

DIGITAL 2024

CHILE

THE ESSENTIAL GUIDE TO THE LATEST CONNECTED BEHAVIOURS





GLOBAL HEADLINES

GLOBAL DIGITAL HEADLINES

OVERVIEW OF THE ADOPTION AND USE OF CONNECTED DEVICES AND SERVICES



(0)



TOTAL **POPULATION**



we

8.08 **BILLION**

YEAR-ON-YEAR CHANGE

+0.9%

+74 MILLION

URBANISATION

57.7%

CELLULAR MOBILE CONNECTIONS



8.65 **BILLION**

YEAR-ON-YEAR CHANGE

+1.9%

+160 MILLION

TOTAL vs. POPULATION

107.0%

INDIVIDUALS USING THE INTERNET



5.35 **BILLION**

YEAR-ON-YEAR CHANGE

+1.8%

+97 MILLION

TOTAL vs. POPULATION

66.2%

SOCIAL MEDIA USER IDENTITIES



5.04 **BILLION**

YEAR-ON-YEAR CHANGE

+5.6%

+266 MILLION

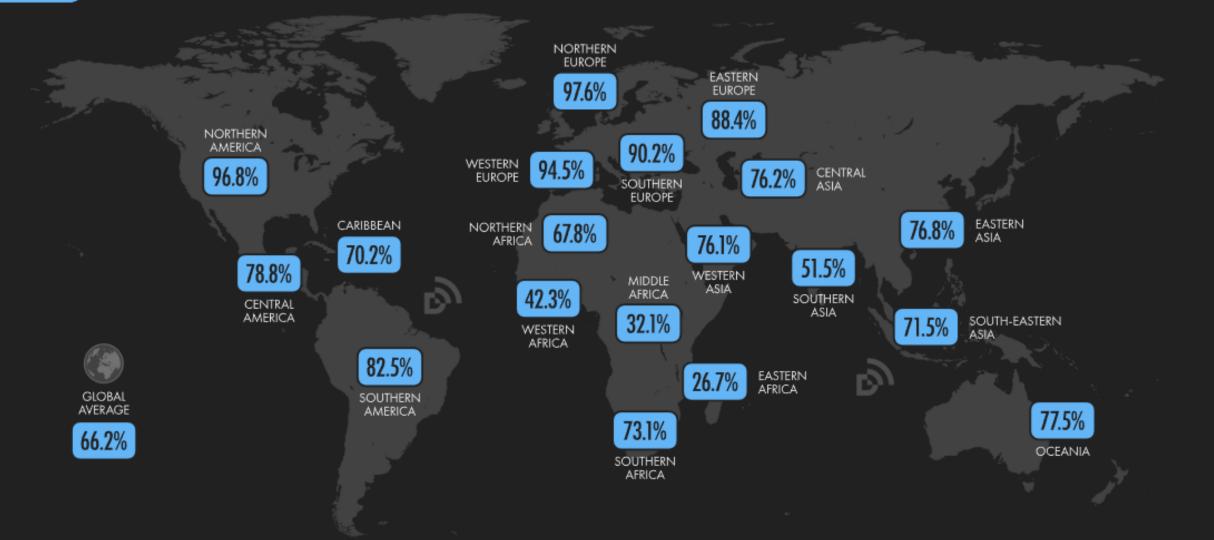
TOTAL vs. POPULATION

62.3%

INTERNET ADOPTION

INDIVIDUALS USING THE INTERNET AS A PERCENTAGE OF TOTAL POPULATION





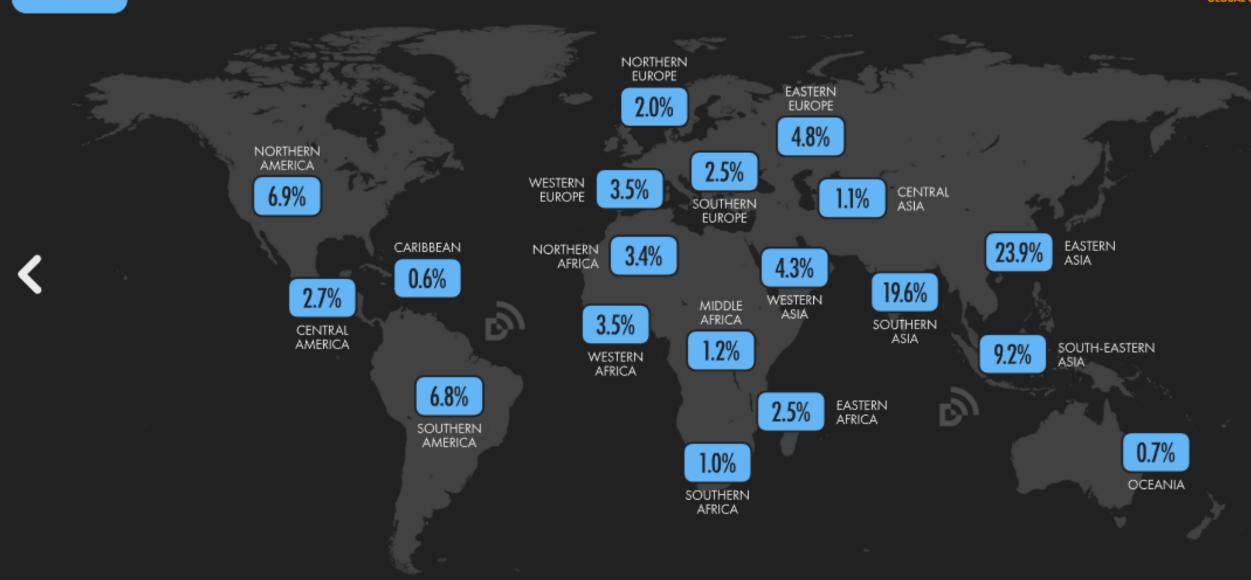




SHARE OF GLOBAL INTERNET USERS

INDIVIDUALS USING THE INTERNET IN EACH REGION AS A PERCENTAGE OF TOTAL INDIVIDUALS USING THE INTERNET AROUND THE WORLD





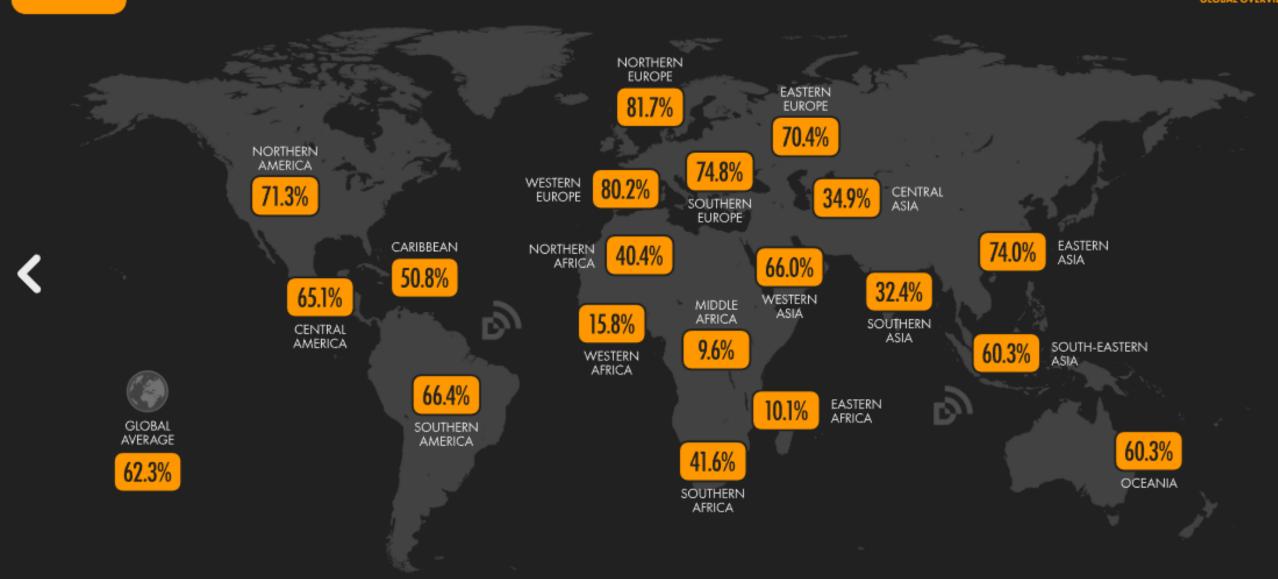




SOCIAL MEDIA USE vs. TOTAL POPULATION

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

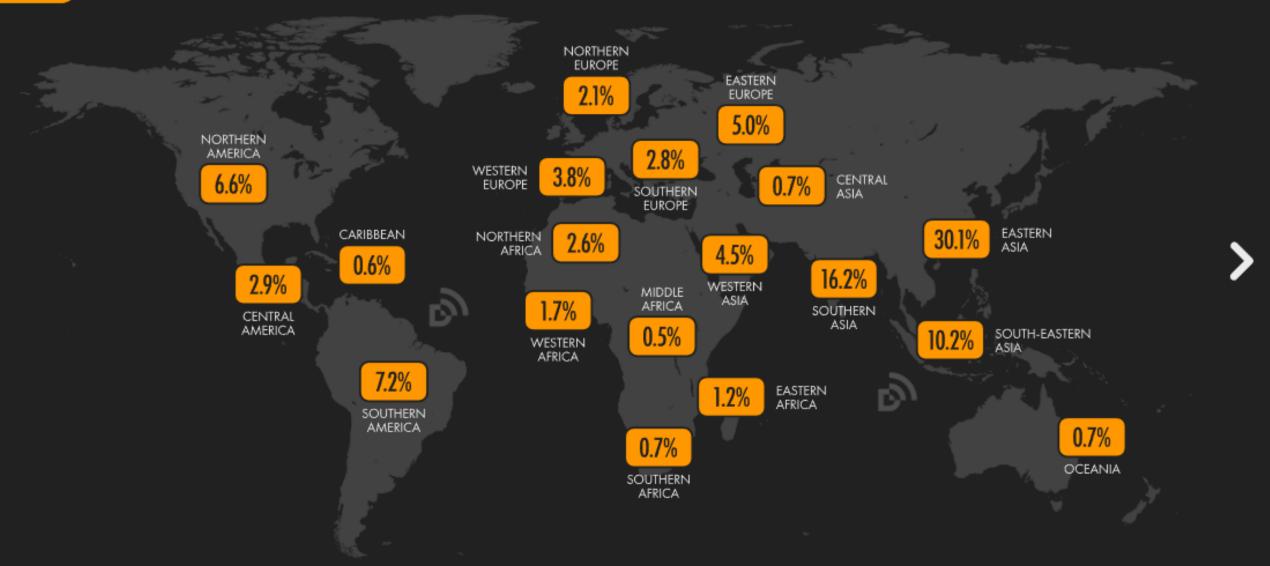




SHARE OF GLOBAL SOCIAL MEDIA USER IDENTITIES

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





SOURCES: KEPIOS ANALYSIS; COMPANY ADVERTISING RESOURCES AND ANNOUNCEMENTS; CNNIC, BETA RESEARCH CENTER, OCDH. ADVISORY: SOCIAL MEDIA USER IDENTITIES MAY NOT REPRESENT UNIQUE INDIVIDUALS. NOTES: FIGURES MAY NOT SUM TO 100% DUE TO ROUNDING. DOES NOT INCLUDE DATA FOR SYRIA. REGIONS BASED ON THE UNITED NATIONS GEOSCHEME. COMPARABILITY: SOURCE AND METHODOLOGY CHANGES; BASE REVISIONS. SEE NOTES ON DATA.

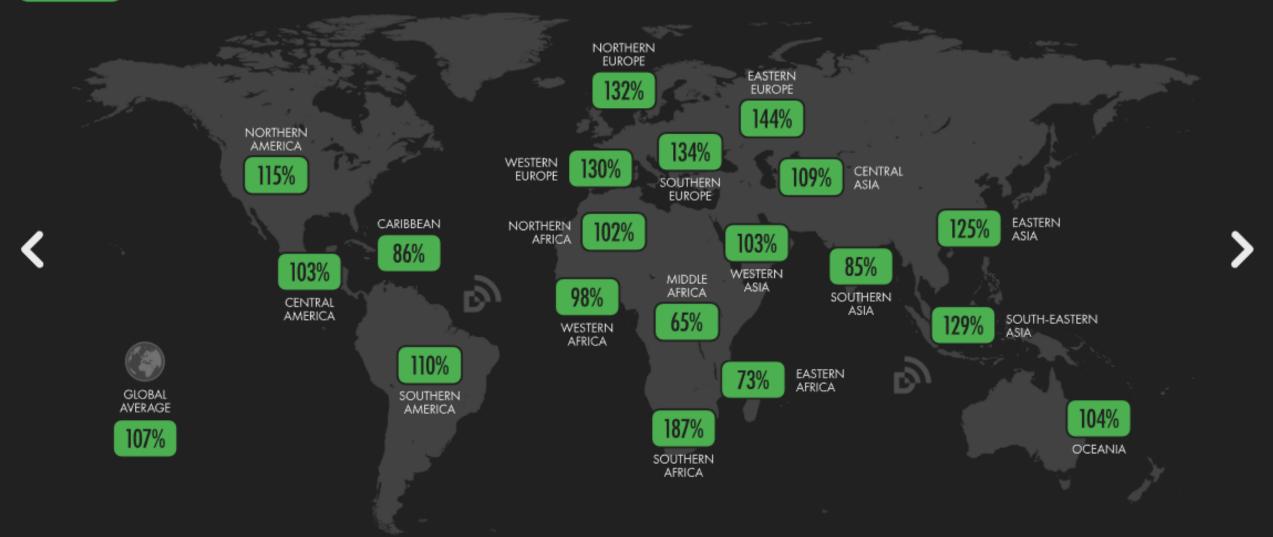




MOBILE CONNECTIVITY

CELLULAR MOBILE CONNECTIONS COMPARED WITH TOTAL POPULATION







EXPLORE OUR FLAGSHIP DIGITAL 2024 REPORTS





2024 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 2024
LOCAL COUNTRY HEADLINES REPORT, WITH
ESSENTIAL STATS FOR DIGITAL ADOPTION
IN EVERY COUNTRY AROUND THE WORLD



CHILE

CHILE

OVERVIEW OF THE ADOPTION AND USE OF CONNECTED DEVICES AND SERVICES



(0)



TOTAL **POPULATION**



we are. CELLULAR MOBILE CONNECTIONS



30.16 **MILLION**

YEAR-ON-YEAR CHANGE

+4.6% +1.3 MILLION

TOTAL vs. POPULATION

INDIVIDUALS USING THE INTERNET



17.88 MILLION

YEAR-ON-YEAR CHANGE

+0.5% +90 THOUSAND

TOTAL vs. POPULATION 91.0%

SOCIAL MEDIA **USER IDENTITIES**



15.20 **MILLION**

YEAR-ON-YEAR CHANGE

-1.3% -200 THOUSAND

TOTAL vs. POPULATION

77.4%

19.64 **MILLION**

YEAR-ON-YEAR CHANGE

+0.1% +29 THOUSAND

URBANISATION

88.1%

153.5%

we social

Meltwater



POPULATION ESSENTIALS

POPULATION ESSENTIALS

DEMOGRAPHICS AND OTHER KEY INDICATORS

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TOTAL POPULATION



19.64 MILLION

FEMALE POPULATION



50.4%

MALE POPULATION



49.6%

YEAR-ON-YEAR CHANGE IN TOTAL POPULATION



+0.1% +29 THOUSAND MEDIAN AGE OF THE POPULATION



36.0

URBAN POPULATION



88.1%

POPULATION DENSITY (PEOPLE PER KM²)



26.1

OVERALL LITERACY (ADULTS AGED 15+)



97.2%

FEMALE LITERACY (ADULTS AGED 15+)



97.1%

MALE LITERACY (ADULTS AGED 15+)



97.2%



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POPULATION OVER TIME

POPULATION BY YEAR, WITH YEAR-ON-YEAR CHANGE

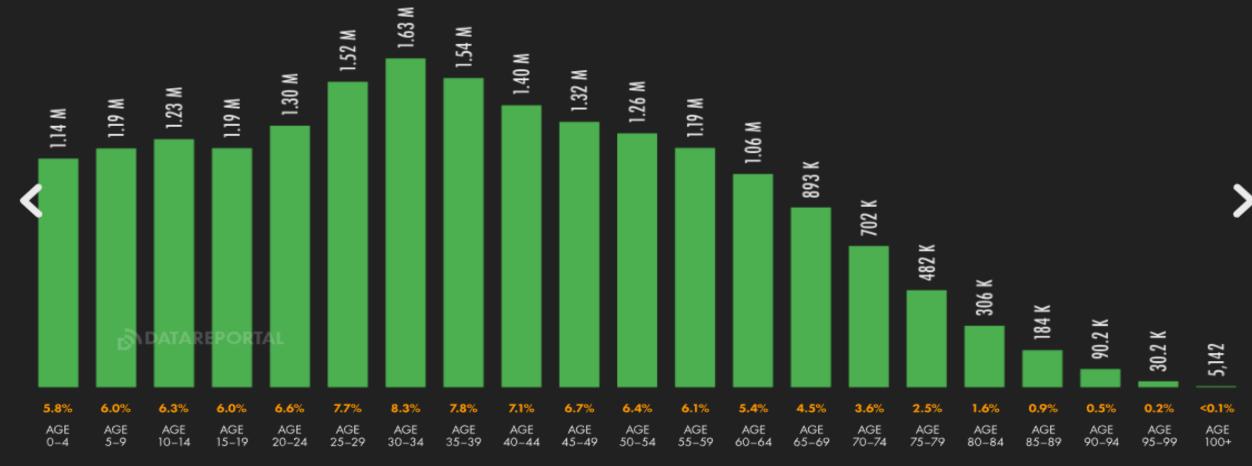




AGE DISTRIBUTION OF THE POPULATION

THE NUMBER OF PEOPLE IN EACH AGE GROUP, AND ASSOCIATED SHARE OF THE POPULATION











FINANCIAL AND DEVELOPMENTAL INDICATORS

WORLD BANK INDICATORS FOR FINANCIAL DEVELOPMENT, ACCESS TO ESSENTIAL SERVICES, AND DEVICE OWNERSHIP



GROSS DOMESTIC PRODUCT (CURRENT U.S. DOLLARS)





\$597.5

PERCENTAGE OF THE POPULATION EARNING LESS THAN \$3.65 (2017, PPP) PER DAY

5344.4

BILLION



1.7%

GROSS DOMESTIC PRODUCT (PPP; CURRENT INTERNATIONAL DOLLARS)



BILLION

PERCENTAGE OF THE POPULATION WITH ACCESS TO BASIC DRINKING WATER



100%

GROSS DOMESTIC PRODUCT PER CAPITA (CURRENT U.S. DOLLARS)



\$17.3 **THOUSAND**

PERCENTAGE OF THE POPULATION WITH ACCESS TO BASIC SANITATION



100%

GROSS DOMESTIC PRODUCT PER CAPITA (PPP; CURRENT INTERNATIONAL DOLLARS)



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THOUSAND

PERCENTAGE OF THE POPULATION WITH ACCESS TO ELECTRICITY



100%

NET NATIONAL INCOME PER CAPITA (CURRENT U.S. DOLLARS)



THOUSAND

PERCENTAGE OF THE POPULATION THAT OWNS A MOBILE PHONE (ANY TYPE)



95.6%



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DEVICE OWNERSHIP

GWI.

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



ANY KIND OF MOBILE PHONE



98.7%

YEAR-ON-YEAR CHANGE +0.2% (+20 BPS)

> GAMES CONSOLE



33.8%

YEAR-ON-YEAR CHANGE

SMART PHONE



98.3%

YEAR-ON-YEAR CHANGE -0.1% (-10 BPS)

SMART WATCH OR SMART WRISTBAND



27.6%

YEAR-ON-YEAR CHANGE -8.3% (-250 BPS) FEATURE PHONE



9.3%

YEAR-ON-YEAR CHANGE +17.7% (+140 BPS)

> TV STREAMING DEVICE



28.4%

YEAR-ON-YEAR CHANGE +3.3% (+90 BPS)

LAPTOP OR DESKTOP COMPUTER



GWI.

69.1%

YEAR-ON-YEAR CHANGE -3.5% (-250 BPS)

> SMART HOME DEVICE



15.0%

YEAR-ON-YEAR CHANGE -2.0% (-30 BPS)

TABLET DEVICE



35.8%

YEAR-ON-YEAR CHANGE -6.5% (-250 BPS)

> VIRTUAL REALITY DEVICE



4.4%

YEAR-ON-YEAR CHANGE -35.3% (-240 BPS)







-5.6% (-200 BPS)

GWI.

GWI.

MEDIA USE

GWI.

(0)

THE PERCENTAGE OF INTERNET USERS AGED 16 TO 64 WHO CONSUME EACH MEDIA TYPE



USING THE INTERNET VIA A MOBILE PHONE



98.7%

YEAR-ON-YEAR CHANGE -0.010% (-1.0 BPS)

READING ONLINE PRESS CONTENT



77.2%

YEAR-ON-YEAR CHANGE -5.1% (-417 BPS) USING THE INTERNET VIA A LAPTOP, DESKTOP, OR TABLET



93.8%

YEAR-ON-YEAR CHANGE +0.4% (+35 BPS)

READING PHYSICAL PRESS CONTENT



56.2%

YEAR-ON-YEAR CHANGE -8.2% (-503 BPS) USING SOCIAL MEDIA



98.0%

YEAR-ON-YEAR CHANGE
-0.1% (-10 BPS)

LISTENING TO BROADCAST RADIO



73.1%

YEAR-ON-YEAR CHANGE -4.7% (-357 BPS) WATCHING LINEAR AND BROADCAST TV



GWI.

92.2%

YEAR-ON-YEAR CHANGE -2.5% (-233 BPS)

LISTENING TO MUSIC STREAMING SERVICES



73.1%

YEAR-ON-YEAR CHANGE -1.3% (-99 BPS) WATCHING STREAMING AND ON-DEMAND TV



76.3%

YEAR-ON-YEAR CHANGE -4.2% (-330 BPS)

> LISTENING TO PODCASTS



63.1%

year-on-year change

-2.1% (-133 BPS)

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GWI.



SOURCE: GWI [Q3 2023]. FIGURES REPRESENT THE FINDINGS OF A BROAD SURVEY OF INTERNET USERS AGED 16 TO 64. SEE GWI.COM. **NOTES:** PERCENTAGE CHANGE VALUES REPRESENT **RELATIVE** CHANGE (I.E. AN INCREASE OF 20% FROM A STARTING VALUE OF 50% WOULD EQUAL 60%, NOT 70%). "8PS" VALUES REPRESENT BASIS POINTS, AND INDICATE **ABSOLUTE** CHANGE. VALUE FOR BROADCAST RADIO DOES NOT INCLUDE INTERNET RADIO. **COMPARABILITY:** METHODOLOGY CHANGES. SEE NOTES ON DATA. **POTENTIAL MISMATCHES:** THE VALUES SHOWN HERE ARE BASED ON THE TIME THAT PEOPLE SAY THEY

GWI.

are.

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 31M

YEAR-ON-YEAR CHANGE -1.0% (-5 MINS)

TIME SPENT LISTENING TO MUSIC STREAMING SERVICES



2H 11M

YEAR-ON-YEAR CHANGE -2.4% (-3 MINS)

TIME SPENT WATCHING TELEVISION (BROADCAST AND STREAMING)



3H 43M

YEAR-ON-YEAR CHANGE
-14.9% (-38 MINS)

TIME SPENT LISTENING TO BROADCAST RADIO



1H 15M

YEAR-ON-YEAR CHANGE -1.9% (-1 MIN) TIME SPENT USING SOCIAL MEDIA



3H 22M

YEAR-ON-YEAR CHANGE
-2.8% (-5 MINS)

TIME SPENT LISTENING TO PODCASTS



OH 51M

YEAR-ON-YEAR CHANGE +3.9% (+1 MIN) TIME SPENT READING PRESS MEDIA (ONLINE AND PHYSICAL PRINT)



GWI.

1H 32M

YEAR-ON-YEAR CHANGE -11.8% (-12 MINS)

TIME SPENT USING A GAMES CONSOLE



OH 56M

YEAR-ON-YEAR CHANGE -13.9% (-9 MINS)







INTERNET



OVERVIEW OF INTERNET USE

ESSENTIAL INDICATORS OF INTERNET ADOPTION AND USE



TOTAL NUMBER OF INTERNET USERS



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INTERNET USERS vs. TOTAL POPULATION



YEAR-ON-YEAR CHANGE IN TOTAL INTERNET USERS



YEAR-ON-YEAR CHANGE IN INTERNET USERS vs. POPULATION



17.88 MILLION

91.0%

+0.5%

+0.4%

INDEXED INTERNET ADOPTION vs. GLOBAL AVERAGE



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PERCENTAGE OF INTERNET USERS ACCESSING VIA MOBILE PHONES



97.4%

AVERAGE DAILY TIME SPENT USING THE INTERNET



8H 31M

YEAR-ON-YEAR CHANGE IN DAILY TIME SPENT USING THE INTERNET



-1.0%

137.6

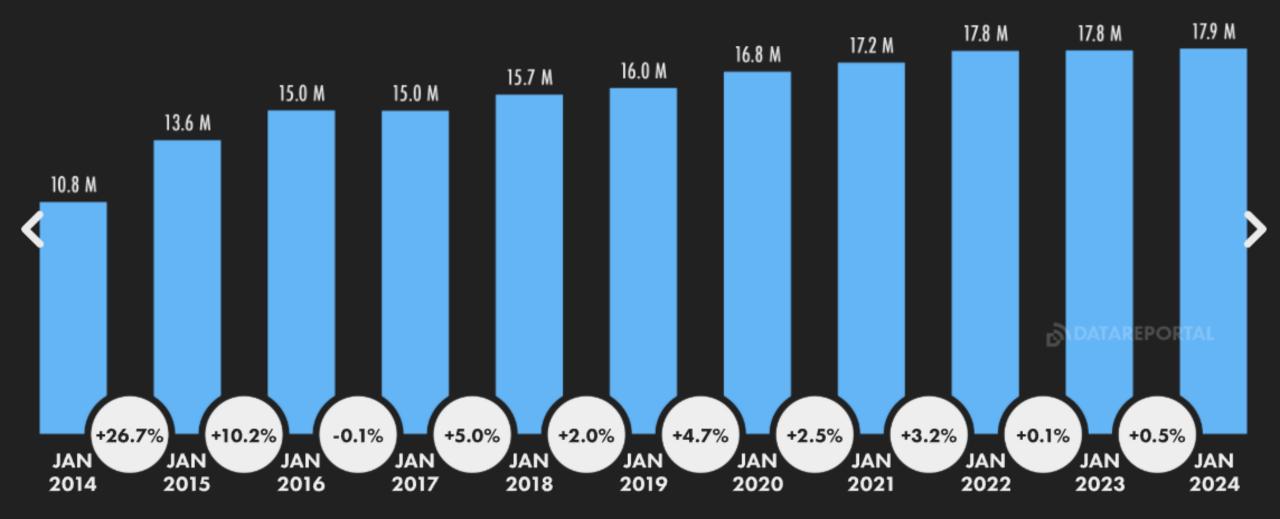




INTERNET USE OVER TIME (YOY)

NUMBER OF INDIVIDUALS USING THE INTERNET, AND YEAR-ON-YEAR CHANGE







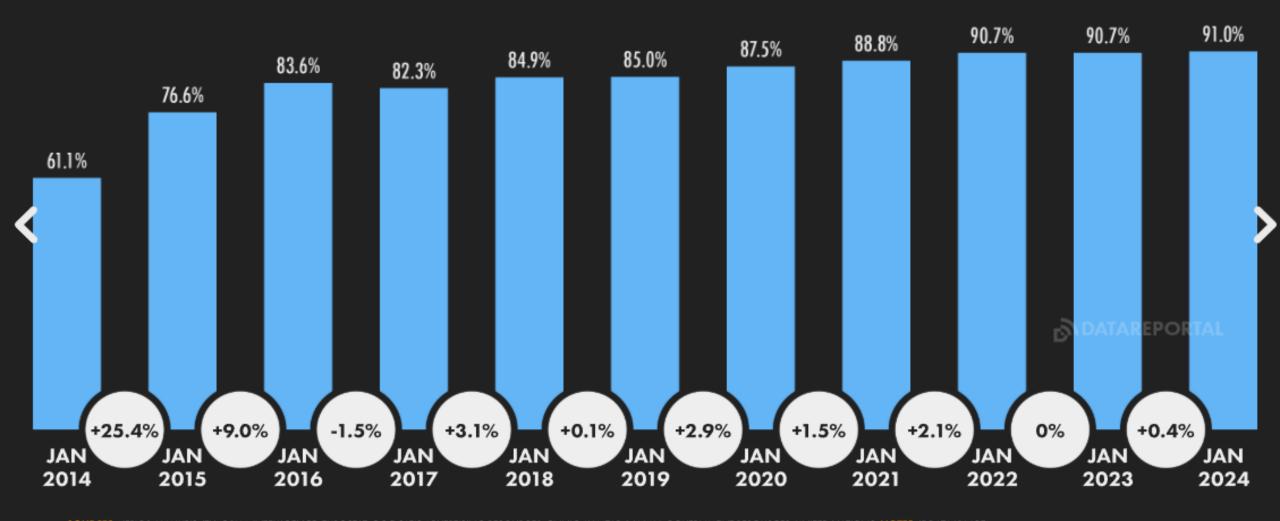




INTERNET ADOPTION RATE OVER TIME (YOY)

★ CHILE

NUMBER OF INDIVIDUALS USING THE INTERNET AS A PERCENTAGE OF TOTAL POPULATION, AND YEAR-ON-YEAR RELATIVE CHANGE







INTERNET USER PERSPECTIVES

INTERNET USER NUMBERS PUBLISHED BY DIFFERENT SOURCES



INTERNET USERS:



INTERNET USERS: CIA WORLD FACTBOOK



INTERNET USERS: INTERNETWORLDSTATS



17.81 MILLION

vs. POPULATION

90.7%

17.10 MILLION

vs. POPULATION

87.0%

18.84 MILLION

vs. POPULATION

95.9%









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

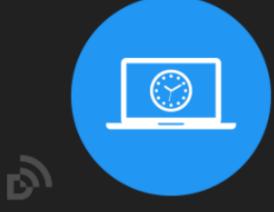
TIME SPENT USING THE INTERNET ON MOBILE PHONES

TIME SPENT USING THE INTERNET ON COMPUTERS AND TABLETS

MOBILE'S SHARE OF TOTAL DAILY INTERNET TIME









8H 31M

4H 48M

3H 42M

56.5%

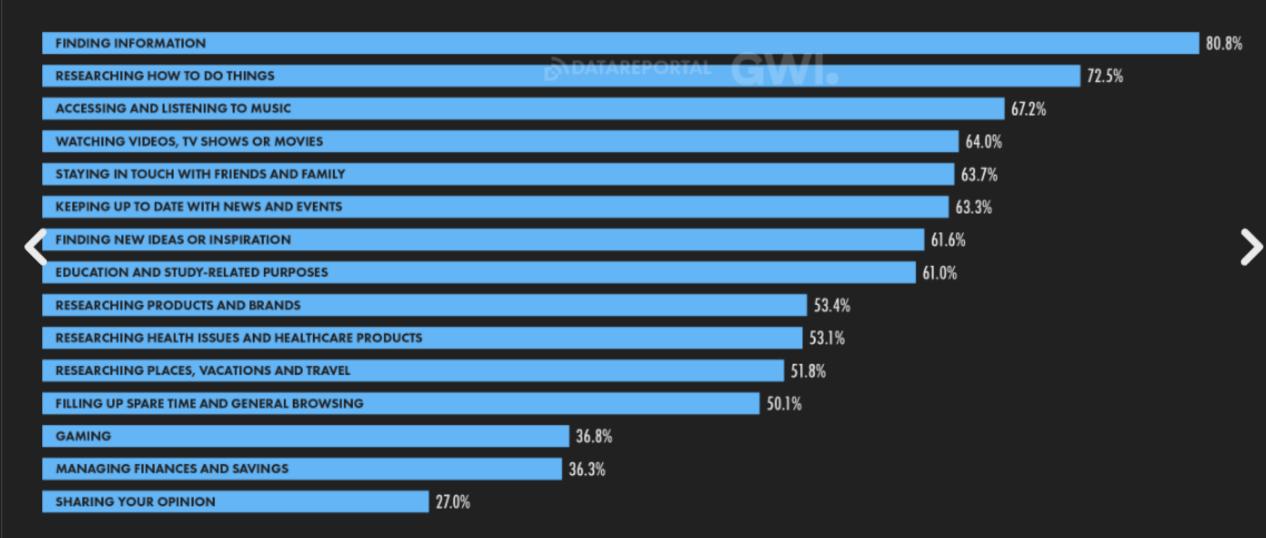




MAIN REASONS FOR USING THE INTERNET

* CHILE

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





DEVICES USED TO ACCESS THE INTERNET

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







97.4%

YEAR-ON-YEAR CHANGE +2.1% (+200 BPS)

PERSONAL LAPTOP OR DESKTOP



67.2%

YEAR-ON-YEAR CHANGE -5.6% (-400 BPS)

LAPTOP OR DESKTOP (ANY)



73.8%

GWI.

YEAR-ON-YEAR CHANGE -4.4% (-340 BPS)

> WORK LAPTOP OR DESKTOP



17.5%

YEAR-ON-YEAR CHANGE -37.7% (-1,060 BPS)

SMART PHONE



93.4%

YEAR-ON-YEAR CHANGE +1.6% (+150 BPS)

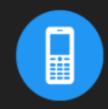
CONNECTED TELEVISION



44.8%

YEAR-ON-YEAR CHANGE -5.7% (-270 BPS)

FEATURE PHONE



GWI.

8.3%

YEAR-ON-YEAR CHANGE -9.8% (-90 BPS)

SMART HOME DEVICE



13.9%

GWI.

YEAR-ON-YEAR CHANGE +17.8% (+210 BPS)

TABLET DEVICE



28.6%

YEAR-ON-YEAR CHANGE
-2.1% (-60 BPS)

GAMES CONSOLE



17.4%

YEAR-ON-YEAR CHANGE
-4.4% (-80 BPS)

we are. . (0) Meltwater

SOURCE: GWI [Q3 2023]. FIGURES REPRESENT THE FINDINGS OF A BROAD SURVEY OF INTERNET USERS AGED 16 TO 64. SEE GWI COM. **NOTES:** "MOBILE PHONE (ANY)" INCLUDES USERS WHO ACCESS VIA A SMARTPHONE OR A FEATURE PHONE. "LAPTOP OR DESKTOP (ANY)" INCLUDES USERS WHO ACCESS VIA THEIR OWN COMPUTER OR A COMPUTER PROVIDED BY THEIR EMPLOYER. PERCENTAGE CHANGE VALUES

GWI.

INTERNET CONNECTION SPEEDS

MEDIAN SPEEDS AND LATENCY FOR MOBILE AND FIXED INTERNET CONNECTIONS

we

are. social



MEDIAN SPEED OF MOBILE INTERNET CONNECTIONS



YEAR-ON-YEAR CHANGE IN MEDIAN SPEED OF MOBILE INTERNET CONNECTIONS



MEDIAN SPEED OF FIXED INTERNET CONNECTIONS



YEAR-ON-YEAR CHANGE IN MEDIAN SPEED OF FIXED INTERNET CONNECTIONS



DOWNLOAD (MBPS)

34.77

UPLOAD (MBPS)

13.29

LATENCY (MS)

25

DOWNLOAD

OOKLY.

+34.5%

UPLOAD

+6.7%

LATENCY

+4.2%

DOWNLOAD (MBPS)

249.82

UPLOAD (MBPS)

168.92

LATENCY (MS)

6

DOWNLOAD

(0)

+15.4%

UPLOAD

+29.2%

LATENCY

0%

we are social



SHARE OF WEB TRAFFIC BY DEVICE

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



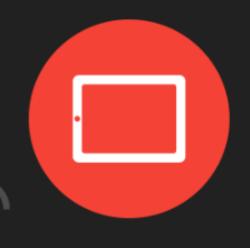
MOBILE PHONES



LAPTOP AND DESKTOP COMPUTERS



TABLET DEVICES



OTHER DEVICES



51.76%



-12.3% (-728 BPS)

47.15%

YEAR-ON-YEAR CHANGE

+18.1% (+722 BPS)

1.03%

YEAR-ON-YEAR CHANGE

+6.2% (+6 BPS)



YEAR-ON-YEAR CHANGE

[MINIMAL]

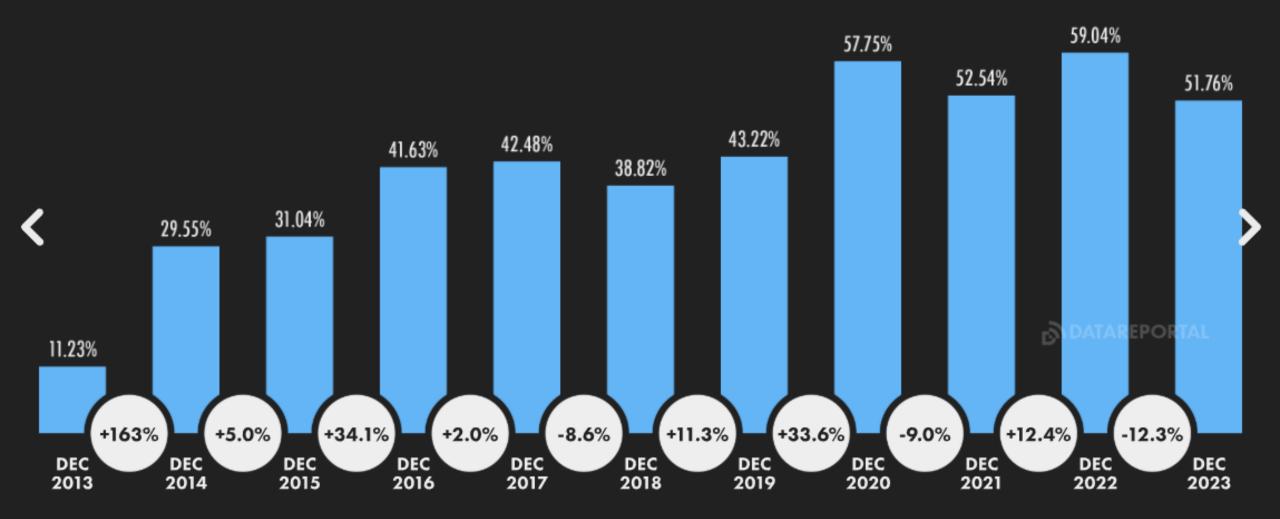




MOBILE'S SHARE OF WEB TRAFFIC (YOY)

★ CHILE

PERCENTAGE OF TOTAL WEB PAGES SERVED TO WEB BROWSERS RUNNING ON MOBILE PHONES

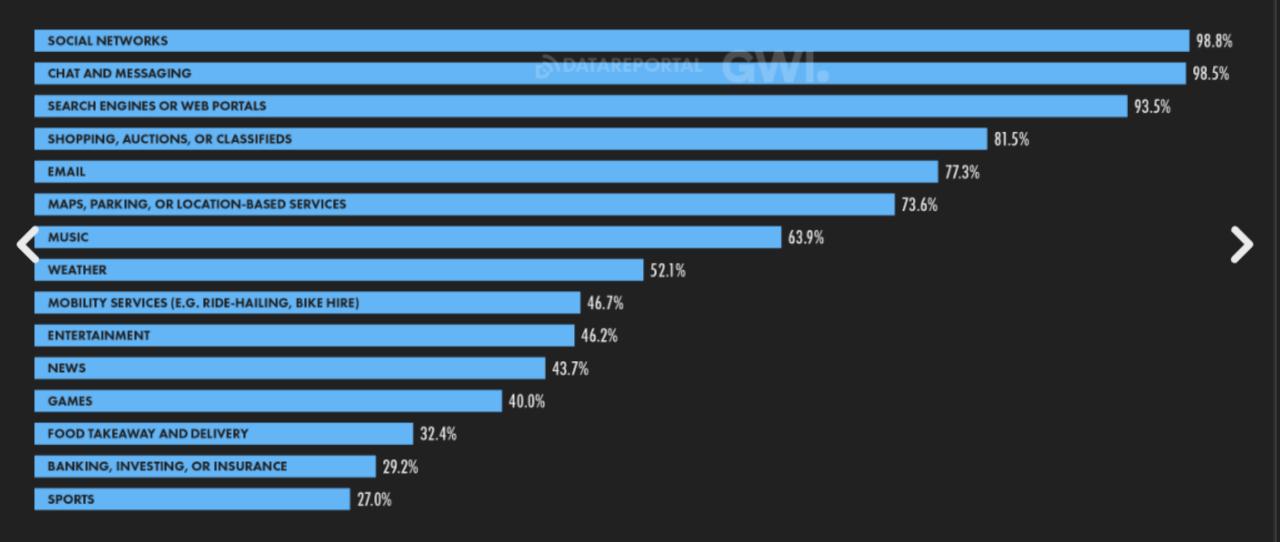




TOP TYPES OF WEBSITES VISITED AND APPS USED

★ CHILE

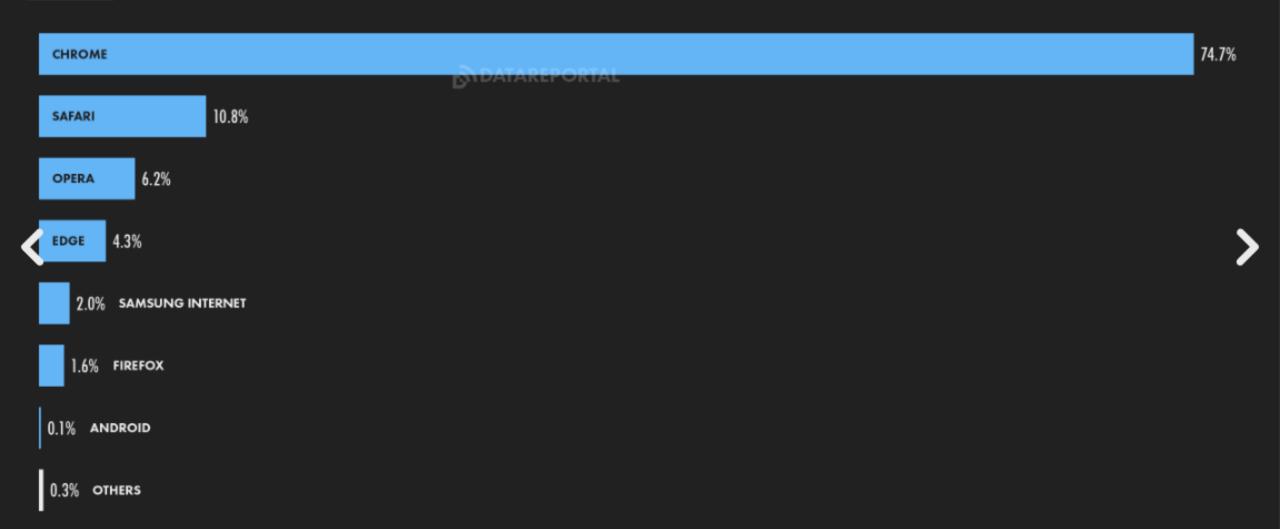
PERCENTAGE OF INTERNET USERS AGED 16 TO 64 WHO HAVE VISITED OR USED EACH KIND OF DIGITAL PROPERTY IN THE PAST MONTH



SHARE OF WEB TRAFFIC BY BROWSER

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







TOP WEBSITES: SIMILARWEB RANKING

★ CHILE

SIMILARWEB'S RANKING OF THE MOST VISITED WEBSITES, BASED ON WEBSITE TRAFFIC BETWEEN DECEMBER 2022 AND NOVEMBER 2023

#	WEBSITE	TOTAL VISITS (MONTHLY AVE.)	UNIQUE VISITORS (MONTHLY AVE.)	AVERAGE TIME PER VISIT	AVERAGE PAGES PER VISIT
01	GOOGLE.COM	676 M	14.2 M	11M 27S	8.4
02	YOUTUBE.COM	250 M	9.19 M	21M 34S	11.4
03	FACEBOOK.COM	105 M	7.45 M	9M 05S	<i>7</i> .8
04	INSTAGRAM.COM	71.0 M	8.52 M	10M 22S	12.9
05	BANCOESTADO.CL	55.1 M	8.47 M	4M 26S	6.8
06	WHATSAPP.COM	48.8 M	3.69 M	13M 49S	1.7
07	TWITTER.COM	46.7 M	7.00 M	10M 09S	9.0
08	XVIDEOS.COM	43.3 M	4.22 M	9M 54S	8.1
09	GOOGLE.CL	42.0 M	2.54 M	7M 24S	10.0
10	MERCADOLIBRE.CL	30.3 M	6.24 M	6M 56S	<i>7</i> .0

#	WEBSITE	TOTAL VISITS (MONTHLY AVE.)	UNIQUE VISITORS (MONTHLY AVE.)	AVERAGE TIME PER VISIT	AVERAGE PAGES PER VISIT
11	FALABELLA.COM	29.1 M	6.66 M	6M 22S	4.8
12	BIOBIOCHILE.CL	27.8 M	4.69 M	3M 47S	3.2
13	XNXX.COM	27.2 M	2.84 M	3M 57S	9.5
14	WIKIPEDIA.ORG	25.2 M	4.68 M	3M 51S	2.8
15	LIVE.COM	21.9 M	2.19 M	8M 36S	7.5
16	LATERCERA.COM	19.7 M	4.48 M	3M 29S	2.7
17	TRANSBANK.CL	18.4 M	5.78 M	4M 14S	7.3
18	NETFLIX.COM	17.9 M	2.15 M	5M 26S	4.4
19	EMOL.COM	1 <i>7.7</i> M	1.47M	5M 33S	2.9
20	CLAVEUNICA.GOB.CL	16.9 M	4.33 M	3M 06S	2.5





TOP WEBSITES: SEMRUSH RANKING

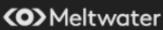
*

SEMRUSH'S RANKING OF THE MOST VISITED WEBSITES, BASED ON WEBSITE TRAFFIC BETWEEN 01 SEPTEMBER AND 30 NOVEMBER 2023

#	WEBSITE	TOTAL VISITS (MONTHLY AVE.)	UNIQUE VISITORS (MONTHLY AVE.)	AVERAGE TIME PER VISIT	AVERAGE PAGES PER VISIT
01	GOOGLE.COM	1.42 B	69.5 M	19M 27S	3.3
02	YOUTUBE.COM	786 M	40.7 M	34M 23S	5.5
03	XVIDEOS.COM	133 M	16.7 M	12M 20S	8.1
04	FACEBOOK.COM	120 M	25.3 M	20M 47S	2.3
05	animefly.net	119 M	9.24 M	29M 54S	3.3
06	PORNHUB.COM	113 M	16.6 M	10M 29S	6.9
07	INSTAGRAM.COM	81.4 M	19.4 M	21M 22S	2.2
08	JKANIME.NET	63.0 M	4.79 M	30M 16S	3.1
09	WIKIPEDIA.ORG	54.6 M	12.8 M	10M 40S	1.9
10	BIOBIOCHILE.CL	54.2 M	5.90 M	14M 42S	2.4

#	WEBSITE	TOTAL VISITS (MONTHLY AVE.)	UNIQUE VISITORS (MONTHLY AVE.)	AVERAGE TIME PER VISIT	AVERAGE PAGES PER VISIT
11	TWITTER.COM	51.5 M	14.1 M	18M 36S	1.8
12	GOOGLE.CL	51.1 M	5.51 M	14M 03S	3.5
13	XNXX.COM	47.9 M	8.63 M	10M 11S	6.7
14	TIKTOK.COM	43.4 M	13.9 M	08M 33S	1.9
15	BANCOESTADO.CL	42.7 M	11.9 M	06M 26S	2.9
16	WHATSAPP.COM	41.7 M	11.2 M	18M 35S	1.4
17	MERCADOLIBRE.CL	38.2 M	11.5 M	12M 20S	4.0
18	FALABELLA.COM	36.2 M	11.6 M	12M 10S	2.9
19	OLYMPUSV2.GG	35.3 M	1.15 M	24M 40S	2.1
20	EMOL:COM	35.3 M	3.64 M	14M 07S	2.4





SHARE OF SEARCH ENGINE REFERRALS

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



94.5% GOOGLE 3.5% BING YAHOO! DUCKDUCKGO 0.1% YANDEX 0.06% ECOSIA 0.02% BAIDU 0.06% OTHERS







TOP GOOGLE SEARCHES



QUERIES WITH THE GREATEST VOLUME OF GOOGLE SEARCH ACTIVITY BETWEEN 01 JANUARY 2023 AND 31 DECEMBER 2023

#	SEARCH QUERY	INDEX vs. TOP QUERY
01	TIEMPO	100
02	TRADUCTOR	51
03	EL TIEMPO D	30
04	YOUTUBE	26
05	WHATSAPP	26
06	GOOGLE	25
07	FALABELLA	20
08	EL TIEMPO EN	19
09	COIO COIO	18
10	CLIMA	1 <i>7</i>

#	SEARCH QUERY	INDEX vs. TOP QUERY	
11	BANCOESTADO	1 <i>7</i>	
12	WHATSAPP WEB	17	
13	BANCO ESTADO	15	
14	TIEMPO MAÑANA	15	
15	FACEBOOK	14	
16	INSTAGRAM	14	
1 <i>7</i>	DOLAR	14	
18	GMAIL	12	
19	RIPLEY	12	
20	BANCO CHILE	12	





ACCESSING ONLINE INFORMATION

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



USE A SEARCH ENGINE (E.G. GOOGLE, BING, DUCKDUCKGO) EACH MONTH

USE VOICE ASSISTANTS (E.G. SIRI, GOOGLE ASSISTANT) TO FIND INFORMATION EACH WEEK

VISIT SOCIAL NETWORKS TO LOOK FOR INFORMATION ABOUT BRANDS AND PRODUCTS



GWI.

12.1%

9

GWI.



58.6%

93.5%

USE IMAGE SEARCH TOOLS (E.G. GOOGLE LENS, PINTEREST LENS) ON MOBILE EACH MONTH



46.6%

SCAN A QR CODE ON A MOBILE PHONE EACH MONTH



53.6%

USE ONLINE TOOLS TO TRANSLATE TEXT INTO DIFFERENT LANGUAGES EACH WEEK



46.6%

WATCHING ONLINE VIDEO CONTENT

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



ANY KIND OF VIDEO



95.8%

YOY: [UNCHANGED]

EDUCATIONAL VIDEO



29.0%

YOY: +2.8% (+80 BPS)

MUSIC VIDEO



64.7%

GWI.

YOY: -2.3% (-150 BPS)

PRODUCT REVIEW VIDEO



26.0%

YOY: -3.3% (-90 BPS)

OR VIRAL VIDEO



48.7%

YOY: +2.7% (+130 BPS)

SPORTS CLIP OR HIGHLIGHTS VIDEO



23.9%

YOY: -9.8% (-260 BPS)

VIDEO LIVESTREAM



24.1%

GWI.

YOY: -18.6% (-550 BPS)

INFLUENCER VIDEOS AND VLOGS



15.9%

YOY: -9.1% (-160 BPS)

TUTORIAL OR HOW-TO VIDEO



31.8%

YOY: -0.3% (-10 BPS)

GAMING VIDEO



29.1%

YOY: -10.5% (-340 BPS)

44

SOURCE: GWI [Q3 2023]. FIGURES REPRESENT THE FINDINGS OF A BROAD SURVEY OF INTERNET USERS AGED 16 TO 64. SEE GWI, COM. **NOTES:** "YOY" FIGURES REPRESENT YEAR-ON-YEAR CHANGE. PERCENTAGE CHANGE VALUES REPRESENT RELATIVE CHANGE (I.E. AN INCREASE OF 20% FROM A STARTING VALUE OF 50% WOULD EQUAL 60%, NOT 70%). "BPS" VALUES REPRESENT BASIS POINTS, AN INDICATE THE ABSOLUTE CHANGE. **COMPARABILITY:** METHODOLOGY CHANGES. SEE NOTES ON DATA.

GWI.



GWI.



TV CONSUMPTION AND STREAMING

EXPLORING THE TV VIEWING BEHAVIOURS OF INTERNET USERS AGED 16 TO 64



PERCENTAGE OF INTERNET USERS WHO WATCH ANY KIND OF TV EACH MONTH



99.0%

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



98.0%

YEAR-ON-YEAR CHANGE IN INTERNET USERS WHO WATCH ANY KIND OF TV



-1.0% -100 BPS

DAILY TIME SPENT WATCHING TV CONTENT STREAMED OVER THE INTERNET



1H 29M

DAILY TIME THAT INTERNET USERS SPEND WATCHING ANY KIND OF TV



3H 43M

YEAR-ON-YEAR CHANGE IN DAILY TIME SPENT WATCHING STREAMING TV CONTENT



-14.8% **-15 MINS**

YEAR-ON-YEAR CHANGE IN DAILY TV VIEWING TIME (ALL FORMS OF CONTENT DELIVERY)



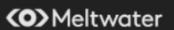
-14.9% **-38 MINS**

TIME SPENT WATCHING STREAMING TV CONTENT AS A PERCENTAGE OF TOTAL TV TIME











MOST STREAMED CONTENT ON NETFLIX

FLIXPATROL'S RANKING OF THE MOST STREAMED CONTENT ON NETFLIX FOR FULL-YEAR 2023



MOST STREAMED MOVIES ON NETFLIX

#	MOVIE NAME	INDEX
01	SING	100
02	LEO	55
03	SHREK	51
04	HUNGER	47
05	FORGOTTEN LOVE	44
06	YOU ARE SO NOT INVITED TO MY BAT MITZVAH	42
07	LEAVE THE WORLD BEHIND	41
08	LUTHER: THE FALLEN SUN	41
09	EXTRACTION 2	39
10	HEART OF STONE	37

MOST STREAMED TV SHOWS ON NETFLIX

#	TV SHOW NAME	INDEX
01	TIL MONEY DO US PART	100
02	PASIÓN DE GAVILANES	79
03	LA REINA DEL SUR	<i>7</i> 8
04	PABLO ESCOBAR: EL PATRÓN DEL MAL	41
05	KING THE LAND	36
06	THE NIGHT AGENT	30
07	PACT OF SILENCE	30
08	THE SURROGACY	30
09	PERFIL FALSO	28
10	LIEBES KIND	28





MOST STREAMED CONTENT ON DISNEY+

FLIXPATROL'S RANKING OF THE MOST STREAMED CONTENT ON DISNEY+ FOR FULL-YEAR 2023



MOST STREAMED MOVIES ON DISNEY+

#	MOVIE NAME	INDEX
01	coco	100
02	MOANA	87
03	TURNING RED	85
04	ENCANTO	69
05	ELEMENTAL	41
06	AVATAR: THE WAY OF WATER	34
07	RATATOUILLE	28
08	AVENGERS: ENDGAME	26
09	BLACK PANTHER: WAKANDA FOREVER	26
10	AVATAR	23

MOST STREAMED TV SHOWS ON DISNEY+

#	TV SHOW NAME	INDEX
01	BLUEY	100
02	MALCOLM IN THE MIDDLE	99
03	GRAVITY FALLS	69
04	JESSIE	56
05	I AM LUNA	46
06	THE MANDALORIAN	33
07	MIRACULOUS: TALES OF LADYBUG & CAT NOIR	28
08	THE SIMPSONS	27
09	LOKI	23
10	SECRET INVASION	1 <i>7</i>







MOST STREAMED CONTENT ON AMAZON PRIME

★ CHILE

FLIXPATROL'S RANKING OF THE MOST STREAMED CONTENT ON AMAZON PRIME VIDEO FOR FULL-YEAR 2023

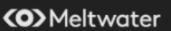
MOST STREAMED MOVIES ON AMAZON PRIME VIDEO

#	MOVIE NAME	INDEX
01	CULPA MÍA	100
02	SHOTGUN WEDDING	41
03	LAST SEEN ALIVE	40
04	FALL	39
05	DESCONECTADOS	36
06	JOHN WICK: CHAPTER 4	32
07	GUY RITCHIE'S THE COVENANT	28
08	ME BEFORE YOU	28
09	PLANE	27
10	FELIPE AVELLO: WELL DRESSED, WELL RECEIVED	27

MOST STREAMED TV SHOWS ON AMAZON PRIME VIDEO

#	TV SHOW NAME	INDEX
01	YO SOY BETTY LA FEA	100
02	THE GOOD DOCTOR	66
03	PA' QUERERTE	52
04	IRREVERSIBLE	26
05	PRECIOSAS	26
06	THE SUMMER I TURNED PRETTY	21
07	GEN V	17
08	THE LORD OF THE RINGS: THE RINGS OF POWER	17
09	RIGO	17
10	CASADO CON HIJOS	15







MOST STREAMED CONTENT ON HBO

FLIXPATROL'S RANKING OF THE MOST STREAMED CONTENT ON HBO FOR FULL-YEAR 2023



MOST STREAMED MOVIES ON HBO

#	MOVIE NAME	INDEX
01	HARRY POTTER AND THE PHILOSOPHER'S STONE	100
02	BLACK ADAM	74
03	SPIDER-MAN: NO WAY HOME	66
04	BULLET TRAIN	63
05	UNCHARTED	51
06	A MAN CALLED OTTO	50
07	THE FLASH	49
80	THE MEG	46
09	SHAZAM! FURY OF THE GODS	44
10	THE BATMAN	41

MOST STREAMED TV SHOWS ON HBO

#	TV SHOW NAME	INDEX
01	THE LAST OF US	100
02	SUCCESSION	86
03	LOVE, REASON, GET EVEN	77
04	FAMILY SECRETS	72
05	RICK AND MORTY	59
06	AND JUST LIKE THAT	51
07	THE GILDED AGE	46
08	30 COINS	45
09	SUPERMAN & LOIS	43
10	TWISTED METAL	36

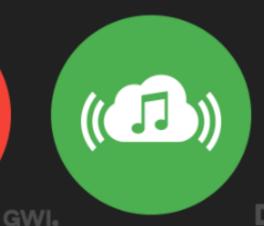


ONLINE AUDIO

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



WATCH OR LISTEN TO ONLINE MUSIC VIDEOS



LISTEN TO MUSIC

STREAMING SERVICES

LISTEN TO ONLINE RADIO SHOWS OR STATIONS



LISTEN TO PODCASTS



LISTEN TO AUDIO BOOKS



64.7%

46.5%

18.8%

23.4%

12.4%

YEAR-ON-YEAR CHANGE

-2.3% (-150 BPS)

YEAR-ON-YEAR CHANGE

+5.4% (+240 BPS)

YEAR-ON-YEAR CHANGE

-13.0% (-280 BPS)

YEAR-ON-YEAR CHANGE

-5.3% (-130 BPS)

YEAR-ON-YEAR CHANGE

-17.3% (-260 BPS)







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



84.7% YOY: -3.3% (-290 BPS)

SMARTPHONE



GWI.

55.8% YOY: -20.4% (-1,430 BPS)

LAPTOP OR DESKTOP



25.9% YOY: -34.4% (-1,360 BPS)

GAMES CONSOLE



GWI.

35.4% YOY: -1.1% (-40 BPS)

TABLET



16.6% YOY: +11.4% (+170 BPS) HAND-HELD GAMING DEVICE



16.3% YOY: +3.2% (+50 BPS) MEDIA STREAMING DEVICE



GWI.

9.7% YOY: +76.4% (+420 BPS)

VIRTUAL REALITY HEADSET



3.0% YOY: -44.4% (-240 BPS)

> we are. social





SMART HOME MARKET OVERVIEW

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



NUMBER OF HOMES WITH SMART HOME DEVICES



769.5
THOUSAND
YEAR-ON-YEAR CHANGE
+11.0% (+76 THOUSAND)

VALUE OF SMART HOME SECURITY DEVICE MARKET



\$32.22 MILLION EAR-ON-YEAR CHANG

YEAR-ON-YEAR CHANGE +16.3% (+\$4.5 MILLION)

TOTAL ANNUAL VALUE OF THE SMART HOME DEVICES MARKET



\$222.2 MILLION YEAR-ON-YEAR CHANGE +17.4% (+\$33 MILLION)

VALUE OF SMART HOME ENTERTAINMENT DEVICE MARKET



\$24.56 MILLION YEAR-ON-YEAR CHANGE +14.5% (+\$3.1 MILLION) VALUE OF SMART HOME APPLIANCES MARKET



\$104.9 MILLION YEAR-ON-YEAR CHANGE +15.7% (+\$14 MILLION)

VALUE OF SMART HOME COMFORT & LIGHTING MARKET



\$11.78 MILLION YEAR-ON-YEAR CHANGE +20.7% (+\$2.0 MILLION) VALUE OF SMART HOME CONTROL & CONNECTIVITY DEVICE MARKET



\$38.46 MILLION YEAR-ON-YEAR CHANGE +24.4% (+\$7.5 MILLION)

VALUE OF SMART HOME ENERGY MANAGEMENT MARKET



\$10.35 MILLION YEAR-ON-YEAR CHANGE +17.1% (+\$1.5 MILLION)







SOURCE: STATISTA DIGITAL MARKET OUTLOOK. SEE STATISTA.COM. 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 (INCLUDING SUBSCRIPTION FEES). DOES NOT INCLUDE SMART TVS, OR B2B OR C2C SALES. FIGURES REPRESENT ESTIMATES OF FULL-YEAR REVENUES FOR 2023 IN U.S. DOLLARS, AND COMPARISONS WITH EQUIVALENT VALUES FOR THE PREVIOUS CALENDAR YEAR COMPARABILITY: BASE CHANGES. SEE NOTES ON DATA.



AVERAGE ANNUAL REVENUE PER SMART HOME

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



PENETRATION OF SMART HOME DEVICES



13.9% YEAR-ON-YEAR CHANGE

+10.3% (+129 BPS)

ARPU: SPEND ON ALL SMART HOME DEVICES



\$289

YEAR-ON-YEAR CHANGE +5.8% (+\$15.80)

ARPU: SMART HOME APPLIANCES



\$258

YEAR-ON-YEAR CHANGE -7.0% (-\$19.30)

ARPU: SMART HOME CONTROL & CONNECTIVITY DEVICES



\$120

YEAR-ON-YEAR CHANGE -1.2% (-\$1.50)

ARPU: SMART HOME SECURITY DEVICES



\$71.08

YEAR-ON-YEAR CHANGE -7.4% (-\$5.67)

ARPU: SMART HOME ENTERTAINMENT DEVICES



YEAR-ON-YEAR CHANGE

ARPU: SMART HOME COMFORT & LIGHTING



\$31.39

YEAR-ON-YEAR CHANGE -3.4% (-\$1.11)

ARPU: SMART HOME ENERGY MANAGEMENT



\$33.41

YEAR-ON-YEAR CHANGE -9.6% (-\$3.55)

statista 🔽

\$52.17

-6.2% (-\$3.47)

SOURCE: STATISTA DIGITAL MARKET OUTLOOK. SEE STATISTA.COM. NOTES: "SMART HOME DEVICES" INCLUDE: DIGITALLY CONNECTED AND CONTROLLED HOME DEVICES THAT CAN BE REMOTELY FOR 2023 IN U.S. DOLLARS, AND COMPARISONS WITH EQUIVALENT VALUES FOR THE PREVIOUS CALENDAR YEAR. COMPARABILITY: BASE CHANGES, SEE NOTES ON DATA.





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)





29.2%

YOY: -5.5% (-170 BPS)

18.5%

YOY: -16.7% (-370 BPS)

9.1%

YOY: -21.6% (-250 BPS)



GWI.



ONLINE PRIVACY AND SECURITY

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

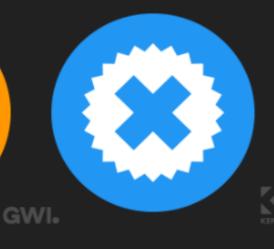


EXPRESS CONCERN ABOUT WHAT IS REAL vs. WHAT IS FAKE ON THE INTERNET

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











61.4%

46.3%

33.9%

24.0%

17.9%







OVERVIEW OF SOCIAL MEDIA USE

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



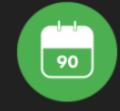
NUMBER OF SOCIAL MEDIA USER IDENTITIES

QUARTER-ON-QUARTER CHANGE IN SOCIAL MEDIA USER IDENTITIES YEAR-ON-YEAR CHANGE IN SOCIAL MEDIA USER IDENTITIES

AVERAGE DAILY TIME SPENT USING SOCIAL MEDIA AVERAGE NUMBER OF SOCIAL PLATFORMS USED EACH MONTH

















GWI.

we

are social

15.20 MILLION

0% [UNCHANGED]

-1.3% -200 THOUSAND 3H 22M YOY: -5 MINS **7.2**

SOCIAL MEDIA USER IDENTITIES vs. TOTAL POPULATION





SOCIAL MEDIA USER IDENTITIES AGED 18+ vs. POPULATION AGED 18+



89.4%





85.0%





53.7%

MALE SOCIAL MEDIA USER IDENTITIES vs. TOTAL SOCIAL MEDIA USER IDENTITIES



46.3%

SOURCES: KEPIOS ANALYSIS, COMPANY ADVERTISING RESOURCES; CNNIC, BETA RESEARCH CENTER; OCDH; U.N.; GWI (Q3 2023). NOTE: AVERAGE NUMBER OF PLATFORMS INCLUDES DATA FOR YOUTUBE.

ADVISORY: SOCIAL MEDIA USER IDENTITIES MAY NOT REPRESENT UNIQUE INDIVIDUALS. COMPARISONS WITH POPULATION AND INTERNET USERS MAY EXCEED 100% DUE TO DUPLICATE AND FAKE
ACCOUNTS, USER AGE MISSTATEMENTS, DIFFERENT REPORTING PERIODS, AND DIFFERENCES BETWEEN CENSUS COUNTS AND RESIDENT POPULATIONS. COMPARABILITY: SOURCE AND METHODOLOGY
CHANGES: BASE REVISIONS. SEE NOTES ON DATA.

(0)

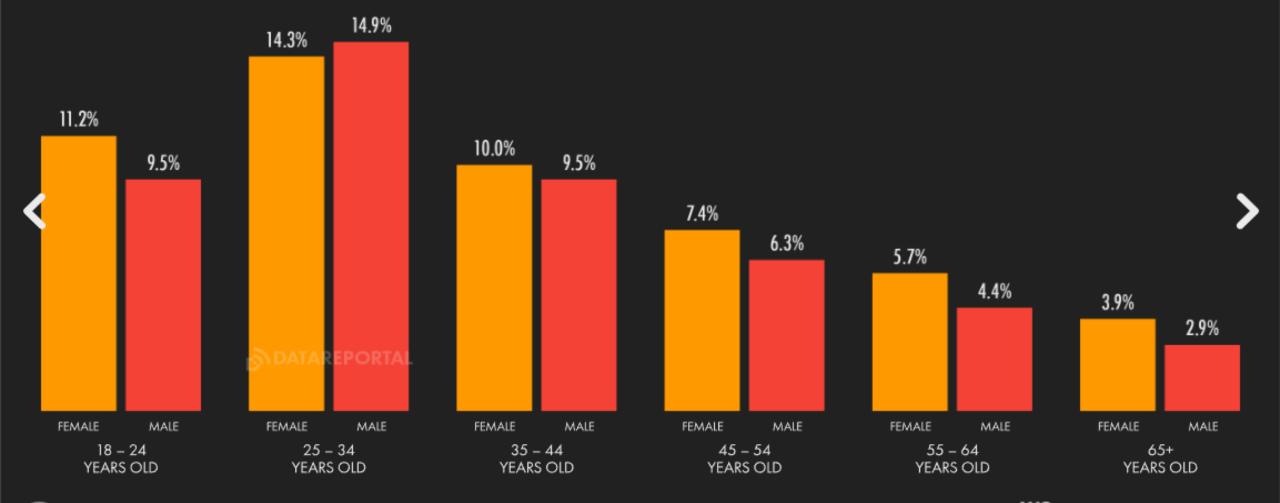




DEMOGRAPHIC PROFILE OF META'S AD AUDIENCE



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



MAIN REASONS FOR USING SOCIAL MEDIA

* CHILE

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

KEEPING IN TOUCH WITH FRIENDS AND FAMILY	-S DATAREPORTAL	GW/I	6	2.5%
READING NEWS STORIES	BIDAIANAI OMAL	CIAA1.	48.4%	
FINDING CONTENT (E.G. ARTICLES, VIDEOS)			45.3%	
FILLING SPARE TIME			42.7%	
FINDING PRODUCTS TO PURCHASE		36.6%		
FINDING INSPIRATION FOR THINGS TO DO AND BUY		34.7%		
WORK-RELATED NETWORKING OR RESEARCH		31.7%		>
FINDING LIKE-MINDED COMMUNITIES AND INTEREST GROUPS	25.8%			
WATCHING OR FOLLOWING SPORTS	23.7%			
SEEING CONTENT FROM YOUR FAVOURITE BRANDS	22.7%			
FOLLOWING CELEBRITIES OR INFLUENCERS	22.6%			
WATCHING LIVE STREAMS	22.1%			
POSTING ABOUT YOUR LIFE	21.6%			
MAKING NEW CONTACTS 2	0.8%			
SHARING AND DISCUSSING OPINIONS WITH OTHERS	0.6%			



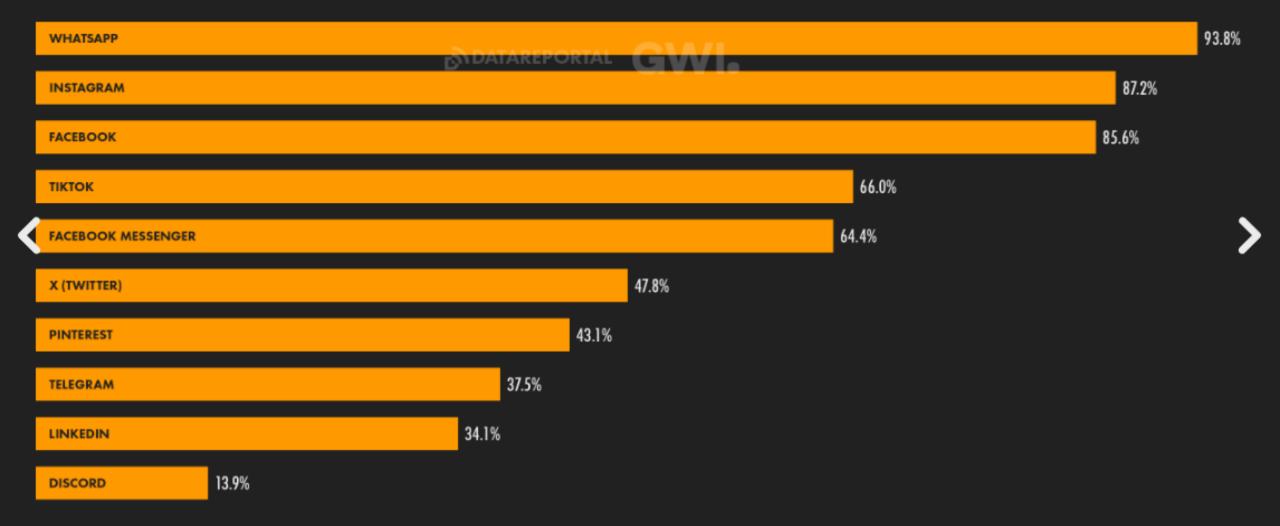


MOST USED SOCIAL MEDIA PLATFORMS



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

NOTE: YOUTUBE IS NOT OFFERED AS AN ANSWER OPTION FOR THIS QUESTION IN GWI'S SURVEY, SO IT WILL NOT APPEAR IN THIS RANKING



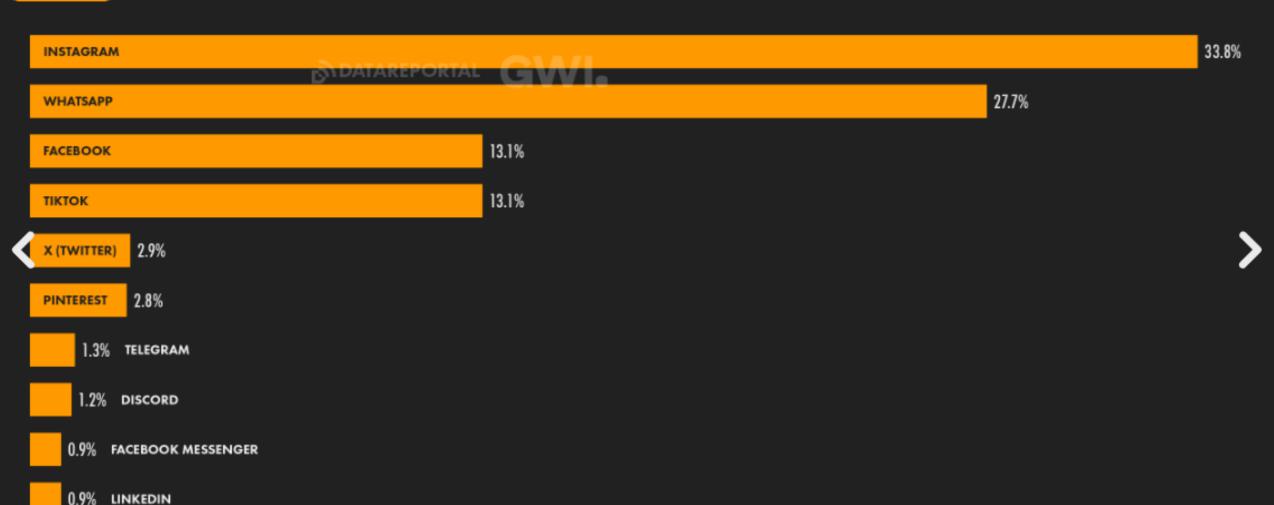




FAVOURITE SOCIAL MEDIA PLATFORMS



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



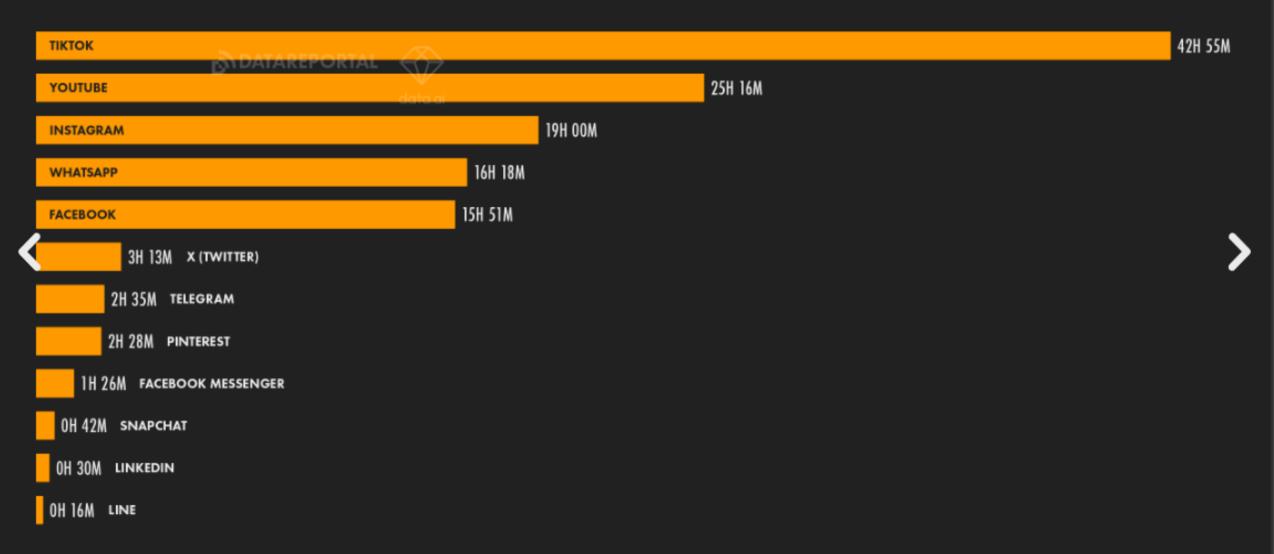




TIME SPENT USING SOCIAL MEDIA APPS



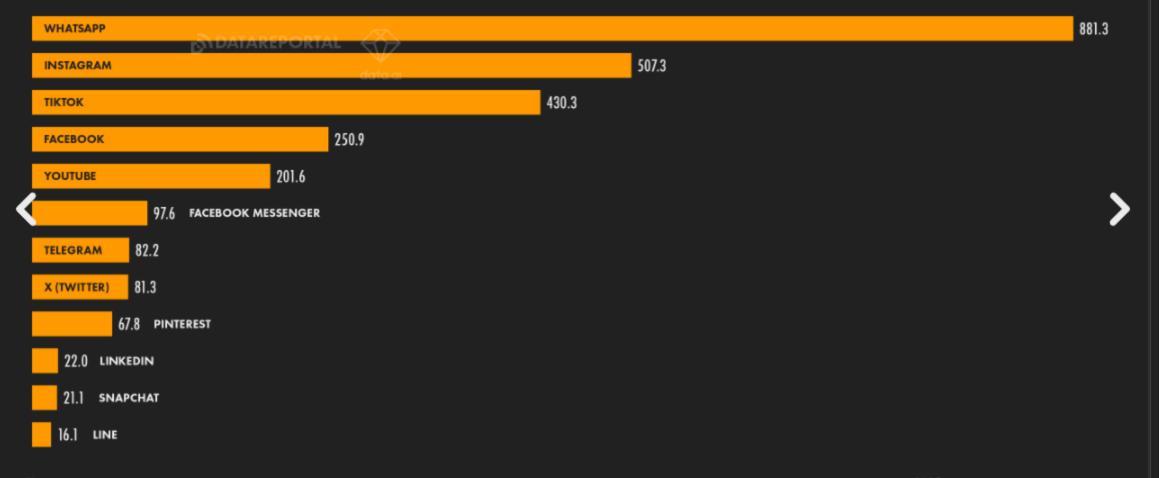
AVERAGE TIME PER MONTH THAT ACTIVE USERS SPENT USING EACH PLATFORM'S ANDROID APP BETWEEN 01 JULY AND 30 SEPTEMBER 2023



MONTHLY SOCIAL MEDIA APP SESSIONS



AVERAGE NUMBER OF TIMES THAT ACTIVE USERS OF EACH PLATFORM'S ANDROID APP OPEN THE RESPECTIVE APP EACH MONTH



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

CHILE

ANY KIND OF SOCIAL MEDIA PLATFORM



GWI.

SOCIAL **NETWORKS**



QUESTION & ANSWER SITES (E.G. QUORA)



GWI.

MESSAGING AND LIVE CHAT SERVICES



75.1%

YOY: -2.3% (-180 BPS)

58.6%

YOY: +2.4% (+140 BPS)

20.5%

YOY: -6.0% (-130 BPS)

8.4%

YOY: -24.3% (-270 BPS)

FORUMS AND MESSAGE BOARDS



MICRO-BLOGS (E.G. X / TWITTER)



GWI.

VLOGS (BLOGS IN A VIDEO FORMAT)



ONLINE PINBOARDS (E.G. PINTEREST)



8.7%

YOY: -13.9% (-140 BPS)

6.4%

YOY: -26.4% (-230 BPS)

7.9%

YOY: -7.1% (-60 BPS)

8.1%

YOY: +6.6% (+50 BPS)

SOURCE: GWI IQ3 2023). FIGURES REPRESENT THE FINDINGS OF A BROAD SURVEY OF INTERNET USERS AGED 16 TO 64. SEE GWI.COM. NOTE: VALUES FOR "ANY KIND OF SOCIAL MEDIA PLATFORM" INCLUDE ON PRODUCTS / BRANDS (NOT SHOWN AS AN INDIVIDUAL VALUE ON THIS CHART), VLOGS (I.E. BLOGS RECORDED IN A VIDEO FORMAT), AND ONLINE PINBOARDS (E.G. PINTEREST), COMPARABILITY:





SOCIAL MEDIA ACCOUNT TYPES FOLLOWED

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



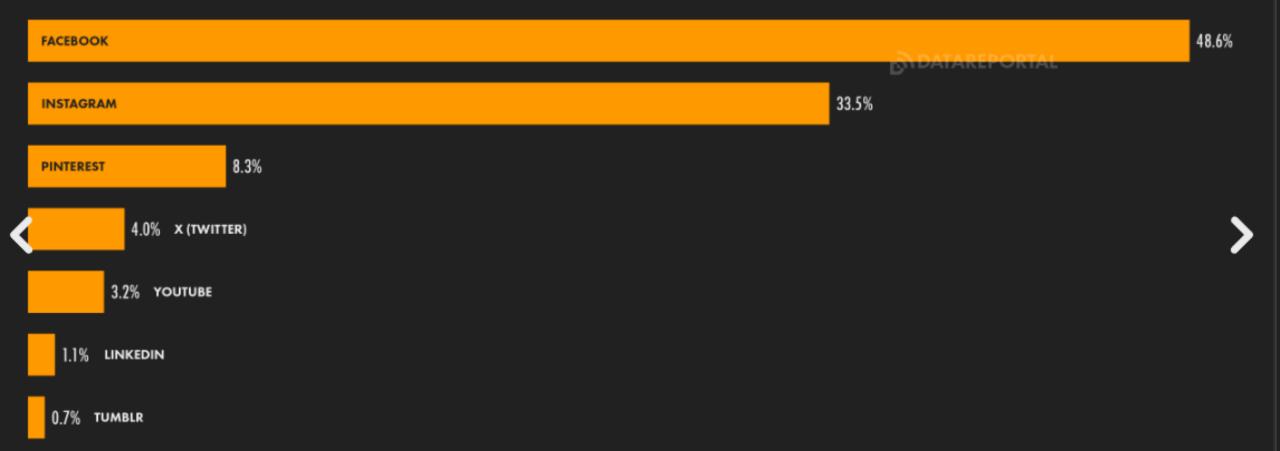
FRIENDS, FAMILY, OR OTHER PEOPLE YOU KNOW						65.2%
ENTERTAINMENT, MEMES, OR PARODY ACCOUNTS	DATAREP	ORTAL	GWI.		43.0%	
BANDS, SINGERS, OR OTHER MUSICIANS				4	42.6%	
ACTORS, COMEDIANS, OR OTHER PERFORMERS				37.9%		
RESTAURANTS, CHEFS, OR FOOD PERSONALITIES			33.3%			
TV SHOWS OR CHANNELS			31.6%			
SPORTS PEOPLE AND TEAMS			30.9%			>
INFLUENCERS OR OTHER EXPERTS		28.9	9%			
COMPANIES AND BRANDS YOU PURCHASE FROM		27.4%				
	23.8%	COMPANI	ES AND BRANDS YO	U'RE CONSIDERII	ING PURCHASING FROM	
CONTACTS RELEVANT TO YOUR WORK	21.8%					
JOURNALISTS OR NEWS COMPANIES	20.9%					
BEAUTY EXPERTS	20.4%					
MAGAZINES OR PUBLICATIONS YOU READ	19.8%					
WILDLIFE ORGANISATIONS OR ANIMALS	19.7%					



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)



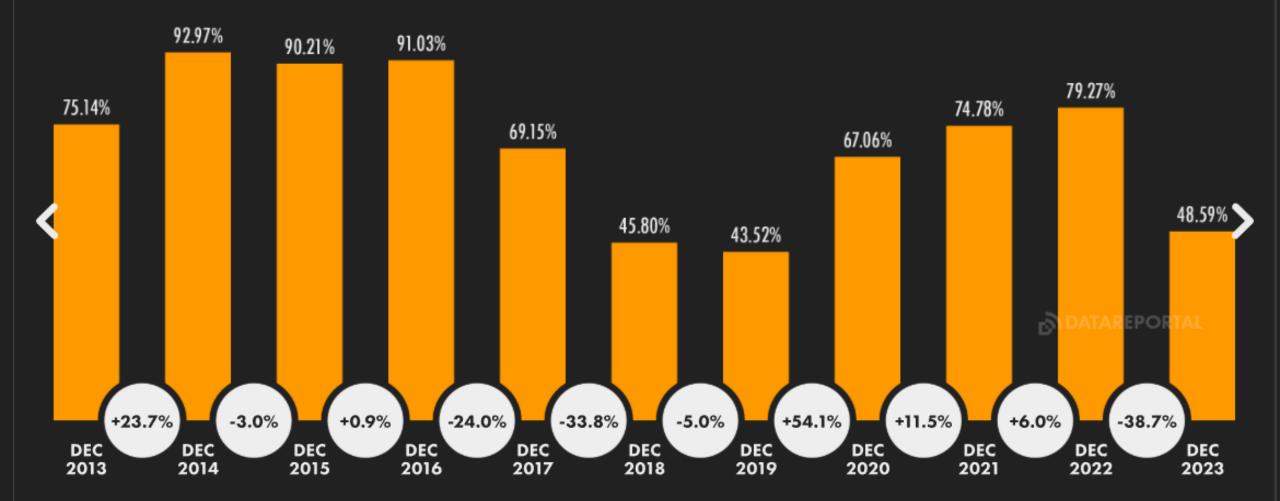


OTHERS

FACEBOOK'S SHARE OF SOCIAL MEDIA REFERRALS

*

WEB TRAFFIC REFERRED BY FACEBOOK AS A PERCENTAGE OF WEB TRAFFIC REFERRED BY SOCIAL MEDIA PLATFORMS (ANY DEVICE)





SOURCE: STATCOUNTER. NOTES: DATA ARE ONLY AVAILABLE FOR A SELECTION OF PLATFORMS, AND PERCENTAGES REFLECT FACEBOOK'S SHARE OF AVAILABLE PLATFORMS ONLY. FIGURES REPRESENT THE SHARE OF WEB TRAFFIC ARRIVING ON THIRD-PARTY WEBSITES VIA CLICKS OR TAPS ON LINKS PUBLISHED ON FACEBOOK AS A PERCENTAGE OF TOTAL WEB PAGE TRAFFIC ARRIVING FROM THE AVAILABLE SELECTION OF SOCIAL MEDIA PLATFORMS. PERCENTAGE CHANGE VALUES REPRESENT RELATIVE YEAR-ON-YEAR CHANGE (I.E. AN INCREASE OF 20% FROM A STARTING VALUE OF 50% WOULD EQUAL 60%, NO 20% 1"RPS" VALUES REPRESENT RASIS POINTS. AND INDICATE THE ARSOLUTE CHANGE.



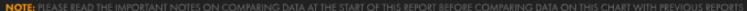




SOCIAL MEDIA PLATFORMS

FACEBOOK: ADVERTISING AUDIENCE OVERVIEW

THE POTENTIAL AUDIENCE THAT MARKETERS CAN REACH WITH ADS ON FACEBOOK





TOTAL POTENTIAL REACH OF ADS ON FACEBOOK



FACEBOOK AD REACH vs. TOTAL POPULATION



are.

FACEBOOK AD REACH vs. TOTAL INTERNET USERS



(0)

QUARTER-ON-QUARTER CHANGE IN REPORTED FACEBOOK AD REACH



YEAR-ON-YEAR CHANGE IN REPORTED FACEBOOK AD REACH



12.85 MILLION

65.4%

71.9%

-0.8%

-100 THOUSAND

+5.8% +700 THOUSAND

SHARE: FEMALE FACEBOOK AD REACH vs. OVERALL FACEBOOK AD REACH



51.2%

SHARE: MALE FACEBOOK AD REACH vs. OVERALL FACEBOOK AD REACH



48.8%

ADOPTION: OVERALL FACEBOOK AD REACH AGED 18+ vs. OVERALL POPULATION AGED 18+



83.6%

ADOPTION: FEMALE FACEBOOK AD REACH AGED 18+ vs. FEMALE POPULATION AGED 18+



81.4%

ADOPTION: MALE FACEBOOK AD REACH AGED 18+ vs. MALE POPULATION AGED 18+

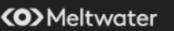


79.9%

SOURCES: META'S ADVERTISING RESOURCES, KEPIOS ANALYSIS, NOTES: BASED ON MIDPOINTS OF PUBLISHED RANGES, GENDER DATA ONLY AVAILABLE FOR "FEMALE" AND "MALE", SOURCE DATA FOR REACH BY GENDER MAY NOT SUM TO PUBLISHED TOTAL ADVISORY: REACH MAY NOT REPRESENT UNIQUE INDIVIDUALS OR MATCH THE TOTAL ACTIVE USER BASE, VALUES COMPARING REACH WITH POPULATION AND INTERNET USERS MAY EXCEED 100% DUE TO USER AGE MISSTATEMENTS, DUPLICATE AND FAKE ACCOUNTS, DIFFERING RESEARCH DATES, AND CHANGES IN RESIDENT POPULATIONS. COMPARABILITY:



are social



YOUTUBE: ADVERTISING AUDIENCE OVERVIEW

THE POTENTIAL AUDIENCE THAT MARKETERS CAN REACH WITH ADS ON YOUTUBE





TOTAL POTENTIAL REACH OF ADS ON YOUTUBE



YOUTUBE AD REACH vs. TOTAL POPULATION



are.

YOUTUBE AD REACH vs. TOTAL INTERNET USERS



(0)

QUARTER-ON-QUARTER CHANGE IN REPORTED YOUTUBE AD REACH



YEAR-ON-YEAR CHANGE IN REPORTED YOUTUBE AD REACH



15.20 MILLION

77.4%

85.0%

0% [UNCHANGED]

-1.3% -200 THOUSAND



SHARE: FEMALE YOUTUBE AD REACH AGED 18+ vs. OVERALL YOUTUBE AD REACH AGED 18+



50.8%

SHARE: MALE YOUTUBE AD REACH AGED 18+ vs. OVERALL YOUTUBE AD REACH AGED 18+



49.2%

ADOPTION: OVERALL YOUTUBE AD REACH AGED 18+ vs. OVERALL POPULATION AGED 18+



86.1%

ADOPTION: FEMALE YOUTUBE AD REACH AGED 18+ vs. FEMALE POPULATION AGED 18+



86.1%

ADOPTION: MALE YOUTUBE AD REACH AGED 18+ vs. MALE POPULATION AGED 18+



86.1%

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(0) Meltwater

(0)

TOP YOUTUBE SEARCHES

★ CHILE

QUERIES WITH THE GREATEST VOLUME OF YOUTUBE SEARCH ACTIVITY BETWEEN 01 JANUARY 2023 AND 31 DECEMBER 2023

#	SEARCH QUERY	INDEX
01	CHILE	100
02	MUSICA	99
03	CANCIONES	72
04	VIDEOS	55
05	JERE KLEIN	53
06	PELICULAS	53
07	KAROL G	50
08	SHAKIRA	40
09	FEDE	37
10	PELICULAS COMPLETAS EN ESPAÑOL	36

#	SEARCH QUERY	INDEX
11	MINECRAFT	35
12	MÚSICA	32
13	ASMR	31
14	ANUEL	31
15	FEDE VIGEVANI	30
16	ROBLOX	29
1 <i>7</i>	ALEJO	27
18	TIKTOK	27
19	BAD BUNNY	26
20	KARAOKE	25



INSTAGRAM: ADVERTISING AUDIENCE OVERVIEW

THE POTENTIAL AUDIENCE THAT MARKETERS CAN REACH WITH ADS ON INSTAGRAM

NOTE: PLEASE READ THE IMPORTANT NOTES ON COMPARING DATA AT THE START OF THIS REPORT BEFORE COMPARING DATA ON THIS CHART WITH PREVIOUS REPORTS

we

are. social



TOTAL POTENTIAL REACH OF ADS ON INSTAGRAM



12.95

MILLION

INSTAGRAM AD REACH vs. TOTAL POPULATION



65.9%

INSTAGRAM AD REACH vs. TOTAL INTERNET USERS



72.4%

QUARTER-ON-QUARTER CHANGE IN REPORTED INSTAGRAM AD REACH



(0)

+2.4%

+300 THOUSAND

YEAR-ON-YEAR CHANGE IN REPORTED INSTAGRAM AD REACH



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we

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+18.3% +2.0 MILLION

SHARE: FEMALE INSTAGRAM AD REACH AGED 18+ vs. OVERALL **INSTAGRAM AD REACH AGED 18+**



55.2%

SHARE: MALE INSTAGRAM AD REACH AGED 18+ vs. OVERALL **INSTAGRAM AD REACH AGED 18+**



44.8%

ADOPTION: OVERALL INSTAGRAM AD REACH AGED 18+ vs. OVERALL POPULATION AGED 18+



81.6%

ADOPTION: FEMALE INSTAGRAM AD REACH AGED 18+ vs. FEMALE POPULATION AGED 18+



85.2%

ADOPTION: MALE INSTAGRAM AD REACH AGED 18+ vs. MALE POPULATION AGED 18+



71.3%

we are

(0)

TIKTOK: ADVERTISING AUDIENCE OVERVIEW

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

NOTE: PLEASE READ THE IMPORTANT NOTES ON COMPARING DATA AT THE START OF THIS REPORT BEFORE COMPARING DATA ON THIS CHART WITH PREVIOUS REPORTS

are.



TOTAL POTENTIAL REACH OF ADS ON TIKTOK



13.75 MILLION

TIKTOK AD REACH vs. TOTAL POPULATION



70.0%

TIKTOK AD REACH vs. TOTAL INTERNET USERS



76.9%

QUARTER-ON-QUARTER CHANGE IN REPORTED TIKTOK AD REACH





YEAR-ON-YEAR CHANGE IN REPORTED TIKTOK AD REACH



D

are.

+22.2%

+2.5 MILLION



SHARE: FEMALE TIKTOK AD REACH AGED 18+ vs. OVERALL TIKTOK AD REACH AGED 18+



54.9%

SHARE: MALE TIKTOK AD REACH AGED 18+ vs. OVERALL TIKTOK AD REACH AGED 18+



45.1%

ADOPTION: OVERALL TIKTOK AD REACH AGED 18+ vs. OVERALL POPULATION AGED 18+



89.4%

ADOPTION: FEMALE TIKTOK AD REACH AGED 18+ vs. FEMALE POPULATION AGED 18+



96.7%

ADOPTION: MALE TIKTOK AD REACH AGED 18+ vs. MALE POPULATION AGED 18+



81.9%



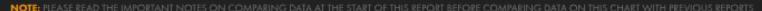
SOURCES: TIKTOK'S ADVERTISING RESOURCES, KEPIOS ANALYSIS. NOTES: DOES NOT INCLUDE DOUYIN. REACH DATA ARE ONLY AVAILABLE FOR "FEMALE" AND "MALE" USERS AGED 18+. DATA ARE NOT AVAILABLE FOR ALL LOCATIONS. VALUES BASED ON MIDPOINTS OF AVAILABLE DATA ONLY **ADVISORY:** REACH MAY NOT REPRESENT UNIQUE INDIVIDUALS OR MATCH THE TOTAL ACTIVE USER BASE. VALUES COMPARING REACH WITH POPULATION AND INTERNET USERS MAY EXCEED 100% DUE TO USER AGE MISSTATEMENTS, DUPLICATE AND FAKE ACCOUNTS, DIFFERING RESEARCH DATES, AND CHANGES IN RESIDENT POPULATIONS. COMPARABILITY: CHANGE IN DATA SOURCING APPROACH AND BASE REVISIONS VALUES FOR CHANGE OVER TIME MAY BE DISTORTED. SEE NOTES ON DATA.





MESSENGER: ADVERTISING AUDIENCE OVERVIEW

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





TOTAL POTENTIAL REACH OF ADS ON MESSENGER



MESSENGER AD REACH vs. TOTAL POPULATION



are.

MESSENGER AD REACH vs. TOTAL INTERNET USERS



(0)

QUARTER-ON-QUARTER CHANGE IN REPORTED MESSENGER AD REACH

90





D

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8.15 MILLION 41.5%

45.6%

-3.0%

-250 THOUSAND

0% [UNCHANGED]

SHARE: FEMALE MESSENGER AD REACH AGED 18+ vs. OVERALL MESSENGER AD REACH AGED 18+

SHARE: MALE MESSENGER AD REACH AGED 18+ vs. OVERALL MESSENGER AD REACH AGED 18+ ADOPTION: OVERALL MESSENGER AD REACH AGED 18+ vs. OVERALL POPULATION AGED 18+

ADOPTION: FEMALE MESSENGER AD REACH AGED 18+ vs. FEMALE POPULATION AGED 18+

ADOPTION: MALE MESSENGER AD REACH AGED 18+ vs. MALE POPULATION AGED 18+



52.9%



47.1%



52.4%



53.2%



48.9%

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(0)

LINKEDIN: ADVERTISING AUDIENCE OVERVIEW

CHILE

THE POTENTIAL AUDIENCE THAT MARKETERS CAN REACH WITH ADS ON LINKEDIN

LINKEDIN AD REACH

vs. TOTAL POPULATION

NOTE: PLEASE READ THE IMPORTANT NOTES ON COMPARING DATA AT THE START OF THIS REPORT BEFORE COMPARING DATA ON THIS CHART WITH PREVIOUS REPORTS

TOTAL POTENTIAL REACH OF ADS ON LINKEDIN





are.

LINKEDIN AD REACH vs. TOTAL INTERNET USERS



(0)

QUARTER-ON-QUARTER CHANGE IN REPORTED LINKEDIN AD REACH



YEAR-ON-YEAR CHANGE IN REPORTED LINKEDIN AD REACH



7.90 MILLION 40.2%

44.2%

+5.3% +400 THOUSAND +14.5% +1.0 MILLION

SHARE: FEMALE LINKEDIN AD REACH AGED 18+ vs. OVERALL LINKEDIN AD REACH AGED 18+



46.7%

SHARE: MALE LINKEDIN AD REACH AGED 18+ vs. OVERALL LINKEDIN AD REACH AGED 18+



53.3%

ADOPTION: OVERALL LINKEDIN AD REACH AGED 18+ vs. OVERALL POPULATION AGED 18+



51.4%

ADOPTION: FEMALE LINKEDIN AD REACH AGED 18+ vs. FEMALE POPULATION AGED 18+



44.9%

ADOPTION: MALE LINKEDIN AD REACH AGED 18+ vs. MALE POPULATION AGED 18+



52.8%

SOURCES: LINKEDIN'S ADVERTISING RESOURCES, KEPIOS ANALYSIS. NOTES: VALUES REFLECT TOTAL REGISTERED "MEMBERS", SO ARE NOT COMPARABLE WITH OTHER PLATFORMS IN THIS REPORT. GENDER DATA ONLY AVAILABLE FOR "FEMALE" AND "MALE". ADVISORY: REACH MAY NOT REPRESENT UNIQUE INDIVIDUALS OR MATCH THE TOTAL ACTIVE USER BASE, VALUES COMPARING REACH WITH POPULATION AND INTERNET USERS MAY EXCEED 100% DUE TO USER AGE MISSTATEMENTS, DUPLICATE AND FAKE ACCOUNTS, DIFFERING RESEARCH DATES, AND CHANGES IN RESIDENT POPULATIONS. COMPARABILITY: BASE

(0)



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SNAPCHAT: ADVERTISING AUDIENCE OVERVIEW



THE POTENTIAL AUDIENCE THAT MARKETERS CAN REACH WITH ADS ON SNAPCHAT

NOTE: PLEASE READ THE IMPORTANT NOTES ON COMPARING DATA AT THE START OF THIS REPORT BEFORE COMPARING DATA ON THIS CHART WITH PREVIOUS REPORTS

CHILE

TOTAL POTENTIAL REACH OF ADS ON SNAPCHAT



SNAPCHAT AD REACH vs. TOTAL POPULATION



are.

SNAPCHAT AD REACH vs. TOTAL INTERNET USERS



QUARTER-ON-QUARTER CHANGE IN REPORTED SNAPCHAT AD REACH





825.0 **THOUSAND**

4.2%

4.6%

-3.5%

(0)

-30 THOUSAND

-21.4% -225 THOUSAND

SHARE: FEMALE SNAPCHAT AD REACH AGED 18+ vs. OVERALL SNAPCHAT AD REACH AGED 18+



74.8%

SHARE: MALE SNAPCHAT AD REACH AGED 18+ vs. OVERALL SNAPCHAT AD REACH AGED 18+



23.0%

ADOPTION: OVERALL SNAPCHAT AD REACH AGED 18+ vs. OVERALL POPULATION AGED 18+



4.7%

ADOPTION: FEMALE SNAPCHAT AD REACH AGED 18+ vs. FEMALE POPULATION AGED 18+



7.0%

ADOPTION: MALE SNAPCHAT AD REACH AGED 18+ vs. MALE POPULATION AGED 18+



2.2%

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(0)

X: ADVERTISING AUDIENCE OVERVIEW

THE POTENTIAL AUDIENCE THAT MARKETERS CAN REACH WITH ADS ON X (TWITTER)

NOTE: PLEASE READ THE IMPORTANT NOTES ON COMPARING DATA AT THE START OF THIS REPORT BEFORE COMPARING DATA ON THIS CHART WITH PREVIOUS REPORTS

are.



TOTAL POTENTIAL REACH OF ADS ON X (TWITTER)



4.18

MILLION

X AD REACH vs. TOTAL POPULATION



21.3%

X AD REACH vs. TOTAL INTERNET USERS



23.4%

QUARTER-ON-QUARTER CHANGE IN REPORTED X AD REACH



-0.4%

-19 THOUSAND

YEAR-ON-YEAR CHANGE IN REPORTED X AD REACH



+14.6% +531 THOUSAND

SHARE: FEMALE X AD REACH AGED 18+ vs. OVERALL X AD REACH AGED 18+



38.4%

SHARE: MALE X AD REACH AGED 18+ vs. OVERALL X AD REACH AGED 18+



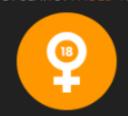
61.6%

ADOPTION: OVERALL X AD REACH AGED 18+ vs. OVERALL POPULATION AGED 18+



23.8%

ADOPTION: FEMALE X AD REACH AGED 18+ vs. FEMALE POPULATION AGED 18+



17.9%

ADOPTION: MALE X AD REACH AGED 18+ vs. MALE POPULATION AGED 18+



29.9%

SOURCES: X'S ADVERTISING RESOURCES: KEPIOS ANALYSIS NOTES: VALUES USE MIDPOINTS OF PUBLISHED RANGES. GENDER DATA ARE ONLY AVAILABLE FOR "FEMALE" AND "MALE", ADVISORY: SIGNIFICANT RESEARCH DATES, AND CHANGES IN RESIDENT POPULATIONS. COMPARABILITY: BASE REVISIONS, VALUES FOR CHANGE OVER TIME MAY BE DISTORTED. SEE NOTES ON DATA



are.

(O) Meltwater

PINTEREST: ADVERTISING AUDIENCE OVERVIEW



THE POTENTIAL AUDIENCE THAT MARKETERS CAN REACH WITH ADS ON PINTEREST

NOTE: PLEASE READ THE IMPORTANT NOTES ON COMPARING DATA AT THE START OF THIS REPORT BEFORE COMPARING DATA ON THIS CHART WITH PREVIOUS REPORTS



TOTAL POTENTIAL REACH OF ADS ON PINTEREST



4.92

MILLION

PINTEREST AD REACH vs. TOTAL POPULATION



25.0%

QUARTER-ON-QUARTER CHANGE IN REPORTED PINTEREST AD REACH



-9.3% -505 THOUSAND

YEAR-ON-YEAR CHANGE IN REPORTED PINTEREST AD REACH



+37.8% +1.4 MILLION



PINTEREST AD REACH vs. TOTAL INTERNET USERS



27.5%

PINTEREST AD REACH vs. POPULATION AGED 13+







65.5%



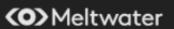


26.5%



29.7%







MOBILE

MOBILE CONNECTIVITY

USE OF MOBILE PHONES AND DEVICES THAT CONNECT TO CELLULAR NETWORKS

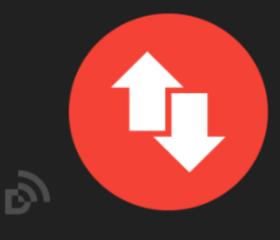


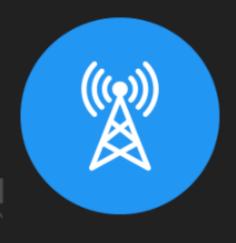
NUMBER OF CELLULAR MOBILE CONNECTIONS (EXCLUDING IOT) NUMBER OF CELLULAR MOBILE CONNECTIONS COMPARED WITH TOTAL POPULATION

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









30.16 MILLION 153.5%

+4.6% +1.3 MILLION

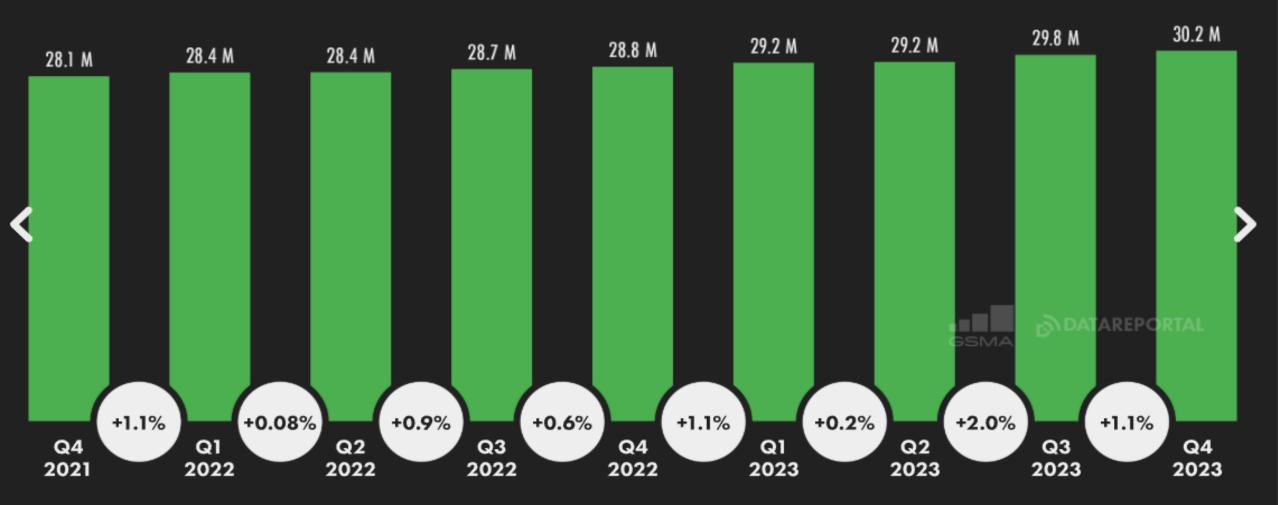
98.2%



CELLULAR MOBILE CONNECTIONS OVER TIME

★ CHILE

NUMBER OF MOBILE CELLULAR CONNECTIONS OVER TIME



SHARE OF MOBILE WEB TRAFFIC BY MOBILE OS



PERCENTAGE OF WEB PAGE REQUESTS ORIGINATING FROM MOBILE HANDSETS RUNNING EACH MOBILE OPERATING SYSTEM IN DECEMBER 2023

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











77.25%

22.41%

0.31%

0%

0.03%

YEAR-ON-YEAR CHANGE

-4.3% (-343 BPS)

YEAR-ON-YEAR CHANGE

+18.6% (+351 BPS)

YEAR-ON-YEAR CHANGE

-16.2% (-6 BPS)

YEAR-ON-YEAR CHANGE

[UNCHANGED]

YEAR-ON-YEAR CHANGE

-40.0% (-2 BPS)

SOURCE: STATCOUNTER. NOTES: FIGURES REPRESENT THE NUMBER OF WEB PAGES SERVED TO BROWSERS ON MOBILE PHONES RUNNING EACH OPERATING SYSTEM COMPARED WITH THE TOTAL NUMBER OF WEB PAGES SERVED TO MOBILE BROWSERS IN DECEMBER 2023. FIGURES FOR SAMSUNG OS REFER ONLY TO THOSE DEVICES RUNNING OPERATING SYSTEMS DEVELOPED BY SAMSUNG (E.G. BADA AND TIZEN), AND DO NOT INCLUDE SAMSUNG DEVICES RUNNING ANDROID. PERCENTAGE CHANGE VALUES REPRESENT RELATIVE CHANGE (I.E. AN INCREASE OF 20% FROM A STARTING VALUE OF 50% WOULD EQUAL 60%. NOT 20% A "RPS" VALUES REPRESENT BASIS POINTS. AND INDICATE THE ARSOLUTE CHANGE FIGURES MAY NOT SUM TO 100% DUE TO ROUNDING.





SHARE OF MOBILE TIME BY APP CATEGORY

TIME SPENT USING APPS IN EACH APP CATEGORY AS A PERCENTAGE OF TOTAL TIME SPENT USING ANDROID PHONES OVERALL



TOTAL TIME SPENT USING SMARTPHONES EACH DAY



4H 59M

SHARE OF SMARTPHONE TIME: SOCIAL MEDIA APPS



31.1%

SHARE OF SMARTPHONE TIME: ENTERTAINMENT APPS



are.

37.0%

SHARE OF SMARTPHONE TIME: UTILITY & PRODUCTIVITY



11.9%

SHARE OF SMARTPHONE TIME: MOBILE GAMES (ALL GENRES)



13.3%

SHARE OF SMARTPHONE TIME: SHOPPING APPS



0.7%

SHARE OF SMARTPHONE TIME: ALL OTHER APPS



6.0%

SHARE OF SMARTPHONE TIME: WEB **BROWSERS & SEARCH ENGINES***



6.0%

(0)

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MOBILE APP MARKET OVERVIEW

HEADLINES FOR MOBILE APP DOWNLOADS AND CONSUMER SPEND (IN U.S. DOLLARS) BETWEEN 01 JANUARY AND 31 DECEMBER 2023

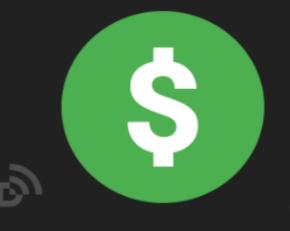


TOTAL NUMBER OF MOBILE APP DOWNLOADS YEAR-ON-YEAR CHANGE IN THE TOTAL NUMBER OF MOBILE APP DOWNLOADS ANNUAL CONSUMER
SPEND ON MOBILE APPS
AND IN-APP PURCHASES (USD)

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









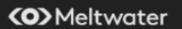
893.6
MILLION

-5.5%

\$350.7

+14.8% +\$45 MILLION





APP RANKING: MONTHLY ACTIVE USERS



MOBILE APPS AND GAMES RANKED BY AVERAGE MONTHLY ACTIVE USERS BETWEEN 01 JANUARY AND 31 DECEMBER 2023

#	MOBILE APP	COMPANY
01	WHATSAPP MESSENGER	META
02	YOUTUBE	GOOGLE
03	CHROME BROWSER	GOOGLE
04	GOOGLE	GOOGLE
05	FACEBOOK	META
06	GMAIL	GOOGLE
07	INSTAGRAM	META
08	GOOGLE MAPS	GOOGLE
09	TIKTOK	BYTEDANCE
10	GOOGLE PHOTOS	GOOGLE

#	MOBILE GAME	COMPANY
01	ROBLOX	ROBLOX
02	FREE FIRE	SEA
03	STUMBLE GUYS	SCOPELY
04	MINECRAFT POCKET EDITION	MICROSOFT
05	GEOMETRY DASH	ROBTOP
06	CLASH ROYALE	TENCENT
07	POKÉMON GO	NIANTIC
08	BRAWL STARS	TENCENT
09	EA SPORTS FC™ MOBILE 24 SOCCER	ELECTRONIC ARTS
10	AMONG US!	INNERSLOTH



APP RANKING: DOWNLOADS



RANKING OF MOBILE APPS AND MOBILE GAMES BY TOTAL NUMBER OF DOWNLOADS BETWEEN 01 JANUARY AND 31 DECEMBER 2023

#	MOBILE APP	COMPANY
01	тікток	BYTEDANCE
02	CAPCUT	BYTEDANCE
03	INSTAGRAM	META
04	SHEIN	SHEIN
05	WHATSAPP MESSENGER	META
06	BANCOESTADO	BANCOESTADO
07	FALABELLA	FALABELLA
08	STAR+	DISNEY
09	FACEBOOK	META
10	PLUTO.TV	VIACOMCBS

#	MOBILE GAME	COMPANY
01	ROBLOX	ROBLOX
02	BLOCK BLAST ADVENTURE MASTER	HUNGRY STUDIO
03	FREE FIRE	SEA
04	ROYAL MATCH	DREAM GAMES
05	STUMBLE GUYS	SCOPELY
06	EA SPORTS FC™ MOBILE 24 SOCCER	ELECTRONIC ARTS
07	WORDS OF WONDERS	FUGO
08	SUBWAY SURFERS	TENCENT
09	TOMB OF THE MASK	PLAYGENDARY
10	MY PERFECT HOTEL	SAYGAMES

APP RANKING: CONSUMER SPEND

RANKING OF MOBILE APPS AND MOBILE GAMES BY TOTAL CONSUMER SPEND BETWEEN 01 JANUARY AND 31 DECEMBER 2023



#	MOBILE APP	COMPANY
01	MAX: STREAM HBO, TV, & MOVIES	WARNER BROS. DISCOVERY
02	DISNEY+	DISNEY
03	STAR+	data di DISNEY
04	TINDER	MATCH GROUP
05	TIKTOK	BYTEDANCE
06	CRUNCHYROLL	SONY
07	YOUTUBE	GOOGLE
08	GOOGLE ONE	GOOGLE
09	PARAMOUNT+	VIACOMCBS
10	AMAZON PRIME VIDEO	AMAZON

01ROBLOXROBLOX02CANDY CRUSH SAGAACTIVISION BLIZZARD03COIN MASTERMOON ACTIVE04FREE FIRESEA05CALL OF DUTY: MOBILEACTIVISION BLIZZARD06EA SPORTS FCTM MOBILE 24 SOCCERELECTRONIC ARTS07GARDENSCAPES BY PLAYRIXPLAYRIX08ROYAL MATCHDREAM GAMES09STUMBLE GUYSSCOPELY10POKÉMON GONIANTIC	#	MOBILE GAME	COMPANY
COIN MASTER MOON ACTIVE O4 FREE FIRE SEA O5 CALL OF DUTY: MOBILE ACTIVISION BLIZZARD O6 EA SPORTS FCTM MOBILE 24 SOCCER ELECTRONIC ARTS O7 GARDENSCAPES BY PLAYRIX PLAYRIX O8 ROYAL MATCH DREAM GAMES O9 STUMBLE GUYS SCOPELY	01	ROBLOX	ROBLOX
04 FREE FIRE SEA 05 CALL OF DUTY: MOBILE 06 EA SPORTS FC™ MOBILE 24 SOCCER 07 GARDENSCAPES BY PLAYRIX 08 ROYAL MATCH DREAM GAMES 09 STUMBLE GUYS SEA ACTIVISION BLIZZARD ELECTRONIC ARTS PLAYRIX DREAM GAMES	02	CANDY CRUSH SAGA	ACTIVISION BLIZZARD
05 CALL OF DUTY: MOBILE 06 EA SPORTS FC™ MOBILE 24 SOCCER 07 GARDENSCAPES BY PLAYRIX 08 ROYAL MATCH DREAM GAMES 09 STUMBLE GUYS ACTIVISION BLIZZARD ACTIVISION BLIZZARD BLECTRONIC ARTS PLAYRIX DREAM GAMES	03	COIN MASTER	MOON ACTIVE
06 EA SPORTS FC™ MOBILE 24 SOCCER ELECTRONIC ARTS 07 GARDENSCAPES BY PLAYRIX PLAYRIX 08 ROYAL MATCH DREAM GAMES 09 STUMBLE GUYS SCOPELY	04	FREE FIRE	SEA
07 GARDENSCAPES BY PLAYRIX 08 ROYAL MATCH DREAM GAMES 09 STUMBLE GUYS SCOPELY	05	CALL OF DUTY: MOBILE	ACTIVISION BLIZZARD
07 GARDENSCAPES BY PLAYRIX PLAYRIX 08 ROYAL MATCH DREAM GAMES 09 STUMBLE GUYS SCOPELY	06	EA SPORTS FC™ MOBILE 24 SOCCER	ELECTRONIC ARTS
09 STUMBLE GUYS SCOPELY	07	GARDENSCAPES BY PLAYRIX	PLAYRIX
	08	ROYAL MATCH	DREAM GAMES
10 POKÉMON GO NIANTIC	09	STUMBLE GUYS	SCOPELY
	10	POKÉMON GO	NIANTIC





FINANCIAL INCLUSION FACTORS

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



ACCOUNT WITH A FINANCIAL INSTITUTION



87.1%

FEMALE 86.6% MALE

87.6%

CREDIT CARD OWNERSHIP



24.3%

FEMALE 21.9%

MALE 27.0% DEBIT CARD OWNERSHIP



78.8%

FEMALE 77.2%

MALE 80.6% MOBILE MONEY ACCOUNT (E.G. MPESA, GCASH)



18.7%

FEMALE 16.1%

MALE 21.5%

MADE A DIGITAL PAYMENT (PAST YEAR)



77.6%

FEMALE

MALE 79.4%

MADE A PURCHASE USING A MOBILE PHONE OR THE INTERNET (PAST YEAR)



48.9%

FEMALE 45.6%

MALE 52.6%

USED A MOBILE PHONE OR THE INTERNET TO SEND MONEY (PAST YEAR)



42.9%

FEMALE 40.9%

MALE 45.2%

USED A MOBILE PHONE OR THE INTERNET TO PAY BILLS (PAST YEAR)



51.6%

FEMALE 50.4% MALE

52.8%

75.9%

we are. social





WEEKLY ONLINE SHOPPING ACTIVITIES

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

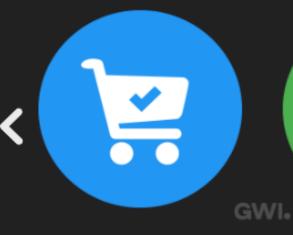


PURCHASED A PRODUCT OR SERVICE ONLINE ORDERED GROCERIES VIA AN ONLINE STORE

BOUGHT A SECOND-HAND ITEM VIA AN ONLINE STORE

USED AN ONLINE PRICE COMPARISON SERVICE

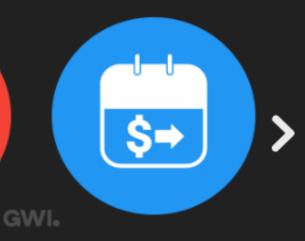
USED A BUY NOW, PAY LATER SERVICE











53.8%

27.2%

13.2%

17.0%

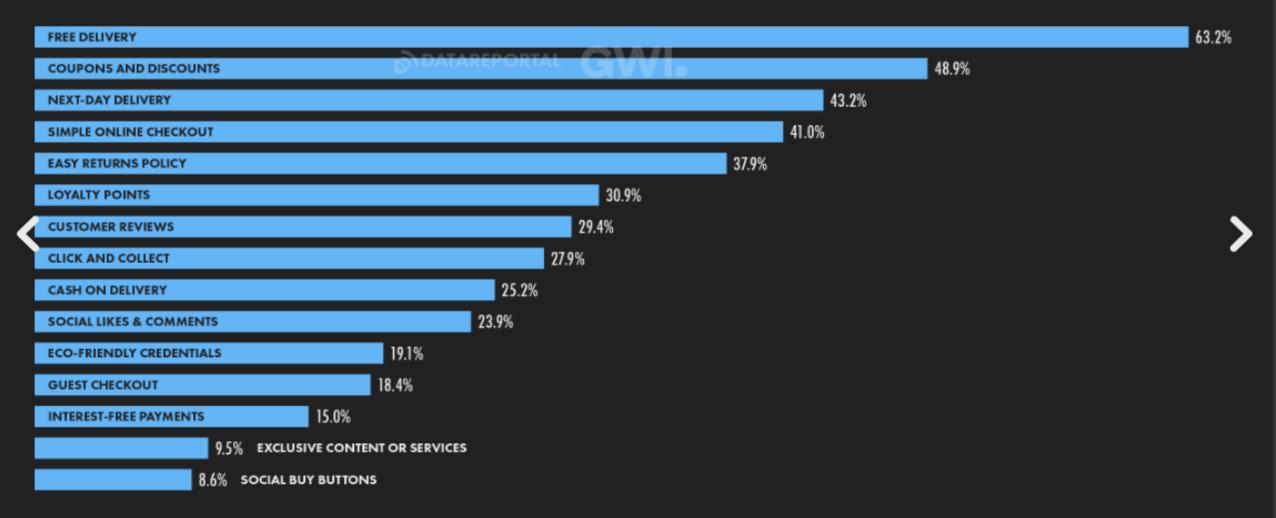
4.2%



ONLINE PURCHASE DRIVERS



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



ECOMMERCE: CONSUMER GOODS CATEGORIES

ESTIMATED ANNUAL SPEND IN EACH CONSUMER GOODS ECOMMERCE CATEGORY (B2C ONLY, U.S. DOLLARS, FULL-YEAR 2023).

are.



ELECTRONICS







FOOD



BEVERAGES



DIY & HARDWARE



FURNITURE



PHYSICAL MEDIA



\$2.66 BILLION

YEAR-ON-YEAR CHANGE +5.6% (+\$140 MILLION) \$1.09 BILLION

YEAR-ON-YEAR CHANGE +10.1% (+\$100 MILLION)

\$440.0 MILLION

> YEAR-ON-YEAR CHANGE +18.9% (+\$70 MILLION)

\$170.0 MILLION

YEAR-ON-YEAR CHANGE +6.3% (+\$10 MILLION) \$690.0 MILLION

YEAR-ON-YEAR CHANGE +1.5% (+\$10 MILLION) **S740.0** MILLION

YEAR-ON-YEAR CHANGE +8.8% (+\$60 MILLION) S230.0

MILLION

YEAR-ON-YEAR CHANGE [UNCHANGED]

BEAUTY & PERSONAL CARE



TOBACCO **PRODUCTS**





TOYS & HOBBY



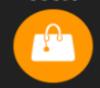
HOUSEHOLD **ESSENTIALS**



OVER-THE-COUNTER PHARMACEUTICALS



LUXURY GOODS



we are social

EYE-WEAR



\$250.0 MILLION

YEAR-ON-YEAR CHANGE +8.7% (+\$20 MILLION) \$60.00 MILLION

YEAR-ON-YEAR CHANGE +20.0% (+\$10 MILLION) \$340.0 MILLION

YEAR-ON-YEAR CHANGE +3.0% (+\$10 MILLION) \$40.00 MILLION

YEAR-ON-YEAR CHANGE +33.3% (+\$10 MILLION) \$80.00 MILLION

YEAR-ON-YEAR CHANGE +14.3% (+\$10 MILLION) \$100.0 MILLION

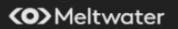
YEAR-ON-YEAR CHANGE [UNCHANGED]

530.00 MILLION

YEAR-ON-YEAR CHANGE [UNCHANGED]

SOURCE: STATISTA ECOMMERCE MARKET, SEE STATISTA.COM. NOTES: FIGURES REPRESENT ESTIMATES OF FULL-YEAR REVENUES FOR 2023 IN U.S. DOLLARS, AND COMPARISONS WITH THE PREVIOUS CALENDAR YEAR, THE "PHYSICAL MEDIA" CATEGORY DOES NOT INCLUDE DIGITAL DOWNLOADS OR STREAMING. COMPARABILITY: SIGNIFICANT BASE REVISIONS AND MAJOR CATEGORY DEFINITION CHANGES







PAYMENT METHODS USED FOR ECOMMERCE

PERCENTAGE OF ALL B2C ECOMMERCE TRANSACTIONS IN 2022 COMPLETED USING EACH TYPE OF PAYMENT METHOD



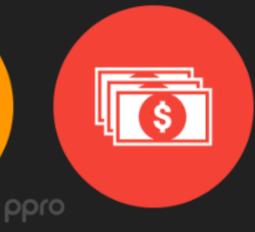
SHARE OF B2C ECOMMERCE TRANSACTION VOLUME ATTRIBUTABLE TO DIGITAL AND MOBILE WALLETS SHARE OF B2C ECOMMERCE TRANSACTION VOLUME ATTRIBUTABLE TO DEBIT AND CREDIT CARDS SHARE OF B2C ECOMMERCE TRANSACTION VOLUME ATTRIBUTABLE TO BANK TRANSFERS SHARE OF B2C ECOMMERCE TRANSACTION VOLUME ATTRIBUTABLE TO CASH-ON-DELIVERY

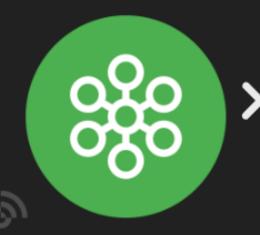
SHARE OF B2C ECOMMERCE TRANSACTION VOLUME ATTRIBUTABLE TO OTHER PAYMENT METHODS











18.0%

59.0%

15.0%

2.0%

6.0%

TOP GOOGLE SHOPPING SEARCHES



SHOPPING QUERIES WITH THE GREATEST VOLUME OF GOOGLE SEARCH ACTIVITY BETWEEN 01 JANUARY 2023 AND 31 DECEMBER 2023

#	SEARCH QUERY	INDEX vs. TOP QUERY
01	ZAPATILLAS	100
02	NIKE	60
03	IPHONE	38
04	FALABELLA	37
05	Samsung	32
06	ADIDAS	32
07	ZAPATILLAS MUJER	31
08	RIPLEY	24
09	JORDAN	23
10	MERCADO LIBRE	23

#	SEARCH QUERY	INDEX vs. TOP QUERY
11	ZAPATILLAS HOMBRE	22
12	SODIMAC	21
13	LIDER	51
14	PARIS	17
15	PUMA	17
16	MOCHILA	16
17	ZAPATILLAS NIKE	15
18	COCINA	14
19	CONVERSE	10
20	EASY	10

ONLINE TRAVEL AND TOURISM

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ANNUAL ONLINE SPEND ON TRAVEL AND TOURISM SERVICES (U.S. DOLLARS, FULL-YEAR 2023)



FLIGHTS



\$1.84 BILLION

YEAR-ON-YEAR CHANGE +24.7% (+\$364 MILLION) **TRAINS**



\$10.08 MILLION

YEAR-ON-YEAR CHANGE +45.1% (+\$3.1 MILLION) CAR RENTALS



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\$199.3 MILLION

YEAR-ON-YEAR CHANGE +34.8% (+\$52 MILLION) LONG-DISTANCE BUSES



\$147.4 MILLION YEAR-ON-YEAR CHANGE

+44.5% (+\$45 MILLION)

HOTELS



YEAR-ON-YEAR CHANGE

PACKAGE HOLIDAYS



\$879.6 MILLION

YEAR-ON-YEAR CHANGE +45.0% (+\$273 MILLION)



YEAR-ON-YEAR CHANGE

+27.1% (+\$81 MILLION)

CRUISES



\$6.18 MILLION YEAR-ON-YEAR CHANGE +35.0% (+\$1.6 MILLION)

\$825.3 MILLION

+27.7% (+\$179 MILLION)

VACATION RENTALS



\$382.3

MILLION

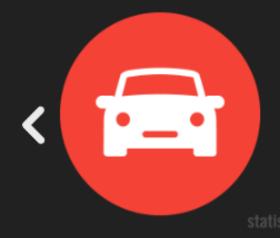


ONLINE RIDE-HAILING OVERVIEW

HEADLINES FOR THE ADOPTION AND USE OF ONLINE RIDE-HAILING SERVICES



NUMBER OF PEOPLE USING ONLINE RIDE-HAILING SERVICES YEAR-ON-YEAR CHANGE IN THE NUMBER OF ONLINE RIDE-HAILING SERVICE USERS TOTAL ANNUAL VALUE OF ONLINE RIDE-HAILING BOOKINGS (USD, 2023) YEAR-ON-YEAR CHANGE IN MARKET VALUE: ONLINE RIDE-HAILING BOOKINGS AVERAGE ANNUAL VALUE PER USER: ONLINE RIDE-HAILING BOOKINGS (USD, 2023)











5.98 MILLION

+2.7%

\$256.1 MILLION +44.3% +\$79 MILLION

\$42.83



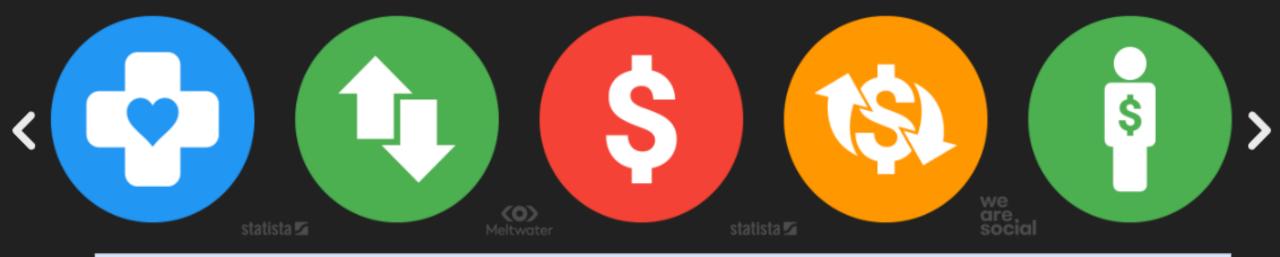
DIGITAL HEALTH TREATMENT & CARE OVERVIEW

HEADLINES FOR THE ADOPTION AND USE OF DIGITALLY ENABLED HEALTHCARE TREATMENTS AND CARE



NUMBER OF PEOPLE
USING DIGITAL HEALTH
TREATMENT & CARE

YEAR-ON-YEAR CHANGE IN USERS OF DIGITAL TREATMENT & CARE TOTAL ANNUAL VALUE OF THE DIGITAL TREATMENT & CARE MARKET (USD, 2023) YEAR-ON-YEAR CHANGE IN MARKET VALUE: DIGITAL TREATMENT & CARE MARKET AVERAGE ANNUAL VALUE PER USER: DIGITAL TREATMENT & CARE (USD, 2023)



5.93

+10.4%

+560 THOUSAND

\$129.8

MILLION

+20.3%

+\$22 MILLION

21.88



ONLINE DOCTOR CONSULTATIONS OVERVIEW

★ CHILE

HEADLINES FOR THE ADOPTION AND USE OF ONLINE DOCTOR CONSULTATION SERVICES

NUMBER OF PEOPLE
USING ONLINE DOCTOR
CONSULTATION SERVICES

YEAR-ON-YEAR CHANGE IN USERS OF ONLINE DOCTOR CONSULTATION SERVICES TOTAL ANNUAL VALUE OF ONLINE DOCTOR CONSULTATIONS (USD, 2023) YEAR-ON-YEAR CHANGE IN MARKET VALUE: ONLINE DOCTOR CONSULTATIONS AVERAGE ANNUAL VALUE PER USER: ONLINE DOCTOR CONSULTATIONS (USD, 2023)



420.0 THOUSAND

0% [UNCHANGED] \$35.28
MILLION

+16.1% +\$4.9 MILLION

\$83.17

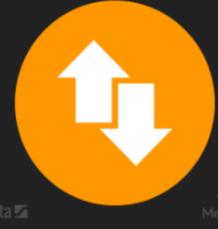
DIGITAL FITNESS & WELL-BEING OVERVIEW

HEADLINES FOR THE ADOPTION AND USE OF DIGITAL FITNESS & WELL-BEING DEVICES AND SERVICES



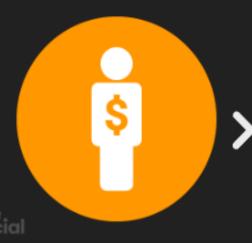
NUMBER OF PEOPLE USING DIGITAL FITNESS & WELL-BEING DEVICES AND SERVICES YEAR-ON-YEAR CHANGE IN THE NUMBER OF DIGITAL FITNESS & WELL-BEING USERS TOTAL ANNUAL VALUE OF THE DIGITAL FITNESS & WELL-BEING MARKET (USD, 2023) YEAR-ON-YEAR CHANGE IN MARKET VALUE: DIGITAL FITNESS & WELL-BEING MARKET AVERAGE ANNUAL VALUE PER USER: DIGITAL FITNESS & WELL-BEING (USD, 2023)











6.97 MILLION

+25.1%

\$308.7

+24.9% +\$62 MILLION

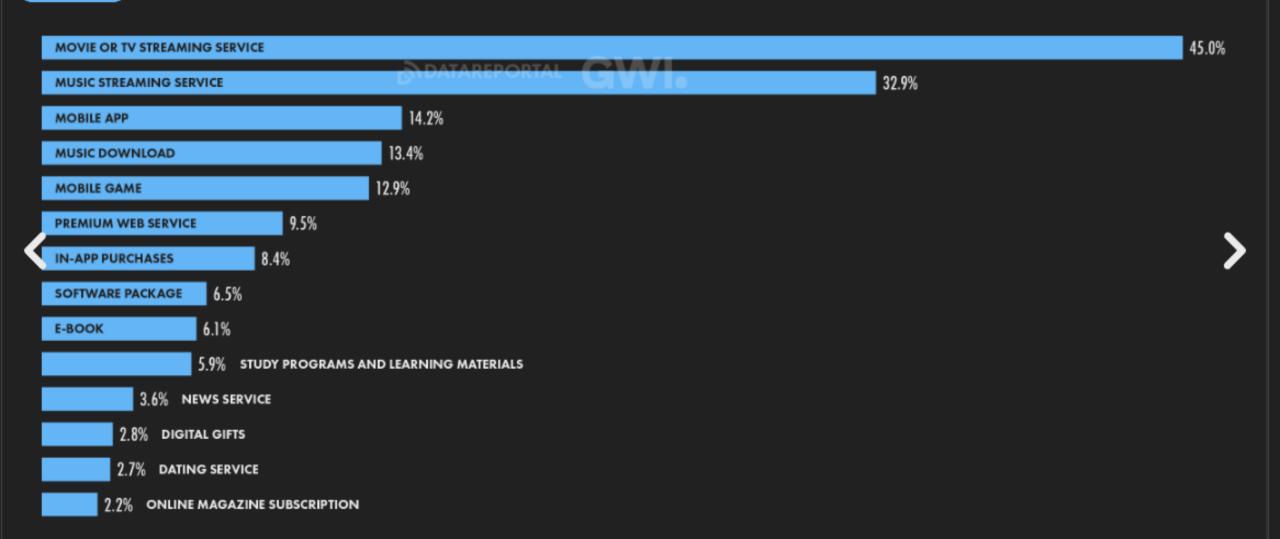
\$44.32



DIGITAL CONTENT PURCHASES

PERCENTAGE OF INTERNET USERS AGED 16 TO 64 WHO PAY FOR EACH TYPE OF DIGITAL CONTENT EACH MONTH





DIGITAL MEDIA SPEND

FULL-YEAR 2023 SPEND ON DIGITAL MEDIA SUBSCRIPTIONS AND DOWNLOADS (IN U.S. DOLLARS)



TOTAL

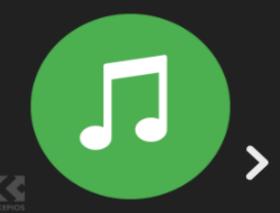
VIDEO GAMES



VIDEO-ON-DEMAND



DIGITAL MUSIC



\$1.07
BILLION

YEAR-ON-YEAR CHANGE +11.7% (+\$113 MILLION) \$456.7 MILLION

YEAR-ON-YEAR CHANGE +11.3% (+\$46 MILLION) \$404.5 MILLION

YEAR-ON-YEAR CHANGE +13.7% (+\$49 MILLION) \$89.62 MILLION

EPUBLISHING

YEAR-ON-YEAR CHANGE +4.5% (+\$3.9 MILLION) \$122.8 MILLION

YEAR-ON-YEAR CHANGE +12.1% (+\$13 MILLION)

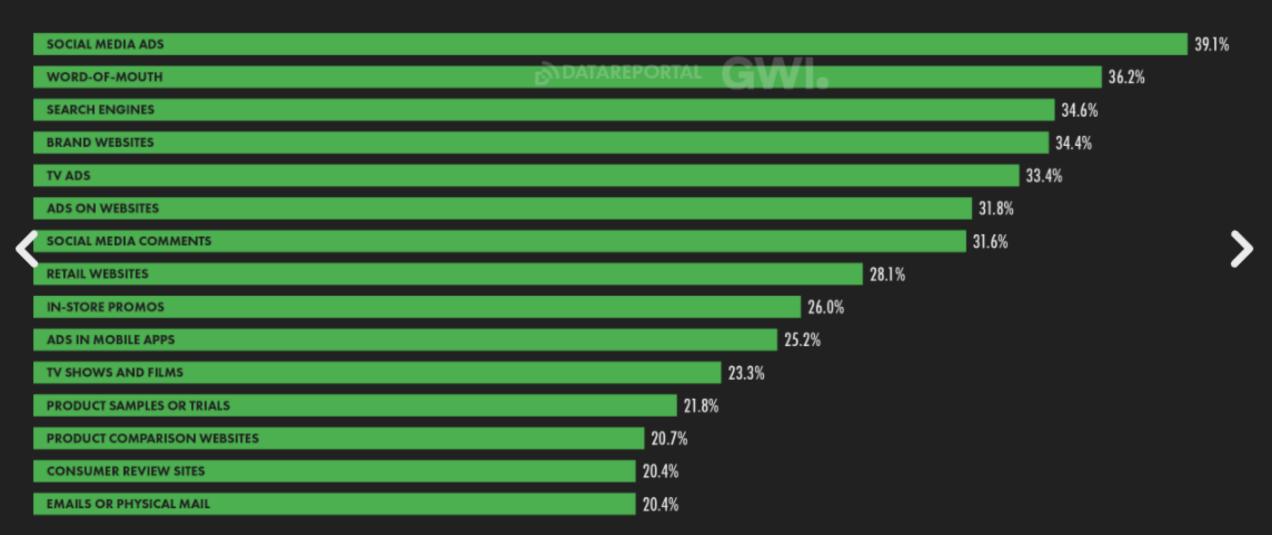


DIGITAL MARKETING

SOURCES OF BRAND DISCOVERY



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

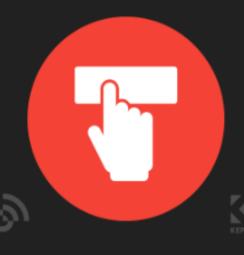
CLICKED OR TAPPED ON A BANNER AD ON A WEBSITE IN THE PAST 30 DAYS

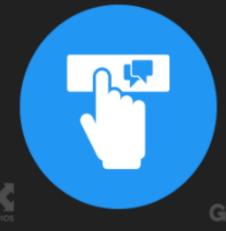
CLICKED OR TAPPED ON A SPONSORED SOCIAL MEDIA POST IN THE PAST 30 DAYS

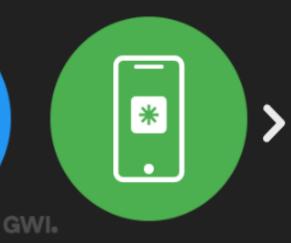
DOWNLOADED OR **USED A BRANDED MOBILE** APP IN THE PAST 30 DAYS











59.7%

60.3%

YOY: -5.0% (-320 BPS)

13.3%

YOY: -9.5% (-140 BPS)

14.0%

16.0%

YOY: -11.1% (-200 BPS)

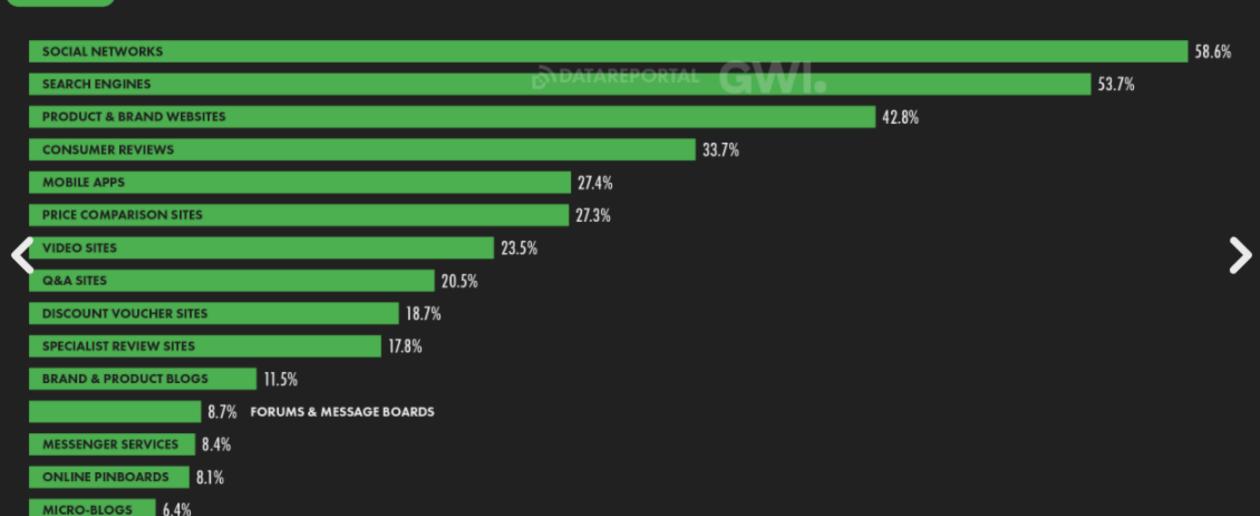
YOY: +3.5% (+200 BPS)

YOY: -11.4% (-180 BPS)

MAIN CHANNELS FOR ONLINE BRAND RESEARCH



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





ADVERTISING SPEND: TOTAL vs. DIGITAL

TOTAL AD SPEND ACROSS ALL CHANNELS, WITH DETAIL FOR DIGITAL AD SPEND (U.S. DOLLARS, FULL-YEAR 2023)



TOTAL AD SPEND (INCLUDING ONLINE AND OFFLINE CHANNELS) YEAR-ON-YEAR CHANGE IN TOTAL AD SPEND (ALL CHANNELS) DIGITAL AD SPEND (INCLUDING SEARCH AND SOCIAL MEDIA) YEAR-ON-YEAR CHANGE IN DIGITAL AD SPEND DIGITAL AD SPEND AS A PERCENTAGE OF TOTAL AD SPEND











\$2.01 BILLION +5.0%

\$966.0 MILLION +10.3% +\$91 MILLION

48.1%

DIGITAL ADVERTISING SPEND

ANNUAL SPEND ON DIGITAL ADVERTISING BY FORMAT (U.S. DOLLARS, FULL-YEAR 2023)



TOTAL ANNUAL SPEND ON DIGITAL ADS (ALL TYPES)



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\$966.0

Y-O-Y CHANGE IN SPEND +10.3% (+\$91 MILLION) ANNUAL SPEND ON ONLINE SEARCH ADS



\$242.2 MILLION

Y-O-Y CHANGE IN SPEND +13.0% (+\$28 MILLION) ANNUAL SPEND ON DIGITAL VIDEO ADS



\$255.0 MILLION

Y-O-Y CHANGE IN SPEND +8.3% (+\$20 MILLION) ANNUAL SPEND ON DIGITAL BANNER ADS



are.

statista 💆

\$261.5

statista 🍒

(0)

Y-O-Y CHANGE IN SPEND +10.3% (+\$25 MILLION) ANNUAL SPEND ON ONLINE INFLUENCER ACTIVITIES



\$49.20 MILLION

Y-O-Y CHANGE IN SPEND +16.1% (+\$6.8 MILLION)

ANNUAL SPEND ON ONLINE CLASSIFIEDS



\$19.33

MILLION

Y-O-Y CHANGE IN SPEND +1.8% (+\$340 THOUSAND) ANNUAL SPEND ON DIGITAL AUDIO ADS



\$13.59 MILLION

Y-O-Y CHANGE IN SPEND +18.0% (+\$2.1 MILLION) SHARE OF TOTAL DIGITAL AD SPEND: MOBILE DEVICES*



statista 🍒

65.3%

Y-O-Y CHANGE IN SPEND +5.3% (+327 BPS) SHARE OF TOTAL DIGITAL AD SPEND: SOCIAL MEDIA



27.3%

Y-O-Y CHANGE IN SPEND -0.5% (-14 BPS) SHARE OF TOTAL DIGITAL AD SPEND: PROGRAMMATIC



71.9%

Y-O-Y CHANGE IN SPEND +0.7% (+52 BPS)

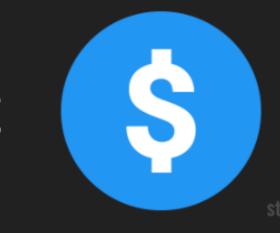


PROGRAMMATIC ADVERTISING OVERVIEW

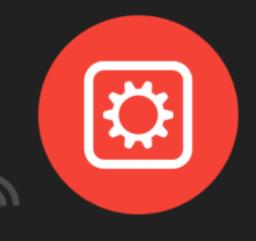
SPEND ON PROGRAMMATIC ADVERTISING AND ITS SHARE OF THE DIGITAL ADVERTISING MARKET



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









\$694.8 MILLION +11.1% +\$70 MILLION

71.9%

+0.7%

SEARCH ADVERTISING OVERVIEW

SPEND ON ONLINE SEARCH ADVERTISING (IN U.S. DOLLARS) AND ITS SHARE OF THE DIGITAL ADVERTISING MARKET



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









\$242.2 MILLION +13.0% +\$28 MILLION

25.1%

+2.4%



SOCIAL MEDIA ADVERTISING OVERVIEW

SPEND ON SOCIAL MEDIA ADVERTISING (IN U.S. DOLLARS) AND ITS SHARE OF THE DIGITAL ADVERTISING MARKET



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



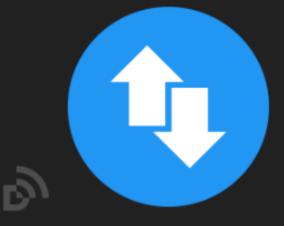
statista 🛂



KEPIC



27.3%



\$263.8 MILLION

+9.7% +\$23 MILLION

-0.6%

INFLUENCER ADVERTISING OVERVIEW

SPEND ON INFLUENCER ADVERTISING ACTIVITIES (IN U.S. DOLLARS) AND THEIR SHARE OF THE DIGITAL ADVERTISING MARKET



ANNUAL SPEND ON INFLUENCER ADVERTISING (USD) YEAR-ON-YEAR
CHANGE IN INFLUENCER
ADVERTISING SPEND

INFLUENCER ADVERTISING'S SHARE OF TOTAL DIGITAL AD SPEND YEAR-ON-YEAR CHANGE IN INFLUENCER ADVERTISING'S SHARE OF TOTAL DIGITAL AD SPEND









\$49.20 MILLION +16.1% +\$6.8 MILLION

5.1%

+5.3%



ATTITUDES: ADS AND AD TRACKING

HOW INTERNET USERS AGED 16 TO 64 FEEL ABOUT ADS, AND THE STEPS THEY TAKE TO AVOID ADVERTISING AND AD TRACKING



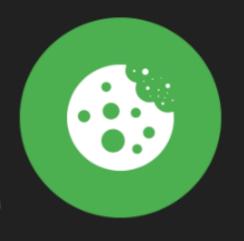
FEEL REPRESENTED
IN THE ADVERTISING
THAT THEY SEE OR HEAR



USE AN AD BLOCKER FOR AT LEAST SOME ONLINE ACTIVITIES



DECLINE COOKIES AT LEAST SOME OF THE TIME



USE A VIRTUAL PRIVATE
NETWORK (VPN) FOR AT LEAST
SOME ONLINE ACTIVITIES



7.7%

YEAR-ON-YEAR CHANGE

-15.4% (-140 BPS)

24.0%

YEAR-ON-YEAR CHANGE

-7.3% (-190 BPS)

33.9%

YEAR-ON-YEAR CHANGE

+4.3% (+140 BPS)

17.9%

YEAR-ON-YEAR CHANGE

-6.3% (-120 BPS)