# UK Digital Market Overview– September 2018

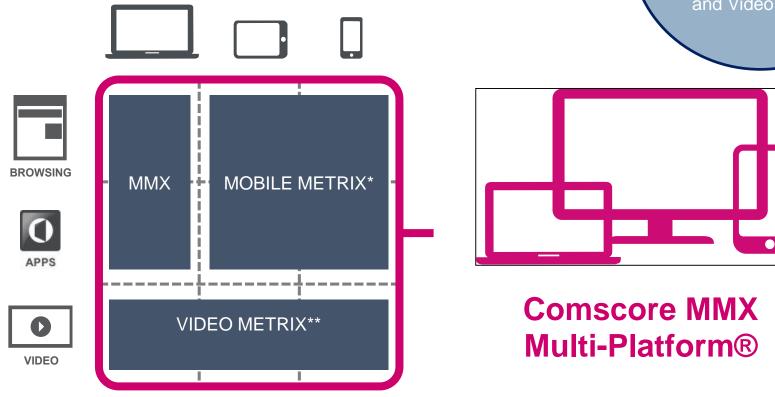


If you have any questions, please contact: <a href="mailto:insights@ukom.uk.net">insights@ukom.uk.net</a>



#### A Guide to Data Sources

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





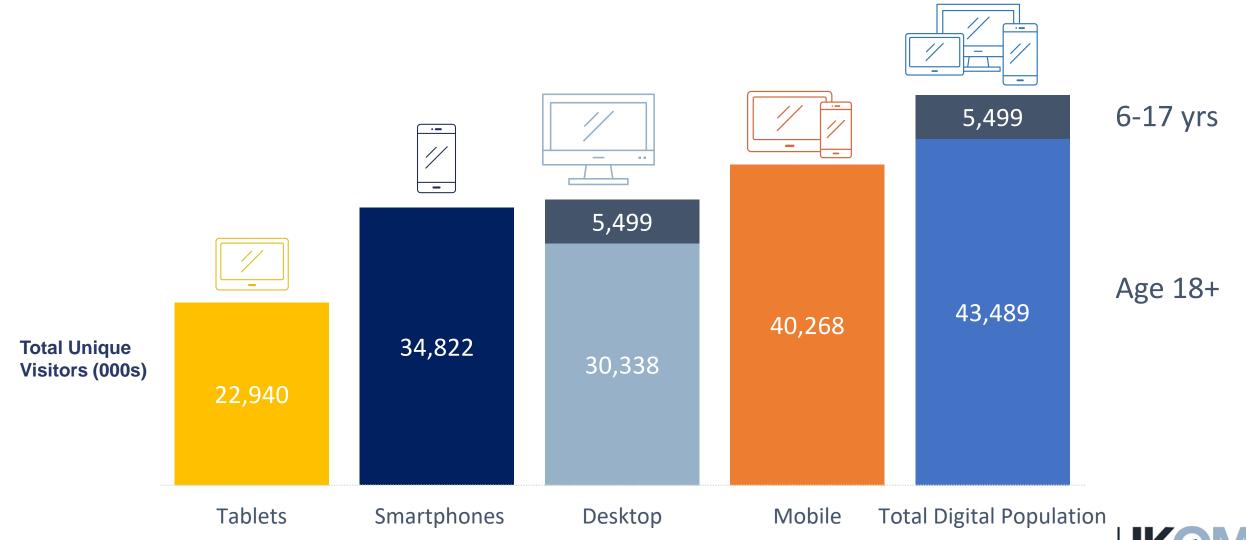




### Usage by Platform



#### Breakdown of Digital Unique Visitors by Platform

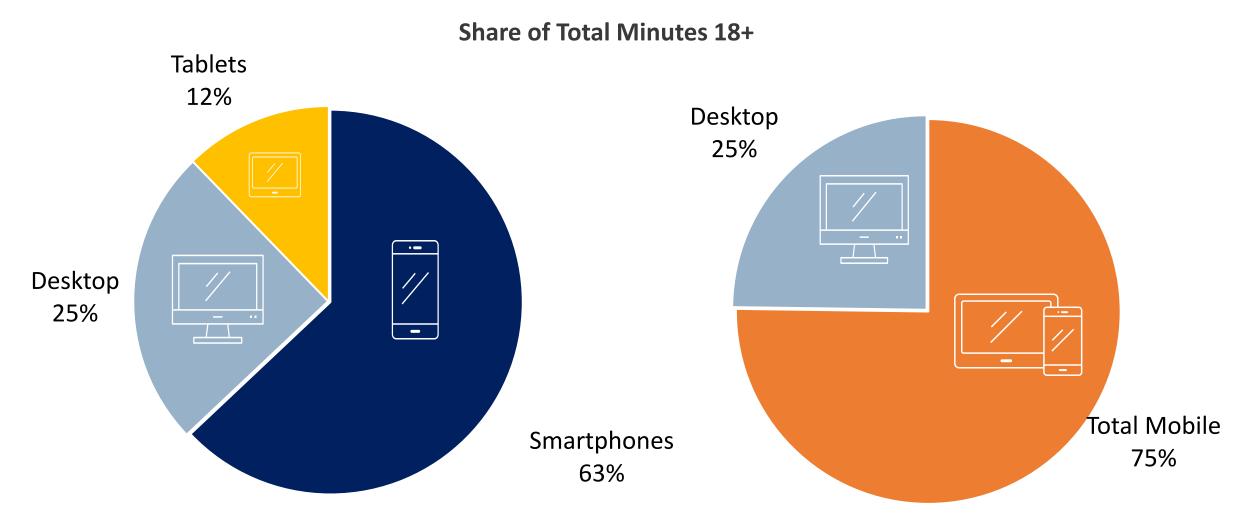






#### Share of Minutes by Platform

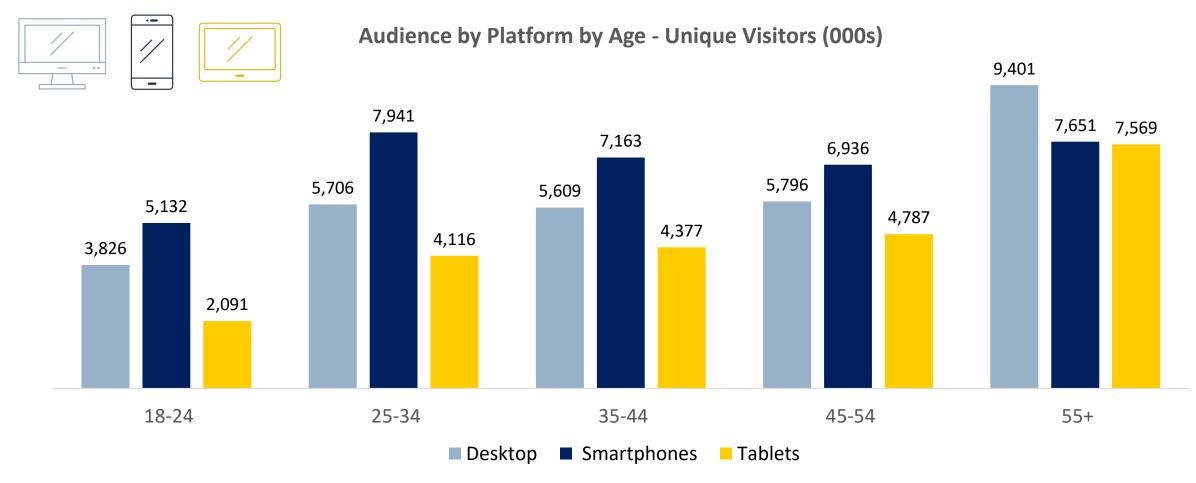
#### Mobile Devices now account for 75% of all adult online minutes







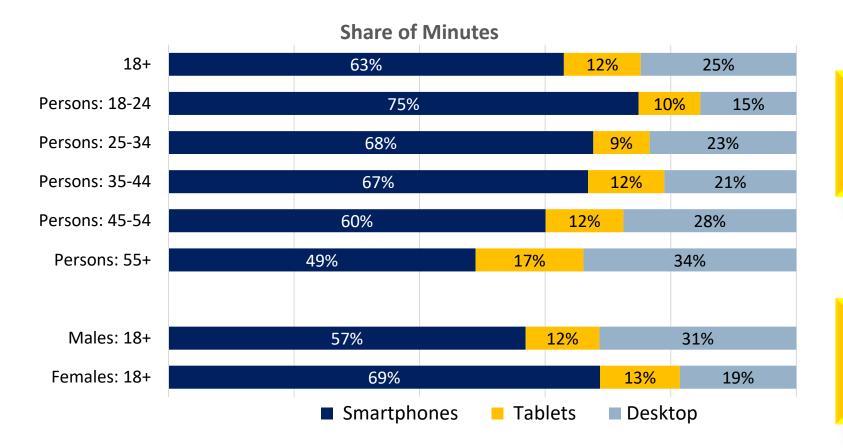
### Platform Unique Visitors by Age The Desktop has higher reach amongst Older Audiences







### Platform Share of Minutes by Age & Gender Millennials & females spend greatest share of time on mobile devices



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

Females 18+ spend 82% of their time online on mobile devices compared to only 69% for males.





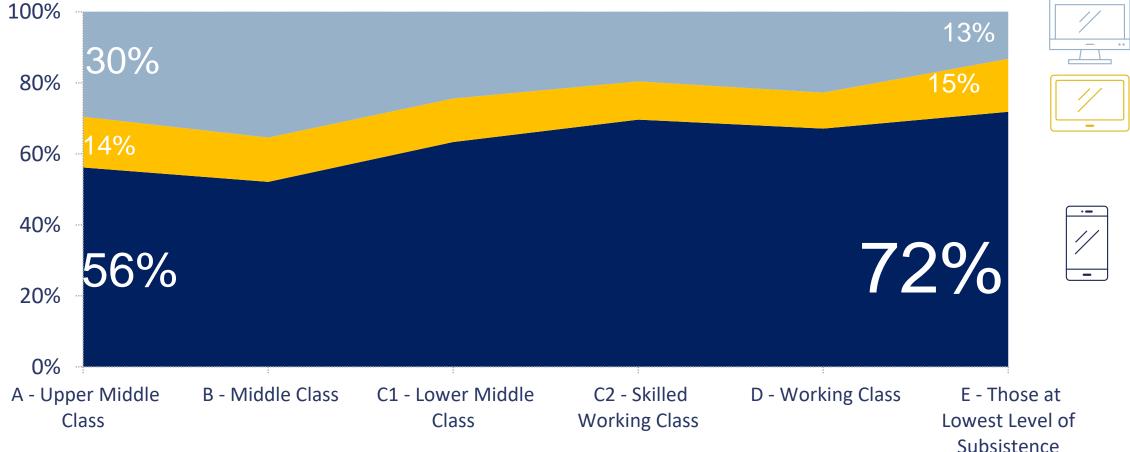






# Platform Share of Time Online by Social Grade Smartphone share increases with decreasing social grade

#### Platform Share of Minutes by Social Grade

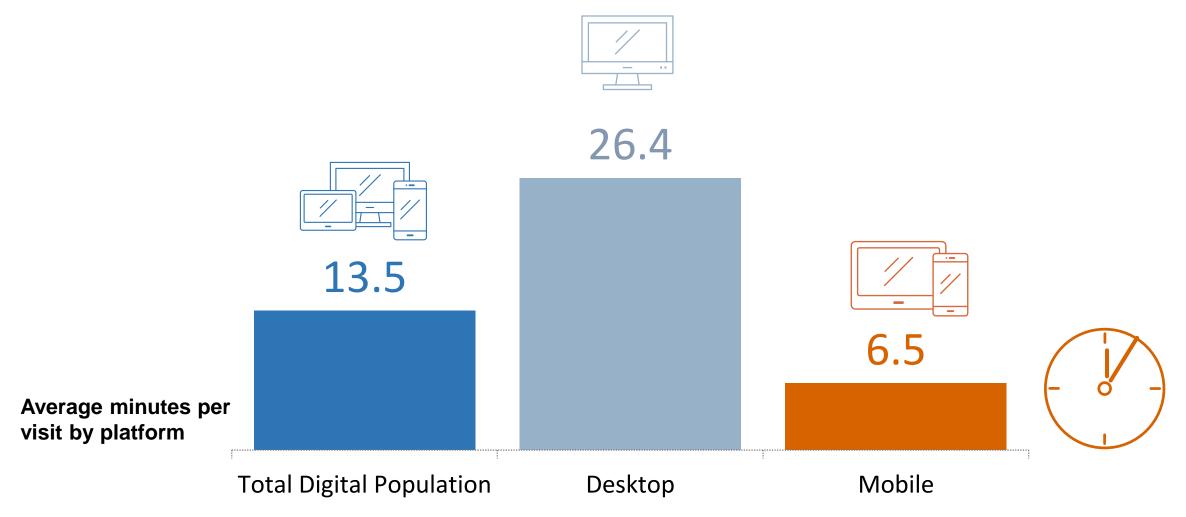






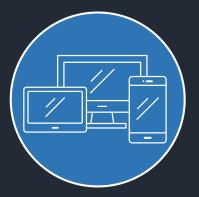
#### Average Minutes per Visitor by Platform

Mobile visits are **shorter** 





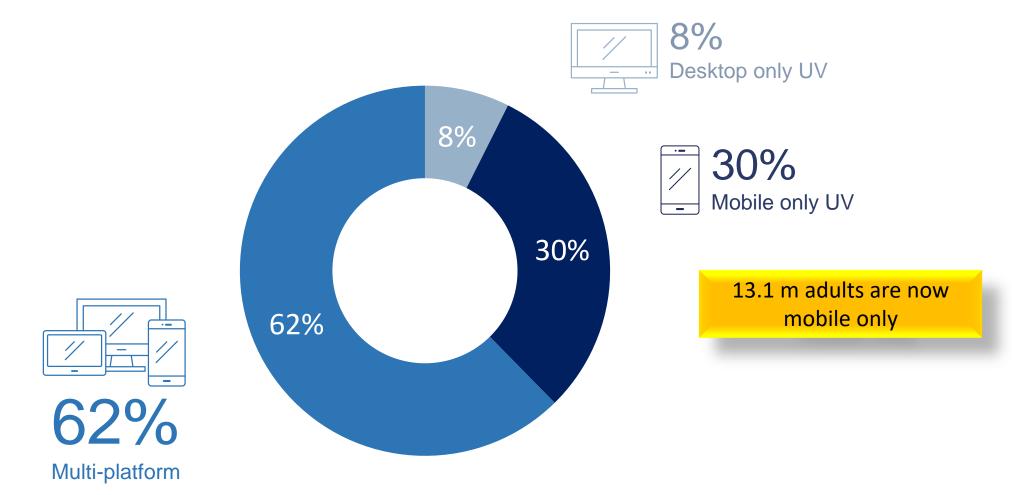




### Multi-Platform Usage



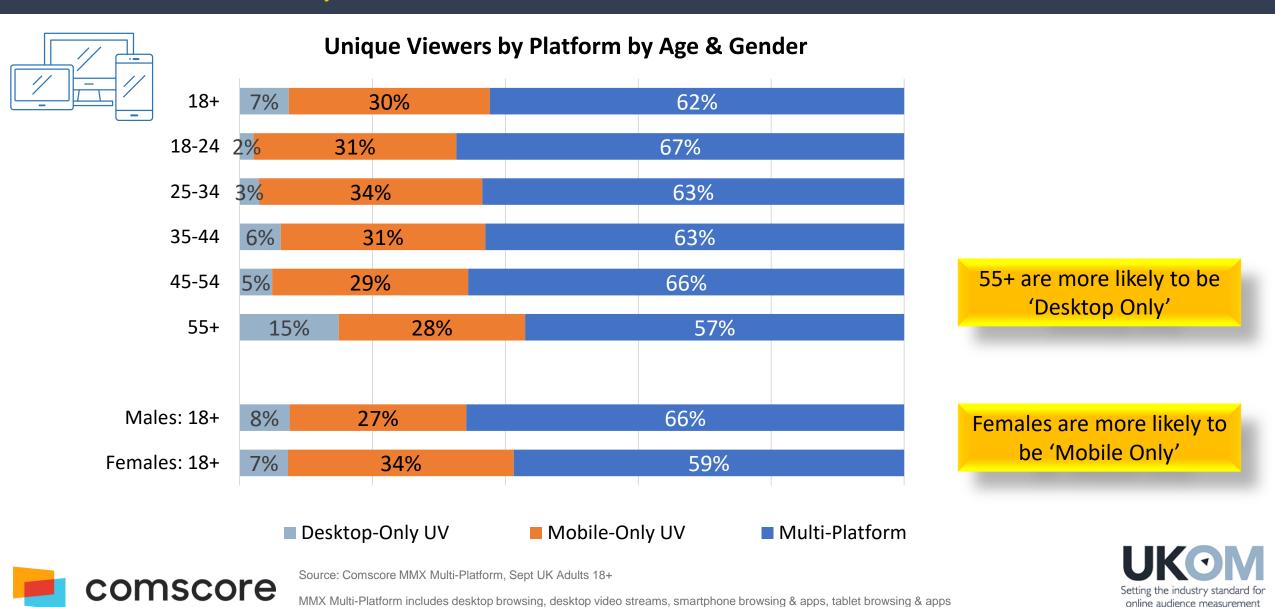
### Multi-Platform Usage 30% of Online Adults are now Mobile Only







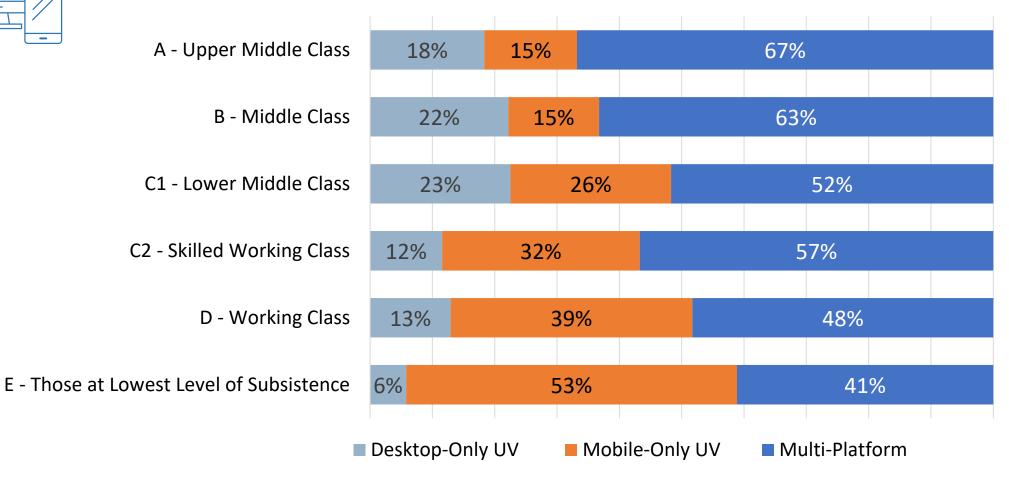
### Multi-Platform usage by age and gender 55+ are least likely to be Multi-Platform



#### Multi-Platform usage by social grade Lower social grades are least likely to be multi-platform



#### **Unique Viewers by Platform by Age & Gender**



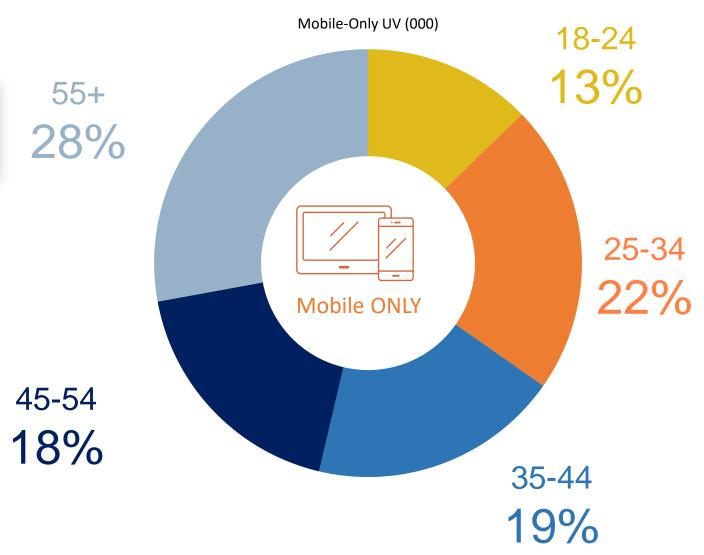




### Mobile Only Audience Unique Visitors by Age The 'mobile only' audience is split across all age ranges

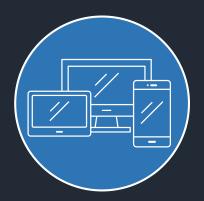
Tablets drive up 55+ share of the Mobile Online

Audience









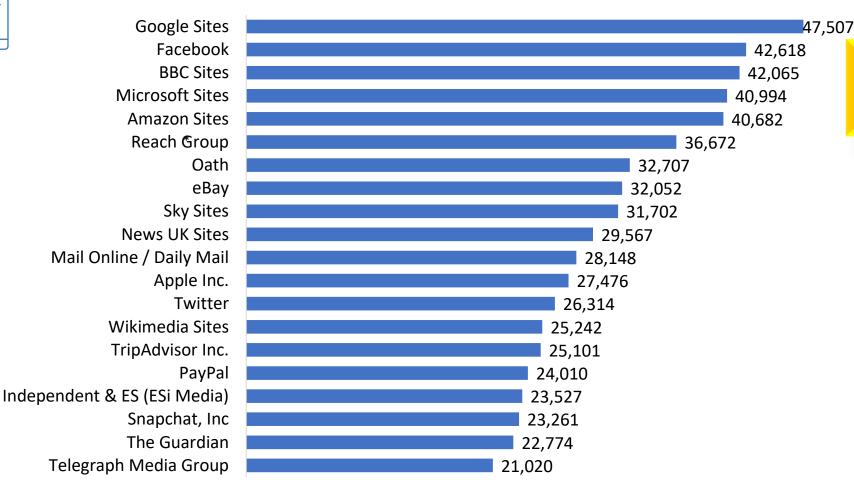
# Top Properties: Total Digital Population



# Top 20 Properties by 'Unique Visitors' - Total Digital Population Google reaches 97% of the UK Online population



#### Total Unique Visitors/Viewers (000s) = 48,988



The top 5 properties all have online reach over 80%





#### The Ozone Project – How might it compare to Google and Facebook?

Media	Total Digital Population		
	Total Unique Visitors (000)	% Reach	
Google Sites	47,507	97.0	
Facebook	42,618 87.0		
Unduplicated (The Ozone Project*)	42,493	86.7	
Reach Group	36,672	74.9	
News UK Sites	29,567	60.4	
The Guardian	22,774 46.5		
Telegraph Media Group	21,020 42.9		

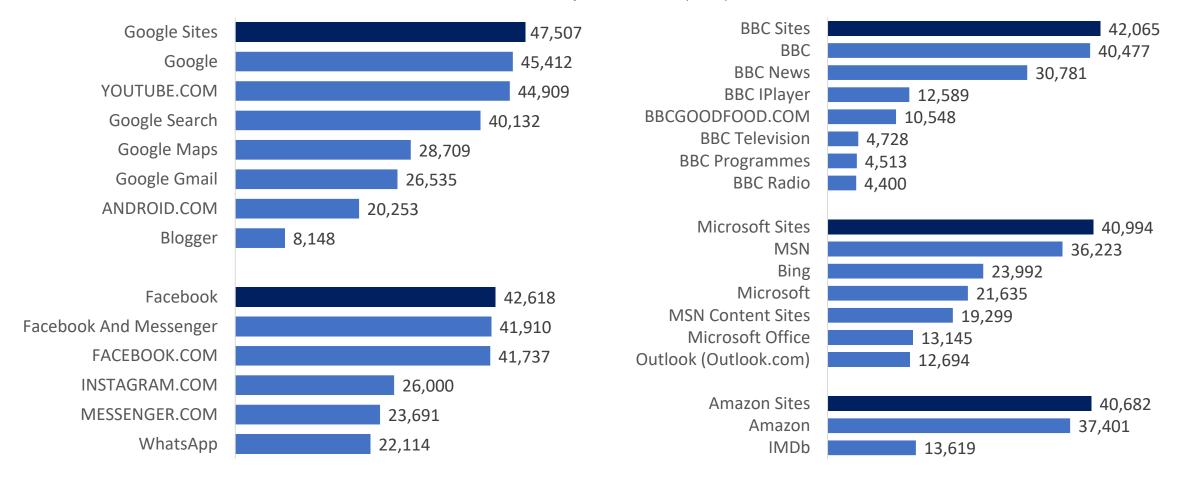




#### Audience Breakdown of Top 5 Sites

#### YouTube alone reaches more than all Facebook properties combined

#### Total Unique Visitors (000)

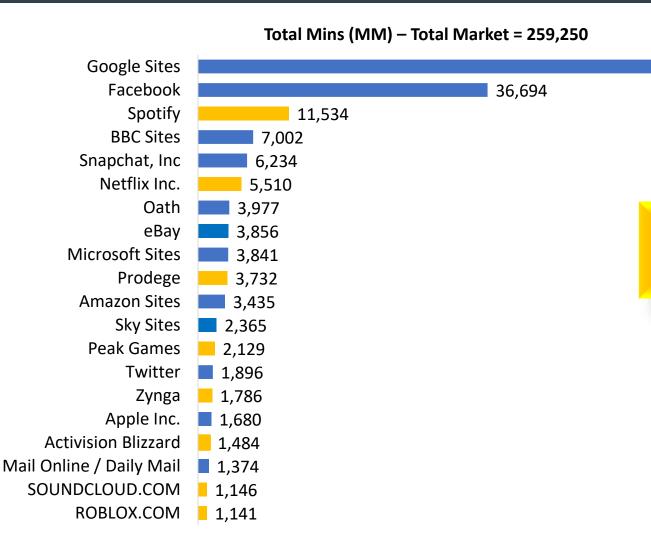






#### Top 20 Properties by 'Time Spent\*' – Total Digital Population Entertainment (games/music/TV) & social media sites drive minutes





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

57,931

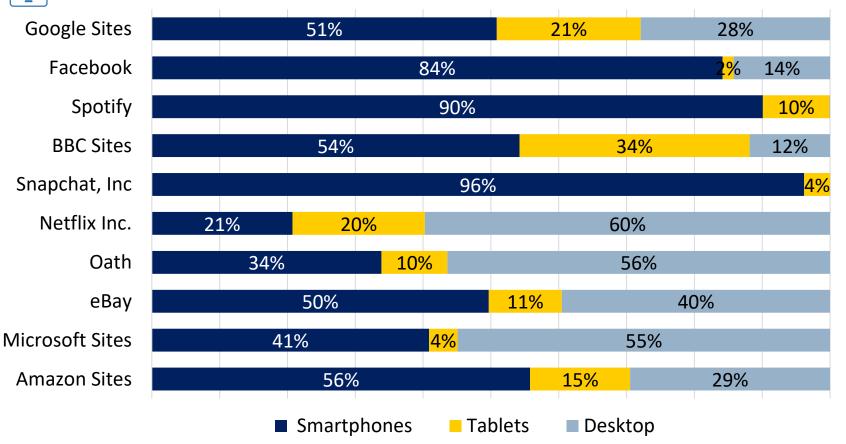




### Share of Adults' Time Online by Platform for Top 10 'Time Spent' Properties Mobile devices account for over 90% of time spent on Spotify & Snapchat



#### **Share Of Minutes**



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

BBC, Google & Netflix have highest Tablet share out of top 10

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



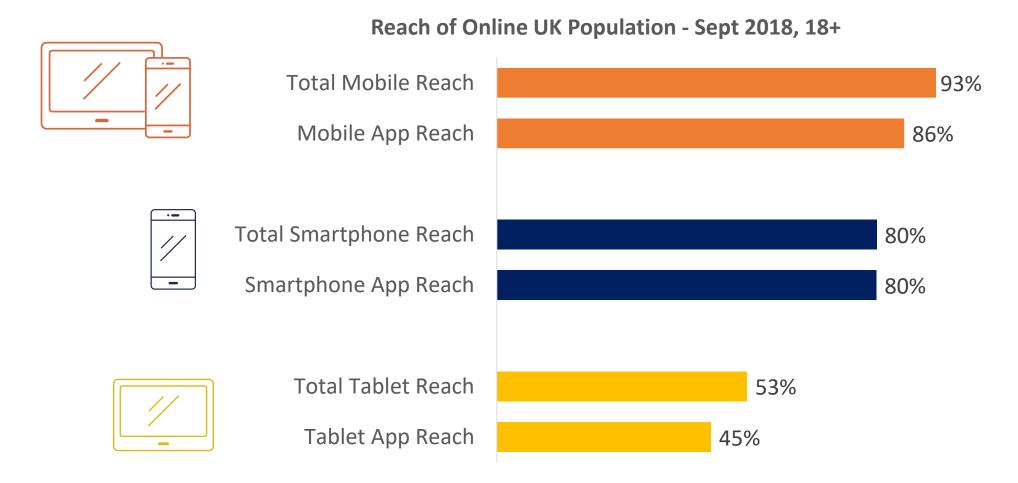




### Mobile usage



## Mobile Reach by Platform & Access 86% of the UK online adult population use mobile apps

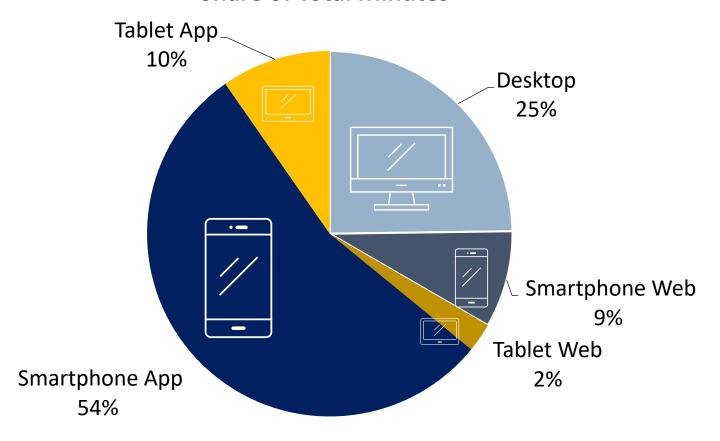






# Share of Minutes by Platform & Mobile Access Mobile Apps account for 64% of all Minutes

#### **Share of Total Minutes**











# Top Properties: Mobile Population



#### Top 20 Mobile Properties ranked by Unique Visitors

#### 40m adults accessed mobile content in Sept 2018 (via browser and app)









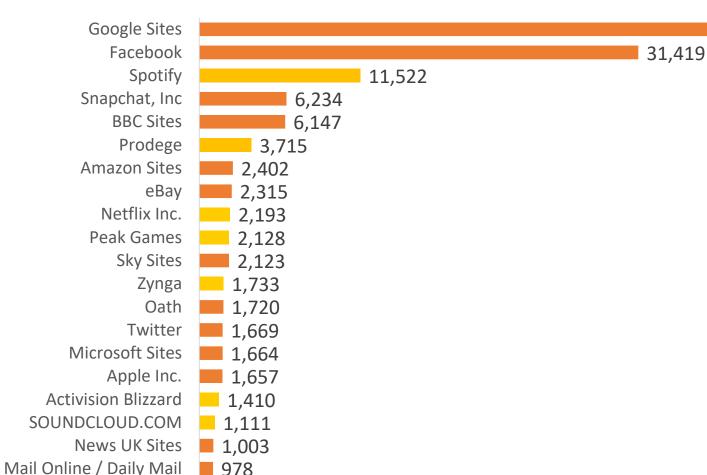


#### Top 20 Mobile Properties ranked by minutes

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







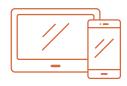
Properties in yellow rank in top 20 by mobile minutes but not in the top 20 for mobile visitors

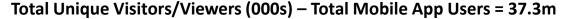
40,260

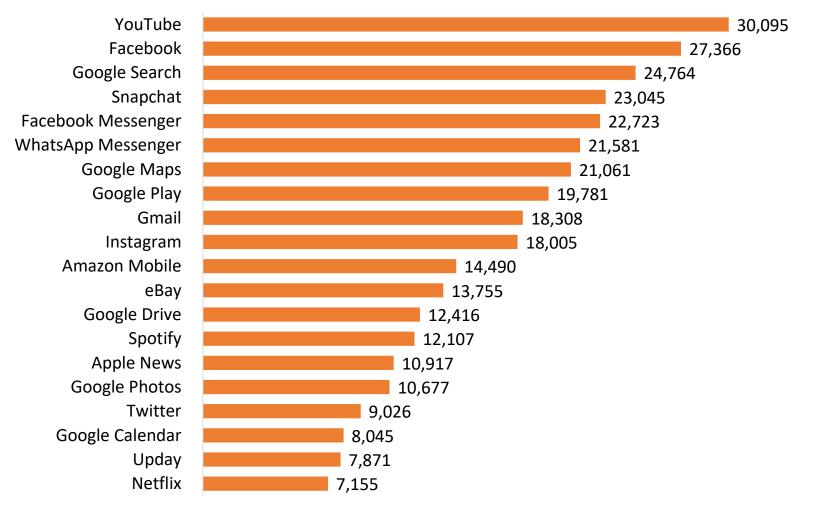




# Top 20 Mobile Apps (Tablet & Smartphone) ranked by Unique Visitors Global Brands dominate top 20 Apps







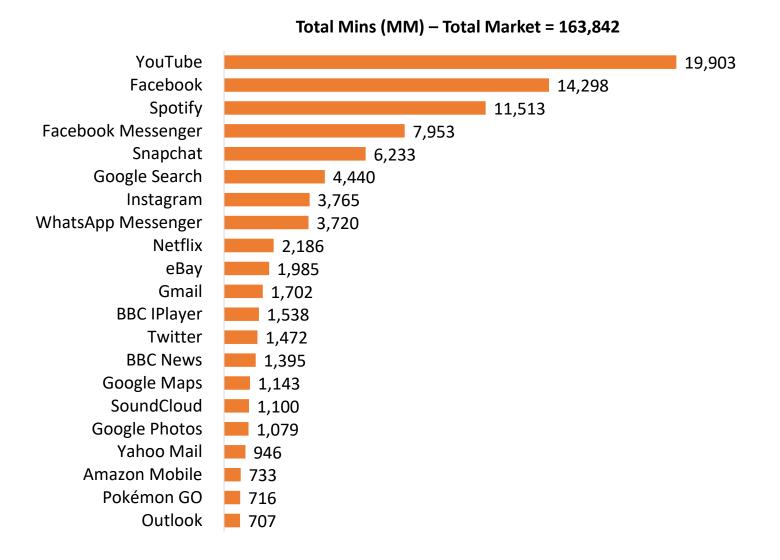




#### Top 20 Mobile (Tablet & Smartphone) Apps ranked by Minutes

#### Spotify & Netflix are in the top 10 for minutes spent on apps









# Top 10 Mobile Apps by Unique Visitors split by Platform 9 of the top 10 apps are owned by Google or Facebook

Total Mobile Top 10



Smartphone Top 10



Tablet
Top 10



	(Million)
YouTube	30.1
Facebook	27.4
Google Search	24.8
Snapchat	23.0
Facebook Messenger	22.7
WhatsApp Messenger	21.6
Google Maps	21.1
Google Play	19.8
Gmail	18.3
Instagram	18.0

	(Million)
<ul><li>YouTube</li></ul>	25.8
<ul><li>Facebook</li></ul>	24.5
<ul><li>Google Search</li></ul>	22.5
WhatsApp Messenger	21.4
<ul><li>Facebook Messenger</li></ul>	21.4
<ul><li>Google Play</li></ul>	19.8
<ul><li>Google Maps</li></ul>	19.8
<ul><li>Gmail</li></ul>	17.1
<ul><li>Snapchat</li></ul>	17.1
<ul><li>Instagram</li></ul>	15.9

	(Million)
Snapchat	7.8
YouTube	6.2
Facebook	4.1
BBC IPlayer	3.3
Google Search	3.2
Instagram	2.8
Netflix	2.4
Apple News	2.1
Facebook Messenger	1.9
BBC Weather	1.9





# Top 10 Mobile Apps by Minutes by Mobile Platform Spotify, BBC, ITV & Netflix enter the top 10 for Minutes

Total Mobile Top 10







<b>Tablet</b>			
Top 10			



	(Million)
YouTube	19.9
Facebook	14.3
Spotify	11.5
Facebook Messenger	8.0
Snapchat	6.2
Google Search	4.4
Instagram	3.8
WhatsApp Messenger	3.7
Netflix	2.2
eBay	2.0

	(Million
Facebook	14.0
YouTube	12.6
Spotify	10.4
Facebook Messenger	7.9
Snapchat	6.0
Instagram	3.7
WhatsApp Messenger	3.7
Google Search	3.2
eBay	1.7
Gmail	1.4

	(Million)
YouTube	7.3
Google Search	1.3
Spotify	1.1
Netflix	1.1
BBC IPlayer	1.0
YouTube Kids	0.4
ITV Hub	0.4
BBC News	0.3
Facebook	0.3
eBay	0.3



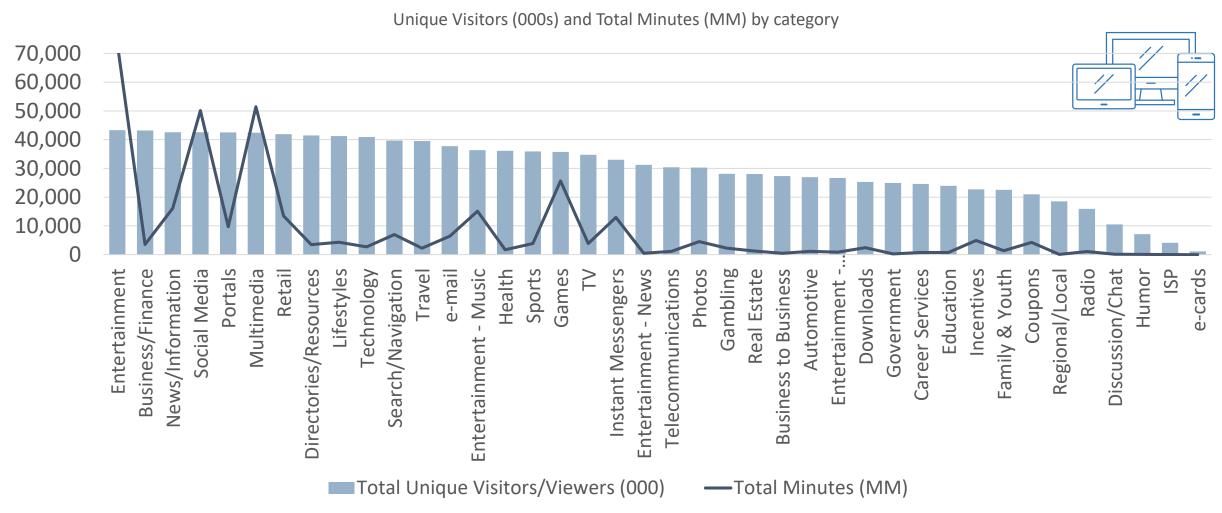




### Categories



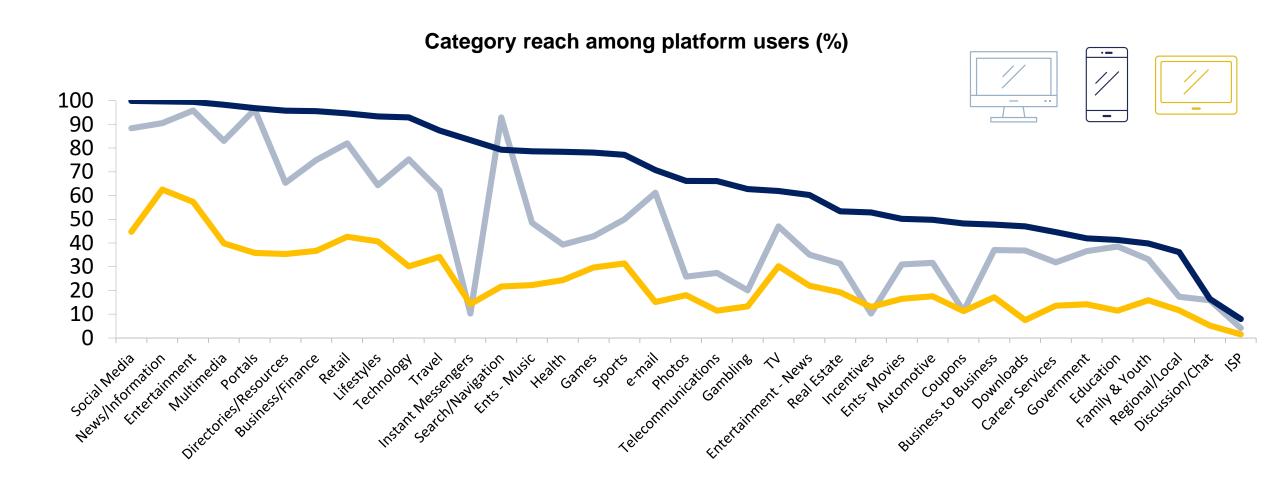
#### Major Categories Online – Unique Visitors v Minutes Entertainment, Social Media, IM & Games have high engagement







### Category Reach by Platform Reach is higher on smartphones for nearly all activities





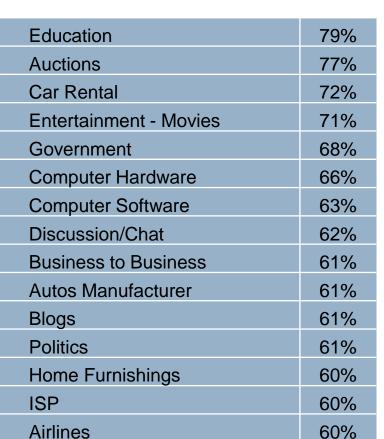


# Platform Share of Time Online by category Platform time is influenced heavily by content and service



**Desktop total** 

25%





Smartphone total

63%

•	Instant Messenger	98%
•	Gay/Lesbian	94%
•	Coupons	93%
•	Photos	93%
•	Incentives	91%
•	Books	91%
•	Job Search	91%
•	Maps	89%
•	Consumer Electronics	87%
•	Personals	86%
•	Health	86%
•	Entertainment - Music	85%
•	Retail - Music	84%
•	Social Media	84%
•	Religion/Spirituality	79%



Tablet total

12%

TV		45%
Radio	)	33%
Gene	ral News	29%
Home	e	22%
News	/Information	22%
Kids		20%
Searc	ch/Navigation	19%
News	papers	18%
Multir	media	18%
Online	e Gaming	18%
Enter	tainment	18%
Game	es	17%
Famil	y & Youth	16%
Real	Estate	16%
Trave	el - Information	15%

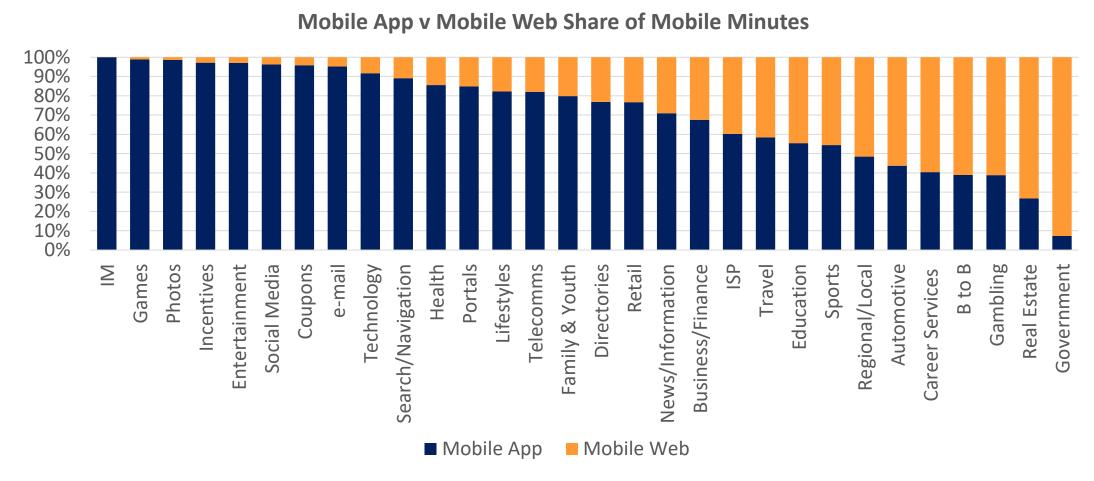






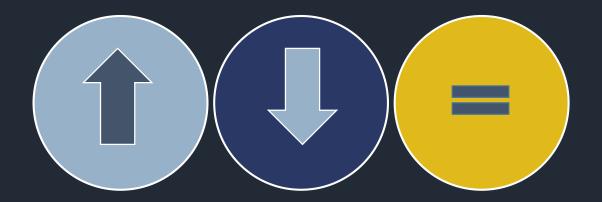
# Share of Mobile Minutes by Access Type by Category Mobile App share of minutes varies by content & service







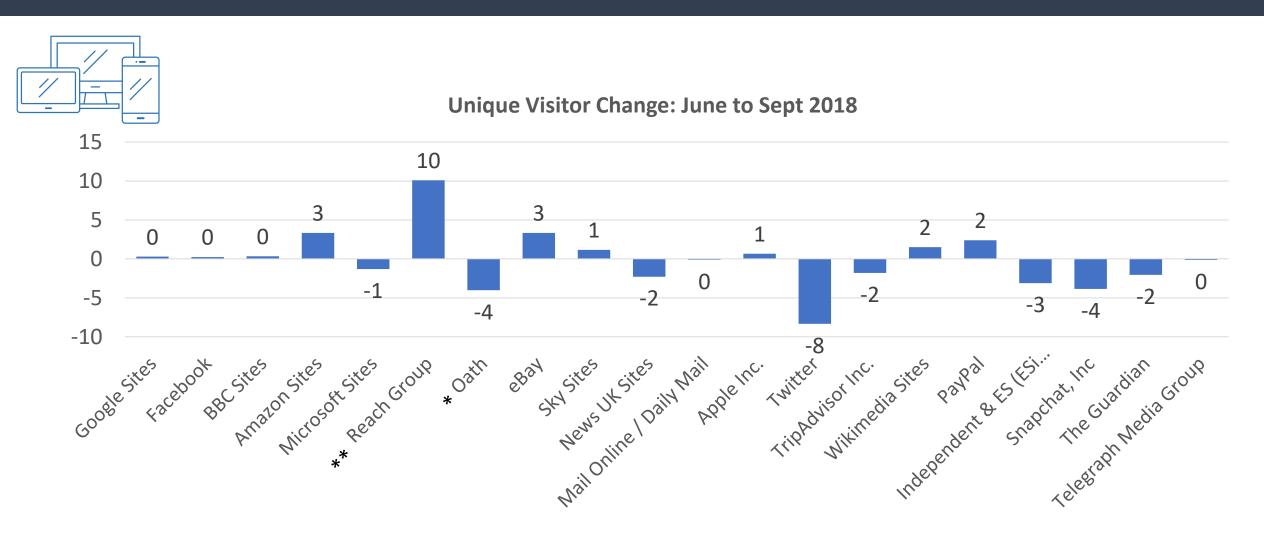




Key Changes: Sep 18 v Jun 18



#### Top 20 Properties by 'Unique Visitors' - % Growth Sep 18 v Jun 18



Source: Comscore MMX Multi-Platform, Sep 2018, Adults 18+

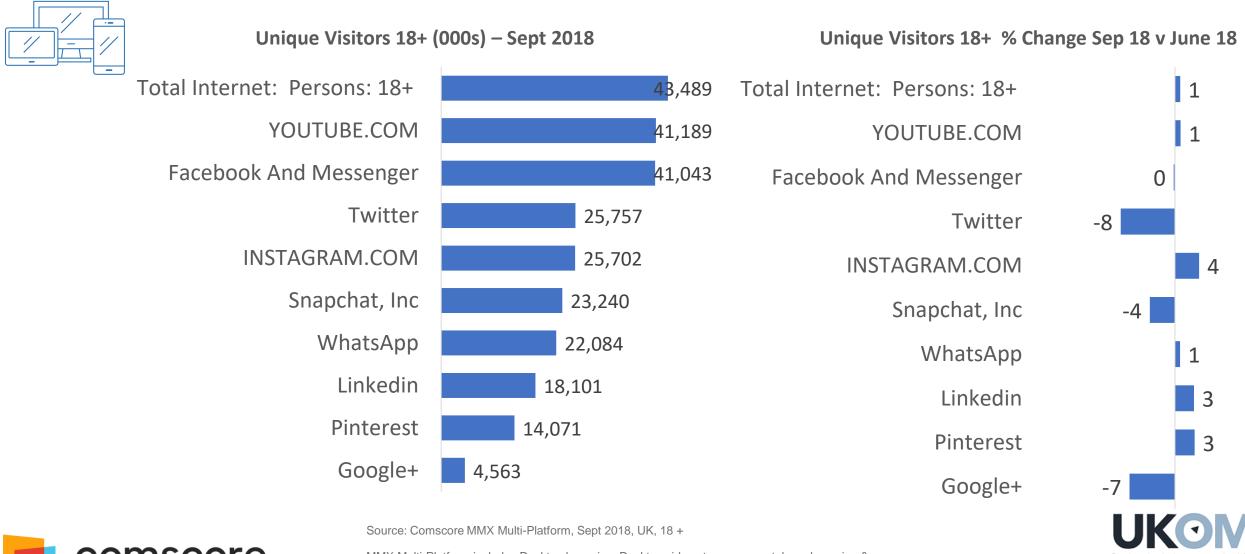








# Change in Audience for Social Media Brands Instagram, Linkedin & Pinterest had biggest gains





online audience measurement

#### Top Performing Categories based on Visitor Growth Sep 18 v June 18

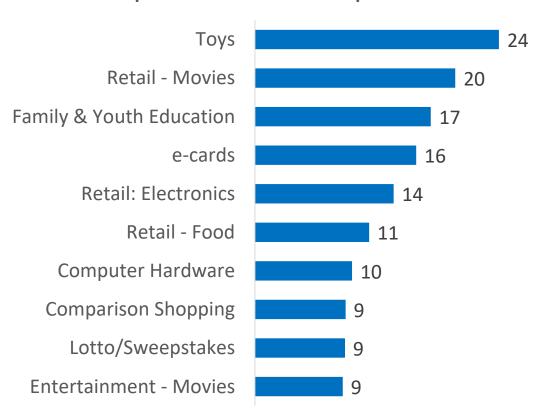


#### Category Growth – Jun 18 v Mar 18

#### Unique Visitor Increase (000s): Sep 18 v Jun 18



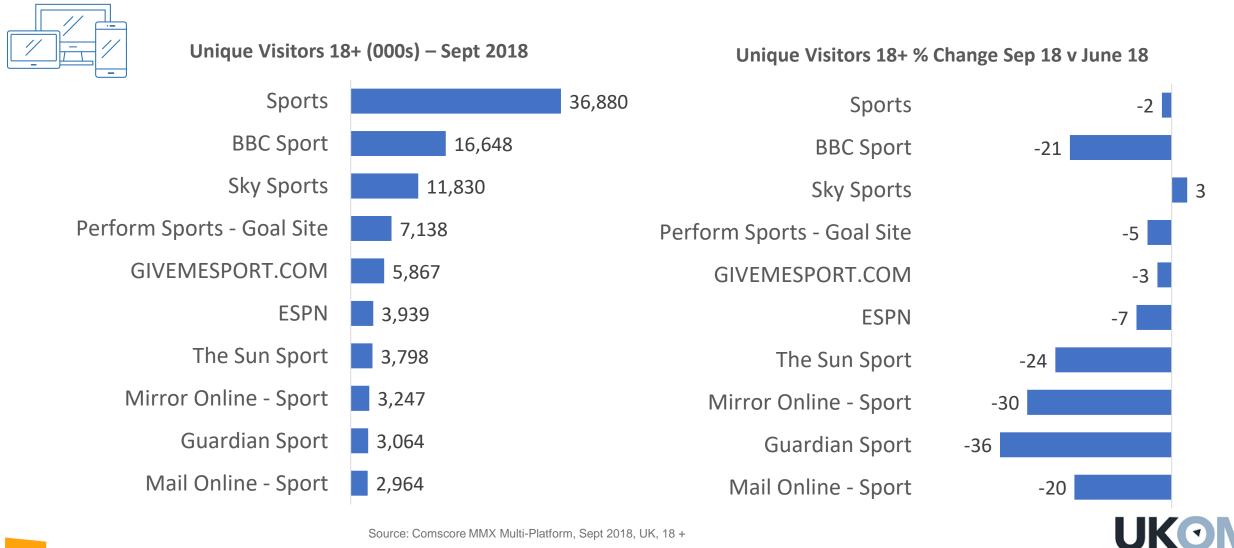
#### Unique Visitor % Increase: Sept 18 v Jun 18







## Change in Audience for Sports Brands Sky Sports bucked the Audience trend between June and September





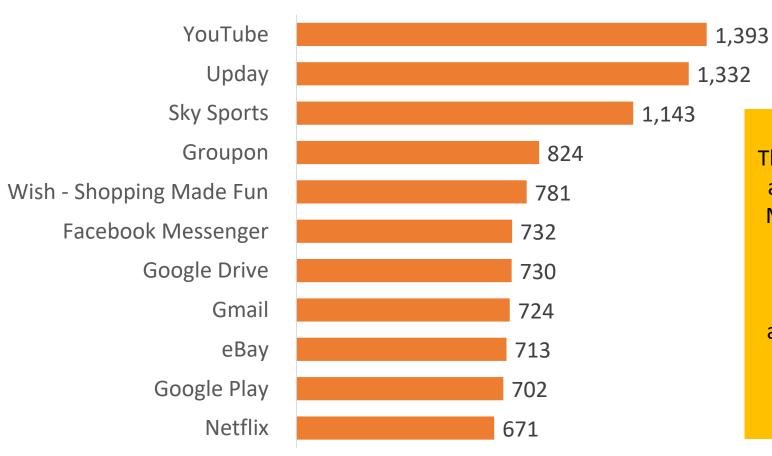
MMX Multi-Platform includes Desktop browsing, Desktop video streams, smartphone browsing & apps (on-network only for untagged apps), tablet browsing & apps for tagged sites & apps.

online audience measurement

#### Top 100 Apps which had biggest Audience Gains: June to Sept 2018



#### Audience Gain (000s) – June to Sept 18



The new football season drove an increase in the Sky Sports Mobile App Audience of 49% compared to June.

Upday, the news aggregator app on Samsung phones and Groupon both witnessed audience increases of 20%.





#### Domestic Football drove up Audiences for Sky and BT Sport Apps



	Total Unique Visitors (000)		
	Jun-2018	Sep-2018	% Change
Sports	11,127	13,131	18
Sky Sports (Mobile App)	2,317	3,460	49
BBC Sport (Mobile App)	2,607	2,552	-2
Sky Sports Football Score Centre (Mobile App)	1,579	1,861	18
Soccer Saturday Super 6 (Mobile App)	815	1,108	36
BT Sport (Mobile App)	655	1,047	60
LiveScore (Mobile App)	638	677	6
Premier League - Official App (Mobile App)	164	621	278

Premier League Football drove increases to apps from Sky Sports and BT Sport after a quiet June and July when BBC Sport benefitted most from the World Cup and Wimbledon





### Questions?

Find out more at: <a href="http://www.ukom.uk.net/">http://www.ukom.uk.net/</a>

Email us at: <a href="mailto:insights@ukom.uk.net">insights@ukom.uk.net</a>



#### 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 <sup>®</sup> 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:* <a href="https://www.comscore.com/Products/Audience-Analytics/Mobile-Metrix2">www.comscore.com/Products/Audience-Analytics/Mobile-Metrix2</a>

#### Comscore Video Metrix ®

Comscore Video Metrix <sup>®</sup> 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 (NASDAQ: SCOR) is the trusted partner for planning, transacting and evaluating media across platforms. With a data footprint that combines digital, linear TV, over-the-top and theatrical viewership intelligence with advanced audience insights, Comscore allows media buyers and sellers to quantify their multiscreen behavior and make business decisions with confidence. A proven leader in measuring digital and set-top box audiences and advertising at scale, Comscore is the industry's emerging, third-party source for reliable and comprehensive cross-platform measurement. To learn more about Comscore, please visit <a href="https://www.Comscore.com">www.Comscore.com</a>

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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:

www.ukom.uk.net/

