

# Overview Of The Digital Economy And State Tax Policy

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by

Marc Pfeiffer, Senior Policy Fellow and Assistant Director  
Bloustein Local Government Research Center  
Rutgers University

WHAT IS THE DIGITAL ECONOMY THAT ARE  
WE TALKING ABOUT?

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# LET'S START WITH "WHAT IS DIGITAL TECHNOLOGY?"

- Relies on the use of microprocessors (tiny computers on an electronic chip) that process, store, and transmit information in the digital language of 0's and 1's; and
- Results in information, communications, and operations technologies (the "internet of things") that now infuses every sector of the economy.
- Digital technology is transforming the economy, communications, social relationships, access to and operation of basic government services, and almost every other aspect of society and culture.



# WHAT IS THE DIGITAL ECONOMY?

- The digital economy can be defined many ways:
  - “An economy that is based on digital computing technologies but is often perceived as conducting business through markets based on the internet and World Wide Web.” (["Defining, Conceptualising and Measuring the Digital Economy"](#)).
  - The economic activity that results from billions of everyday online connections among people, businesses, devices, data, and processes. ([Deloitte](#))
  - The worldwide network of economic activities, commercial transactions and professional interactions that are enabled by information and communications technologies. ([Tech Target](#))
- And many variations on the theme in academic and legal papers that dive into it.



How Big Is the

# Digital Economy?

**10.2%** of U.S. GDP  
or **\$2.1 trillion** in 2020

What's  
Included?

Hardware,  
software,  
e-commerce  
margins, and  
priced digital  
services



**6.3%** average annual growth  
from 2012 to 2020, value added adjusted for inflation

*Led by growth in infrastructure and e-commerce*

**7.8 million jobs** in 2020

**2.5%** average annual growth, 2012–2020

**\$1.1 trillion**  
in total compensation in 2020



# HOW THE US BUREAU OF ECONOMIC ANALYSIS DEFINES IT

3 key elements: Infrastructure, E-commerce, Priced Digital Services

- **Infrastructure:**

- Computer hardware, plus communications, and audio/video products
- Software – all varieties, formats, and uses
- Structures – buildings creation of goods and services; where the cloud is stored

- **E-commerce**

- Business-to-Business
- Business to Consumer
- Includes most goods and counting services is a work in progress



# BEA DEFINITION - CONTINUED

- **Priced digital services**

- Cloud services
- Telecommunications services
- Internet and data services
- Digital intermediary services
- All other priced digital services

- **Some challenges**

- Interactive Platforms - Unpriced and blended priced
- Digital advertising and sale of personal information (internet-based)



# WHAT'S **ITFA** GOT TO DO WITH IT?

## *THE (PERMANENT) INTERNET TAX FREEDOM ACT*

- Prohibits state or local taxation on internet access. Does not address taxation once you access the internet.
- Prohibits multiple or discriminatory taxes on electronic commerce.
  - Includes discriminatory Internet-only taxes such as bit taxes, bandwidth taxes, and email taxes.
  - Bans multiple taxes on electronic commerce. It essentially mean you must tax similar physical and digital products the same.
  - Challenge is what is “similar” or “analogous”

# IMPACT ON TAX POLICY – SALES AND USE TAX

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# Today's Sales and Use Tax Environment

## Digital Economy



Digital intermediary services

Free/hybrid interactive services

B2B

Hardware

B2C

Interactive Platforms

## Physical Economy

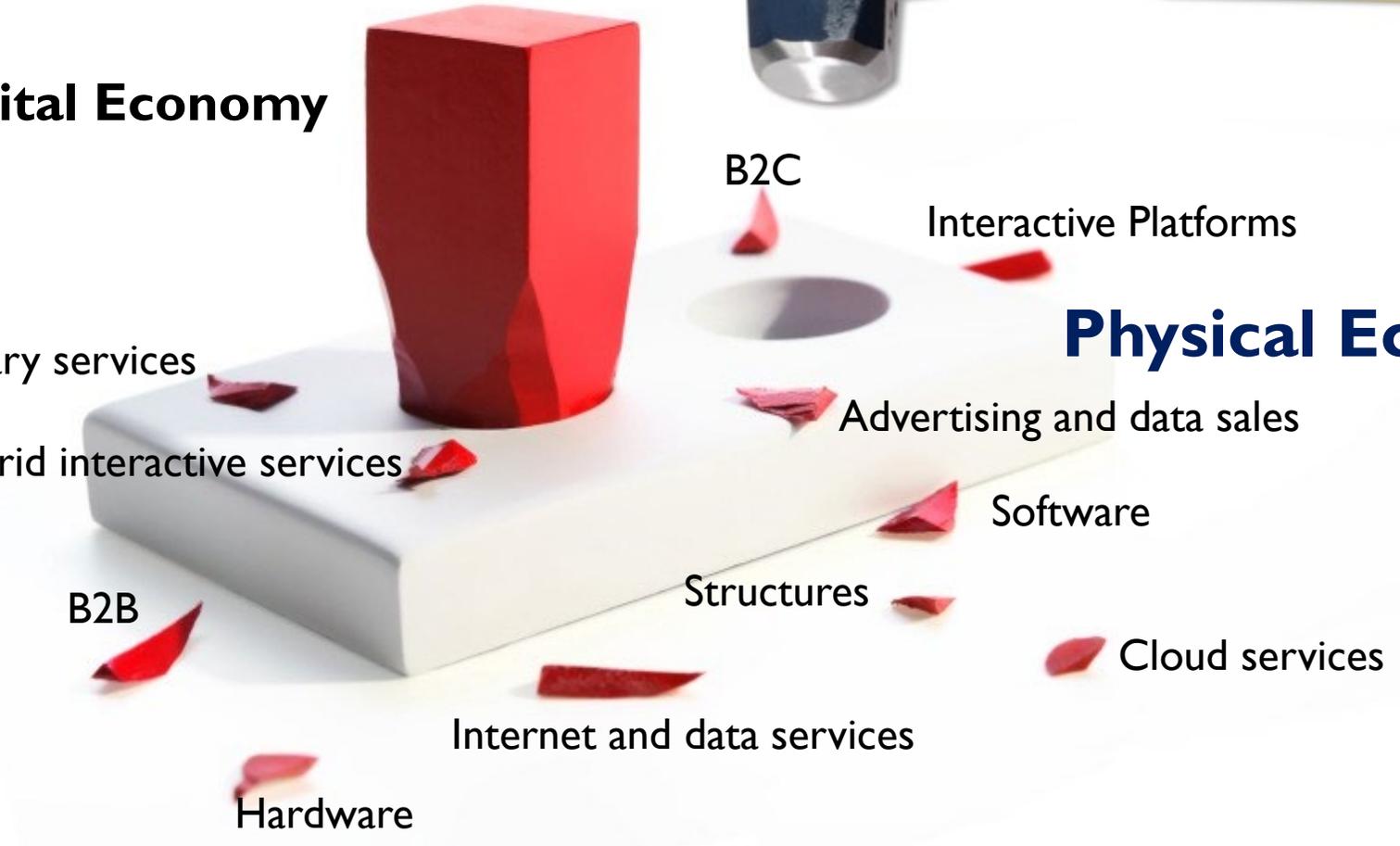
Advertising and data sales

Software

Structures

Cloud services

Internet and data services



# PHYSICAL (TRADITIONAL) PRODUCTS DOMAIN

- Traditional tangible (taxable unless specifically excluded) and intangible goods (non-taxable)
- Human-delivered services taxable by enumeration; covers human services supported by technology



# DIGITAL PRODUCTS DOMAIN: GOODS AND SERVICES

- Treat digital products as taxable by default
- Subject to:
  - Appropriately broad definition of digital
  - Supported by common definitions and reporting
  - Exclude products that are true business inputs (as done in the physical world)
  - Subject to state-by-state exemptions for policy
  - ITFA compliance with the physical domain analogues



# DIGITAL SERVICES AND ROLE OF HUMAN LABOR

- Differentiated from physical domain by human labor/expertise not being principally engaged in providing the output received by the buyer
- With a digital service, the *true object test* is driven by the technology doing the work and providing the output, rather than human labor .
- ITFA will be a challenge
  - Prohibits discriminatory taxes on electronic commerce; uses the principle of “analogous” to treat physical and digital products
  - But in many ways, similar services are different. And some are not based on the internet or are hybrids.
  - Challenge will be what the courts consider to be analogous.

# DIGITAL'S IMPACT ON OTHER TAXES

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# VEHICLE PURCHASES AND USE TAXES

- Electric Vehicles/Automated Vehicles - sales taxation and clean energy incentives
- Challenge of fuel taxation – how to tax electrons sold at many places and replace fuel purchases at a fixed number of places
- Registration fees – can EV/AV registration fees replace fuel taxes?
- Vehicle Mileage Travelled tracking (VMT) – data collection and use, billing and collection
- Some technology solutions may help any of these approaches, but policies needed on data collection and use



# TELECOMMUNICATION TAXES

- ITFA bans taxation on internet access
- Legacy public utility regulatory policy is failing (e.g., disappearing landlines)
- (Unregulated) VOIP (replaced those landlines) and robust competition from other competitors operating under different tax regimes
- Changes in legacy cable television market moving to streaming and regulatory issues
- Digital divide on low-income residents and underserved urban and rural areas
- Given the changes existing tax policies are not producing the expected revenue
- Need separate studies to reflect how the digital technology is affect this realm

# GROSS (PERSONAL) AND CORPORATE INCOME TAXES

- Valuing digital and virtual asset investments and sales transactions; profits and losses (aka, cryptocurrency, NFTs)
- Workplace changes from physical, to virtual, to hybrid and nexus/sourcing challenges for taxpayers (individual and business) on how much is paid when and from whom
- Impact of “gig” workers on state worker protection and benefit laws
- Changes in business structures and impact on under which tax regime they file
- As with sales and use, telecom, and vehicle taxation, the round hole of how we tax income doesn't fit well with the square peg of digital



## REAL ESTATE PROPERTY TAXES

- Did not look at personal property taxes
- Development and operation of cloud facilities
- Impact of physical goods warehouses for e-commerce fulfillment
- Impact on jobs, traffic, local revenue vs. environmental issues

## INHERITANCE TYPE TAXES

- Policies related to valuing and holding digital assets



# MOSTLY LOCAL TAXES

- Local versions of sales and use – complications of definitions, rates, nexus, and sourcing (especially with marketplace actors)
- Transportation Networking (aka, Ride Sharing) Companies (Uber, Lyft, et al.)
  - Rides, delivery and micro-mobility services
  - Gig employment law related issues: contractors vs. employees
- Transient Housing Rentals (AirBnB, Vrbo, etc.)
  - Competition with existing realtors for rentals
  - Sales tax and occupancy taxes can be very local and have administrative complexity
  - Displacement of family and affordable housing supply impact
  - In some cases, tourism related taxes and fees



# ADMINISTRATIVE AND INSTITUTIONAL CAPACITY

- Legislatures and tax agencies need to develop understanding of digital and develop relevant policies.
- Taxpayer and compliance policy issues
  - Addressing compliance costs of businesses
  - Confusion with marketplaces and their sellers and tax liabilities
  - States should be working with regional and national organizations to develop common definitions and common reporting practices.
- Agency technology tools
  - Taxpayers expect agencies to leverage tech like they do
  - When upgrading, maintain and support the existing tech until the new system is rolled out.

# DATA AND ADVERTISING

- Websites and apps collect data that creates business revenue streams, most notably used to sell advertising; which has resulted in significant corporate use of tax avoidance practices
- International tax laws are under development to limit these practices and share tax proceeds fairly
- Simultaneously, several US states see digital advertising revenue as a taxable service
- Potential challenges to taxing digital advertising includes:
  - Compliance with ITFA requirement for consistency with non-digital tax policy
  - US constitutional questions about taxation of advertising as an imposition on free speech
  - Potential conflict with tax policies at the federal and international levels
  - Corporate opposition and their influence in legislative politics
  - Concerns about personal privacy and potential for surveillance of individual practices
- Result: Legal, economic, and government policy research and practice needs to evolve



# WRAPPING IT UP

- The underlying principles of many current taxes don't work for digital. SUT is a good example
- Most state tax laws were not designed to address the evolving economy, much of which is digitally driven
- At the end of the day, the digital economy and tax policy comes down to recognizing that:
  - Economic behavior can now ignore borders of individual states; thus, adaption by states is necessary, like the international tax avoidance challenge.
  - Adapting to evolving technology and business practices requires reconsideration of underlying assumptions and a rebalancing of interests by businesses, regulators, and tax administrators.
  - It goes beyond sales and use and similarly affects other taxes; income and vehicles are good examples
- The economy we knew is not the economy we have





QUESTIONS?