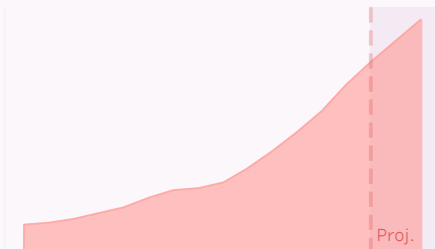


# Ho Chi Minh Data Profile

## OVERVIEW

Population	7,297,780
Pop. Growth 2015-2030	39.8%
Surface Areas (sqkm)	359
Percent Foreign-born	0.0%
Percent Urban Slum	27.2%
Percent Evangelical	1.3%

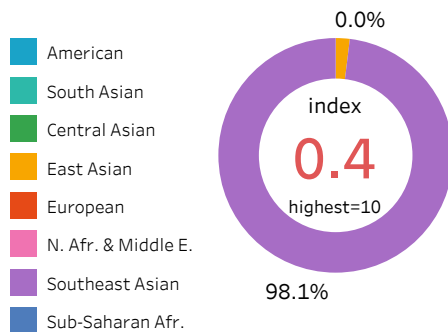
Population Trends 1950 - 2030  
(in thousands)



Source: IMB Global Cities Database, UN Data, Statista, Pew

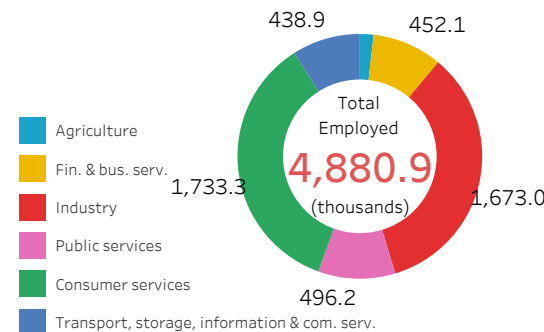
## CULTURAL DIVERSITY

Source: IMB Field Personnel Database



## EMPLOYMENT SECTORS

Source: Oxford Economics



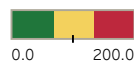
## COST OF LIVING

Source: IMB Global Cities Database, Numbeo, Statista

NYC=100 (lower is better)



30.3



## QUALITY OF LIFE

Source: IMB Global Cities Database, Numbeo

NYC=127.2 (higher is better)



66.6



## KEY INSIGHTS & TAKEAWAY

1) What information from this initial data profile tells you that your city is not how it ought to be?

2) What information from this initial data profile tells you that your city is how it should be?

3) What is something you learned from this data that might inform your approach to impacting your city for good?

Monthly Avg. Wages (NYC=\$11K)	\$227
Weekly Working Hours (NYC=36)	44
GDP per Capita (NYC=\$69,915)	\$8,660.00

Healthcare Index (higher is better)	43.9
Safety Index (higher is better)	42.9
Crime Index (lower is better)	58.4

## ETHNIC PEOPLE GROUPS

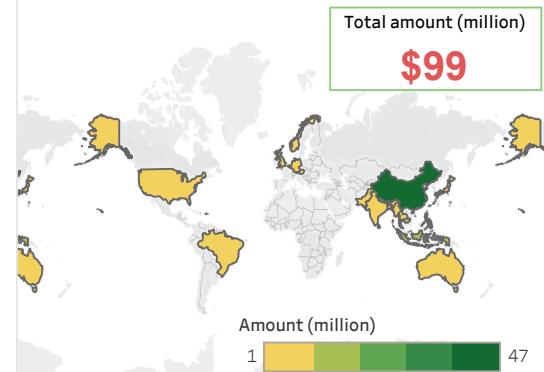
Source: IMB Global Cities Database, CPPI



- No-longer Unreached
- Engaged Unreached
- Unengaged Unreached

## REMITTANCES

Source: OECD, World Bank



Which countries do migrant/expat workers in Vietnam remit money to?

## TOP LARGEST GROUPS

People Group	Population
Kinh	8,109,563
Tay	111,486
Muong	90,565
Hmong	73,223
Khmer Krom	69,369
Nung	67,993
Han Chinese	62,212
Deaf Vietnamese	47,401
Black Tai	44,980

## GLOBAL CITY INDICES

GaWC - Ranking based on global influence and connectivity (alpha, beta, gamma) **Beta+**

AT Kearney Global Cities - Based on metrics in bus. activity, human capital, info. exchange, cultural experience, and political engagement **76**

Mori Global Power City - Based on metrics in economy, R&D, cultural interaction, livability, environment, and accessibility