



# Understanding the new Generation:

An insight into Sweden 2016



“

Sweden has the highest level of Internet usage within the European Union and was an early adopter of broadband, with a clear political aim of transforming Sweden into a digital country. The interest in new technologies has resulted in an innovative environment that has produced tech companies such as *Skype, Spotify, Minecraft, Candy Crush Saga* and *Klarna*.

”



# | Contents

- Smartphone usage & activities
- Social media & messaging: usage & frequency
- Social networking usage & perceptions
- Online video



# Smartphone Usage & Frequency

# | Smartphone activities

**The older age group  
use smartphones  
for slightly more  
different activities**



Smartphone activities based on defined  
list of 16 activities

# | Smartphone activities

13-24s are more likely to use smartphones for entertainment, particularly listening to music.

		13-24	25-34
COMMUNICATION	Social networking	87	78
	Text (SMS)	86	88
	Email	69	82
	Make voice calls	62	75
	Download free Apps	58	55

		13-24	25-34
ENTERTAINMENT	Listen to music	81	64
	Watch videos posted online	58	51
	Play games	49	44
	Watch TV/films	22	20

# **Social media & messaging: usage & frequency**

“

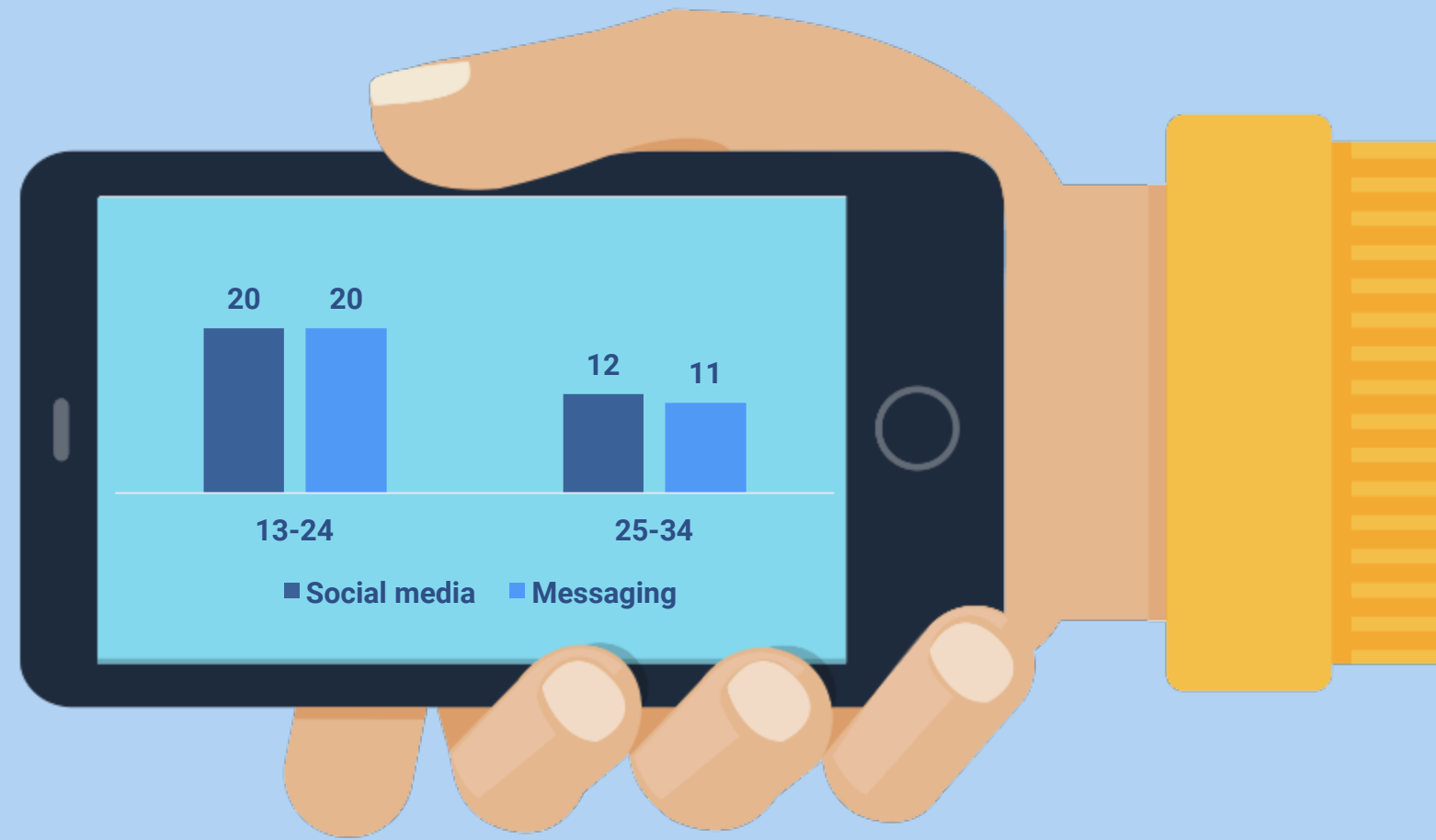
Most young people use their smart phones to engage with their peer-group on social media apps. This functions as an extension of socializing with friends they meet during the day in school. Among people in the age group 16-25 years, 84 per cent consider the Internet to be an important or very important part of their private lives.

”



# | Social media and messaging frequency

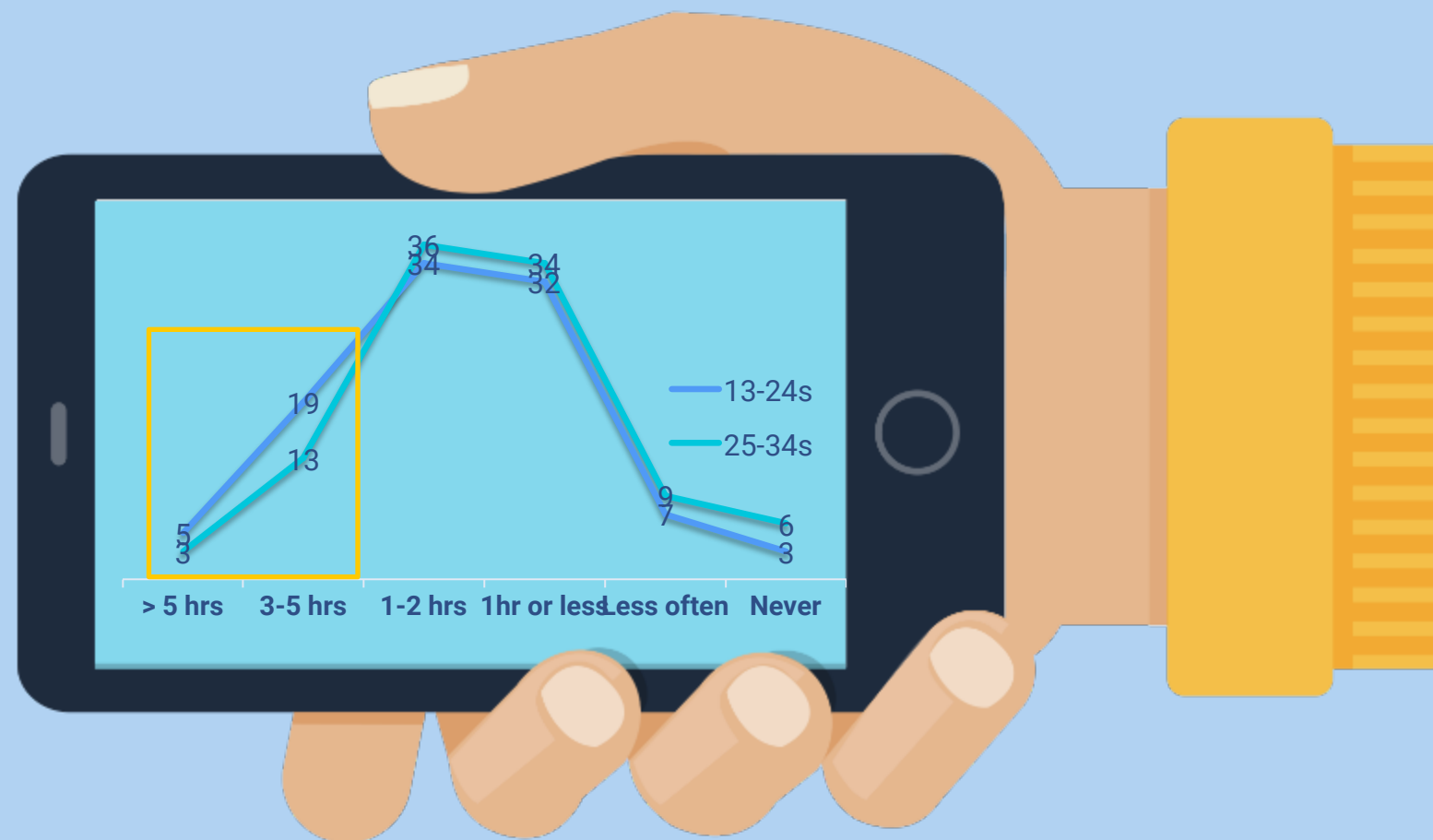
**13-24s check their phones more and pay similar attention to social media and messaging**



Every 15 minutes or more & every 30 minutes

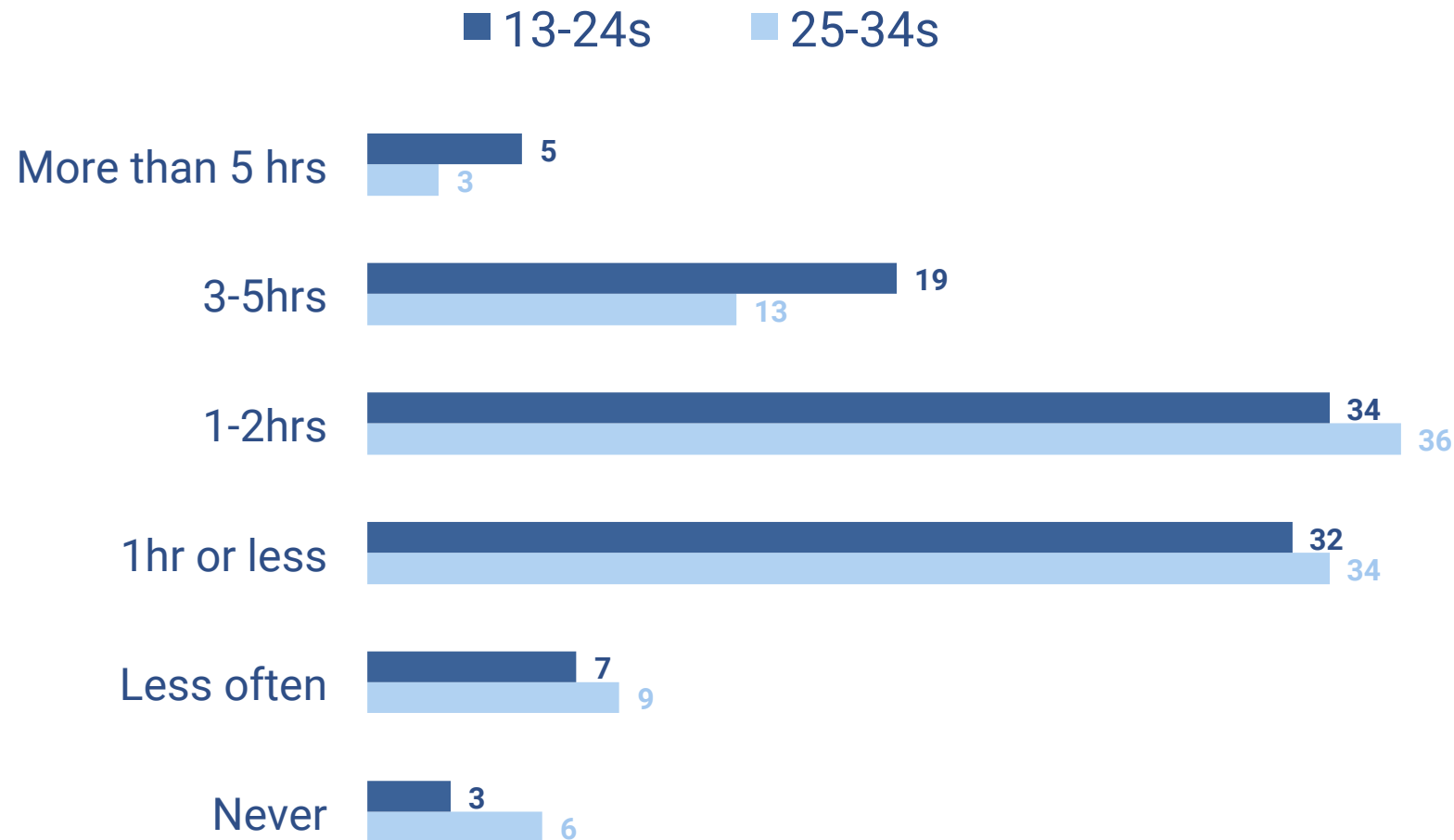
# | Average time spent per day

**A quarter of 13-24s in Sweden spend 3 hours or more per day on social networking**



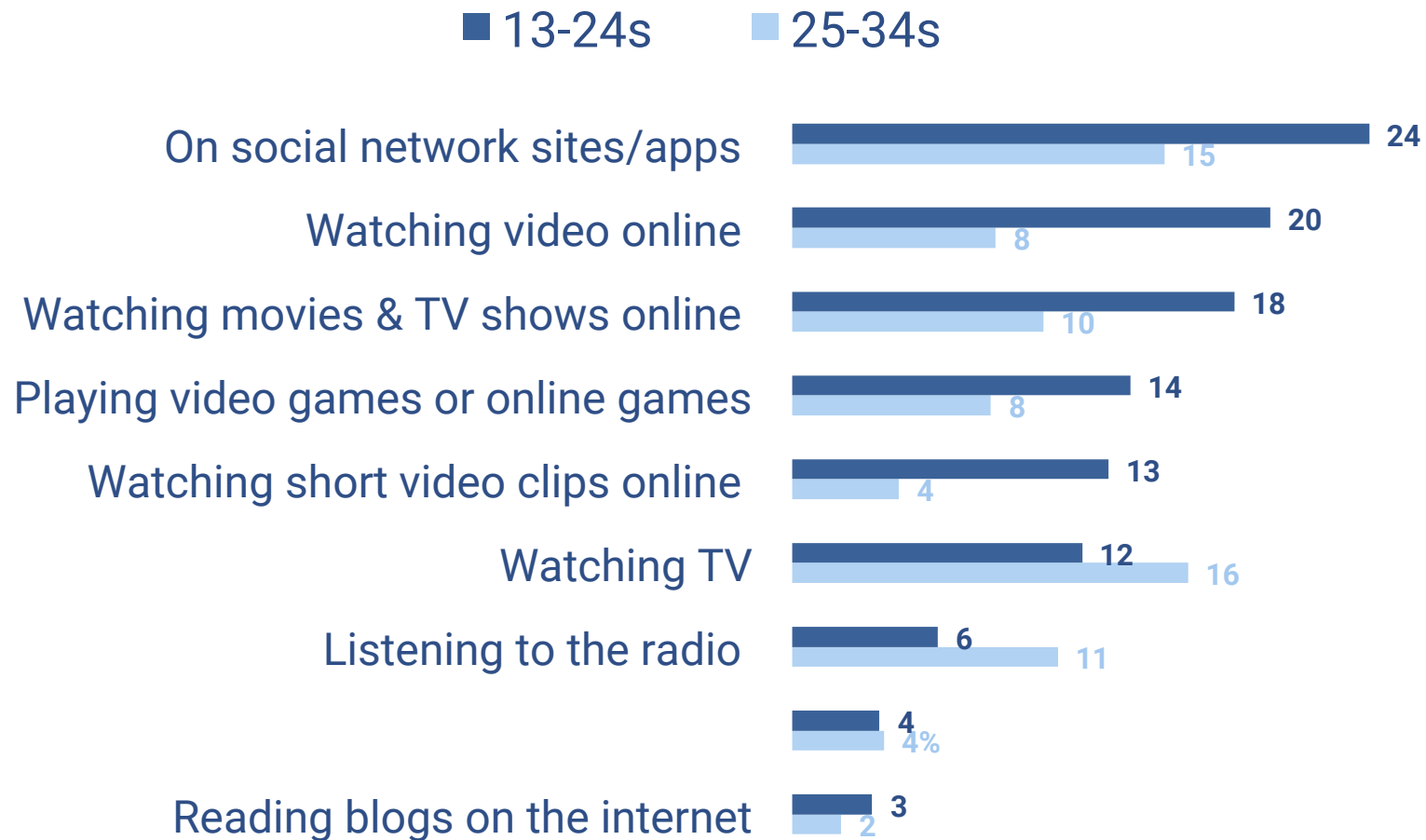
# | Use of social networking sites

13-24 year olds spend more time on social networking than 25-34 year old Swedes, with a quarter doing this for 3 hours+ per day.



# | Time spent on activities

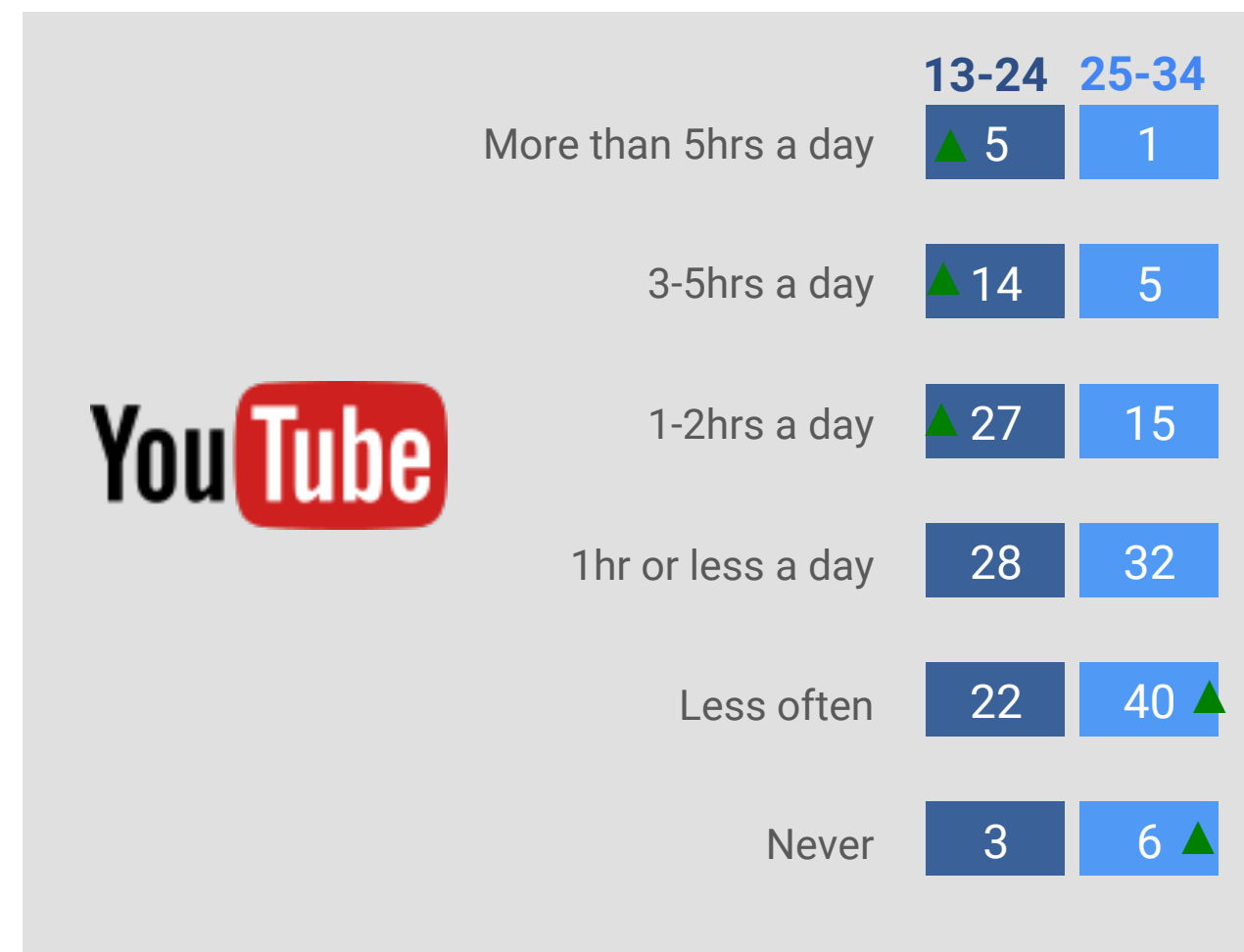
13-24s spend more time on digital activities; notably social networking, watching online video and TV or playing games.



# Usage & attitudes of social media platforms

# | Social media networks usage

13-24s spend significantly more time on YouTube than the older group while usage of the leading social network is fairly similar across the two groups.

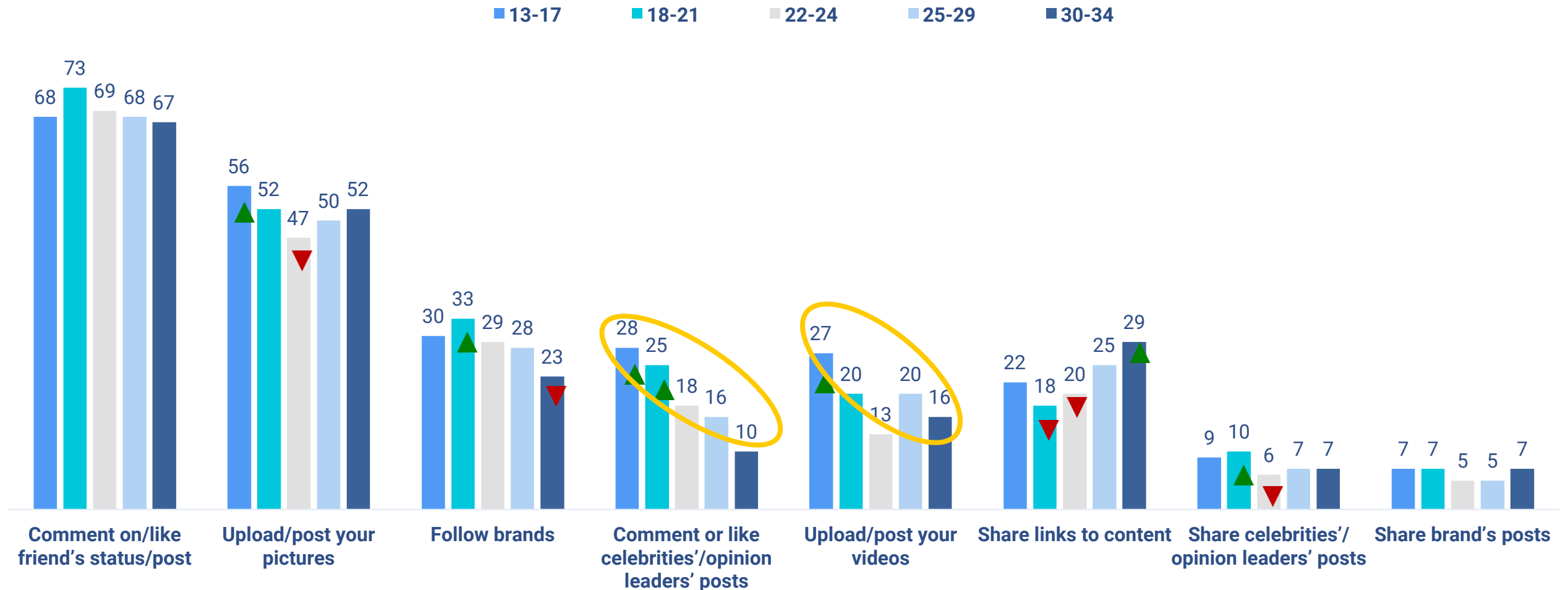


13-17s are typically more active on social media; commenting, sharing & uploading more so than 18-34s



# | Social media activity

13-17s are engaging with social media through visual content more than other age groups – they are most likely to upload their own pictures and videos. There is much more interaction with celebrities than brands.





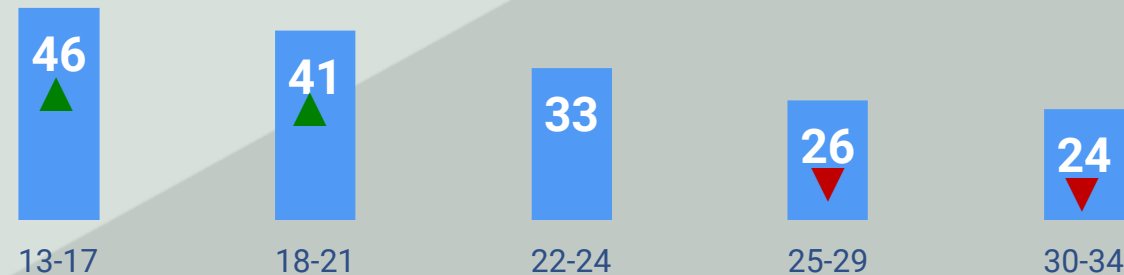
46% of 13-17s feel  
a pressure to  
respond  
immediately to  
message/updates



# | Pressure to respond immediately to updates/messages

The younger age groups (13-21s) feel the most pressure to respond immediately.

I always feel a pressure to respond immediately to updates/messages (T2B)



Question: B18. Thinking about social media, how much do you agree with the statements below? (T2B)  
Base: (13-17) =310, (18-21) =299, (22-24) =391, (25-29) =512, (30-34) =492  
Significance: ▲▼ higher/lower @ 95%

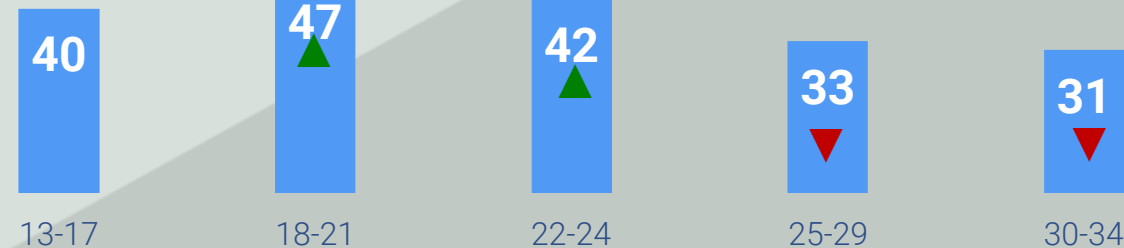
47% of 18-21s agree  
that some feelings  
can only be  
expressed by  
sending videos,  
images, GIFs or  
emoji's



# | Expressing feelings by sending videos, images, emoji's

13-17s are significantly more likely to agree that some feelings can only be expressed using videos, images etc.

Some feelings can only be expressed by sending videos, images, GIF's or emoji's (T2B)



Question:

B18. Thinking about social media, how much do you agree with the statements below? (T2B)

Base:

(13-17) =310, (18-21) =299, (22-24) =391, (25-29) =512, (30-34) =492

Significance:

▲▼ higher/lower @ 95%



Ipsos Connect

# | Impulse to share

There is significantly greater impulsiveness amongst 13-17s and 30-34s – when they see something they like, they share it.

When I see something I like, my first impulse is to share it (T2B)

28

13-17

17

18-21

14

22-24

14

25-29

21

30-34

Question:

B18. Thinking about social media, how much do you agree with the statements below? (T2B)

Base:

(13-17) =310, (18-21) =299, (22-24) =391, (25-29) =512, (30-34) =492

Significance:

▲▼ higher/lower @ 95%



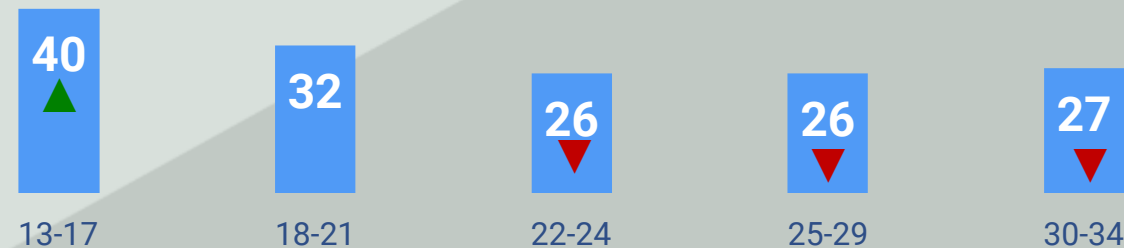
Ipsos Connect



# | Suggestions on timeline/feed

Younger audiences enjoy seeing suggestions on their timeline/feed. Older groups are less keen to see suggestions

I like seeing new things suggested to me on my timeline/feed (T2B)

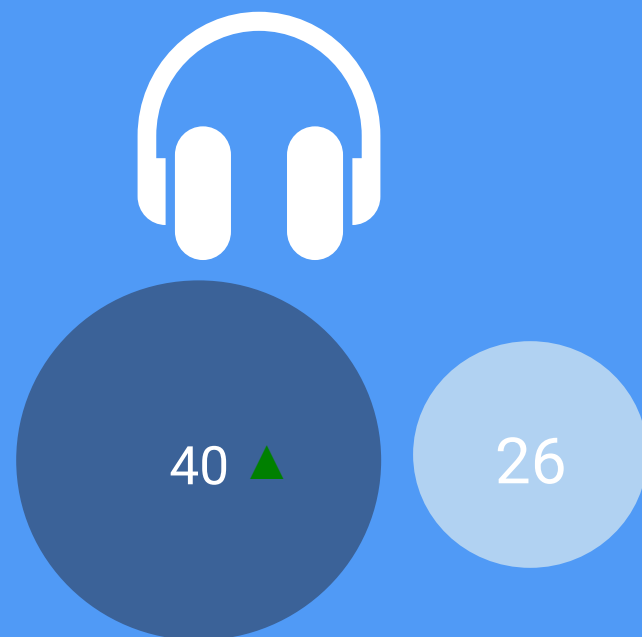


Question: B18. Thinking about social media, how much do you agree with the statements below? (T2B)  
Base: (13-17) =310, (18-21) =299, (22-24) =391, (25-29) =512, (30-34) =492  
Significance: ▲▼ higher/lower @ 95%

# | Who is being followed on social media?

Following Celebrities, Bloggers/vloggers and gamers/eSport personalities is significantly higher amongst 13-24s.

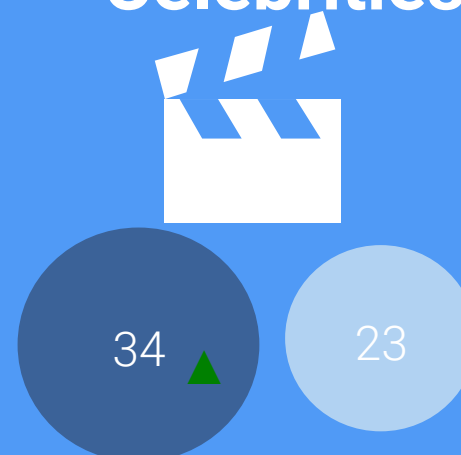
## Music celebrities



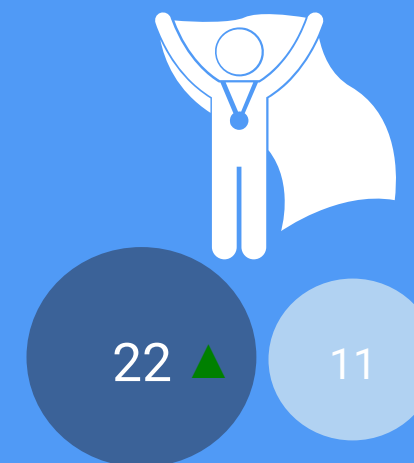
## Bloggers/vloggers



## TV/Movie Celebrities



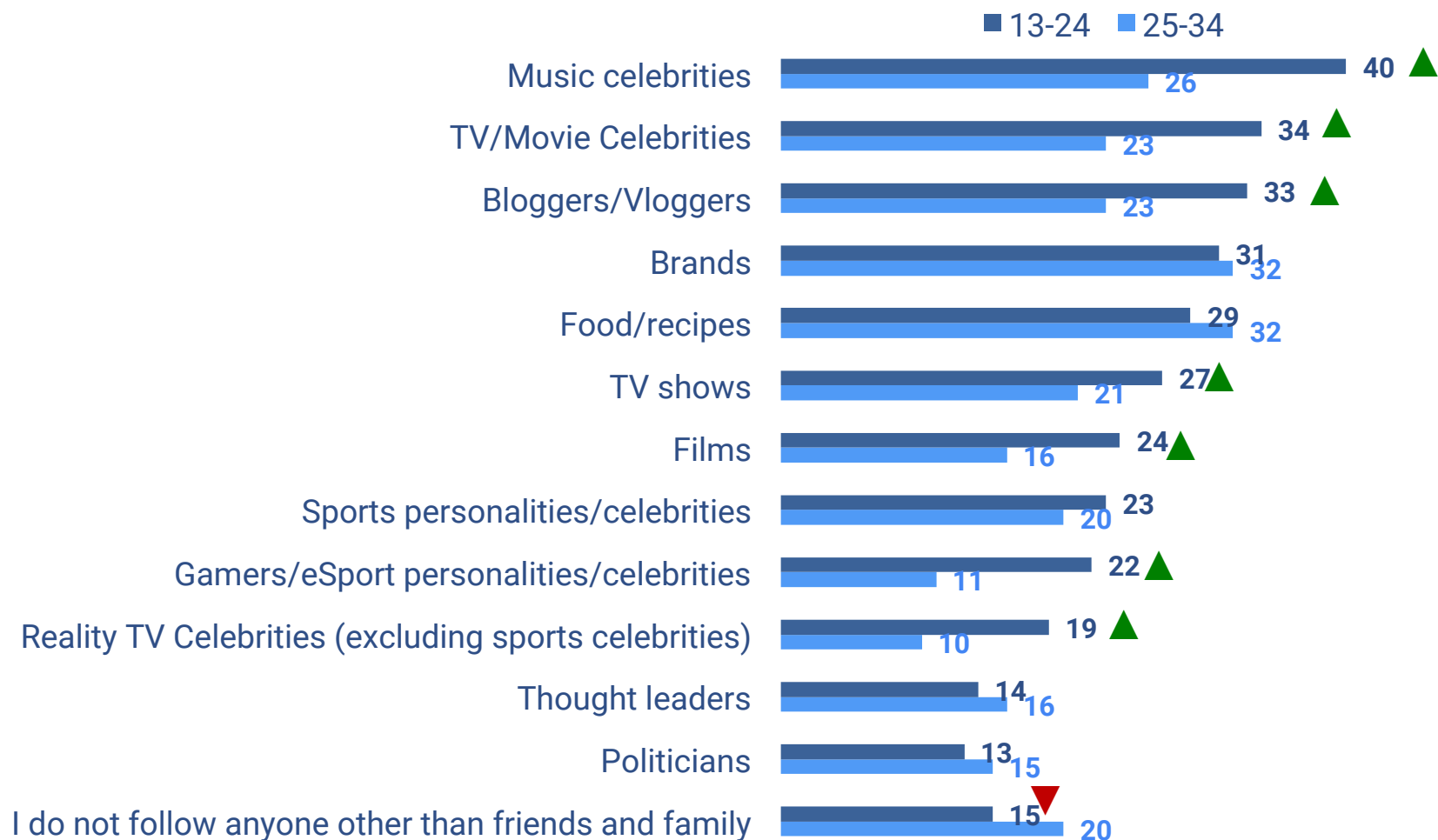
## Gamers/eSport personalities/celebrities



KEY:	
13-24	25-34

# | Who is being followed on social media?

13-24s tend to follow people like music/TV celebrities whereas 25-34s are most likely to follow brands and food/recipes, perhaps seeking information more than interaction.





# Online Video

# | What is looked for most in online videos?

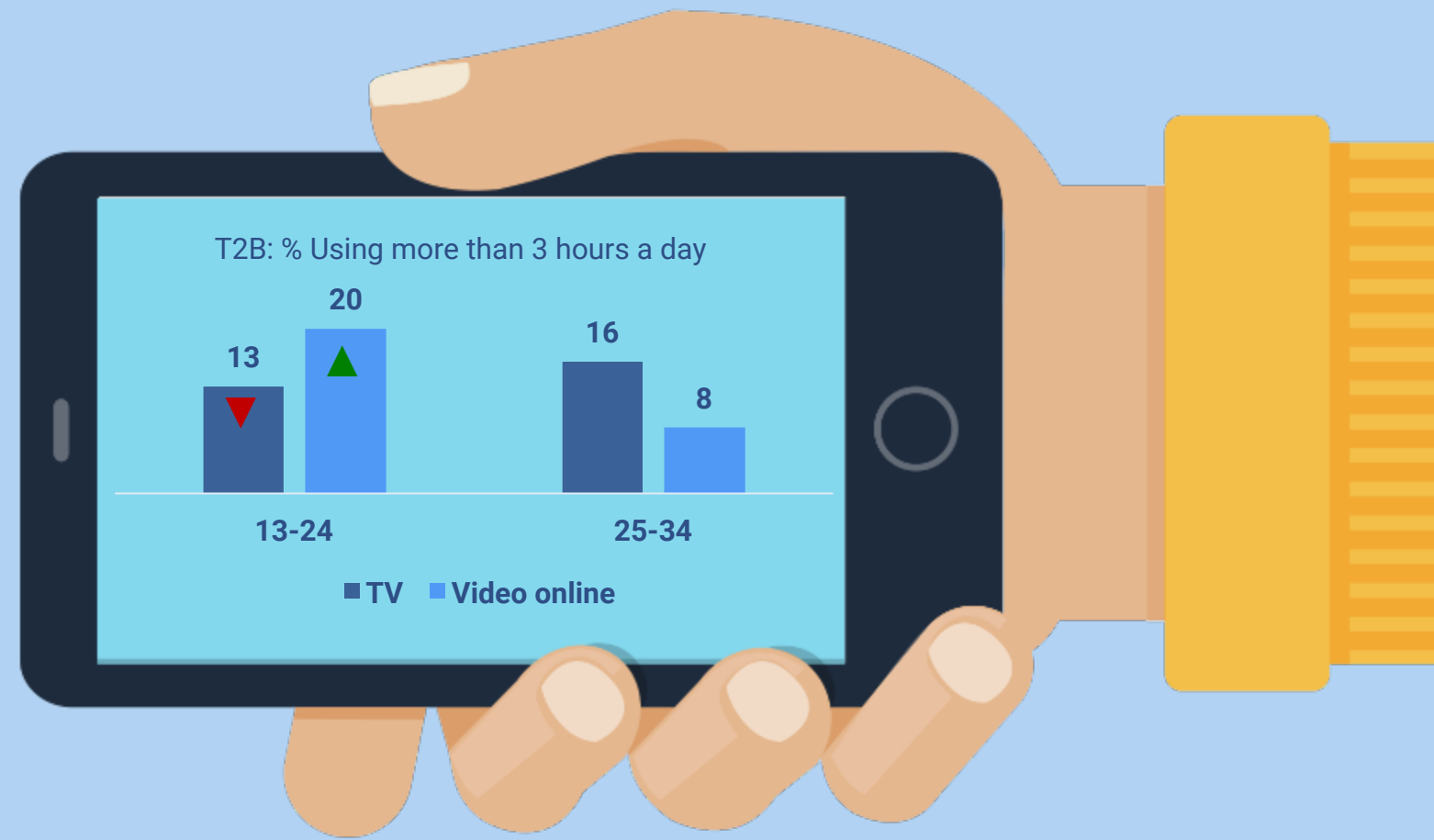
Although a high percentage amongst both groups look for entertainment and funny videos in online videos, the younger age group are more likely to use them for reviews and discovering new trends.

	13-24	25-34
Entertainment	71	63
Funny short videos	64	58
New skills	46	45
Reviews Product/brands	32	26
Food/Recipes	31	28

	13-24	25-34
News/current affairs	29	35
Exercise	29	26
New trends	22	10
Product launches	15	13

# | TV & Online Video usage

**Online video usage is significantly more popular amongst the 13-24s than the older age group**



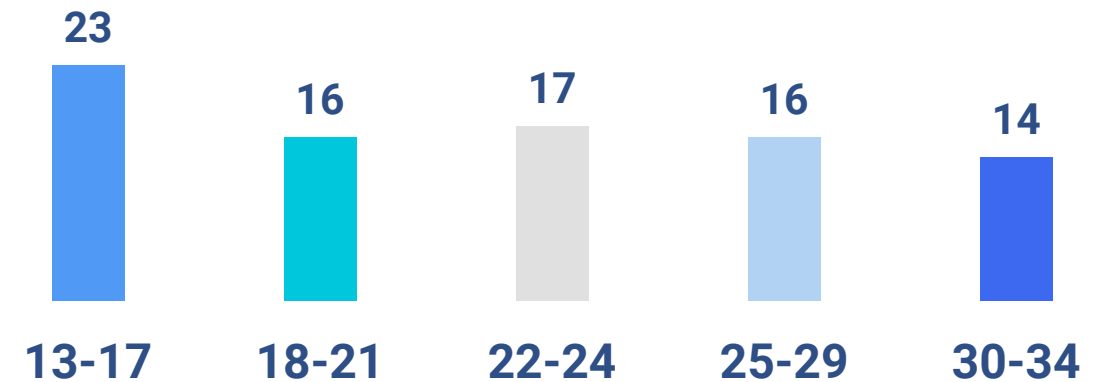
# | A look at online video

Almost one fifth of 13-24s go to YouTube to get immediate answers but the youngest age group is significantly more likely to use YouTube



13-24	25-34
19	15

Where do you go when you need to get immediate answers?



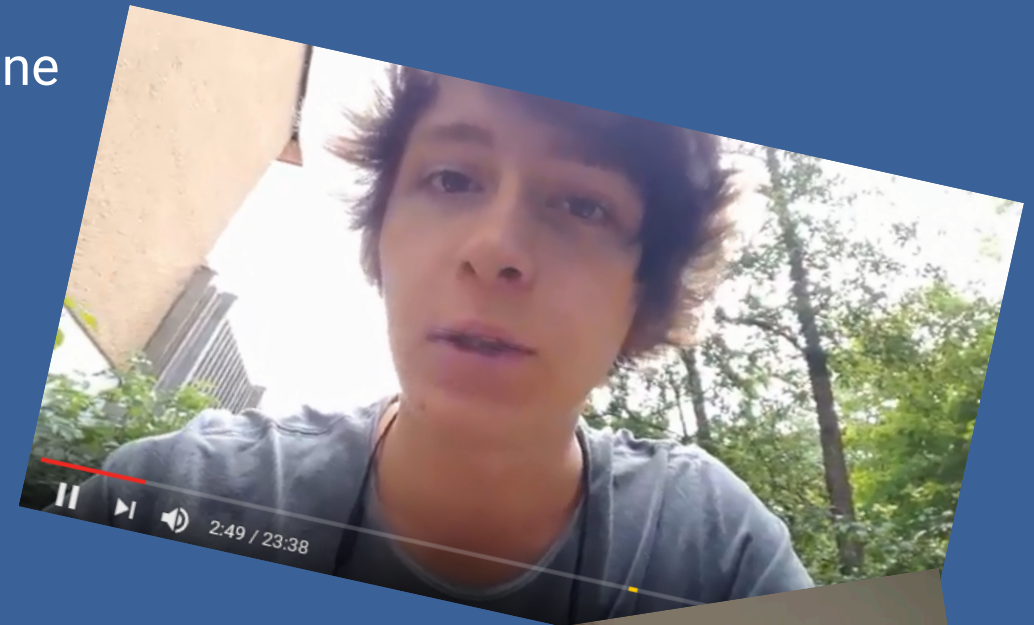
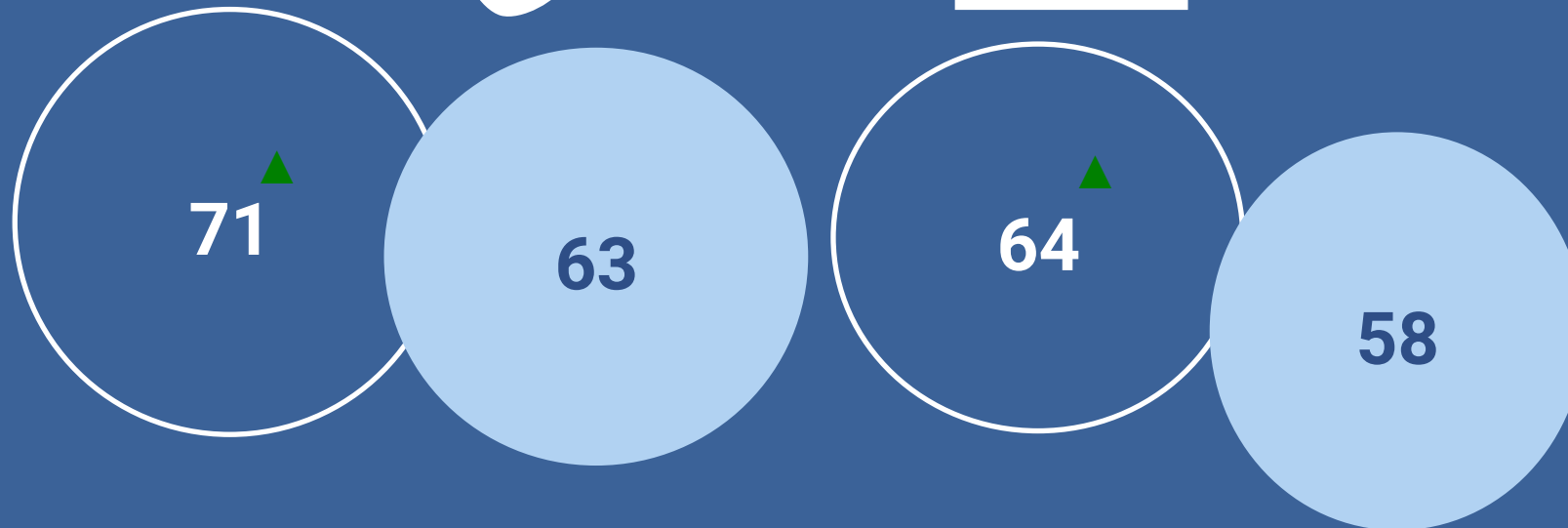
**Online videos are  
not just for watching  
funny/entertaining  
videos but also for learning  
new skills, watching reviews  
and so much more!**



# | Online videos

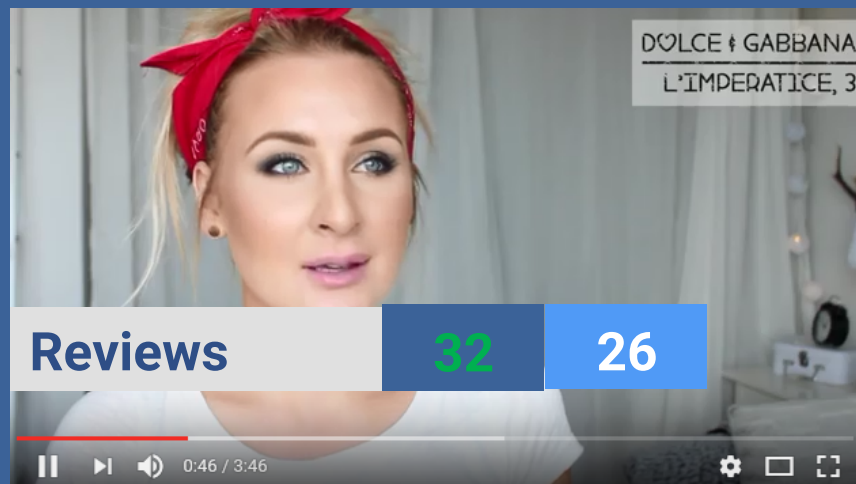
Entertainment and funny short videos most sought on videos online

Entertainment      Funny short videos



# | Online videos

...but a high percentage also use them for practical every day needs.



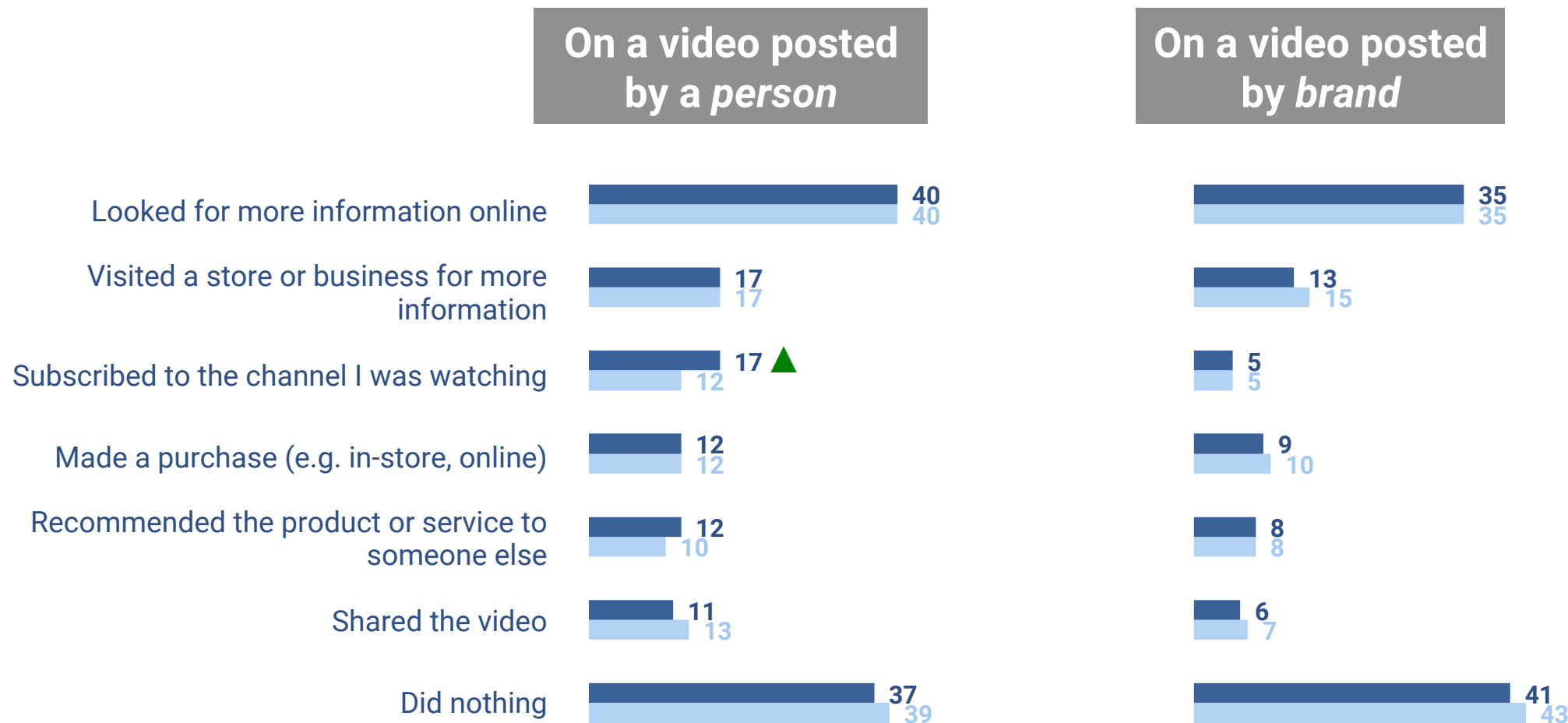
KEY:

13-24	25-34
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# | Actions taken after seeing a brand in online video

Swedish consumers are more likely to interact with videos posted by people than brands and there is little difference between the two groups with the exception of likelihood to subscribe



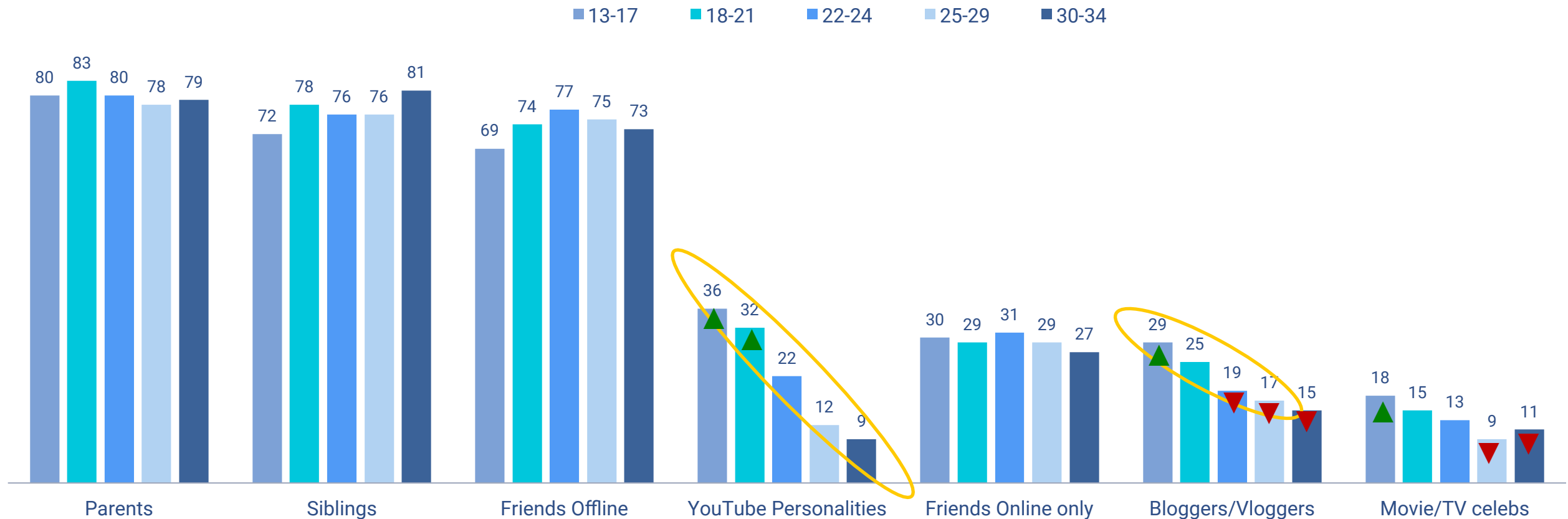


# Younger groups are looking to YouTube personalities and Vloggers for recommendations



# | Trust/recommendations on products

YouTube personalities and Bloggers/Vloggers have distinct kudos amongst 13-21s compared to the older ages.



Question: IP5 How much do you trust recommendations and suggestions on products, brands and content from...?  
Base: (13-17) =310, (18-21) =299, (22-24) =391, (25-29) =512, (30-34) =492  
Significance: ▲▼ higher/lower @ 95%

# | Where do you tend to see advertising that...

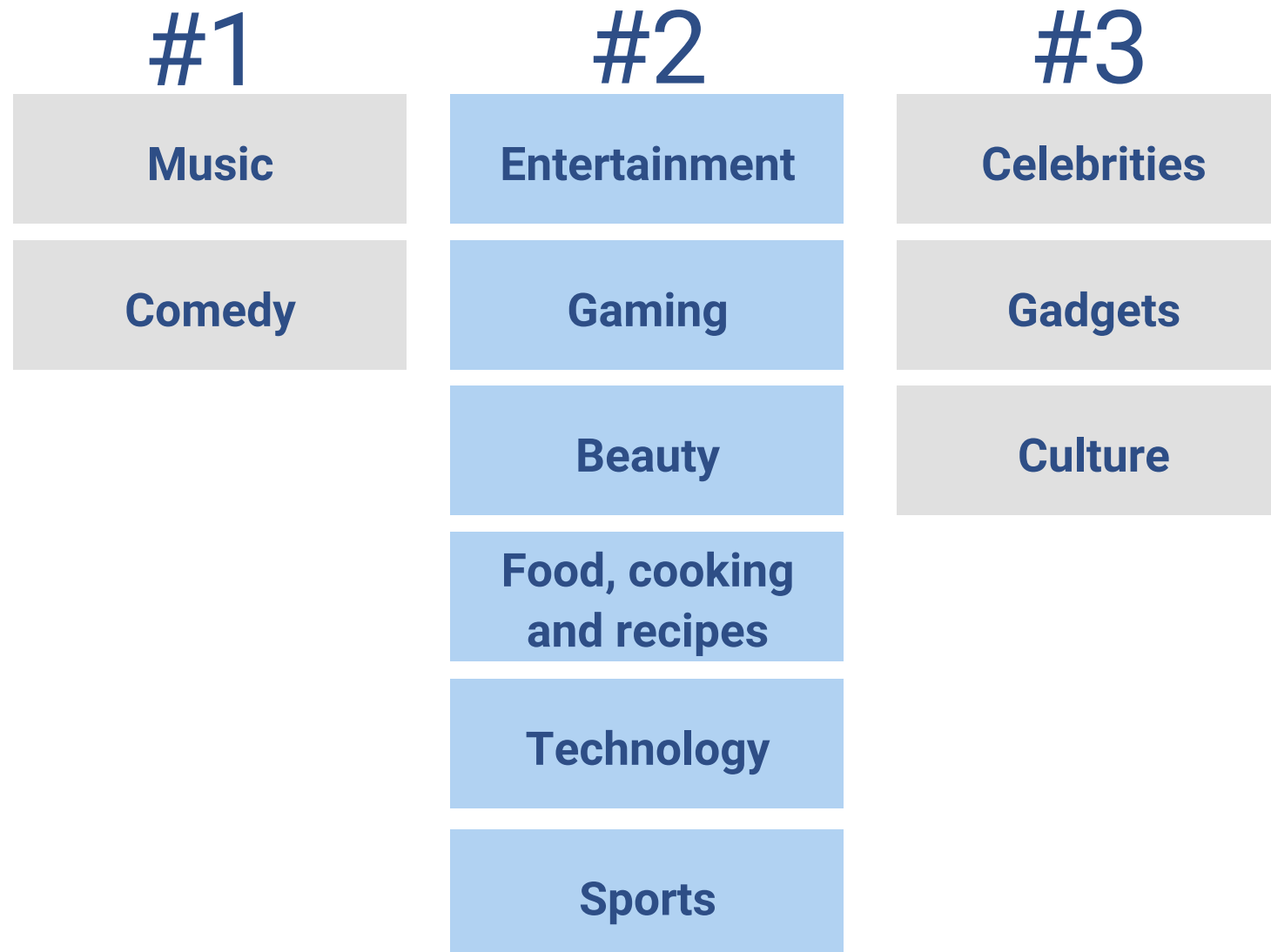
Most enjoyable advertising seen on You Tube (above TV), it's advertising is second to Facebook for sharing with friends and third most effective in relating products and services sought



	YouTube Rank	13-24	25-34
Advertising I enjoy	#1	29	19
Advertising I like to share	#2	17	11
Advertising related to products/services sought	#3	26	19

# | Where they go for more info

YouTube is the #1 destination for comedy and music amongst 13-24s – they may use other sources for general entertainment.



# | Where they go for more info

13-17s are more likely to go to You tube than the older age groups for all the different interests



	13-17	18-21	22-24	25-29	30-34
<b>Comedy</b>	72	70	64 ▼	58 ▼	53 ▼
<b>Fashion</b>	26	20	12 ▼	9 ▼	6 ▼
<b>Food, cooking and recipes</b>	29	29	26	22 ▼	18 ▼
<b>Ecology/Nature</b>	17	13	12	11 ▼	9 ▼
<b>Music</b>	72	72	65	60 ▼	58 ▼

Question:  
Base:  
Significance

IB2.1 Where do you go to find out more about the following topics?  
(13-17)=310, (18-21)=299, (22-24)=391, (25-29)=512 (30-34)=492  
▲▼ higher/lower @ 95%

Sig tested vs 13-17

# | Where they go for more info

The pronounced use of YouTube amongst teens continues with information on celebrities showing the most significant difference compared to older adults



	13-17	18-21	22-24	25-29	30-34
<b>Gadgets</b>	30	25	21 ▼	21 ▼	19 ▼
<b>Celebrities</b>	35 ▲	25	19 ▼	12 ▼	12 ▼
<b>Sports</b>	24	19	19	13 ▼	13 ▼
<b>Entertainment</b>	56	54	49	44 ▼	38 ▼
<b>Technology</b>	29	25	25	24	21 ▼

# | Where they go for more info about Beauty

Top 3 sources for 13-24s are YouTube, blogs and celebrities with friends offline, FB and friends online featuring at bottom of the list



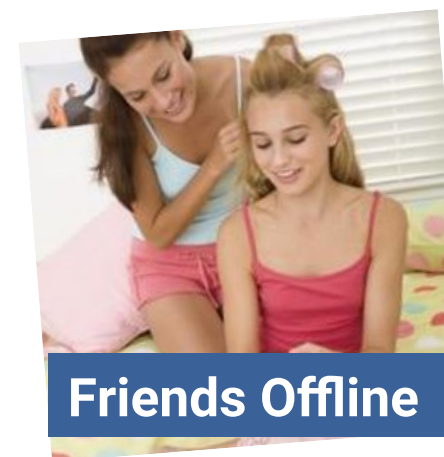
#1 32 15



#2 24 18



#3 14 7



11 9

Friends Offline



10 9

Social media



4 3

Friends Online

# Appendix



## | Research Objectives

- The goal of the study was to develop a world view of youths and young adults across selected markets, alongside the cultural context young people live within.
- We aimed to understand how youths and young adults see, interact with, and inhabit their on and offline worlds, and to appreciate the underlying shifts in their attitude and behaviour that will influence the Google of tomorrow.

# | Study Methodology



Main Sample:  
13-24 N=1000

Boost Sample:  
25-34 N=1004

The Boost sample provides a benchmark for the 13-24s and enables a more longitudinal assessment of trends

**Device Agnostic Study:** the questionnaire was developed to work across mobile, tablet & desktop so participants can fill in the survey in the way they feel most comfortable

# | Quotas set on age, gender and region

## 13-24s

AGE	Males	Females	Total
13 - 17	14	17	31
18 - 24	28	41	69
TOTAL	42	58	100

REGION	Nat rep quotas
Norrland	9
Mellansverige	25
Stockholm	22
Västsverige	20
Södra Sverige	23
Total	100

## 25-34s

AGE	Males	Females	Total
25 - 29	23	28	51
30 - 34	22	27	49
TOTAL	45	55	100

REGION	Nat rep quotas
Norrland	8
Mellansverige	23
Stockholm	26
Västsverige	20
Södra Sverige	23
Total	100

Note: Sample balanced through weighting but not exactly the same as census figures on age/gender due to numbers recruited.

# | The questionnaire was designed around key themes

## Behaviours

- Devices used
- Time spent on activities
- Smartphone usage
- Must have apps

## Influencers & Interests

- Sources of information & advice
- Role of parents
- Role of online video
- Online vs offline relationships
- Attitudes to advertising

## Social Media

- Usage and frequency
- Sharing and following
- Closeness to platforms
- Attitudes to social media

## Shopping

- Shopping behaviours & attitudes

# | Ipsos MORI standards & accreditations

Ipsos MORI's standards and accreditations provide our clients with the peace of mind that they can always depend on us to deliver reliable, sustainable findings. Our focus on quality and continuous improvement means we have embedded a 'right first time' approach throughout our organisation.



## ISO 20252

The international market research specific standard that supersedes BS 7911 / MRQSA & incorporates IQCS (Interviewer Quality Control Scheme); it covers the 5 stages of a Market Research project. Ipsos MORI was the first company in the world to gain this accreditation.



## ISO 27001

International standard for information security designed to ensure the selection of adequate and proportionate security controls. Ipsos MORI was the first research company in the UK to be awarded this in August 2008.



## MRS Company Partnership

By being an MRS Company Partner, Ipsos MORI endorse and support the core MRS brand values of professionalism, research excellence and business effectiveness, and commit to comply with the MRS Code of Conduct throughout the organisation.



## ISO 9001

International general company standard with a focus on continual improvement through quality management systems. In 1994 we became one of the early adopters of the ISO 9001 business standard.

## Data Protection Act

Ipsos MORI is required to comply with the Data Protection Act; it covers the processing of personal data and the protection of privacy

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**This work was carried out in accordance with the requirements of the international quality standard for market research, ISO 20252 and with the Ipsos MORI Terms and Conditions.**