

TRADE WILL NEVER BE THE SAME
Connectivity in the Digital Age
IIASA 2-3 December 2019

Who we are

The voice of digital and digitally-enabled industries in Europe

71 corporate members: IT, CE, TCE + pharmaceuticals + finance + retail

44 member NTAs, our gateway to smaller business

36,000 companies across Europe



Trade agreements of the 21st century

>> Import content of exports X 2 in 20 years

Tariffs \, what's behind border (NTBs) /

>> Where domestic policy meets trade policy to go 'geopolitical'



Definition

- ▶ Digital Trade vs digitally-enabled trade
- Common prerequisite: TRUST
- >> Common goal: restore trust without borders
- lssue: regulatory alignment = silver bullet of seamless trade but terms & conditions of alignment often seen as a matter of **sovereignty**



Priorities in digital trade

SERVICES: DFFT; no forced localization; no forced disclosure of code source; permanent moratorium on tariffs on e-transmissions

GOODS: ITA3 with bigger scope, more members; keep tearing down NTBs; standard de minimis threshold + alignment customs duties-VAT

MISCELLANEOUS; Blockchain- or Al-enabled e-transactions; improved access to government data

Our advocacy to G20 – G7. The rationale for our strong support to **WTO eCommerce initiative**.



The rise of intangibles

- Digital tech not the only factor powers the rise of intangibles
- >> Shapes the transformation of trade
- >> Trade negotiators, tax authorities comfortable with borders and tangibles
- Taken out of their depth by tech without borders.
- The need to be **creative**:
- Example 1: Mode 5
- Example 2: ongoing reform of international corporate tax.



Trade in services: the unsung hero

- True believers in tangibles argue that what is not measured does not exist
- >> In \$T
- TiS = 5.1 (recorded) + 4.3 (embedded) + 0.8 (affiliates) + 3.2 (free) = 13.4
- \rightarrow TiG = 17.3 (recorded) 4.3 (embedded services) = 13.0
- >> TiS > TiG = QED



CPTPP a template?

- >> Comprehensive and Progressive Agreement for Trans-Pacific Partnership
- >> eCommerce Chapter a template only on the face of it due to 'digital product'
- >> Two main flaws
- >> Privacy being a fundamental right is therefore not negotiable
- >> Culture & entertainment hard to fit due to 'cultural exception'.

