

Table 1: Sensor Breakdown by Category

Category	Percentage
Arcade and Action	16
Communications	9
Sports Games	4
Brain and Puzzle	6
Tools	3
Travel and Local	3
Casual	3
Racing	2
Music and Audio	3
News and Magazines	1
Social	4
Cards and casino	1
Lifestyle	2
Transportation	1
Personalization	1
Photography	4
Books and Reference	1
Media and Video	1
Entertainment	1
Productivity	5
Total	71