JAN 2024

SWITZERLAND

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.

1. Total Population

8.82 MILLION

YEAR-ON-YEAR CHANGE: +0.6% +55 THOUSAND

URBANISATION: 74.3%

2. Cellular Mobile Connections

10.77 MILLION

YEAR-ON-YEAR CHANGE: +1.4% +147 THOUSAND

TOTAL VS. POPULATION: 122.1%

3. Individuals Using the Internet

8.74 MILLION

YEAR-ON-YEAR CHANGE: +0.6% +55 THOUSAND

TOTAL VS. POPULATION: 99.0%

Social Media User Identities

6.92 MILLION

YEAR-ON-YEAR CHANGE: -5.1% -370 THOUSAND

TOTAL VS. POPULATION: 78.4%

SOURCES: UN (GOVERNMENT AUTHORITIES); GSMA INTELLIGENCE; EUROPEAN COMMISSION; CAPTAINS & IPWAR; PLATFORM REGULATORS; OCHA; ETAT.RESEARCH; CENTER; WEPC; ANALYSIS; ADVISORY, OCA; DENTRITES; INPERSON AND BASE WEBSITES. FIGURES ARE NOT COMPARABLE WITH PREVIOUS REPORTS. CHANGES BASED ON DATA VARIATIONS.

Digital 2024 Switzerland 15 sur 136

WE ARE SOCIAL | MELTWATERLes informations de l'image de manière textuelle sont les suivantes :

Titre: Jan 2024 Population Over Time (Population by year, with year-on-year change)

Population par année :

- Jan 2014 : 8.14 M (+1.2%) - Jan 2015 : 8.24 M (+1.1%)
- Jan 2016 : 8.33 M (+1.1%)
- Jan 2017: 8.42 M (+0.8%)
- Jan 2018 : 8.48 M (+0.7%)
- Jan 2019: 8.54 M (+0.7%)
- Jan 2020 : 8.61 M (+0.7%)
- Jan 2021 : 8.67 M (+0.5%)
- Jan 2022 : 8.71 M (+0.4%)
- Jan 2023 : 8.77 M (+0.7%)
- Jan 2024 : 8.82 M (+0.6%)

Légende en bas de l'image :

- Sources: United Nations, Local Government Authorities, Kepios Analysis.
- Note: Where letters are shown next to figures above bars:
- "M" denotes millions (e.g., "1.2 M" = 1,200,000)
- "B" denotes billions (e.g., "1.2 B" = 1,200,000,000)
- Where no letter is present, values are shown as is.
- Comparability: Source changes and base revisions; figures may not correlate with values published in our previous reports.

Éléments visuels :

- Logo de We Are Social
- Logo de Meltwater
- Drapeau de la Suisse avec mention "Switzerland"

Page 20 sur 136, Digital 2024 Switzerland. Voici la transcription textuelle de l'image :

JAN 2024 POPULATION ESSENTIALS DEMOGRAPHICS AND OTHER KEY INDICATORS

- TOTAL POPULATION 8.82 MILLION
- FEMALE POPULATION 50.3%
- MALE POPULATION 49.7%
- YEAR-ON-YEAR CHANGE IN TOTAL POPULATION +0.6% +55 THOUSAND

- MEDIAN AGE OF THE POPULATION 42.5
- URBAN POPULATION 74.3%
- POPULATION DENSITY (PEOPLE PER KM²) 220.6
- OVERALL LITERACY (ADULTS AGED 15+) 99.0%
- FEMALE LITERACY (ADULTS AGED 15+) 99.0%
- MALE LITERACY (ADULTS AGED 15+) 99.0%

SOURCES:

KEPIOS ANALYSIS, UNITED NATIONS, LOCAL GOVERNMENT AUTHORITIES, WORLD BANK, UNESCO, CIA WORLD FACTBOOK, OUR WORLD IN DATA, INDEMMUNDIE, KNOBMA.

Digital 2024 Switzerland 19 sur 136

Langue de l'image : français

Logos: We Are Social, Meltwater, Drapeau de la Suisse

---### AGE DISTRIBUTION OF THE POPULATION (JAN 2024)
**THE NUMBER OF PEOPLE IN EACH AGE GROUP, AND ASSOCIATED SHARE OF
THE POPULATION**

Age Groups and Population Numbers (in Thousands) with Percentage of Total Population:

- **AGE 0-4**: 435K (4.9%)
- **AGE 5-9**: 447K (5.1%)
- **AGE 10-14**: 431K (5.0%)
- **AGE 15-19**: 431K (4.9%)
- **AGE 20-24**: 456K (5.2%)
- **AGE 25-29**: 525K (5.9%)
- **AGE 30-34**: 611K (6.9%)
- **AGE 35-39**: 632K (7.2%)
- **AGE 40-44**: 624K (7.1%)

```
- **AGE 45-49**: 593K (6.7%)
- **AGE 50-54**: 673K (7.3%)
- **AGE 55-59**: 662K (7.1%)
- **AGE 60-64**: 594K (6.4%)
- **AGE 65-69**: 479K (5.4%)
- **AGE 70-74**: 403K (4.6%)
- **AGE 75-79**: 361K (4.1%)
- **AGE 80-84**: 260K (2.9%)
- **AGE 85-89**: 157K (1.8%)
- **AGE 90-94**: 72.4K (0.8%)
- **AGE 95-99**: 18.0K (0.2%)
- **AGE 100+**: 2.023K (0.1%)
```

We Are Social | Meltwater

SOURCES: Extrapolation of data published by the United Nations and local government authorities. Notes: Percentage values below each bar represent their respective age group's share of the total population. Where letters "K" are shown next to figures above bars, "K" denotes thousands (e.g., 12K = 12,000); "M" denotes millions (e.g., 1.2M = 1,200,000). Age definitions: 0-18 years = "18 years and below." Where no letter is present, values are shown as is. COMPARABILITY: Source changes and base revisions; figures may not compare with values published in previous editions.

Digital 2024 Switzerland

21 sur 136

- (Icons for navigation, sharing, and languages are not directly transcribed as they are visual elements. The bottom bar: 1 of 136 pages, with icons for navigation, language options, etc.) JAN 2024

FINANCIAL AND DEVELOPMENTAL INDICATORS

WORLD BANK INDICATORS FOR FINANCIAL DEVELOPMENT, ACCESS TO ESSENTIAL SERVICES, AND DEVICE OWNERSHIP

SWITZERLAND

GROSS DOMESTIC PRODUCT (CURRENT U.S. DOLLARS) \$905.7 BILLION

PERCENTAGE OF THE POPULATION EARNING LESS THAN \$3.65 (2017 PPP) PER DAY [N/A]

GROSS DOMESTIC PRODUCT (PPP, CURRENT INTERNATIONAL DOLLARS) \$788.3 BILLION

PERCENTAGE OF THE POPULATION WITH ACCESS TO BASIC DRINKING WATER 100%

GROSS DOMESTIC PRODUCT PER CAPITA (CURRENT U.S. DOLLARS) \$103 THOUSAND

PERCENTAGE OF THE POPULATION WITH ACCESS TO BASIC SANITATION 99.9%

GROSS DOMESTIC PRODUCT PER CAPITA (PPP, CURRENT INTERNATIONAL DOLLARS)
\$89.5 THOUSAND

PERCENTAGE OF THE POPULATION WITH ACCESS TO ELECTRICITY 100%

NET NATIONAL INCOME PER CAPITA (CURRENT U.S. DOLLARS) \$69.6 THOUSAND

PERCENTAGE OF THE POPULATION THAT OWNS A MOBILE PHONE (ANY TYPE) 93.3%

SOURCES: IMF, WORLD BANK (MOST LATEST PUBLISHED DATA UP TO 2023) DEFINITIONS: \$3.65 (2017 PPP): REJECTS LOCAL PURCHASING POWER PARITY BASED ON THE WORLD BANK'S 2017 EXCHANGE BENCHMARK. BASIC DRINKING WATER: PERCENTAGE OF THE TOTAL POPULATION USING IMPROVED DRINKING WATER FROM AN IMPROVED SOURCE. PHONE OWNERSHIP: THE WORLD BANK'S 2021 FIGURE FOR MOBILE CONNECTIVITY. THE GLOBAL WORLD BANK METADATA IS AVAILABLE UPON REQUEST. NOTE: FOR MORE INFORMATION, PLEASE REFER TO THE WORLD BANK'S DATABASE OF INDICATORS. COMPARABILITY: FIGURES USE LATEST FIGURES AND METHODOLOGIES. DEFINITION FOR THE 2023 INDICATORS FROM THE SAME YEAR ARE REFERENCED. NOTE: 2023 INDICATORS MAY NOT MATCH VALUES SHOWN ELSEWHERE IN THIS REPORT.

Digital 2024 Switzerland

22 sur 136

français

we are social Meltwater**JAN 2024 DEVICE OWNERSHIP**

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

```
**Any Kind of Mobile Phone**
- 96.3%
- Year-on-Year Change: +2.7% (+250 BPS)
**Smart Phone**
- 96.3%
- Year-on-Year Change: +3.2% (+300 BPS)
**Feature Phone**
- 3.5%
- Year-on-Year Change: -25.5% (-120 BPS)
**Laptop or Desktop Computer**
- 81.0%
- Year-on-Year Change: +3.1% (+240 BPS)
**Tablet Device**
- 51.1%
- Year-on-Year Change: -1.4% (-70 BPS)
**Games Console**
- 29.0%
- Year-on-Year Change: -8.2% (-260 BPS)
**Smart Watch or Smart Wristband**
- 32.9%
- Year-on-Year Change: +4.4% (+140 BPS)
**TV Streaming Device**
- 16.8%
- Year-on-Year Change: -4.0% (-70 BPS)
**Smart Home Device**
- 11.6%
- Year-on-Year Change: -6.5% (-80 BPS)
**Virtual Reality Device**
- 4.1%
- Year-on-Year Change: -14.6% (-70 BPS)
```

SOURCE:

GWI (Q3 2023) Figures represent the findings of a broad survey of internet users aged 16 to 64 (see GWI.com).

NOTES: PERCENTAGE CHANGE VALUES REPRESENT RELATIVE CHANGE (I.E. AN INCREASE OF 10% FROM A STARTING VALUE OF 50% WOULD GIVE 55%, NOT 60%). BPS VALUES REPRESENT BASIS POINTS, AND INDICATE ABSOLUTE CHANGE.

COMPARABILITY: Methodology changes: see notes on field data.

Digital 2024 Switzerland - Page 23 of 136 We are social - Meltwater

- **Buttons and Indicators:**
- Home
- Search
- Share
- Zoom In
- Zoom Out
- Full Screen
- Language: FrenchJAN 2024

DAILY TIME SPENT WITH MEDIA
THE AVERAGE AMOUNT OF TIME EACH DAY THAT INTERNET USERS AGED 16
TO 64 SPEND WITH DIFFERENT KINDS OF MEDIA AND DEVICES

TIME SPENT USING THE INTERNET 5H 32M YEAR-ON-YEAR CHANGE -2.0% (-6 MINS)

TIME SPENT WATCHING TELEVISION (BROADCAST AND STREAMING) 2H 43M YEAR-ON-YEAR CHANGE -7.2% (-12 MINS)

TIME SPENT USING SOCIAL MEDIA 1H 39M

YEAR-ON-YEAR CHANGE -3.7% (-3 MINS)

TIME SPENT READING PRESS MEDIA (ONLINE AND PHYSICAL PRINT) 1H 21M

YEAR-ON-YEAR CHANGE -16.4% (-15 MINS)

TIME SPENT LISTENING TO MUSIC STREAMING SERVICES
1H 18M
YEAR-ON-YEAR CHANGE -7.5% (-6 MINS)

TIME SPENT LISTENING TO BROADCAST RADIO 1H 16M

YEAR-ON-YEAR CHANGE -12.3% (-10 MINS)

TIME SPENT LISTENING TO PODCASTS 0H 36M
YEAR-ON-YEAR CHANGE -3.1% (-1 MINS)

TIME SPENT USING A GAMES CONSOLE 0H 38M
YEAR-ON-YEAR CHANGE -26.7% (-13 MINS)

Source: GWI Jan 2024 | Figures represent the findings of a broad survey of internet users aged 16 to 64 (see GWI.com).

Note: People may consume different media concurrently. Television includes time spent watching broadcast and cable television, as well as time spent watching via video-on-demand services. Press includes both online and physical print media. Broadcast radio does not include internet radio.

Comparability: Methodology changes vs. 2023 – see notes on data.

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Digital 2024 Switzerland

25 sur 136Bien sûr, voici la retranscription textuelle de l'image :

JAN 2024

- **OVERVIEW OF INTERNET USE**
- **ESSENTIAL INDICATORS OF INTERNET ADOPTION AND USE**
- **SWITZERLAND**
- **TOTAL NUMBER OF INTERNET USERS**
 ![Icon of a globe]
 8.74 MILLION
- **YEAR-ON-YEAR CHANGE IN TOTAL INTERNET USERS**
 ![Icon of an upward arrow]
 +0.6% +55 THOUSAND
- **YEAR-ON-YEAR CHANGE IN INTERNET USERS vs. POPULATION**
 ![Icon of two people]
 0% [UNCHANGED]
- **INDEXED INTERNET ADOPTION vs. GLOBAL AVERAGE**

```
![Icon of a globe with a signal]
 **149.6**
- **PERCENTAGE OF INTERNET USERS ACCESSING VIA MOBILE PHONES**
 ![Icon of a mobile phone]
 **93.9%**
- **AVERAGE DAILY TIME SPENT USING THE INTERNET**
 ![Icon of a clock]
 **5H 32M**
- **YEAR-ON-YEAR CHANGE IN DAILY TIME SPENT USING THE INTERNET**
 ![Icon of a downward arrow]
 **-2.0% -6 MINS**
**Sources:** KEPIOS ANALYSIS, ITU, GSMA INTELLIGENCE, EUROSTAT, CIA
WORLD FACTBOOK, GNI, KANTAR & IAMAI, LOCAL GOVERNMENT AUTHORITIES.
UNITED NATIONS, TIME SPENT AND MOBILE SHARE DATA FROM GWI.
**NOTE:** POPULATION DATA BASED ON UNITED NATIONS DATA.
**Digital 2024 Switzerland**
**27 sur 136**
**français**
**[Icons for different functionalities]**
**We Are Social**
**Meltwater**
---Voici la retranscription textuelle de l'image :
JAN 2024
INTERNET ADOPTION RATE OVER TIME (YOY)
NUMBER OF INDIVIDUALS USING THE INTERNET AS A PERCENTAGE OF TOTAL
POPULATION, AND YEAR-ON-YEAR RELATIVE CHANGE
- JAN 2014: 90.6% (0%)
- JAN 2015: 90.6% (0%)
- JAN 2016: 90.6% (0%)
- JAN 2017: 94.5% (+4.3%)
- JAN 2018: 94.5% (0%)
- JAN 2019: 96.8% (+2.4%)
```

JAN 2020: 96.8% (0%)JAN 2021: 98.4% (+1.6%)JAN 2022: 98.4% (0%)JAN 2023: 99.0% (+0.6%)

- JAN 2024: 99.0% (0%)

Sources:

- Various sources including HFPOS Analysis, ITU, USAI, Eurostat, Google's advertising resources, GSMA, Kantar, IAMAI, Government resources, United Nations.

Notes:

- Data is not provided for all countries, data from the "most cited" or "reputed" data source is used.
- Internet rates are indicative of trends and changes in internet adoption.
- The percentages represent an estimated number of users compared to the country's total population.

Comparability:

- Figures should be treated with caution.

Digital 2024 Switzerland

Page 29 sur 136 | Français | We Are Social | MeltwaterD'accord, voici la retranscription textuelle de l'image :

- **JAN 2024**
- **INTERNET USE OVER TIME (YOY)**
- **NUMBER OF INDIVIDUALS USING THE INTERNET, AND YEAR-ON-YEAR CHANGE**

SOURCES: KEPIO ANALYSIS, ITU, GSMA INTELLIGENCE, EUROSTAT, GOOGLE'S ADVERTISING RESOURCES, CENEC, KANTAR IMAI, GOVERNMENT RESOURCES, UNITED NATIONS. NOTE: WHERE LETTERS ARE SHOWN NEXT TO FIGURES ABOVE, BE SURE TO CONSULT THE NOTES ON EACH SLIDE TO IDENTIFY THEM. ALL FIGURES ARE THE LATEST AVAILABLE DATA, BUT SOME SOURCES DO NOT PUBLISH REGULAR UPDATES, SO FIGURES FOR RECENT PERIODS MAY REPRESENT AN EARLIER DATE. USE NOTES ON DATA.

Digital 2024 Switzerland

28 sur 136

---Jan 2024

INTERNET USER PERSPECTIVES
INTERNET USER NUMBERS PUBLISHED BY DIFFERENT SOURCES

INTERNET USERS: ITU

8.54 MILLION vs. POPULATION 96.8%

INTERNET USERS: CIA WORLD FACTBOOK 8.35 MILLION vs. POPULATION 94.6%

INTERNET USERS: INTERNETWORLDSTATS 8.43 MILLION vs. POPULATION 95.5%

SOURCES:

AS STATED ABOVE EACH ICON.

NOTES:

WHEN SOURCES PUBLISH INTERNET ADOPTION AS A PERCENTAGE (I.E. PENETRATION), WE COMPARE THE LATEST PUBLISHED ADOPTION RATES WITH THE LATEST FIGURES FOR POPULATION TO DERIVE ABSOLUTE USER NUMBERS. WHERE SOURCES PUBLISH ABSOLUTE USER NUMBERS, WE COMPARE THESE ABSOLUTE USER FIGURES WITH THE LATEST FIGURES FOR POPULATION TO DERIVE PENETRATION (I.E. PERCENTAGE). COMPARABILITY: POTENTIAL MISMATCHES: INTERNET USER FIGURES QUOTED ELSEWHERE IN THIS REPORT USE DATA FROM MULTIPLE SOURCES, INCLUDING SOURCES NOT LISTED ON THIS SLIDE. Digital 2024 Switzerland 30 sur 136

we are social MeltwaterJan 2024

DAILY TIME SPENT USING THE INTERNET

Amount of time that internet users aged 16 to 64 spend using the internet each day

Daily time spent using the internet across all devices (orange circle with watch illustration): 5H 32M

Time spent using the internet on mobile phones (green circle with phone illustration): 2H 38M

Time spent using the internet on computers and tablets (blue circle with laptop

illustration): 2H 54M

Mobile's share of total daily internet time (red circle with scale illustration): 47.6%

Source: GWI Q3 2021. Figures represent the findings of a broad survey of internet users aged 16 to 64. See GWI.COM. Comparability: Methodology changes. See Notes on Data.

Digital 2024 Switzerland (bottom left corner): 31 sur 136

Icons at the bottom right: various icons, including a document icon, a speech bubble icon, a magnifying glass icon, a print icon, "français" text, and the logos for "We Are Social" and "Meltwater".JAN 2024 MEDIA USE

THE PERCENTAGE OF INTERNET USERS AGED 16 TO 64 WHO CONSUME EACH MEDIA TYPE

SWITZERLAND

USING THE INTERNET VIA A MOBILE PHONE

- 96.4%
- YEAR-ON-YEAR CHANGE
- -0.2% (-23 BPS)

USING THE INTERNET VIA A LAPTOP, DESKTOP, OR TABLET

- 96.6%
- YEAR-ON-YEAR CHANGE
- -1.3% (-126 BPS)

USING SOCIAL MEDIA

- 91.7%
- YEAR-ON-YEAR CHANGE
- +0.05% (+5 BPS)

WATCHING LINEAR AND BROADCAST TV

- 90.3%
- YEAR-ON-YEAR CHANGE
- -0.2% (-19 BPS)

WATCHING STREAMING AND ON-DEMAND TV

- 68.2%
- YEAR-ON-YEAR CHANGE
- -3.0% (-214 BPS)

READING ONLINE PRESS CONTENT

- 80.9%
- YEAR-ON-YEAR CHANGE

- -4.4% (-375 BPS)

READING PHYSICAL PRESS CONTENT

- 75.8%
- YEAR-ON-YEAR CHANGE
- -3.1% (-245 BPS)

LISTENING TO BROADCAST RADIO

- 81.6%
- YEAR-ON-YEAR CHANGE
- -3.2% (-267 BPS)

LISTENING TO MUSIC STREAMING SERVICES

- 61.2%
- YEAR-ON-YEAR CHANGE
- -3.3% (-211 BPS)

LISTENING TO PODCASTS

- 60.2%
- YEAR-ON-YEAR CHANGE
- -0.6% (-39 BPS)

SOURCE: GWI Q3 2023. FIGURES REPRESENT THE FINDINGS OF A BROAD SURVEY OF INTERNET USERS AGED 16 TO 64 (SEE GWICOM.CO/NOTES). NOTES: PERCENTAGE CHANGE VALUES REPRESENT RELATIVE CHANGE IN EACH NUMBER VERSUS COMPARABLE VALUE FOR THE EQUIVALENT PERIOD 12 MONTHS PRIOR. BPS = BASIS POINTS. GWI ASK ABOUT "LISTENING TO BROADCAST RADIO" DOES NOT INCLUDE TIME SHIFTED RADIO. COMPARABILITY OF VIEWING AND LISTENING BEHAVIORS MAYBE AFFECTED BY CHANGES IN SURVEY QUESTION WORDING, BASE AND DISTRIBUTION. DATA FOR OTHER MEDIA TYPES FROM NATIVE 'MEDIA CONSUMPTION' SURVEYS RESULTS AVAILABLE ELSEWHERE.

Digital 2024 Switzerland 24 sur 136

SOURCE LOGOS: GWI, Meltwater, We are social, KANTARJan 2024

MAIN REASONS FOR USING THE INTERNET
PRIMARY REASONS WHY INTERNET USERS AGED 16 TO 64 USE THE INTERNET

- 1. FINDING INFORMATION 72.2%
- 2. RESEARCHING HOW TO DO THINGS 62.2%
- 3. STAYING IN TOUCH WITH FRIENDS AND FAMILY 58.9%
- 4. KEEPING UP TO DATE WITH NEWS AND EVENTS 57.3%
- 5. RESEARCHING PLACES, VACATIONS AND TRAVEL 55.9%

- 6. FINDING NEW IDEAS OR INSPIRATION 54.0%
- 7. RESEARCHING PRODUCTS AND BRANDS 53.1%
- 8. FILLING UP SPARE TIME AND GENERAL BROWSING 50.0%
- 9. ACCESSING AND LISTENING TO MUSIC 48.9%
- 10. WATCHING VIDEOS, TV SHOWS OR MOVIES 45.0%
- 11. RESEARCHING HEALTH ISSUES AND HEALTHCARE PRODUCTS 41.2%
- 12. BUSINESS-RELATED RESEARCH 39.3%
- 13. MANAGING FINANCES AND SAVINGS 38.8%
- 14. EDUCATION AND STUDY-RELATED PURPOSES 35.2%
- 15. ORGANISING DAY-TO-DAY LIFE 27.5%

Source: GWI Q3 2023 | FIGURES REPRESENT THE FINDINGS OF A BROAD SURVEY OF INTERNET USERS AGED 16 TO 64. SEE GWI.COM. COMPARABILITY: METHODOLOGY CHANGES. SEE NOTES ON DATA

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Digital 2024 Switzerland

32 sur 136**JAN 2024 | INTERNET CONNECTION SPEEDS**

MEDIAN SPEEDS AND LATENCY FOR MOBILE AND FIXED INTERNET CONNECTIONS

- **MEDIAN SPEED OF MOBILE INTERNET CONNECTIONS**
- ![Green Mobile Icon](link)
- **Download (Mbps):** 83.10
- **Upload (Mbps):** 19.54
- **Latency (ms):** 20

YEAR-ON-YEAR CHANGE IN MEDIAN SPEED OF MOBILE INTERNET CONNECTIONS

- ![Orange Mobile Icon](link)
- **Download:** +7.4%
- **Upload:** +0.5%
- **Latency:** -4.8%

MEDIAN SPEED OF FIXED INTERNET CONNECTIONS

- ![Red Fixed Icon](link)
- **Download (Mbps):** 195.20
- **Upload (Mbps):** 84.04
- **Latency (ms):** 8

YEAR-ON-YEAR CHANGE IN MEDIAN SPEED OF FIXED INTERNET CONNECTIONS

- ![Blue Fixed Icon](link)
- **Download:** +34.3%

```
- **Upload:** +14.3%
```

SOURCE: OOKLA. NOTE: FIGURES REPRESENT MEDIAN DOWNLOAD AND UPLOAD SPEEDS IN MEGABITS PER SECOND, AND MEDIAN CONNECTION LATENCY IN MILLISECONDS IN NOVEMBER 2023. TIP: A NEGATIVE VALUE FOR YEAR-ON-YEAR CHANGE IN LATENCY REPRESENTS AN IMPROVEMENT, BECAUSE LOWER LATENCY SHOULD RESULT IN FASTER CONTENT DELIVERY. *[Logos: We Are Social & Meltwater]*

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**Digital 2024 Switzerland**
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- 34 sur 136
- ![Icons: Zoom, Print, Save, Language](link)
- **français**Voici la retranscription textuelle de l'image :

- **JAN 2024**
- **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)

93.9%

Year-on-Year Change +7.4% (+650 BPS)

LAPTOP OR DESKTOP (ANY)

83.4%

Year-on-Year Change -0.4% (-30 BPS)

SMART PHONE

92.3%

Year-on-Year Change +7.0% (+600 BPS)

FEATURE PHONE

2.3%

Year-on-Year Change -11.5% (-30 BPS)

TABLET DEVICE

41.7%

Year-on-Year Change -6.7% (-300 BPS)

PERSONAL LAPTOP OR DESKTOP

75.1%

Year-on-Year Change -0.9% (-70 BPS)

^{- **}Latency:** 0%

```
**WORK LAPTOP OR DESKTOP**
40.4%
Year-on-Year Change +8.3% (+310 BPS)

**CONNECTED TELEVISION**
30.0%
Year-on-Year Change +11.5% (+310 BPS)

**SMART HOME DEVICE**
9.0%
Year-on-Year Change +26.8% (+190 BPS)

**GAMES CONSOLE**
```

Year-on-Year Change -7.7% (-100 BPS)

Source: GWI Jan 2024 (Figures represent the findings of a broad survey of Internet users aged 16 to 64, see GWI.com). Notes: "Mobile Phone (Any)" includes users who access via a smartphone or feature phone. "Laptop or Desktop (Any)" includes users who access via either computer provided by their employer. Percentage change values reflect relative change; "BPS" values show the change in basis points, and reflect absolute change.

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*Digital 2024 Switzerland*
*33 sur 136*
```

GWI

12.0%

we are social

Meltwater

Jan 2024

MOBILE'S SHARE OF WEB TRAFFIC (YOY)

Percentage of total web pages served to web browsers running on mobile phones

```
DEC 2013: 10.83% (+138%)
DEC 2014: 25.82% (-1.6%)
DEC 2015: 25.40% (+26.7%)
DEC 2016: 32.17% (+7.9%)
DEC 2017: 34.70% (-4.5%)
DEC 2018: 33.15% (+14.7%)
DEC 2019: 38.02% (+8.8%)
DEC 2020: 41.36% (+1.8%)
DEC 2021: 42.09% (-3.8%)
DEC 2022: 40.49% (-15.0%)
```

DEC 2023: 34.41%

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 20% from starting value of 30% would equal 60%, not 70%).

Digital 2024 Switzerland 36 sur 136 we are social MeltwaterJAN 2024

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

Mobile Phones

34.41% Year-on-year change -15.0% (-608 BPS)

Laptop and Desktop Computers

63.69% Year-on-year change +11.3% (+647 BPS)

Tablet Devices

1.88% Year-on-year change -16.8% (-38 BPS)

Other Devices

0.02% Year-on-year change -33.3% (-1 BP)

Source: Statcounter. Notes: Figures represent the number of web pages served to browsers running on each type of device compared with the total number of web pages served to browsers running on any device in December 2023. Percentage change values represent the change in the percentage of pages served compared with December 2022 (e.g., for mobile phones in 2024 to be identical to 2023, 2024 figures

would be equal to that in preceding 6075). "BPS" values represent basis points, and indicate the absolute change. Figures may not sum to 100% due to rounding.

Kepios

Switzerland

We are (SOCIAL) Social

Meltwater

Digital 2024 Switzerland 35 sur 136 françaisJAN 2024

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

CHROME: 48.3% SAFARI: 24.6% EDGE: 15.5% FIREFOX: 6.3%

SAMSUNG INTERNET: 3.2%

OPERA: 1.5%

IE: 0.1%

OTHERS: 0.5%

SOURCE: STATCOUNTER: NOTES: FIGURES REPRESENT THE NUMBER OF PAGE VIEWS SERVED TO EACH BROWSER AS A PERCENTAGE OF TOTAL PAGE VIEWS SERVED TO WEB BROWSERS RUNNING ON ANY KIND OF DEVICE IN DECEMBER 2023.

Datareportal / we are social / Meltwater

38 sur 136 Digital 2024 Switzerland françaisVoici la retranscription textuelle de l'image :

- 1. **CHAT AND MESSAGING** 95.5%
- 2. **SOCIAL NETWORKS** 91.8%

^{**}JAN 2024**

^{**}TOP TYPES OF WEBSITES VISITED AND APPS USED**

^{**}PERCENTAGE OF INTERNET USERS AGED 16 TO 64** WHO HAVE VISITED OR USED EACH KIND OF DIGITAL PROPERTY IN THE **PAST MONTH**

- 3. **SEARCH ENGINES OR WEB PORTALS** 88.8%
- 4. **EMAIL** 67.9%
- 5. **MAPS, PARKING, OR LOCATION-BASED SERVICES** 65.7%
- 6. **WEATHER** 64.1%
- 7. **SHOPPING, AUCTIONS, OR CLASSIFIEDS** 55.4%
- 8. **NEWS** 48.8%
- 9. **MUSIC** 45.6%
- 10. **BANKING, INVESTING, OR INSURANCE** 38.2%
- 11. **TRAVEL** 35.9%
- 12. **ENTERTAINMENT** 33.6%
- 13. **GAMES** 30.1%
- 14. **SPORTS** 27.0%
- 15. **HEALTH AND FITNESS** 25.0%
- **SOURCE:** GWI (Q3 2023). FIGURES REPRESENT THE FINDINGS OF A BROAD SURVEY OF INTERNET USERS AGED 16 TO 64. SEE GWI.COM. COMPARABILITY: METHODOLOGY CHANGES: SEE NOTES ON DATA.
- **Digital 2024 Switzerland**
- **37 sur 136**

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

GOOGLE 91.2% BING 5.6% DUCKDUCKGO 1.0% YAHOO! 0.8% ECOSIA 0.7% YANDEX 0.4% BAIDU 0.04% OTHERS 0.2%

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 DECEMBER 2023. PERCENTAGE CHANGE VALUES REPRESENT RELATIVE, YEAR-ON-YEAR CHANGE (I.E. AN INCREASE OF 20% FROM A STARTING VALUE OF 50% WOULD EQUAL 60%, NOT 70%). 'BPS' VALUES REPRESENT BASIS POINTS, AND INDICATE THE ABSOLUTE CHANGE. FIGURES MAY NOT SUM TO 100% DUE TO ROUNDING.

Digital 2024 Switzerland 41 sur 136

we are social Meltwater**JAN 2024 TOP GOOGLE SEARCHES**

^{**}we are social** — **Meltwater**JAN 2024

QUERIES WITH THE GREATEST VOLUME OF GOOGLE SEARCH ACTIVITY BETWEEN 01 JANUARY 2023 AND 31 DECEMBER 2023

SEARCH QUERY | INDEX vs. TOP QUERY

- 01. WETTER | 100
- 02. GOOGLE | 94
- 03. BLICK | 70
- 04. RESTAURANT | 61
- 05. METEO | 54
- 06. YOUTUBE | 54
- 07. 20 | 51
- 08. MIGROS | 44
- 09. SRF | 41
- 10. SWISS | 40

SEARCH QUERY | INDEX vs. TOP QUERY

- 11. TRANSLATE | 38
- 12. COOP | 37
- 13. NEWS | 33
- 14. MAPS | 29
- 15. FACEBOOK | 27
- 16. TRADUCTION | 26
- 17. ÜBERSETZER | 25
- 18. SBB | 24
- 19. IKEA | 23
- 20. 20 MIN | 23

(Source information and notes as provided in the image)

SOURCE: GOOGLE TRENDS, BASED ON SEARCHES CONDUCTED BETWEEN 01 JANUARY 2023 AND 31 DECEMBER 2023. 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 THE SEARCH QUERIES' RELATIVE SEARCH VOLUME NEXT TO THE QUERY AS NUMBER 1 - 'WETTER" IN THIS CASE. GOOGLE TRENDS USES DYNAMIC SAMPLING, SO RANK ORDER AND INDEX VALUES MAY VARY DEPENDING ON WHEN THE TOOL IS ACCESSED, EVEN FOR THE SAME SEARCH QUERY AND QUERY TIME PERIOD.

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_Digital 2024 Switzerland_ (Page 42 of 136)
_We are social_ | _Meltwater_JAN 2024
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TOP WEBSITES: SIMILARWEB RANKING

SIMILARWEB'S RANKING OF THE MOST VISITED WEBSITES, BASED ON WEBSITE TRAFFIC BETWEEN DECEMBER 2022 AND NOVEMBER 2023

SWITZERLAND

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# | WEBSITE | TOTAL VISITS (MONTHLY) | UNIQUE VISITORS (MONTHLY) |
AVERAGE TIME PER VISIT | AVERAGE PAGES PER VISIT
01 | GOOGLE.COM | 393 M | 8.54 M | 10 M 45 S | 9.1
02 | YOUTUBE.COM | 136 M | 5.95 M | 18 M 18 S | 10.5
03 | FACEBOOK.COM | 50.2 M | 3.95 M | 8 M 29 S | 8.0
04 | BLICK.CH | 37.5 M | 2.72 M | 4 M 53 S | 3.2
05 | GOOGLE.CH | 37.1 M | 2.35 M | 8 M 55 S | 11.6
06 | 20MIN.CH | 35.7 M | 2.80 M | 3 M 49 S | 3.2
07 | WIKIPEDIA.ORG | 32.8 M | 4.34 M | 3 M 33 S | 3.0
08 | SRF.CH | 24.7 M | 3.25 M | 4 M 11 S | 2.8
09 | INSTAGRAM.COM | 21.5 M | 3.52 M | 10 M 54 S | 10.4
10 | TWITTER.COM | 16.3 M | 2.58 M | 9 M 01 S | 8.2
11 | GALAXUS.CH | 15.4 M | 3.16 M | 5 M 17 S | 6.2
12 | LINKEDIN.COM | 15.2 M | 1.88 M | 7 M 27 S | 7.3
13 | BLUEWIN.CH | 14.5 M | 1.12 M | 7 M 21 S | 4.5
14 | ADMIN.CH | 14.1 M | 3.04 M | 3 M 26 S | 5.5
15 | PORNHUB.COM | 14.1 M | 1.64 M | 9 M 33 S | 9.6
16 | LIVE.COM | 14.0 M | 1.35 M | 7 M 28 S | 8.9
17 | WHATSAPP.COM | 14.0 M | 1.37 M | 5 M 01 S | 1.7
18 | XNXX.COM | 13.6 M | 1.37 M | 14 M 08 S | 12.1
19 | NETFLIX.COM | 11.6 M | 1.06 M | 4 M 34 S | 4.3
20 | RICARDO.CH | 10.4 M | 1.33 M | 8 M 26 S | 9.9
```

SOURCE: SIMILARWEB. RANKING AND VALUES BASED ON TRAFFIC BETWEEN DECEMBER 2022 AND NOVEMBER 2023. NOTES: VALUES IN THE 'UNIQUE VISITORS' COLUMN REPRESENT THE NUMBER OF DISTINCT INTERNET ACCESSING DEVICES, BUT DO NOT REPRESENT THE NUMBER OF PEOPLE. SOME PEOPLE MAY USE MULTIPLE DEVICES OR BROWSERS. VALUES FOR 'TOTAL VISITS' ARE SHOWN IN MILLIONS AND REPRESENT THE AGGREGATED NUMBER OF BOTH NEW AND RETURNING USERS. ALL USERS REPRESENT DESKTOP AND MOBILE DEVICE TRAFFIC. TIME SPENT MEASURED IN MINUTES AND SECONDS. ADVISORY: SOME SITES FEATURED IN THIS RANKING MAY CONTAIN ADULT CONTENT. READERS SHOULD AVOID VISITING UNKNOWN DOMAINS.

We Are Social Meltwater

Page 39 sur 136JAN 2024

TV CONSUMPTION AND STREAMING

EXPLORING THE VIEWING BEHAVIOURS OF INTERNET USERS AGED 16 TO 64

[Switzerland flag]

Switzerland

PERCENTAGE OF INTERNET USERS WHO WATCH ANY KIND OF TV EACH MONTH

[Green TV Icon]

97.3%

YEAR-ON-YEAR CHANGE IN INTERNET USERS WHO WATCH ANY KIND OF TV [Yellow Bar Chart Icon]

-0.4%

-40 BPS

DAILY TIME THAT INTERNET USERS SPEND WATCHING ANY KIND OF TV [Red Clock Icon] 2H 43M

YEAR-ON-YEAR CHANGE IN DAILY TV VIEWING TIME (ALL FORMS OF CONTENT DELIVERY)

[Blue Pie Chart Icon]

-7.2%

-12 MINS

INTERNET USERS WHO STREAM TV CONTENT VS INTERNET USERS WHO WATCH ANY KIND OF TV

[Red Wi-Fi Icon]

88.1%

DAILY TIME SPENT WATCHING TV CONTENT STREAMED OVER THE INTERNET [Blue Clock Icon]

0H 56M

YEAR-ON-YEAR CHANGE IN DAILY TIME SPENT WATCHING STREAMING TV CONTENT

[Green Downward Arrow Icon]

-11.5%

-7 MINS

TIME SPENT WATCHING STREAMING TV CONTENT AS A PERCENTAGE OF TOTAL TV TIME

[Orange Balance Scale Icon]

34.5%

SOURCE: GWI Q3 2023. FIGURES REPRESENT THE FINDINGS OF A BROAD

SURVEY OF INTERNET USERS AGED 16 TO 64. SEE GWI.COM.

COMPARABILITY: METHODOLOGY CHANGES: SEE NOTES ON DATA.

[Page Number: 45] Digital 2024 Switzerland 45 sur 136

[We Are Social and Meltwater logos]**JAN 2024**

TOP WEBSITES: SEMRUSH RANKING
SEMRUSH'S RANKING OF THE MOST VISITED WEBSITES, BASED ON WEBSITE
TRAFFIC BETWEEN 01 SEPTEMBER AND 30 NOVEMBER 2023

# WEBSITE TOTAL VISITS (M (MONTHLY AVE.) AVERAGE TIME P 	ER VISIT AVERAGE	PAGES PER VISIT		
01 GOOGLE.COM 388 M	17.3 M	22M		
03S 3.5	144.4.14	1.0.4114		
02 YOUTUBE.COM 348 M	11.4 M	34M		
48\$ 5.6	1 F 77 NA	1.0014		
03 FACEBOOK.COM 43.0 M	5.77 M	23M		
04S 2.5				
04 PORNHUB.COM 37.1 M	3.26 M	30M		
04S 7.7				
05 20MIN.CH 31.8 M	2.34 M	23M 45S		
1.6				
06 BLICK.CH 29.9 M	1.67 M	23M 59S		
1.5				
07 GOOGLE.CH 27.8 M	2.41 M	16M		
02S 4.0				
08 WIKIPEDIA.ORG 26.5 M	4.67 M	09M		
07S 1.8				
09 INSTAGRAM.COM 18.9 M	3.84 M	17M		
04S 3.2	·	•		
10 DUCKDUCKGO.COM 17.1 M	823 K	20M		
08S 2.4	•	·		
11 SRF.CH	1.63 M	12M 47S		
2.3	,	·	•	
12 WATSON.CH 13.8 M	916 K	17M 34S		
3.2	'	'		
13 XVIDEOS.COM 13.0 M	1.63 M	12M		
09S 8.0				
14 BING.COM 12.0 M	1.61 M	15M 02S	1	
3.2	1	1		
I .				

15 XNXX.COM 11.9 M	1.39 M	10M 55S
8.3		
16 REDDIT.COM 11.3 M	2.22 M	15M
05S 2.1		
17	2.41 M	16M
23S 2.8		
18 TWITTER.COM 10.6 M	2.23 M	18M
02S 1.8		
19 MICROSOFTONLINE.COm 10.4 M	2.02 M	04M
03S 1.9		
20 TIKTOK.COM 10.4 M	2.32 M	09M
02S 1.7		
023 1.7		

SOURCE: SEMRUSH FIGURES REPRESENT TRAFFIC VALUES BETWEEN 01 SEPTEMBER AND 30 NOVEMBER 2023. NOTE: VALUES IN THE "UNIQUE VISITORS" COLUMN REPRESENT THE NUMBER OF DISTINCT INDIVIDUALS ACCESSING EACH SITE, BUT MAY NOT REPRESENT INDIVIDUAL HUMANS, AS SOME PEOPLE MAY USE MULTIPLE DEVICES OR CONNECTIONS (E.G. AT HOME AND IN THE OFFICE), AND SOME DEVICES MAY HAVE MULTIPLE USERS. WHERE RELEVANT, SOME SITES MAY INCLUDE ADVISORY TEXTS. SOME PAGES AND/OR WEBSITES INCLUDED IN THIS LIST MAY CONTAIN ADULT CONTENT, VIOLENCE, MALWARE, OR OFFENSIVE CONTENT. READERS SHOULD AVOID VISITING UNKNOWN DOMAINS. COMPARABILITY: SOURCE METHODOLOGY CHANGES.

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

- 1. **ANY KIND OF VIDEO**
 - **87.8%**
 - YOY: +0.2% (+20 BPS)
- 2. **MUSIC VIDEO**
 - **31.7%**
 - YOY: -7.6% (-260 BPS)

^{**}SOURCE LOGOS:** We Are Social, Meltwater

^{**}Digital 2024 Switzerland**

^{**40} sur 136**Voici la retranscription textuelle de l'image:

^{**}JAN 2024 WATCHING ONLINE VIDEO CONTENT**

^{**}Switzerland**

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3. **COMEDY, MEME, OR VIRAL VIDEO**
 - **26.2%**
 - YOY: +9.6% (+230 BPS)
4. **VIDEO LIVESTREAM**
 - **15.6%**
 - YOY: -14.3% (-260 BPS)
5. **TUTORIAL OR HOW-TO VIDEO**
 - **26.3%**
 - YOY: -9.0% (-260 BPS)
6. **EDUCATIONAL VIDEO**
 - **18.0%**
 - YOY: -8.2% (-160 BPS)
7. **PRODUCT REVIEW VIDEO**
 - **13.8%**
 - YOY: -10.4% (-160 BPS)
8. **SPORTS CLIP OR HIGHLIGHTS VIDEO**
 - **12.2%**
 - YOY: -9.6% (-130 BPS)
```

- 9. **INFLUENCER VIDEOS AND VLOGS**
 - **15.6%**
 - YOY: [UNCHANGED]
- 10. **GAMING VIDEO**
 - **12.5%**
 - YOY: -10.1% (-140 BPS)

SOURCE: GWI Jan 2024 Figures represent the findings of a broad survey of Internet users aged 16 to 64. See GWI.com. Notes: "YOY" figures represent year-on-year change. Percentage change values compare the percentage of respondents, or responses from a starting value of 0%. BPS values represent basis points, and indicate the absolute change. Comparability: Methodology Changes. See notes on Data.

- **Digital 2024 Switzerland** 44 sur 136
- **we are social**
- **Meltwater**

Voici la transcription textuelle de l'image :
 JAN 2024
ACCESSING ONLINE INFORMATION
PERCENTAGE OF INTERNET USERS AGED 16 TO 64 WHO ENGAGE IN EACH KIND OF ONLINE ACTIVITY
- **USE A SEARCH ENGINE (E.G., GOOGLE, BING, DUCKDUCKGO) EACH MONTH**
88.8%
- **USE VOICE ASSISTANTS (E.G., SIRI, GOOGLE ASSISTANT) TO FIND INFORMATION EACH WEEK**
10.5%
- **VISIT SOCIAL NETWORKS TO LOOK FOR INFORMATION ABOUT BRANDS AND PRODUCTS**
27.2%
- **USE IMAGE SEARCH TOOLS (E.G., GOOGLE LENS, PINTEREST LENS) ON MOBILE EACH MONTH**
12.8%
- **SCAN A QR CODE ON A MOBILE PHONE EACH MONTH**
60.8%
- **USE ONLINE TOOLS TO TRANSLATE TEXT INTO DIFFERENT LANGUAGES EACH WEEK**
46.1%
SWITZERLAND
43
*SOURCE: GWI (Q3 2023). FIGURES REPRESENT THE FINDINGS OF A BROAD SURVEY OF INTERNET USERS AGED 16 TO 64. SEE GWI.COM. COMPARABILITY:

METHODOLOGY CHANGES. SEE NOTES ON DATA.*

Digital 2024 Switzerland *43 sur 136*

we are social *Meltwater*

Note : Tout le texte, les pourcentages et les chiffres sont fidèlement repris de l'image fournie. Les figures infographiques et les logos n'ont pas été reproduits textuellement mais sont mentionnés lorsqu'ils fournissent des informations. Bien sûr, voici la transcription textuelle de l'image :

JAN 2024

MOST STREAMED CONTENT ON NETFLIX

FLIXPATROL'S RANKING OF THE MOST STREAMED CONTENT ON NETFLIX FOR FULL-YEAR 2023

MOST STREAMED MOVIES ON NETFLIX

```
| # | MOVIE NAME
                                  | INDEX |
| 01 | GLASS ONION: A KNIVES OUT MYSTERY
                                                | 100 |
| 02 | LUTHER: THE FALLEN SUN
                                         | 98
| 03 | EXTRACTION 2
                                   | 85
| 04 | REPTILE
                                | 77 |
105 | THE MOTHER
                                   | 77
                                     | 75
| 06 | HEART OF STONE
| 07 | YOUR PLACE OR MINE
                                       | 75
| 08 | MURDER MYSTERY 2
                                       | 72
                                   | 71
09 YOU PEOPLE
| 10 | AKA
                              170
```

MOST STREAMED TV SHOWS ON NETFLIX

#	# TV SHOW NAME		INDE	(
01	THE ROOKIE	.	100	
02	THE NIGHT AGENT	-	74	
03	LUPIN	73		
04	GINNY & GEORGIA	-	69	
05	THE WITCHER		69	

06 LOVE IS BLIND	64	
07 THE LINCOLN LAWYER	63	1
08 LIEBES KIND	57	-
09 YOU	56	
10 ONE PIECE	53	

SOURCE: FLIXPATROL.COM, NOTES: THE SAME CONTENT MAY HAVE DIFFERENT TITLES IN DIFFERENT COUNTRIES. RANKINGS BASED ON FLIXPATROL'S ANALYSIS OF VIEWING ACTIVITY FOR FULL-YEAR 2023. "INDEX" VALUES CONVERT THE FLIXPATROL "POINTS" VALUE FOR EACH TITLE TO THE FLIXPATROL "POINTS" VALUE OF THE TOP-RANKED ITEM IN EACH PLATFORM'S RANKING.

Digital 2024 Switzerland 46 sur 136

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MOST STREAMED CONTENT ON DISNEY+

FlixPatrol's ranking of the most streamed content on Disney+ for full-year 2023

MOST STREAMED MOVIES ON DISNEY+

#	MOVIE NAME	INDEX		
	-			
01	ELEMENTAL	100		
02	AVATAR: THE WAY OF WATE	R 90		
03	FROZEN	78		
04	BLACK PANTHER: WAKAND	A FOREVER	64	
05	GUARDIANS OF THE GALAX	XY VOLUME 3	59	
06	AVATAR	55		
07	HOME ALONE	53		
08	ANT-MAN AND THE WASP: (QUANTUMANIA	4 51	
09	THE LITTLE MERMAID	44		
10	HOME ALONE 2: LOST IN N	EW YORK	39	

MOST STREAMED TV SHOWS ON DISNEY+

# TV SHOW NAME	INDEX
01 GREY'S ANATOMY	100
02 MODERN FAMILY	89
03 FAMILY GUY	73
04 HOW I MET YOUR MOTHER	57
05 THE SIMPSONS	56
06 CRIMINAL MINDS	36
07 THE ROOKIE	21
08 THE MANDALORIAN	20

SOURCE: FlixPatrol, see FlixPatrol.com. NOTES: The same content may have different titles in different countries. Rankings based on FlixPatrol's analysis of viewing activity for full-year 2023. "Index" values combine the FlixPatrol "points" value for each title in the FlixPatrol "points" value of the top-ranked title in each platform's ranking.

Digital 2024 Switzerland 47 sur 136 Ø=Ý Ø=ÜÄ Ø=Üñ 'ò Ø<ÝëØ<Ý÷

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MOST STREAMED CONTENT ON AMAZON PRIME FLIXPATROL'S RANKING OF THE MOST STREAMED CONTENT ON AMAZON PRIME VIDEO FOR FULL YEAR 2023

SWITZERLAND

MOST STREAMED MOVIES ON AMAZON PRIME VIDEO

MOVIE NAME INDEX 01 HARRY POTTER AND THE PHILOSOPHER'S STONE 100 02 CULPA MÍA 73 03 HARRY POTTER AND THE CHAMBER OF SECRETS 72 04 HARRY POTTER AND THE GOBLET OF FIRE 05 HARRY POTTER AND THE HALF-BLOOD PRINCE 59 06 HARRY POTTER AND THE ORDER OF THE PHOENIX 57 07 HARRY POTTER AND THE PRISONER OF AZKABAN 45 08 HARRY POTTER AND THE DEATHLY HALLOWS: PART 1 36 09 DIE HART THE MOVIE 29 10 GUY RITCHIE'S THE COVENANT 23

MOST STREAMED TV SHOWS ON AMAZON PRIME VIDEO

TV SHOW NAME INDEX 01 THE LORD OF THE RINGS: THE RINGS OF POWER 100 02 REACHER 74 03 THE SUMMER I TURNED PRETTY 68 04 TOM CLANCY'S JACK RYAN 56 05 THE BOYS 46 06 LOL: LAST ONE LAUGHING MEXICO 40 07 THE WHEEL OF TIME 36 08 GEN V 36 09 STAR TREK: PICARD 30 10 CITADEL 30

SOURCE: FLIXPATROL SEE FLIXPATROL.COM NOTES: THE SAME CONTENT MAY HAVE DIFFERENT TITLES IN DIFFERENT COUNTRIES. RANKINGS BASED ON FLIXPATROL'S ANALYSIS OF VIEWING ACTIVITY FOR FULL YEAR 2023. "INDEX" VALUES CONVERT THE RELATIVE "POINTS" VALUE OF EACH TITLE TO THE FLIXPATROL "POINTS" VALUE OF THE 10TH-RANKED ITEM IN EACH PLATFORM'S RANKING.

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Digital 2024 Switzerland 48 sur 136JAN 2024

ONLINE AUDIO

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

WATCH OR LISTEN TO ONLINE MUSIC VIDEOS 31.7%
YEAR-ON-YEAR CHANGE -7.6% (-260 BPS)

LISTEN TO MUSIC STREAMING SERVICES 38.1%
YEAR-ON-YEAR CHANGE -1.6% (-60 BPS)

LISTEN TO ONLINE RADIO SHOWS OR STATIONS 22.8%
YEAR-ON-YEAR CHANGE +5.1% (+110 BPS)

LISTEN TO PODCASTS 20.4% YEAR-ON-YEAR CHANGE +16.6% (+290 BPS)

LISTEN TO AUDIO BOOKS 9.6% YEAR-ON-YEAR CHANGE -20.0% (-240 BPS)

SOURCE: GWI Q4 2023 (FIGURES REPRESENT THE FINDINGS OF A BROAD SURVEY OF INTERNET USERS AGED 16 TO 64. SEE GWI.COM). NOTES: YEAR-ON-YEAR CHANGE VALUES REPRESENT THE RELATIVE CHANGE IN A PERCENTAGE OF P.P. FROM A STARTING VALUE OF 50% WOULD EQUAL 20%, NOT 70%. BPS VALUES REPRESENT THE ABSOLUTE CHANGE IN BASIS POINTS. COMPARABILITY: METHODOLOGY CHANGES. SEE NOTES ON DATA.

Digital 2024 Switzerland

49 sur 136

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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

38.2%

YOY: +22.4% (+700 BPS)

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

26.9%

YOY: +3.1% (+80 BPS)

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

14.1%

YOY: -3.4% (-50 BPS)

SWITZERLAND

SOURCE:

GWI (Q4 2021 FIGURES REPRESENT THE FINDINGS OF A BROAD SURVEY OF INTERNET USERS AGED 16 TO 64. SEE GWI.COM). NOTES: "YOY" FIGURES REPRESENT YEAR-ON-YEAR CHANGE. PERCENTAGE CHANGE VALUES REPRESENT THE CHANGE IN PERCENTAGE POINTS (%), FROM A STARTING VALUE OF 0.00 WOULD BE A RISE OF 0%. "BPS" VALUES REPRESENT BASIS POINTS, AND INDICATE THE ABSOLUTE CHANGE. COMPARABILITY: METHODOLOGY CHANGES, SEE NOTES ON DATA.

Digital 2024 Switzerland 53 sur 136

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ONLINE PRIVACY AND SECURITY

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

SWITZERLAND

EXPRESS CONCERN ABOUT WHAT IS REAL VS. WHAT IS FAKE ON THE INTERNET:

WORRY ABOUT HOW COMPANIES MIGHT USE THEIR ONLINE DATA: 37.9%

DECLINE COOKIES ON WEBSITES AT LEAST SOME OF THE TIME: 49.5%

USE A TOOL TO BLOCK ADVERTISEMENTS ON THE INTERNET AT LEAST SOME OF THE TIME: 30.6%

USE A VIRTUAL PRIVATE NETWORK (VPN) TO ACCESS THE INTERNET AT LEAST SOME OF THE TIME: 23.9%

Sources: Data for "Concerns about what is real vs. what is fake on the Internet" via Reuters Institute 2020 Digital News Report. Figures represent the findings of a study of online news consumers aged 18+. See: DIGITALNEWSREPORT.ORG. Data for all other data points via GWI Jan 2023. Figures represent the findings of a broad survey of internet users aged 16 to 64. See: GWI.COM.

Digital 2024 Switzerland 54 sur 136

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

NUMBER OF HOMES WITH SMART HOME DEVICES 1.34 MILLION YEAR-ON-YEAR CHANGE +17.5% (+200 THOUSAND)

TOTAL ANNUAL VALUE OF THE SMART HOME DEVICES MARKET \$973.5 MILLION YEAR-ON-YEAR CHANGE +16.8% (+\$140 MILLION)

VALUE OF SMART HOME APPLIANCES MARKET \$376.4 MILLION YEAR-ON-YEAR CHANGE +17.6% (+\$56 MILLION)

VALUE OF SMART HOME CONTROL & CONNECTIVITY DEVICE MARKET \$160.7 MILLION YEAR-ON-YEAR CHANGE +17.6% (+\$24 MILLION)

VALUE OF SMART HOME SECURITY DEVICE MARKET \$121.4 MILLION YEAR-ON-YEAR CHANGE +15.3% (+\$16 MILLION)

VALUE OF SMART HOME ENTERTAINMENT DEVICE MARKET \$102.1 MILLION
YEAR-ON-YEAR CHANGE +9.5% (+\$8.8 MILLION)

VALUE OF SMART HOME COMFORT & LIGHTING MARKET \$129.0 MILLION
YEAR-ON-YEAR CHANGE +18.2% (+\$20 MILLION)

VALUE OF SMART HOME ENERGY MANAGEMENT MARKET \$83.92 MILLION YEAR-ON-YEAR CHANGE +20.9% (+\$15 MILLION)

SOURCE: STATISTA, DIGITAL MARKET OUTLOOK. SEE STATISTA.COM. NOTE: "SMART HOME DEVICES" INCLUDE DIGITALLY CONNECTED AND CONTROLLED HOME DEVICES THAT CAN BE REMOTELY CONTROLLED OR AUTOMATED. SMART SPEAKERS AND USE CUSTOMERS WHERE RELATED DEMAND NUMBERS, HARDWARE SALES FIGURES AND BASED ON THE SURVEY FROM STATISTA ARE INCLUDED IN THESE CALCULATIONS. DIGITAL ASSISTANTS INCLUDE SERVICES LIKE AMAZON'S ECHO AND GOOGLE'S ASSISTANT. NUMBERS HAB BEEN CONCISE SUBLINES ARE MARKETED THROUGH MARKET OFFICES AND ARE TO EACH YEAR. DUE TO THEIR BASED ON DESIGN AND INTERNAL DATA ARE INCLUDED IN GOOGLE'S ANALYTICS AND THE VARIOUS FORMS HAVE BEEN TRANSLATED FOR THE PURPOSE OF DISPLAYED REVENUES FOR 2023 IN NOTES. TO INCLUDES THE DIFFERENT FORMATS FOR END CUSTOMERS MARKETED UNDER THIS BANNER AND THE VARIOUS FORMS YEARS DEF STANDARDS. WE ARE CAN NO COMPARABILITY. BTC EXISTING ANALYTICS.

Digital 2024 Switzerland 51 sur 136Bien sûr, voici la retranscription textuelle de l'image :

JAN 2024

DEVICES USED TO PLAY VIDEO GAMES
PERCENTAGE OF INTERNET USERS AGED 16 TO 64 WHO PLAY VIDEO GAMES
ON EACH KIND OF DEVICE

ANY DEVICE 78.4% YOY: +0.6% (+50 BPS) **SMARTPHONE** GWI. 51.5% YOY: -6.9% (-380 BPS) **LAPTOP OR DESKTOP** 24.2% YOY: -22.9% (-720 BPS) **GAMES CONSOLE** GWI. 28.6% YOY: +7.5% (+200 BPS) **TABLET** 25.4% YOY: +9.0% (+210 BPS) **HAND-HELD GAMING DEVICE** 9.6% YOY: -2.0% (-20 BPS) **MEDIA STREAMING DEVICE** GWI. 3.8% YOY: +52.0% (+130 BPS) **VIRTUAL REALITY HEADSET** 4.1%

YOY: +41.4% (+120 BPS)

SOURCE GWI (Q4 2023) FIGURES REPRESENT THE FINDINGS OF A BROAD SURVEY OF INTERNET USERS AGED 16 TO 64. GWI.COM/QUOTES.

NOTES "YOY" FIGURES REPRESENT YEAR-ON-YEAR CHANGE. PERCENTAGE CHANGE VALUES REPRESENT THE CHANGE IN PERCENTAGE POINTS FROM A STARTING VALUE OF 100.0% WOULD EQUAL OUT AT 100.0PP. "BPS" VALUES REPRESENT BASIS POINTS, AND INDICATE THE ABSOLUTE CHANGE.

COMPARABILITY METHODOLOGY CHANGES SEE NOTES ON DATA

Digital 2024 Switzerland

50 sur 136

---D'accord, voici la retranscription textuelle de l'image :

JAN 2024

OVERVIEW OF SOCIAL MEDIA USE

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

LEFTMOST COLUMN:

Number of social media user identities 6.92 million

SOCIAL MEDIA USER IDENTITIES vs. TOTAL POPULATION 78.4%

MIDDLE LEFT COLUMN:

Quarter-on-quarter change in social media user identities 0% [UNCHANGED]

SOCIAL MEDIA USER IDENTITIES aged 18+ vs. POPULATION AGED 18+ 84.8%

MIDDLE COLUMN:

Year-on-year change in social media user identities

-5.1%

-370 thousand

SOCIAL MEDIA USER IDENTITIES vs. INDIVIDUALS USING THE INTERNET 79.2%

MIDDLE RIGHT COLUMN:

Average daily time spent using social media 1h 39m

YOY: -3 mins

FEMALE SOCIAL MEDIA USER IDENTITIES vs. TOTAL SOCIAL MEDIA USER IDENTITIES 50.2%

RIGHTMOST COLUMN:

Average number of social platforms used each month 5.9

MALE SOCIAL MEDIA USER IDENTITIES vs. TOTAL SOCIAL MEDIA USER IDENTITIES

49.8%

BOTTOM LEFT:

Sources: [Kepios analysis, company advertising resources, eMarketer, GWI: Q4 2023, Note: Average number of platforms includes data for YouTube.]

SOCIAL MEDIA USER IDENTITIES may not represent unique individuals. Comments within population are 'internet users vs. older' compared to source data and reporting periods.

BOTTOM RIGHT:

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BOTTOM ROW:

Digital 2024 Switzerland

Page number: 56 sur 136

Language options: françaisJAN 2024

DEMOGRAPHIC PROFILE OF META'S AD AUDIENCE

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

SWITZERLAND

- 9.4% FEMALE, 9.2% MALE 18-24 YEARS OLD
- 12.8% FEMALE, 13.0% MALE 25-34 YEARS OLD
- 11.2% FEMALE, 10.5% MALE 35-44 YEARS OLD
- 8.4% FEMALE, 7.7% MALE 45-54 YEARS OLD
- 5.8% FEMALE, 5.3% MALE 55-64 YEARS OLD
- 3.4% FEMALE, 3.3% MALE 65+ YEARS OLD

Sources: Kepios 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.

Digital 2024 Switzerland 57 sur 136

we are social meltwaterBien sûr, voici la retranscription textuelle de l'image :

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MAIN REASONS FOR USING SOCIAL MEDIA ### PRIMARY REASONS WHY SOCIAL MEDIA USERS AGED 16 TO 64 USE SOCIAL MEDIA PLATFORMS

- **KEEPING IN TOUCH WITH FRIENDS AND FAMILY**: 48.3%
- **FILLING SPARE TIME**: 35.7%
- **READING NEWS STORIES**: 34.9%
- **FINDING INSPIRATION FOR THINGS TO DO AND BUY**: 29.4%
- **FINDING CONTENT (E.G., ARTICLES, VIDEOS)**: 27.9%
- **SEEING WHAT'S BEING TALKED ABOUT**: 18.9%
- **POSTING ABOUT YOUR LIFE**: 18.4%
- **WATCHING OR FOLLOWING SPORTS**: 17.1%
- **FINDING LIKE-MINDED COMMUNITIES AND INTEREST GROUPS**: 17.0%
- **FINDING PRODUCTS TO PURCHASE**: 16.8%
- **MAKING NEW CONTACTS**: 16.7%
- **SHARING AND DISCUSSING OPINIONS WITH OTHERS**: 15.9%
- **WORK-RELATED NETWORKING OR RESEARCH**: 14.2%
- **SEEING CONTENT FROM YOUR FAVOURITE BRANDS**: 13.2%
- **FOLLOWING CELEBRITIES OR INFLUENCERS**: 12.9%

SOURCE: GWI Q4 2023 FIGURES REPRESENT THE FINDINGS OF A BROAD SURVEY OF INTERNET USERS AGED 16 TO 64. SEE GWI.COM.

NOTE: FIGURES REPRESENT THE SHARE OF INTERNET USERS AGED 16 TO 64 WHO REPORT USING AT LEAST ONE SOCIAL MEDIA OR MESSENGER PLATFORM IN THE PAST MONTH. COMPARABILITY: METHODOLOGY CHANGES. SEE NOTES ON DATA.

Switzerland (illustrated by a red flag with a white cross).

Page footer:

- We Are Social and Meltwater logos.
- "58 sur 136"
- "Digital 2024 Switzerland"JAN 2024

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 RANKING.

WHATSAPP 84.8%
INSTAGRAM 65.5%
FACEBOOK 65.1%
FACEBOOK MESSENGER 44.1%
LINKEDIN 38.1%
TIKTOK 34.4%
PINTEREST 32.7%
IMESSAGE 27.4%
TELEGRAM 27.1%
SNAPCHAT 27.0%

SOURCE GWI Q3 2023. FIGURES REPRESENT THE FINDINGS OF A BROAD SURVEY OF INTERNET USERS AGED 16 TO 64. SEE GWI.COM. 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. THEREFORE, THE RESULTS IN THIS VERSION OF THE CHART WILL NOT BE DIRECTLY COMPARABLE TO PREVIOUS VERSIONS. WHERE CHANGES TO THE QUESTION'S WORDING MAY MEAN THAT THE VALUES AND/OR RANK ORDER SHOWN HERE ARE ALSO NOT DIRECTLY COMPARABLE WITH THOSE SHOWN IN SIMILAR CHARTS IN PREVIOUS REPORTS.

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TIME SPENT USING SOCIAL MEDIA APPS AVERAGE TIME PER MONTH THAT ACTIVE USERS SPENT USING EACH PLATFORM'S ANDROID APP BETWEEN 01 JULY AND 30 SEPTEMBER 2023

TIKTOK	22H 57M
YOUTUBE	9H 41M
FACEBOOK	9H 28M
INSTAGRAM	9H 11M
WHATSAPP	9H 11M
LINE	5H 53M
SNAPCHAT	4H 13M
X (TWITTER)	3H 26M
TELEGRAM	2H 32M
FACEBOOK MESSENGER	1H 31M
PINTEREST	0H 59M
LINKEDIN	0H 49M

SOURCE: DATA.AI INTELLIGENCE. SEE DATA.AI. NOTE: FIGURES REPRESENT AVERAGE NUMBER OF HOURS SPENT PER USER, PER MONTH USING EACH PLATFORM'S MOBILE APP ON ANDROID PHONES BETWEEN 01 JULY AND 30 SEPTEMBER 2023.

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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.
[SWITZERLAND]

1. WHATSAPP: 37.7% 2. INSTAGRAM: 20.0% 3. FACEBOOK: 12.0% 4. TIKTOK: 6.6%

4. TIKTOK: 6.6% 5. LINKEDIN: 2.7% 6. PINTEREST: 2.4% 7. TELEGRAM: 2.1% 8. X (TWITTER): 2.1% 9. SNAPCHAT: 2.0%

10. FACEBOOK MESSENGER: 1.3%

SOURCE: GWI (Q1 2023) SEE GWI.COM NOTES: ONLY INCLUDES INTERNET USERS AGED 16 TO 64 WHO HAVE USED AT LEAST ONE SOCIAL MEDIA PLATFORM IN THE PAST MONTH. SURVEY RESPONDENTS COULD CHOOSE FROM THE OPTIONS SHOWN IN THIS CHART, SO VALUES MAY NOT SUM TO 100%. YOUTUBE IS NOT AVAILABLE AS AN ANSWER FOR THIS QUESTION IN GWI'S SURVEY. WE EXCLUDE GWI'S VALUE FOR TIKTOK IN CHINA SEPARATELY AS "DOUYIN", AS PER BYTEDANCE'S SEPARATE REPORTING OF USER NUMBERS FOR EACH PLATFORM. COMPARABILITY: METHODOLOGY CHANGES. SEE NOTES ON DATA.

[Digital 2024 Switzerland logo, Page 60 out of 136, icons for home, print/pdf, download, share, settings, and language (Français)]

Logos: We Are Social, MeltwaterVoici la retranscription textuelle de l'image :

JAN 2024

MONTHLY SOCIAL MEDIA APP SESSIONS

Average number of times that active users of each platform's Android app open the respective app each month

Switzerland

- 1. Whatsapp 518.5
- 2. Snapchat 360.0
- 3. TikTok 242.2
- 4. Instagram 219.8
- 5. Facebook 173.0
- 6. Line 165.3
- 7. Telegram 125.6
- 8. X (Twitter) 106.7
- 9. YouTube 80.4
- 10. Facebook Messenger 57.0
- 11. LinkedIn 38.6
- 12. Pinterest 37.8

Source: Data Al Intelligence. See Data Al.

Notes: "Active Users" denote users who open the respective platform's app on an Android phone at least once in a given calendar month. Figures represent the average number of times that active users of the respective platform's Android app opened that app each month between 1 July and 30 September 2023.

Digital 2024 Switzerland

62 sur 136

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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

SWITZERLAND

ANY KIND OF SOCIAL MEDIA PLATFORM 49.2% YOY: -7.0% (-370 BPS)

SOCIAL NETWORKS 27.2% YOY: -1.8% (-50 BPS) QUESTION & ANSWER SITES (E.G. QUORA)

12.0%

YOY: -14.9% (-210 BPS)

MESSAGING AND LIVE CHAT SERVICES

5.6%

YOY: -18.8% (-130 BPS)

FORUMS AND MESSAGE BOARDS

7.0%

YOY: -36.9% (-410 BPS)

MICRO-BLOGS (E.G. X / TWITTER)

3.8%

YOY: -28.3% (-150 BPS)

VLOGS (BLOGS IN A VIDEO FORMAT)

5.3%

YOY: -20.9% (-140 BPS)

ONLINE PINBOARDS (E.G. PINTEREST)

5.6%

YOY: -13.8% (-90 BPS)

SOURCE: GWI Q3 2023. FIGURES REPRESENT THE FINDINGS OF A BROAD SURVEY OF INTERNET USERS AGED 16 TO 64. SEE GWI.COM/NOTE. 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 (TECHNOLOGY / BUSINESS / NEWS), VLOGS (I.E. BLOGS RECORDED AND DISTRIBUTED IN VIDEO FORMAT), AND ONLINE PINBOARDS (E.G. PINTEREST). COMPARABILITY: METHODOLOGY CHANGES. SEE NOTE ON DATA.

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Digital 2024 Switzerland 63 sur 136JAN 2024 SOCIAL MEDIA ACCOUNT TYPES FOLLOWED PERCENTAGE OF SOCIAL MEDIA USERS AGED 16 TO 64 WHO FOLLOW EACH TYPE OF ACCOUNT ON SOCIAL MEDIA

- 1. FRIENDS, FAMILY, OR OTHER PEOPLE YOU KNOW 52.9%
- 2. BANDS, SINGERS, OR OTHER MUSICIANS 28.2%
- 3. ACTORS, COMEDIANS, OR OTHER PERFORMERS 25.1%
- 4. SPORTS PEOPLE AND TEAMS 23.2%

- 5. INFLUENCERS OR OTHER EXPERTS 22.3%
- 6. ENTERTAINMENT, MEMES, OR PARODY ACCOUNTS 19.5%
- 7. RESTAURANTS, CHEFS, OR FOOD PERSONALITIES 19.0%
- 8. COMPANIES AND BRANDS YOU PURCHASE FROM 18.4%
- 9. CONTACTS RELEVANT TO YOUR WORK 16.4%
- 10. EVENTS YOU'RE ATTENDING 16.0%
- 11. TV SHOWS OR CHANNELS 15.2%
- 12. MAGAZINES OR PUBLICATIONS YOU READ 14.9%
- 13. COMPANIES RELEVANT TO YOUR WORK 14.6%
- 14. COMPANIES AND BRANDS YOU'RE CONSIDERING PURCHASING FROM 14.1%
- 15. JOURNALISTS OR NEWS COMPANIES 14.1%

SOURCE: GWI (Q3 2023), FIGURES REPRESENT THE FINDINGS OF A BROAD SURVEY OF INTERNET USERS AGED 16 TO 64.
SEE GWI.COM.

COMPARABILITY: METHODOLOGY CHANGES: SEE NOTES ON DATA. Digital 2024 Switzerland 64 sur 136

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- **JAN 2024 FACEBOOK'S SHARE OF SOCIAL MEDIA REFERRALS**
- **WEB TRAFFIC REFERRED BY FACEBOOK AS A PERCENTAGE OF WEB TRAFFIC REFERRED BY SOCIAL MEDIA PLATFORMS (ANY DEVICE)**
 SWITZERLAND
- **DEC 2013** 70.15% (+25.6%)
- **DEC 2014** 88.11% (-8.9%)
- **DEC 2015** 80.29% (-7.8%)
- **DEC 2016** 74.04% (-21.8%)
- **DEC 2017** 57.90% (+7.3%)
- **DEC 2018** 62.12% (-8.5%)

- **DEC 2019** 56.82% (+4.5%)
- **DEC 2020** 59.39% (+12.3%)
- **DEC 2021** 66.72% (+5.6%)
- **DEC 2022** 70.48% (+1.9%)
- **DEC 2023** 71.84%

SOURCE: STATCOUNTER. NOTES: DATA ARE ONLY AVAILABLE FOR A SELECTION OF PLATFORMS, AND PERCENTAGES REFLECT FACEBOOK'S SHARE OF AVAILABLE PLATFORMS ONLY. FIGURES REPRESENT THE SHARE OF WEB TRAFFIC ARRIVING ON THIRD-PARTY WEBSITES VIA LINKS OR SHARES PLUBISHED ON FACEBOOK AS A PERCENTAGE OF TOTAL WEB PAGE TRAFFIC ARRIVING FROM THE AVAILABLE SELECTION OF SOCIAL MEDIA PLATFORMS. PERCENTAGE VALUES OR ON-PLATFORM UPLIFT BASED ON RELATIVE YEAR-ON-YEAR CHANGE (E.G. AN INCREASE OF 20% FROM A STARTING VALUE OF 50% WOULD EQUAL 60%; NOT 70%). "DEC 2023" VALUES REPRESENT YEART-TO-DATE RATES, AND INDICATE THE ABSOLUTE CHANGE.

66 sur 136

Digital 2024 Switzerland

Datareportal - We Are Social - MeltwaterJAN 2024 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: 3.05 Million

Facebook Ad Reach vs. Total Population: 34.6%

Facebook Ad Reach vs. Total Internet Users: 34.9%

Quarter-on-Quarter Change in Reported Facebook Ad Reach: -6.2% (-200 Thousand)

Year-on-Year Change in Reported Facebook Ad Reach: 0% [Unchanged]

Share: Female Facebook Ad Reach vs. Overall Facebook Ad Reach: 50.0%

Share: Male Facebook Ad Reach vs. Overall Facebook Ad Reach: 50.0%

Adoption: Overall Facebook Ad Reach (Aged 18+ vs. Overall Population Age 18+): 42.1%

Adoption: Female Facebook Ad Reach (Aged 18+ vs. Female Population Age 18+): 40.9%

Adoption: Male Facebook Ad Reach (Aged 18+ vs. Male Population Age 18+): 42.0%

Sources: Meta's Advertising Resources, Kepios Analysis. Notes: Based on Digital 2023 published rankings; Gender data only available for "Female" and "Male." Source data for Reach by Gender and Year-on-Year figures from Meta's planning tools. Source data for Reach vs. population figures from the UN. Note: Values shown represent Monthly Active Users, and this total may count duplicate and fake accounts, and changes in resident populations. Comparability is indicated.

Digital 2024 Switzerland 68 sur 136

[Icons representing Facebook, population, percentage, etc., are present in the image but have been described textually here.]JAN 2024 FACEBOOK ENGAGEMENT RATES: LOCOWISE FACEBOOK PAGE POST ENGAGEMENTS AS A PERCENTAGE OF TOTAL PAGE FANS, AS REPORTED BY LOCOWISE SWITZERLAND

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

0.14%

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

0.14%

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

0.22%

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

0.05%

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

0.05%

SOURCE: LOCOWISE FIGURES REPRESENT AVERAGES FOR THE PERIOD BETWEEN 1 SEPTEMBER AND 30 NOVEMBER 2023. NOTES: PERCENTAGES COMPARE THE COMBINED TOTAL OF REACTIONS, COMMENTS, AND SHARES WITH THE TOTAL NUMBER OF PAGE FANS. FIGURES ARE AVERAGES BASED ON A WIDE VARIETY OF DIFFERENT KIDS OF PAGES, WITH DIFFERENT AUDIENCE SIZES, IN VARIOUS COUNTRIES AROUND THE WORLD.

Digital 2024 Switzerland 69 sur 136

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FACEBOOK ENGAGEMENT RATES: SOCIALINSIDER

FACEBOOK PAGE POST ENGAGEMENTS, AS REPORTED BY SOCIALINSIDER

AVERAGE FACEBOOK PAGE POST ENGAGEMENT RATE: OVERALL AVERAGE [Icon of a Facebook post]

ENGAGEMENTS vs. PAGE FOLLOWERS: 0.30%

ENGAGEMENTS vs. POST REACH: 8.40%

AVERAGE FACEBOOK PAGE POST ENGAGEMENT RATE: PAGES WITH FEWER THAN 10,000 FANS

[Icon of a single person]

ENGAGEMENTS vs. PAGE FOLLOWERS: 0.35%

ENGAGEMENTS vs. POST REACH: 8.30%

AVERAGE FACEBOOK PAGE POST ENGAGEMENT RATE: PAGES WITH 10,000 TO 100,000 FANS

[Icon of three people]

ENGAGEMENTS vs. PAGE FOLLOWERS: 0.30%

ENGAGEMENTS vs. POST REACH: 8.90%

AVERAGE FACEBOOK PAGE POST ENGAGEMENT RATE: PAGES WITH MORE

THAN 100,000 FANS

[Icon of multiple people]

ENGAGEMENTS vs. PAGE FOLLOWERS: 0.12%

ENGAGEMENTS vs. POST REACH: 7.25%

SOURCE: SOCIALINSIDER, FIGURES REPRESENT AVERAGES FOR THE PERIOD

BETWEEN 1 SEPTEMBER AND 30 NOVEMBER 2023. NOTES: FIGURES FOR 'ENGAGEMENTS' PER FACEBOOK COMPARE THE COMBINED NUMBER OF REACTIONS, COMMENTS, AND SHARES WITH THE TOTAL NUMBER OF PAGE FOLLOWERS. FIGURES FOR 'ENGAGEMENTS vs. POST REACH' COMPARE THE COMBINED NUMBER OF REACTIONS, COMMENTS, AND SHARES WITH THE NUMBER OF PEOPLE TO WHOM POSTS WERE ACTUALLY SERVED. FIGURES ARE AVERAGES BASED ON A WIDE VARIETY OF DIFFERENT KINDS OF PAGES WITH DIFFERENT TOPICS, IN VARIOUS COUNTRIES AROUND THE WORLD.

Digital 2024 Switzerland 70 sur 136

[Logos: We Are Social, Meltwater]

[Icons: Page 70, magnifying glass, grid, French language setting]JAN 2024

FACEBOOK ENGAGEMENT RATES: SOCIALINSIDER

FACEBOOK PAGE POST ENGAGEMENTS AS A PERCENTAGE OF TOTAL PAGE

FOLLOWERS, AS REPORTED BY SOCIALINSIDER.

FACEBOOK POST ENGAGEMENTS vs. PAGE FOLLOWERS: REELS POSTS 0.15%

FACEBOOK POST ENGAGEMENTS vs. PAGE FOLLOWERS: PHOTO POSTS 0.42%

FACEBOOK POST ENGAGEMENTS vs. PAGE FOLLOWERS: VIDEO POSTS 0.28%

FACEBOOK POST ENGAGEMENTS vs. PAGE FOLLOWERS: ALBUM POSTS 0.40%

FACEBOOK POST ENGAGEMENTS vs. PAGE FOLLOWERS: STATUS POSTS 0.15%

FACEBOOK POST ENGAGEMENTS vs. PAGE FOLLOWERS: LINK POSTS 0.18%

SOURCE: SOCIALINSIDER. FIGURES REPRESENT AVERAGES FOR THE PERIOD BETWEEN 1st SEPTEMBER AND 30 NOVEMBER 2023. NOTE: FIGURES COMPARE THE COMBINED NUMBER OF POST REACTIONS, COMMENTS, AND SHARES WITH THE TOTAL NUMBER OF PAGE FOLLOWERS. FIGURES ARE AVERAGES BASED ON A WIDE VARIETY OF DIFFERENT KINDS OF PAGES, WITH DIFFERENT AUDIENCE SIZES.

Digital 2024 Switzerland 71 sur 136

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- **FACEBOOK ENGAGEMENT RATES: SOCIALINSIDER**
- **Facebook page post engagements as a percentage of post reach, as reported by Socialinsider**
- **Facebook post engagements vs. post reach: Reels posts** 12.37%
- **Facebook post engagements vs. post reach: Photo posts** 6.55%
- **Facebook post engagements vs. post reach: Video posts** 4.25%
- **Facebook post engagements vs. post reach: Album posts** 7.83%
- **Facebook post engagements vs. post reach: Status posts** 14.07%
- **Facebook post engagements vs. post reach: Link posts** 10.36%

SOURCE: SocialInsider. Figures represent averages for the period between 01 September and 30 November 2023. Note: Figures compare the combined number of post reactions, comments, and shares with the number of users to whom the relevant posts were actually served. Figures are averages based on a wide variety of different kinds of page, with different audience sizes.

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72 sur 136JAN 2024

YOUTUBE: ADVERTISING AUDIENCE OVERVIEW

THE POTENTIAL AUDIENCE THAT MARKETERS CAN REACH WITH ADS ON YOUTUBE

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 YOUTUBE 6.92 MILLION

YOUTUBE AD REACH vs. TOTAL POPULATION 78.4%

YOUTUBE AD REACH vs. TOTAL INTERNET USERS 79.2%

QUARTER-ON-QUARTER CHANGE IN REPORTED YOUTUBE AD REACH 0% [UNCHANGED]

YEAR-ON-YEAR CHANGE IN REPORTED YOUTUBE AD REACH -5.1% -370 THOUSAND

SHARE: FEMALE YOUTUBE AD REACH AGED 18+ vs. OVERALL YOUTUBE AD REACH AGED 18+ 50.2%

SHARE: MALE YOUTUBE AD REACH AGED 18+ vs. OVERALL YOUTUBE AD REACH AGED 18+ 49.8%

ADOPTION: OVERALL YOUTUBE AD REACH AGED 18+ vs. OVERALL POPULATION AGED 18+ 84.8%

ADOPTION: FEMALE YOUTUBE AD REACH AGED 18+ vs. FEMALE POPULATION AGED 18+ 83.9%

ADOPTION: MALE YOUTUBE AD REACH AGED 18+ vs. MALE POPULATION AGED 18+ 85.6%

SOURCES: GOOGLE'S ADVERTISING RESOURCES; KEPIOS ANALYSIS *NOTE: DATA ARE NOT AVAILABLE FOR ALL LOCATIONS; VALUES BASED ON AVAILABLE DATA ONLY. AGE AND GENDER DATA ARE ONLY AVAILABLE FOR DEMOGRAPHICS AGED 18 AND ABOVE. **NOTE: VALUES IN THIS CHART AND REPORT COMPARE INDIVIDUALS USING THE INTERNET AGED 16 TO 64 TO THE TOTAL POPULATION.

[Icons and logos of Kepios, We Are Social, and Meltwater]

Digital 2024 Switzerland 73 sur 136

[Icons for previous page, next page, table of contents, share, and language options]JAN 2024

INSTAGRAM ENGAGEMENT RATES: SOCIALINSIDER
AVERAGE ENGAGEMENT RATES FOR POSTS PUBLISHED BY INSTAGRAM
BUSINESS ACCOUNTS, AS REPORTED BY SOCIALINSIDER

[Switzerland flag] SWITZERLAND

Average Instagram Engagement Rate for Business Accounts: ALL POST TYPES

[Instagram icon] ENGAGEMENTS vs. FOLLOWERS 1.62% ENGAGEMENTS vs. POST REACH 6.85%

Average Instagram Engagement Rate for Business Accounts: IMAGE POSTS

[Image icon]
ENGAGEMENTS vs. FOLLOWERS
1.30%
ENGAGEMENTS vs. POST REACH
7.10%

Average Instagram Engagement Rate for Business Accounts: REELS POSTS

[Video icon]
ENGAGEMENTS vs. FOLLOWERS
2.05%
ENGAGEMENTS vs. POST REACH
6.33%

Average Instagram Engagement Rate for Business Accounts: CAROUSEL POSTS

[Carousel icon]
ENGAGEMENTS vs. FOLLOWERS
1.65%
ENGAGEMENTS vs. POST REACH
7.05%

SOURCE: SOCIALINSIDER: FIGURES REPRESENT AVERAGES FOR THE PERIOD BETWEEN 1 SEPTEMBER AND 30 NOVEMBER 2023. NOTES: FIGURES FOR ENGAGEMENTS VS. FOLLOWERS COMPARE THE COMBINED NUMBER OF LIKES AND COMMENTS WITH THE TOTAL NUMBER OF ACCOUNT FOLLOWERS. FIGURES FOR ENGAGEMENTS VS. POST REACH COMPARE THE COMBINED NUMBER OF POST LIKES AND COMMENTS WITH THE TOTAL NUMBER OF PEOPLE THAT EACH INDIVIDUAL POST REACHED. UNLESS OTHERWISE STATED, FIGURES REPRESENT AVERAGES BASED ON A WIDE VARIETY OF DIFFERENT KINDS OF INSTAGRAM BUSINESS ACCOUNT WITH DIFFERENT AUDIENCE DEMOGRAPHICS FROM INTO THE WORLD.

Digital 2024 Switzerland 77 sur 136

[Icons: Document, Bookmark, Magnifying Glass, Presentation Mode, Settings, Text, Language]

[Logos: We are social, Meltwater]JAN 2024
INSTAGRAM ENGAGEMENT RATES: SOCIALINSIDER
AVERAGE ENGAGEMENT RATES FOR POSTS PUBLISHED BY INSTAGRAM
BUSINESS ACCOUNTS, AS REPORTED BY SOCIALINSIDER

AVERAGE INSTAGRAM POST ENGAGEMENT RATE: OVERALL AVERAGE FOR BUSINESS ACCOUNTS (Instagram icon)

ENGAGEMENTS vs. FOLLOWERS 1.62%

ENGAGEMENTS vs. POST REACH 6.85%

AVERAGE INSTAGRAM ENGAGEMENT RATE: BUSINESS ACCOUNTS WITH FEWER THAN 10,000 FOLLOWERS (Green icon with person)

ENGAGEMENTS vs. FOLLOWERS 1.80%

ENGAGEMENTS vs. POST REACH 6.00%

AVERAGE INSTAGRAM ENGAGEMENT RATE: BUSINESS ACCOUNTS WITH 10,000 TO 100,000 FOLLOWERS (Orange icon with 3 people)

ENGAGEMENTS vs. FOLLOWERS 1.55%

ENGAGEMENTS vs. POST REACH 6.75%

AVERAGE INSTAGRAM ENGAGEMENT RATE: BUSINESS ACCOUNTS WITH MORE THAN 100,000 FOLLOWERS (Blue icon with multiple people)

ENGAGEMENTS vs. FOLLOWERS 1.47%

ENGAGEMENTS vs. POST REACH 8.55%

SOURCE: SOCIALINSIDER. FIGURES REPRESENT AVERAGES FOR THE PERIOD BETWEEN SEPTEMBER AND NOVEMBER 2023. NOTES: FIGURES FOR "ENGAGEMENTS vs. FOLLOWERS" COMPARE THE COMBINED NUMBER OF LIKES AND COMMENTS WITH THE TOTAL NUMBER OF ACCOUNT FOLLOWERS. FIGURES FOR "ENGAGEMENTS vs. POST REACH" COMPARE THE COMBINED NUMBER OF LIKES AND COMMENTS WITH THE POST'S REACH (i.e. THE NUMBER OF PEOPLE WHO HAVE SEEN THE POST). DATA EXCLUDES ACCOUNTS IN THE MEDIA AND ENTERTAINMENT INDUSTRY. ACCOUNT SIZE BANDS HAVE BEEN ENSURED TO REFLECT CURRENTLY BUSINESS DYNAMICS CONSISTENTLY. SERVER: FIGURES ARE AVERAGES BASED ON A WIDE VARIETY OF DIFFERENT KINDS OF INSTAGRAM BUSINESS ACCOUNTS WITHIN EACH BAND.

76 Digital 2024 Switzerland 76 sur 136

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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

TOTAL POTENTIAL REACH OF ADS ON INSTAGRAM 3.60 MILLION

INSTAGRAM AD REACH vs. TOTAL POPULATION 40.8%

INSTAGRAM AD REACH vs. TOTAL INTERNET USERS 41.2%

QUARTER-ON-QUARTER CHANGE IN REPORTED INSTAGRAM AD REACH -7.7% (-300 THOUSAND)

YEAR-ON-YEAR CHANGE IN REPORTED INSTAGRAM AD REACH +2.9% (+100 THOUSAND)

SHARE: FEMALE INSTAGRAM AD REACH AGED 18+ vs. OVERALL INSTAGRAM AD REACH AGED 18+

SHARE: MALE INSTAGRAM AD REACH AGED 18+ vs. OVERALL INSTAGRAM AD REACH AGED 18+ 48.6%

ADOPTION: OVERALL INSTAGRAM AD REACH AGED 18+ vs. OVERALL POPULATION AGED 18+ 49.7%

ADOPTION: FEMALE INSTAGRAM AD REACH AGED 18+ vs. FEMALE POPULATION AGED 18+ 50.4%

ADOPTION: MALE INSTAGRAM AD REACH AGED 18+ vs. MALE POPULATION AGED 18+ 49.0%

SOURCES: META ADVERTISING RESOURCES; KEPOS ANALYSIS; NOTES: BASED ON OUR ANALYSIS OF PUBLISHED RANGES.

GENDER DATA ONLY AVAILABLE FOR "FEMALE" AND "MALE".

SOURCE DATA FOR REACH IS FOR USERS AGED 18+. NUMBERS FOR INTERNET USERS INCLUDE BOTS.

ADVERTISING AUDIENCES METRICS BASED ON TOTAL ADDRESSABLE AUDIENCE SIZE.

BASES FOR COMPARISONS WITH POPULATIONS & INTERNET USERS MAY DIFFER. NUMBERS FOR INTERNET USERS INCLUDE BOTS.

ADVISORY NOTE: AUDIENCES MAY INCLUDE DUPLICATE ACCOUNTS, OR SINGLE USERS WITH MULTIPLE ACCOUNTS, AND CHANGES IN REPORTED AUDIENCE FIGURES MAY BE INFLUENCED BY CHANGES IN PLATFORM TOOLS OR CORRECTION OF HISTORICAL ANOMALIES, NOT JUST CHANGES IN USER BEHAVIOR.

COMPARABILITY: SOME BASE FIGURES MAY CHANGE OVER TIME TO REFLECT UPDATES TO SOURCE DATA.

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TIKTOK: ADVERTISING AUDIENCE OVERVIEW

THE POTENTIAL AUDIENCE AGED 18+ THAT MARKETERS CAN REACH WITH ADS ON TIKTOK

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 TIKTOK 2.41 MILLION

TIKTOK AD REACH vs. TOTAL POPULATION 27.3%

TIKTOK AD REACH vs. TOTAL INTERNET USERS 27.6%

QUARTER-ON-QUARTER CHANGE IN REPORTED TIKTOK AD REACH +18.5% +377 THOUSAND

YEAR-ON-YEAR CHANGE IN REPORTED TIKTOK AD REACH +17.1% +352 THOUSAND

SHARE: FEMALE TIKTOK AD REACH AGED 18+ vs. OVERALL TIKTOK AD REACH AGED 18+ 49.2%

SHARE: MALE TIKTOK AD REACH AGED 18+ vs. OVERALL TIKTOK AD REACH AGED 18+ 50.8%

ADOPTION: OVERALL TIKTOK AD REACH AGED 18+ vs. OVERALL POPULATION AGED 18+ 33.2%

ADOPTION: FEMALE TIKTOK AD REACH AGED 18+ vs. FEMALE POPULATION AGED 18+ 32.3%

ADOPTION: MALE TIKTOK AD REACH AGED 18+ vs. MALE POPULATION AGED 18+ 34.2%

SOURCES: TIKTOK'S ADVERTISING RESOURCES; KEPLOS ANALYSIS NOTE: DOES NOT INCLUDE DOUBLIN REACH DATA OR ANY AVAILABLE FOR 'FEMALE' AND 'MALE' USERS AGED 13-17. DATA ARE NOT AVAILABLE FOR ALL LOCATIONS. VALUES BASED ON MIDPOINTS OF AVAILABLE DATA RANGES: ADOPTION METRICS MAY BE BASED ON INFERRED VALUES. NUMBERS MAY NOT ALIGN WITH PREVIOUS VALUES DUE TO CHANGES IN USER BASE, DEFINITIONS, AND DATA SOURCES. VALUES REPRESENT LOGGED-IN USERS ONLY. EACH QUARTILE ENDS ON THE 15TH DAY OF THE MENTIONED MONTH, DATE OF DATA COLLECTION. FOR FULL METHODOLOGY AND DETAILS OF CHANGES IN REPORTING METHODOLOGIES, SEE COMPARABI PDF/ NOTES_REP_CAP/PE_ID_235 significantnotes.

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Switzerland

Digital 2024 Switzerland

78 sur 136

lang fr français JAN 2024

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 IN THIS CHART WITH PREVIOUS REPORTS

TOTAL POTENTIAL REACH OF ADS ON LINKEDIN

4.30 MILLION

LINKEDIN AD REACH VS. TOTAL POPULATION

48.7%

LINKEDIN AD REACH VS. TOTAL INTERNET USERS

49.2%

QUARTER-ON-QUARTER CHANGE IN REPORTED LINKEDIN AD REACH

+2.4% +100 THOUSAND

YEAR-ON-YEAR CHANGE IN REPORTED LINKEDIN AD REACH

+10.3% +400 THOUSAND

SHARE: FEMALE LINKEDIN AD REACH AGED 18+ VS. OVERALL LINKEDIN AD REACH AGED 18+

43.6%

SHARE: MALE LINKEDIN AD REACH AGED 18+ VS. OVERALL LINKEDIN AD

REACH AGED 18+

56.4%

ADOPTION: OVERALL LINKEDIN AD REACH AGED 18+ VS. OVERALL POPULATION AGED 18+

59.4%

ADOPTION: FEMALE LINKEDIN AD REACH AGED 18+ VS. FEMALE POPULATION AGED 18+

46.3%

ADOPTION: MALE LINKEDIN AD REACH AGED 18+ VS. MALE POPULATION AGED 18+

61.6%

SOURCES NOTE: VALUES REFLECT TOTAL REGISTERED "MEMBERS," SO ARE NOT COMPARABLE WITH OTHER PLATFORMS IN THIS REPORT. GENDER DATA NOT AVAILABLE FOR 3rd PARTY DATA. ADVERTISER MUST ESTIMATE UNIQUE ACCOUNTS OR MINIMISE DOUBLE TARGETING BY EXCLUDING PREVIOUS AUDIENCES IN CAMPAIGN SETTINGS.

Digital 2024 Switzerland 80 sur 136

français

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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.

TOTAL POTENTIAL REACH OF ADS ON MESSENGER: 1.85 MILLION

MESSENGER AD REACH vs. TOTAL POPULATION: 21.0%

MESSENGER AD REACH vs. TOTAL INTERNET USERS: 21.2%

QUARTER-ON-QUARTER CHANGE IN REPORTED MESSENGER AD REACH:

-9.8%

-200 THOUSAND

YEAR-ON-YEAR CHANGE IN REPORTED MESSENGER AD REACH:

-5.1%

-100 THOUSAND

SHARE: FEMALE MESSENGER AD REACH AGED 18+ vs. OVERALL MESSENGER AD REACH AGED 18+:

50.8%

SHARE: MALE MESSENGER AD REACH AGED 18+ vs. OVERALL MESSENGER AD REACH AGED 18+:

49.2%

ADOPTION: OVERALL MESSENGER AD REACH AGED 18+ vs. OVERALL POPULATION AGED 18+:

25.5%

ADOPTION: FEMALE MESSENGER AD REACH AGED 18+ vs. FEMALE POPULATION AGED 18+:

25.6%

ADOPTION: MALE MESSENGER AD REACH AGED 18+ vs. MALE POPULATION AGED 18+:

25.4%

SOURCES: META ADVERTISING RESOURCES; KEPIOS ANALYSIS. NOTES: BASED ON DATA AVAILABLE IN PUBLISHED SOURCES; GENDER DATA ONLY AVAILABLE FOR "FEMALE" AND "MALE"; SOURCE DATA FOR REACH BY GENDER AND BY AGE IS REPORTED IN THE AD PLATFORM'S AUDIENCE PLANNING TOOL FOR META MESSENGER ADS; VALUES INDICATE AD REACH FOR USERS AGED 18 AND ABOVE ONLY BECAUSE COMPARABLE REACH DATA FOR POPULATION AGED 13 AND ABOVE IS NOT AVAILABLE FOR THE REPORTED PERIOD. AD REACH FIGURES ARE NOT CUMULATIVE: AUDIENCE OVERLAPS MEAN THAT INDIVIDUAL USERS MAY BE INCLUDED IN MULTIPLE AUDIENCE SEGMENTS AND ACROSS MULTIPLE PLATFORMS. MOST RECENT PUBLISHED DATA AVAILABLE AT THE TIME OF PREPARATION. FURTHER DETAILS ON BASE DATA, CONTEXTS, AND COMPARABILITY IN FULL REPORT.

Digital 2024 Switzerland 79 sur 136

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## JAN 2024
# SNAPCHAT: ADVERTISING AUDIENCE OVERVIEW
**THE POTENTIAL AUDIENCE THAT MARKETERS CAN REACH WITH ADS ON
SNAPCHAT**
### TOTAL POTENTIAL REACH OF ADS ON SNAPCHAT
**2.26 MILLION**
### SNAPCHAT AD REACH vs. TOTAL POPULATION
**25.6%**
### SNAPCHAT AD REACH vs. TOTAL INTERNET USERS
**25.9%**
### QUARTER-ON-QUARTER CHANGE IN REPORTED SNAPCHAT AD REACH
**-4.6%**
**-110 THOUSAND**
### YEAR-ON-YEAR CHANGE IN REPORTED SNAPCHAT AD REACH
**+0.4%**
**+10 THOUSAND**
### SHARE: FEMALE SNAPCHAT AD REACH AGED 18+ vs. OVERALL SNAPCHAT
AD REACH AGED 18+
**50.9%**
### SHARE: MALE SNAPCHAT AD REACH AGED 18+ vs. OVERALL SNAPCHAT AD
REACH AGED 18+
**48.3%**
### ADOPTION: OVERALL SNAPCHAT AD REACH AGED 18+ vs. OVERALL
POPULATION AGED 18+
**25.6%**
### ADOPTION: FEMALE SNAPCHAT AD REACH AGED 18+ vs. FEMALE
POPULATION AGED 18+
**25.7%**
```

ADOPTION: MALE SNAPCHAT AD REACH AGED 18+ vs. MALE POPULATION AGED 18+ **25.0%**

SOURCES:

SNAP'S ADVERTISING RESOURCES; KEPOSI ANALYSIS
NOTE: DATA ARE NOT AVAILABLE FOR ALL LOCATIONS. VALUES BASED ON
SNAPCHAT'S PLANNING TOOLS. GENDER DATA ARE REPORTED AS 'MALE' AND
'FEMALE' AND MAY NOT SUM TO 100%. VALUES FOR "TOTAL USE" AND "TOTAL
POPULATION AGED 18+" MAY VARY DUE TO DIFFERENCES IN SOURCE DATA.
'aj to note: READ 'IMPORTANT NOTES ON COMPARINIS DATA' AT THE START OF
THIS REPORT BEFORE COMPARING DATA ON THIS CHART WITH PREVIOUS
REPORTS ENDS**

this mark includes Research, charts & analyses

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Digital 2024 Switzerland

Page 81 sur 136

[Icons depicting "lecture/mode", "télécharger mode", and "imprimer mode"]. Icon for "français". JAN 2024

X: ADVERTISING AUDIENCE OVERVIEW

THE POTENTIAL AUDIENCE THAT MARKETERS CAN REACH WITH ADS ON X (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 X (TWITTER) 2.74 MILLION

X AD REACH VS. TOTAL POPULATION 31.1%

X AD REACH VS. TOTAL INTERNET USERS 31.4%

QUARTER-ON-QUARTER CHANGE IN REPORTED X AD REACH

+71.4%

+1.1 MILLION

YEAR-ON-YEAR CHANGE IN REPORTED X AD REACH +95.8% +1.3 MILLION

SHARE: FEMALE X AD REACH AGED 18+ VS. OVERALL X AD REACH AGED 18+ 28.8%

SHARE: MALE X AD REACH AGED 18+ VS. OVERALL X AD REACH AGED 18+ 71.2%

ADOPTION: OVERALL X AD REACH AGED 18+ VS. OVERALL POPULATION AGED 18+ 19.1%

ADOPTION: FEMALE X AD REACH AGED 18+ VS. FEMALE POPULATION AGED 18+ 10.8%

ADOPTION: MALE X AD REACH AGED 18+ VS. MALE POPULATION AGED 18+ 27.6%

SOURCES: ITU; ADVERTISING RESOURCES; KEPIOS ANALYSIS NOTES: VALUES USE MIDPOINTS OF PUBLISHED RANGES. GENDER DATA ARE ONLY AVAILABLE FOR "FEMALE" AND "MALE" ADVISORY: SIGNIFICANT ANOMALIES VS. SOURCE DATA MEAN THAT SOME VALUES FOR YEARS PRIOR TO 2024 ARE NOT COMPARABLE. PLEASE REFER TO THE DETAILED DATASOURCE INFORMATION AT THE START OF THIS REPORT. ADOPTION VALUES DO NOT REFLECT SPECIFIC BEHAVIOURS OR ACTIVE USE AND MAY BE SIGNIFICANTLY HIGHER THAN THE ADOPTION FIGURES IN INTERNET USERS. MARKETERS SHOULD USE ADOPTION VALUES WITH NOTEWORTHY CAUTION.

COMPARABILITY: 2023 METHODOLOGY CHANGES INCLUDE IMPORTANT UPDATES IN THE WAY WE ALLOCATE REACH VALUES FOR MULTI-LOCATION ADS, DEFINING AD REACH AUDIENCE, AND ATTRIBUTING AUDIENCE DATA.

Digital 2024 Switzerland 82 sur 136 wearesocial.com MeltwaterJAN 2024

PINTEREST: ADVERTISING AUDIENCE OVERVIEW
THE POTENTIAL AUDIENCE THAT MARKETERS CAN REACH WITH ADS ON PINTEREST

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 PINTEREST

1.91 MILLION

PINTEREST AD REACH vs. TOTAL POPULATION 21.6%

QUARTER-ON-QUARTER CHANGE IN REPORTED PINTEREST AD REACH +19.8%

+315 THOUSAND

YEAR-ON-YEAR CHANGE IN REPORTED PINTEREST AD REACH +20.3% +322 THOUSAND

PINTEREST AD REACH vs. TOTAL INTERNET USERS 21.8%

PINTEREST AD REACH vs. POPULATION AGED 13+24.8%

FEMALE PINTEREST AD REACH vs. TOTAL PINTEREST AD REACH 71.4%

MALE PINTEREST AD REACH vs. TOTAL PINTEREST AD REACH 21.8%

SOURCES: PINTEREST ADVERTISING RESOURCES; KEPIOS ANALYSIS. NOTES: DATA ARE NOT AVAILABLE FOR ALL LOCATIONS; VALUES BASED ON MIDPOINTS OF AVAILABLE DATA ONLY. GENDER DATA ARE ALSO AVAILABLE FOR 'UNSPECIFIED', BUT VALUES FOR 'FEMALE' AND 'MALE' MAY NOT SUM TO 100%. DISCLAIMER: REACH NUMBERS MAY REPRESENT UNIQUE INDIVIDUALS OR DUPLICATED ACCOUNTS. NUMBERS SHOWN IN THE TABLE MAY NOT ALIGHN WITH ITEMS IN THIS BESCAUSE OF FB INSIGHTS COMPARABILITY; SEE PITYONS; VALUES FOR CLICK-THROUGH PERFORMANCE ARE BASED ON USERS AGED 18+ ONLY

Digital 2024 Switzerland 83 sur 136

françaisVoici la retranscription

textuelle de l'image:

^{**}JAN 2024**

^{**}MOBILE CONNECTIVITY**

^{**}USE OF MOBILE PHONES AND DEVICES THAT CONNECT TO CELLULAR NETWORKS**

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**Number of Cellular Mobile Connections (Excluding IoT)**
**10.77 million**
**Number of Cellular Mobile Connections Compared With Total Population**
**122.1%**
**Year-On-Year Change in the Number of Cellular Mobile Connections**
**+1.4% (+147 thousand)**
**Share of Cellular Mobile Connections That Are Broadband (3G, 4G, 5G)**
**100.0%**
**SOURCE:** GSMA Intelligence
**NOTES:** Total cellular connections include devices other than mobile phones, but
exclude cellular IoT connections. Figures may significantly exceed figures for population
due to multiple connections and connected devices per person.
**COMPARABILITY:** Each country's weighting of this chart published in some of our
previous reports featured cellular connection figures that included cellular IoT
connections. Figures shown here do not include cellular IoT connections.
**Digital 2024 Switzerland**
**85 sur 136**
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**Meltwater**
Image des drapeaux et logos:
- **Drapeau**: Suisse (Switzerland)
- **Logos**: GSMA, we are social, Meltwater**JAN 2024 - CELLULAR MOBILE
CONNECTIONS OVER TIME**
NUMBER OF MOBILE CELLULAR CONNECTIONS OVER TIME
- **Q4 2021:** 10.5 M
- **Q1 2022:** 10.5 M (+0.05%)
- **Q2 2022:** 10.5 M (+0.6%)
- **Q3 2022:** 10.6 M (+0.2%)
- **Q4 2022:** 10.6 M (+0.3%)
- **Q1 2023:** 10.7 M (+0.3%)
- **Q2 2023:** 10.7 M (+0.5%)
- **Q3 2023:** 10.7 M (+0.3%)
- **Q4 2023:** 10.8 M (+0.3%)
```

SWITZERLAND

SOURCE: GSMA Intelligence

NOTE: Excludes cellular IoT connections. Where letters are shown next to figures above bars, "K" denotes thousands (e.g., "124.1K" = 124,100), "M" denotes millions (e.g., 12.34 "M" = 12,340,000), and "B" denotes billions (e.g., 1.23 "B" = 1,230,000,000). Where no letters are present, values are shown as is. **COMPARABILITY:** Base changes. See notes on data.

86 sur 136

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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 DECEMBER 2023

SWITZERLAND

SHARE OF MOBILE WEB TRAFFIC ORIGINATING FROM ANDROID DEVICES 44.16%
YEAR-ON-YEAR CHANGE

+6.3% (+260 BPS)

SHARE OF MOBILE WEB TRAFFIC ORIGINATING FROM APPLE IOS DEVICES 54.94%

YEAR-ON-YEAR CHANGE

-4.6% (-263 BPS)

SHARE OF MOBILE WEB TRAFFIC ORIGINATING FROM SAMSUNG OS DEVICES 0.84%

YEAR-ON-YEAR CHANGE [MINIMAL]

SHARE OF MOBILE WEB TRAFFIC ORIGINATING FROM KAI OS DEVICES 0%

YEAR-ON-YEAR CHANGE [UNCHANGED]

SHARE OF MOBILE WEB TRAFFIC ORIGINATING FROM OTHER OS DEVICES 0.06%

YEAR-ON-YEAR CHANGE

+100% (+3 BPS)

Source: StatCounter. Notes: Figures represent the number of web pages served to browsers on mobile phones running each operating system divided by the total number of web pages served to mobile browsers in December 2023. Figures compare web traffic originating from the country's IP addresses with web traffic originating from the IP addresses of users in Switzerland. Values shown reflect these calculations. Additionally, a 10-Basis Points Variance in reported data may be expected. Values above 5% would equal 0.5% and changes below 5% may seem smaller for rounding purposes.

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87 sur 136

Icons: 1) Navigation (left), 2) Percentage change (up), 3) Reports (box), 4) Visual accessibility (eye), 5) Fullscreen, 6) Close, 7) Languages (Globe), 8) Français (text)JAN 2024

MOBILE APP MARKET OVERVIEW

HEADLINES FOR MOBILE APP DOWNLOADS AND CONSUMER SPEND (IN U.S. DOLLARS) BETWEEN 01 JANUARY AND 31 DECEMBER 2023

Ø<ÝèØ<Ýí SWITZERLAND

TOTAL NUMBER OF MOBILE APP DOWNLOADS 230.5 MILLION

YEAR-ON-YEAR CHANGE IN THE TOTAL NUMBER OF MOBILE APP DOWNLOADS +1.7% +4 MILLION

ANNUAL CONSUMER SPEND ON MOBILE APPS AND IN-APP PURCHASES (USD) \$892.7 MILLION

YEAR-ON-YEAR CHANGE IN CONSUMER SPEND ON MOBILE APPS AND IN-APP PURCHASES

+20.4% +\$151 MILLION

Source: data.ai intelligence, see DATA AI. Notes: Figures represent combined consumer activity across the Google Play Store, Apple iOS App Store, and third-party Android app stores between January and December 2023. "Consumer Spend" only includes spend on apps and in-app purchases via app stores, and does not include revenue from e-commerce transactions or mobile advertising. Consumer spend figures are in U.S. dollars.

Digital 2024 Switzerland 89 sur 136 we are social Meltwater

Ø=ÜÖ Ø=Ý &™Þ Ø=Ý Ø<ÝëØ<Ý÷**JAN 2024 - APP RANKING: DOWNLOADS**

RANKING OF MOBILE APPS AND MOBILE GAMES BY TOTAL NUMBER OF DOWNLOADS BETWEEN 01 JANUARY AND 31 DECEMBER 2023

```
# | MOBILE APP | COMPANY
```

--- | --- | ---

- 01 | TEMU | PDD HOLDINGS
- 02 | MICROSOFT AUTHENTICATOR | MICROSOFT
- 03 | TIKTOK | BYTEDANCE
- 04 | CAPCUT | BYTEDANCE
- 05 | INSTAGRAM | META
- 06 | SHEIN | SHEIN
- 07 | CHATGPT | OPENAI
- 08 | SBB | SBB
- 09 | MICROSOFT TEAMS | MICROSOFT
- 10 | WHATSAPP MESSENGER | META

| MOBILE GAME | COMPANY

--- | --- | ---

- 01 | ROYAL MATCH | DREAM GAMES
- 02 | BLOCK BLAST ADVENTURE MASTER | HUNGRY STUDIO
- 03 | ROBLOX | ROBLOX
- 04 | MONOPOLY GO: FAMILY BOARD GAME | SCOPELY
- 05 | STUMBLE GUYS | SCOPELY
- 06 | SUBWAY SURFERS | TENCENT
- 07 | MY PERFECT HOTEL | SAYGAMES
- 08 | CHESS.COM | CHESS.COM
- 09 | GARDENSCAPES BY PLAYRIX | PLAYRIX
- 10 | QUIZZLAND | MNO GO APPS

SOURCE: DATA.AI INTELLIGENCE (SEE DATA.AI)

NOTES: RANKINGS BASED ON COMBINED CONSUMER ACTIVITY ACROSS THE GOOGLE PLAY STORE AND APPLE IOS APP STORE BETWEEN 01 JANUARY AND 31 DECEMBER 2023.

Digital 2024 Switzerland 91 sur 136

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APP RANKING: MONTHLY ACTIVE USERS

MOBILE APPS AND GAMES RANKED BY AVERAGE MONTHLY ACTIVE USERS

BETWEEN 01 JANUARY AND 31 DECEMBER 2023.

MOBILE APP
Name Company
01 WHATSAPP MESSENGER META 02 GOOGLE MAPS GOOGLE 03 YOUTUBE GOOGLE 04 GOOGLE GOOGLE 05 SBB SBB 06 CHROME BROWSER GOOGLE 07 GMAIL GOOGLE 08 FACEBOOK META 09 METEOSWISS METEOSWISS 10 INSTAGRAM META
MOBILE GAME
Name Company 01 CANDY CRUSH SAGA ACTIVISION BLIZZARD 02 CLASH OF CLANS TENCENT 03 SUBWAY SURFERS TENCENT 04 ROBLOX ROBLOX 05 CLASH ROYALE TENCENT 06 BRAWL STARS TENCENT 07 STUMBLE GUYS SCOPELY 08 CHESS.COM CHESS.COM 09 POKÉMON GO NIANTIC 10 ROYAL MATCH DREAM GAMES
Sources and Notes: - SOURCE: DATA.AI INTELLIGENCE, SEE DATA.AI - NOTES: RANKINGS BASED ON COMBINED MONTHLY ACTIVE USERS ACROSS IPHONES AND ANDROID PHONES BETWEEN 01 JANUARY AND 31 DECEMBER 2023.
Digital 2024 Switzerland (Page 90 out of 136) Bien sûr! Voici la retranscription textuelle de l'image :

JAN 2024

APP RANKING: CONSUMER SPEND

RANKING OF MOBILE APPS AND MOBILE GAMES BY TOTAL CONSUMER SPEND BETWEEN 01 JANUARY AND 31 DECEMBER 2023

Mobile App | Company |

			1	
			 Duta Danas	
ļ	01	TikTok	ByteDance	
	02	Tinder	Match Group	
	03	Disney+	Disney	
	04	YouTube	Google	
	05	Google One	Google	
	06	LinkedIn	Microsoft	
ĺ	07	Bumble App	Bumble	
İ	08	Duolingo: Learn Languag	es Duolingo	
i			Netflix	
i	10	Babbel	Babbel	
		•	'	
7	### I	Nobile Game		
7		Mobile Game Game	Company I	
			Company	
	# 	Game		
; 	# 01	Game Royal Match	 Dream Games	
7 	# 01 02	Game Royal Match Candy Crush Saga	 Dream Games Activision Blizzar	 d
7	# 01 02 03	Game Royal Match Candy Crush Saga Gardenscapes by Playrix	 Dream Games Activision Blizzaro Playrix	 d
7 	# 01 02 03 04	Game Royal Match Candy Crush Saga Gardenscapes by Playrix Roblox	 Dream Games Activision Blizzare Playrix Roblox	 d
7 	# 01 02 03 04 05	Game Royal Match Candy Crush Saga Gardenscapes by Playrix Roblox Clash of Clans		 d
7	# 01 02 03 04 05 06	Game Royal Match Candy Crush Saga Gardenscapes by Playrix Roblox Clash of Clans Homescapes	Dream Games Activision Blizzaro Playrix Roblox Tencent Playrix	 d
7	# 01 02 03 04 05 06 07	Game	Dream Games Activision Blizzare Playrix Roblox Tencent Playrix	 d
7	# 01 02 03 04 05 06 07 08	Game	Dream Games Activision Blizzare Playrix Roblox Tencent Playrix Playrix Moon Active	 d
	# 01 02 03 04 05 06 07 08 09	Game	Dream Games Activision Blizzare Playrix Roblox Tencent Playrix	 d

Source: Data.ai Intelligence. See data.ai. Notes: Rankings based on combined consumer activity across the Google Play Store and Apple iOS App Store between 01 January and 31 December 2023. Consumer spend only includes spend on apps and inapp purchases via app stores, and does not include revenues from eCommerce or mobile advertising.

Digital 2024 Switzerland 92 sur 136 we are social MeltwaterJAN 2024

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

ACCOUNT WITH A FINANCIAL INSTITUTION

99.5%

FEMALE: 99.0% MALE: 100.0%

CREDIT CARD OWNERSHIP

69.2%

FEMALE: 64.9%

MALE: 73.8%

DEBIT CARD OWNERSHIP

85.4%

FEMALE: 85.7% MALE: 85.0%

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

[N/A]

FEMALE: [N/A] MALE: [N/A]

MADE A DIGITAL PAYMENT (PAST YEAR)

98.0%

FEMALE: 97.9% MALE: 98.2%

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

50.6%

FEMALE: 49.1% MALE: 52.3%

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

33.0%

FEMALE: 33.3% MALE: 32.6%

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

53.8%

FEMALE: 53.2% MALE: 54.3%

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" REFER TO SERVICES THAT OFFER FUNDING AND RECEIVING VIA A MOBILE NUMBER, SUCH AS MPESA, GCASH, AND TIGO PESA. FIGURES FOR "MOBILE MONEY ACCOUNTS" DO NOT INCLUDE 'MOBILE-ENABLED' PAYMENT SERVICES SUCH AS APPLE PAY, GOOGLE PAY, OR SAMSUNG PAY.

94

Digital 2024 Switzerland 94 sur 136

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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: 42.4%
- ORDERED GROCERIES VIA AN ONLINE STORE: 16.5%
- BOUGHT A SECOND-HAND ITEM VIA AN ONLINE STORE: 11.9%
- USED AN ONLINE PRICE COMPARISON SERVICE: 26.1%
- USED A BUY NOW, PAY LATER SERVICE: 10.2%

SOURCE: GWI (Q3 2023). FIGURES REPRESENT THE FINDINGS OF A BROAD SURVEY OF INTERNET USERS AGED 16 TO 64. SEE GWI.COM. COMPARABILITY: METHODOLOGY CHANGES. SEE NOTES ON DATA.

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95 sur 136

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ONLINE PURCHASE DRIVERS

PERCENTAGE OF INTERNET USERS AGED 16 TO 64 WHO SAY EACH FACTOR WOULD ENCOURAGE THEM TO COMPLETE AN ONLINE PURCHASE

- 1. **Free Delivery**: 63.0%
- 2. **Coupons and Discounts**: 39.9%
- 3. **Easy Returns Policy**: 38.1%
- 4. **Loyalty Points**: 34.4%
- 5. **Next-Day Delivery**: 32.8%
- 6. **Simple Online Checkout**: 28.9%
- 7. **Guest Checkout**: 25.3%
- 8. **Customer Reviews**: 23.9%
- 9. **Eco-Friendly Credentials**: 15.3%
- 10. **Click and Collect**: 13.8%
- 11. **Interest-Free Payments**: 10.6%
- 12. **Social Likes & Comments**: 8.8%
- 13. **Exclusive Content or Services**: 6.8%
- 14. **Social Buy Buttons**: 5.3%

Source: **GWI Q3 2023 (FIGURES REPRESENT THE FINDINGS OF A BROAD SURVEY OF INTERNET USERS AGED 16 TO 64. SEE GWI.COM. COMPARABILITY: METHODOLOGY CHANGES. SEE NOTES ON DATA)**

Digital 2024 Switzerland 96 sur 136

Logos: **We Are Social, Meltwater, DataReportal**JAN 2024

PAYMENT METHODS USED FOR ECOMMERCE

PERCENTAGE OF ALL B2C ECOMMERCE TRANSACTIONS IN 2022 COMPLETED USING EACH TYPE OF PAYMENT METHOD

- -SHARE OF B2C ECOMMERCE TRANSACTION VOLUME ATTRIBUTABLE TO DIGITAL AND MOBILE WALLETS: 18.0%
- -SHARE OF B2C ECOMMERCE TRANSACTION VOLUME ATTRIBUTABLE TO DEBIT AND CREDIT CARDS: 35.0%
- -SHARE OF B2C ECOMMERCE TRANSACTION VOLUME ATTRIBUTABLE TO BANK TRANSFERS: 44.0%
- -SHARE OF B2C ECOMMERCE TRANSACTION VOLUME ATTRIBUTABLE TO CASH-ON-DELIVERY: 1.0%
- -SHARE OF B2C ECOMMERCE TRANSACTION VOLUME ATTRIBUTABLE TO OTHER PAYMENT METHODS: 2.0%

SOURCE: IPRO

NOTE: FIGURES REPRESENT SHARE OF THE TOTAL NUMBER OF B2C ECOMMERCE TRANSACTIONS IN 2022.

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98 sur 136

français

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Meltwater**JAN 2024 TOP GOOGLE SHOPPING SEARCHES**

SHOPPING QUERIES WITH THE GREATEST VOLUME OF GOOGLE SEARCH ACTIVITY BETWEEN 01 JANUARY 2023 AND 31 DECEMBER 2023

```
| # | SEARCH QUERY | INDEX vs. TOP QUERY |
|----|--------|---------------|
| 01 | IPHONE | 100 |
```

```
| 02 | NIKE
                 188
| 03 | SAMSUNG
                     | 79
| 04 | MIGROS
                   | 79
| 05 | LEGO
                  | 77
| 06 | COOP
                  | 65
| 07 | IKEA
                 | 58
| 08 | GALAXUS
                    | 56
| 09 | AMAZON
                    | 50
| 10 | JUMBO
                   | 45
11 JORDAN
                   | 45
| 12 | APPLE
                  | 40
| 13 | MANOR
                   | 39
| 14 | LANDI
                  | 36
| 15 | PC
                | 34
| 16 | PS5
                | 32
| 17 | IPHONE 14
                    30
| 26
| 19 | SAMSUNG GALAXY | 24
| 20 | INTERDISCOUNT | 23
```

SOURCE: GOOGLE TRENDS BASED ON SHOPPING SEARCHES CONDUCTED ON GOOGLE SEARCH BETWEEN 01 JANUARY 2023 AND 31 DECEMBER 2023. NOTES: ANY LANGUAGE ANOMALIES OR SPELLING ERRORS IN QUERIES ARE AS PUBLISHED BY GOOGLE TRENDS, AND ARE SHOWN "AS IS." BY COLUMN HEADERS TO IDENTIFY POTENTIAL CHANGES IN HOW PEOPLE USE LANGUAGE IN THEIR SEARCH ACTIVITIES. GOOGLE DOESN'T PUBLISH ABSOLUTE SEARCH VOLUMES, BUT THE INDEX (0-100) FIGURE 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. Voici la retranscription textuelle de l'image:

^{**}JAN 2024**

^{**}ECOMMERCE: CONSUMER GOODS CATEGORIES**

^{**}ESTIMATED ANNUAL SPEND IN EACH CONSUMER GOODS ECOMMERCE CATEGORY (B2C ONLY, U.S. DOLLARS, FULL-YEAR 2023)**

^{*}SWITZERLAND*

ELECTRONICS

\$2.13 BILLION

YEAR-ON-YEAR CHANGE +44.4% (\$690 MILLION)

FASHION

\$3.25 BILLION

YEAR-ON-YEAR CHANGE +19.9% (\$540 MILLION)

FOOD

\$1.12 BILLION

YEAR-ON-YEAR CHANGE +19.1% (\$180 MILLION)

BEVERAGES

\$1.02 BILLION

YEAR-ON-YEAR CHANGE +20.1% (\$170 MILLION)

DIY & HARDWARE

\$400.0 MILLION

YEAR-ON-YEAR CHANGE +4.8% (\$20 MILLION)

FURNITURE

\$1.07 BILLION

YEAR-ON-YEAR CHANGE +21.6% (\$190 MILLION)

PHYSICAL MEDIA

\$430.0 MILLION

YEAR-ON-YEAR CHANGE +10.4% (\$40 MILLION)

BEAUTY & PERSONAL CARE

\$560.0 MILLION

YEAR-ON-YEAR CHANGE +1.8% (\$10 MILLION)

TOBACCO PRODUCTS

\$240.0 MILLION

YEAR-ON-YEAR CHANGE +14.3% (\$30 MILLION)

TOYS & HOBBY

\$360.0 MILLION

YEAR-ON-YEAR CHANGE +5.9% (\$20 MILLION)

HOUSEHOLD ESSENTIALS

\$150.0 MILLION

YEAR-ON-YEAR CHANGE +7.1% (\$10 MILLION)

OVER-THE-COUNTER PHARMACEUTICALS

\$260.0 MILLION YEAR-ON-YEAR CHANGE +4.0% (\$10 MILLION)

LUXURY GOODS \$410.0 MILLION YEAR-ON-YEAR CHANGE +20.6% (\$70 MILLION)

EYEWEAR \$180.0 MILLION YEAR-ON-YEAR CHANGE +5.9% (\$10 MILLION)

SOURCE: STATISTA ECOMMERCE MARKET SIZE: STATISTA.COM. NOTES: FIGURES REPRESENT ESTIMATES OF FULL-YEAR REVENUES FOR 2023 IN U.S DOLLARS, AND COMPARISONS WITH THE PREVIOUS CALENDAR YEAR. THE "PHYSICAL MEDIA" CATEGORY DOES NOT INCLUDE DIGITAL DOWNLOADS OR STREAMING. COMPARABILITY: SIGNIFICANT BASE REVISIONS AND MAJOR CATEGORY DEFINITION CHANCES. FIGURES ARE NOT COMPARABLE WITH PREVIOUS REPORTS.

Digital 2024 Switzerland Page 97 sur 136

(Note: The "![]" notation here is used to represent logos present in the original image that can't be directly displayed in text form)JAN 2024 ONLINE TRAVEL AND TOURISM ANNUAL ONLINE SPEND ON TRAVEL AND TOURISM SERVICES (U.S. DOLLARS, FULL YEAR 2023)

Flights \$2.93 Billion Year-on-year change +34.6% (+\$753 Million)

Trains \$1.89 Billion Year-on-year change +45.9% (+\$595 Million)

Car Rentals \$490.5 Million Year-on-year change +13.3% (+\$58 Million)

Long-Distance Buses \$91.73 Million Year-on-year change +35.9% (+\$24 Million)

Hotels \$2.57 Billion Year-on-year change +15.9% (+\$352 Million)

Package Holidays \$929.2 Million Year-on-year change +25.4% (+\$188 Million)

Vacation Rentals \$657.0 Million Year-on-year change +13.0% (+\$75 Million)

Cruises \$54.39 Million Year-on-year change +41.2% (+\$16 Million)

SOURCE: STATISTA DIGITAL MARKET OUTLOOK; STATISTA MOBILITY MARKET OUTLOOK; SEE STATISTA.COM NOTES: FIGURES REPRESENT ESTIMATES OF FULL-YEAR REVENUES FOR 2023 IN U.S. DOLLARS, AND COMPARISONS WITH EQUIVALENT VALUES FOR THE PREVIOUS CALENDAR YEAR. VALUES DO NOT INCLUDE REVENUES ASSOCIATED WITH PUBLIC TRANSPORT, NON-COMMERCIAL FLIGHTS, FERRIES, TAXIS, RIDE-SHARING, INDIVIDUAL SERVICES, ETC. COMPARABILITY: BASE AND CATEGORY DEFINITIONS FOR CERTAIN FIGURES ARE UPDATED REGULARLY, SO SIMPLE COMPARISONS ARE NOT COMPARABLE WITH PREVIOUS REPORTS.

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JAN 2024 ONLINE RIDE-HAILING OVERVIEW HEADLINES FOR THE ADOPTION AND USE OF ONLINE RIDE-HAILING SERVICES NUMBER OF PEOPLE USING ONLINE RIDE-HAILING SERVICES 1.29 MILLION

YEAR-ON-YEAR CHANGE IN THE NUMBER OF ONLINE RIDE-HAILING SERVICE USERS

+1.6%

+20 THOUSAND

TOTAL ANNUAL VALUE OF ONLINE RIDE-HAILING BOOKINGS (USD, 2023) \$430.0 MILLION

YEAR-ON-YEAR CHANGE IN MARKET VALUE: ONLINE RIDE-HAILING BOOKINGS +16.2%

+\$60 MILLION

AVERAGE ANNUAL VALUE PER USER: ONLINE RIDE-HAILING BOOKINGS (USD, 2023) \$337

SOURCE: STATISTA MOBILITY MARKET OUTLOOK. SEE STATISTA.COM. NOTE: IN THIS CONTEXT, "RIDE-HAILING" ENCOMPASSES ON-DEMAND TRANSPORTATION FACILITATED VIA MOBILE APPS AND ONLINE PLATFORMS. VALUES INCLUDE THE BOOKING OF PERSONAL TRANSPORT VEHICLES (E.G., UBER, GRAB) AND TRADITIONAL TAXI SERVICES. ONLY INCLUDES BOOKINGS THAT ARE MADE VIA ONLINE SERVICES. FIGURES REPRESENT ESTIMATES FOR FULL-YEAR 2023. VALUES ARE IN U.S. DOLLARS. COMPARABILITY: BASE AND CATEGORY DEFINITION CHANGES, FIGURES ARE NOT COMPARABLE WITH PREVIOUS REPORTS.

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ONLINE DOCTOR CONSULTATIONS OVERVIEW HEADLINES FOR THE ADOPTION AND USE OF ONLINE DOCTOR CONSULTATION SERVICES

NUMBER OF PEOPLE USING ONLINE DOCTOR CONSULTATIONS SERVICES 400.0 THOUSAND

YEAR-ON-YEAR CHANGE IN USERS OF ONLINE DOCTOR CONSULTATION SERVICES

+8.1%

+30 THOUSAND

TOTAL ANNUAL VALUE OF ONLINE DOCTOR CONSULTATIONS (USD, 2023) \$270.0 MILLION

YEAR-ON-YEAR CHANGE IN MARKET VALUE, ONLINE DOCTOR CONSULTATIONS +17.4%

+\$40 MILLION

AVERAGE ANNUAL VALUE PER USER, ONLINE DOCTOR CONSULTATIONS (USD, 2023) \$669

SOURCE: STATISTA DIGITAL MARKET OUTLOOK. SEE STATISTA.COM. NOTES: INCLUDES TELEMEDICINE AND OTHER DIGITAL TOOLS THAT ENABLE PATIENTS TO CONSULT WITH DOCTORS REMOTELY. FIGURES REPRESENT ESTIMATES FOR YEAR-END 2023 AND COMPARISONS TO EQUIVALENT VALUES FOR THE PREVIOUS CALENDAR YEAR. FINANCIAL VALUES ARE IN U.S. DOLLARS. PERCENTAGE CHANGE VALUES ARE RELATIVE; '#' VALUES SHOW ABSOLUTE CHANGE.

wearesocial logo | meltwater

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103 sur 136JAN 2024

DIGITAL HEALTH TREATMENT & CARE OVERVIEW HEADLINES FOR THE ADOPTION AND USE OF DIGITALLY ENABLED HEALTHCARE TREATMENTS AND CARE

NUMBER OF PEOPLE USING DIGITAL HEALTH TREATMENT & CARE 3.96 MILLION

YEAR-ON-YEAR CHANGE IN USERS OF DIGITAL TREATMENT & CARE +25.7%

+810 THOUSAND

TOTAL ANNUAL VALUE OF THE DIGITAL TREATMENT & CARE MARKET (USD, 2023) \$520.0 MILLION

YEAR-ON-YEAR CHANGE IN MARKET VALUE: DIGITAL TREATMENT & CARE MARKET

+18.2%

+\$80 MILLION

AVERAGE ANNUAL VALUE PER USER: DIGITAL TREATMENT & CARE (USD, 2023) \$131

SOURCE: STATISTA DIGITAL MARKET OUTLOOK. SEE STATISTA.COM. NOTES: INCLUDES DIGITAL TOOLS THAT ARE USED TO DIAGNOSE, TREAT AND MANAGE MEDICAL CONDITIONS, INCLUDING BIOMETRIC SENSORS AND DIGITAL CARE MANAGEMENT. DOES NOT INCLUDE SMARTPHONES, SMART WATCHES OR SMARTWARE. FIGURES REPRESENT ESTIMATES FOR FULL-YEAR 2023, AND COMPARISONS TO EQUIVALENT VALUES FOR THE PREVIOUS CALENDAR YEAR. FINANCIAL VALUES ARE IN US DOLLARS. PERCENTAGE CHANGE VALUES ARE RELATIVE, "%" VALUES SHOW ABSOLUTE CHANGE.

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102 sur 136

we are social + MeltwaterVoici la retranscription textuelle de l'image :

JAN 2024

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

SWITZERLAND

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

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

+8.9%

+310 THOUSAND

TOTAL ANNUAL VALUE OF THE DIGITAL FITNESS & WELL-BEING MARKET (USD, 2023)

\$440.0 MILLION

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

+10.0%

+\$40 MILLION

AVERAGE ANNUAL VALUE PER USER: DIGITAL FITNESS & WELL-BEING (USD, 2023)

\$116

SOURCE: STATISTA DIGITAL MARKET OUTLOOK. SEE STATISTA.COM. NOTES INCLUDE: SMARTWATCHES, FITNESS AND ACTIVITY TRACKING WEARABLES, SMART SCALES, FITNESS APPS THAT TRACK PARAMETERS, NUTRITION APPS (E.G., CALORIE COUNTERS), AND MEDITATION AND MINDFULNESS APPS. DOES NOT INCLUDE SMART CLOTHING, SMART SUITS, SMART JEWELRY, HEALTH TRACKING APPS, OR MOBILE HEALTH SYSTEMS. FIGURES INCLUDE CONSUMER SPENDING ON THE ABOVE ITEMS AND SERVICES AND EXCLUDE SPENDING BY ORGANIZATIONS. ALL COMPARISONS TO POPULATION VALUES REFER TO INTERNET USERS. FINANCIAL VALUES IN U.S. DOLLARS. RATES OF CHANGE INCLUDES SEASONAL CHANGE.

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JAN 2024

DIGITAL CONTENT PURCHASES

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

- 1. MOVIE OR TV STREAMING SERVICE 31.1%
- 2. MUSIC STREAMING SERVICE 28.7%
- 3. MOBILE APP 9.4%
- 4. MUSIC DOWNLOAD 8.8%
- 5. IN-APP PURCHASES 8.5%
- 6. E-BOOK 8.2%
- 7. MOBILE GAME 7.7%
- 8. SOFTWARE PACKAGE 7.4%
- 9. STUDY PROGRAMS AND LEARNING MATERIALS 6.0%
- 10. NEWS SERVICE 5.7%
- 11. PREMIUM WEB SERVICE 5.4%
- 12. ONLINE MAGAZINE SUBSCRIPTION 4.3%
- 13. DIGITAL GIFTS 3.2%
- 14. DATING SERVICE 2.8%

SOURCE: GWI Q3 2023. FIGURES REPRESENT THE FINDINGS OF A BROAD SURVEY OF INTERNET USERS AGED 16 TO 64. SEE GWI.COM. COMPARABILITY: METHODOLOGY CHANGES. SEE NOTES ON DATA.

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DIGITAL MEDIA SPEND FULL-YEAR 2023 SPEND ON DIGITAL MEDIA SUBSCRIPTIONS AND DOWNLOADS (IN U.S. DOLLARS)

Switzerland

- TOTAL \$2.21 BILLION YEAR-ON-YEAR CHANGE +15.7% (+\$300 MILLION)
- VIDEO GAMES \$1.02 BILLION YEAR-ON-YEAR CHANGE +18.6% (+\$160 MILLION)
- VIDEO-ON-DEMAND \$610.0 MILLION YEAR-ON-YEAR CHANGE +22.0% (+\$110 MILLION)
- EPUBISHING \$460.0 MILLION YEAR-ON-YEAR CHANGE +9.5% (+\$40 MILLION)
- DIGITAL MUSIC \$130.0 MILLION YEAR-ON-YEAR CHANGE +8.3% (+\$10 MILLION)

SOURCE: STATISTA DIGITAL MARKET OUTLOOK. SEE STATISTA.COM. NOTES: FIGURES REPRESENT ESTIMATES FOR FULL-YEAR SPEND IN 2023 IN U.S. DOLLARS, AND COMPARISONS WITH EQUIVALENT VALUES FOR THE PREVIOUS CALENDAR YEAR. INCLUDES CONTENT DOWNLOADS AND SUBSCRIPTIONS TO STREAMING SERVICES AND ONLINE PUBLISHERS. DOES NOT INCLUDE PHYSICAL MEDIA OR USER-GENERATED CONTENT. COMPARABILITY: BASE AND CATEGORY DEFINITION CHANGES – FIGURES ARE NOT COMPARABLE WITH PREVIOUS REPORTS.

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106 # ? ^ _

françaisBien sûr, voici la retranscription textuelle de l'image fournie:

- **JAN 2024**
- **SOURCES OF BRAND DISCOVERY**
- **PERCENTAGE OF INTERNET USERS AGED 16 TO 64 WHO DISCOVER NEW BRANDS, PRODUCTS, AND SERVICES VIA EACH CHANNEL OR MEDIUM**
- 1. SEARCH ENGINES 38.9%
- 2. WORD-OF-MOUTH 32.2%
- 3. TV ADS 28.2%
- 4. SOCIAL MEDIA ADS 21.9%
- 5. PRODUCT COMPARISON WEBSITES 19.5%
- 6. BRAND WEBSITES 18.7%
- 7. BILLBOARDS & POSTERS 18.0%
- 8. IN-STORE PROMOS 18.0%
- 9. PRINT PRESS ADS 16.8%
- 10. EMAILS OR PHYSICAL MAIL 16.7%
- 11. PRODUCT SAMPLES OR TRIALS 16.5%
- 12. PRODUCT BROCHURES 16.4%
- 13. ADS ON WEBSITES 15.8%
- 14. RETAIL WEBSITES 15.6%
- 15. ADS IN MOBILE APPS 15.1%

SWITZERLAND (drapeau suisse)

108

SOURCE: GWI (Q3 2023). FIGURES REPRESENT THE FINDINGS OF A BROAD SURVEY OF INTERNET USERS AGED 16 TO 64. SEE GWI.COM. COMPARABILITY: METHODOLOGY CHANGES. SEE NOTES ON DATA.

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J'espère que cela vous est utile !Bien sûr, voici la retranscription textuelle de l'image :

JAN 2024.

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

(Switzerland flag)

- SEARCH ENGINES: 61.7%
- PRICE COMPARISON SITES: 30.5%
- SOCIAL NETWORKS: 27.2%
- PRODUCT & BRAND WEBSITES: 26.4%
- CONSUMER REVIEWS: 23.5%
- MOBILE APPS: 16.0%
- SPECIALIST REVIEW SITES: 13.9%
- DISCOUNT VOUCHER SITES: 13.4%
- Q&A SITES: 12.0%
 - 8.4% BRAND & PRODUCT BLOGS
 - 8.3% VIDEO SITES
- FORUMS & MESSAGE BOARDS: 7.0%
- MESSENGER SERVICES: 5.6%
- ONLINE PINBOARDS: 5.6%
- MICRO-BLOGS: 3.8%

SOURCE: GWI (Q3 2023). FIGURES REPRESENT THE FINDINGS OF A BROAD SURVEY OF INTERNET USERS AGED 16 TO 64. SEE GWI.COM. COMPARABILITY: METHODOLOGY CHANGES. SEE NOTES ON DATA.

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---JAN 2024

ENGAGEMENT WITH DIGITAL MARKETING
PERCENTAGE OF INTERNET USERS AGED 16 TO 64 WHO SAY THEY ENGAGE IN
EACH KIND OF ONLINE ACTIVITY

[SUISSE]

- 1. **RESEARCH BRANDS ONLINE BEFORE MAKING A PURCHASE**
 - 53.7%
 - YOY: +0.8% (+40 BPS)
- 2. **VISITED A BRAND'S WEBSITE IN THE PAST 30 DAYS**
 - 57.9%
 - YOY: +5.7% (+310 BPS)
- 3. **CLICKED OR TAPPED ON A BANNER AD ON A WEBSITE IN THE PAST 30 DAYS**

- 12.1%
- YOY: -5.5% (-70 BPS)
- 4. **CLICKED OR TAPPED ON A SPONSORED SOCIAL MEDIA POST IN THE PAST 30 DAYS**
 - 11.1%
 - YOY: -4.3% (-50 BPS)
- 5. **DOWNLOADED OR USED A BRANDED MOBILE APP IN THE PAST 30 DAYS**
 - 12.9%
 - YOY: -7.2% (-100 BPS)

SOURCE: GWI JAN 2024. FIGURES REPRESENT THE FINDINGS OF A BROAD SURVEY OF INTERNET USERS AGED 16 TO 64. SEE GWI.COM/NOTES. "YOY" FIGURES REPRESENT YEAR-ON-YEAR CHANGE. PERCENTAGE CHANGE VALUES REPRESENT THE CHANGE IN THE INCIDENCE OF 30.7% FROM A STARTING VALUE OF 30.0% WOULD EQUAL (30.7-30.0) / 30.0 = 0.023, OR +2.3%. "BPS" VALUES REPRESENT BASIS POINTS, AND INDICATE THE ABSOLUTE CHANGE. COMPARABILITY: METHODOLOGY CHANGES; SEE NOTES ON DATA.

109 sur 136

Note: This is a brief summary translation of the image text.JAN 2024 ADVERTISING SPEND: TOTAL vs. DIGITAL TOTAL AD SPEND ACROSS ALL CHANNELS, WITH DETAIL FOR DIGITAL AD SPEND (U.S. DOLLARS, FULL-YEAR 2023)

TOTAL AD SPEND (INCLUDING ONLINE AND OFFLINE CHANNELS) \$6.46 BILLION

YEAR-ON-YEAR CHANGE IN TOTAL AD SPEND (ALL CHANNELS) +4.5%

+\$280 MILLION

DIGITAL AD SPEND (INCLUDING SEARCH AND SOCIAL MEDIA) \$4.08 BILLION

YEAR-ON-YEAR CHANGE IN DIGITAL AD SPEND +8.4% +\$318 MILLION

DIGITAL AD SPEND AS A PERCENTAGE OF TOTAL AD SPEND 63.2%

Source: Statista Market Outlooks. See Statista.com. Notes: Figures represent estimates for full-year 2023, and comparisons with equivalent values for the previous calendar

year. Financial values in U.S. dollars. Percentage changes are values adjusted for inflation at 2022 rates. Adding value of US\$100 would equal 2023. Not 2021. Comparability BASE REMARK MULTIPLE RESPONSE DAILY VIEW RATE. Advertisement for online advertising. Social media insights into this chart includes a broader variety of channels when it comes to the definition of Social Media, which means figures might not be double-click highlights.

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111 sur 136

!9b Ø=ÜÊ Ø=Ý Ø=Þ€ Ø=ÜÅ Ø=Üe français**JAN 2024 SEARCH ADVERTISING OVERVIEW**
*SPEND ON ONLINE SEARCH ADVERTISING (IN U.S. DOLLARS) AND ITS SHARE
OF THE DIGITAL ADVERTISING MARKET*

Annual Spend on Online Search Advertising (USD) \$2.02 BILLION

Year-On-Year Change in Online Search Advertising Spend

+9.8%

+ \$180 MILLION

Online Search's Share of Total Digital Advertising Spend 49.5%

Year-On-Year Change in Online Search's Share of Total Digital Advertising Spend

+1.2%

+60 BPS

Source: Statista Advertising & Media Outlook. See Statista.com. Notes: Figures represent estimates for full-year 2024, and comparisons with equivalent values for the previous calendar year. Financial values are in U.S. dollars. Percentage change values are based on the increase or decrease from a starting value of 100%. Would equal 80%, not 75%. 1995 values represent base points and indicate absolute change.

Comparability: Base changes figures are not comparable with previous reports.

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