

# DIGITAL 2022

#### **SAUDI ARABIA**

THE ESSENTIAL GUIDE TO THE LATEST CONNECTED BEHAVIOURS





# we are social



# Hootsuite®

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GWI



STATISTA



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SEMRUSH



**APP ANNIE** 



SIMILARWEB



LOCOWISE



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### **IMPORTANT NOTES ON COMPARING DATA**

The findings published in this report use the latest data available at the time of production. This may include revised figures for historical data points that were not available when we published previous reports in the Global Digital Reports series. From time to time, we may also change the data sources that we use to inform specific data points, and we may also change how we calculate certain values. Similarly, our data partners may change the ways in which they source, calculate, or report the data that they share with us. As a result, findings published in this report may not correlate with findings published in our previous reports, especially where such findings represent change over time (e.g. annual growth). Where we report figures for change over time, such figures will use the latest available data, so we recommend using the values published in this report, rather than trying to recalculate such values using data from previous reports. Wherever we're aware of the potential for historical mismatches, we've included a note on comparability in the footnotes of each relevant slide. Please read these advisories carefully to understand how data sources or calculations have changed since previous reports, and beware of making any comparisons with historical data. In addition to changes in data sources and calculations, please note that social media user numbers may not represent unique individuals. This is because some people may manage multiple social media accounts, and because some social media accounts may represent 'non-human' entities (e.g. businesses, animals, bands, etc.). As a result, the figures we publish for social media users may exceed the figures we publish for total population or for internet users. This may seem counter-intuitive, but such differences do not represent mistakes. For more information, please read our notes on data variance, mismatches, and curiosities: https://datareportal.com/notes-on-data.



# **GLOBAL HEADLINES**



#### **GLOBAL DIGITAL HEADLINES**

OVERVIEW OF THE ADOPTION AND USE OF CONNECTED DEVICES AND SERVICES AT A WORLDWIDE LEVEL



TOTAL POPULATION



KEPIOS

CELLULAR MOBILE CONNECTIONS



8.28 BILLION

YEAR-ON-YEAR CHANGE

+2.9%

TOTAL vs. POPULATION

104.6%

INTERNET USERS



KEP

4.95

YEAR-ON-YEAR CHANGE

+4.0%

TOTAL vs. POPULATION

62.5%

ACTIVE SOCIAL MEDIA USERS



4.62 BILLION

YEAR-ON-YEAR CHANGE

+10.1%

TOTAL vs. POPULATION

58.4%

w a s



7.91

YEAR-ON-YEAR CHANGE

+1.0%

URBANISATION

57.0%

### **INTERNET ADOPTION**

INTERNET USERS AS A PERCENTAGE OF TOTAL POPULATION



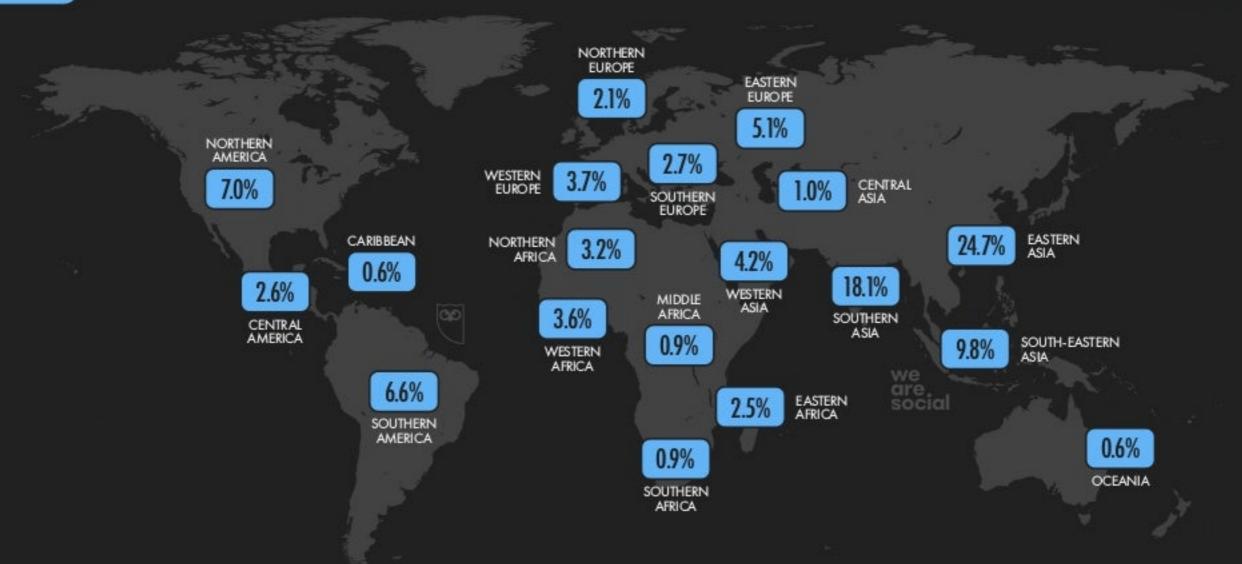




### SHARE OF GLOBAL INTERNET USERS

INTERNET USERS AS A PERCENTAGE OF TOTAL GLOBAL INTERNET USERS



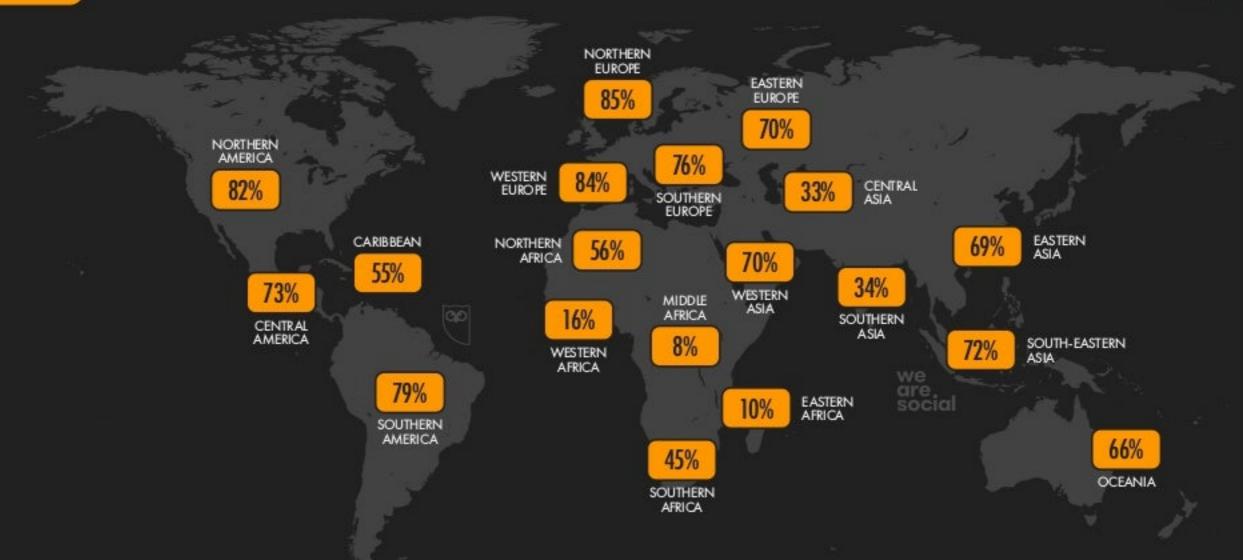




### SOCIAL MEDIA USERS vs. TOTAL POPULATION

ACTIVE SOCIAL MEDIA USERS AS A PERCENTAGE OF THE TOTAL POPULATION (NOTE: USERS MAY NOT REPRESENT UNIQUE INDIVIDUALS)





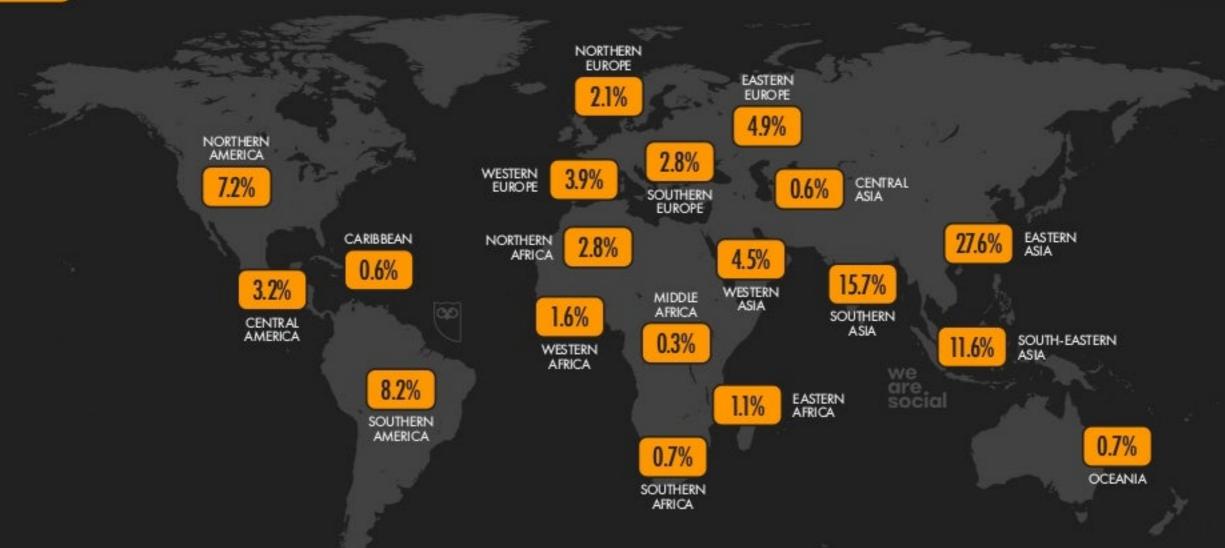




### SHARE OF GLOBAL SOCIAL MEDIA USERS

ACTIVE SOCIAL MEDIA USERS IN EACH REGION AS A PERCENTAGE OF TOTAL GLOBAL ACTIVE SOCIAL MEDIA USERS





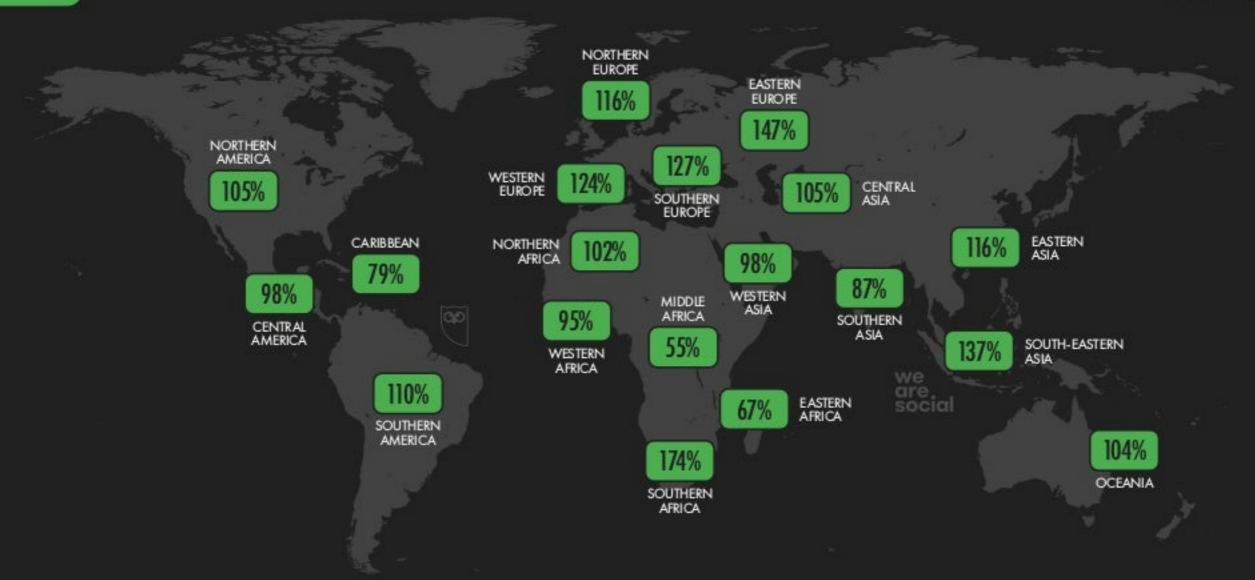




#### **MOBILE CONNECTIVITY**

CELLULAR MOBILE CONNECTIONS COMPARED WITH TOTAL POPULATION







#### **EXPLORE OUR COMPLETE COLLECTION OF DIGITAL 2022 GLOBAL DATA**





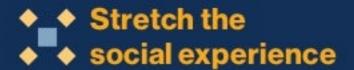
CLICK HERE TO READ OUR FLAGSHIP DIGITAL
2022 GLOBAL OVERVIEW REPORT, PACKED
WITH ALL THE NUMBERS YOU NEED TO MAKE
SENSE OF THE CURRENT STATE OF DIGITAL

CLICK HERE TO READ OUR DIGITAL 2022
LOCAL COUNTRY HEADLINES REPORT, WITH
ESSENTIAL STATS FOR DIGITAL ADOPTION
IN EVERY COUNTRY AROUND THE WORLD

#### Hootsuite's Perspective

# **Digital Trends**

Three ways to embrace change and gain an edge on social media in 2022



There's more to social commerce than having a "buy now" button in your posts. Social media has become a top channel for online brand research, second only to search engines, and is widely used for every stage of the purchase journey. That's why businesses are reimagining what their commerce experience looks like. To win in 2022, you must create a thoughtful path that leads to and extends far beyond the point of purchase on social.



# ◆ ◆ Share the care

Once upon a time, businesses could afford to dabble in social customer service. But since the pandemic, most have relied on a more robust customer care strategy to find their happily ever after. In 2022, brands will continue to meet customers where they are by making social a core channel for customer care, and social marketers-who understand this channel intuitively and know the customers deeply-should be brought on board to help.



## Get acquainted with Gen Z

Gen Z is currently the largest demographic group globally. They spend an average of 3 hours on social media per day, and social is their go-to channel for everything from entertainment and news, to shopping and messaging. These digital natives are driving where social is headed next. And even if Gen Z isn't your target audience, understanding their influence on the digital and social universe will help give your brand a competitive advantage in 2022 (and beyond).



**SAUDI ARABIA** 

#### **ESSENTIAL DIGITAL HEADLINES**

OVERVIEW OF THE ADOPTION AND USE OF CONNECTED DEVICES AND SERVICES



TOTAL POPULATION



KEPIC

CELLULAR MOBILE CONNECTIONS



41.03 MILLION

vs. POPULATION

115.3%

INTERNET USERS



34.84 MILLION

vs. POPULATION

97.9%

ACTIVE SOCIAL MEDIA USERS



29.30 MILLION

vs. POPULATION

82.3%

MILLION
URBANISATION
84.7%

35.59

SOURCES: UNITED NATIONS, U.S. CENSUS BUREAU, GOVERNMENT BODIES; GSM A INTELLIGENCE; ITU; GWI; EUROSTAT; ONNIC; ABII; CIA WORLD FACTBOOK; COMPANY ADVERTISING RESOURCES AND EARNINGS REPORTS; OCD II; TECHRASA; KEPIOS ANALYSIS. ADVISORY: SOCIAL MEDIA USER'S MAY NOT REPRESENT UNIQUE INDIMIDUALS. COMPAR ABILITY: SOURCE AND BASE CHANGES.





#### **DIGITAL GROWTH**

CHANGE IN THE USE OF CONNECTED DEVICES AND SERVICES OVER TIME



TOTAL **POPULATION** 

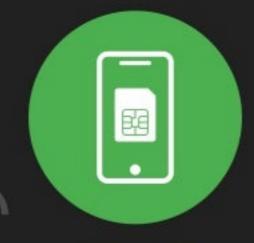


+1.5%

YEAR-ON-YEAR CHANGE

+516 THOUSAND

CELLULAR MOBILE CONNECTIONS



+3.3%



INTERNET USERS



+1.5%



**ACTIVE SOCIAL** MEDIA USERS



+5.4%

YEAR-ON-YEAR CHANGE

+1.5 MILLION





WE ARE SOCIAL

#### DIGITAL CULTURE AT A GLANCE



#### THE PEOPLE, TERMS AND MEDIA PEOPLE ARE ENGAGING WITH ONLINE

TOP E-COMMERCE PLATFORM

HARAJ

(SIMILARWEB, 2021)

MOST POPULAR NEWS OUTLET

YAHOO

(SIMILARWEB, 2021)

MOST FOLLOWED ON YOUTUBE

ABOFLAH

(HYPE AUDITOR, 2021)

MOST STREAMED TV SHOW

VINCENZO

(NETFLIX, 2021)

MOST FOLLOWED ON TIKTOK

MOHAMMED SHAMSI

(TIKTOK, 2021)

HIGHEST GROSSING MOVIE

F9: THE FAST SAGA

(IMDBPRO, 2021)

READ MORE ABOUT LOCAL CULTURE ON OUR BLOG HERE.





### POPULATION ESSENTIALS

DEMOGRAPHICS AND OTHER KEY INDICATORS

D



TOTAL POPULATION



35.59 MILLION

URBAN



FEMALE POPULATION



42.2%



D

MALE POPULATION



57.8%

YEAR-ON-YEAR CHANGE IN TOTAL POPULATION



+1.5% +516 THOUSAND

MEDIAN AGE OF THE POPULATION



32.4

POPULATION



84.7%

POPULATION DENSITY (PEOPLE PER KM2)



16.6

OVERALL LITERACY (ADULTS AGED 15+)



97.6%

FEMALE LITERACY (ADULTS AGED 15+)



96.0%

MALE LITERACY (ADULTS AGED 15+)



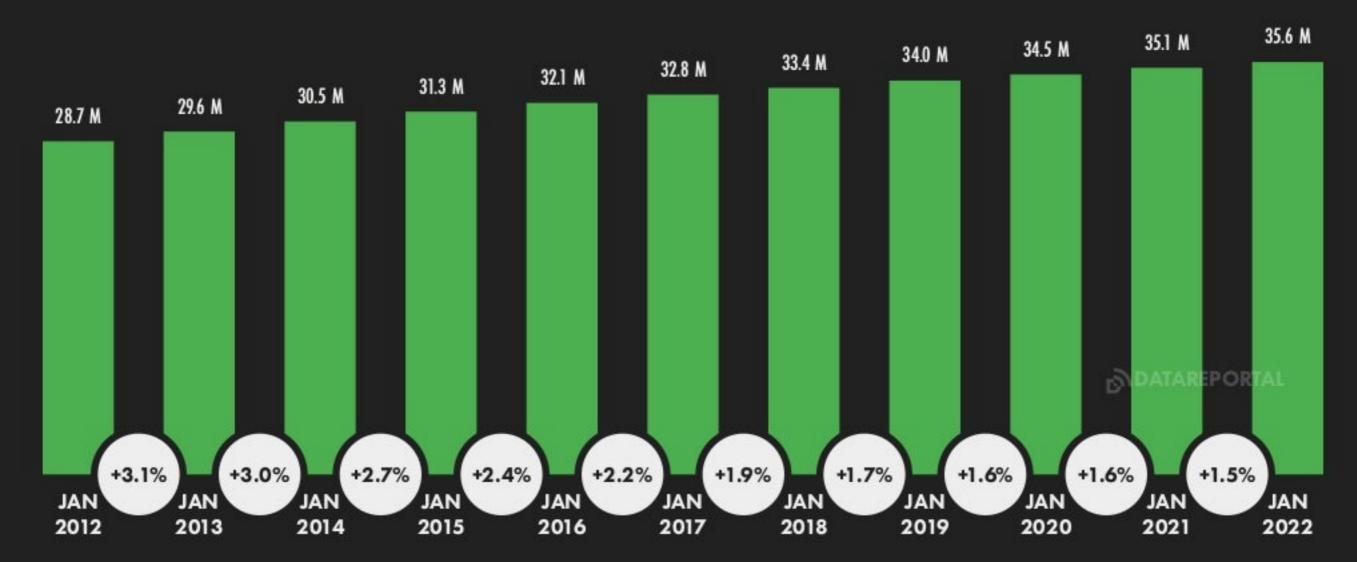
98.6%



### POPULATION OVER TIME

TOTAL POPULATION AND YEAR-ON-YEAR CHANGE











#### **POPULATION BY AGE**

SHARE OF THE TOTAL POPULATION BY AGE GROUP



TOTAL **POPULATION** 



D

POPULATION AGED 0-4



KEPIOS

D

POPULATION AGED 5-12



**POPULATION** AGED 13-17



D

**POPULATION** AGED 18-24



Kepios

D

35.59 MILLION

8.1%

13.2%

7.1%

9.0%

POPULATION AGED 25-34



KEPIOS

POPULATION AGED 35-44



19.6%





14.8%

**POPULATION** AGED 55-64



6.9%

**POPULATION** AGED 65+



3.8%



17.5%



#### **DEVICE OWNERSHIP**

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



ANY KIND OF MOBILE PHONE



98.2%

YEAR-ON-YEAR CHANGE -0.5% (-50 BPS)

> GAMES CONSOLE



17.9%

YEAR-ON-YEAR CHANGE -21.8% (-500 BPS) SMART PHONE



YEAR-ON-YEAR CHANGE -0.5% (-50 BPS)

SMART WATCH OR SMART WRISTBAND



25.0%

YEAR-ON-YEAR CHANGE

**FEATURE** PHONE



8.2%

YEAR-ON-YEAR CHANGE -32.8% (-400 BPS)

> TV STREAMING DEVICE



GWI.

7.0%

YEAR-ON-YEAR CHANGE -32.0% (-330 BPS)

LAPTOP OR DESKTOP COMPUTER



GWI.

54.3%

YEAR-ON-YEAR CHANGE -15.3% (-980 BPS)

> **SMART HOME** DEVICE



6.0%

YEAR-ON-YEAR CHANGE

TABLET DEVICE



29.0%

YEAR-ON-YEAR CHANGE -27.9% (-1,120 BPS)

> VIRTUAL REALITY DEVICE



4.8%

YEAR-ON-YEAR CHANGE -37.7% (-290 BPS)



GWI.

D



98.2%

-14.4% (-420 BPS)



GWI.

-18.9% (-140 BPS)

#### DAILY TIME SPENT WITH MEDIA

GWI.

THE AVERAGE AMOUNT OF TIME EACH DAY THAT INTERNET USERS AGED 16 TO 64 SPEND WITH DIFFERENT KINDS OF MEDIA AND DEVICES

GWI.



TIME SPENT USING THE INTERNET



8H 05M

YEAR-ON-YEAR CHANGE +4.3% (+20 MINS)

TIME SPENT LISTENING TO MUSIC STREAMING SERVICES



**1H 30M** 

YEAR-ON-YEAR CHANGE -14.3% (-15 MINS) TIME SPENT WATCHING TELEVISION (BROADCAST AND STREAMING)



3H 35M

YEAR-ON-YEAR CHANGE -15.0% (-38 MINS)

TIME SPENT LISTENING TO BROADCAST RADIO



**OH 37M** 

YEAR-ON-YEAR CHANGE -24.5% (-12 MINS) TIME SPENT USING SOCIAL MEDIA



3H 24M

YEAR-ON-YEAR CHANGE +9.7% (+18 MINS)

TIME SPENT LISTENING
TO PODCASTS



1H 09M

YEAR-ON-YEAR CHANGE -10.4% (-8 MINS) TIME SPENT READING PRESS MEDIA (ONLINE AND PHYSICAL PRINT)



2H 07M

YEAR-ON-YEAR CHANGE -21.6% (-35 MINS)

TIME SPENT USING A GAMES CONSOLE



1H 53M

YEAR-ON-YEAR CHANGE -4.2% (-5 MINS)



GWI.







INTERNET

#### **OVERVIEW OF INTERNET USE**

ESSENTIAL INDICATORS OF INTERNET ADOPTION AND USE



TOTAL INTERNET **USERS** 

INTERNET USERS AS A PERCENTAGE OF TOTAL POPULATION

YEAR-ON-YEAR CHANGE IN THE NUMBER OF **INTERNET USERS** 

AVERAGE DAILY TIME SPENT USING THE INTERNET BY EACH INTERNET USER

PERCENTAGE OF USERS ACCESSING THE INTERNET VIA MOBILE PHONES











34.84 MILLION

**97.9**%

+1.5%

8H 05M 94.4%

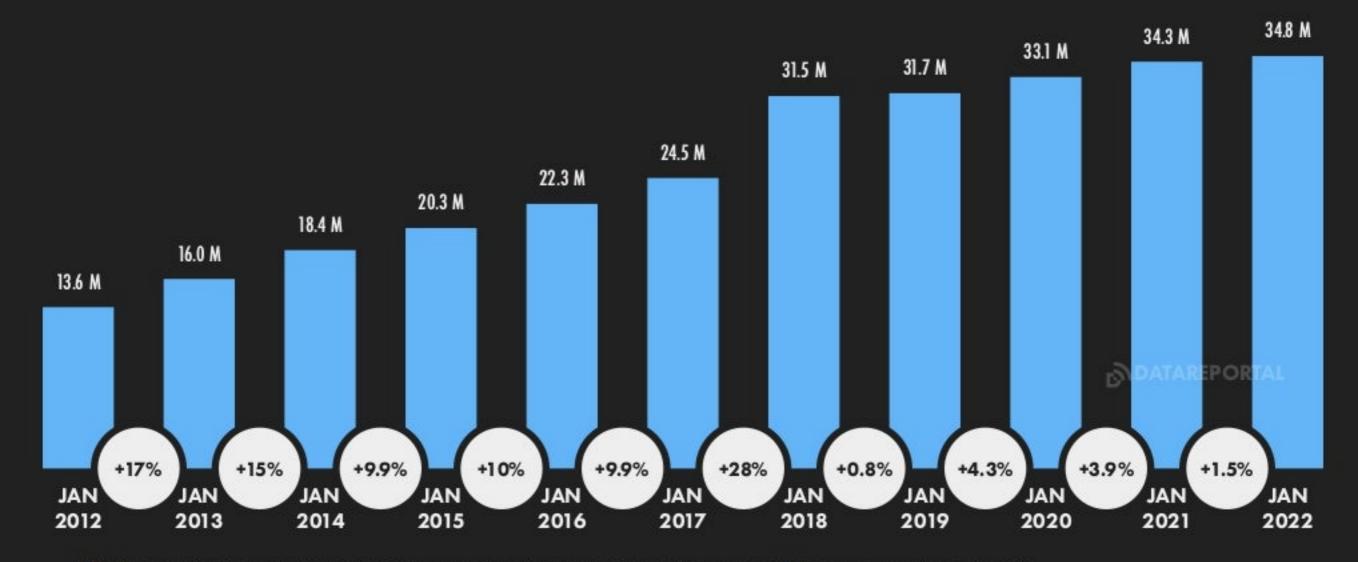
+505 THOUSAND +4.3% (+20 MINS)



#### **INTERNET USERS OVER TIME**

NUMBER OF INTERNET USERS AND YEAR-ON-YEAR CHANGE











#### **INTERNET USER PERSPECTIVES**

INTERNET USER NUMBERS PUBLISHED BY DIFFERENT SOURCES



INTERNET USERS:



9

INTERNET USERS: CIA WORLD FACTBOOK



34.83

MILLION

vs. POPULATION

97.9%

INTERNET USERS: INTERNETWORLDSTATS



31.86 MILLION

vs. POPULATION

89.5%

34.84 MILLION

vs. POPULATION

97.9%











### DAILY TIME SPENT USING THE INTERNET

AMOUNT OF TIME THAT INTERNET USERS AGED 16 TO 64 SPEND USING THE INTERNET EACH DAY



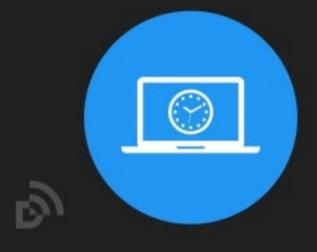
DAILY TIME SPENT USING THE INTERNET ACROSS ALL DEVICES

TIME SPENT USING THE INTERNET ON MOBILE PHONES

TIME SPENT USING THE INTERNET ON COMPUTERS AND TABLETS MOBILE'S SHARE OF TOTAL DAILY INTERNET TIME









8H 05M

4H 35M

3H 30M

56.7%

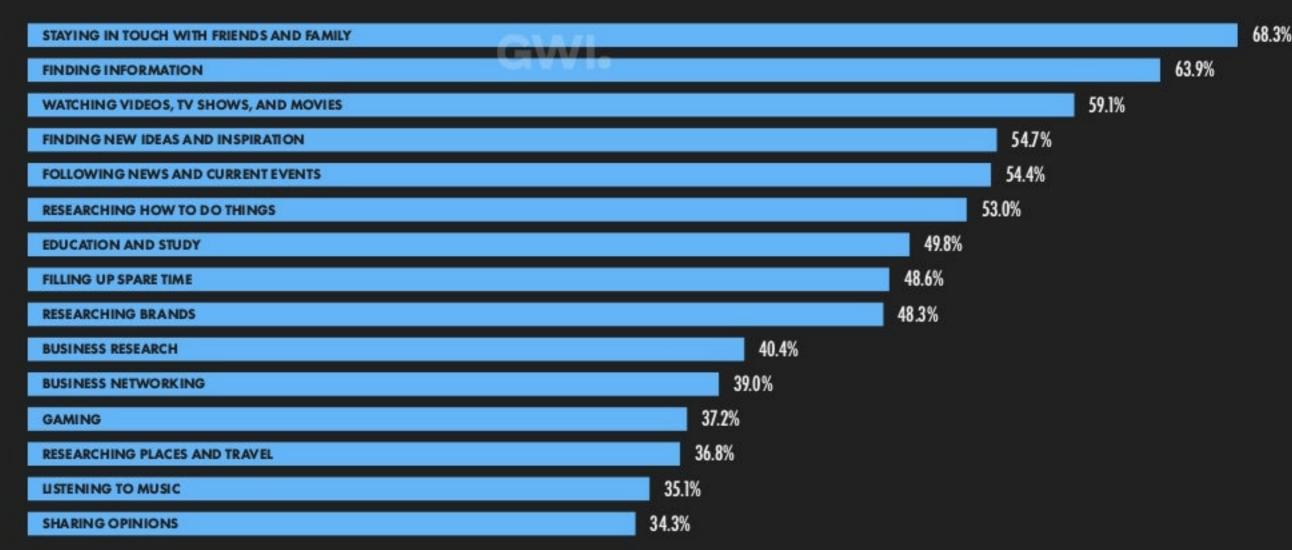




#### MAIN REASONS FOR USING THE INTERNET

PRIMARY REASONS WHY INTERNET USERS AGED 16 TO 64 USE THE INTERNET









#### DEVICES USED TO ACCESS THE INTERNET

D

PERCENTAGE OF INTERNET USERS AGED 16 TO 64 WHO USE EACH KIND OF DEVICE TO ACCESS THE INTERNET







94.4%

YEAR-ON-YEAR CHANGE -1.0% (-100 BPS)

PERSONAL LAPTOP OR DESKTOP



50.8%

-17.8% (-1,100 BPS)

LAPTOP OR DESKTOP (ANY)



**57.1%** 

YEAR-ON-YEAR CHANGE -18.1% (-1,260 BPS)

> WORK LAPTOP OR DESKTOP



25.7%

YEAR-ON-YEAR CHANGE -30.2% (-1,110 BPS)

SMART PHONE



92.3%

YEAR-ON-YEAR CHANGE -1.5% (-140 BPS)

#### CONNECTED TELEVISION



29.6%

YEAR-ON-YEAR CHANGE -16.1% (-570 BPS)

**FEATURE** PHONE



GWI.

7.0%

YEAR-ON-YEAR CHANGE -1.4% (-10 BPS)

#### **SMART HOME** DEVICE



6.8%

YEAR-ON-YEAR CHANGE [NEW DATA POINT]

TABLET DEVICE



23.5%

YEAR-ON-YEAR CHANGE -30.9% (-1,050 BPS)

#### GAMES CONSOLE



14.6%

YEAR-ON-YEAR CHANGE

-22.8% (-430 BPS)

we are







GWI.

YEAR-ON-YEAR CHANGE

GWI.

GWI.

#### INTERNET CONNECTION SPEEDS

MEDIAN DOWNLOAD SPEEDS (IN MEGABITS PER SECOND) OF MOBILE AND FIXED INTERNET CONNECTIONS



OF CELLULAR MOBILE
INTERNET CONNECTIONS

YEAR-ON-YEAR CHANGE IN MEDIAN CELLULAR MOBILE INTERNET CONNECTION SPEED MEDIAN DOWNLOAD

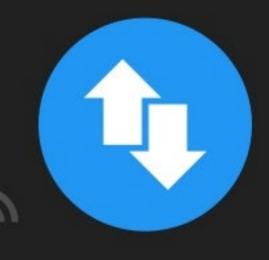
SPEED OF FIXED
INTERNET CONNECTIONS

YEAR-ON-YEAR CHANGE IN MEDIAN FIXED INTERNET CONNECTION SPEED









91.06 MBPS +48.5% +29.73 MBPS

80.39

+27.7% +17.42 MBPS



### SHARE OF WEB TRAFFIC BY DEVICE

PERCENTAGE OF TOTAL WEB PAGES SERVED TO WEB BROWSERS RUNNING ON EACH KIND OF DEVICE



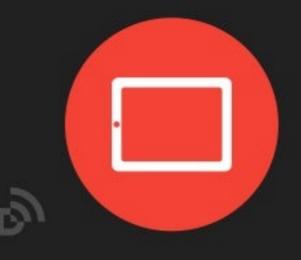
MOBILE PHONES



LAPTOP AND DESKTOP COMPUTERS



TABLET DEVICES



OTHER DEVICES



71.87%

YEAR-ON-YEAR CHANGE

+6.3% (+426 BPS)

26.75%

YEAR-ON-YEAR CHANGE

-11.8% (-358 BPS)

1.21%

YEAR-ON-YEAR CHANGE

-36.3% (-69 BPS)

0.18%

YEAR-ON-YEAR CHANGE

+20.0% (+3 BPS)



#### SHARE OF WEB TRAFFIC BY BROWSER

PERCENTAGE OF TOTAL WEB PAGES SERVED TO EACH BRAND OF WEB BROWSER RUNNING ON ANY DEVICE

SAFARI



CHROME



56.89%

YEAR-ON-YEAR CHANGE -4.0% (-234 BPS)

Ē



34.50%

YEAR-ON-YEAR CHANGE +11.9% (+368 BPS) MICROSOFT EDGE



2.40%

YEAR-ON-YEAR CHANGE +18.2% (+37 BPS) **FIREFOX** 



D)

1.00%

YEAR-ON-YEAR CHANGE -34.2% (-52 BPS)

SAMSUNG INTERNET



2.70%

YEAR-ON-YEAR CHANGE -7.8% (-23 BPS) **OPERA** 



0.41%

YEAR-ON-YEAR CHANGE +41.4% (+12 BPS) UC BROWSER



1.26%

YEAR-ON-YEAR CHANGE -27.2% (-47 BPS) OTHER



0.84%

YEAR-ON-YEAR CHANGE -42.1% (-61 BPS)

SOURCE: STATCOUNTER. NOTES: FIGURES REPRESENT THE NUMBER OF PAGE VIEWS SERVED TO EACH BROWSER AS A PERCENTAGE OF TOTAL PAGE VIEWS SERVED TO WEB BROWSERS RUNNING ON ANY KIND OF DEVICE IN NOVEMBER 2021. PERCENTAGE CHANGE VALUES REPRESENT RELATIVE YEAR-ON-YEAR CHANGE (LE. AN INCREASE OF 20% FROM A STARTING VALUE OF 50% WOULD EQUAL 60%, NOT 70%).
"BPS" VALUES REPRESENT BASIS POINTS, AND INDICATE THE ABSOLUTE CHANGE. FIGURES MAY NOT SUM TO 100% DUE TO ROUNDING.







### **MOST-VISITED WEBSITES: SEMRUSH RANKING**

SAUDI ARABIA

RANKING OF THE MOST-VISITED WEBSITES ACCORDING TO SEMRUSH, BASED ON TOTAL MONTHLY WEBSITE TRAFFIC IN NOVEMBER 2021

#	WEBSITE	TOTAL VISITS	UNIQUE VISITORS	TIME PER VISIT	PAGES PER VISIT
01	GOOGLE.COM	212M	18.6M	17M 20S	5. <b>7</b> 3
02	YOUTUBE.COM	67.6M	10.6M	6M 18S	4.21
03	TWITTER.COM	40.4M	8.22M	15M 01S	6.40
04	FACEBOOK.COM	35.2M	8.24M	19M 09S	6.61
05	BITLLY	32.1M	12.3M	10M 24S	1.20
06	WIKIPEDIA.ORG	25.4M	7.11M	9M 12S	2.12
07	GOOGLE.COM.SA	25.3M	4.29M	16M 24S	5.57
08	RT.COM	21.8M	3.51M	8M 36S	1.65
09	SABQ.ORG	20.7M	3.81M	4M 20S	2.11
10	HARAJ.COM.SA	20.2M	3.59M	17M 20S	11.36

#	WEBSITE	TOTAL VISITS	UNIQUE VISITORS	TIME PER VISIT	PAGES PER VISIT
11	KOOORACOM	18.7M	1.92M	12M 205	3.96
12	ARGAAM.COM	18.5M	3.49M	11M 59S	2.42
13	INSTAGRAM.COM	13.2M	4.59M	10M 38S	4.87
14	ALARABIYA.NET	11.4M	2.94M	7M 49S	1.61
15	BATHANDBODYWORKS.COM.SA	10.6M	4.33M	13M 48S	5.46
16	MAWDOO3.COM	9.47M	3.70M	9M 28S	1.45
17	MOE.GOV.SA	9.07M	2.03M	16M 05S	10.39
18	AJEL:SA	9.04M	2.93M	4M 11S	1.39
19	SPUTNIKNEWS.COM	8.72M	2.58M	4M 50S	1.42
20	BLOGSPOT.COM	8.34M	3.69M	9M 14S	2.46





### TOP WEBSITE TRAFFIC DETAIL (SEMRUSH)



SHARE OF WEBSITE TRAFFIC BY DEVICE, AND SHARE OF WEBSITE TRAFFIC REFERRED BY A SELECTION OF SOCIAL MEDIA PLATFORMS IN NOVEMBER 2021

SI	W	D	ı.
B	A	ni	Δ
7			

# WEBSITE	SHARE OF TRAFFIC FROM MOBILES	SHARE OF TRAFFIC FROM COMPUTERS	TRAFFIC FROM FACEBOOK REFERRALS	TRAFFIC FROM YOUTUBE REFERRALS	TRAFFIC FROM INSTAGRAM REFERRALS	TRAFFIC FROM TWITTER REFERRALS	TRAFFIC FROM LINKEDIN REFERRALS	TRAFFIC FROM PINTEREST REFERRALS	TRAFFIC FROM REDDIT REFERRALS	TRAFFIC FROM VK REFERRALS
01 GOOGLE.COM	75.3%	24.7%	1.16%	0.77%	0.34%	1.68%	0.06%	0.06%	0.14%	<0.01%
02 YOUTUBE.COM	30.0%	70.0%	0.44%	0.27%	0.05%	0.18%	<0.01%	<0.01%	0.02%	-
03 TWITTER.COM	95.6%	4.4%	0.14%	0.07%	0.07%	0.19%	<0.01%	<0.01%	<0.01%	<0.01%
04 FACEBOOK.COM	92.7%	7.3%	0.01%	0.11%	0.09%	0.14%	0.01%	<0.01%	<0.01%	11
05 BITLLY	99.9%	0.1%	0.10%	0.25%	0.02%	0.41%	<0.01%	<0.01%	357	-
06 WIKIPEDIA.ORG	82.1%	17.9%	0.03%	0.01%	<0.01%	0.02%	<0.01%	<0.01%	<0.01%	
07 GOOGLE.COM.SA	47.4%	52.6%		0.02%	0.02%	0.03%	<0.01%	<0.01%	<0.01%	-
08 RT.COM	98.2%	1.8%	0.05%	<0.01%	<0.01%	0.94%	<0.01%	<0.01%	84	1
09 SABQ.ORG	97.5%	2.5%	0.02%	0.01%	0.02%	0.92%	<0.01%	<0.01%	72	-
10 HARAJ.COM.SA	97.9%	2.1%	0.06%	0.01%	0.01%	0.14%	<0.01%	<0.01%	<0.01%	5





### **MOST-VISITED WEBSITES: SIMILARWEB RANKING**

SAUDI

ARABIA

RANKING OF THE MOST-VISITED WEBSITES ACCORDING TO SIMILARWEB, BASED ON ANNUAL WEBSITE TRAFFIC FOR FULL-YEAR 2021

#	WEBSITE	TOTAL VISITS	MOBILE SHARE	DESKTOP SHARE	TIME PER VISIT	PAGES PER VISIT
01	GOOGLE.COM	1. <i>7</i> 28	[N/A]	[N/A]	16M 44S	10.22
02	YOUTUBE.COM	1.62B			28M 21S	15.33
03	FACEBOOK.COM	431M	[N/A]	[N/A]	14M 47S	10.44
04	WHATSAPP.COM	256M			3M 20S	1.47
0.5	INSTAGRAM.COM	101M	[N/A]	[N/A]	15M 25S	26.78
06	TWITTER.COM	88.0M			15M 57S	18.58
07	GOOGLE.COM.PK	81.0M	[N/A]	[N/A]	8M 49S	7.21
08	NETFUX.COM	77.2M		IN/AI	10M 08S	5.05
09	FIVERR.COM	63.7M	[N/A]	[N/A]	46M 02S	25.57
10	уаноо.сом	57.1M			8M 24S	5.36

#	WEBSITE	TOTAL VISITS	MOBILE SHARE	DESKTOP SHARE	TIME PER VISIT	PAGES PER VISIT
11	WIKIPEDIA.ORG	56.6M	[N/A]	[N/A]	4M 44S	3.05
12	LINKEDIN.COM	55.5M			10M 52S	8.14
13	DARAZ.PK	43.5M	[N/A]	IN/AI (	10M 37S	10.54
14	LIVE.COM	43.4M			7M 43S	7.24
15	ZOOM.US	40.8M	[N/A]	[N/A]	8M 11S	3.94
16	MICROSOFT.COM	33.9M			6M 44S	4.26
17	OLX.COM.PK	33.0M	[N/A]	[N/A]	10M 07S	11.28
18	STACKOVERFLOW.COM	29.9M			8M 41S	2.60
19	DISCORD.COM	29.3M	[N/A]	[N/A]	21M 445	18.48
20	PINTEREST.COM	29.2M			7M 43S	7.21







#### **MOST-VISITED WEBSITES: ALEXA RANKING**

SAUDI ARABIA

RANKING OF THE MOST-VISITED WEBSITES ACCORDING TO ALEXA INTERNET, BASED ON TOTAL MONTHLY WEBSITE TRAFFIC

#	WEBSITE	TIME PER DAY	PAGES PER DAY
01	GOOGLE.COM	17M 26S	18.49
02	YOUTUBE.COM	19M 22S	10.53
03	GOOGLE.COM.SA	05M 59S	5.31
04	MICROSOFT.COM	04M 30S	3.35
05	FACEBOOK.COM	17M 46S	8.56
06	LIVE.COM	05M 24S	5.56
07	HARAJ.COM.SA	10M 50S	17.10
08	AMAZON.SA	08M 25S	9.16
09	IAM.GOV.SA	02M 58S	3.49
10	TWITTER.COM	12M 34S	10.30

#	WEBSITE	TIME PER DAY	PAGES PER DAY
11	ALIEXPRESS.COM	09M 39S	7.99
12	ABSHER.SA	09M 03S	17.10
13	NETFLIX.COM	04M 46S	3.61
14	SABQ.ORG	03M 38S	2.38
15	AMAZON.COM	11M 18S	10.22
16	WIKIPEDIA.ORG	03M 39S	3.05
17	MICROSOFTONLINE.COM	00M 59S	1.91
18	MADRASATI.SA	11M 36S	7.58
19	OFFICE.COM	12M 39S	11.50
20	NOON.COM	08M 00S	8.50





#### SEARCH ENGINE MARKET SHARE

PERCENTAGE OF TOTAL WEB TRAFFIC REFERRED BY SEARCH ENGINES THAT ORIGINATED FROM EACH SEARCH SERVICE







96.60%

YEAR-ON-YEAR CHANGE -1.6% (-155 BPS)

#### BING



2.06%

YEAR-ON-YEAR CHANGE +60.9% (+78 BPS)

#### BAIDU



0.01%

YEAR-ON-YEAR CHANGE [FROM 0%] (+1 BP)

#### YAHOO!



0.36%

YEAR-ON-YEAR CHANGE +16.1% (+5 BPS)

#### YANDEX



0.21%

YEAR-ON-YEAR CHANGE

#### DUCKDUCKGO



0.09%

YEAR-ON-YEAR CHANGE +28.6% (+2 BPS)

#### **ECOSIA**



0.01%

YEAR-ON-YEAR CHANGE [UNCHANGED]

#### **OTHER**



0.66%

YEAR-ON-YEAR CHANGE

+1,550% (+62 BPS)

+50.0% (+7 BPS)

we are





#### **TOP GOOGLE SEARCHES**

QUERIES WITH THE GREATEST VOLUME OF GOOGLE SEARCH ACTIVITY BETWEEN 01 JANUARY 2021 AND 31 DECEMBER 2021



SEARCH QUERY		INDEX
مدرستي		100
דפַעדر		72
يوتيوب		40
منصه		35
منصةمدرستي	r.a	34
قوقل		34
مترجم		33
منصهمدرستي		31
الطقس		30
ترجمة		28
	مدرستي تويتر يوتيوب يوتيوب منصه منصه منصة مدرستي قوقل مترجم مترجم منصه مدرستي	مدرستي تويتر بوتيوب يوتيوب منصه منصة مدرستي قوقل مترجم منصه مدرستي منصه مدرستي منصه مدرستي الطقس

#	SEARCH QUERY	INDEX
11	TRANSLATE	26
12	GOOGLE	24
13	יפנ	23
14	قصة عشق	22
15	مواقيت الصلاة	20
16	بلاك بورد	20
17	حراج	20
18	اذان الفجر	20
19	الدوري السعودي	20
20	YOUTUBE	19





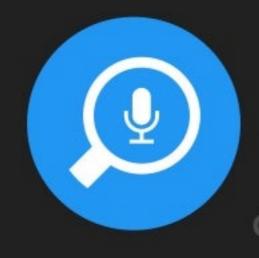
#### **ACCESSING ONLINE INFORMATION**

PERCENTAGE OF INTERNET USERS AGED 16 TO 64 WHO ENGAGE IN EACH KIND OF ONLINE ACTIVITY



USE VOICE ASSISTANTS (E.G. SIRI, GOOGLE ASSISTANT) TO FIND INFORMATION EACH WEEK VISIT SOCIAL NETWORKS
TO LOOK FOR INFORMATION
ABOUT BRANDS AND PRODUCTS

USE IMAGE RECOGNITION TOOLS (E.G. GOOGLE LENS, PINTEREST LENS) ON MOBILE EACH MONTH USE ONLINE TOOLS TO TRANSLATE TEXT INTO DIFFERENT LANGUAGES EACH WEEK









11.3%

58.0%

26.6%

41.7%





### WATCHING ONLINE VIDEO CONTENT

GWI.

PERCENTAGE OF INTERNET USERS AGED 16 TO 64 WHO WATCH EACH KIND OF VIDEO CONTENT VIA THE INTERNET EACH WEEK



ANY KIND OF VIDEO



92.2%

MUSIC VIDEO



GWI.

47.9%

COMEDY, MEME, OR VIRAL VIDEO



43.4%

TUTORIAL OR HOW-TO VIDEO



GWI.

D

31.5%

VIDEO LIVESTREAM



24.6%

EDUCATIONAL VIDEO



37.7%

PRODUCT REVIEW VIDEO



23.8%

SPORTS CLIP OR HIGHLIGHTS VIDEO



28.5%

GAMING VIDEO



19.8%

INFLUENCER VIDEOS AND VLOGS



22.7%

GWI.





#### STREAMING TV CONTENT VIA THE INTERNET

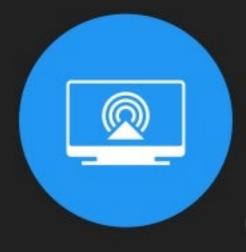
PERCENTAGE OF INTERNET USERS AGED 16 TO 64 WHO WATCH TV CONTENT VIA STREAMING SERVICES (E.G. NETFLIX) EACH MONTH



PERCENTAGE OF INTERNET USERS
AGED 16 TO 64 WHO STREAM TV
CONTENT OVER THE INTERNET

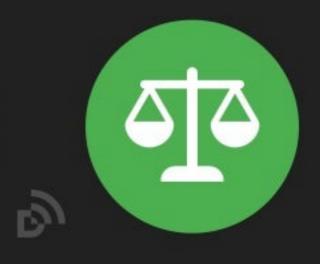
INTERNET USERS WHO STREAM TV CONTENT vs. INTERNET USERS WHO WATCH ANY KIND OF TV

AVERAGE DAILY TIME INTERNET USERS AGED 16 TO 64 SPEND WATCHING STREAMING TV TIME SPENT WATCHING STREAMING
TV AS A PERCENTAGE OF TOTAL
TIME SPENT WATCHING TV









95.9%

96.7%

1H 52M

52.1%



### LISTENING TO ONLINE AUDIO CONTENT

PERCENTAGE OF INTERNET USERS AGED 16 TO 64 WHO LISTEN TO EACH KIND OF AUDIO CONTENT VIA THE INTERNET EACH WEEK



LISTEN TO MUSIC STREAMING SERVICES

((II))
GWI.

21.0%

SHOWS OR STATIONS

LISTEN TO ONLINE RADIO



15.3%

LISTEN TO PODCASTS



18.4%

LISTEN TO AUDIO BOOKS



12.9%





## **DEVICES USED TO PLAY VIDEO GAMES**

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



ANY DEVICE



GWI.

91.4%

**SMARTPHONE** 



78.0%

LAPTOP OR DESKTOP



28.2%

GAMES CONSOLE



30.1%

GWI.

TABLET



22.9%

HAND-HELD GAMING DEVICE



20.4%

MEDIA STREAMING DEVICE



GWI.

10.4%

VIRTUAL REALITY HEADSET



12.1%



#### SMART HOME MARKET OVERVIEW

VALUE OF THE MARKET FOR SMART HOME DEVICES (U.S. DOLLARS)



NUMBER OF HOMES WITH SMART HOME DEVICES



947.0 **THOUSAND** YEAR-ON-YEAR CHANGE +12% (+102 THOUSAND)



\$361.8 MILLION YEAR-ON-YEAR CHANGE +26% (+\$74 MILLION)

VALUE OF SMART HOME SECURITY DEVICE MARKET



\$50.49 MILLION YEAR-ON-YEAR CHANGE +24% (+\$9.6 MILLION)

\$51.85 MILLION YEAR-ON-YEAR CHANGE +20% (+\$8.8 MILLION)

TOTAL ANNUAL VALUE OF THE SMART HOME DEVICES MARKET



VALUE OF SMART HOME ENTERTAINMENT DEVICE MARKET



VALUE OF SMART HOME APPLIANCES MARKET



\$163.6 MILLION YEAR-ON-YEAR CHANGE +26% (+\$33 MILLION)

VALUE OF SMART HOME COMFORT & LIGHTING MARKET



\$28.39 MILLION YEAR-ON-YEAR CHANGE +26% (+\$5.9 MILLION) VALUE OF SMART HOME CONTROL & CONNECTIVITY DEVICE MARKET



\$46.03 MILLION YEAR-ON-YEAR CHANGE +35% (+\$12 MILLION)

statista -

VALUE OF SMART HOME ENERGY MANAGEMENT MARKET



\$21.46 MILLION YEAR-ON-YEAR CHANGE +26% (+\$4.5 MILLION)

> we are. socia



statista -

#### **AVERAGE ANNUAL REVENUE PER SMART HOME**

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

statista -



PENETRATION OF SMART HOME DEVICES



16.4% YEAR-ON-YEAR CHANGE +10% (+110 BPS)

ARPU: SPEND ON ALL SMART HOME DEVICES



\$382 YEAR-ON-YEAR CHANGE +12% (+\$41.67)

ARPU: SMART HOME APPLIANCES



statista -

\$343 YEAR-ON-YEAR CHANGE +3.7% (+\$12.25)

ARPU: SMART HOME CONTROL & CONNECTIVITY DEVICES



\$11*7* YEAR-ON-YEAR CHANGE +12% (+\$12.86)

ARPU: SMART HOME SECURITY DEVICES



\$103 YEAR-ON-YEAR CHANGE +1.5% (+\$1.49)

ARPU: SMART HOME ENTERTAINMENT DEVICES



\$97.28 YEAR-ON-YEAR CHANGE

+1.5% (+\$1.44)

ARPU: SMART HOME COMFORT & LIGHTING



\$54.40 YEAR-ON-YEAR CHANGE +4.9% (+\$2.56)

ARPU: SMART HOME ENERGY MANAGEMENT



\$59.94 YEAR-ON-YEAR CHANGE +2.4% (+\$1.42)

46

SOURCE: STATISTA DIGITAL MARKET OUTLOOK. SEE STATISTA.COM FOR MORE DETAILS. NOTES: "SMART HOME DEVICES" INCLUDE: DIGITALLY CONNECTED AND CONTROLLED HOME DEVICES THAT CAN BE REMOTELY CONTROLLED; SENSORS, ACTUATORS AND CLOUD SERVICES THAT ENABLE HOME AUTOMATION; CONTROL HUBS THAT CONNECT SENSORS AND ACTUATORS TO REMOTE CONTROLS AND TO EACH OTHER: AND SMART HOME-RELATED SOFTWARE SALES (IN CLUDING SUBSORIPTION FEES), DOES NOT INCLUDE SMARTTYS, OR 82B OR C2C SALES, FIGURES REPRESENT ESTIMATES OF FULL YEAR SPEND PER SMART HOME FOR 2021 IN U.S. DOLLARS, AND COMPARISONS WITH EQUIVALENT VALUES FOR THE PREVIOUS CALENDAR YEAR. COMPARABILITY: BASE CHANGES.







#### **USE OF ONLINE FINANCIAL SERVICES**

PERCENTAGE OF INTERNET USERS AGED 16 TO 64 WHO OWN OR USE EACH KIND OF DIGITAL FINANCIAL SERVICE



USE A BANKING, INVESTMENT, OR INSURANCE WEBSITE OR MOBILE APP EACH MONTH USE A MOBILE PAYMENT SERVICE (E.G. APPLE PAY, SAMSUNG PAY) EACH MONTH OWN ANY FORM OF CRYPTOCURRENCY (E.G. BITCOIN, ETHER)



GWI.





24.3%

28.4%

3.6%



#### ONLINE PRIVACY AND SECURITY

PERSPECTIVES AND ACTIVITIES OF ONLINE ADULTS RELATING TO THEIR ONLINE DATA PRIVACY AND SECURITY



EXPRESS CONCERN ABOUT WHAT IS REAL vs. WHAT IS FAKE ON THE INTERNET WORRY ABOUT HOW COMPANIES MIGHT USE THEIR ONLINE DATA DECLINE COOKIES ON WEBSITES AT LEAST SOME OF THE TIME USE A TOOL TO BLOCK ADVERTISEMENTS ON THE INTERNET AT LEAST SOME OF THE TIME

USE A VIRTUAL PRIVATE NETWORK (VPN) TO ACCESS THE INTERNET AT LEAST SOME OF THE TIME











[N/A]

26.1%

30.0%

27.9%

29.9%





**SOCIAL MEDIA** 

### **OVERVIEW OF SOCIAL MEDIA USE**

HEADLINES FOR SOCIAL MEDIA ADOPTION AND USE (NOTE: USERS MAY NOT REPRESENT UNIQUE INDIVIDUALS)



NUMBER OF SOCIAL MEDIA USERS



K

YEAR-ON-YEAR CHANGE IN SOCIAL MEDIA USERS



<sub>©</sub>

AVERAGE DAILY TIME SPENT USING SOCIAL MEDIA



SPENT USING SOCIAL MEDIA

GWI.

YEAR-ON-YEAR CHANGE IN TIME



AVERAGE NUMBER OF SOCIAL

29.30

MILLION

+5.4% +1.5 MILLION 3H 24M

+9.7%

**+18 MINS** 

7.7

SOCIAL MEDIA USERS vs. TOTAL POPULATION



82.3%

SOCIAL MEDIA USERS vs. POPULATION AGE 13+



104.7%





84.1%





36.8%





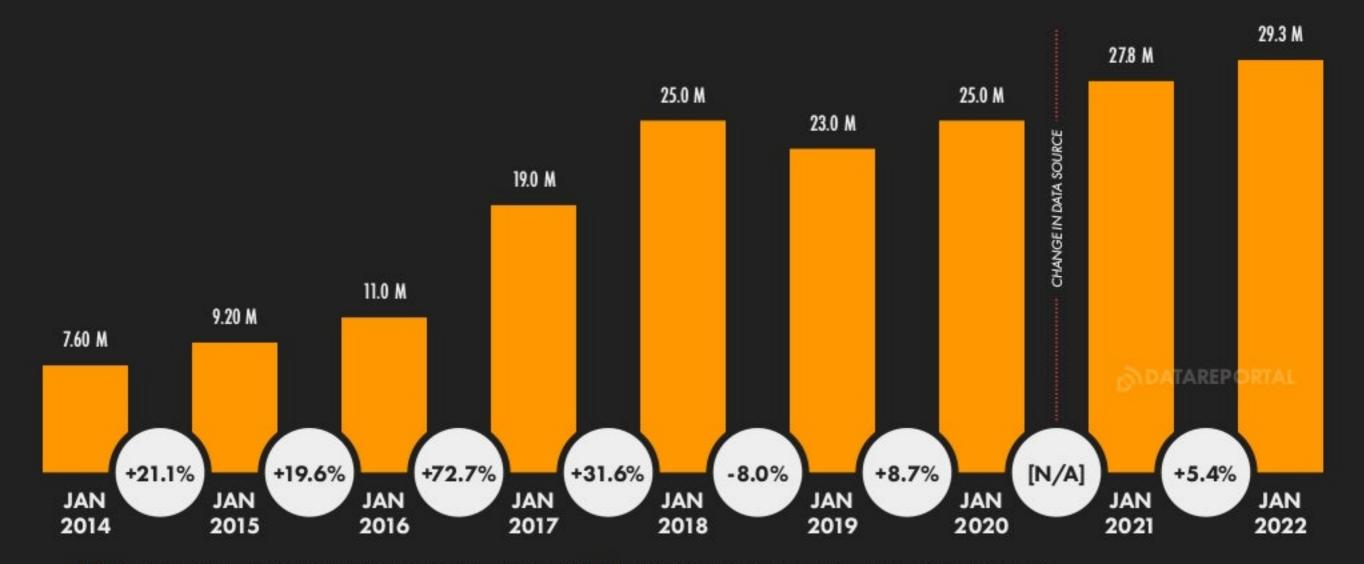
63.2%



### SOCIAL MEDIA USERS OVER TIME

NUMBER OF SOCIAL MEDIA USERS AND YEAR-ON-YEAR CHANGE





SOURCES: KEPIOS ANALYSIS; COMPANY ADVERTISING RESOURCES AND EARNINGS ANNOUNCEMENTS. NOTE: WHERE LETTERS ARE SHOWN NEXT TO FIGURES ABOVE BARS, "K" DENOTES THOU SANDS (E.G. "123 K" = 123,000), "M" DENOTES MILLIONS (E.G. "1.23 M" = 1,230,000), AND "B" DENOTES BILLIONS (E.G. "1.23 B" = 1,230,000,000). WHERE NO LETTER IS PRESENT, VALUES ARE SHOWN AS IS. ADVISORY:
SOCIAL MEDIA USERS MAY NOT REPRESENT UNIQUE INDIVIDUALS. COMPARABILITY: CHANGES TO DATA SOURCES AND SIGNIFICANT BASE REVISIONS IN SOURCE DATA MAY MEAN THAT FIGURES ARE NOT
COMPARABLE BETWEEN CERTAIN YEARS.

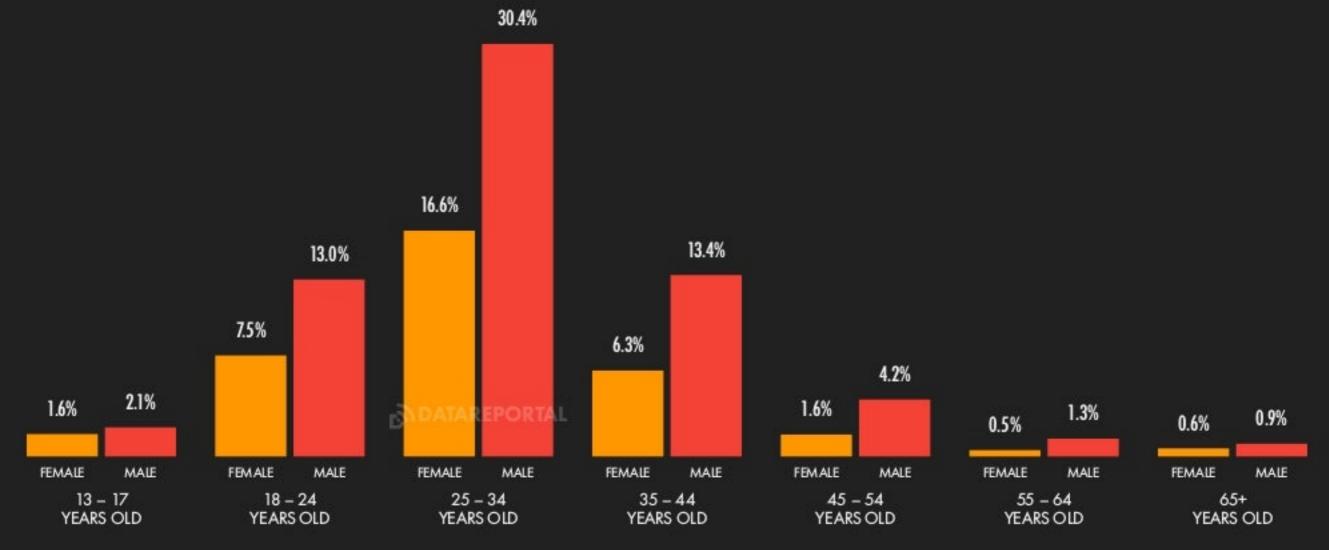




### DEMOGRAPHIC PROFILE OF META'S AD AUDIENCE

SAUDI ARABIA

SHARE OF COMBINED, DEDUPLICATED POTENTIAL ADVERTISING REACH ACROSS FACEBOOK, INSTAGRAM, AND MESSENGER, BY AGE AND GENDER

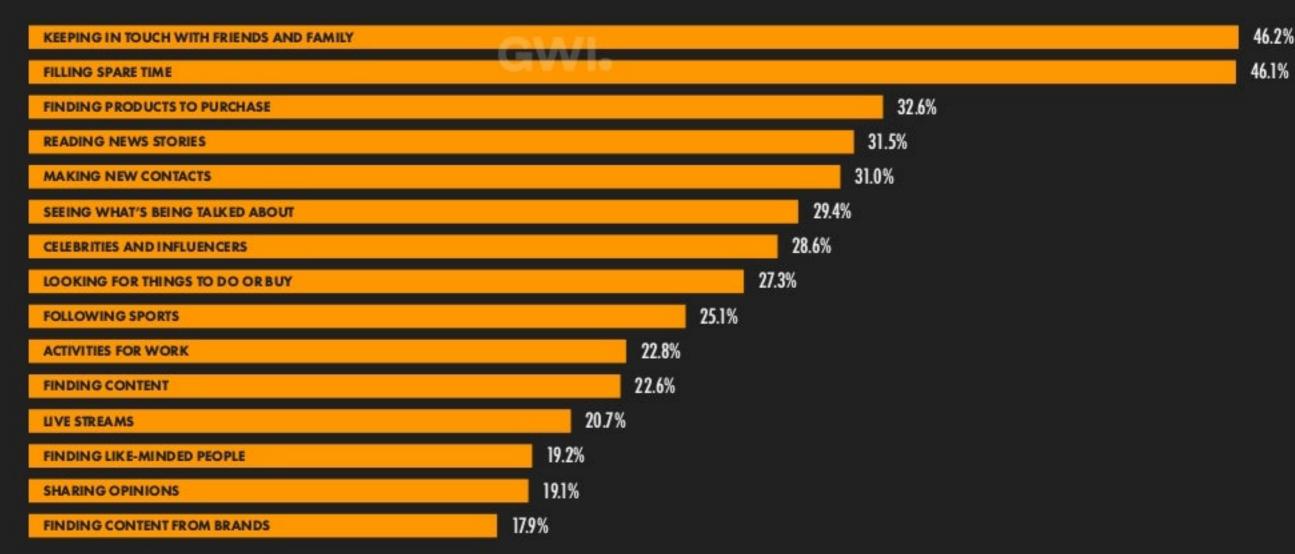




#### MAIN REASONS FOR USING SOCIAL MEDIA

PRIMARY REASONS WHY INTERNET USERS AGED 16 TO 64 USE SOCIAL MEDIA PLATFORMS





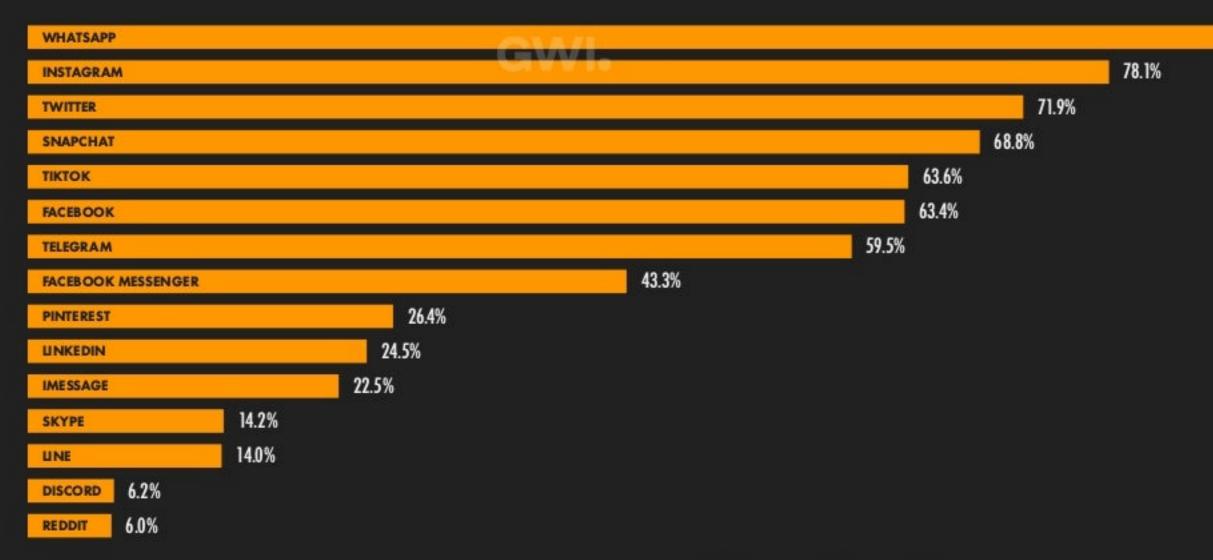


#### **MOST-USED SOCIAL MEDIA PLATFORMS**

PERCENTAGE OF INTERNET USERS AGED 16 TO 64 WHO USE EACH PLATFORM EACH MONTH



87.4%



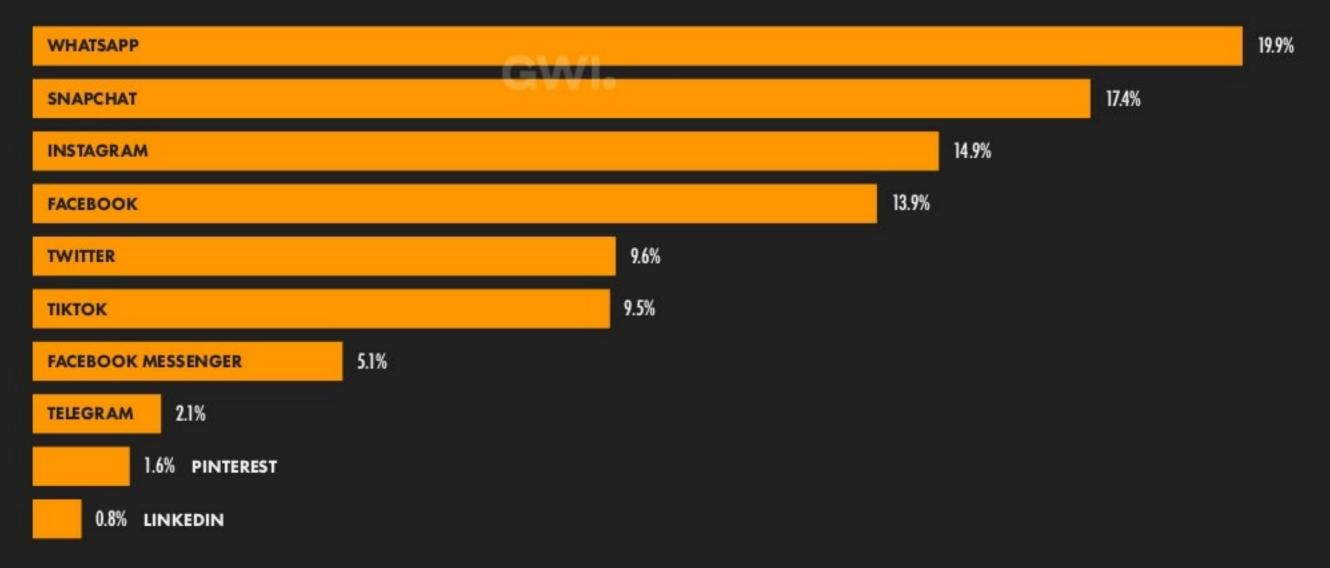




### **FAVOURITE SOCIAL MEDIA PLATFORMS**

PERCENTAGE OF INTERNET USERS AGED 16 TO 64 WHO SAY THAT EACH OPTION IS THEIR "FAVOURITE" SOCIAL MEDIA PLATFORM.









## **USE OF SOCIAL MEDIA FOR BRAND RESEARCH**

PERCENTAGE OF INTERNET USERS AGED 16 TO 64 WHO USE EACH SOCIAL MEDIA CHANNEL TO FIND INFORMATION ABOUT BRANDS AND PRODUCTS



ANY KIND OF SOCIAL MEDIA PLATFORM



80.1%

SOCIAL NETWORKS



GWI.

58.0%

QUESTION & ANSWER SITES (E.G. QUORA)



GWI.

O

18.1%

FORUMS AND MESSAGE BOARDS



10.0%

MESSAGING AND LIVE CHAT SERVICES



14.1%

MICRO-BLOGS (E.G. TWITTER)



16.8%

E.G. TWITTERL BLOGS ON PRODUCTS / BRANDS (NOT SHOWN AS AN INDIVIDUAL VALUE ON THIS CHART), VLOGS (LE. BLOGS RECORDED IN A VIDEO FORMAT), AND ONLINE PINBOARDS (E.G. PINTEREST).

VLOGS (BLOGS IN A VIDEO FORMAT)



9.3%

ONLINE PINBOARDS (E.G. PINTEREST)



9.3%

GWI.



#### TYPES OF SOCIAL MEDIA ACCOUNTS FOLLOWED

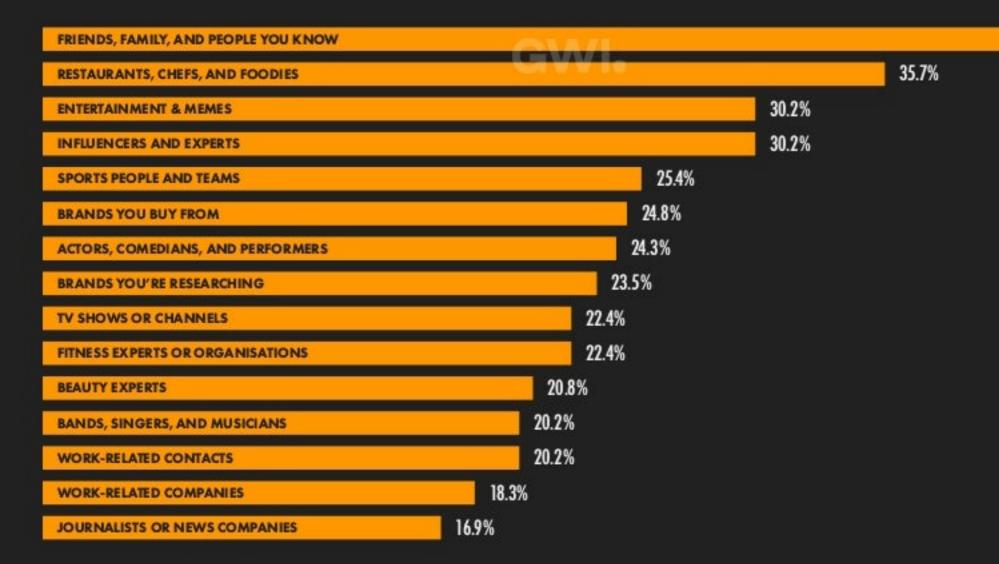
-

PERCENTAGE OF INTERNET USERS AGED 16 TO 64 WHO FOLLOW EACH TYPE OF ACCOUNT ON SOCIAL MEDIA



51.3%

多是原





#### WEB TRAFFIC REFERRALS FROM SOCIAL MEDIA

SHARE OF WEB TRAFFIC ARRIVING ON THIRD-PARTY WEBSITES VIA CLICKS OR TAPS ON LINKS PUBLISHED IN SOCIAL MEDIA PLATFORMS (ANY DEVICE)



**FACEBOOK** 



63.23%

YEAR-ON-YEAR CHANGE -23.7% (-1,968 BPS) TWITTER



21.85%

YEAR-ON-YEAR CHANGE +149% (+1,308 BPS) **PINTEREST** 



2.50%

YEAR-ON-YEAR CHANGE +88.0% (+117 BPS) INSTAGRAM



4.05%

YEAR-ON-YEAR CHANGE +345% (+314 BPS) YOUTUBE



6.41%

YEAR-ON-YEAR CHANGE +17.4% (+95 BPS)

REDDIT



0.18%

YEAR-ON-YEAR CHANGE -5.3% (-1 BP) TUMBLR



0.11%

YEAR-ON-YEAR CHANGE +57.1% (+4 BPS) UNKEDIN



1.67%

YEAR-ON-YEAR CHANGE +377% (+132 BPS) **VKONTAKTE** 



[N/A]

YEAR-ON-YEAR CHANGE

OTHER



YEAR-ON-YEAR CHANGE

[N/A]

HARE OF WE



SOURCE: STATC OUNTER, NOTES: SHARE DOES NOT INCLUDE TRAFFIC FROM MESSENGER PLATFORMS. DATA ARE ONLY AVAILABLE FOR A SELECTION OF PLATFORMS, AND PERCENTAGES REFLECT SHARE OF AVAILABLE PLATFORMS ONLY, FIGURES REPRESENT THE NUMBER OF WEB PAGE REFERRALS ORIGINATING FROM EACH SERVICE AS A PERCENTAGE OF TOTAL WEB PAGE REFERRALS ORIGINATING FROM THE AVAILABLE SELECTION OF SOCIAL MEDIA PLATFORMS ON ANY DEVICE IN NOVEMBER 2021. PERCENTAGE CHANGE VALUES REPRESENT RELATIVE YEAR-ON-YEAR CHANGE (LE. AN INCREASE OF 20% FROM A STARTING VALUE OF 50% WOULD EQUAL 60%, NOT 70%). "BPS" VALUES REPRESENT BASIS POINTS, AND INDICATE THE ABSOLUTE CHANGE FIGURES MAY NOT SUM TO 100% DUE TO ROUNDING.



# SOCIAL MEDIA PLATFORMS



#### **CHANGES IN META'S DATA REPORTING**

In Q4 2021, Meta made some important changes to how its self-service tools report the potential advertising reach of its platforms, including a move to publishing audience figures as a range instead of as an absolute number. Our analysis suggests that Meta also revised its base data, resulting in some important corrections to published audience figures for Facebook and Messenger. As a result, we are currently unable to provide any figures for changes over time in these platforms' audiences, and we advise readers **not to compare** the advertising audience figures for Facebook and Messenger contained within this report with figures published for those platforms in previous reports. For more information, please read our complete notes on data variance, potential mismatches, and curiosities: <a href="https://datareportal.com/notes-on-data">https://datareportal.com/notes-on-data</a>.

#### **FACEBOOK: ADVERTISING AUDIENCE OVERVIEW**

THE POTENTIAL AUDIENCE THAT MARKETERS CAN REACH WITH ADS ON FACEBOOK



POTENTIAL AUDIENCE THAT META REPORTS CAN BE REACHED WITH ADS ON FACEBOOK FACEBOOK'S POTENTIAL ADVERTISING REACH AS A PERCENTAGE OF TOTAL POPULATION FACEBOOK'S POTENTIAL ADVERTISING REACH AS A PERCENTAGE OF POPULATION AGED 13+ PERCENTAGE OF ITS AD AUDIENCE THAT FACEBOOK REPORTS IS FEMALE PERCENTAGE OF ITS AD AUDIENCE THAT FACEBOOK REPORTS IS MALE











11.40 MILLION 32.0%

40.7%

23.9%

76.1%



## **DEVICES USED TO ACCESS FACEBOOK**

SAUDI ARABIA

PERCENTAGE OF FACEBOOK'S ADVERTISING AUDIENCE THAT USES EACH DEVICE TO ACCESS THE PLATFORM, EITHER VIA AN APP OR A WEB BROWSER





99.5%

ONLY USE LAPTOP OR DESKTOP COMPUTER

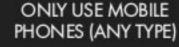


0.5%

USE BOTH COMPUTERS AND MOBILE PHONES



5.5%





94.0%



### **FACEBOOK ACTIVITY FREQUENCY**

THE NUMBER OF TIMES A "TYPICAL" USER AGED 18+ PERFORMS EACH ACTIVITY ON FACEBOOK







#### **FACEBOOK POST ENGAGEMENT BENCHMARKS**

FACEBOOK PAGE POST ENGAGEMENTS (REACTIONS, COMMENTS, AND SHARES) AS A PERCENTAGE OF TOTAL PAGE FANS



AVERAGE FACEBOOK POST **ENGAGEMENTS vs. PAGE** FANS: ALL POST TYPES

AVERAGE FACEBOOK POST **ENGAGEMENTS vs. PAGE FANS: PHOTO POSTS** 

AVERAGE FACEBOOK POST ENGAGEMENTS vs. PAGE **FANS: VIDEO POSTS** 

AVERAGE FACEBOOK POST **ENGAGEMENTS vs. PAGE** FANS: LINK POSTS

AVERAGE FACEBOOK POST **ENGAGEMENTS vs. PAGE FANS: STATUS POSTS** 











0.02%

0.03%

0.03%

0.005% 0.006%



#### YOUTUBE: ADVERTISING AUDIENCE OVERVIEW

THE POTENTIAL AUDIENCE THAT MARKETERS CAN REACH WITH ADS ON YOUTUBE



POTENTIAL REACH OF ADS ON YOUTUBE



29.30 MILLION

YOUTUBE AD REACH vs. TOTAL POPULATION



82.3%

YOUTUBE AD REACH vs. TOTAL INTERNET USERS



84.1%

YEAR-ON-YEAR CHANGE IN YOUTUBE AD REACH



+5.4% +1.5 MILLION

YOUTUBE'S ADVERTISING REACH: USERS AGED 18+



MILLION

YOUTUBE'S AD REACH AGE 18+ vs. TOTAL POPULATION AGE 18+



90.8%

FEMALE YOUTUBE AD REACH AGE 18+ vs. TOTAL YOUTUBE AD REACH AGE 18+



39.9%

MALE YOUTUBE AD REACH AGE 18+ vs. TOTAL YOUTUBE AD REACH AGE 18+



60.1%

23.13





### TOP YOUTUBE SEARCHES

QUERIES WITH THE GREATEST VOLUME OF YOUTUBE SEARCH ACTIVITY BETWEEN 01 JANUARY 2021 AND 31 DECEMBER 2021



#	SEARCH QUERY	INDEX
01	مسلسل	100
02	اغاني	83
03	شفاشفا	61
04	شفا	61
05	اغنية	61
06	اغنيه	57
07	شيلة	44
08	شيلات	43
09	مباشر	41
10	شيله	36

#	SEARCH QUERY	INDEX
11	بيبي	34
12	يبىييبي	32
13	اطفال	32
14	افلام	23
15		21
16	شبابالبومب	19
17	قصص	19
18	حبيبي	18
19	الهلال	18
20	راشدالماجد	15



#### **INSTAGRAM: ADVERTISING AUDIENCE OVERVIEW**

THE POTENTIAL AUDIENCE THAT MARKETERS CAN REACH WITH ADS ON INSTAGRAM



TOTAL POTENTIAL REACH OF ADS ON INSTAGRAM



15.45 MILLION

INSTAGRAM AD REACH



44.3%

INSTAGRAM AD REACH vs. TOTAL POPULATION



43.4%

INSTAGRAM AD REACH vs. POPULATION AGED 13+



55.2%

QUARTER-ON-QUARTER CHANGE IN INSTAGRAM AD REACH



-2.8% -450 THOUSAND

FEMALE INSTAGRAM AD REACH vs. TOTAL INSTAGRAM AD REACH



D)

YEAR-ON-YEAR CHANGE IN INSTAGRAM AD REACH



+3.0% +450 THOUSAND

MALE INSTAGRAM AD REACH vs. TOTAL INSTAGRAM AD REACH



58.4%



41.6%



#### **TIKTOK: ADVERTISING AUDIENCE OVERVIEW**

THE POTENTIAL AUDIENCE AGED 18+ THAT MARKETERS CAN REACH WITH ADS ON TIKTOK



POTENTIAL REACH OF ADS ONTIKTOK (AGE 18+ ONLY)



22.37 MILLION

TIKTOK AD REACH AGE 18+ vs. TOTAL INTERNET USERS



64.2%

TIKTOK AD REACH AGE 18+ vs. TOTAL POPULATION



62.9%



TIKTOK AD REACH AGE 18+ vs. POPULATION AGE 18+



87.9%

QUARTER-ON-QUARTER CHANGE IN TIKTOK AD REACH



+12.9% +2.5 MILLION

FEMALE TIKTOK AD REACH vs. TOTAL TIKTOK AD REACH



39.1%

YEAR-ON-YEAR CHANGE IN TIKTOK AD REACH



[NEW DATA POINT]

MALE TIKTOK AD REACH vs. TOTAL TIKTOK AD REACH



60.9%







#### **MESSENGER: ADVERTISING AUDIENCE OVERVIEW**

THE POTENTIAL AUDIENCE THAT MARKETERS CAN REACH WITH ADS ON FACEBOOK MESSENGER



POTENTIAL AUDIENCE THAT META REPORTS CAN BE REACHED WITH ADS ON MESSENGER MESSENGER'S POTENTIAL ADVERTISING REACH AS A PERCENTAGE OF TOTAL POPULATION MESSENGER'S POTENTIAL ADVERTISING REACH AS A PERCENTAGE OF POPULATION AGED 13+ PERCENTAGE OF ITS AD AUDIENCE THAT MESSENGER REPORTS IS FEMALE PERCENTAGE OF ITS AD AUDIENCE THAT MESSENGER REPORTS IS MALE











**7.70** MILLION

21.6%

27.5%

24.3%

**75.7%** 



#### LINKEDIN: ADVERTISING AUDIENCE OVERVIEW

THE POTENTIAL AUDIENCE THAT MARKETERS CAN REACH WITH ADS ON LINKEDIN



TOTAL POTENTIAL REACH OF ADS ON LINKEDIN



6.10 MILLION

LINKEDIN AD REACH vs. TOTAL INTERNET USERS



17.5%

LINKEDIN AD REACH vs. TOTAL POPULATION



17.1%

LINKEDIN AD REACH vs. POPULATION AGED 18+



24.0%

QUARTER-ON-QUARTER CHANGE IN LINKEDIN AD REACH



+5.2%

FEMALE LINKEDIN AD REACH vs. TOTAL LINKEDIN AD REACH



22.2%

YEAR-ON-YEAR CHANGE IN LINKEDIN AD REACH



+22.0%

MALE LINKEDIN AD REACH vs. TOTAL LINKEDIN AD REACH



77.8%



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#### **SNAPCHAT: ADVERTISING AUDIENCE OVERVIEW**

THE POTENTIAL AUDIENCE THAT MARKETERS CAN REACH WITH ADS ON SNAPCHAT



TOTAL POTENTIAL REACH OF ADS ON SNAPCHAT



20.20 MILLION

SNAPCHAT AD REACH vs. TOTAL INTERNET USERS



58.0%

SNAPCHAT AD REACH vs. TOTAL POPULATION



56.8%

SNAPCHAT AD REACH vs. POPULATION AGED 13+



72.2%

QUARTER-ON-QUARTER CHANGE IN SNAPCHAT AD REACH



+2.5% +500 THOUSAND

FEMALE SNAPCHAT AD REACH vs. TOTAL SNAPCHAT AD REACH



49.6%

YEAR-ON-YEAR CHANGE IN SNAPCHAT AD REACH



+3.1% +600 THOUSAND

MALE SNAPCHAT AD REACH vs. TOTAL SNAPCHAT AD REACH



49.6%



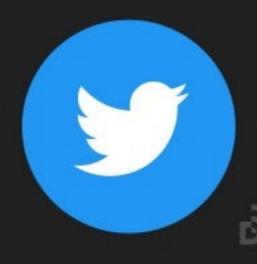


#### TWITTER: ADVERTISING AUDIENCE OVERVIEW

THE POTENTIAL AUDIENCE THAT MARKETERS CAN REACH WITH ADS ON TWITTER



POTENTIAL AUDIENCE THAT TWITTER REPORTS CAN BE REACHED WITH ADS ON TWITTER TWITTER'S POTENTIAL ADVERTISING REACH AS A PERCENTAGE OF TOTAL POPULATION TWITTER'S POTENTIAL ADVERTISING REACH AS A PERCENTAGE OF POPULATION AGED 13+ TWITTER'S POTENTIAL ADVERTISING REACH AS A PERCENTAGE OF TOTAL INTERNET USERS QUARTER-ON-QUARTER CHANGE IN TWITTER'S POTENTIAL ADVERTISING REACH











14.10 MILLION 39.6%

50.4%

40.5%

-0.7%





MOBILE

# MOBILE CONNECTIVITY

USE OF MOBILE PHONES AND DEVICES THAT CONNECT TO CELLULAR NETWORKS

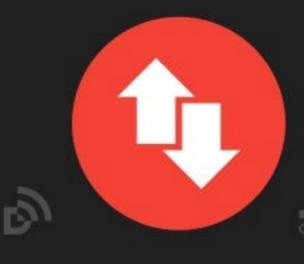


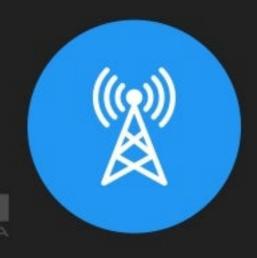
NUMBER OF CELLULAR MOBILE CONNECTIONS (EXCLUDING IOT) NUMBER OF CELLULAR MOBILE CONNECTIONS COMPARED WITH TOTAL POPULATION

YEAR-ON-YEAR CHANGE IN THE NUMBER OF CELLULAR MOBILE CONNECTIONS SHARE OF CELLULAR MOBILE CONNECTIONS THAT ARE BROADBAND (3G, 4G, 5G)









41.03 MILLION 115.3%

+3.3%

94.8%

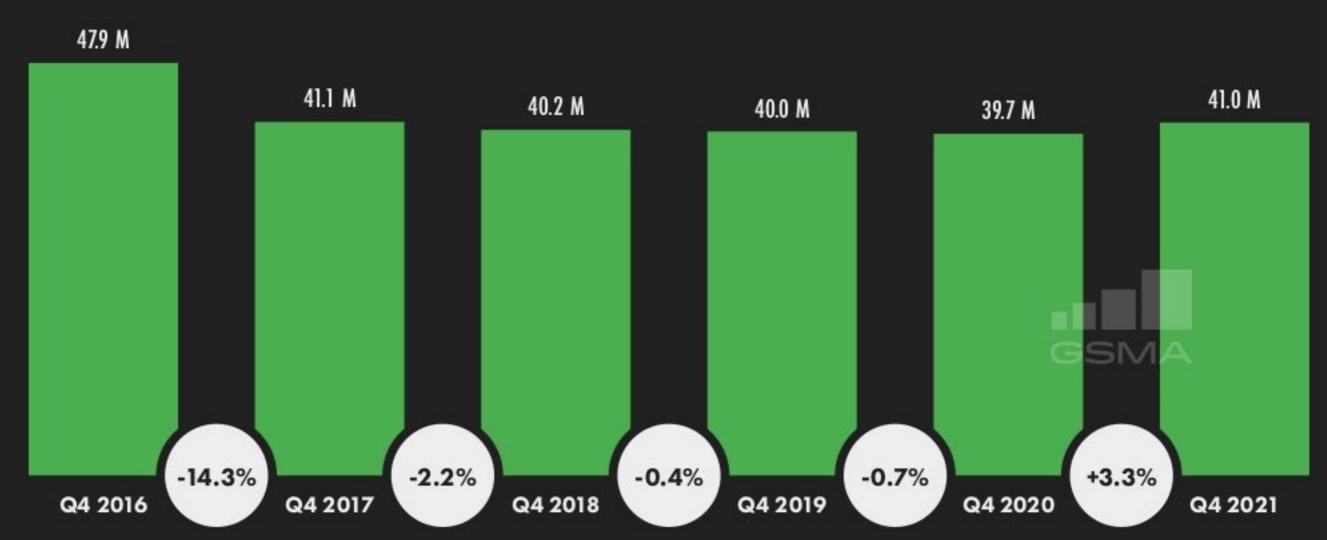




# CELLULAR MOBILE CONNECTIONS OVER TIME

NUMBER OF CELLULAR MOBILE CONNECTIONS AND YEAR-ON-YEAR CHANGE









# AFFORDABILITY OF MOBILE INTERNET ACCESS

THE COST OF BUYING A SMARTPHONE HANDSET AND 1GB OF CELLULAR MOBILE DATA, AND COMPARISONS WITH AVERAGE MONTHLY INCOME



PRICE OF THE CHEAPEST SMARTPHONE HANDSET (IN USD)



\$160.34

PRICE OF THE CHEAPEST SMARTPHONE HANDSET vs. AVERAGE INCOME



9.4%

AVERAGE PRICE OF 1GB OF CELLULAR MOBILE DATA (IN USD)



\$1.47

AVERAGE PRICE OF 1GB OF CELLULAR MOBILE DATA vs. AVERAGE INCOME



0.08%



# SHARE OF MOBILE WEB TRAFFIC BY MOBILE OS

PERCENTAGE OF WEB PAGE REQUESTS ORIGINATING FROM MOBILE HANDSETS RUNNING EACH MOBILE OPERATING SYSTEM



SHARE OF MOBILE WEB TRAFFIC ORIGINATING FROM ANDROID DEVICES SHARE OF MOBILE WEB TRAFFIC ORIGINATING FROM APPLE IOS DEVICES SHARE OF MOBILE WEB
TRAFFIC ORIGINATING FROM
SAMSUNG OS DEVICES

SHARE OF MOBILE WEB TRAFFIC ORIGINATING FROM KAI OS DEVICES SHARE OF MOBILE WEB TRAFFIC ORIGINATING FROM OTHER OS DEVICES











53.19%

46.69%

0.11%

0%

0.01%

YEAR-ON-YEAR CHANGE

YEAR-ON-YEAR CHANGE

YEAR-ON-YEAR CHANGE

[UNCHANGED]

YEAR-ON-YEAR CHANGE

YEAR-ON-YEAR CHANGE

-75.0% (-3 BPS)

-6.6% (-376 BPS)

+8.8% (+377 BPS)

+22.2% (+2 BPS)

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# MOBILE APP MARKET OVERVIEW

HEADLINES FOR MOBILE APP DOWNLOADS AND CONSUMER SPEND (IN U.S. DOLLARS) BETWEEN JANUARY AND DECEMBER 2021



TOTAL NUMBER OF MOBILE APP **DOWNLOADS** 

YEAR-ON-YEAR CHANGE IN THE TOTAL NUMBER OF MOBILE APP DOWNLOADS

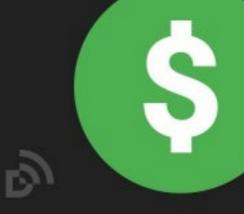
ANNUAL CONSUMER SPEND ON MOBILE APPS AND IN-APP PURCHASES (USD)

YEAR-ON-YEAR CHANGE IN CONSUMER SPEND ON MOBILE APPS AND IN-APP PURCHASES













1.83 BILLION

-3%

\$1.27 BILLION

+32%





**ECOMMERCE** 

# FINANCIAL INCLUSION FACTORS

PERCENTAGE OF THE POPULATION AGED 15+ THAT OWNS OR USES EACH PRODUCT OR SERVICE



ACCOUNT WITH A FINANCIAL INSTITUTION



71.7%

**FEMALE** 58.2%

MALE 80.5% CREDIT CARD **OWNERSHIP** 



16.3%

FEMALE 8.4%

MALE 21.4%

DEBIT CARD OWNERSHIP



66.8%

**FEMALE** 52.9%

MALE 75.9% MOBILE MONEY ACCOUNT (E.G. MPESA, GCASH)



**FEMALE** [N/A]

MALE [N/A]

MADE OR RECEIVED DIGITAL PAYMENTS IN THE PAST YEAR



61.2%

**FEMALE** 42.0%

MALE 73.7%

MADE A PURCHASE ON THE INTERNET IN THE PAST YEAR



24.9%

21.2%

MALE 27.4% USED ONLINE BANKING IN THE PAST YEAR



25.7%

**FEMALE** 15.3%

MALE 32.4%

USED THE INTERNET TO PAY BILLS IN THE PAST YEAR



30.6%

**FEMALE** 17.3%

MALE 39.2%

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**FEMALE** 



# WEEKLY ONLINE SHOPPING ACTIVITIES

PERCENTAGE OF INTERNET USERS AGED 16 TO 64 WHO ENGAGE IN SELECTED ECOMMERCE ACTIVITIES EACH WEEK



PURCHASED A PRODUCT OR SERVICE ONLINE

ORDERED GROCERIES VIA AN ONLINE STORE

BOUGHT A SECOND-HAND ITEM VIA AN ONLINE STORE

USED AN ONLINE PRICE COMPARISON SERVICE

USED A BUY NOW, PAY LATER SERVICE











49.1%

24.6%

**8.9**%

19.3%

15.2%

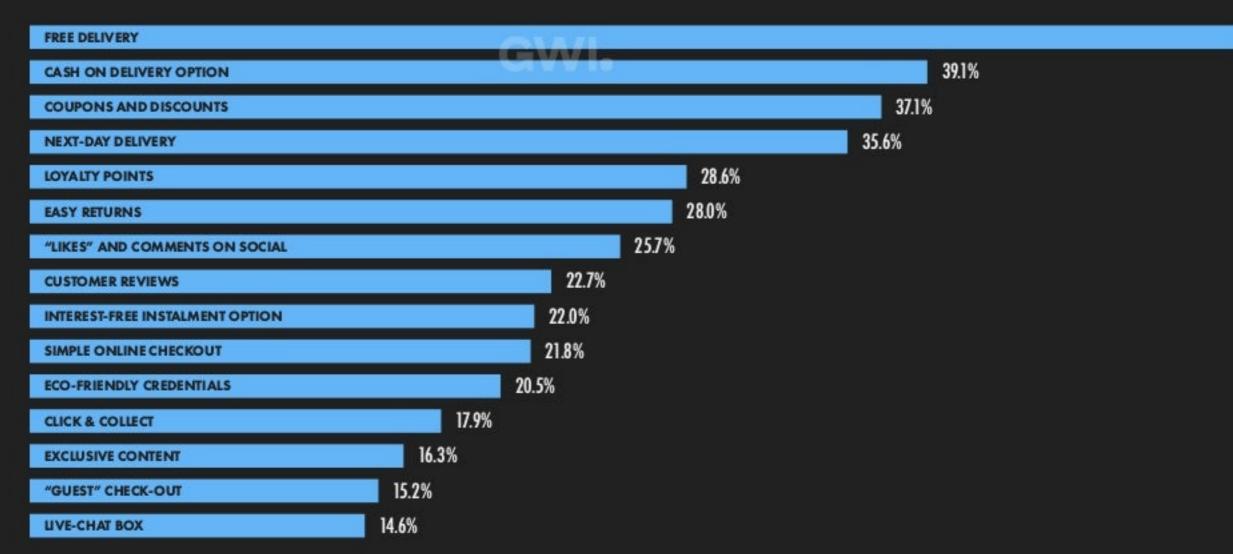


# **ONLINE PURCHASE DRIVERS**

PERCENTAGE OF INTERNET USERS AGED 16 TO 64 WHO SAY EACH FACTOR WOULD ENCOURAGE THEM TO COMPLETE AN ONLINE PURCHASE



52.7%







# **OVERVIEW OF CONSUMER GOODS ECOMMERCE**

HEADLINES FOR THE ADOPTION AND USE OF CONSUMER GOODS ECOMMERCE (B2C ONLY)



NUMBER OF PEOPLE PURCHASING CONSUMER GOODS VIA THE INTERNET

21.43

MILLION

YEAR-ON-YEAR CHANGE

+9.2% (+1.8 MILLION)



TOTAL ANNUAL SPEND ON ONLINE CONSUMER GOODS PURCHASES (USD)



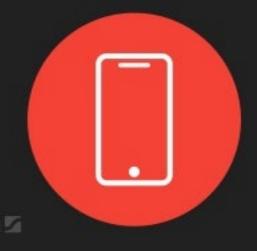
\$10.19 BILLION

YEAR-ON-YEAR CHANGE +17% (+\$1.5 BILLION) AVERAGE ANNUAL REVENUE PER CONSUMER GOODS ECOMMERCE USER (USD)



**\$475** 

SHARE OF CONSUMER GOODS ECOMMERCE SPEND ATTRIBUTABLE TO PURCHASES MADE VIA MOBILE PHONES



42.3%

YEAR-ON-YEAR CHANGE +7.1% (+\$31.61)

YEAR-ON-YEAR CHANGE +3.4% (+141 BPS)







# **ECOMMERCE: CONSUMER GOODS CATEGORIES**

ANNUAL SPEND IN EACH CONSUMER GOODS ECOMMERCE CATEGORY (U.S. DOLLARS, B2C ONLY)

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**ELECTRONICS** 



\$3.73 BILLION YEAR-ON-YEAR CHANGE +11% (+\$361 MILLION) **FASHION** 



\$3.17 BILLION YEAR-ON-YEAR CHANGE +26% (+\$651 MILLION)

FURNITURE

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\$277.6 MILLION YEAR-ON-YEAR CHANGE +23% (+\$52 MILLION) TOYS, HOBBY, DIY



\$493.2 MILLION YEAR-ON-YEAR CHANGE +25% (+\$99 MILLION)

PERSONAL & HOUSEHOLD CARE



\$2.01 BILLION YEAR-ON-YEAR CHANGE +10% (+\$185 MILLION) FOOD



\$313.2 MILLION YEAR-ON-YEAR CHANGE +46% (+\$99 MILLION) **BEVERAGES** 



\$50.55 MILLION YEAR-ON-YEAR CHANGE +24% (+\$9.9 MILLION) PHYSICAL MEDIA



\$145.1 MILLION YEAR-ON-YEAR CHANGE +17% (+\$21 MILLION)

3

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# TOP GOOGLE SHOPPING QUERIES

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多是值

ARABIA

QUERIES WITH THE GREATEST VOLUME OF GOOGLE SHOPPING SEARCH ACTIVITY BETWEEN 01 JANUARY 2021 AND 31 DECEMBER 2021

#	SEARCH QUERY	INDEX
01	جرير	100
02	ايكيا	56
03	SAMSUNG	56
04	نون	56
05		43
06		43
07	فيتامين	33
80	اكسترا	29
09	حراج	25
10	ايباد	23

#	SEARCH QUERY	INDEX
11	امازون	23
12	AMAZON	22
13	HUAWEI	21
14	NOON	21
15	IPHONE 11	19
16	ايفون 12	1 <i>7</i>
17	مكتبةجرير	16
18	ايفون [[	15
19	يوتيوب	12
20	IPHONE 12	12



# ONLINE TRAVEL AND TOURISM

ANNUAL SPEND ON ONLINE TRAVEL AND TOURISM SERVICES (U.S. DOLLARS)

statista -



**FLIGHTS** 



\$1.36 BILLION YEAR-ON-YEAR CHANGE -9.7% (-\$146 MILLION) CAR RENTALS



\$219.9 MILLION YEAR-ON-YEAR CHANGE -7.9% (-\$19 MILLION) TRAINS



\$40.49 MILLION YEAR-ON-YEAR CHANGE +46% (+\$13 MILLION) LONG-DISTANCE BUSES



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\$95.35 MILLION YEAR-ON-YEAR CHANGE +33% (+\$24 MILLION)

HOTELS



\$1.13 BILLION YEAR-ON-YEAR CHANGE +39% (+\$316 MILLION) PACKAGE HOLIDAYS



\$345.8 MILLION YEAR-ON-YEAR CHANGE +62% (+\$133 MILLION) VACATION RENTALS



\$270.1 MILLION YEAR-ON-YEAR CHANGE +14% (+\$33 MILLION) CRUISES



\$2.57 MILLION YEAR-ON-YEAR CHANGE +93% (+\$1.2 MILLION)

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# DIGITAL MEDIA SPEND

ANNUAL SPEND ON DIGITAL MEDIA DOWNLOADS AND SUBSCRIPTIONS





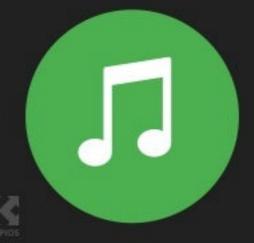
VIDEO GAMES

VIDEO-ON-DEMAND

EPUBLISHING



DIGITAL MUSIC



\$970.0 MILLION

YEAR-ON-YEAR CHANGE +16% (+\$131 MILLION) \$575.8 MILLION

YEAR-ON-YEAR CHANGE +15% (+\$73 MILLION) \$175.4

YEAR-ON-YEAR CHANGE +22% (+\$31 MILLION) \$126.9 MILLION

YEAR-ON-YEAR CHANGE +14% (+\$16 MILLION) \$91.96 MILLION

YEAR-ON-YEAR CHANGE +14% (+\$11 MILLION)





# ONLINE FOOD DELIVERY OVERVIEW

HEADLINES FOR THE ADOPTION AND USE OF ONLINE FOOD DELIVERY SERVICES



NUMBER OF PEOPLE
ORDERING FOOD DELIVERY
VIA ONLINE PLATFORMS

YEAR-ON-YEAR CHANGE IN THE NUMBER OF ONLINE FOOD DELIVERY USERS TOTAL ANNUAL VALUE OF ONLINE FOOD DELIVERY ORDERS (USD) YEAR-ON-YEAR CHANGE IN THE VALUE OF ONLINE FOOD DELIVERY ORDERS AVERAGE ANNUAL VALUE OF ONLINE FOOD DELIVERY ORDERS PER USER (USD)











**9.86** MILLION

+14.1% +1.2 MILLION \$1.91 BILLION

+15.5% +\$257 MILLION \$194 YOY: +1.2%



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# **OVERVIEW OF CONSUMER DIGITAL PAYMENTS**

HEADLINES FOR THE ADOPTION AND USE OF DIGITALLY ENABLED PAYMENT SERVICES BY END CONSUMERS



NUMBER OF PEOPLE MAKING DIGITAL PAYMENTS YEAR-ON-YEAR CHANGE IN THE NUMBER OF PEOPLE MAKING DIGITAL PAYMENTS TOTAL ANNUAL VALUE OF DIGITAL PAYMENT TRANSACTIONS (USD) YEAR-ON-YEAR CHANGE IN THE VALUE OF DIGITAL PAYMENT TRANSACTIONS AVERAGE ANNUAL VALUE OF DIGITAL PAYMENTS PER USER (USD)











**29.07** MILLION

+11.1% +2.9 MILLION \$34.89 BILLION +28.5% +\$7.7 BILLION

\$1,200 YOY: +16%



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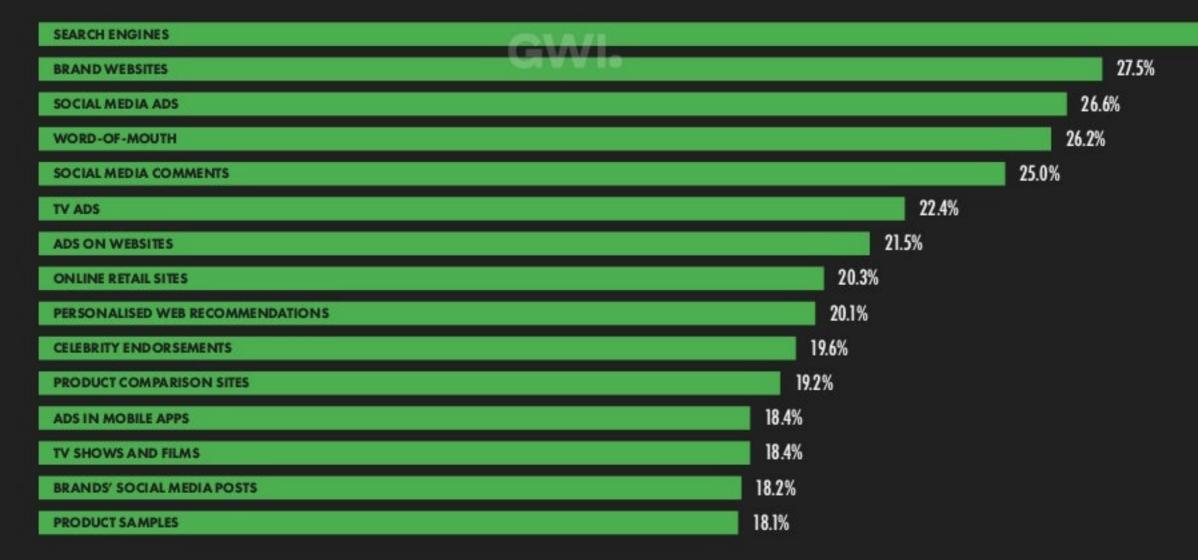
# DIGITAL MARKETING

# **SOURCES OF BRAND DISCOVERY**

SAUDI ARABIA

31.3%

PERCENTAGE OF INTERNET USERS AGED 16 TO 64 WHO DISCOVER NEW BRANDS, PRODUCTS, AND SERVICES VIA EACH CHANNEL OR MEDIUM





# **ENGAGEMENT WITH DIGITAL MARKETING**

PERCENTAGE OF INTERNET USERS AGED 16 TO 64 WHO SAY THEY ENGAGE IN EACH KIND OF ONLINE ACTIVITY



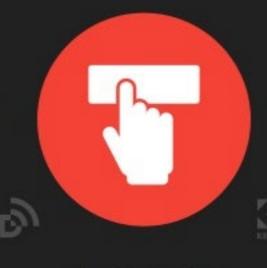
RESEARCH BRANDS ONLINE BEFORE MAKING A PURCHASE VISITED A BRAND'S WEBSITE IN THE PAST 30 DAYS

CLICKED OR TAPPED ON A BANNER AD ON A WEBSITE IN THE PAST 30 DAYS CLICKED OR TAPPED ON A SPONSORED SOCIAL MEDIA POST IN THE PAST 30 DAYS

DOWNLOADED OR USED A BRANDED MOBILE APP IN THE PAST 30 DAYS











48.6%

57.4%

16.1%

12.1%

20.3%



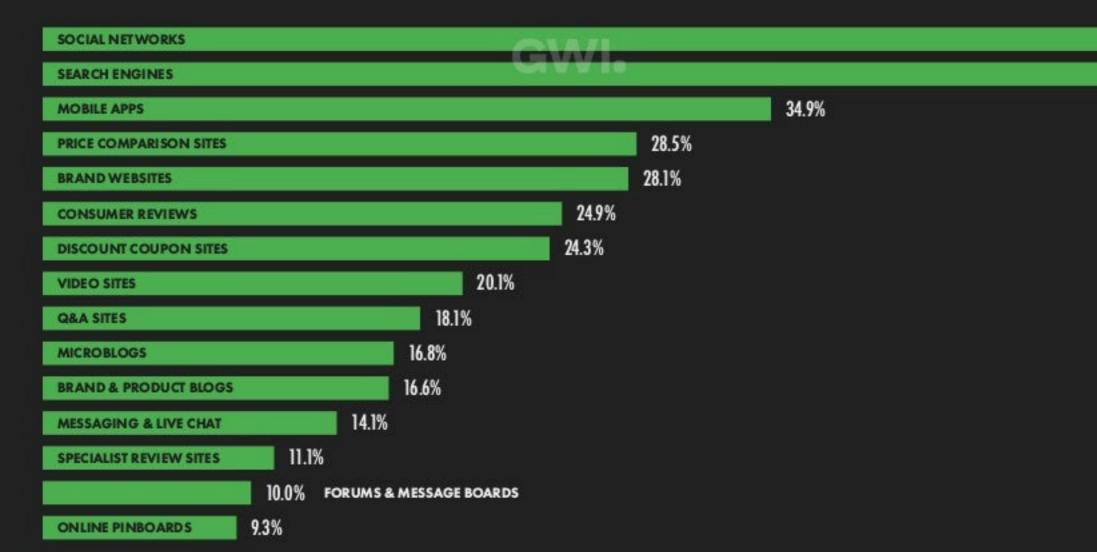
# MAIN CHANNELS FOR ONLINE BRAND RESEARCH

SAUDI ARABIA

58.0%

55.1%

PERCENTAGE OF INTERNET USERS AGED 16 TO 64 WHO USE EACH CHANNEL AS A PRIMARY SOURCE OF INFORMATION WHEN RESEARCHING BRANDS





# VALUE OF THE DIGITAL ADVERTISING MARKET

ANNUAL SPEND ON DIGITAL ADVERTISING, WITH DETAIL BY ADVERTISING FORMAT (U.S. DOLLARS)





CLASSIFIEDS

\$1.13 BILLION

YEAR-ON-YEAR CHANGE +21% (+\$193 MILLION) \$454.9 MILLION

YEAR-ON-YEAR CHANGE +26% (+\$95 MILLION) \$506.4 MILLION

YEAR-ON-YEAR CHANGE +16% (+\$70 MILLION) \$102.5 MILLION

YEAR-ON-YEAR CHANGE +26% (+\$21 MILLION) \$65.73

YEAR-ON-YEAR CHANGE +12% (+\$7.0 MILLION)





# SOCIAL MEDIA ADVERTISING OVERVIEW

SOCIAL MEDIA'S SHARE OF THE DIGITAL ADVERTISING MARKET



SOCIAL MEDIA'S SHARE OF TOTAL DIGITAL ADVERTISING SPEND

YEAR-ON-YEAR CHANGE IN SOCIAL MEDIA'S SHARE OF TOTAL DIGITAL ADVERTISING SPEND

**ANNUAL SPEND** ON SOCIAL MEDIA ADVERTISING (USD) YEAR-ON-YEAR CHANGE IN SOCIAL MEDIA ADVERTISING SPEND









29.3%

-6.3% -198 BPS

\$330.5 MILLION

+13.0% +\$38 MILLION





# PROGRAMMATIC ADVERTISING OVERVIEW

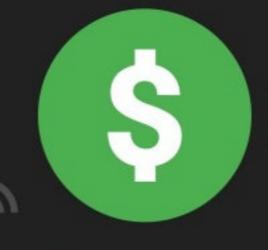
SHARE OF DIGITAL ADVERTISING FULFILLED VIA PROGRAMMATIC TECHNOLOGIES



PROGRAMMATIC'S SHARE OF TOTAL DIGITAL ADVERTISING SPEND YEAR-ON-YEAR CHANGE IN PROGRAMMATIC'S SHARE OF TOTAL DIGITAL ADVERTISING SPEND ANNUAL SPEND ON PROGRAMMATIC ADVERTISING (USD) YEAR-ON-YEAR CHANGE IN PROGRAMMATIC ADVERTISING SPEND (USD)









78.5%

+0.4%

\$886.1 MILLION +21.2% +\$155 MILLION





# MORE INFORMATION

FIND THOUSANDS OF REPORTS EXPLORING DIGITAL TRENDS IN EVERY COUNTRY IN THE WORLD IN OUR FREE ONLINE LIBRARY:

# DATAREPORTAL.COM/LIBRARY

### A B O U T W E A R E S O C I A L

We are a global socially-led creative agency, with unrivaled social media expertise.

With 1,000+ people in 15 offices spanning four continents, we deliver a global perspective to our clients in a time when social media is shaping culture.

We make ideas powered by people. We understand social behaviours within online communities, cultures and subcultures, spanning the social and gaming landscape.

We work with the world's biggest brands, including adidas, Samsung, Netflix and Google, to reach the right people in a strategic, relevant and effective way.

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### Hootsuite's Perspective

# **Digital Advertising Trends**



# Social ads blend in (to stand out)

Ads that interrupt the social media experience aren't working anymore. Consumers respond better to content that fits organically into the platforms they're using. In 2022, 51% of marketers say they plan to spend more on social advertising, according to our <u>Social Trends 2022 survey</u>. But to truly capture the attention of consumers, they'll have to get creative and ensure their ads mimic the social experiences offered by the individual networks.



# Integrated ad strategies boost ROI confidence

Of the marketers we surveyed, the majority of those *most* confident in quantifying the ROI of social have completely integrated their social advertising strategies with other channels like TV, print, OOH, and digital. Moving away from siloed social ad strategies not only allows businesses to better measure social's impact, but also helps increase the effectiveness of their other marketing activities.



# Paid and organic strategies unite

Our Social Trends 2022 survey shows that 92% of organizations have at least somewhat integrated their paid and organic social efforts. Social marketers have learned that even though paid and organic content can be used to achieve different goals, looking at both strategies holistically can bring about amazing results and accelerate growth.

With Hootsuite, you can manage your paid and organic content side-by-side.

Discover what Hootsuite Social Advertising can do for you.

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Kepios helps the world understand what's really happening online. In addition to producing the Global Digital Reports, we also offer:



### DIGITAL BRIEFINGS

Interactive briefings that make it easy to keep track of digital trends, and identify how evolving behaviours will impact future success.

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# REPORTS & CONTENT

We research and produce white-label content and cobranded reports that offer rich insights into what people everywhere are doing online.

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### CONSUMER RESEARCH

Go beyond headlines and hypotheses to understand what people are really doing online, and turn insights into actionable plans and results.

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18M+
consumers

40,000+ data points 4,000+ brands

40+
markets

GWI.



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Data. Insights. Impact.

<u>Semrush .Trends</u> provides instant market overview and competitive digital insights for those who are looking to grow their business.

It enables an in-depth view of market conditions and trends for creating a growth-driven marketing strategy.



Accurate data for real-time market and competitive insights



All-encompassing insights for any website, industry or market across 190 countries & regions



A single solution with 50+ tools for your strategic vision



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# NOTES ON DATA VARIANCE, MISMATCHES, AND CURIOSITIES

Note: This page is a summary of our comprehensive notes on data variance, potential mismatches, and curiosities, which you can read in full at https://datareportal.com/notes-on-data.

This report features data from a wide variety of different sources, including market research agencies, internet and social media companies, governments, public bodies, news media, and private individuals, as well as extrapolations and analysis of that data.

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

Please note that some data points may only be available for a limited selection of countries, so we may not be able to report the same data in all reports.

From time to time, we may also change the source (s) that we use to inform specific data points. As a result, some figures may appear to change in unexpected ways from one report to another. Wherever we're aware of these changes, we include details in the

footnotes of each relevant chart, but please use caution when comparing data from different reports, because changes to research samples, base data, research methodologies, and approaches to reporting may mean that values are not comparable.

Furthermore, due to the differing data collection and treatment methodologies, and the different periods during which data have been collected, there may be significant differences in the reported metrics for similar data points throughout this report. For example, data from surveys often varies over time, even if that data has been collected by the same organisation using the same approach in each wave of their research.

In particular, reports of internet user numbers vary considerably between different sources and over time. In part, this is because there are significant challenges associated with collecting, analysing, and publishing internet user data on a regular basis, not least because research into public internet use necessitates the use of face-to-face surveys. Different organisations may also adopt different approaches to sampling the population for research into internet use, and variations in areas such as the age range of the survey population, or the balance between urban and rural respondents, may play an important role in determining eventual findings. Note that COVID-19 has limited internet user research.

Prior to our Digital 2021 reports, we included data sourced from social media platforms' self-service advertising tools in our calculations of internet user numbers, but we no longer include this data in our internet user figures. This is because the user numbers reported by social media platforms are typically based on active user accounts, and may not represent unique individuals. For example, one person may maintain more than one active presence (account) on the same social media platform. Similarly, some accounts may represent 'non-human' entities, including: pets and animals; historical figures; businesses, causes, groups, and organisations; places of interest; etc.

As a result, the figures we report for social media users may exceed internet user numbers. However, while this may seem counter-intuitive or surprising, such instances do not represent errors in the data or in our reporting. Rather, these differences may indicate delays in the reporting of internet user numbers, or they may indicate higher instances of individuals managing multiple social media accounts, or 'non-human' social media accounts.

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.

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