Mobile Application Development (CSC 303)

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Introduction to Mobile Applications

- ➤ What are mobile applications?
- ➤ Purpose of Mobile Apps.
- **≻** Relevance

Importance of Mobile Applications

- ➤ User Engagement
- ➤ Business Growth
- > Innovation
- **>** Accessibilty

Growth of Mobile Devices

- ➤ Market Size: As of 2024, there are approximately 7.9 billion mobile device connections globally, outnumbering the world's population. Business Growth
- Smartphone Penetration: Over 6.5 billion people use smartphones, accounting for more than 80% of the global population.
- Annual Growth: The mobile device market has seen a compound annual growth rate (CAGR) of around 3% over the past five years.
- ➤ **Device Types:** Growth spans across smartphones, tablets, wearables, and IoT devices, contributing to the interconnected digital ecosystem.

Growth of Mobile Devices

- ➤ **Global Users:** In 2024, there are over 6.8 billion unique mobile users, a significant increase from 5.27 billion in 2021.
- ➤ Internet Access: Mobile phones are the primary gateway to the internet for more than 60% of the global population.
- ➤ Regional Growth: Asia-Pacific is leading in mobile user growth, with India and China contributing the largest shares.
- ➤ **Digital Economy:** Mobile users are driving the digital economy, with mobile commerce (m-commerce) expected to surpass \$4.5 trillion globally by the end of 2024.

Mobile Platforms

► Major Platforms:

- ➤ Android: Dominates the market with a share of around 72.2%, due to its open-source nature and widespread availability.
- **▶iOS:** Holds approximately 27.3% of the market, known for its security, user experience, and affluent user base.Internet Access: Mobile phones are the primary gateway to the internet for more than 60% of the global population.
- ➤ Other Platforms: Include less popular platforms like KaiOS and HarmonyOS,
- ➤ App Stores: Google Play and Apple App Store



Recent Statistics on Mobile Usage

- >App Downloads: In 2023, global app downloads reached over 230 billion, with users spending an average of 4.8 hours per day on mobile apps.
- ➤ Revenue Growth: Mobile app revenue is projected to hit \$935 billion by the end of 2024, up from \$693 billion in 2021.
- Social Media: Over 4.7 billion people use social media, with 99% accessing platforms via mobile devices.
- ➤ 5G Adoption: By 2024, around 1.5 billion people will be using 5G networks, significantly enhancing mobile app performance.

Recent Statistics on Mobile Usage

data ai | EXECUTIVE SUMMARY

2023 Mobile Landscape at a Glance

New App Downloads

257 Billion

+1%

YoY Growth

iOS, Google Play, Third-Party Android in China

>489,000 apps downloaded per minute in 2023 App Store Spend

\$171 Billion

+3%

YoY Growth

iOS, Google Play, Third-Party Android in China

>\$325,000 spent per minute in 2023 Daily Time Spent Per User

5

Hours

+6%

YoY Growth

Android Phones; Weighted Average Among Top 10 Mobile-First Markets

1/3 of daily waking hours

Mobile Ad Spend

\$362

Billion

+8%

YoY Growth

Larger than the <u>total</u>
<u>economies</u> of countries
including Colombia, Finland
and New Zealand

Total Hours Spent

5.1

Trillion

+6%

YoY Growth

Android phones

14 Billion hours collectively per day in 2023

Future Trends in Mobile Applications and Platforms

- > Artificial Intelligence
- **►** Augmented Reality
- Privacy and Security
- **▶** Cross Platform development

Top 10 Digital Trends: January 2024

https://www.youtube.com/watch?v=0MTg0LlwikU

References

Global Mobile Device Connections(Link)

Smartphone Penetration(Link)

Unique Mobile Users(<u>link</u>)

Mobile Commerce Growth:(Link)

Mobile Platforms Market Share(Link)

Global App Downloads: (Link)