods or Services



## Computer Activities



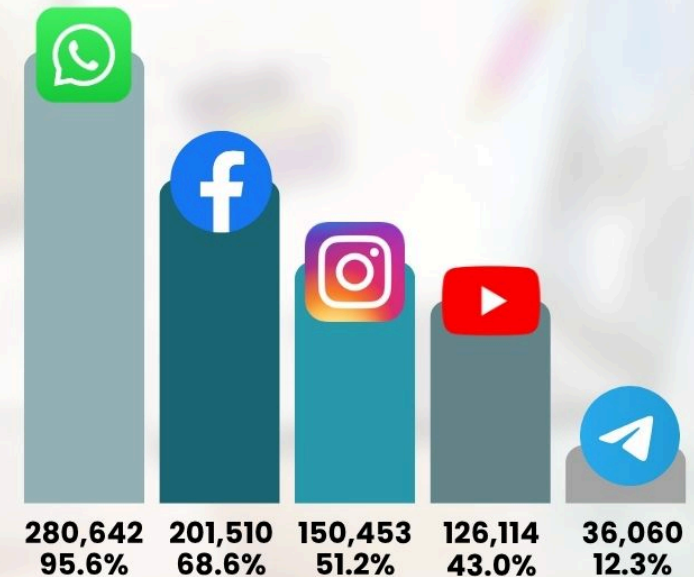
### Notes:

1. Using e-mail
2. Managing files in documents
3. Using basic arithmetic formulas
4. Mobile application development
5. Publishing functions and digital graphic design
6. Computer programming and network management
7. Others

## Active Social Media Accounts

**293,611 persons**  
**83.8%**

### Top 5 Social Media Activities



### Note:

Figures may not sum to the total because multiple responses were allowed



## Executive Summary

The Department of Economic Planning and Statistics (DEPS) has conducted the **Population and Housing Census (BPP) 2021** starting from January until December 2021. BPP 2021 was the sixth such census conducted in Brunei Darussalam. The earlier censuses were conducted in 1971, 1981, 1991, 2001 and 2011. BPP 2021 covered all housing units and households in Brunei Darussalam. It was conducted on a de jure basis, whereby all persons, whether Brunei Darussalam citizens, permanent residents or temporary residents who had stayed or intended to stay as usual members of the household for a period of 6 months or more in 2021, were enumerated according to their usual place of residence.

The census collected a wide range of information about the demographic, social, economic and housing characteristics of Brunei Darussalam's population. Apart from providing a comprehensive profile of the population, the 2021 census data can be compared with similar information from the previous censuses to show how the conditions of the population have changed over time.

Info-Communication Technology (ICT) knowledge and Digital Technology usage collected from the Population and Housing Census (BPP) 2021 provides an overview of the population's ICT literacy, including computer and internet usage. It also highlights digital technology behaviours such as purchasing goods or services online, interacting with government services via the internet and the frequent use of social media platforms.

## 1 Info-Communication Technology (ICT) Knowledge

### 1.1 Computer Literacy

In 2021, out of the 425,404 persons aged three years and above, 277,479 persons or 65.2 per cent were computer literate. Computer literacy includes the ability to use personal computers (desktop), transportable and handheld computers such as laptops, netbooks, tablets and other devices. The majority of the computer-literate population were in the 15-29 age group, accounting approximately 34.4 per cent (95,388 person).



### ➤ By Frequency of Computer Use

Among the 277,479 computer-literate persons:

- Almost half 47.1 per cent (130,601 persons or) used a computer every day;
- 36.1 per cent (100,168 persons) used a computer occasionally; and
- The remaining 16.8 per cent (46,710 persons) used a computer 3 to 4 times a week.

## 1.2 Internet Literacy

In 2021, out of the 425,404 persons aged three years and above, 361,432 persons or 85.0 per cent were literate in the use of the internet. The majority of internet-literate persons were in the age group of 15-29, accounting approximately 30.0 per cent (108,253 person).

### ➤ By Frequency of Internet Use

Among the 361,432 persons who were literate in the use of the internet:

- More than three quarter 85.0 per cent (307,384 persons) used the internet daily;
- About 6.8 per cent (24,675 persons) used the internet 3 to 4 times per week; and
- 8.1 per cent (29,373 persons) used the internet occasionally.

### ➤ By Place of Internet Use

Among the 361,432 persons who were literate in the use of the internet:

- The majority accessed the internet at their own residences accounting for 96.9 per cent (350,336 persons);
- Workplaces were the second most common location with 34.1 per cent (123,221 persons);
- Internet cafés or restaurants were used by 12.5 per cent (45,066 persons);
- Study places were reported by 9.1 per cent (33,015 persons); and
- Other locations were the least common with 1.9 per cent (6,820 persons).

Note: Figures do not sum to the total, as multiple responses were allowed.



### ➤ By Purpose of Internet Use

Among the 361,432 persons who were literate in the use of the internet:

- Entertainment was the most common purpose, reported by 86.6 per cent (313,069 persons);
- Work-related use followed, with 38.1 per cent (137,785 persons);
- Studying was reported by 35.5 per cent (128,269 persons);
- Online payments were made by 25.1 per cent (90,866 persons);
- Business activities accounted for 8.6 per cent (31,219 persons); and
- Other purposes were least common at 3.6 per cent (13,151 persons).

Note: Figures do not sum to the total, as multiple responses were allowed.



## 2 Digital Technology Usage

### 2.1 Usage of Government Mobile Applications or Online Services

In 2021, out of 350,339 persons aged 15 years and above, 229,071 persons (65.4 per cent) interacted with the Government through the internet for private purposes. These interactions included accessing information through the Government websites or applications, downloading or printing official forms and submitting completed forms online. For example, people used online Government services to check passport renewal requirements, download driver's licence renewal forms and submit job applications through Government websites.

#### ➤ Top Five Government Mobile Applications or Online Services

The five most commonly used government mobile applications or online services were:

- Bruhealth with a majority of 97.6 per cent (223,461 persons);
- E-Darussalam (gov.bn) with 24.8 per cent (56,896 persons);
- Talian Darussalam 123 with 14.3 per cent (32,675 persons);
- PSC Recruitment System with 13.8 per cent (31,674 persons); and
- Job Centre Brunei with 12.4 per cent (28,437 persons).

### 2.2 Goods or Services Purchased Over the Internet

In 2021, 95,041 persons (27.1 per cent) of the total population aged 15 years and above have ever purchased goods or services for personal use through the internet. This include clothes (77.8 per cent or 73,948 persons), deliveries from restaurants, fast-food chains, catering services (52.3 per cent or 49,724 persons) and computers, tablets, mobile phones or accessories (23.9 per cent or 22,683 persons).

### 2.3 Computer Skills Among Computer-Literate Persons

Among the 277,479 computer-literate persons, 236,273 persons (67.4 per cent) were aged 15 years and above. The most commonly reported skill among computer-literate persons was using e-mail (150,419 persons or 63.7 per cent). This was followed by the ability to manage files and documents (109,632 persons or 46.4 per cent). A smaller proportion of computer-literate persons were able to perform more technical or specialized task such as using basic arithmetic formulas in spreadsheets (43,931 persons or 18.6 per cent) and mobile application development (21,269 persons or 9.0 per cent).



## 2.4 Social Media Applications

In 2021, 293,611 persons (83.8 per cent) aged 15 years and above had at least one active social media application. The most commonly used was WhatsApp (280,642 persons or 95.6 per cent). This was followed by Facebook (201,510 persons or 68.6 per cent), Instagram (150,453 persons or 51.2 per cent), YouTube (126,114 persons or 43.0 per cent) and Telegram (36,060 persons or 12.3 per cent).



Indicator	Total		Male		Female	
	Person	Percentage (%)	Person	Percentage (%)	Person	Percentage (%)
<b>Population aged 3 years and above</b>	<b>425,404</b>	<b>100.0</b>	<b>224,246</b>	<b>52.7</b>	<b>201,158</b>	<b>47.3</b>
<b>Computer Literacy (Population aged 3 years and above)</b>						
<b>Computer Literate</b>	<b>277,479</b>	<b>65.2</b>	<b>142,748</b>	<b>63.7</b>	<b>134,731</b>	<b>67.0</b>
<b>By Age Group</b>						
3 - 14	41,206	14.9	21,024	14.7	20,182	15.0
15 - 29	95,388	34.4	48,765	34.2	46,623	34.6
30 - 44	81,455	29.4	41,484	29.1	39,971	29.7
45 - 59	46,035	16.6	23,637	16.6	22,398	16.6
60 and above	13,395	4.8	7,838	5.5	5,557	4.1
<b>By Frequency of Use</b>						
Everyday	130,601	47.1	63,466	44.5	67,135	49.8
3-4 times a week	46,710	16.8	23,943	16.8	22,767	16.9
Occasionally	100,168	36.1	55,339	38.8	44,829	33.3
<b>Internet Literacy (Population aged 3 years and above)</b>						
<b>Internet Literate</b>	<b>361,432</b>	<b>85.0</b>	<b>193,264</b>	<b>86.2</b>	<b>168,168</b>	<b>83.6</b>
<b>By Age Group</b>						
3 - 14	51,700	14.3	26,635	13.8	25,065	14.9
15 - 29	108,253	30.0	57,660	29.8	50,593	30.1
30 - 44	107,526	29.7	59,059	30.6	48,467	28.8
45 - 59	69,316	19.2	36,312	18.8	33,004	19.6
60 and above	24,637	6.8	13,598	7.0	11,039	6.6
<b>By Frequency of Use</b>						
Everyday	307,384	85.0	164,117	84.9	143,267	85.2
3-4 times a week	24,675	6.8	13,400	6.9	11,275	6.7
Occasionally	29,373	8.1	15,747	8.1	13,626	8.1
<b>* By Place of Internet Use</b>						
Own Residence	350,336	96.9	187,422	97.0	162,914	96.9
Workplace	123,221	34.1	69,582	36.0	53,639	31.9
Internet café / Restaurant	45,066	12.5	22,897	11.8	22,169	13.2
Place of Study	33,015	9.1	15,842	8.2	17,173	10.2
Others	6,820	1.9	3,632	1.9	3,188	1.9
<b>* By Purpose of Internet Use</b>						
Entertainment	313,069	86.6	167,572	86.7	145,497	86.5
Work	137,785	38.1	77,674	40.2	60,111	35.7
Studying	128,269	35.5	65,123	33.7	63,146	37.5
Online payments	90,866	25.1	45,955	23.8	44,911	26.7
Business	31,219	8.6	15,992	8.3	15,227	9.1
Others	13,151	3.6	7,026	3.6	6,125	3.6

Note:

\* Figures for place and purpose of internet use do not sum to the total as multiple responses were allowed.



Indicator	Total		Male		Female	
	Person	Percentage (%)	Person	Percentage (%)	Person	Percentage (%)
<b>Population aged 15 years and above</b>	<b>350,339</b>	<b>100.0</b>	<b>185,227</b>	<b>52.9</b>	<b>165,112</b>	<b>47.1</b>
<b>Online Interaction with Government for Private Purposes (Population aged 15 years and above)</b>						
<b>Online Interaction with Government</b>	<b>229,071</b>	<b>65.4</b>	<b>125,020</b>	<b>67.5</b>	<b>104,051</b>	<b>63.0</b>
<b>*Top 5 Government Mobile Applications or Online Services</b>						
Bruhealth	223,461	97.6	122,124	97.7	101,337	97.4
E-Darussalam (Gov.bn)	56,896	24.8	28,271	22.6	28,625	27.5
Talian Darussalam 123	32,675	14.3	17,210	13.8	15,465	14.9
PSC Recruitment system	31,674	13.8	14,296	11.4	17,378	16.7
JobCentre Brunei	28,437	12.4	13,373	10.7	15,064	14.5
<b>Purchased Goods or Services Online (Population aged 15 years and above)</b>						
<b>Purchased Goods or Services Online</b>	<b>95,041</b>	<b>27.1</b>	<b>42,255</b>	<b>22.8</b>	<b>52,786</b>	<b>32.0</b>
<b>*Types of Goods or Services</b>						
Clothes, shoes or accessories	73,948	77.8	29,131	68.9	44,817	84.9
Deliveries from restaurants, fast-food chains, catering services	49,724	52.3	19,745	46.7	29,979	56.8
Computers, tablets, mobile phones or accessories	22,683	23.9	12,699	30.1	9,984	18.9
Sports goods (excluding sport clothing)	19,801	20.8	12,050	28.5	7,751	14.7
Children's toys or childcare items (e.g. nappies, bottles)	12,592	13.2	4,848	11.5	7,744	14.7
Others	9,814	10.3	5,583	13.2	4,231	8.0
<b>Computer-Related Activities Among Computer-Literate Persons (Population aged 15 years and above)</b>						
<b>Computer-Related Activities Among Computer-Literate Persons</b>	<b>236,273</b>	<b>67.4</b>	<b>121,724</b>	<b>65.7</b>	<b>114,549</b>	<b>69.4</b>
<b>*Computer-Related Activities</b>						
Using e-mail	150,419	63.7	74,277	61.0	76,142	66.5
Managing files in documents	109,632	46.4	52,630	43.2	57,002	49.8
Using basic spreadsheet formulas	43,931	18.6	20,425	16.8	23,506	20.5
Mobile application development	21,269	9.0	10,847	8.9	10,422	9.1
Publishing functions and digital graphic design	16,598	7.0	8,510	7.0	8,088	7.1
Computer programming and network management	12,443	5.3	6,929	5.7	5,514	4.8
Others	8,134	3.4	4,196	3.4	3,938	3.4
<b>Social Media Applications (Population aged 15 years and above)</b>						
<b>Social Media Applications</b>	<b>293,611</b>	<b>83.8</b>	<b>156,938</b>	<b>84.7</b>	<b>136,673</b>	<b>82.8</b>
<b>*Top 5 Social Media Applications</b>						
WhatsApp	280,642	95.6	150,150	95.7	130,492	95.5
Facebook	201,510	68.6	110,054	70.1	91,456	66.9
Instagram	150,453	51.2	68,199	43.5	82,254	60.2
YouTube	126,114	43.0	74,018	47.2	52,096	38.1
Telegram	36,060	12.3	21,799	13.9	14,261	10.4

Note:

\* Figures do not sum to the total as multiple responses were allowed.



## Technical Note

### Introduction

Population and Housing Census (BPP) is a data collection project to count the number of population as well as the households and housing units in a country and provides a statistical profile of the population and households.

The Department of Economic Planning and Statistics (DEPS) has conducted the **Population and Housing Census (BPP) 2021** starting from January until December 2021. BPP 2021 was the sixth such census conducted in Brunei Darussalam. The earlier censuses were conducted in 1971, 1981, 1991, 2001 and 2011. In 2016, DEPS has conducted the Population and Housing Census Update (KBPP) 2016 for Brunei Darussalam.

BPP 2021 was conducted under the Census Act, Chapter 78 from the Laws of Brunei Darussalam. The Census Act makes it obligatory for the public to answer all the census questions and guarantees the confidentiality of information furnished.

### Objectives

The main objectives of BPP 2021 were to collect comprehensive and latest information on the total count as well as demographic, social and economic characteristics of the population; and to collect comprehensive and latest information on the total number of housing units with housing characteristics and availability of household amenities.

### Census Approach and Coverage

The Population and Housing Census (BPP) 2021 covered all housing units and households in Brunei Darussalam. It was conducted on a de jure basis, whereby all persons, whether Brunei Darussalam Citizens, Permanent Residents or Temporary Residents who had stayed or intended to stay as usual members of the household for a period of 6 months or more in 2021, were enumerated according to their usual place of residence.



## Methodology

The census was conducted in three stages:

**i) First Stage (Houselisting):**

The first stage was conducted from 20 January until 21 February 2021. During this stage, all housing units were listed by kampung or area, mukim and district throughout the country to ensure full coverage of the census. Census officers collected information on every households such as the names and identity card numbers of head and each household members living in each housing unit. Census officers also affix a sticker to each housing unit.

**ii) Second Stage (e-Census Implementation):**

The second stage was conducted from 20 April 2021 until 21 July 2021. During this stage, the e-Census system were activated to allow the public to fill in the census questionnaire online. More detailed information from each household member was collected in this stage covering personal information such as date of birth, education and employment characteristics.

**iii) Third Stage (Household Interview):**

The third stage was initially scheduled to be implemented from 2 August 2021 to 29 August 2021. Following the COVID-19 situation in the country, the third stage: face-to-face interviews, has been revised and implemented from 1 November to 31 December 2021 using the following two methods:

1. Telephone Call Interview: The appointed census officers interviewed the households without visiting their housing units. The head of the household was contacted to set up an appointment before the telephone interview is held.
2. Fill in the census form themselves online: The e-Census method is only accessible to households that have an internet connection and choose to fill in the census questionnaire themselves online, including filling out the questionnaire in softcopy form and sending it via email.



## Concepts and Definitions

The following are some concepts and definitions used in Population and Housing Census (BPP) 2021:

### **Info-Communication Technology (ICT) Knowledge:**

Refers to the understanding and ability to use digital technologies to access, create, store and share information effectively.

### **Computer Literacy:**

Refers to the ability to use a computer and its basic applications efficiently. Computer literacy includes the ability to use personal computers (desktop), transportable and handheld computers such as laptops, tablets and other devices.

### **Internet Literacy:**

Refers to the ability to use the internet to find, evaluate, and communicate information safely and effectively. It includes skills such as browsing, using search engines and online communication.

### **Digital Technology Usage:**

Refers to how individuals use digital devices, applications, and online platforms to perform daily activities such as communication, transactions, learning, and accessing services.

### **Usage of Government Mobile Applications or Online Services:**

Refers to the use of official government applications or digital platforms for personal purposes. This includes activities such as obtaining information from websites or applications, downloading or printing official forms and submitting completed forms online. For example, people may use these services to check passport renewal requirements, download driver's licence renewal forms and submit job applications through Government websites.