



## De-Coding Digital Trends Ireland 2011

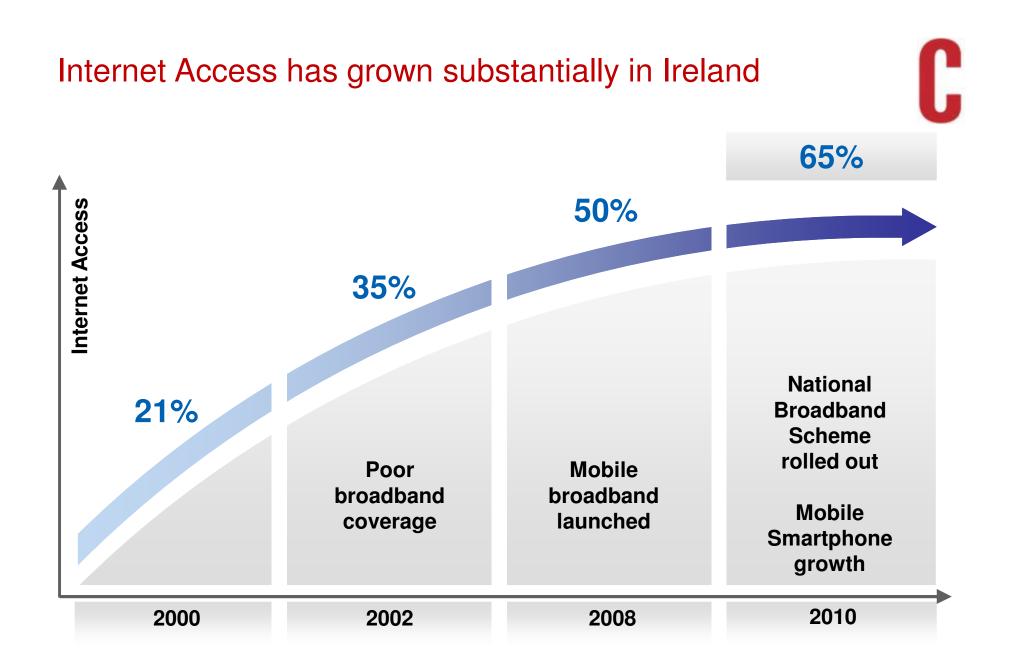
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## The Key Trends

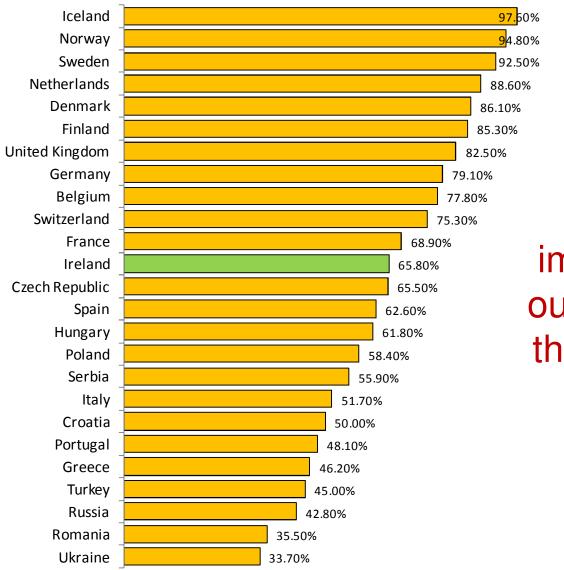
- The smartphone factor +
- 2. The impact of social media
- Increasing time online

#### Sources:

- Primary Research survey conducted in early March 2011 by RED C among a representative sample of 500 online adults aged 18+
- 2. WIN global alliance survey of 29,000 adults worldwide
- 3. Internet World Stats, Neilson, ITU



#### Internet Access - Ireland vs. Europe

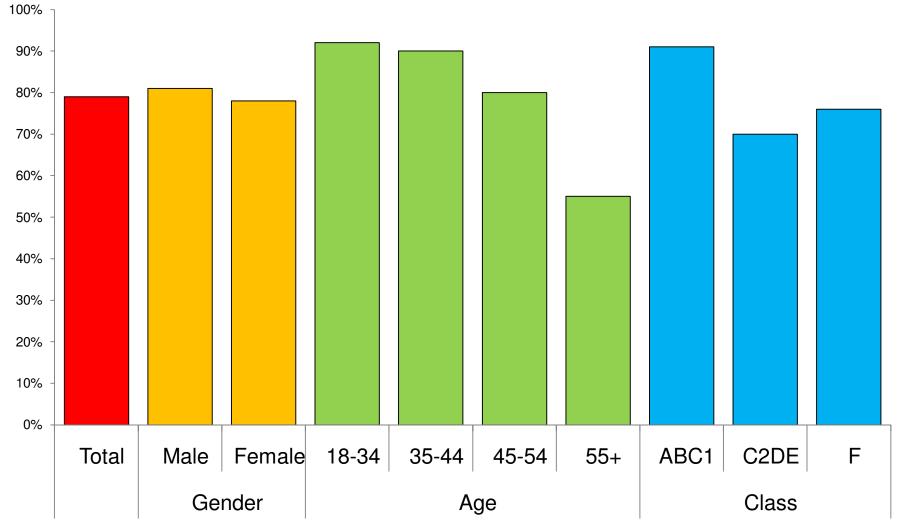


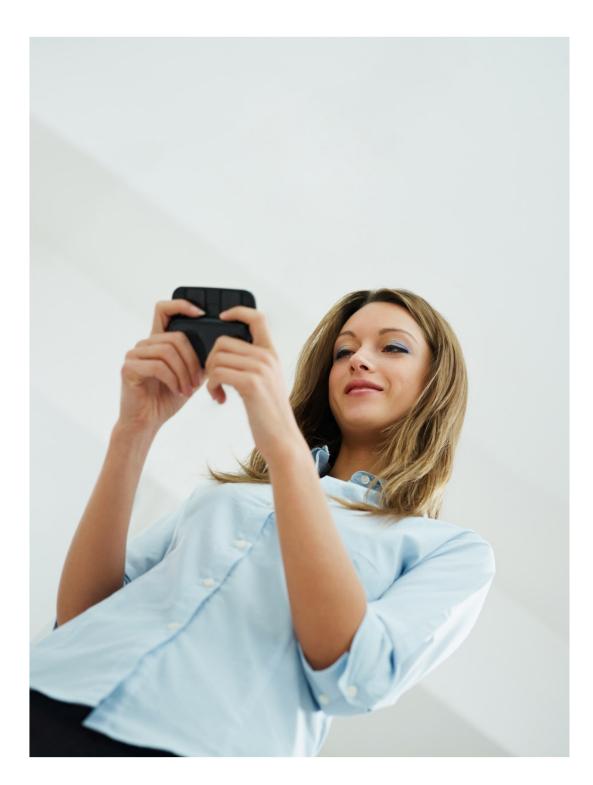
A significant improvement in our position over the past 5 years

(Source: Internet World Stats)

### Who is online?







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The big change in the recent past, and for the near future, is all about <u>how</u> we are accessing the Internet

## Two factors underpin the evolution in online behaviour

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### **1. Device timeline**

## 2. A shift in consumer rationale

### **1. Device timeline**



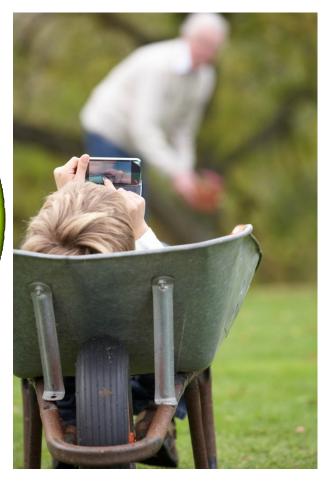
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### **1. Device timeline**



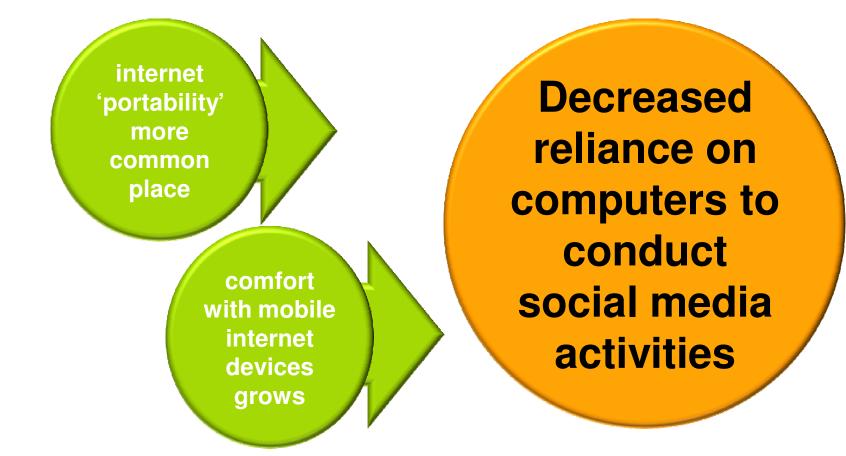


SECONDLY comfort with mobile internet devices grows



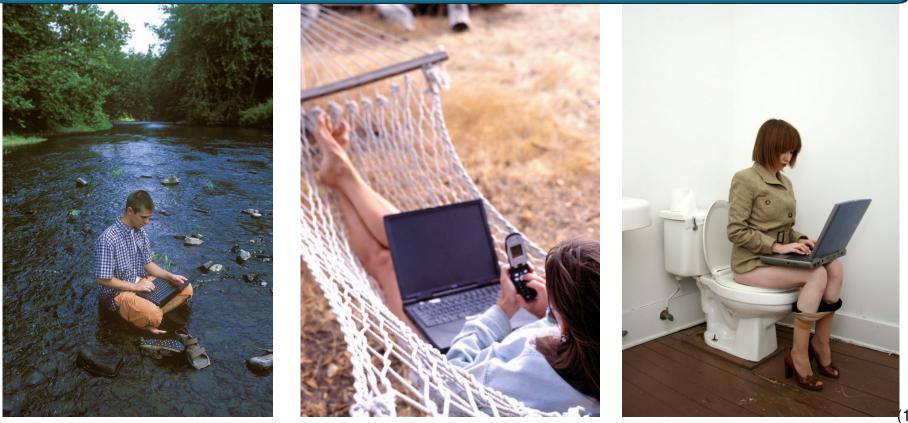
### **1. Device timeline**





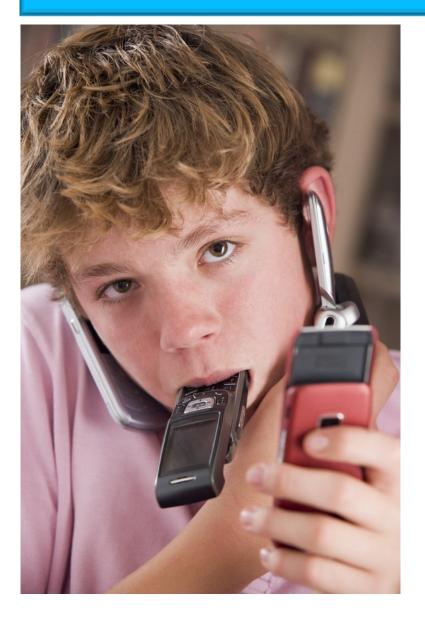
### 2. Shift in consumer rationale

#### FIRSTLY an increasing desire to be 'connected' at all times



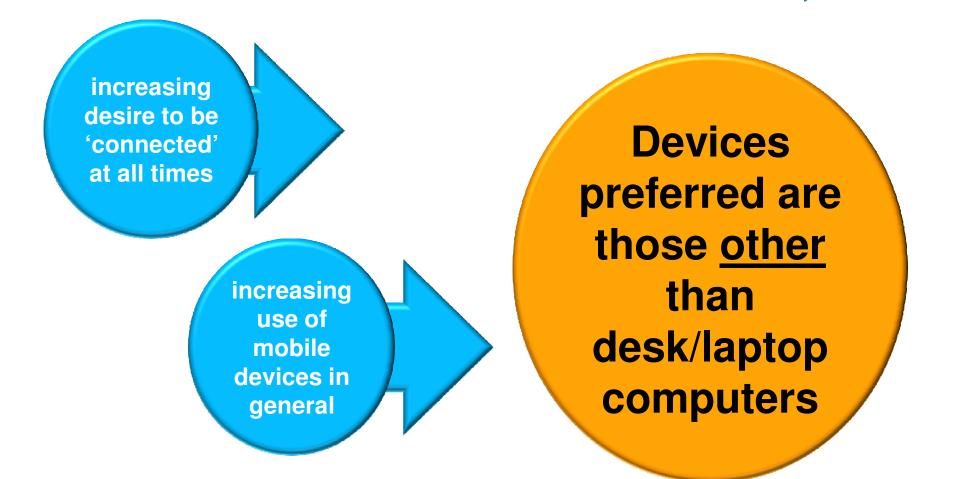
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### 2. Shift in consumer rationale



SECONDLY increasing use of mobile devices in general Ľ

### 2. Shift in consumer rationale



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Everyone in the world has a phone!

3.8 billion people have access to adequate sewage worldwide

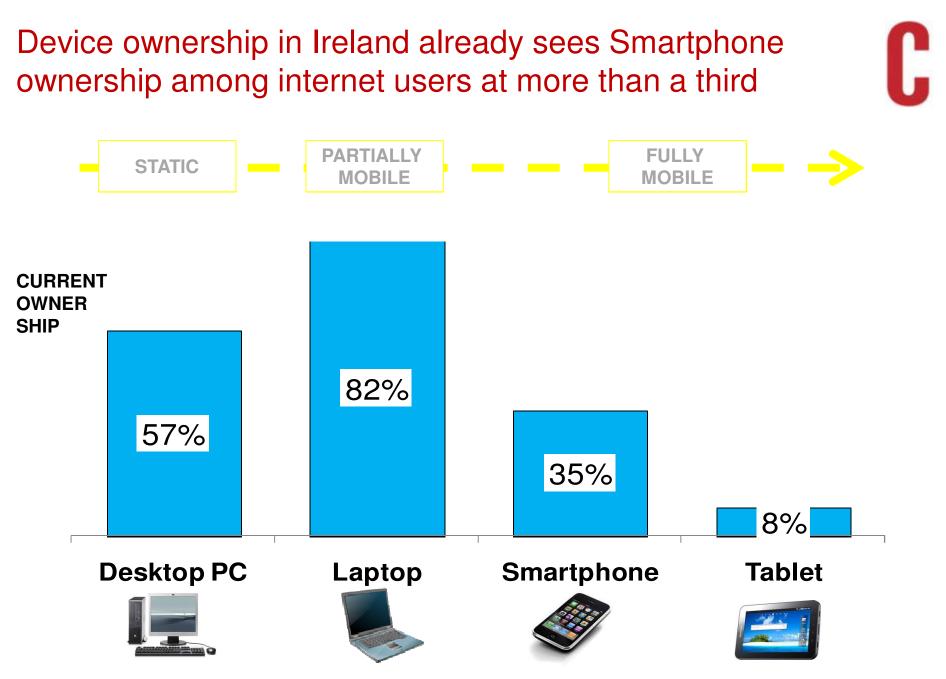


## 4 billion have mobile phones

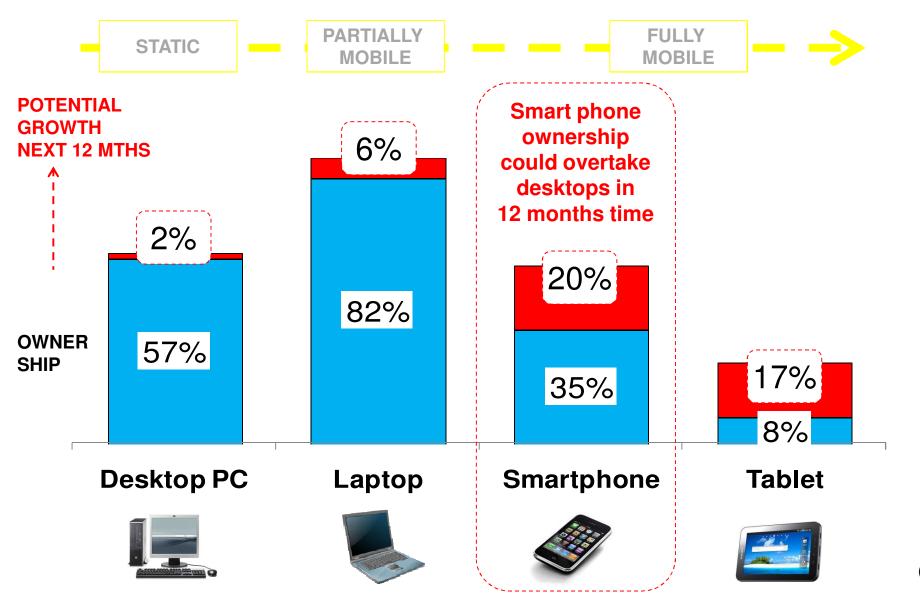


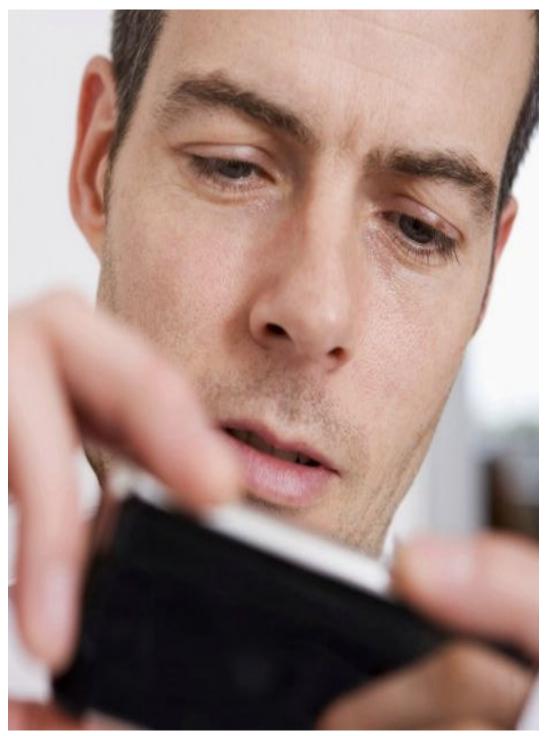


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- The worldwide mobile phone market grew 18% in the fourth quarter of 2010, a new quarterly high driven by demand for <u>smartphones</u>.
- "Feature phone users looking to do more with their devices will flock to smartphones in the years ahead. This trend will help to drive the smartphone submarket to grow 43.7% year over year in 2011."



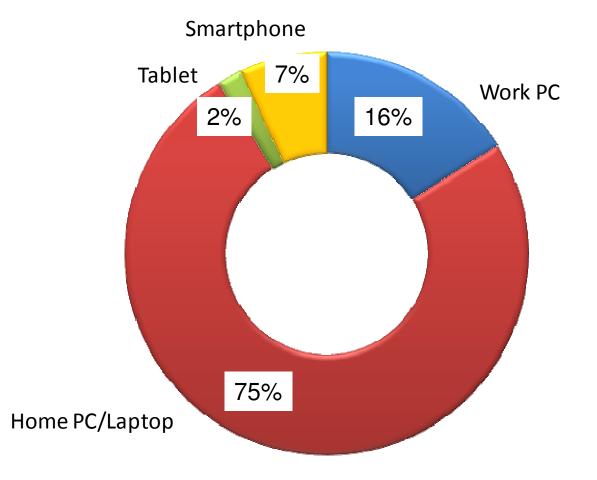
## Claimed future purchase suggests over 50% growth in smartphone penetration in next 12 months





- Vodafone Ireland reports almost one in two devices sold in December was a smartphone.
- "The market of the smartphone is growing so fast and it won't be very long until the vast majority of handsets, certainly in UK and Irish markets, will be smartphones," Jon French, HTC.

## 7% of all the time spent online in Ireland is <u>already</u> done via smartphone devices

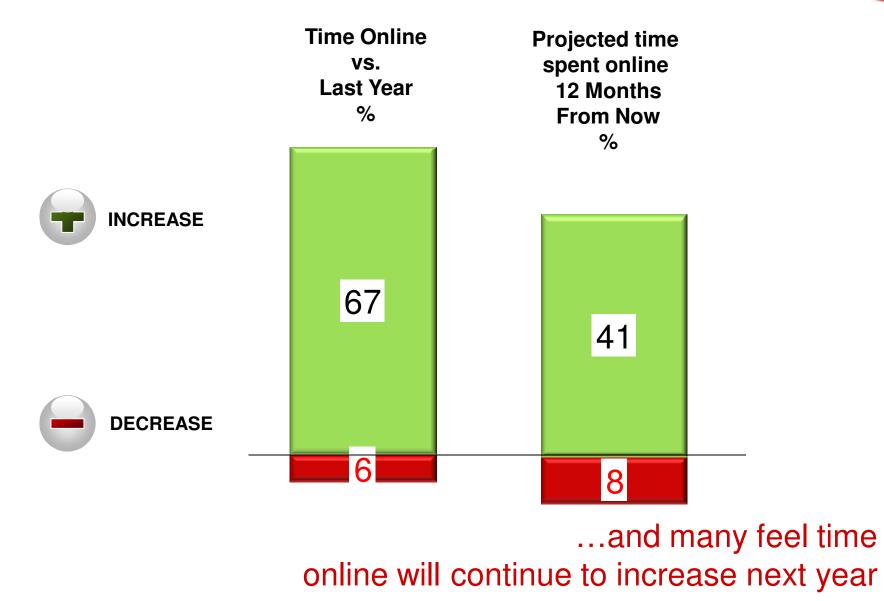


...based on increased smartphone ownership, this is likely to hit 10-12% in next 12 months



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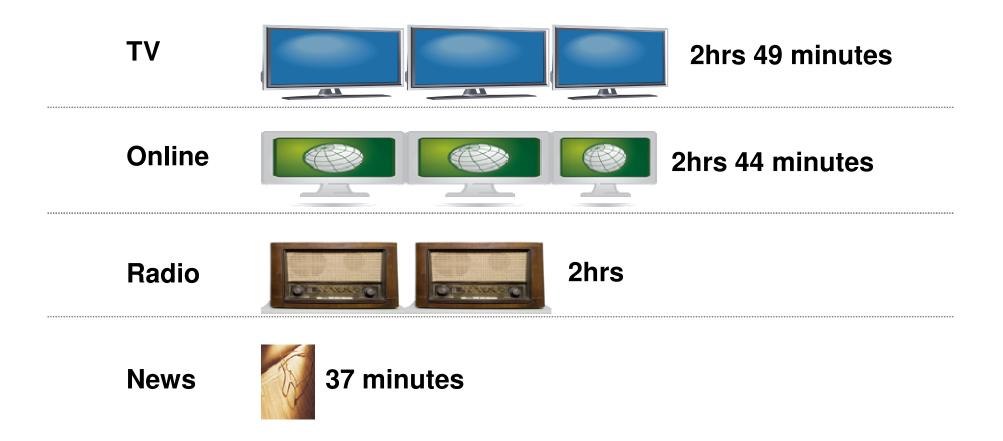
This developing internet access channel, appears to be <u>adding</u> to the total time consumers spend online Over two thirds say they are spending more time online than last year.....



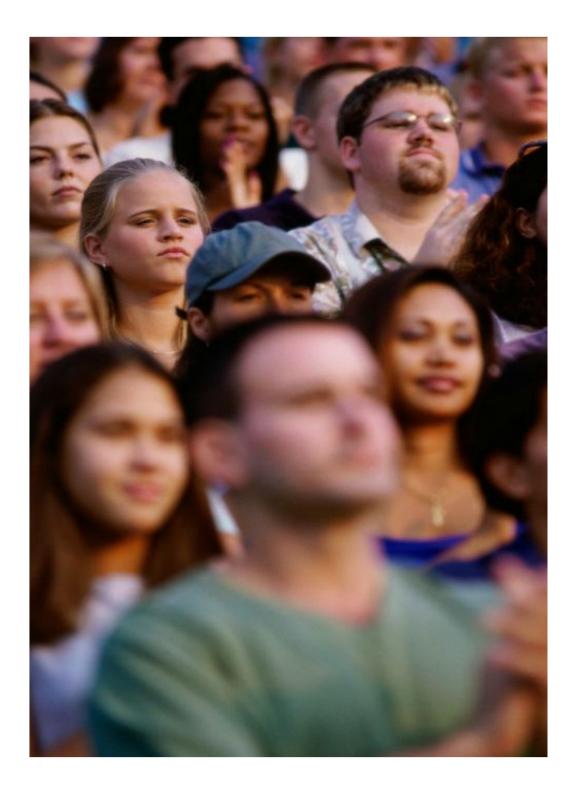
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## In fact, average time spent online now mirrors time spent watching TV





.....a significant increase in the past 2 years, when it stood at approximately 2 hrs



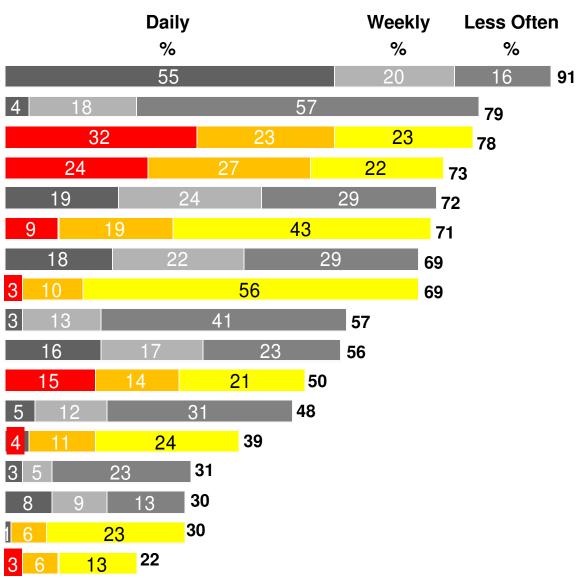
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Underlying this is the desire to be connected... with social media driving time online

## Activites consumers conduct online, suggest that much is based around social media activity

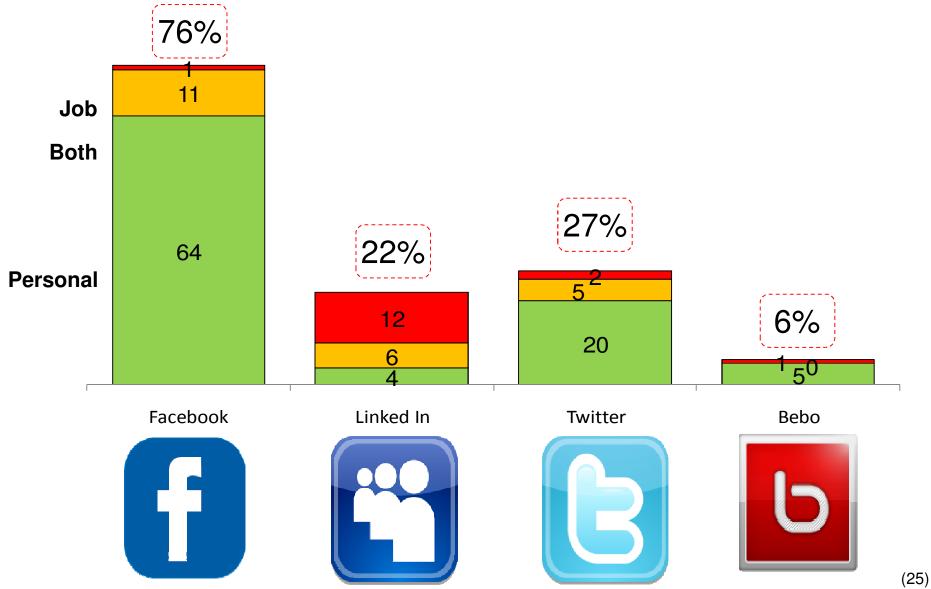


Read/watch news Net shopping/auctions **Browse postings** Post messages Watch movies/videos/tv Update profiles Listen to music/stream Post photos Download music Employment search **Online Chat** Video Download Making social plans Music upload Online gaming Video upload Create blog



## At the same time active use of social media in Ireland is high - with Facebook dominating





## Irish consumer subscription to Facebook is one of the highest in the world



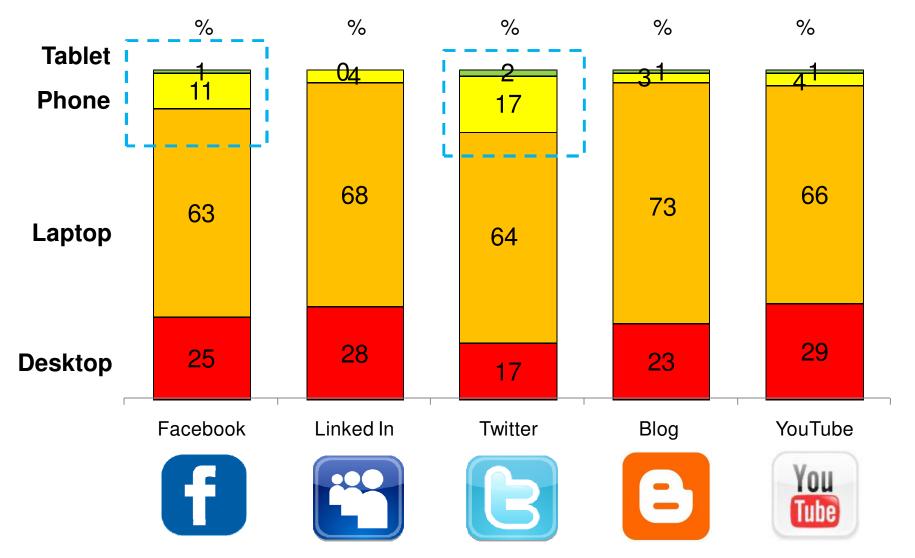


-	-		
Canada	87		
Australia	84		
USA	82		
Italy	80		
Ireland	76		
Spain	74		
UK	70		
India	68		
Worldwide	58		
France	57		
Saudi Arabia	47		
Pakistan	39		
Romania	36		
Qatar	33		
Russia	27		

(Source: WIN Global Social Media Survey) (26)

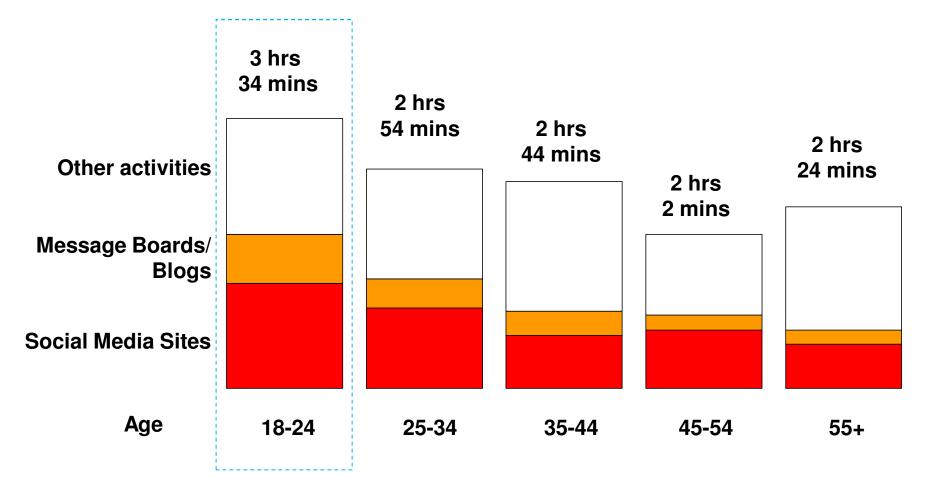
## Smartphones facilitate social media connections more frequently





This increased engagement with social media, appears to be what is <u>driving</u> increased time online generally

#### TIME SPENT ONLINE



## Future "Consumer Desires" for online are all around mobile



Based on the WIN global alliance survey of 29,000 adults worldwide, consumers want an improved mobile experience particularly in the following areas

- Improved connection speeds
- More reliable wireless
- Improved device bigger screens, better picture quality, touch screens
- Better mobile enhanced websites.



What does this mean for marketeers...?



- The potent combination of fast growing social media engagement, and the increased <u>availability</u> of smartphone connection, will mean time spent online will continue to grow.
- This online media interaction is over and above other media consumption, rather than a replacement – and often <u>compliments</u> other media.
- Brands need to utilise the consumer desire for "connection" and build campaigns that facilitate and <u>engage consumers during connections</u>, rather than impose on this time, in order to take advantage of this consumer interface.

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## Appendix

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### Ireland Methodology

- 500 interviews online conducted with a quota controlled representative sample of all adults aged 18+ who are online.
- Quotas set and data weighted to the known demographic breakdown of all online adults.
- Fieldwork conducted between the 14<sup>th</sup> and 21<sup>st</sup> March 2011 using the RED C online panel
- Sample error on a sample of 500 = + or 4.4%

### International WIN Methodology

•The first wave of the WIN Global Trend Tracker on Social Media interviewed 28,944 respondents over the age of 16 years old with particular emphasis on those of 18 to 42 years of age. The survey was conducted from March 1st to April 7th 2010 in 27 countries throughout the world.

- •The margin of error per country is between +/-1.87 and 5.35%, 19 out of 20 times.
- •The table to the right presents a summary of the methodology used in each country to conduct this survey:



• Each sample is representative of its country's population in terms of socio-demographic variables. Sample sizes ensure accurate generalizations to the total population and allow a very precise interpretation of the results.

Country	Firm	Method	# Respondents	Margin of Error
Australia	Colmar Brunton	Online	1107	2.95
Austria	Gallup Austria	CATI Omnibus	1000	3.10
Brazil	Ibope Inteligencia	Face-to-Face Omnibus	2002	2.19
Bulgaria	BBSS	Face-to-Face Omnibus	375	5.06
Canada	Leger Marketing	Online	1097	2.96
China	CRC Research	Online	1000	3.10
France	BVA	Online	1028	3.06
Germany	Produkt und Markt	CATI Omnibus	991	3.11
Iceland	Capacent	Online	638	3.88
India	MaRS	Face-to-Face	1014	3.08
Italy	Doxa	Online	1000	3.10
Japan	NRCResearch	Online	1000	3.10
Korea	Gallup Korea	Online	1113	2.94
Kuwait	PARC	CATI	528	4.26
Netherlands	Marketresponse	Online	1015	3.08
Pakistan	Gallup Pakistan	Face-to-Face Omnibus	2751	1.87
Poland	Mareco	Face-to-Face Omnibus	1001	3.10
Qatar	PARC	CATI	400	4.90
Romania	BBSS	Face-to-Face Omnibus	335	5.35
Russia	Romir	Online	1000	3.10
Saudi Arabia	PARC	CATI	1027	3.06
Serbia	BBSS	Face-to-Face	982	3.13
Spain	Instituto DYM	Online	1028	3.06
Turkey	Barem Research	Online	1391	2.63
United Arab Emirates	PARC	CATI	1001	3.10
U.S.A.	TRIG	Online	1092	2.97
United Kingdom	ICM Research	Online Omnibus	2028	2.18

