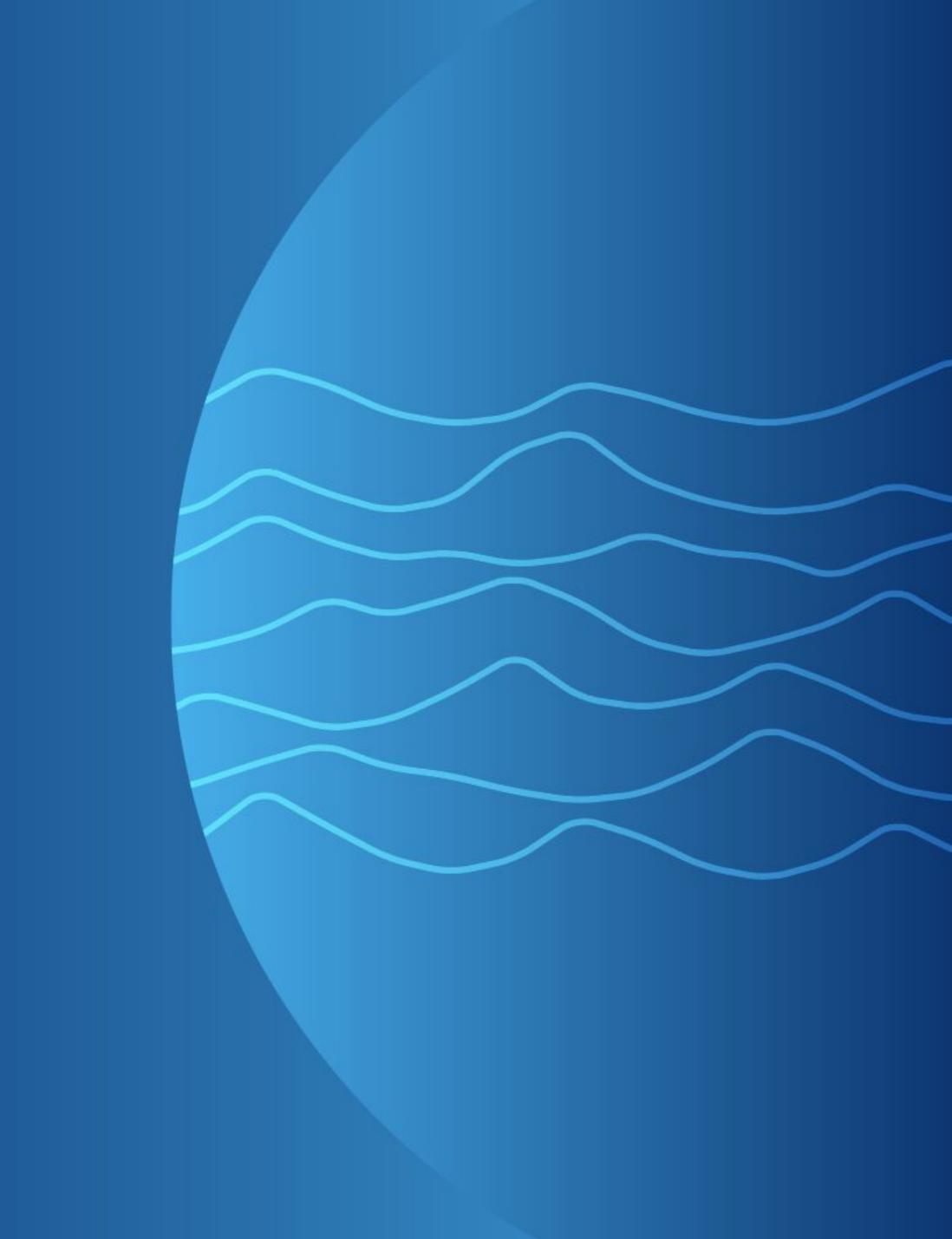
# THE STATE OF MOBILE





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#### The State of Mobile 2019 **Executive Summary**



Worldwide **Downloads** in 2018 **\$101B** 

Worldwide App Store Consumer Spend in 2018



2018





Per day spent in mobile by the average user in



**Higher average IPO** valuation (USD) for companies with mobile as a core focus in 2018



30%

Higher engagement in non-gaming apps for Gen Z vs. older demographics in 2018



### The Most Complete Offering to Confidently Grow Businesses Through Mobile





#### DISCOVER

Understand the opportunity, competition and discover key drivers of success

#### STRATEGIZE

Develop a mobile strategy to drive market, corp dev or global objectives

Increase app visibility and optimize user acquisition



 $\sim$ 





#### ENGAGE

Better understand targeted users and drive deeper engagement

#### MONETIZE

Accelerate revenue through mobile



## Our 1000+ Enterprise Customers Span Industries & the Globe





## **Grow Your Business With Us**

We deliver the most trusted mobile data and insights for your business to succeed in the global mobile economy.

#### **App Annie Intelligence**

Provides accurate mobile market data and insights for millions of businesses across the globe.

Sign up for free now

#### **App Annie Connect**

Gives you a full view of your app performance. Consolidate all your app store, usage and advertising data in one unified dashboard.

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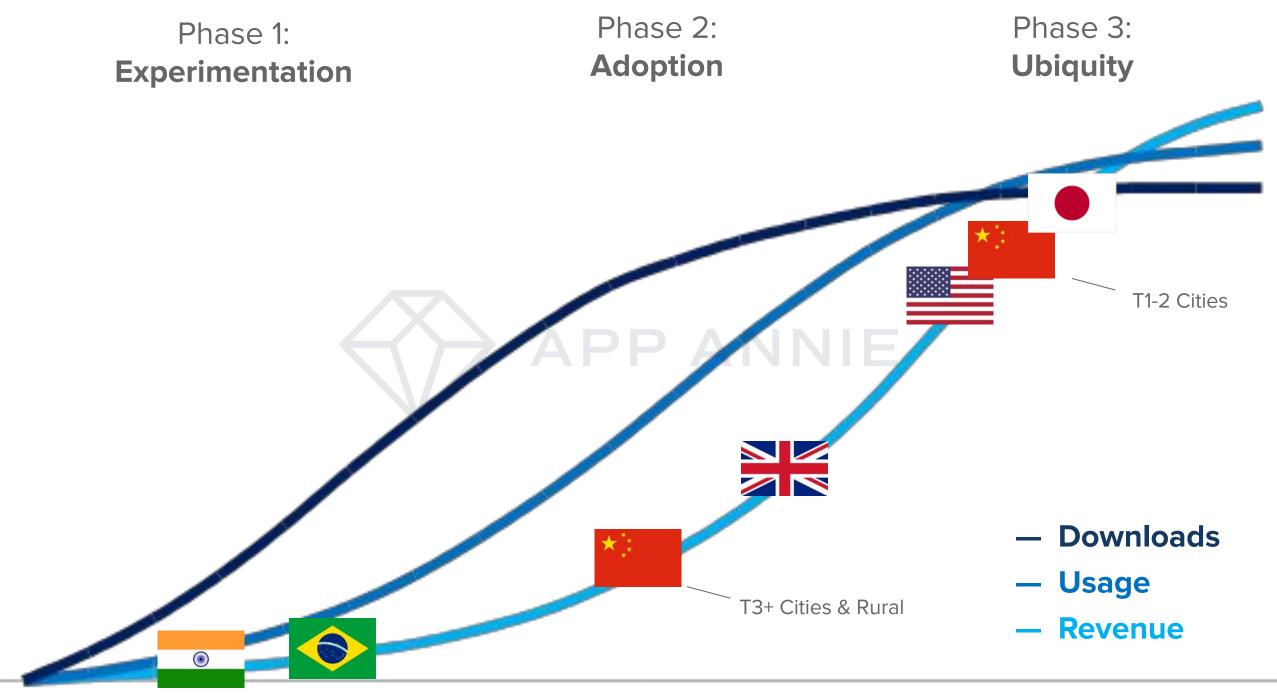




### **Monetization Opportunities Increase** as Mobile Markets Mature

App Annie's mobile adoption curve illustrates how markets evolve through mobile. As markets enter the early stages of mobile maturity often characteristic of emerging markets such as Indonesia and India — they see strong downloads numbers driven by new mobile device owners discovering and experimenting with new apps. This is known as the **Experimentation** phase. As mobile habits begin to form and users settle into their go-to apps, engagement climbs, known as the **Adoption** phase. Following, is the **Ubiquity** phase marked by increasing engagement and consumer spend — as mobile takes over mindshare for consumers.

Volume



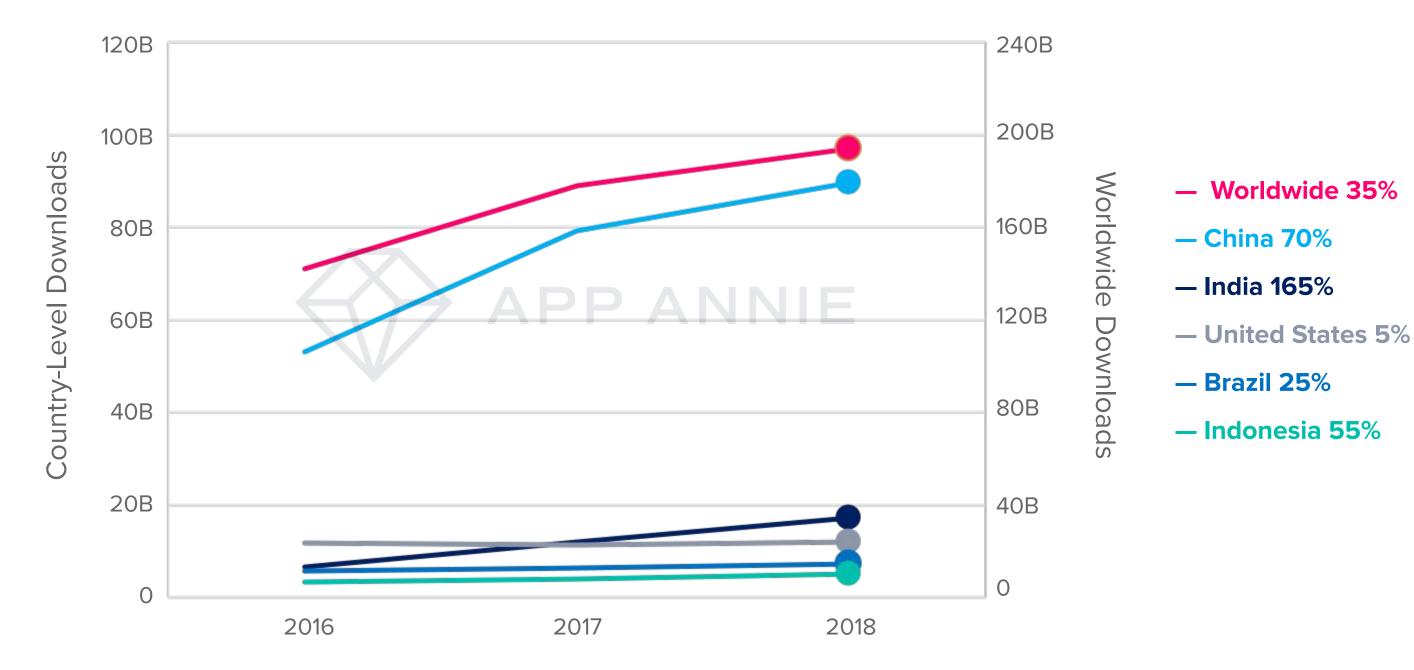
Time



### **Global App Downloads Exceeded 194B** in 2018, up 35% From 2016

China accounted for nearly 50% of total downloads in 2018 across iOS and third-party Android, despite a slowdown from the game license freeze in China. Emerging markets continued to fuel growth in 2018 and represent 3 of the top 5 markets for app downloads. Mature markets like the US continue to see large, consistent numbers of new downloads annually, but growth has slowed. However, growth in these mature markets is strongest when it comes to indicators of user engagement — sessions and time spent — and consumer spend.

In 2018, apps outside of games accounted for 65% of total global downloads, consistent with two years prior.



#### **Top Countries by App Store Downloads**



Note: iOS, Google Play, Third-Party Android in China combined







### **Global App Store Consumer Spend Reached** \$101B in 2018, up 75% From 2016

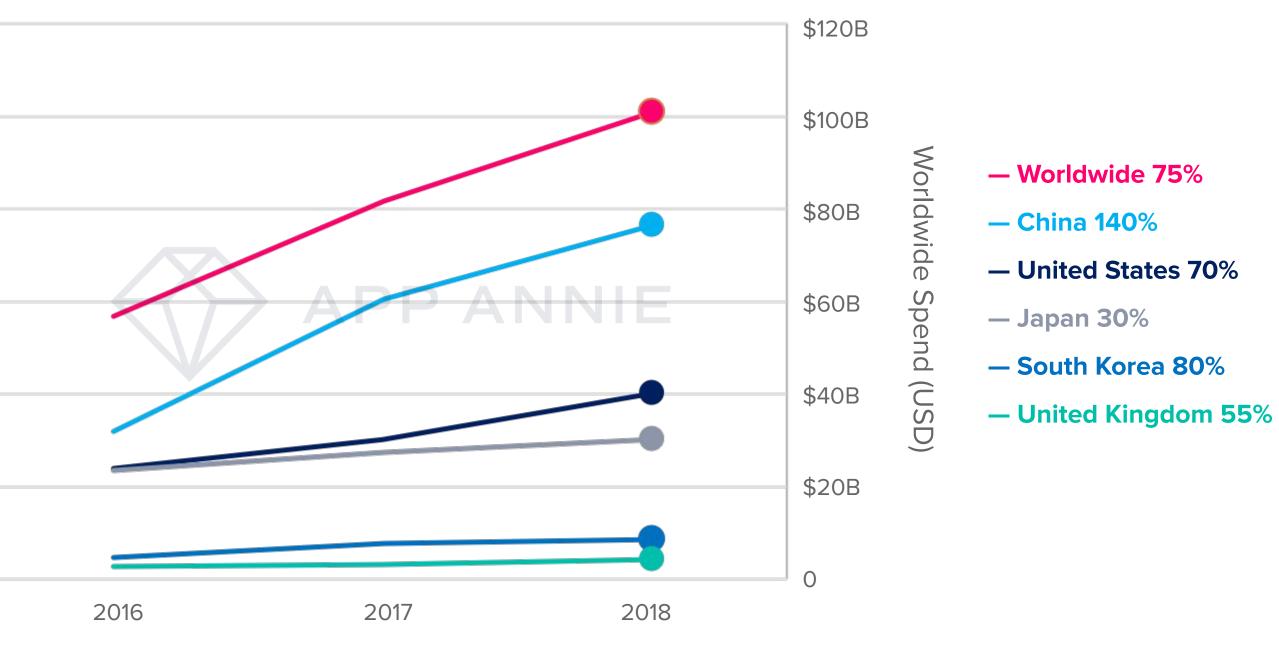
App Store consumer spend only includes spend that flows through the app store (paid downloads, in-app purchases and in-app subscriptions). This figure doesn't include transactions processed outside of the app stores (e.g. payments in apps such as Uber, Starbucks, Amazon, DoorDash) or revenue from in-app advertising.

China accounted for nearly 40% of total consumer spend in 2018. Globally, on a category level, games accounted for 74% of consumer spend in 2018. Non-gaming apps only accounted for 26% of consumer spend, but this was up from 18% in 2016 and largely due to the growth of in-app subscriptions.



#### **Top Countries by App Store Consumer Spend**

Two Year Growth



Note: Spend is gross, the cut taken by app stores has been removed; iOS, Google Play, Third-Party Android in China combined



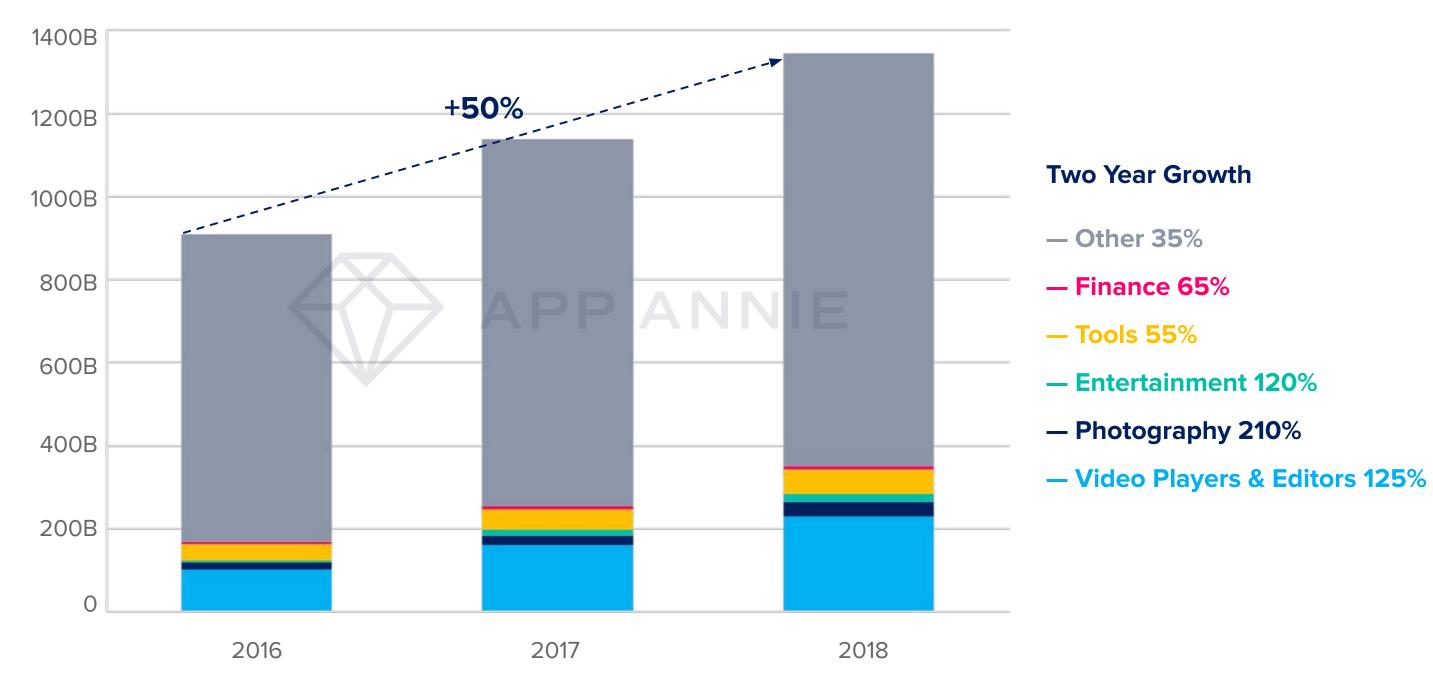


# Time Spent in Apps Globally Grew 50% From 2016 to 2018

The 5 categories with the fastest growing global market share — an indicator of growing faster than the overall market — were Video Players & Editors, Entertainment, Photography, Tools and Finance, respectively. Combined, total time spent in these 5 categories grew 110% from 2016.

Social and Communications apps made up 50% of total time spent globally in apps in 2018, followed by Video Players and Editors at 15% and Games at 10%.

Time spent grew from both growth in time spent per device and increases in global install bases.



Top Categories by Growth in Market Share of Hours Spent

Note: Android phone; Worldwide excluding China



### Mobile Carved Out 17% of **Daily Time in Emerging Markets**

5

4

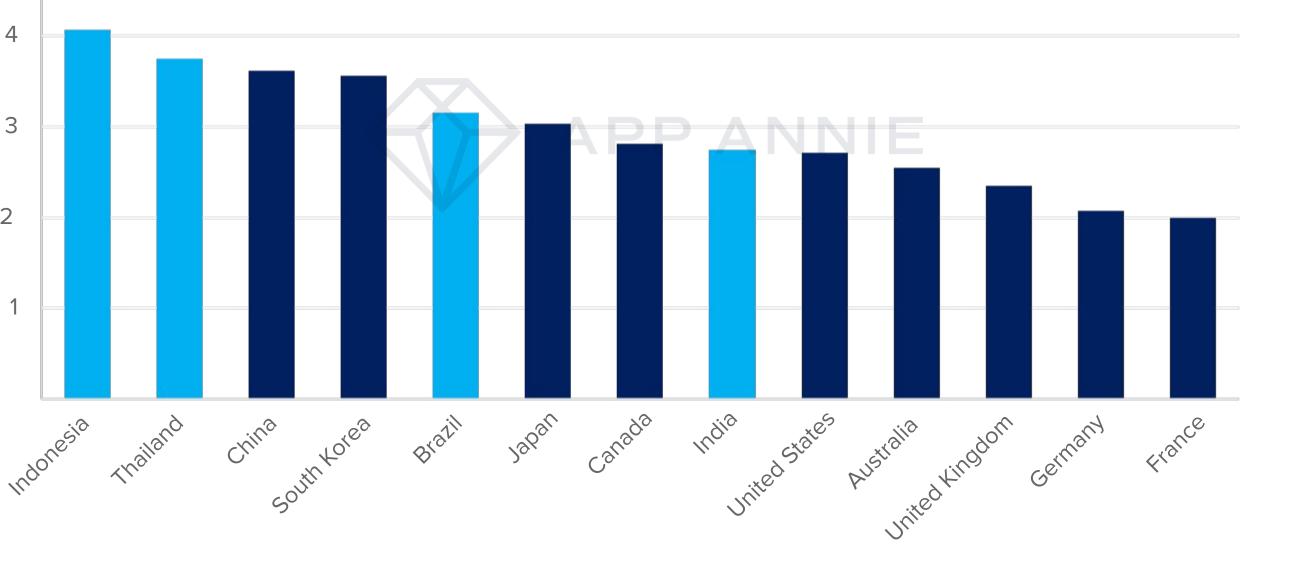
2

In Indonesia, mobile users spent over 4 hours a day in apps — 17% of users' entire day. In mature markets like the US and Canada, the average user spent nearly 3 hours a day in mobile apps in 2018.

Daily time spent on mobile is fueled in part by cumulative micro-moments — periodic sessions throughout the day where consumers check their emails, browse news articles or check their banking. Mobile's on-the-go nature has enabled widespread growth in this type of consumer behavior. It also includes significant time spent playing mobile games — which are the leading form of gaming streaming videos and checking social media apps. Regardless of market, mobile is the first screen.

#### **Average Daily Hours Spent Per Device** on Mobile in 2018

**Emerging Markets Mature Markets** 



Note: Android phone



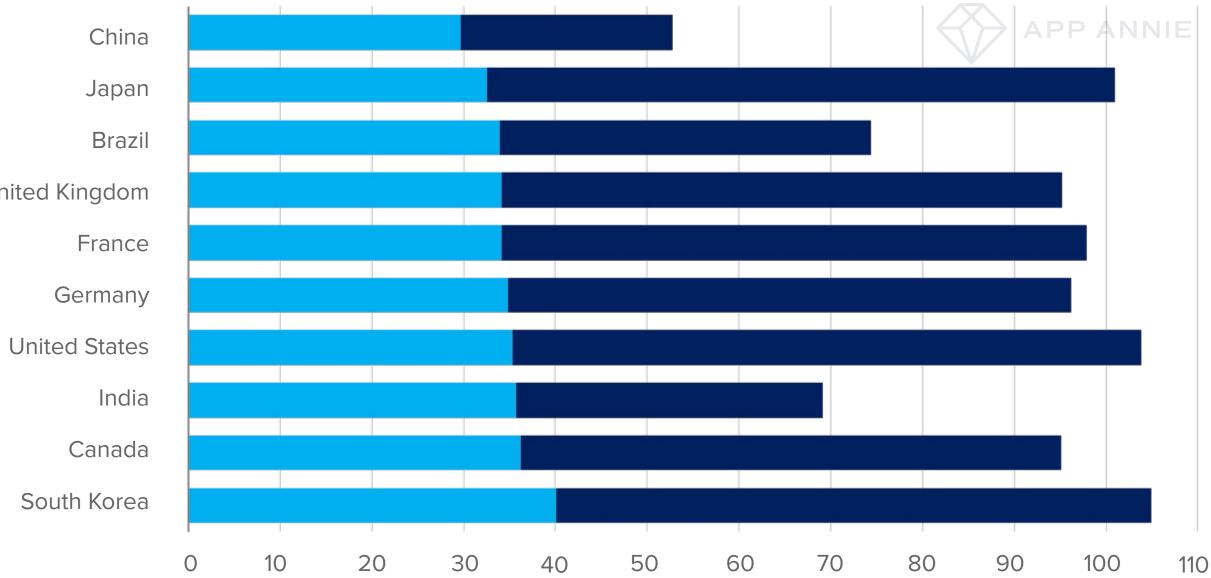
### The Average Consumer in the US, South Korea, Japan and Australia Has Over **100 Apps on Their Smartphone**

South Korea, Canada, the US, Thailand, the UK and Australia all saw significant 2 year growth in the average number of apps installed on smartphone devices with South Korea at 20% growth from 2016 and Canada, the US and Thailand at 15% growth. South Korea, Thailand and Canada also saw strong growth in average apps used at 15%, 10% and 5% respectively from 2016.

In China, the relatively low number of apps installed is reflective largely of the Android market. This is similar behavior to other emerging markets with a high prevalence of lower cost Android devices with less storage capacity.

United Kingdom

Monthly Average Number of Apps Used and Installed Smartphone Users in Select Markets, 2018



**Apps Used Apps Installed** 

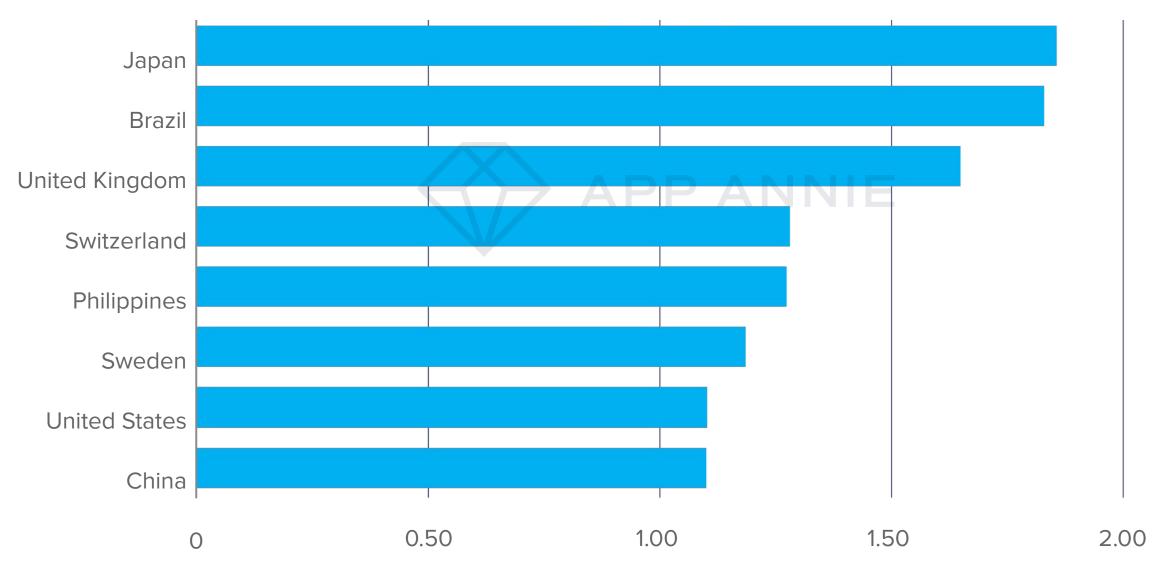


### Mobile Transformation Pays Dividends & Dramatically Outperforms GDP Growth in Key Economies

Japan, Brazil and the UK were the top 3 countries where mobile consumer spend advanced significantly faster than overall Gross Domestic Product (GDP). This reflects the strength of the mobile economy, and how prioritising mobile through infrastructure, education and legislation will continue to have a positive impact on overall GDP. Global spending on technologies and services that enable digital transformation will hit nearly **\$2 Trillion** by 2022 mobile is the heart of the digital economy.

Over 50% of the world's population — 3.9 billion people — are estimated to be online in 2018, and 96% of the world's population lives within range of a mobile network. In 2018, there were over 4 billion mobile devices — inclusive of tablets and phones — with many people in mature markets having multiple devices. Many emerging markets, such as India and the Philippines, are mobilefirst with consumers using mobile as their primary access point to the internet. Top Countries Where Mobile Is Growing Faster Than Countries' Economies





Mobile Consumer Spend Growth Multiplier Relative to GDP Growth Calculated by Country's App Store Consumer Spend 2 Year Growth Relative to Worldwide Consumer Spend Growth Compared to Country's GDP Growth Relative to Worldwide GDP Growth

> Note: GDP data from IMF; Ranking Based on 75th Percentile of Countries by App Store Consumer Spend (iOS, Google Play and Third-Party Android in China)



### Mobile-Focused Companies Made up 95% of USD Valuations in 2018's Major Liquidity Events

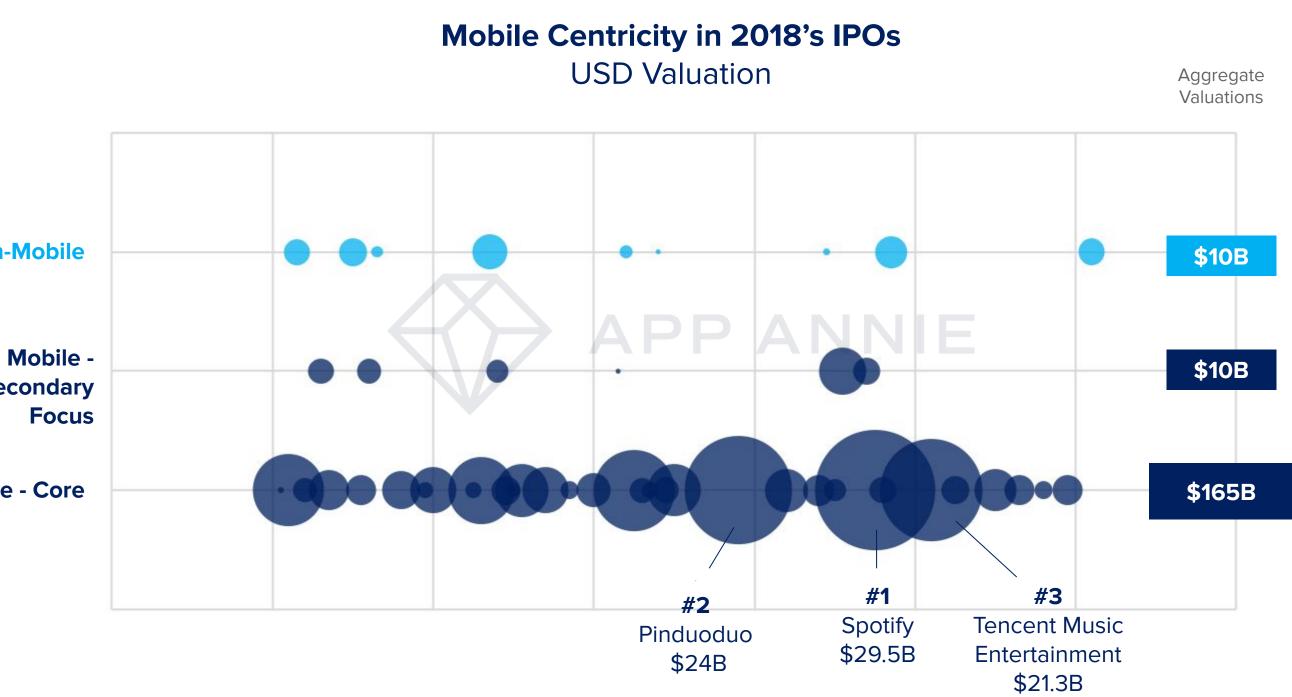
Over 80% of the 48 technology IPOs in 2018 on the top two stock markets (NYSE and NASDAQ) had a mobile focus. In these companies mobile was either core to the product offering — a primary point of interaction with the target market — or a secondary presence important, but not the primary way of interacting with their target market. These companies contributed to over 95% of aggregate valuations (USD) in 2018.

The average valuation at IPO was nearly 4x larger for companies with mobile as a core focus vs. companies without any mobile focus. The 3 largest IPO Valuations were companies with mobile as a core value proposition: 1) Spotify (\$29.5B), 2) Pinduoduo (\$24B) and Tencent Music Entertainment (\$21.3B). For the most successful technology startups in 2018, mobile played a key part in their business, allowing them to reach consumers on the device they always have with them: mobile.

**Non-Mobile** 

**Secondary** 

Mobile - Core



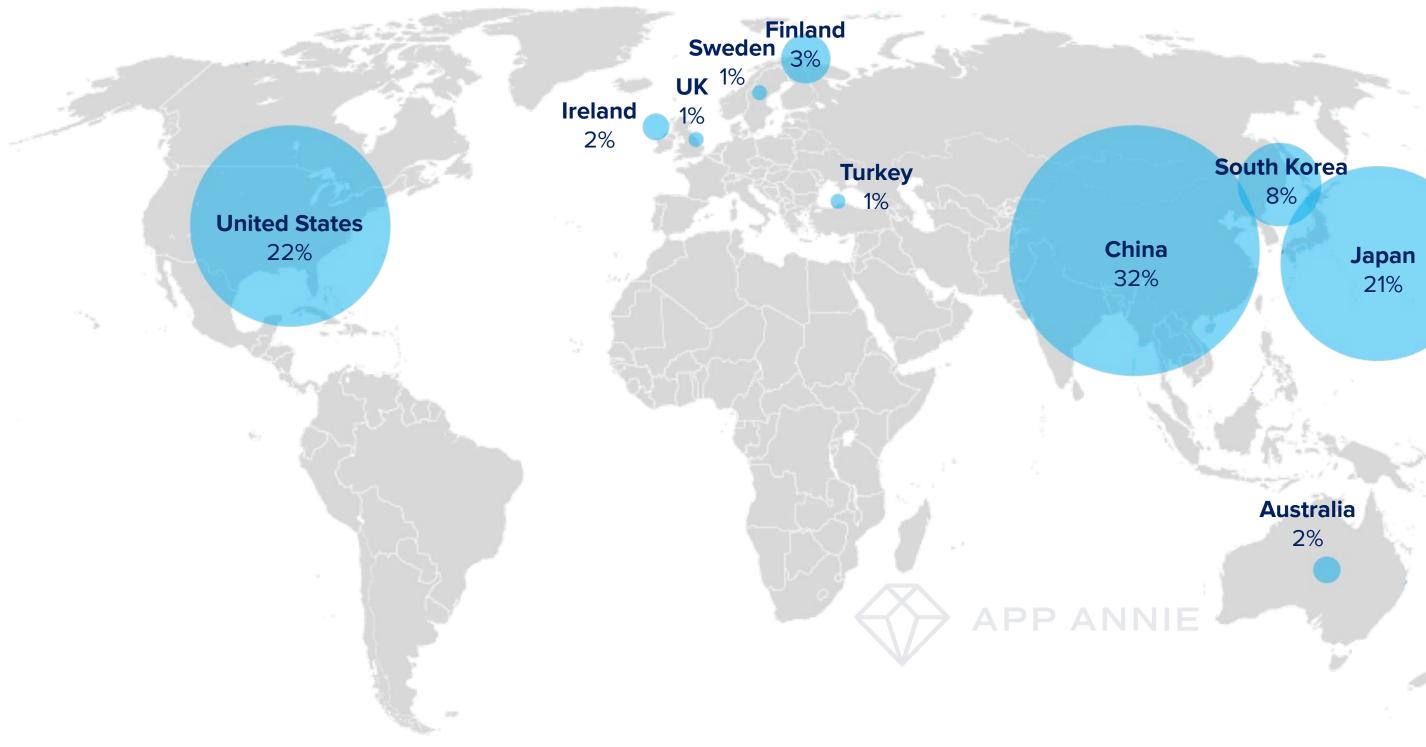
Bubble Size = Valuation (USD) Companies Sorted Alphabetically on X-axis Note: Technology IPOs on NYSE and NASDAQ; IPO Valuations (USD) for 46/48 companies available; in absence of valuation, debut market cap was used



### **Global Tech Juggernauts:** Silicon Valley, China & Japan

The technological race between US and China surfaced in mobile with companies headquartered in the US and China generating more than half of total consumer spend in the top 300 parent companies in 2018. China came out ahead with companies contributing to 32% of total consumer spend globally accounting for \$19.6 billion.

The top 5 parent companies for global consumer spend in 2018 were <u>Tencent</u>, <u>NetEase</u>, <u>Activision</u> Blizzard, BANDAI NAMCO and Netmarble, respectively — all gaming companies.



#### **Total Consumer Spend by Parent Company HQ Location**

Top 300 Parent Companies in 2018

Note: iOS and Google Play Stores



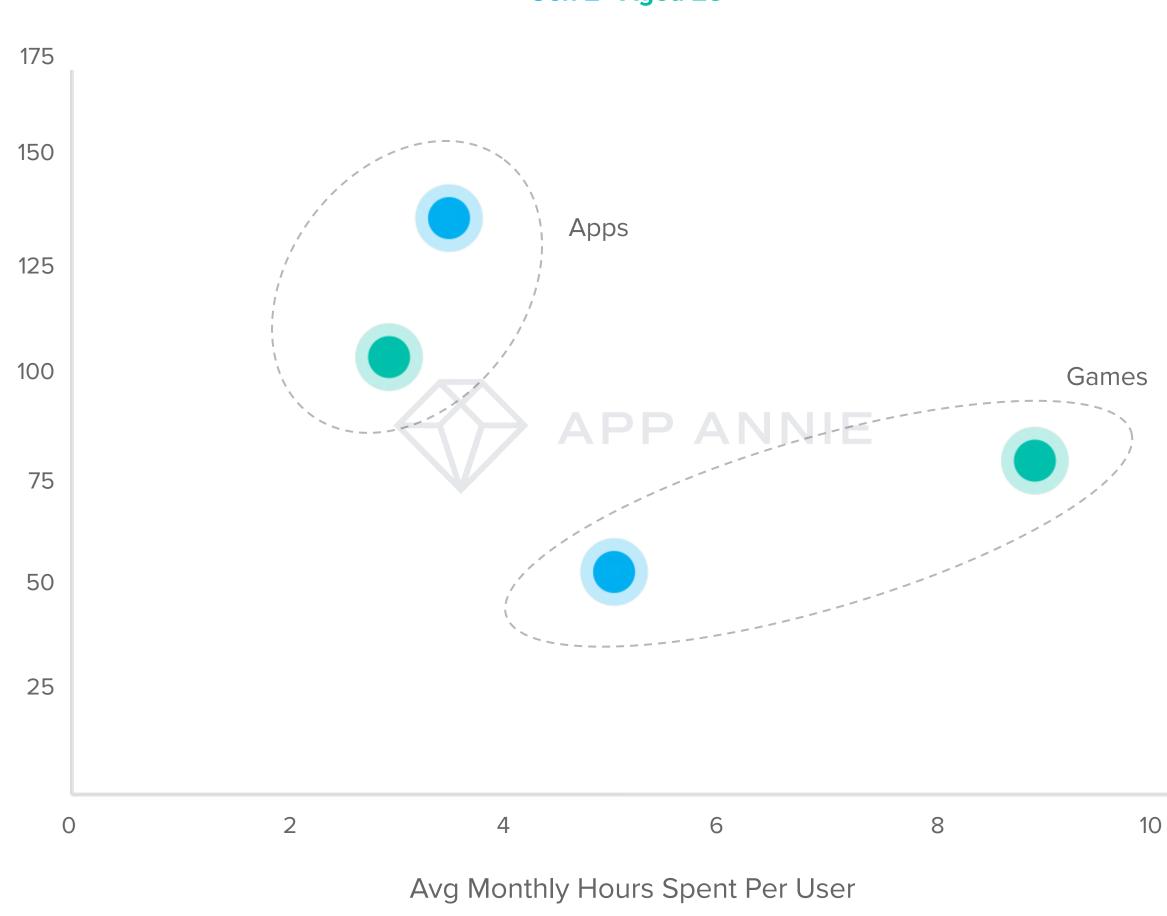




### Gen Z Defines the World Order Through Mobile

Gen Z (aged 16-24) engages more on average with their most used non-gaming apps than those aged 25 and older. Specifically, Gen Z spends 20% more time and engages with their most-used apps 30% more often than the rest of the population. For Gen Z, mobile is second nature and used across nearly all aspects of life — communication, socializing, shopping, banking, etc. Mobile is non-negotiable to any business hoping to attract this demographic.

It is the opposite for Gen Z when it comes to games. Those 25 and older spend 75% more time each month in their most used games and access them 50% more often.



#### Engagement of Apps & Games by Demographic Gen Z Aged 25+

Note: Average per app among top 25 apps by usage penetration on Android phone, excluding pre-installed apps. Average among: Australia, Brazil, Canada, France, Germany, Indonesia, Japan, South Korea, UK, US



#### **App Store Subscriptions Boom** as Consumers Choose Convenience

Global consumer spend in non-gaming apps grew 120% from 2016, fueled by in-app subscriptions. The top 5 most lucrative non-gaming apps of 2018 all contained in-app subscriptions.

Zuora — a company built entirely on providing technology to power the subscription economy — went public in 2018 at a \$1.4 billion valuation. From 2017 to 2022 we forecast that spend in apps outside of games will increase by \$75 billion, largely due to in-app subscriptions.

As of December 2018, *Netflix* has stopped offering subscriptions directly through the iOS App Store for new customers. Avoiding the app store fee allows Netflix to receive 100% of the revenue from its subscriptions. For the majority of publishers, the total addressable market (TAM) associated with the App Store's simple, frictionless and secure payment channel will outweigh the extra revenue. Going direct will likely only work for the biggest brands.

þ

Top

#### Worldwide Consumer Spend for Non-Gaming Apps iOS and Google Play

2013	2014	2015	2016	2017	201	
\$3.7B	\$5.1B	\$6.2B	\$8.9B	\$13.3B	\$19.7	
LINE	LINE	Spotify	Spotify	Netflix	Netflix	
Pandora Music	Pandora Music	LINE	LINE	Tinder	Tinde	
LINE PLAY	LINE PLAY	Pandora Music	Netflix	Tencent Video	Tencent V	
Zoosk	Zoosk	HBO NOW	Tinder	Pandora Music	iQIYI	
Comics	Skype	Tinder	HBO NOW	LINE	Pandora N	

Apps with in-app subscription payments



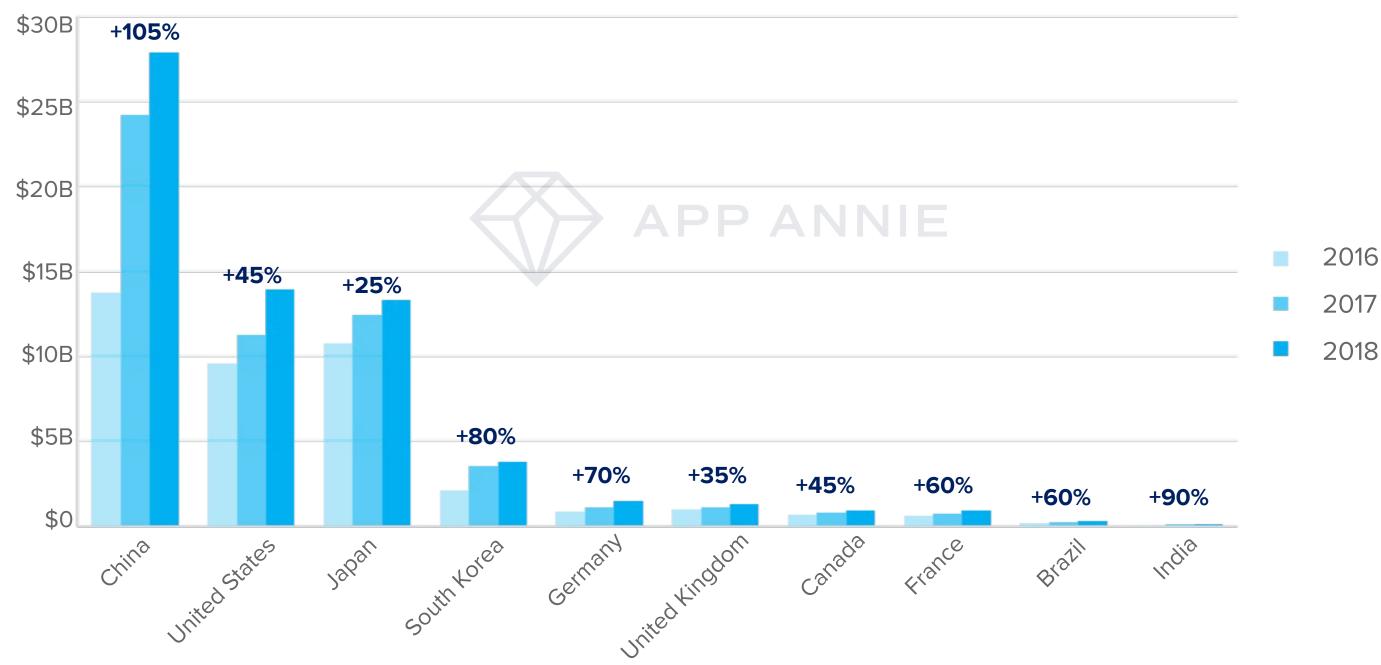




### **Mobile Games Monetization Reached New Heights in 2018**

In 2018, games accounted for 74% of consumer spend in the app stores. Mobile games was the \$30B fastest growing sector of the overall gaming \$25B market, beating consoles, PC/Mac, and handheld gaming. Mobile gaming will reach <u>60% market</u> \$20B share of consumer spend in 2019, up 35 percentage points from 2013. \$15B

China, the US and Japan are the top markets for mobile gaming consumer spend and accounted for 75% of spend in 2018. For both mature and emerging markets, consumer spend in games grew rapidly from 2016 to 2018.



#### **Consumer Spend in Games in Select Countries**

Two Year Growth

Note: Spend is gross, the cut taken by app stores has been removed; iOS, Google Play, Third-Party Android in China combined

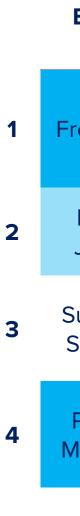




### Battle Royale and Hyper-Casual Games Dominated the Global Gaming Market in 2018

The divide between mobile and console became less clear in 2018. The prominence of battle royal gaming, notably *PUBG Mobile*, *Fortnite*, *Rules of Survival* and *Free Fire*, was the clearest example of this, and highlights just how powerful mobile devices have become. Mobile gaming tastes in China, Japan and South Korea reflect the prevalent competitive online gaming culture in these markets. The popularity of battle royale games in 2018 helped these markets move further toward the hard core end of the gaming spectrum.

Hyper-casual games — characterized by simple gameplay mechanics — also dominated the top downloads charts.
<u>Voodoo</u> had a blockbuster year by leveraging a suite of hyper-casual games like <u>Helix Jump</u> and <u>Hole.io</u>.



5

#### **2018 | Top Games by Downloads**

Brazil	Canada	China	France	Germany	India	Japan	South Korea	US	UK
Free Fire	Helix Jump	PUBG: Exciting Battlefield	Helix Jump	Helix Jump	Ludo King	Knives Out	PUBG MOBILE	Helix Jump	Helix Jump
Helix Jump	Hole.io	Honour of Kings	Love Balls	Happy Glass	Subway Surfers	Happy Glass	Black Desert	PUBG MOBILE	Happy Glass
Subway Surfers	PUBG MOBILE	PUBG: Full Ahead	Pixel Art	Love Balls	Temple Run 2	Identity V	Helix Jump	Fortnite	Hole.io
PUBG MOBILE	Fortnite	QQ Speed	Knife Hit	Pixel Art	Candy Crush Saga	Disney Tsum Tsum	Free Fire	Happy Glass	Love Balls
Pou	Rise Up	ldentity V	Rise Up	PUBG MOBILE	Temple Run	Fill	Will Hero	Rise Up	Fortnite

#### Battle Royale Hyper-Casual

Note: iOS and Google Play Stores

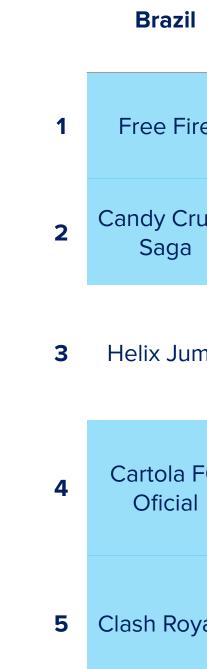




### Incumbents Maintained Their Popularity in 2018, Amid High-Profile Newcomers

Candy Crush Saga retained a stronghold among Western markets. Pokémon GO popularized location-based AR gaming in 2016, and two years later still remained one of the most used games in the world, due in part to feature innovations like social gaming, peer-vs-peer trainer battling and events. Launching in 2017, HQ Trivia captivated North American audiences with live appointment gaming in 2018 — a trend copied by other companies.

Newcomers like battle royale game *PUBG* and hyper-casual game *Helix Jump* impressively garnered large, global user bases in less than one year.



#### **2018 | Top Games by Smartphone MAU**

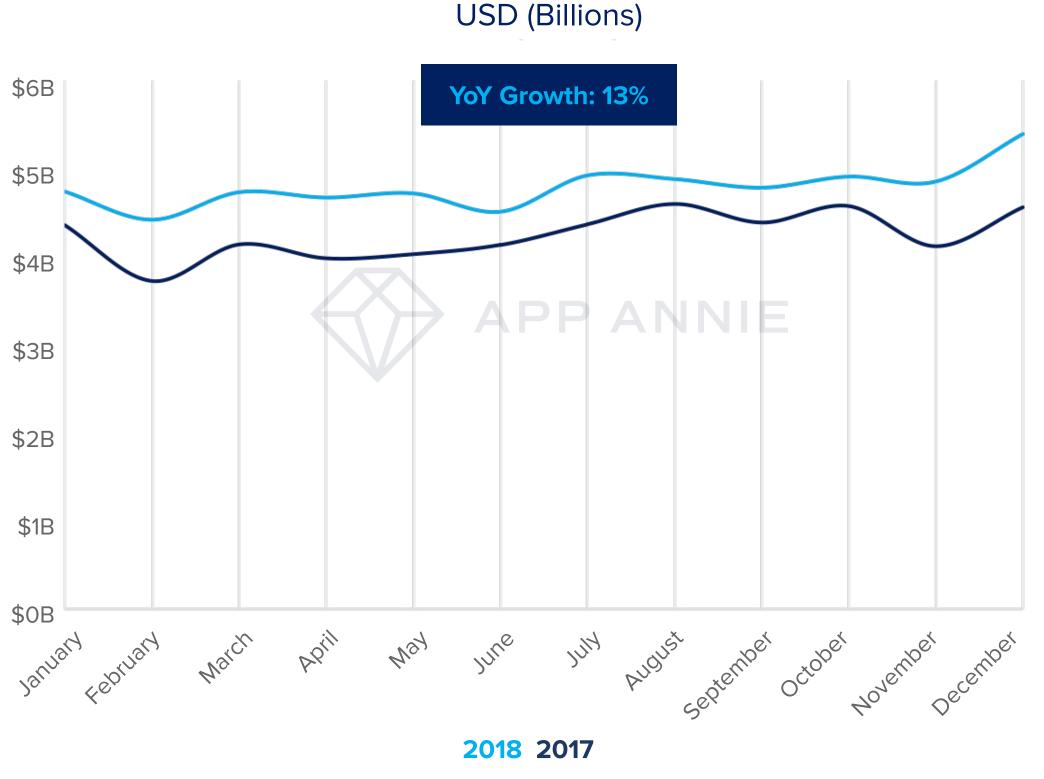
il	Canada	China	France	Germany	India	Japan	South Korea	US	UK
ire	Candy Crush Saga	Anipop	Candy Crush Saga	QuizClash	Ludo King	Disney Tsum Tsum	PUBG MOBILE	Pokémon GO	Candy Crush Saga
Crush a	Pokémon GO	Honour of Kings	Clash Royale	Candy Crush Saga	Candy Crush Saga	Monster Strike	Clash Royale	Candy Crush Saga	Helix Jump
ump	HQ - Live Trivia Game Show	PUBG: Exciting Battlefield	Pokémon GO	Pokémon GO	PUBG MOBILE	Pokémon GO	Rider	New Words With Friends	Pokémon GO
a FC al	Helix Jump	Landlord Poker	FDJ	Helix Jump	Clash of Clans	Puzzle & Dragons	Pmang New Matgo	HQ - Live Trivia Game Show	8 Ball Pool
oyale	Wordscap es	Mini World Block Art	Clash of Clans	Clash Royale	Doodle Army 2 : Mini Militia	Knives Out	Everybod y's Marble	Helix Jump	MobilityW are Solitaire
Incumbents (published prior to 2018)									

(published prior to 2018)





### China's Growth Was Limited in The Latter Half of 2018 Due to Uncertainty Around Game License Regulation



**Worldwide Consumer Spend on Games** 

Note: All totals include applicable digital and physical spending, but exclude ad revenue. Mobile gaming includes iOS App Store and Google Play. Does not include revenue from third-party Android stores.





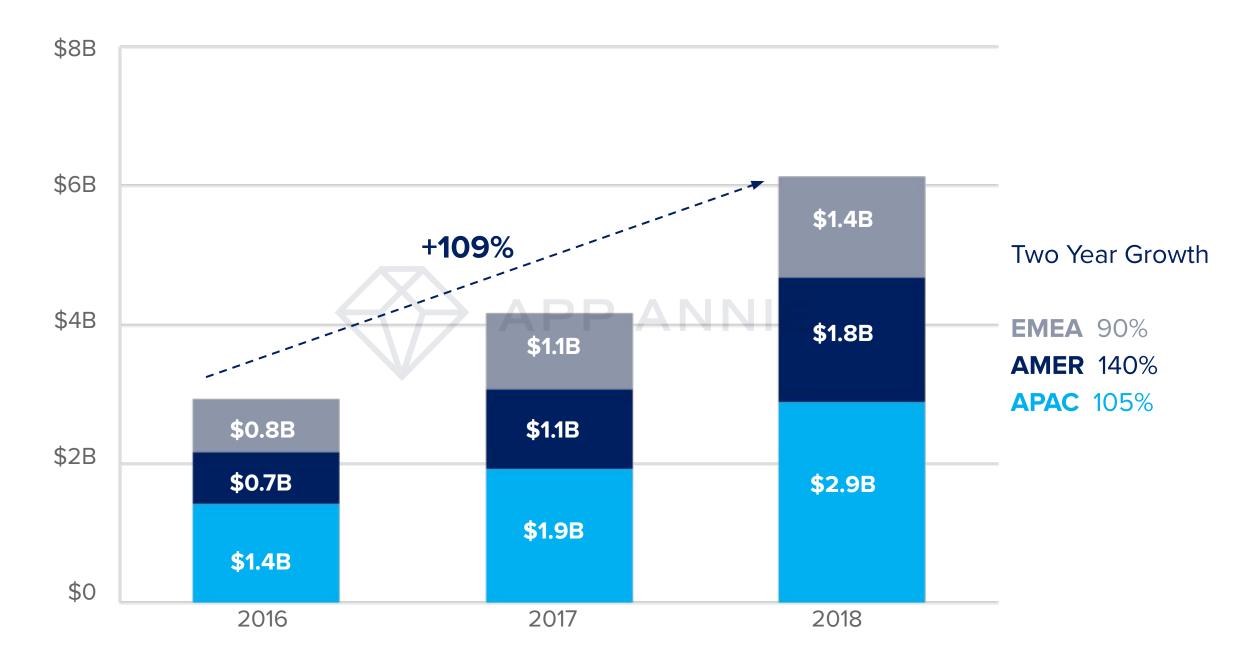
### China-Headquartered Publishers Set Their Sights on Overseas Markets to Accelerate Growth

China game publishers continued to target lucrative global markets outside their home turf and have seen increased success in markets outside of APAC, particularly in the Americas at 140% from 2016.

Despite China's freeze on game approvals, global consumer spend in games from China-headquartered publishers increased in 2018, albeit at a slightly lower year-over-year growth rate. Although <u>approvals</u> for new game titles will gradually resume in early 2019, Chinese firms will continue to push harder for international expansion, and mergers and acquisitions could become more common.

The demand for mobile games was strong among gamers in China with users **leveraging VPN's** to access international marketplaces such as Steam.

#### Overseas Consumer Spend on Games From China-Headquartered Publishers USD (Billions)



Note: Overseas is represented by all markets outside of mainland China; China-headquartered publishers only includes publishers headquartered in China whose parent company is also headquartered in China. Excludes foreign subsidiaries of China headquartered publishers.





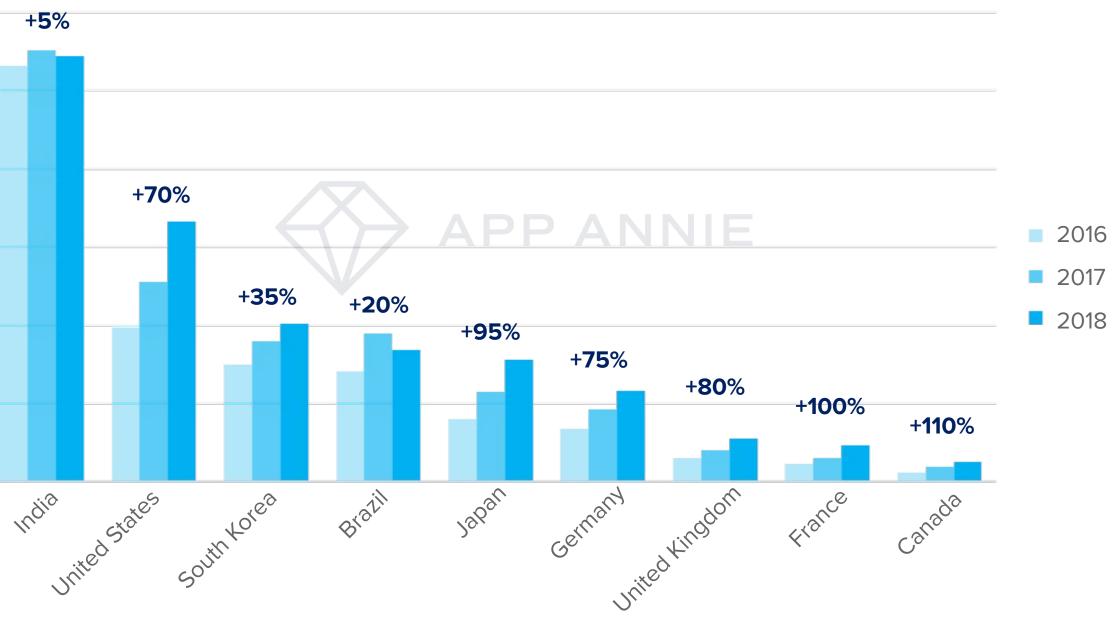


### Global Time Spent in Shopping Apps Grew to 18 Billion Hours in 2018, up 45% From 2016

Globally, November 2018 marked the biggest					
mobile shopping month of all time by total time					
spent. Sessions — akin to foot traffic — grew 65%					
globally over 2 years. In the US, mobile shopping	100B				
took off and sessions grew 70% over 2 years.	80B -				
Thailand, in particular, saw incredible growth at	000				
475% from 2016.	60B				
	400				
China saw a massive amount of total sessions in	40B -				
Shopping apps in 2018 — 7x and 11x as many	20B				
sessions as India and the US, respectively. This is					

both a factor of a large device base and the prevalence of mobile shopping.





Note: Android phone



### Time Spent in Shopping Apps Correlates Strongly with E-Commerce Sales

Mobile has taken over share of wallet for US consumers. Retailers leveraged mobile to drive both in-store and digital traffic. Digital sales, in particular, saw strong correlation with growing mobile engagement. The US has historically been slower to adopt mobile as its primary form of retail shopping. However, 2018 marked a turning point for both consumer behavior and corporate priorities. Brick-and-Mortar retailers like *Target*, *Walmart* and *Nordstrom* are leveraging mobile for accessible loyalty programs, point-of-sale payments, in-store efficiencies, product information, in-store mapping and purchase fulfilment. Along with competition from savvy digital-first retailers, this has fueled growth in time spent, and therefore digital sales.

Globally, mobile is set to comprise nearly <u>75%</u> of total e-commerce transactions by 2021.

#### Correlation of Quarterly Digital Sales and Time Spent in Shopping Apps

Q1 2014 — Q3 2018 | United States



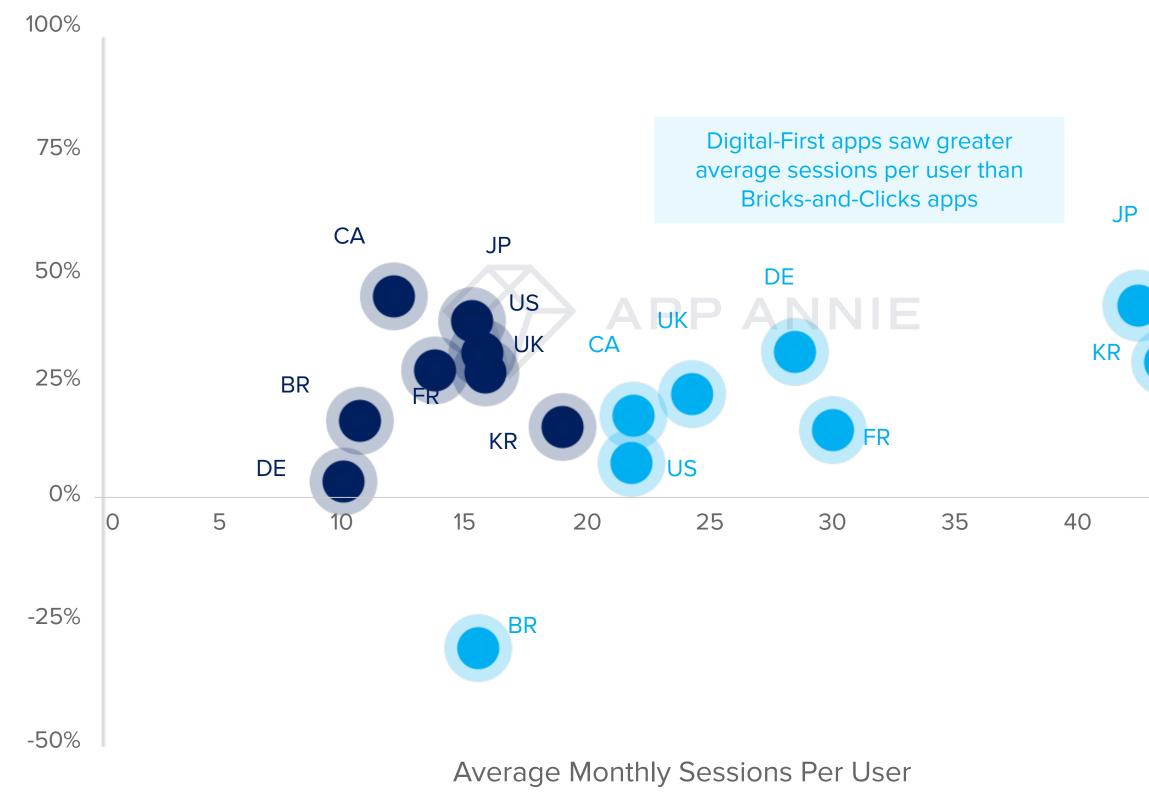
Time Spent on Android phone



### **Engagement Grew** for Bricks-and-Clicks **Retailers in 2018**

Digital-First retail apps saw 1.5 – 3x more average sessions per user than apps from Bricks-and-Clicks retailers. However, Bricks-and-Clicks retailers made strides to close this gap in 2018. Retailers like <u>Nike</u> leveraged mobile for innovative and engaging *in-store experiences* such as reserving sizes in-store, accessing rewards and receiving assistance from an employee in-store when desired.

The bottom line is Digital-First retailers have so far, on average, done a better job catering to mobile shoppers than Bricks-and-Clicks retailers. However, Bricks-and-Clicks retailers are beginning to embrace mobile's transformative power – through m-commerce and enhanced in-store experiences — to grow their top line.



#### **2018** | Engagement in Digital-First vs. Bricks-and-Clicks Apps **Digital-First Bricks-and-Clicks**

Note: Android phone; Average of Top 5 apps by time spent



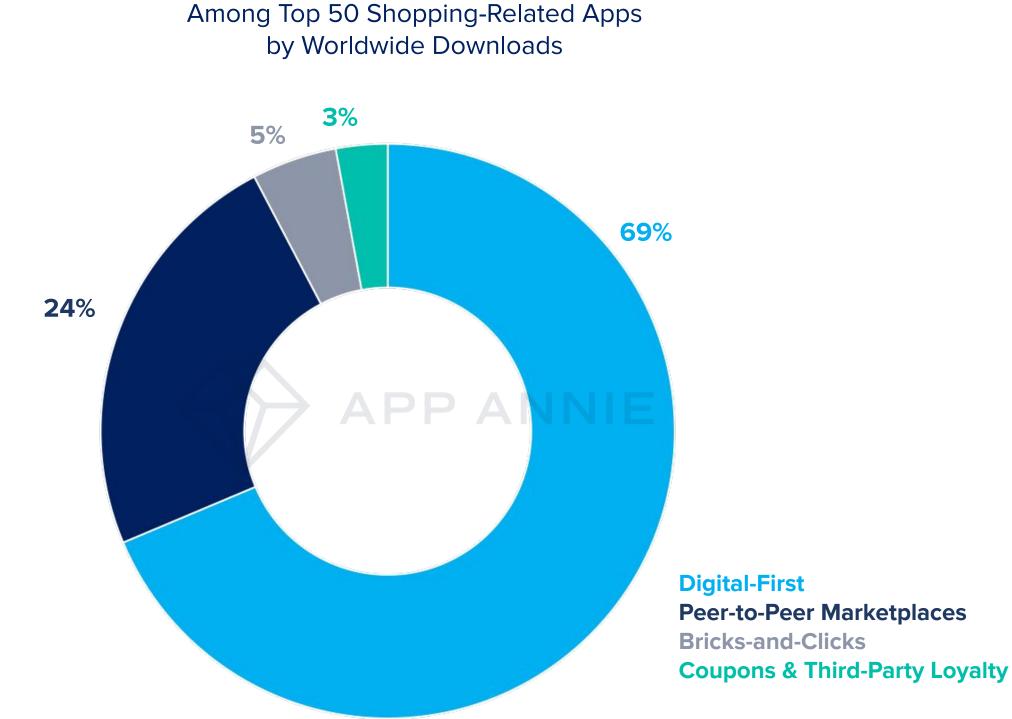




### **Peer-to-Peer Marketplaces** Were the 2nd Most Popular Way to Shop on Mobile in 2018

Among the top 50 downloaded shopping-related apps worldwide in 2018, Digital-First retailers' apps — represented over 1B downloads, or 69% of the total. Peer-to-Peer Marketplaces — apps that enable individuals to exchange goods without having a designated "digital" storefront — also saw high demand, ranking second for downloads, 24% of the total, and 5x the downloads seen by Bricks-and-Clicks retailers.

Shopee, eBay, MercadoLibre, letgo and OLX the top 5 Peer-to-Peer Marketplace apps by downloads, respectively in 2018 — have a broad global footprint and represent a class of app that is uniquely suited to succeed on mobile and offer an additional channel for consumers on top of traditional retail.



**2018** | Global Demand for Shopping-Related Apps

Note: iOS and Google Play Stores



### **Mobile Fueled Flash Sales and Shopping Events** to Record Levels in 2018

Alibaba's Singles' Day brought in <u>\$30.8 billion</u> in 24 hours on November 11, 2018, marking it the biggest single e-commerce day in history. Thanksgiving, Black Friday and Cyber Monday also saw record time spend, and record consumer spend, in shopping apps in the US. **Mobile** was responsible for 34% of revenue on Black Friday and Cyber Monday — the latter day at 50% growth in total mobile revenue year over year — and more than half of total online visits on Cyber Monday for the first time ever. Mobile's growing share of traffic and sales indicates mobile's increasing role in both the consideration and purchase phase of the shopper's journey.

**Amazon**'s Prime Day attracted its biggest crowd to date, up 15% in the US, and saw a sustained lift in daily active users in the weeks to follow. Even travel companies went after a piece of the shopping pie in 2018 with Travel Deal Tuesday — following Cyber Monday.



Spent globally in 24 hours on Alibaba's Singles Day 2018

# **130M Hrs**

Spent in the weeks of Black Friday and Cyber Monday in the US on Android devices, up 20% year over year



Spent on mobile on Thanksgiving, **Black Friday and Cyber Monday** 



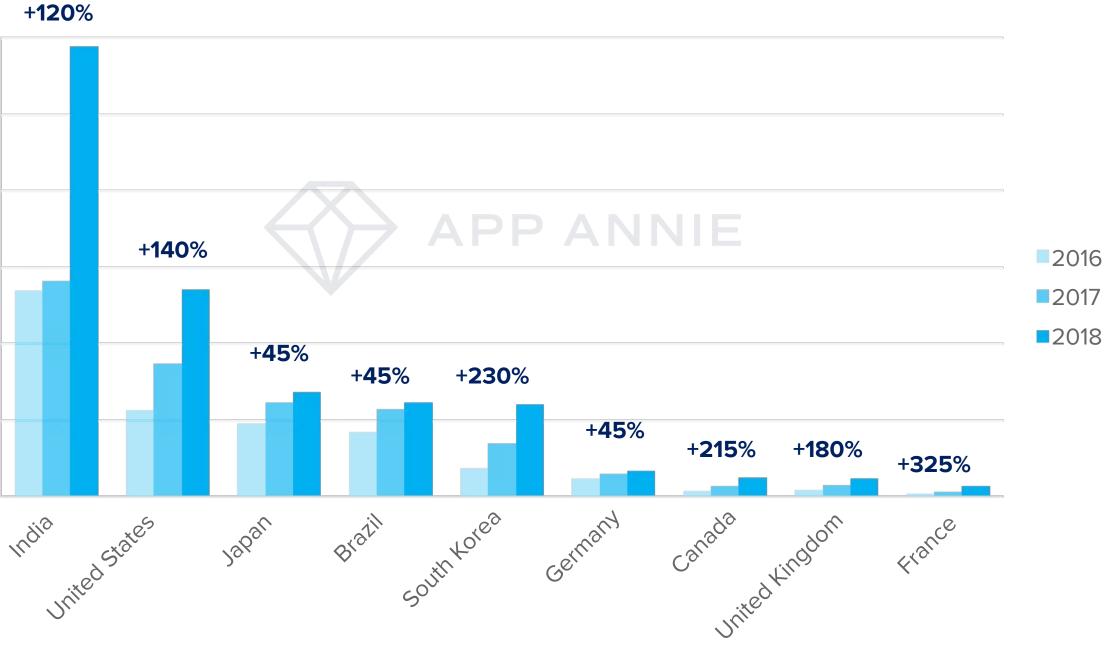
# RESTAURANTS & FOOD DELIVERY

### Globally, Consumers Sourced Food & Drinks Through Apps 130% More Often in 2018 Than 2016

There was dramatic growth in sessions of Food and Drink apps across the board — 18B France led the pack at 325% growth from 2016 to 2018, followed by Australia at 300% 15B and South Korea at 230%. India saw an 12B explosion of sessions growth in Food and Drink apps in 2018, up 120% from 2016. This 9B is fueled by growth in both fast food apps (QSR — Quick Service Restaurants) and the 6B rise of food delivery services. Mobile bridges 3B the physical and digital and has enabled the brick-and-mortar food and drinks industry to  $\left( \right)$ build a strong — and growing — presence in an ever more digital world.

#### **Total Sessions in Food and Drink Apps**





Note: Android phone

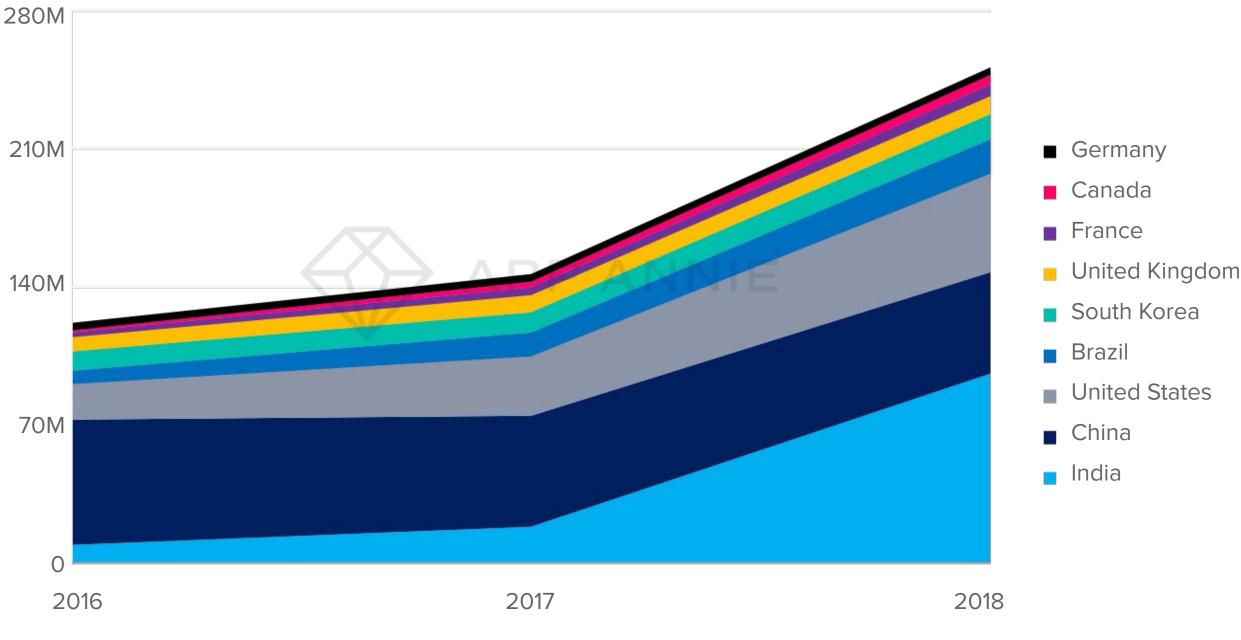


#### Food Delivery Apps Fill a Need for Consumers and Saw Rapid Growth in 2018

Globally, downloads of the top 5 food delivery apps have grown 115% in 2018 vs. 2016. UberEATS and Zomato, respectively, were the top two food delivery apps by worldwide downloads in 2018. Of the markets analyzed, India saw the strongest growth at 900%. But food delivery apps were also in high demand for western markets like Canada and the US, up 255% and 175% respectively.

**<u>Starbucks</u>** — a leader in the Food and Drinks space — has established a delivery program in China and has announced plans to bring this to the US in 2019. In partnership with UberEATS, Starbucks will use delivery to improve convenience, increasing throughput in areas without a drive-through location. In this example, mobile provides the conduit for more streamlined mornings and removes friction for a daily routine — a powerful example of mobile's transformation of our daily rituals.

**Downloads of Top 5 Food Delivery Apps** 



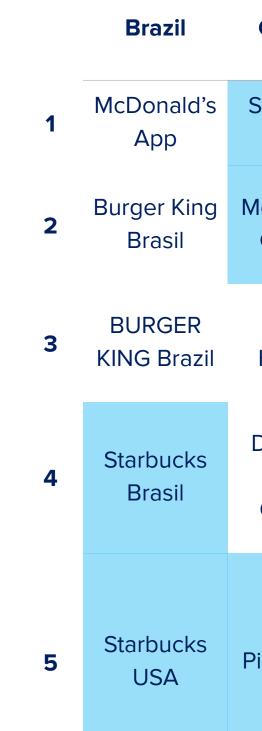
Note: iOS and Google Play Stores; China is iOS only; Includes only apps with food delivery as a primary function; Excludes restaurant apps with delivery as a feature



### **QSR's Leverage Loyalty Programs** to Make Inroads in 2018

Loyalty programs in top QSR apps were especially prominent in the US, UK, China and Japan in 2018. Loyalty programs incentivize repeat orders and allow for more personalized and relevant offers and notifications to be delivered to each user.

In the US, <u>McDonald</u>'s and <u>Chick-fil-A</u> leveraged promotional text to market flash deals for consumers — a strategic App Store Optimization (ASO) tactic that, unlike most such as description, logo and keyword bank updates — does not require a full version update.



#### 2018 | Top 5 QSR Apps by Smartphone MAU

Canada	China	France	Germany	India	Japan	South Korea	UK	US		
Starbucks USA	KFC	McDo France	McDonald's Germany	Domino's Pizza India	McDonald's Japan	Starbucks Korea	Domino's Pizza UK	Starbı US		
McDonalds Canada	Starbucks China	KFC Fidélité	Burger King Loyalty	McDelivery India West & South	Skylark	이디야멤버 스	Costa Coffee Club	McDor		
Tim Hortons	Pizza Hut China	Domino's Pizza France	SUBCARD Deutschland	Pizza Hut P India	Sushiro	BURGER KING KOREA	Starbucks USA	Domi Pizza		
Domino's Pizza Canada	Luckin Coffee瑞幸 咖啡	Burger King France	McDonald's Bonn Gutscheine App	Starbucks India	KFC	McDelivery Korea	SUBCARD UK & Ireland	Chick		
Pizza Pizza	McDonald's China	Sushi Shop France	McDonald's App	KFC India	Marugame Seimen	커피빈 멤버스 클럽 ( Coffeebean Members Club)	KFC Colonel's Club	Duni Don		

**Loyalty Features** 





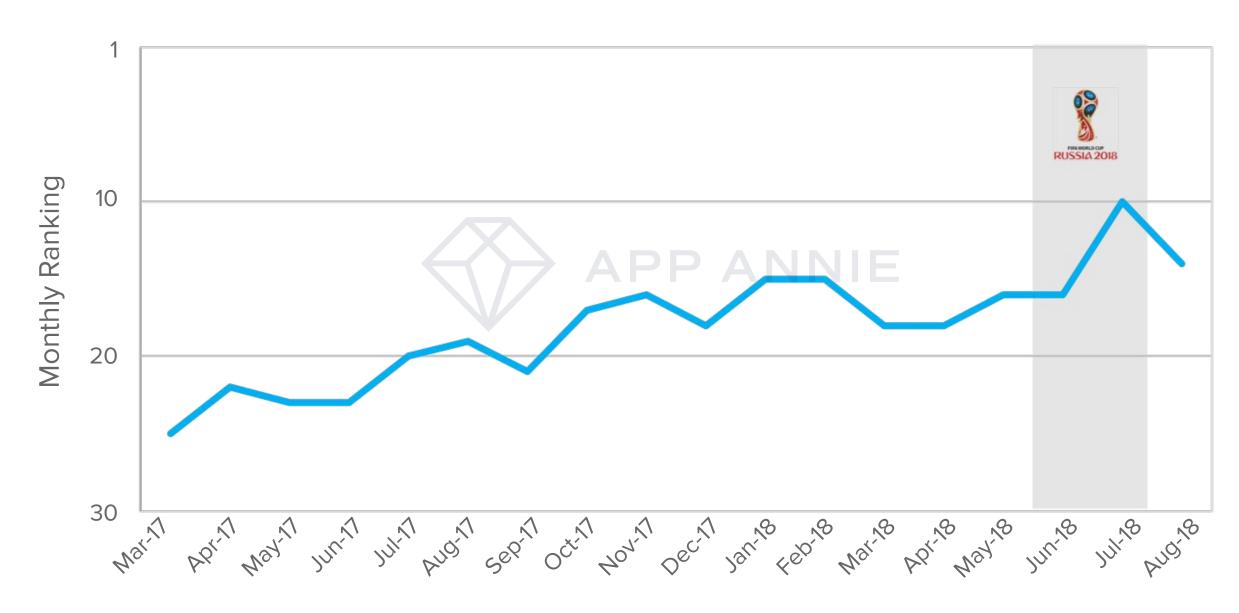
### Mobile Apps Drove Innovation in QSR Promotions

<u>McDonald's UK</u> overhauled its app experience, including the launch of <u>McDelivery</u> in partnership with UberEATS, and invested heavily in World Cup 2018 promotions to drive adoption. The efforts paid off and the app shot to #10 by smartphone MAU in July 2018, up 10 ranks year-over-year.

**Burger King** leveraged location-based offers within 600-feet of a McDonald's to unlock a <u>Whopper for 1 cent</u> through its app in December 2018. Mobile offers a treasure trove of data on consumer preferences and can be leveraged for strategic personalized and relevant promotions such as this. These efforts paid off — Burger King hit #1 for daily iPhone downloads of Food and Drink apps in the US on Dec 4, and retained that rank for 9 straight days. Not to mention, the app hit #2 on Dec 5 for overall downloads. This was a significant jump in performance relative to November 2018.

#### McDonald's UK Smartphone MAU Ranking

Among Food and Drink Apps | UK

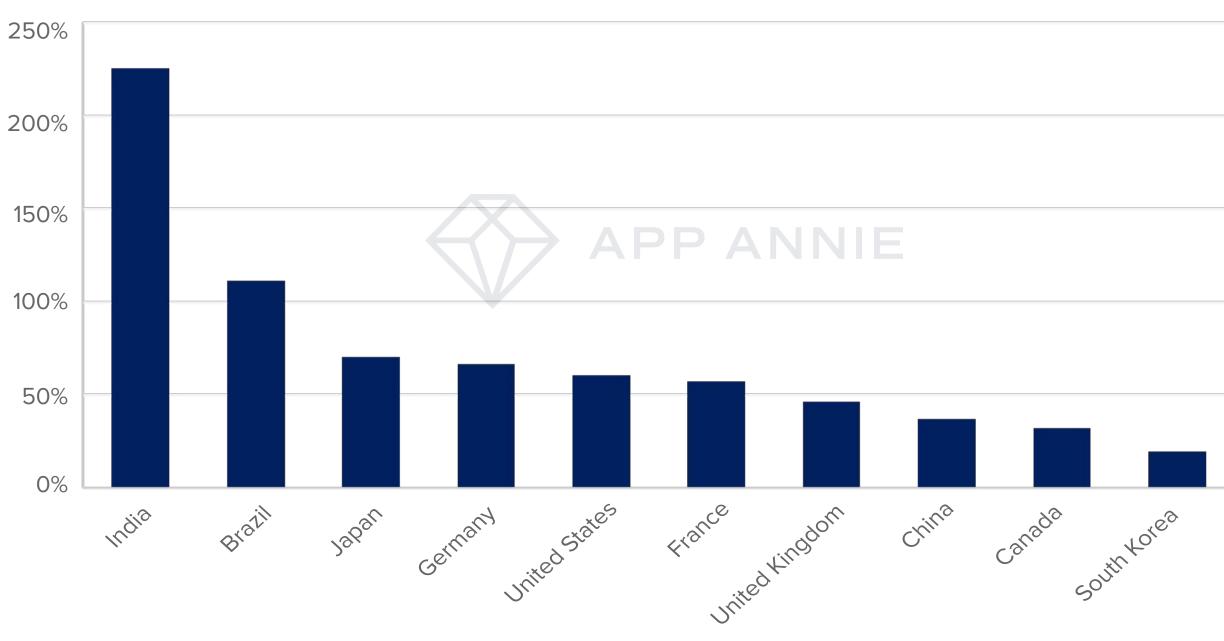






#### Global Downloads of Finance Apps Hit 3.4B in 2018, up 75% From 2016

Of the selected markets, emerging markets like Brazil, India and Indonesia saw the strongest growth in app downloads from 2016 to 2018. Notably, Indonesia experienced nearly 400% growth in Finance app downloads from 2016. This is due to demand for both banking and fintech apps. With a global install base of over 4 billion devices, mobile can go a long way in **banking the unbanked** — particularly through branchless banks — as well as democratizing fintech services like investing (such as <u>Acorns</u> in the US), money transfers (such as <u>Revolut</u> in the UK), consumer loans (such as <u>Kredivo</u> in Indonesia), and microloans as alternatives to credit cards (such as <u>AfterPay</u> in Australia). **Growth in Finance App Downloads** 2016 vs. 2018



Note: iOS and Google Play Stores; China is iOS only

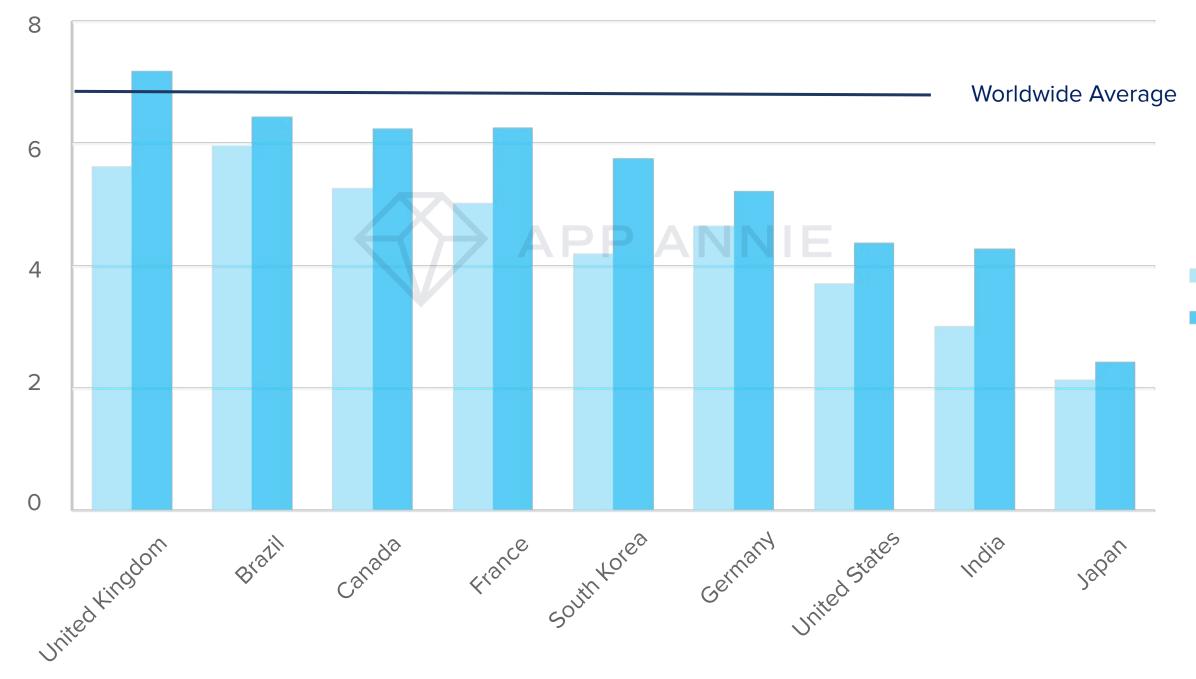


#### The Average User Checks Their Bank Account on Mobile Nearly Daily in 2018, up 35% From 2016

In 2018, users in the UK checked their bank apps over 7x a week, a reflection of the UK as a fintech hub. This has put pressure on traditional banking to maintain their relevance in the face of fintech competition. Users in Australia checked their bank apps nearly 10x per week, fueled by an embedded culture of peer-to-peer transfers within banking apps. By contrast, banking apps in Japan only feature wire transfers and subsequently saw one-third of the global average weekly sessions per user in 2018, despite 15% growth from 2016.

Overwhelmingly, retail banking apps topped the average MAU charts for finance apps due to synergies from existing user bases and mobile's replacement of traditional in-person services and physical interactions. Not only does this decrease friction for a consumer, it has significant cost-savings potential for banks. Increasingly, we trust mobile apps with our most sensitive information and are engaging with retail banking brands more frequently than ever before across the board. **Average Weekly Sessions Per User** 

In Top 5 Retail Banking Apps



Note: Android phone; Top 5 by MAU, Worldwide average is top 10 by MAU



#### 20162018

App Ar

#### Fintech Apps Carve Out Larger User Bases and Foster Habit-Forming Behaviors

Growth in sessions of top fintech apps indicate the stickiness of these services and their ability to become weekly — even daily habits that slot into existing preferences like checking the stock markets and shopping. Canada, Australia and Indonesia saw stand-out growth in total sessions (a measure of frequency of use) and average MAU (total user base).

2018 marked a turning point for fintech apps, with many making a move into consumer banking. *Venmo* announced a debit card with a mobile app-only application process and *Revolut* secured a European banking license and plans to open checking and savings accounts, as well as retail and business lending options. With strong adoption, and a mobile-first strategy, fintech companies represent a clear disruptive threat to the traditional retail banking industry.

2016 vs. 2018 250% UK CA 200% US **Growth in Total Sessions** 150% WW 100% 50% 0% 100% 200% 300% 0 JP -50% Growth in Average MAU

**Growth of Engagement in Fintech Apps** 

Note: Android phone; Worldwide excludes China; Top 5 Fintech Apps by average MAU

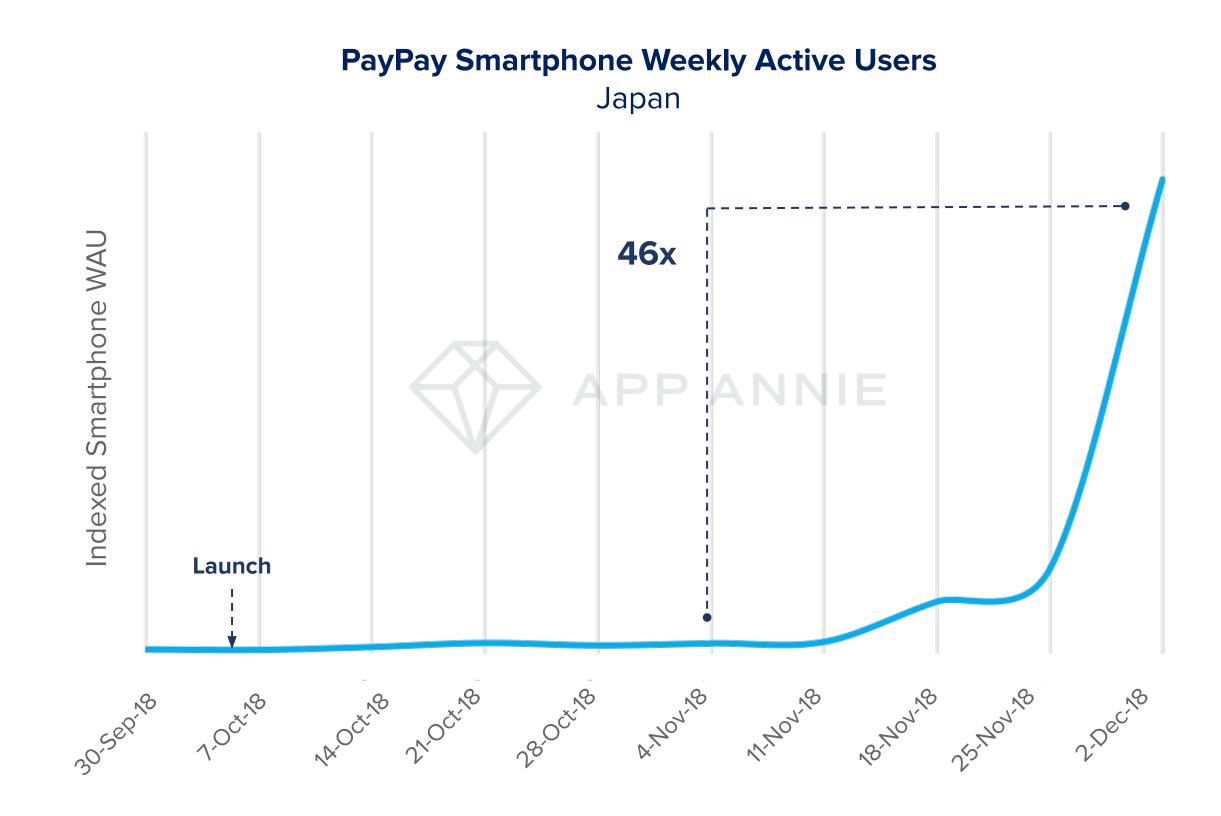


#### Point-of-Sale Fintech App PayPay Saw Meteoric Rise in User Base in First Two Months

**PayPay** is a fintech app by **Softbank** in Japan that allows users to pay in-store by scanning a QR code linked to a Yahoo! Wallet account. The app has seen phenomenal adoption since its October 2018 launch. Its smartphone weekly active users (WAU) in Japan have grown 46x over the 4 weeks ending the week of December 2, 2018.

Part of *PayPay*'s success is from SoftBank and Yahoo! Japan's 20% cashback promotion to encourage adoption. Notably, SoftBank mobile customers also have a 1 in 40 chance for a full refund up to 100,000 JPY (approximately \$900 USD). It is also partnered with *PayTM* from India through the SoftBank Vision Fund.

Strategic partnerships and heavy promotions have helped propel rapid adoption of PayPay. The frictionless experience and convenience offered through mobile can help carve out a significant place in existing app habits among Japan's smartphone users.







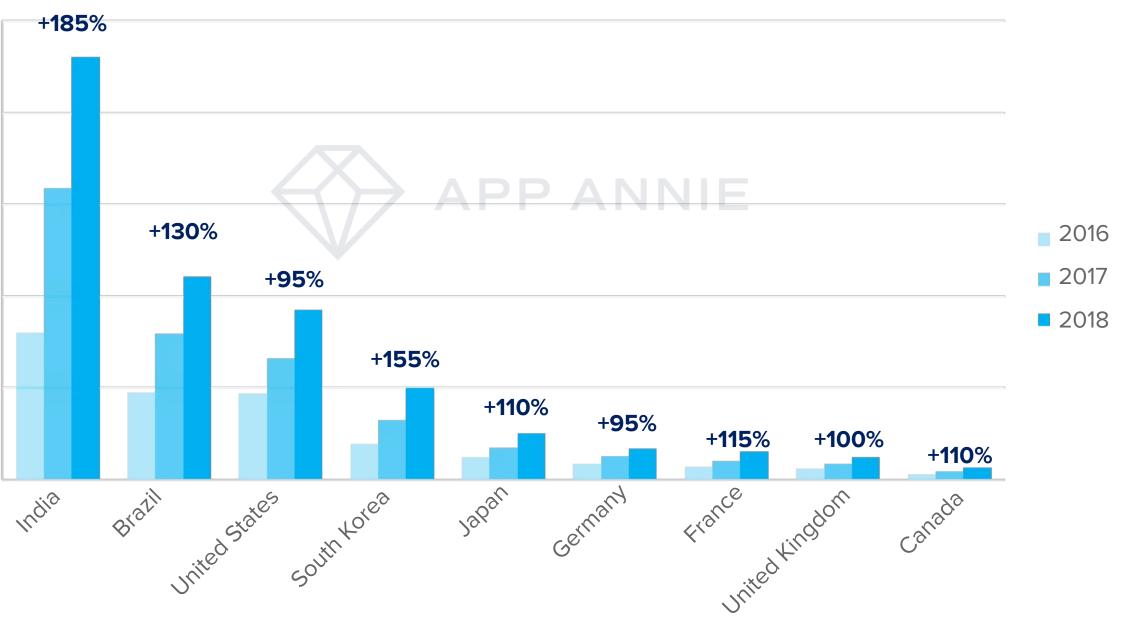
## VIDEO STREAMING

### Time Spent in Top 5 Video Streaming Apps up 140% in 2018 vs. 2016

0

Australia, India, Indonesia, South Korea		
and Thailand all saw over 140% growth in	50B	
time spent in the top 5 video streaming		
apps in 2018 vs. 2016. This is an indication	40B	
of consumption habits shifting from		
desktop and television to mobile.	30B	
Convenience trumps all, even the smaller		
screen size.	20B	
	10B	

Hours Spent in Top 5 Video Streaming Apps Two Year Growth



Note: Android phone



### YouTube Dominates Globally for Time Spent, Except in China

<u>YouTube</u> was the #1 app by time spent in video streaming apps for all markets except China, including worldwide, for 2016, 2017 and 2018.		China	India	Brazil	US	South Korea	Japan	Germany	France	UK	Canad
Globally, <i>YouTube</i> accounted for 9 of every 10 minutes spent in the top 5 video streaming	1	Tencent Video	YouTube	YouTube	YouTube	YouTube	YouTube	YouTube	YouTube	YouTube	YouTub
apps in 2018. <u>YouTube Kids</u> also ranked highly in Brazil, Canada and Australia.	2	iQIYI	Hotstar	Netflix	Netflix	AfreecaTV	niconico	Netflix	Netflix	Netflix	Netflix
Game-streaming app <u>Twitch</u> , ranked in the top	3	Youku	JioTV	YouTube Kids	Hulu	Twitch	Amazon Prime Video	Amazon Prime Video	myCANAL	BBC iPlayer	Twitch
5 by time spent in Canada, Brazil, US, Australia, South Korea and France — an indication of the growing popularity of mobile gaming and	4	bilibili	Amazon Prime Video	Twitch	Amazon Prime Video	pooq	AbemaTV	Twitch	Twitch	BBC Sport	YouTub Kids
esports.	5	ImgoTV	Voot	Globo Play	Twitch	oksusu	dTV	BILD	Molotov	Amazon Prime Video	Amazo Prime Video

#### **2018 | Top 5 Video Streaming Apps by Time Spent**

Note: Android phone









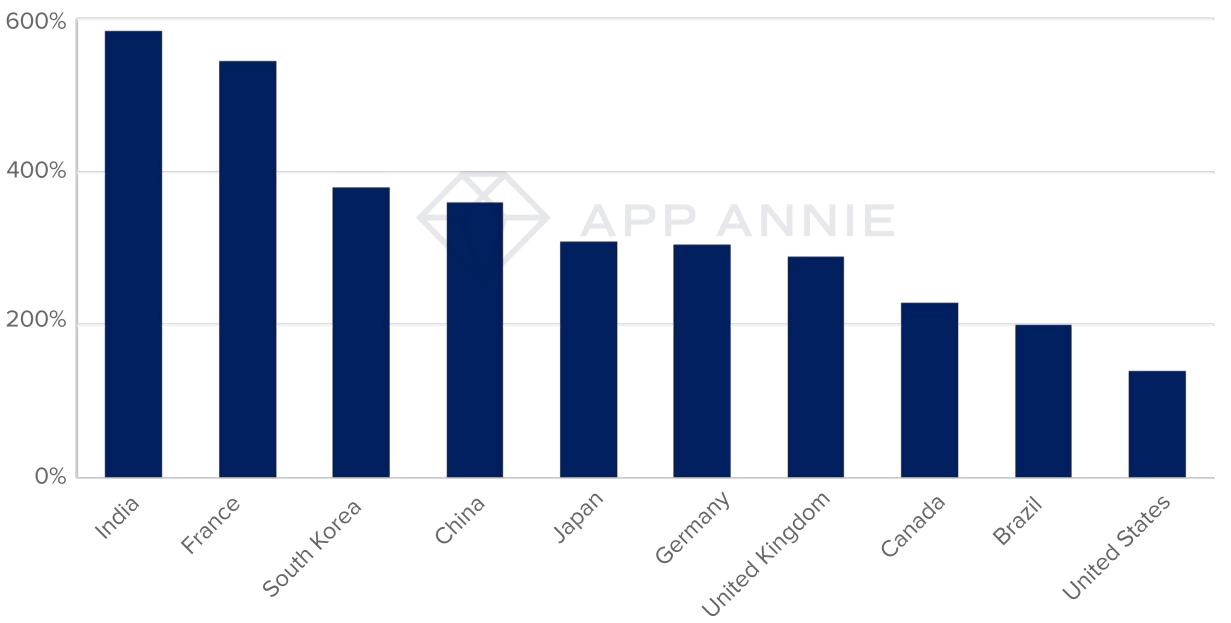
### **Consumer Spend in the Top 5 Video Streaming Apps Exploded in 2018**

App store consumer spending in the top 5 video streaming apps worldwide grew 285% in 2018 versus 2016. This is predominantly driven by subscription revenue. <u>Netflix</u> was the top app by annual consumer spend in nearly every country and nearly every time period from 2016 to 2018.

YouTube was in the top 5 for consumer spend in 2018 in Australia, Canada, France, South Korea, UK and the US. Users spend an especially long time in the YouTube app, clearly consuming a lot of content, and this is convincing many to subscribe in order to remove ads, to play in the background and to download videos for offline viewing.

2018 marked heavy fragmentation in the market, with each provider wanting to own their content. The launch of Disney's streaming service Disney+ is set to disrupt the market in 2019.

#### **Growth in Consumer Spend in Top 5 Video Streaming Apps** 2016 vs. 2018



Note: iOS and Google Play Stores; China is iOS only

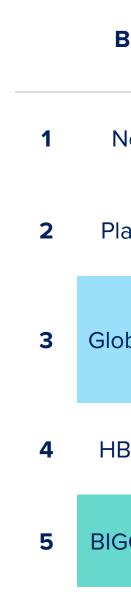


#### Movie and TV Streaming Services Dominate Top Consumer Spend Charts for Video Streaming

Globally, over \$2.2B was spent on the top 5 video streaming services in 2018. <u>Netflix</u> held its #1 position in 2018 as the most lucrative video streaming app worldwide. However, sports streaming was a large drawcard for streaming services — fueled by league sports as well as cyclical events such as the 2018 Winter Olympics and FIFA World Cup 2018.

Live streaming apps such as **BIGO LIVE** and **Nonolive** were particularly lucrative in APAC, ranking among global and local strongholds such as **AbemaTV** in Japan and **Viu** in Indonesia and Thailand.

2018 was a breakout year for <u>Tencent Video</u> and <u>Youku</u> — consumer spend in China for the two apps grew 745% and 770% from 2016 to 2018, respectively.



#### **2018 | Top Video Streaming Apps by Consumer Spend**

Brazil	Canada	China	France	Germany	India	Japan	South Korea	UK	
Netflix	Netflix	Tencent Video	Netflix	Netflix	Netflix	Showroom	Netflix	Netflix	
layKids	YouTube	iQIYI	myCANAL	DAZN	Hotstar	Netflix	pooq	YouTube	Y
obo Play	BIGO LIVE	Youku	Youtube	BILD	P AN BIGO LIVE	17 - Your Life's Moments	YouTube	ITV Player	H
IBO GO	DAZN	Momo	L'Equipe.fr	Zattoo Live TV	Live.me	AbemaTV	Watcha Play	DisneyLife	
GO LIVE	Live.me	ImgoTV	Eurosport Player	BIGO LIVE	ALTBalaji	whowatch	BIGO LIVE	BIGO LIVE	Y

Sports Streaming App Has Sports Streaming Capabilities Live Streaming

Note: iOS and Google Play Stores; China is iOS only





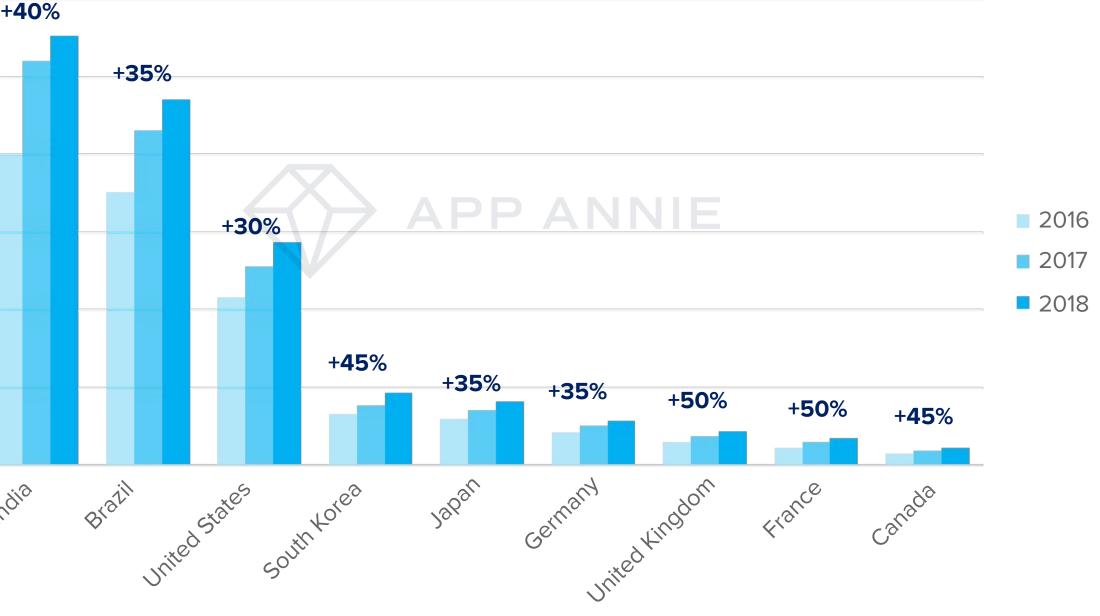
## SOCIAL NETWORKING & MESSAGING

# Over 685B Hours Spent Globally in Social & Comms Apps in 2018, up 35% From 2016

Half of time spent on mobile globally was in		
Social and Communication category apps in 2018.		
While time spent in social networking and		
messaging apps grew year-over-year in 2018, it	120B	+4
represented a slightly smaller portion of total time	100B	
spent on mobile — indicating that mobile's		
importance continues to spread into other areas	80B	
of our lives.	60B	
	000	
Video has become an expected feature for many	40B	
social and messaging apps. Whether surfacing as		
live streaming, video calling, or viewing	20B	
short-form video, apps such as <i>Instagram</i> ,	0	
<u>Snapchat</u> and <u>Tik Tok</u> have leveraged video in a		Indi
one-to-one or one-to-many mode to foster		
deeper engagement particularly for Con 7		

deeper engagement, particularly for Gen Z.





Note: Android phone



### **Encrypted Messaging, Photos & Videos Spurred Engagement of Social Apps**

Among the most used Social and Communication apps globally, *WhatsApp Messenger* topped the chart for per user engagement in 2018, measured by average monthly sessions per user. This illustrates the historical demand for free calls and messages, a simple user interface, ease of use to add contacts and interest in encrypted messaging. As a result, *WhatsApp* has benefited greatly from the network effect over time.

Outside of WhatsApp Messenger, Snapchat is the most frequent chart-topper for per user engagement in the markets analyzed. Specifically, Snapchat ranked #1 In France, the US and Australia, an indication of the importance of photos and videos in modern communication.

	Brazil	Canada	China	France	Germany	India	Japan	South Korea	UK	
1	WhatsApp Messenger	WhatsApp Messenger	WeChat	Snapchat	WhatsApp Messenger	WhatsApp Messenger	LINE	KakaoTalk	WhatsApp Messenger	Sı
2	Facebook	Snapchat	QQ	WhatsApp Messenger	Snapchat	Instagram	Twitter	Instagram	Snapchat	Fa
3	Instagram	Instagram	Kwai(快手)	Instagram	Instagram	Facebook	Instagram	Facebook	Instagram	In
4	Facebook Messenger	Facebook	Tik Tok	Facebook	Facebook	Facebook Messenger	Facebook	BAND	Facebook	Fa Me
5	Pinterest	Facebook Messenger	Sina Weibo	Facebook Messenger	Facebook Messenger	imo	Facebook Messenger	KakaoStory	Facebook Messenger	Ρ

2018 | Top Social & Communication Apps by Average Monthly Sessions Per User Among Top 5 Social & Communication Apps by Average MAU

> Note: Sessions per user on Android phone; Top Apps by smartphone MAU; if multiple apps on Android phone, average was taken



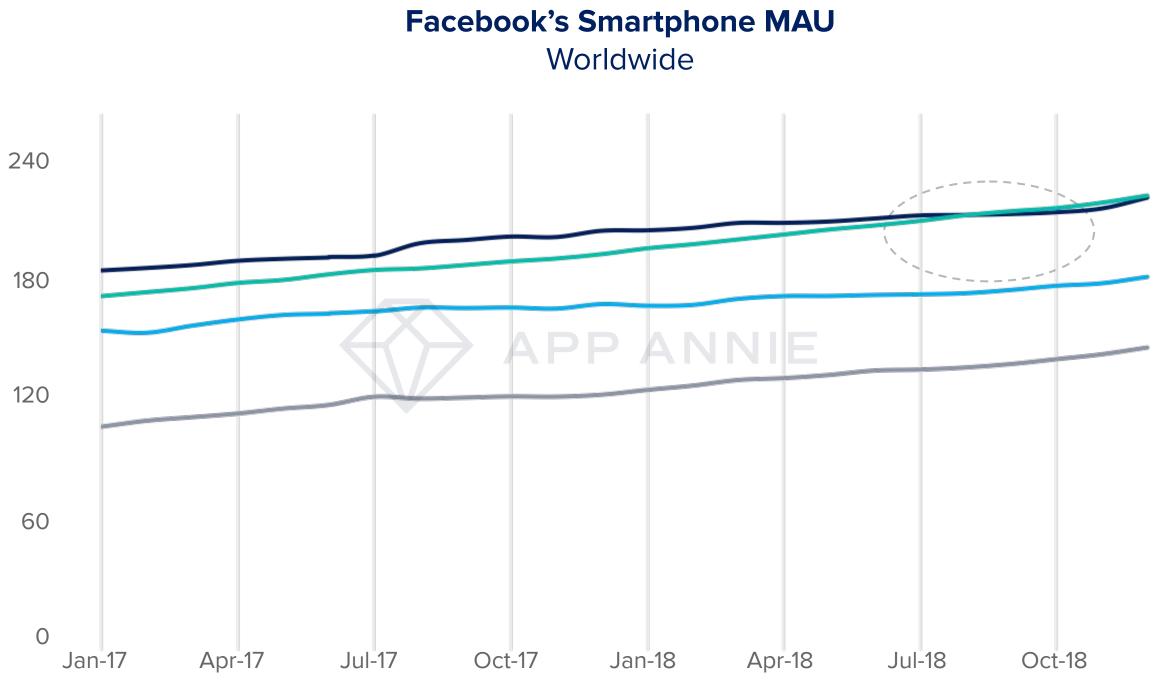




### WhatsApp Surpassed Facebook as Most Popular Facebook-Owned App in 2018

*WhatsApp Messenger* dethroned *Facebook* by monthly active users in September 2018. *WhatsApp* reached mainstream success by disrupting traditional telcos with a free alternative to standard services. Although their value prop has subsequently expanded, this core offering has resulted in continued success in emerging markets where the cost of using a mobile device is still high relative to average income. While the app has been operated autonomously, it has been owned by Facebook since 2014. Notably, *Instagram* saw the strongest global growth in its user base at 35% from January 2017 to Dec 2018.

The user bases of all of Facebook's properties saw consistent global growth over the last 2 years. Facebook as a company came into the spotlight in 2018 amid data privacy headlines, particularly in the US and Europe. Despite this scrutiny, it is clear most users prioritized convenience and their existing app habits over privacy concerns.



#### 24-month Growth

- Facebook 20%
- WhatsApp Messenger 30%
- Facebook Messenger 15%
- Instagram 35%

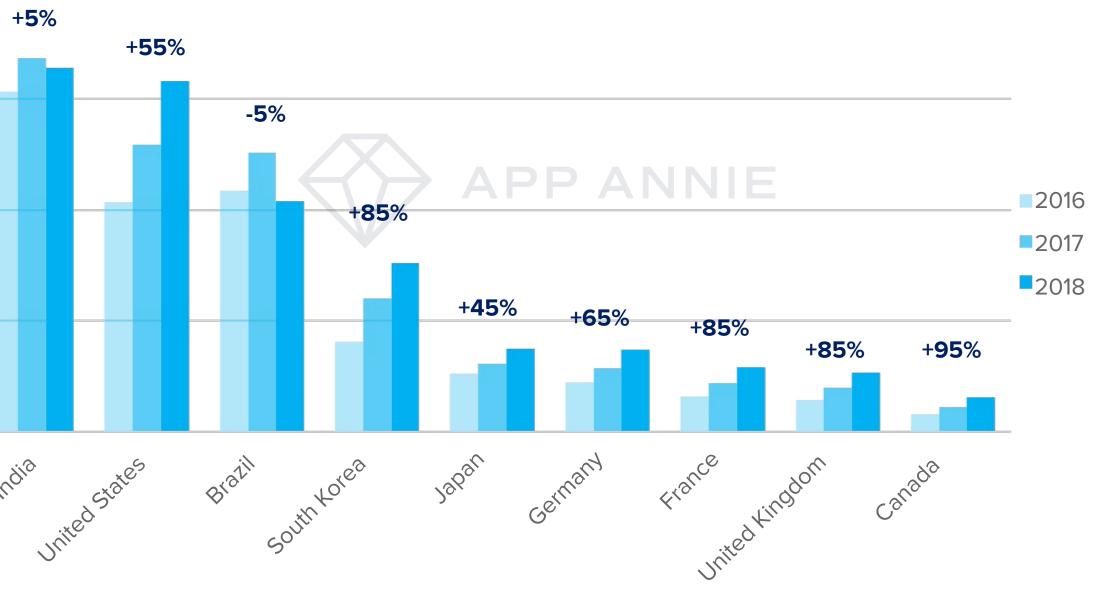




#### Total Sessions in Travel and Navigation Apps Grew 50% in 2018 From 2016

Travel & Local and Maps & Navigation categories saw strong growth in 2018 for total sessions. More people are using a wider selection of these apps than ever before. For a category of apps 120B that are not expected to necessarily be used everyday — such as hotel or airlines apps — but 90B provide a timely use case, growth in total sessions is a strong indicator of adoption overall. 60B Whether researching, booking, checking in or boarding, Travel apps provide a centralized 30B location and notification system for managing travel end-to-end — whether utilizing <u>Google</u> 0 Maps to find local restaurants, Uber to get to those restaurants, **Airbnb** to access accommodation — mobile is the new personal travel agency for consumers around the world.

**Total Sessions in Travel and Maps & Navigation Apps** 



Two Year Growth

Note: Android phone

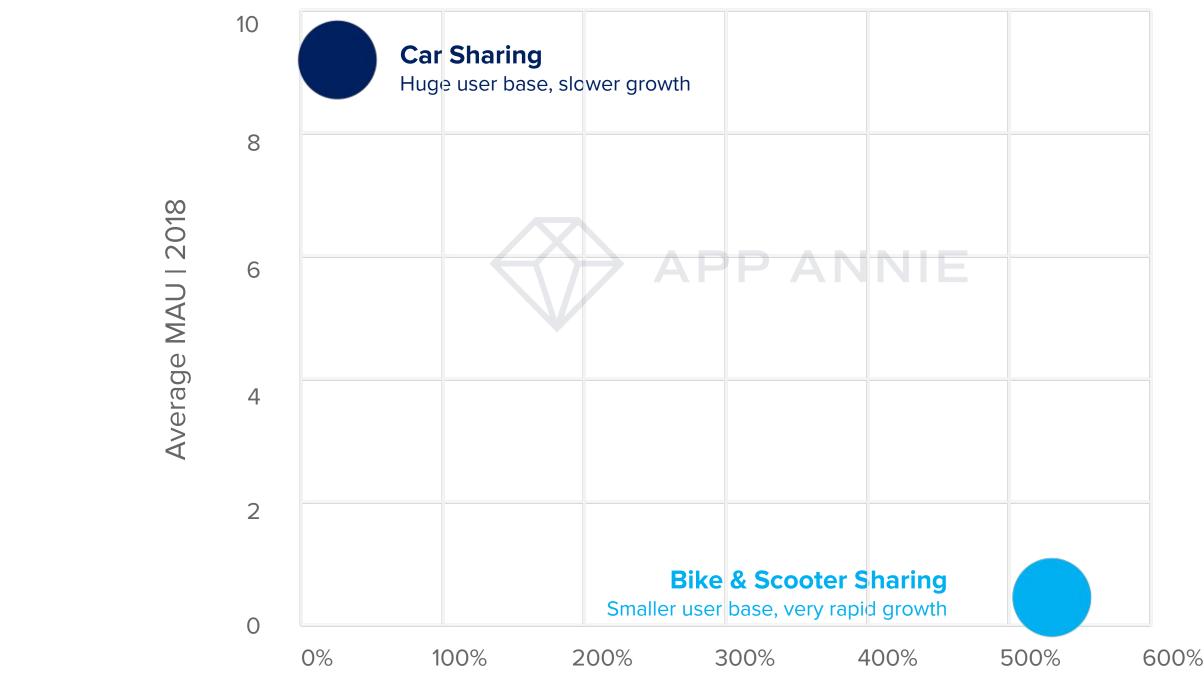


### Bikes & Scooters Take Off Big Time in 2018

Mobile provides people with what they need when they need it. For consumers in need of transport, mobile is their portal to a wide range of convenient options. Whether it's public transport, car sharing, bikes or scooters — mobile provides an array of solutions, whatever a consumer's needs may be for distance, cost or comfort. In fact, ride sharing as an industry evolved entirely out of the capabilities and reach mobile provided.

Car sharing has amassed a sizable user base in the US and represents a dominant — and still growing — force in the transport industry. Notably, the top 5 car sharing apps grew 25% year over year in 2018. By contrast, bike and scooter sharing apps had their breakout in 2018 with a 530% growth in user base. However, these apps are still in the early stages of amassing a sizable audience — benefiting from the inroads made by its car-sharing predecessors. Complementing existing travel options in the sector, electric scooters are an additive force in the sharing economy. In fact, Uber was in possible acquisition talks with *Bird* and *Lime*.





Growth in Average MAU (2017 vs. 2018)

Note: Top 5 Apps by Smartphone MAU



### **Airlines Grew Their Global Footprint** by 55% in 2018 From 2016

Globally, the average MAU for the top 5 Airlines apps grew 55% from 2016 to 2018. More travelers than ever before turned to mobile to improve their flight experience.

Airlines around the world continued to make significant investments in their apps. Apps are an extremely effective channel for customer retention, and they allow airlines to establish a direct relationship with their customers — a connection that has been undermined by travel aggregators over recent years. This is essential for brands as it provides the best experience for customers allowing users to book for flights, skip the line with early check-in, manage rewards programs, access in-flight entertainment and receive down-to-theminute notifications on flights.

	Brazil	Canada	China	France	Germany	India	Japan	South Korea	UK	ι
1	GOL   Airline Tickets	Air Canada	China Eastern Airlines	Air France	Lufthansa	golndiGo.in	ANA	Korean Air	easyJet mobile	Ame Air
2	Azul Airlines	WestJet	Air China	easyJet mobile	Ryanair Cheap Flights	Jet Airways	JAL	Jeju Air	Ryanair Cheap Flights	Sout Air
3	LATAM Airlines	United Airlines	China Southern Airlines	Ryanair Cheap Flights	Eurowings	AirAsia	ANA Milage Club	Asiana Airlines	British Airways	Fly

#### **2018** | Top 3 Airlines Apps by Average **Smartphone MAU**







## OTHER INDUSTRIES EMBRACING MOBILE TRANSFORMATION

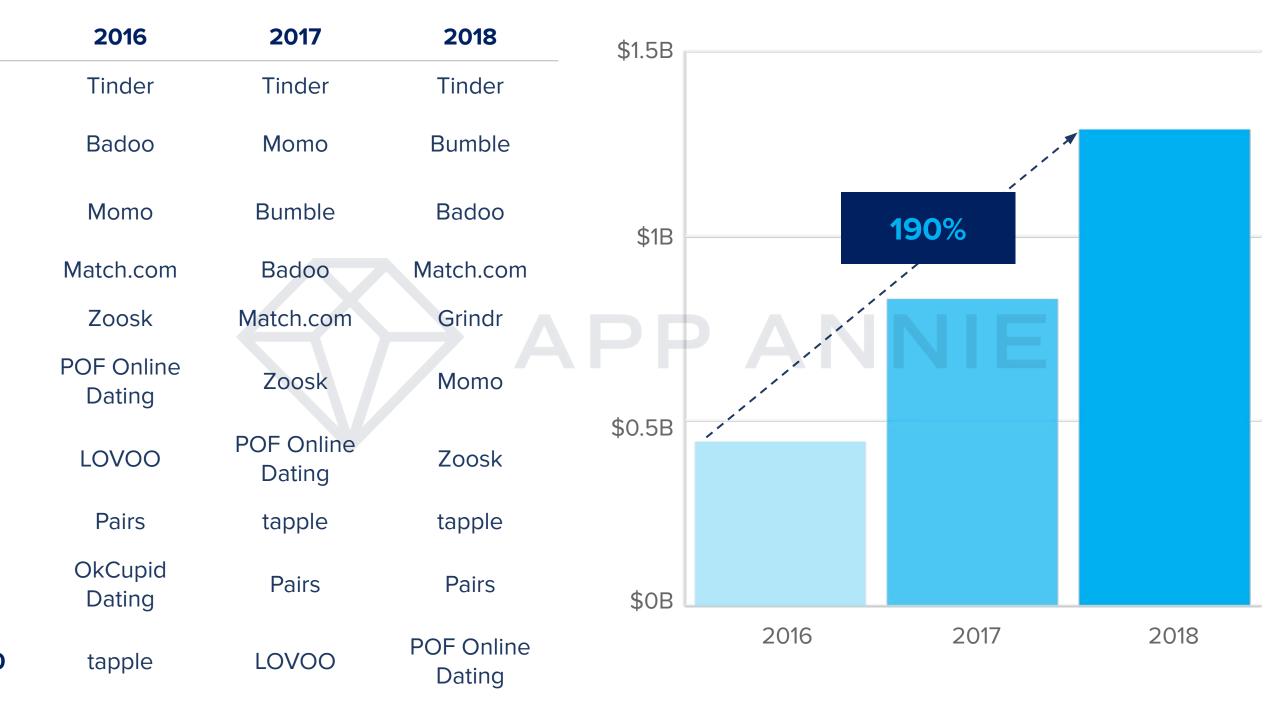
#### Dating Apps Have Become the De Facto Dating Tool — Reaching New Monetization Heights in 2018

Mobile dramatically altered the entire dating landscape and became the go-to platform for match-making around the world — displacing traditional and online dating.

1 **Tinder** has remained the #1 dating app by worldwide 2 consumer spend from 2016 through 2018. **Bumble** has seen phenomenal growth in consumer spend — rising in 3 the rankings from outside the top 10 in 2016 to #2 in 4 2018. *Bumble's unique positioning is that women initiate* 5 the first message. There are a plethora of niche dating 6 apps with nuances to the user interaction. However, at their core, most utilize swiping left and right as a sign of 7 interest. 8 Many dating apps have moved beyond purely romantic 9

Many dating apps have moved beyond purely romantic interests to include friending and business connections.

**Global Consumer Spend in Top 10 Dating Apps** 



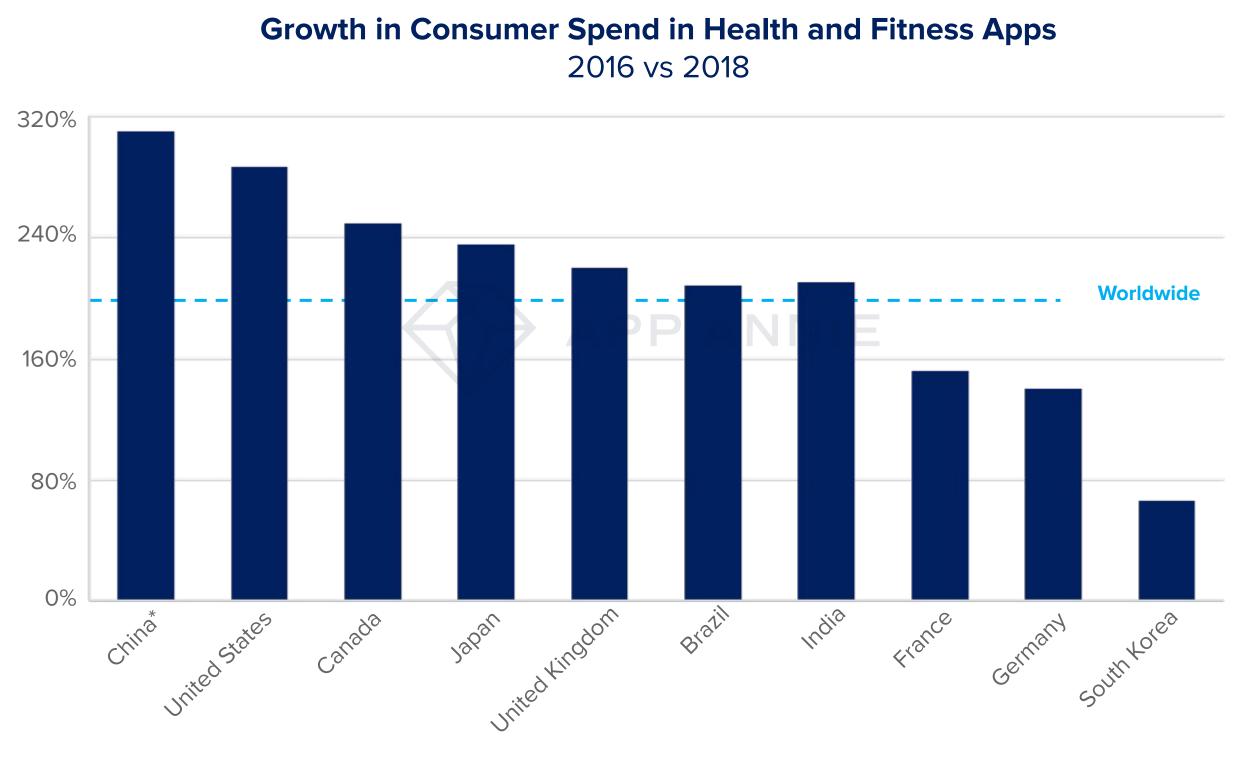
Note: iOS and Google Play Stores



#### Mobile Became Our Personal Fitness Trainers & Our Portal to Medical & Wellness Needs

Global consumer spend in Health and Fitness apps have grown 3x in 2018 from 2016. This is fueled by growth in fitness apps, such as *MyFitnessPal*, *Sweat with Kayla* and *FiNC* as well as the growth of meditation apps like <u>Calm</u> and <u>Headspace</u> — giving consumers an easy, accessible place to access mindfulness and wellness apps amidst the growing cultural shift towards wellness.

In 2018, we saw meaningful disruption of the medical industry. Downloads of Medical apps have grown in 2018 in both mature markets like the US, UK and France at over 35% as well as emerging markets like Brazil, India and Indonesia at 35%, 65% and 110% growth respectively. Mobile offers a unique portal to access medical attention by video calling a doctor remotely.



\*iOS Only

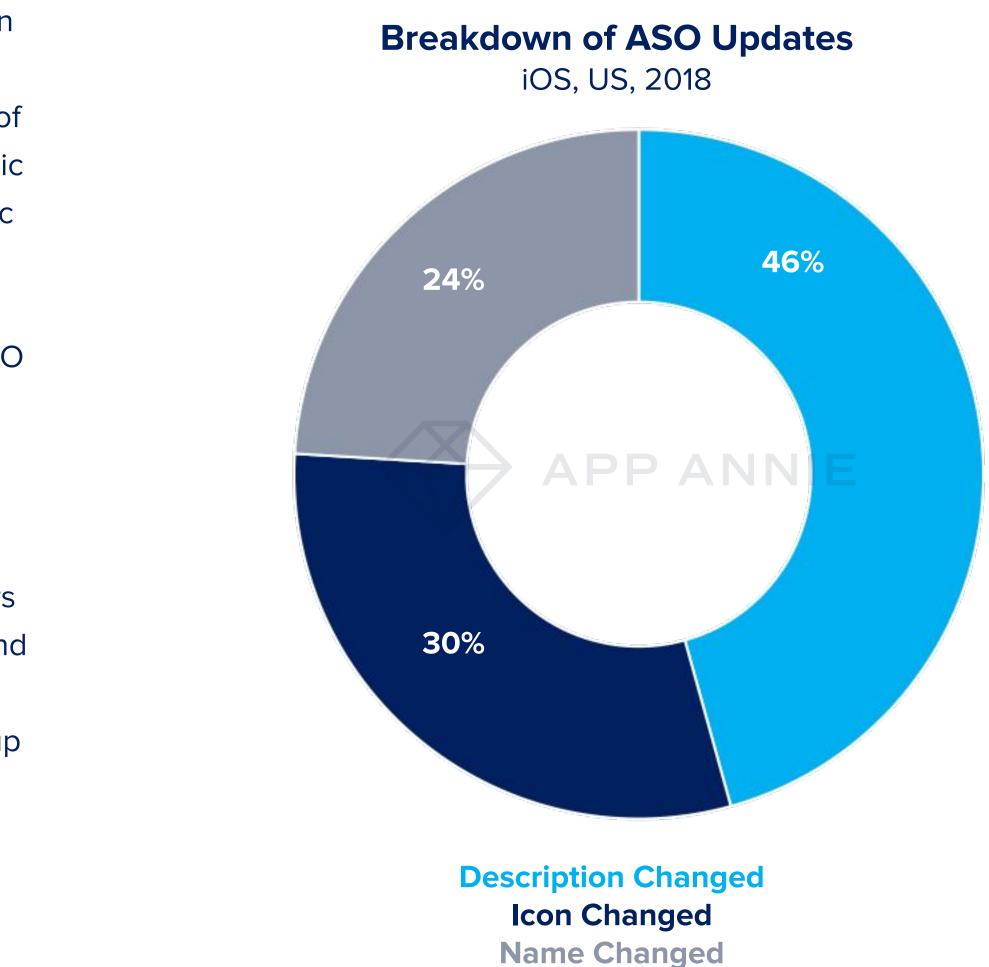


## MOBILE MARKETING

#### **ASO Best Practices Have Evolved in 2018**

App Store Optimization (ASO) is the SEO of apps. It's crucial for aiding in **discovery** — driving traffic to your app store page — and **conversion** — convincing those users to download your app. ASO is the cornerstone of a complete User Acquisition (UA) strategy comprised of paid and organic marketing. On the iOS App Store, <u>65%</u> of downloads come from organic search.

In 2018, changes to app description were the most common form of ASO updates at 46% of updates, down from 49% in 2017. Icon updates represented the second most frequent ASO at 30%, up from 24% in 2017. However, app name updates occurred 3 percentage points less frequently in 2018 versus 2017. These trends hold across both games and non-gaming apps in the US. In addition to these updates, publishers can leverage updates to screenshots, videos, keyword bank (on iOS) and promotional text (on iOS). Topical events — such as Black Friday or Singles Day, Back-to-School, tentpole sporting events like the World Cup or high-profile app (or app feature) launches represent strategic opportunities for updating ASO to capitalize on traffic.





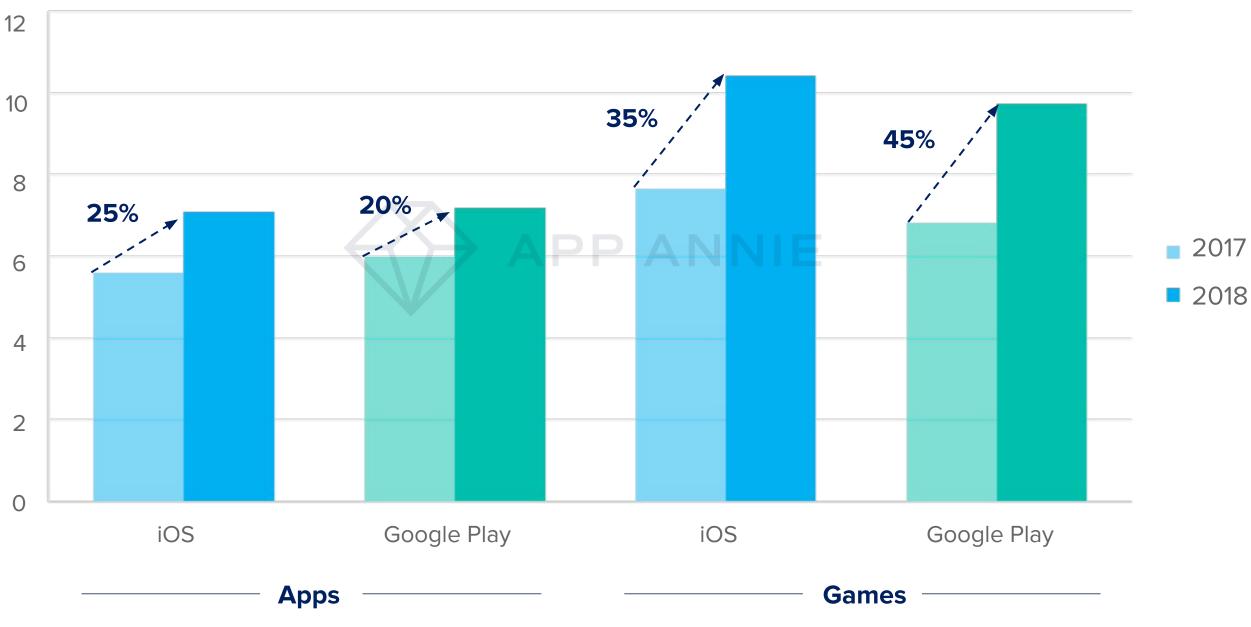
### **Advertisers Leverage More** Ad Platforms for User Acquisition

Ad marketers employed more sophisticated ad strategies in 2018 across both iOS and Google Play — an indication of maturation in the industry. Game publishers, who often pave the way in the app economy, saw the greatest increase in the number of ad platforms they utilize — but the change was clear across genres and across both app stores. There was still a meaningful difference between apps and games, with games using 45% and 35% more ad platforms on average across iOS and Google Play, respectively.

By utilizing more ad platforms, advertisers can increase coverage, search for better prices and test more audiences to find the best return for their advertising investment.

#### **Average Number of Ad Platforms Used**

Top 100 Apps by Downloads, US





### Paid Ads Drove 15% More US Downloads of Games in 2018 vs. 2017

Mobile accounted for <u>65%</u> of digital ad spend in the US in 2018. In fact, paid advertising on mobile drove 4 of every 10 downloads among the top 100 apps and games in the US in 2018. Total downloads for top apps and games from paid ads grew 10% year over year across the iOS App Store and Google Play in the US.

While the general growth trends held between the app stores, there are meaningful differences. Looking specifically at games, 20% more downloads of top games on iOS came from paid UA than top games on Google Play. For app marketers, this is an important benchmark to factor into developing advertising strategies, budget allocation and measuring KPI's and return on investment when evaluating the success of app campaigns to drive app downloads.

1000M

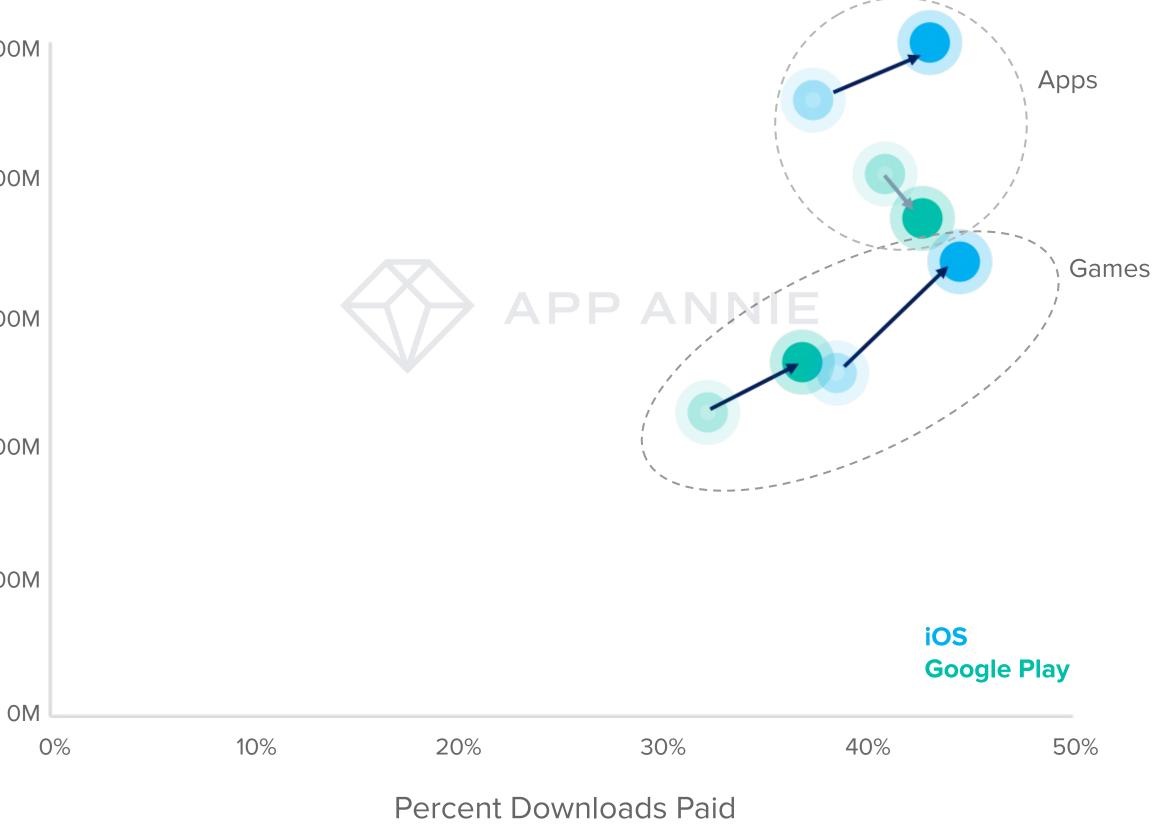
800M

Total Downloads 600M 400M

200M

**Growth of Downloads From Paid Ads** 

Top 100 Apps by Downloads, 2017 vs. 2018, US



Note: Weighted average across iOS and Google Play in US of top 100 apps and games by downloads; Lighter color represents 2017 and darker color represents 2018

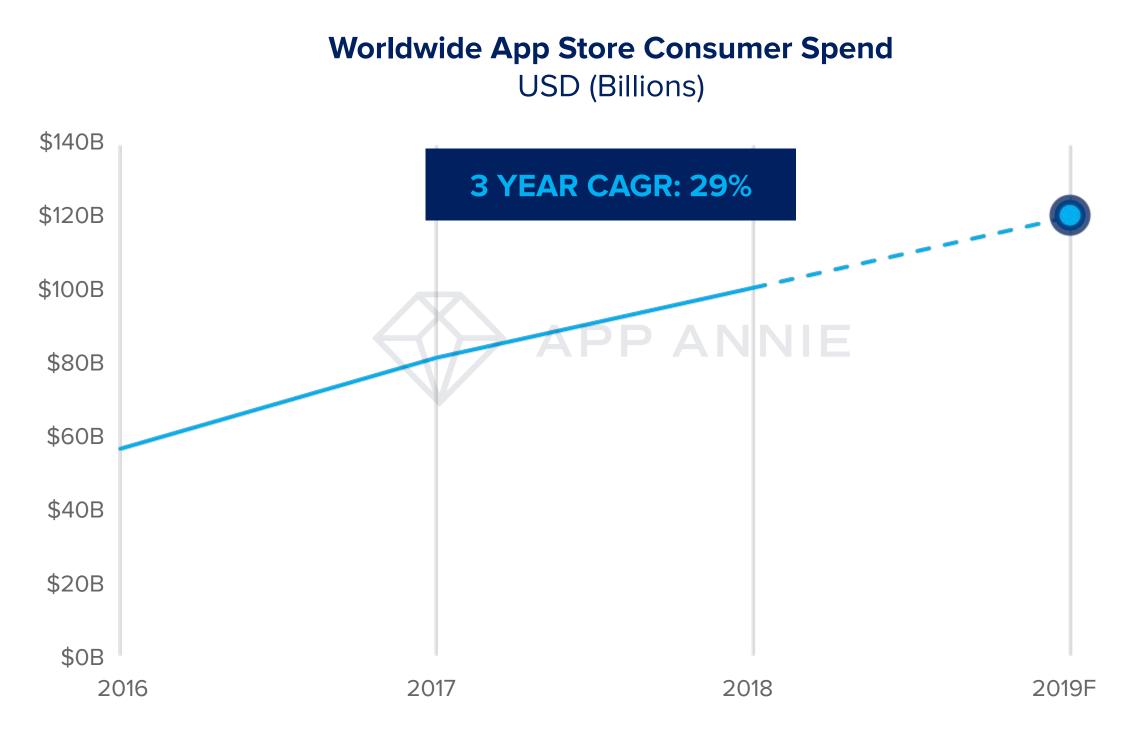




## 2019 PREDICTIONS

#### App Store Consumer Spend Will Surpass \$120B in 2019 — Double the Size of the Global Box Office Market

In 2019, worldwide app store consumer spend will grow 5x as fast as the overall **global economy**. Games will fuel the bulk of consumer spend growth in the app stores, as mobile gaming will continue to be the fastest growing form of gaming. China will remain the largest contributor to consumer spend growth in the app stores; however, we expect to see a slight deceleration in the aftermath of the game licensing freeze in China. Consumer spend on in-app subscriptions will largely fuel the 2x growth rate for apps outside of games versus games, albeit games will represent nearly 75% of total consumer spend.



Note: Spend is gross, the cut taken by app stores has been removed; iOS, Google Play, Third-Party Android in China combined

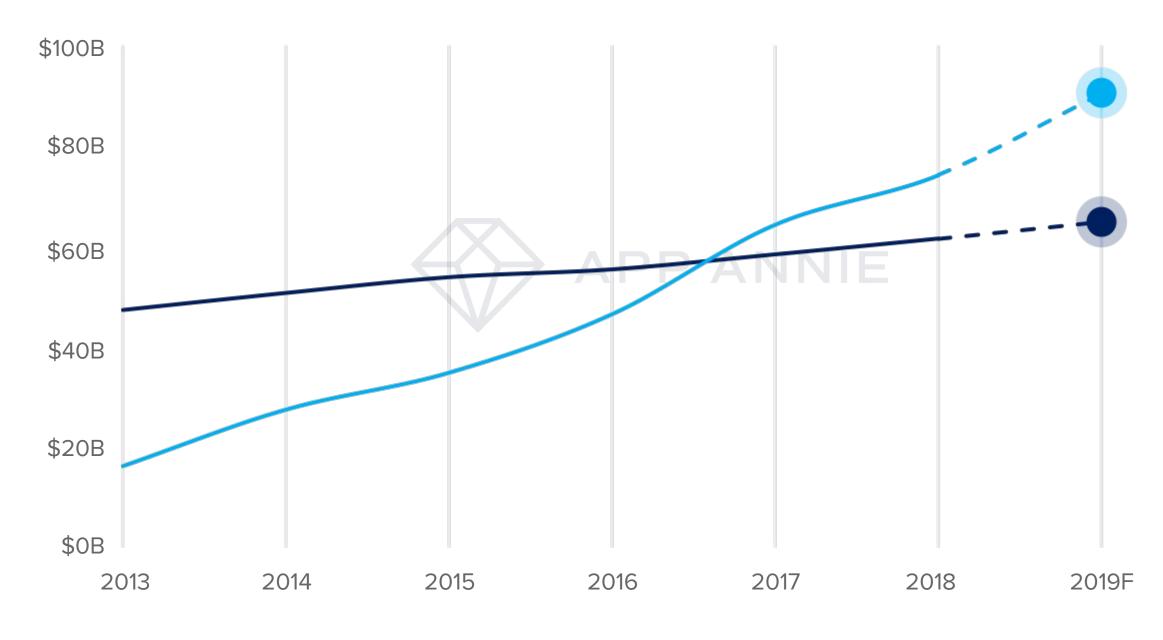


### Mobile Will Grow to 60% Market Share, Driven by Expansion in Casual and Hardcore Ends of the Spectrum

In 2018, we saw the mobile gaming experience mature. Fortnite and PUBG — along with upgraded smartphone specs — drove multiplayer game mechanics that put them on par with real-time strategy and shooter games on PC/Mac and Consoles in a way that hadn't been done before, all while complementing existing mobile gaming habits. For many publishers, mobile has the scale — and growth — that makes it a particularly compelling platform. On the opposite side of the spectrum, we expect hyper-casual games with simple gameplay to drive growth in downloads and adoption in 2019.

Consumer spend in mobile gaming will reach 60% market share among all gaming platforms: PC/Mac, console, handheld and mobile. With the aftermath of China's game licensing freeze continuing into 2019, Chinese firms will push harder for international expansion and mergers and acquisitions could become more common.

Worldwide Consumer Spending on Games USD (Billions)



#### Mobile Gaming All Other Gaming

Note: All totals include applicable digital and physical game spending, but exclude ad revenue. Mobile gaming includes all app stores (iOS App Store, Google Play, Windows Phone Store, Amazon, Samsung Galaxy and third-party Android stores). Home game console total includes discs, digital games and gaming-related subscription services (Xbox Live and PlayStation Plus). Source: App Annie & IDC

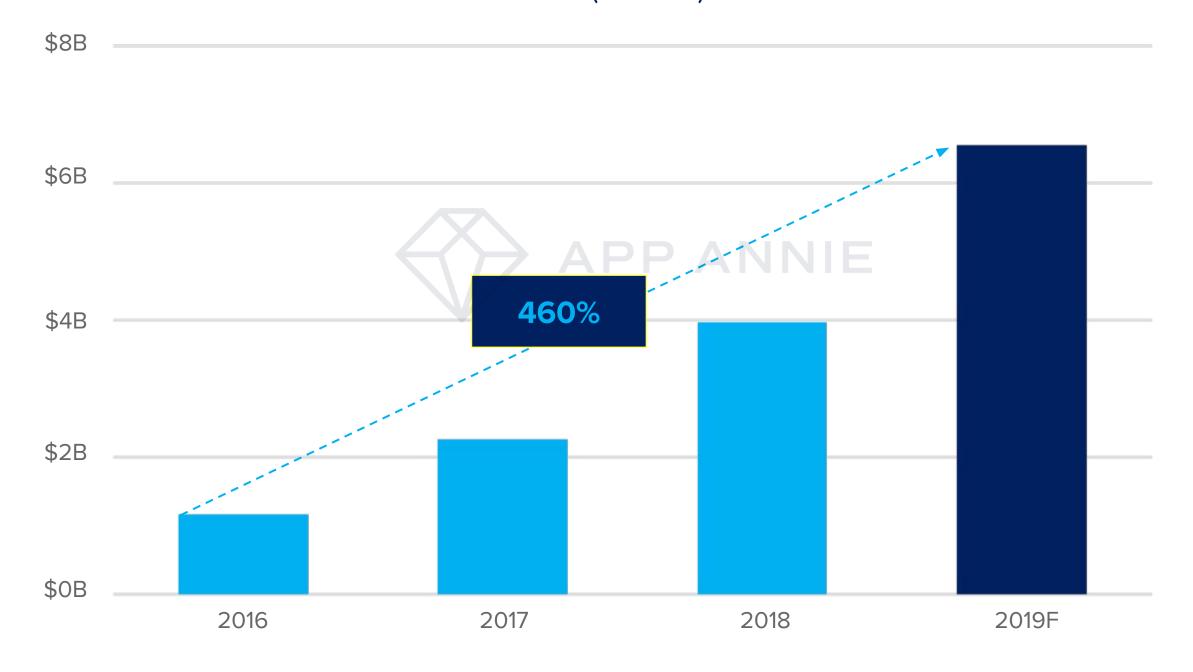


### 10 Minutes of Every Hour Spent Consuming Media in 2019 Will Be Streaming Video on Mobile

The average individual consumes media — across all channels — for over 7.5 hours each day. In 2019, 10 minutes of every hour spent consuming media across TV and internet will come from individuals streaming video on mobile. Total time spent in video streaming apps per device will grow by 110% from 2016 to 2019. Global consumer spend in Entertainment apps will grow 460%, fueled largely from in-app subscriptions in video streaming apps.

Disney is set to disrupt the market in 2019 with the introduction of its streaming service, **Disney+** giving Disney four top streaming apps in the space: Disney+, *Hulu*, ESPN+ — embedded within the *ESPN* app — and *ABC*. However, it's a crowded space with players wanting to own their own content, a similar pattern to cable TV. As a result, on the consumer side we could see a resurgence in **piracy**, as accessing content requires multiple decentralized subscriptions. With increased competition, we expect consolidation in the space through partnerships and content bundling or acquisitions over time.

Worldwide Consumer Spend in Entertainment Apps USD (Billions)

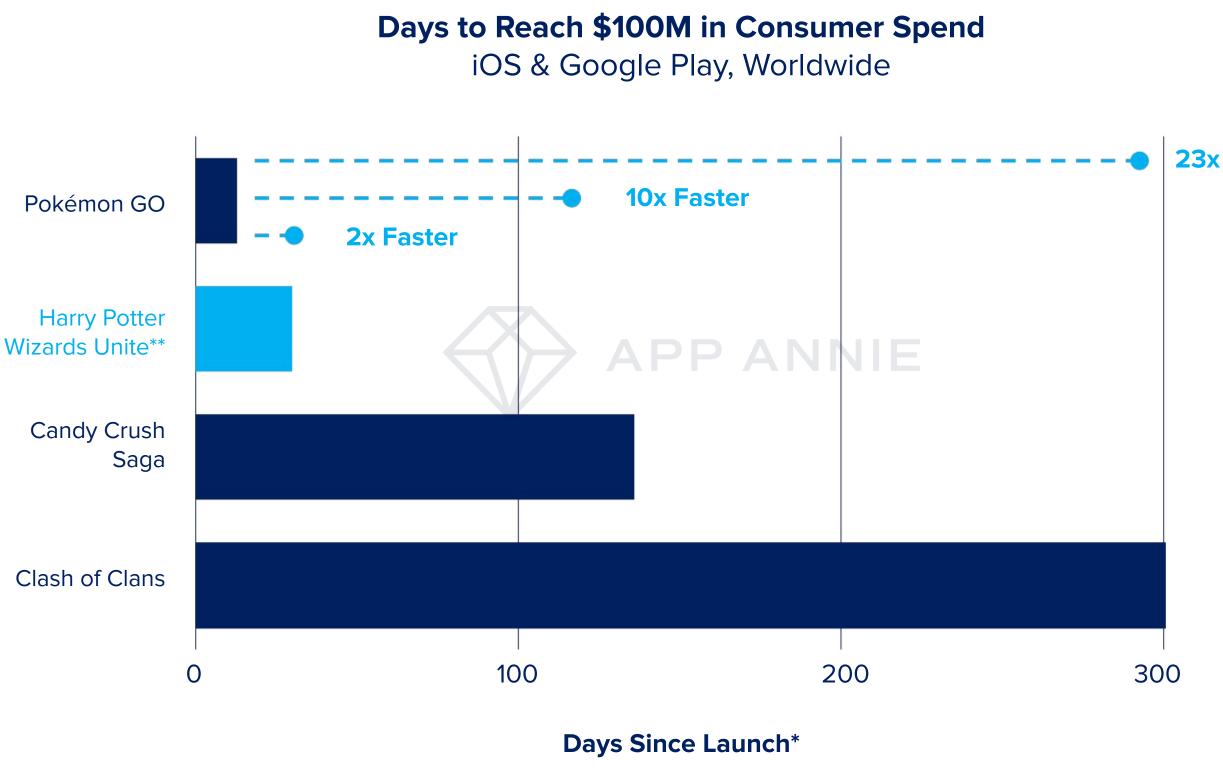


Note: iOS and Google Play



### Niantic's Harry Potter: Wizards Unite Poised to **Exceed \$100M in Consumer Spend in First 30 Days**

We expect Harry Potter: Wizards Unite to be a top-charting game by downloads, usage and consumer spend. However, the question remains if the Wizards Unite launch will outperform Pokémon GO. While the **Pokémon franchise** is worth roughly double the **Harry Potter franchise** in its entirety, Harry Potter — beginning as a book series versus a game — has a fervent fan following and could attract a new segment of casual, sticky gamers. Pokémon GO, however, was first-to-market for a mainstream location-based AR mobile gaming experience, and captured nostalgia within its target market and currently maintains a stronghold of active users. Pokémon GO shattered mobile gaming records, clearing \$100 million in its first two weeks and becoming the fastest game to reach \$1 billion in consumer spend. While we don't expect it to surpass *Pokémon GO*'s launch, Harry Potter: Wizards Unite is set to clear \$100 million in its first 30 days which is no small feat.



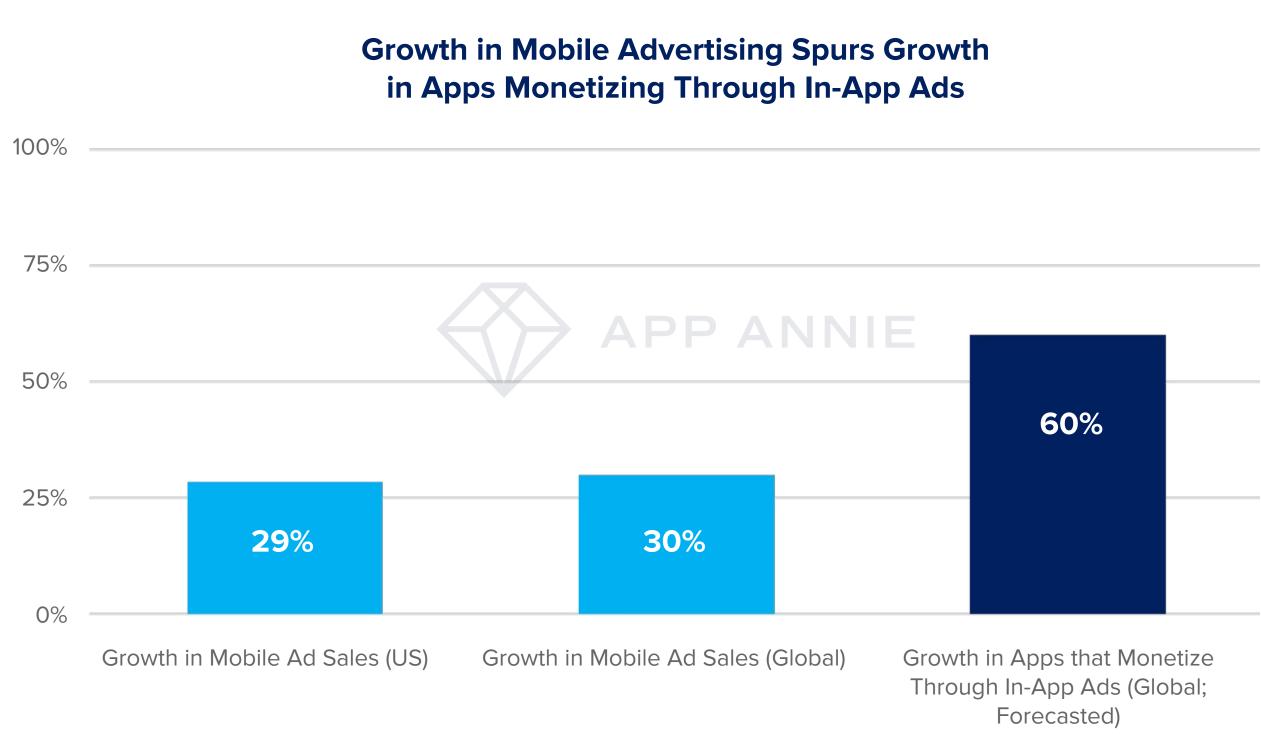
\*Based on earliest release date on either store \*\*Forecasted





### 60% More Apps Will Monetize Through In-App Advertising in 2019, Vying for a Piece of the \$250B Digital Advertising Market

Mobile has taken over share of advertising spend and is the predominant growth factor behind digital ad spend. In 2018, mobile will account for 62% of global digital ad spend, representing \$155 billion, up from 50% in 2017. In the US, mobile surpassed TV ad spend. We expect mobile to account for an increasing share of digital ad spend in 2019. Mobile app publishers are taking note of the changing advertising landscape. In 2019, 60% more apps will monetize through in-app ads. This will increase competition among advertisers. We've already seen indications of maturation in advertising strategies for apps leveraging in-app ads as part of their User Acquisition (UA). With more consumers than ever before using mobile, and more time being spent on these devices, it is expected for advertising dollars to follow. Mobile is the first screen, and it is here to stay.



2017-2018 2018-2019F





#### **Worldwide by Monthly Active Users**

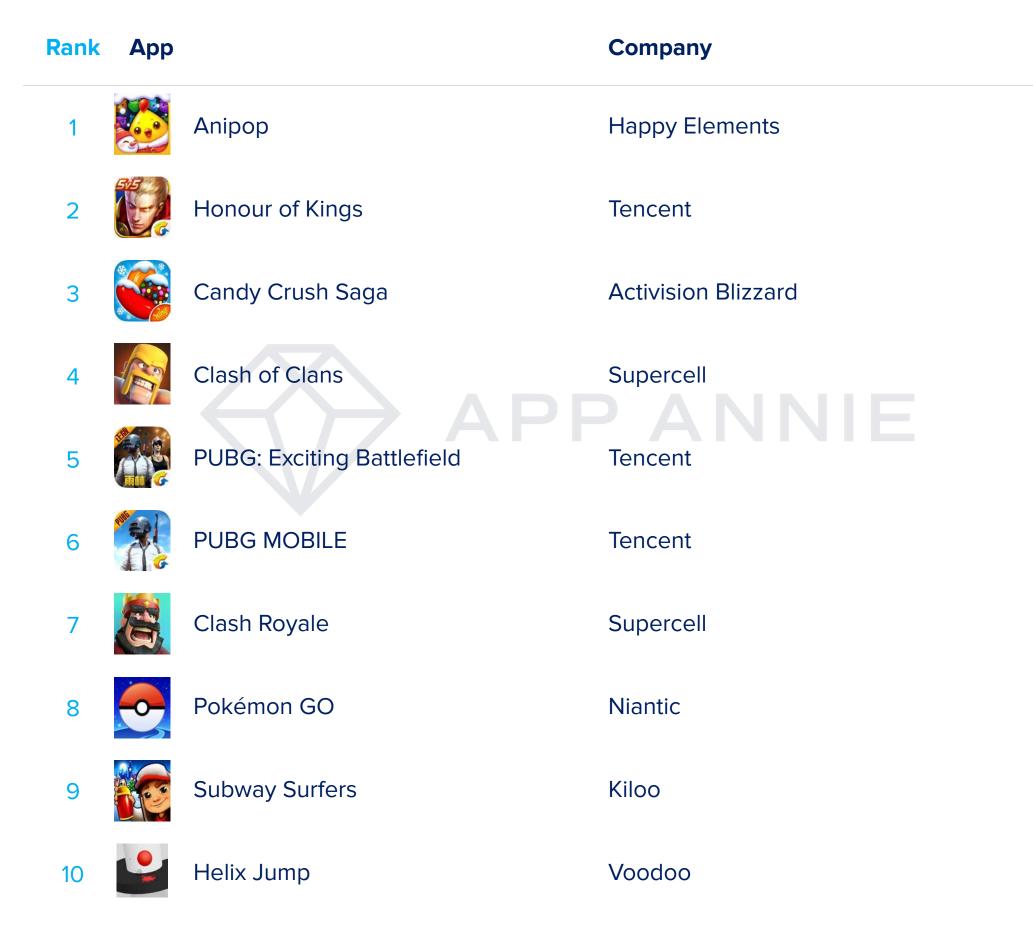
Top Apps of 2018: Worldwide Combined iPhone and Android Phone Monthly Active Users



Apps are ranked by combined iPhone and Android phone average monthly active users (MAU) across 2018. Pre-installed apps (such as YouTube on Android phone and Safari on iPhone) are excluded.



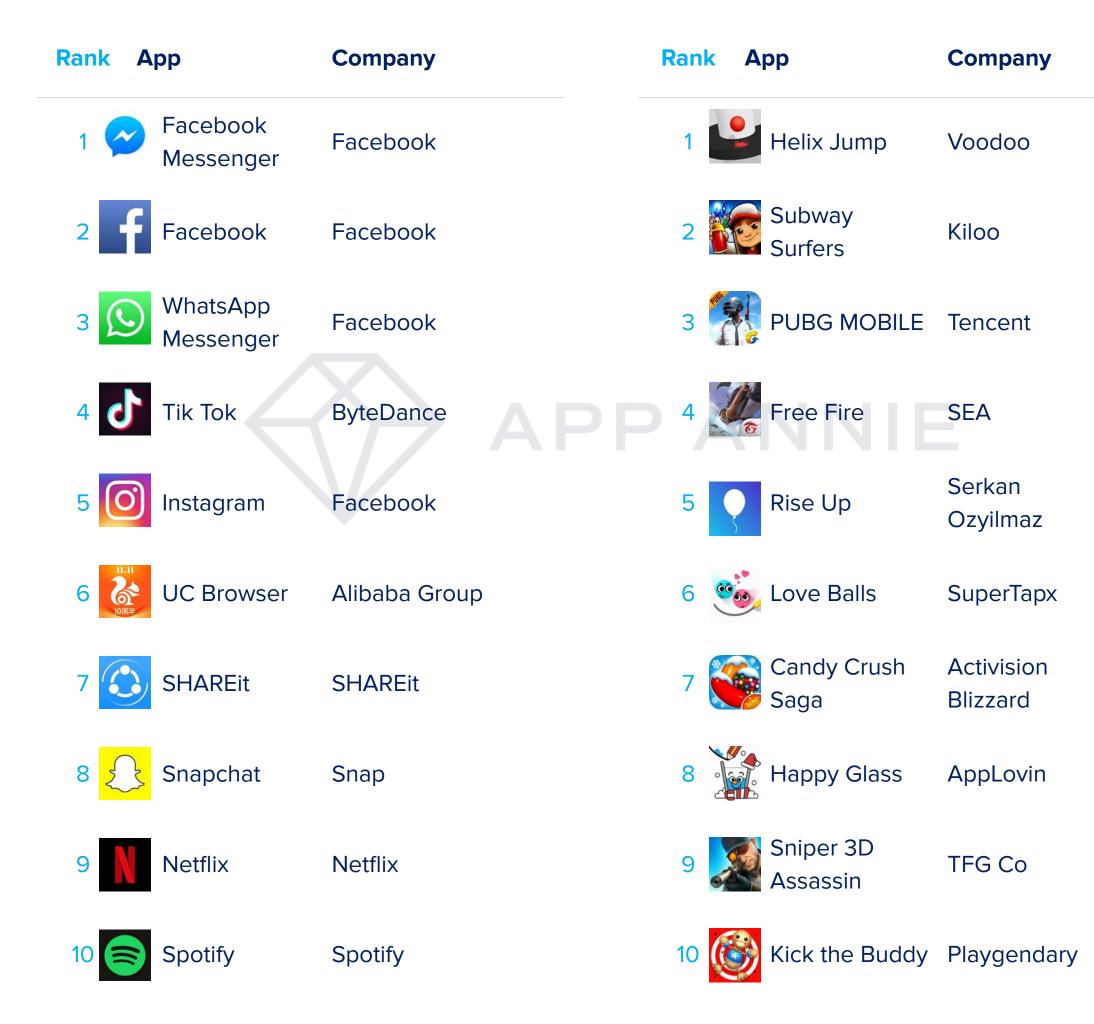
Top Games of 2018: Worldwide Combined iPhone and Android Phone Monthly Active Users





#### Worldwide by Downloads

Top Apps of 2018: Worldwide Combined iOS and Google Play Downloads Top Games of 2018: Worldwide Combined iOS and Google Play Downloads



Top Companies of 2018: Worldwide Combined iOS and Google Play Apps Downloads Top Companies of 2018: Worldwide Combined iOS and Google Play Games Downloads

Rank	Company	Headquarters	Rank	Company	Headquarters
1	Facebook	United States	1	Voodoo	France
2	Google	United States	2	Ubisoft	France
3	ByteDance	China	3	Tencent	China
4	Alibaba Group	China	P4F	Outfit7	Cyprus
5	Microsoft	United States	5	TabTale	Israel
6	Tencent	China	6	Electronic Arts	United States
7	Baidu	China	7	AppLovin	United States
8	Cheetah Mobile	China	8	Vivendi	France
9	Amazon	United States	9	Playgendary	Germany
10	Snap	United States	10	Miniclip	Switzerland



#### Worldwide by Consumer Spend

Top Apps of 2018: Worldwide Combined iOS and Google Play Consumer Spend Top Games of 2018: Worldwide Combined iOS and Google Play Consumer Spend

Rank	Арр	Company	Rank	A	ор	Company
1	Netflix	Netflix	1 Fate	Grander	Fate/Grand Order	Sony
2	Tinder	InterActiveCorp (IAC)	2		Honour of Kings	Tencent
3 🌔	Tencent Video	Tencent	3	0	Monster Strike	mixi
4	iQIYI	Baidu APP	4		Candy Crush Saga	Activision Blizzard
5	Pandora Music	Pandora	5		Lineage M	NCSOFT
6	。 Kwai(快手)	OneSmile	6		Fantasy Westward Journey	NetEase
7	YouTube	Google	7	0-	Pokémon GO	Niantic
8 🤇	<b>Y</b> ouku	Alibaba Group	8	AND CAUGE	Dragon Ball Z Dokkan Battle	BANDAI NAMCO
9		LINE	9		Clash of Clans	Supercell
		Time Warner	10		Clash Royale	Supercell

Top Companies of 2018: Worldwide Combined iOS and Google Play Apps Consumer Spend Top Companies of 2018: Worldwide Combined iOS and Google Play Games Consumer Spend

Rank	Company	Headquarters	Rank	Company	Headquarters
1	Tencent	China	1	Tencent	China
2	InterActiveCorp (IAC)	United States	2	NetEase	China
3	Netflix	United States	3	Activision Blizzard	United States
4	Google	United States		BANDAI NAMCO	Japan
5	Baidu	China	5	Netmarble	South Korea
6	LINE	Japan	6	Sony	Japan
7	Pandora	United States	7	Supercell	Finland
8	Alibaba Group	China	8	mixi	Japan
9	OneSmile	China	9	Playrix	Ireland
10	Microsoft	United States	10	Giant Network	China



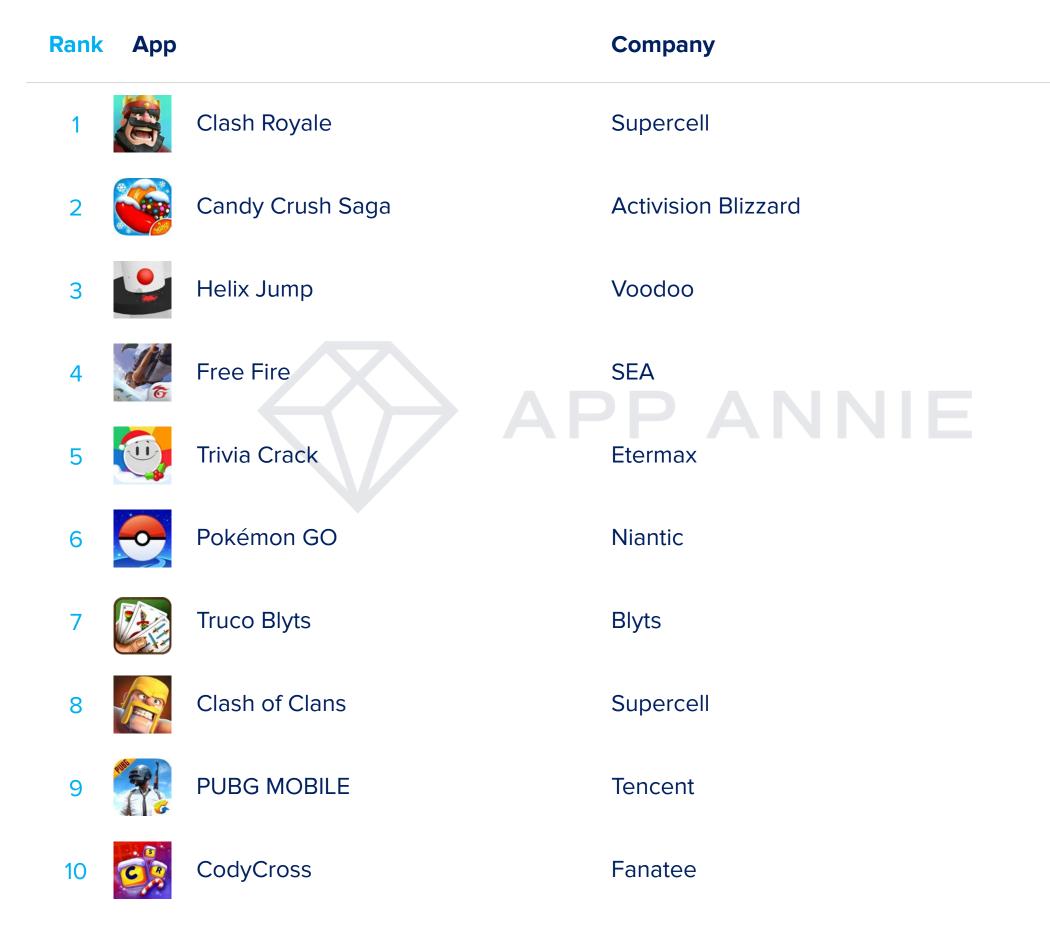
#### **Argentina by Monthly Active Users**

Top Apps of 2018: Argentina Combined iPhone and Android Phone Monthly Active Users



Apps are ranked by combined iPhone and Android phone average monthly active users (MAU) across 2018. Pre-installed apps (such as YouTube on Android phone and Safari on iPhone) are excluded.

Top Games of 2018: Argentina Combined iPhone and Android Phone Monthly Active Users





#### Argentina by Downloads

Top Apps of 2018: Argentina Combined iOS and Google Play Downloads Top Games of 2018: Argentina Combined iOS and Google Play Downloads

Rank	Арр	Company	Rank	Α	op	Company
1	Facebook Messenger	Facebook	1		Helix Jump	Voodoo
2	Facebook	Facebook	2	6	Free Fire	SEA
3	WhatsApp Messenger	Facebook	3		Subway Surfers	Kiloo
4	o Instagram	Facebook	4		Trivia Crack	Etermax
5	Netflix	Netflix	5	ç	Rise Up	Serkan Ozyilmaz
6	Spotify	Spotify	6	000	Love Balls	SuperTapx
7	<b>U</b> Wish	ContextLogic	7		Pou	Zakeh
8 U	ber Uber	Uber Technologies	8		Palabras Cruz	WePlay Word Games
9	Tik Tok	ByteDance	9	٢	Kick the Buddy	Playgendary
10 <mark>{</mark>	Snapchat	Snap	10		Block Puzzle Jewel	Hua Weiwei

Top Companies of 2018: Argentina Combined iOS and Google Play Apps Downloads Top Companies of 2018: Argentina Combined iOS and Google Play Games Downloads

Rank	Company	Headquarters	Rank	Company	Headquarters
1	Facebook	United States	1	Voodoo	France
2	Google	United States	2	Outfit7	Cyprus
3	Microsoft	United States	3	Electronic Arts	United States
4	Cheetah Mobile	China	P <sup>4</sup> F	TabTale	Israel
5	Apus Group	China	5	Playgendary	Germany
6	Baidu	China	6	SEA	Singapore
7	iHandy	China	7	Doodle Mobile	China
8	Mercadolibre	Argentina	8	Miniclip	Switzerland
9	ContextLogic	United States	9	AppLovin	United States
10	ABISHKKING	Hong Kong	10	Vivendi	France



# Argentina by Consumer Spend

Top Apps of 2018: Argentina Combined iOS and Google Play Consumer Spend Top Games of 2018: Argentina Combined iOS and Google Play Consumer Spend

Rank	Арр	Company	Ranl	< A	рр	Company
1	Netflix	Netflix	1		Clash Royale	Supercell
2	Tinder	InterActiveCorp (IAC)	2		Candy Crush Saga	Activision Blizzard
3	happn	Happn	3	<b>Sec</b>	Free Fire	SEA
4	Google Drive	Google APP	4		Lords Mobile	IGG
5	Spotify	Spotify	5	•	Pokémon GO	Niantic
6 He	HBO GO	Time Warner	6	1	Clash of Clans	Supercell
7	Sing! by Smule	Smule	7	R	Clash of Kings	Elex Technology
8	Dropbox	Dropbox	8	80DR	Candy Crush Soda Saga	Activision Blizzard
9	Badoo	Badoo	9	Slotomania 2222 Casino	Slotomania	Giant Network
10 🤞	Google One	Google	10	MARVEL	Marvel Contest of Champions	Netmarble

Top Companies of 2018: Argentina Combined iOS and Google Play Apps Consumer Spend Top Companies of 2018: Argentina Combined iOS and Google Play Games Consumer Spend

Rank	Company	Headquarters	Rank	Company	Headquarters
1	InterActiveCorp (IAC)	United States	1	Supercell	Finland
2	Netflix	United States	2	Activision Blizzard	United States
3	Google	United States	3	Netmarble	South Korea
4	Happn	France A F		Electronic Arts	United States
5	Spotify	Sweden	5	IGG	China
6	Microsoft	United States	6	SEA	Singapore
7	Time Warner	United States	7	Giant Network	China
8	Smule	United States	8	Playrix	Ireland
9	Badoo	United Kingdom	9	Elex Technology	China
10	Dropbox	United States	10	Niantic	United States



#### Australia by Monthly Active Users

Top Apps of 2018: Australia Combined iPhone and Android Phone Monthly Active Users

Rank	Арр		Company
1		Facebook Messenger	Facebook
2	f	Facebook	Facebook
3	Ø	Instagram	Facebook
4	$\bigcirc$	WhatsApp Messenger	Facebook
5	8	Spotify	Spotify
6	£	Snapchat	Snap
7	ebay	eBay	eBay
8	$\diamond$	CommBank	Commonwealth Bank of Australia
9	N	Netflix	Netflix
10	Uber	Uber	Uber Technologies

Apps are ranked by combined iPhone and Android phone average monthly active users (MAU) across 2018. Pre-installed apps (such as YouTube on Android phone and Safari on iPhone) are excluded.

Top Games of 2018: Australia Combined iPhone and Android Phone Monthly Active Users





#### Australia by Downloads

Top Apps of 2018: Australia Combined iOS and Google Play Downloads Top Games of 2018: Australia Combined iOS and Google Play Downloads



Top Companies of 2018: Australia Combined iOS and Google Play Apps Downloads Top Companies of 2018: Australia Combined iOS and Google Play Games Downloads

Rank	Company	Headquarters	Rank	Company	Headquarters
1	Google	United States	1	Voodoo	France
2	Facebook	United States	2	Ubisoft	France
3	Microsoft	United States	3	TabTale	Israel
4	Uber Technologies	United States		AppLovin	United States
5	Snap	United States	5	Electronic Arts	United States
6	Amazon	United States	6	Playgendary	Germany
7	Telstra	Australia	7	Miniclip	Switzerland
8	InterActiveCorp (IAC)	United States	8	TFG Co	Brazil
9	Spotify	Sweden	9	Aristocrat	Australia
10	Netflix	United States	10	Zynga	United States



## Australia by Consumer Spend

Top Apps of 2018: Australia Combined iOS and Google Play Consumer Spend Top Games of 2018: Australia Combined iOS and Google Play Consumer Spend

Rank App	Company	Rank	Арр	Company	Rank	Company	Headquarters	Rank	Company	Headquarters
1 Tinder	InterActiveCorp (IAC)	1	Heart of Vegas	Aristocrat	1	InterActiveCorp (IAC)	United States	1	Aristocrat	Australia
2 Netflix	Netflix	2	Slotomania Casino	Giant Network	2	Netflix	United States	2	Giant Network	China
3 下 YouTube	Google	3	Cashman Casino	Aristocrat	3	Google	United States	3	Activision Blizzard	United States
4 😑 Bumble App	Badoo APP	4	Candy Crush Saga	Activision Blizzard	4	Telstra	Australia		Playrix	Ireland
5 AFL Live Official App	Telstra	5	Slots - House of Fun	Giant Network	5	Microsoft	United States	5	Supercell	Finland
6 💙 Zoosk	Zoosk	6	Fortnite	Epic Games	6	Badoo	United Kingdom	6	Netmarble	South Korea
7 Sweat with Kayla	Kayla Itsines	7	Clash of Clans	Supercell	7	Zoosk	United States	7	Zynga	United States
8 in LinkedIn	Microsoft	8	Pokémon GO	Niantic	8	Kayla Itsines	Australia	8	Epic Games	United States
9 🕃 BIGO LIVE	BIGO	9	Gardenscapes - New Acres	Playrix	9	BIGO	Singapore	9	Electronic Arts	United States
10 Headspace	Headspace	10	Candy Crush Soda Saga	Activision Blizzard	10	Headspace	United Kingdom	10	Peak Games	Turkey

Top Companies of 2018: Australia Combined iOS and Google Play Apps Consumer Spend Top Companies of 2018: Australia Combined iOS and Google Play Games Consumer Spend



## **Brazil by Monthly Active Users**

Top Apps of 2018: Brazil Combined iPhone and Android Phone Monthly Active Users

l	Rank	Арр		Company
	1	$\bigcirc$	WhatsApp Messenger	Facebook
	2	f	Facebook	Facebook
	3		Facebook Messenger	Facebook
	4	Ø	Instagram	Facebook
	5	Uber	Uber	Uber Technologies
	6	N	Netflix	Netflix
	7	8	Spotify	Spotify
	8		Waze	Google
	9		MercadoLibre	Mercadolibre
	10		Banco do Brasil	Banco do Brasil

Apps are ranked by combined iPhone and Android phone average monthly active users (MAU) across 2018. Pre-installed apps (such as YouTube on Android phone and Safari on iPhone) are excluded.

Top Games of 2018: Brazil Combined iPhone and Android Phone Monthly Active Users





### **Brazil by Downloads**

Top Apps of 2018: Brazil Combined iOS and Google Play Downloads

Top Games of 2018: Brazil Combined iOS and Google Play Downloads



Top Companies of 2018: Brazil Combined iOS and Google Play Apps Downloads Top Companies of 2018: Brazil Combined iOS and Google Play Games Downloads

Rank	Company	Headquarters	Rank	Company	Headquarters
1	Facebook	United States	1	Voodoo	France
2	Google	United States	2	Outfit7	Cyprus
3	Microsoft	United States	3	TabTale	Israel
4	ByteDance	China			Singapore
5	Cheetah Mobile	China	5	Electronic Arts	United States
6	iHandy	China	6	Miniclip	Switzerland
7	Uber Technologies	United States	7	Vivendi	France
8	Baidu	China	8	Doodle Mobile	China
9	Caixa Economica Federal	Brazil	9	AppLovin	United States
10	Netflix	United States	10	Ubisoft	France



## Canada by Consumer Spend

Top Apps of 2018: Canada Combined iOS and Google Play Consumer Spend Top Games of 2018: Canada Combined iOS and Google Play Consumer Spend

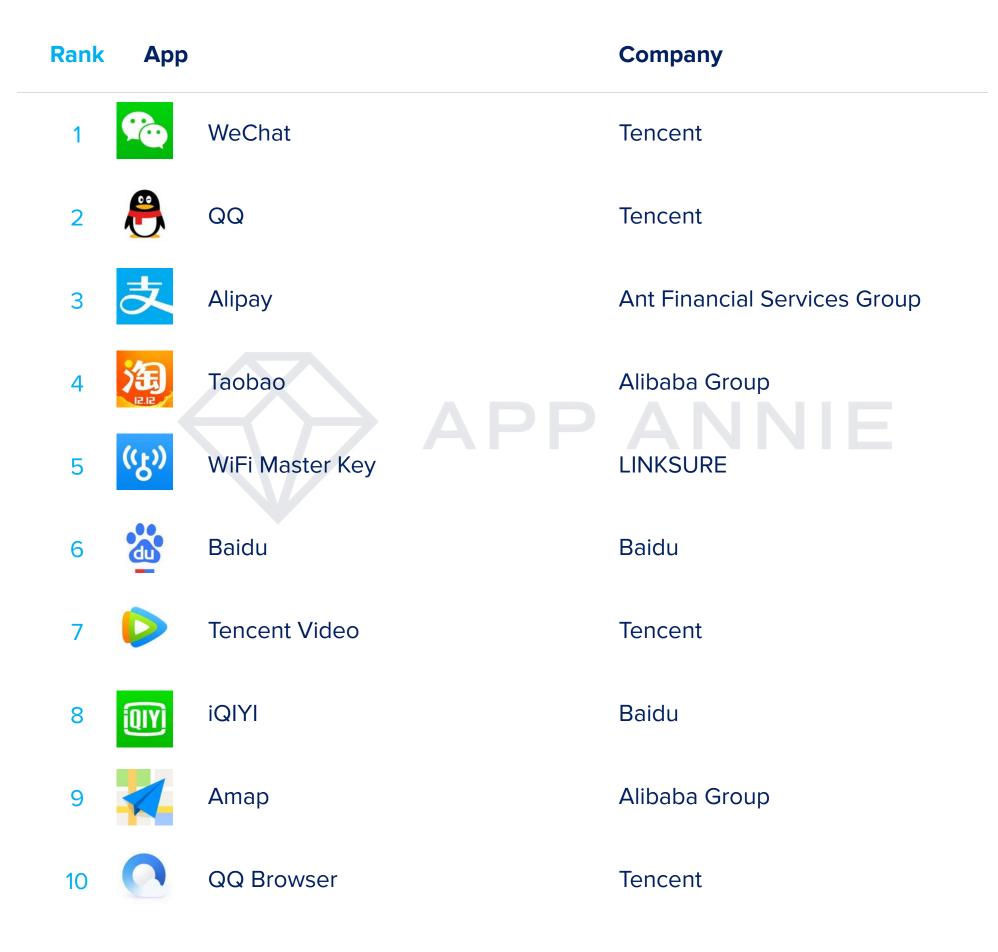
Rank App	Company	Rank App	Company	Rank	Company	Headquarters	Rank	Company	Headquarters
1 Tinder	InterActiveCorp (IAC)	1 Candy Crush Saga	Activision Blizzard	1	InterActiveCorp (IAC)	United States	1	Activision Blizzard	United States
2 Netflix	Netflix	2 Slotomania	Giant Network	2	Netflix	United States	2	Supercell	Finland
3 😑 Bumble App	Badoo	3 Pokémon GO	Niantic	3	Badoo	United Kingdom	3	Giant Network	China
4 🔥 Google Drive	Google APP	4 Clash of Clans	Supercell	4	Google	United States	P <sup>4</sup> F	Aristocrat	Australia
5 Calm	Calm	5 Clash Royale	Supercell	5	Microsoft	United States	5	Playrix	Ireland
<sup>6</sup> in LinkedIn	Microsoft	6 Lords Mobile	IGG	6	Calm	United States	6	Netmarble	South Korea
7 X MyFitnessPal	Under Armour	7 Candy Crush Soda Saga	Activision Blizzard	7	Smule	United States	7	Electronic Arts	United States
8 🛑 Headspace	Headspace	8 Final Fantasy XV: A New Empire	MZ	8	Under Armour	United States	8	Zynga	United States
9 💙 Zoosk	Zoosk	9 Fortnite	Epic Games	9	Headspace	United Kingdom	9	Niantic	United States
10 Sweat with Kayla	Kayla Itsines	10 DoubleDown Casino	DoubleU	10	Zoosk	United States	10	DoubleU	South Korea

Top Companies of 2018: Canada Combined iOS and Google Play Apps Consumer Spend Top Companies of 2018: Canada Combined iOS and Google Play Games Consumer Spend



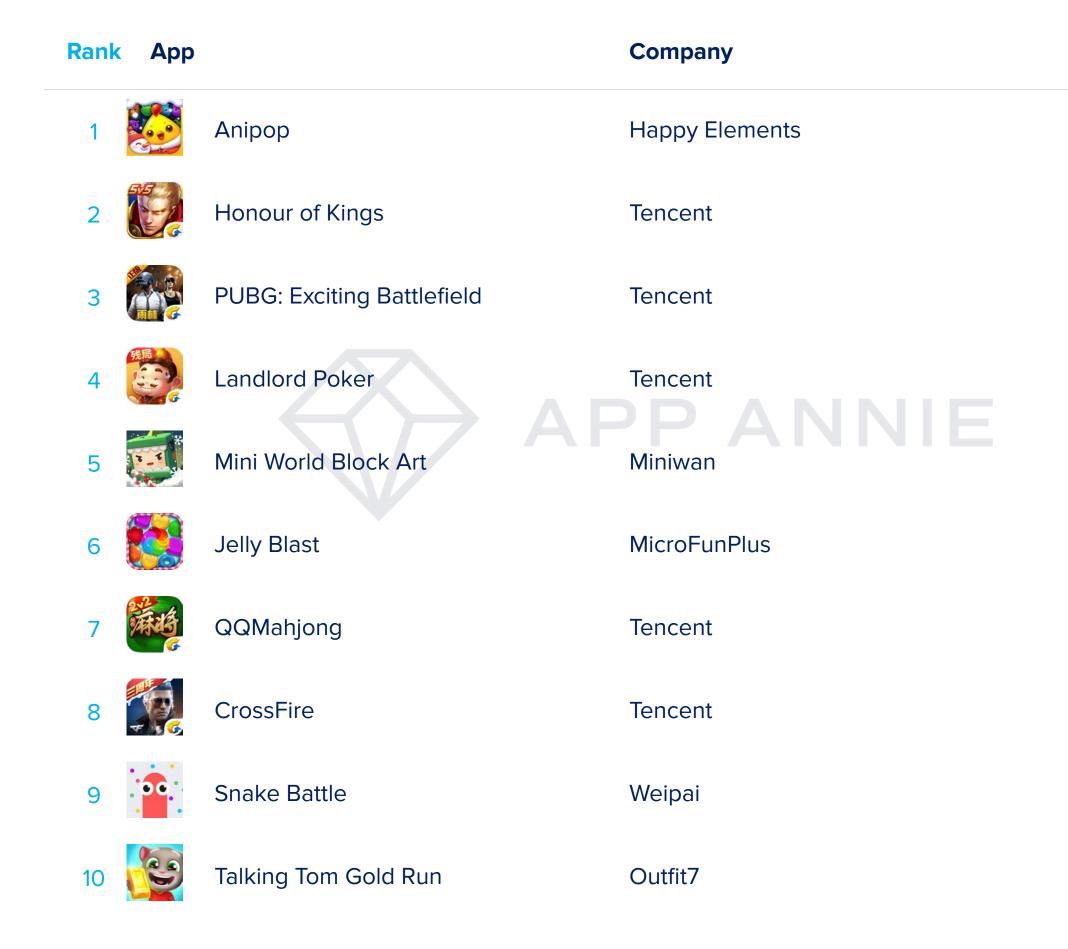
## China by Monthly Active Users

Top Apps of 2018: China Combined iPhone and Android Phone Monthly Active Users



Apps are ranked by combined iPhone and Android phone average monthly active users (MAU) across 2018. Pre-installed apps (such as YouTube on Android phone and Safari on iPhone) are excluded.

Top Games of 2018: China Combined iPhone and Android Phone Monthly Active Users





## China by Downloads

Top Apps of 2018: China iOS Downloads Top Games of 2018: China iOS Downloads

Rank	Арр	Company	Rank	Арр	Company
1	Tik Tok	ByteDance	1	PUBG: Exciting Battlefield	Tencent
2	Pinduoduo	Xunmeng	2	Honour of Kings	Tencent
3	iQIYI	Baidu	3	PUBG: Full Ahead	Tencent
4 🕻	Tencent Video	Tencent APP	4	QQ Speed	Tencent
5	WeChat	Tencent	5	Identity V	NetEase
6 <mark>头</mark>	条 Toutiao	ByteDance	6	Travel Frog	Hit-Point
7	Jaobao	Alibaba Group	7	Hole.io	Voodoo
8	Baidu	Baidu	8	Landlord Poker	Tencent
9	ରୁ ରହ	Tencent	9	Happy Glass	AppLovin
10	Alipay	Ant Financial Services Group	10	LifeAfter	NetEase

Top Companies of 2018: China iOS Apps Downloads Top Companies of 2018: China iOS Games Downloads

Rank	Company	Headquarters	Rank	Company	Headquarters
1	Tencent	China	1	Tencent	China
2	Alibaba Group	China	2	NetEase	China
3	ByteDance	China	3	Voodoo	France
4	Baidu	China	P <sup>4</sup> F	Outfit7	Cyprus
5	NetEase	China	5	Cheetah Mobile	China
6	Meituan Dianping	China	6	Ubisoft	France
7	China Mobile	China	7	AppLovin	United States
8	BabyBus	China	8	Vivendi	France
9	Xunmeng	China	9	Hit-Point	Japan
10	JD.com	China	10	Playgendary	Germany



# China by Consumer Spend

Top Apps of 2018: China iOS Consumer Spend Top Games of 2018: China iOS Consumer Spend

Rank	Арр	Company	Ranl	k A	рр	Company
1 🧯	Tencent Video	Tencent	1	515	Honour of Kings	Tencent
2	iQIYI	Baidu	2		Fantasy Westward Journey	NetEase
3 0	P Kwai(快手)	OneSmile	3		QQ Speed	Tencent
4	Youku	Alibaba Group	4	6	Westward Journey Online	NetEase
5	ରୁ ରହ	Tencent	5	が香	Chu Liuxiang	NetEase
6	QQ Music	Tencent	6		Onmyoji	NetEase
7 🤆	Momo	Momo Technology	7		King Of Chaos	Tencent
8	Ximalaya FM	Ximalaya	8	倩	Ghost	NetEase
9	WeSing	Tencent	9		QQ Dancer	Tencent
10	Tantan	Momo Technology	10	WIA C	I am MT 4	Tencent

Top Companies of 2018: China iOS Apps Consumer Spend Top Companies of 2018: China iOS Games Consumer Spend

Rank	Company	Headquarters	Rank	Company	Headquarters
1	Tencent	China	1	Tencent	China
2	Baidu	China	2	NetEase	China
3	OneSmile	China	3	Zilong	China
4	Alibaba Group	China	P <sub>4</sub> F	bilibili	China
5	Momo Technology	China	5	Perfect World	China
6	NetEase	China	6	Happy Elements	China
7	Ximalaya	China	7	miHoYo	China
8	ByteDance	China	8	Youzu	China
9	Happy Sunshine	China	9	Duoyi	China
10	Luojilab	China	10	Friend Times	China



#### **Denmark by Monthly Active Users**

Top Apps of 2018: Denmark Combined iPhone and Android Phone Monthly Active Users



Apps are ranked by combined iPhone and Android phone average monthly active users (MAU) across 2018. Pre-installed apps (such as YouTube on Android phone and Safari on iPhone) are excluded.

Top Games of 2018: Denmark Combined iPhone and Android Phone Monthly Active Users





#### Denmark by Downloads

Top Apps of 2018: Denmark Combined iOS and Google Play Downloads Top Games of 2018: Denmark Combined iOS and Google Play Downloads

Rank App	Company	Rank App	Company	Rank	Company	Headquarters	Rank	Company	Headquarters
1 🔗 Facebook Messenger	Facebook	1 Helix Jump	Voodoo	1	Google	United States	1	Voodoo	France
2 🚱 MobilePay	MobilePay	2 🥸 Love Balls	SuperTapx	2	Microsoft	United States	2	Ubisoft	France
3 Wish	ContextLogic	3 Rise Up	Serkan Ozyilmaz	3	Facebook	United States	3	Playgendary	Germany
4 <u>S</u> Snapchat	Snap APP	4 Fortnite	Epic Games	4	Snap	United States	P <sup>4</sup> F	AppLovin	United States
5 😜 Bitmoji	Snap	5 줋 Paper.io 2	Voodoo	5	DR	Denmark	5	TabTale	Israel
6 Netflix	Netflix	6 Knife Hit	Ubisoft	6	MobilePay	Denmark	6	Electronic Arts	United States
7 Spotify	Spotify	7 Tomb of the Mask	Playgendary	7	TV 2 Danmark	Denmark	7	TFG Co	Brazil
8 Facebook	Facebook	8 Ord Kryds	WePlay Technologies	8	ContextLogic	United States	8	Miniclip	Switzerland
9 O Instagram	Facebook	9 Toon Blast	Peak Games	9	InterActiveCorp (IAC)	United States	9	Activision Blizzard	United States
10 PostNord Sweden	PostNord	10 Cash Inc.	AppLovin	10	Modern Times Group	Sweden	10	Cheetah Mobile	China

Top Companies of 2018: Denmark Combined iOS and Google Play Apps Downloads Top Companies of 2018: Denmark Combined iOS and Google Play Games Downloads



## Denmark by Consumer Spend

Top Apps of 2018: Denmark Combined iOS and Google Play Consumer Spend Top Games of 2018: Denmark Combined iOS and Google Play Consumer Spend

Rank A	pp	Company	Rank	Арр	Company
1	Tinder	InterActiveCorp (IAC)	1	Candy Crush Saga	Activision Blizzard
2	Netflix	Netflix	2	Pokémon GO	Niantic
3	Mofibo	Storytel	3	Candy Crush Soda Saga	Activision Blizzard
4 >	Viaplay	Modern Times Group	4	Hay Day	Supercell
<sup>5</sup> b	Badoo	Badoo	5	Gardenscapes - New Acres	Playrix
6	Spotify	Spotify	6	Homescapes	Playrix
7	Dropbox	Dropbox	7		Roblox
<sup>8</sup> in	LinkedIn	Microsoft	8	Toon Blast	Peak Games
9 🔥	Google Drive	Google	9	Idle Heroes	DH Games
10 Homendomondo	Endomondo Sports Tracker	Under Armour	10	Fortnite	Epic Games

Top Companies of 2018: Denmark Combined iOS and Google Play Apps Consumer Spend Top Companies of 2018: Denmark Combined iOS and Google Play Games Consumer Spend

Rank	Company	Headquarters	Rank	Company	Headquarters
 1	InterActiveCorp (IAC)	United States	1	Activision Blizzard	United States
2	Netflix	United States	2	Playrix	Ireland
3	Storytel	Sweden	3	Supercell	Finland
4	Microsoft	United States		Niantic	United States
5	Modern Times Group	Sweden	5	Peak Games	Turkey
6	Badoo	United Kingdom	6	Netmarble	South Korea
7	Spotify	Sweden	7	Aristocrat	Australia
8	Google	United States	8	Zynga	United States
9	Under Armour	United States	9	Electronic Arts	United States
10	Dropbox	United States	10	FunPlus	China



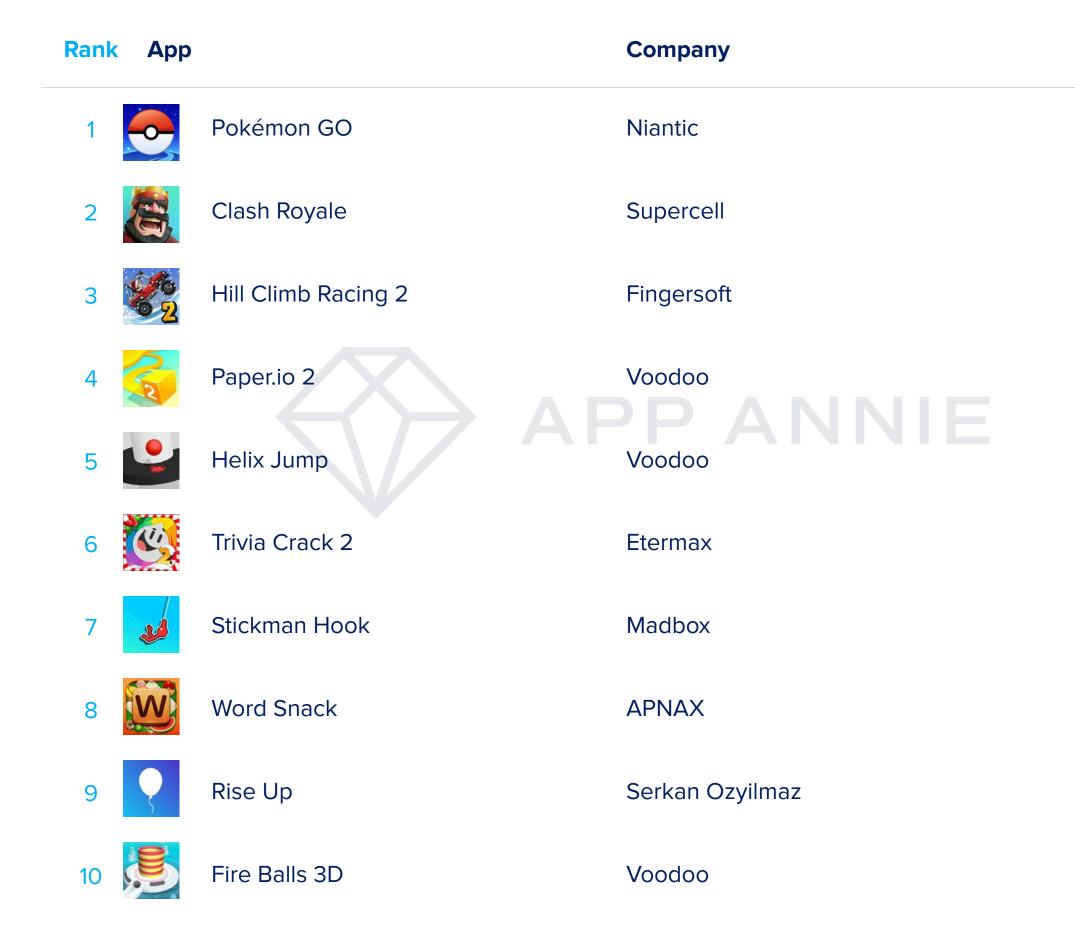
### Finland by Monthly Active Users

Top Apps of 2018: Finland Combined iPhone and Android Phone Monthly Active Users

Rank	Арр		Company
1	$\bigcirc$	WhatsApp Messenger	Facebook
2	f	Facebook	Facebook
3		Facebook Messenger	Facebook
4	Ø	Instagram	Facebook
5	8	Spotify	Spotify
6	£	Snapchat	Snap
7	Fo	Fonecta Caller	Fonecta
8	N	Netflix	Netflix
9	y	Twitter	Twitter
10	IS	llta-Sanomat	Sanoma

Apps are ranked by combined iPhone and Android phone average monthly active users (MAU) across 2018. Pre-installed apps (such as YouTube on Android phone and Safari on iPhone) are excluded.

Top Games of 2018: Finland Combined iPhone and Android Phone Monthly Active Users





# **Finland by Downloads**

Top Apps of 2018: Finland Combined iOS and Google Play Downloads Top Games of 2018: Finland Combined iOS and Google Play Downloads

Rank	Арр	Company	Rank A	vpp	Company
1	WhatsApp Messenger	Facebook	1	Rise Up	Serkan Ozyilmaz
2	YouTube Music	Google	2	Paper.io 2	Voodoo
3	Facebook Messenger	Facebook	3	Helix Jump	Voodoo
4 z	HSL - Tickets, route planner and information	Helsingin seudun liikenne	4 🧐	Love Balls	SuperTapx
5	MobilePay	MobilePay	5	Granny	DVloper
6	Spotify	Spotify	6	Tomb of the Mask	Playgendary
7	Instagram	Facebook	7	Kick the Buddy	Playgendary
8	Netflix	Netflix	8	Knife Hit	Ubisoft
9 {	Snapchat	Snap	9	Happy Glass	AppLovin
<sup>10</sup> 7	Wish	ContextLogic	10	Word Snack	APNAX

Top Companies of 2018: Finland Combined iOS and Google Play Apps Downloads Top Companies of 2018: Finland Combined iOS and Google Play Games Downloads

Rank	Company	Headquarters	Rank	Company	Headquarters
1	Google	United States	1	Voodoo	France
2	Microsoft	United States	2	Ubisoft	France
3	Facebook	United States	3	Playgendary	Germany
4	Sanoma	Finland	P4F	AppLovin	United States
5	MTV3	Finland	5	TabTale	Israel
6	Snap	United States	6	Electronic Arts	United States
7	Huawei	China	7	Supercell	Finland
8	Delivery Hero	Germany	8	Miniclip	Switzerland
9	Nordea	Sweden	9	Cheetah Mobile	China
10	MobilePay	MobilePay	10	Activision Blizzard	United States



# Finland by Consumer Spend

Top Apps of 2018: Finland Combined iOS and Google Play Consumer Spend Top Games of 2018: Finland Combined iOS and Google Play Consumer Spend

Rank	Арр	Company	Rank	Арр	Company
1	Tinder	InterActiveCorp (IAC)	1 🧲	Pokémon GO	Niantic
2	Netflix	Netflix	2 🏹	Candy Crush Saga	Activision Blizzard
3 🔼	Google Drive	Google	3	Clash Royale	Supercell
4	Spotify	Spotify PP	4	Growtopia	Ubisoft
5	F-Secure Freedome VPN	F-Secure	5	Clash of Clans	Supercell
6 >	Viaplay	Modern Times Group	6	Hay Day	Supercell
7 🔍	iDates	Boranu	7	Empires & Puzzles	Small Giant Games
8 0	020202 Caller - See who's calling	Fonecta	8	Guns of Glory	FunPlus
9 🏉	OneDrive	Microsoft	9	Idle Heroes	DH Games
10 <b>V</b>	WordDive	WordDive	10 50	Candy Crush Soda Saga	Activision Blizzard

Top Companies of 2018: Finland Combined iOS and Google Play Apps Consumer Spend Top Companies of 2018: Finland Combined iOS and Google Play Games Consumer Spend

Rank	Company	Headquarters	Rank	Company	Headquarters
1	InterActiveCorp (IAC)	United States	1	Activision Blizzard	United States
2	Netflix	United States	2	Supercell	Finland
3	Google	United States	3	Niantic	United States
4	F-Secure	Finland	<b>AP<sup>4</sup>F</b>	Ubisoft	France
5	Microsoft	United States	5	Electronic Arts	United States
6	Spotify	Sweden	6	FunPlus	China
7	Modern Times Group	Sweden	7	Playrix	Ireland
8	MagazineCloner	United Kingdom	8	Rovio	Finland
9	Boranu	Netherlands	9	IGG	China
10	Badoo	United Kingdom	10	Zynga	United States



### France by Monthly Active Users

Top Apps of 2018: France Combined iPhone and Android Phone Monthly Active Users

Rank	Арр		Company
1	f	Facebook	Facebook
2		Facebook Messenger	Facebook
3	$\bigcirc$	WhatsApp Messenger	Facebook
4	Ø	Instagram	Facebook
5	£	Snapchat	Snap
6		Waze	Google
7	6	Shazam	Apple
8	$\bigcirc$	Leboncoin	Schibsted
9	amazon	Amazon	Amazon
10		Netflix	Netflix

Apps are ranked by combined iPhone and Android phone average monthly active users (MAU) across 2018. Pre-installed apps (such as YouTube on Android phone and Safari on iPhone) are excluded.

Top Games of 2018: France Combined iPhone and Android Phone Monthly Active Users





### France by Downloads

Top Apps of 2018: France Combined iOS and Google Play Downloads Top Games of 2018: France Combined iOS and Google Play Downloads

Rank	Арр	Company	Rank	Арр	Company
1 🧲	Facebook Messenger	Facebook	1	Helix Jump	Voodoo
2	WhatsApp Messenger	Facebook	2	🧓 Love Balls	SuperTapx
3	Snapchat	Snap	3 🖬	🤹 Pixel Art	Easybrain
4	Netflix	Netflix APP	4	Knife Hit	Ubisoft
5	Instagram	Facebook	5	Rise Up	Serkan Ozyilmaz
6 🇯	Yuka - Scan de produits	Kiliweb	6	Subway Surfers	Kiloo
7 7	<b>V</b> Wish	ContextLogic	7	Happy Glass	AppLovin
8	Vaze Waze	Google	8	Word Cross French	WePlay Word Games
9	Bitmoji	Snap	9	PUBG MOBILE	Tencent
10	Tik Tok	ByteDance	10	Fortnite	Epic Games

Top Companies of 2018: France Combined iOS and Google Play Apps Downloads Top Companies of 2018: France Combined iOS and Google Play Games Downloads

Rank	Company	Headquarters	Rank	Company	Headquarters
1	Google	United States	1	Voodoo	France
2	Facebook	United States	2	Ubisoft	France
3	Microsoft	United States	3	Electronic Arts	United States
4	Snap	United States	P <sup>4</sup> F	AppLovin	United States
5	Orange SA	France	5	TabTale	Israel
6	Amazon	United States	6	Playgendary	Germany
7	ContextLogic	United States	7	Activision Blizzard	United States
8	Netflix	United States	8	Miniclip	Switzerland
9	ByteDance	China	9	Vivendi	France
10	Kiliweb	France	10	Cheetah Mobile	China



## France by Consumer Spend

Top Apps of 2018: France Combined iOS and Google Play Consumer Spend Top Games of 2018: France Combined iOS and Google Play Consumer Spend

Rank	Арр	Company	Rank	Арр	Company
1	Netflix	Netflix	1	Dragon Ball Z Dokkan Battle	BANDAI NAMCO
2 DEE	ZER Deezer	Deezer	2	Clash Royale	Supercell
3	Tinder	InterActiveCorp (IAC)	3	Candy Crush Saga	Activision Blizzard
4	AdoptAGuy	GEB AdoptAGuy	4	Clash of Clans	Supercell
5	Badoo	Badoo	5	Summoners War	GAMEVIL
6	LOVOO	The Meet Group	6	Lords Mobile	IGG
7	happn	Happn	7	Candy Crush Soda Saga	Activision Blizzard
8	myCANAL	Vivendi	8	Gardenscapes - New Acres	Playrix
9	Google Drive	Google	9	Pokémon GO	Niantic
10 <mark>e</mark>	9 Meetic	InterActiveCorp (IAC)	10	Homescapes	Playrix

Top Companies of 2018: France Combined iOS and Google Play Apps Consumer Spend Top Companies of 2018: France Combined iOS and Google Play Games Consumer Spend

Rank	Company	Headquarters	Rank	Company	Headquarters
1	Netflix	United States	1	Activision Blizzard	United States
2	InterActiveCorp (IAC)	United States	2	Supercell	Finland
3	Deezer	France	3	BANDAI NAMCO	Japan
4	GEB AdoptAGuy	France	<b>AP<sup>4</sup>F</b>	Playrix	Ireland
5	Badoo	United Kingdom	5	Netmarble	South Korea
6	Google	United States	6	IGG	China
7	The Meet Group	United States	7	Electronic Arts	United States
8	Microsoft	United States	8	GAMEVIL	South Korea
9	Happn	France	9	FunPlus	China
10	Vivendi	France	10	Ubisoft	France



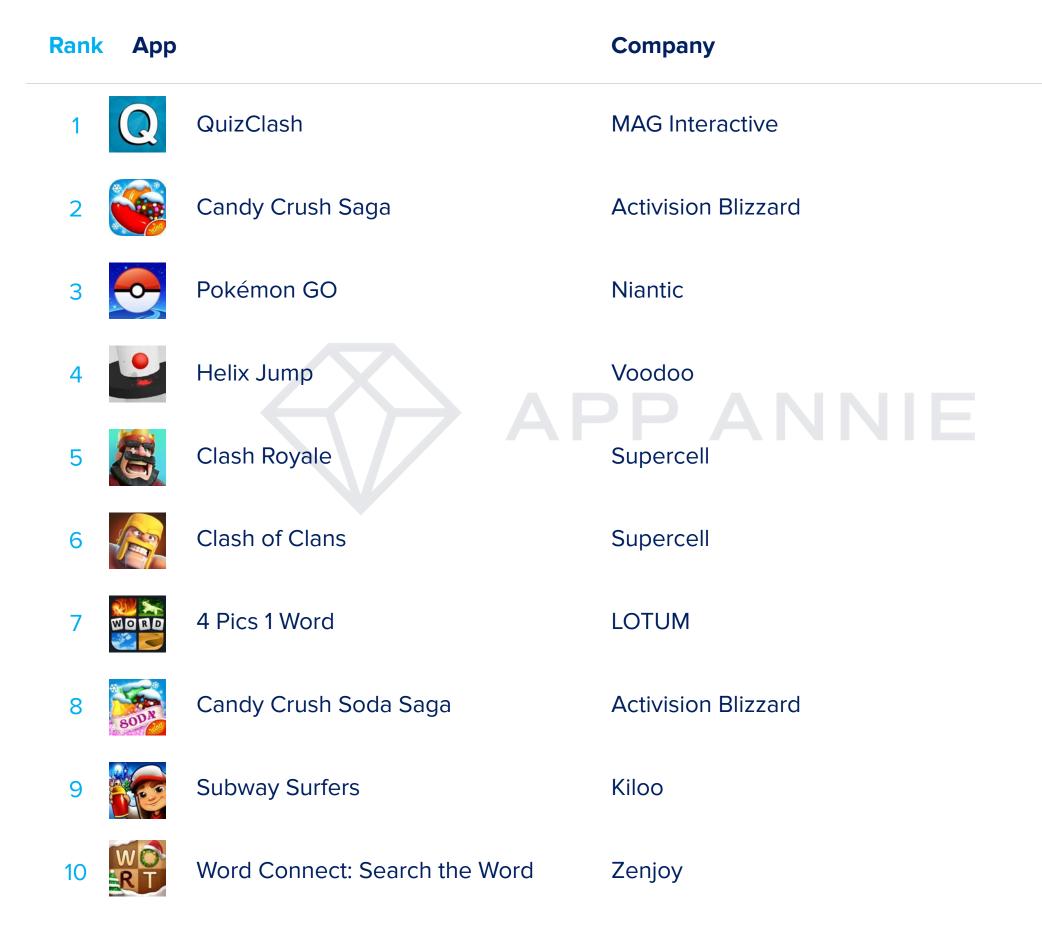
### Germany by Monthly Active Users

Top Apps of 2018: Germany Combined iPhone and Android Phone Monthly Active Users

Rank	Арр		Company
1	$\bigcirc$	WhatsApp Messenger	Facebook
2	f	Facebook	Facebook
3		Facebook Messenger	Facebook
4	amazon	Amazon	Amazon
5	Ø	Instagram APP	Facebook
6	Kleinanzeigen	eBay Kleinanzeigen	eBay
7	ebay	eBay	eBay
8		Spotify	Spotify
9	DB	DB Navigator	Deutsche Bahn
10		Wetter App	WetterOnline

Apps are ranked by combined iPhone and Android phone average monthly active users (MAU) across 2018. Pre-installed apps (such as YouTube on Android phone and Safari on iPhone) are excluded.

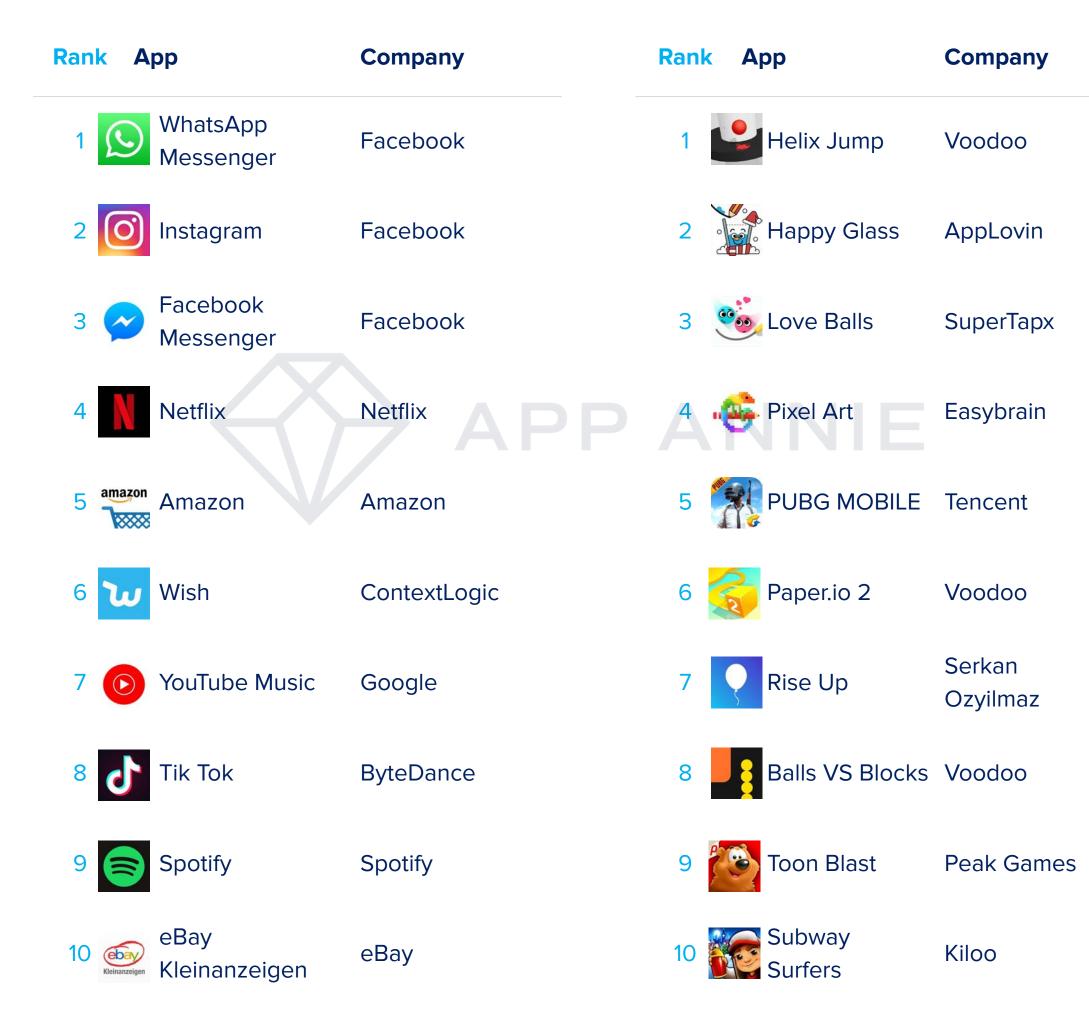
Top Games of 2018: Germany Combined iPhone and Android Phone Monthly Active Users





### Germany by Downloads

Top Apps of 2018: Germany Combined iOS and Google Play Downloads Top Games of 2018: Germany Combined iOS and Google Play Downloads



Top Companies of 2018: Germany Combined iOS and Google Play Apps Downloads Top Companies of 2018: Germany Combined iOS and Google Play Games Downloads

Rank	Company	Headquarters	Rank	Company	Headquarters
1	Google	United States	1	Voodoo	France
2	Facebook	United States	2	Ubisoft	France
3	Microsoft	United States	3	AppLovin	United States
4	Amazon	United States		Electronic Arts	United States
5	eBay	United States	5	TabTale	Israel
6	Snap	United States	6	Playgendary	Germany
7	Samsung Group	South Korea	7	Miniclip	Switzerland
8	ByteDance	China	8	Cheetah Mobile	China
9	ABISHKKING	Hong Kong	9	Activision Blizzard	United States
10	ContextLogic	United States	10	Vivendi	France



## Germany by Consumer Spend

Top Apps of 2018: Germany Combined iOS and Google Play Consumer Spend Top Games of 2018: Germany Combined iOS and Google Play Consumer Spend

Rank	Арр	Company	Rank	A	op	Company
1	Tinder	InterActiveCorp (IAC)	1		Gardenscapes - New Acres	Playrix
2	Netflix	Netflix	2	•	Pokémon GO	Niantic
3	LOVOO	The Meet Group	3	G,	Clash Royale	Supercell
4 }	A DAZN	Perform Group	4		Candy Crush Saga	Activision Blizzard
5 ÷	B Babbel	Babbel	5	R	Clash of Clans	Supercell
6	Google Drive	Google	6	com2°2's	Summoners War	GAMEVIL
7 DEE	ZER Deezer	Deezer	7		Homescapes	Playrix
8	iDates	Boranu	8		Guns of Glory	FunPlus
9	BILD	Axel Springer	9	80DN	Candy Crush Soda Saga	Activision Blizzard
10	komoot	Komoot	10	PUZZLES	Empires & Puzzles	Small Giant Games

Top Companies of 2018: Germany Combined iOS and Google Play Apps Consumer Spend Top Companies of 2018: Germany Combined iOS and Google Play Games Consumer Spend

Rank	Company	Headquarters	Rank	Company	Headquarters
1	InterActiveCorp (IAC)	United States	1	Activision Blizzard	United States
2	Netflix	United States	2	Playrix	Ireland
3	The Meet Group	United States	3	Supercell	Finland
4	Babbel	Germany	<b>AP<sup>4</sup>F</b>	FunPlus	China
5	Google	United States	5	Electronic Arts	United States
6	Axel Springer	Germany	6	IGG	China
7	Perform Group	United Kingdom	7	Niantic	United States
8	Deezer	France	8	Netmarble	South Korea
9	Boranu	Netherlands	9	GAMEVIL	South Korea
10	Microsoft	United States	10	BANDAI NAMCO	Japan



## Hong Kong by Monthly Active Users

Top Apps of 2018: Hong Kong Combined iPhone and Android Phone Monthly Active Users



Apps are ranked by combined iPhone and Android phone average monthly active users (MAU) across 2018. Pre-installed apps (such as YouTube on Android phone and Safari on iPhone) are excluded.



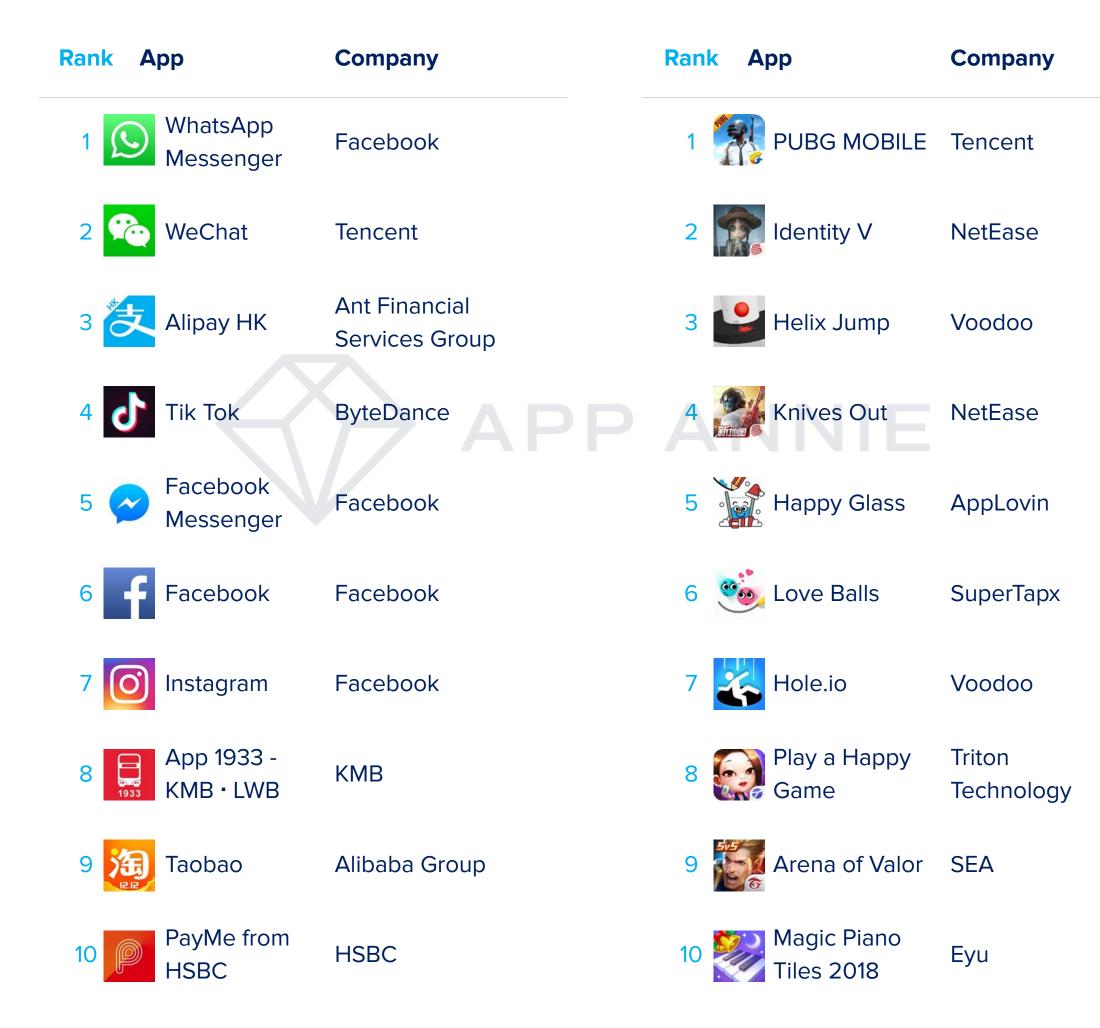
Top Games of 2018: Hong Kong Combined iPhone and Android Phone Monthly Active Users





# Hong Kong by Downloads

Top Apps of 2018: Hong Kong Combined iOS and Google Play Downloads Top Games of 2018: Hong Kong Combined iOS and Google Play Downloads



Top Companies of 2018: Hong Kong Combined iOS and Google Play Apps Downloads Top Companies of 2018: Hong Kong Combined iOS and Google Play Games Downloads

Rank	Company	Headquarters	Rank	Company	Headquarters
1	Google	United States	1	Voodoo	France
2	Facebook	United States	2	AppLovin	United States
3	Tencent	China	3	NetEase	China
4	Alibaba Group	China A F	D <sup>4</sup> F	Tencent	China
5	Microsoft	United States	5	Ubisoft	France
6	PCCW	Hong Kong	6	BabyBus	China
7	HSBC	United Kingdom	7	Playgendary	Germany
8	Baidu	China	8	Activision Blizzard	United States
9	Ant Financial Services Group	China	9	BANDAI NAMCO	Japan
10	ByteDance	China	10	Vivendi	France



# Hong Kong by Consumer Spend

Top Apps of 2018: Hong Kong Combined iOS and Google Play Consumer Spend Top Games of 2018: Hong Kong Combined iOS and Google Play Consumer Spend

Rank App	Company	Rank	Арр	Company	Rank	Company	Headquarters	Rank	Company	Headquarters
1 Netflix	Netflix	1	Be The King	Chuang Cool	1	Tencent	China	1	Netmarble	South Korea
2 17 - Your Life's Moments	8 Paktor	2	Captain Tsubasa: Dream Team	KLab	2	Paktor	Singapore	2	BANDAI NAMCO	Japan
з 🚺 ККВОХ	KDDI	3	Shin Sangokushi	Youkia	3	Netflix	United States	3	Activision Blizzard	United States
4 Tinder	InterActiveCorp (IAC)	4	Arena of Valor	SEA	4	InterActiveCorp (IAC)	United States	D <sup>4</sup> F	GungHo Online Entertainment	Japan
5 OOX Music	Tencent	5	Lineage M	NCSOFT	5	KDDI	Japan	5	GAMANIA	Taiwan
6 🍐 Google Drive	Google	6	Ragnarok M : Eternal Love	GungHo Online Entertainment	6	CyberStep	Japan	6	SEA	Singapore
7 BIGO LIVE	BIGO	7	Lineage 2 Revolution	Netmarble	7	LINE	Japan	7	NetEase	China
8 LINE	LINE	8	Tower of Saviors	Mad Head	8	Microsoft	United States	8	KLab	Japan
9 MOOV	PCCW	9	Lords Mobile	IGG	9	Google	United States	9	Black Beard Game	China
10 Lang Live	Brilliant Mark	10	Pokémon GO	Niantic	10	PCCW	Hong Kong	10	Chuang Cool	China

Top Companies of 2018: Hong Kong Combined iOS and Google Play Apps Consumer Spend Top Companies of 2018: Hong Kong Combined iOS and Google Play Games Consumer Spend



## India by Monthly Active Users

Top Apps of 2018: India Combined iPhone and Android Phone Monthly Active Users

Rank	Арр		Company
1	$\bigcirc$	WhatsApp Messenger	Facebook
2	f	Facebook	Facebook
3		SHAREit	SHAREit
4		Facebook Messenger	Facebook
5	C	Truecaller	Truecaller
6		MX Player	J2 Interactive
7		UC Browser	Alibaba Group
8	0	Instagram	Facebook
9	amazon	Amazon	Amazon
10	Paytm	Paytm	One97

Apps are ranked by combined iPhone and Android phone average monthly active users (MAU) across 2018. Pre-installed apps (such as YouTube on Android phone and Safari on iPhone) are excluded.

Top Games of 2018: India Combined iPhone and Android Phone Monthly Active Users





## India by Downloads

Top Apps of 2018: India Combined iOS and Google Play Downloads

Top Games of 2018: India Combined iOS and Google Play Downloads



Top Companies of 2018: India Combined iOS and Google Play Apps Downloads Top Companies of 2018: India Combined iOS and Google Play Games Downloads

any	Rank	Company	Headquarters	Rank	Company	Headquarters
ion	1	Facebook	United States	1	Outfit7	Cyprus
	2	Google	United States	2	Gamotronix	India
	3	Reliance Industries	India	3	Doodle Mobile	China
on d	4	ByteDance	China		Imangi	United States
	5	Alibaba Group	China	5	Nazara	India
	6	Bharti Airtel	India	6	Ilyon Dynamics	Israel
soft	7	SHAREit	China	7	Miniclip	Switzerland
it	8	J2 Interactive	South Korea	8	Timuz	India
	9	Times Group	India	9	Activision Blizzard	United States
ics	10	21st Century Fox	United States	10	Million Games	India



## India by Consumer Spend

Top Apps of 2018: India Combined iOS and Google Play Consumer Spend

Top Games of 2018: India Combined iOS and Google Play Consumer Spend

Rank App	Company	Rank	Арр	Company	Rank	Company	Headquarters	Rank	Company	Headquarters
1 Netflix	Netflix	1	Teen Patti	Octro	1	InterActiveCorp (IAC)	United States	1	Octro	India
2 Tinder	InterActiveCorp (IAC)	2	Coin Master	Moon Active	2	Netflix	United States	2	Moon Active	Israel
3 🛆 Google Drive	Google	3	8 Ball Pool	Miniclip	3	Riley Cillian	Hong Kong	3	Activision Blizzard	United States
4 Hotstar	21st Century Fox	4	Teen Patti Gold	Moonfrog	4	Google	United States		Supercell	Finland
5 Sing! by Smule	Smule	5 🍧	PUBG MOBILE	Tencent	5	BIGO	Singapore	5	Miniclip	Switzerland
6 🕃 BIGO LIVE	BIGO	6	Candy Crush Saga	Activision Blizzard	6	Microsoft	United States	6	Moonfrog	India
7 OLIVU	Riley Cillian	7	Clash of Clans	Supercell	7	21st Century Fox	United States	7	Tencent	China
8 🚺 Udemy	Udemy	8	Ultimate Teen Patti	Play Games24x7	8	Smule	United States	8	Play Games24x7	India
9 in LinkedIn	Microsoft	9	Lords Mobile	IGG	9	Udemy	United States	9	IGG	China
10 StarMaker Karaoke	StarMaker	10	Zynga Poker	Zynga	10	StarMaker	United States	10	Netmarble	South Korea

Top Companies of 2018: India Combined iOS and Google Play Apps Consumer Spend

Top Companies of 2018: India Combined iOS and Google Play Games Consumer Spend



## **Indonesia by Monthly Active Users**

Top Apps of 2018: Indonesia Combined iPhone and Android Phone Monthly Active Users



Apps are ranked by combined iPhone and Android phone average monthly active users (MAU) across 2018. Pre-installed apps (such as YouTube on Android phone and Safari on iPhone) are excluded.



Top Games of 2018: Indonesia Combined iPhone and Android Phone Monthly Active Users





#### Indonesia by Downloads

Top Apps of 2018: Indonesia Combined iOS and Google Play Downloads Top Games of 2018: Indonesia Combined iOS and Google Play Downloads

Rank App	Company	Rank App	Company	Rank	Company	Headquarters	Rank	Company	Headquarters
1 Facebook	Facebook	1 Mobile Legends: Bang bang	Moonton	1	Facebook	United States	1	BabyBus	China
2 🔗 Facebook Messenger	Facebook	2 Helix Jump	Voodoo	2	Google	United States	2	Moonton	China
3 WhatsApp Messenger	Facebook	3 Free Fire	SEA	3	Alibaba Group	China	3	Doodle Mobile	China
4 UC Browser	Alibaba Group	4 Ludo King	Gametion	4	Cheetah Mobile	China	P <sup>4</sup> F	Voodoo	France
5 SHAREit	SHAREit	5 PUBG MOBILE	Tencent	5	ByteDance	China	5	SEA	Singapore
6 <b>Tik Tok</b>	ByteDance	6 Subway Surfers	Kiloo	6	SHAREit	China	6	Mobirix	South Korea
7 O Instagram	Facebook	7 Arena of Valor	SEA	7	Telkom Indonesia	Indonesia	7	Outfit7	Cyprus
8 🜓 YouTube Go	Google	8 Pou	Zakeh	8	SEA	Singapore	8	Electronic Arts	United States
9 Shopee	SEA	9 🛃 slither.io	Lowtech Studios	9	Grab	Singapore	9	Vivendi	France
10 🕇 Hago	Hago Games	10 Clash of Clans	Supercell	10	Hago Games	China	10	Miniclip	Switzerland

Top Companies of 2018: Indonesia Combined iOS and Google Play Apps Downloads Top Companies of 2018: Indonesia Combined iOS and Google Play Games Downloads



## Indonesia by Consumer Spend

Top Apps of 2018: Indonesia Combined iOS and Google Play Consumer Spend Top Games of 2018: Indonesia Combined iOS and Google Play Consumer Spend

Rank App	Company	Rank App	Company	Rank	Company	Headquarters	Rank	Company	Headquarters
1 Sing! by Smul	e Smule	1 Mobile Legends Bang bang	.: Moonton	1	Smule	United States	1	Moonton	China
2 🕃 BIGO LIVE	BIGO	2 Lords Mobile	IGG	2	BIGO	Singapore	2	Netmarble	South Korea
3 LINE	LINE	3 Lineage 2 Revolution	Netmarble	3	LINE	Japan	3	SEA	Singapore
4 Tinder	InterActiveCorp (IAC)	4 Free Fire	SEA	4	InterActiveCorp (IAC)	United States	P <sup>4</sup> F		China
5 Netflix	Netflix	5 🙀 PUBG MOBILE	Tencent	5	StarMaker	United States	5	Kunlun	China
6 StarMaker Karaoke	StarMaker	6 💽 Clash of Kings	Elex Technology	6	Netflix	United States	6	Supercell	Finland
7 🍐 Google Drive	Google	7 🎇 Zynga Poker	Zynga	7	Google	United States	7	Elex Technology	China
8 OOX Music	Tencent	8 🗱 Dragon Nest	Tencent	8	Tencent	China	8	Tencent	China
9 🚫 Viu	PCCW	9 Ragnarok M : Eternal Love	GungHo Online Entertainment	9	Microsoft	United States	9	Playrix	Ireland
10 Webcomics	NeoBazar	10 Eegacy of Discord	Youzu	10	PCCW	Hong Kong	10	Activision Blizzard	United States

Top Companies of 2018: Indonesia Combined iOS and Google Play Apps Consumer Spend Top Companies of 2018: Indonesia Combined iOS and Google Play Games Consumer Spend



### Japan by Monthly Active Users

Top Apps of 2018: Japan Combined iPhone and Android Phone Monthly Active Users



Apps are ranked by combined iPhone and Android phone average monthly active users (MAU) across 2018. Pre-installed apps (such as YouTube on Android phone and Safari on iPhone) are excluded.

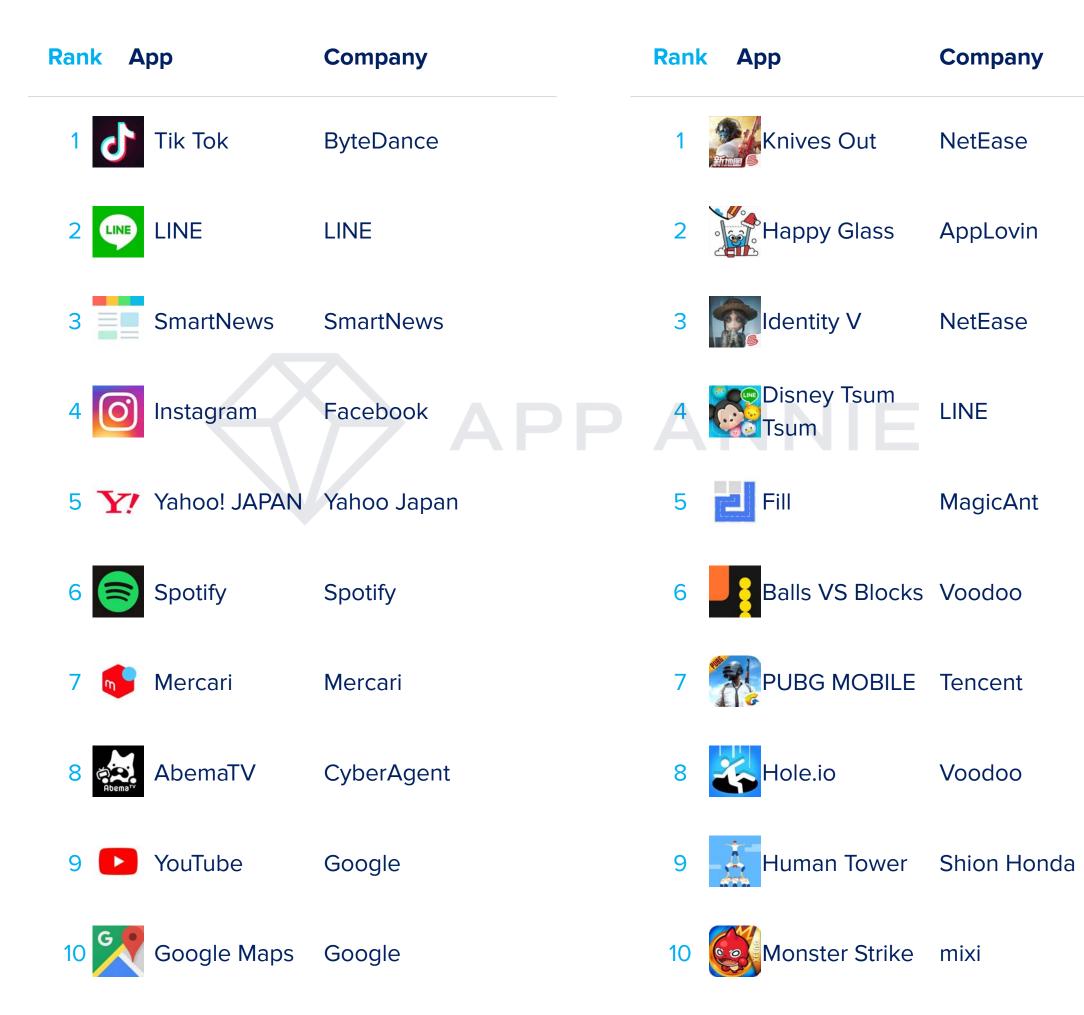
Top Games of 2018: Japan Combined iPhone and Android Phone Monthly Active Users





### Japan by Downloads

Top Apps of 2018: Japan Combined iOS and Google Play Downloads Top Games of 2018: Japan Combined iOS and Google Play Downloads



Top Companies of 2018: Japan Combined iOS and Google Play Apps Downloads Top Companies of 2018: Japan Combined iOS and Google Play Games Downloads

Rank	Company	Headquarters	Rank	Company	Headquarters
1	Google	United States	1	Voodoo	France
2	Yahoo Japan	Japan	2	BANDAI NAMCO	Japan
3	NTT	Japan	3	NetEase	China
4	LINE	Japan			Japan
5	ByteDance	China	5	MASK	Japan
6	Rakuten	Japan	6	AppLovin	United States
7	Amazon	United States	7	SQUARE ENIX	Japan
8	Facebook	United States	8	SEGA SAMMY	Japan
9	Recruit Holdings	Japan	9	KONAMI	Japan
10	KDDI	Japan	10	COLOPL	Japan



## Japan by Consumer Spend

Top Apps of 2018: Japan Combined iOS and Google Play Consumer Spend Top Games of 2018: Japan Combined iOS and Google Play Consumer Spend

Rank App	Company	Rank App	Company	Rank	Company	Headquarters	I	Rank	Company	Headquarters
1 LINE	LINE	1 Monster Strike	mixi	1	LINE	Japan		1	BANDAI NAMCO	Japan
2 💭 LINE Manga	LINE	2 Fate/Grand Order	Sony	2	CyberAgent	Japan		2	mixi	Japan
<sup>3</sup> J LINE MUSIC	LINE MUSIC	<sup>3</sup> Puzzle & Dragons	GungHo Online Entertainment	3	InterActiveCorp (IAC)	United States		3	Sony	Japan
4 🔸 tapple	CyberAgent	4 Dragon Ball Z Dokkan Battle	BANDAI NAMCO	4	Cocone	Japan			CyberAgent	Japan
5 Pokecolo	Cocone	5 Knives Out	NetEase	5	LINE MUSIC	Japan		5	LINE	Japan
6 59 piccoma	Kakao Corp	6 Disney Tsum Tsum	LINE	6	DeNA	Japan		6	SQUARE ENIX	Japan
7 Cp Pairs	InterActiveCor p (IAC)	7 GranBlue Fantasy	CyberAgent	7	Kakao Corp	South Korea		7	KONAMI	Japan
8 SHOW Showroom	DeNA	8 🦰 Pokémon GO	Niantic	8	SHUEISHA	Japan		8	GungHo Online Entertainment	Japan
9 Netflix	Netflix	9 Starlight Stage	BANDAI NAMCO	9	Netflix	United States		9	COLOPL	Japan
10 AWA AWA Music	AWA	10 Jikkyou Pawafuru Puroyakyu	KONAMI	10	AWA	Japan		10	NetEase	China

Top Companies of 2018: Japan Combined iOS and Google Play Apps Consumer Spend Top Companies of 2018: Japan Combined iOS and Google Play Games Consumer Spend



### Malaysia by Monthly Active Users

Top Apps of 2018: Malaysia Combined iPhone and Android Phone Monthly Active Users



Apps are ranked by combined iPhone and Android phone average monthly active users (MAU) across 2018. Pre-installed apps (such as YouTube on Android phone and Safari on iPhone) are excluded.

Top Games of 2018: Malaysia Combined iPhone and Android Phone Monthly Active Users





### Mexico by Monthly Active Users

Top Apps of 2018: Mexico Combined iPhone and Android Phone Monthly Active Users

Rank	Арр		Company
1	$\bigcirc$	WhatsApp Messenger	Facebook
2	f	Facebook	Facebook
3	$\sim$	Facebook Messenger	Facebook
4	Ø	Instagram	Facebook
5		Spotify	Spotify
6	Uber	Uber	Uber Technologies
7	Ν	Netflix	Netflix
8	y	Twitter	Twitter
9	o o o	Mi Telcel	America Movil
10	0	Microsoft Outlook	Microsoft

Apps are ranked by combined iPhone and Android phone average monthly active users (MAU) across 2018. Pre-installed apps (such as YouTube on Android phone and Safari on iPhone) are excluded.

Top Games of 2018: Mexico Combined iPhone and Android Phone Monthly Active Users





#### Mexico by Downloads

Top Apps of 2018: Mexico Combined iOS and Google Play Downloads Top Games of 2018: Mexico Combined iOS and Google Play Downloads

Rank App	Company	Rank App	Company	Rank	Company	Headquarters	Rank	Company	Headquarters
1 🔗 Facebook Messenger	Facebook	1 🔛 Helix Jump	Voodoo	1	Facebook	United States	1	Voodoo	France
2 WhatsApp Messenger	Facebook	2 Free Fire	SEA	2	Google	United States	2	Electronic Arts	United States
3 Facebook	Facebook	3 Subway Surfers	Kiloo	3	Microsoft	United States	3	Outfit7	Cyprus
4 O Instagram	Facebook	4 Pou	Zakeh	4	ByteDance	China	P <sup>4</sup> F	Vivendi	France
5 Spotify	Spotify	5 Plants vs. Zombies	Electronic Arts	5	Cheetah Mobile	China	5	TabTale	Israel
6 Snapchat	Snap	6 🌠 Candy Crush Saga	Activision Blizzard	6	Baidu	China	6	Doodle Mobile	China
7 J Tik Tok	ByteDance	7 Rise Up	Serkan Ozyilmaz	7	Snap	United States	7	Activision Blizzard	United States
8 Netflix	Netflix	8 Sniper 3D Assassin	TFG Co	8	Uber Technologies	United States	8	Ubisoft	France
9 Uber Uber	Uber Technologies	9 🔀 Clash Royale	Supercell	9	America Movil	Mexico	9	TFG Co	Brazil
10 O YouTube Music	Google	10 🌏 slither.io	Lowtech Studios	10	Spotify	Sweden	10	Playgendary	Germany

Top Companies of 2018: Mexico Combined iOS and Google Play Apps Downloads Top Companies of 2018: Mexico Combined iOS and Google Play Games Downloads



#### Mexico by Consumer Spend

Top Apps of 2018: Mexico Combined iOS and Google Play Consumer Spend Top Games of 2018: Mexico Combined iOS and Google Play Consumer Spend

Rank	Арр	Company	Rank A	<b>bb</b>	Company
1	Netflix	Netflix	1	Clash Royale	Supercell
2	YouTube	Google	2	Free Fire	SEA
3	Tinder	InterActiveCorp (IAC)	3 🍑	Candy Crush Saga	Activision Blizzard
4 He G	HBO GO	Time Warner	4 💽	Pokémon GO	Niantic
5	Spotify	Spotify	5	Clash of Clans	Supercell
6	Sing! by Smule	Smule	6 800 N	Candy Crush Soda Saga	Activision Blizzard
7 F0	FOX Latin America	21st Century Fox	7	Marvel Contest of Champions	Netmarble
8	<b>N</b> LinkedIn	Microsoft	8	Fortnite	Epic Games
9	YouTube Music	Google	9 RABLEX	ROBLOX	Roblox
10	Grindr	Kunlun	10	Toon Blast	Peak Games

Top Companies of 2018: Mexico Combined iOS and Google Play Apps Consumer Spend Top Companies of 2018: Mexico Combined iOS and Google Play Games Consumer Spend

Rank	Company	Headquarters	Rank	Company	Headquarters
1	Netflix	United States	1	Supercell	Finland
2	Google	United States	2	Activision Blizzard	United States
3	InterActiveCorp (IAC)	United States	3	Electronic Arts	United States
4	Time Warner	United States		Netmarble	South Korea
5	Microsoft	United States	5	SEA	Singapore
6	Smule	United States	6	Playrix	Ireland
7	Spotify	Sweden	7	Niantic	United States
8	21st Century Fox	United States	8	Peak Games	Turkey
9	BPMobile	United States	9	IGG	China
10	Badoo	United Kingdom	10	Time Warner	United States



#### **Netherlands by Monthly Active Users**

Top Apps of 2018: Netherlands Combined iPhone and Android Phone Monthly Active Users

Rank	Арр		Company
1	$\bigcirc$	WhatsApp Messenger	Facebook
2	f	Facebook	Facebook
3		Facebook Messenger	Facebook
4	8	Spotify	Spotify
5	Ø	Instagram	Facebook
6		Buienradar	Bertelsmann
7		NU.nl	Sanoma
8	N	ING Bankieren	ING Group
9	2	Marktplaats	eBay
10	Rabobank	Rabo Bankieren	Rabobank

Apps are ranked by combined iPhone and Android phone average monthly active users (MAU) across 2018. Pre-installed apps (such as YouTube on Android phone and Safari on iPhone) are excluded.



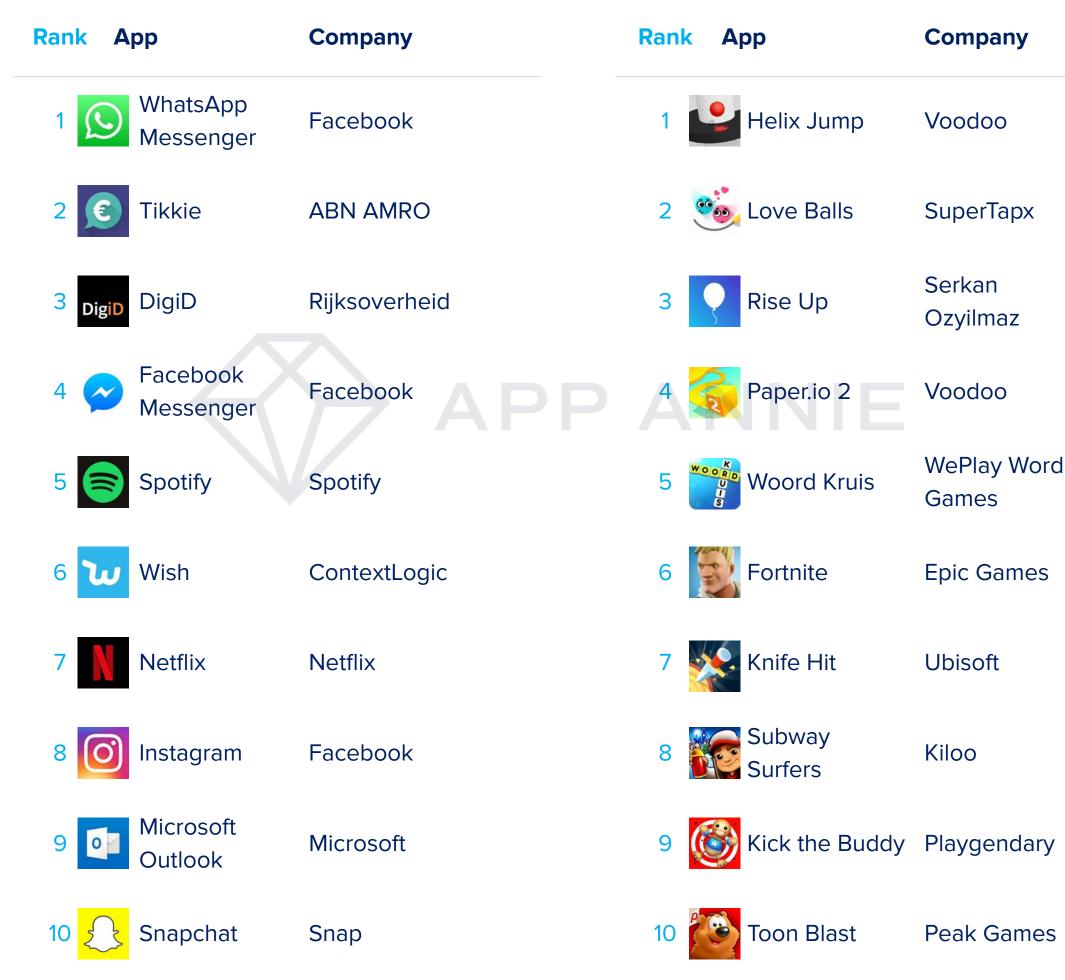
Top Games of 2018: Netherlands Combined iPhone and Android Phone Monthly Active Users





#### **Netherlands by Downloads**

Top Apps of 2018: Netherlands Combined iOS and Google Play Downloads Top Games of 2018: Netherlands Combined iOS and Google Play Downloads



Top Companies of 2018: Netherlands Combined iOS and Google Play Apps Downloads

Top Companies of 2018: Netherlands Combined iOS and Google Play Games Downloads

	Rank	Company	Headquarters	Rank	Company	Headquarters
	1	Google	United States	1	Voodoo	France
	2	Microsoft	United States	2	Ubisoft	France
	3	Facebook	United States	3	AppLovin	United States
	4	ABN AMRO	Netherlands		Playgendary	Germany
ord	5	Rijksoverheid	Netherlands	5	Electronic Arts	United States
S	6	Bertelsmann	Germany	6	TabTale	Israel
	7	Snap	United States	7	Miniclip	Switzerland
	8	Samsung Group	South Korea	8	Activision Blizzard	United States
ſУ	9	ContextLogic	United States	9	TFG Co	Brazil
es	10	Spotify	Sweden	10	Supercell	Finland



#### Netherlands by Consumer Spend

Top Apps of 2018: Netherlands Combined iOS and Google Play Consumer Spend Top Games of 2018: Netherlands Combined iOS and Google Play Consumer Spend

Rank	Арр	Company	Rank	Арр	Company
1	Tinder	InterActiveCorp (IAC)	1	Candy Crush Saga	Activision Blizzard
2	Netflix	Netflix	2	Pokémon GO	Niantic
3	Google Drive	Google	3	Gardenscapes - New Acres	Playrix
4	n LinkedIn	Microsoft	4	Clash Royale	Supercell
5	Badoo	Badoo	5	Candy Crush Soda Saga	Activision Blizzard
6	happn	Happn	6	Lords Mobile	IGG
7	Headspace	Headspace	7	Clash of Clans	Supercell
8	Spotify	Spotify	8	Dragon Ball Z Dokkan Battle	BANDAI NAMCO
9	Dropbox	Dropbox	9	Y Hay Day	Supercell
10 rt	KK RTL XL	Bertelsmann	10	Guns of Glory	FunPlus

Top Companies of 2018: Netherlands Combined iOS and Google Play Apps Consumer Spend Top Companies of 2018: Netherlands Combined iOS and Google Play Games Consumer Spend

Rank	Company	Headquarters	Rank	Company	Headquarters
1	InterActiveCorp (IAC)	United States	1	Activision Blizzard	United States
2	Netflix	United States	2	Supercell	Finland
3	Microsoft	United States	3	Playrix	Ireland
4	Google	United States	<b>AP<sup>4</sup>F</b>	Niantic	United States
5	Badoo	United Kingdom	5	IGG	China
6	Happn	France	6	FunPlus	China
7	Bertelsmann	Germany	7	Giant Network	China
8	Headspace	United Kingdom	8	BANDAI NAMCO	Japan
9	Spotify	Sweden	9	Electronic Arts	United States
10	Dropbox	United States	10	Aristocrat	Australia



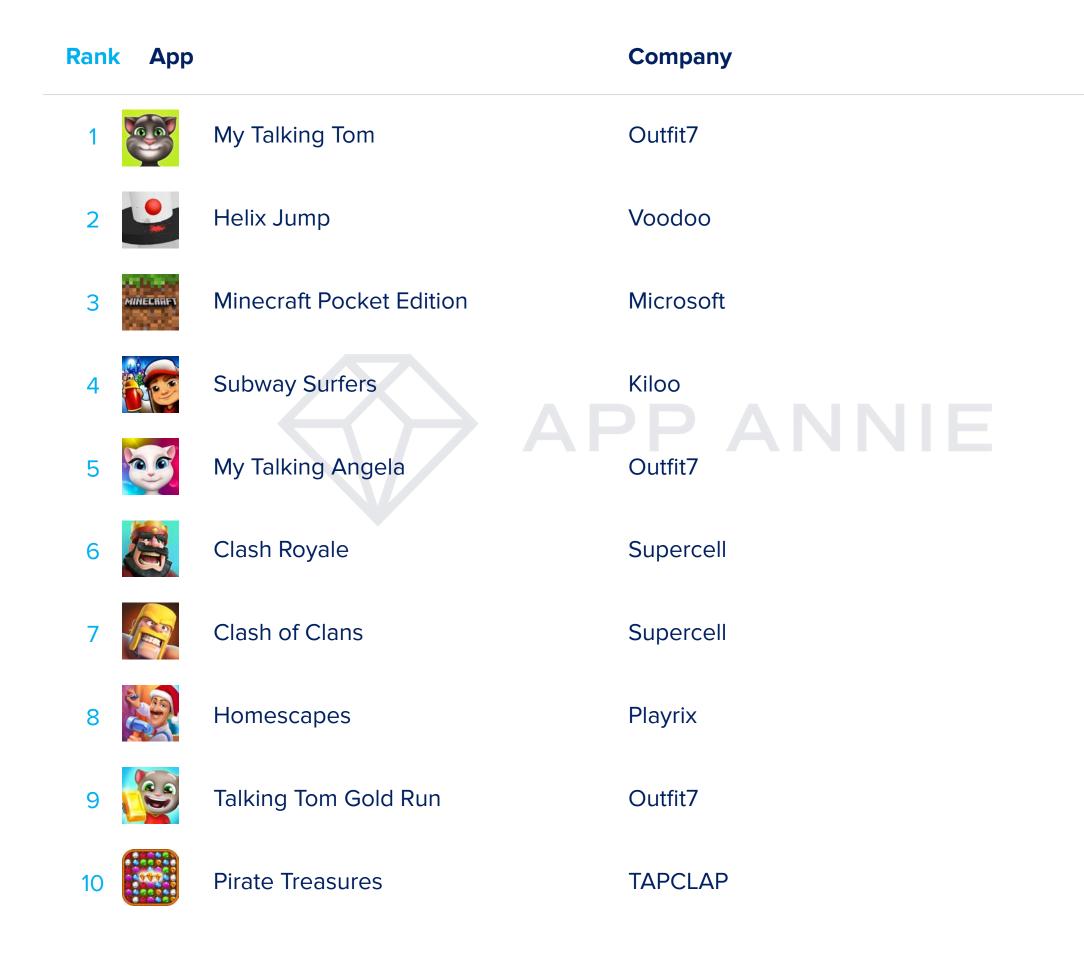
#### **Russia by Monthly Active Users**

Top Apps of 2018: Russia Combined iPhone and Android Phone Monthly Active Users



Apps are ranked by combined iPhone and Android phone average monthly active users (MAU) across 2018. Pre-installed apps (such as YouTube on Android phone and Safari on iPhone) are excluded.

Top Games of 2018: Russia Combined iPhone and Android Phone Monthly Active Users





#### Russia by Downloads

Top Apps of 2018: Russia Combined iOS and Google Play Downloads Top Games of 2018: Russia Combined iOS and Google Play Downloads

Rank App	Company	Rank App	Company	Rank	Company	Headquarters	Rank	Company	Headquarters
1 WhatsApp Messenger	Facebook	1 Pelix Jump	Voodoo	1	Yandex	Russia	1	Voodoo	France
2 <b>V</b> K	Mail.Ru Group	2 Knife Hit	Ubisoft	2	Mail.Ru Group	Russia	2	Ubisoft	France
3 🍯 Sberbank Online	e Sberbank of Russia	3 Clever — Game with Prizes	Mail.Ru Group	3	Facebook	United States	3	Outfit7	Cyprus
4 O Instagram	Facebook PP	4 Subway Surfers	Kiloo	4	Google	United States	P <sup>4</sup> F	TabTale	Israel
5 Joom	Joom	5 줋 Paper.io 2	Voodoo	5	Sberbank of Russia	Russia	5	Electronic Arts	United States
6 🔇 Viber	Rakuten	6 Granny	DVIoper	6	Microsoft	United States	6	AppLovin	United States
7 Yandex.Browser	Yandex	7 Rise Up	Serkan Ozyilmaz	7	Joom	Russia	7	Vivendi	France
8 핟 Pandao	Mail.Ru Group	8 🥸 Love Balls	SuperTapx	8	Alibaba Group	China	8	Playgendary	Germany
9 J Tik Tok	ByteDance	9 PUBG MOBILE	Tencent	9	Rakuten	Japan	9	Cheetah Mobile	China
10 <b>A</b> Yandex Search	Yandex	10 Wy Talking Tom	Outfit7	10	ABISHKKING	Hong Kong	10	Miniclip	Switzerland

Top Companies of 2018: Russia Combined iOS and Google Play Apps Downloads Top Companies of 2018: Russia Combined iOS and Google Play Games Downloads



#### Russia by Consumer Spend

Top Apps of 2018: Russia Combined iOS and Google Play Consumer Spend Top Games of 2018: Russia Combined iOS and Google Play Consumer Spend

Rank App	Company	Rank	Арр	Company	Rank	Company	Headquarters	Rank	Company	Headquarters
1 VK VK	Mail.Ru Group	1	Vikings: War of Clans	Aristocrat	1	Mail.Ru Group	Russia	1	Playrix	Ireland
2 <b>B</b> BOOM: Music Player	UMA	2	Empires & Puzzles	Small Giant Games	2	LitRes	Russia	2	IGG	China
3 🔶 OK.RU	Mail.Ru Group	3	Gardenscapes - New Acres	Playrix	3	UMA	Russia	3	Aristocrat	Australia
4 💣 Yandex Music	Yandex APP	4	Lords Mobile	IGG	4	InterActiveCorp (IAC)	United States	D <sup>4</sup> F	Elex Technology	China
5 Read!	LitRes	5	Clash of Kings	Elex Technology	5	Yandex	Russia	5	FunPlus	China
6 Tinder	InterActiveCorp (IAC)	6	World of Tanks Blitz	Wargaming.n et	6	lvi.ru	Russia	6	Wargaming.net	Cyprus
7 ivi.ru	lvi.ru	7	Castle Clash	IGG	7	Badoo	United Kingdom	7	Supercell	Finland
8 <b>b</b> Badoo	Badoo	8	Homescapes	Playrix	8	Google	United States	8	Electronic Arts	United States
9 Listen!	LitRes	9	King of Avalon: Dragon Warfare	FunPlus	9	Mamba Dating	Russia	9	Mail.Ru Group	Russia
10 🎹 Mamba Dating	g Mamba Dating	10	War and Magic	EFUN	10	Smule	United States	10	Small Giant Games	Finland

Top Companies of 2018: Russia Combined iOS and Google Play Apps Consumer Spend Top Companies of 2018: Russia Combined iOS and Google Play Games Consumer Spend



#### **Singapore by Monthly Active Users**

Top Apps of 2018: Singapore Combined iPhone and Android Phone Monthly Active Users



Apps are ranked by combined iPhone and Android phone average monthly active users (MAU) across 2018. Pre-installed apps (such as YouTube on Android phone and Safari on iPhone) are excluded.

Top Games of 2018: Singapore Combined iPhone and Android Phone Monthly Active Users





#### Singapore by Downloads

Top Apps of 2018: Singapore Combined iOS and Google Play Downloads Top Games of 2018: Singapore Combined iOS and Google Play Downloads

Rank App	Company	Rank App	Company	Rank	Company	Headquarters	Rank	Company	Headquarters
1 WhatsApp Messenger	Facebook	1 PUBG MOBILE	Tencent	1	Google	United States	1	Voodoo	France
2 🔗 Facebook Messenger	Facebook	2 Helix Jump	Voodoo	2	Facebook	United States	2	Ubisoft	France
3 Food GrabFood	Grab	3 Mobile Legends: Bang bang	Moonton	3	Microsoft	United States	3	AppLovin	United States
4 Facebook	Facebook	4 Rules of Survival	NetEase	4	Alibaba Group	China		Playgendary	Germany
5 Grab Grab	Grab	5 Word Link	Worzzle	5	Grab	Singapore	5	Electronic Arts	United States
6 J Tik Tok	ByteDance	6 🥸 Love Balls	SuperTapx	6	DBS Bank	Singapore	6	Vivendi	France
7 ofo	ofo	7 Brawl Stars	Supercell	7	Tencent	China	7	NetEase	China
8 RoyLah DBS Paylah	DBS Bank	8 Toon Blast	Peak Games	8	SingTel	Singapore	8	Tencent	China
9 Lazada	Alibaba Group	9 Hole.io	Voodoo	9	ByteDance	China	9	Supercell	Finland
10 O Instagram	Facebook	10 Happy Glass	AppLovin	10	Baidu	China	10	Activision Blizzard	United States

Top Companies of 2018: Singapore Combined iOS and Google Play Apps Downloads Top Companies of 2018: Singapore Combined iOS and Google Play Games Downloads



### Singapore by Consumer Spend

Top Apps of 2018: Singapore Combined iOS and Google Play Consumer Spend Top Games of 2018: Singapore Combined iOS and Google Play Consumer Spend

Rank App	Company	Rank	Арр	Company	Rank	Company	Headquarters	Rank	Company	Headquarters
1 Netflix	Netflix	1	Mobile Legends: Bang bang	Moonton	1	Netflix	United States	1	Netmarble	South Korea
2 🕃 BIGO LIVE	BIGO	2	Slotomania Casino	Giant Network	2	InterActiveCorp (IAC)	United States	2	Giant Network	China
3 Tinder	InterActiveCorp (IAC)	3	Lords Mobile	IGG	3	BIGO	Singapore	3	EFUN	China
4 Sing! by Smul	e Smule	4	Pokémon GO	Niantic	4	Microsoft	United States	D <sup>4</sup> F	Moonton	China
5 Carousell	Carousell	5	Be The King	Chuang Cool	5	Paktor	Singapore	5	Supercell	Finland
6 > Viu	PCCW	6	MapleStory M	NEXON	6	Smule	United States	6	NEXON	Japan
7 Pour Life's Moments	Paktor	7	Summoners War	GAMEVIL	7	Carousell	Singapore	7	Activision Blizzard	United States
8 🍐 Google Drive	Google	8	Lineage 2 Revolution	Netmarble	8	Tencent	China	8	IGG	China
9 in LinkedIn	Microsoft	9	Dragon Nest	Tencent	9	Google	United States	9	GAMEVIL	South Korea
10 Coffee Meets Bagel CMB	Coffee Meets Bagel	10	Clash Royale	Supercell	10	PCCW	Hong Kong	10	Aristocrat	Australia

Top Companies of 2018: Singapore Combined iOS and Google Play Apps Consumer Spend Top Companies of 2018: Singapore Combined iOS and Google Play Games Consumer Spend



#### **South Korea by Monthly Active Users**

Top Apps of 2018: South Korea Combined iPhone and Android Phone Monthly Active Users



Apps are ranked by combined iPhone and Android phone average monthly active users (MAU) across 2018. Pre-installed apps (such as YouTube on Android phone and Safari on iPhone) are excluded.



Top Games of 2018: South Korea Combined iPhone and Android Phone Monthly Active Users





#### South Korea by Downloads

Top Apps of 2018: South Korea Combined iOS and Google Play Downloads Top Games of 2018: South Korea Combined iOS and Google Play Downloads



Top Companies of 2018: South Korea Combined iOS and Google Play Apps Downloads

Top Companies of 2018: South Korea Combined iOS and Google Play Games Downloads

	Rank	Company	Headquarters	Rank	Company	Headquarters
	1	NAVER	South Korea	1	Ubisoft	France
S	2	Kakao Corp	South Korea	2	Kakao Corp	South Korea
	3	SK Group	South Korea	3	Voodoo	France
	4	Google	United States	P <sup>4</sup> F	Netmarble	South Korea
	5	Samsung Group	South Korea	5	AppLovin	United States
C	6	Facebook	United States	6	BabyBus	China
	7	Lotte	South Korea	7	NEXON	Japan
	8	LG Corporation	South Korea	8	Bluehole	South Korea
	9	Nonghyup	South Korea	9	Playgendary	Germany
C	10	KT Corporation	South Korea	10	Pearl Abyss	South Korea



#### South Korea by Consumer Spend

Top Apps of 2018: South Korea Combined iOS and Google Play Consumer Spend Top Games of 2018: South Korea Combined iOS and Google Play Consumer Spend

Rank App	Company	Rank App	Company	Rank	Company	Headquarters	Rank	Company	Headquarters
1 KakaoTalk	Kakao Corp	1 Lineage M	NCSOFT	1	Kakao Corp	South Korea	1	NCSOFT	South Korea
2 🦵 KakaoPage	Kakao Corp	2 Black Desert	Pearl Abyss	2	NAVER	South Korea	2	Netmarble	South Korea
3 Netflix	Netflix	3 Lineage 2 Revolution	Netmarble	3	Google	United States	3	Pearl Abyss	South Korea
4 pooq	pooq APP	4 MU Awakening	Tencent	4	Netflix	United States		NEXON	Japan
5 👩 MelOn	Kakao Corp	5 Everybody's Marble	Netmarble	5	pooq	South Korea	5	Kakao Corp	South Korea
6 🚬 Azar	Hyperconnect	6 Seven Knights	Netmarble	6	Hyperconnect	South Korea	6	Webzen	South Korea
7 🕨 YouTube	Google	7 Ragnarok M : Eternal Love	GungHo Online Entertainment	7	Nextmatch	South Korea	7	GAMEVIL	South Korea
8 12:00 NoonDate	Mozzet	8 Rise of Dynasty: Three Kingdom	EFUN	8	Mozzet	South Korea	8	EFUN	China
9 🗙 Amanda	Nextmatch	9 Be The King	Chuang Cool	9	Frograms	South Korea	9	SundayToz	South Korea
10 🛅 Watcha Play	Frograms	10 Fate/Grand Orde	er Sony	10	Colondee :D	South Korea	10	GungHo Online Entertainment	Japan

Top Companies of 2018: South Korea Combined iOS and Google Play Apps Consumer Spend

Top Companies of 2018: South Korea Combined iOS and Google Play Games Consumer Spend



#### **Spain by Monthly Active Users**

Top Apps of 2018: Spain Combined iPhone and Android Phone Monthly Active Users



Apps are ranked by combined iPhone and Android phone average monthly active users (MAU) across 2018. Pre-installed apps (such as YouTube on Android phone and Safari on iPhone) are excluded.

Top Games of 2018: Spain Combined iPhone and Android Phone Monthly Active Users





### Spain by Downloads

Top Apps of 2018: Spain Combined iOS and Google Play Downloads

Top Games of 2018: Spain Combined iOS and Google Play Downloads



Top Companies of 2018: Spain Combined iOS and Google Play Apps Downloads Top Companies of 2018: Spain Combined iOS and Google Play Games Downloads

	Rank	Company	Headquarters	Rank	Company	Headquarters
	1	Google	United States	1	Voodoo	France
	2	Facebook	United States	2	Ubisoft	France
	3	Microsoft	United States	3	AppLovin	United States
	4	Amazon	United States	D <sup>4</sup> F	TabTale	Israel
	5	Schibsted	Norway	5	Electronic Arts	United States
d	6	ByteDance	China	6	Playgendary	Germany
	7	ContextLogic	United States	7	Miniclip	Switzerland
	8	ABISHKKING	Hong Kong	8	Activision Blizzard	United States
	9	Netflix	United States	9	Supercell	Finland
	10	Snap	United States	10	Vivendi	France



### Spain by Consumer Spend

Top Apps of 2018: Spain Combined iOS and Google Play Consumer Spend Top Games of 2018: Spain Combined iOS and Google Play Consumer Spend

Rank	Арр	Company	Rank	Арр	Company
1	Netflix	Netflix	1	Clash Royale	Supercell
2	Tinder	InterActiveCorp (IAC)	2	Candy Crush Saga	Activision Blizzard
з 🕻	Wallapop	Wallapop	3	Pokémon GO	Niantic
4	Google Drive	Google APP	4	Lords Mobile	IGG
5	LOVOO	The Meet Group	5	Clash of Clans	Supercell
6 <b>t</b>	Badoo	Badoo	6 👗	Dragon Ball Z Dokkan Battle	BANDAI NAMCO
7	Spotify	Spotify	7	Gardenscapes - New Acres	Playrix
8	<b>n</b> LinkedIn	Microsoft	8	Homescapes	Playrix
9	Dropbox	Dropbox	9	Candy Crush Soda Saga	Activision Blizzard
10	Sing! by Smule	Smule	10	Clash of Kings	Elex Technology

Top Companies of 2018: Spain Combined iOS and Google Play Apps Consumer Spend Top Companies of 2018: Spain Combined iOS and Google Play Games Consumer Spend

Rank	Company	Headquarters	Rank	Company	Headquarters
1	Netflix	United States	1	Activision Blizzard	United States
2	InterActiveCorp (IAC)	United States	2	Supercell	Finland
3	Google	United States	3	Playrix	Ireland
4	Wallapop	Spain			China
5	Microsoft	United States	5	BANDAI NAMCO	Japan
6	The Meet Group	United States	6	Electronic Arts	United States
7	Badoo	United Kingdom	7	Niantic	United States
8	Smule	United States	8	Netmarble	South Korea
9	Spotify	Sweden	9	FunPlus	China
10	Babbel	Germany	10	Peak Games	Turkey



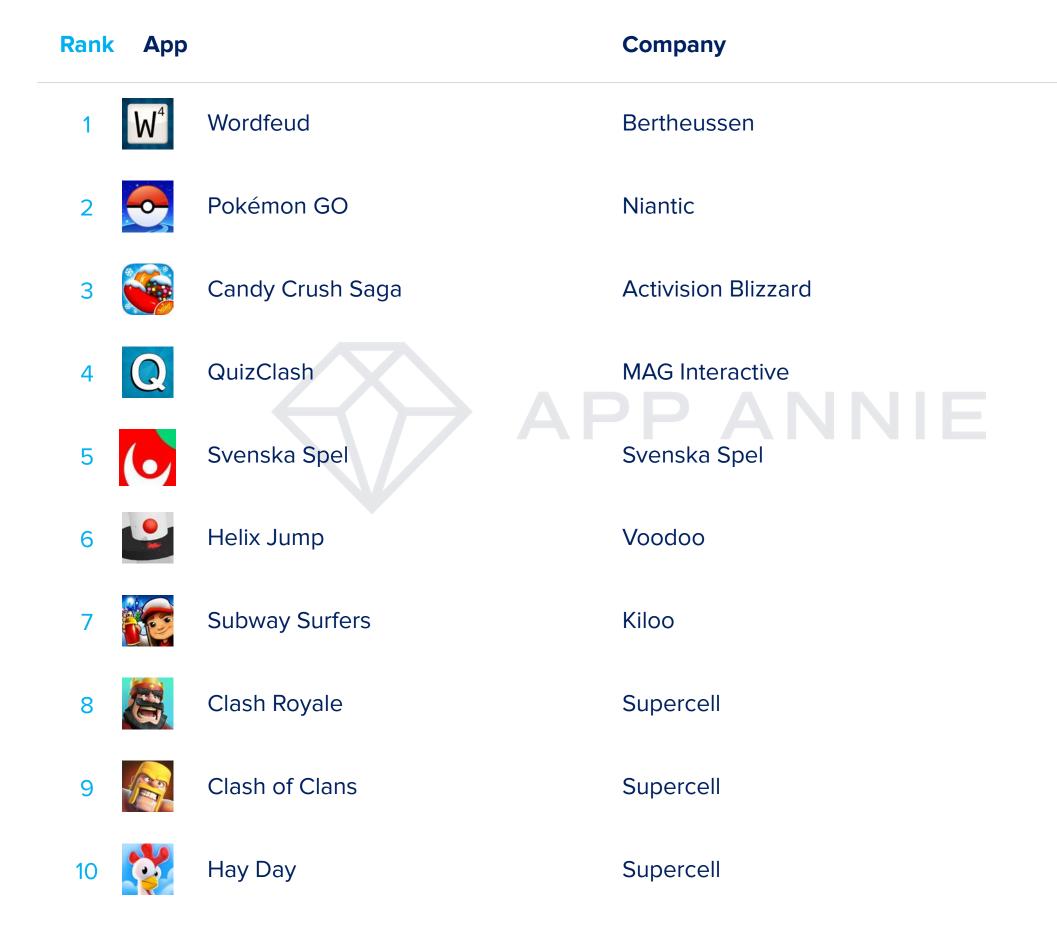
#### Sweden by Monthly Active Users

Top Apps of 2018: Sweden Combined iPhone and Android Phone Monthly Active Users

Rank	Арр		Company
1	0	Swish payments	Getswish
2		Facebook Messenger	Facebook
3	f	Facebook	Facebook
4		Spotify	Spotify
5	Ø	Instagram	Facebook
6	BankiD	BankID säkerhetsapp	Finansiell ID-Teknik
7	$\bigcirc$	WhatsApp Messenger	Facebook
8	£	Snapchat	Snap
9	N	Netflix	Netflix
10	Þ	Blocket	B locket

Apps are ranked by combined iPhone and Android phone average monthly active users (MAU) across 2018. Pre-installed apps (such as YouTube on Android phone and Safari on iPhone) are excluded.

Top Games of 2018: Sweden Combined iPhone and Android Phone Monthly Active Users





#### Sweden by Downloads

Top Apps of 2018: Sweden Combined iOS and Google Play Downloads Top Games of 2018: Sweden Combined iOS and Google Play Downloads

Rank App	Company	Rank App	Company	Rank	Company	Headquarters	Rank	Company	Headquarters
1 🔗 Facebook Messenger	Facebook	1 🔛 Helix Jump	Voodoo	1	Google	United States	1	Voodoo	France
2 O Swish payments	Getswish	2 🥸 Love Balls	SuperTapx	2	Facebook	United States	2	Ubisoft	France
3 BankID säkerhetsapp	Finansiell ID-Teknik	3 Rise Up	Serkan Ozyilmaz	3	Microsoft	United States	3	AppLovin	United States
4 O YouTube Music	Google APP	4 Tomb of the Mask	Playgendary	4	Sveriges Television	Sweden	<b>AP</b> <sup>4</sup>	Playgendary	Germany
5 Netflix	Netflix	5 Happy Glass	AppLovin	5	Snap	United States	5	TabTale	Israel
6 <u>S</u> Snapchat	Snap	6 See Ordet Kors	WePlay Word Games	6	Getswish	Sweden	6	Electronic Arts	United States
7 Spotify	Spotify	7 중 Paper.io 2	Voodoo	7	Finansiell ID-Teknik	Sweden	7	Miniclip	Switzerland
8 🤤 Bitmoji	Snap	8 Fortnite	Epic Games	8	Schibsted	Norway	8	Cheetah Mobile	China
9 HM H&M	H&M	9 Knife Hit	Ubisoft	9	InterActiveCorp (IAC)	United States	9	TFG Co	Brazil
10 OIIIII Instagram	Facebook	10 Kick the Buddy	y Playgendary	10	Swedbank	Sweden	10	Outfit7	Cyprus

Top Companies of 2018: Sweden Combined iOS and Google Play Apps Downloads Top Companies of 2018: Sweden Combined iOS and Google Play Games Downloads



#### Sweden by Consumer Spend

Top Apps of 2018: Sweden Combined iOS and Google Play Consumer Spend Top Games of 2018: Sweden Combined iOS and Google Play Consumer Spend

Rank App	Company	Rank App	Company	Rank	Company	Headquarters	Rank	Company	Headquarters
1 <b>Tinder</b>	InterActiveCorp (IAC)	1 Candy Crush Saga	Activision Blizzard	1	InterActiveCorp (IAC)	United States	1	Activision Blizzard	United States
2 Netflix	Netflix	2 Pokémon GO	Niantic	2	Netflix	United States	2	Playrix	Ireland
3 Spotify	Spotify	3 Candy Crush Soda Saga	Activision Blizzard	3	Spotify	Sweden	3	Supercell	Finland
4 <b>b</b> Badoo	Badoo APP	4 Coin Master	Moon Active	4	Badoo	United Kingdom		Niantic	United States
5 > Viaplay	Modern Times Group	5 Gardenscapes - New Acres	Playrix	5	Google	United States	5	FunPlus	China
6 Lifesum	Lifesum	6 Homescapes	Playrix	6	Microsoft	United States	6	Moon Active	Israel
7 🍐 Google Drive	Google	7 Ville Heroes	DH Games	7	Modern Times Group	Sweden	7	Netmarble	South Korea
8 Sing! by Smul	e Smule	8 Suns of Glory	FunPlus	8	Smule	United States	8	Peak Games	Turkey
9 SDropbox	Dropbox	9 Wing of Avalon: Dragon Warfare	FunPlus	9	Lifesum	Sweden	9	Electronic Arts	United States
10 in LinkedIn	Microsoft	10 🚺 Hay Day	Supercell	10	Dropbox	United States	10	IGG	China

Top Companies of 2018: Sweden Combined iOS and Google Play Apps Consumer Spend Top Companies of 2018: Sweden Combined iOS and Google Play Games Consumer Spend



#### **Switzerland by Monthly Active Users**

Top Apps of 2018: Switzerland Combined iPhone and Android Phone Monthly Active Users



Apps are ranked by combined iPhone and Android phone average monthly active users (MAU) across 2018. Pre-installed apps (such as YouTube on Android phone and Safari on iPhone) are excluded.



Top Games of 2018: Switzerland Combined iPhone and Android Phone Monthly Active Users





#### Switzerland by Downloads

Top Apps of 2018: Switzerland Combined iOS and Google Play Downloads Top Games of 2018: Switzerland Combined iOS and Google Play Downloads

Rank App	Company	Rank App	Company	Rank	Company	Headquarters	Rank	Company	Headquarters
1 S WhatsApp Messenger	Facebook	1 🔛 Helix Jump	Voodoo	1	Google	United States	1	Voodoo	France
2 🔗 Facebook Messenger	Facebook	2 🥸 Love Balls	SuperTapx	2	Facebook	United States	2	Ubisoft	France
3 Wish	ContextLogic	3 Rise Up	Serkan Ozyilmaz	3	Microsoft	United States	3	AppLovin	United States
4 O Instagram	Facebook	4 Happy Glass	AppLovin	4	Swisscom	Switzerland	<b>\P</b> <sup>4</sup> F	Playgendary	Germany
5 Spotify	Spotify	5 Fortnite	Epic Games	5	Snap	United States	5	Electronic Arts	United States
6 Netflix	Netflix	6 Knife Hit	Ubisoft	6	Swiss Post	Swiss Post	6	TabTale	Israel
7 \leftrightarrow SBB	SBB	7 Toon Blast	Peak Games	7	ContextLogic	United States	7	Vivendi	France
8 <u> </u> Snapchat	Snap	8 🦪 Paper.io 2	Voodoo	8	SBB	Switzerland	8	Miniclip	Switzerland
9 Facebook	Facebook	9 Subway Surfers	Kiloo	9	Samsung Group	South Korea	9	TFG Co	Brazil
10 ┝ Zalando	Zalando	10 Kick the Budd	y Playgendary	10	InterActiveCorp (IAC)	United States	10	Supercell	Finland

Top Companies of 2018: Switzerland Combined iOS and Google Play Apps Downloads Top Companies of 2018: Switzerland Combined iOS and Google Play Games Downloads



#### Switzerland by Consumer Spend

Top Apps of 2018: Switzerland Combined iOS and Google Play Consumer Spend Top Games of 2018: Switzerland Combined iOS and Google Play Consumer Spend

Rank	Арр	Company	Rank /	Арр	Company
1	Netflix	Netflix	1	Candy Crush Saga	Activision Blizzard
2	Tinder	InterActiveCorp (IAC)	2	Clash of Clans	Supercell
3	LOVOO	The Meet Group	3	Gardenscapes - New Acres	Playrix
4	Badoo	Badoo APP	4 🦉	Clash Royale	Supercell
5	ご Azar	Hyperconnect	5	Hay Day	Supercell
6 <b>÷</b>	B Babbel	Babbel	6	Fortnite	Epic Games
7	n LinkedIn	Microsoft	7	Homescapes	Playrix
8	Google Drive	Google	8 💽	Pokémon GO	Niantic
9	Zattoo Live TV	Zattoo	9	Candy Crush Soda Saga	Activision Blizzard
10	Dropbox	Dropbox	10	Guns of Glory	FunPlus

Top Companies of 2018: Switzerland Combined iOS and Google Play Apps Consumer Spend Top Companies of 2018: Switzerland Combined iOS and Google Play Games Consumer Spend

Rank	Company	Headquarters	Rank	Company	Headquarters
1	InterActiveCorp (IAC)	United States	1	Activision Blizzard	United States
2	Netflix	United States	2	Supercell	Finland
3	The Meet Group	United States	3	Playrix	Ireland
4	Babbel	Germany	P <sup>4</sup> F	Electronic Arts	United States
5	Microsoft	United States	5	Netmarble	South Korea
6	Badoo	United Kingdom	6	FunPlus	China
7	Hyperconnect	South Korea	7	BANDAI NAMCO	Japan
8	Swift Management	Switzerland	8	Zynga	United States
9	Tamedia	Switzerland	9	Peak Games	Turkey
10	Google	United States	10	Aristocrat	Australia



#### **Taiwan by Monthly Active Users**

Top Apps of 2018: Taiwan Combined iPhone and Android Phone Monthly Active Users

Rank	Арр		Company
1	LINE	LINE	LINE
2	f	Facebook	Facebook
3	$\sim$	Facebook Messenger	Facebook
4	0	Instagram	Facebook
5	whos call	whoscall	NAVER
6	S 12.12	Shopee	SEA
7	<b>F</b> @	WeChat	Tencent
8		Clean Master	Cheetah Mobile
9	m	McDonald's Daily	McDonald's
10		BusTracker Taipei	Verizon

Apps are ranked by combined iPhone and Android phone average monthly active users (MAU) across 2018. Pre-installed apps (such as YouTube on Android phone and Safari on iPhone) are excluded.

Top Games of 2018: Taiwan Combined iPhone and Android Phone Monthly Active Users





#### Taiwan by Downloads

Top Apps of 2018: Taiwan Combined iOS and Google Play Downloads Top Games of 2018: Taiwan Combined iOS and Google Play Downloads

Rank	Арр	Company	Rank	Арр	Company
1	Tik Tok	ByteDance	1	Travel Frog	Hit-Point
2		LINE	2	Knives Out	NetEase
3	Facebook Messenger	Facebook	3	Free Fire	SEA
4	Shopee	SEA APP	4	Identity V	NetEase
5 🗕	iQIYI	Baidu	5	Happy Glass	AppLovin
6	Facebook	Facebook	6	Arena of Valor	SEA
7	Instagram	Facebook	7	lelix Jump	Voodoo
8	WeChat	Tencent	8	Magic Piano Tiles 2018	Eyu
9 💕	MixerBox	MixerBox	9	攱 Love Balls	SuperTapx
10 🛓	🖞 WuTa Camera	Benqumark	10	Black Desert	Pearl Abyss

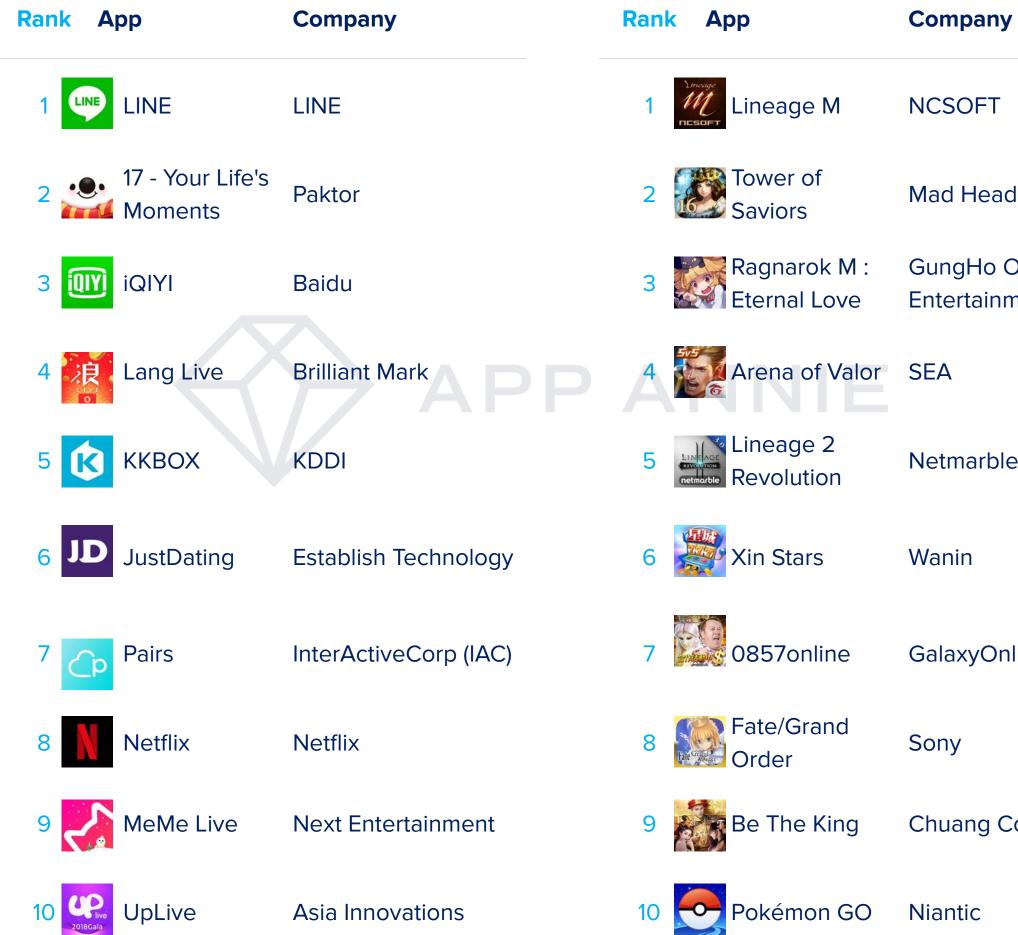
Top Companies of 2018: Taiwan Combined iOS and Google Play Apps Downloads Top Companies of 2018: Taiwan Combined iOS and Google Play Games Downloads

Rank	Company	Headquarters	Rank	Company	Headquarters
1	Google	United States	1	LongE	Taiwan
2	Facebook	United States	2	Voodoo	France
3	ByteDance	China	3	Hit-Point	Japan
4	NAVER	South Korea			Singapore
5	LINE	Japan	5	BabyBus	China
6	Microsoft	United States	6	AppLovin	United States
7	Baidu	China	7	LINE	Japan
8	Taiwan Mobile	Taiwan	8	Playgendary	Germany
9	Tencent	China	9	Ubisoft	France
10	Alibaba Group	China	10	Netmarble	South Korea



#### Taiwan by Consumer Spend

Top Apps of 2018: Taiwan Combined iOS and Google Play Consumer Spend Top Games of 2018: Taiwan Combined iOS and Google Play Consumer Spend



Top Companies of 2018: Taiwan Combined iOS and Google Play Apps Consumer Spend Top Companies of 2018: Taiwan Combined iOS and Google Play Games Consumer Spend

У	Rank	Company	Headquarters	Rank	Company	Headquarters
	1	LINE	Japan	1	GAMANIA	Taiwan
ıd	2	Paktor	Singapore	2	Netmarble	South Korea
Online ment	3	Baidu	China	3	SEA	Singapore
	4	KDDI	Japan	D <sup>4</sup> F	Mad Head	Hong Kong
le	5	Brilliant Mark	Taiwan	5	GungHo Online Entertainment	Japan
	6	InterActiveCorp (IAC)	United States	6	LINE	Japan
nline	7	Sunfun	Taiwan	7	IGS	Taiwan
	8	Establish Technology	Hong Kong	8	37games	China
Cool	9	Google	United States	9	GalaxyOnline	Taiwan
	10	Next Entertainment	Taiwan	10	Wanin	Taiwan



#### Thailand by Monthly Active Users

Top Apps of 2018: Thailand Combined iPhone and Android Phone Monthly Active Users

Rank	Арр		Company
1	LINE	LINE	LINE
2	f	Facebook	Facebook
3		Facebook Messenger	Facebook
4	Ø	Instagram	Facebook
5		Lazada	Alibaba Group
6	K+	K PLUS	KASIKORNBANK
7	0	JOOX Music	Tencent
8	CB₊	SCB EASY	Siam Commercial Bank
9	S 12.12	Shopee	SEA
10	y	Twitter	Twitter

Apps are ranked by combined iPhone and Android phone average monthly active users (MAU) across 2018. Pre-installed apps (such as YouTube on Android phone and Safari on iPhone) are excluded.

Top Games of 2018: Thailand Combined iPhone and Android Phone Monthly Active Users





#### Thailand by Downloads

Top Apps of 2018: Thailand Combined iOS and Google Play Downloads Top Games of 2018: Thailand Combined iOS and Google Play Downloads

Rank App	Company	Rank App	Company	Rank	Company	Headquarters	Rank	Company	Headquarters
1 🔗 Facebook Messenger	Facebook	1 Free Fire	SEA	1	Facebook	United States	1	SEA	Singapore
2 <b>J</b> Tik Tok	ByteDance	2 Arena of Valor	SEA	2	Google	United States	2	BabyBus	China
3 Facebook	Facebook	3 PUBG MOBILE	Tencent	3	ByteDance	China	3	Voodoo	France
4 LINE		4 Helix Jump	Voodoo	4	LINE	Japan AF	D <sup>4</sup> F	Vivendi	France
5 Lazada	Alibaba Group	5 Subway Surfers	Kiloo	5	SEA	Singapore	5	Electronic Arts	United States
6 Shopee	SEA	6 Mobile Legends: Bang bang	Moonton	6	True Corporation	Thailand	6	Outfit7	Cyprus
7 JOOX Music	Tencent	7 Rules of Survival	NetEase	7	Alibaba Group	China	7	NetEase	China
8 O Instagram	Facebook	8 Granny	DVloper	8	Tencent	China	8	AppLovin	United States
9 4shared	New IT Solutions	9 Candy Crush Saga	Activision Blizzard	9	NAVER	South Korea	9	Activision Blizzard	United States
10 Wallet by Truemoney	True Corporation	10 Identity V	NetEase	10	Cheetah Mobile	China	10	Ubisoft	France

Top Companies of 2018: Thailand Combined iOS and Google Play Apps Downloads Top Companies of 2018: Thailand Combined iOS and Google Play Games Downloads



### Thailand by Consumer Spend

Top Apps of 2018: Thailand Combined iOS and Google Play Consumer Spend Top Games of 2018: Thailand Combined iOS and Google Play Consumer Spend

Rank App	Company	Rank App	Company	Rank	Company	Headquarters	Rank	Company	Headquarters
1 LINE	LINE	1 Arena of Valor	SEA	1	LINE	Japan	1	SEA	Singapore
2 Netflix	Netflix	2 Yulgang Mobile	e Longtu Game	2	Netflix	United States	2	Netmarble	South Korea
3 🕃 BIGO LIVE	BIGO	3 PUBG MOBILE	Tencent	3	BIGO	Singapore	3	LINE	Japan
4 Meb: Mobile E-Books	MEB Corporation	4 Free Fire	SEA	4	MEB Corporation	Thailand	D <sup>4</sup> F	Longtu Game	China
5 Tinder	InterActiveCorp (IAC)	5 Lords Mobile	IGG	5	InterActiveCorp (IAC)	United States	5	IGG	China
6 📥 Google Drive	Google	6 Fragnarok M : Eternal Love	GungHo Online Entertainment	6	OOKBEE	Thailand	6	Tencent	China
7 Sing! by Smul	e Smule	7 Lineage 2 Revolution	Netmarble	7	Google	United States	7	NetEase	China
8 Tunwalai	OOKBEE	8 Rules of Survival	NetEase	8	Tencent	China	8	GungHo Online Entertainment	Japan
9 > Viu	PCCW	9 Everybody's Marble	Netmarble	9	Smule	United States	9	Kunlun	China
10 JOOX Music	Tencent	10 🞉 Dragon Nest	Tencent	10	NHN Entertainment	South Korea	10	Activision Blizzard	United States

Top Companies of 2018: Thailand Combined iOS and Google Play Apps Consumer Spend Top Companies of 2018: Thailand Combined iOS and Google Play Games Consumer Spend



#### **Turkey by Monthly Active Users**

Top Apps of 2018: Turkey Combined iPhone and Android Phone Monthly Active Users

Rank	Арр		Company
1	$\bigcirc$	WhatsApp Messenger	Facebook
2	Ø	Instagram	Facebook
3	f	Facebook	Facebook
4		Facebook Messenger	Facebook
5	Y	Twitter	Twitter
6	Türk Telekom	Türk Telekom Online Transactions	Turk Telekom
7	S	sahibinden.com	sahibinden
8	Ø	e-Devlet	Ministry of Transport, Maritime and Communication
9	letgo	letgo	letgo
10	0	My Vodafone TU	Vodafone

Apps are ranked by combined iPhone and Android phone average monthly active users (MAU) across 2018. Pre-installed apps (such as YouTube on Android phone and Safari on iPhone) are excluded.

Top Games of 2018: Turkey Combined iPhone and Android Phone Monthly Active Users





#### Turkey by Downloads

Top Apps of 2018: Turkey Combined iOS and Google Play Downloads Top Games of 2018: Turkey Combined iOS and Google Play Downloads

Rank	Арр	Company	Rank	Арр	Company
1	WhatsApp Messenger	Facebook	1	🚽 Helix Jump	Voodoo
2	Instagram	Facebook	2 🥊	PUBG MOBILE	Tencent
3	Facebook Messenger	Facebook	3	Subway Surfers	Kiloo
4	Facebook	Facebook	4	Head Ball 2	Masomo
5	Tik Tok	ByteDance	5	Candy Crush Saga	Activision Blizzard
6 let	<i>go</i> letgo	letgo	6	Sniper 3D Assassin	TFG Co
7 6	BiP	Turkcell	7	🧓 Love Balls	SuperTapx
8	Turkcell My Account(Turkc ell Hesabım)	Turkcell	8	My Talking Tom	Outfit7
9	e-Devlet	Ministry of Transport, Maritime and Communication	9 搔	101 Okey by Peak Games	Zynga
10 <b>1</b> Türk Te	Türk Telekom Online Transactions	Turk Telekom	10	slither.io	Lowtech Studios

Top Companies of 2018: Turkey Combined iOS and Google Play Apps Downloads Top Companies of 2018: Turkey Combined iOS and Google Play Games Downloads

Rank	Company	Headquarte rs	Rank	Company	Headquarters
1	Facebook	United States	1	Voodoo	France
2	Turkcell	Turkey	2	Outfit7	Cyprus
3	Google	United States	3	TabTale	Israel
4	Microsoft	United States	D <sup>4</sup> F	Ubisoft	France
5	ByteDance	China	5	Zynga	United States
6	Turk Telekom	Turkey	6	Vivendi	France
7	ABISHKKING	Hong Kong	7	Miniclip	Switzerland
8	letgo	United States	8	Activision Blizzard	United States
9	Vodafone	United Kingdom	9	Doodle Mobile	China
10	Ministry of Transport, Maritime and Communication	Turkey	10	TFG Co	Brazil



#### **Turkey by Consumer Spend**

Top Apps of 2018: Turkey Combined iOS and Google Play Consumer Spend Top Games of 2018: Turkey Combined iOS and Google Play Consumer Spend

Rank App	Company	Rank App	Company	Rank	Company	Headquarters	Rank	Company	Headquarters
1 🚬 Azar	Hyperconnect	1 101 Okey by Peak Games	Zynga	1	Hyperconnect	South Korea	1	Zynga	United States
2 Tinder	InterActiveCorp (IAC)	2 Clash of Kings	Elex Technology	2	InterActiveCorp (IAC)	United States	2	IGG	China
3 Netflix	Netflix	3 Lords Mobile	IGG	3	Netflix	United States	3	Supercell	Finland
4 Connected2.me	C2M APP	4 Zynga Poker	Zynga	4	C2M	Turkey	P <sup>4</sup> F	Elex Technology	China
5 💮 BIGO LIVE	BIGO	5 Last Empire-War Z	Long Tech Network	5	BIGO	Singapore	5	Activision Blizzard	United States
6 Analytics for Instagram	MobileX	6 Clash of Clans	Supercell	6	Riley Cillian	Hong Kong	6	Long Tech Network	China
7 P Bermuda	Bermuda Inc.	7 Mobile Legends: Bang bang	Moonton	7	MobileX	Turkey	7	FunPlus	China
8 blutv BluTV	Dogan Holding	8 Okey by Peak Games	Zynga	8	Dogan Holding	Turkey	8	Netmarble	South Korea
9 🔶 happn	Happn	9 Game of Sultans	Mechanist	9	Bermuda Inc.	South Korea	9	Onemt	China
10 Haahi	Fission Technology	10 🥁 Candy Crush Saga	Activision Blizzard	10	Happn	France	10	Moonton	China

Top Companies of 2018: Turkey Combined iOS and Google Play Apps Consumer Spend Top Companies of 2018: Turkey Combined iOS and Google Play Games Consumer Spend



#### **United Kingdom by Monthly Active Users**

Top Apps of 2018: United Kingdom Combined iPhone and Android Phone Monthly Active Users



Apps are ranked by combined iPhone and Android phone average monthly active users (MAU) across 2018. Pre-installed apps (such as YouTube on Android phone and Safari on iPhone) are excluded.

Top Games of 2018: United Kingdom Combined iPhone and Android Phone Monthly Active Users





#### **United Kingdom by Downloads**

Top Apps of 2018: United Kingdom Combined iOS and Google Play Downloads Top Games of 2018: United Kingdom Combined iOS and Google Play Downloads

Rank	Арр	Company	Rank	Арр	Company
1	WhatsApp Messenger	Facebook	1	Helix Jump	Voodoo
2	Facebook Messenger	Facebook	2	Happy Glass	AppLovin
3	Instagram	Facebook	3	Hole.io	Voodoo
4	Netflix	Netflix APP	4	د Love Balls	SuperTapx
5 <mark>{</mark>	Snapchat	Snap	5	Fortnite	Epic Games
6	Spotify	Spotify	6	Rise Up	Serkan Ozyilmaz
7	Facebook	Facebook	7	word Link	Worzzle
8 7	<b>v</b> Wish	ContextLogic	8	PUBG MOBILE	Tencent
9 ama	Amazon	Amazon	9	Granny	DVIoper
10	YouTube Music	Google	10	Baseball Boy	Voodoo

Top Companies of 2018: United Kingdom Combined iOS and Google Play Apps Downloads Top Companies of 2018: United Kingdom Combined iOS and Google Play Games Downloads

Rank	Company	Headquarters	Rank	Company	Headquarters
1	Google	United States	1	Voodoo	France
2	Facebook	United States	2	Ubisoft	France
3	Microsoft	United States	3	AppLovin	United States
4	Amazon	United States		Playgendary	Germany
5	BBC	United Kingdom	5	TabTale	Israel
6	Snap	United States	6	Electronic Arts	United States
7	Sky	United Kingdom	7	Miniclip	Switzerland
8	InterActiveCorp (IAC)	United States	8	Cheetah Mobile	China
9	ByteDance	China	9	TFG Co	Brazil
10	ITV	United Kingdom	10	Activision Blizzard	United States



#### **United Kingdom by Consumer Spend**

Top Apps of 2018: United Kingdom Combined iOS and Google Play Consumer Spend

Top Games of 2018: United Kingdom Combined iOS and Google Play Consumer Spend

Rank	Арр	Company	Rank	Арр	Company
1	Tinder	InterActiveCorp (IAC)	1 🎽	Saga	Activision Blizzard
2	Netflix	Netflix	2	Pokémon GO	Niantic
3	Bumble App	Badoo	3 R4B	ROBLOX	Roblox
4	Google Drive	Google APP	4	Gardenscapes - New Acres	Playrix
5	Headspace	Headspace	5	Clash of Clans	Supercell
6 🗗	YouTube	Google	6	Candy Crush Soda Saga	Activision Blizzard
7	Spotify	Spotify	7	Homescapes	Playrix
8	Deezer	Deezer	8	Fortnite	Epic Games
9	Sing! by Smule	Smule	9	Toon Blast	Peak Games
10	Calm	Calm	10	Lords Mobile	IGG

Top Companies of 2018: United Kingdom Combined iOS and Google Play Apps Consumer Spend

Top Companies of 2018: United Kingdom Combined iOS and Google Play Games Consumer Spend

Rank	Company	Headquarters	Rank	Company	Headquarters
1	InterActiveCorp (IAC)	United States	1	Activision Blizzard	United States
2	Netflix	United States	2	Playrix	Ireland
3	Google	United States	3	Supercell	Finland
4	Badoo	United Kingdom		Netmarble	South Korea
5	Microsoft	United States	5	Zynga	United States
6	Smule	United States	6	Electronic Arts	United States
7	Headspace	United Kingdom	7	Niantic	United States
8	Spotify	Sweden	8	Roblox	United States
9	Under Armour	United States	9	FunPlus	China
10	Amazon	United States	10	Time Warner	United States



#### **United States by Monthly Active Users**

Top Apps of 2018: United States Combined iPhone and Android Phone Monthly Active Users

Rank	Арр		Company
1	f	Facebook	Facebook
2		Facebook Messenger	Facebook
3	amazon	Amazon	Amazon
4	0	Instagram	Facebook
5	£	Snapchat	Snap
6	N	Netflix	Netflix
7	P	Pinterest	Pinterest
8	P	Pandora Music	Pandora
9	Y	Twitter	Twitter
10		Spotify	Spotify

Apps are ranked by combined iPhone and Android phone average monthly active users (MAU) across 2018. Pre-installed apps (such as YouTube on Android phone and Safari on iPhone) are excluded.



Top Games of 2018: United States Combined iPhone and Android Phone Monthly Active Users





#### **United States by Downloads**

Top Apps of 2018: United States Combined iOS and Google Play Downloads Top Games of 2018: United States Combined iOS and Google Play Downloads

Rank	Арр	Company	Rank	Арр	Company
1	Facebook Messenger	Facebook	1	Helix Jump	Voodoo
2	Instagram	Facebook	2	PUBG MOBILE	Tencent
3 {	Snapchat	Snap	3	Fortnite	Epic Games
4	Facebook	Facebook	4	Happy Glass	AppLovin
5	Netflix	Netflix	5	Rise Up	Serkan Ozyilmaz
6	Tik Tok	ByteDance	6	ove Balls	SuperTapx
7	Bitmoji	Snap	7		Roblox
8	Spotify	Spotify	8	Hole.io	Voodoo
9	YouTube	Google	9	Hello Stars	Fastone
10 <b>ama</b>	Amazon	Amazon	10	Kick the Buddy	Playgendary

Top Companies of 2018: United States Combined iOS and Google Play Apps Downloads Top Companies of 2018: United States Combined iOS and Google Play Games Downloads

Rank	Company	Headquarters	Rank	Company	Headquarters
1	Google	United States	1	Voodoo	France
2	Facebook	United States	2	Ubisoft	France
3	Amazon	United States	3	TabTale	Israel
4	Microsoft	United States	P <sup>4</sup> F	AppLovin	United States
5	Snap	United States	5	Playgendary	Germany
6	ByteDance	China	6	Electronic Arts	United States
7	InterActiveCorp (IAC)	United States	7	Miniclip	Switzerland
8	Verizon	United States	8	Cheetah Mobile	China
9	Uber Technologies	United States	9	Zynga	United States
10	Comcast	United States	10	TFG Co	Brazil



#### **United States by Consumer Spend**

Top Apps of 2018: United States Combined iOS and Google Play Consumer Spend Top Games of 2018: United States Combined iOS and Google Play Consumer Spend

Rank App	Company	Rank	Арр	Company	Rank	Company	Headquarters	Rank	Company	Headquarters
1 🦻 Pandora Music	e Pandora	1	Candy Crush Saga	Activision Blizzard	1	InterActiveCorp (IAC)	United States	1	Activision Blizzard	United States
2 Netflix	Netflix	2	Fortnite	Epic Games	2	Google	United States	2	Giant Network	China
3 Tinder	InterActiveCorp (IAC)	3	Pokémon GO	Niantic	3	Pandora	United States	3	Supercell	Finland
4 🕟 YouTube	Google APP	4	Clash of Clans	Supercell	4	Netflix	United States	D <sup>4</sup> F	Playrix	Ireland
5 HBO NOW	Time Warner	5	Slotomania	Giant Network	5	Time Warner	United States	5	Aristocrat	Australia
6 hulu Hulu	Hulu	6	Candy Crush Soda Saga	Activision Blizzard	6	Hulu	United States	6	Netmarble	South Korea
7 😑 Bumble App	Badoo	7	Toon Blast	Peak Games	7	Badoo	United Kingdom	7	Zynga	United States
8 💽 YouTube TV	Google	8		Roblox	8	Microsoft	United States	8	Peak Games	Turkey
9 PouTube Music	Google	9	Final Fantasy XV: A New Empire	MZ	9	Smule	United States	9	Epic Games	United States
10 starz STARZ	Starz Entertainment	10	Clash Royale	Supercell	10	Starz Entertainment	United States	10	Electronic Arts	United States

Top Companies of 2018: United States Combined iOS and Google Play Apps Consumer Spend Top Companies of 2018: United States Combined iOS and Google Play Games Consumer Spend



#### Vietnam by Monthly Active Users

Top Apps of 2018: Vietnam Combined iPhone and Android Phone Monthly Active Users

Rank	Арр		Company
1	f	Facebook	Facebook
2	$\sim$	Facebook Messenger	Facebook
3	Zalo	Zalo	VNG
4	<b></b>	Zing Mp3	VNG
5		Viber	Rakuten
6	Grab	Grab	Grab
7	Ø	Instagram	Facebook
8		NhacCuaTui	NCT
9		abPhoto	Acer
10	8	Skype	Microsoft

Apps are ranked by combined iPhone and Android phone average monthly active users (MAU) across 2018. Pre-installed apps (such as YouTube on Android phone and Safari on iPhone) are excluded.

Top Games of 2018: Vietnam Combined iPhone and Android Phone Monthly Active Users





#### Vietnam by Downloads

Top Apps of 2018: Vietnam Combined iOS and Google Play Downloads Top Games of 2018: Vietnam Combined iOS and Google Play Downloads

Rank	Арр	Company	Rank	Α	pp	Company
1 🧲	Facebook Messenger	Facebook	1	6	Arena of Valor	SEA
2	Facebook	Facebook	2	6	Free Fire	SEA
3	Tik Tok	ByteDance	3		Helix Jump	Voodoo
4 Z	Zalo	VNG APP	4		My Talking Tom	Outfit7
5	Zing Mp3	VNG	5		PUBG MOBILE	Tencent
6	Shopee	SEA	6		Subway Surfers	Kiloo
7 86	12 B612	NAVER	7		Rules of Survival	NetEase
8	Lazada	Alibaba Group	8		Zombie Tsunami	MobiGame
9 <mark>((</mark>	WiFi Master Key	LINKSURE	9		Temple Run 2	Imangi
10	子 Kwai(快手)	OneSmile	10	9	Talking Tom Gold Run	Outfit7

Top Companies of 2018: Vietnam Combined iOS and Google Play Apps Downloads Top Companies of 2018: Vietnam Combined iOS and Google Play Games Downloads

Rank	Company	Headquarters	Rank	Company	Headquarters
1	Facebook	United States	1	VNG	Vietnam
2	VNG	Vietnam	2	BabyBus	China
3	Google	United States	3	SEA	Singapore
4	ByteDance	China	P <sup>4</sup> F	Outfit7	Cyprus
5	NAVER	South Korea	5	Voodoo	France
6	Alibaba Group	China	6	Ubisoft	France
7	VIETTEL	Vietnam	7	Electronic Arts	United States
8	SEA	Singapore	8	Vivendi	France
9	Microsoft	United States	9	TabTale	Israel
10	FPT Corporation	Vietnam	10	Mobirix	South Korea



### Vietnam by Consumer Spend

Top Apps of 2018: Vietnam Combined iOS and Google Play Consumer Spend Top Games of 2018: Vietnam Combined iOS and Google Play Consumer Spend

Rank A	λрр	Company	Rank	Арр	Company
1	BIGO LIVE	BIGO	1	Lords Mobile	IGG
2 人	Google Drive	Google	2	Arena of Valor	SEA
3	Tinder	InterActiveCorp (IAC)	3	The Epoch of Eternity	37games
4	Zing Mp3	VNG APP	4	Rise of the Kings	Onemt
5 😥	VivaVideo	QuVideo	5 Jungs	iCá - Ban Ca Online	VNG
6	Karaoke Now	XaFun	6	My Country	Jedi Games
7 Bright LEARN FAST	Bright - English for beginners	Language Apps	7	Idle Heroes	DH Games
8	Netflix	Netflix	8	Castle Clash	IGG
9	VSCO	Visual Supply	9 🎊	Onmyoji	NetEase
10 📀	FindNow	Ratech	10	Free Fire	SEA

Top Companies of 2018: Vietnam Combined iOS and Google Play Apps Consumer Spend Top Companies of 2018: Vietnam Combined iOS and Google Play Games Consumer Spend

Rank	Company	Headquarters	Rank	Company	Headquarters
1	BIGO	Singapore	1	VNG	Vietnam
2	InterActiveCorp (IAC)	United States	2	SEA	Singapore
3	Google	United States	3	IGG	China
4	VNG	Vietnam		Supercell	Finland
5	XaFun	0	5	37games	China
6	QuVideo	China	6	Onemt	China
7	Language Apps	Hong Kong	7	Jedi Games	China
8	Microsoft	United States	8	Aseu game	China
9	Ratech	Turkey	9	Lilith	China
10	Netflix	United States	10	DH Games	China



# **TOP COUNTRIES** & CATEGORIES

#### **Top Country Rankings**

2018 Worldwide Top Markets by iOS Downloads

2018 Worldwide Top Markets by iOS Consumer Spend

Rank	Country	Rank Change vs. 2017	Rank	Country	Rank Change vs. 2017
1	China	-	1	China	-
2	United States	-	2	United States	-
3	Japan	-	3	Japan	-
4	United Kingdom	-	4	United Kingdom	-
5	Russia		<b>P</b> <sub>5</sub>	Taiwan	1
6	France	-	6	South Korea	<b>V</b> -1
7	Germany	-	7	Australia	-
8	Brazil	<b>1</b>	8	Canada	-
9	Canada	<b>▼</b> -1	9	Germany	-
10	Vietnam	<b>1</b>	10	France	-

2018 Worldwide Top Markets by Google Play Downloads 2018 Worldwide Top Markets by Google Play Consumer Spend

Ran	k Country	ry Rank Change vs. 2017		Rank	k Country		Rank Change vs. 2017	
1	India	-		1	United States		1	
2	Brazil	-		2	Japan	▼	-1	
3	United St	tates -		3	South Korea		-	
4	Indonesia	a -		4	Germany		-	
5	Russia	_		5	Taiwan		INIE	
6	Mexico	-		6	United Kingdom		-	
7	Turkey	-		7	France		-	
8	Vietnam	-		8	Canada		1	
9	Thailand	<b>1</b>		9	Australia	▼	-1	
10	South Ko	rea 🔻 -1		10	Russia		-	



#### **Top Category Rankings**

2018 Worldwide Top Categories by iOS Downloads

2018 Worldwide Top Categories by iOS Consumer Spend

Rank	Category	Rank Change vs. 2017	Rank	Category	Rank Change vs. 2017
1	Games	-	1	Games	-
2	Photo and Video	▲ 1	2	Entertainment	-
3	Entertainment	<b>▼</b> -1	3	Social Networking	-
4	Utilities	APP	4	Music	-
5	Social Networking	-	5	Photo and Video	2
6	Shopping	-	6	Lifestyle	<b>-</b> 1
7	Lifestyle	<b>▲</b> 1	7	Health and Fitness	▲ 1
8	Finance	<b>▼</b> -1	8	Productivity	2
9	Productivity	2	9	Books	-3
10	Education	-	10	Education	<b>▼</b> -1

2018 Worldwide Top Categories by Google Play Downloads 2018 Worldwide Top Categories by Google Play Consumer Spend

 Rank	Category	Rank Change vs. 2017	Rank	Category	Rank Change vs. 2017
1	Games	-	1	Games	-
2	Tools	-	2	Social	-
3	Entertainment		3	Entertainment	-
4	Communication	$\leftrightarrow$	AF	Lifestyle	
5	Photography	_	5	Music & Audio	2
6	Social	-	6	Productivity	-
7	Music & Audio	<b>1</b>	7	Communication	<b>▼</b> -3
8	Video Players & Editors	<b>A</b> 3	8	Health & Fitness	<b>▲</b> 1
9	Productivity	-2	9	Dating	<b>▲</b> 1
10	Shopping	✓ -1	10	Education	▼ -2



## Further Reading on the Mobile Market

[Webinar] 2019 in Mobile: 5 Things You Need to Know

2019 in Mobile: 5 Things You Need to Know

Mobile Gaming in 2019: Top Predictions From the Experts

[Webinar] 10 Years of iOS and Google Play

[Report] The Most Popular iOS Apps of All Time

[Report] The Most Popular Google Play Apps of All Time

[Report] The 2017-2022 App Economy Forecast

[Report] Mobile Gaming Extends its Lead: Gaming Spotlight 2017 Review

Metrics That Matter for Product Managers: The Fundamentals - Part 1

Announcing the Top 52 Publishers of 2017

[Report] 2017 Retrospective: A Monumental Year for the App Economy

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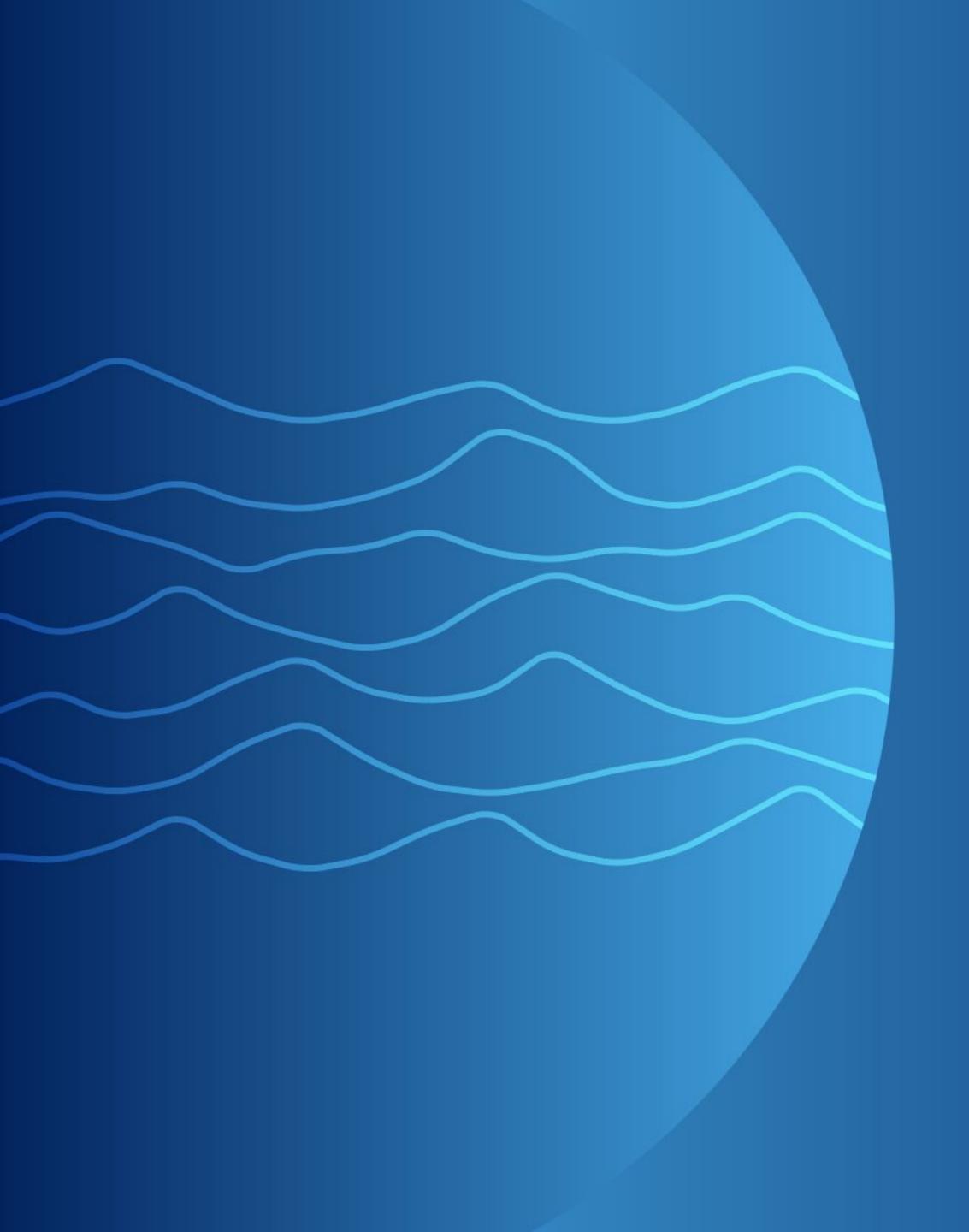
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App Annie delivers the most trusted mobile data and insights for your business to succeed in the global mobile economy. Over 1 million registered members rely on App Annie to better understand the mobile market, their businesses and the opportunities around them. The company is headquartered in San Francisco with 15 global offices. App Annie has received \$157 million in financing from investors such as e.ventures, Greenspring Associates, Greycroft Partners, IDG Capital Partners, Institutional Venture Partners and Sequoia Capital.

Report methodology and updates are available <u>here</u>.

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# THANK YOU

