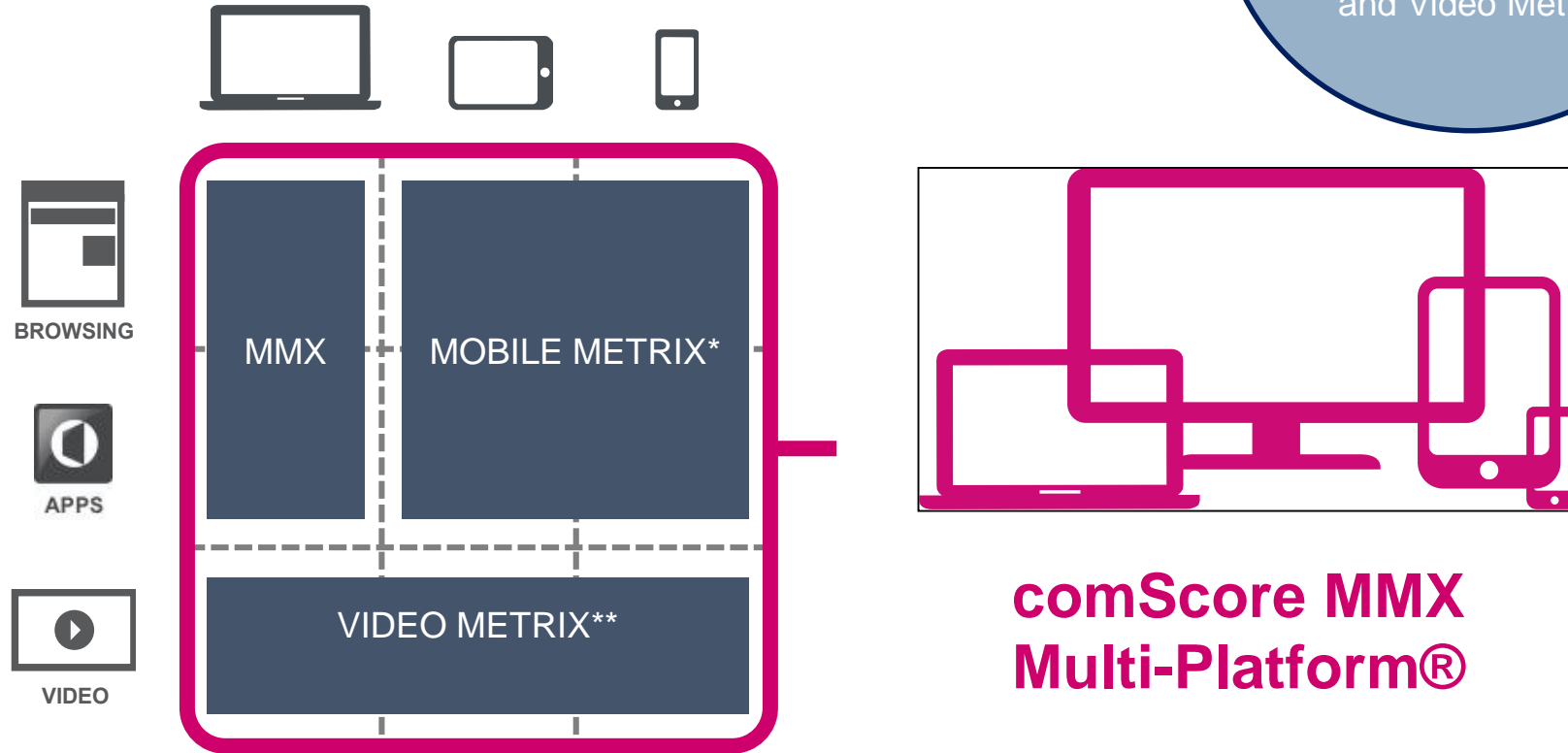


UK Digital Market Overview –December 2016

If you have any questions, please contact: insights@ukom.uk.net

A Guide to Data Sources

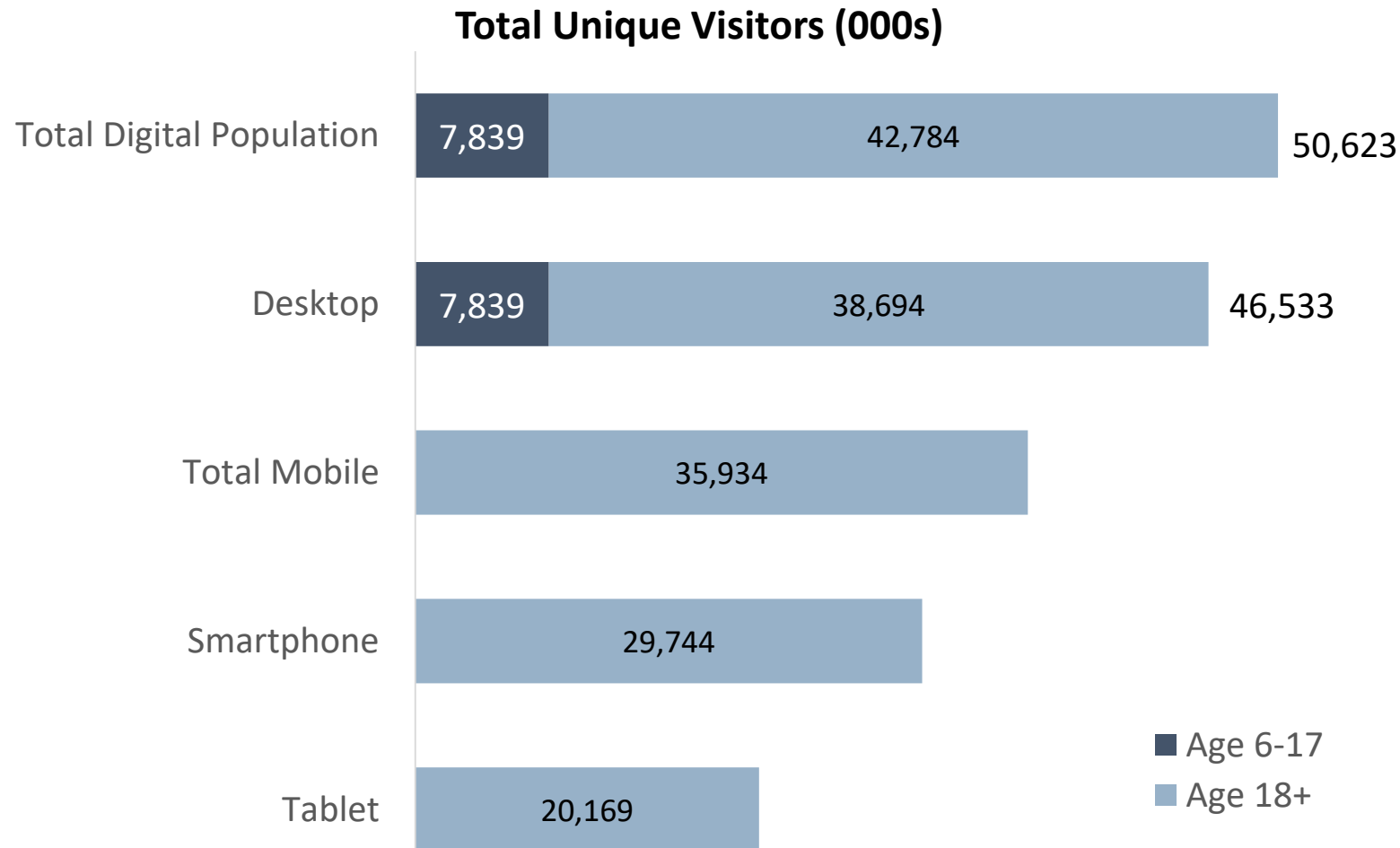
Total Digital Population =
Unduplicated audience across
MMX, Mobile Metrix
and Video Metrix



Multi-Platform Usage

Breakdown of Digital – Unique Visitors by Platform

Total Digital Population across desktop & mobile devices was 50.6m in Dec 2016



The desktop* still has the biggest audience despite mobile growth

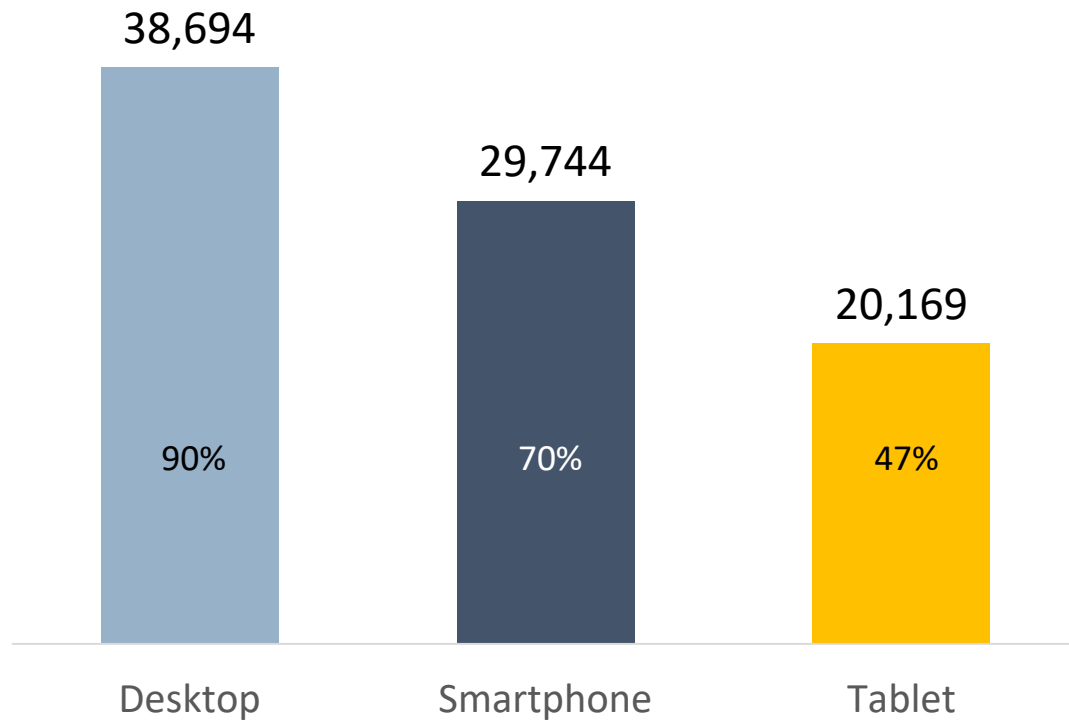
Source: comScore MMX Multi-Platform, Dec 2016, UK, Desktop Age 6+, *Mobile Age 18+
MMX Multi-Platform includes Desktop browsing, Desktop video streams, smartphone browsing & apps (on-network only for untagged apps), tablet browsing & apps for tagged sites & apps.

*Desktop refers to 'Desktop, laptop and notebook. Total mobile refers to smartphone and tablet usage combined

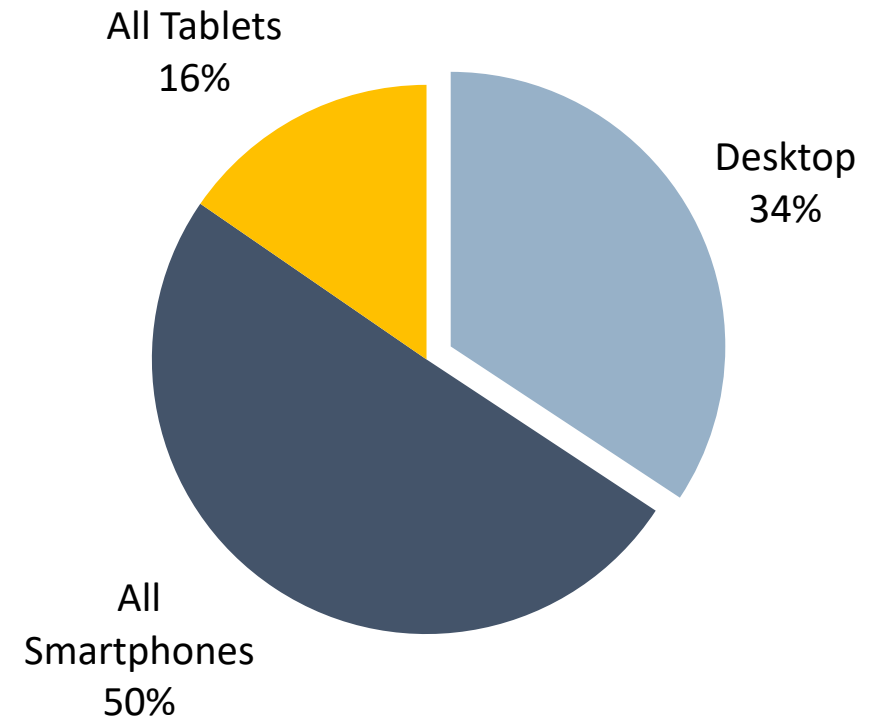
Unique Visitors and Share of Minutes by Platform

Although more adults use a PC, they spend more time on smartphones

Unique Visitors (000s) & Reach (%)
by Platform (18+)



Share of Minutes by Platform (18+)



Source: comScore MMX Multi-Platform, Dec 2016, UK Adults 18+

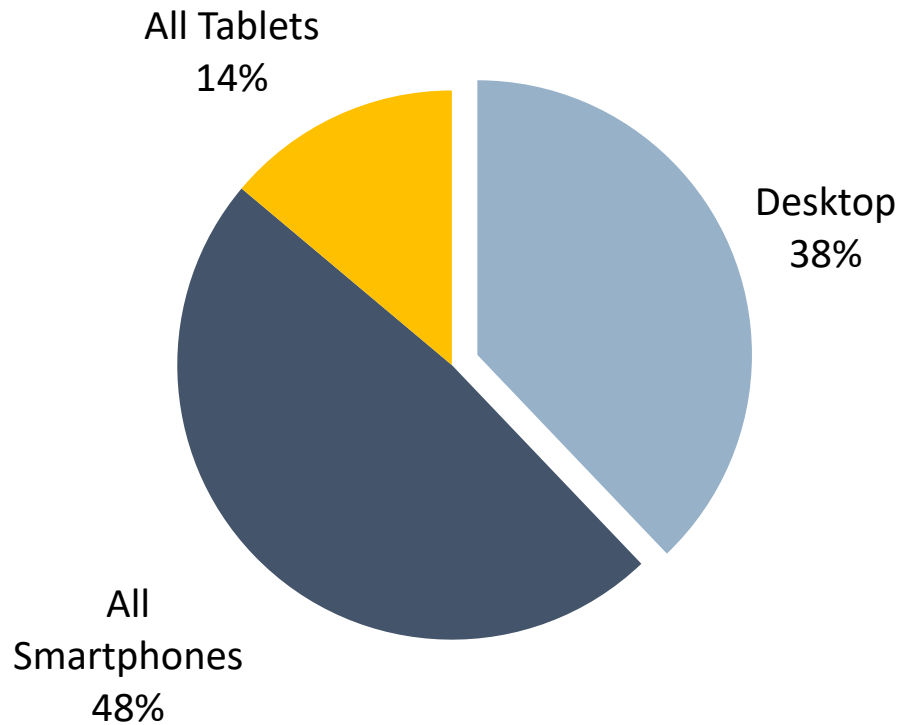
MMX Multi-Platform includes Desktop browsing, Desktop video streams, smartphone browsing & apps (on-network only for untagged apps), tablet browsing & apps for tagged sites & apps.

Change in Share of Minutes by Platform Sep to Dec 2016

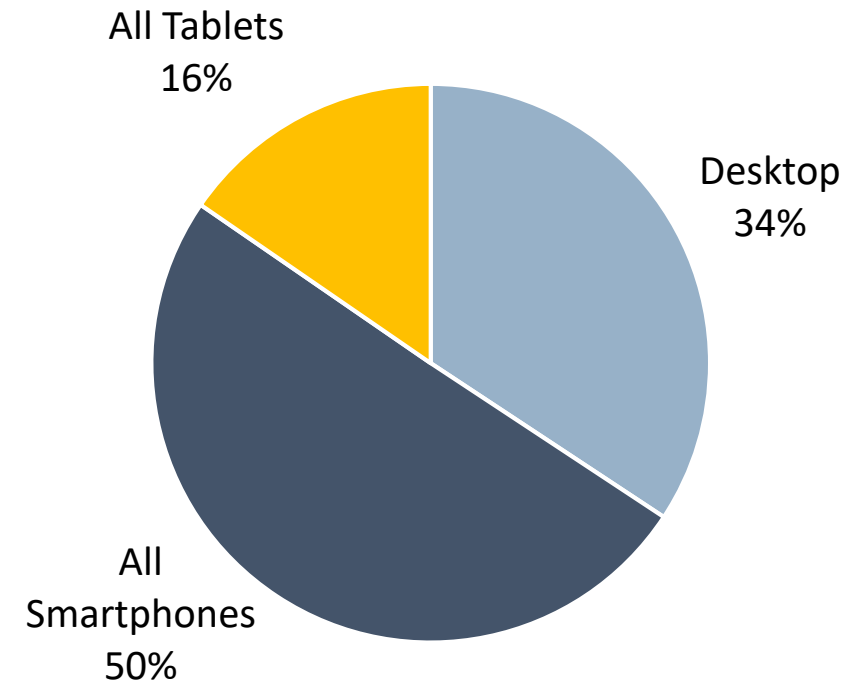
Mobile's Share of Minutes continues to increase

Share of Minutes by Platform (18+)

Sep 2016



Dec 2016

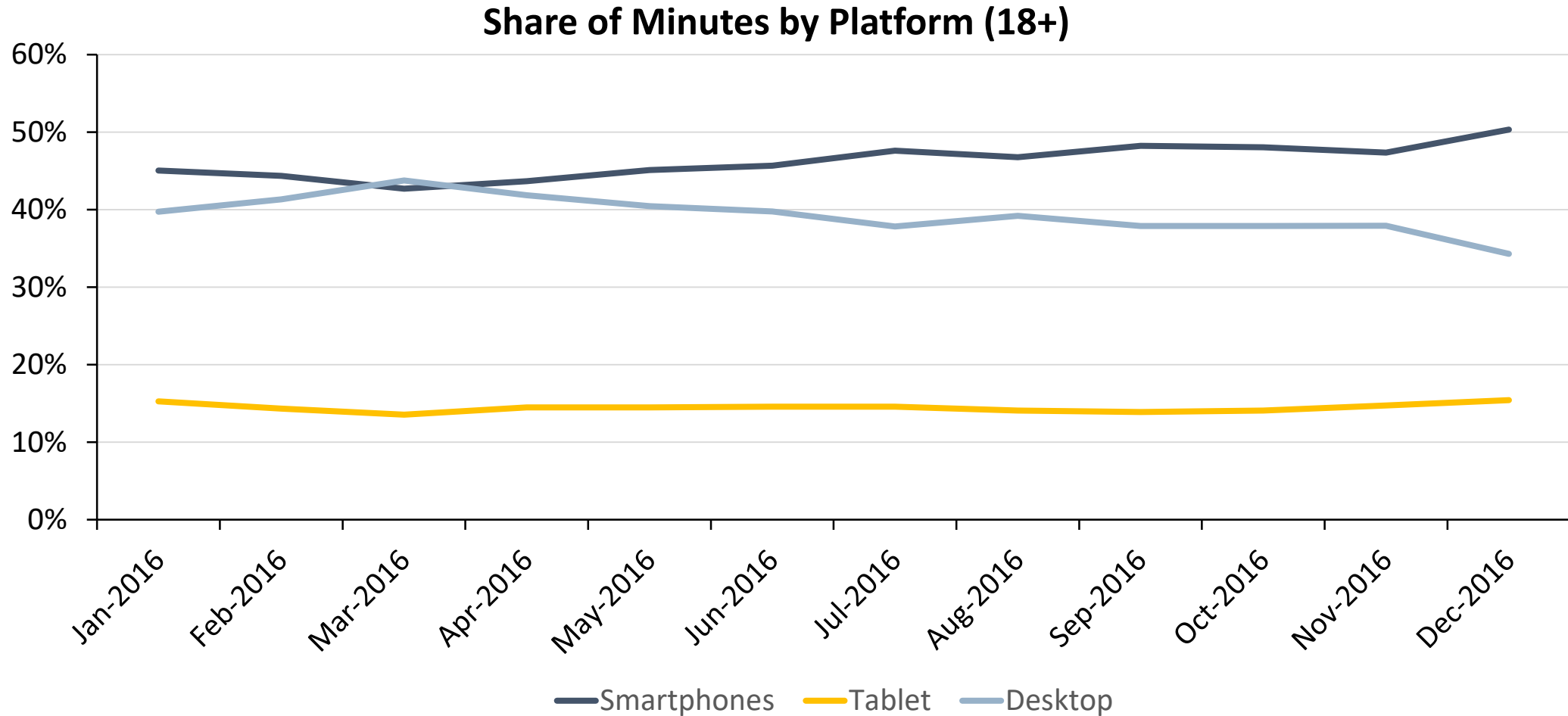


Source: comScore MMX Multi-Platform, Sep 2016 & Dec 2016, UK

MMX Multi-Platform includes Desktop browsing, Desktop video streams, smartphone browsing & apps (on-network only for untagged apps), tablet browsing & apps for tagged sites & apps.

Change in Share of Minutes by Platform Jan to Dec 2016

Mobile's Share of Minutes continues to increase

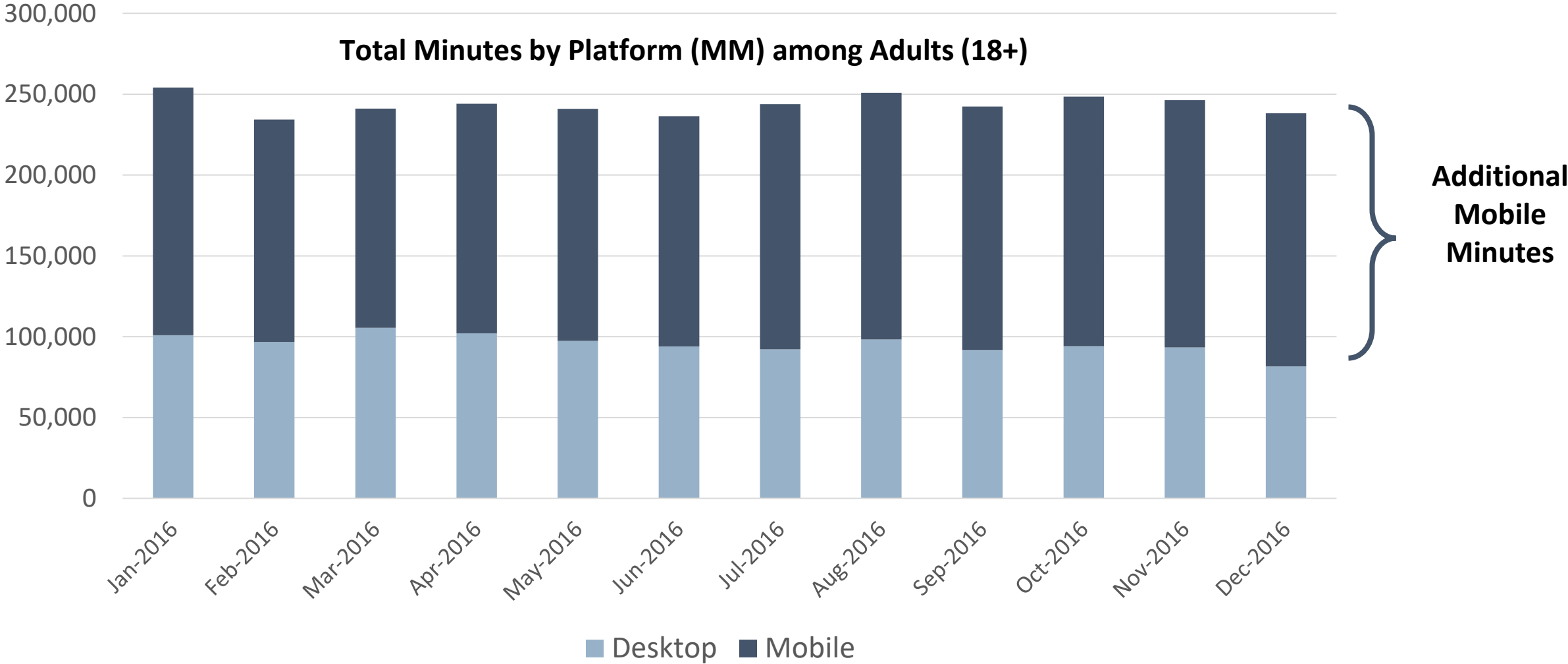


Source: comScore MMX Multi-Platform, 2016, UK

MMX Multi-Platform includes Desktop browsing, Desktop video streams, smartphone browsing & apps (on-network only for untagged apps), tablet browsing & apps for tagged sites & apps.

Desktop Minutes Among Adults across 2016

Mobile has boosted digital minutes rather than replaced the desktop



Source: comScore MMX Multi-Platform, Dec 2016, UK Adults 18+

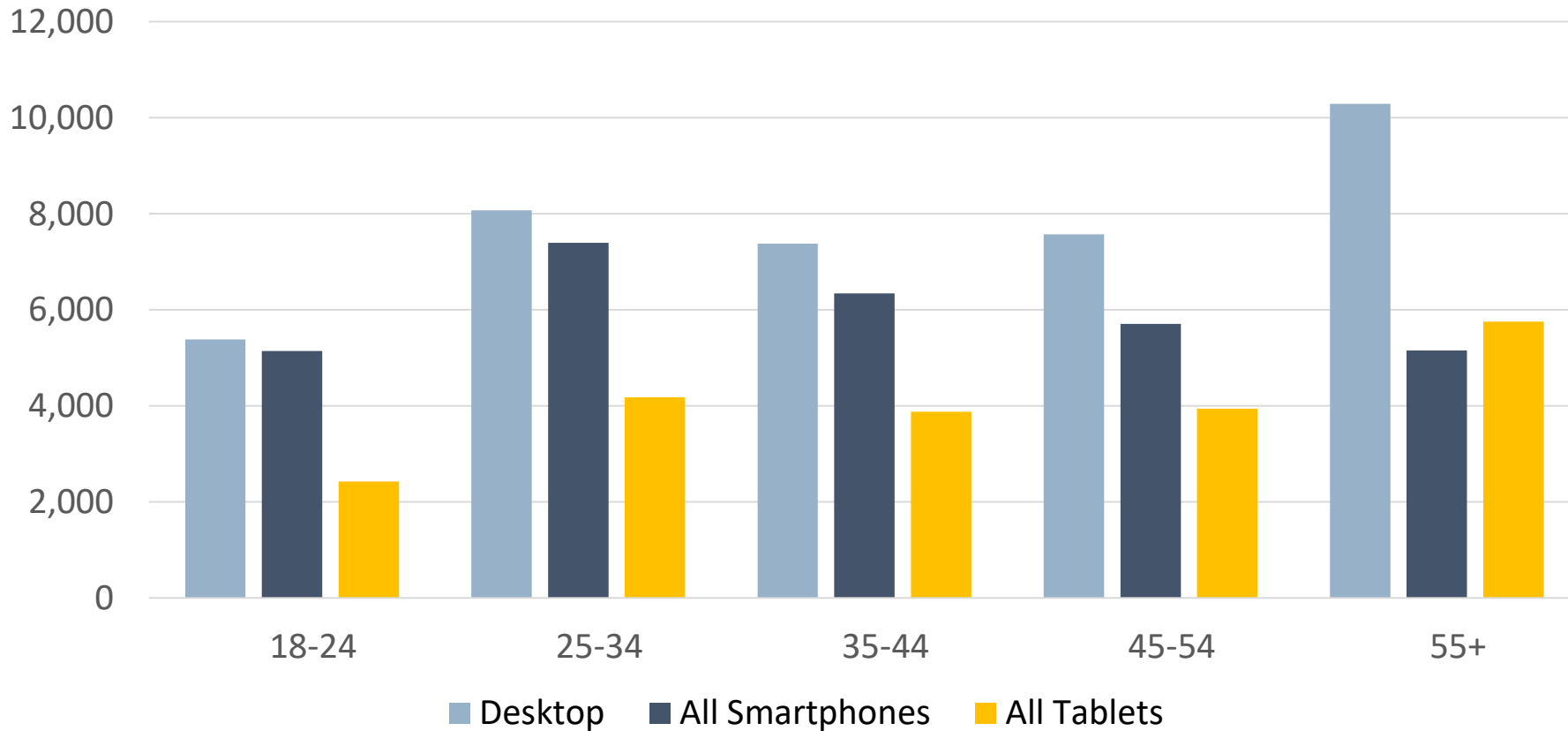
MMX Multi-Platform includes Desktop browsing, Desktop video streams, smartphone browsing & apps (on-network only for untagged apps), tablet browsing & apps for tagged sites & apps.

Platform usage by demographics

Platform Unique Visitors by Age

The desktop still has the biggest audience across all age groups

Audience by Platform by Age - Unique Visitors (000s)



The desktop is still the device which has the biggest audience each month – across all age groups.

More 55+ use a tablet to access the internet than a smartphone

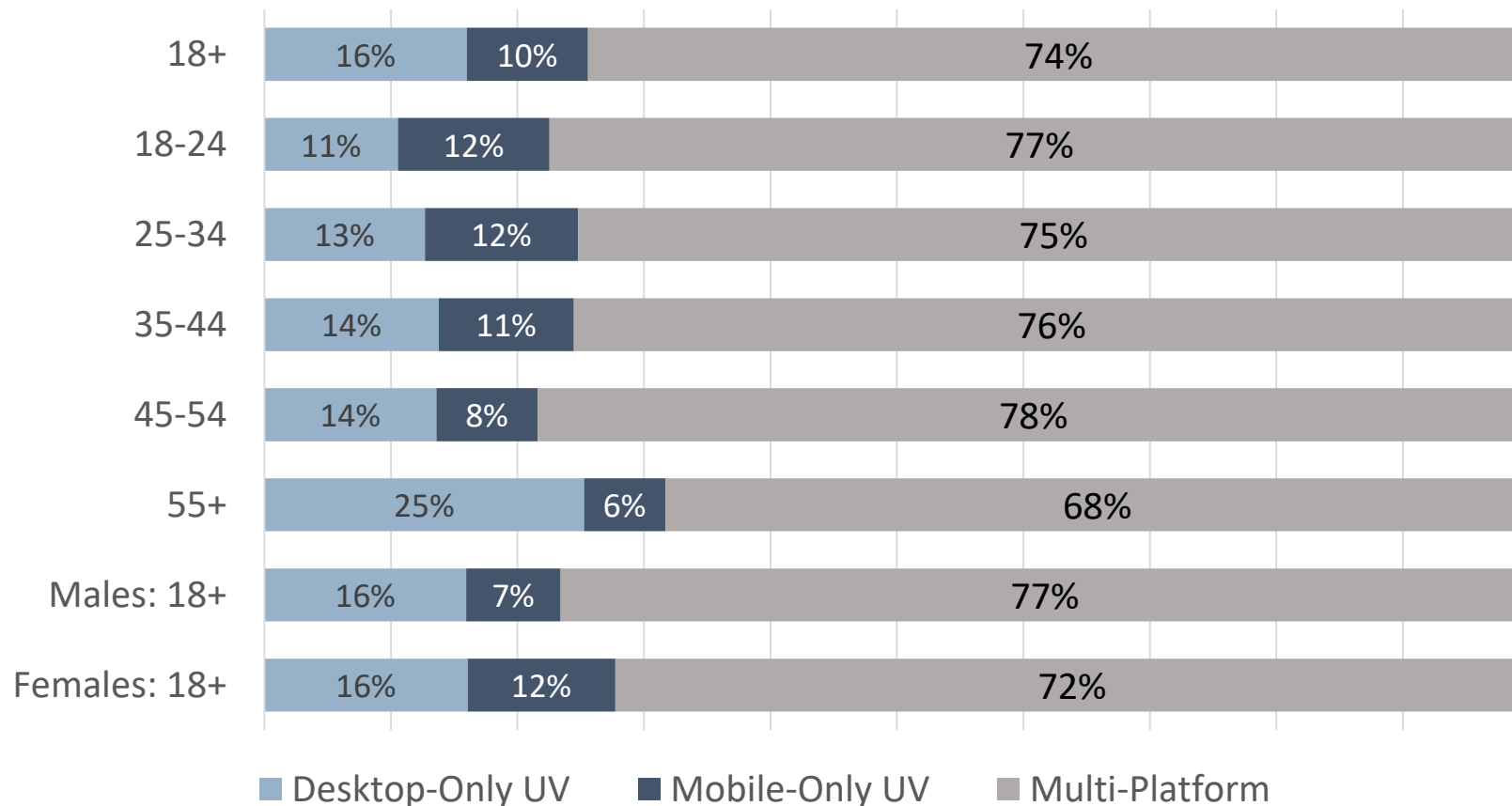
Source: comScore MMX Multi-Platform, Dec 2016, UK

MMX Multi-Platform includes Desktop browsing, Desktop video streams, smartphone browsing & apps (on-network only for untagged apps), tablet browsing & apps for tagged sites & apps.

Platform Share by Unique visitors by demographic

¾ of online adults use both a PC and Mobile to access the internet

Unique Viewers by Platform by Age & Gender



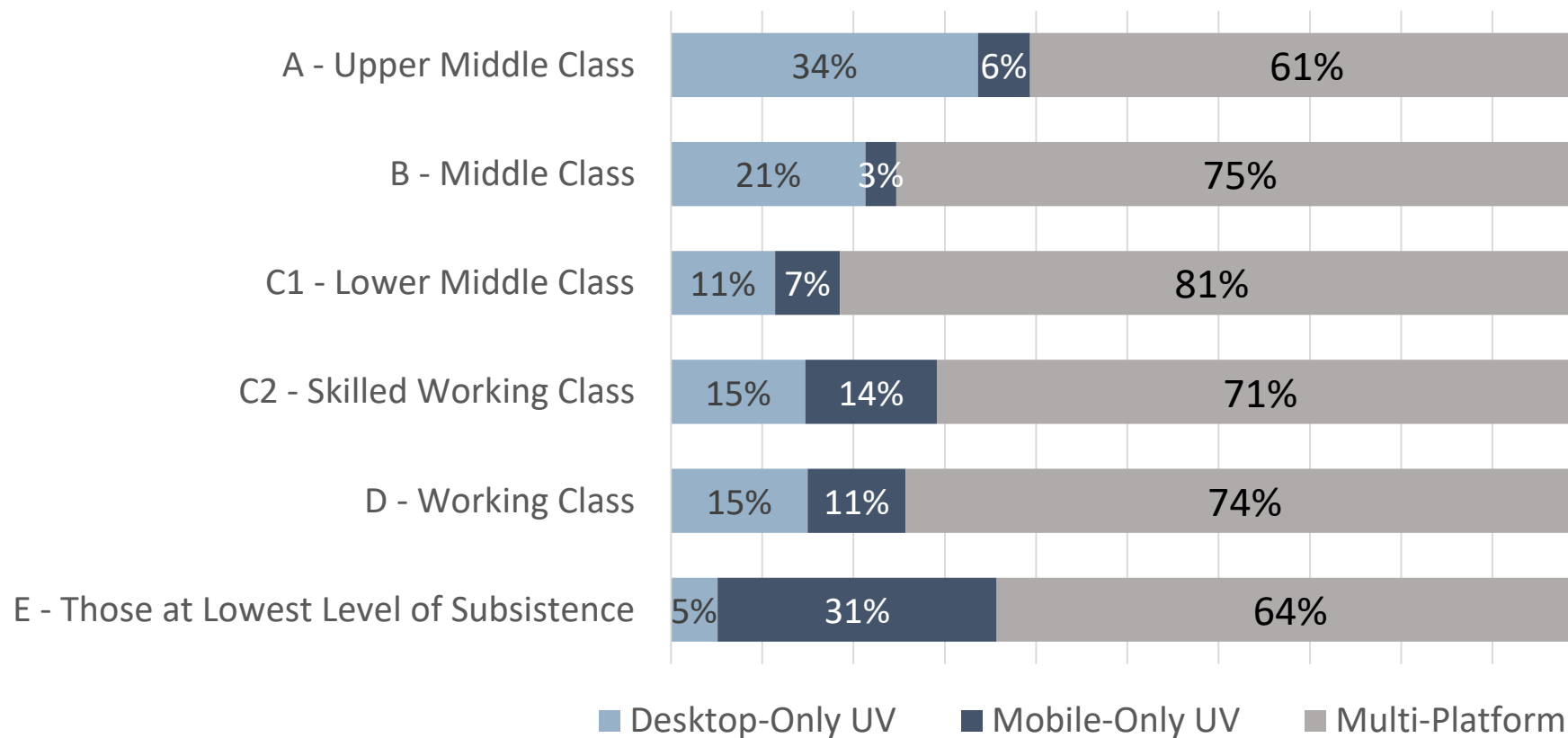
12% of 18-24s do not use a desktop PC to access the internet

A quarter (25%) of over 55s **ONLY** use the desktop/laptop

Platform Share by Unique visitors by Social Class

Highest and Lowest Social Class least likely to be Multi-Platform

Unique Viewers by Platform by Social Class



34% of social class A only use a desktop PC to access the internet

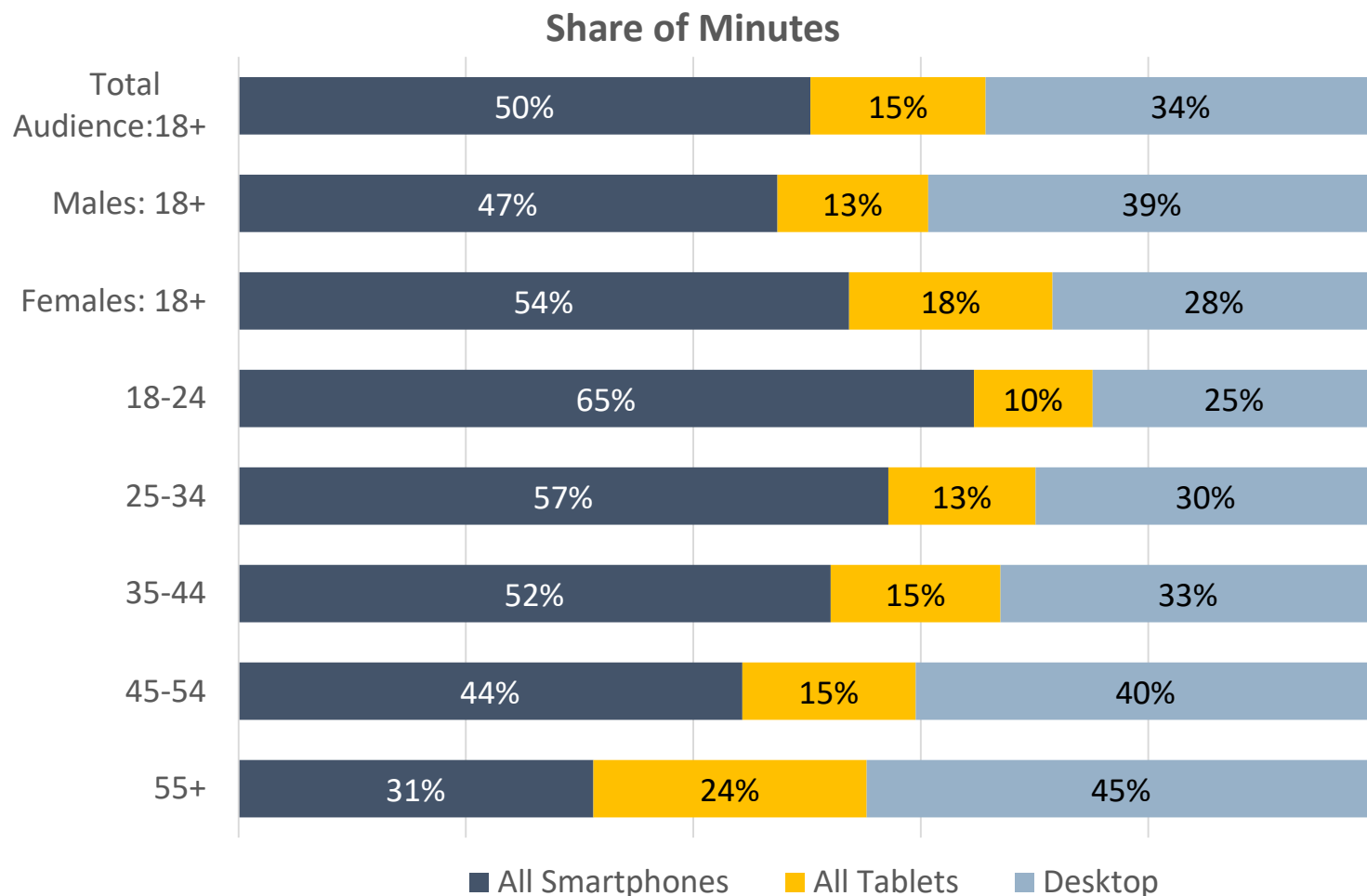
Lower social classes are more likely to ONLY use a mobile to access the internet

Source: comScore MMX Multi-Platform, Dec 2016, UK

MMX Multi-Platform includes Desktop browsing, Desktop video streams, smartphone browsing & apps (on-network only for untagged apps), tablet browsing & apps for tagged sites & apps.

Platform Share of Minutes by Demographic

Millennials & females spend the greatest share of their time on mobile devices



Females 18+ spend 72% of their time online on mobile devices compared to only 60% for males. The smartphone takes the lion's share of minutes for females 18+.

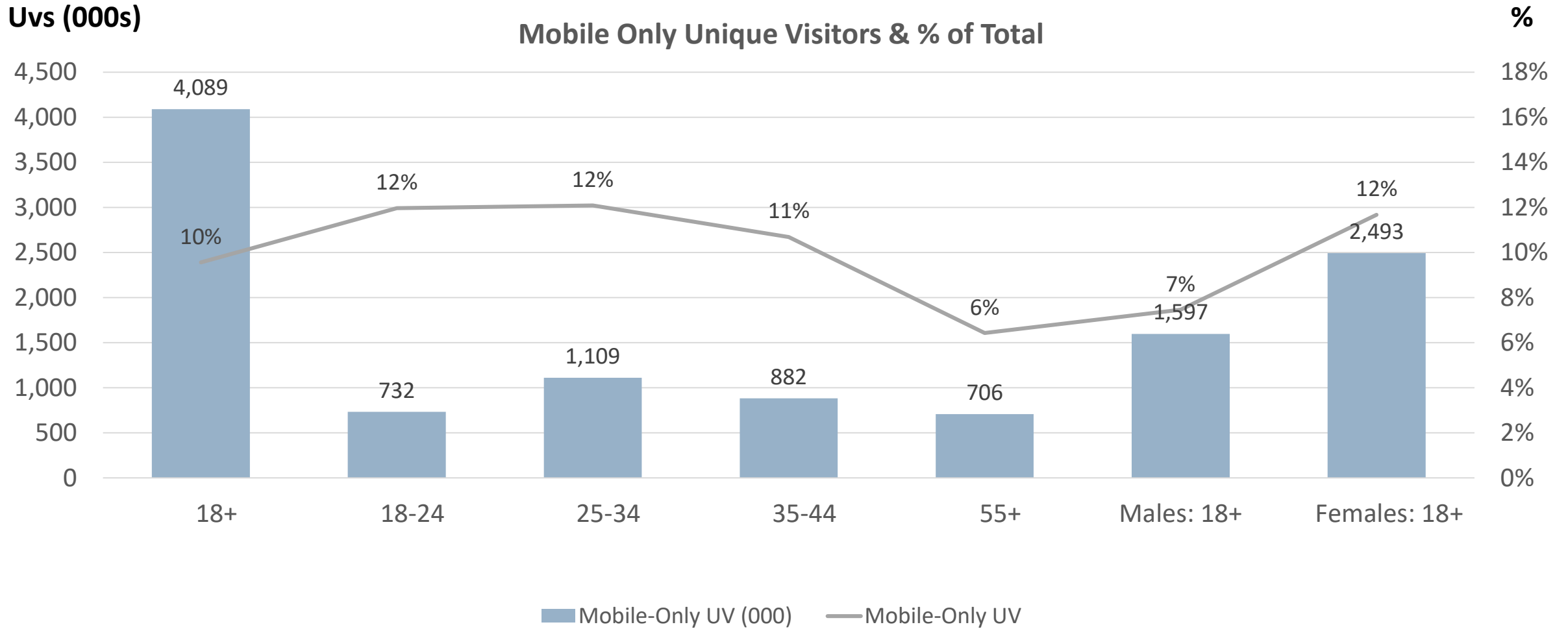
Smartphone share decreases with increasing age but 55+ have the greatest tablet share

Source: comScore MMX Multi-Platform, Dec 2016, UK

MMX Multi-Platform includes Desktop browsing, Desktop video streams, smartphone browsing & apps (on-network only for untagged apps), tablet browsing & apps for tagged sites & apps.

Over 4m adults did not use a desktop/laptop to access the internet

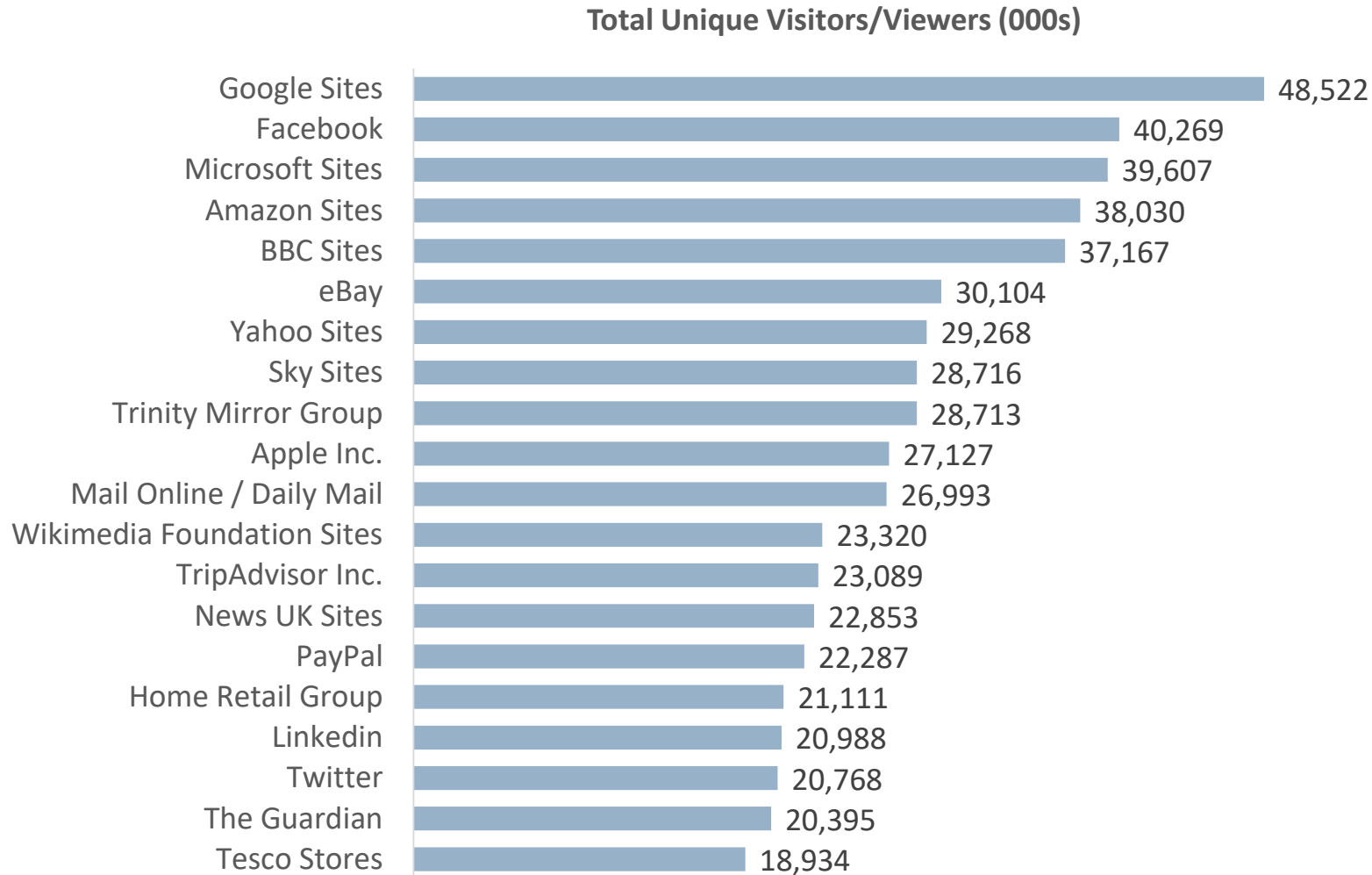
10% are now 'Mobile Only' – this is higher among younger audiences & females



Top Properties – Total Digital Population

Top 20 Properties by 'Unique Visitors' - Total Digital Population (TDP)

Home Retail Group (Argos) and Tesco enter the top 20 in December



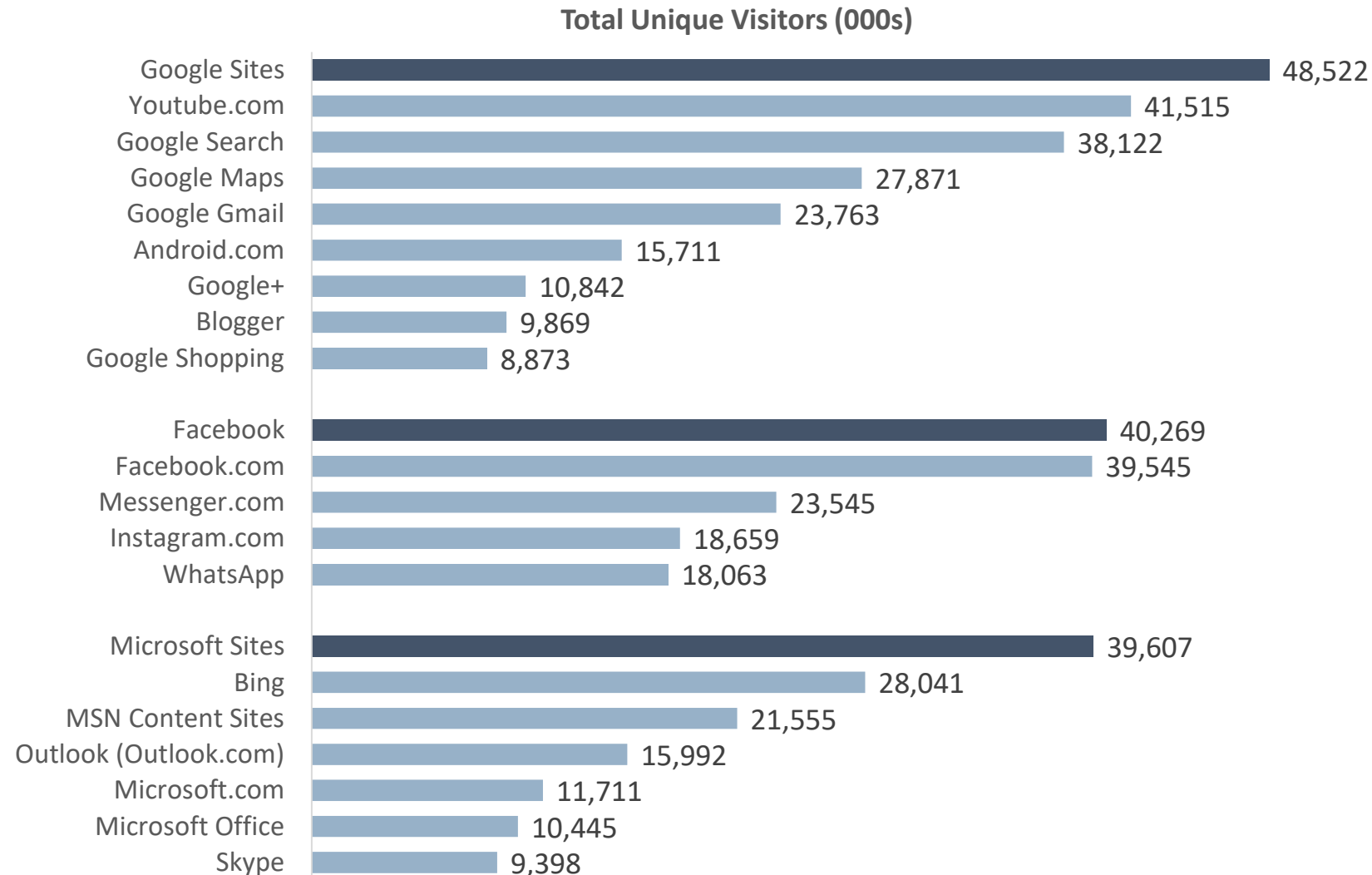
The top 4 all have an online reach of over 75%. Google extends it's reach to 95.9%

The AOL & Microsoft display advertising sales partnership gives AOL a combined audience of 36m or 71.2% reach in Sept

ESI Media and Telegraph fall out of top 20

Audience Breakdown of Top 3 Sites

Google's audience increased by 5% – adding over 2 million visitors since Sept

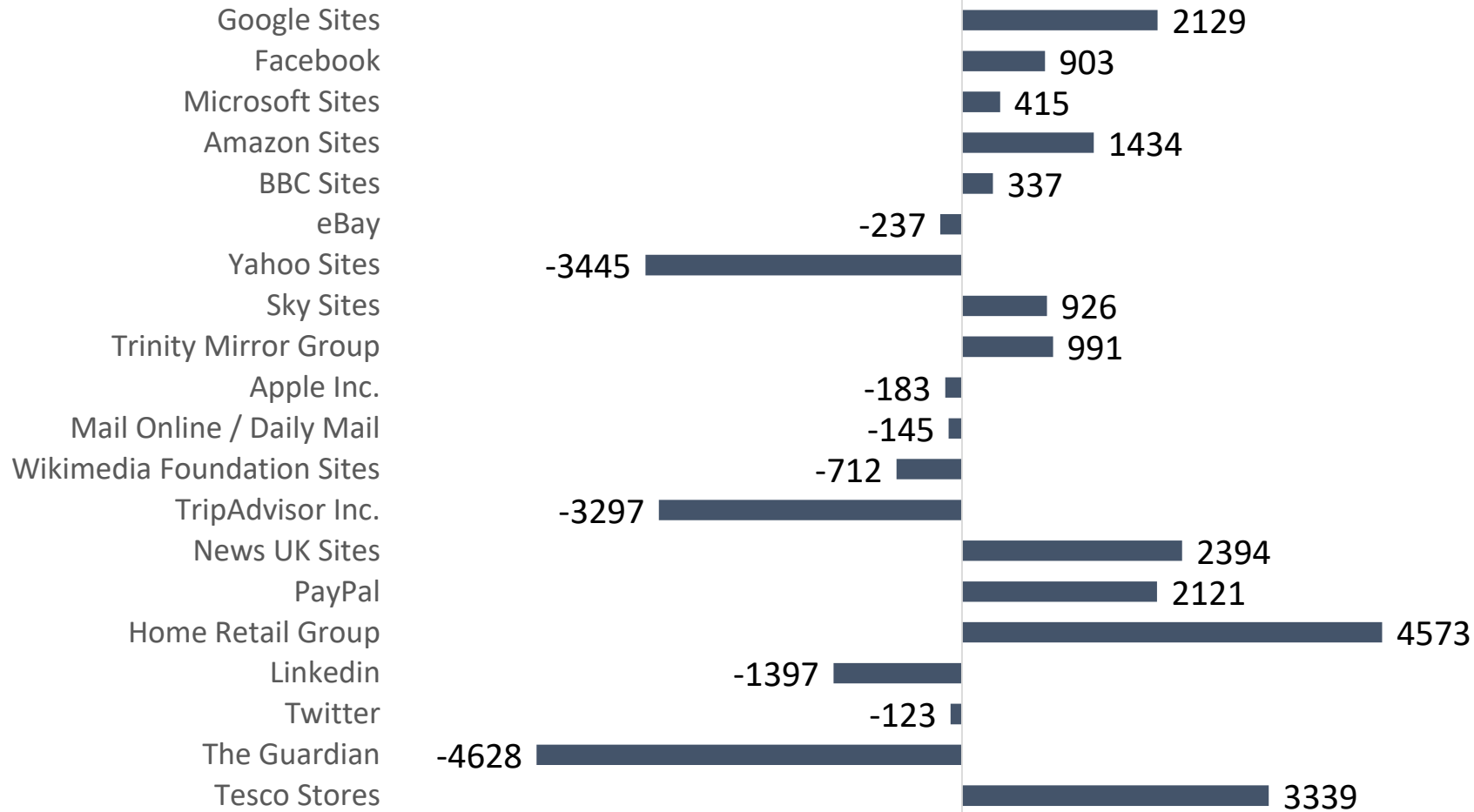


95.9% of the UK online population used Google Sites in Dec 2016, an uplift of 5% since September. Google shopping (+1.5m) and Youtube (+2.3m) have contributed to this uplift

Key Unique Visitor Changes Sept-Dec 2016: Top 20 Properties

Online retailers Home Retail Group (Argos) and Tesco witnessed most growth

Change in Visitors (000s) Sep 2016 - Dec 2016



The top 5 all grew audience between Sept and Dec, with Google being the strongest performer

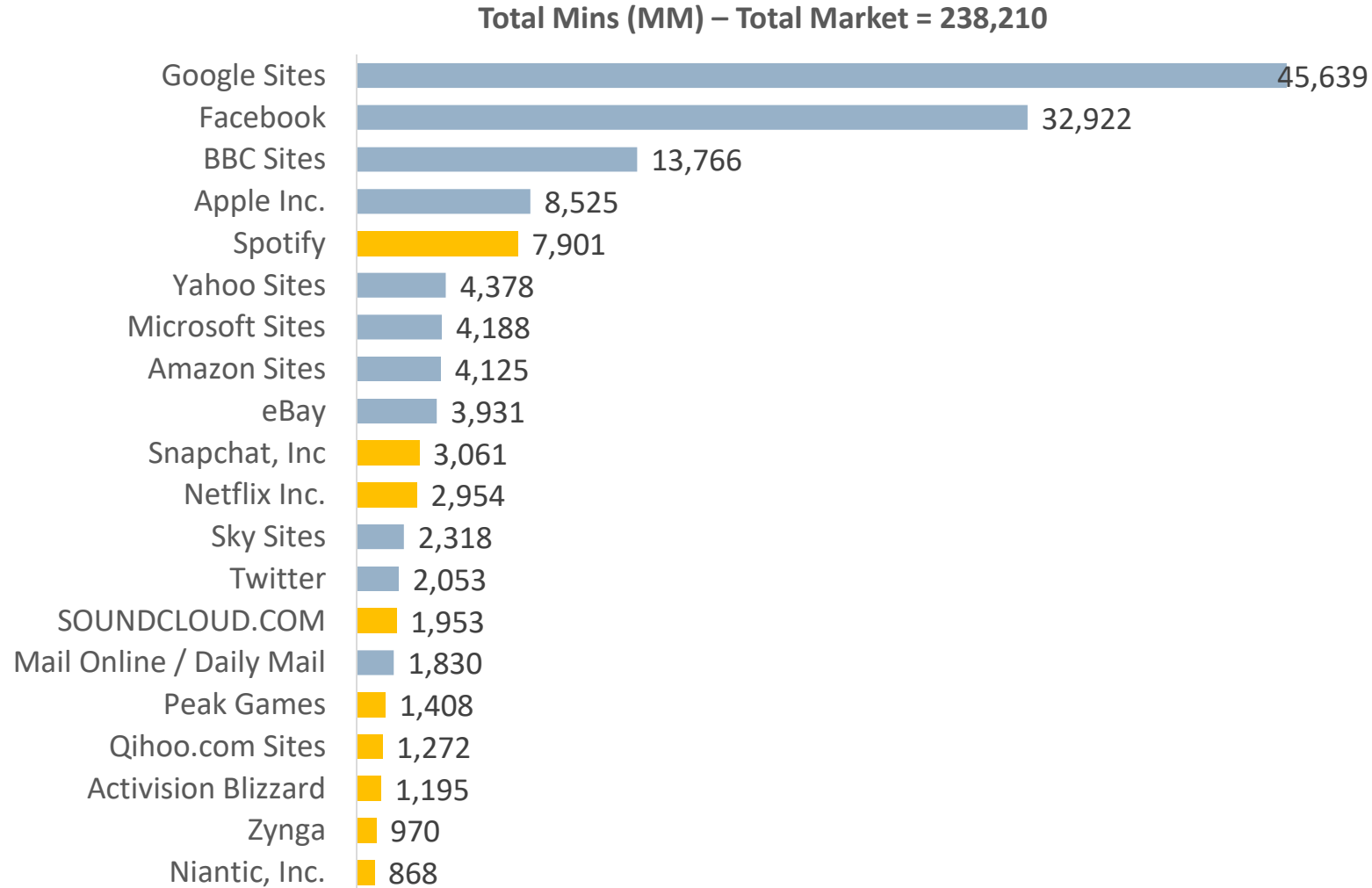
Ecommerce sites - Amazon, Tesco, Home Retail Group & Paypal all experienced uplifts

Source: comScore MMX Multi-Platform, Dec 2016, UK, Desktop Age 6+, Mobile Age 18+
MMX Multi-Platform includes Desktop browsing, Desktop video streams, smartphone browsing & apps (on-network only for untagged apps), tablet browsing & apps for tagged sites & apps.

*News UK change is not listed due to tagging changes in July 2016

Top 20 Properties by 'Time Spent*' – Total Digital Population (TDP)

Snapchat enters the top 10, Spotify now in top 5*



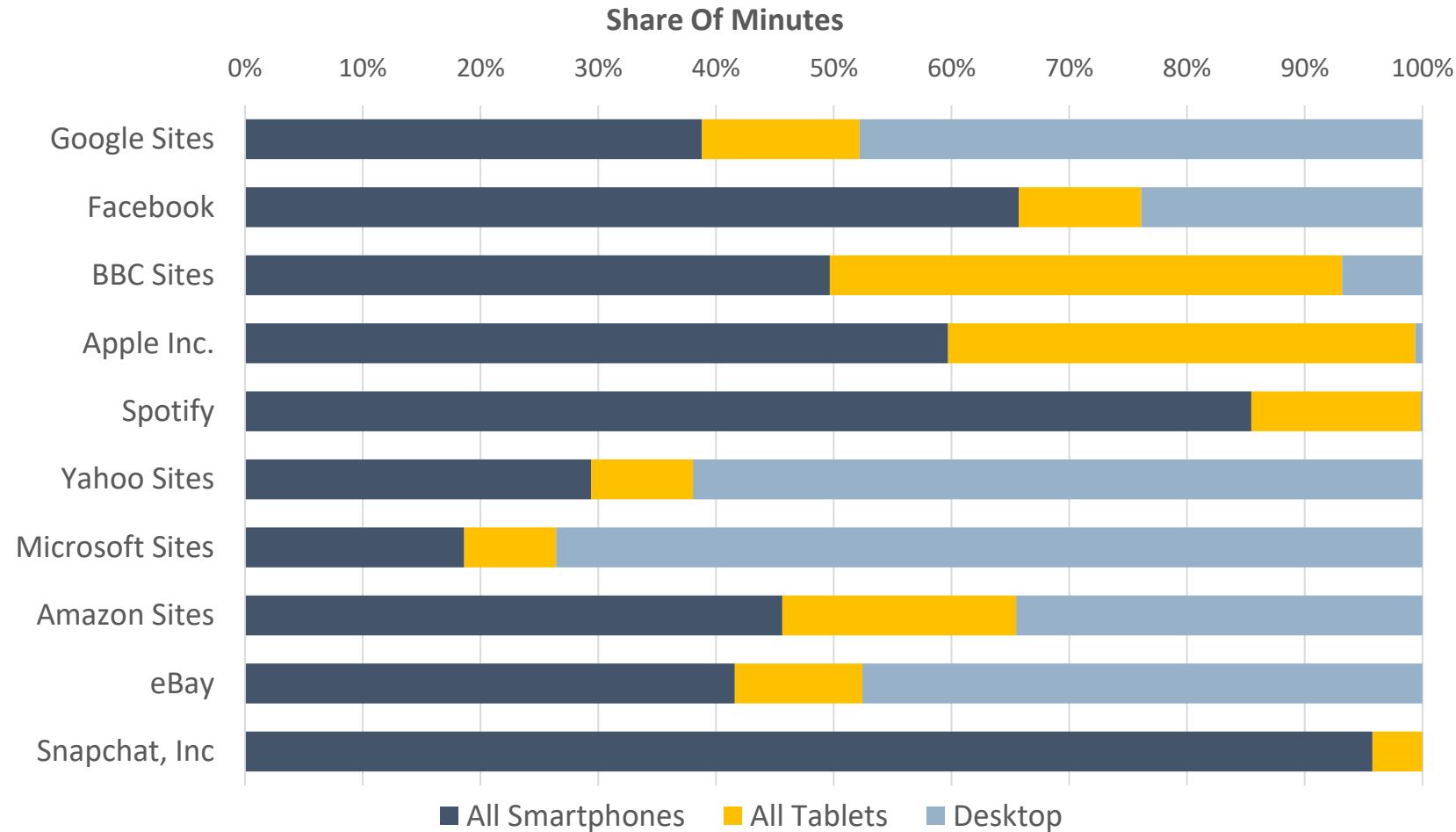
Properties in yellow rank in Top 20 by minutes but not by Unique Visitors.

Social Media & Entertainment categories drive minutes. Snapchat enters the top 10 – users spent nearly 6.5 hours per month using the service.

*Following enhanced Audio Measurement, Spotify is now no.5 as users spend over 10 hrs per month listening

Share of Adults' Time Online by Platform for Top 10 'Time Spent' Properties

Mobile devices account for over 90% of time spent on BBC, Apple, Spotify & Snapchat



Snapchat, Apple & Spotify have the greatest share of time on mobile devices

BBC & Apple have highest Tablet share out of top 10

Majority of time spent online for Microsoft & Yahoo is on the desktop

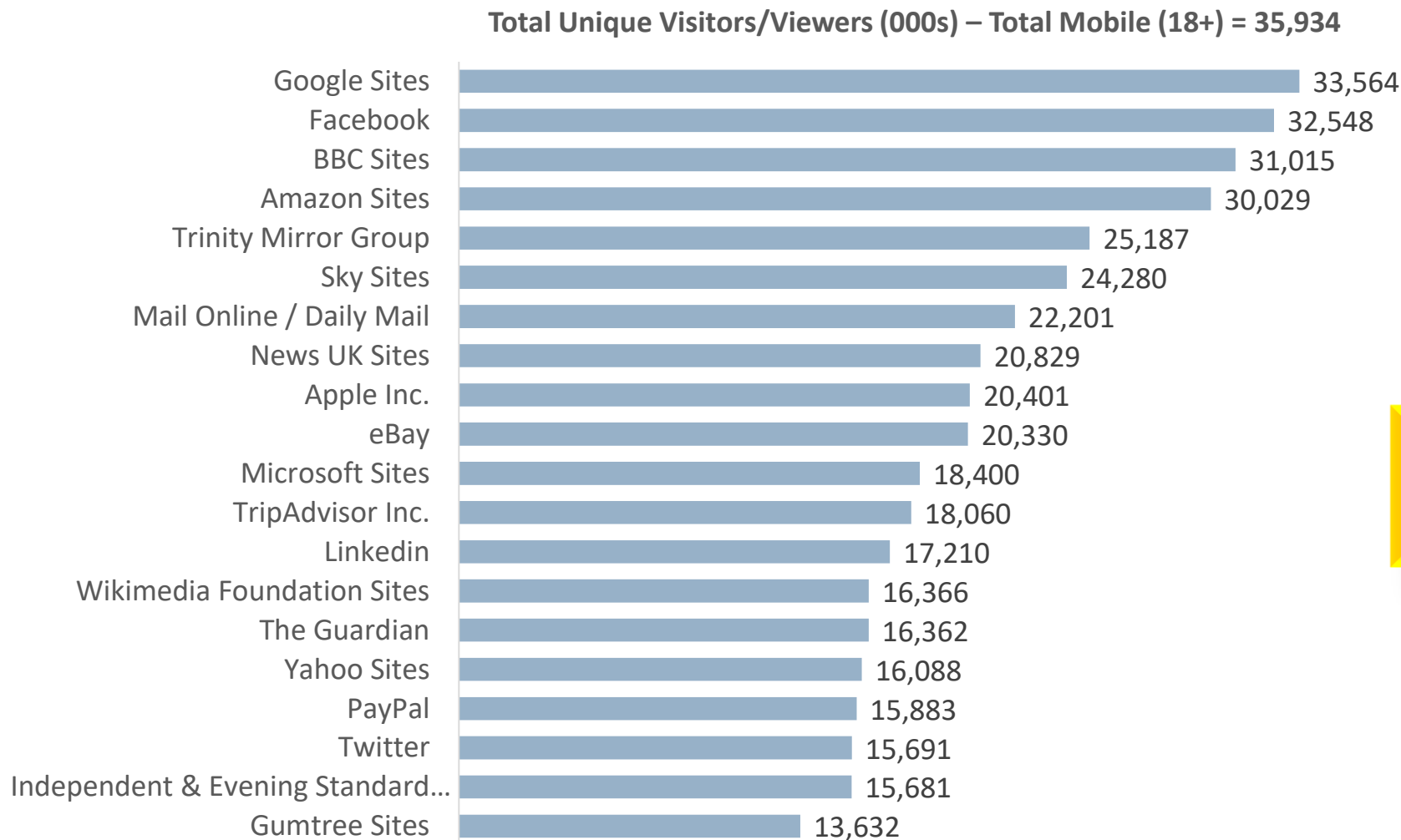
Source: comScore MMX Multi-Platform Dec 2016, UK, Based on age 18+

MMX Multi-Platform includes Desktop browsing, Desktop video streams, smartphone browsing & apps (on-network only for untagged apps), tablet browsing & apps for tagged sites & apps. * comScore enhanced measurement to include background 'audio' minutes drives up audio services such as Spotify and Soundcloud from Sept 2016 data

Top Properties – Mobile Population

Top 20 Mobile Properties ranked by Unique Visitors

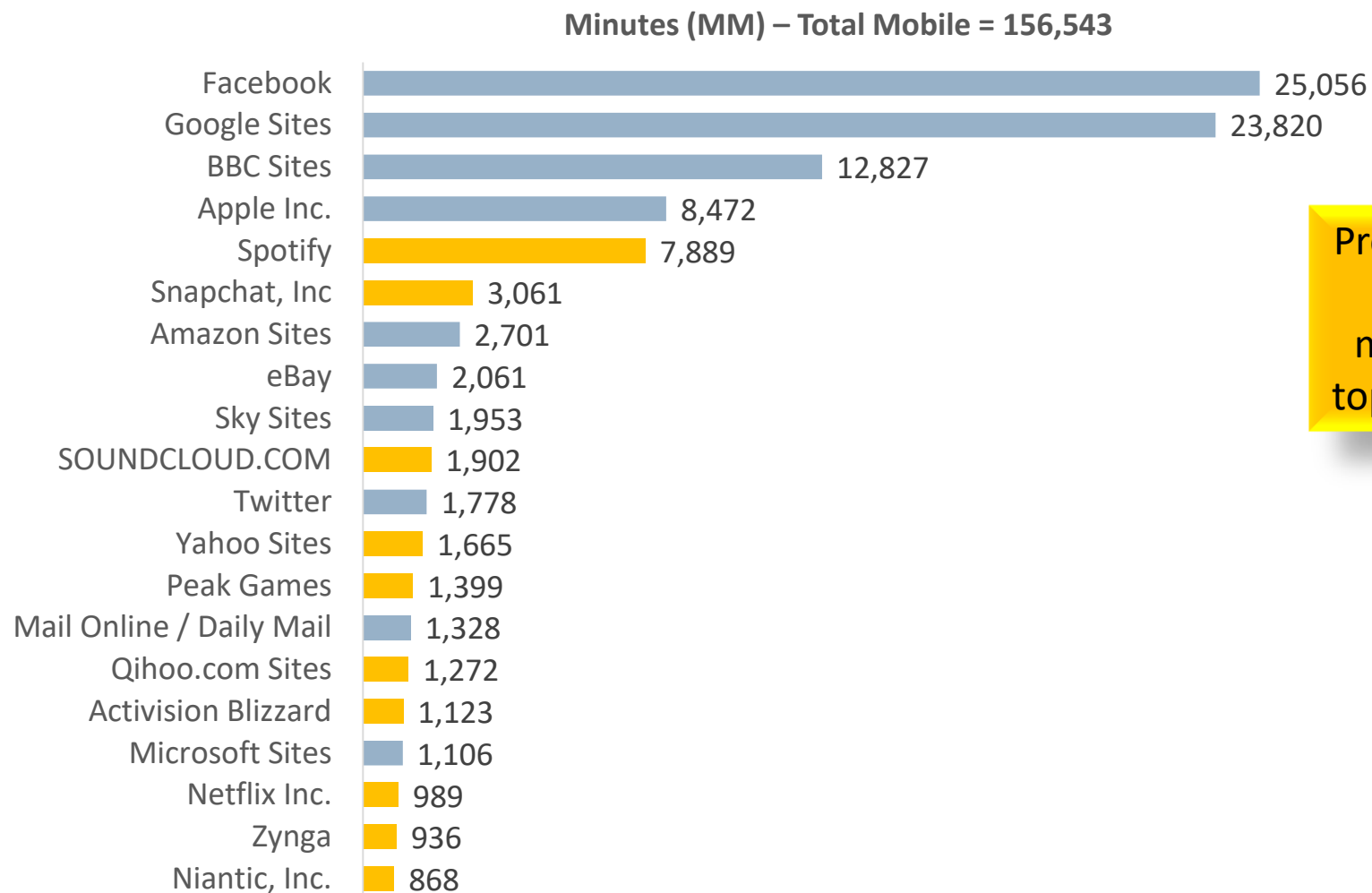
36m adults accessed mobile content in Sept 2016 (via browser and app)



Paypal re-enters the top 20 at the expense of the Telegraph Media Group

Top 20 Mobile Properties ranked by minutes

Entertainment & Games sites more likely to feature in 'time online' top 20

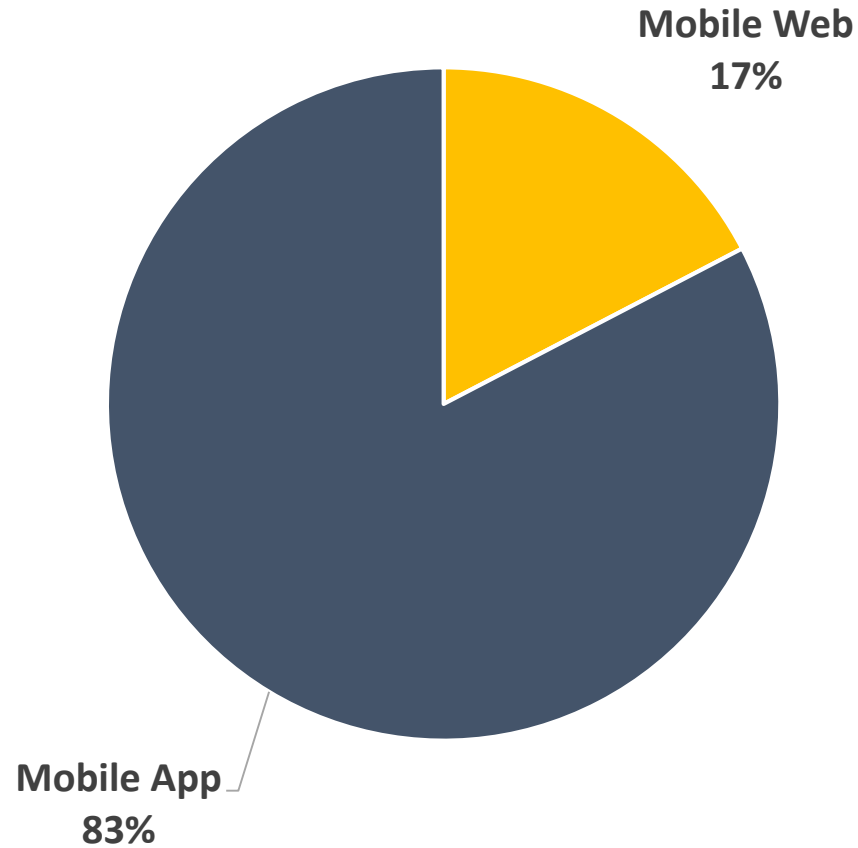


Properties in yellow rank in top 20 by mobile minutes but not in the top 20 for mobile visitors

Share of Mobile Minutes by Access Type

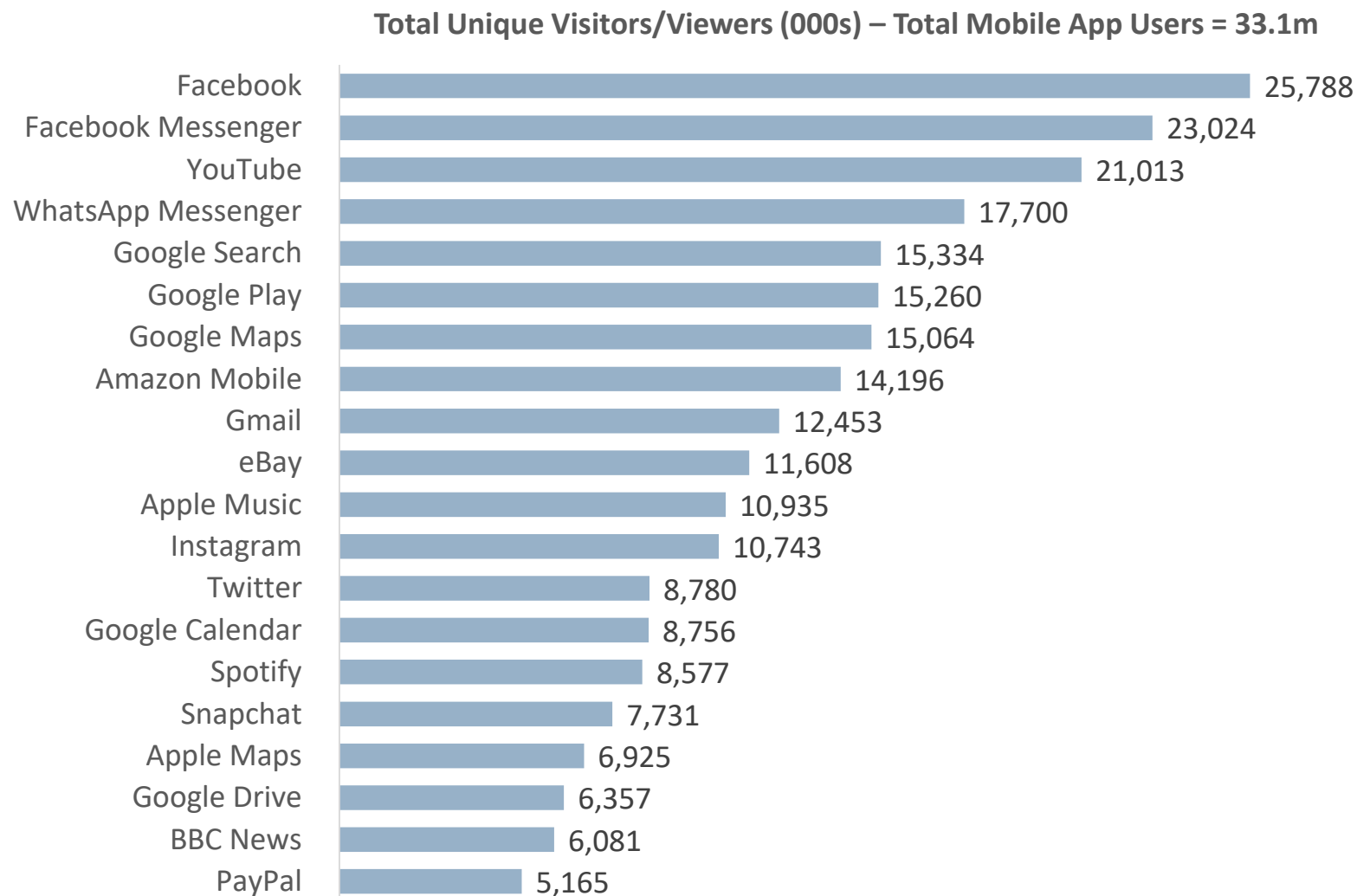
4 in 5 mobile minutes come from applications

Share of Minutes by Platform



Top 20 Mobile Apps ranked by Unique Visitors

33.1m adults accessed a mobile app in Dec 2016

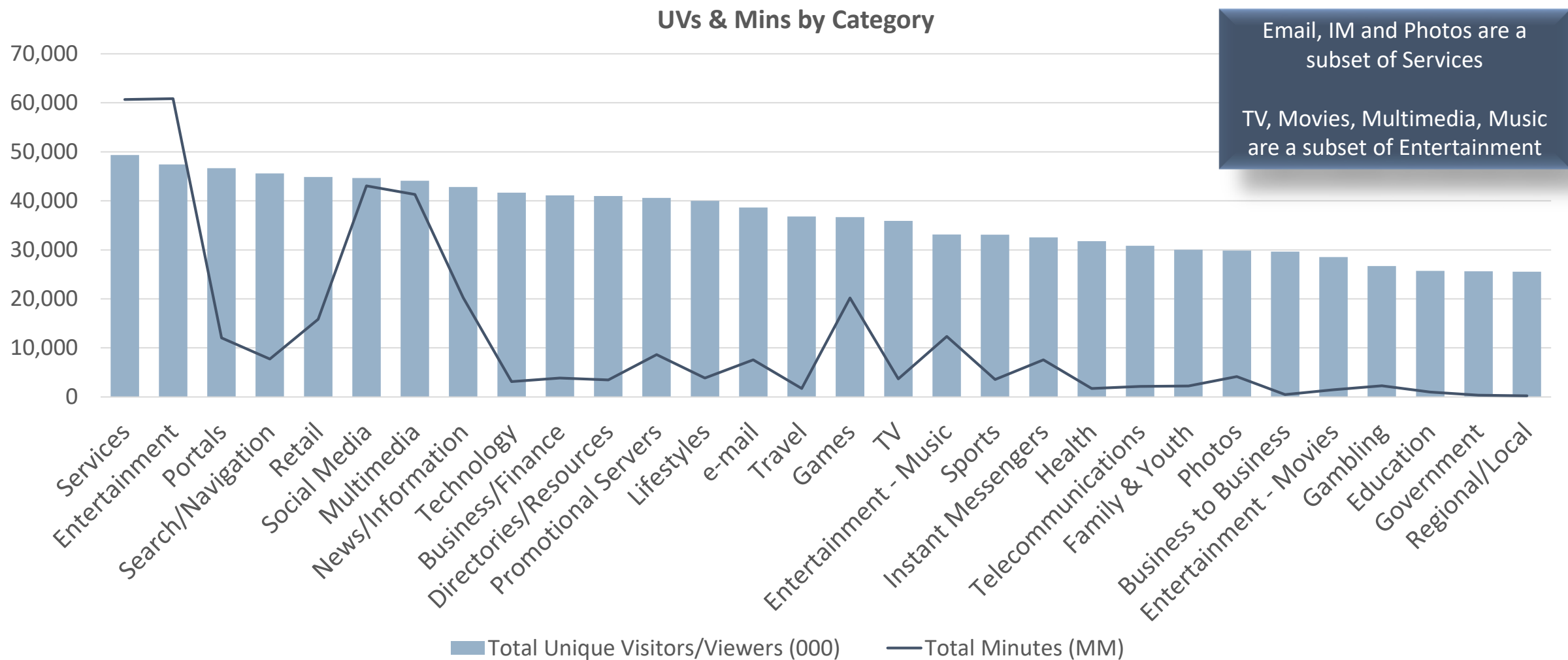


The top 7 Apps are owned by Google or Facebook

Categories

Major Categories Online – Unique Visitors v Minutes

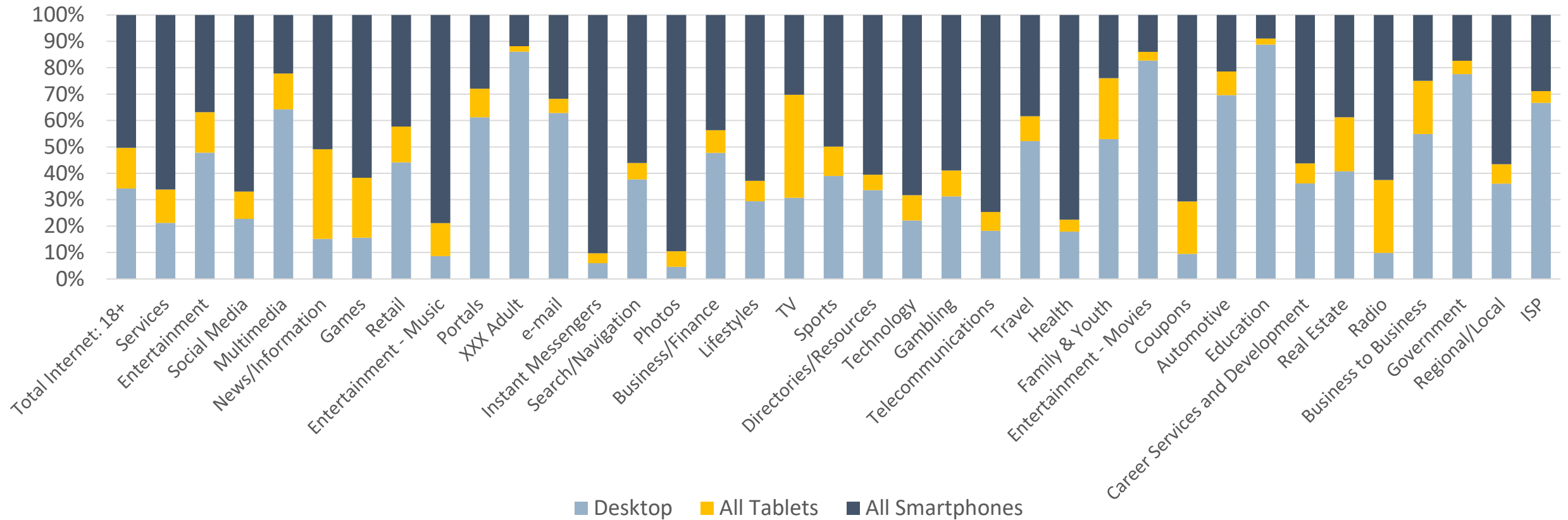
Entertainment, Social Media & Games sites have high engagement



Platform Share of Minutes by Category

Desktop is still key for Adult, Email, Portals, Education, Autos & Government

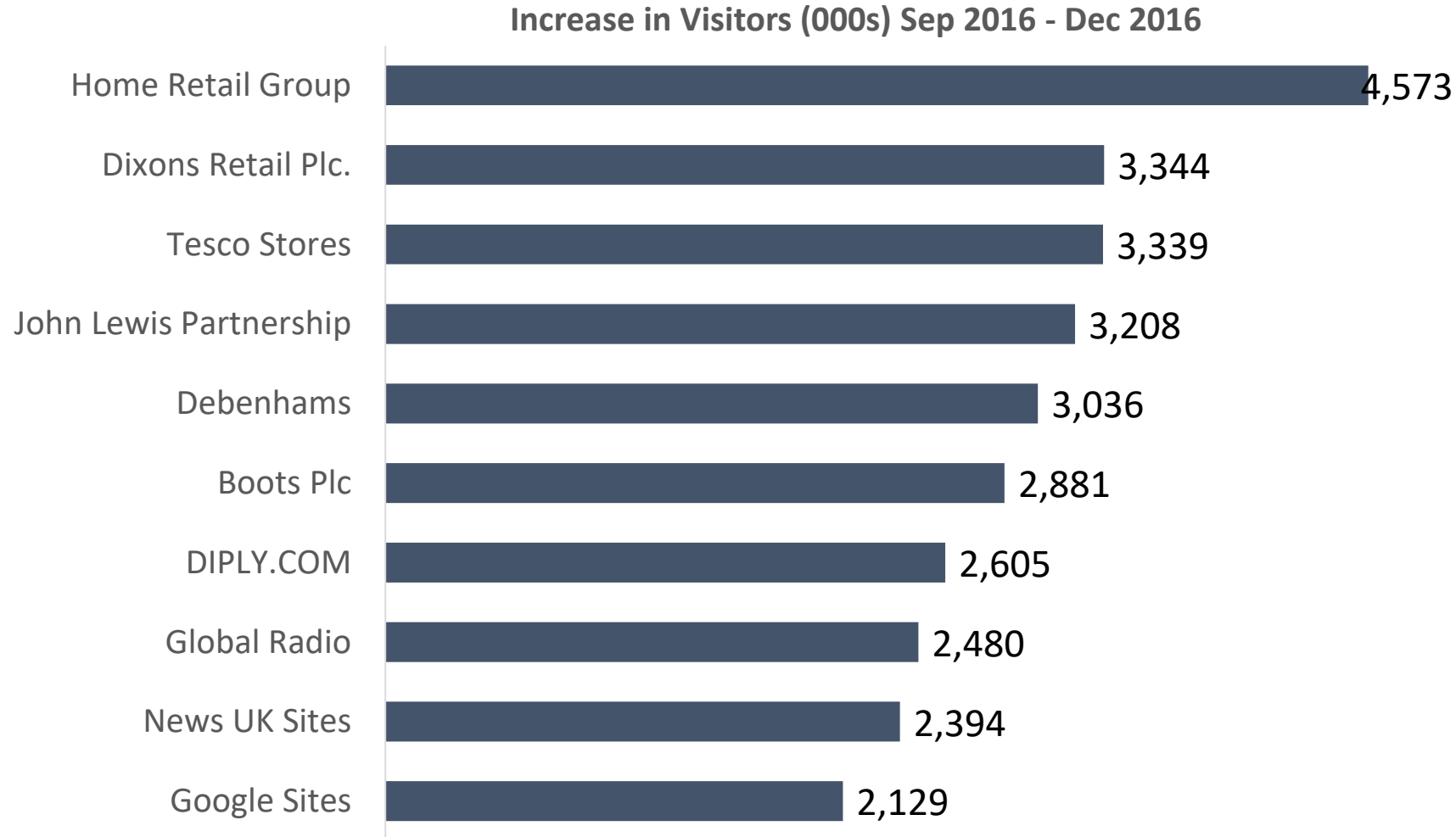
Share of Minutes by Platform by Category (ranked by Overall Minutes)



Key Changes Sept-Dec 2016

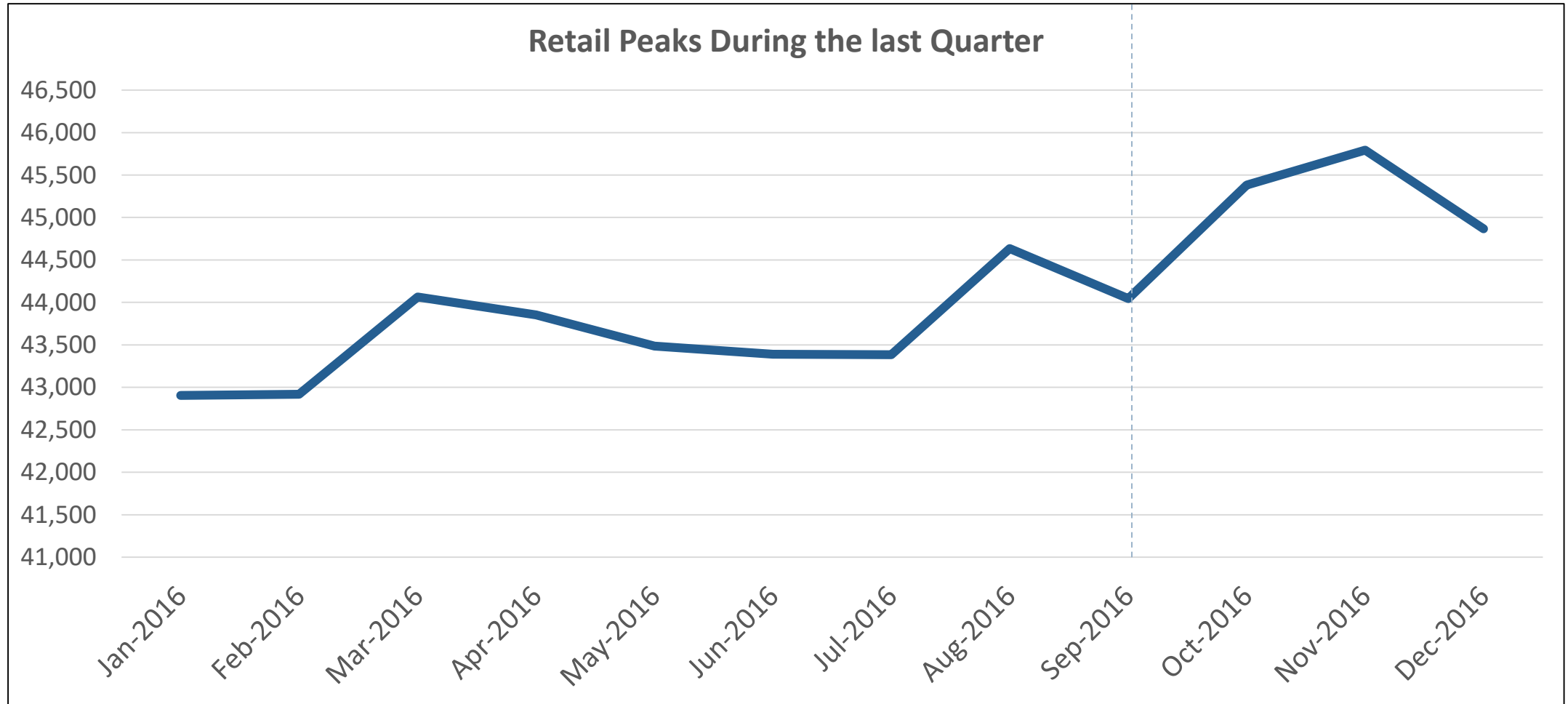
Top 10 Performers Sept-Dec 2016: Biggest Visitor Gains

Unsurprisingly, 6 of the top 10 are Online retailers



Seasonality of the Online Retail Category – Jan-Dec 2016

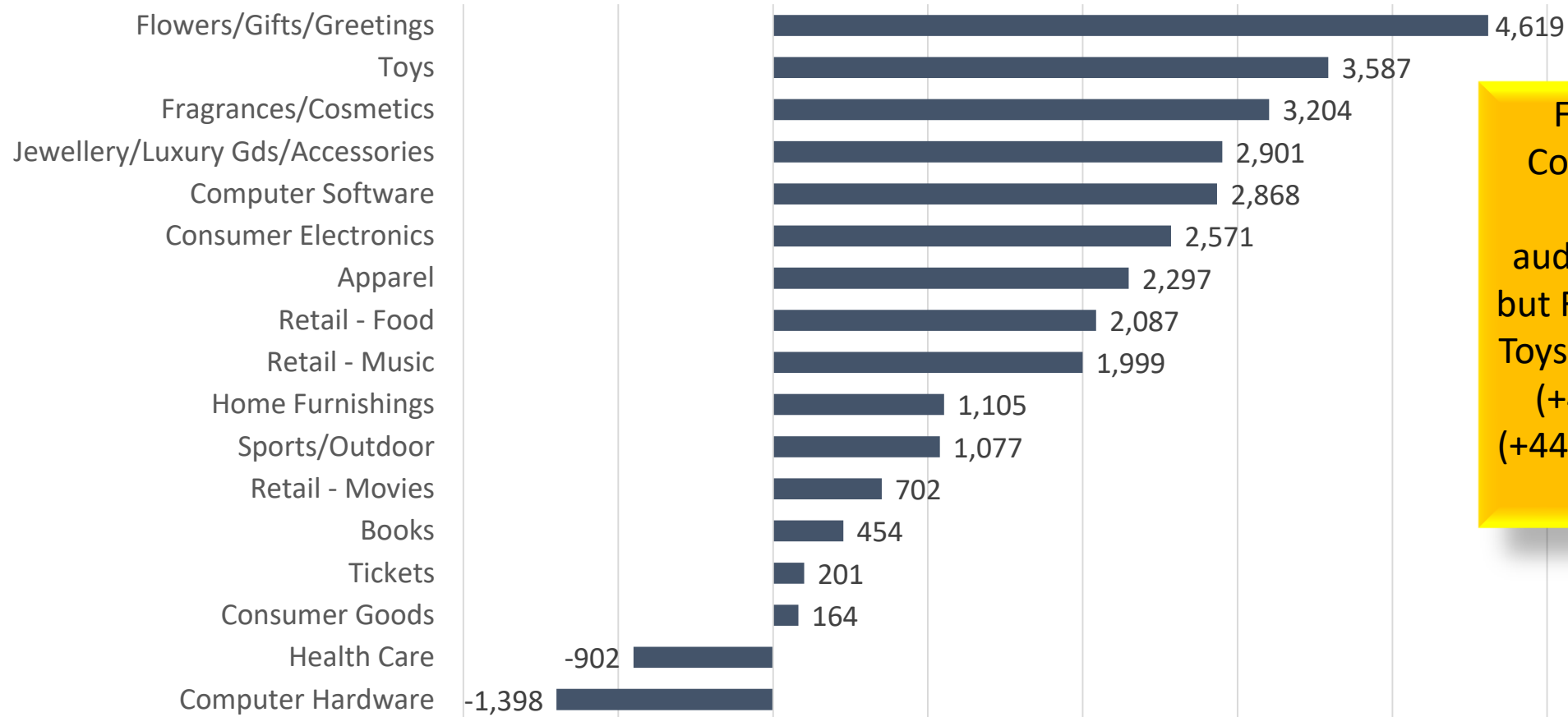
Retail Peaks during the Last quarter



Retail Category* Growth – Unique Visitor Difference Dec 2016 v Sep 2016

Flower/Gifts/Greetings category saw a 70% uplift

Difference in Unique Visitors Dec 2016 v Sep 2016



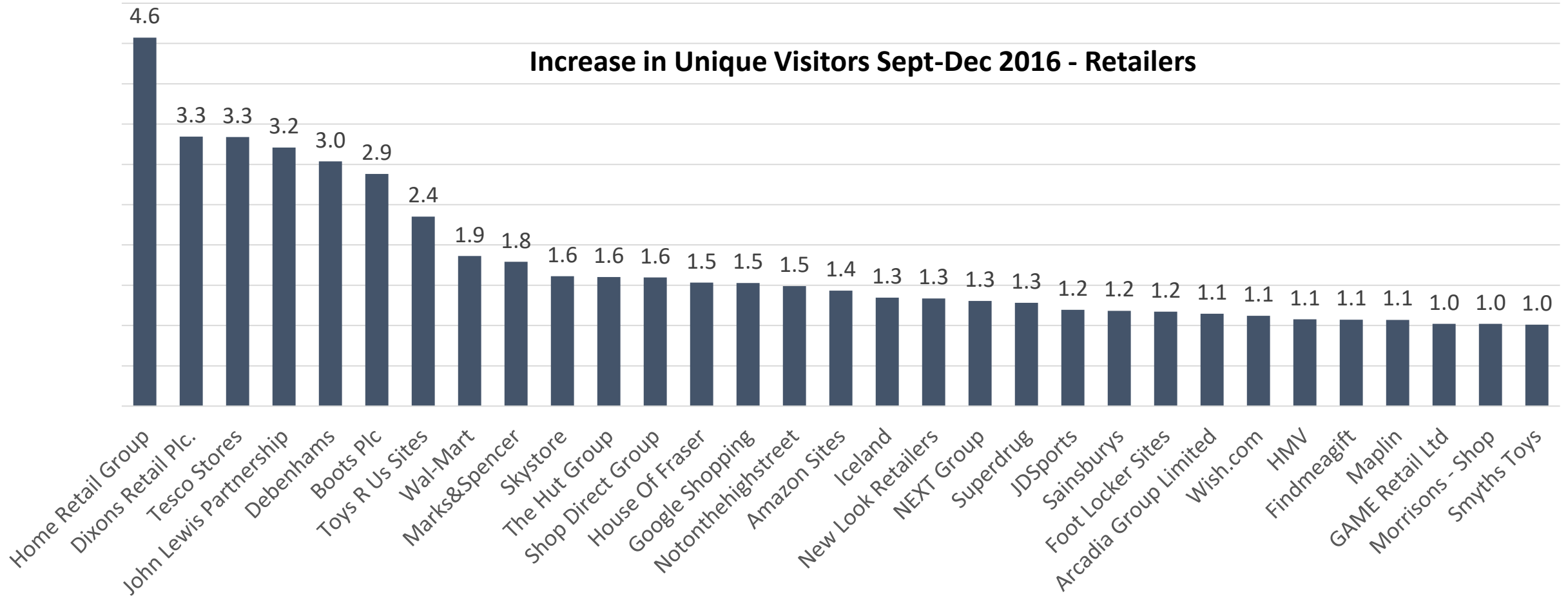
Food, Apparel and Consumer Electronics had the biggest audiences in December but Flowers/Gifts (+70%), Toys (+55%), Music Retail (+49%) & Fragrances (+44%) had the biggest % growth

Source: comScore MMX Multi-Platform, Dec 2016, UK, Desktop Age 6+, Mobile Age 18+
MMX Multi-Platform includes Desktop browsing, Desktop video streams, smartphone browsing & apps (on-network only for untagged apps), tablet browsing & apps for tagged sites & apps.

*Category relates to Category of Website and not retail Sales.

Top performing Retail Sites based on Visitor Growth Sept-Dec 2016

Over 30 retailers increased visitors by over 1 million



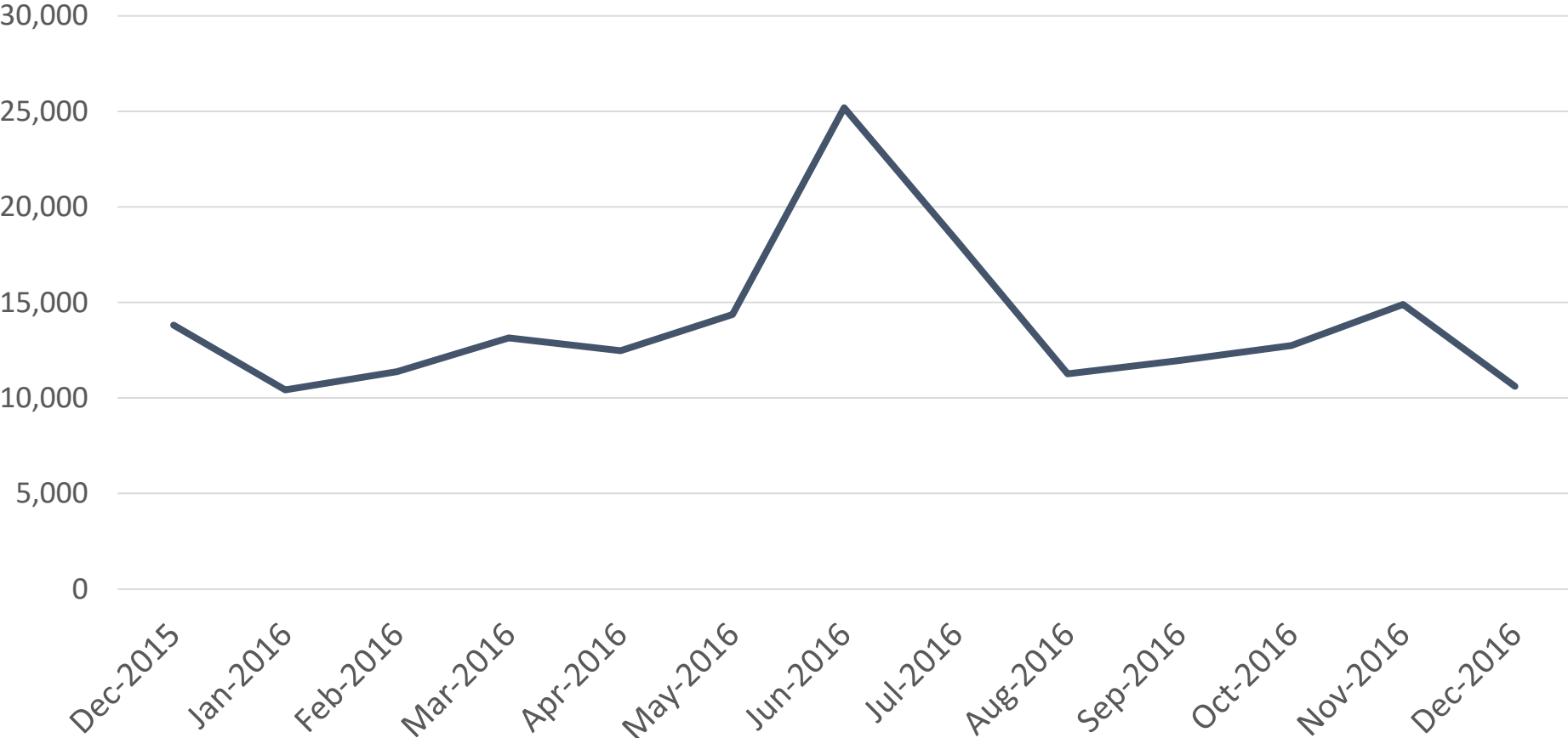
UKOM Insights Updates

(updates from UKOM Insights Newsletter articles)

Unique Visitors to the Politics Category Jan-Dec 2016

Brexit & the US Election contributed to peaks in June and November 2016

Total Unique Visitors/Viewers (000)

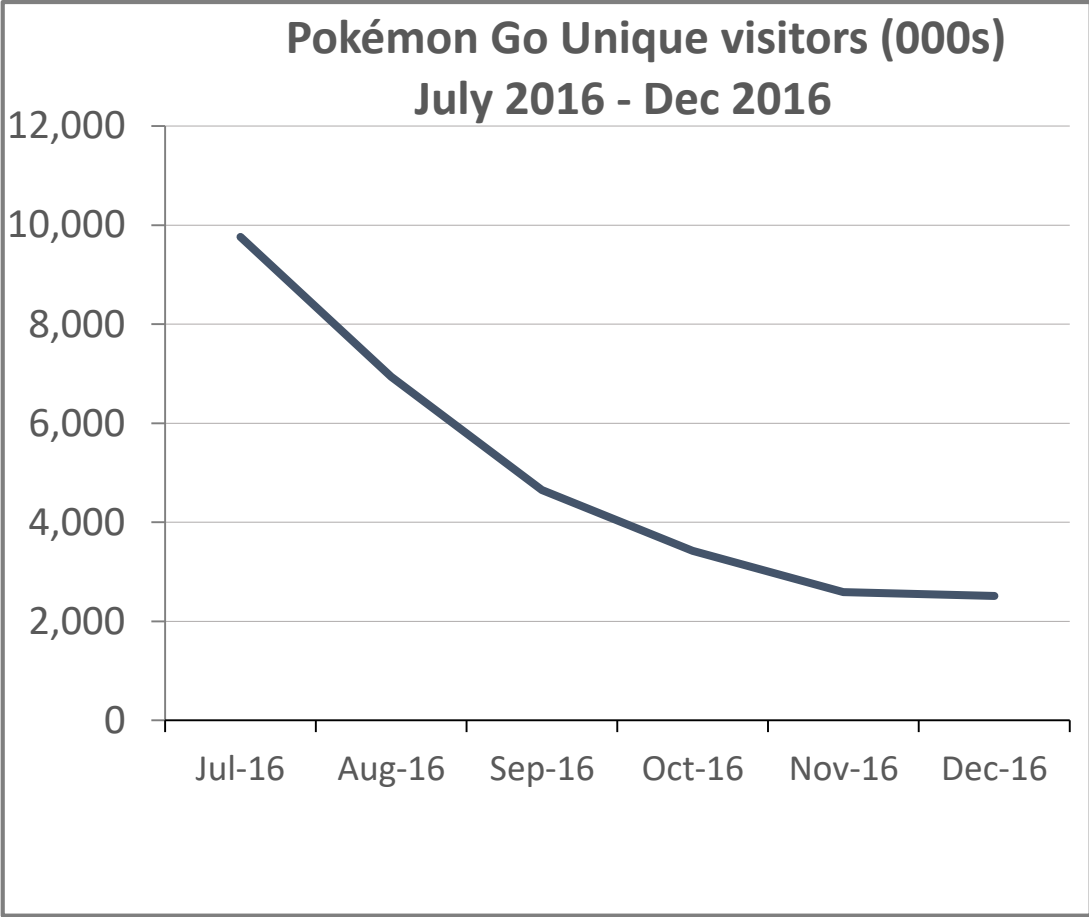
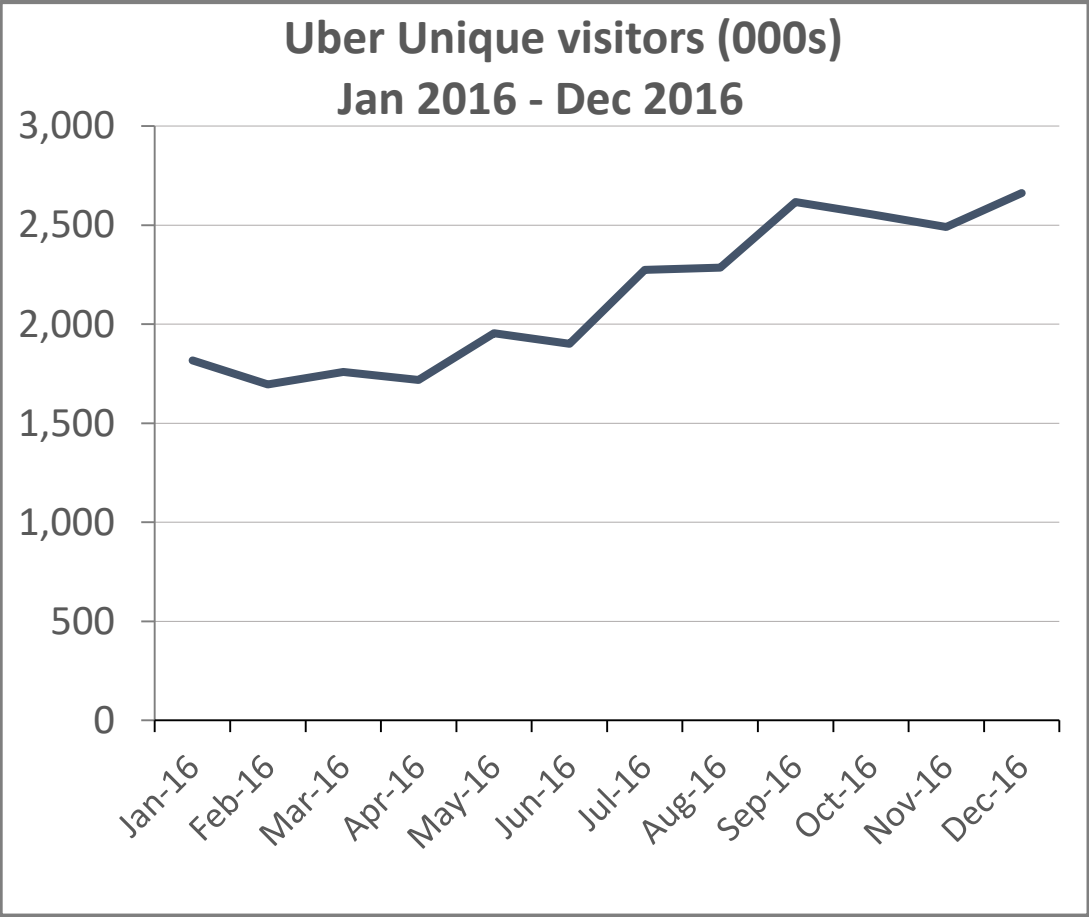


Reach increased by 25.9% points between May and June 2016

The US election contributed to a 2.1m uplift in UVs between October and November

Unique Visitors to Uber and Pokémon Go

Uber and Pokémon Go Audiences continue to head in different directions



Source: comScore MMX Multi-Platform, Jan - Dec 2016, UK, Adults 18+

MMX Multi-Platform includes Desktop browsing, Desktop video streams, smartphone browsing & apps (on-network only for untagged apps), tablet browsing & apps for tagged sites & apps.

Click here for original article: http://www.ukom.uk.net/uploads/files/UKOM_Insights_Uber_Pokemon.pdf



Methodology

Methodology and Definitions

- This report utilises data from the comScore suite of UKOM approved products, namely comScore MMX, comScore Video Metrix and comScore MMX Multi-Platform, as well as comScore Mobile Metrix which is pending UKOM approval.
- **comScore MMX Multi-Platform®**
comScore MMX Multi-Platform® offers comprehensive reporting on more than 300,000 digital media entities, including their unduplicated audience size, demographic composition, engagement, performance within key user segments and behavioral trends. All of these metrics are measured across multiple digital media platforms, including desktop computers, smartphones and tablets, and content delivery vehicles, including websites, videos and apps. These platforms are unified using both panel- and census-based methods to deliver a holistic view of media companies' total digital populations. *For more information, please visit: <http://www.comscore.com/Products/Audience-Analytics/Media-Metrix-Multi-Platform>*
- **comScore MMX®** The comScore MMX® suite of syndicated products sets the standard for digital audience measurement and media planning. It is powered by Unified Digital Measurement™, the measurement approach that bridges panel-based and website server-based metrics to account for browsing on PC. MMX delivers the accurate suite of audience metrics, providing valuable demographic measures, such as age, gender, household income and household size. MMX reports on more than 35,000 UK properties. *For more information please visit: http://www.comscore.com/Products/Audience_Analytics/MMX*
- **comScore Mobile Metrix®**
comScore Mobile Metrix® captures total mobile audience behaviour on browsers and apps across smartphones and tablets. With Mobile Metrix, publishers can demonstrate the value of their mobile audiences, while agencies and advertisers can strategically plan and buy digital advertising on mobile platforms to achieve their campaign objectives. *For more information, please visit: www.comscore.com/Products/Audience-Analytics/Mobile-Metrix2*
- **comScore Video Metrix®**
comScore Video Metrix® provides transparent, end-to-end video measurement and uses robust duration measurement to reveal engaged time spent viewing online video, along with the unique ability to Separate advertising and content. *For more information, please visit: http://www.comscore.com/Products/Audience_Analytics/Video_Metrix*

ABOUT COMSCORE

comScore, Inc. (NASDAQ: SCOR) is a global leader in digital measurement and analytics, delivering insights on web, mobile and TV consumer behaviour that enable clients to maximise the value of their digital investments.

A preferred source of digital audience measurement, comScore offers a variety of on-demand software and custom services within its four analytics pillars: Audience Analytics, Advertising Analytics and Digital Business Analytics. By leveraging a world-class technology infrastructure, the comScore Census Network™ (CCN) captures trillions of digital interactions a month to power big data analytics on a global scale for its more than 2,000 clients, which include leading companies such as AOL, Baidu, BBC, Best Buy, Carat, Deutsche Bank, ESPN, France Telecom, Financial Times, Fox, LinkedIn, Microsoft, MediaCorp, Nestle, Starcom, Terra Networks, Universal McCann, Verizon, ViaMichelin and Yahoo!.



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ABOUT UKOM

UKOM's objective is to set and oversee the delivery of a credible industry standard for digital audience measurement. That means quantifying audiences in terms of people, not browsers or machines.

UKOM's governance structure involves all sides of the industry, to ensure that comScore services meet our collective needs fully and fairly.

The whole UK media industry is involved in setting and overseeing UKOM standards through its Technical and Commercial Committees, and the UKOM Board.

UKOM and comScore work to an agreed process for product approval, from agreeing concepts, to approved data publication, and continuous assessment.

Find out more at: <http://www.ukom.uk.net/>





Setting the industry standard for
online audience measurement

If you have any questions about this report, please contact: insights@ukom.uk.net

For questions about comScore's products & services please contact: mshaw@comScore.com