## App Annie

App Economy in Taiwan and Worldwide

App01 Award Ceremony 2015 Taipei - Jan. 26, 2015

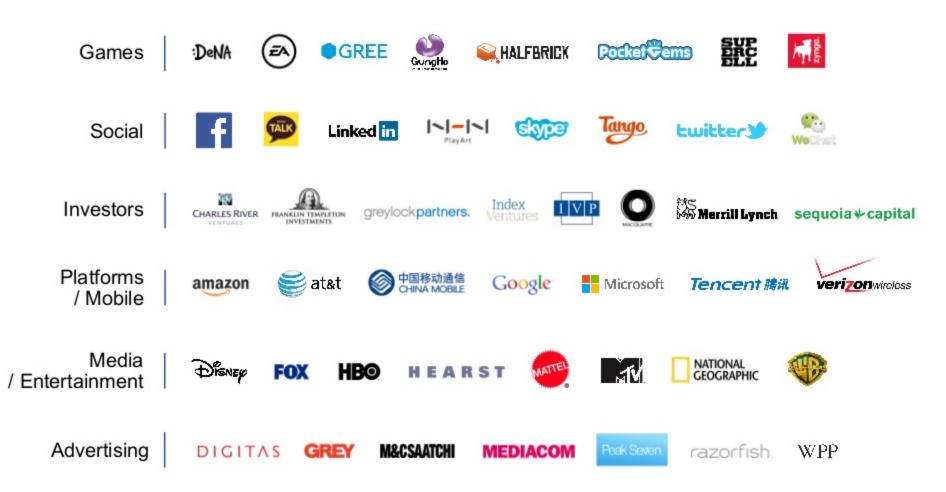
Bin Dai Director, Greater China

### **About Us**

With offices in San Francisco, New York, Utrecht, London, Moscow, Shanghai, Seoul, Beijing, Hong Kong, and Tokyo, App Annie is the world's biggest mobile analytics company



### The best and brightest choose App Annie



90% of the top 100 publishers use App Annie



### App Annie products – the industry standard



#### Analytics

Track your own apps sales, downloads, and reviews.

Used by over 700,000 apps.



#### Advertising

Combine data from all your ad platforms, automatically and track your own ad revenue and ad spend.



#### Store Stats

Track the rank, pricing and placement of any app and e-book.

Following 6,400,000+ apps.



#### Intelligence

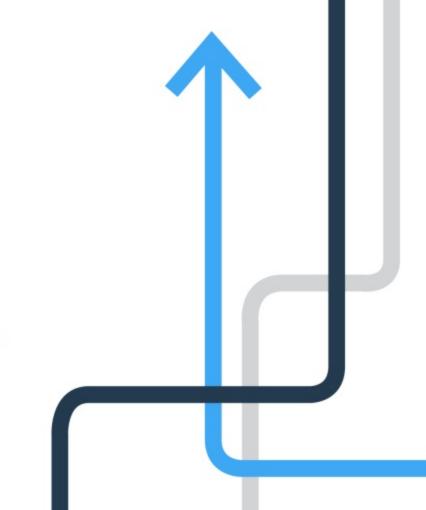
Obtain the most accurate estimates of revenues and downloads for any app.

Purchased by 9 of the top 10 publishers.

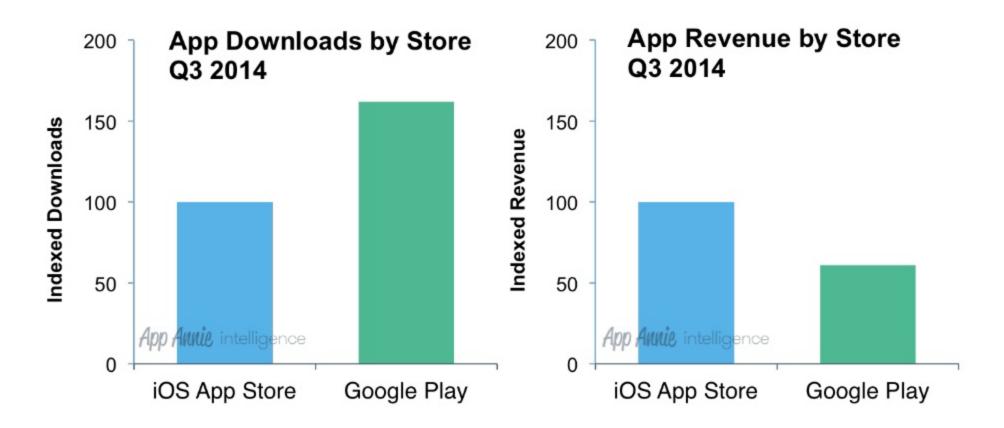


- App Store Trends
- 2. Country Trends
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### App Download and Revenue Trends iOS App Store and Google Play

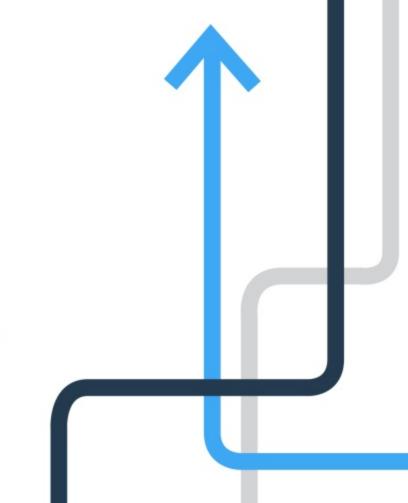


- In Q3 2014, Google Play led the iOS App Store in app downloads by around 60%
- iOS maintained a strong monetization lead, generating about 60% more revenue than Google Play in Q3 2014

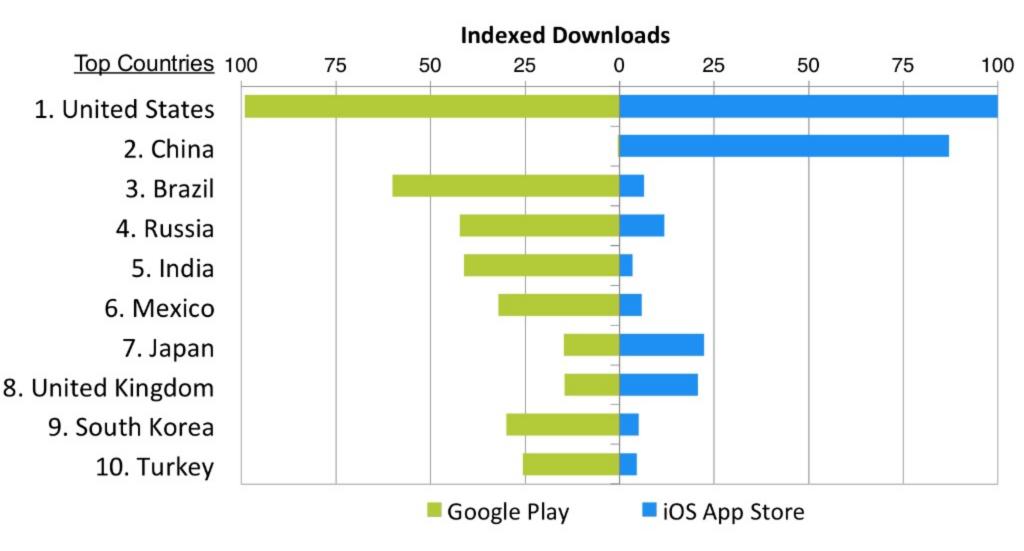


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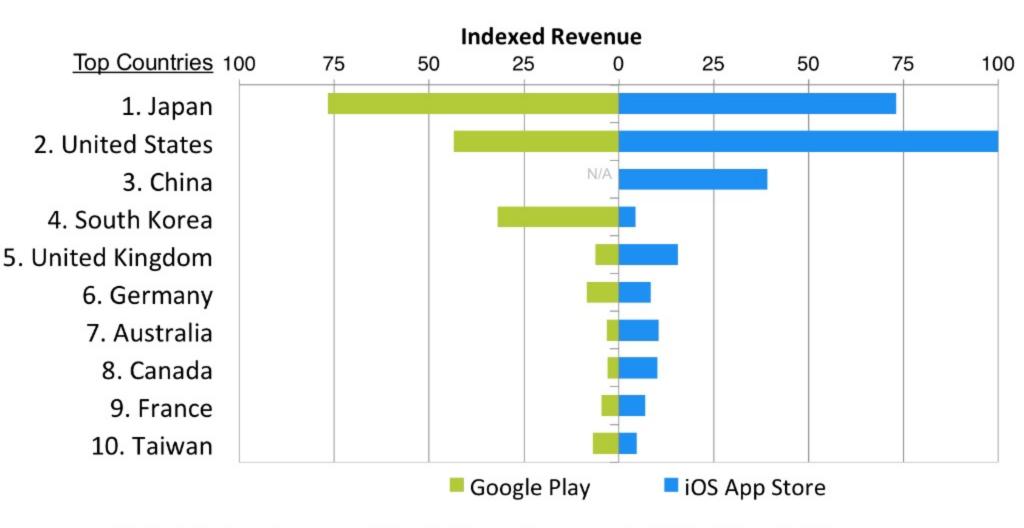


### App Store Downloads by Country, December 2014





### App Store Revenue by Country, December 2014



- United States, Japan, and South Korea drove nearly 70% of Google Play revenue
- Asia-Pacific is well-represented in the Top 10 countries by revenue



### How are the markets shifting in the iOS App Store?

	Rank by Dov	wnloads	Rank by Revenue			
Rank Dec 2014	Country	Chg vs. Dec 2013	Country	Chg vs. Dec 2013		
1	United States	-	United States	-		
2	China	-	Japan	-		
3	Japan	<b>1</b>	China	-		
4	United Kingdom	<b>V</b> 1	United Kingdom	-		
5	Russia	-	Australia	-		
6	France	-	Canada	-		
7	Canada	-	Germany	-		
8	Germany	-	France	-		
9	Australia	-	Russia	-		
10	Brazil	<b>↑</b> 3	Taiwan	<b>^</b> 2		



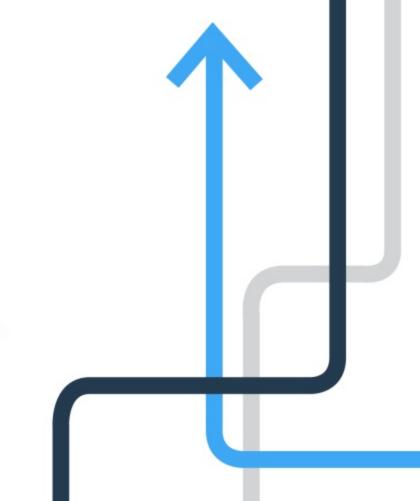
### How are the markets shifting in Google Play?

	Rank by Do	wnloads	Rank by Revenue			
Rank Dec 2014	Country	Chg vs. Dec 2013	Country	Chg vs. Dec 2013		
1	United States	-	Japan	-		
2	Brazil	<b>1</b>	United States	-		
3	Russia	<b>1</b>	South Korea	-		
4	India	<b>1</b>	Germany	-		
5	Mexico	<b>1</b>	Taiwan	<b>↑</b> 1		
6	South Korea	<b>4</b> 4	United Kingdom	<b>↓</b> 1		
7	Indonesia	<b>^</b> 2	France	-		
8	Turkey	<b>^</b> 2	Hong Kong	<b>↑</b> 1		
9	Germany	<b>V</b> 2	Australia	<b>↓</b> 1		
10	Thailand	<b>1</b> 4	Canada	<b>1</b>		

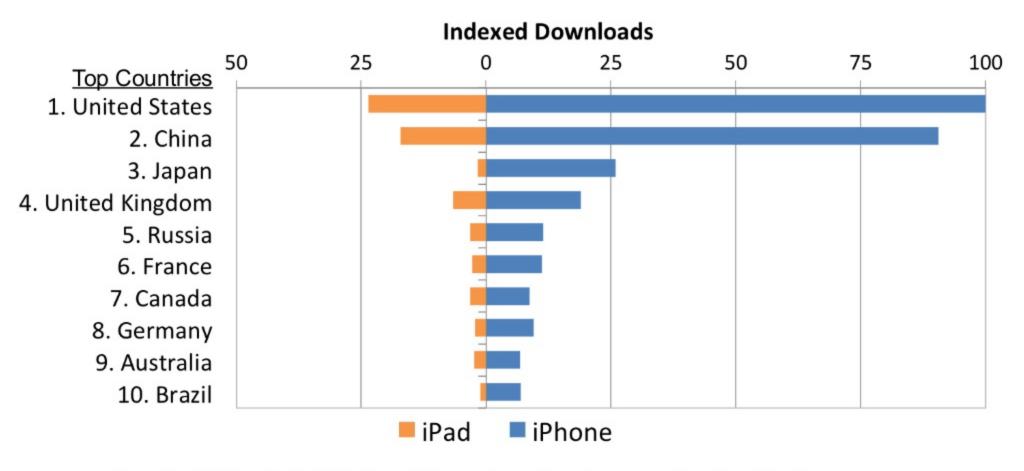


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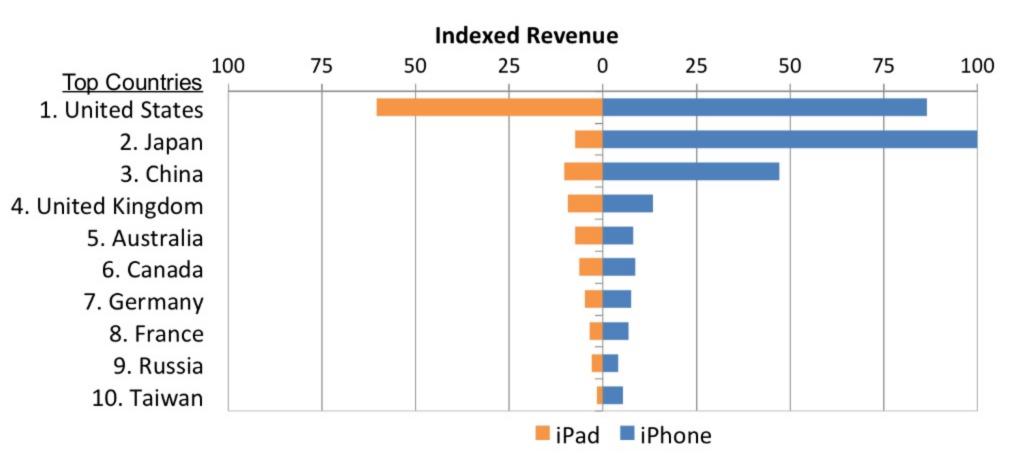
#### Downloads by iOS Devices, December 2014



- Nearly 20% of all iOS App Store downloads were for the iPad
- Japan had minimal iPad usage in comparison with iPhone



### Revenue by iOS Devices, December 2014

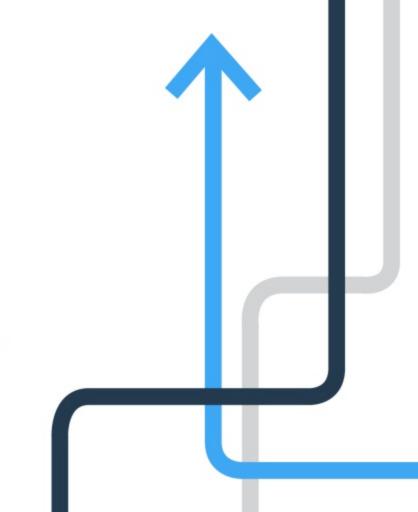


- iPad drove close to 30% of iOS App Store revenue worldwide
- US drove around 40% of worldwide iPad revenue, the leading market by far



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#### How are the markets shifting in the iOS App Store?

	Rank by Dow	nloads	Rank by Revenue			
Rank Dec 2014	Category	Chg vs. Dec 2013	Category	Chg vs. Dec 2013		
1	Games	-	Games	-		
2	Entertainment	-	Social Networking	-		
3	Photo and Video	-	Music	-		
4	Social Networking	<b>1</b>	Education	<b>1</b>		
5	Lifestyle	<b>↓</b> 1	Entertainment	<b>↓</b> 1		
6	Utilities	-	Productivity	<b>1</b>		
7	Music	-	News	<b>↓</b> 1		
8	Productivity	<b>1</b>	Photo and Video	<b>1</b> 2		
9	Education	<b>↓</b> 1	Books	<b>↓</b> 1		
10	Travel	-	Navigation	<b>1</b>		

 Messaging apps drove lots of downloads in Social Networking  Photo and Video got a boost in revenue from photo editing apps



#### How are the markets shifting in Google Play?

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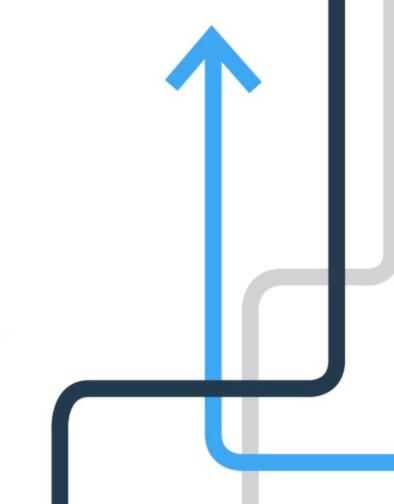
	Rank by Dov	wnloads	Rank by Revenue			
Rank Dec 2014	Category	<u>Chg vs.</u> <u>Dec 2013</u>	Category	Chg vs. Dec 2013		
1	Games	-	Games	-		
2	Tools	<b>1</b>	Communication	-		
3	Communication	<b>↓</b> 1	Social	-		
4	Entertainment	-	Tools	-		
5	Photography	<b>1</b> 2	Entertainment	-		
6	Personalization	-	Education	<b>1</b> 4		
7	Social	<b>V</b> 2	Music & Audio	<b>1</b>		
8	Music & Audio	-	Travel & Local	<b>↓</b> 2		
9	Productivity	-	Productivity	<b>↓</b> 2		
10	Media & Video	-	Comics	<b>1</b> 6		

 Growth in Tools driven in part by rise in antivirus apps  The release of the official Naruto app helped drive Comic revenues



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#### Top Game Worldwide - December 2014

#	By Downloads		Company		#	By Revenue		Company	
1	Candy Crush Soda Saga	=	King		1	Clash of Clans	=	Supercell	
2	Subway Surfers	<b>A</b> 1	Kiloo	:=	2	Puzzle & Dragons (パズ ル&ドラゴンズ)	=	GungHo Online (ガンホー・オンライン	
3	Trivia Crack	▲38	Etermax		3	Monster Strike (モンス ターストライク)	=	Tencent (腾讯) Mixi (ミクシィ)	•
4	My Talking Angela	*	Outfit7		4	Candy Crush Saga		Tencent (腾讯) King	**
5	Candy Crush Saga	<b>▼</b> 3	Tencent (腾讯) King		5	Game of War - Fire Age	=	Machine Zone	
6	My Talking Tom	▼1	Outfit7		6	Candy Crush Soda Saga	<b>▲</b> 6	King	
7	Dumb Ways to Die 2	<b>▲</b> 15	Metro Trains		7	Disney Tsum Tsum (ディ ズニー ツムツム)	▼1	LINE (ライン)	•
8	Clash of Clans	₹2	Supercell	+	8	P Hay Day	▼1	Supercell	+
9	Despicable Me	=	Gameloft		9	Everybody's Marble (모두 의마불 for Kakao)	-	Tencent (腾讯) LINE (ライン) Netmarble (넷마블)	•
10	Stick Hero	<b>▼</b> 6	Ketchapp Studio		10	Farm Heroes Saga	▼2	King	

Dumb Ways to Die 2: The Games helped Metro Trains Melbourne prolong and fund its railway safety campaign



#### Top Game Companies Worldwide - December 2014

#	By Downloads		Headquarters	Apps	#	By Revenue		Headquarters	Apps
1	King	=	5 E	29	1	Supercell	=	#	7
2	☐ Gameloft	=		199	2	King	=	51 E	29
3	Electronic Arts	=	F888	845	3	GungHo Online (ガンホー・オンライン)	=	•	96
4		▲1		61	4	■ Mixi (ミクシィ)	<b>A</b> 1		60
5	□ Outfit7	▲10	8"	66	5	■ LINE (ライン)	▼1	•	176
6	■ Doodle Mobile (涂鸦移动)	▲2	**	107	6	Tencent (腾讯)	=	9	328
7	Rovio	<b>▼</b> 3	40	66	7	Electronic Arts	▲2		845
8	Zynga Zynga	<b>▲</b> 3	F68	112	8	□ COLOPL (コロブラ)	▼1	•	453
9	iii Glu	▼2		246	9	Machine Zone	▼1		14
10	Supercell	▼1	4-App	7	10	IIII SQUARE ENIX (株式会社 スクウェア・エニックス)	▲8	• App	284

- Outfit7 got a boost from the famous kid game My Talking Angela
- SQUARE ENIX's new mobile title in the *Dragon Quest* franchise boosted the company into the global top 10

