

Mobile Touches

dscout's inaugural study on humans and their tech

June 15, 2016



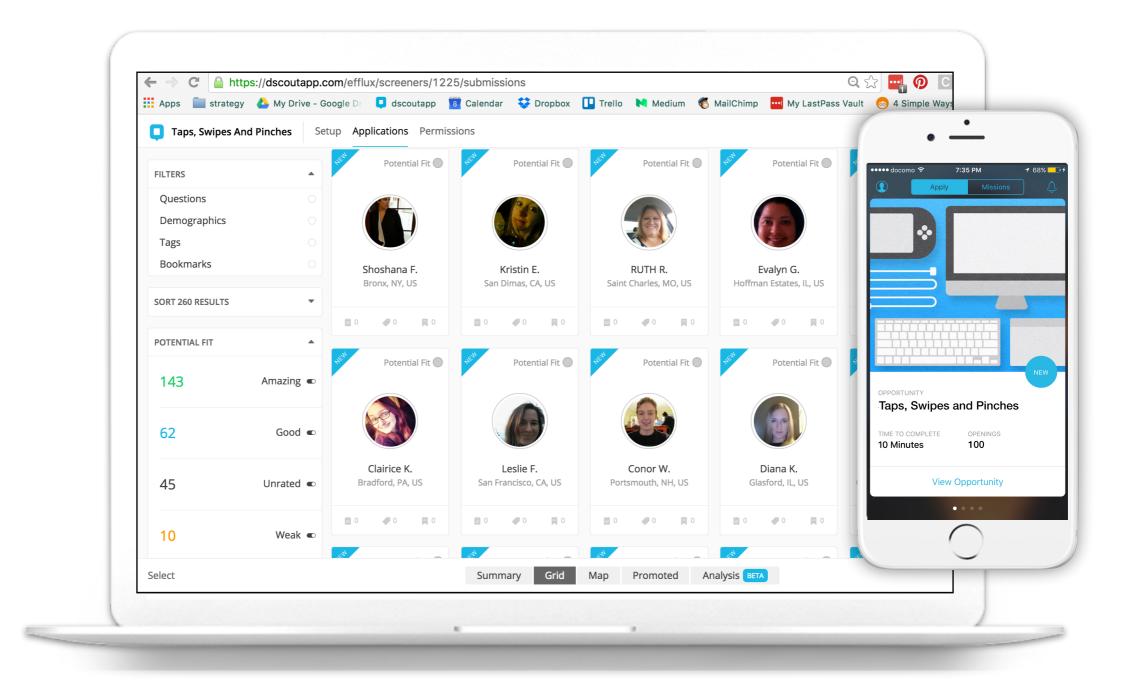
How much are we really attached to our phones physically, cognitively...

As people nerds, the dscout research team exists to understand that pull.



Methodology: Our platform

Researchers use dscout's platform and app to capture and analyze in-the-moment behaviors at scale.

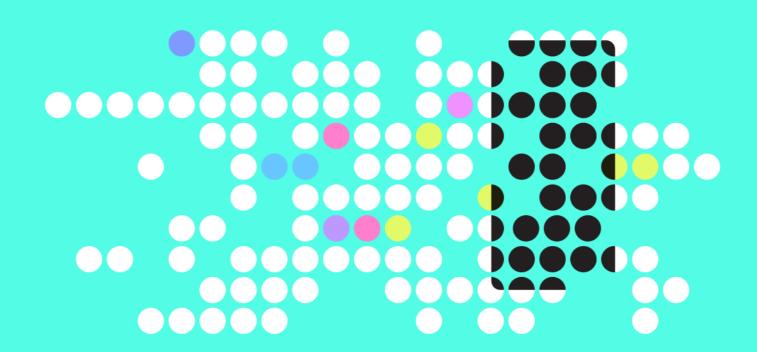




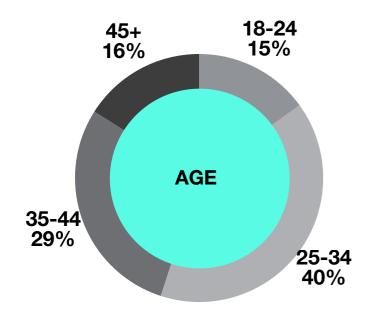
Methodology: for this study

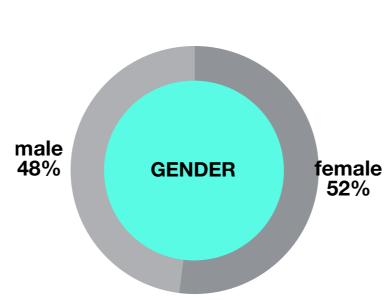
We recruited a diverse group of 94 Android users from our pool of more than 100,000 research participants.

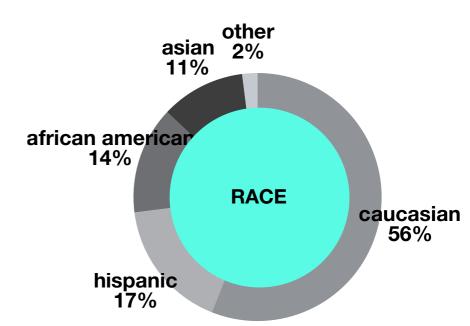
Then we built a supplementary app to track every swipe, tap and pinch—we're calling them touches—on their smartphone for 5 days, 24 hours a day.



Methodology: our scouts







Ηοι	useh	olds
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with children	43%
with only partner/spouse/roommate	34%
solo or with parents	23%

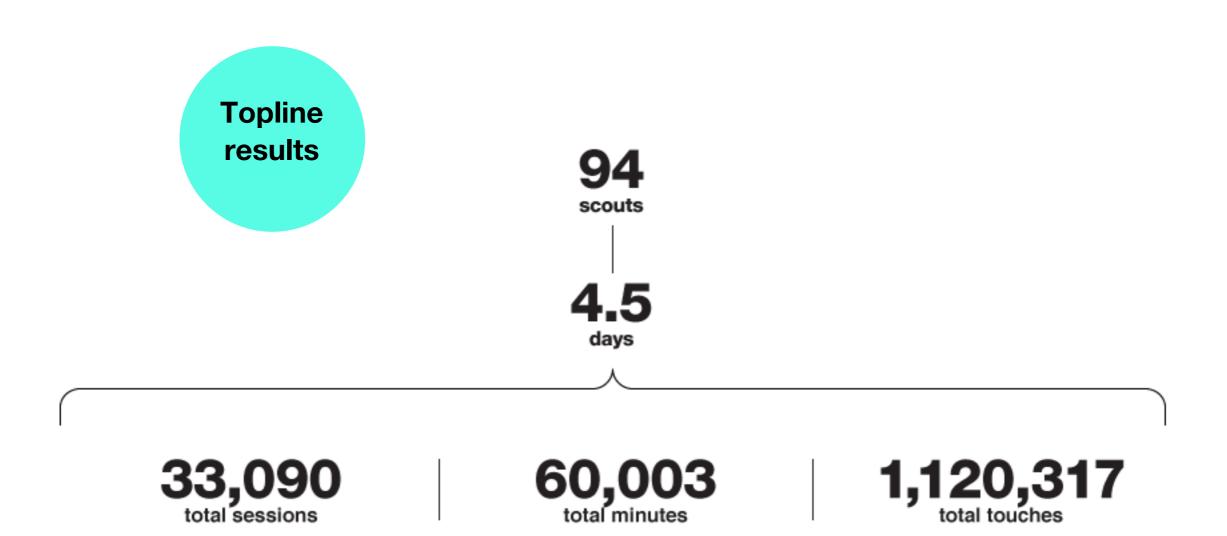
Employment

employed	
unemployed/retired/homemaker	
student	

Income

78% 12% 10%

less than \$50,000	35%
\$50,000 to \$99,999	34%
\$100,000 or more	29%
no response	2%



About 2/3 of scouts participated all 5 days, the remainder for 2 to 4 days.



Findings

focus

Mobile life is focused on social and messaging more than any other category, even search.

That usage is limited to a narrow set of apps, dominated by billion-dollar players.

App designers—even those for banks and transportation—don't just compete within their categories. They're up against Facebook and Google.

touchiness

Touchiness—the number of touches per session—was led, unsurprisingly, by gaming.

A bit more surprising: shopping apps came in second.

Most surprisingly, Amazon didn't lead for shopping touchiness. Etsy and Groupon did.

quick hits

Half of daily sessions occurred without users even unlocking their phones.

We couldn't measure activity within locked sessions—only that users initiated the interaction. So it's likely that total daily touches were much higher than measured.

Locked session interactions, however, are very shallow—like checking time or notifications, or skipping a song.

reactions

Users dramatically underestimated their daily use:

"I will probably touch my phone 500 times today."

"Oh!! I touched my phone 5,000 times today?!"

However, few users were moved to make major life changes. Most needed fewer than 10 seconds to go from shock to utter resignation.

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Users tapped, swiped and clicked a whopping 2,617 times each day, on average.

HEAVY USER

5,427 average daily touches

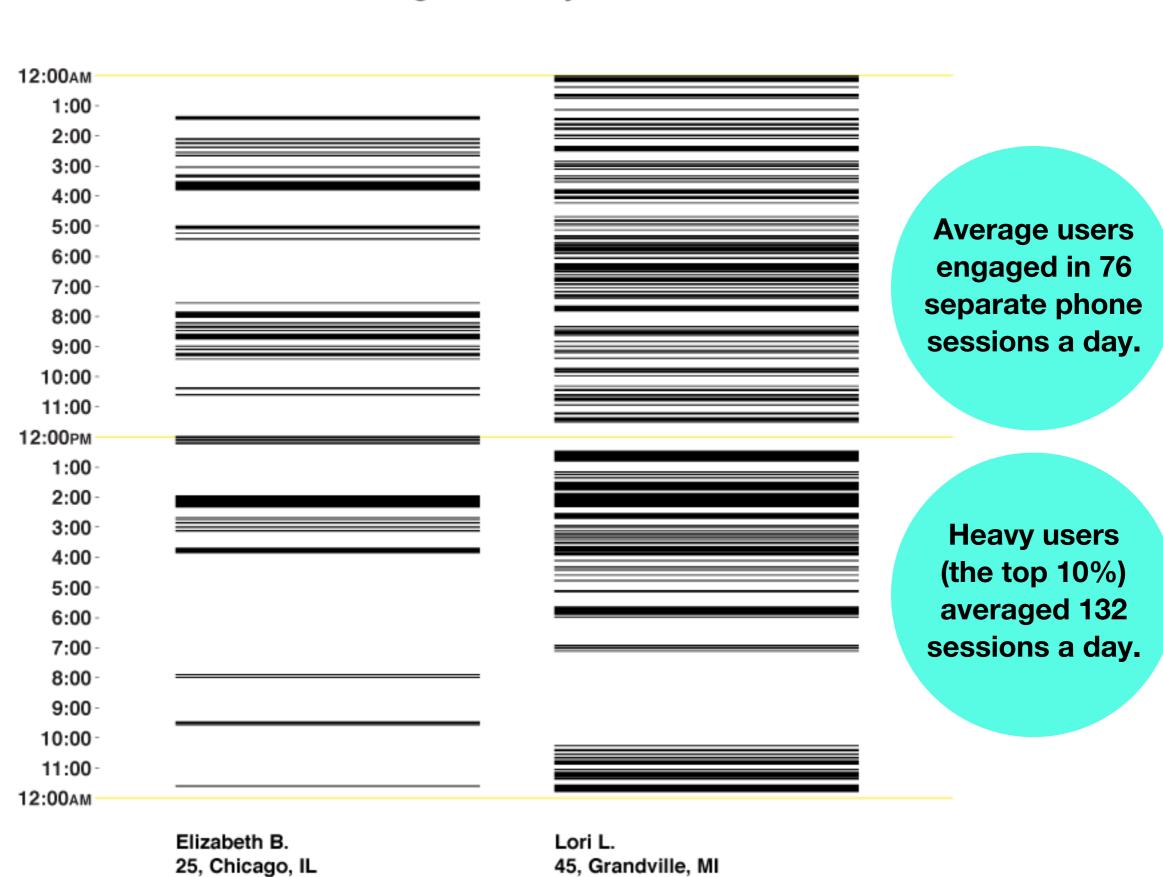
225 average daily minutes

AVERAGE USER

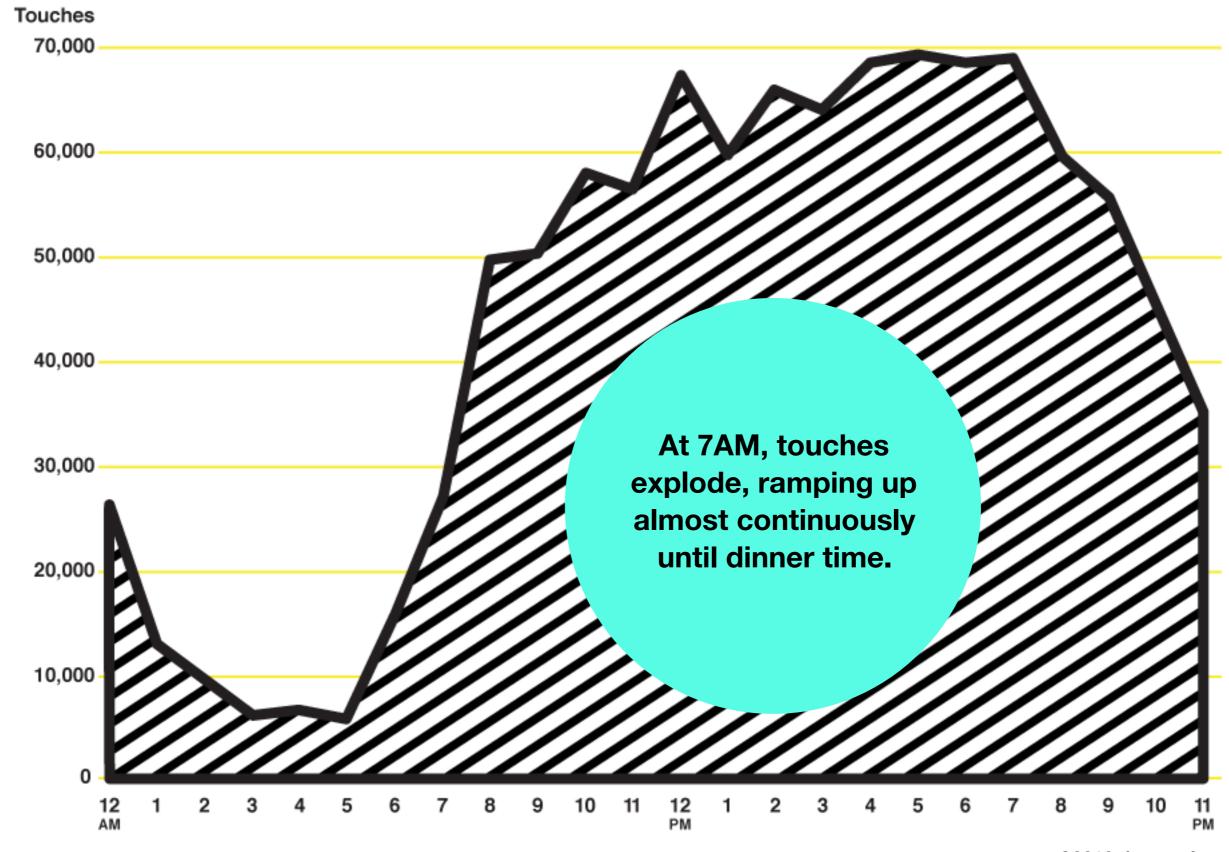
2,617 average daily touches

145 average daily minutes

Phone sessions: Average vs. heavy user

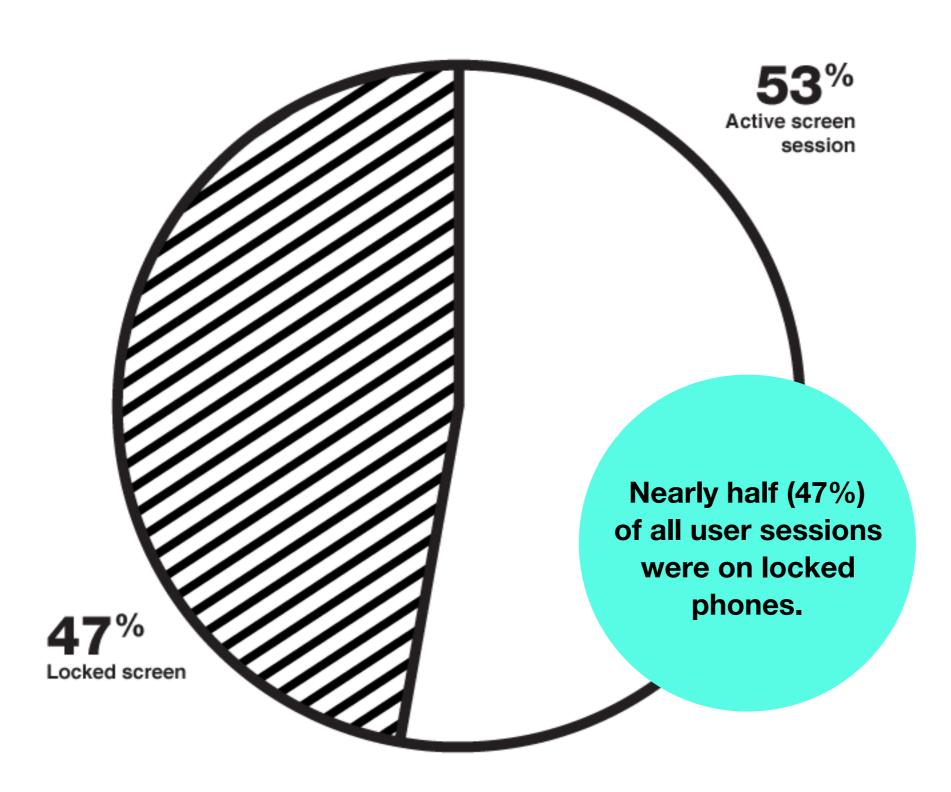


Touches by hour of day

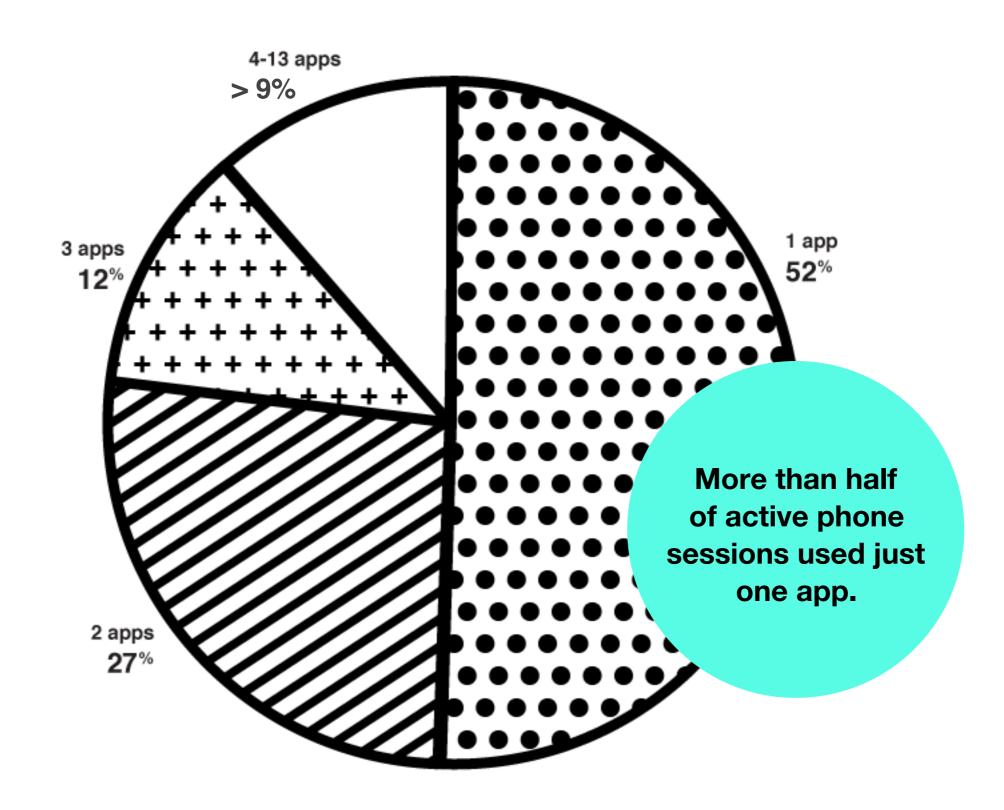


All sessions by type: Active vs locked screen



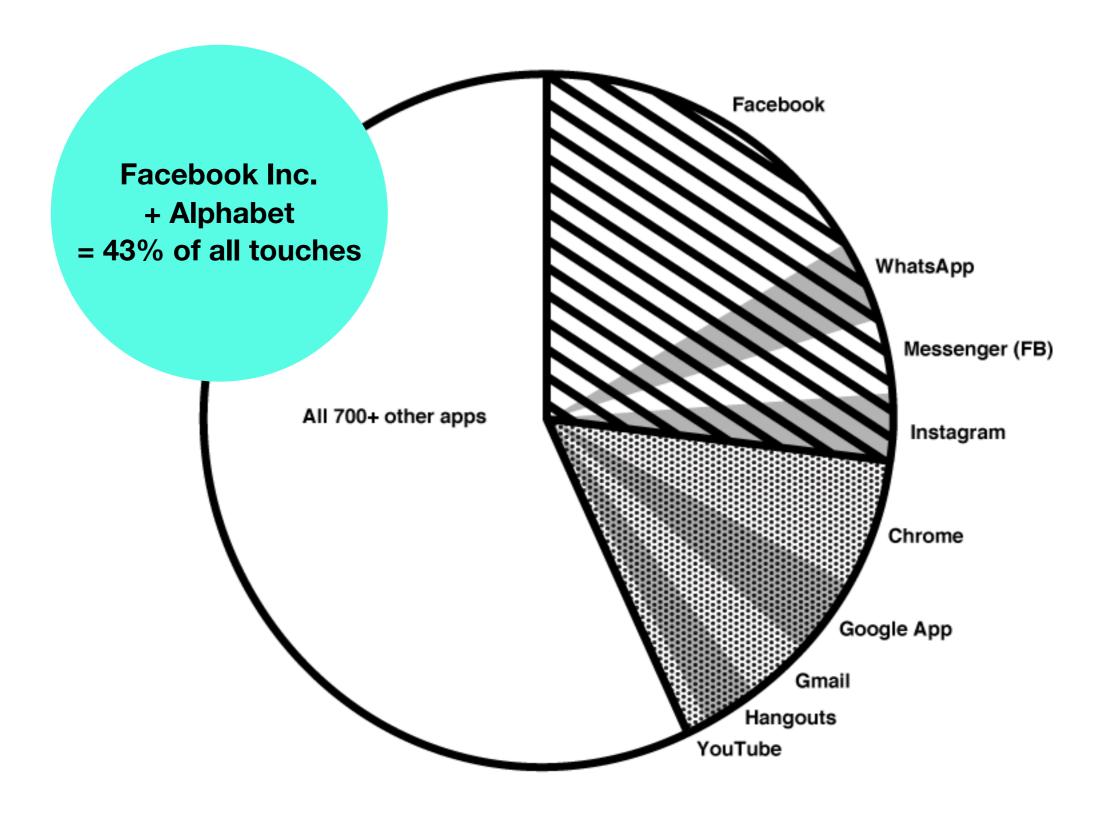




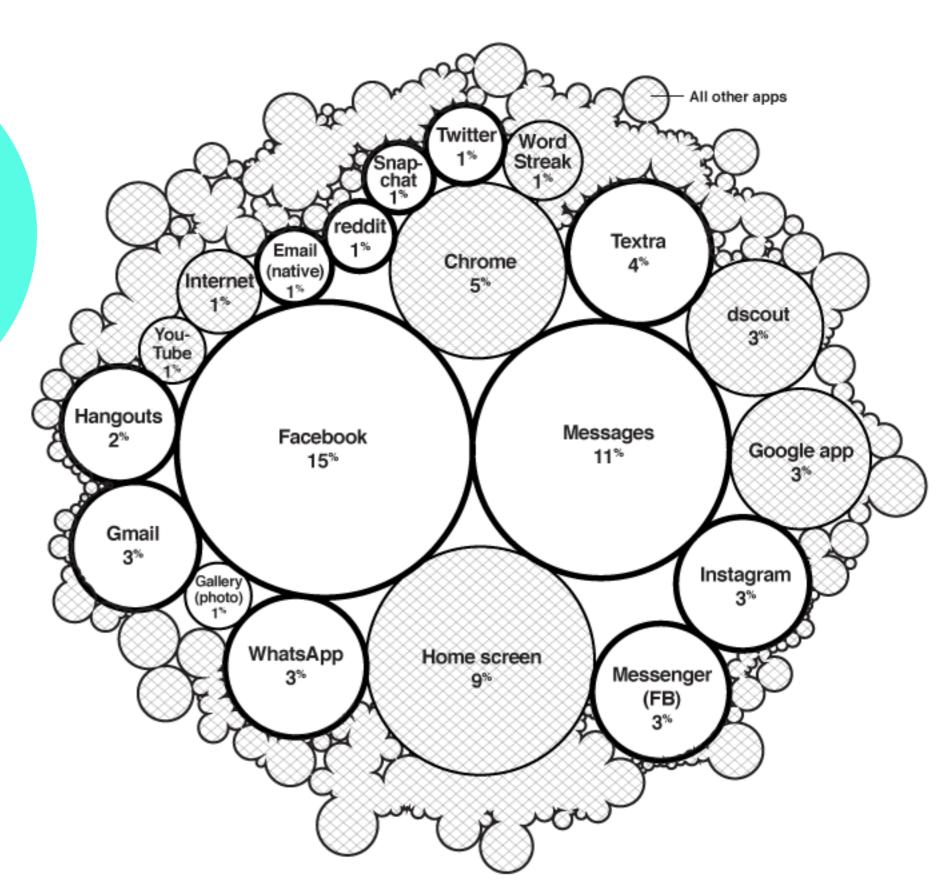


Share of app touches: Facebook Inc. vs. Alphabet vs. everyone else





The Facebook app racked up the most finger time—even more than native messaging or the home screen.





	APP NAME	TOUCHES		APP NAME	TOUCHES
1	Facebook	155,338	31	GroupMe	4,813
2	Messages (Native)	116,588	32	Android System	4,731
3	Home Screen	92,646	33	Calendar	4,523
4	Chrome	55,736	34	Tinder	4,459
5	Textra	36,842	35	Clash of Clans	4,311
6	WhatsApp	35,888	36	Connect	4,232
7	Google App	34,843	37	HTC BlinkFeed	3,958
8	Messenger (FB)	33,359	38	Browser	3,764
9	dscout	33,295	39	Calculator	3,594
10	Instagram	31,743	40	Sense Home	3,582
11	Gmail	28,737	41	Video Poker	3,564
12	Hangouts	24,183	42	LINE	3,521
13	Internet (Native)	12,427	43	WeChat	3,489
14	Twitter	11,088	44	Maps	3,341
15	Word Streak	10,864	45	Settings	3,293
16	Email	9,873	46	Camera	3,044
17	reddit is fun	8,707	47	Bonfyre	2,874
18	Snapchat	8,652	48	Tumblr	2,682
19	Gallery	7,804	49	Flipboard	2,677
20	YouTube	7,746	50	Outlook	2,649
21	Sync Pro	7,023	51	Home screen	2,548
22	Viber	7,019	52	Jewels Saga	2,515
23	Contacts	6,270	53	Imgur	2,444
24	Nova Launcher	6,104	54	dscout companior	1 2,362
25	Inbox	5,661	55	Diner Dash	2,198
26	Pinterest	5,594	56	Clock	2,070
27	Receiver	5,267	57	Talkatone	2,038
28	Google Play Store	5,179	58	Groupon	2,038
29	Gummy Drop!	4,945	59	Amazon	2,036
30	Phone	4,877	60	Yahtzee	2,031

	APP NAME	TOUCHES
61	Launcher3	2,029
62	еВау	2,026
63	Notes	1,885
64	OfferUp	1,838
65	Yahoo Mail	1,827
66	Keep	1,823
67	Google Play Music	1,784
68	Fitbit	1,748
69	WW Mobile	1,678
70	Craigslist	1,631
71	Pocket Mortys	1,602
72	Yelp	1,506
73	Spotify	1,483
74	Words	1,443
75	BR Team Stream	1,382

Top 75 apps = 90% of total touches

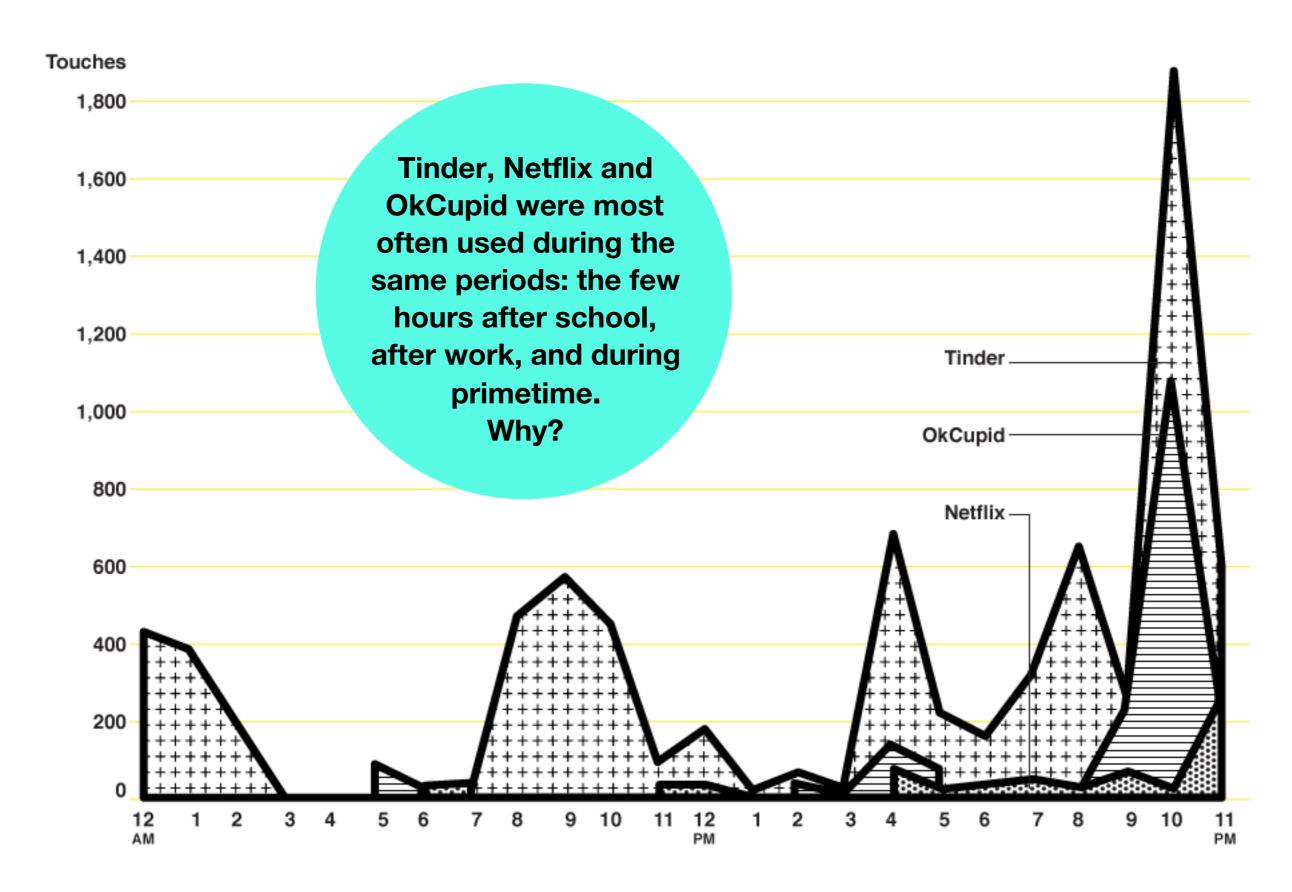


Some apps are "touchier" than others.
After gaming, our fingers are most active when shopping—and not within the apps you might expect.

	Category	Touches per sess	ion
1	Games	80	(_ .
2	Shopping	60 <	Etsy
3	Health and Fitnes	ss 57	Groupon Amazon
4	Social Media	55	OfferUp
5	Dating	53	lbotta
6	Utilities	51	Craigslist
7	Messages	48	Yelp
8	Internet browsing	g 46	eBay
9	Images	45	EasyShift
10	News & Weather	37	
10	News & Weather	37	

^{*}from the top 100 touchiest apps, for categories with touches from more than one app

Use by hour: Tinder, OkCupid, Netflix

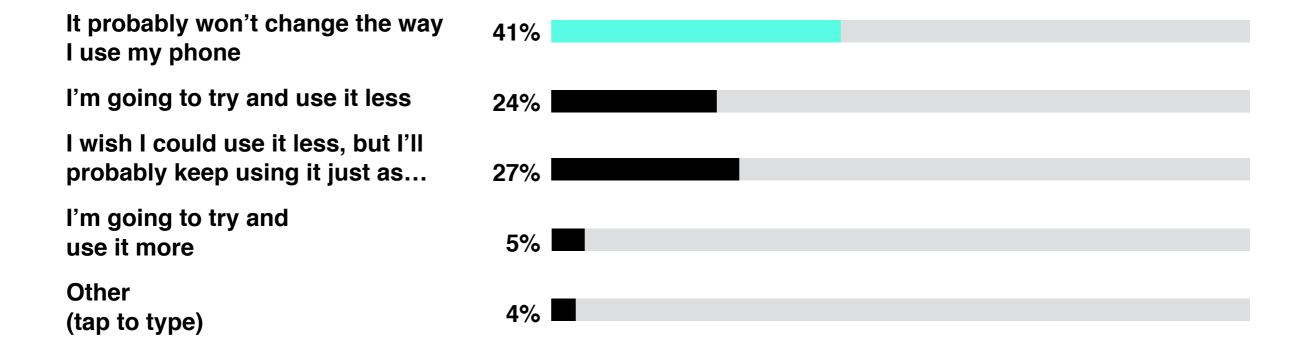




Do people give a shit about 1 or 2 million taps a year?
Not really.
According to 68% of scouts, learning about their level of phone use is shocking! And then it's not.



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As people nerds, we are always interested in what people are doing, thinking and feeling. We hope you found the results as interesting as we did.

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