

Implication of AI Technology

on Thailand's Economic Growth & Productivity

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Abstract

- Artificial Intelligence [AI] technology has advanced its capability rapidly, especially **the massive adopted Generative AI**. The adoption of AI technology has economic implications for the country's productivity. The extent to which AI can be incorporated to boost productivity depends on the speed and scope of AI adoption by businesses, workers, and government agencies. The **interlinkage between the human workforce and AI technology** plays an important role in raising labor productivity. Thailand is in an early stage of AI technology adoption with a few studies on AI impacts on the Thai economy and labor market such as **Sutivong [2024]**.
- This study follows how **Chui et al [2023]** estimates economic values of Generative AI utilization by categorizing **sources of benefits based on business functions**, ordered from high to low economic values as marketing and sales, customer engagement, research and development, and software engineering. Then, the **Total Factor Productivity** [TFP] is estimated by utilizing the **firm-level datasets** from the Business and Manufacturing Industry Census, along with the Labor Force Survey to understand the labor market insights.
- Policy recommendations are to support the country's **national strategy's goal**: boosting the **AI ecosystem's collaboration** and raising the **country's competitiveness**.

Keywords: Digital transformation [DX], AI technology, and innovation

Reference: Chui, M., Hazan, E., Roberts, R., Singla, A., and Smaje, K., 2023. "The economic potential of generative AI". McKinsey.

Sutivong, A. 2024. "Generative AI and its implication on Thailand's economic development and data security". Research project. National Defense College. Forthcoming.

Artificial Intelligence [AI], What is ?

“Artificial Intelligence”

The technological evolution aimed at creating artificial intelligence in inanimate objects, developed from the knowledge of IT and engineering, combined with other fields such as linguistics, psychology, and biology, **to enable thinking, analyzing, and problem-solving in place of humans.**

“Generative AI”

AI designed specifically for the capability to **'generate new content'** using Generative Model algorithms, which can be applied to a variety of tasks.

- **Text Processing**
- **Images Generation**
- **Animation Creation**
- **Music Composing**
- **Coding**



AI: Impacts & Opportunities at the Macro Economic Level

- Gen AI would raise Global GDP > **7%**
[around 7 Tn. USD.]
- By Uplifting Productivity Growth **1.5%**
within a decade

**Goldman
Sachs**

Intelligence

ARTICLES

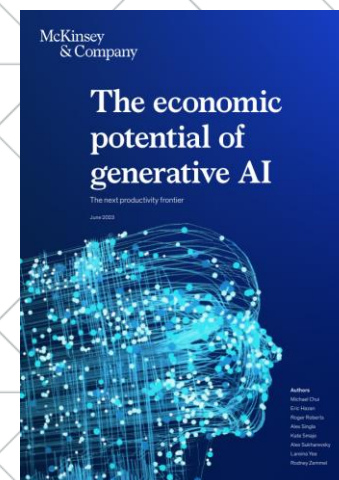
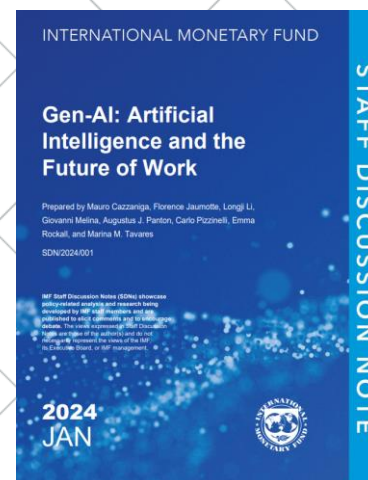
Generative AI
could raise global
GDP by 7%

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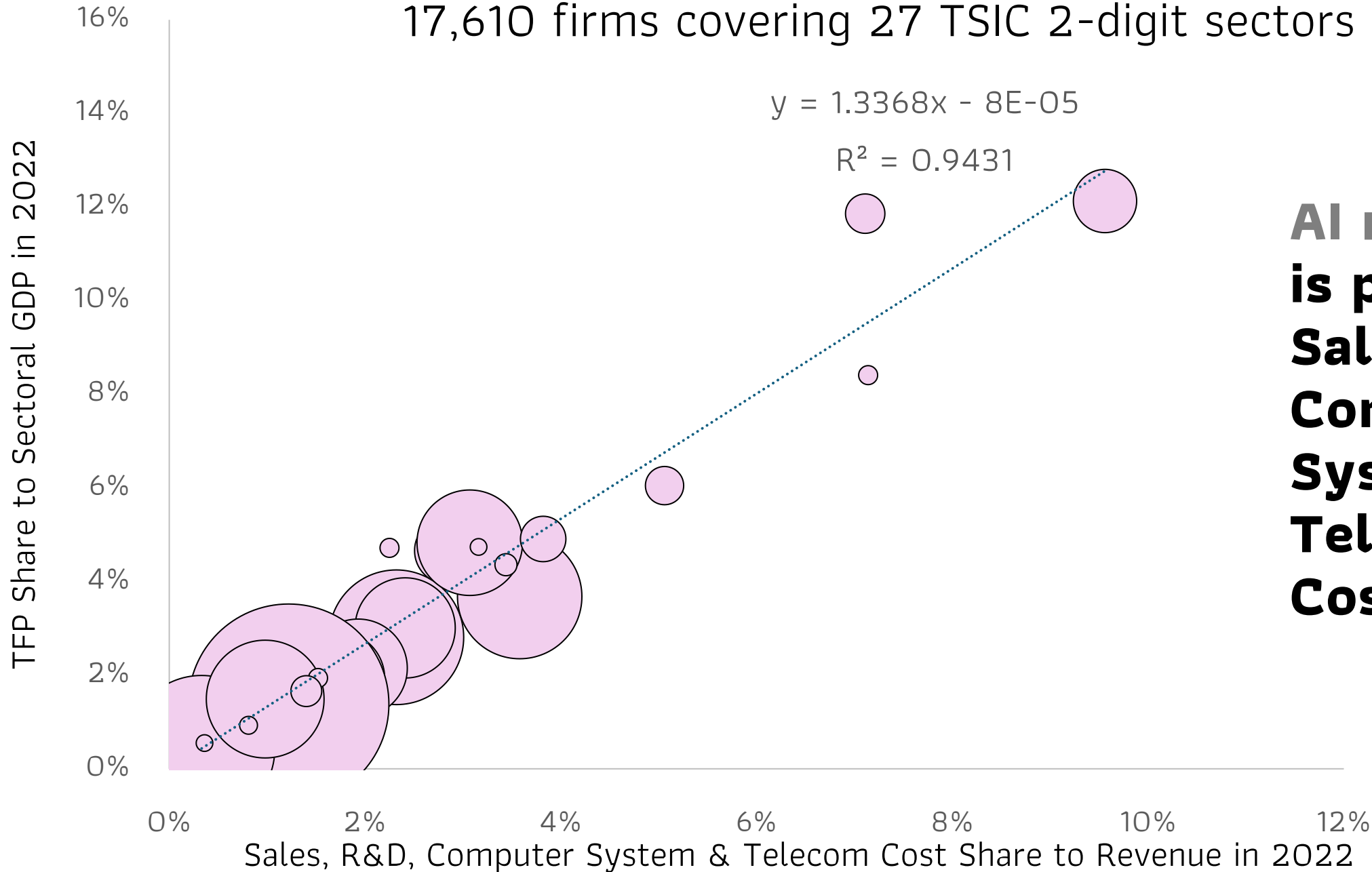
Topic: [ARTIFICIAL INTELLIGENCE](#)



- > **40%** of Global Labor Market already
Impacted by AI Adoption
- **AI & Automation** would reduce
Working Hours by **60% - 70%**



17,610 firms covering 27 TSIC 2-digit sectors



**AI readiness
is proxied by
Sales, R&D,
Computer
System &
Telecom
Costs**

Thailand's Manufacturing Sectors with AI readiness based on Sales, R&D, Computer System & Telecom Costs

Source: Data from the NSO's Industrial and Business Census 2022, MOC's Firm Registration Database 2022, and NESDC's National Income 2022 calculated by the author

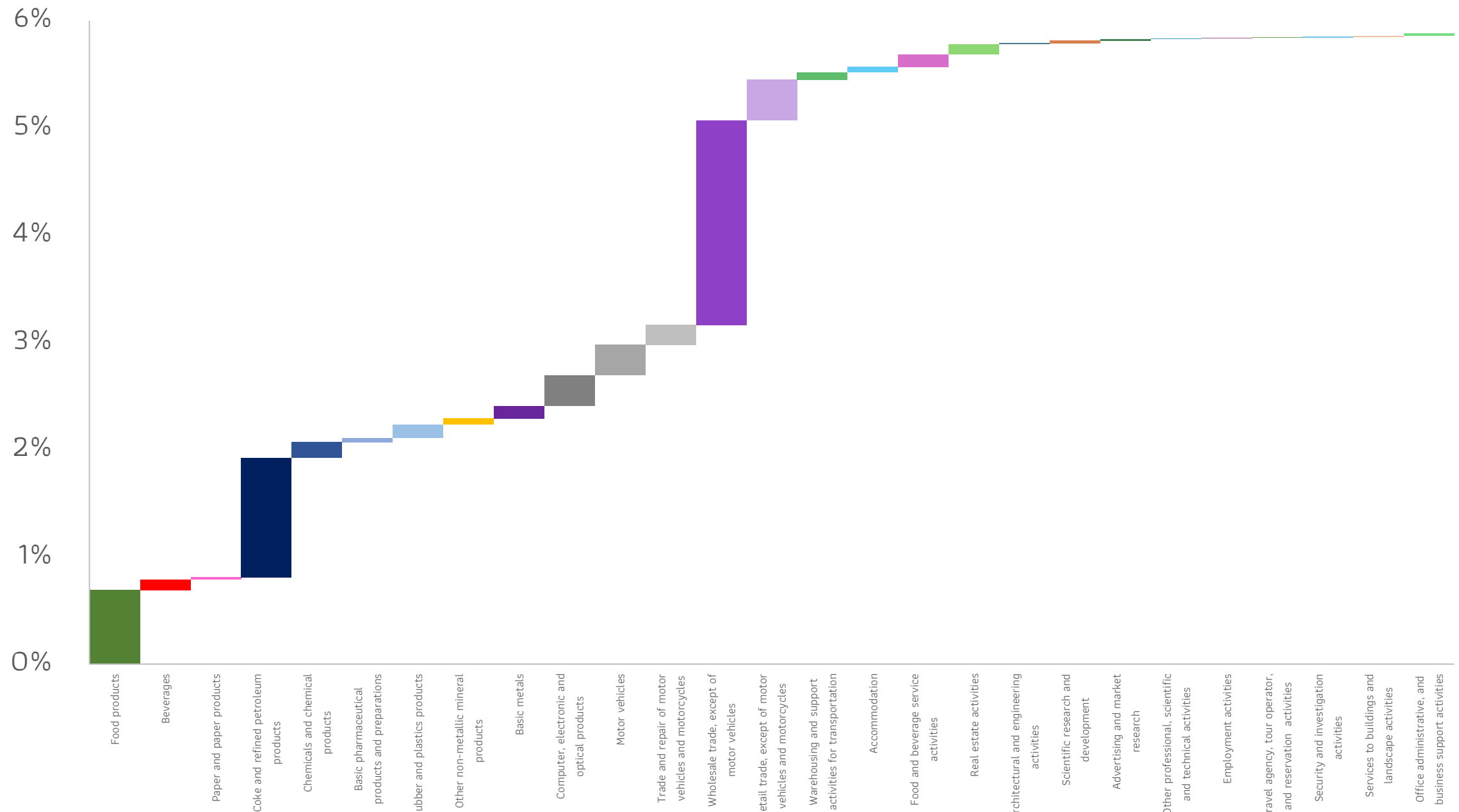
| Manufacturing Sector | Sales | R&D | Computer System | Telecom | Sum |
|---|-------|-------|-----------------|---------|--------|
| Food products | 2.53% | 0.07% | 0.11% | 0.14% | 2.86% |
| Beverages | 1.61% | 0.11% | 0.08% | 0.30% | 2.10% |
| Textiles | 2.39% | 0.14% | 0.10% | 0.31% | 2.94% |
| Wearing apparel | 2.62% | 0.10% | 0.12% | 0.17% | 3.00% |
| Leather and related products | 2.49% | 0.21% | 0.20% | 0.14% | 3.04% |
| Wood and of products of wood | 2.46% | 0.11% | 0.08% | 0.16% | 2.80% |
| Paper and paper products | 4.50% | 0.44% | 0.14% | 0.14% | 5.22% |
| Printing and reproduction of recorded media | 3.94% | 0.18% | 0.15% | 0.25% | 4.52% |
| Publishing activities | 2.43% | 0.35% | 0.49% | 0.58% | 3.85% |
| Coke and refined petroleum products | 3.40% | 0.03% | 0.05% | 0.32% | 3.79% |
| Chemicals and chemical products | 2.37% | 0.27% | 0.11% | 0.19% | 2.93% |
| Basic pharmaceutical products and preparations | 8.98% | 1.03% | 0.20% | 0.24% | 10.45% |
| Rubber and plastics products | 1.90% | 0.06% | 0.17% | 0.15% | 2.28% |
| Other non-metallic mineral products | 9.82% | 0.30% | 0.22% | 0.57% | 10.91% |
| Basic metals | 0.67% | 0.02% | 0.01% | 0.19% | 0.90% |
| Fabricated metal products | 2.60% | 0.13% | 0.11% | 0.21% | 3.05% |
| Computer, electronic and optical products | 1.27% | 0.09% | 0.12% | 0.10% | 1.57% |
| Electrical equipment | 1.57% | 0.18% | 0.05% | 0.14% | 1.93% |
| Machinery and equipment | 1.23% | 0.07% | 0.10% | 0.14% | 1.54% |
| Motor vehicles | 1.26% | 0.10% | 0.06% | 0.08% | 1.49% |
| Other transport equipment | 2.16% | 0.04% | 0.09% | 0.08% | 2.37% |
| Furniture | 2.95% | 0.05% | 0.09% | 0.16% | 3.26% |
| Other manufacturing | 1.53% | 0.28% | 0.30% | 0.45% | 2.56% |
| Repair and installation of machinery | 1.54% | 0.16% | 0.11% | 0.30% | 2.11% |
| Electricity, gas, steam and air conditioning supply | 2.70% | 0.05% | 0.13% | 0.10% | 2.98% |
| Water collection, treatment and supply | 0.56% | 0.49% | 0.02% | 10.99% | 12.05% |
| Waste collection, treatment and disposal activities | 1.55% | 0.06% | 0.11% | 0.11% | 1.83% |

| Service Sector | Advertising | R&D and Training | Computer System | Telecom | Sum |
|---|-------------|------------------|-----------------|---------|-------|
| Construction of buildings | 0.74% | 0.01% | 0.03% | 0.27% | 1.05% |
| Civil engineering | 1.83% | 0.12% | 0.03% | 0.16% | 2.15% |
| Specialized construction activities | 3.54% | 0.08% | 0.27% | 0.79% | 4.69% |
| Trade and repair of motor vehicles and motorcycles | 0.73% | 0.03% | 0.05% | 0.30% | 1.11% |
| Wholesale trade, except of motor vehicles | 1.08% | 0.05% | 0.03% | 0.37% | 1.53% |
| Retail trade, except of motor vehicles and motorcycle | 2.08% | 0.04% | 0.05% | 0.19% | 2.36% |
| Land transport and transport via pipelines | 0.21% | 0.01% | 0.09% | 2.82% | 3.13% |
| Water transport | 0.00% | 0.00% | 0.01% | 0.58% | 0.60% |
| Warehousing and support activities for transportation | 0.43% | 0.07% | 0.04% | 0.50% | 1.04% |
| Postal and courier activities | 0.00% | 0.00% | 0.09% | 1.08% | 1.17% |
| Accommodation | 1.56% | 0.80% | 1.03% | 1.33% | 4.72% |
| Food and beverage service activities | 0.17% | 0.01% | 0.04% | 1.25% | 1.47% |
| Motion picture production, and sound recording activities | 3.32% | 4.14% | 1.10% | 0.85% | 9.41% |
| Programming and broadcasting activities | 0.01% | 0.43% | 0.13% | 0.88% | 1.46% |
| Telecommunications | 0.00% | 0.00% | 0.04% | 0.05% | 0.10% |
| Computer programming and consultancy activities | 2.33% | 0.84% | 0.78% | 5.55% | 9.51% |
| Information service activities | 0.39% | 0.02% | 0.07% | 0.20% | 0.68% |
| Financial services, except insurance and pension funds | 6.56% | 0.14% | 0.16% | 0.42% | 7.27% |
| Activities auxiliary to financial services and insurance | 0.02% | 0.01% | 0.00% | 2.76% | 2.79% |
| Real estate activities | 0.57% | 0.12% | 0.03% | 3.71% | 4.43% |
| Legal and accounting activities | 0.11% | 0.78% | 1.81% | 6.37% | 9.08% |
| Head offices; management consultancy activities | 0.82% | 0.39% | 0.37% | 1.16% | 2.74% |
| Architectural and engineering activities | 3.57% | 0.22% | 0.35% | 0.72% | 4.86% |
| Scientific research and development | 0.45% | 0.73% | 0.13% | 0.29% | 1.59% |
| Advertising and market research | 0.83% | 0.08% | 1.19% | 1.38% | 3.48% |
| Other professional, scientific and technical activities | 0.27% | 0.02% | 0.07% | 0.23% | 0.60% |
| Rental and leasing activities | 0.54% | 0.01% | 0.29% | 0.40% | 1.24% |
| Employment activities | 0.30% | 0.14% | 0.11% | 0.43% | 0.98% |
| Travel agency, tour operator, and reservation activities | 0.80% | 0.80% | 0.53% | 2.44% | 4.58% |
| Security and investigation activities | 0.63% | 3.15% | 0.97% | 3.59% | 8.34% |
| Services to buildings and landscape activities | 1.50% | 0.55% | 0.11% | 2.45% | 4.61% |
| Office administrative, and business support activities | 3.47% | 0.38% | 0.04% | 0.71% | 4.61% |
| Education | 0.40% | 1.61% | 0.55% | 2.73% | 5.29% |
| Human health activities | 2.69% | 0.26% | 0.13% | 0.51% | 3.59% |
| Creative, arts and entertainment activities | 0.15% | 0.11% | 0.12% | 0.68% | 1.06% |
| Sports activities and amusement and recreation activities | 2.94% | 0.53% | 1.80% | 2.24% | 7.51% |
| Repair of computers and personal and household goods | 1.70% | 0.03% | 0.19% | 0.36% | 2.28% |
| Other personal service activities | 0.27% | 0.08% | 0.20% | 0.42% | 0.97% |

Thailand's Service Sectors with AI readiness based on Sales, R&D, Computer System & Telecom Costs

Source: Data from the NSO's Industrial and Business Census 2022, MOC's Firm Registration Database 2022, and NESDC's National Income 2022 calculated by the author

Sectoral Contribution of Gen AI Adoption to Thailand GDP by 2030



Source: Data from the NSO's Industrial and Business Census 2022, MOC's Firm Registration Database 2022, and NESDC's National Income 2022 calculated by the author

AI Readiness & Firm-level Productivity Level (I)

| | (1) OLS_all | (2) 2SLS_all | (3) OLS_Manu | (4) 2SLS_Manu | (5) OLS_Trade | (6) 2SLS_Trade |
|-------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|
| Sales | 1.354 (2.864) | 1.049 (2.894) | 1.725 (1.511) | 1.634 (1.520) | 5.906 (5.366) | 4.974 (5.721) |
| RD | 0.644 (1.251) | 0.423 (1.343) | 0.513 (5.789) | -0.481 (6.162) | -2.404 (7.436) | -2.401 (8.605) |
| Comp | 4.898 (3.972) | 4.611 (4.173) | 27.15* (15.83) | 26.94* (15.66) | -3.780 (7.186) | -5.879 (7.141) |
| Telecom | 20.45*** (2.787) | 21.34*** (3.055) | 16.72 (22.83) | 19.32 (23.90) | 28.61*** (4.889) | 30.06*** (5.432) |
| wage_avg_LN | 2.043*** (0.158) | 2.781*** (0.634) | 0.958** (0.458) | 1.464 (0.994) | 2.123*** (0.192) | 3.465*** (0.502) |
| 2.SME | -0.925*** (0.127) | -1.203*** (0.193) | -1.360*** (0.226) | -1.503*** (0.341) | -0.727*** (0.170) | -1.254*** (0.178) |
| 3.SME | -1.405*** (0.164) | -1.730*** (0.273) | -1.876*** (0.262) | -2.071*** (0.433) | -0.682*** (0.238) | -1.278*** (0.269) |
| N | 17610 | 17610 | 3641 | 3641 | 11162 | 11162 |
| adj. R-sq | 0.128 | 0.117 | 0.067 | 0.063 | 0.118 | 0.080 |

Standard errors in parentheses

* p<0.1, ** p<0.05, *** p<0.01

AI Readiness & Firm-level Productivity Level (II)

| | (1) OLS_Trans | (2) 2SLS_Trans | (3) OLS_Hotel_~s | (4) 2SLS_Hotel~s | (5) OLS_Real | (6) 2SLS_Real |
|-------------|---------------------|----------------------|---------------------|---------------------|---------------------|---------------------|
| Sales | -26.71** (11.26) | -27.37*** (10.58) | -22.12** (10.98) | -23.41** (10.93) | -4.446** (1.966) | -4.476** (1.878) |
| RD | 41.69 (30.05) | 52.60* (27.66) | -12.64 (13.94) | -11.64 (12.77) | -11.73 (11.12) | -11.84 (10.96) |
| Comp | 11.90 (24.54) | 14.90 (21.38) | 25.41* (13.32) | 26.37* (13.97) | -2.470 (9.279) | -2.685 (8.871) |
| Telecom | 8.458 (9.519) | 8.544 (9.588) | 5.289 (7.489) | 4.685 (7.669) | 18.66** (8.032) | 18.75** (7.951) |
| wage_avg_LN | 4.577*** (0.850) | 5.871*** (1.243) | 1.586*** (0.435) | 1.221 (0.872) | 2.300*** (0.546) | 2.364*** (0.834) |
| 2.SME | -1.016 (1.677) | -1.293 (1.598) | 0.848 (0.824) | 1.104 (0.916) | -1.086 (0.770) | -1.105 (0.749) |
| 3.SME | -2.557 (1.733) | -2.999* (1.737) | -2.668 (2.635) | -2.460 (2.726) | -1.012 (0.911) | -1.046 (0.909) |
| N | 85 | 85 | 678 | 678 | 486 | 486 |
| adj. R-sq | 0.157 | 0.139 | 0.104 | 0.101 | 0.169 | 0.169 |

Standard errors in parentheses

* p<0.1, ** p<0.05, *** p<0.01

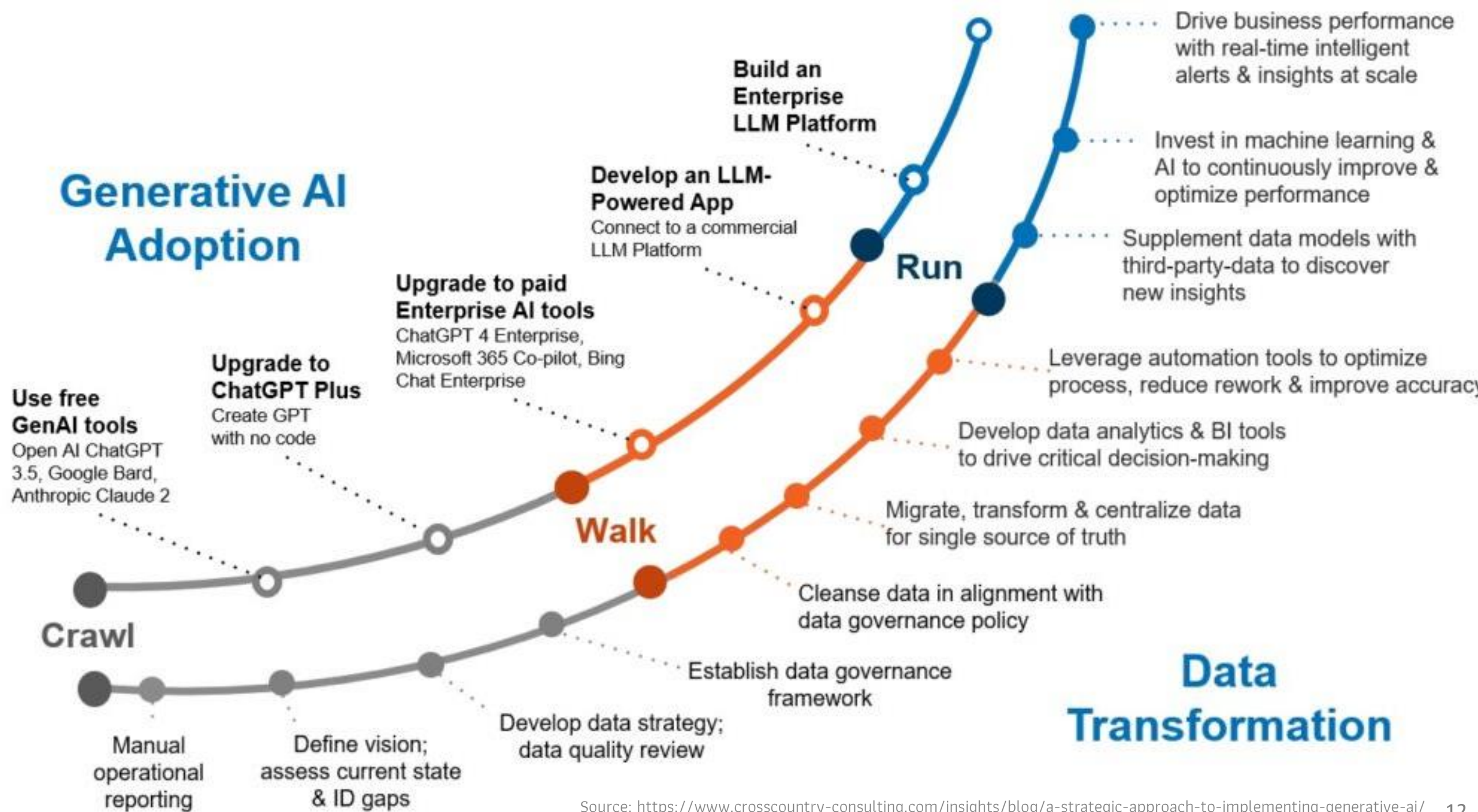
AI Readiness & Firm-level Productivity Level (III)

| | (1) OLS_Research | (2) 2SLS_Research | (3) OLS_Support | (4) 2SLS_Support |
|-------------|----------------------|----------------------|---------------------|---------------------|
| Sales | -11.20 (8.066) | -11.46 (7.753) | 0.336 (3.690) | -2.935 (3.926) |
| RD | 2.132* (1.160) | 1.781 (1.282) | 1.086 (1.751) | 1.784 (2.236) |
| Comp | -0.757 (2.776) | -1.135 (2.847) | 12.96*** (4.269) | 15.28*** (4.870) |
| Telecom | 6.764 (5.951) | 7.355 (6.077) | 10.93*** (3.508) | 11.13*** (3.709) |
| wage_avg_LN | 1.909*** (0.351) | 2.340*** (0.897) | 2.113*** (0.414) | 3.521*** (0.795) |
| 2.SME | -1.726*** (0.518) | -1.826*** (0.552) | 0.554 (0.492) | 0.0211 (0.555) |
| 3.SME | 0.281 (0.666) | 0.114 (0.711) | 0.464 (0.791) | -0.328 (0.838) |
| N | 514 | 514 | 1044 | 1044 |
| adj. R-sq | 0.127 | 0.123 | 0.234 | 0.190 |

Standard errors in parentheses

* p<0.1, ** p<0.05, *** p<0.01

Generative AI Adoption



Creativity to Embark on an AI Journey will Shape Thailand's future

SCBX's AI-first Organization Blueprint

1. AI-FIRST is
PEOPLE-FIRST

2. Always Start with a BIG **WHY**

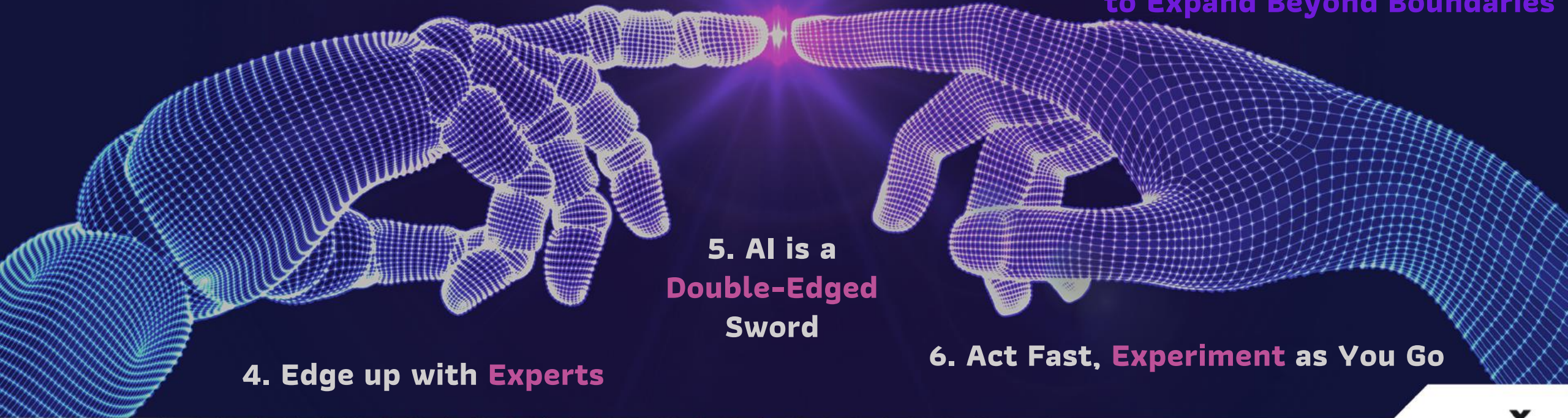
3. Change Begins
at the **Top**

Broad AI Adoption

Beyond Awareness, Culture Matters

Deep AI Development

Find the winning Zone, Defining Strategic Areas
to Expand Beyond Boundaries



4. Edge up with **Experts**

5. AI is a
**Double-Edged
Sword**

6. Act Fast, **Experiment** as You Go

AI is here to stay:

01

Assess business needs and readiness

- Technology Infrastructure
- People, Skills & Corporate Culture
- Data Governance

02

Leaders must lead the change and willing to experiment

- Openness to AI & Innovation Adoption

03

Build people capabilities and the technology culture

- People, Culture & Operation are key Success Factors to Technology Application

04

Beware of cost and expertise

- Technology Utilization as needed by Business Functions

05

Keep up with the emerging regulations

- Ethical & Responsible Usage of Data & Technology