

2.5m

...3.5G mobile broadband subscribers in 2006. Apparently this will grow to 300m in 2011. Source: *Informa*

2 Mb/s

...is the uplink transmission speed achieved by Qualcomm's MSM 7200 chipset in trials. HSUPA (High Speed Uplink Packet Access) is coming under operators' spotlight as they seek to improve the return path to the network for subscribers. Source: *Qualcomm*

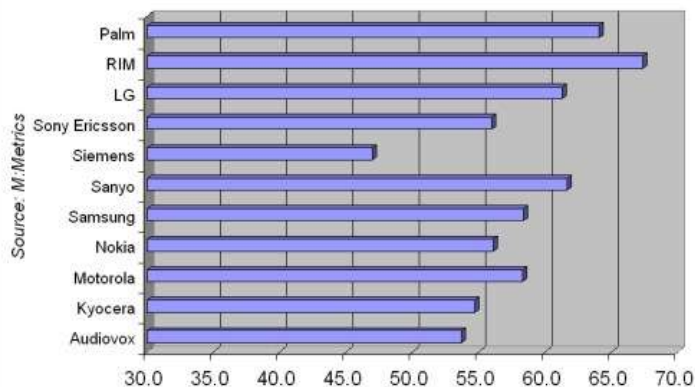
\$334.9m

...invested in wireless companies in June 2006, down slightly from the USD 372.2m invested in the same period last year. USD 2.84 billion has been invested so far in 2006. Source: *Rutberg & Co.*

- 7.5%

...UK spending on fixed line telecoms fell by 7.5% in 2005 to GBP 10.1 billion, while mobile spending rose 9.7% to GBP 13.1 billion. Source: *Ofcom*

User satisfaction by handset brand



67.4%

...of RIM users surveyed by M:Metrics in the US awarded their handsets the 3 highest satisfaction ratings on a 10 point scale, making it the most popular of the major brands on the market. Siemens was lowest with 47%, while Motorola (58.3%) beat Nokia (56.1%) by just over 2 percentage points. See the graph (left) for full results. The bars represent the total percentage of users awarding their handset brands the 3 highest satisfaction ratings on M:Metric's 10 point scale. The longer the bar, the more satisfied the customers. Source: *M:Metrics*

47.8%

...of US users equipped with camera phones sporting a resolution in excess of 1.3 megapixels have uploaded photos to an album in the 3 months to May 2006. This compares with 17.7 percent of those with VGA cameras and 25.1% in the 1 - 1.3 megapixel category. The stats, provided for the MEX newsletter by M:Metrics, demonstrate a clear relationship between the quality of photos and desire to share them from the handset. There is also a strong indication that 1.3 megapixel quality represents a 'watershed' threshold for encouraging photo transmission. Source: *M:Metrics*

35%

...of handsets shipped in 2006 will be outsourced to contract manufacturers. All of the major handset vendors now use contract manufacturers for some of their portfolio.

Source: *Visiongain*

4 Mb

...of data can be stored on HP's prototype Memory Spot, a wireless chip smaller than a shirt button and capable of transmitting data at 10 Mb/s. The technology could be used to imbed intelligence in physical objects.

Source: *ZDNet*

25%

...of the 15.7m Sony Ericsson handsets sold during Q2 2006 were Walkman-branded music phones. Sony Ericsson has sold a cumulative total of 10m Walkman handsets up to end of June 2006. Source: *Sony Ericsson*

90%

...growth in Windows Mobile licenses shipped during Microsoft's fiscal 2006 period. While still a relatively small part of the software giant's USD 44 billion revenue stream, it is one of the company's fastest growing businesses and this year achieved profitability for the first time. Source: *Microsoft*

3.3m

...US consumers downloaded mobile applications in Q1 2006. The highest revenue generator was MapQuest Mobile, published by Zingy, which captured 21.9 percent of the total revenue in this market. Source: *Telephia*

00:30:26

...is the average weekly viewing time (30 minutes and 26 seconds) of users of the Japanese One-Seg mobile digital TV service. 1.5% of the population is equipped with One-Seg compatible terminals and 61.9% of are aware of the service. Source: *Yano Research*

10m

...Symbian OS handsets sold in Japan. The first was introduced in 2004 and 35 models from 6 manufacturers have now been shipped. Source: *Symbian*

50m

Motorola has shipped more than 50m RAZR handsets since the model was introduced two years ago. RAZR has been at the heart of the renaissance in Motorola's mobile business, helping grow its market share to 22 percent in Q2 2006 and driving record revenues. Source: *Motorola*

500,000

...music tracks to be offered by Jamster when it launches Germany's first off-portal mobile music service next month. Source: *Mobile Entertainment*

71%

...of mobile game purchases are made from the operator's portal. 53 percent of all gaming sessions on mobile devices are with downloaded games, with 39 percent already installed on the handset and 8 percent played on-line. Source: *Telephia*

-4%

...decline in Samsung's Q2 2006 handset sales compared to last year and an 8% sequential fall from the previous quarter. The Korean company believes new ultra-thin models will boost sales in Q3. Source: *Samsung*

50%

...increase in end-user spend by UK consumers using Bango's off-portal billing system between Q2 2006 and the same period in 2005.

Source: *Bango*

30%

...is the cap on profit margins European operators are allowed to make from consumers on roaming calls under regulatory proposals tabled by the European Commission. Source: *EU*

1m

...Nokia 3250 handsets sold since March 2006. The 3250 is one of Nokia's first attempts to drive advanced smartphone functionality into mid-range handsets. Source: *Nokia*

>10 secs

...is the average download time for a music file over a 3.6 Mbs HSDPA network, according to MobileOne and Nokia, who are launching Singapore's first HSDPA network. Source: *MobileOne*

About Stat Spot

Stat Spots are published by PMN as a regular feature in the MEX newsletter at www.mobileuserexperience.com and in our free email bulletin. Along with our consultancy services and annual MEX strategy forum (a two day conference held in London), this forms a key part of our market intelligence services for the mobile telecoms industry. PMN believe passionately in enhancing the user experience by promoting awareness, researching the market and actively assisting companies and individuals in making better mobile products. If you'd like to find out more about how we can help with your user experience strategy, please contact Marek Pawlowski at marekpawlowski@pmn.co.uk or on +44 (0)20 8680 2543.

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