

Hitt Rebuttal Expert Report – Exhibit 21: Portability of top apps in the App Store, FY 2019

App Category ^[1]	Offer single sign-on ^[2]	Offer full or partial portability ^[3]
All Apps		
Top 25 by revenue	96%	92%
Top 25 by downloads	80%	84%
Game Apps		
Top 25 by revenue	92%	84%
Top 25 by downloads	32%	32%

EXHIBIT	United States District Court Northern District of California	
	Case No. <u>4:20-cv-05640-YGR</u>	
	Case Title <u>Epic Games, Inc. v. Apple, Inc.</u>	
	Exhibit No. <u>DX-4777</u>	
	Date Entered _____	
	Susan Y. Soong, Clerk	
	By: _____, Deputy Clerk	

Source: See my exhibit backup for a full list of sources

Notes:

[1] App categories are determined from the Apple Transaction Data. Only original initial downloads are included for rankings by download. Revenue is total revenue from in-app purchases and initial downloads. Apple's FY begins in October, meaning Q4 starts in July and ends in September. For example, Q1 FY 2019 begins in October 2018.

[2] An app is considered to have single-sign on if it offers a single user account that allows a user to access content and data across different devices. An app is not counted as having a single sign-on if it is confirmed that a user can not use the same user account to access content across all devices on which the app is available.

[3] An app is considered to offer full portability if all of the user content, including purchased digital content or other user data (for example, in-game progress), can be ported across all devices on which it is available. An app is considered to offer partial portability if at least some of the user content, including purchased digital content or other user data (for example, in-game progress), can be accessed and used across devices. An app is not counted as offering portability if user content is only portable within devices of the same operation system (for example, within iOS or within Andorid).