The Statista Digital Market Outlook provides essential data for 8 digital markets in 150 countries

About the Statista Digital Market Outlook (1/2)

What is the Statista Digital Market Outlook?

The Statista Digital Market Outlook is a tool that provides key market indicators, independent forecasts, and detailed market insights for the most relevant markets of the digital economy. Digital market data is often available in inconsistent forms, scopes, and segmentations, which makes it impossible to get reliable comparisons between two or more data sets. Our goal is to simplify your research and planning by providing all the necessary data for 8 digital markets in 150 countries with a clearly defined market scope.

The Statista Digital Market Outlook is built on resources from the Statista platform as well as in-house market research and analyst experience. We evaluate the status quo, monitor trends, and create an independent forecast of market developments of the global digital economy.

The tool provides data on financial operating figures (revenue or comparable KPI) and user-related figures (number of users, user penetration, average revenue per user (ARPU)) - on the platform and in multiple download format.

The data for each market is updated twice a year and our analysts create Outlook Reports for all markets and segments, giving an extensive overview of the current state of the market and its latest trends.
The key to our data is independent market modeling and primary research

About the Statista Digital Market Outlook (2/2)

The data of the Statista Digital Market Outlooks is composed of countless pieces of information. Our analysts build on Statista primary research, relevant market data taken from independent databases, various market and macroeconomic indicators, historical developments, current trends, reported performance indicators from the key market players, and Statista interviews with market experts. Continuous market monitoring allows us to detect and consider relevant changes along the value chain of the digital economy.

The market estimates for our 46 core countries, the world’s largest economies, such as the United States, China, and Germany, are derived from bottom-up market modeling based on the data from a broad range of industry-specific and national sources, the Statista Global Consumer Survey, and our industry knowledge. Demographic user data on digital markets in core countries has been collected from the Statista Global Consumer Survey.

For the 104 non-core countries, we apply algorithmic data analysis, based on macroeconomic indicators and market drivers. Normalized indicators allow realistic assumptions and comparisons (per-capita-spending, penetration rates, etc.) even for countries with low data availability.

Statista Global Consumer Survey

The Statista Global Consumer Survey is a worldwide online survey exclusively carried out by Statista in 46 countries and covering more than 400,000 consumers in 2019. The digital economy part of the survey exactly matches the Statista Digital Market Outlook market scopes and thus gives us first-hand information on technology adoption and user penetration in each market.
Statista Digital Market Outlook coverage

Core countries¹

Europe
- Austria
- Belgium
- Czechia
- Denmark
- Finland
- France
- Germany
- Greece
- Ireland
- Italy
- Lithuania
- Netherlands
- Norway
- Poland
- Portugal
- Russia
- Serbia
- Spain
- Sweden
- Switzerland

Asia
- China
- India
- Indonesia
- Japan
- Pakistan
- Saudi Arabia
- South Korea
- Thailand
- Vietnam

Americas
- Argentina
- Brazil
- Canada
- Chile
- Colombia
- Dominican Rep.
- Mexico
- Peru
- United States

Australia & Oceania
- Australia
- New Zealand

1: Core country: country where an in-depth analysis is carried out
Source: Statista Digital Market Outlook 2019
The Statista Digital Market Outlook now covers 150 countries and 24 regions

Country coverage (2/2)

Full list of countries and regions covered in the Statista Digital Market Outlook

Europe
Southern Europe
Albania
Bosnia and Herzeg. 
Croatia
Cyprus
Greece
Italy
North Macedonia
Malta
Montenegro
Portugal
Serbia
Slovenia
Spain
Turkey

Eastern Europe
Armenia
Azerbaijan
Belarus
Bulgaria
Georgia
Moldova
Romania
Russia
Ukraine

Central & Western Europe
Austria
Belgium
Czechia
France
Germany
Hungary
Ireland
Luxembourg
Netherlands
Poland
Slovakia
Switzerland
United Kingdom

Northern Europe
Denmark
Estonia
Finland
Iceland
Latvia
Lithuania
Norway
Sweden

Americas
South America
Argentina
Bolivia
Brazil
Chile
Colombia
Ecuador
Guyana
Paraguay
Peru
Suriname
Uruguay

Central America
Belize
Costa Rica
El Salvador
Guatemala
Honduras
Nicaragua
Panama

North America
Canada
Mexico
United States

Caribbean
Cuba
Dominican Republic
Haiti
Jamaica

Asia
South Asia
Bangladesh
Bhutan
India
Nepal
Pakistan
Sri Lanka

West Asia
Bahrain
Iran
Iraq
Israel
Jordan
Kuwait
Lebanon
Oman
Qatar
Saudi Arabia
United Arab Emirates

Southeast Asia
Brunei Darussalam
Cambodia
Indonesia
Laos
Malaysia
Myanmar
Philippines
Singapore
Thailand
Timor-Leste
Vietnam

East Asia
China
Hong Kong
Japan
Mongolia
South Korea

Central Asia
Kazakhstan
Kyrgyzstan
Tajikistan
Turkmenistan
Uzbekistan

Australia & Oceania
Australia
Fiji
New Zealand
Papua New Guinea

Africa
North Africa
Algeria
Egypt
Morocco
Sudan
Tunisia

Central Africa
Angola
Cameroon
Chad
Equatorial Guinea
Gabon
Republic of the Congo

West Africa
Benin
Burkina Faso
Gambia
Ghana

Southern Africa
Botswana
Lesotho
Mauritius
Namibia
South Africa

East Africa
Burundi
Ethiopia
Kenya
Madagascar
Chad
Equatorial Guinea
Gabon
Republic of the Congo

Source: Statista Digital Market Outlook 2019

Guinea
Ivory Coast
Niger
Nigeria
Senegal
Sierra Leone
Togo

Southern Africa
Botswana
Lesotho
Mauritius
Namibia
South Africa

East Africa
Burundi
Ethiopia
Kenya
Madagascar
Chad
Equatorial Guinea
Gabon
Republic of the Congo

West Africa
Benin
Burkina Faso
Gambia
Ghana

Source: Statista Digital Market Outlook 2019
MARKET SIZING
Detailed status quo analysis in selected core countries

The Statista Digital Market Outlook data for our core 46 economies, such as the United States, China, and Germany, are subject to an in-depth analysis of each of the markets. To evaluate the markets, we use the latest data from various country-specific sources and industry associations, survey results from our primary research (e.g., the Statista Global Consumer Survey), third-party studies and reports as well as our industry knowledge. Because of the amount of individual information, interpretation, and analysis that flow into the Statista Digital Market Outlook, a detailed representation of the data sources for each data point is not possible.

Market sizes are determined with a bottom-up approach based on an individual logic for each market segment. Demand-side factors, such as the number of users, are linked to performance factors like user penetration or average customer turnover. This data is calculated from market-specific input, such as product prices, purchase/usage frequency, and customer churn rates.

Demographic user data on digital markets originates from the Statista Global Consumer Survey, that completely matches our market definitions and scopes. We use it to calculate the user penetration for each of the markets and provide the split between male/female users at low/medium/high income levels for the different age groups. This gives us an insight into the user behavior of 30 different demographic sets.

Underlying data

Market research
- Digital consumer profiling – the Statista Global Consumer Survey
- Exclusive representative ad hoc surveys in selected countries on specific current topics

Key player analysis & monitoring
- Company profiles and key performance indicators
- Product and price monitoring
- News and trends

Macroeconomic indicators
- Country-specific statistical offices and census data
- International organizations and associations

Studies & third-party data
- Market analysis and analyst opinions
- Annual reports and industry analysis
- Academic studies
eCommerce market as an example: Bottom-up approach

Market sizing (2/3)

Sources and benchmark:

Validation through third-party studies

**Fashion eCommerce Market**

<table>
<thead>
<tr>
<th>Online revenues</th>
<th>Retail apparel revenue</th>
<th>Retail footwear revenue</th>
<th>Retail bags &amp; accessories revenue</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>eCommerce share of purchases</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Online users</th>
<th>Share of online apparel shoppers</th>
<th>Share of online footwear shoppers</th>
<th>Share of online bags &amp; accessories shoppers</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>Internet penetration</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Population</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Note: In countries in which no surveys were conducted or missing values appear, we have calculated user and ARPU figures with a driver-based projection method

Source: Statista Digital Market Outlook 2019

https://ecommercedb.com/, national statistics, third party studies, expert interviews

National statistics, primary research, third-party studies, expert interviews

Statista Global Consumer Survey

National statistics

National statistics
We estimate the potential of non-core countries with the help of macroeconomic and infrastructural drivers

Market sizing (3/3)

Driver-based transfer of the market data to non-core countries

The market data for non-core countries is generated in algorithmic models. To compensate for the lack of available data and evaluate the country’s potential, we use the performance ratios from the core countries with similar infrastructure and development conditions as benchmark values. Then we apply an algorithm-based calculation to create market KPI estimations, using the country’s key market indicators as drivers.

Over 100 driver datasets for 150 countries have been collected from a variety of sources including the International Monetary Fund (IMF), International Telecommunication Union (ITU), the World Bank, and many others. The datasets either include a forecast from the source or are forecast by Statista using trend analysis and prediction techniques based on historical data from 2000 to 2018. The drivers are categorized and assigned to the markets, so that the top three best correlating drivers can then be selected for each market segment.

The chosen drivers not only have the best mathematical fit but must also have actual influence on the performance of the markets. If specific drivers are not available for one country, they can be replaced with a set of backup economic development drivers of more general nature.

Non-core country market sizing on the example\(^1\) of the Hungarian Fashion eCommerce market in 2018

<table>
<thead>
<tr>
<th>Step 1: Choose reference core country(^2)</th>
<th>Poland (core country)</th>
<th>Hungary (non-core country)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Population</td>
<td>38.1m</td>
<td>9.7m</td>
</tr>
<tr>
<td>Internet penetration</td>
<td>71.4%</td>
<td>70.6%</td>
</tr>
<tr>
<td>Consumer spending per capita</td>
<td>US$8,174</td>
<td>US$7,542</td>
</tr>
<tr>
<td>Consumer spending on clothing, footwear</td>
<td>US$435</td>
<td>US$294</td>
</tr>
<tr>
<td>Fashion share of consumer spending</td>
<td>5.3%</td>
<td>3.8%</td>
</tr>
</tbody>
</table>

| Step 3: Apply an algorithm to estimate market KPIs, using data from the core country as base and the country’s key market indicators as drivers |

<table>
<thead>
<tr>
<th>Result:</th>
<th>Poland (benchmark)</th>
<th>Hungary (KPI estimated)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Apparel ARPU</td>
<td>US$151</td>
<td>US$70</td>
</tr>
<tr>
<td>Apparel user penetration</td>
<td>37.8%</td>
<td>42.3%</td>
</tr>
</tbody>
</table>

\(^1\) Simplified illustration  \(^2\) Several core countries are used to get the final results  \(^3\) Further key market indicators were used in the final algorithm

Source: Statista Digital Market Outlook 2019
FORECASTS
Our market growth forecasting is based on parameterized forecasts

Forecasting (1/3)

To create forecasts for up to 5 years in the future, we combine trend scouting with statistical and mathematical forecasting techniques.

Digital products and services are not embraced by all individuals at the same time but in a time sequence. The market maturity can be evaluated according to Bass diffusion model, that describes how new products are penetrating the market. The users can be classified into categories based on how long it takes until they will adopt the new product. This technology penetration lifecycle can be represented as a graph:

The Bass model is suitable for making predictions for all products despite possible differences in product characteristics and complexity – the curve can shift in time and its steepness might differ, but its shape is always similar.

Once the status quo has been established, we assess the recent market growth and the macroeconomic environment of the country and its region. Then we move on to trend scouting, looking out for the business-critical developments in the industries that provide the basis for the future growth of the markets.

A market growth forecast is generated with the help of our tool that combines historical market data with predicted development of key market drivers by creating an S-curve function. The S-curve as a special case of the logistic function is well suited to forecast digital markets due to non-linear growth of technology adoption.

The result is an algorithm-backed forecast, based on relevant market drivers (e.g., internet penetration, consumption spending, infrastructure development, share of urban population, etc.) and the technology adoption lifecycle in the given market. We validate our data through collaboration with other Statista teams, third-party forecasts, regional comparisons, and analysis of development cycles in different markets.

Source: Statista Digital Market Outlook 2019
Online Food Delivery market growth as an example of Bass innovation diffusion model application

Innovation diffusion curve 2018

The diffusion of innovations graph shows successive groups of consumers adopting Online Food Delivery (for this the graph above shows the penetration rate of selected countries). Diffusion is the rate and volume at which innovations spread among their users (an adoption rate of 100% is theoretically possible but not realistic). Considering the already high diffusion rates, Online Food Delivery is likely to grow slower in the next years.

Source: Statista Digital Market Outlook 2019
Parametrized forecasts: S-curve function

Forecasting (3/3)

Parameters that determine the projected market development

\[ y = A + \frac{G}{[1 + T \cdot e^{-k \cdot (x-M)}]^{1/T}} \]

- **A: Base Level** - starting point of market development / known threshold
- **G: Jumping Height** - remaining potential until maximum market penetration
- **T: Symmetry** - progression of market diffusion
- **k: Steepness** - development speed / intensity of growth
- **M: Inflection Point** - point of transition to starting market saturation

1: Depending on the forecast market, a market maturity metric might be user penetration, revenue, saturation, etc.
Source: Statista Digital Market Outlook 2019
This appendix contains answers to the frequently asked questions about the general Digital Market Outlook methodology and presents deep dives into each of the digital markets.
FAQ: The Statista Digital Market Outlook

Frequently asked questions (1/2)

Which macroeconomic data was used to model the forecast?

You can find the key market indicators used for the forecasting at the bottom of the market and/or segment page.

What currency rates were used to recalculate the values in local currency into US$?

The Statista Digital Market Outlook uses the constant average currency rate for the first year shown in the tool. It can be found on the top right of each segment's page.

Is the monetary data adjusted for inflation?

The Statista Digital Market Outlook forecasts are in real terms (adjusted for inflation).

Do the markets break down by brands/companies?

The eCommerce market shows the top 5 online shops from the ecommerceDB. The market shares for other markets will be added in 2019. For an idea on user shares, you can refer to the Statista Global Consumer Survey for all Statista Digital Market Outlook markets.

How often do you update the information?

We update data in our Market Outlooks twice a year. The updates are scattered throughout the year, so one market might be updated in January and July, while others are updated later. If something major happens that influences our estimations or if we find inconsistencies, we will update immediately.

Is this data comparable year over year?

Yes, that is the main feature of our Market Outlooks: comparability across markets, countries, and years. If we change market definitions to adapt to the ever-changing business models in the digital world, we adapt the whole market estimate and forecasts so that all revenue data aligns again with the new definition and is comparable year over year.

Is it possible to get the historical data for years prior to the data published in the tool?

Historical data for these years is rare and we would have to estimate it. The digital markets are still emerging and influenced by many unpredictable factors which were hard to capture in the past and therefore not easy to measure. That is why we only show the 'status quo' incl. a market sizing based on estimations and a forecast for the next years. By doing this, we can provide reliable data that fulfills our quality standards.

Source: Statista Digital Market Outlook 2019
The figures now differ significantly from those of the previous year. Why did the data change?

Approaches, assumptions, input data, and scope are improved from update to update. Therefore, data from previous updates might not necessarily be comparable with current data. In addition to that, our own primary research is expanding, and we are replacing third-party data sources with the data from the Statista Global Consumer Survey, which can lead to one-time significant changes in data.

The data in the download files or in the report differs from the data shown in the tool. Which is correct?

The data in the tool is always updated first. Due to limited IT capacity and a time lag, the data in the reports and in full-page downloads might arrive with some delay in time.

Can we download the information into Excel/ PPT?

The data in our Market Outlooks can be downloaded as Excel and PDF file. Our reports are available for download as a PDF file only.

How can I prove how reliable the data is? Do you have an indicator on how precise these forecasts are?

There is little data we can compare our forecasts to as no statistical office monitors digital markets yet and most sources differ in methodology. But we certainly compare against estimates from other companies, and in some cases, company reports and press releases give a good indicator.

Can I get the raw data or the original file where you modeled the market?

We don’t offer our working files for download.
ECOMMERCE
eCommerce market model methodology explained via the Fashion eCommerce market

eCommerce market model methodology (1/2)

### Sources and benchmark:

- Validation through third-party studies
  - https://ecommercedb.com/, national statistics, third party studies, expert interviews
  - National statistics, primary research, third-party studies, expert interviews
  - Statista Global Consumer Survey
  - National statistics
  - National statistics

Note: In countries in which no surveys were conducted or missing values appear, we have calculated user and ARPU figures with a driver-based projection method.

Source: Statista Digital Market Outlook, 2019
Definitions

What is the methodology of the eCommerce market?

Our analysts build on Statista primary research (Statista Global Consumer Survey), bottom-up modeling, market data from independent databases and third-party sources, analysis of various key market and macroeconomic indicators, historical developments, current trends, reported performance indicators from the key market players, and Statista interviews with market experts.

What is the definition of the eCommerce market?

The eCommerce market includes the sale of only physical goods via a digital channel (from all types of devices) to a private end user (B2C). Cross-border purchases are attributed to the country of the buyer.

The following categories are not included in the eCommerce market: digitally distributed services (see instead: eServices), digital media downloads or streaming services (see instead: Digital Media), online booking of plane and concert tickets, etc. B2B eCommerce and purchase or resale of goods (reCommerce and C2C) are not included either.

Specials

What does revenue in eCommerce stand for?

All monetary figures refer to the B2C sales before the deduction of VAT and do not factor in shipping costs.

What is cross-border eCommerce?

In the case of cross-border eCommerce, the buyer and the seller are not located in the same country. Online trade within the European Union and other trade unions is also considered cross-border. The Statista Digital Market Outlook attributes cross-border purchases to the country of the buyer.

What is the definition of eCommerce users?

The user metrics show the number of customers (in the selected country or region) who have made at least one online purchase (in the selected market or segment) within the last 12 months.
### eServices market model methodology explained via the Online Food Delivery segment

**eServices market model methodology (1/2)**

<table>
<thead>
<tr>
<th>Online GMV</th>
<th>Restaurant-to-Consumer Delivery</th>
<th>+</th>
<th>Platform-to-Consumer Delivery</th>
<th>=</th>
<th>=</th>
</tr>
</thead>
<tbody>
<tr>
<td>Price/average GMV</td>
<td>Average amount spent on Restaurant-to-Consumer Delivery orders</td>
<td>×</td>
<td>Average amount spent on Platform-to-Consumer Delivery orders</td>
<td>×</td>
<td></td>
</tr>
<tr>
<td>Online users</td>
<td>Share of Restaurant-to-Consumer Delivery users</td>
<td>×</td>
<td>Share of Platform-to-Consumer Delivery users</td>
<td>×</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Internet penetration</td>
<td>×</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Population</td>
<td>×</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Sources and benchmark:**

- Validation through third-party studies, expert interviews
- Annual reports, national statistics, third-party studies
- Annual reports, primary research, third-party studies
- Statista Global Consumer Survey, web traffic and amount of app downloads
- National statistics
- National statistics

**Note:** In countries in which no surveys were conducted or missing values appear, we have calculated user and ARPU figures with a driver-based projection method.

FAQ: Statista Digital Market Outlook – eServices

eServices market model methodology (2/2)

Definitions

What is the methodology of the eServices market?

Our analysts build on Statista primary research (Statista Global Consumer Survey), bottom-up modeling, market data from independent databases and third-party sources, analysis of various key market and macroeconomic indicators, historical developments, current trends, reported performance indicators from the key market players, and Statista interviews with market experts.

What is the definition of the eServices market?

The eServices market is defined by the sale of online services and digital goods via the internet. The definition includes event tickets (sport events, music events, cinema tickets), fitness apps and wearables, dating services (matchmaking, online dating, casual dating) as well as online food delivery (restaurant-to-consumer and platform-to-consumer delivery). The ticket reservation or purchase can be completed on a desktop PC or via mobile devices (smartphones or tablets). Prerequisite is an online checkout process.

The definition of eServices does not include media content acquired online (see: Digital Media) or the online sale of physical goods (see: eCommerce). Furthermore, no business-to-business segments are included, neither are revenues from online gambling, software downloads and services, or commission fees of price/product comparison sites.

Specials

What does revenue in the eServices market stand for?

All monetary figures refer to the gross merchandise/transactional value (GMV/GTV) and represent what consumers are paying for these services and products. Revenues do not reflect calculated profit margins, advertising, or any other revenue streams.

What is the definition of eServices users and the penetration rate?

The user metrics show the number of customers (in the selected country or region) who have made at least one online purchase (in the selected market or segment) within the last 12 months. The Penetration Rate box shows the share of active customers (or accounts) from the total population of the selected market (market segment, region) for each year. For the Dating Services segment and the Fitness App sub-segment, we also show paying and non-paying users.

Why do users of the included sub-segments in one segment don’t add up to the total?

The total amount of users in a segment (e.g., Event Tickets) is not just all sub-segments summed up. Since consumers can be users of all sub-segments (e.g., Music Events, Sport Events, Cinema Tickets), they are counted only once for the total. We calculate the total with an aggregation share for each segment.

Source: Statista Digital Market Outlook 2019
DIGITAL MEDIA
Digital Media market model methodology explained via the Digital Music market

Digital Media market model methodology (1/2)

Sources and benchmark:

Validation through third-party studies

Third-party studies, analyst expertise, industry research

Statista Global Consumer Survey

National statistics

Note: In countries in which no surveys were conducted or missing values appear, we have calculated user and ARPU figures with a driver-based projection method.

Source: Statista Digital Market Outlook 2019
Definitions

What is the methodology of the Digital Media market?
Our analysts build on Statista primary research (Statista Global Consumer Survey), bottom-up modeling, market data from independent databases and third-party sources, analysis of various key market and macroeconomic indicators, historical developments, current trends, and reported performance indicators from the key market players.

What is the definition of the Digital Media market?
The Digital Media market includes spending on audiovisual media contents and applications that are distributed directly over the internet. This includes digital video contents (e.g., movies, series, and TV shows), digital music provided as download or internet stream, digital games for different devices, and electronically published content such as eBooks, eMagazines, or ePapers. User-generated content (UGC), physical sales, ad-supported content and services as well as free or open access content are not considered.

Specials

What does revenue in Digital Media stand for?
All monetary figures refer to consumer spending on digital goods or subscriptions in the respective segment. This spending does factor in discounts, margins, and taxes.

What is the definition of Digital Media users?
The user metrics show the number of customers (in the selected country or region) who have made at least one online purchase (in the selected market or segment) within the last 12 months.

Why are revenues in the Music Downloads segment decreasing?
As music streaming services like Spotify or Apple Music are offering unlimited access to huge music libraries for reasonable prices and (mobile) internet speed and penetration are steadily growing all over the world, downloading music, due to price sensitivity and technical restrictions, becomes increasingly obsolete.

How is the Gaming Networks sub-segment calculated?
For modeling this sub-segment, we relied on an intensive key player and price research to get an in-depth overview of this special market. In addition to that, we estimated the number of subscribers for each country or region by using a combination of macro-economic indicators and local characteristics.
DIGITAL
ADVERTISING
Digital Advertising market model methodology

Digital Advertising market model methodology (1/2)

Sources and benchmark:

Based on third-party studies, analyst expertise, industry research, company data

Third-party studies, analyst expertise, industry research

Validation through third-party studies

Internet users: national statistics

Total ad spending

Search Advertising revenue + Banner Advertising revenue + Classifieds revenue

Social Media Advertising revenue + Video Advertising revenue

Internet penetration / Population

Average ad spending

Average Ad Spending per Internet User

Internet users: national statistics

Desktop share / Mobile share

Average ad spending

Desktop ad spending / Mobile ad spending

Source: Statista Digital Market Outlook 2019
Definitions

What is the methodology of the Digital Advertising market?

With its B2B orientation, the Digital Advertising market is an exception among the markets in the Digital Market Outlook. Our analysts build on top-down modeling based on market data from independent databases and third-party sources, analysis of various key markets and macroeconomic indicators, historical developments, current trends, and reported performance indicators from the key market players.

What is the definition of the Digital Advertising market?

The Digital Advertising market includes spending on digitally played advertisements via different online channels and formats like Search, Social Media, Banner, Video, and Classifieds. It only covers ad spending placed by businesses (B2B) with exceptions to the Classifieds segment. The market is segmented into Desktop and Mobile revenues, depending on the delivery method such as desktop computers (incl. notebooks) or mobile devices (smartphones and tablet PCs). Advertising formats like e-mail marketing, audio ads, influencer marketing or sponsorships, product placement, and commission-based affiliate systems are not considered here. All shown figures refer to gross values.

Specials

What does revenue in Digital Advertising stand for?

All monetary figures refer to the gross spending for playing digital advertisements via online channels placed by businesses. Gross spending does factor in discounts, agency fees, margins, and taxes.

Why are there neither Digital Advertising users nor ARPsUs?

As the Digital Advertising market only refers to ad spending placed by businesses (B2B), a reliable estimation of user accounts is not feasible. Thus, the average revenue per user (ARPU) cannot be calculated. As an alternative, we show the Average Ad Spending per Internet User.

How is the Ad Spending by Industry calculated?

The calculation is based on the proportional spread of the economic power of specific industries in a location. The spread is adjusted for B2C spending and internet usage. The shown industry selection is intended to reflect the main industries of an average economy.

How is the Split – (Non-)Programmatic calculated?

The programmatic and non-programmatic split is resulting from allocating the individual market segments to either one of the forms on a percentage basis. For instance, Search Advertising and Social Media Advertising are contributing completely to the market's programmatic share, while all other segments contribute less.

Source: Statista Digital Market Outlook 2019
SMART HOME
Total number of Smart Homes in a country and segment shares

Smart Home market model methodology (1/3)

Note: In countries in which no surveys were conducted or missing values appear, we have calculated the number of Smart Homes and the Average Revenue per Smart Home with a driver-based projection method.

Source: Statista Digital Market Outlook 2019

Sources and benchmark:

Validation through third-party studies

Statista surveys, third-party surveys, interviews, project experience

Validation through third-party studies

Statista surveys, third-party surveys, industry research, expert interviews, project experience

National statistics
Smart Home revenues are calculated upstream as a sum of new product and replacement sales

Smart Home market model methodology (2/3)

Sources and benchmark:
- Validation through third-party studies
- Price monitoring, other CE product benchmarks
- Statista surveys, third-party surveys, company data, industry research, expert interviews, project experience

Note: In countries in which no surveys were conducted or missing values appear, we have calculated the number of Smart Homes and the Average Revenue per Smart Home with a driver-based projection method.
Source: Statista Digital Market Outlook 2019
Definitions

What is the methodology of the Smart Home market?

Our analysts build on Statista primary research (Statista Global Consumer Survey), bottom-up modeling, market data from independent databases and third-party sources, analysis of various key market and macroeconomic indicators, historical developments, current trends, reported performance indicators from the key market players, and Statista interviews with market experts.

What is the definition of the Smart Home market?

The Smart Home market is defined by the sale of networked devices and related services that enable home automation for private end users (B2C). It includes devices that are connected directly or indirectly via a so-called gateway to the Internet. Their main purposes are the control, monitoring, and regulation of functions in a private household.

The remote control and monitoring of individual devices and, if applicable, their direct communication with one another is an essential component of intelligent home automation. Therefore, services that are necessary for the maintenance or control of the household network are also considered, e.g., subscription fees for control apps or external monitoring services. Devices whose primary function is not the automation or remote control of household equipment, e.g., smartphones and tablets, are not included here. Similarly, devices that relate to household connection and remote control only to a limited extent, such as smart TVs, are not included either.

Specials

What is the Smart Homes box showing?

The Smart Homes box shows the number of existing Smart Homes (single-occupant homes and households in multi-unit dwellings) of the selected market (market segment, region) in millions for each year.

Which Smart Home products can be found in which segments?

Energy Management: connected thermostats, radiator controls, temperature/wind/humidity sensors, weather forecast services

Comfort and Lighting: connected smart lighting/bulbs, window/door sensors, shading devices, garage door controls

Home Entertainment: various connected multiroom entertainment systems, streaming devices, entertainment remotes

Control and Connectivity: gateways/hubs that are capable of controlling devices of all segments, smart speakers, control buttons and smart plugs/sockets

Security: motion sensors, door locks, security cameras, surveillance services, hazard prevention devices like water, smoke, or gas sensors

Smart Appliances: connected large appliances, such as fridges, washing machines, and dish washers, and connected small appliances, such as coffee machines, microwaves, and vacuum and mowing robots
FINTECH
The FinTech market unites several segments with different methodologies

FinTech market model methodology (1/3)

<table>
<thead>
<tr>
<th>Transaction value</th>
<th>Users/Accounts</th>
</tr>
</thead>
<tbody>
<tr>
<td>Digital economy trans. value¹</td>
<td>Digital Payments user share</td>
</tr>
<tr>
<td>POS trans. value</td>
<td>Mobile Payments user share</td>
</tr>
<tr>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>Mobile Payments share of POS</td>
<td>Internet penetration</td>
</tr>
<tr>
<td>Outcoming remittances value</td>
<td>Online transfer user share</td>
</tr>
<tr>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>Online value share</td>
<td>Migrant share of population</td>
</tr>
<tr>
<td>Reported amount of AUM</td>
<td>Robo-Advisors user share</td>
</tr>
<tr>
<td></td>
<td>x</td>
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<tr>
<td></td>
<td>Internet penetration</td>
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<tr>
<td></td>
<td>x</td>
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<tr>
<td></td>
<td>Population</td>
</tr>
</tbody>
</table>

¹: Transaction value, includes eServices, eCommerce, Digital Media, eTravel, and other digital services

Note: In countries in which no surveys were conducted or missing values appear, we have calculated user and ARPU figures with a driver-based projection method. The following drivers were considered: population, GDP per capita, online banking penetration, payment transactions at terminals, etc.

Sources and benchmark:

Validation through third-party studies
- Statista Global Consumer Survey, company data, industry research, expert interviews
- Statista Global Consumer Survey, third-party surveys, company data, industry research, expert interviews, project experience
- National statistics
The FinTech market unites several segments with different methodologies

FinTech market model methodology (2/3)

Sources and benchmark:

Validation through third-party studies

Company data, third-party valuations, industry research, expert interviews

Statista Global Consumer Survey, third-party surveys, company data, industry research, expert interviews

Note: In countries in which no surveys were conducted or missing values appear, we have calculated user and ARPU figures with a driver-based projection method. The following drivers were considered: population, GDP per capita, online banking penetration, payment transactions at terminals, etc.
Definitions

What is the methodology of the FinTech market?
Our analysts build on Statista primary research (Statista Global Consumer Survey), bottom-up modeling, market data from independent databases and third-party sources, analysis of various key market and macroeconomic indicators, historical developments, current trends, reported performance indicators from the key market players, and Statista interviews with market experts.

What is the definition of FinTech?
The general concept of financial technology is characterized by a rapidly growing number of business models and services. The Statista Digital Market Outlook scope in FinTech currently includes Digital Payments, (Mobile POS Payments and Digital Commerce), Digital Remittances, B2C and C2C Alternative Lending and Financing, and Robo-Advisors.

The following subjects are not included in the current market definition: agency commissions via metasearch engines, business-to-business payments, API management, agencies and external credit scoring, cryptocurrencies (including Bitcoin), and complementary services such as online identification or account management.

Specials

What does transaction value in FinTech stand for?
All monetary information in the FinTech section of the Digital Market Outlook refers to the potential transaction volumes of the respective segments and not corporate revenue.

Why is there no total transaction value for the FinTech market?
Due to the major differences among the FinTech products, e.g., different nature of loan origination volume in Alternative Lending versus assets under management in Robo-Advisors, products across different segments do not add up and no total transaction value for all segments can be calculated.

What is the definition of FinTech users?
The user metrics show the number of customers (in the selected country or region) who have made at least one transaction in the selected market or segment within the last 12 months.
Get in touch with us - We are happy to help

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