

App hoc world

The increase of mobile apps has significant impact on business and CX monitoring.

Is being mobile friendly enough?

What are the stats you need to know and the top CX tips you can't miss to make your company standout from the crowd?

Over



of world's population own a mobile phone¹



4.78 billion

It's an app world. The web just lives in it.²

'nice-to-have' – they are imperative.²

%

of mobile time is spent in apps ³

80

%

90

of mobile browsing is done through apps rather than a mobile browser ³



Year-on-Year growth of mobile app usage ⁴

Increasing demand, increasing challenge

App development - a business necessity or something more?⁵

Good UX will

In 2018, total app downloads exceeded

205 Bn

And yet, every



apps was deleted after only one use⁶

separate successful apps from the unsuccessful ones. **Understanding how consumers** use mobile apps is absolutely essential.

By 2020, consume

\$123 Bn

Of which

24%

76%

NON-GAME APP REVENUE

APP REVENUE

GAME

CX Management in the App World

UserReplay's new mobile analytics tool Adhara





Session replay



Event Analysis

Sources 1 Statista. Mobile Internet & Apps. 2 Flurry. Five-Year Report. 3 Smart Insights. Mobile Marketing Statistics compilation. 4 Flurry. State of Mobile 2017. 5 Clearbridge Mobile. The 2018 Enterprise Mobility Report. 6 Dazeinfo. Mobile App Retention Abandonment Report. 7 Newzoo. Global Mobile Market Report 2018. 8 UserReplay

See it in action Contact us for a free trial

