

Browser Wars: Who is the User-acknowledged Winner in App Store?

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Introduction

- Browser war is fierce in desktop system, but how about in mobile system?
- Apple requires all iOS browsers to use its WebKit rendering engine primarily because of security, performance, and compatibility. Chromium or other engines is not allowed in iOS and iPadOS.
- Antitrust concerns and debates about monopolistic behavior
 - On the one hand, Safari should provide the best functions and service (Wang & Qi, 2021)
 - On the other hand, monopoly may undermine the quality of product (Cowling & Mueller, 1978; Dixit & Stiglitz, 1993; Wang & Qi, 2021)
- Our questions are:
 - Does the monopoly practice increase or decrease Safari's competence? Or, does the monopoly practice lead Safari to the leader's position?
 - On iOS, what are the reasons for each browser to be popular?

Data and Method

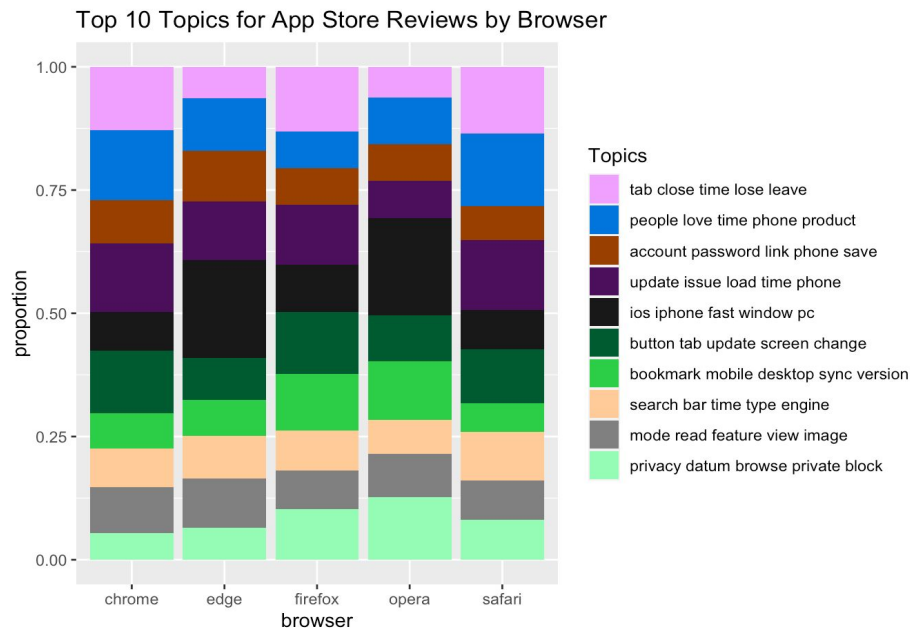
- Target browsers:
 - Safari, Microsoft Edge, Google Chrome, Mozilla Firefox, and Opera
- App Store Connect API (R Package “appler”):
 - Extract 500 “most helpful” records with content information, app ratings, and reviews
- Summary the rating to see which browser is liked most by the users
- Divide the reviews into good reviews (rating ≥ 3) and bad reviews (rating < 3)
- Use topic models to analyze the reviews
 - For good reviews: which function is liked most by the users?
 - For bad reviews: which function is mentioned for improvement?



Results

- Rating: Opera > Edge > Firefox > Safari > Chrome
- Top 10 Topics
 - Privacy
 - Sync
 - Multiple devices

browser	rating	n_positive	n_negative
chrome	2.784	265	235
edge	3.752	397	103
firefox	3.042	300	200
safari	2.838	256	244
opera	4.006	423	77

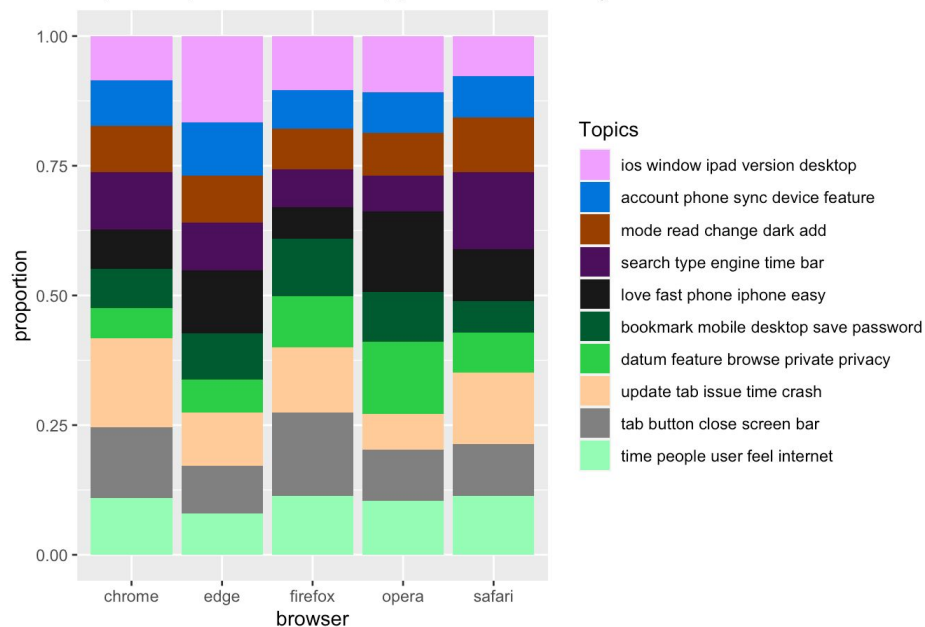


Results

- 1) Privacy and security; 2) Fast and easy access; 3) Sync time for multiple accounts/devices

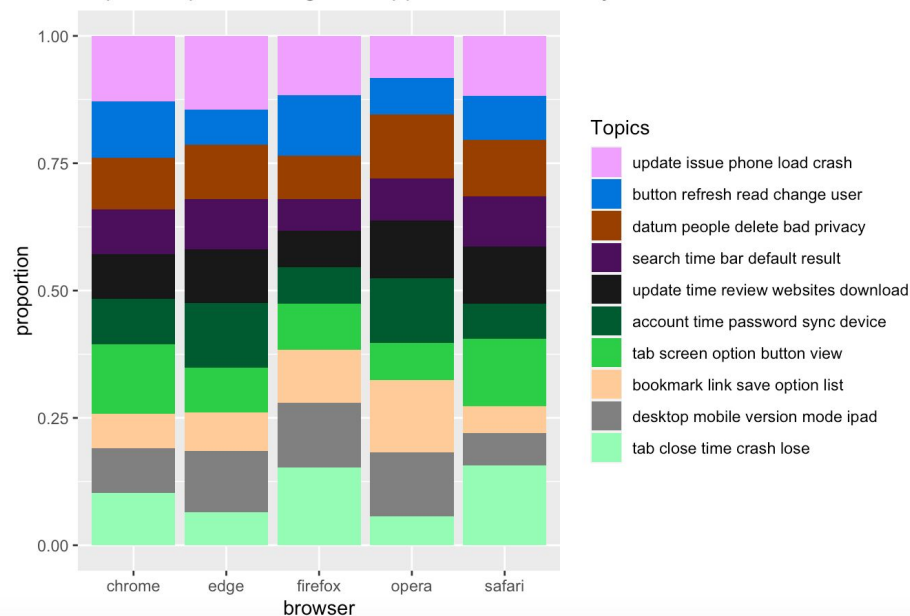
Rating ≥ 3

Top 10 Topics for Positive App Store Reviews by Browser



Rating < 3

Top 10 Topics for Negative App Store Reviews by Browser



Reference

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