

Vietnam May 25, 2020

## Mobility changes

This dataset is intended to help remediate the impact of COVID-19. It shouldn't be used for medical diagnostic, prognostic, or treatment purposes. It also isn't intended to be used for guidance on personal travel plans.

Each Community Mobility Report dataset is presented by location and highlights the percent change in visits to places like grocery stores and parks within a geographic area. [How to use this report.](#)

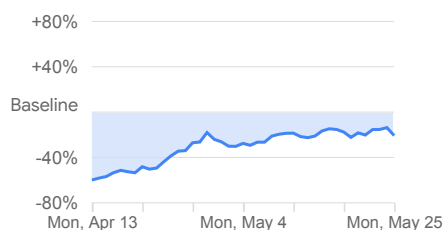
Location accuracy and the understanding of categorized places varies from region to region, so we don't recommend using this data to compare changes between countries, or between regions with different characteristics (e.g. rural versus urban areas).

We'll leave a region out of the report if we don't have statistically significant levels of data. To learn how we calculate these trends and preserve privacy, read [About this data.](#)

### Retail & recreation

# -21%

compared to baseline



Mobility trends for places like restaurants, cafes, shopping centers, theme parks, museums, libraries, and movie theaters.

### Grocery & pharmacy

# +2%

compared to baseline

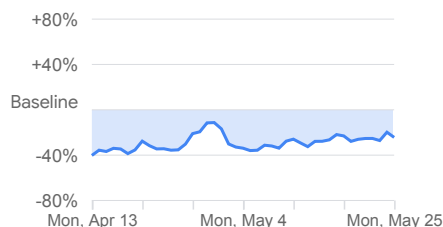


Mobility trends for places like grocery markets, food warehouses, farmers markets, specialty food shops, drug stores, and pharmacies.

### Parks

# -24%

compared to baseline

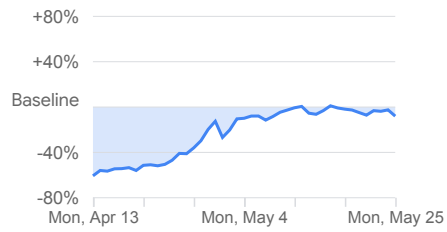


Mobility trends for places like national parks, public beaches, marinas, dog parks, plazas, and public gardens.

## Transit stations

-8%

compared to baseline

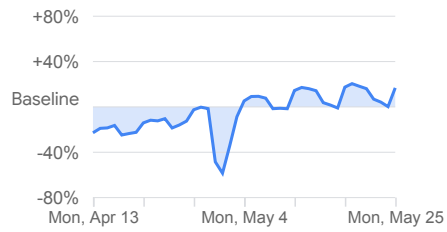


Mobility trends for places like public transport hubs such as subway, bus, and train stations.

## Workplaces

+17%

compared to baseline

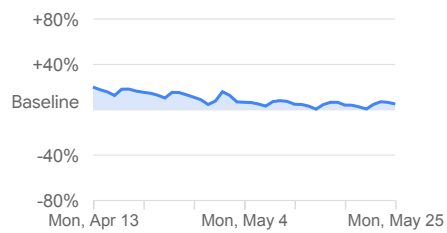


Mobility trends for places of work.

## Residential

+5%

compared to baseline



Mobility trends for places of residence.

# An Giang Province

## Retail & recreation

**-19%** compared to baseline



## Grocery & pharmacy

**-4%** compared to baseline



## Parks

**-18%** compared to baseline



## Transit stations

**-5%** compared to baseline



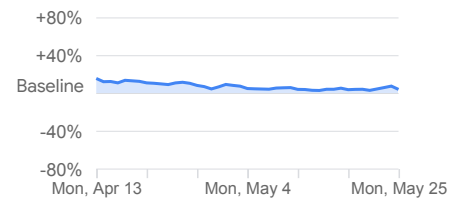
## Workplaces

**+18%** compared to baseline



## Residential

**+4%** compared to baseline



# Ba Ria - Vung Tau

## Retail & recreation

**-13%** compared to baseline



## Grocery & pharmacy

**+8%** compared to baseline



## Parks

**-61%** compared to baseline



## Transit stations

**+14%** compared to baseline



## Workplaces

**+23%** compared to baseline



## Residential

**+5%** compared to baseline



# Bac Giang

## Retail & recreation

**-18%** compared to baseline



## Grocery & pharmacy

**+20%** compared to baseline



## Parks

**+7%** compared to baseline



## Transit stations

**+10%** compared to baseline



## Workplaces

**+21%** compared to baseline



## Residential

**+1%** compared to baseline



# Bắc Kạn Province

## Retail & recreation

**-10%** compared to baseline



## Grocery & pharmacy\*

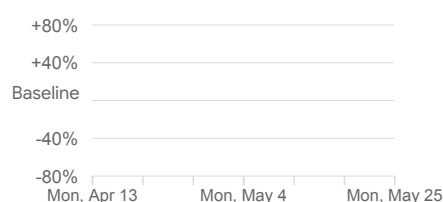


## Parks\*

**+3%** compared to baseline



## Transit stations\*



## Workplaces

**+22%** compared to baseline



## Residential\*

**-1%** compared to baseline



\* **Not enough data for this date:** Currently, there is not enough data to provide a complete analysis of this place. Google needs a significant volume of data to generate an aggregated and anonymous view of trends.

# Bac Lieu

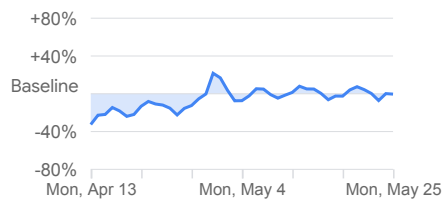
## Retail & recreation

**-18%** compared to baseline



## Grocery & pharmacy

**+0%** compared to baseline



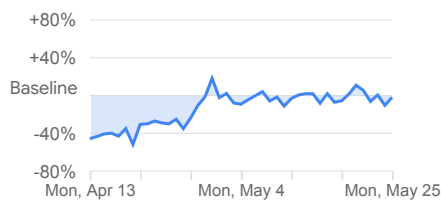
## Parks

**-32%** compared to baseline



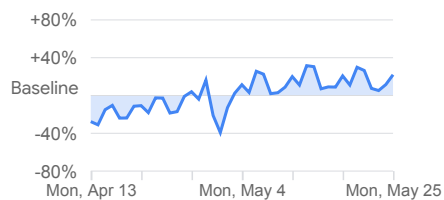
## Transit stations

**-2%** compared to baseline



## Workplaces

**+22%** compared to baseline



## Residential

**+6%** compared to baseline



# Bac Ninh Province

## Retail & recreation

**-18%** compared to baseline



## Grocery & pharmacy

**+32%** compared to baseline



## Parks

**-6%** compared to baseline



## Transit stations

**+27%** compared to baseline



## Workplaces

**+19%** compared to baseline



## Residential

**+3%** compared to baseline



# Ben Tre

## Retail & recreation

**-26%** compared to baseline



## Grocery & pharmacy

**-13%** compared to baseline



## Parks

**-23%** compared to baseline



## Transit stations

**-24%** compared to baseline



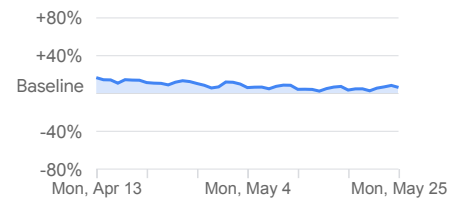
## Workplaces

**+26%** compared to baseline



## Residential

**+6%** compared to baseline



# Binh Dinh Province

## Retail & recreation

**-32%** compared to baseline



## Grocery & pharmacy

**-13%** compared to baseline



## Parks

**-47%** compared to baseline



## Transit stations

**-33%** compared to baseline



## Workplaces

**+27%** compared to baseline



## Residential

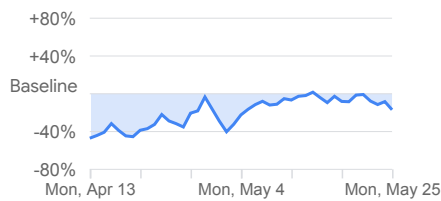
**+3%** compared to baseline



# Binh Duong

## Retail & recreation

**-17%** compared to baseline



## Grocery & pharmacy

**+0%** compared to baseline



## Parks

**-49%** compared to baseline



## Transit stations

**+5%** compared to baseline



## Workplaces

**+14%** compared to baseline



## Residential

**+5%** compared to baseline



# Binh Phuoc

## Retail & recreation

**-9%** compared to baseline



## Grocery & pharmacy

**+5%** compared to baseline



## Parks

**-26%** compared to baseline



## Transit stations

**-3%** compared to baseline



## Workplaces

**+21%** compared to baseline



## Residential

**+3%** compared to baseline



# Bình Thuận Province

## Retail & recreation

**-28%** compared to baseline



## Grocery & pharmacy

**-4%** compared to baseline



## Parks

**-53%** compared to baseline



## Transit stations

**-20%** compared to baseline



## Workplaces

**+21%** compared to baseline



## Residential

**+4%** compared to baseline



# Ca Mau

## Retail & recreation

**-10%** compared to baseline



## Grocery & pharmacy

**+5%** compared to baseline



## Parks

**-18%** compared to baseline



## Transit stations

**+6%** compared to baseline



## Workplaces

**+17%** compared to baseline



## Residential

**+5%** compared to baseline





# Cần Thơ

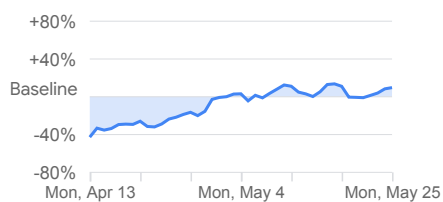
## Retail & recreation

**-9%** compared to baseline



## Grocery & pharmacy

**+10%** compared to baseline



## Parks

**-23%** compared to baseline



## Transit stations

**+1%** compared to baseline



## Workplaces

**+18%** compared to baseline



## Residential

**+5%** compared to baseline



# Cao Bang

## Retail & recreation

**-28%** compared to baseline



## Grocery & pharmacy

**+5%** compared to baseline



## Parks

**-19%** compared to baseline



## Transit stations\*



## Workplaces

**+37%** compared to baseline



## Residential

**+0%** compared to baseline



**\* Not enough data for this date:** Currently, there is not enough data to provide a complete analysis of this place. Google needs a significant volume of data to generate an aggregated and anonymous view of trends.

# Da Nang

## Retail & recreation

**-30%** compared to baseline



## Grocery & pharmacy

**-16%** compared to baseline



## Parks

**-58%** compared to baseline



## Transit stations

**-34%** compared to baseline



## Workplaces

**+9%** compared to baseline



## Residential

**+7%** compared to baseline



# Đắk Lắk Province

## Retail & recreation

**-25%** compared to baseline



## Grocery & pharmacy

**-3%** compared to baseline



## Parks

**-47%** compared to baseline



## Transit stations

**-28%** compared to baseline



## Workplaces

**+19%** compared to baseline



## Residential

**+4%** compared to baseline



# Dak Nong

## Retail & recreation

**-12%** compared to baseline



## Grocery & pharmacy

**-1%** compared to baseline



## Parks

**-32%** compared to baseline



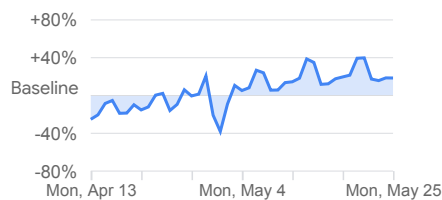
## Transit stations

**-17%** compared to baseline



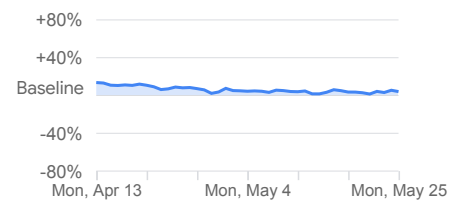
## Workplaces

**+19%** compared to baseline



## Residential

**+4%** compared to baseline



# Dien Bien

## Retail & recreation

**-25%** compared to baseline



## Grocery & pharmacy\*

**+7%** compared to baseline



## Parks

**-25%** compared to baseline



## Transit stations\*

**-27%** compared to baseline



## Workplaces

**+7%** compared to baseline



## Residential\*

**+3%** compared to baseline



\* **Not enough data for this date:** Currently, there is not enough data to provide a complete analysis of this place. Google needs a significant volume of data to generate an aggregated and anonymous view of trends.

# Dong Nai

## Retail & recreation

**-13%** compared to baseline



## Grocery & pharmacy

**+1%** compared to baseline



## Parks

**-35%** compared to baseline



## Transit stations

**+6%** compared to baseline



## Workplaces

**+14%** compared to baseline



## Residential

**+6%** compared to baseline



# Đồng Tháp Province

## Retail & recreation

**-15%** compared to baseline



## Grocery & pharmacy

**+1%** compared to baseline



## Parks

**-14%** compared to baseline



## Transit stations

**-7%** compared to baseline



## Workplaces

**+26%** compared to baseline



## Residential

**+4%** compared to baseline



# Gia Lai

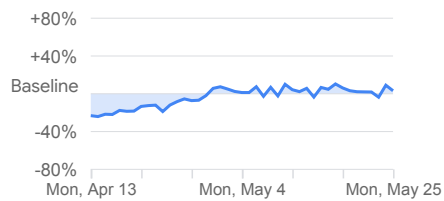
## Retail & recreation

**-18%** compared to baseline



## Grocery & pharmacy

**+3%** compared to baseline



## Parks

**-40%** compared to baseline



## Transit stations

**-10%** compared to baseline



## Workplaces

**+32%** compared to baseline



## Residential

**+2%** compared to baseline



# Ha Giang

## Retail & recreation

**-24%** compared to baseline



## Grocery & pharmacy

**+16%** compared to baseline



## Parks

**-27%** compared to baseline



## Transit stations\*

**-4%** compared to baseline



## Workplaces

**+39%** compared to baseline



## Residential

**+2%** compared to baseline



**\* Not enough data for this date:** Currently, there is not enough data to provide a complete analysis of this place. Google needs a significant volume of data to generate an aggregated and anonymous view of trends.

# Hà Nam

## Retail & recreation

**-14%** compared to baseline



## Grocery & pharmacy

**+24%** compared to baseline



## Parks

**+17%** compared to baseline



## Transit stations

**-16%** compared to baseline



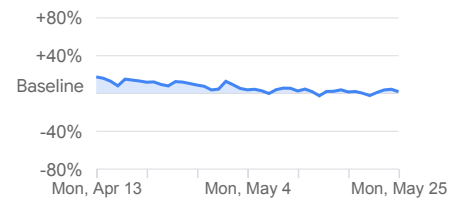
## Workplaces

**+25%** compared to baseline



## Residential

**+2%** compared to baseline



# Ha Tinh

## Retail & recreation

**-33%** compared to baseline



## Grocery & pharmacy

**-17%** compared to baseline



## Parks

**-28%** compared to baseline



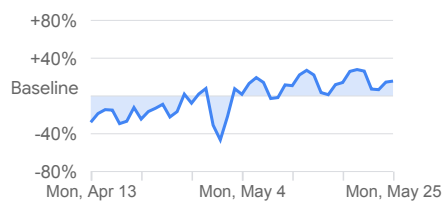
## Transit stations

**-35%** compared to baseline



## Workplaces

**+16%** compared to baseline



## Residential

**+6%** compared to baseline



# Hai Duong

## Retail & recreation

**-20%** compared to baseline



## Grocery & pharmacy

**+6%** compared to baseline



## Parks

**+12%** compared to baseline



## Transit stations

**-8%** compared to baseline



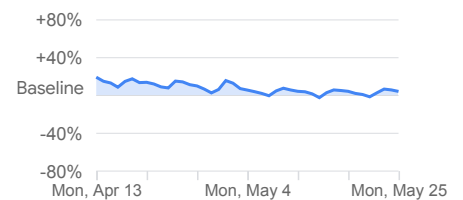
## Workplaces

**+15%** compared to baseline



## Residential

**+4%** compared to baseline



# Hai Phong

## Retail & recreation

**-20%** compared to baseline



## Grocery & pharmacy

**+12%** compared to baseline



## Parks

**-21%** compared to baseline



## Transit stations

**-3%** compared to baseline



## Workplaces

**+15%** compared to baseline



## Residential

**+5%** compared to baseline



# Hanoi

## Retail & recreation

**-27%** compared to baseline



## Grocery & pharmacy

**-3%** compared to baseline



## Parks

**-31%** compared to baseline



## Transit stations

**-12%** compared to baseline



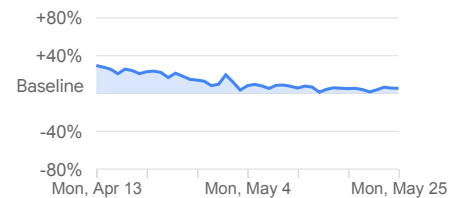
## Workplaces

**+6%** compared to baseline



## Residential

**+5%** compared to baseline



# Hau Giang

## Retail & recreation

**-13%** compared to baseline



## Grocery & pharmacy

**+3%** compared to baseline



## Parks

**-15%** compared to baseline



## Transit stations

**-9%** compared to baseline



## Workplaces

**+37%** compared to baseline



## Residential

**+4%** compared to baseline





# Ho Chi Minh City

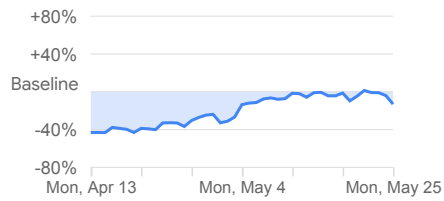
## Retail & recreation

**-29%** compared to baseline



## Grocery & pharmacy

**-13%** compared to baseline



## Parks

**-42%** compared to baseline



## Transit stations

**-18%** compared to baseline



## Workplaces

**+6%** compared to baseline



## Residential

**+8%** compared to baseline



# Hoa Binh

## Retail & recreation

**-14%** compared to baseline



## Grocery & pharmacy

**+19%** compared to baseline



## Parks

**-8%** compared to baseline



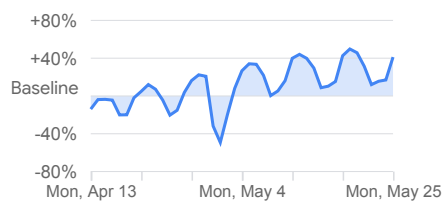
## Transit stations

**+11%** compared to baseline



## Workplaces

**+41%** compared to baseline



## Residential

**+1%** compared to baseline



# Hung Yen

## Retail & recreation

**-16%** compared to baseline



## Grocery & pharmacy

**+13%** compared to baseline



## Parks

**-15%** compared to baseline



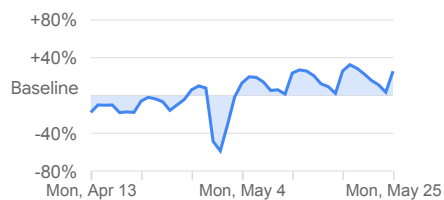
## Transit stations

**+10%** compared to baseline



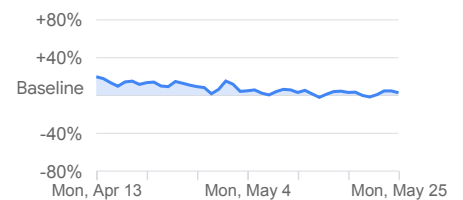
## Workplaces

**+26%** compared to baseline



## Residential

**+3%** compared to baseline



# Khanh Hoa Province

## Retail & recreation

**-33%** compared to baseline



## Grocery & pharmacy

**-13%** compared to baseline



## Parks

**-61%** compared to baseline



## Transit stations

**-40%** compared to baseline



## Workplaces

**+17%** compared to baseline



## Residential

**+6%** compared to baseline



# Kien Giang

## Retail & recreation

**-20%** compared to baseline



## Grocery & pharmacy

**-4%** compared to baseline



## Parks

**-31%** compared to baseline



## Transit stations

**-13%** compared to baseline



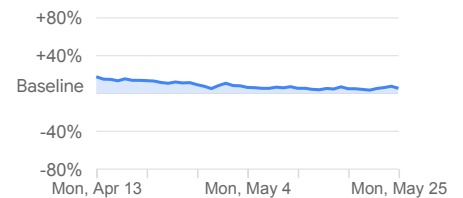
## Workplaces

**+26%** compared to baseline



## Residential

**+5%** compared to baseline



# Kon Tum Province

## Retail & recreation

**-20%** compared to baseline



## Grocery & pharmacy

**-6%** compared to baseline



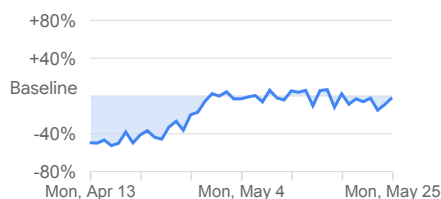
## Parks

**-28%** compared to baseline



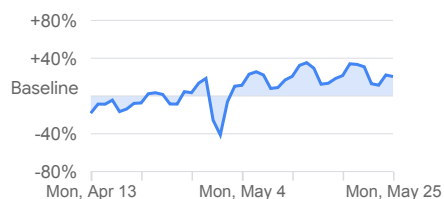
## Transit stations

**-2%** compared to baseline



## Workplaces

**+21%** compared to baseline



## Residential

**+2%** compared to baseline



# Lai Chau

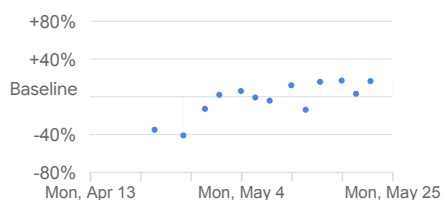
## Retail & recreation

**-29%** compared to baseline



## Grocery & pharmacy\*

**+18%** compared to baseline



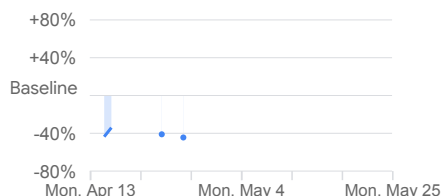
## Parks

**-59%** compared to baseline



## Transit stations\*

**-44%** compared to baseline



## Workplaces

**+21%** compared to baseline



## Residential\*

**+2%** compared to baseline



# Lâm Đồng

## Retail & recreation

**-22%** compared to baseline



## Grocery & pharmacy

**-6%** compared to baseline



## Parks

**-38%** compared to baseline



## Transit stations

**-22%** compared to baseline



## Workplaces

**+17%** compared to baseline



## Residential

**+4%** compared to baseline



\* **Not enough data for this date:** Currently, there is not enough data to provide a complete analysis of this place. Google needs a significant volume of data to generate an aggregated and anonymous view of trends.

# Lạng Sơn

## Retail & recreation

**-25%** compared to baseline



## Grocery & pharmacy

**-10%** compared to baseline



## Parks

**-19%** compared to baseline



## Transit stations

**-7%** compared to baseline



## Workplaces

**+22%** compared to baseline



## Residential

**+0%** compared to baseline



# Lao Cai

## Retail & recreation

**-30%** compared to baseline



## Grocery & pharmacy

**-7%** compared to baseline



## Parks

**+10%** compared to baseline



## Transit stations

**-29%** compared to baseline



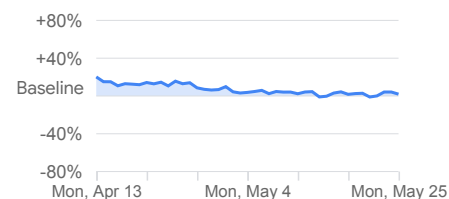
## Workplaces

**+49%** compared to baseline



## Residential

**+2%** compared to baseline



# Long An Province

## Retail & recreation

**-13%** compared to baseline



## Grocery & pharmacy

**-6%** compared to baseline



## Parks

**-23%** compared to baseline



## Transit stations

**-1%** compared to baseline



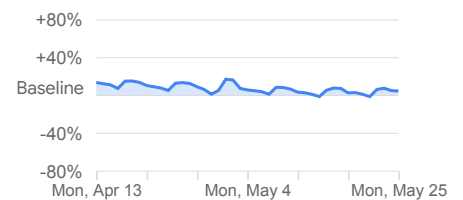
## Workplaces

**+22%** compared to baseline



## Residential

**+5%** compared to baseline



# Nam Dinh

## Retail & recreation

**-23%** compared to baseline



## Grocery & pharmacy

**+8%** compared to baseline



## Parks

**-20%** compared to baseline



## Transit stations

**+0%** compared to baseline



## Workplaces

**+28%** compared to baseline



## Residential

**+3%** compared to baseline



# Nghe An

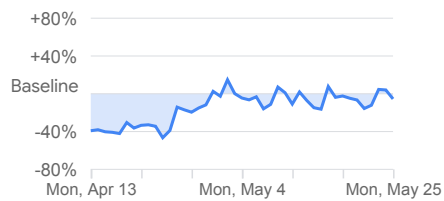
## Retail & recreation

**-29%** compared to baseline



## Grocery & pharmacy

**-5%** compared to baseline



## Parks

**-35%** compared to baseline



## Transit stations

**-8%** compared to baseline



## Workplaces

**+16%** compared to baseline



## Residential

**+5%** compared to baseline



# Ninh Bình Province

## Retail & recreation

**-21%** compared to baseline



## Grocery & pharmacy

**+9%** compared to baseline



## Parks

**-45%** compared to baseline



## Transit stations

**-15%** compared to baseline



## Workplaces

**+18%** compared to baseline



## Residential

**+5%** compared to baseline



# Ninh Thuan Province

## Retail & recreation

**-19%** compared to baseline



## Grocery & pharmacy

**+8%** compared to baseline



## Parks

**-41%** compared to baseline



## Transit stations

**-26%** compared to baseline



## Workplaces

**+33%** compared to baseline



## Residential

**+2%** compared to baseline



# Phu Tho Province

## Retail & recreation

**-14%** compared to baseline



## Grocery & pharmacy

**+16%** compared to baseline



## Parks

**-23%** compared to baseline



## Transit stations

**-6%** compared to baseline



## Workplaces

**+20%** compared to baseline



## Residential

**+2%** compared to baseline





# Phú Yên Province

## Retail & recreation

**-34%** compared to baseline



## Grocery & pharmacy

**-13%** compared to baseline



## Parks

**-53%** compared to baseline



## Transit stations

**-38%** compared to baseline



## Workplaces

**+38%** compared to baseline



## Residential

**+5%** compared to baseline



# Quang Binh Province

## Retail & recreation

**-25%** compared to baseline



## Grocery & pharmacy

**-5%** compared to baseline



## Parks

**-27%** compared to baseline



## Transit stations

**-27%** compared to baseline



## Workplaces

**+17%** compared to baseline



## Residential

**+4%** compared to baseline



# Quang Nam Province

## Retail & recreation

**-30%** compared to baseline



## Grocery & pharmacy

**-6%** compared to baseline



## Parks

**-40%** compared to baseline



## Transit stations

**+8%** compared to baseline



## Workplaces

**+19%** compared to baseline



## Residential

**+3%** compared to baseline



# Quang Ngai

## Retail & recreation

**-36%** compared to baseline



## Grocery & pharmacy

**-17%** compared to baseline



## Parks

**-48%** compared to baseline



## Transit stations

**-40%** compared to baseline



## Workplaces

**+32%** compared to baseline



## Residential

**+3%** compared to baseline



# Quảng Ninh

## Retail & recreation

**-23%** compared to baseline



## Grocery & pharmacy

**+0%** compared to baseline



## Parks

**-35%** compared to baseline



## Transit stations

**+10%** compared to baseline



## Workplaces

**+25%** compared to baseline



## Residential

**+4%** compared to baseline



# Quảng Trị Province

## Retail & recreation

**-26%** compared to baseline



## Grocery & pharmacy

**+0%** compared to baseline



## Parks

**-30%** compared to baseline



## Transit stations

**-33%** compared to baseline



## Workplaces

**+18%** compared to baseline



## Residential

**+4%** compared to baseline



# Soc Trang

## Retail & recreation

**-21%** compared to baseline



## Grocery & pharmacy

**+4%** compared to baseline



## Parks

**-21%** compared to baseline



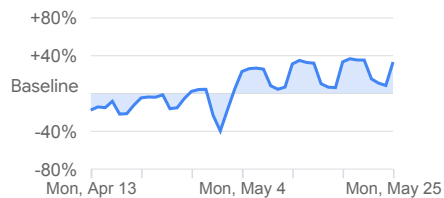
## Transit stations

**-14%** compared to baseline



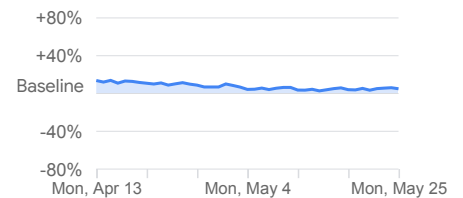
## Workplaces

**+33%** compared to baseline



## Residential

**+5%** compared to baseline



# Son La

## Retail & recreation

**-20%** compared to baseline



## Grocery & pharmacy

**+20%** compared to baseline



## Parks

**-22%** compared to baseline



## Transit stations

**+0%** compared to baseline



## Workplaces

**+18%** compared to baseline



## Residential

**+1%** compared to baseline



# Tây Ninh Province

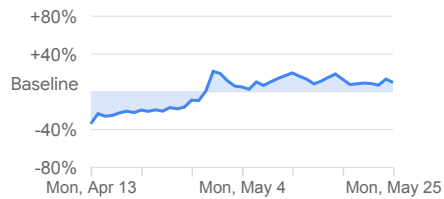
## Retail & recreation

**-13%** compared to baseline



## Grocery & pharmacy

**+10%** compared to baseline



## Parks

**-62%** compared to baseline



## Transit stations

**+15%** compared to baseline



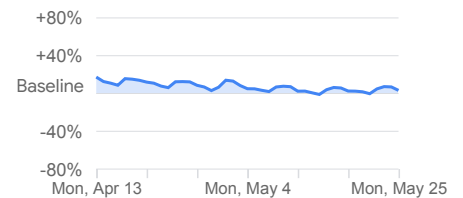
## Workplaces

**+24%** compared to baseline



## Residential

**+3%** compared to baseline



# Thai Binh

## Retail & recreation

**-15%** compared to baseline



## Grocery & pharmacy

**+3%** compared to baseline



## Parks

**-13%** compared to baseline



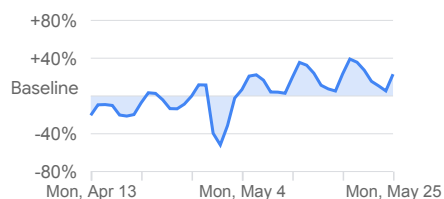
## Transit stations

**-1%** compared to baseline



## Workplaces

**+23%** compared to baseline



## Residential

**+3%** compared to baseline



# Thai Nguyen

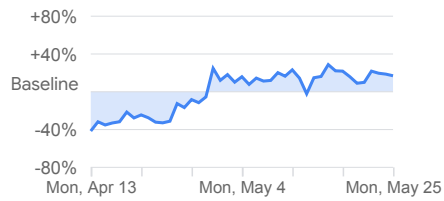
## Retail & recreation

**-22%** compared to baseline



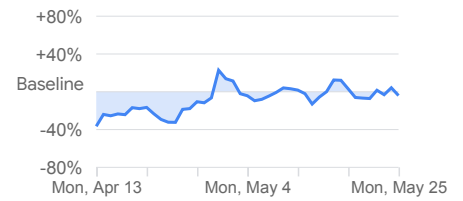
## Grocery & pharmacy

**+17%** compared to baseline



## Parks

**-4%** compared to baseline



## Transit stations

**+6%** compared to baseline



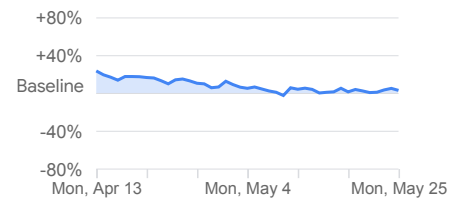
## Workplaces

**+17%** compared to baseline



## Residential

**+3%** compared to baseline



# Thanh Hoa

## Retail & recreation

**-25%** compared to baseline



## Grocery & pharmacy

**-3%** compared to baseline



## Parks

**-19%** compared to baseline



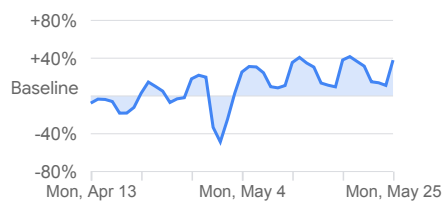
## Transit stations

**-10%** compared to baseline



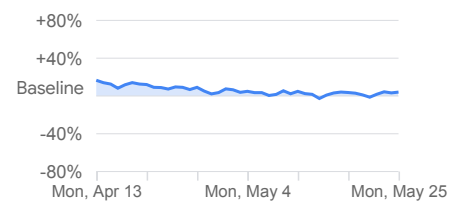
## Workplaces

**+38%** compared to baseline



## Residential

**+4%** compared to baseline



# Thua Thien Hue

## Retail & recreation

**-31%** compared to baseline



## Grocery & pharmacy

**-18%** compared to baseline



## Parks

**-36%** compared to baseline



## Transit stations

**-35%** compared to baseline



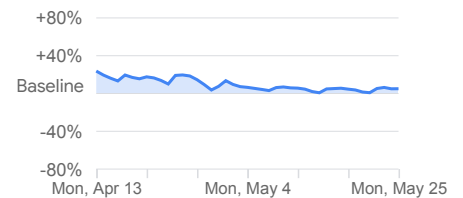
## Workplaces

**+17%** compared to baseline



## Residential

**+5%** compared to baseline



# Tien Giang

## Retail & recreation

**-21%** compared to baseline



## Grocery & pharmacy

**-18%** compared to baseline



## Parks

**-29%** compared to baseline



## Transit stations

**-28%** compared to baseline



## Workplaces

**+20%** compared to baseline



## Residential

**+7%** compared to baseline



# Tra Vinh

## Retail & recreation

**-12%** compared to baseline



## Grocery & pharmacy

**-3%** compared to baseline



## Parks

**-4%** compared to baseline



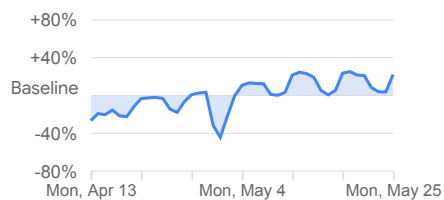
## Transit stations

**-18%** compared to baseline



## Workplaces

**+22%** compared to baseline



## Residential

**+6%** compared to baseline



# Tuyên Quang

## Retail & recreation

**-21%** compared to baseline



## Grocery & pharmacy

**+16%** compared to baseline



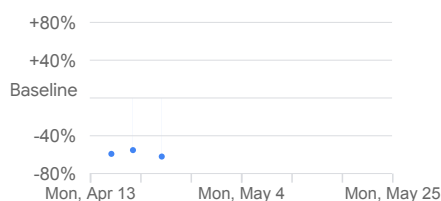
## Parks

**+7%** compared to baseline



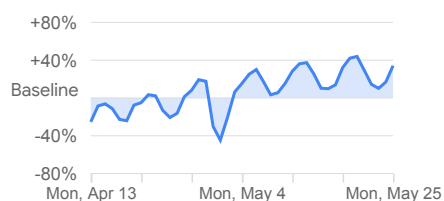
## Transit stations\*

**-62%** compared to baseline



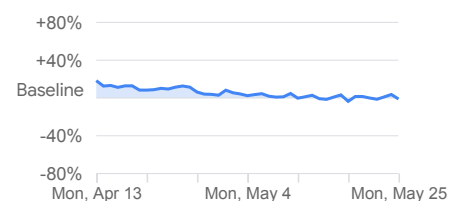
## Workplaces

**+34%** compared to baseline



## Residential

**-1%** compared to baseline



\* **Not enough data for this date:** Currently, there is not enough data to provide a complete analysis of this place. Google needs a significant volume of data to generate an aggregated and anonymous view of trends.



# Vinh Long

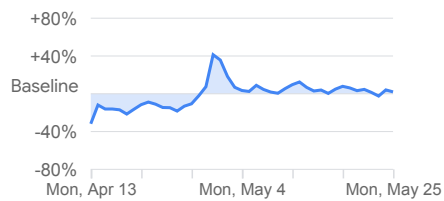
## Retail & recreation

**-17%** compared to baseline



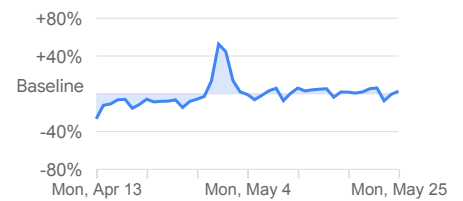
## Grocery & pharmacy

**+2%** compared to baseline



## Parks

**+3%** compared to baseline



## Transit stations

**+7%** compared to baseline



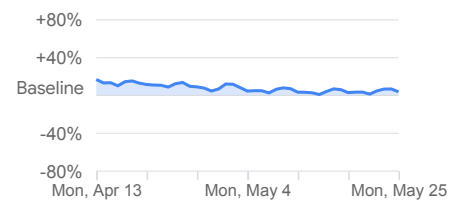
## Workplaces

**+32%** compared to baseline



## Residential

**+4%** compared to baseline



# Vinh Phuc Province

## Retail & recreation

**-15%** compared to baseline



## Grocery & pharmacy

**+10%** compared to baseline



## Parks

**-12%** compared to baseline



## Transit stations

**+17%** compared to baseline



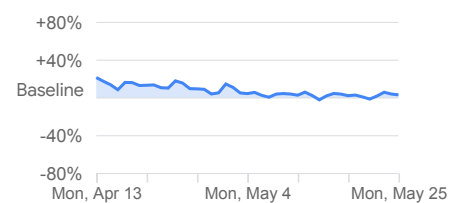
## Workplaces

**+24%** compared to baseline



## Residential

**+3%** compared to baseline



# Yên Bái

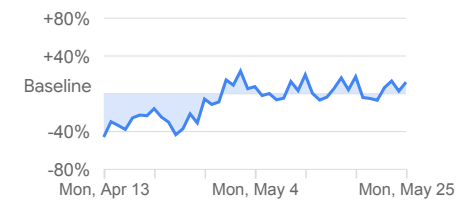
## Retail & recreation

**-14%** compared to baseline



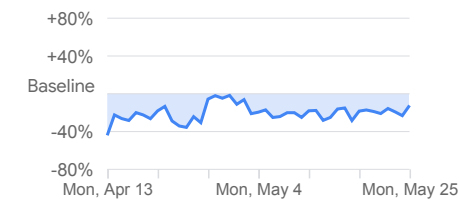
## Grocery & pharmacy

**+12%** compared to baseline



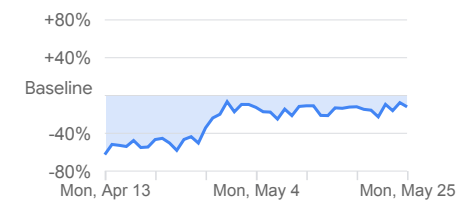
## Parks

**-12%** compared to baseline



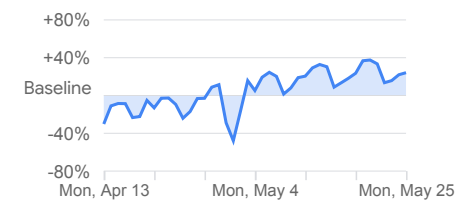
## Transit stations

**-12%** compared to baseline



## Workplaces

**+24%** compared to baseline



## Residential

**+0%** compared to baseline



## About this data

These reports show how visits and length of stay at different places change compared to a baseline. We calculate these changes using the same kind of aggregated and anonymized data used to show [popular times](#) for places in Google Maps.

Changes for each day are compared to a baseline value for that day of the week:

- The baseline is the *median* value, for the corresponding day of the week, during the 5-week period Jan 3–Feb 6, 2020.
- The reports show trends over several weeks with the most recent data representing approximately 2-3 days ago—this is how long it takes to produce the reports.

What data is included in the calculation depends on user settings, connectivity, and whether it meets our privacy threshold. If the privacy threshold isn't met (when somewhere isn't busy enough to ensure anonymity) we don't show a change for the day.

We include categories that are useful to social distancing efforts as well as access to essential services.

We calculate these insights based on data from users who have opted-in to Location History for their Google Account, so the data represents a sample of our users. As with all samples, this may or may not represent the exact behavior of a wider population.

## Preserving privacy

These reports were developed to be helpful while adhering to our stringent privacy protocols and protecting people's privacy. No personally identifiable information, like an individual's location, contacts or movement, is made available at any point.

Insights in these reports are created with aggregated, anonymized sets of data from users who have turned on the [Location History](#) setting, which is off by default. People who have Location History turned on can choose to turn it off at any time from their [Google Account](#) and can always delete Location History data directly from their [Timeline](#).

These reports are powered by the same world-class anonymization technology that we use in our products every day and that keep your activity data private and secure. These reports use [differential privacy](#), which adds artificial noise to our datasets enabling high quality results without identifying any individual person. These privacy-preserving protections also ensure that the absolute number of visits isn't shared.

## Further resources

To learn how you can best use this report in your work, visit [Mobility Reports Help](#).

To get the latest report, visit [google.com/covid19/mobility](https://google.com/covid19/mobility)