



DIGITAL 2023

GHANA

THE ESSENTIAL GUIDE TO THE LATEST CONNECTED BEHAVIOURS

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PARTNERS THAT MAKE THE GLOBAL DIGITAL REPORTS SERIES POSSIBLE



GWI.

GWI



statista

STATISTA



**GSMA
Intelligence**

GSMA INTELLIGENCE



SEMRUSH

SEMRUSH



data.ai

DATA.AI



ppro

PPRO



OOKLA

OOKLA



skai

SKAI



locowise

LOCOWISE



similarweb

SIMILARWEB

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GLOBAL OVERVIEW	BOTSWANA	DJIBOUTI	GUINEA	LESOTHO	NEPAL	ST. KITTS & NEVIS	TAJIKISTAN
DIGITAL YEARBOOK	BRAZIL	DOMINICA	GUINEA-BISSAU	LIBERIA	NETHERLANDS	ST. LUCIA	TANZANIA
ABKHAZIA	BRITISH VIRGIN IS.	DOMINICAN REP.	GUYANA	LIBYA	NEW CALEDONIA	ST. MARTIN	THAILAND
AFGHANISTAN	BRUNEI	ECUADOR	HAITI	LIECHTENSTEIN	NEW ZEALAND	ST. PIERRE & MIQUELON	TIMOR-LESTE
ÅLAND IS.	BUGARIA	EGYPT	HONDURAS	LITHUANIA	NICARAGUA	ST. VINCENT & THE GRENADINES	TOGO
ALBANIA	BURKINA FASO	EL SALVADOR	HONG KONG	LUXEMBOURG	NIGER	SAMOA	TOKELAU
ALGERIA	BURUNDI	EQUATORIAL GUINEA	HUNGARY	MACAU	NIGERIA	SAN MARINO	TONGA
AMERICAN SAMOA	CABO VERDE	ERITREA	ICELAND	NORTH MACEDONIA	NIUE	SÃO TOMÉ & PRÍNCIPE	TRANSNISTRIA
ANDORRA	CAMBODIA	ESTONIA	INDIA	MADAGASCAR	NORFOLK IS.	SAUDI ARABIA	TRINIDAD & TOBAGO
ANGOLA	CAMEROON	ESWATINI	INDONESIA	MALAWI	NORTHERN MARIANA IS.	SENEGAL	TUNISIA
ANGUILLA	CANADA	ETHIOPIA	IRAN	MALAYSIA	NORWAY	SERBIA	TURKEY
ANTIGUA & BARBUDA	CAYMAN IS.	FALKLAND IS.	IRAQ	MALDIVES	OMAN	SEYCHELLES	TURKMENISTAN
ARGENTINA	CENTRAL AFRICAN REP.	FAROE IS.	IRELAND	MAU	PAKISTAN	SIERRA LEONE	TURKS & CAICOS IS.
ARMENIA	CHAD	FJI	ISLE OF MAN	MALTA	PALAU	SINGAPORE	TUVALU
ARUBA	CHILE	FINLAND	ISRAEL	MARSHALL IS.	PALESTINE	ST. MAARTEN	UGANDA
AUSTRALIA	CHINA	FRANCE	ITALY	MARTINIQUE	PANAMA	SLOVAKIA	UKRAINE
AUSTRIA	CHRISTMAS IS.	FRENCH GUIANA	JAMAICA	MAURITANIA	PAPUA NEW GUINEA	SLOVENIA	U.A.E.
AZERBAIJAN	COCOS (KEELING) IS.	FRENCH POLYNESIA	JAPAN	MAURITIUS	PARAGUAY	SOLOMON IS.	U.K.
BAHAMAS	COLOMBIA	GABON	JERSEY	MAYOTTE	PERU	SOMALIA	U.S.A.
BAHRAIN	COMOROS	GAMBIA	JORDAN	MEXICO	PHILIPPINES	SOUTH AFRICA	U.S. VIRGIN IS.
BANGLADESH	DEM. REP. OF CONGO	GEORGIA	KAZAKHISTAN	MICRONESIA	PITCAIRN IS.	SOUTH SUDAN	URUGUAY
BARBADOS	REP. OF CONGO	GERMANY	KENYA	MOLDOVA	POLAND	SPAIN	UZBEKISTAN
BELARUS	COOK IS.	GHANA	KIRIBATI	MONACO	PORTUGAL	SRI LANKA	VANUATU
BELGIUM	COSTA RICA	GIBRALTAR	NORTH KOREA	MONGOLIA	PUERTO RICO	SUDAN	VATICAN
BELIZE	CÔTE D'IVOIRE	GREECE	SOUTH KOREA	MONTENEGRO	QATAR	SURINAME	VENEZUELA
BENIN	CROATIA	GREENLAND	KOSOVO	MONTSERRAT	RÉUNION	SVALBARD & JAN MAYEN	VIETNAM
BERMUDA	CUBA	GRENADA	KUWAIT	MOROCCO	ROMANIA	SWAZILAND	WALLIS & FUTUNA
BHUTAN	CURAAÇAO	GUADELOUPE	KYRGYZSTAN	MOZAMBIQUE	RUSSIAN FEDERATION	SWEDEN	WESTERN SAHARA
BOLIVIA	CYPRUS	GUAM	LAOS	MYANMAR	RWANDA	SWITZERLAND	YEMEN
BONAIRE, ST. EUSTATIUS & SABA	CZECHIA	GUATEMALA	LATVIA	NAMIBIA	ST. BARTHÉLEMY	SYRIA	ZAMBIA
BOSNIA & HERZEGOVINA	DENMARK	GUERNSEY	LEBANON	NAURU	ST. HELENA	TAIWAN	ZIMBABWE



IMPORTANT NOTES ON COMPARING DATA

The findings published in this report use the latest data available at the time of production. This may include revised figures for historical data points that were not available when we produced previous reports in the Global Digital Reports series. From time to time, we may also change the data sources that we use to inform specific data points, and we may also change how we calculate certain values. Similarly, our data partners may change the ways in which they source, calculate, or report the data that they share with us. As a result, findings published in this report **may not correlate** with findings published in our previous reports, especially where such findings represent change over time (e.g. annual growth). Where we report figures for change over time, such figures will use the latest available data, so we recommend using the **values published in this report**, rather than trying to recalculate

such values using data from previous reports. Wherever we're aware of the potential for historical mismatches, we've included a note on comparability in the footnotes of each relevant slide. Please read these advisories carefully to understand how data sources or calculations have changed since previous reports, and beware of making any comparisons with historical data. Where we report values for change over time as "[N/A]", the most recent data **do not correlate** with the equivalent data point(s) published in our previous reports, so we **strongly advise readers not to compare** the associated current figures with the equivalents published in previous reports. In particular, the social media platforms featured in this report regularly revise the figures that they report for advertising reach, and this may result in the latest numbers appearing to be lower than the values for the same data points

published in previous reports in this series. However, these source data revisions **do not** necessarily imply any change in the overall active use of these platforms, and should not be interpreted as such. Furthermore, in addition to changes in data sources and calculations, please note that social media user numbers **may not** represent unique individuals. This is because some individuals may manage multiple social media accounts, and because some social media accounts may represent 'non-human' entities (e.g. businesses, animals, music bands, etc.). As a result, the figures we publish for social media users may **exceed** the figures that we publish for total population or for internet users. This may seem counter-intuitive, but such differences do not represent mistakes. For more information, please read our notes on data variance, mismatches, and curiosities: <https://datareportal.com/notes-on-data>.



GLOBAL HEADLINES

JAN
2023

GLOBAL DIGITAL HEADLINES

OVERVIEW OF THE ADOPTION AND USE OF CONNECTED DEVICES AND SERVICES

NOTE: SIGNIFICANT REVISIONS TO SOURCE DATA MEAN THAT FIGURES SHOWN HERE ARE **NOT COMPARABLE** WITH PREVIOUS REPORTS. SEE THE IMPORTANT NOTES AT THE START OF THIS REPORT FOR DETAILS.



TOTAL
POPULATION



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8.01
BILLION

YEAR-ON-YEAR CHANGE

+0.8%
+67 MILLION

URBANISATION
57.2%

CELLULAR MOBILE
CONNECTIONS



Meltwater

8.46
BILLION

YEAR-ON-YEAR CHANGE

+2.2%
+180 MILLION

TOTAL vs. POPULATION
105.6%

INTERNET
USERS



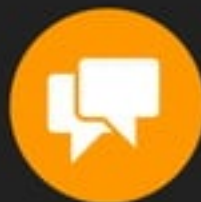
5.16
BILLION

YEAR-ON-YEAR CHANGE

+1.9%
+98 MILLION

TOTAL vs. POPULATION
64.4%

ACTIVE SOCIAL
MEDIA USERS



4.76
BILLION

YEAR-ON-YEAR CHANGE

+3.0%
+137 MILLION

TOTAL vs. POPULATION
59.4%

SOURCE: UNITED NATIONS GOVERNMENT BODY, SIMA INTELLIGENCE, THE WORLD BANK, EUROSTAT, CHINA ABB, JAPAN & KOREA CIA WORLD FACTBOOK, COMPANY ADVERTISING RESOURCES AND EARNINGS REPORTS, OCW, META RESEARCH CENTER, REPOS ANALYSIS. **ADVISORY:** SOCIAL MEDIA USERS MAY NOT REPRESENT UNIQUE INDIVIDUALS. **COMPARABILITY:** SIGNIFICANT REVISIONS TO SOURCE DATA ACROSS ALL METRICS, INCLUDING IMPORTANT REVISIONS TO UNDERLYING POPULATION DATA, FIGURES ARE **NOT COMPARABLE** WITH PREVIOUS REPORTS, WHERE YEAR-ON-YEAR CHANGE IS SHOWN AS "YOY", COMPARISONS WITH HISTORICAL DATA WILL PRODUCE **INACCURATE RESULTS**. PLEASE READ OUR COMPREHENSIVE NOTES ON DATA FOR FURTHER DETAILS.

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INTERNET ADOPTION

INTERNET USERS AS A PERCENTAGE OF TOTAL POPULATION



GLOBAL OVERVIEW



SOURCE: KIPROS ANALYTICS, IFLA GSMA INTELLIGENCE, EUROSTAT, WORLD BANK, GOOGLE'S ADVERTISING RESOURCES, CIA WORLD FACTBOOK, CHINA, ARAB, KAZAKH & UZBEK LOCAL GOVERNMENT AUTHORITIES, UNITED NATIONS. NOTE: FIGURES BASED ON THE UNITED NATIONS GEOSCHEME. COMPARABILITY: SOURCE AND BASE CHANGES. ALL FIGURES USE THE LATEST AVAILABLE DATA, BUT SOME SOURCE DATA MAY NOT HAVE BEEN UPDATED IN THE PAST YEAR. SEE NOTES ON DATA FOR DETAILS.

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SHARE OF GLOBAL INTERNET USERS

INTERNET USERS AS A PERCENTAGE OF TOTAL GLOBAL INTERNET USERS



SOURCES: KIPROS ANALYTICS, IFLA GSMA INTELLIGENCE, EUROSTAT, WORLD BANK, GOOGLE'S ADVERTISING RESOURCES, CIA WORLD FACTBOOK, CHINIC, ANS, KANAR & JAWAL, LOCAL GOVERNMENT AUTHORITIES, UNITED NATIONS. NOTES: FIGURES MAY NOT SUM TO 100% DUE TO ROUNDING. REGIONS BASED ON THE UNITED NATIONS GEOSCHEME. COMPARABILITY: SOURCE AND BASE CHANGES. ALL FIGURES USE THE LATEST AVAILABLE DATA, BUT SOME SOURCE DATA MAY NOT HAVE BEEN UPDATED IN THE PAST YEAR. SEE NOTES ON DATA FOR DETAILS.

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SOCIAL MEDIA USERS vs. TOTAL POPULATION

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



SOURCES: KIPPOS ANALYSIS, COMPANY ADVERTISING RESOURCES AND ANNOUNCEMENTS, CHINA: BETA RESEARCH CENTER, COUNTRIES: ADVISORY. SOCIAL MEDIA USERS MAY NOT REPRESENT UNIQUE INDIVIDUALS. **NOTES:** DOES NOT INCLUDE DATA FOR SUSAN OR SYRIA. REGIONS BASED ON THE UNITED NATIONS GEOSCHEMATIC COORDINATE SYSTEM. **COMPARABILITY:** SOURCE, BASE, AND METHODOLOGY CHANGES, INCLUDING SIGNIFICANT SOURCE DATA REVISIONS AND CHANGES IN REPORTING APPROACHES, VALUES ARE NOT COMPARABLE WITH THOSE PUBLISHED IN PREVIOUS REPORTS. FIGURES FOR SOCIAL AND REGIONAL SOCIAL MEDIA USE BY BY-ON DIFFERENT DATASETS TO GLOBAL FIGURES. SEE NOTES ON DATA FOR FURTHER DETAILS.

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SHARE OF GLOBAL SOCIAL MEDIA USERS

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



SOURCE: KIPPO ANALYSIS, COMPANY ADVERTISING RESOURCES AND ANNOUNCEMENTS, CHIRIC, BETA RESEARCH CENTER, OCEAN. **ADVISORY:** SOCIAL MEDIA USERS MAY NOT REPRESENT UNIQUE INDIVIDUALS. **NOTES:** FIGURES MAY NOT SUM TO 100% DUE TO ROUNDING. DOES NOT INCLUDE DATA FOR SUBSAHARAN AFRICA. REGIONS BASED ON THE UNITED NATIONS GEOSCHEME. **COMPARABILITY:** SOURCE, BASE, AND METHODOLOGY CHANGES, INCLUDING SIGNIFICANT SOURCE DATA REVISIONS AND CHANGES IN REPORTING APPROACHES, VALUES ARE NOT COMPARABLE WITH THOSE PUBLISHED IN PREVIOUS REPORTS. FIGURES FOR SOCIAL AND REGIONAL SOCIAL MEDIA USE REST ON DIFFERENT DATASETS TO GLOBAL FIGURES. SEE NOTES ON DATA FOR FURTHER DETAILS.

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MOBILE CONNECTIVITY

CELLULAR MOBILE CONNECTIONS COMPARED WITH TOTAL POPULATION



DIG DEEPER INTO THE DATA IN OUR DIGITAL 2023 GLOBAL REPORTS



DIGITAL 2023 GLOBAL OVERVIEW REPORT

THE ESSENTIAL GUIDE TO THE WORLD'S DIGITAL ECONOMY



DIGITAL 2023 LOCAL COUNTRY HEADLINES REPORT

ESSENTIAL STATS FOR DIGITAL ADOPTION IN EVERY COUNTRY AROUND THE WORLD



CLICK HERE TO READ OUR FLAGSHIP DIGITAL 2023 GLOBAL OVERVIEW REPORT, PACKED WITH ALL THE NUMBERS YOU NEED TO MAKE SENSE OF THE CURRENT STATE OF DIGITAL

CLICK HERE TO READ OUR DIGITAL 2023 LOCAL COUNTRY HEADLINES REPORT, WITH ESSENTIAL STATS FOR DIGITAL ADOPTION IN EVERY COUNTRY AROUND THE WORLD

WE ARE SOCIAL

THINK FORWARD 2023

FRAGMENTED FUTURES

Last year, we emerged from the pandemic into a new online landscape. IRL and URL life were already impossibly entangled, and much was on the horizon: metaverses in which to while away our days, NFTs to deck the walls of digital houses, crypto wallets for paying for goods and services in virtual malls. But this year, what was cracked has now shattered into many segmented realities. An accurate vision of the future is now less like looking through a telescope, more like looking through a kaleidoscope: it's coming through as several diverse fragments, not one single perspective.

In this fragmented space, online factions are carving out their own customs, niches, and territories – their own marginal worlds that have the power to become the mainstream.

On a social level, gone are the days of feeds clustered around friends and family – here are the days of For You Pages guided by individual interests. On a cultural level, gone is the universal watercooler chat dictated by shared popular culture – today's agenda is set by ever-more niche and transient corners of the internet. And on a personal level, identities are more layered and fluid than ever before, more like an 'avatar du jour' than a static understanding of self.

In the eighth issue of our annual report *Think Forward*, we unpick the complex and ever-changing web of digital culture and behaviour, and explore the role brands can play in reflecting and shaping it.

**FIND OUT MORE IN
THINK FORWARD 2023 >**



THE TRENDS

1. TEXTURED DISCOVERY

PEOPLE WANT SOCIAL TO BE LESS PRECISE AND MORE EXPLORATORY

2. COLLAPSING NARRATIVES

STORYTELLING IS NO LONGER LINEAR NOR FOLLOWING ESTABLISHED STRUCTURES

3. MARGIN-CHASERS

ON SOCIAL, EXTREME BEHAVIOUR IS SEEN AS MORE AUTHENTIC, GAINING TRACTION AND CUTTING THROUGH

4. NEW COOPERATIVES

THE CULT OF THE INDIVIDUAL HAS GIVEN WAY TO LESS EGO-DRIVEN COMMUNITIES

5. EXPANDING IDENTITIES

VIRTUAL WORLDS ARE MAKING ONLINE IDENTITY MORE FLEXIBLE AND EXPANSIVE



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Economic Impact

What economic impact does Meltwater's suite of marketing and communications solutions have on agencies? We enlisted Forrester Consulting, an independent, objective, research-based firm, to find out.

Aggregating data and testimony drawn from client interviews, Forrester Consulting created a composite, representative full-service agency on which to center the Total Economic Impact™ (TEI) study of Meltwater.

The resulting, comprehensive report highlights how Meltwater helps marketers overcome efficiency and capacity challenges to generate new revenue streams.

The [Total Economic Impact™ of Meltwater on Agencies](#) is a thorough, independent examination of the costs, risks, benefits, and value of adopting Meltwater solutions. [Access the full report to learn more.](#)

"Meltwater is an absolutely mandatory thing to have to make informed decisions about where you want to take a client. Otherwise, you're just making assumptions which are not real. We use Meltwater to ensure we use relevant, fact-based insights to steer clients." — Agency Insights Manager

230% Return on investment

20% Increase in client wins

20 Hours per account saved in reporting per month

Based on the research, Forrester Consulting suggested that a representative composite organization with more than 100 employees and revenue of \$20 million per year would experience the above benefits.



Get in touch to discover how Meltwater can help your organization achieve similar results.



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ESSENTIAL DIGITAL HEADLINES

OVERVIEW OF THE ADOPTION AND USE OF CONNECTED DEVICES AND SERVICES

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



TOTAL
POPULATION



33.80
MILLION

URBANISATION

58.9%

CELLULAR MOBILE
CONNECTIONS



43.88
MILLION

vs. POPULATION

129.8%

INTERNET
USERS



23.05
MILLION

vs. POPULATION

68.2%

ACTIVE SOCIAL
MEDIA USERS



6.60
MILLION

vs. POPULATION

19.5%

SOURCE: UNITED NATIONS, GOVERNMENT BODIES, GAMA INTELLIGENCE, IFL WORLD BANK, EUROSTAT, CHINA ABB, MAMA & KANSAL, CIA WORLD FACTBOOK, COMPANY ADVERTISING RESOURCES AND EARNINGS REPORTS, OCBH, BETA RESEARCH CENTER, ESPDS ANALYSIS. **ADVISORY:** SOCIAL MEDIA USERS MAY NOT REPRESENT UNIQUE INDIVIDUALS. **COMPARABILITY:** SIGNIFICANT REVISIONS TO SOURCE DATA, INCLUDING COMPREHENSIVE REVISIONS TO POPULATION DATA, FIGURES ARE NOT COMPARABLE WITH PREVIOUS REPORTS. ALL FIGURES USE THE LATEST AVAILABLE DATA, BUT SOME SOURCE DATA MAY NOT HAVE BEEN UPDATED IN THE PAST YEAR. SEE NOTES ON DATA FOR FULL DETAILS.

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DIGITAL GROWTH

CHANGE IN THE USE OF CONNECTED DEVICES AND SERVICES OVER TIME

NOTE: MAJOR REVISIONS TO SOURCE DATA MEAN THAT GROWTH FIGURES FOR SOCIAL MEDIA ARE CURRENTLY UNAVAILABLE. PLEASE READ THE IMPORTANT NOTES AT THE START OF THIS REPORT FOR DETAILS.



TOTAL
POPULATION



+1.9%

YEAR-ON-YEAR CHANGE

+643 THOUSAND

CELLULAR MOBILE
CONNECTIONS



+1.0%

YEAR-ON-YEAR CHANGE

+414 THOUSAND

INTERNET
USERS



+1.9%

YEAR-ON-YEAR CHANGE

+438 THOUSAND

ACTIVE SOCIAL
MEDIA USERS



[N/A]

YEAR-ON-YEAR CHANGE

[BASE REVISIONS]

SOURCES: UNITED NATIONS GOVERNMENT DEPARTMENT OF ECONOMIC AND SOCIAL AFFAIRS, DATA INTELLIGENCE, THE WORLD BANK, EUROSTAT, CHINA STATISTICS BUREAU & KANSAS CIA WORLD FACTBOOK, COMPANY ADVERTISING RESOURCES AND EARNINGS REPORTS, OCW, BETA RESEARCH CENTER, KPMG ANALYSIS. **ADVISORY:** SOCIAL MEDIA USERS MAY NOT REPRESENT UNIQUE INDIVIDUALS. **COMPARABILITY:** SIGNIFICANT REVISIONS TO SOURCE DATA, INCLUDING COMPREHENSIVE REVISIONS TO POPULATION DATA, FIGURES ARE NOT COMPARABLE WITH PREVIOUS REPORTS. ALL FIGURES USE THE LATEST AVAILABLE DATA, BUT SOME SOURCE DATA MAY NOT HAVE BEEN UPDATED IN THE PAST YEAR. FIGURES FOR INTERNET USER GROWTH MAY UNDER-REPRESENT ACTUAL TRENDS. SEE NOTES ON DATA FOR FULL DETAILS.



POPULATION ESSENTIALS

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POPULATION ESSENTIALS

DEMOGRAPHICS AND OTHER KEY INDICATORS



TOTAL
POPULATION



33.80
MILLION

FEMALE
POPULATION



50.1%

MALE
POPULATION



49.9%

YEAR-ON-YEAR CHANGE
IN TOTAL POPULATION



+1.9%
+643 THOUSAND

MEDIAN AGE OF
THE POPULATION



20.7

URBAN
POPULATION



58.9%

POPULATION DENSITY
(PEOPLE PER KM²)



149.2

OVERALL LITERACY
(ADULTS AGED 15+)



79.0%

FEMALE LITERACY
(ADULTS AGED 15+)



74.5%

MALE LITERACY
(ADULTS AGED 15+)

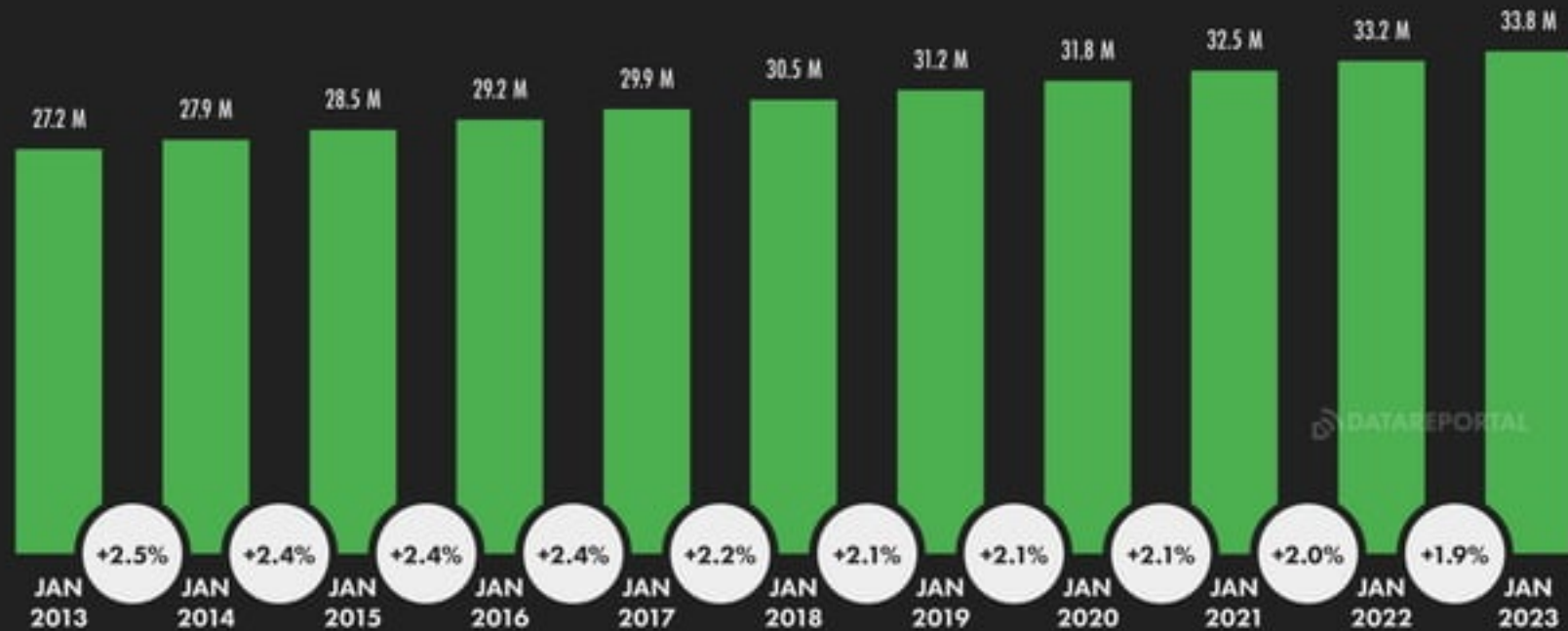


83.5%

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POPULATION OVER TIME

TOTAL POPULATION AND YEAR-ON-YEAR CHANGE



DATA REPORTAL

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POPULATION BY AGE

SHARE OF THE TOTAL POPULATION BY AGE GROUP



TOTAL
POPULATION



33.80
MILLION

POPULATION
AGED 0-4



12.8%

POPULATION
AGED 5-12



19.5%

POPULATION
AGED 13-17



10.7%

POPULATION
AGED 18-24



12.8%

POPULATION
AGED 25-34



15.0%

POPULATION
AGED 35-44



12.7%

POPULATION
AGED 45-54



7.8%

POPULATION
AGED 55-64



5.1%

POPULATION
AGED 65+



3.6%

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DEVICE OWNERSHIP

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



ANY KIND OF
MOBILE PHONE



GWL

99.8%

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

SMART
PHONE



99.7%

YEAR-ON-YEAR CHANGE
+0.4% (+40 BPS)

FEATURE
PHONE



GWL

10.3%

YEAR-ON-YEAR CHANGE
-42.1% (-750 BPS)

LAPTOP OR
DESKTOP COMPUTER



44.6%

YEAR-ON-YEAR CHANGE
+27.4% (+960 BPS)

TABLET
DEVICE



17.9%
YEAR-ON-YEAR CHANGE
+108.1% (+930 BPS)

GAMES
CONSOLE



5.3%

YEAR-ON-YEAR CHANGE
+23.3% (+100 BPS)

SMART WATCH OR
SMART WRISTBAND



GWL

7.2%

YEAR-ON-YEAR CHANGE
+44.0% (+220 BPS)

TV STREAMING
DEVICE



2.8%

YEAR-ON-YEAR CHANGE
+75.0% (+120 BPS)

SMART HOME
DEVICE



GWL

2.4%

YEAR-ON-YEAR CHANGE
+26.3% (+50 BPS)

VIRTUAL REALITY
DEVICE



0.4%
YEAR-ON-YEAR CHANGE
-69.2% (-90 BPS)



INTERNET

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OVERVIEW OF INTERNET USE

ESSENTIAL INDICATORS OF INTERNET ADOPTION AND USE



GHANA

TOTAL
INTERNET
USERS



23.05
MILLION

INTERNET USERS AS
A PERCENTAGE OF
TOTAL POPULATION



68.2%
[UNCHANGED]

YEAR-ON-YEAR CHANGE
IN THE NUMBER OF
INTERNET USERS



+1.9%
+438 THOUSAND

AVERAGE DAILY TIME SPENT
USING THE INTERNET BY
EACH INTERNET USER



[N/A]

PERCENTAGE OF USERS
ACCESSING THE INTERNET
VIA MOBILE PHONES



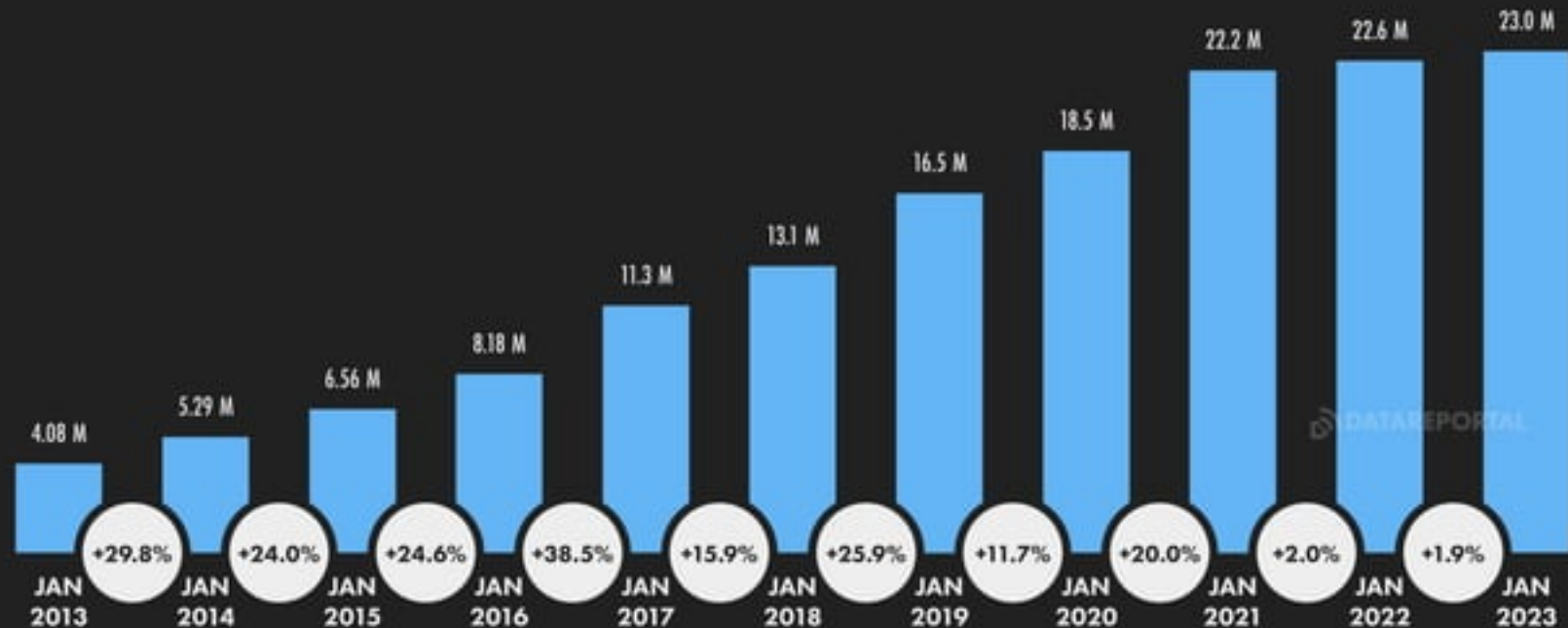
93.1%
+1.3% (+120 BPS)

SOURCE: KEPIOS ANALYTICS, ITU, OSMA INTELLIGENCE, EUROSTATS, WORLD BANK, GOOGLE'S ADVERTISING RESOURCES, CIA WORLD FACTBOOK, CHING, APRI, KANISH & JAMAL SOCIAL GOVERNMENT AUTHORITIES, UNITED NATIONS, TIME SPENT AND MOBILE SHARE DATA FROM GWI (Q3 2022). SEE [GWI.COM](https://www.gwi.com) FOR MORE DETAILS. PERCENTAGE CHANGE FIGURES SHOW RELATIVE YEAR-ON-YEAR CHANGE. "BPS" FIGURES REPRESENT BASIS POINTS, AND SHOW ABSOLUTE YEAR-ON-YEAR CHANGE. **COMPARABILITY:** SOURCE AND BASE CHANGES. ALL FIGURES USE THE LATEST AVAILABLE DATA, BUT SOME SOURCE DATA MAY NOT HAVE BEEN UPDATED BY THE PAST YEAR. FIGURES FOR INTERNET USER GROWTH MAY UPWARD REPRESENT ACTUAL TRENDS. SEE NOTES ON DATA FOR DETAILS.

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INTERNET USERS OVER TIME

NUMBER OF INTERNET USERS AND YEAR-ON-YEAR CHANGE



SOURCES: KEPCO ANALYSIS, ITC, SIMA INTELLIGENCE, EUROSTAT, DWI, CIA WORLD FACTBOOK, CHNIC, AND SOCIAL GOVERNMENT AUTHORITIES. **NOTE:** WHERE LETTERS ARE SHOWN NEXT TO FIGURES ABOVE, 'K' DENOTES THOUSANDS (E.G. '123 K' = 123,000), 'M' DENOTES MILLIONS (E.G. '1.23 M' = 1,230,000), AND 'B' DENOTES BILLIONS (E.G. '1.33 B' = 1,330,000,000). WHERE NO LETTER IS PRESENT, VALUES ARE SHOWN AS IS. **ADVISORY:** DUE TO COVID-19 RELATED DELAYS IN RESEARCH AND REPORTING, FIGURES FOR INTERNET USER GROWTH AFTER 2020 MAY UNDER-REPRESENT ACTUAL TRENDS. SEE NOTES ON DATA FOR MORE DETAILS. **COMPARABILITY:** SOURCE AND BASE CHANGES, FIGURES MAY NOT MATCH OR CORRELATE WITH FIGURES PUBLISHED IN PREVIOUS REPORTS.

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INTERNET USER PERSPECTIVES

INTERNET USER NUMBERS PUBLISHED BY DIFFERENT SOURCES



INTERNET USERS:
ITU



23.05
MILLION

vs. POPULATION

68.2%

INTERNET USERS:
CIA WORLD FACTBOOK



18.02
MILLION

vs. POPULATION

53.3%

INTERNET USERS:
INTERNETWORLDSTATS



14.77
MILLION

vs. POPULATION

43.7%

SOURCES: AS STATED ABOVE, EACH ICON. **NOTES:** WHERE SOURCES PUBLISH INTERNET ADOPTION AS A PERCENTAGE (I.E. PENETRATION), VALUES SHOWN HERE COMPARE THE LATEST PUBLISHED ADOPTION RATES IN EACH COUNTRY WITH THE LATEST FIGURES FOR POPULATION TO DERIVE ABSOLUTE USER NUMBERS. WHERE SOURCES PUBLISH ABSOLUTE USER NUMBERS, VALUES SHOWN HERE COMPARE THESE ABSOLUTE USER FIGURES WITH THE LATEST FIGURES FOR POPULATION TO DERIVE VALUES FOR % POPULATION. **COMPARABILITY:** POTENTIAL ANOMALIES, INTERNET USER FIGURES QUOTED ELSEWHERE IN THIS REPORT USE DATA FROM MULTIPLE SOURCES, INCLUDING SOURCES NOT FEATURED ON THIS PAGE.

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INTERNET ACCESS IN PERSPECTIVE

ACCESS TO THE INTERNET IN THE CONTEXT OF ACCESS TO OTHER LIFE ESSENTIALS, AS A PERCENTAGE OF TOTAL POPULATION



GHANA

USES THE
INTERNET



68.2%

HAS ACCESS
TO ELECTRICITY



85.9%

HAS ACCESS TO BASIC
DRINKING WATER



85.8%

HAS ACCESS TO
BASIC SANITATION



23.7%

EARNS LESS THAN
USD \$3.65 PER DAY



48.9%

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DEVICES USED TO ACCESS THE INTERNET

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



MOBILE
PHONE (ANY)



GWL

93.1%

YEAR-ON-YEAR CHANGE
+1.3% (+120 BPS)

LAPTOP OR
DESKTOP (ANY)



36.7%

YEAR-ON-YEAR CHANGE
+50.4% (+1,230 BPS)

SMART
PHONE



GWL

92.5%

YEAR-ON-YEAR CHANGE
+2.7% (+240 BPS)

FEATURE
PHONE



2.5%

YEAR-ON-YEAR CHANGE
-45.7% (-210 BPS)

TABLET
DEVICE



7.1%

YEAR-ON-YEAR CHANGE
+31.5% (+170 BPS)

PERSONAL LAPTOP
OR DESKTOP



34.3%

YEAR-ON-YEAR CHANGE
+60.3% (+1,290 BPS)

WORK LAPTOP
OR DESKTOP



GWL

15.2%

YEAR-ON-YEAR CHANGE
+108.2% (+790 BPS)

CONNECTED
TELEVISION



11.5%

YEAR-ON-YEAR CHANGE
+187.5% (+750 BPS)

SMART HOME
DEVICE



GWL

2.2%

YEAR-ON-YEAR CHANGE
+37.5% (+60 BPS)

GAMES
CONSOLE



2.3%

YEAR-ON-YEAR CHANGE
+35.3% (+60 BPS)

SOURCE: OWI (Q3 2022). FIGURES REPRESENT THE FINDINGS OF A BROAD GLOBAL SURVEY OF INTERNET USERS AGED 16 TO 64. SEE OWI.COM FOR FULL DETAILS. NOTES: "MOBILE PHONE (ANY)" INCLUDES USERS WHO ACCESS VIA A SMARTPHONE OR A FEATURE PHONE. "LAPTOP OR DESKTOP (ANY)" INCLUDES USERS WHO ACCESS VIA THEIR OWN COMPUTER OR A COMPUTER PROVIDED BY THEIR EMPLOYER. PERCENTAGE CHANGE VALUES REFLECT RELATIVE CHANGE. "BPS" VALUES SHOW THE CHANGE IN BASIS POINTS, AND REFLECT ABSOLUTE CHANGE.

JAN
2023

INTERNET CONNECTION SPEEDS

MEDIAN DOWNLOAD SPEEDS (IN MEGABITS PER SECOND) OF MOBILE AND FIXED INTERNET CONNECTIONS



MEDIAN DOWNLOAD SPEED
OF CELLULAR MOBILE
INTERNET CONNECTIONS



OOKLA

7.90
MBPS

YEAR-ON-YEAR CHANGE
IN MEDIAN CELLULAR MOBILE
INTERNET CONNECTION SPEED



-2.1%

MEDIAN DOWNLOAD
SPEED OF FIXED
INTERNET CONNECTIONS



SPRINT

27.70
MBPS

YEAR-ON-YEAR CHANGE
IN MEDIAN FIXED INTERNET
CONNECTION SPEED



NETSCAPE

+2.9%

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SHARE OF WEB TRAFFIC BY DEVICE

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



MOBILE
PHONES



74.28%

YEAR-ON-YEAR CHANGE
+5.2% (+364 BPS)

LAPTOP AND
DESKTOP COMPUTERS



24.46%

YEAR-ON-YEAR CHANGE
-13.2% (-372 BPS)

TABLET
DEVICES



1.25%

YEAR-ON-YEAR CHANGE
+6.8% (+8 BPS)

OTHER
DEVICES



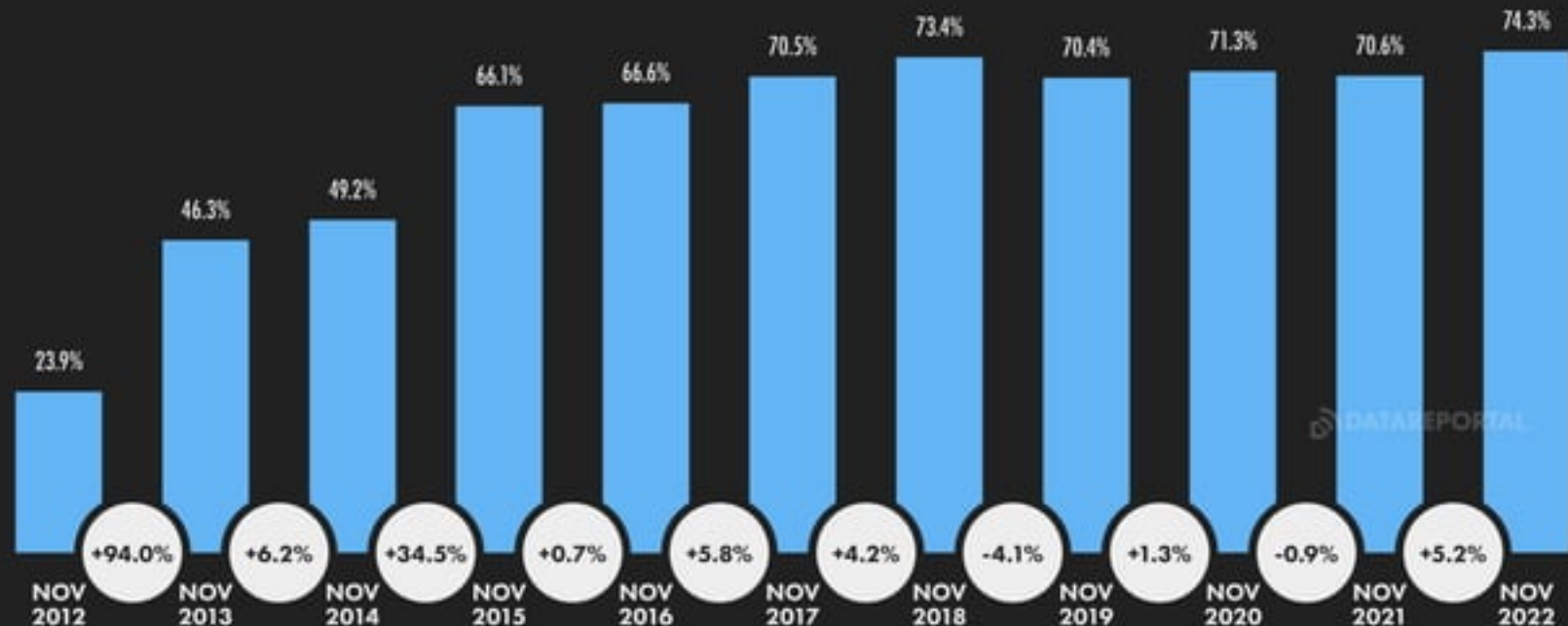
0.01%

YEAR-ON-YEAR CHANGE
[UNCHANGED]

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2023

MOBILE'S SHARE OF WEB TRAFFIC

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



SOURCE: STATCOUNTER. NOTES: FIGURES REPRESENT THE NUMBER OF WEB PAGES SERVED TO WEB BROWSERS RUNNING ON MOBILE PHONES COMPARED WITH THE TOTAL NUMBER OF WEB PAGES SERVED TO WEB BROWSERS RUNNING ON ANY DEVICE. PERCENTAGE CHANGE VALUES IN THE WHITE CIRCLES REPRESENT RELATIVE CHANGE (I.E. AN INCREASE OF 30% FROM A STARTING VALUE OF 30% WOULD EQUAL 69%, NOT 70%).

JAN
2023

SHARE OF WEB TRAFFIC BY BROWSER

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



CHROME



62.26%

YEAR-ON-YEAR CHANGE
+4.6% (+271 BPS)

SAFARI



16.54%

YEAR-ON-YEAR CHANGE
+9.3% (+141 BPS)

MICROSOFT EDGE



2.93%

YEAR-ON-YEAR CHANGE
+11.8% (+31 BPS)

FIREFOX



2.31%

YEAR-ON-YEAR CHANGE
-19.8% (-57 BPS)

SAMSUNG INTERNET



1.90%

YEAR-ON-YEAR CHANGE
+8.0% (+14 BPS)

OPERA



12.05%

YEAR-ON-YEAR CHANGE
-20.5% (-310 BPS)

ANDROID



0.19%

YEAR-ON-YEAR CHANGE
+11.8% (+2 BPS)

OTHER



1.82%

YEAR-ON-YEAR CHANGE
-33.6% (-92 BPS)



#	WEBSITE	TOTAL VISITS (MONTHLY AVE.)	UNIQUE VISITORS (MONTHLY AVE.)	AVERAGE TIME PER VISIT	AVERAGE PAGES PER VISIT
01	GOOGLE.COM	41.8 M	4.61 M	19M 09S	3.4
02	READM.ORG	16.4 M	404 K	54M 45S	6.9
03	YOUTUBE.COM	15.1 M	2.08 M	25M 30S	4.3
04	XHAMSTER18.DESI	14.7 M	57,529	1M 55S	3.8
05	THENETNAJA.NET	10.4 M	712 K	13M 15S	7.3
06	READKOMIK.COM	7.84 M	345 K	26M 24S	4.5
07	XVIDEOS.COM	7.38 M	1.03 M	12M 51S	6.5
08	BETWAY.COM.GH	6.92 M	440 K	6M 44S	4.0
09	FACEBOOK.COM	5.19 M	1.34 M	16M 39S	3.8
10	XNXX.COM	4.82 M	628 K	10M 54S	7.9

#	WEBSITE	TOTAL VISITS (MONTHLY AVE.)	UNIQUE VISITORS (MONTHLY AVE.)	AVERAGE TIME PER VISIT	AVERAGE PAGES PER VISIT
11	FLASHSCORE.COM	4.63 M	77,862	12M 23S	14.2
12	PORNIHUB.COM	3.51 M	477 K	10M 48S	6.5
13	MYASIANTVCC	3.06 M	63,765	43M 06S	3.1
14	FAPHOUSE.COM	2.73 M	14,996	1M 12S	2.2
15	TORIZONE.COM	2.66 M	222 K	5M 28S	2.6
16	BOXINGSCENE.COM	2.55 M	138 K	11M 19S	2.5
17	NETNAJA.COM	2.54 M	141 K	10M 05S	1.3
18	GHANAWEB.COM	2.32 M	344 K	13M 38S	4.4
19	BBC.COM	2.21 M	115 K	11M 46S	2.4
20	SUPHELPER.COM	2.11 M	106 K	3M 03S	1.5

SOURCE: SEMRUSH. FIGURES REPRESENT TRAFFIC VALUES FOR THE PERIOD BETWEEN 01 SEPTEMBER AND 30 NOVEMBER 2022. **NOTE:** VALUES IN THE "UNIQUE VISITORS" COLUMN REPRESENT THE NUMBER OF DISTINCT IDENTITIES ACCESSING EACH SITE, BUT MAY NOT REPRESENT UNIQUE INDIVIDUALS, AS SOME PEOPLE MAY USE MULTIPLE DEVICES OR BROWSERS. FIGURES ENDING IN "K" REPRESENT THOUSAND, FIGURES ENDING IN "M" REPRESENT MILLIONS. TIME SHOWN IN MINUTES AND SECONDS. **ADVISORY:** SOME WEBSITES FEATURED IN THIS RANKING MAY CONTAIN ADULT CONTENT. PLEASE USE CAUTION WHEN VISITING UNKNOWN DOMAINS. **COMPARABILITY:** SOURCE METHODOLOGY CHANGES. VALUES ARE NOT COMPARABLE WITH PREVIOUS REPORTS.

JAN
2023

SHARE OF SEARCH ENGINE REFERRALS

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



GOOGLE



95.38%

YEAR-ON-YEAR CHANGE
-2.0% (-194 BPS)

BING



4.02%

YEAR-ON-YEAR CHANGE
+87.0% (+187 BPS)

YAHOO!



0.30%

YEAR-ON-YEAR CHANGE
+7.1% (+2 BPS)

YANDEX



0.04%

YEAR-ON-YEAR CHANGE
[UNCHANGED]

BAIDU



0.01%

YEAR-ON-YEAR CHANGE
-50.0% (-1 BP)

DUCKDUCKGO



0.13%

YEAR-ON-YEAR CHANGE
+18.2% (+2 BPS)

NAVER



0%

YEAR-ON-YEAR CHANGE
[N/A]

OTHER



0.12%

YEAR-ON-YEAR CHANGE
+50.0% (+4 BPS)

SOURCE: STATCOUNTER. NOTES: FIGURES REPRESENT THE NUMBER OF PAGE VIEW REFERRALS ORIGINATING FROM EACH SERVICE AS A PERCENTAGE OF TOTAL PAGE VIEW REFERRALS ORIGINATING FROM SEARCH ENGINES IN NOVEMBER 2022. PERCENTAGE CHANGE VALUES REPRESENT RELATIVE YEAR-ON-YEAR CHANGE (I.E. AN INCREASE OF 20% FROM A STARTING VALUE OF 30% WOULD EQUAL 36%, NOT 50%). "BPS" VALUES REPRESENT BASIS POINTS, AND INDICATE THE ABSOLUTE CHANGE. FIGURES MAY NOT SUM TO 100% DUE TO ROUNDING.

JAN
2023

TOP GOOGLE SEARCHES

QUERIES WITH THE GREATEST VOLUME OF GOOGLE SEARCH ACTIVITY BETWEEN 01 JANUARY 2022 AND 31 DECEMBER 2022



#	SEARCH QUERY	INDEX vs. TOP QUERY
01	GHANA	100
02	WHAT	66
03	WHAT IS	46
04	DOWNLOAD	43
05	SPORTYBET	36
06	TIME	30
07	MEANING OF	26
08	GOOGLE	15
09	FACEBOOK	14
10	GHANAWEB	13

#	SEARCH QUERY	INDEX vs. TOP QUERY
11	BETWAY	12
12	WEATHER	10
13	SPORTYBET LOGIN	10
14	TRANSLATE	10
15	WHATSAPP	9
16	LIVESCORE	8
17	YOUTUBE	7
18	CHELSEA	7
19	SPORTYBET GH	7
20	WORLD CUP	6

SOURCE: GOOGLE TRENDS, BASED ON SEARCHES CONDUCTED BETWEEN 01 JANUARY 2022 AND 31 DECEMBER 2022. **NOTES:** ANY SPELLING ERRORS OR LANGUAGE INCONSISTENCIES IN SEARCH QUERIES ARE AS PUBLISHED BY GOOGLE TRENDS, AND ARE SHOWN "AS IS", TO ENABLE READERS TO IDENTIFY POTENTIAL CHANGES IN HOW PEOPLE USE LANGUAGE IN DIGITAL ENVIRONMENTS. GOOGLE DOES NOT PUBLISH ABSOLUTE SEARCH VOLUMES, BUT THE "INDEX vs. TOP QUERY" COLUMN SHOWS RELATIVE SEARCH VOLUMES FOR EACH QUERY COMPARED WITH THE SEARCH VOLUME OF THE TOP QUERY. **ADVISORY:** GOOGLE TRENDS USES DYNAMIC SAMPLING, SO RANK ORDER AND INDEX VALUES MAY VARY DEPENDING ON WHEN THE TOOL IS ACCESSSED, EVEN FOR THE SAME TIME PERIOD.

JAN
2023

ACCESSING ONLINE INFORMATION

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



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



GWI.

16.3%

YEAR-ON-YEAR CHANGE
-12.8% (-240 BPS)

VISIT SOCIAL NETWORKS TO LOOK FOR INFORMATION ABOUT BRANDS AND PRODUCTS



68.3%

YEAR-ON-YEAR CHANGE
+16.6% (+970 BPS)

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



15.4%

YEAR-ON-YEAR CHANGE
+32.8% (+380 BPS)

USE ONLINE TOOLS TO TRANSLATE TEXT INTO DIFFERENT LANGUAGES **EACH WEEK**



23.9%

YEAR-ON-YEAR CHANGE
+54.2% (+840 BPS)

JAN
2023

WATCHING ONLINE VIDEO CONTENT

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



ANY KIND
OF VIDEO



GWI.

88.2%

YEAR-ON-YEAR CHANGE
+17.1% (+1,290 BPS)

MUSIC
VIDEO



47.2%

YEAR-ON-YEAR CHANGE
+21.6% (+840 BPS)

COMEDY, MEME,
OR VIRAL VIDEO



GWI.

41.3%

YEAR-ON-YEAR CHANGE
+19.0% (+660 BPS)

TUTORIAL OR
HOW-TO VIDEO



33.7%

YEAR-ON-YEAR CHANGE
+53.2% (+1,170 BPS)

VIDEO
LIVESTREAM



23.6%

YEAR-ON-YEAR CHANGE
+22.9% (+440 BPS)

EDUCATIONAL
VIDEO



41.3%

YEAR-ON-YEAR CHANGE
+45.9% (+1,300 BPS)

PRODUCT
REVIEW VIDEO



GWI.

19.5%

YEAR-ON-YEAR CHANGE
+91.2% (+930 BPS)

SPORTS CLIP OR
HIGHLIGHTS VIDEO



23.2%

YEAR-ON-YEAR CHANGE
+16.0% (+320 BPS)

GAMING
VIDEO



GWI.

15.0%

YEAR-ON-YEAR CHANGE
+66.7% (+600 BPS)

INFLUENCER
VIDEOS AND VLOGS



23.6%

YEAR-ON-YEAR CHANGE
+159.3% (+1,450 BPS)

SOURCE: GWI (Q3 2022). FIGURES REPRESENT THE FINDINGS OF A BROAD GLOBAL SURVEY OF INTERNET USERS AGED 16 TO 64. SEE GWI.COM FOR FULL DETAILS. NOTES: "QOY" PERCENTAGE VALUES REPRESENT THE RELATIVE YEAR-ON-YEAR CHANGE (E.G. AN INCREASE OF 30% FROM A STARTING VALUE OF 20% WOULD EQUAL 60%, NOT 70%). "BPS" VALUES REPRESENT THE ABSOLUTE CHANGE (IN BASIS POINTS).

JAN
2023

LISTENING TO ONLINE AUDIO CONTENT

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



GHANA

LISTEN TO MUSIC
STREAMING SERVICES



GWI.

24.5%

YEAR-ON-YEAR CHANGE
+7.5% (+170 BPS)

LISTEN TO ONLINE RADIO
SHOWS OR STATIONS



27.7%

YEAR-ON-YEAR CHANGE
+125.2% (+1,540 BPS)

LISTEN TO
PODCASTS



10.3%

YEAR-ON-YEAR CHANGE
+6.2% (+60 BPS)

LISTEN TO
AUDIO BOOKS



12.2%

YEAR-ON-YEAR CHANGE
+62.7% (+470 BPS)

SOURCE: GWI (Q3 2022). FIGURES REPRESENT THE FINDINGS OF A BROAD GLOBAL SURVEY OF INTERNET USERS AGED 16 TO 64. SEE GWI.COM FOR FULL DETAILS. **NOTES:** "YOY" PERCENTAGE VALUES REPRESENT THE RELATIVE YEAR-ON-YEAR CHANGE (E.G. AN INCREASE OF 30% FROM A STARTING VALUE OF 20% WOULD EQUAL 60%, NOT 70%). "BPS" VALUES REPRESENT THE ABSOLUTE CHANGE (IN BASIS POINTS).

JAN
2023

SMART HOME MARKET OVERVIEW

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



NUMBER OF HOMES WITH
SMART HOME DEVICES



statista

177.8
THOUSAND

YEAR-ON-YEAR CHANGE
+34.2% (+45 THOUSAND)

TOTAL ANNUAL VALUE OF THE
SMART HOME DEVICES MARKET



statista

\$26.26
MILLION

YEAR-ON-YEAR CHANGE
+13.1% (+\$3.0 MILLION)

VALUE OF SMART HOME
APPLIANCES MARKET



statista

\$5.16
MILLION

YEAR-ON-YEAR CHANGE
+15.1% (+\$677 THOUSAND)

VALUE OF SMART HOME CONTROL
& CONNECTIVITY DEVICE MARKET



\$6.11
MILLION

YEAR-ON-YEAR CHANGE
+10.4% (+\$573 THOUSAND)

VALUE OF SMART HOME
SECURITY DEVICE MARKET



\$5.83
MILLION

YEAR-ON-YEAR CHANGE
+15.9% (+\$800 THOUSAND)

VALUE OF SMART HOME
ENTERTAINMENT DEVICE MARKET



statista

\$3.25
MILLION

YEAR-ON-YEAR CHANGE
+8.8% (+\$262 THOUSAND)

VALUE OF SMART HOME
COMFORT & LIGHTING MARKET



\$4.52
MILLION

YEAR-ON-YEAR CHANGE
+15.6% (+\$610 THOUSAND)

VALUE OF SMART HOME
ENERGY MANAGEMENT MARKET



\$1.40
MILLION

YEAR-ON-YEAR CHANGE
+9.9% (+\$126 THOUSAND)

SOURCE: STATISTA DIGITAL MARKET OUTLOOK. SEE [STATISTA.COM](https://www.statista.com) FOR MORE DETAILS. **NOTES:** "SMART HOME DEVICES" INCLUDES DIGITALLY CONNECTED AND CONTROLLED HOME DEVICES THAT CAN BE REMOTELY CONTROLLED, SENSORS, ACTUATORS AND CLOUD SERVICES THAT ENABLE HOME AUTOMATION, CONTROL HUBS THAT CONNECT SENSORS AND ACTUATORS TO REMOTE CONTROLS AND TO EACH OTHER, AND SMART HOME-RELATED SOFTWARE SALES (INCLUDING SUBSCRIPTION FEES). DOES NOT INCLUDE SMART TV, OR B2B OR C2C SALES. FIGURES REPRESENT ESTIMATES OF FULL-YEAR REVENUES FOR 2022 IN U.S. DOLLARS, AND COMPARISONS WITH EQUIVALENT VALUES FOR THE PREVIOUS CALENDAR YEAR. **COMPARABILITY:** SAME CHANGES.

JAN
2023

AVERAGE ANNUAL REVENUE PER SMART HOME

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



PENETRATION OF
SMART HOME DEVICES



2.2%

YEAR-ON-YEAR CHANGE
+30.1% (+52 BPS)

statista

ARPU: SPEND ON ALL
SMART HOME DEVICES



\$148

YEAR-ON-YEAR CHANGE
-15.7% (-\$27.50)



ARPU: SMART
HOME APPLIANCES



\$90.85

YEAR-ON-YEAR CHANGE
-17.3% (-\$19.05)

statista

ARPU: SMART HOME CONTROL
& CONNECTIVITY DEVICES



\$46.40

YEAR-ON-YEAR CHANGE
-17.7% (-\$10.01)

ARPU: SMART HOME
SECURITY DEVICES



\$61.63

YEAR-ON-YEAR CHANGE
-14.4% (-\$10.36)



ARPU: SMART HOME
ENTERTAINMENT DEVICES



\$35.39

YEAR-ON-YEAR CHANGE
-19.5% (-\$8.59)

statista

ARPU: SMART HOME
COMFORT & LIGHTING



\$25.92

YEAR-ON-YEAR CHANGE
-14.4% (-\$4.37)



ARPU: SMART HOME
ENERGY MANAGEMENT



\$22.53

YEAR-ON-YEAR CHANGE
-18.1% (-\$4.99)

SOURCE: STATISTA DIGITAL MARKET OUTLOOK. SEE [STATISTA.COM](https://www.statista.com) FOR MORE DETAILS. **NOTES:** "SMART HOME DEVICES" INCLUDE: DIGITALLY CONNECTED AND CONTROLLED HOME DEVICES THAT CAN BE REMOTELY CONTROLLED, SENSORS, ACTUATORS AND CLOUD SERVICES THAT ENABLE HOME AUTOMATION, CONTROL HUBS THAT CONNECT SENSORS AND ACTUATORS TO REMOTE CONTROLS AND TO EACH OTHER, AND SMART HOME-RELATED SOFTWARE SALES (INCLUDING SUBSCRIPTION FEES). DOES NOT INCLUDE SMART TVS, OR B2B OR C2C SALES. FIGURES REPRESENT ESTIMATES OF FULL-YEAR SPEND PER SMART HOME FOR 2023 IN U.S. DOLLARS, AND COMPARISONS WITH EQUIVALENT VALUES FOR THE PREVIOUS CALENDAR YEAR. **COMPARABILITY:** SAME CHANGES.

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2023

USE OF ONLINE FINANCIAL SERVICES

PERCENTAGE OF INTERNET USERS AGED 16 TO 64 WHO OWN OR USE EACH KIND OF DIGITAL FINANCIAL SERVICE



USE A BANKING, INVESTMENT,
OR INSURANCE WEBSITE OR
MOBILE APP EACH MONTH



GWI.

13.4%

USE A MOBILE PAYMENT
SERVICE (E.G. APPLE PAY,
SAMSUNG PAY) EACH MONTH



12.2%

OWN ANY FORM
OF CRYPTOCURRENCY
(E.G. BITCOIN, ETHER)



3.3%

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2023

ONLINE PRIVACY AND SECURITY

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



COMFORTABLE WITH APPS TRACKING THEIR REAL-WORLD ACTIVITY (E.G. STEPS, SLEEP)



GWI

14.2%

PREFER TO REMAIN ANONYMOUS WHEN USING ONLINE SERVICES



27.1%

WORRY ABOUT HOW COMPANIES MIGHT USE THEIR ONLINE DATA



GWI

17.6%

DECLINE COOKIES ON WEBSITES AT LEAST SOME OF THE TIME



26.9%

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



[N/A]



SOCIAL MEDIA



CORRECTIONS IN SOCIAL MEDIA USER NUMBERS

Over recent months, the data sources that we use to calculate social media user numbers in each country have made **significant revisions** to their underlying numbers. As a result, we are currently unable to provide data for the change in social media users over time. Because of these changes, readers **should not compare** social media user numbers published in this report with similar figures published in previous reports in the Global Digital Reports series, because any such comparisons will deliver **inaccurate data** and **misleading trends**. Furthermore, please note that the social media user numbers published in this report may appear to be significantly lower than the figures published in previous reports in

this series. However, any such differences are the result of “corrections” in source data published by social media platforms, and our analysis of various data sources confirms that there has been **no discernible drop** in social media use in any of the countries that we track. As a result, readers should **not** interpret any negative differences between the numbers published in this report versus previous reports as a decline in social media use, because these differences are due to corrections in source methodologies and data reporting approaches, and **do not** represent a change in actual user numbers. Please read our comprehensive notes on data for more details: <https://datareportal.com/notes-on-data>

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2023

OVERVIEW OF SOCIAL MEDIA USE

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



NUMBER OF SOCIAL
MEDIA USERS



6.60
MILLION

SOCIAL MEDIA USERS
vs. TOTAL POPULATION



19.5%

SOCIAL MEDIA USERS AGE 18+
vs. TOTAL POPULATION AGE 18+



32.7%

SOCIAL MEDIA USERS
vs. TOTAL INTERNET USERS



28.6%

AVERAGE TIME SPENT USING
SOCIAL MEDIA EACH DAY



3H 28M

AVERAGE NUMBER OF SOCIAL
PLATFORMS USED EACH MONTH



4.7

FEMALE SOCIAL MEDIA USERS
vs. TOTAL SOCIAL MEDIA USERS



40.5%

MALE SOCIAL MEDIA USERS
vs. TOTAL SOCIAL MEDIA USERS



59.5%

SOURCE: KIPOD ANALYSIS, COMPANY ADVERTISING RESOURCES AND ANNOUNCEMENTS, CHANC BETA RESEARCH CENTER, OGDH, U.N., U.S. CENSUS BUREAU. ADVISORY: SOCIAL MEDIA USERS MAY NOT REPRESENT UNIQUE INDIVIDUALS. FIGURES FOR REACH vs. POPULATION AND REACH vs. INTERNET USERS MAY EXCEED 100% DUE TO DUPLICATE AND FAKE ACCOUNTS, USER AGE MISSTATEMENTS, DELAYS IN DATA REPORTING, AND DIFFERENCES BETWEEN CENSUS COUNTS AND RESIDENT POPULATIONS. SEE NOTES ON DATA FOR FURTHER DETAILS.

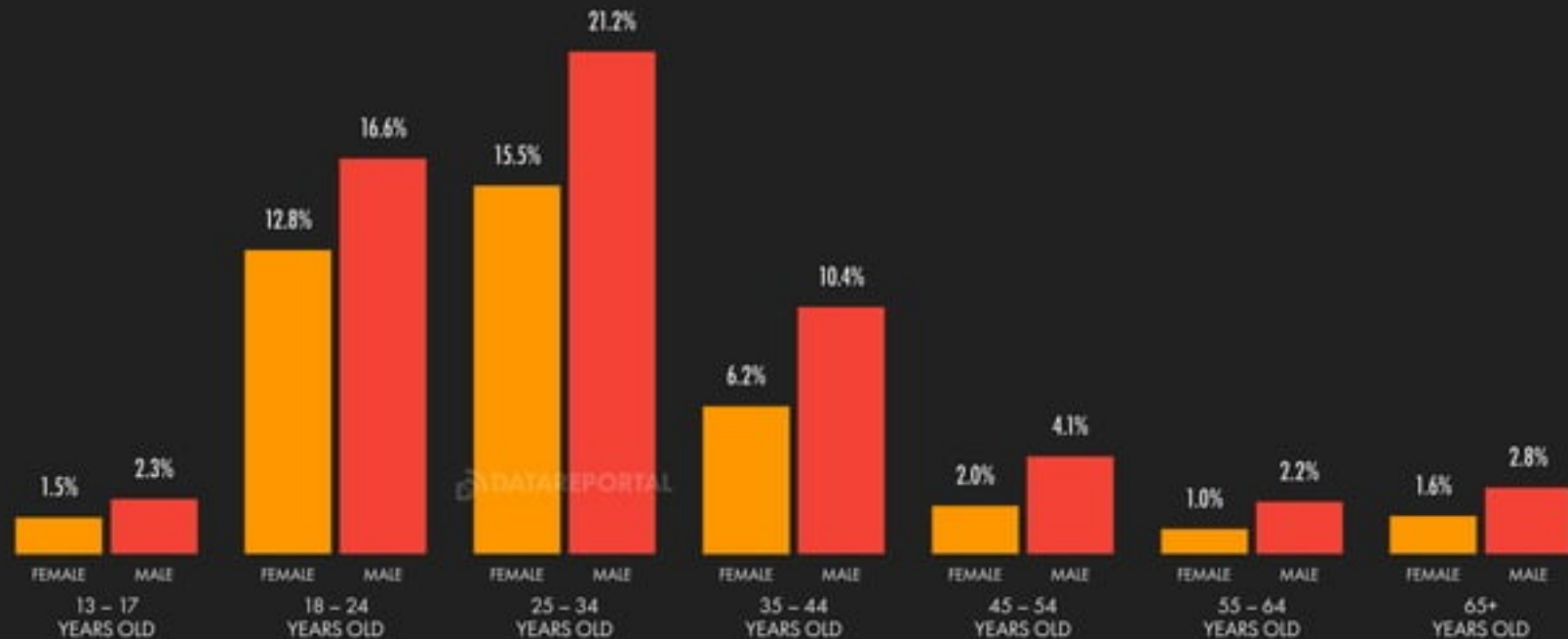
we
are
social

Meltwater

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2023

DEMOGRAPHIC PROFILE OF META'S AD AUDIENCE

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



SOURCE: KIPOS ANALYSIS, META'S ADVERTISING RESOURCES. NOTE: META ONLY PERMITS PEOPLE AGED 13 AND ABOVE TO USE ITS PLATFORMS, SO WHILE THERE MAY BE USERS BELOW THE AGE OF 13, THEY DO NOT FEATURE IN THE AVAILABLE DATA. META'S ADVERTISING RESOURCES ONLY PUBLISH GENDER DATA FOR "FEMALE" AND "MALE." COMPARABILITY: IMPORTANT BASE DATA REVISIONS AND SOURCE REPORTING CHANGES. VALUES ARE NOT COMPARABLE WITH VALUES PUBLISHED IN OUR PREVIOUS REPORTS.

we
are
social

Meltwater

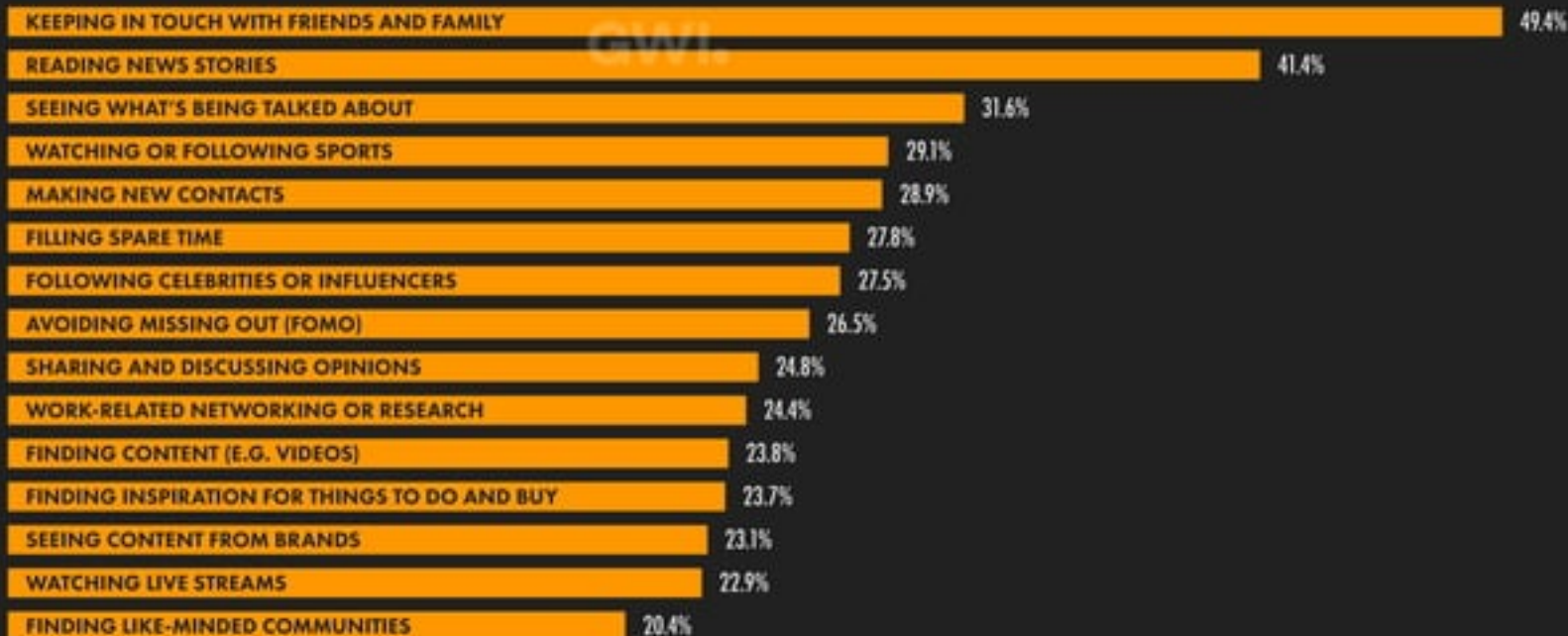
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MAIN REASONS FOR USING SOCIAL MEDIA

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



GHANA



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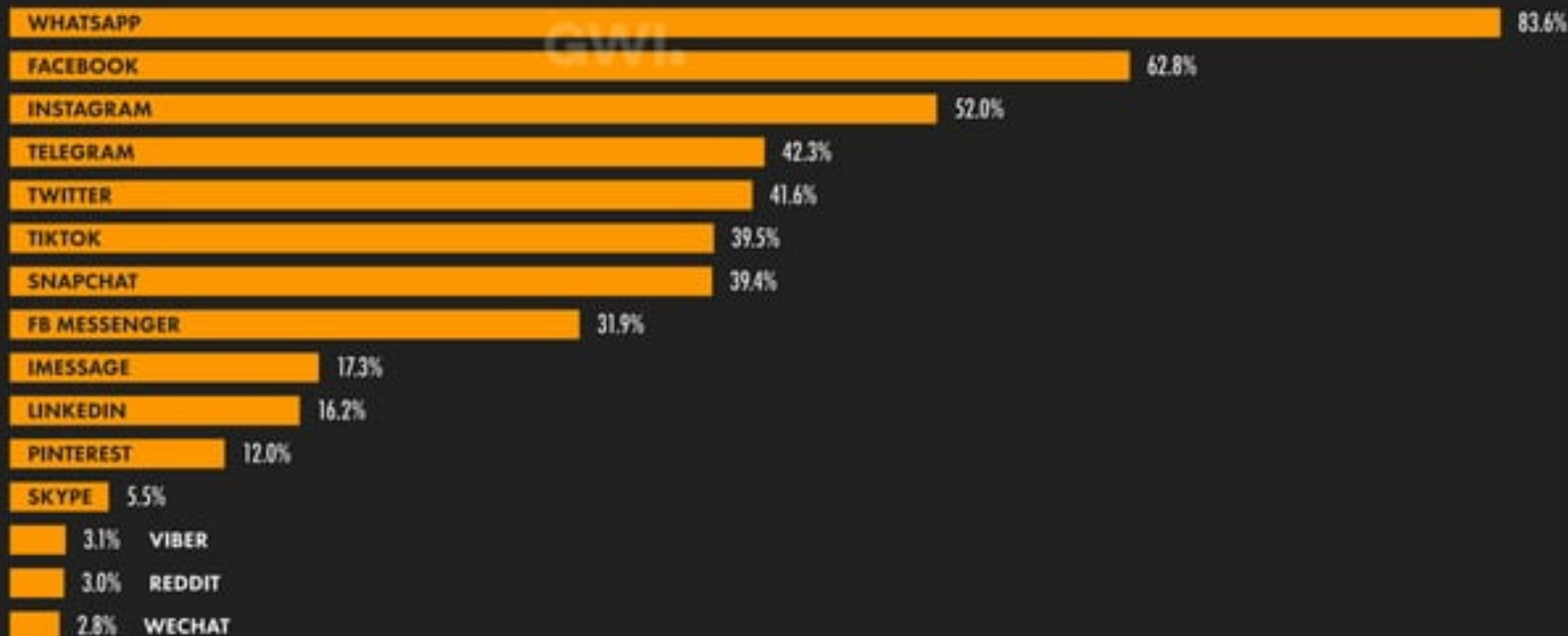
MOST USED SOCIAL MEDIA PLATFORMS

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

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



GHANA



SOURCE: GWI (Q1 2023). FIGURES REPRESENT THE FINDINGS OF A BROAD GLOBAL SURVEY OF INTERNET USERS AGED 16 TO 64. SEE [GWI.COM](https://www.gwi.com) FOR FULL DETAILS. **NOTE:** YOUTUBE IS **NOT** OFFERED AS AN ANSWER OPTION FOR THIS QUESTION IN GWI'S SURVEY. **COMPARABILITY:** A VERSION OF THIS CHART THAT APPEARED IN OUR PREVIOUS REPORTS WAS BASED ON A PREVIOUS QUESTION IN GWI'S SURVEY THAT INCLUDED YOUTUBE AS AN ANSWER OPTION. GWI'S CURRENT SURVEY FEATURES A REVISED VERSION OF THIS QUESTION THAT DOES **NOT** INCLUDE YOUTUBE AS AN ANSWER OPTION, WHILE OTHER CHANGES TO THE QUESTION'S WORDING MAY MEAN THAT THE VALUES AND RANK ORDER SHOWN HERE ARE **NOT DIRECTLY COMPARABLE** WITH THOSE SHOWN ON A SIMILAR CHART IN PREVIOUS REPORTS.

JAN
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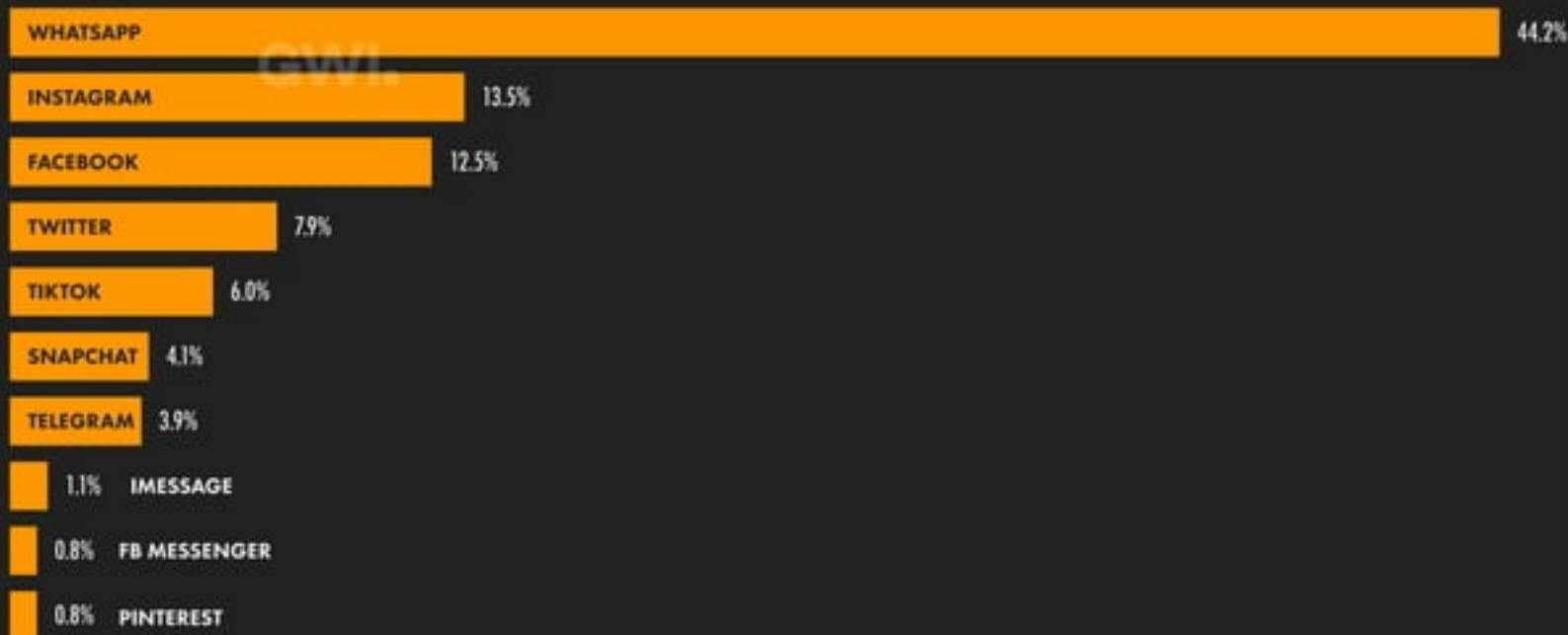
FAVOURITE SOCIAL MEDIA PLATFORMS

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

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



GHANA



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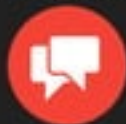
USE OF SOCIAL MEDIA FOR BRAND RESEARCH

PERCENTAGE OF INTERNET USERS AGED 16 TO 64 WHO USE EACH SOCIAL MEDIA CHANNEL TO FIND INFORMATION ABOUT BRANDS AND PRODUCTS



GHANA

ANY KIND OF SOCIAL
MEDIA PLATFORM



GWI.

89.4%

YEAR-ON-YEAR CHANGE
+11.9% (+950 BPS)

SOCIAL
NETWORKS



68.3%

YEAR-ON-YEAR CHANGE
+16.6% (+970 BPS)

QUESTION & ANSWER
SITES (E.G. QUORA)



GWI.

26.0%

YEAR-ON-YEAR CHANGE
+22.1% (+470 BPS)

FORUMS AND
MESSAGE BOARDS



16.6%

YEAR-ON-YEAR CHANGE
+15.3% (+220 BPS)

MESSAGING AND
LIVE CHAT SERVICES



19.2%

YEAR-ON-YEAR CHANGE
+20.0% (+320 BPS)

MICRO-BLOGS
(E.G. TWITTER)



GWI.

12.4%

YEAR-ON-YEAR CHANGE
+0.8% (+10 BPS)

VLOGS (BLOGS IN
A VIDEO FORMAT)



9.2%

YEAR-ON-YEAR CHANGE
-8.9% (-90 BPS)

ONLINE PINBOARDS
(E.G. PINTEREST)



8.9%

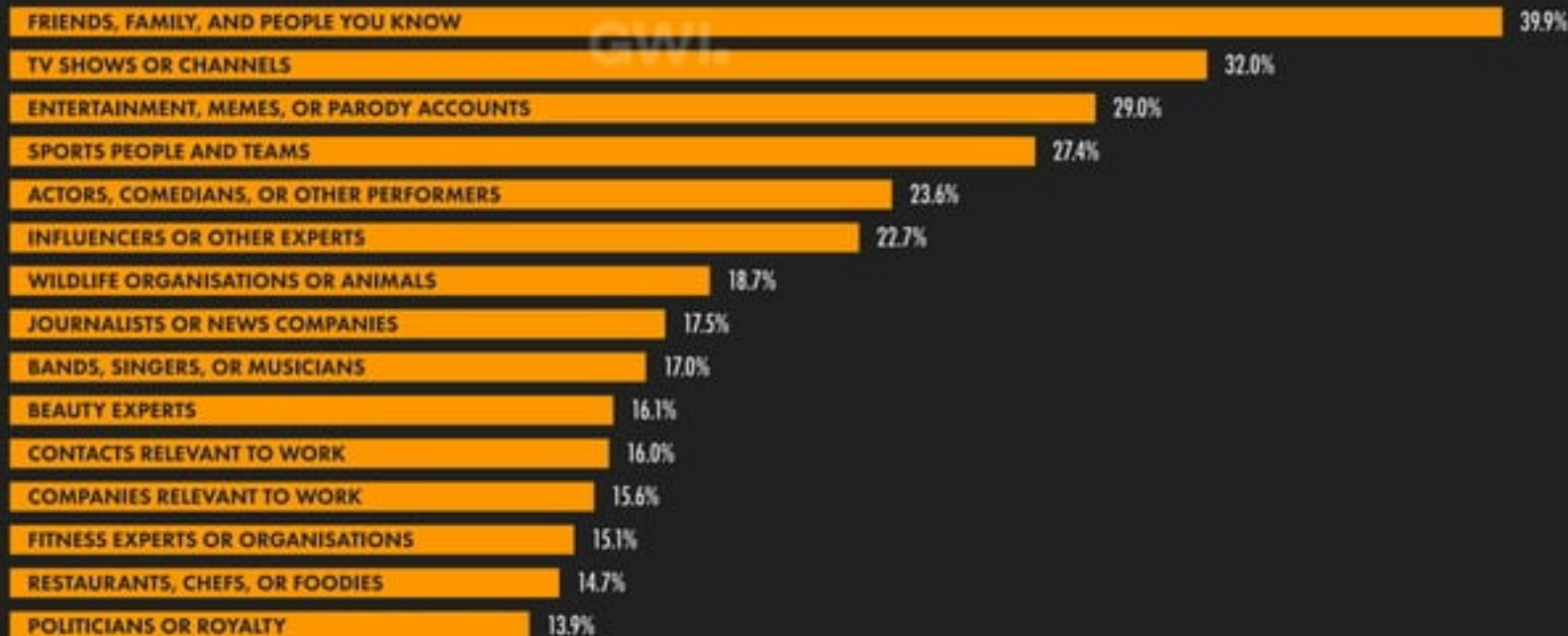
YEAR-ON-YEAR CHANGE
+45.9% (+280 BPS)

SOURCE: GWI (Q3 2022). FIGURES REPRESENT THE FINDINGS OF A BROAD GLOBAL SURVEY OF INTERNET USERS AGED 16 TO 64. SEE GWI.COM FOR FULL DETAILS. NOTE: VALUES FOR "ANY KIND OF SOCIAL MEDIA PLATFORM" INCLUDE AT LEAST ONE OF: SOCIAL NETWORKS, QUESTION AND ANSWER SITES (E.G. QUORA), FORUMS AND MESSAGE BOARDS, MESSAGING AND LIVE CHAT SERVICES, MICRO-BLOGS (E.G. TWITTER), BLOGS OR PODCASTS, / BRANDS (NOT SHOWN AS AN INDIVIDUAL VALUE ON THIS CHART), VLOGS (E.G. BLOGS RECORDED IN A VIDEO FORMAT), AND ONLINE PINBOARDS (E.G. PINTEREST).

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TYPES OF SOCIAL MEDIA ACCOUNTS FOLLOWED

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



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WEB TRAFFIC REFERRALS FROM SOCIAL MEDIA

SHARE OF WEB TRAFFIC ARRIVING ON THIRD-PARTY WEBSITES VIA CLICKS OR TAPS ON LINKS PUBLISHED IN SOCIAL MEDIA PLATFORMS (ANY DEVICE)



GHANA

FACEBOOK



45.84%

YEAR-ON-YEAR CHANGE
-23.1% (-1,378 BPS)

TWITTER



17.72%

YEAR-ON-YEAR CHANGE
+5.2% (+87 BPS)

INSTAGRAM



7.17%

YEAR-ON-YEAR CHANGE
+46.0% (+226 BPS)

PINTEREST



10.84%

YEAR-ON-YEAR CHANGE
-12.7% (-158 BPS)

YOUTUBE



16.91%

YEAR-ON-YEAR CHANGE
+243.0% (+1,198 BPS)

REDDIT



0.48%

YEAR-ON-YEAR CHANGE
+50.0% (+16 BPS)

TUMBLR



0.39%

YEAR-ON-YEAR CHANGE
+21.9% (+7 BPS)

LINKEDIN



0.60%

YEAR-ON-YEAR CHANGE
+3.4% (+2 BPS)

VKONTAKTE



0.02%

YEAR-ON-YEAR CHANGE
[UNCHANGED]

OTHER



0.03%

YEAR-ON-YEAR CHANGE
[UNCHANGED]

SOURCE: STATCOUNTER. **NOTES:** SHARE DOES NOT INCLUDE TRAFFIC FROM MESSENGER PLATFORMS. DATA ARE ONLY AVAILABLE FOR A SELECTION OF PLATFORMS, AND PERCENTAGES REFLECT SHARE OF AVAILABLE PLATFORMS ONLY. FIGURES REPRESENT THE SHARE OF WEB TRAFFIC ARRIVING ON THIRD-PARTY WEBSITES VIA CLICKS OR TAPS ON LINKS PUBLISHED ON EACH PLATFORM AS A PERCENTAGE OF TOTAL WEB TRAFFIC ARRIVING FROM THE AVAILABLE SELECTION OF SOCIAL PLATFORMS IN NOVEMBER 2022. PERCENTAGE CHANGE FIGURES REPRESENT RELATIVE YEAR-ON-YEAR CHANGE (I.E. AN INCREASE OF 30% FROM A STARTING VALUE OF 30 WOULD EQUAL 39%, NOT 75%). "BPS" VALUES REPRESENT BASIS POINTS, AND INDICATE THE ABSOLUTE CHANGE. FIGURES MAY NOT SUM TO 100% DUE TO ROUNDING.



SOCIAL MEDIA PLATFORMS

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FACEBOOK: ADVERTISING AUDIENCE OVERVIEW

THE POTENTIAL AUDIENCE THAT MARKETERS CAN REACH WITH ADS ON FACEBOOK

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



TOTAL POTENTIAL REACH
OF ADS ON FACEBOOK



5.65
MILLION

FACEBOOK AD REACH
vs. TOTAL POPULATION



16.7%

QUARTER-ON-QUARTER CHANGE
IN REPORTED FACEBOOK AD REACH



-13.1%
-850 THOUSAND

YEAR-ON-YEAR CHANGE IN
REPORTED FACEBOOK AD REACH



-19.9%
-1.4 MILLION

FACEBOOK AD REACH
vs. TOTAL INTERNET USERS



24.5%

FACEBOOK AD REACH
vs. POPULATION AGED 13+



24.7%

FEMALE FACEBOOK AD REACH
vs. TOTAL FACEBOOK AD REACH



40.2%

MALE FACEBOOK AD REACH
vs. TOTAL FACEBOOK AD REACH



59.8%

SOURCE: META'S ADVERTISING RESOURCES, EPIC'S ANALYSIS. **NOTES:** VALUES USE MIDPOINT OF PUBLISHED RANGES. GENDER DATA ARE ONLY AVAILABLE FOR "FEMALE" AND "MALE". **ADVISORY:** REACH FIGURES MAY NOT REPRESENT UNIQUE INDIVIDUALS OR MATCH THE TOTAL ACTIVE USER BASE. VALUES FOR REACH vs. POPULATION AND REACH vs. INTERNET USERS MAY EXCEED 100% DUE TO DUPLICATE AND TIME ACCOUNTS, DIFFERENT RESEARCH DATES, AND DIFFERENCES IN CENSUS DATA vs. RESIDENT POPULATIONS. SOURCE DATA REVISIONS MAY DISTORT VALUES FOR CHANGE OVER TIME. **COMPARABILITY:** SOURCE DATA REVISIONS, VALUES MAY NOT BE COMPARABLE WITH PREVIOUS REPORTS. SEE NOTES ON DATA FOR FURTHER DETAILS.

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SHARE OF FACEBOOK PAGE POSTS BY POST TYPE

POSTS OF EACH TYPE AS A PERCENTAGE OF ALL POSTS MADE BY FACEBOOK PAGES

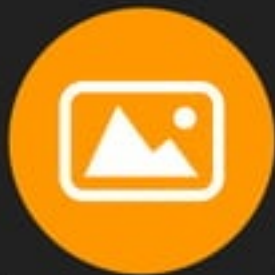


AVERAGE NUMBER OF
PAGE POSTS PER DAY



7.11

PHOTO POSTS' SHARE
OF TOTAL PAGE POSTS



17.84%

VIDEO POSTS' SHARE
OF TOTAL PAGE POSTS



36.94%

LINK POSTS' SHARE
OF TOTAL PAGE POSTS



44.79%

STATUS POSTS' SHARE
OF TOTAL PAGE POSTS



0.44%

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FACEBOOK POST ENGAGEMENT BENCHMARKS

FACEBOOK PAGE POST ENGAGEMENTS (REACTIONS, COMMENTS, AND SHARES) AS A PERCENTAGE OF TOTAL PAGE FANS



AVERAGE FACEBOOK PAGE
POST ENGAGEMENTS vs.
PAGE FANS: **ALL POST TYPES**

AVERAGE FACEBOOK PAGE
POST ENGAGEMENTS vs.
PAGE FANS: **PHOTO POSTS**

AVERAGE FACEBOOK PAGE
POST ENGAGEMENTS vs.
PAGE FANS: **VIDEO POSTS**

AVERAGE FACEBOOK PAGE
POST ENGAGEMENTS vs.
PAGE FANS: **LINK POSTS**

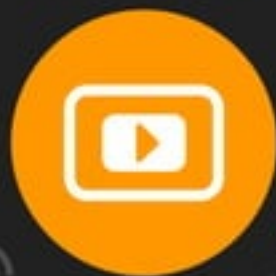
AVERAGE FACEBOOK PAGE
POST ENGAGEMENTS vs.
PAGE FANS: **STATUS POSTS**



0.06%



0.10%



0.06%



0.05%



0.13%

SOURCE: LOCOWISE. FIGURES REPRESENT AVERAGES BETWEEN 01 SEPTEMBER 2022 AND 30 NOVEMBER 2022. **NOTES:** PERCENTAGES COMBINE THE COMBINED TOTAL OF REACTIONS, COMMENTS, AND SHARES WITH THE TOTAL NUMBER OF PAGE FANS. FIGURES ARE AVERAGED BASED ON A WIDE VARIETY OF DIFFERENT KINDS OF PAGE, WITH DIFFERENT AUDIENCE SIZES, IN VARIOUS COUNTRIES AROUND THE WORLD. VALUES MAY NOT SUM TO 100% DUE TO ROUNDING.

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TOP YOUTUBE SEARCHES

QUERIES WITH THE GREATEST VOLUME OF YOUTUBE SEARCH ACTIVITY BETWEEN 01 JANUARY 2022 AND 31 DECEMBER 2022



#	SEARCH QUERY	INDEX
01	SONGS	100
02	MOVIES	93
03	GHANA	64
04	MUSIC	24
05	NIGERIAN MOVIES	20
06	BLACK SHERIF	19
07	SHATTA WALE	17
08	SARKODIE	14
09	NEW SONGS	13
10	CHELSEA	12

#	SEARCH QUERY	INDEX
11	BEST FRIENDS IN THE WORLD	12
12	WORSHIP SONGS	11
13	WORLD CLIP	9
14	FOOTBALL	9
15	BARCELONA	9
16	ALPHA HOUR	8
17	LIVERPOOL	8
18	BROTHERS	8
19	AGE 18	8
20	BURNA BOY	8

SOURCE: GOOGLE TRENDS, BASED ON SEARCHES CONDUCTED ON YOUTUBE BETWEEN 01 JANUARY 2022 AND 31 DECEMBER 2022. **NOTES:** ANY SPELLING ERRORS OR LANGUAGE INCONSISTENCIES IN SEARCH QUERIES ARE AS PUBLISHED BY GOOGLE TRENDS, AND ARE SHOWN 'AS IS' TO ENABLE READERS TO BENEFIT POTENTIAL CHANGES IN HOW PEOPLE USE LANGUAGE IN DIGITAL ENVIRONMENTS. GOOGLE DOES NOT PUBLISH ABSOLUTE SEARCH VOLUMES, BUT THE 'INDEX vs. TOP QUERY' COLUMN SHOWS RELATIVE SEARCH VOLUMES FOR EACH QUERY COMPARED WITH THE SEARCH VOLUME OF THE TOP QUERY. **ADVISORY:** GOOGLE TRENDS USES DYNAMIC SAMPLING, SO RANK ORDER AND INDEX VALUES MAY VARY DEPENDING ON WHEN THE TOOL IS ACCESSED, EVEN FOR THE SAME TIME PERIOD.

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INSTAGRAM: ADVERTISING AUDIENCE OVERVIEW

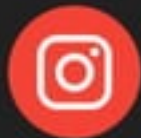
THE POTENTIAL AUDIENCE THAT MARKETERS CAN REACH WITH ADS ON INSTAGRAM

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



GHANA

TOTAL POTENTIAL REACH
OF ADS ON INSTAGRAM



1.70
MILLION

INSTAGRAM AD REACH
vs. TOTAL POPULATION



5.0%

QUARTER-ON-QUARTER CHANGE
IN REPORTED INSTAGRAM AD REACH



-8.1%
-150 THOUSAND

YEAR-ON-YEAR CHANGE IN
REPORTED INSTAGRAM AD REACH



-22.7%
-500 THOUSAND

INSTAGRAM AD REACH
vs. TOTAL INTERNET USERS



7.4%

INSTAGRAM AD REACH
vs. POPULATION AGED 13+



7.4%

FEMALE INSTAGRAM AD REACH
vs. TOTAL INSTAGRAM AD REACH



41.5%

MALE INSTAGRAM AD REACH
vs. TOTAL INSTAGRAM AD REACH



58.5%

SOURCE: META'S ADVERTISING RESOURCES, EPIC'S ANALYSIS. **NOTES:** VALUES USE MIDPOINT OF PUBLISHED RANGES. GENDER DATA ARE ONLY AVAILABLE FOR "FEMALE" AND "MALE". **ADVISORY:** REACH FIGURES MAY NOT REPRESENT UNIQUE INDIVIDUALS OR MATCH THE TOTAL ACTIVE USER BASE. VALUES FOR REACH vs. POPULATION AND REACH vs. INTERNET USERS MAY EXCEED 100% DUE TO DUPLICATE AND TIME ACCOUNTS, DIFFERENT RESEARCH DATES, AND DIFFERENCES IN CONUS DATA vs. RESIDENT POPULATIONS. SOURCE DATA REVISIONS MAY DISTORT VALUES FOR CHANGE OVER TIME. **COMPARABILITY:** SOURCE DATA REVISIONS, VALUES MAY NOT BE COMPARABLE WITH PREVIOUS REPORTS. SEE NOTES ON DATA FOR FURTHER DETAILS.

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2023

MESSENGER: ADVERTISING AUDIENCE OVERVIEW

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

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



GHANA

TOTAL POTENTIAL REACH
OF ADS ON MESSENGER



885.5
THOUSAND

MESSENGER AD REACH
vs. TOTAL POPULATION



2.6%

QUARTER-ON-QUARTER CHANGE
IN REPORTED MESSENGER AD REACH



-11.6%
-116 THOUSAND

YEAR-ON-YEAR CHANGE IN
REPORTED MESSENGER AD REACH



-14.4%
-149 THOUSAND

MESSENGER AD REACH
vs. TOTAL INTERNET USERS



3.8%

MESSENGER AD REACH
vs. POPULATION AGED 13+



3.9%

FEMALE MESSENGER AD REACH
vs. TOTAL MESSENGER AD REACH



34.7%

MALE MESSENGER AD REACH
vs. TOTAL MESSENGER AD REACH



65.3%

SOURCE: META'S ADVERTISING RESOURCES, EPIC'S ANALYSIS. **NOTES:** VALUES USE MIDPOINT OF PUBLISHED RANGES. GENDER DATA ARE ONLY AVAILABLE FOR "FEMALE" AND "MALE". **ADVISORY:** REACH FIGURES MAY NOT REPRESENT UNIQUE INDIVIDUALS OR MATCH THE TOTAL ACTIVE USER BASE. VALUES FOR REACH vs. POPULATION AND REACH vs. INTERNET USERS MAY EXCEED 100% DUE TO DUPLICATE AND TIME ACCOUNTS, DIFFERENT RESEARCH DATES, AND DIFFERENCES IN COHSUS DATA vs. RESIDENT POPULATIONS. SOURCE DATA REVISIONS MAY DISTORT VALUES FOR CHANGE OVER TIME. **COMPARABILITY:** SOURCE DATA REVISIONS, VALUES MAY NOT BE COMPARABLE WITH PREVIOUS REPORTS. SEE NOTES ON DATA FOR FURTHER DETAILS.

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LINKEDIN: ADVERTISING AUDIENCE OVERVIEW

THE POTENTIAL AUDIENCE THAT MARKETERS CAN REACH WITH ADS ON LINKEDIN

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



TOTAL POTENTIAL REACH
OF ADS ON LINKEDIN



2.10
MILLION

LINKEDIN AD REACH
vs. TOTAL POPULATION



6.2%

QUARTER-ON-QUARTER CHANGE
IN REPORTED LINKEDIN AD REACH



0%
[UNCHANGED]

YEAR-ON-YEAR CHANGE IN
REPORTED LINKEDIN AD REACH



+16.7%
+300 THOUSAND

LINKEDIN AD REACH
vs. TOTAL INTERNET USERS



9.1%

LINKEDIN AD REACH
vs. POPULATION AGED 18+



10.9%

FEMALE LINKEDIN AD REACH
vs. TOTAL LINKEDIN AD REACH



34.9%

MALE LINKEDIN AD REACH
vs. TOTAL LINKEDIN AD REACH



65.1%

SOURCES: LINKEDIN'S ADVERTISING RESOURCES, PERCS ANALYSIS. **NOTES:** VALUES ARE BASED ON TOTAL REGISTERED MEMBERS, SO ARE NOT COMPARABLE WITH OTHER PLATFORMS IN THIS REPORT. GENDER DATA ARE ONLY AVAILABLE FOR "FEMALE" AND "MALE". **ADVISORY:** REACH FIGURES MAY NOT REPRESENT UNIQUE INDIVIDUALS, OR MATCH THE TOTAL ACTIVE USER OR REGISTERED MEMBER BASE. VALUES FOR REACH vs. POPULATION AND REACH vs. INTERNET USERS MAY EXCEED 100% DUE TO SURVEILANCE AND PAID ACCOUNTS, DIFFERENT RESEARCH DATES, AND DIFFERENCES IN CENSUS DATA vs. RESIDENT POPULATIONS. SOURCE DATA REVISIONS MAY DISTORT VALUES FOR CHANGE OVER TIME. **COMPARABILITY:** SOURCE DATA REVISIONS, VALUES MAY NOT BE COMPARABLE WITH PREVIOUS REPORTS.

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TWITTER: ADVERTISING AUDIENCE OVERVIEW

THE POTENTIAL AUDIENCE THAT MARKETERS CAN REACH WITH ADS ON TWITTER

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



TOTAL POTENTIAL REACH
OF ADS ON TWITTER



1.15
MILLION

TWITTER AD REACH
vs. TOTAL POPULATION



3.4%

QUARTER-ON-QUARTER CHANGE
IN REPORTED TWITTER AD REACH



0%
[UNCHANGED]

YEAR-ON-YEAR CHANGE IN
REPORTED TWITTER AD REACH



+25.0%
+230 THOUSAND

TWITTER AD REACH
vs. TOTAL INTERNET USERS



5.0%

TWITTER AD REACH
vs. POPULATION AGED 13+



5.0%

FEMALE TWITTER AD REACH
vs. TOTAL TWITTER AD REACH



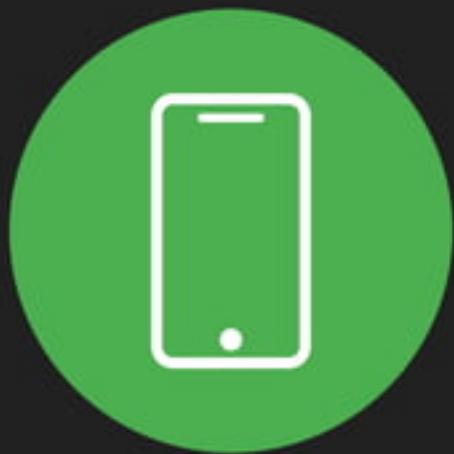
20.9%

MALE TWITTER AD REACH
vs. TOTAL TWITTER AD REACH



79.1%

SOURCE: TWITTER'S ADVERTISING RESOURCE; SPINOS ANALYSIS. **NOTES:** FIGURES USE MIDPOINT OF PUBLISHED RANGES. GENDER DATA ARE ONLY AVAILABLE FOR "FEMALE" AND "MALE". **ADVISORY:** REACH FIGURES MAY NOT REPRESENT UNIQUE INDIVIDUALS OR MATCH THE TOTAL ACTIVE USER BASE. VALUES vs. POPULATION AND vs. INTERNET USERS MAY EXCEED 100% DUE TO DUPLICATE AND SHADY ACCOUNTS, ACCOUNTS THAT DO NOT REPRESENT HUMAN INDIVIDUALS (E.G. BUSINESSES, MUSIC BANDS, ETC.), DIFFERENT RESEARCH DATES, AND DIFFERENCES IN CENSUS DATA vs. RESIDENT POPULATIONS. SOURCE DATA REVISIONS MAY DISTORT VALUES FOR CHANGE OVER TIME. **COMPARABILITY:** SOURCE DATA REVISIONS. VALUES MAY NOT BE COMPARABLE WITH PREVIOUS REPORTS. SEE NOTES ON DATA FOR DETAILS.



MOBILE

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MOBILE CONNECTIVITY

USE OF MOBILE PHONES AND DEVICES THAT CONNECT TO CELLULAR NETWORKS



NUMBER OF CELLULAR
MOBILE CONNECTIONS
(EXCLUDING IOT)



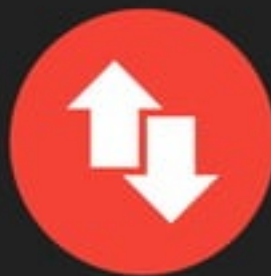
43.88
MILLION

NUMBER OF CELLULAR MOBILE
CONNECTIONS COMPARED
WITH TOTAL POPULATION



129.8%

YEAR-ON-YEAR CHANGE
IN THE NUMBER OF CELLULAR
MOBILE CONNECTIONS



+1.0%
+414 THOUSAND

SHARE OF CELLULAR MOBILE
CONNECTIONS THAT ARE
BROADBAND (3G, 4G, 5G)

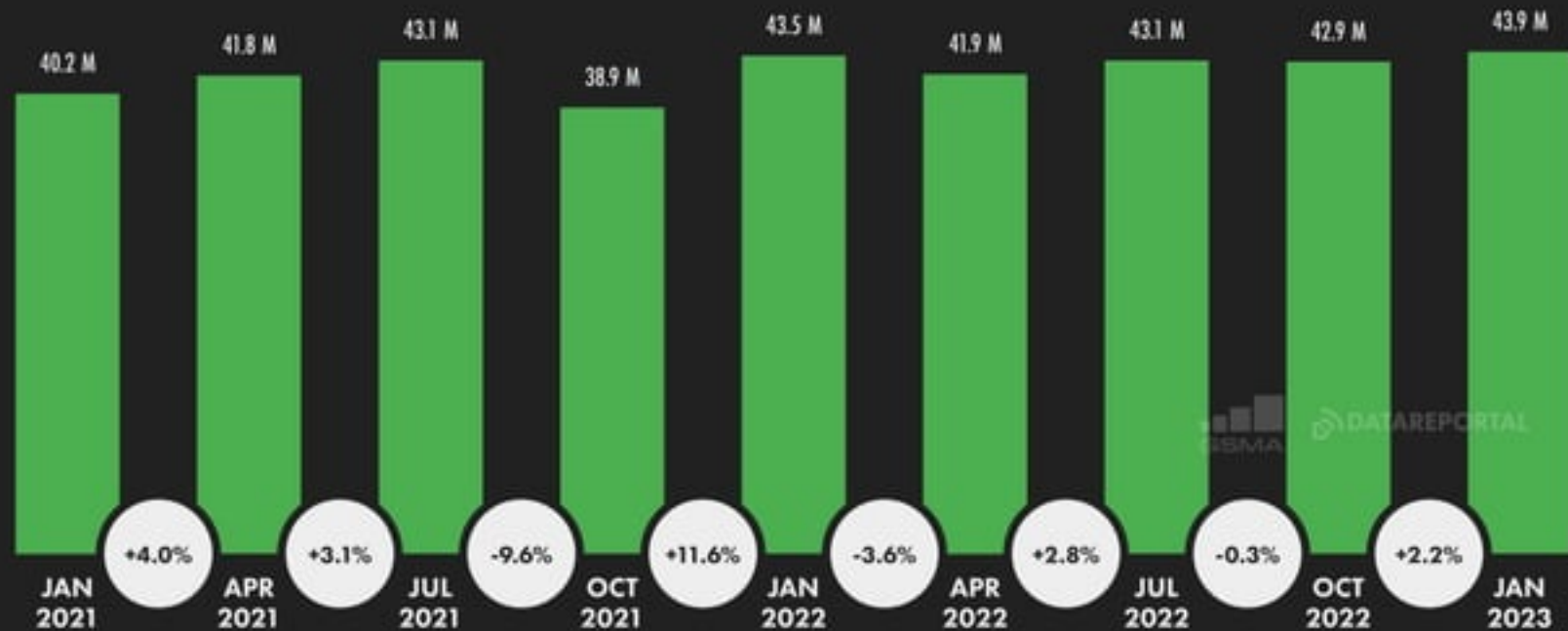


92.9%

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CELLULAR MOBILE CONNECTIONS OVER TIME

NUMBER OF CELLULAR MOBILE CONNECTIONS AND YEAR-ON-YEAR CHANGE



SOURCE: GSMA INTELLIGENCE. NOTE: WHERE LETTERS ARE SHOWN NEXT TO FIGURES ABOVE BARS, "K" DENOTES THOUSANDS (E.G. "123 K" = 123,000), "M" DENOTES MILLIONS (E.G. "1.23 M" = 1,230,000), AND "B" DENOTES BILLIONS (E.G. "1.23 B" = 1,230,000,000). WHERE NO LETTER IS PRESENT, VALUES ARE SHOWN AS IS. COMPARABILITY: BASE REVISIONS, NUMBERS MAY NOT CORRELATE WITH VALUES PUBLISHED IN OUR PREVIOUS REPORTS.

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AFFORDABILITY OF MOBILE INTERNET ACCESS

THE COST OF BUYING A SMARTPHONE HANDSET AND 1GB OF CELLULAR MOBILE DATA, AND COMPARISONS WITH AVERAGE MONTHLY INCOME



PRICE OF THE
CHEAPEST SMARTPHONE
HANDSET (IN USD)



\$42.60

PRICE OF THE CHEAPEST
SMARTPHONE HANDSET
vs. AVERAGE INCOME



23.40%

AVERAGE PRICE OF
1GB OF CELLULAR
MOBILE DATA (IN USD)



\$0.61

AVERAGE PRICE OF 1GB
OF CELLULAR MOBILE DATA
vs. AVERAGE INCOME



0.31%

SOURCES: HANDSET PRICES: ALLIANCE FOR AFFORDABLE INTERNET ACCESS; THE FULL DATASET AT AAAI.ORG; MOBILE DATA PRICES: CABLE.CO.UG; WORLD BANK. **COMPARABILITY:** VALUE FOR HANDSET PRICES vs. MONTHLY INCOME AS PUBLISHED BY AAL AND MAY USE A DIFFERENT VALUE FOR AVERAGE MONTHLY INCOME COMPARED WITH THE DATA USED TO CALCULATE THE PRICE OF 1GB OF MOBILE DATA vs. MONTHLY INCOME. AS A RESULT, VALUES MAY NOT CORRELATE ACROSS DATA POINTS.

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SHARE OF MOBILE WEB TRAFFIC BY MOBILE OS

PERCENTAGE OF WEB PAGE REQUESTS ORIGINATING FROM MOBILE HANDSETS RUNNING EACH MOBILE OPERATING SYSTEM IN NOVEMBER 2022



SHARE OF MOBILE WEB TRAFFIC ORIGINATING FROM ANDROID DEVICES



73.68%

YEAR-ON-YEAR CHANGE
-1.9% (-140 BPS)

SHARE OF MOBILE WEB TRAFFIC ORIGINATING FROM APPLE IOS DEVICES



25.16%

YEAR-ON-YEAR CHANGE
+7.4% (+174 BPS)

SHARE OF MOBILE WEB TRAFFIC ORIGINATING FROM SAMSUNG OS DEVICES



0.18%

YEAR-ON-YEAR CHANGE
+50.0% (+6 BPS)

SHARE OF MOBILE WEB TRAFFIC ORIGINATING FROM KAI OS DEVICES



0%

YEAR-ON-YEAR CHANGE
-100.0% (-1 BP)

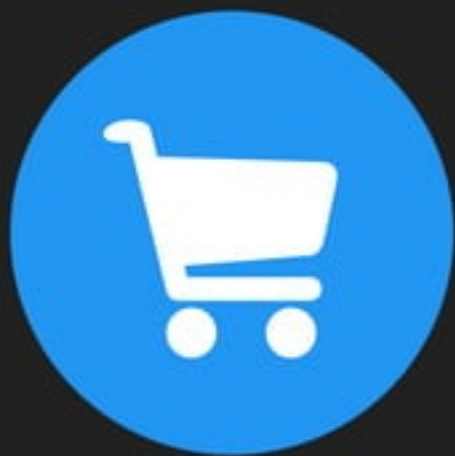
SHARE OF MOBILE WEB TRAFFIC ORIGINATING FROM OTHER OS DEVICES



0.98%

YEAR-ON-YEAR CHANGE
-28.5% (-39 BPS)

SOURCE: STATCOUNTER. **NOTES:** FIGURES REPRESENT THE NUMBER OF WEB PAGES SERVED TO BROWSERS ON MOBILE PHONES RUNNING EACH OPERATING SYSTEM COMPARED WITH THE TOTAL NUMBER OF WEB PAGES SERVED TO MOBILE BROWSERS IN NOVEMBER 2022. FIGURES FOR SAMSUNG OS REFER ONLY TO THOSE DEVICES RUNNING OPERATING SYSTEMS DEVELOPED BY SAMSUNG (E.G. BADA AND TIZEN), AND DO NOT INCLUDE SAMSUNG DEVICES RUNNING ANDROID. PERCENTAGE CHANGE VALUES REPRESENT RELATIVE CHANGE (E.G. AN INCREASE OF 20% FROM A STARTING VALUE OF 50% WOULD EQUAL 70%, NOT 70%). "BPS" VALUES REPRESENT BASIS POINTS, AND INDICATE THE ABSOLUTE CHANGE. FIGURES MAY NOT SUM TO 100% DUE TO ROUNDING.



ECOMMERCE

JAN
2023

FINANCIAL INCLUSION FACTORS

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



GHANA

ACCOUNT WITH A
FINANCIAL INSTITUTION



39.2%

FEMALE 31.5%
MALE 47.3%

CREDIT CARD
OWNERSHIP



0.9%

FEMALE 0.8%
MALE 1.0%

DEBIT CARD
OWNERSHIP



17.4%

FEMALE 12.6%
MALE 22.5%

MOBILE MONEY ACCOUNT
(E.G. MPESA, GCASH)



59.7%

FEMALE 55.0%
MALE 64.6%

MADE A DIGITAL
PAYMENT (PAST YEAR)



63.7%

FEMALE 58.6%
MALE 69.0%

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



8.6%

FEMALE 5.7%
MALE 11.8%

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



51.0%

FEMALE 43.2%
MALE 59.2%

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



10.1%

FEMALE 8.0%
MALE 12.3%

SOURCE: WORLD BANK. NOTES: SOME FIGURES HAVE NOT BEEN UPDATED IN THE PAST YEAR, SO MAY BE LESS REPRESENTATIVE OF CURRENT BEHAVIOURS. PERCENTAGES ARE OF ADULTS AGED 15 AND ABOVE, NOT OF TOTAL POPULATION. MOBILE MONEY ACCOUNTS ONLY REFER TO SERVICES THAT STORE FUNDS IN AN ELECTRONIC WALLET LINKED DIRECTLY TO A PHONE NUMBER, SUCH AS MPESA, GCASH, AND TIGO PESA. FIGURES FOR MOBILE MONEY ACCOUNTS DO NOT INCLUDE PEOPLE WHO USE 'OVER THE TOP' MOBILE FINANCIAL SERVICES SUCH AS APPLE PAY, GOOGLE PAY, OR SAMBANGI PAY.

JAN
2023

WEEKLY ONLINE SHOPPING ACTIVITIES

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



PURCHASED A PRODUCT
OR SERVICE ONLINE



GWI

24.4%

YEAR-ON-YEAR CHANGE

-13.5% (-380 BPS)

ORDERED GROCERIES
VIA AN ONLINE STORE



GWI

8.8%

YEAR-ON-YEAR CHANGE

-25.4% (-300 BPS)

BOUGHT A SECOND-HAND
ITEM VIA AN ONLINE STORE



7.8%

YEAR-ON-YEAR CHANGE

-23.5% (-240 BPS)

USED AN ONLINE PRICE
COMPARISON SERVICE



GWI

10.7%

YEAR-ON-YEAR CHANGE

-34.4% (-560 BPS)

USED A BUY NOW,
PAY LATER SERVICE



GWI

5.3%

YEAR-ON-YEAR CHANGE

-40.4% (-360 BPS)

SOURCE: GWI (Q1 2023). FIGURES REPRESENT THE FINDINGS OF A BROAD GLOBAL SURVEY OF INTERNET USERS AGED 16 TO 64. SEE GWI.COM FOR FULL DETAILS. NOTES: "YOY" PERCENTAGE VALUES REPRESENT THE RELATIVE YEAR-ON-YEAR CHANGE (E.G., AN INCREASE OF 30% FROM A STARTING VALUE OF 20% WOULD EQUAL 60%, NOT 70%). "BPS" VALUES REPRESENT THE ABSOLUTE CHANGE (IN BASIS POINTS).

JAN
2023

OVERVIEW OF CONSUMER GOODS ECOMMERCE

HEADLINES FOR THE ADOPTION AND USE OF CONSUMER GOODS ECOMMERCE (B2C ONLY)



NUMBER OF PEOPLE
PURCHASING CONSUMER
GOODS VIA THE INTERNET



8.88
MILLION

YEAR-ON-YEAR CHANGE
+14.2% (+1.1 MILLION)

ESTIMATED TOTAL ANNUAL
SPEND ON ONLINE CONSUMER
GOODS PURCHASES (USD, 2022)



\$696.6
MILLION

YEAR-ON-YEAR CHANGE
+9.2% (+\$59 MILLION)

AVERAGE ANNUAL REVENUE
PER CONSUMER GOODS
ECOMMERCE USER (USD, 2022)



\$78.45

YEAR-ON-YEAR CHANGE
-4.4% (-\$3.59)

SHARE OF 2022 CONSUMER GOODS
ECOMMERCE SPEND ATTRIBUTABLE TO
PURCHASES MADE VIA MOBILE PHONES



26.5%

YEAR-ON-YEAR CHANGE
+2.7% (+70 BPS)

SOURCE: STATISTA DIGITAL MARKET OUTLOOK. SEE [STATISTA.COM](https://www.statista.com) FOR MORE DETAILS. **NOTES:** "CONSUMER GOODS" INCLUDES ELECTRONICS, FASHION, FURNITURE, TOYS, HOBBY, DIY, BEAUTY, CONSUMER HEALTHCARE, PERSONAL CARE, HOUSEHOLD CARE, FOOD, BEVERAGES, AND PHYSICAL MEDIA. FIGURES REPRESENT ESTIMATES FOR FULL-YEAR 2022, AND COMPARISONS WITH EQUIVALENT VALUES FOR THE PREVIOUS CALENDAR YEAR. FINANCIAL VALUES ARE IN U.S. DOLLARS. PERCENTAGE CHANGE VALUES ARE RELATIVE (I.E. AN INCREASE OF 20% FROM A STARTING VALUE OF 30% WOULD EQUAL 36%, NOT 50%). "BPS" VALUES REPRESENT BASIS POINTS, AND INDICATE ABSOLUTE CHANGE. **COMPARABILITY:** BASE AND CATEGORY DEFINITION CHANGES. FIGURES ARE NOT COMPARABLE WITH PREVIOUS REPORTS.

JAN
2023

ECOMMERCE: CONSUMER GOODS CATEGORIES

ESTIMATED ANNUAL SPEND IN EACH CONSUMER GOODS ECOMMERCE CATEGORY (B2C ONLY, U.S. DOLLARS, FULL-YEAR 2022)



FASHION



\$166.2
MILLION

YEAR-ON-YEAR CHANGE
+5.9% (+\$9.2 MILLION)

ELECTRONICS



\$146.5
MILLION

YEAR-ON-YEAR CHANGE
+6.9% (+\$9.5 MILLION)

TOYS, HOBBY, DIY



\$93.06
MILLION

YEAR-ON-YEAR CHANGE
+10.7% (+\$9.0 MILLION)

FURNITURE



\$39.49
MILLION

YEAR-ON-YEAR CHANGE
-0.3% (-\$110 THOUSAND)

PERSONAL & HOUSEHOLD CARE



\$117.3
MILLION

YEAR-ON-YEAR CHANGE
+10.3% (+\$11 MILLION)

FOOD



\$90.12
MILLION

YEAR-ON-YEAR CHANGE
+22.6% (+\$17 MILLION)

BEVERAGES



\$13.38
MILLION

YEAR-ON-YEAR CHANGE
+8.4% (+\$1.0 MILLION)

PHYSICAL MEDIA



\$30.50
MILLION

YEAR-ON-YEAR CHANGE
+8.2% (+\$2.3 MILLION)

JAN
2023

ONLINE TRAVEL AND TOURISM

ANNUAL ONLINE SPEND ON TRAVEL AND TOURISM SERVICES (U.S. DOLLARS, FULL-YEAR 2022)



FIGHTS



**\$97.92
MILLION**

YEAR-ON-YEAR CHANGE
+65.5% (+\$39 MILLION)

statista

TRAINS



**\$77,482.2
THOUSAND**

YEAR-ON-YEAR CHANGE
+2.1% (+\$1,567)



CAR RENTALS



**\$20.17
MILLION**

YEAR-ON-YEAR CHANGE
+8.3% (+\$1.6 MILLION)

statista

LONG-DISTANCE BUSES



**\$714
THOUSAND**

YEAR-ON-YEAR CHANGE
+6.0% (+\$41 THOUSAND)

HOTELS



**\$78.69
MILLION**

YEAR-ON-YEAR CHANGE
+67.3% (+\$32 MILLION)



PACKAGE HOLIDAYS



**\$33.58
MILLION**

YEAR-ON-YEAR CHANGE
+24.9% (+\$6.7 MILLION)

statista

VACATION RENTALS



**\$61.53
MILLION**

YEAR-ON-YEAR CHANGE
+54.4% (+\$22 MILLION)



CRUISES



**\$252
THOUSAND**

YEAR-ON-YEAR CHANGE
+310% (+\$191 THOUSAND)

JAN
2023

TYPES OF DIGITAL CONTENT PURCHASED

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



MOVIE OR TV
STREAMING SERVICE



GWL

13.3%

YEAR-ON-YEAR CHANGE
+4.7% (+60 BPS)

MUSIC STREAMING
SERVICE



20.1%

YEAR-ON-YEAR CHANGE
+32.2% (+490 BPS)

MOBILE
APP



GWL

22.8%

YEAR-ON-YEAR CHANGE
+37.3% (+620 BPS)

MOBILE
GAME



19.8%

YEAR-ON-YEAR CHANGE
+34.7% (+510 BPS)

MOBILE APP IN-
APP PURCHASES



4.9%

YEAR-ON-YEAR CHANGE
-3.9% (-20 BPS)

MOVIE OR TV
DOWNLOAD



19.7%

YEAR-ON-YEAR CHANGE
+47.0% (+630 BPS)

MUSIC
DOWNLOAD



GWL

30.8%

YEAR-ON-YEAR CHANGE
+26.7% (+650 BPS)

NEWS
SERVICE



20.3%

YEAR-ON-YEAR CHANGE
+52.6% (+700 BPS)

SUBSCRIPTION TO AN
ONLINE MAGAZINE



GWL

6.5%

YEAR-ON-YEAR CHANGE
-8.5% (-60 BPS)

DIGITAL BOOKS
AND E-BOOKS



11.6%

YEAR-ON-YEAR CHANGE
+61.1% (+440 BPS)

JAN
2023

DIGITAL MEDIA SPEND

FULL-YEAR 2022 SPEND ON DIGITAL MEDIA SUBSCRIPTIONS AND DOWNLOADS (IN U.S. DOLLARS)



TOTAL



\$115.5
MILLION

YEAR-ON-YEAR CHANGE
-2.8% (-\$3.3 MILLION)

VIDEO GAMES



\$59.26
MILLION

YEAR-ON-YEAR CHANGE
-6.9% (-\$4.4 MILLION)

VIDEO-ON-DEMAND



\$42.39
MILLION

YEAR-ON-YEAR CHANGE
+8.4% (+\$3.3 MILLION)

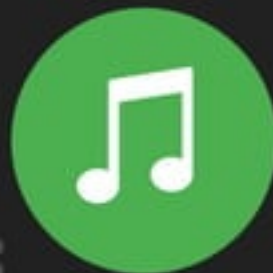
EPUBLISHING



\$12.47
MILLION

YEAR-ON-YEAR CHANGE
-13.8% (-\$2.0 MILLION)

DIGITAL MUSIC



\$1.41
MILLION

YEAR-ON-YEAR CHANGE
-7.1% (-\$108 THOUSAND)

SOURCE: STATISTA DIGITAL MARKET OUTLOOK. SEE [STATISTA.COM](https://www.statista.com) FOR MORE DETAILS. NOTES: FIGURES REPRESENT ESTIMATES FOR FULL-YEAR SPEND IN 2022 IN U.S. DOLLARS, AND COMPARISONS WITH EQUIVALENT VALUES FOR THE PREVIOUS CALENDAR YEAR. INCLUDES CONTENT DOWNLOADS AND SUBSCRIPTIONS TO STREAMING SERVICES, AND CHINA PUBLISHING, DOES NOT INCLUDE PHYSICAL MEDIA OR USER-GENERATED CONTENT. **COMPARABILITY:** BASE AND CATEGORY DEFINITION CHANGES. FIGURES ARE NOT COMPARABLE WITH PREVIOUS REPORTS.

JAN
2023

ONLINE MEAL DELIVERY OVERVIEW

HEADLINES FOR THE ADOPTION AND USE OF ONLINE MEAL AND TAKEAWAY DELIVERY SERVICES



NUMBER OF PEOPLE
ORDERING FOOD DELIVERY
VIA ONLINE PLATFORMS



statista

1.18
MILLION

YEAR-ON-YEAR CHANGE IN
THE NUMBER OF ONLINE
FOOD DELIVERY USERS



+2.1%
+24 THOUSAND

TOTAL ANNUAL VALUE OF
ONLINE FOOD DELIVERY
ORDERS (USD, 2022)



statista

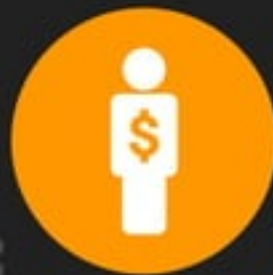
\$23.89
MILLION

YEAR-ON-YEAR CHANGE
IN THE VALUE OF ONLINE
FOOD DELIVERY ORDERS



+28.5%
+\$5.3 MILLION

AVERAGE ANNUAL VALUE
OF ONLINE FOOD DELIVERY
ORDERS PER USER (USD, 2022)



\$20.30
+25.9% (+\$4.17)

SOURCE: STATISTA DIGITAL MARKET INSIGHTS. SEE [STATISTA.COM](https://www.statista.com) FOR MORE DETAILS. **NOTES:** ONLY INCLUDES ORDERS OF PREPARED FOOD THAT ARE MADE VIA ONLINE SERVICES. INCLUDES DRIVE-THRU ORDERS THAT ARE COLLECTED AT A RESTAURANT. FIGURES REPRESENT ESTIMATES FOR FULL-YEAR 2022, AND COMPARISONS WITH EQUIVALENT VALUES FOR THE PREVIOUS CALENDAR YEAR. FINANCIAL VALUES ARE IN U.S. DOLLARS, ONLY INCLUDES ORDERS MADE VIA ONLINE SERVICES. PERCENTAGE CHANGE VALUES ARE RELATIVE (E.G. AN INCREASE OF 20% FROM A STARTING VALUE OF 30% WOULD EQUAL 60%, NOT 70%). "BY" VALUES REPRESENT BASKET SIZES, AND INDICATE ABSOLUTE CHANGE. **COMPARABILITY:** BASE AND CATEGORY DEFINITION CHANGES. FIGURES ARE NOT COMPARABLE WITH PREVIOUS REPORTS.

JAN
2023

E-HEALTH OVERVIEW

HEADLINES FOR THE ADOPTION AND USE OF DIGITALLY ENABLED HEALTHCARE DEVICES AND SERVICES



NUMBER OF PEOPLE
USING E-HEALTH
DEVICES AND SERVICES



statista

4.81
MILLION

YEAR-ON-YEAR CHANGE
IN THE NUMBER OF
E-HEALTH USERS



+6.3%
+283 THOUSAND

TOTAL ANNUAL VALUE
OF THE E-HEALTH
MARKET (USD, 2022)



statista

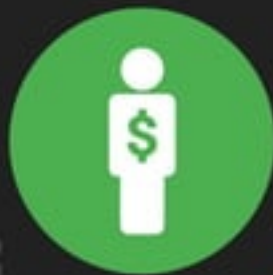
\$54.73
MILLION

YEAR-ON-YEAR CHANGE
IN THE VALUE OF THE
E-HEALTH MARKET



+34.5%
+\$14 MILLION

AVERAGE ANNUAL
SPEND ON E-HEALTH
PER USER (USD, 2022)



\$11.39
+26.6% (+\$2.39)

SOURCE: STATISTA DIGITAL MARKET OUTLOOK, SEE [STATISTA.COM](https://www.statista.com) FOR MORE DETAILS. **NOTES:** INCLUDES E-HEALTH DEVICES AND APPS, EXCEPT THE COUNTER PHARMACEUTICALS SOLD VIA THE INTERNET AND PHONE DOCTOR CONSULTATIONS. DOES NOT INCLUDE DIGITAL FITNESS DEVICES AND SERVICES, SMART CLOTHING, SMART SHOES, OR SMART EYEWEAR. APPS FOR TRACKING SLEEP OR TRACKING HEALTH, MOOD IMPROVEMENT APPS, OR APPS TO MANAGE ADDICTION, DEPRESSION, EATING DISORDERS, OR SCHIZOPHRENIA. FIGURES REPRESENT ESTIMATES FOR FULL-YEAR 2022, AND COMPARISONS TO EQUIVALENT VALUES FOR THE PREVIOUS CALENDAR YEAR. FINANCIAL VALUES ARE IN U.S. DOLLARS. PERCENTAGE CHANGE VALUES ARE RELATIVE. "SPS" VALUES SHOW ABSOLUTE CHANGE.

JAN
2023

DIGITAL FITNESS & WELL-BEING OVERVIEW

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



NUMBER OF PEOPLE USING
DIGITAL FITNESS & WELL-
BEING DEVICES AND SERVICES



statista

2.20
MILLION

YEAR-ON-YEAR CHANGE
IN THE NUMBER OF DIGITAL
FITNESS & WELL-BEING USERS



+14.8%
+283 THOUSAND

TOTAL ANNUAL VALUE OF
THE DIGITAL FITNESS & WELL-
BEING MARKET (USD, 2022)



statista

\$77.82
MILLION

YEAR-ON-YEAR CHANGE
IN THE VALUE OF THE DIGITAL
FITNESS & WELL-BEING MARKET



+27.7%
+\$17 MILLION

AVERAGE ANNUAL SPEND
ON DIGITAL FITNESS & WELL-
BEING PER USER (USD, 2022)



\$35.37
+11.3% (+\$3.59)

SOURCE: STATISTA DIGITAL MARKET OUTLOOK. SEE [STATISTA.COM](https://www.statista.com) FOR MORE DETAILS. **NOTES:** INCLUDES SMARTWATCHES, FITNESS AND ACTIVITY TRACKING WEAR, SMART SCALPS, FITNESS APPS THAT TRACK ACHIEVEMENTS, NUTRITION APPS (E.G. CALORIE COUNTING), AND MEDITATION AND MINDFULNESS APPS. DOES NOT INCLUDE SMART CLOTHING, SMART SHOES, SMART EYEWEAR, HEADTRACKING APPS, PARAMETER-SPECIFIC BIOSENSORS (E.G. BLOOD-SUGAR MONITORS), OR APPS THAT FOCUS ON SPECIFIC DISEASES. FIGURES REPRESENT ESTIMATES FOR FULL-YEAR 2022, AND COMPARISONS TO EQUIVALENT VALUES FOR THE PREVIOUS CALENDAR YEAR. FINANCIAL VALUES ARE IN U.S. DOLLARS. PERCENTAGE CHANGE VALUES ARE RELATIVE. "SPS" VALUES SHOW ABSOLUTE CHANGE.

JAN
2023

OVERVIEW OF CONSUMER DIGITAL PAYMENTS

HEADLINES FOR THE ADOPTION AND USE OF DIGITALLY ENABLED PAYMENT SERVICES BY END CONSUMERS



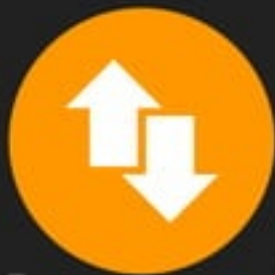
NUMBER OF
PEOPLE MAKING
DIGITAL PAYMENTS



statista

8.89
MILLION

YEAR-ON-YEAR CHANGE
IN THE NUMBER OF PEOPLE
MAKING DIGITAL PAYMENTS



+14.2%
+1.1 MILLION

TOTAL ANNUAL VALUE
OF DIGITAL PAYMENT
TRANSACTIONS (USD, 2022)



statista

\$2.90
BILLION

YEAR-ON-YEAR CHANGE
IN THE VALUE OF DIGITAL
PAYMENT TRANSACTIONS



-0.4%
-\$12 MILLION

AVERAGE ANNUAL VALUE
OF DIGITAL PAYMENTS
PER USER (USD, 2022)



\$326
-12.8% (-\$47.90)

SOURCE: STATISTA DIGITAL MARKET OUTLOOK. SEE [STATISTA.COM](https://www.statista.com) FOR MORE DETAILS. **NOTES:** "DIGITAL PAYMENTS" INCLUDE MOBILE P2P PAYMENTS (E.G. PAYMENTS VIA APPS PAY OR SAMBAKO PAY), ETC., DIGITAL COMMERCE, AND B2C DIGITAL REMITTANCES. VALUES DO NOT INCLUDE B2B TRANSACTIONS. FIGURES REPRESENT ESTIMATES FOR FULL YEAR FOR 2022, AND COMPARISONS WITH EQUIVALENT VALUES FOR THE PREVIOUS CALENDAR YEAR. FINANCIAL VALUES ARE IN U.S. DOLLARS. PERCENTAGE CHANGE VALUES ARE RELATIVE (E.G. AN INCREASE OF 20% FROM A STARTING VALUE OF 30% WOULD EQUAL 36%, NOT 50%). "BPT" VALUES REPRESENT BASIS POINTS, AND INDICATE ABSOLUTE CHANGE. **COMPARABILITY:** BASE CHANGES. FIGURES ARE NOT COMPARABLE WITH PREVIOUS REPORTS.

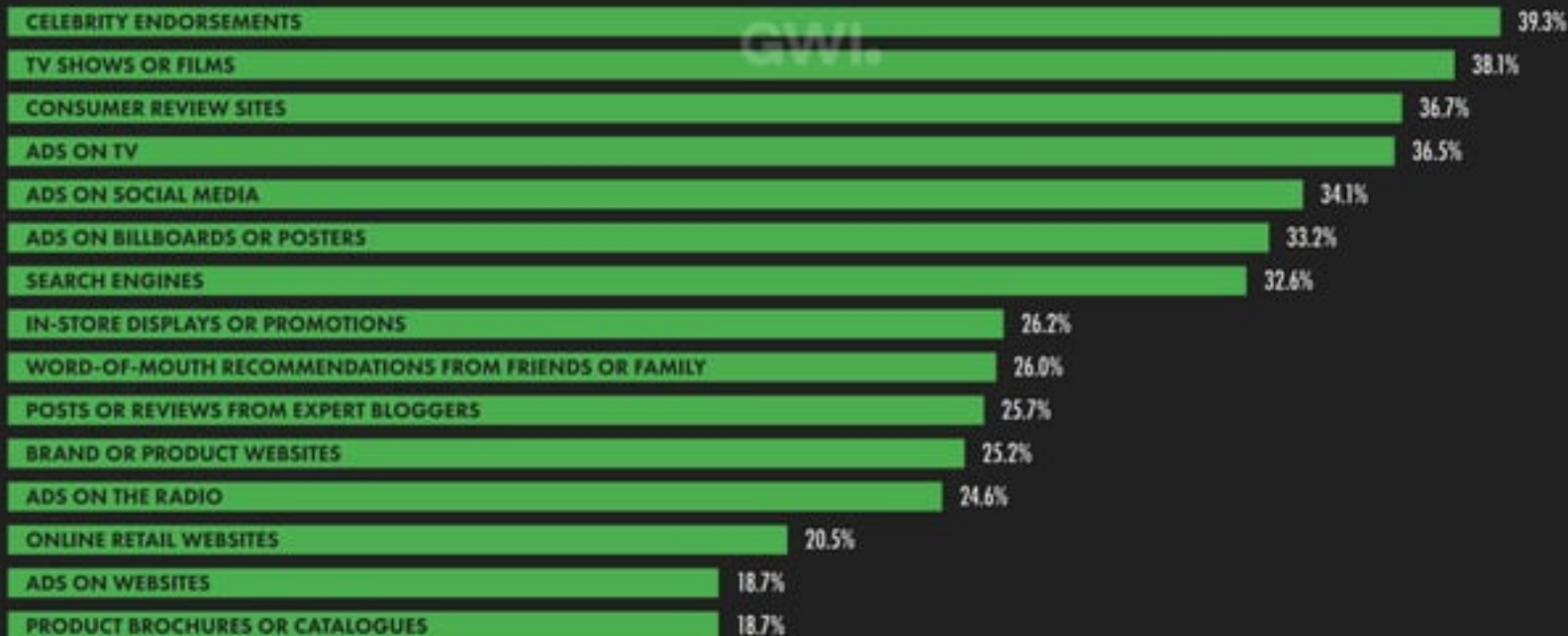


DIGITAL MARKETING

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SOURCES OF BRAND DISCOVERY

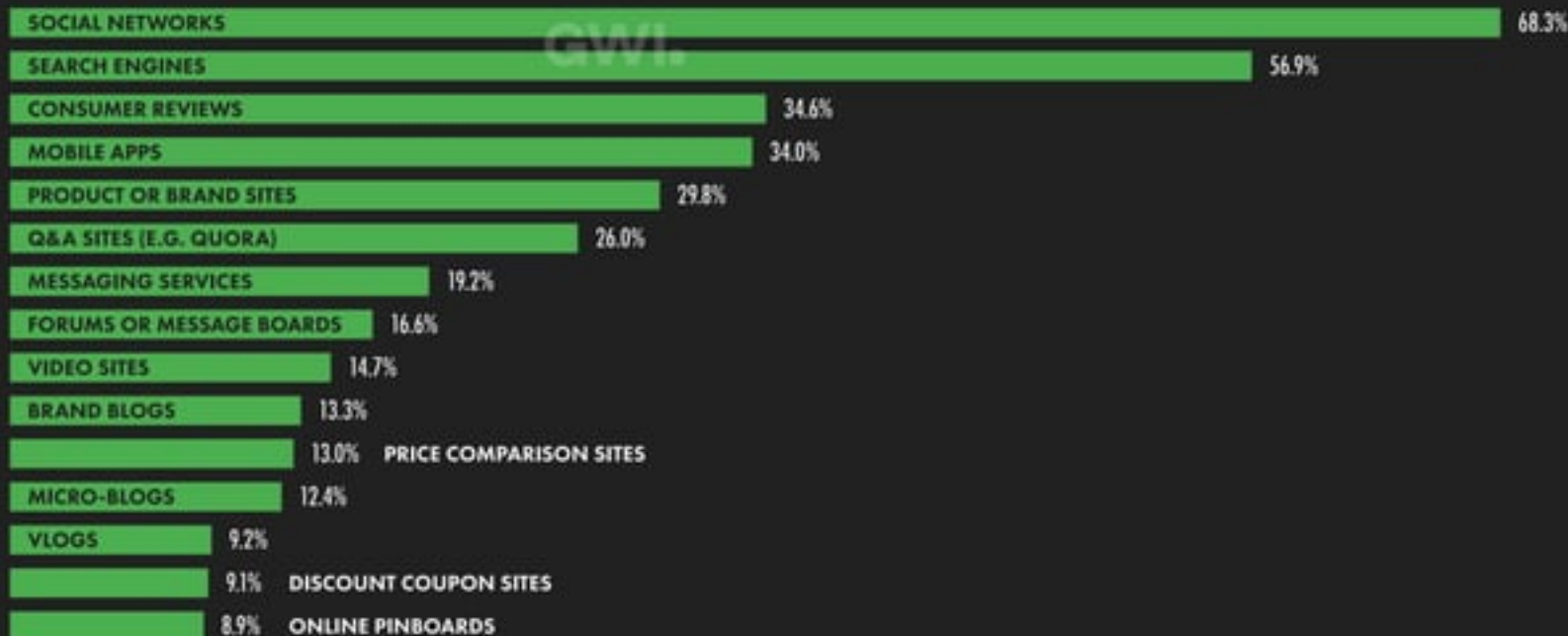
PERCENTAGE OF INTERNET USERS AGED 16 TO 64 WHO DISCOVER NEW BRANDS, PRODUCTS, AND SERVICES VIA EACH CHANNEL OR MEDIUM



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MAIN CHANNELS FOR ONLINE BRAND RESEARCH

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



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2023

ADVERTISING SPEND: TOTAL vs. DIGITAL

TOTAL AD SPEND ACROSS ALL CHANNELS, WITH DETAIL FOR DIGITAL AD SPEND (U.S. DOLLARS, FULL-YEAR 2022)



TOTAL AD SPEND
(INCLUDING ONLINE
AND OFFLINE CHANNELS)



statista

\$152.7
MILLION

YEAR-ON-YEAR
CHANGE IN TOTAL AD
SPEND (ALL CHANNELS)



-16.9%
-\$31 MILLION

DIGITAL AD SPEND
(INCLUDING SEARCH
AND SOCIAL MEDIA)



statista

\$32.94
MILLION

YEAR-ON-YEAR
CHANGE IN
DIGITAL AD SPEND



-7.2%
-\$2.6 MILLION

DIGITAL AD SPEND
AS A PERCENTAGE
OF TOTAL AD SPEND



21.6%
+11.7% (+225 BPS)

SOURCE: STATISTA MARKET OUTLOOKS, SEE [STATISTA.COM](https://www.statista.com) FOR MORE DETAILS. **NOTES:** FIGURES REPRESENT ESTIMATES FOR FULL-YEAR 2022, AND COMPARISONS WITH EQUIVALENT VALUES FOR THE PREVIOUS CALENDAR YEAR. FINANCIAL VALUES ARE IN U.S. DOLLARS. PERCENTAGE CHANGE VALUES ARE RELATIVE (I.E., AN INCREASE OF 20% FROM A STARTING VALUE OF 50% WOULD EQUAL 60%, NOT 70%). **COMPARABILITY:** SIZE AND DEFINITION CHANGES. FIGURES ARE NOT COMPARABLE WITH PREVIOUS REPORTS. **ADVISORY:** THE DEFINITION OF "DIGITAL ADVERTISING" USED ON THIS CHART INCLUDES A BROADER VARIETY OF CHANNELS AND ACTIVITIES THAN THE DEFINITION USED ON SOME OTHER CHARTS IN THIS REPORT, SO VALUES MAY NOT CORRELATE ACROSS CHARTS.

we
are
social

Meltwater

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2023

DIGITAL ADVERTISING SPEND

ANNUAL SPEND ON DIGITAL ADVERTISING BY FORMAT (U.S. DOLLARS, FULL-YEAR 2022)



TOTAL ANNUAL SPEND ON DIGITAL ADS (ALL TYPES)



statista

\$32.94
MILLION

YEAR-ON-YEAR CHANGE
-7.2% (-\$2.6 MILLION)

ANNUAL SPEND ON ONLINE SEARCH ADS



\$4.36
MILLION

YEAR-ON-YEAR CHANGE
-1.4% (-\$62 THOUSAND)

ANNUAL SPEND ON DIGITAL VIDEO ADS



statista

\$11.01
MILLION

YEAR-ON-YEAR CHANGE
-5.4% (-\$630 THOUSAND)

ANNUAL SPEND ON DIGITAL BANNER ADS



\$8.75
MILLION

YEAR-ON-YEAR CHANGE
-12.7% (-\$1.3 MILLION)

ANNUAL SPEND ON ONLINE INFLUENCER ACTIVITIES



\$385
THOUSAND

YEAR-ON-YEAR CHANGE
+2.1% (+\$8,100)

ANNUAL SPEND ON ONLINE CLASSIFIEDS



\$4.51
MILLION

YEAR-ON-YEAR CHANGE
-15.3% (-\$818 THOUSAND)

ANNUAL SPEND ON DIGITAL AUDIO ADS



statista

\$176
THOUSAND

YEAR-ON-YEAR CHANGE
-3.9% (-\$7,100)

SHARE OF TOTAL DIGITAL AD SPEND: MOBILE DEVICES*



43.4%

YEAR-ON-YEAR CHANGE
+2.6% (+111 BPS)

SHARE OF TOTAL DIGITAL AD SPEND: SOCIAL MEDIA



statista

26.8%

YEAR-ON-YEAR CHANGE
+10.5% (+255 BPS)

SHARE OF TOTAL DIGITAL AD SPEND: PROGRAMMATIC



50.0%

YEAR-ON-YEAR CHANGE
+5.6% (+263 BPS)

SOURCE: STATISTA ADVERTISING & MEDIA OUTLOOK. SEE [STATISTA.COM](https://www.statista.com) FOR MORE DETAILS. **NOTES:** FIGURES REPRESENT ESTIMATES FOR FULL-YEAR SPEND IN U.S. DOLLARS, AND COMMISSIONS WITH EQUIVARIANT PRICES FOR THE PREVIOUS CALENDAR YEAR. PERCENTAGES MAY NOT CORRELATE WITH ABSOLUTE FIGURES DUE TO ROUNDING IN THE SOURCE DATA. ***ADVISOFT:** REVENUE FIGURE FOR DIGITAL AD SPEND ATTRIBUTABLE TO MOBILE DEVICES IS BASED ON MOBILE'S SHARE OF SPEND ACROSS A SUBSET OF DIGITAL ADVERTISING ACTIVITIES, AS REPORTED IN STATISTA'S DIGITAL MARKET OUTLOOK. **COMPARABILITY:** SHARE CHANGE FIGURES ARE NOT CORRELABLE WITH PREVIOUS REPORTS.

JAN
2023

PROGRAMMATIC ADVERTISING OVERVIEW

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



GHANA

ANNUAL SPEND ON
PROGRAMMATIC
ADVERTISING (USD)



statista

\$16.48
MILLION

YEAR-ON-YEAR CHANGE
IN PROGRAMMATIC
ADVERTISING SPEND (USD)



-2.1%
-\$351 THOUSAND

PROGRAMMATIC'S
SHARE OF TOTAL DIGITAL
ADVERTISING SPEND



50.0%

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



+5.6%
+263 BPS

JAN
2023

SEARCH ADVERTISING OVERVIEW

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



GHANA

ANNUAL SPEND
ON ONLINE SEARCH
ADVERTISING (USD)



\$4.36
MILLION

statista

YEAR-ON-YEAR CHANGE
IN ONLINE SEARCH
ADVERTISING SPEND



-1.4%
-\$62 THOUSAND

STATISTA

ONLINE SEARCH'S SHARE
OF TOTAL DIGITAL
ADVERTISING SPEND



13.2%

STATISTA

YEAR-ON-YEAR CHANGE IN
ONLINE SEARCH'S SHARE OF
TOTAL DIGITAL ADVERTISING SPEND



+6.3%
+78 BPS

SOURCE: STATISTA ADVERTISING & MEDIA OUTLOOK. SEE STATISTA.COM FOR MORE DETAILS. **NOTES:** FIGURES REPRESENT ESTIMATES FOR FULL YEAR 2022, AND COMPARISONS WITH EQUIVALENT VALUES FOR THE PREVIOUS CALENDAR YEAR. FINANCIAL VALUES ARE IN U.S. DOLLARS. PERCENTAGE CHANGE VALUES ARE RELATIVE (I.E. AN INCREASE OF 30% FROM A STARTING VALUE OF 30% WOULD EQUAL 69%, NOT 75%). "BPS" VALUES REPRESENT BASIS POINTS, AND INDICATE ABSOLUTE CHANGE. **COMPARABILITY:** BASE CHANGES. FIGURES ARE NOT COMPARABLE WITH PREVIOUS REPORTS.

JAN
2023

SOCIAL MEDIA ADVERTISING OVERVIEW

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



GHANA

ANNUAL SPEND
ON SOCIAL MEDIA
ADVERTISING (USD)



statista

\$8.84
MILLION

YEAR-ON-YEAR CHANGE
IN SOCIAL MEDIA
ADVERTISING SPEND



STATISTA

+2.5%
+\$216 THOUSAND

SOCIAL MEDIA'S SHARE
OF TOTAL DIGITAL
ADVERTISING SPEND



STATISTA

26.8%

YEAR-ON-YEAR CHANGE IN
SOCIAL MEDIA'S SHARE OF TOTAL
DIGITAL ADVERTISING SPEND



+10.5%
+255 BPS

SOURCE: STATISTA ADVERTISING & MEDIA OUTLOOK. SEE STATISTA.COM FOR MORE DETAILS. **NOTES:** FIGURES REPRESENT ESTIMATES FOR FULL YEAR 2022, AND COMPARISONS WITH EQUIVALENT VALUES FOR THE PREVIOUS CALENDAR YEAR. FINANCIAL VALUES ARE IN U.S. DOLLARS. PERCENTAGE CHANGE VALUES ARE RELATIVE (I.E. AN INCREASE OF 30% FROM A STARTING VALUE OF 30% WOULD EQUAL 45%, NOT 75%). "BPS" VALUES REPRESENT BASIS POINTS, AND INDICATE ABSOLUTE CHANGE. **COMPARABILITY:** BASE CHANGES. FIGURES ARE NOT COMPARABLE WITH PREVIOUS REPORTS.

JAN
2023

INFLUENCER ADVERTISING OVERVIEW

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



GHANA

ANNUAL SPEND
ON INFLUENCER
ADVERTISING (USD)



\$385
THOUSAND

YEAR-ON-YEAR
CHANGE IN INFLUENCER
ADVERTISING SPEND



+2.1%
+\$8,100

INFLUENCER ADVERTISING'S
SHARE OF TOTAL
DIGITAL AD SPEND



1.2%

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



+10.1%
+11 BPS

SOURCE: STATISTA ADVERTISING & MEDIA OUTLOOK. SEE [STATISTA.COM](https://www.statista.com) FOR MORE DETAILS. **NOTES:** FIGURES REPRESENT ESTIMATES FOR FULL-YEAR 2022, AND COMPARISONS WITH EQUIVALENT VALUES FOR THE PREVIOUS CALENDAR YEAR. FINANCIAL VALUES ARE IN U.S. DOLLARS. FIGURES REPRESENT THE MONETARY VALUE PAID DIRECTLY TO INFLUENCERS OR THEIR AGENTS, AND DO NOT INCLUDE THE VALUE OF PRODUCT GIVEAWAYS, MEDIA SPEND TO "BOOST" POSTS, OR AFFILIATE COMMISSIONS. PERCENTAGE CHANGE VALUES ARE RELATIVE (I.E., AN INCREASE OF 20% FROM A STARTING VALUE OF 30% WOULD EQUAL 40%, NOT 70%). "BPS" VALUES REPRESENT BASIS POINTS, AND INDICATE ABSOLUTE CHANGE. **COMPARABILITY:** SALES CHANGE FIGURES ARE NOT COMPARABLE WITH PREVIOUS REPORTS.

JAN
2023

ATTITUDES: ADS AND AD TRACKING

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



FEEL REPRESENTED
IN THE ADVERTISING
THAT THEY SEE OR HEAR



GWI.

17.6%

YEAR-ON-YEAR CHANGE
-12.4% (-250 BPS)

USE AN AD BLOCKER
FOR AT LEAST SOME
ONLINE ACTIVITIES



11.7%

YEAR-ON-YEAR CHANGE
+25.8% (+240 BPS)

DECLINE COOKIES
AT LEAST SOME
OF THE TIME



26.9%

YEAR-ON-YEAR CHANGE
+3.5% (+90 BPS)

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



19.0%

YEAR-ON-YEAR CHANGE
+52.0% (+650 BPS)



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ABKHAZIA	BRITISH VIRGIN IS.	DOMINICAN REP.	GUYANA	LIBYA	NEW CALEDONIA	ST. MARTIN	THAILAND
AFGHANISTAN	BRUNEI	ECUADOR	HAITI	LIECHTENSTEIN	NEW ZEALAND	ST. PIERRE & MIQUELON	TIMOR-LESTE
ÅLAND IS.	BUGARIA	EGYPT	HONDURAS	LITHUANIA	NICARAGUA	ST. VINCENT & THE GRENADINES	TOGO
ALBANIA	BURKINA FASO	EL SALVADOR	HONG KONG	LUXEMBOURG	NIGER	SAMOA	TOKELAU
ALGERIA	BURUNDI	EQUATORIAL GUINEA	HUNGARY	MACAU	NIGERIA	SAN MARINO	TONGA
AMERICAN SAMOA	CABO VERDE	ERITREA	ICELAND	NORTH MACEDONIA	NIUE	SÃO TOMÉ & PRÍNCIPE	TRANSNISTRIA
ANDORRA	CAMBODIA	ESTONIA	INDIA	MADAGASCAR	NORFOLK IS.	SAUDI ARABIA	TRINIDAD & TOBAGO
ANGOLA	CAMEROON	ESWATINI	INDONESIA	MALAWI	NORTHERN MARIANA IS.	SENEGAL	TUNISIA
ANGUILLA	CANADA	ETHIOPIA	IRAN	MALAYSIA	NORWAY	SERBIA	TURKEY
ANTIGUA & BARBUDA	CAYMAN IS.	FALKLAND IS.	IRAQ	MALDIVES	OMAN	SEYCHELLES	TURKMENISTAN
ARGENTINA	CENTRAL AFRICAN REP.	FAROE IS.	IRELAND	MAU	PAKISTAN	SIERRA LEONE	TURKS & CAICOS IS.
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ARUBA	CHILE	FINLAND	ISRAEL	MARSHALL IS.	PALESTINE	ST. MAARTEN	UGANDA
AUSTRALIA	CHINA	FRANCE	ITALY	MARTINIQUE	PANAMA	SLOVAKIA	UKRAINE
AUSTRIA	CHRISTMAS IS.	FRENCH GUIANA	JAMAICA	MAURITANIA	PAPUA NEW GUINEA	SLOVENIA	U.A.E.
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BAHRAIN	COMOROS	GAMBIA	JORDAN	MEXICO	PHILIPPINES	SOUTH AFRICA	U.S. VIRGIN IS.
BANGLADESH	DÉM. REP. OF CONGO	GEORGIA	KAZAKHISTAN	MICRONESIA	PITCAIRN IS.	SOUTH SUDAN	URUGUAY
BARBADOS	REP. OF CONGO	GERMANY	KENYA	MOLDOVA	POLAND	SPAIN	UZBEKISTAN
BELARUS	COOK IS.	GHANA	KIRIBATI	MONACO	PORTUGAL	SRI LANKA	VANUATU
BELGIUM	COSTA RICA	GIBRALTAR	NORTH KOREA	MONGOLIA	PUERTO RICO	SUDAN	VATICAN
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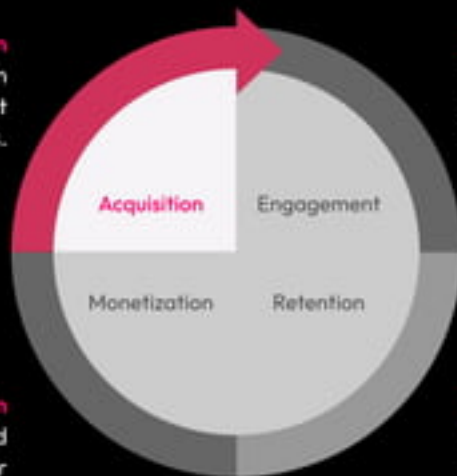
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NOTES ON DATA VARIANCE, MISMATCHES, AND CURIOSITIES

Note: This page is a summary of our comprehensive notes on data variance, potential mismatches, and curiosities, which you can read in full at <https://datareportal.com/notes-on-data>.

This report features data from a wide variety of different sources, including market research agencies, internet and social media companies, governments, public bodies, news media, and private individuals, as well as extrapolations and analysis of that data.

Wherever possible, we've prioritised data sources that provide broader geographical coverage, in order to minimise potential variations between data points, and to offer more reliable comparison across countries. However, where we believe that standalone metrics provide a more reliable reference, we use such standalone numbers to ensure more accurate reporting.

Please note that some data points may only be available for a limited selection of countries, so we may not be able to report the same data in all reports.

From time to time, we may also **change the source(s)** that we use to inform specific data points. As a result, some figures may appear to change in unexpected ways from one report to another. Wherever we're aware of these changes, we include details in the

footnotes of each relevant chart, but please use caution when comparing data from different reports, because changes to research samples, base data, research methodologies, and approaches to reporting may mean that values are **not comparable**.

Furthermore, due to the differing data collection and treatment methodologies, and the different periods during which data have been collected, there may be significant differences in the reported metrics for similar data points throughout this report. For example, data from surveys often varies over time, even if that data has been collected by the same organisation using the same approach in each wave of their research.

In particular, reports of internet user numbers vary considerably between different sources and over time. In part, this is because there are significant challenges associated with collecting, analysing, and publishing internet user data on a regular basis, not least because research into public internet use necessitates the use of face-to-face surveys. Different organisations may also adopt different approaches to sampling the population for research into internet use, and variations in areas such as the age range of the survey population, or the balance between urban and rural respondents, may play an important role in determining eventual findings. Note that COVID-19 has limited internet user research.

Prior to our Digital 2021 reports, we included data sourced from social media platforms' self-service advertising tools in our calculations of internet user numbers, but we **no longer include this data** in our internet user figures. This is because the user numbers reported by social media platforms are typically based on **active user accounts**, and may not represent unique individuals. For example, one person may maintain more than one active presence (account) on the same social media platform. Similarly, some accounts may represent 'non-human' entities, including: pets and animals; historical figures; businesses, causes, groups, and organisations; places of interest, etc.

As a result, the figures we report for social media users may **exceed** internet user numbers. However, while this may seem counter-intuitive or surprising, such instances do not represent errors in the data or in our reporting. Rather, these differences may indicate delays in the reporting of internet user numbers, or they may indicate higher instances of individuals managing multiple social media accounts, or 'non-human' social media accounts.

If you have any questions about specific data points in these reports, or if you'd like to offer your organisation's data for consideration in future reports, please email our reports team: reports@keprios.com.

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