

## Hanssens Expert Report - Figure 1 - Other Electronic Devices Used by iOS App Store Users

Device	Regularly Used This Device in the Last 12 Months	
	Number of Respondents (n=500)	Percentage of Respondents
<b>Smartphones with Non-iOS Operating Systems</b>	<b>136</b>	<b>27%</b>
Android	108	22%
Microsoft	88	13%
<b>Tablets with Non-iOS Operating Systems</b>	<b>116</b>	<b>23%</b>
Android	90	18%
Microsoft	57	11%
<b>Laptops</b>	<b>357</b>	<b>71%</b>
Apple	182	36%
Brands Other Than Apple	252	50%
<b>Desktops</b>	<b>238</b>	<b>48%</b>
Apple	111	22%
Brands Other Than Apple	178	36%
<b>Gaming Consoles and/or Handheld Gaming Devices</b>	<b>206</b>	<b>41%</b>
Nintendo Switch (including Nintendo Switch Lite)	104	21%
PlayStation (PS Series Console)	125	25%
Xbox	108	21%
Nintendo DS Series	52	10%
PlayStation Vita	28	6%
GPD XD Plus	6	1%
<b>Other Electronic Devices</b>	<b>458</b>	<b>92%</b>
<b>Other Electronic Devices (Non-Apple)</b>	<b>405</b>	<b>81%</b>

DEFENDANT A	United States District Court Northern District of California
	Case No. <b>4:20-cv-05640-YGR</b>
	Case Title <b><i>Epic Games, Inc. v. Apple, Inc.</i></b>
	Exhibit No. <b>DX-4661</b>
	Date Entered _____
	Susan Y. Soong, Clerk
	By: _____, Deputy Clerk

Source: iOS App Survey Data.xlsx

Note:

[1] Table shows responses to Questions S70 / S80 / S90 / S100, A40 / B40 / C40, and A45 / B45 / C45.