The following report is a deep dive into how Snapchatters are using AR in the United Kingdom based on the Snap Consumer AR Global Report.

For a more comprehensive market view, please read the Snap Consumer AR Global Report.
| 01 | Introduction | AR is the next form of mobile engagement, elevating the consumer experience and setting new expectations for digital engagement. |
| 02 | AR’s Impact on Brands | AR is a critical tool for brands to stand out and deliver customer value and confidence. |
| 03 | AR is Evolving Fast | AR cannot be ignored as the new, rapidly-growing consumer experience that will soon be everywhere, all the time. |
| 04 | AR is Here Today and Here to Stay | AR is already here, widely recognized as both fun and useful and driving fast adoption and growth. |
| 05 | Conclusion | There is an imperative to meet consumer’s AR demand, and now is the time to act for brands, platforms, and developers. |
Introduction
67% of Snapchatters in the UK and across generations use AR to have fun; the majority are discovering AR through social / communication apps.\(^2\)

Interacting with products that have AR experiences leads to a 94% higher conversion rate.\(^5\)

AR adoption is tracking with the mobile usage boom - by 2025, almost **45% of the UK’s population and almost all people who use social / communication apps will be frequent AR users.**\(^1\)

73% of people successfully identify AR when they see it\(^2\), but when talking about it, they have a hard time defining or describing what it is.

AR is generally seen as a “toy”, but **69% of people expect and desire to use it as a practical “tool”** in their everyday lives.\(^4\)

---

1. See additional methodology details in appendix.
2. 2021 Deloitte Digital Study commissioned by Snap Inc.
3. Base = Aggregate average (n=764)
4. AR N-Behavior for Interactions
5. Base = Aggregate (n=726)
6. Agreement of A & B with A | A: Agree much more with A, Agree somewhat more with A
There is something really unique happening right now – an incredible number of hobbyists and professionals are using AR. Downloading tools across the Snap AR platform. They’re taking time to learn, they’re curious.”

Eitan Pilipski
SVP Camera Platform
Snap Inc.

AR is growing

By 2025, almost 45% of the UK’s population* and almost all people who use social / communication apps will be frequent AR users.¹

Frequent AR Consumers
Based on people ages 13-69 who use social / communication apps

Note: 2021 AR Consumers based on people who use AR weekly or daily from 2021 Global Deloitte Digital Study commissioned by Snap Inc.
2022 to 2025 forecasted to be with 2000/2003 growth rate of smartphone users since AR is in the Toy-phase of adoption – how look at when this transition took place with mobile phones, one can argue that was when games like ‘snake’ started being available (e.g., 1997 Nokia 6110 device released, 1999 emojis were invented, 2000 Nokia 3310 launched, and the first commercially available camera phone launched in Japan).

¹ Additional methodology details in appendix.
*Global population includes people ages 13-69 (based on UN World Population Prospects 2019).
Younger generations and Snapchatters are driving AR growth

Age Differences

Younger people are 84% more likely to use AR,¹

and they are 35% more likely to believe AR is important in their lives.²

But, AR is not just for Gen Z; Millennials and Gen X show the highest affinity for AR.³

Snapchatters

Snapchatters are 2.4x as likely to use AR to connect with others.⁴

Snapchatters are 51% more likely than Non-Snapchatters to try new tech, like AR, before their friends and family.⁵

¹: 2021 Global Deloitte Digital Study commissioned by Snap Inc.
   Base = Age 13-24 (n=56), Age 25+ (n=36)
   Q: How familiar are you with AR? | A: I use AR all the time

²: Base = Age 13-17 (n=61), Age 35-44 (n=52)
   Q: AR is important to me / AR is not important to me | A: Agree much more with A, Agree somewhat more with A

³: Publicis Groupe & Snap Inc. Study
   Base: Gen Z (n=1,261), Millennials (n=1,632), Gen X (n=1,107)
   QP 7A: Thinking about your expected use of AR technology post-COVID, do you expect to start using AR? Please select one response

⁴: 2021 Global Deloitte Digital Study commissioned by Snap Inc.
   Base = Snapchatters (n=131), Non-Snapchatters (n=56)
   Q: Why do you use AR?

⁵: Base = Snapchatters (n=94), Non-Snapchatters (n=63)
   Q: We’re curious about your feelings towards technology in general. Please select the answer you agree with most.
"As AR evolves, it will revolutionize our lives and will become as significant of a technology shift as the web or mobile was to society, changing how we view and interact with the world around us."

Allan Cook
Digital Reality Business Leader
Deloitte Digital
AR’s Impact on Brands
A lot of people are using AR to make purchase decisions... and plan to keep doing so.

There are 100 million consumers shopping with AR online and in-stores.¹

89% of Snapchatters agree they’ll use AR the same or more when shopping next year.²

¹ Gartner Press Release
² 2021 Global Deloitte Digital Study commissioned by Snap Inc.
   Base = Snapchatters (n=191)

Q: Will you use AR while browsing and/or shopping more or less than last year?
AR captures consumer attention

AR delivers almost **2x** the levels of visual attention compared to their non-AR equivalent, leading to improved memories and more powerful responses from consumers.¹

Snapchatters who frequently use AR with their family and friends are **53% more likely** to pay attention to a brand.²

---

¹ Zappar Article, "How augmented reality affects the brain"  
² 2021 Global Deloitte Digital Study commissioned by Snap Inc. Base = Snapchatters with over 40% of friends and family sharing AR (n=58), Snapchatters with less than 40% of friends and family sharing AR (n=64)
Brands and people connect better with AR experiences

~20%

more likely to be considered if they have a branded AR experience.¹

Snapchatters are 45% more likely than Non-Snapchatters to share a brand’s AR experience with friends and family.²

¹ 2021 Global Deloitte Digital Study commissioned by Snap Inc.

² Base = Snapchatters (n=94), Non-Snapchatters (n=66)
AR builds consumer confidence

43% of Snapchatters agree that AR makes browsing and/or shopping more rewarding.¹

+ Over half of people want to use AR technology to assess products, allowing for a risk free, “try-before you buy”, experience.²

Nearly 3 in 4 consumers say they're willing to pay more for a product that promises the total transparency that AR can provide.³

Returns are a $550 billion problem, which AR can help fix. AR-guided purchases led to a 25% decrease in returns.⁴

¹ 2021 Global Deloitte Digital Study commissioned by Snap Inc.
² NielsenIQ Analysis, Augmented retail: The new consumer reality
³ 2016 Label Insight Transparency ROI Study via Inc.
⁴ AR Insider Article, “Does AR Really Reduce eCommerce Returns?”
The results are in 🥁
adidas has been able to leverage AR in a way that has made consumers aware of their company values (sustainability leadership), which has played a large role in engaging consumers.”

Lara Bean
Senior Manager Operations and Digital Optimisation
adidas

AR interactions drive conversion

Interacting with products that have AR experiences leads to a 94% higher conversion rate, as individuals can better assess them and feel connected with brands.¹

Snapchatters who have interacted with a brand’s AR experience are almost 20% more likely to purchase products through the app where they saw it.²

¹: Harvard Business Review Article, "How AR is Redefining Retail in the Pandemic"
²: 2021 Global Deloitte Digital Study commissioned by Snap Inc.
Base = Snapchatters (n=85)
Q: Sometimes brands will create AR experiences through an app camera (e.g., a big movie company makes an AR experience where the heroes of a movie are fighting next to you, or a restaurant provides you a lens/filter/effect that makes you a hamburger). What impact, if any, does interacting with that AR experience have on your perception of that brand? A: I am more likely to purchase their products through the brand’s website.
AR connections drive revenue

Consumers who view AR as a social activity are **42% more likely** to purchase products from the brand.¹

• Snapchatters are **105% more likely** than Non-Snapchatters to have over half of their friends and family using AR.²

• Snapchatters share AR photos and videos with friends and/or family **115% more** than Non-Snapchatters.³

---

¹: 2021 Global Deloitte Digital Study commissioned by Snap Inc. Base = AR is a group activity – Agree much more / somewhat more with (n=59), Aggregate (n=122)

Q: AR is a group activity / AR is a solo activity | A: Agree much more / somewhat more with A

²: Base = Snapchatters (n=82), Non-Snapchatters (n=41)

Q: How many of your friends and family do you think use AR today? | A: 60-80%, Over 80%

³: Base = Snapchatters (n=146), Non-Snapchatters (n=69)

Q: How often do you capture or share photos and videos with your friends and/or family? | A: Several times each day
AR is Evolving Fast
On Snapchat, there are **500 million minutes** of AR playtime per day on average.\(^2\)

Over **22 Million** AR photos and / or videos are taken daily by consumers.

AR use will grow with an increase in awareness and access to AR experiences and content.

---

**AR Photos / Videos Per Day**

*Generational Breakout of Daily AR Photos / Videos Created*

<table>
<thead>
<tr>
<th>Year</th>
<th>Gen Z</th>
<th>Millennial</th>
<th>Gen X</th>
<th>Boomer</th>
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</thead>
<tbody>
<tr>
<td>2021</td>
<td>22.2M</td>
<td>30.7M</td>
<td>40.8M</td>
<td>1.5M</td>
</tr>
<tr>
<td>2022</td>
<td>24.8M</td>
<td>33.9M</td>
<td>51.8M</td>
<td>1.5M</td>
</tr>
<tr>
<td>2023</td>
<td>30.7M</td>
<td>41.7M</td>
<td>63.6M</td>
<td>1.5M</td>
</tr>
<tr>
<td>2024</td>
<td>52.9M</td>
<td>71.4M</td>
<td>108.5M</td>
<td>1.5M</td>
</tr>
<tr>
<td>2025</td>
<td>84.2M</td>
<td>120.6M</td>
<td>178.1M</td>
<td>1.5M</td>
</tr>
</tbody>
</table>

**2021-2025 CAGR of AR Photos / Videos per Day.**

\[^{1}\] 2021-2025 CAGR of AR Photos / Videos per Day.

---

1. See additional methodology details in appendix. CAGR: A year compounded annual growth rate that measures the annual increase in AR Photos / Videos per day from 2021 to 2025.
2. Snap Inc. internal data Q1 2020.
AR is Here Today and Here to Stay
Where do Snapchatters use AR most today?

84% of Snapchatters use AR primarily in their homes.¹

Snapchatters predominantly use AR at home and do so for a wide range of uses.

What are Snapchatters using AR for at home?²

- **Communication**: 75%
- **Media & Entertainment**: 29%
- **Gaming**: 32%
- **Shopping**: 26%

Today’s use cases most align with activities you would do at home, and 91% say they will use AR at home the same or more than last year.³

Note: Across all 15 markets, the 2021 Global Digital Study commissioned by Snap Inc in field from February 23, 2021 to April 5, 2021.

Since the survey was conducted during the COVID-19 pandemic, primary usage of AR in consumers’ homes may be higher than normal.

¹ 2021 Global Digital Study commissioned by Snap Inc. Base = Snapchatters (n=421). Q: Where do you typically use AR? Please rank the locations from where you use AR the most to the least. (At Home Rank 1st)

² Base = Snapchatters at home – Communication (n=314), M&E (n=121), Gaming (n=133), Shopping (n=108). Q: Where do you typically use AR? Please rank the locations from where you use AR the most to the least. (At Home Rank 1st)

³ Base = Snapchatters (n=477). Q: How will your total AR usage compare to last year? – At home (I will use AR more than last year, I will use AR about the same amount as last year, I will use AR less than last year, I will use AR much less than last year).
How are Snapchatters learning about AR?

76% learn about AR from social / communication channels and networking.¹

People who see AR as a group activity are 115% more likely to see AR everywhere.²

¹: 2021 Global Deloitte Digital Study commissioned by Snap Inc.
²: Base = AR is a group activity – Agree much more / somewhat more with (n=116), AR is a solo activity – Agree much more / somewhat more with (n=103)

Q: Where did you first discover AR content? | A: I saw people I know using it on social media, communication, and camera apps, I saw it in an advertisement on a social media, communication, or camera app, I stumbled across it while exploring viral content on social media, communication, and camera apps, I saw celebrities / influencers use it on social media, communication, and camera apps, I read about it on a blog / forum, I heard about it from friends / family, in-person

Q: AR is a group activity / AR is a solo activity | Q: I see AR everywhere / I don't see AR anywhere | A: Agree much more / somewhat more with A
Why do they use AR?

TECH: OSMOSIS
“I didn’t even realize I was using it”

TOY: JOY
“I want to have fun and connect with friends”

TOOL: UTILITY
“I need to and it's useful”

TOTALITY: UBIQUITY
“It's everywhere and commonplace”
"The key is harnessing AR in a very intuitive way. Partnering with Snap allows us to bring our products to life in an exciting new way."

Shane Horneij
Senior Director
Performance Marketing King
What are Snapchatters using AR for, today?

Communication

44% to be more creative

Gaming

46% to make gameplay more interactive

Media

36% to make what they are watching more enjoyable

Shopping

45% to try products out
<table>
<thead>
<tr>
<th>Category</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Home Décor</td>
<td>62%</td>
</tr>
<tr>
<td>Household goods</td>
<td>37%</td>
</tr>
<tr>
<td>Retail</td>
<td>61%</td>
</tr>
<tr>
<td>Telecommunications</td>
<td>35%</td>
</tr>
<tr>
<td>Beauty and Wellness</td>
<td>43%</td>
</tr>
<tr>
<td>Restaurant &amp; Food Delivery</td>
<td>25%</td>
</tr>
<tr>
<td>Entertainment</td>
<td>40%</td>
</tr>
<tr>
<td>Automotive</td>
<td>23%</td>
</tr>
<tr>
<td>Travel</td>
<td>39%</td>
</tr>
</tbody>
</table>


Q: AR Shopping Categories | A: Total Used AR

- Telecommunications: 35%
- Travel: 39%
- Home Décor: 62%
- Beauty and Wellness: 43%
- Entertainment: 40%
- Restaurant & Food Delivery: 25%
- Household goods: 37%
- Retail: 61%
- Automotive: 23%
- Travel: 39%
What are Snapchatter shoppers using AR for, today?¹

AR is a natural extension of the shopping experience, aiding in decision making

54% discovered it as part of browsing or shopping¹

55% of shoppers are likely to use AR when they come across it²

45% help shoppers try out products³

¹ 2021 Global Slik study commissioned by Snap Inc. Base = Snapchatters (n=117)
² Base = Snapchatters (n=119)
³ Base = Snapchatters (n=96)
2 in 3 Snapchatters believe that AR will be important in their lives in the next 5 years.¹

Next year, Snapchatters plan on using AR more in 4 key growth areas.

- **Media**: 32%
- **Communications**: 23%
- **Gaming**: 21%
- **Shopping**: 20%

17% want to create their own interactive media plots by guiding characters through a script.²
24% want to customize environments to their own imagination and share with others.³
31% want to project their AR avatar into their favorite games, media & entertainment.⁴
50% want to readily view information about an item or product as soon as it’s scanned with the phone camera.⁵

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¹ 2021 Global Deloitte Digital Study commissioned by Snap Inc.
² Base = Snapchatters (n=79)
³ Base = Snapchatters (n=75)
⁴ Base = Snapchatters (n=79)
⁵ Base = Readily view information about item or product (n=210), Project through AR avatar (n=159), Customize environments (n=162), Create TV/Movie/Video plot narratives (n=117)

---

1: Q: How useful and/or important do you think AR will be in 5 years? | A: Very useful / important, Somewhat useful / important

2: Q: How would you like to use AR in the next year to enhance the way you view sports, concerts, movies, and TV?

3: Q: How do you feel about AR on social media, communications, and camera apps? | A: I want more ways to interact with friends and family using AR

4: Q: Will you use AR in gaming more or less than last year?

5: Q: Will you use AR while browsing and/or shopping more or less than last year?

6: Q: What is a key reason you would use AR in the future? Please select all the ways that you would be interested in using AR.
Utility is a primary driver for future AR usage¹

---

¹ 2021 Global Deloitte Digital Study commissioned by Snap Inc.
Base: Why use AR - Instructions (n=130), Learn something new (n=142), TV & Sports (n=50), Navigation (n=199), Communicate (n=194), Improve Shopping (n=201) | Desire for more AR use - Instructions (n=306), Learn something new (n=297), TV & Sports (n=130), Navigation (n=332), Communicate (n=220), Improve Shopping (n=289)
Consumers are becoming creators

Everyday consumers have more access to technology tools that enable them to be creators of digital content.

AR is a creative vehicle

48% believe AR allows them to be more creative.¹

26% believe they are AR creators in their everyday lives.²

Snapchatters are 2.3x as likely to be AR creators.³

37%

Snapchatters

VS.

16%

Non-Snapchatters

have used tools to create AR.

1: 2021 Global Deloitte Digital Study commissioned by Snap Inc. Sample size: 507 respondents
2: Average by Snapchatters and Non-Snapchatters
3: 28% of Snapchatters (n=275) versus 16% of Non-Snapchatters (n=83) have used tools to create AR. Consumers are becoming creators. Everyday consumers have more access to technology tools that enable them to be creators of digital content. AR is a creative vehicle

48% believe AR allows them to be more creative.¹

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3: 28% of Snapchatters (n=275) versus 16% of Non-Snapchatters (n=83) have used tools to create AR.
Conclusion

Consumers continuously expect more personalized and engaging experiences that enable them to interact with the world. **AR is delivering that to consumers, today, but there remains untapped potential for so much more.**

Brands know the consumer appetite for AR is already here – consumers are far more likely to pay attention to brands using AR. There is a content imperative for brands to meet consumers AR demand, and now is the time to meet this demand. Brands that meet the demand for AR experiences may be more likely to gain market share in the future.

The convergence of use cases and the networking effects is expediting AR adoption. But to unlock AR’s potential, **brands, developers, and platforms need to work together to accelerate content development and grow the AR ecosystem.**
Thank you
Consumers are redefining the digital experience by using AR.

Augmented Reality (AR) is the next form of mobile engagement that is exciting consumers, driving an enhanced engagement with brands, elevating consumer experiences and increasing brand revenues.

Augmented Reality refers to experiences in which the real-world environment seen through your phone, computer, app camera, or an AR headset is altered or enhanced with the addition of images, objects, text, or other digitally-added information. Augmented Reality could be applied to both visuals of the front facing (selfie) and outward facing (world) cameras.¹
Report Methodology

Research Overview UK Report, Quantitative Online Survey

- 20-minute online survey among 15,000 international respondents
- Survey in field from February 23, 2021 – April 5, 2021

Alignment with Interdisciplinary Experts

- Experts within the AR industry participated in in-depth interviews to provide context for survey findings and contribute guidance on the future of AR in society.

Respondent Qualification

- n=1000 per market
  - Ages 13-50
  - 500 Snapchatters who use Snapchat at least once daily, split evenly amongst age groups 13-17, 18-24, and 25-50
  - To ensure a representative read on Snapchatters, cell weighting based on nested gender and age were applied to each country to correct for demographic imbalances due to set sampling size.
  - 500 Non-Snapchatters, who do not have Snapchat downloaded/have never heard of Snapchat, minimum of N=100 in all three age groups
- Markets: Australia, Canada, France, Germany, India, Japan, Malaysia, Mexico, The Netherlands, Norway, Saudi Arabia, Sweden, United Arab Emirates, United States, United Kingdom

Local Market Additions and Exceptions

- US: Ethnicity quota (maximum 65% white respondents, maintained only for Snapchatters; Non-Snapchatters sample should be roughly nationally representative)
- KSA and UAE: Representative expat / citizen quotas (88% expat in UAE; 30% expat in KSA for both Snapchatters and Non-Snapchatters).
- Norway: Sample recruited for n=1000 to be representative of social media and communication app users in that market, with a skew on ages reflective of other markets (evenly distributed across 13-17, 18-24, and 25-50)
- Japan: Sample recruited for n=1000 to be representative of smartphone users in that market, with a skew on ages reflective of other markets (evenly distributed across 13-17, 18-24, and 25-50)
Frequent AR Users Methodology

2021 Baseline

Frequent AR Users
People who use AR weekly or daily based on responses to 2021 Global Deloitte Digital Study commissioned by Snap Inc.¹ and extrapolated to population

Population Base
2021 Global Population Base: People ages 13-69 = 5.61B worldwide in 2020²
2021 Social and Communications App Population Base: Global Population x Social Media Penetration Rate (48% in 2021)³ = 2.71B

AR Adoption Rate
AR Adoption Rate of Total Population
AR Adoption Rate of Social and Comms App Population

Note: Assumes no increase or decrease in population. Base from 2021 stays same across five years

2022-2025 Forecast

2022 Baseline
See above

2000 Growth Rate of Smartphone Users
Note: 2021 AR Users is at 1999 smartphone user’s adoption level since AR is in the Toy-phase of adoption; if we look at where this transition took place with mobile phones, one can argue that this was when games like ‘snake’ started being available (e.g., 1997: Nokia 6110 device released, 1999: emojis were invented, 2000: Nokia 3310 launched, and the first commercially available camera phone launched in Japan)

¹ 2021 Global Deloitte Digital Study commissioned by Snap Inc.
² Base = Aggregate (n=1,050)
³ Note: Boomers assumed similar behavior to Gen X since Boomers were not part of survey group
³ Statista Global Social Network Penetration 2017-2025

(34)
AR Photos / Videos per Day Methodology

Overall: Calculations were done by age groups in the 2021 Global Deloitte Digital Study commissioned by Snap Inc. and netted up into a generational view. The following methodology was used for each age group (Ages: 13-17, Ages 18-24, Ages: 25-34, Ages: 35-44, Ages: 45-50)

2021 and 2022 Baselines

<table>
<thead>
<tr>
<th>Number of People</th>
<th>Number of Photos/Videos Taken Daily</th>
<th>% of Photos/Videos that are AR</th>
<th>Daily AR Photos and/or Videos</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1: Determine Global Population for ages 10-69 (5.99B)</td>
<td>Step 1: Identify scenarios for number of photos and or videos taken daily</td>
<td>Note: Since the survey had ranges (few than 5, 5-10, 10 or more), to determine the number of photos, we developed a low, mid, high case. Low: assumes lowest quantity in each range (1,5,10)</td>
<td>Step 1: Take annual AR photos and or videos and divide by 365 to get daily AR photos and or videos</td>
</tr>
<tr>
<td>Note: Survey only included Ages 13-50. Ages 10-12 were assumed to have similar behavior to Ages 13-17. Ages 51-69 were assumed to have similar behavior to Ages 45-50.</td>
<td>Step 2: Identify percent of people within crosstab of survey questions for Frequency of photos and or videos taken daily AND % of photos and or videos that are AR</td>
<td>Mid: assumes average of low and high case (2,5, 7, 12)</td>
<td>Step 2: Add all age groups to get total daily AR photos and or videos</td>
</tr>
<tr>
<td>Step 2: Determine percent of people within crosstab of survey questions for Frequency of photos and or videos taken daily AND % of photos and or videos that are AR</td>
<td>High: Assuming highest quantity in each range (5, 10, 14)</td>
<td>14 was used as a cap for high case to keep daily photos at a reasonable amount for an average user</td>
<td></td>
</tr>
<tr>
<td>Step 3: Apply percent of population from Step 2 to population to get number of people within each crosstab</td>
<td>Step 2: Select case to apply to analysis</td>
<td>Note: High case was chosen based on input from Snap Inc.</td>
<td></td>
</tr>
</tbody>
</table>

2023-2025 Forecast

<table>
<thead>
<tr>
<th>2023-2025</th>
<th>2022 Baseline</th>
<th>2007 Growth Rate of Smartphone Device Sales</th>
</tr>
</thead>
<tbody>
<tr>
<td>2023-2025</td>
<td>Note: Device growth is used as a proxy for photos/videos growth. Growth rate assumes 2007 smartphone device growth. As of 2021, there are ~1.05B AR Compatible Devices: ARCore (Android) + ARKit (iOS). If this grows at global smartphone growth equivalent, there could be ~4.1B by 2025</td>
<td></td>
</tr>
</tbody>
</table>

2. 2021 Global Deloitte Digital Study commissioned by Snap Inc.
3. Note: Based on 2021 Global Deloitte Digital Study commissioned by Snap Inc., it was discovered that ~13% of respondents who use AR could not successfully identify AR >50% of the time.

Note: Survey only included Ages 13-50. Ages 10-12 were assumed to have similar behavior to Ages 13-17. Ages 51-69 were assumed to have similar behavior to Ages 45-50.

Base = Aggregate (n=1,050)

Q: How many photos or videos do you capture on your phone’s native (non-app) camera and across all apps in a day? And thinking about all the photos and videos you capture on your phone in a day, what percent of them are captured with or edited to include AR?

AR Insider Article “ARCore Reaches 400 Million Devices”

Statista Research, “Augmented reality (AR) and virtual reality (VR) headset shipments worldwide 2020-2025”

2. Statista, “Augmented reality (AR) and virtual reality (VR) headset shipments worldwide 2020-2025”

Note: Since the survey had ranges (less than 20%, 20-40%, 40-60%, 60-80%, Over 80%), to determine number of photos taken daily that were AR, we developed a low, mid, high case. Low: Assumes lowest quantity in each range (0%, 20%, 20%, 60%, 80%) |
<table>
<thead>
<tr>
<th>First Name</th>
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<th>Country</th>
<th>Company</th>
<th>Date</th>
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<td>2/16/2021</td>
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## Expert Interviews

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