think with Google

Generation Z

New insights into the mobile-first mindset of teens

Phones connect and entertain today's teens

More teens spend 3+ hours watching video on their phones every day than any other activity

Time spent on activities on a smartphone by 13- to 17-year-olds:



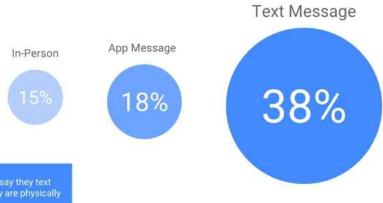
Our generation is taking way too many selfies and staying up all night watching videos. Some of my friends only sleep for three hours, and they still go to school the next day. I kind of think it's normal because I do that too sometimes.

Andrea, 14

Source: May How offer the pig large year promptions as an exercipality to the fall coding? Solver and pie activity.

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Teens prefer to connect with people via text more than twice as much as messaging apps or in-person



FUN

Nearly 3 in 10 teens say they text with people who they are physically with at the time.

For teens, social media followers equal social currency

% Who Agree: "The number of followers/subscribers I have on my social channels is important to me."

13 to 17

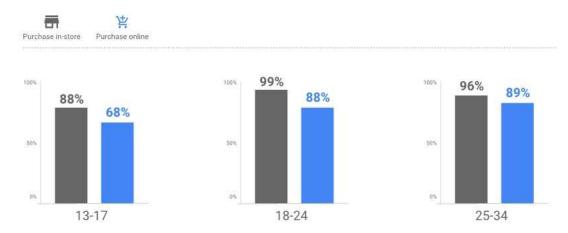
18 to 24

25 to 34

% 41% 42%



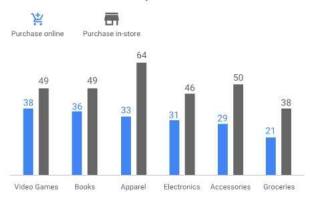
2 in 3 teens are already making purchases online

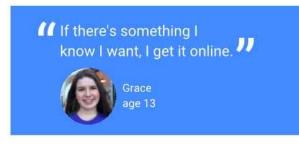


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Video games, books, and apparel are the most common products teens buy online

13-17s in-store and online purchases





33. July For each type of product, which of the betwee head dissorbles pour Please wheet all, bases 3d responsibility 33 to 17 44175, 18 to 24 2311.

For teens, online shopping eliminates friction









It allows me to see multiple brands and retailers without leaving home



It's faster than going to physical



64% of teens say that images they see online influence products they purchase?

And when it comes to shopping, teens are truly mobile first

% that mostly use smartphones to make online purchases

53. When you buy sumething willow, which divers dir july mostly treb Planes is lied tons. Plane Galley Managers 23 to 17 (289), 18 to 24 (515), 25 to 34 (494).

For teens, ads impact a product's "cool" factor

Aspects that make a product "cool"

- #1 If friends are talking about it
- #2 If I see an ad about it
- #3 If it's something personalized to me

When someone your age is doing something in the ad or it pertains more to you personally, those strike me.



Cyan, 17

Methodology

Fielding Date

August 2016

To help marketers better understand the digital behaviors of GenZ (13- to 17-year-olds), and how they compare to older generations, Google and Ipsos teamed up for this research report.

Format	Survey via online panels by Ipsos
Population	Sample representative of online population 13 to 17 (classified as all teens), 18 to 24 (classified as young adults), 25 to 34 (classified as adults).
Sample Size	2,013
Market	U.S.



Teens say something is cool if it's unique, impressive, interesting, amazing, or awesome.

Which brands fit the bill?

Find out in our new report

It's Lit: A Guide to What Teens Think Is Cool

Key Findings

First phones are a major milestone.

Getting a phone is one of the most important life events for GenZ. And they are younger than ever when they get them. Today's teens got their first phone when they were around 12.

Video rules on mobile.

Across all age groups, more time is spent watching online video on their phones than any other smartphone activity, but teens watch the most. Seven in 10 teens say they spend more than three hours per day watching mobile video.

GenZ are mobile shoppers.

Two in three teens make purchases online and of those, more than half are making purchases on their phones. GenZ stays connected.

GenZ craves connections with others—and not just in person. Texting is the preferred way to connect with others, followed by messaging apps.

GenZ represents a large—and valuable—segment of the population



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Phones introduce GenZ to the world

For teens, getting a new phone is a life-changing event

Top milestones for teens

- Graduating from school
- ② Getting a license
- 3 Getting a phone

When I got a phone, it was really important socially. It was like, oh my gosh, you're accepted now. Everyone wanted to be your friend because you got a new phone.



Cyan, 17

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And they are getting them earlier than previous generations

Median age at which respondents report getting their first phone

13 to 17 18 to 24

25 to 34

12

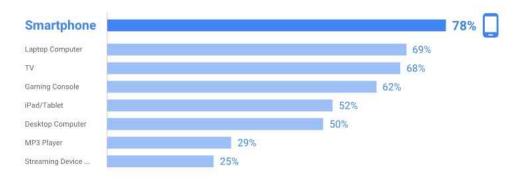
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Source: MC At all ut ago it'd you get your flist eyertpilotes? Philosyteps to the ago you were below. Black At respondents 13 17 (428), 19 34 (534), 25 29 (449), 30 34 (429)

While Teens have more devices than ever at their disposal, phones are the most-used

Most-used devices for 13- to 17-year-olds



AVI. Volvadi aliminent de you caimenilly ains? Pleasan reduct all thair apply. Balanc Adi responsibilità 13 to 17 (427), 18 to 24 (197), 23 to 34 (114). Despite being the most-used device for teens, more 18- to 34-year-olds use phones. Compared to their older counterparts, gaming consoles play a big role in teens' lives.

