MOBILE COMMERCE IN AUSTRALIA THE WORLD AND WHAT AUSTRALIANS ARE PURCHASING ON SMARTPHONES AND TABLETS AUSTRALIA
GLOBAL AVERAGE

Smartphone/Tablet Game or App 54% 49%

Fashion

Digital Entertainment 44% **Products** 

43% Tickets Travel (Air, Hotels, Train, etc.) 41%

Entertainment

40% Toys and Games

38% Physical Product

38% Homewares 35% **Utility Payments** 

Health and Beauty Products 33% 30% Transport

Data for 30% Smartphone/Tablet 28%

Food/Groceries

Restaurants/Bars /Coffee Shops 25% Consumer Electronics

AUSTRALIANS ARE MORE LIKELY TO SPEND

AU

Digital Content (Film, music, etc.) 37% 43% 50% 39% 34%

ACROSS THE MAJOR CATEGORIES

USA

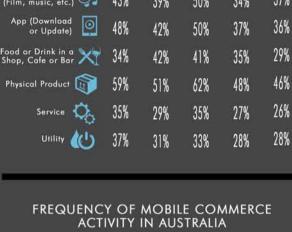
UK

1

APAC

GLOBAL

24%



## Few times a year **Neekly**

Daily 5%



## 50%

(45%

50%



OF MOBILE COMMERCE CONSUMERS ARE SATISFIED WITH THEIR EXPERIENCES

**MHA**\$

36%

search 2016; Global n=3800, AU

69%

HAVE SOME SECURITY IT LESS THAN 1/3 HA