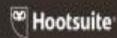


DIGITAL 2020

THE UNITED ARAB EMIRATES

ALL THE DATA, TRENDS, AND INSIGHTS YOU NEED TO HELP YOU UNDERSTAND HOW PEOPLE USETHE INTERNET, MOBILE, SOCIAL MEDIA, AND ECOMMERCE







we are. Social Hootsuite®



IMPORTANT NOTES ON CHANGES TO DATA

Changes to data sources, underlying data, and reporting methodologies mean that various figures in this report will not be comparable to similar figures that we published in previous Global Digital Reports. Wherever such changes affect data in this report, we have included a COMPARABILITY ADVISORY in the footnotes of each relevant slide. These changes relate to either [1] a source change, where we have substantially changed the data sources that we use to inform data points; or [2] a base change, where either we or our data providers have made material changes to the ways in which we and / or they collect and / or report underlying data. Wherever such changes occur, we have also endeavoured to re-base the historical data we use for annual or quarterly growth figures, but where we have been unable to re-base historical data, we have included an advisory in the footnotes of each relevant slide. Please see the complete list of data sources at the end of this report for further details.





CLICK HERE TO READ OUR DIGITAL 2020
GLOBAL OVERVIEW REPORT, WITH MORE
THAN 200 PAGES OF ESSENTIAL CHARTS
AND INSIGHTS FROM AROUND THE WORLD

GLOBAL DIGITAL YEARBOOK, WITH ESSENTIAL HEADLINE DIGITAL DATA FOR EVERY COUNTRY IN THE WORLD

CLICK THE LINKS BELOW TO ACCESS OUR FULL SUITE OF GLOBAL DIGITAL REPORTS

GLOBAL OVERMEW	BOBWANA	DIBOUTI	GUNEA	IESOTHO	NEML	ST.KITTS &NEVIS	TAJKISTAN
DIGITALYEARBOOK	SKAŽL	DOMINICA	GUNEA-BISAU	LIBERIA .	NETHERIANDS	ST.LUCIA	TANZANIA
ABKHAZIA	BRITSH WIRGIN IS	DOMINGANIER	GUYANA	USYA	NEW CALEDONIA	ST MARTIN	THALAND
AFGHANISTAN	BKLINE	ECUADOR	HAIT	DECHTENSTEIN	NEW ZEALAND	ST. PIERSE & MIQUELON	TM OR-LESTE
AUND IS.	BLIGARA	EGYPT	HONDURAS	UTHUANIA	NICARAGUA	ST VINCENT & THE GRENADINES	1000
ABANA	BURKINA FASO	ELS ALVADOR	HONG KONG	UXEMBOURG	NIGER	SAMOA	TOKELAU
ALGERIA	BURUNDI	EQUATORIA GUINEA	HUNGARY	MACAU	NIGERIA	SAN MARINO	TONGA
AMERICAN SAMOA	CABO VERDE	ERITREA	ICEAND	NORTHMACEDONIA	NUE	SÃO YOMÉ & PRÍNCIPE	TRANSMISTRIA
ANDORA	CAMBODIA	ESTONIA	INDIA	MADAGASCAR	NOWOUKIS	SAUDI AKANA	TRIVIDAD & TOBAGO
ANGOLA	CAMEROON	ESWATING	INDONESIA	MAAM	NORTHERN MARANA IS	SENEGAL	TUNSA
ANGULIA	CAPADA	EHONA	IRANI	MANSIA	NORWAY	SERBA	TURKEY
ANTIGUA & BARBUDA	CAMANIS.	FAIKLANDIS	IRAG	MAIONES	OMAN	SEYCHELES	TURMENISTAN
ARGENTINA	CENTRAL AFRICAN REP.	PARCE IS.	IRELAND	MAI	PAKISTAN	SERRA LECINE	TURS & CALCOS IS
ARMENIA	CHAD	ft.#	ISE OF MAIN	MATA	RALAU	SINGAPORE	TUWALU
ABUBA	CHE	RINLAND	190EL	MARSHALLIS	BLESTNE	ST MAARTEN	UGANDA
AUSTRALIA	CHRIA	HANCE	ITALY	MARTHIQUE	PANAMA	SOVAKIA	UNRAINE
AUSTRIA	CHRISTMASIS.	RENCH GUANA	JAMAICA	MAJRIANA	BAPUA NEW GUINEA	SOVENIA	UAE
AZBIBAUAN	COCOS(KEEUNG) IS	RENCH POLYNESIA	JAMAN	MAJRITUS	BARAGUAY	SOLOMONIS	UK
BAHAMAS	COLOMBIA	GABON	JERSE Y	MAYOTTE	PERU	SOMALIA	USA
BAHRAN	COMOROS	CAMBA	XXXXXX	MERCO	PHUMNES	SOUTH AFRICA	US VIRGINIS
BANGLACESH	DEM REP OF CONGO	GEORGIA	KAZAKHSTAN	MICRONESIA	PTCARNIS.	SOUTH SUDAN	URUGUAY
BARBADOS	REP: OF CONGO	CERMANY	KEWA	MODOWA	POUND	SAN	UDEKISTAN
HELARUS	COOKS	CHANA	KRIBATI	MONACO	PORTUGAL	SRITANKA	VANUATU
BEGUM	COSTARICA	GBRAITAR	NORTHKOREA	MONGOUA	PLERTORICO	SUDAN	VATCAN
BENZE	CÔTE DIVOIRE	CREECE	SOUTH KOREA	MONTENEGRO	QATAR	SURNAME	VENEZUELA
BENEV	CROATIA	GEBLAND	KOSOVO	MONTSERAT	RÉUNION	SVAIDAND & JANNAYEN	METNAM
BERMADA	CUBA	GENADA.	KUMAIT	WOWOCCO	ROMANA	SWADUND	WAUS& FUTURIA
BHUTAN	CURAÇÃO	CUADRICUTE	KYRGYZSTAN	MOZAMBIQUE	RUSSIAN FEDERATION	SWEDEN	WESTERNISAHARA
BOWIA	CYMUS	CLUM	UACIS	MYANMAR	RWANDA	SMIZERAND	YEMEN
BONAVIE, ST EUSTATUS & SABA	CZECH KEP	QUATEMALA	LATVIA	NAMERA	ST BAR THÉLEMY	SYRIA	ZAMBA
BOSNIA &HERZEGOVINA	DENMARK	CLERISEY	IBANON	NAUMU	ST HELENA	TAWAN	JANUARWE



2020 GLOBAL HEADLINES

JAN 2020

DIGITAL AROUND THE WORLD IN 2020

THE ESSENTIAL HEADLINE DATA YOU NEED TO UNDERSTAND MOBILE, INTERNET, AND SOCIAL MEDIA USE

TOTAL **POPULATION**

UNIQUE MOBILE PHONE USERS

INTERNET USERS

ACTIVE SOCIAL MEDIA USERS















7.75 BILLION

URBANISATION:

55%

5.19 BILLION

PENETRATION:

67%

4.54 BILLION

PENETRATION:

59%

3.80 BILLION

PENETRATION:

49%





JAN 2020

GLOBAL DIGITAL GROWTH

THE YEAR-ON-YEAR CHANGE IN ESSENTIAL INDICATORS OF DIGITAL ADOPTION

TOTAL POPULATION



UNIQUE MOBILE PHONE USERS



INTERNET USERS



ACTIVE SOCIAL MEDIA USERS



+1.1%

JAN 2020 vs. JAN 2019

+82 MILLION

+2.4%

JAN 2020 vs. JAN 2019

+124 MILLION

+7.0%

JAN 2020 vs. JAN 2019

+298 MILLION

+9.2%

JAN 2020 vs. JAN 2019

+321 MILLION





INTERNET PENETRATION BY REGION

NUMBER OF INTERNET USERS IN EACH REGION COMPARED TO TOTAL POPULATION."









SOCIAL MEDIA USE vs. TOTAL POPULATION BY REGION

THE NUMBER OF ACTIVE SOCIAL MEDIA USER'S IN EACH REGION COMPARED TO TOTAL POPULATION*, REGARDLESS OF AGE





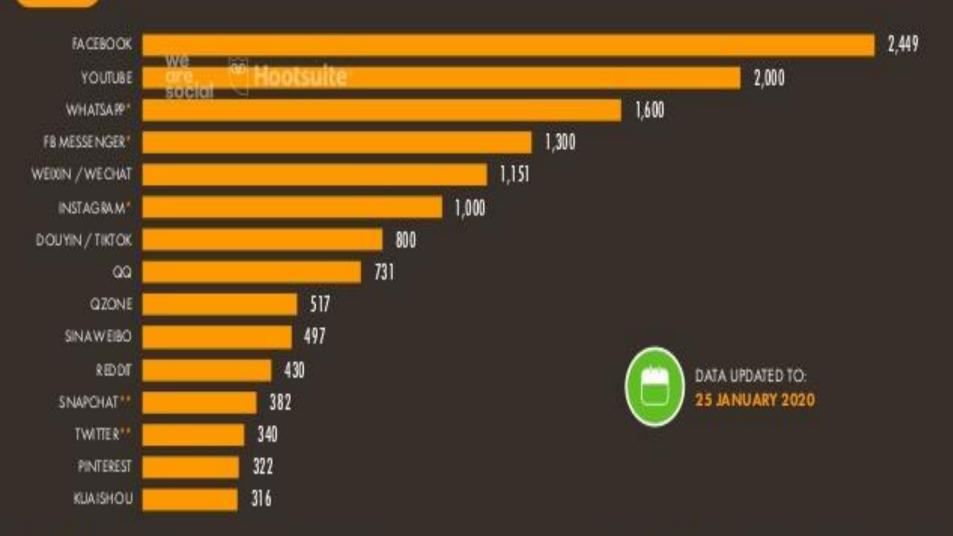




JAN 2020

THE WORLD'S MOST-USED SOCIAL PLATFORMS

BASED ON MONTHLY ACTIVE USERS, ACTIVE USER ACCOUNTS, ADVERTISING AUDIENCES, OR UNIQUE MONTHLY VISITORS (IN MILLIONS)









JAN 2020

TOP MESSENGER APPS AROUND THE WORLD

THE MOST ACTIVE MESSENGER APP* IN EACH COUNTRY OR TERRITORY IN DECEMBER 2019







MOBILE CONNECTIVITY BY REGION

NUMBER OF MOBILE CONNECTIONS" IN EACH REGION COMPARED TO TOTAL POPULATION (REGARDLESS OF AGE)







JAN 2020

GLOBAL MOBILE APP RANKINGS: ACTIVE USERS

GLOBAL RANKINGS OF TOP MOBILE APPS AND GAMES BY AVERAGE MONTHLY ACTIVE USERS THROUGHOUT 2019

RANKING OF MOBILE APPS BY MONTHLY ACTIVE USERS

#	APP NAME	COMPANY
01	WHATSAPP MESSENGER	FACEBOOK
02	FACEBOOK	FACEBOOK
03	FACEBOOK MESSENGER	FACEBOOK
04	WECHAT	TENCENT
05	Instagram	FACEBOOK
06	TIKTOK	BYTEDANCE
07	ALIPAY WE	ANT FINANCIAL SERVICES GRP.
08	oo social	TENCENT
09	TAOBAO	ALIBABA GROUP
10	BAIDU	BAIDU

RANKING OF MOBILE GAMES BY MONTHLY ACTIVE USER'S

#	GAME NAME	COMPANY
01	PUBG MOBILE	TENCENT
02	CANDY CRUSH SAGA	ACTIVISION BLIZZARD
03	HONOUR OF KINGS	TENCENT
04	ANIPOP	HAPPY ELEMENTS
05	GAME FOR PEACE	TENCENT
06	CIASHOFCIANS	SUPERCELL
07	POKÉMON GO	NIANTIC
08	SUBWAY SURFERS	KILOO
09	CLASH ROYALE	SUPERCELL
10	FREE FIRE	SEA





GLOBAL ECOMMERCE ACTIVITIES

PERCENTAGE OF INTERNET USERS AGED 16 TO 64 WHO REPORT PERFORMING EACH ACTIVITY IN THE PAST MONTH

SEARCHED ONLINE FOR A PRODUCT OR SERVICE TO BUY (ANY DEVICE) VISITED AN ONLINE RETAIL STORE ON THE WEB (ANY DEVICE) PURCHASED A PRODUCT ONUNE (ANY DEVICE) MADE AN ONLINE PURCHASE VIA A LAPTOP OR DESKTOP COMPUTER MADE AN ONLINE PURCHASE VIA A MOBILE DEVICE











80%

90%

74%

36%

52%





THE UNITED ARAB EMIRATES

THE UNITED ARAB EMIRATES

THE ESSENTIAL HEADLINE DATA YOU NEED TO UNDERSTAND THE STATE OF MOBILE, INTERNET, AND SOCIAL MEDIA USE



TOTAL **POPULATION**

MOBILE PHONE CONNECTIONS INTERNET USERS

ACTIVE SOCIAL MEDIA USERS













9.83 MILLION

URBANISATION:

87%

18.38 MILLION

vs. POPULATION:

187%

9.73 MILLION

PENETRATION:

99%

9.73 MILLION

PENETRATION:

99%





DIGITAL GROWTH INDICATORS

CHANGES IN KEY INDICATORS OF DIGITAL ADOPTION



TOTAL POPULATION

MOBILE PHONE CONNECTIONS



INTERNET USERS



ACTIVE SOCIAL MEDIA USERS



+1.3%

JAN 2020 vs. JAN 2019

+130 THOUSAND

-1.3%

JAN 2020 vs. JAN 2019

-242 THOUSAND

+1.3%

JAN 2020 vs. JAN 2019

+128 THOUSAND

+6.3%

JAN 2020 vs. APR 2019

+577 THOUSAND



OVERVIEW OF THE POPULATION

CORE DEMOGRAPHIC INDICATORS



TOTAL POPULATION



FEM ALES AS A PERCENTAGE OFPOPULATION'



31%

MALES AS A PERCENTAGE OF POPULATION



69%

ANNUAL CHANGE IN TOTAL POPULATION



+1.3% +130 THOUSAND MEDIAN AGE



32.6

URBAN POPULATION AS A SHARE OF TOTAL POPULATION

9.83

MILLION



87%

POPULATION DENSITY (PEOPLE PER KM1)



118.3

OVERALL LITERACY RATE (ADULTS AGED 15+)



94%

FEMALE LITERACY RATE (ADULTS AGED 15+)



96%

MALE LITERACY RATE (ADULTS AGED 15+)



93%



POPULATION BY AGE GROUP

THE TOTAL NUMBER OF PEOPLE WITHIN EACH AGE GROUP



TOTAL POPULATION

We are social

POPULATION AGED 13 AND ABOVE



POPULATION AGED 18 AND ABOVE



POPULATION AGED 16 TO 64



9.83

87% 8.5 MILLION

83% 8.2 MILLION

83% 8.2 MILLION



DEVICE OWNERSHIP

PERCENTAGE OF INTERNET USERS AGED 16 TO 64 WHO OWN EACH KIND OF DEVICE



MOBILE PHONE (ANYTYPE)



92%

SMART PHONE



92%

NON-SMARTPHONE MOBILEPHONE



11%

LAPTOP OR DESKTOP COMPUTER



66%

TABLET



36%

DEVICE FOR STREAMING TV CONTENT OVER THE INTERNET



9.3%

GAMES CONSOLE



19%

SMART HOME DEVICE



8.1%

SMART WATCH OR WRISTBAND



19%

VIRTUAL REALITY DEVICE



4.8%





DAILY TIME SPENT WITH MEDIA

AVERAGE DAILY TIME THAT INTERNET USERS AGED 16 TO 64 SPEND WITH DIFFERENT KINDS OF MEDIA AND DEVICES





USING SOCIAL MEDIA

WATCHING TELEVISION*

LISTENING TO MUSIC STREAMING SERVICES

USING A **GAMES CONSOLE**











7H 03M 2H 57M 3H 02M 1H 26M 1H 25M



INTERNET USE

OVERVIEW OF INTERNET USE

NUMBER OF PEORE USING THE INTERNET, AND HOW MUCH TIMETHEY SPEND USING THE INTERNET EACH DAY



TOTAL NUMBER OF INTERNET USERS ON ANY DEVICE INTERNET USERS
AS A PERCENTAGE OF
TOTAL POPULATION

ANNUAL GROWTH IN THE NUMBER OF INTERNET USERS AVERAGE DAILY TIME SPENT USING THE INTERNET ON ANY DEVICE BY EACH INTERNET USER







9.73

99%

+1.3% +128 THOUSAND 7H 03M





MOBILE INTERNET USE

INTERNET USER'S WHO ACCESS THE INTERNET VIA MOBILE PHONES



TOTAL NUMBER OF MOBILE INTERNET USERS MOBILE INTERNET USERS
AS A PERCENTAGE OF
TOTAL INTERNET USERS

SHARE OF ALL INTERNET USERS ACCESSING VIA SMARTPHONES SHARE OF ALL INTERNET USERS ACCESSING VIA FEATURE PHONES AVERAGE DAILY TIME SPENT USING THE INTERNET ON MOBILE DEVICES











9.06

93%

91%

6.5%

3H 53M



INTERNET CONNECTION SPEEDS: OVERVIEW

AVERAGE DOWN LOAD SPEEDS FOR MOBILE AND FIXED INTERNET CONNECTIONS, WITH YEAR-ON-YEAR COMPARISONS



AVERAGE SPEED OF MOBILE INTERNET CONNECTIONS YEAR-ON-YEAR CHANGE IN AVERAGE SPEED OF MOBILE INTERNET CONNECTIONS AVERAGE SPEED OF FIXED INTERNET CONNECTIONS YEAR-ON-YEAR CHANGE IN AVERAGE SPEED OF FIXED INTERNET CONNECTIONS









86.77 MBPS

+81%

90.57 MBPS +81%



SHARE OF WEB TRAFFIC BY DEVICE

EACH DEVICE'S SHARE OF TOTAL WEB PAGES SERVED TO WEB BROWSERS IN DECEMBER 2019.



MOBILE PHONES



LAPTOPS & DESKTOPS



TABLET COMPUTERS



OTHER DEVICES



54.5%

DEC 2019 vs. DEC 2018:

+2.8%

44.0%

DEC 2019 vs. DEC 2018:

-1.8%

1.5%

DEC 2019 vs. DEC 2018:

-32%

0.06%

DEC 2019 vs. DEC 2018:

+20%





MOST-VISITED WEBSITES (SIMILARWEB)

RANKING OF TOP WEBSITES BY AVERAGE MONTHLY TRAFFIC ACCORDING TO SIMILARWEB



#	WEBSITE	CATEGORY	MONTHLY TRAFFIC	TIME PER VISIT	PAGES PER VISIT
01	GOOGLE COM	SEARCH	270,200,000	10M 2BS	9.1
02	YOUTUBECOM	STREAMING VIDEO	117,700,000	23M 195	10.0
03	FACEBOOK.COM	SOCIAL	62,200,000	8M 25S	8.7
04	GOOGLE.COM.BR	SEARCH	18,310,000	6 M 075	6.9
05	INSTAGRAM.COM	SOCIAL	16,050,000	4 M 42\$	9.5
06	GOOGLE.AE	SEARCH	16,010,000		yu 9.8
07	TWITTERCOM	SOCIAL	15,500,000	10M 16S	iocial 11.2
08	WHATSAPP.COM	SOCIAL	13,930,000	2M 59S	1.9
09	WIKIPEDIA.ORG	REFERENCE	12,970,000	3 M 04S	2.7
10	AMAZONAE	E-COMMERCE	12,510,000	6M 35S	9.3







MOST-VISITED WEBSITES (ALEXA)

RANKING OF TOP WEBSITES BY AVERAGE MONTHLY TRAFFIC ACCORDING TO ALEXA



#	WEBSITE	TIME / VISIT	PAGES / VISIT
01	GOOGLE.COM	12M 09S	14.6
02	YOUTUBECOM	11M 44S	6.7
03	GOOGLE AE	5M 10S	7.7
04	FACEBOOK.COM	17M 48S	7.8
05	MANORAMAO NUNE COM	11M 11S	6.2
06	AMAZONAE	8M 13S	7.6
07	YAHOO.COM	4M 34S	4.4
08	LIVE.COM	4M 53S	5.0
09	WIKIPEDIA.ORG	3M 55S	3.0
10	DUBIZZIE.COM	11M 16S	9.1

	WEBSITE	TIME / VISIT	PAGES / VISIT
11	AMAZON.COM	9M 41 S	9.0
12	MATHRUBHUM LCOM	7M 52S	4.2
13	OFFICE.COM	7M 05S	6.7
14	NETFLIX.COM	3M 155	2.7
15	KHALEEJTIMES.COM	4M 255	2.6
16	GULFNEWS.COM	4M 27S	2.4
17	NOON.COM	ve 8 M 01 S	6.2
18	BLOGSPOT.COM	ocial 3M 32S	2.7
19	INSTAGRAM.COM	7M 07S	6.8
20	LINKEDIN.COM	10 M 03S	8.3





TOP GOOGLE SEARCH QUERIES

THE MOST COMMON QUERIES THAT PEOPLE ENTERED INTO GOOGLE SEARCH THROUGHOUT 2019



02 UAE 03 GOOGLE 04 ABU DHABI 05 YOUTUBE 06 TRANSLATE 07 EMIRATES	INDEX
03 GOOGLE 04 ABU DHABI 05 YOUTUBE 06 TRANSLATE 07 EMIRATES 08 YOU	100
04 ABU DHABI 05 YOUTUBE TOOLOT 06 TRANSLATE 07 EMIRATES 08 YOU	45
05 YOUTUBE CONTRACTS 06 TRANSLATE 07 EMIRATES 08 YOU	22
06 TRANSLATE 07 EMIRATES 08 YOU	21
07 EMIRATES 08 YOU	16
08 YOU	16
	13
DD CRICKET	12
VY CHICKET	11
10 FACEBOOK	10

Ħ	SEARCH QUERY	INDEX
11	WEATHER	10
12	INRTO AED	7
13	WORLD CUP	7
14	GO OGLE TRANSLATE	7
15	CRICKET LIVE	7
16	WHATSAPP.	6
17	MANORAMA	6
18	GMAIL	6
19	DUBIZZLE	5
20	ETISALAT	5



ONLINE CONTENT ACTIVITIES

PERCENTAGE OF INTERNET USERS AGED 16 TO 64 WHO CONSUME EACH KIND OF CONTENT VIA THE INTERNET EACH MONTH



WATCH ONLINE VIDEOS WATCH VLOGS LISTEN TO MUSIC STREAMING SERVICES LISTEN TO ONLINE RADIO STATIONS LISTEN TO PODCASTS











96%

55%

68%

48%

50%



ONLINE PRIVACY AND WELL-BEING

EXTENT TO WHICH INTERNET USERS AGED 16 TO 64 WORRY ABOUT THEIR DIGITAL PRIVACY AND ONLINE WELL-BEING



TRACKED SCREEN TIME OR SET TIME LIMITS FOR SOME APPS IN THE PAST MONTH EXPRESSED CONCERN ABOUT WHAT'S REAL OR FAKE ON THE INTERNET EXPRESSED CONCERN ABOUT HOW COMPANIES USE THEIR FER SONAL DATA USED SOME FORM OF AD-BLOCKING TOOL IN THE PAST MONTH (ANY DEVICE) DELETED COOKIES FROM A WEB BROWSER IN THE PAST MONTH (ANY DEVICE)











30%

[N/A]

61%

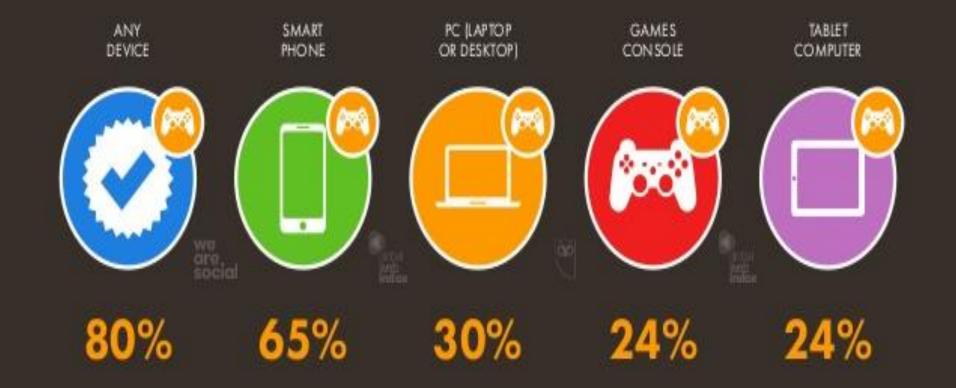
51%

56%

PLAYING GAMES: DEVICE PERSPECTIVE

PERCENTAGE OF INTERNET USERS AGED 16 TO 64 WHO PLAY VIDEO GAMES ON EACH KIND OF DEVICE







GAMING-RELATED ACTIVITIES

PERCENTAGE OF INTERNET USERS AGED 16 TO 64 WHO PARTICIPATED IN EACH GAMING-RELATED ACTIVITY IN THE PAST MONTH



PURCHASED A GAME ADD-ON OR PAID FOR DIC* PLAYED A GAME ON A CLOUD GAMING OR STREAMING PLATFORM SHARED IMAGES OR VIDEOS OF OWN GAMEPLAY OF OTHER PEOPLE
PLAYING GAMES

WATCHED AN ESPORTS TOURNAMENT











4.4%

11%

9.7%

16%

9.0%



ADOPTION OF DIGITAL INNOVATIONS

PERCENTAGE OF INTERNET USERS AGED 16 TO 64 WHO USE OR OWN EACH KIND OF DEVICE OR TECHNOLOGY



USE VOICE SEARCH OR VOICE COMMANDS EACH MONTH (ANY DEVICE) WATCH TV CONTENT VIA A STREAMING SUBSCRIPTION SERVICE EACH MONTH OWN SOME FORM OF SMART HOME DEVICE OWN SOME FORM OF CRYPTOCURRENCY

Y

re re ocial







41%

64%

8.1%

7.9%



SMART HOME DEVICE MARKET OVERVIEW

SIZEAND VALUE OF THE MARKET FOR SMART HOMEDEVICES IN 2019, WITH VALUE BY DEVICE SUB-CATEGORY (IN U.S. DOLLARS)



NUMBER OF HOMES WITH SMART HOME DEVICES



30.0

VALUE OF SMART HOME SECURITY DEVICE MARKET



\$5.00 MILLION TOTAL ANNUAL VALUE OF SMART HOME DEVICES MARKET



\$14.00 MILLION

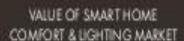
VALUE OF SMART HOME ENTERTAINMENT DEVICE MARKET



\$1.00 MILLION VALUE OF SMART HOME CONTROL & CONNECTIVITY DEVICE MARKET



\$2.00 MILLION





\$1.00

VALUE OF SMART HOME APPLIANCES MARKET



\$2.00 MILLION

VALUE OF SMARTHOME ENERGY MANAGEMENT MARKET



\$2.00 MILLION

we are, socia



SMART HOME DEVICE MARKET GROWTH

YEAR-ON-YEAR CHANGE IN THE SIZE AND VALUE OF THE SMART HOME MARKET (2019 vs. 2018), WITH DETAIL BY SUB-CATEGORY



ANNUAL CHANGE IN SMART HOME PENETRATION



Y-O-Y VALUE CHANGE OVERALL SMART HOME DEVICES MARKET



+67%

Y-O-Y VALUECHANGE SMARTHOME CONTROL & CONNECTIVITY MARKET



+84%

Y.O.Y VALUE CHANGE SMART HOME APPLIANCES MARKET



+71%

Y-O-Y VALUE CHANGE SMART HOME SECURITY DEVICE MARKET



+62%

Y-O-Y VALUE CHANGE SMARTHOME ENTERTAINMENT DEVICE MARKET



+64%

Y-O-Y VALUE CHANGE SMARTHOME Y-O-Y VALUE CHANGE SMARTHOME COMFORT & LIGHTING MARKET



+71%

ENERGY MANAGEMENT MARKET



+64%



AVERAGE ANNUAL REVENUE PER SMART HOME

AVERAGE ANNUAL SPEND ON SMART HOME DEVICES PER SMART HOME IN 2019 (IN U.S. DOLLARS)



PENETRATION OF SMART HOME DEVICES



2.7%

ARPU": COMBINED SPEND ON ALL SMART HOME DEVICES



\$549

ARPU": SMART HOME CONTROL & CONNECTIVITY DEVICES



\$81

ARPU SMART HOME APPLIANCES



\$328

ARPU SMARTHOME SECURITY DEVICES



ARPU SMARTHOME ENTERTAINMENT DEVICES



\$108

ARRU SMART HOME COMFORT & LIGHTING



ARPU SMART HOME **ENERGY MANAGEMENT**



\$105

\$360





SOCIAL MEDIA USE

SOCIAL MEDIA OVERVIEW

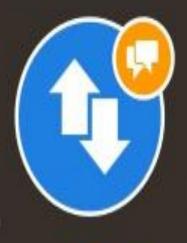
BASED ON THE REPORTED POTENTIAL ADVERTISING REACH OF SELECTED SOCIAL MEDIA PLATFORMS



TOTAL NUMBER OF ACTIVE SOCIAL MEDIA USERS SOCIAL MEDIA USERS COMPARED TO TOTAL POPULATION CHANGE IN SOCIAL MEDIA USER NUMBERS (APR 2019 TO JAN 2020) PERCENTAGE OF ACTIVE SOCIAL MEDIA USERS ACCESSING VIA MOBILE









9.73

99%

+6.3% +577 THOUSAND 99%

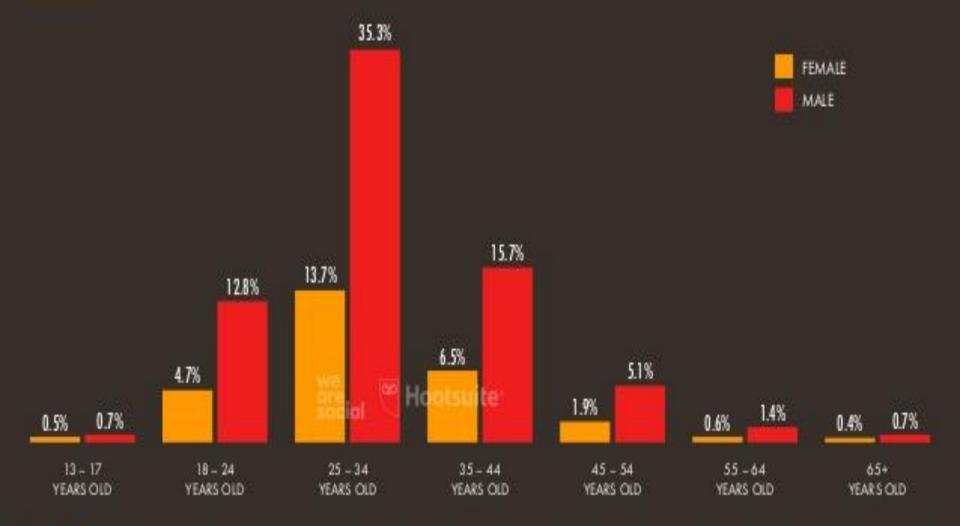


JAN 2020

SOCIAL MEDIA ADVERTISING AUDIENCE PROFILE

THE UNITED ARIND EMPRATES

SHARE OF THE TOTAL ADVERTISING AUDIENCE* ACROSS FACEBOOK, INSTAGRAM, AND FB MESSENGER, BY AGE AND GENDER









SOCIAL MEDIA BEHAVIOURS

DETAILS OF HOW INTERNET USERS AGED 16 TO 64 ENGAGE WITH SOCIAL MEDIA



VISITED OR USED A SOCIAL NETWORK OR MESSAGING SERVICE IN THE PAST MONTH ACTIVELY ENGAGED WITH OR CONTRIBUTED TO SOCIAL MEDIA IN THE PAST MONTH AVERAGE AMOUNT OF TIME PER DAY SPENT USING SOCIAL MEDIA AVERAGE NUMBER OF SOCIAL MEDIA ACCOUNTS PER INTERNET USER* PERCENTAGE OF INTERNET USERS WHO USE SOCIAL MEDIA FOR WORK PURPOSES











99%

86%

2H 57M

10.5

45%

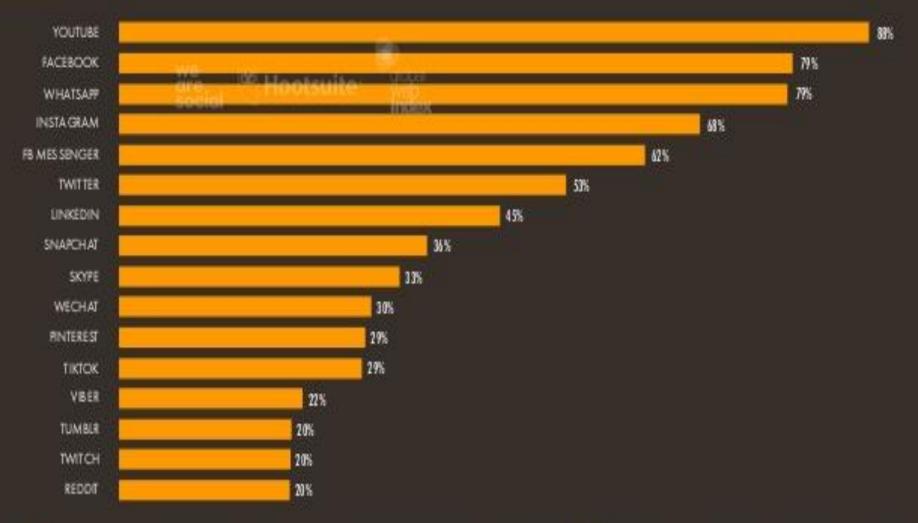


JAN 2020

MOST-USED SOCIAL MEDIA PLATFORMS

THE LANTID AR AS EMPRATES

PERCENTAGE OF INTERNET USERS AGED 16 TO 64 WHO REPORT USING EACH PLATFORM IN THE PAST MONTH







FACEBOOK AUDIENCE OVERVIEW

THE POTENTIAL NUMBER OF PEOPLE THAT MARKETERS CAN REACH USING ADVERTS ON FACEBOOK



NUMBER OF PEOPLE THAT FACEBOOK REPORTS CAN BE REACHED WITH ADVERTS ON FACEBOOK FACEBOOK'S REPORTED ADVERTISING REACH COMPARED TO TOTAL POPULATION AGED 13+ QUARTER-ON-QUARTER CHANGE IN FACEBOOK'S ADVERTISING REACH PERCENTAGE OF ITS AD AUDIENCE THAT FACEBOOK REPORTS IS FEMALE PERCENTAGE OF ITS AD AUDIENCE THAT FACEBOOK REPORTS IS MALE











8.10

95%

+5.2%

+400 THOUSAND

26.3%

73.8%





FACEBOOK ACCESS BY DEVICE

THE DEVICES THAT FACEBOOK USERS USE TO ACCESS THE PLATFORM



PERCENTAGE OF FACEBOOK USERS ACCESSING VIA ANY KIND OF MOBILE PHONE PERCENTAGE OF FACEBOOK USERS WHO ONLY ACCESS VIA A LAPTOP OR DESKTOP COMPUTER PERCENTAGE OF FACEBOOK USERS WHO ACCESS VIA BOTH PHONES AND COMPUTERS PERCENTAGE OF FACEBOOK USERS WHO ONLY ACCESS VIA A MOBILE PHONE









99.1%

0.9%

10.2%

89.0%



FACEBOOK ACTIVITY FREQUENCY

HOW OFTEN A "TYPICAL" USER" PERFORMS EACH ACTIVITY ON FACEBOOK



NUMBER OF FACEBOOK PAGES LIKED (LIFETIME*)

POSTS LIKED IN THE PAST 30 DAYS ALL POST TYPES

COMMENTS MADE IN THE PAST 30 DAYS [ALL POST TYPES]

FACEBOOK POSTS SHARED IN THE PAST 30 DAYS (ALL POST TYPES)

FACEBOOK ADVERTS CLICKED IN THE PAST 30 DAYS JANY CLICK TYPE











FEMALE:

MALE:

FEMALE:

MALE:

FEMALE:

MALE FEMALE: **FEMALE**

MALE:

12

13

MALE



FACEBOOK PAGE REACH BENCHMARKS

AVERAGE" MONTHLY GROWTH IN PAGE LIKES ("FANS"), AVERAGE REACH OF PAGE POSTS, AND THE ROLE OF PAID MEDIA



AVERAGE MONTHLY CHANGE IN PAGE LIKES

AVERAGE POST REACH vs. PAGE LIKES

AVERAGE ORGANIC REACH vs. PAGE LIKES

PERCENTAGE OF PAGES USING PAID MEDIA

AVERAGE PAID REACH vs. TOTAL REACH











+0.12%

8.9%

5.9%

38.0%

31.0%





FACEBOOK ENGAGEMENT BENCHMARKS

AVERAGE" NUMBER OF PEOPLE WHO ENGAGE WITH A FACEBOOK PAGE POST COMPARED TO POST REACH



AVERAGE ENGAGEMENT RATE FOR FACEBOOK PAGE POSTS OF ANY KIND AVERAGE ENGAGEMENT RATE FOR FACEBOOK PAGE VIDEO POSTS AVERAGE ENGAGEMENT RATE FOR FACEBOOK PAGE IMAGE POSTS AVERAGE ENGAGEMENT RATE FOR FACEBOOK PAGE LINK POSTS AVERAGE ENGAGEMENT RATE FOR FACEBOOK PAGE STATUS POSTS











3.10%

4.48%

3.99%

3.10%

1.31%



INSTAGRAM AUDIENCE OVERVIEW

THE POTENTIAL NUMBER OF PEOPLE THAT MARKETERS CAN REACH USING ADVERTS ON INSTAGRAM



NUMBER OF PEOPLE THAT INSTAGRAM REPORTS CAN BE REACHED WITH ADVERTS ON INSTAGRAM INSTAGRAM'S REPORTED ADVERTISING REACH COMPARED TO TOTAL POPULATION AGED 13+ QUARTER-ON-QUARTER CHANGE IN INSTAGRAM'S ADVERTISING REACH PERCENTAGE OF ITS AD AUDIENCE THAT INSTAGRAM REPORTS IS FEMALE PERCENTAGE OF ITS AD AUDIENCE THAT INSTAGRAM REPORTS IS MALE











3.80

44%

+12%

36.8%

63.2%

SNAPCHAT AUDIENCE OVERVIEW

THE POTENTIAL NUMBER OF PEOPLE THAT MARKETERS CAN REACH USING ADVERTS ON SNAPCHAT



NUMBER OF PEOPLE THAT SNAPCHAT REPORTS CAN BE REACHED WITH ADVERTS ON SNAPCHAT SNAPCHAT'S REPORTED ADVERTISING REACH COMPARED TO TOTAL POPULATION AGED 13+ QUARTER-ON-QUARTER CHANGE IN SNAPCHAT'S ADVERTISING REACH PERCENTAGE OF ITS AD AUDIENCE THAT SNAPCHAT REPORTS IS FEMALE

PERCENTAGE OF ITS AD AUDIENCE THAT SNAPCHAT REPORTS IS MALE











2.35

28%

+9.3%

55.2%

44.2%





TWITTER AUDIENCE OVERVIEW

THE POTENTIAL NUMBER OF PEOPLE THAT MARKETERS CAN REACH USING ADVERTS ON TWITTER



NUMBER OF PEOPLE THAT TWITTER REPORTS CAN BE REACHED WITH ADVERTS ON TWITTER TWITTER'S REPORTED ADVERTISING REACH COMPARED TO TOTAL POPULATION AGED 13+ QUARTER-ON-QUARTER CHANGE IN TWITTER'S ADVERTISING REACH PERCENTAGE OF ITS AD AUDIENCE THAT TWITTER REPORTS IS FEMALE

PERCENTAGE OF ITS AD AUDIENCE THAT TWITTER REPORTS IS MALE











3.03

35%

-0.5%

36.4%

63.6%



LINKEDIN AUDIENCE OVERVIEW

THE POTENTIAL NUMBER OF PEOPLE THAT MARKETERS CAN REACH USING ADVERTS ON LINKED IN



NUMBER OF PEOPLE THAT LINKEDIN REPORTS CAN BE REACHED WITH ADVERTS ON LINKEDIN LINKEDIN'S REPORTED ADVERTISING REACH COMPARED TO TOTAL POPULATION AGED 18+

QUARTER-ON-QUARTER CHANGE IN LINKEDIN'S ADVERTISING REACH PERCENTAGE OF ITS AD AUDIENCE THAT LINKEDIN REPORTS IS FEMALE

PERCENTAGE OF ITS AD AUDIENCE THAT LINKEDIN REPORTS IS MALE











4.30

53%

-2.3%

29.2%

70.8%

JAN 2020

TOP YOUTUBE SEARCH QUERIES



THE UNITED ARIAN EMPRATES

THE MOST COMMON QUERIES THAT PEOPLE ENTERED INTO YOUTUBE'S SEARCH TOOLS THROUGHOUT 2019

	SEARCH QUERY		INDEX
01	SONG		100
02	SONGS		86
03	LIVE		62
04	MOVIES		55
05	нот	We gre	33
06	NEWS LIVE	social	32
07	MALAYALAM MOVIE		24
08	BABY		21
09	HINDI MOVIE		20
10	MUSIC		18

#	SEARCH QUERY		INDEX
1	MALAYALAM FULL MOVIE		17
2	COMEDY		15
3	INDIA		13
4	SEXY		12
5	N. C.	اعانم	11
5	HINDI MOVIES		11
7	NEW SONG		10
8	ASIANET NEWS		10
9	FORTNITE		9
0	ASIANET NEWS LIVE		8





MOBILE USE

JAN 2020

MOBILE CONNECTIONS BY TYPE

OVERVIEW OF MOBILE CONNECTIONS WITH SHARE BY PAYMENT TYPE AND CONNECTION BANDWIDTH



NUMBER OF MOBILE CONNECTIONS (EXCLUDING IOT) AS A PERCENTAGE OF TOTAL POPULATION PERCENTAGE OF MOBILE CONNECTIONS THAT ARE PRE-PAID PERCENTAGE OF MOBILE CONNECTIONS THAT ARE POST-PAID PERCENTAGE OF MOBILE CONNECTIONS THAT ARE BROADBAND (3G = 5G)











18.38 MILLION

187%

81%

19%

88%





MOBILE CONNECTIVITY INDEX

GSM A INTELLIGENCE'S ASSESSMENT OF KEY ENABLERS AND DRIVERS OF MOBILE INTERNET CONNECTIVITY



OVERALL COUNTRY INDEX SCORE

MOBILE NETWORK INFRASTRUCTURE

AFFORDABILITY OF DEVICES & SERVICES

CONSUMER READINESS

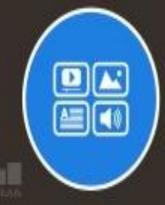
AVAILABILITY OF RELEVANT CONTENT & SERVICES











73.79

OUT OF MAX. 100

78.49

OUT OF MAX: 100

74.07

OUT OF MAX: 100

67.03

OUT OF MAX. 100

76.07

OUT OF MAX, 100







USE OF MOBILE APPS BY CATEGORY

PERCENTAGE OF INTERNET USERS AGED. I6 TO 64 WHO REPORT USING EACH TYPE OF MOBILE APPEACH MONTH







SOCIAL **NETWORKING APPS**



ENTERTAINMENT OR VIDEO APPS



GAMES (ANY TYPE)



SHOPPING APPS



92%

93%

80%

42%

61%

MUSIC APPS



MAP APPS



BANKING APPS



DATING AND FRIEND SHIP APPS



HEALTH AND FITNESS APPS



37% 76% 30%

[N/A]

24%





SHARE OF WEB TRAFFIC BY MOBILE OS

SHARE OF WEB PAGE REQUESTS ORIGINATING FROM MOBILE HANDSETS RUNNING DIFFERENT MOBILE OPERATING SYSTEMS



SHARE OF WEB TRAFFIC ORIGINATING FROM ANDROID DEVICES SHARE OF WEB TRAFFIC ORIGINATING FROM APPLE IOS DEVICES

SHARE OF WEB TRAFFIC ORIGINATING FROM KALOS DEVICES SHARE OF WEB TRAFFIC ORIGINATING FROM SAMSUNG OS DEVICES SHARE OF WEB TRAFFIC ORIGINATING FROM OTHER OS DEVICES











78.2%

21.6%

[N/A]

0.07%

0.2%

DEC 2019 vs. DEC 2018:

-0.8%

+6.6%

[N/A]

-30%

-80%



MOBILE ACTIONS

PERCENT OF INTERNET USERS AGED 16 TO 64 WHO PERFORM EACH ACTION USING THEIR MOBILE PHONE EACH MONTH



WATCH CONTENT ON A TV BY CASTING IT FROM A MOBILE PHONE USE OR SCAN OR CODES

USE AN IMAGE SEARCH TOOL OR SERVICE USE A MOBILE PHONE AS A TICKET OR BOARDING PASS TRANSFER MONEY TO FRIENDS OR FAMILY











32%

25%

36%

24%

30%





ECOMMERCE USE

FINANCIAL INCLUSION FACTORS

PERCENTAGE OF THE POPULATION AGED 15+ THAT REPORTS OWNING OR USING EACH RINANCIAL PRODUCT OR SERVICE



HAS AN ACCOUNT WITH A FINANCIAL INSTITUTION



87%

HAS A CREDIT CARD



45%

HAS A MOBILE MONEY ACCOUNT



21%

MAKES ONLINE PURCHASES AND / OR PAYS BILLS ONLINE



60%

PERCENTAGE OF WOMEN WITH A CREDIT CARD



37%

PERCENTAGE OF MEN WITH A CREDIT CARD



49%

PERCENTAGE OF WOMEN MAKING ONLINE TRANSACTIONS



54%

PERCENTAGE OF MEN MAKING ONLINETRANSACTIONS



62%

we are. socia



wa are, social

ECOMMERCE ACTIVITIES

PERCENTAGE OF INTERNET USERS AGED 16 TO 64 WHO REPORT PERFORMING EACH ACTIVITY IN THE PAST MONTH



SEARCHED ONLINE FOR A PRODUCT OR SERVICE TO BUY (ANY DEVICE) VISITED AN ONLINE RETAIL STORE ON THE WEB (ANY DEVICE)

PURCHASED A PRODUCT ONLINE (ANY DEVICE) MADE AN ONLINE PURCHASE VIA A LAPTOP OR DESKTOP COMPUTER

MADE AN ONLINE PURCHASE VIA A MOBILE DEVICE











81%

86%

66%

25%

51%



ECOMMERCE SPEND BY CATEGORY

TOTAL AMOUNT SPENT IN CONSUMER ECOMMERCE CATEGORIES IN 2019, IN U.S. DOLLARS



FASHION & BEAUTY



51.09

BILLION

TOYS, DIY

& HOBBIES

ELECTRONICS & PHYSICAL MEDIA



\$949.0

MILLION

TRAVEL INCLUDING

ACCOMMODATION]

FOOD & PERSONAL CARE



399.0

MILLION

DIGITAL MUSIC



FURNITURE & APPLIANCES



\$413.0 MILLION

> VIDEO GAMES



\$184.0 MILLION

858.0 MILLION



BILLION

wa are, social

47.00

MILLION

SOURCES STATE WARREST OF THOSE FOR A CONTROL OF THE VERY CONSIDER AND A COST OF THE VERY CONSIDER. FIND FOR SOFF, DICTURING NOR SPINIT, SECTION ACCOMPANY ON A WARREST FOR MORE DICTALL MOVES ON A FOR DICTAL WALLE AND VIDEO GAMELINGUES TRAINING ◆COMPARABILITY ADVISORY, SAYE CHANGE: DIFFRED OF DEPORTOR FOR CATEGORIE DENOTED BY FEMOUS WINDOWS CHANGED GALAMAY NOT BE DESCRIVED. COMPARABLE TO FREMOUS WEIGHTS.

are





ECOMMERCE GROWTH BY CATEGORY

YEAR-ON-YEAR GROWTH IN TOTAL AMOUNT SPENT IN CONSUMER ECOMMERCE CATEGORIES (2019 vs. 2018)





+4.5%

ELECTRONICS & PHYSICAL MEDIA



+3.0%

FOOD & PERSONAL CARE



+7.8%

FURNITURE & APPLIANCES



+12%

TOYS, DIY & HOBBIES



TRAVEL (INCLUDING ACCOMMODATION]*



+4.8%

DIGITAL MUSIC



+5.0%

VIDEO GAMES



-0.2%

+6.1%



ONLINE PURCHASES OF CONSUMER GOODS

OVERVIEW OF THE MARKET FOR ONLINE CONSUMER GOODS PURCHASES IN 2019



TOTAL NUMBER OF PEOPLE PURCHASING CONSUMER GOODS ONLINE IN 2019 VALUE OF THE MARKET FOR ONLINE CONSUMER GOODS PURCHASES (IN U.S. DOLLARS) AVERAGE ANNUAL REVENUE PER ONLINE CONSUMER GOODS SHOPPER (ARPU) IN U.S. DOLLARS ONLINE CONSUMER GOODS ARPU AS A PERCENTAGE OF GDP PER CAPITA (BOTH U.S. DOLLARS)







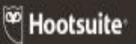


8.70

\$3.71 BILLION

\$426

1.0%



ECOMMERCE VALUE: ALTERNATIVE PERSPECTIVES

ALTERNATIVE PERSPECTIVES ON THE OVER ALL SIZE, VALUE, AND GROWTH OF THE B2C ECOMMERCE MARKET (IN U.S. DOLLARS)



TOTAL VALUE OF THE CONSUMER (B2C) ECOMMERCE MARKET ANNUAL GROWTH IN THE VALUE OF B2C ECOMMERCE SPEND AS A PERCENTAGE OF TOTAL B2C RETAIL SPEND AVERAGE ANNUAL ONLINE SPEND PER B2C CONSUMER MOBILE'S SHARE OF B2C ECOMMERCE TRANSACTION VALUE











\$7.40 BILLION +18%

5.0%

\$1,277

49%



ECOMMERCE PURCHASES BY PAYMENT METHOD

PERCENTAGE OF ECOMMERCE TRANSACTIONS COMPLETED USING EACH METHOD OF PAYMENT







DIGITAL PAYMENTS OVERVIEW

SIZE AND GROWTH OF THE DIGITAL PAYMENTS MARKET IN 2019 (IN U.S. DOLLARS)



NUMBER OF PEOPLE MAKING DIGITALLY ENABLED PAYMENT TRANSACTIONS TOTAL ANNUAL VALUE OF DIGITALLY ENABLED CONSUMER PAYMENTS

ANNUAL CHANGE IN THE VALUE OF DIGITALLY ENABLED CONSUMER PAYMENTS AVERAGE TOTAL ANNUAL VALUE OF DIGITAL PAYMENT TRANSACTIONS PER DIGITAL PAYMENTS USER









8.70 MILLION

\$9.08
BILLION

+5.1%

\$1,049







RIDE-HAILING MARKET OVERVIEW

SIZEAND GROWTH OF THE RIDE-HAILING MARKET IN 2019 (IN U.S. DOILARS).



NUMBER OF PEOPLE USING DIGITALLY ENABLED RIDE-HAILING SERVICES

TOTAL VALUE OF THE DIGITALLY ENABLED RIDE-HAILING MARKET ANNUAL GROWTH IN THE TOTAL VALUE OF THE DIGITALLY ENABLED RIDE-HAILING MARKET ANNUAL REVENUE PER USER OF DIGITALLY ENABLED RIDE-HAILING SERVICES







)



2.50

\$959.0 MILLION +15%

\$382







JAN 2020

SOURCES OF NEW BRAND DISCOVERY

THE UNITED ARIBE EMPRATES

PERCENTAGE OF INTERNET USERS AGED 16 TO 64 WHO SAYTHEY DISCOVER NEW BRANDS AND PRODUCTS VIA EACH CHANNEL

SEARCH ENGINES		4	38%
ADS IN SOCIAL MEDIA	ore Hootsuite		31%
ADS ON WEBSITES		28%	
ADS ON TELEVISION		27%	
BRAND OR PRODUCT WEBSITES		27%	
RETAIL WEBSITES		26%	
RECOMMENDATIONS OR COMMENTS ON SO CIAL MED	DIA	25%	
WORD-OF-MOUTH RECOMMENDATIONS		25%	
IN-STORE DISPLAYS OR PROMOTIONS		24%	
ADS ON PUBLIC TRANSPORT		23%	



JAN 2020

TOP GOOGLE SHOPPING QUERIES

MOST COMMON GOOGLE SHOPPING SEARCH QUERIES THROUGHOUT 2019



#	SEARCH QUERY		INDEX
01	IPHONE		100
02	SHOES		98
03	AMAZON		69
04	ADIDAS		45
05	HUAWEI	WE	38
06	NIKE	social	37
07	SOUQ		35
08	IKÉA		31
09	NOON		23
10	IPHONE B		21

W	SEARCH QUERY	INDEX
ıı	IPHONE 7	20
2	AMAZON UAE	20
3	LAPTOP	16
4	SHARAF DG	16
5	IPHONE X	15
5	ADIDAS SHOES	15
7	IPHONE XS	14
8	CARREFOUR	14
9	EBAY	TI.
20	GOOGLE	n



VALUE OF THE DIGITAL ADVERTISING MARKET

TOTAL SPEND (IN U.S. DOLLARS) ON DIGITAL ADVERTISING IN 2019, WITH DETAIL OF SPEND IN INDIVIDUAL SUB-CATEGORIES



TOTAL DIGITAL AD SPEND IN 2019



\$1.20

we are, social

SPEND ON DIGITAL

BILLION



\$189.0 MILLION SPEND ON DIGITAL SEARCH ADS IN 2019



\$345.0 MILLION

SPEND ON DIGITAL VIDEO ADS IN 2019



\$104.0 MILLION SPEND ON SOCIAL MEDIA ADS IN 2019



\$467.0 MILLION

SPEND ON DIGITAL CLASSIFIED ADS IN 2019



\$90.00 MILLION







SOUR OF STATE ANABOLT OUT DOCK FOR DATA ACVERTING INCCESSED INVOLVED BY BUTCHER DULY FOR GUT A DIVERTING SPEND FOR 2019.

THE STATE IN COMPOSITION FOR THE WARREST FOR WORLD FOR THE STATE OF THE STATE OF THE PROJECT FOR THE

DIGITAL ADVERTISING MARKET: VALUE GROWTH

YEAR-ON-YEAR CHANGE IN THE VALUE OF THE DIGITAL ADVERTISING MARKET BETWEEN 2018 AND 2019







+6.8%

YEAR-ON-YEAR CHANGE IN DIGITAL SEARCH AD SPEND



+4.0%

YEAR-ON-YEAR CHANGE IN SOCIAL MEDIA AD SPEND



+13%

YEAR-ON-YEAR CHANGE IN DIGITALBANNER AD SPEND



+1.6%

YEAR-ON-YEAR CHANGE IN DIGITAL VIDEO AD SPEND



+7.5%

YEAR-ON-YEAR CHANGE IN DIGITAL CLASSIFIED AD SPEND



-0.1%



CLICK THE LINKS BELOW TO ACCESS OUR FULL SUITE OF GLOBAL DIGITAL REPORTS

GLOBAL OVERMEW	BOBWANA	DIBOUTI	GUNEA	IESOTHO	NEML	ST.KITTS &NEVIS	TAJKISTAN
DIGITALYEARBOOK	SKAŽL	DOMINICA	GUNEA-BISAU	LIBERIA .	NETHERIANDS	ST.LUCIA	TANZANIA
ABKHAZIA	BRITSH WIRGIN IS	DOMINGANIER	GUYANA	USYA	NEW CALEDONIA	ST MARTIN	THALAND
AFGHANISTAN	BILINE	ECUADOR	HAIT	DECHTENSTEIN	NEW ZEALAND	ST. PIERSE & MIQUELON	TM OR-LESTE
AUND IS.	BLIGARA	EGYPT	HONDURAS	UTHUANIA	NICARAGUA	ST VINCENT & THE GRENADINES	1000
ABANA	BURKINA FASO	ELS ALVADOR	HONG KONG	UXEMBOURG	NIGER	SAMOA	TOKELAU
ALGERIA	BURUNDI	EQUATORIA GUINEA	HUNGARY	MACAU	NIGERIA	SAN MARINO	TONGA
AMERICAN SAMOA	CABO VERDE	ERTREA	ICEAND	NORTHMACEDONIA	NUE	SÃO YOMÉ & PRÍNCIPE	TRANSMISTRIA
ANDORA	CAMBODIA	ESTONIA	INDIA	MADAGASCAR	NOWOUKIS	SAUDI AKANA	TRIVIDAD & TOBAGO
ANGOLA	CAMEROON	ESWATINI	INDONESIA	MAAM	NORTHERN MARANA IS	SENEGAL	TUNSA
ANGULIA	CAPADA	EHONA	IRANI	MANSIA	NORWAY	SERBA	TURKEY
ANTIGUA & BARBUDA	CAMANIS.	FAIKLANDIS	IRAG	MAIONES	OMAN	SEYCHELES	TURMENISTAN
ARGENTINA	CENTRAL AFRICAN REP.	FAROE IS.	IRELAND	MAI	PAKISTAN	SERRA LECINE	TURS & CALCOS IS
ARMENIA	CHAD	H.F	ISE OF MAIN	MATA	RALAU	SINGAPORE	TUWALU
ABUBA	CHE	RNIAND	190EL	MARSHALLIS	BLESTNE	ST MAARTEN	UGANDA
AUSTRALIA	CHRIA	HANCE	ITALY	MARTHIQUE	PANAMA	BOVAKIA	UNRAINE
AUSTRIA	CHRISTMASIS	RENCH GUANA	JAMAICA	MAJRIANA	BAPUA NEW GUINEA	SOVENIA	UAE
AZBIBAUAN	COCOS(KEELING) IS	RENCH POLYNESIA	JAMAN	MAURITUS	THRAGUAY	SOLOMONIS	UK
BAHAMAS	COLOMBIA	GABON	JERSE Y	MAYOTTE	PERU	SOMALIA	USA
BAHRAN	COMOROS	CAMBA	XXXXXX	MERCO	PHUMNES	SOUTH AFRICA	US VIRGINIS
BANGLACESH	DEM REP OF CONGO	GEORGIA	KAZAKHSTAN	MICRONESIA	PTCARNIS.	SOUTH SUDAN	URUGUAY
BARBADOS	REP: OF CONGO	CERMANY	KEWA	MODOWA	POUND	SAN	UDEKISTAN
HELARUS	COOKS	CHANA	KRIBATI	MONACO	PORTUGAL	SRITANKA	VANUATU
BEGUM	COSTARICA	GBRALTAR	NORTHKOREA	MONGOUA	PLERTORICO	SUDAN	VATCAN
BENZE	CÔTE DIVOIRE	CREECE	SOUTH KOREA	MONTENEGRO	QATAR	SURNAME	VENEZUELA
BENEV	CROATIA	GEENAND	KOSOVO	MONTSERAT	RÉUNION	SVAIDARD & JANMAYEN	METNAM
II ERMADA	CUBA	GENADA.	KUMAIT	WOROCCO	ROMANA	SWAZIAND	WAUSA FUTUNA
BHUTUN	CURAÇÃO	CLADBOURE	KYRGYZSTAN	MOZAMBIQUE	RUSSIAN FEDERATION	SWEDEN	WESTERNSAHARA
BOWIA	CYMUS	CLUM	UACIS	MYANMAR	RWANDA	SMIZERAND	YEMEN
BONAVIE, ST EUSTATUS & SABA	CZ ECH KEIP	QUATEMALA	LATVIA	NAMERA	ST BACHELENY	SYRIA	ZAMBA
BOSNIA &HERZEGOVINA	DENMARK	CLERINGEY	IBANON	NAUMU	ST HELENA	TAWAN	ZIMBABWE



MORE INFORMATION

CLICK THE LOGOS TO ACCESS ADDITIONAL CONTENT, INSIGHTS, AND RESOURCES FROM WE ARE SOCIAL AND HOOTSUITE:





SPECIAL THANKS: GLOBALWEBINDEX



GlobalWebIndex is the leading provider of audience profiling data to agencies, publishers, and brands worldwide.







ONGOING DATA COLLECTION
ACROSS 46 MARKETS



CROSS-DEVICE COVERAGE

Learn more at https://www.globalwebindex.com

SPECIAL THANKS: STATISTA

statista 🗷

Statista is one of the world's largest online statistics databases. Its Digital Market Outlook products provide forecasts, detailed market insights, and key indicators on over 90 digital markets within verticals including e-commerce, digital media, advertising, smart home, and fintech for over 150 countries and regions.



96% OF THE GLOBAL INTERNET POPULATION



OVER 150 COUNTRIES AND REGIONS



98% OF WORLDWIDE ECONOMIC POWER



MORE THAN 30,000 INTERACTIVE STATISTICS

Learn more about Statista at https://www.statista.com

SPECIAL THANKS: GSMA INTELLIGENCE



GSMA Intelligence is the unit within the GSMA that houses the organisation's extensive database of mobile operator statistics, forecasts, and industry reports. GSMA Intelligence's data covers every operator group, network and MVNO in every country – from Afghanistan to Zimbabwe. Updated daily, it is the most accurate and complete set of industry metrics available, comprising tens of millions of individual data points.

Leading operators, vendors, regulators, financial institutions and third-party industry players rely on GSMA Intelligence to support strategic decision-making and long-term investment planning. The data is used as an industry reference point and is frequently cited by the media and by the industry itself. GSMA Intelligence's team of analysts and experts produce regular thought-leading research reports across a range of industry topics.

Learn more about GSMA Intelligence at https://www.gsmaintelligence.com

SPECIAL THANKS: APP ANNIE

APP ANNIE

App Annie is the industry's most trusted mobile data and analytics platform. App Annie's mission is to help customers create winning mobile experiences and achieve excellence. The company created the mobile app data market and is committed to delivering the industry's most complete mobile performance offering. More than 1,100 enterprise clients and 1 million registered users across the globe and spanning all industries rely on App Annie as the standard to revolutionize their mobile business. The company is headquartered in San Francisco with 12 offices worldwide.









Learn more about App Annie at https://www.appannie.com

SPECIAL THANKS: SIMILARWEB

SimilarWeb

Similar Web provides the measure of the digital world. With an international online panel consisting of hundreds of millions of devices, Similar Web provides granular insights about any website or app across a wide array of industries. Global brands such as Google, eBay, and adidas rely on Similar Web to understand, track and grow their digital market share. The company has 450 employees and offices spanning four continents. Similar Web has been named one of Wall Street's Secret Weapons, and one of Calcalist's 2018 List of 50 Most Promising Israeli Startups.









Learn more about SimilarWeb at https://www.similarweb.com

SPECIAL THANKS: LOCOWISE



Locowise is a social media performance measurement platform that helps agencies to manage clients, produce and prove value, and win new business.



CUSTOM REPORT BUILDER WITH OVER 300 METRICS



CAMPAIGN ANALYSIS, TRACKING AND REPORTING



INSIGHTS FROM ALL YOUR NETWORKS IN ONE PLACE



PREDICTIVE METRICS TO DRIVE FUTURE STRATEGY

Learn more about Locowise at https://locowise.com

DATA SOURCES

POPULATION & DEMOGRAPHICS: United

Nations World Population Prospects, 2019 Revision, US Census Bureau (accessed January 2020); United Nations World Urbanization Prospects, 2018 Revision, local government bodies (latest data available in January 2020). Steracy rates: UNESCO Institute for Statistics; UNICEF Data, World Bank DataBank; Pew Research, Ethnologue; Index Mund; CIA World Factbook; Phrasebase (all accessed January 2020). GDP and financial Inclusions data: World Bank DataBank; IMF Data; CIA World Factbook (all accessed January 2020). Device ownership and time sport by media. Global Webindex (Q3 2019).*

Explorer, Global Web Index; facebook's self-serve advertising to als; local government authorities and telecom regulatory bodies; APJII (all accessed January 2020). Mobile internet share based on data from Global Web Index (Q3 2019)*, and extrapolations of data reported in Facebook's self-serve advertising tools. Internet connection speed data from Ookla Speedlest (values for December 2019). Time spent on the internet from Global Web Index (Q3 2019).* World's top web sites from Similar Web (December 2019) and Alexa (morthly average based on 3-month period to mid-January 2020). Web language insights

wa W3Techs (January 2020). Google search insights from Google Trends (data for full year 2019). Data on use of data missele fears, voice search, and ad blockers from Global Web Index (Q3 2019). * Data on concerns about Takeneirs' from Reuters Institute Digital News Report (2019 edition). Contant streaming insights from Global Web Index (Q3 2019). * Smart Home insights from Statista Digital Market Outlook * (accessed January 2020); Global Web Index (Q3 2019).

SOCIAL MEDIA USERS & ADVERTISING AUDIENCES: Social media platforms' self-service advertising tools (including extrapolations); company earnings announcements; press releases and promotional materials; remarks by senior platform executives at public events; statements on company websites; reports in reputable media fall latest data available in January 2020). TikTok data from a company sales presentation published by AdAge (October 2019). YouTube insights via YouTube press website (accessed January 2020). Top messenger platforms from SimilarWeb (January 2020, based on data for December 2019). Time spent on social media from Global Webindex (Q3 2019)*. Facebook and Instagram reach and engagement data from Locowise (January 2020, based on averages for Q4 2019).

MOBILE USERS & CONNECTIONS: GSMA

Intelligence (January 2020), Ericsson Mobility Report (November 2019), Ericsson Mobility Calculator and Visualizer tools (accessed January 2020), Mobile Apps App Annie (January 2020), SimilarWeb (January 2020), Mobile actions: GlobalWebIndex (Q3 2019).

ECOMMERCE USERS & SPEND: Statista Digital

Market Outlook * (accessed January 2020);
GlobalWebindex (Q3 2019) *; PPRO Payments &
Ecommerce reports (2019 and 2020 editions). Brand
discovery channels: GlobalWebindex (Q3 2019).
Ede-Hailing insights from Statista Digital Market
Outlook * (accessed January 2020); GlobalWebindex
(Q3 2019). Digital advertising market: Statista
Digital Market Outlook * (accessed January 2020);
eMarketer (February 2019).

*For more details of GlobalWebIndex's methodology, visit https://www.globalwebindex.com

*For more details of Statista's Market Outlook, visit https://www.statuta.com/outlook/digital-markets.

NOTES ON DATA VARIANCE, MISMATCHES, AND CURIOSITIES

This report uses data from a wide variety of sources, including market research agencies, internet and social media companies, governments and public bodies, news media, journalists, and our own internal analysis.

Wherever possible, we've prioritised data sources that provide broader geographical coverage, in order to minimise the potential variations between data points, and offer more reliable comparison across countries. However, where we believe that an individual metric provides a more reliable reference, we've used such individual numbers to ensure the most accurate reporting.

Furthermore, due to differing data collection and treatment methodologies used by these organisations, and the different sample periods during which data were collected, there may be significant differences in the reported metrics for similar data points throughout this report. In particular, data collected via surveys often vary from one report to another, even if those data were collected by the same organisation using the same approach in each wave.

Similarly, reports of internet user numbers vary considerably between different sources. In part, this is because there are fewer commercial imperatives for governments and regulators to collect and publish regular internet user data. However, the user numbers published by social media platforms can be a useful proxy for the number of internet users in countries where no other reliable data are available, because all active social media users must have an active internet connection in order to access social media. These data are also more likely to be updated on a regular basis, as social media companies relies on this data to help sell their advertising products and services.

As a result, on occasion, we've used the latest addressable advertising audience data from social media platforms' self-service advertising tools to inform our internet user numbers, especially in less-developed economies, where 'official' internet user numbers are published less frequently. Consequently, there are a number of instances in this report where the reported number of social media users equals the reported number of internet users.

It's unlikely that one hundred percent of internet users in any given country will use the same social media platform though, so in cases where internet and social media user numbers are the same, it's likely that the actual number of internet users will be higher than the number we've reported.

Lastly, we've changed the source for a number of our data points in this year's reports, and a number of metrics that we reported in last year's Global Digital reports have also been revised by the original data provider since publication. As a result, some figures in this year's reports may appear to have changed in unexpected ways. Wherever we're a ware of these changes, we've included details in the footnotes of each relevant chart, but please use caution when comparing data from different reports in case the original base has changed.

If you have any questions about specific data points in these reports, or if you'd like to offer your organisation's data for consideration in future reports, please email our reports team: reports@kepios.com.

DISCLAIMER AND IMPORTANT NOTES

This report has been compiled by Kepios Pte.
Ltd. ("Kepios"), We Are Social Ltd. ("We Are
Social"), and Hootsuite Inc. ("Hootsuite")
for informational purposes only, and relies
on data from a wide variety of sources,
including but not limited to public and private
companies, market research firms, government
agencies, NGOs, and private individuals.

While Kepi os, We Are Social, and Hootsuite strive to ensure that all data and charts contained in this report are, as at the time of publishing, accurate and up-to-date, neither Kepi os, nor We Are Social, nor Hootsuite shall be responsible for any errors or omissions contained in this report, or for the results obtained from its use.

All information contained in this report is provided "as is", with no guarantee whatsoever of its accuracy, completeness, correctness or non-infringement of third-party rights and without warranty of any kind, express or implied, including without limitation, warranties of merchantability or fitness for any particular purpose.

This report contains data, tables, figures, maps, flags, analyses and technical notes that relate to various geographical territories around the world, however reference to these territories and any associated elements (including names and flags) does not imply the expression of any opinion whatsoever on the part of Kepios, We Are Social, Hootsuite, or any of the featured brands, nor any of those organisations' partners, affiliates, employees or agents, concerning the legal status of any country, territory, city or area or of its authorities, or concerning the delimitation of its frontiers or boundaries. This report is provided with the understanding that it does not constitute professional advice or services of any kind and should therefore not be substituted for independent investigations, thought or judgment.

Accordingly, neither Kepios, nor We Are Social, nor Hootsuite, nor any of the brands or organisations featured or cited herein, nor any of their partners, affiliates, group companies, employees or agents shall, to the fullest extent permitted by law, be liable to you or anyone else for any direct, indirect, punitive, incidental, special, consequential, exemplary or similar loss or damage, or loss or damage of any kind, suffered by you or anyone else as a result of any use, action or decision taken by you or anyone else in any way connected to this report or the information contained herein, or the result(s) thereof, even if advised of the possibility of such loss or damage.

This report may contain references to third parties, however this report does not endorse any such third parties or their products or services, nor is this report sponsored, endorsed or associated with such third parties.

Except for those portions of this report relating to the perspectives of Hootsuite or We Are Social, this report and any opinions contained herein have been prepared by Kepios, and have not been specifically approved or disapproved by Hootsuite. This report is subject to change without notice. To ensure that you have the most up-to-date version of this report, please visit our reports website at https://datareportal.com/.

CLICK HERE TO ACCESS OUR COMPLETE COLLECTION OF FREE REPORTS: THOUSANDS OF CHARTS PACKED WITH DATA AND TRENDS TO HELP YOU UNDERSTAND DIGITAL BEHAVIOURS IN EVERY COUNTRY ACROSS THE WORLD



HTTPS://DATAREPORTAL.COM

ALL THE NUMBERS YOU NEED

we are social

We are a socially-led creative agency. We are a global team of more than 850 people in 15 offices around the world with a common purpose: to connect people and brands in meaningful ways.

We believe in people before platforms and the power of social insight to drive business value. We call this social thinking.

We work with many of the world's biggest brands, including adidas, Netflix, Samsung, Lavazza, and Google on global, regional and local projects.

If you'd like to work with us, visit https://wearesocial.com



Hootsuite is the leader in social media management.

Whether you're managing a small team or making a bold leap forward to completely transform your social enterprise,

Hootsuite is here to help you unlock the power of human connection and make great things happen.

With industry-leading expertise, a flexible solution that scales with your needs, and our open ecosystem of partners, we'll help your organization succeed with social. Explore how our solution can help: https://hootsuite.com/







