## .SE <br> Olle Findahl <br> Swedes and the Internet 2OII

## .Se|internet statistics

Olle Findahl
Swedes and the Internet

## Swedes and the Internet 2011

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Foreword ..... 5
SUMMARY ..... 6
oi. New USERS STILL JOINING ..... 8Breakthrough for mobile Internet • International comparisons *Digital exclusion
O2. The most common online activities ..... I2Changes in usage content
03. Social media. ..... I6
Social media spreading to younger age groups • Most commonuse of social media - New medium of blogging - Limited numberof Twitter users
04. Music and streamed audio and video GAINING IN POPULARITY ..... 20
How is music paid for? - Who pays to listen to Spotify? - Do filesharers pay for music? • More TV and video clips • YouTube'swidespread popularity • User-generated music and video
05. Digital games ..... 24
How often do gamers play with other people? .Attitudes toward digital gaming
o6. Mobile Internet ..... 26
What are mobile devices used for? - Comparison between young, middle-aged and older people • Major changes in recent years - Apps - Tablet computers • Publish anywhere * Internet on the go • Mobile Internet supplement to Internet at home - Do mobile-Internet users spend less time online at home or at work? - Certain activities ideally suited to mobile Internet
07. INTERNET AND POLITICS ..... 34Less skeptical attitude toward the Internet's role in politics *Was the 2010 general election a breakthrough for the Internet?- How many people are politically active online? • No expandedpolitical contacts
08. Children and young people ..... 40
Changes in recent years - Games • Video •Earlier visits to social networks
09. WORKING POPULATION AND THE ELDERLY ..... 44
Wage earners and salaried employees • The elderly
IO. Patterns of USE ..... 48
Conclusion ..... 54
References ..... 57
Method ..... 58
TABLES. ..... 60
lndex ..... 63


The Internet no longer only affects people who use computers at their workplace which was the case 15 years ago and to a certain extent, ten years ago. The Internet has reached an increasing number of people and has largely become public property, and is currently considered a natural part of many people's everyday lives.
The Internet also no longer only applies to working adults between the ages of 18 and 65 . On the contrary, the most dramatic developments in recent years have occurred among those under the age of I8. And this is a trend that currently continues to spread down among the age groups, all the way t preschool children. The Internet has als gained increased significant among retiree although this trend has not progresse as quickly, particularly not among elderly etirees.
To monitor the trend of how the Internet is proliferating and being used, it has thus become necessary to try to cover the entire population from the youngest to the oldes in a survey of Internet use in Sweden. The youngest because this is the group in whic major changes in Internet use are occurring mong children who are beghing schol and already prior to beginning school. Th oldest because this is the group in which we find that most are stillnotusing the Internet. Accordingly, the lower limit for the age groups must be set very low. We now know that half of three-year-olds have begu acquainting themselves with the Interne Very few surveys are conducted about children in these low age groups. The upper
limit for the age groups must be set very high if we are to estimate the number of individuals who remain outside the digital Internet world. Most surveys set the upper limit at 75 and are unable to capture the trend among those over 75 , which amounts to 800,000 people.
In the Swedes and the Internet survey, we set the lower age limit at three and have no upper age limit. To enable this, we have combined three different surveys. The main survey, including telephone surveys, encompasses everyone over 16, which includes everyone over 75 . The youth urvey is geared toward those between I2 and 15. They were interviewed by telephone as well as a parent as they have to secure const, which is necessary when requecrils articipation from those und rose between rer we interviewed the parents in the main survey who had children in this age group. By combining these three surveys, we have managed to cover all age groups in the population, which has become increasingly important now that the Internet is of the utmost relevance among both the youngest and oldest.

The Internet continues to proliferate among the population of Sweden, although the rate of proliferation is now very slow. Some 88 percent of the population over the age of i2 has access to the Internet and 85 percent have access to broadband at home.

## More people use the Internet daily

In 2003, 25 percent of the population used the Internet on a daily basis. Nowadays, 69 percent do so daily, which corresponds to 8 r percent of all Internet users. Among those tween the ages of 12 and 44 , nine of ten are daily users.

## Ids use the interne

Since the late r990s, Internet use has spread further down among age groups. One benchmark of this proliferation is when half of an age group begins using the Internet at least occasionally. That benchmark is now at the age of three.

## Nine of ten have a personal computer

There has been a clear trend of increased laptop use in recent years, which appears to be sustaining. Nowadays, nine of ten users have a personal computer and eight of ten have access to a laptop.

Breakthrough for mobile Interne
The major shift in the past year is the breakthrough for mobile Internet. Use of this medium has doubled in the past year. This also applies among the younger age groups where two of three now use their mobile phone to access the Internet. In addition to the number of mobile Internet users rising, use of the medium, the frequency of use and the time spent online have also increased.

## he most common Internet activities

The most common activities are searching online using Google, using e-mail, searchin for news, looking up schedules, addresses and telephone numbers, searching for/ and telephone numbers, searching for
checking facts and looking up maps and checking facts and looking up maps and
directions. Between 80 and 90 percent of all Internet users engage in these activitie online.

## Half of the Swedish population

Today, half of the Swedish population (52 percent) use social networks, all of whon have a Facebook account, although other social networks are also available. Among Internet users, two of three ( 62 percent) visit social networks. In the past four years, the percentage of those who visit social network as increased ten percentage points for each ear. There are no signs of deceleration ther than the cap effect among young soon be visiting social networks. The speed with which the interest in social network has spread down among age groups is particularly noteworthy.

## Online games for young men

Until the age of ten, gaming is prevalent mong both boys and girls. After this age, girls begin to show increasing interest in blogs and social networks. Their gaming declines, while boys continue to play frequently into their 20 s. Some 90 percent of young men play games online, and half do so on a daily basis.

The blogosphere for young women
Those who have become enthusiastic blog followers in recent years are primarily very young women, aged i2 to 15 . Some 85 percent read others' blogs, and for more than half of those young women, reading blogs is part of their daily activities. A third also maintain heir own blogs.

## Limited number of Twitter users

Twitter is an online service where users can write their own and read others' short text messages. Some 7 percent of the populatio
 among younger people.

## Breakthrough for streaming music

Slightly more than half ( 57 percent) of the Swedish population listens to and downloads music online. The percentag of those engaging in file sharing has neve been greater, while the percentage of those streaming music using the Spotify music service is even greater. Among thos between the ages of 16 and 25 , nearly nine of ten listen to Spotify and half of those liste on a daily basis. The more you listen and the older you are, the more common it is to pay membership fee.

## More TV and video

The use of the Internet to watch TV and videos has increased sharply in the past tw years. Increasing numbers of people have discovered that they can watch videos an TV online. Eight of ten have visited YouTube However, in terms of daily usage, the figure remain limited

## Half of the Swedish population

## plays digital games

The most popular digital games comprise such traditional games as chess. Small-scale and uncomplicated everyday games are popular among all ages.

## No breakthrough but larger role

for politics on the Internet
Nowadays, nearly half of the population claim to search for political information online at least occasionally. Ahead of the 2010 general election, i4 percent of the population discussed politics on Facebook, io percent posted comments or expressed opinions concerning politics online and 8 percent had looked up a politician. There is a core of in percent who are politically active and who have engaged in at least two of these political activities. However, there are an additional io percent who have discussed or expressed political opinions online. Is the normally rather limited group of political activists expanding?

## Eight user patterns

An analysis of shared user patterns demonstrates that there are two extreme groups: advanced enthusiasts who use the internet's full range of possibilities more than everyone else, and the cautious group who is more restrictive and cautious in its use. In between these are the traditionalists, who primarily use the internet to acquire information, and the modernists, who are more interested in the Internet's communicative, entertaining and social aspects. However, four of ten users are more cautious and restrictive in their Internet use.



If we do not focus on the population but the share of daily users is about 90 percent for those between the ages of $I 2$ and 44 . The percentage subsequently declines somewhat, but even among retirees who use the Internet, most are on a daily basis. Of those over 75 who use the Internet, two of three do so daily (Diagram I.5).

## Breakthrough for mobile Interne

The trend of more laptop computers has been clear in recent years and is sustaining. Today, nine of ten users have a personal computer. More people are also connected to the Internet via their TV and gaming consoles. However, the major change lies in the percentage who use mobile Internet. This figure has doubled in the past year (Diagrams I.6 and I.7). This will be addressed in further detail in a special chapter on mobile Internet.
The amount of time spent online has also grown, although it now appears to have leveled off at about two hours a day at home. In addition to this, time is also spent online at work, in school, via mobile telephones and
other locations. The total amount of time spent online amounts to 20 hours a week or nearly three hours a day.
When exclusively examining those who use the Internet at work, the average time spent working online is 10.4 hours a week (I. 5 hours a day), and for those who use the Internet at school, the figures are seven hours a week or one hour a day.

## International comparisons

In 2010, Sweden ranked in the top of three international indexes that aim to measure and compare countries in various ways according to how successful they are as an information technology country (see Swedes and the Internet 2010 for more information about these indexes). Sweden maintained its leading position in 20II as well, although South Korea was ranked ahead of Sweden in the UN ITU's ICT Development Index, and Singapore tightly trails Sweden in the World Economic Forum's Network Readiness Index.
Overall, East Asian countries are at the forefront of advances in IT. This is indicated in the Economist Intelligence Unit's
 on patterns of use).


## The most common online activities

Nearly everyone who uses the Internet engages in certain forms of activity at least on an occasional basis. These activities include searching the Internet using Google, using e-mail, searching for news, looking up schedules, addresses and telephone numbers, searching for/checking information, looking for maps and directions, attaching files, searching for product information concerning a hobby or information about trips, looking up words and reading the paper. Some 80 to 90 percent of all Internet users use the Internet to perform these activities.

| Google | $97 \%$ |
| :--- | :--- |
| Writing/reading e-mail | $95 \%$ |
| Searching for news | $92 \%$ |
| Schedules, etc. | $90 \%$ |
| Attaching files | $88 \%$ |
| Maps, directions | $88 \%$ |
| Searching for information | $88 \%$ |
| Product information | $87 \%$ |
| Logging into a bank | $84 \%$ |
| Information about trips | $83 \%$ |
| Hobbies, leisure activities | $83 \%$ |
| Reading the paper | $80 \%$ |
| Looking up words | $80 \%$ |

Other regular activities include surfing buying/paying for goods and services, visiting Blocket, visiting Youlube, paying bills, buying/booking trips, performing price comparisons, searching for health information, listening to/downloading music, searching for information about culture and science. Some 79 to 65 percent of Internet users occasionally engage in these activities.

| Surfing | $79 \%$ |
| :--- | :--- |
| Buying/paying for goods | $78 \%$ |
| Paying bills | $78 \%$ |
| Visiting YouTube | $78 \%$ |
| Buying/booking trips | $76 \%$ |
| Performing price comparisons | $72 \%$ |
| Heath information | $67 \%$ |
| Listening to/downloading music | $66 \%$ |
| Culture, literature, science | $65 \%$ |

More than half of Internet users also visit social networks. They stay abreast of social and government agency matters. They watch TV, watch/download video clips, listen to Spotify and post photos online.

| Social networks | $62 \%$ |
| :--- | :--- |
| Information concerning <br> social matters | $61 \%$ |
| Government agency information | $59 \%$ |
| TV | $54 \%$ |
| Watching/dowwnloading <br> video clips | $53 \%$ |
| Spotify | $50 \%$ |
| Posting photos | $50 \%$ |

There is also a long list of other activities to
become involved in online, which are not as established among all Internet users as thos that we already mentioned, but that might be commonplace in certain user groups. In later chapters, we will examine activities and patterns of use within various age groups in further detail.
The activities that we have listed thus far are such that most Internet users have engaged in on at least one occasion. Thes constitute activities that fill a need and that are suitable to perform online. However, this does not mean that these activitie necessarily dominate their use. Some 78 percent of users pay their bills online However, this is not an everyday activity, but rather one that is conducted once or a few times a month.

We will now divide online
activities into three categorie
I. Activities that are ubiquitous and frequently performed
. Activities that are ubiquitous but seldom performed 3. Activities that are frequently performed in certain groups but are not prevalent

| 1. Ubiquitous and frequently performed | Coverage | Daily use |
| :---: | :---: | :---: |
| E-mail | 95\% | 64\% |
| Google | 97\% | 56\% |
| Searching for news | 92\% | 44\% |
| Reading the paper | 80\% | 35\% |
| Visiting social networks | 62\% | 35\% |
| Attaching files | 88\% | 21\% |
| Surfing | 79\% | 21\% |
| Listening to/downloading music | 66\% | 23\% |
| 2. Ubiquitous but seldom performed | Coverage | Daily use |
| Maps, directions | 88\% | 2\% |
| Product information | 87\% | 3\% |
| Logging into a bank | 84\% | 5\% |
| Information on trips | 83\% | 2\% |
| Buying/paying for goods and services | 78\% | 0\% |
| Price comparisons | 72\% | 1\% |
| Health information | 67\% | 2\% |
| Culture, literature, science | 65\% | 4\% |
| 3. Frequently performed but not prevalent | Coverage | Daily use |
| Listening to Spotify | 50\% | 20\% |
| Visiting a community | 46\% | 17\% |
| Instant messaging, MSN | 42\% | 14\% |
| Reading blogs | 46\% | 10\% |
| Playing games | 42\% | 10\% |



[^0]online with varying frequency.


## How many people visit social networks? A comparison between 2005 and 2011.

## Diagram 3.1 The percentas

What is the percentage of people
from difierent generations who visit
social networks?

| Diagram 3.2. The percentage of people from |
| :--- |
| difterent generations who visited a a social network in |

mong Internet users, two of three ( 62 percent) visit social networks. In the past four years, the percentage of those who visit social networks has increased ten percentage points for each year. There are no signs of deceleration, other than the everyone ( 96 percent) will soon be visiting social networks.

## Social media spreading to

younger age groups
The interest in joining a social network increased among young people five years ago and has continued to rise, while those above the age of 45 have been swept up in this trend over the past two years (Diagram 3.2.). Las year's increase was io percentage points in all age groups with two exceptions: younger retirees ( $66-75$ year olds, up from 8 percent to 25 percent) and among the youngest age roup (12-15 year olds, from 57 percent to 85 percent) (Diagram 3.3.). It is particularly remarkable just how quickly social network have become popular among the youngest age group. This issue will be discussed in the section on children and young people.
A wide range of social networks are available today, both Swedish and foreign Facebook is the most popular, and all age groups have Facebook accounts.



How many people visit social networks? A comparison between 2010 and 2011 .<br>Diagram 3.3. Percentage of the Swedish population by age group who are members of a social network 2010 and 2011.



Users visit Facebook to find out what thei friends are doing, update their status, check in and say what they are doing. For many people this is a daily activity. Facebook is also where various groups are started to discuss or mobilize people in a certain issue

## Most common use of social media

Social networks such as Facebook now dominate what is known as "social media. However, traditional communities, websites based on common interests, continue to have high visitor numbers. Facebook activity not only comprises status updates, althoug hhis is by far the most widespread activity Political discussions are also conducted on the website. More information on this subject is available in the section on politic on the Internet.
The number of bloggers has not increased very much in recent years, but readership of other blogs has become highly popular and evolved into a new media form. Women are most active in this area and on Facebook with some 42 percent of women visiting Facebook every day compared with 33 percent of men. A total of 16 percent of women read blog every day whereas only 5 percent of men read blogs.

Today, half of the Swedish population ( 52 percent of those over the age of 12 ) Facebook account, although other social networks are also available. This is a trend that gained momentum in 2008 and figures are rising steadily every year.


Diagram 3.5. Percentage of male and female
Internet users who read blogs at least occasion

More than half of
young women read blogs as part of their daily Internet usage

are published on the user's profile. The user can subscribe to, or "follow," other people's tweets. Some 7 percent of the Swedish population uses Twitter at least occasionally. Younger people in particular use the service. Half of Twitter users only make use of the service occasionally, with a limited group of people ( 2 percent of the population) using it every day. Mainly younger, well-educated men use Twitter on a daily basis. In additio to students, users comprise young people who work in IT and computers, consultants and senior managers.
Usage in the US is slightly more widespread rising to io percent in 2011 up from 6 percent of the population in 2010. Half of Twitter users access the service via a mobile devic (PEW, 20II)
We find that most Twitter users are between 16 and 35 years old: 33 percent are in the 16 to 25 age group and 24 percent in the 26 to 3 age group. Twitter also has some older user albeit infrequently. Some 14 percent of user are aged 45 and up.
he new medium of blogging
Major differences between younger and older women can be seen in the statistic of " 46 percent of women read blogs." Among young women, 80 to 85 percent read blogs, 30 to 40 percent. There is a large difference between younger men and women, with this difference decreasing among the older population. Mainly very young women, i2 to 5 year olds, have become highly enthusiastic blog readers in recent years. This trend is even more clearly seen in the figures for daily blog reading. More than half of young women read blogs as part of their daily nternet usage. A third also write their own blogs. This issue will be discussed in the section on children and young people.

Limited number of Twitter users
witter is a social networking service that nables its users to send and read shor ext-based posts or "tweets." The service is also called a microblog since each post may only contain I40 characters. These tweets


Occasionally Daily





These averages reveal major differences between men and women in the various age groups. Differences between boys and girls are minor for very young users, 3 to io year olds, and also for those above the age of 45 . However, between these age groups, particularly among teenagers, differences in gaming habits between men and women are great. Until users reach their teenage years there are no differences between boys and girls, but even at the early age of io to II, an increasing number of girls start becoming interested in blogs and social networks (more about this in the section on children and young people). Gaming then declines dramatically, while boys continue to play frequently into their 20s. Some 90 percent of male 16 to 25 year olds play games, compared with 60 percent of women in the same age category.
The differences between boys and girls become even clearer if we look at daily playing patterns. Initially, the differences between boys and girls are small but game playing becomes more frequent among boys after the age of ten, at which point half of boys play games every day. Daily playing

|  | Play digital games | Percentage of <br> digitilalgame players <br> who play with others |
| :--- | :---: | :---: |
| Aged $12-15$ | $76 \%$ | $60 \%$ |
| Aged $16-25$ | $76 \%$ | $55 \%$ |
| Aged $26-35$ | $59 \%$ | $37 \%$ |
| Aged $36-65$ | $39 \%$ | $41 \%$ |

Table 5.2. Percentage of the population who play digital games.


Daily playing among boys and girls
Diagram 5.3. Percentage of Internet users in different
age groups who play digitial games every day
becomes increasingly less popular among girls following a peak at the age of 9 to II. Some is percent of i2 to is year old girls play every day, compared with 50 percent of boys. The most popular digital games that are played frequently by all ages are traditional games, for example, chess, which existed before the Internet and has been adapted to the digital format. Card games and solitaire are also popular among older people. More groups, except for small-scale simple casual games that are played by all ages and can be played on mobile devices. However, middleaged gamers play car and sports games as well as party games. The range of games targeted to young people is far broader and many different types of games are popular.

## How often do gamers

play with other people?
Most commonly the youngest age groups play digital games with other people. Almost half of all gamers play with other people. This trend applies to all ages. Young people aged 12 to 25 mostly play with friends but more than half also play with family members and strangers. The most common

gaming partner for older people, aged 36 to 65 , is a family member. But as with all other age groups, it is a very common occurrence that gamers play with strangers. Half or more of people who play with others do so with strangers.

## Attitudes toward digital gaming

Young people generally have a more positive attitude toward digital gaming than older people. Naturally, those who are active gamers themselves hold the most positive views toward gaming. Some 73 percent of gamers agree or strongly agree with the statement that playing games is a fun and relaxing hobby. Of the population, 39 percent agree with the same statement, while one in four ( 22 to 28 percent) of the Swedish population do not see anything positive about playing digital games.
Nevertheless, both gamers and nongamers generally agree that playing digital games has its risks. Some 3I percent believe it is a waste of time, as do 40 percent of the population, while half of both game player groups believe that gaming is addictive.

|  | With family | With friends | With strangers |
| :--- | :---: | :---: | :---: |
| Aged 12-15 | $53 \%$ | $99 \%$ | $65 \%$ |
| Aged 16-25 | $58 \%$ | $96 \%$ | $68 \%$ |
| Aged 26-35 | $49 \%$ | $85 \%$ | $61 \%$ |
| Aged 36-65 | $75 \%$ | $68 \%$ | $49 \%$ |

[^1]|  | People who play with <br> others | Population |
| :--- | :---: | :---: |
| A way of socializing | $49 \%$ | $22 \%$ |
| Helps you learn things | $43 \%$ | $26 \%$ |
| Fun and relaxing hobby | $73 \%$ | $39 \%$ |
| Waste of time | $31 \%$ | $40 \%$ |
| Addictive | $48 \%$ | $52 \%$ |
| Leads to arguments | $19 \%$ | $17 \%$ |

[^2]








## obtain information about the election. A comparison between 2004, 2006 and 2010. <br> Diagram 7.5. Percentage of the population (aged 16 <br> and $u p$ ) who used th about the election.

Percentage who used the Internet to
obtain information about the election
particularly frequent. About io percent of the population searches for political information online at least occasionally each week. In this respect, the changes in recent years have been marginal.

## Was the general election in 2010

a breakthrough for the Internet?
Parliamentary elections were held in Sweden in the autumn of 2010 and in our survey in the spring of 2011 we asked the participants of our study about their activities during and after the election that was held six months earlier. How important was the Internet? Compared with previous elections, the EU election in 2004 and the parliamentary election in 2006, the Internet seems to have played a more important role this time.
Half of the Swedish population had used the Internet at least occasionally to obtain information about the election during the autumn of 2010. Compared with the previous election in 2006, the differences are significant. Does this mean that the term breakthrough can be used when discussing the Internet in the 2010 general election? No, not if you examine the less frequent use of the Internet ahead of the parliamentary election in the autumn of 2010 .
We will first revisit the EU parliamentary election in 2004. At that time, most of the

Swedish population had Internet access. While interest in the EU election was not particularly significant to begin with, only 6 percent of the population had obtained information about it by turning to the Internet (WII 2004). Accordingly, after ten years, the Internet hardly played any role at all as a source of political information. Unlike the EU election, there was far more interest in the parliamentary election in Sweden in September 2006. The outcome of the election was uncertain. There was an intense electoral debate and the Internet now played a greater role than in 2004 although it remained negligible. And in 2010, the Internet continued to play a negligible role when examining daily use (Diagram 7.5), So what role did the Internet play? In 2006 TV remained the most important source of information for most people ( 52 percent) followed by newspapers (41 percent), friends and family ( 30 percent) and radio ( 22 percent). After this came the internet (17 percent) and text TV (is percent)
During the 2010 election, not much had hanged if we examine the population as a whole. Television was considered the most mportant medium ahead of the election by most people, followed by newspapers. After this came family and friends and finally radio and the Internet. The change was that

- Population Aged 16-25


How important were the various media
ahead of the 2010 general election for


the Internet had now reached the same level of importance as the radio (Diagram 7.0) At the same time, however, major changes have also taken place in the view that youns people have of the Internet. And for those aged 16 to 25 , the Internet was the most important source of information ahead of the 2010 election, followed by family and friends ahead of TV, newspapers and, trailing far behind, the radio (Diagram 7.7).


## How many people used the Internet for personal political activitios during the <br> personal polititcal activities during the <br> Diagram. 7.8. Percentage of the population who expressed or ented on politics on online in various ways.

## How many people are <br> politically active online?

If we analyze those who used the Internet to obtain information about the 2010 election more closely, we find that many of these people have discussed, commented and expressed their own beliefs about politics online. The most common form of expression was discussing politics or taking part in others' political opinions on

60\%




## When did half of an age group begin using the Internet?

Diagram 8.1. The age when 50 percent of
an age group began using the Internet.
begun using the Internet around three years of age. The Internet continues to spread to increasingly younger children.

## Children and young people

Since the end of the 1990s, the Internet has spread further down to younger age groups. A measure of this spread is when half of an age group began using the Internet. About 11 years ago (in 2000), this limit was around the age of 13 . Accordingly, the proportion of younger users was less than 50 percent. Since then, the beginner age, measured here as 50 percent of the users in one age group, decreased by one year for every year that passed.
In 2004, the beginner limit was about nine years old and in 2008 it was five years old. In 2009, the limit moved down another year to nearly four years and further downward in 2010 to less than four years old. In 2011, the limit is now where half of an age group has
mong school children, Internet has slowed since nearly everyone uses the Internet to some extent. However the spread among pre-school children continues. Here, the increase has been 27 to 28 percentage points in two years for three to four year olds (Diagram 8.2).
At first glance, the increase in daily use may seem quite modest (Diagram 8.3). Howeve, two years ago, daily Internet activity hardly existed among pre-school children. Today, ig percent of four-year olds display daily use (2 percent in 2009), 19 percent of five year olds (3 percent in 2009) and 25 percent of six-year olds ( 5 percent in 2009).

## Games

Among the first activities encountered by mall children when they begin to learn about computers are games. Simple game with recognizable objects, such as animals, cartoon figures and people, are easily accessible and small children are able to play them without being able to read or write. At

How many people use the Interne occasionally? A comparison<br>occasionally? A compariso between 2009 and 2011 .<br>Diagram 8.2. Percentage of children in various ag groups who use the Internet occasionally.

school age,games become more sophisticated and playing becomes a pastime with friend and sometimes with strangers met on the Internet. In addition to digital games, which are specifically designed for computers and the Internet, some of the traditional games that existed before the computer era hav been revived in digital form. These include card games and solitaire, Sudoku and chess, mahjong and bridge, Scrabble and many other traditional games. Traditional games are still the most popular in all age group except among the youngest (I2 to I5). pojkarna jämfört med 60 procent av de ung kvinnorna (diagram 8.5).
Although digital games are familiar to the youngest age group and are spread mostly early school ages ( 7 to II), daily use is limited. It is only in early teens that games are playe more frequently. Nearly half (40 percent) of the young people aged 12 to 15 play on a daily basis and this continues with a slight decline until 25 years old.
The decline in games in teen years is due to young females. Until then, the difference between boys and girls are small, but already at age io to II , an increasing number of girls become interested in blogs and social networks. Their gaming decreased


Diagram 8.3. Percentage of children in various age

drastically, while boys continue to play frequently until in their 20 s
If we consider daily playing, the differences are already greater between boys and girls when they are nine to ir years old (Diagram 8.6). The difference is largest between I 2 and 15 , when 52 percent of boys play on a daily basis compared with is percent of girls.
Instead, girls are interested in social networks and blogs. Here, girls dominate. In the age group 12 to 15 , one third of girls write their own blogs, compared with 4 percent
of boys (Diagram 8.7). And, nine of ten girls in the same age group read blogs written by others. Half of girls ( 52 percent) do so on a daily basis, compared with I percent of boys.

## Video

Another activity that follows children from the time they become familiar with the Internet at pre-school age is video and moving images. To appreciate moving images, being able to read or write is not required. Consequently, nearly half of three
to four year olds watch videos on the Internet and io percent do so on a daily basis. This is an activity that culminates in teenage years, when three of four ( 76 percent) occasionally watch videos on the Internet. Nearly half (44 percent) do so on a daily basis.

## Earlier visits to social networks

A completely new phenomenon that has
arisen in the past five years is the formation of social networks on the Internet. Predecessors such as Lunarstorm and Bilddagboken (an
photo diary website) have now been largely replaced by Facebook. The previous age limit of 18 has been replaced by an age limit of 13 But, already today, one third ( 36 percent) of those aged 9 to io have visited a social network. It is most common among girls. At II to i2 years old, more than half do so and one third ( 30 percent) on a daily basis. In early teens, visits to social networks are part of the daily routine for a significant majority (75 percent). This continues until age 30 .


Diagram 8.8. Percentage of byy and giris in various
age groups who read blogs on a daily basis.


## How many people visit social network




# Among older <br> Internet users today, half of those aged 55 to 65 are members of a social network 



## Patterns of use

The Internet opens the door to a large number of activities on which users may spend time. In Swedes and the Internet 2011, we asked Internet users about more than 60 activities. Perhaps no time is spent on the activities or maybe only occasionally? lt probably occurs a few times per month or week. If it is an activity that is included in daily life, then it is done on a daily basis or sometimes several times per day. The response for each user for each activity was then placed on a scale from zero (never) to five (several times per day). Viewing a large number of activities provides an opportunity to analyze various usage patterns and group people who use the Internet in a similar manner

With the aim of making the usage patterns more distinct, four and five questions may be put together in similar areas, thus achieving a scale from zero to 20 or 25 for each area of use. In our case, we chose eight such groups the Internet is used in a certain manner:
I. Active in social media;
2. Active with own participation
3. Active in searching for entertainment;
. Active in communicating;
5. Active in searching for practical assistance;
Active in searching for information and knowledge;
Active in using the Internet as a platform for traditional media;
8. Active in e-commerce.

The more often an activity is performed the higher the value will be, which will then be summarized for all the questions involved. For each of these activity areas up to 25 points may be received if you ar very active. For social media, this mean for example that you visit a social network, a community (based on common interests), read blogs, write your own blog and write comments on Twitter several times per day In the entertainment example, to receive
full points you must search for humorous content on the Internet, listen to/download share, files several times per day. (Refer to the description of the eight activity areas.) By conducting a cluster analysis of the various responses from Internet users, the users can be grouped in various clusters depending
on similarities and differences in their use. Initially, each individual is alone and for each step in the process, more and more individuals who are similar to each other are grouped into larger and larger clusters. In the final stage, several alternative solutions will be available depending on the number of clusters that seem significant.

## Activity areas

All Internet users are given a value for each activity depending on how often they perform the activity, according to a scale from zero (never), one (occasionally) two (once/a few
times per month, three (once/a few times per week), four (daily) and five (several times times per month, three (once/a few times per week), four (daily) and five (several tim
daily). The values are then tallied for the questions included in each activity area.

Use of social media
How often do you visit a community (based on common
interests) or a social network. How often do you read blogs, write your own blog and use Twitter?

Own contribution and own participation
How often do you update your status, comment on what discussion forums, upload videos or music on the Interne and upload digital photodiagrams.

Internet for entertainment
How often do you search for jokes, series or other sites
with humorous content, listen toldownload music, watch/
with humorous content, listen to/download music, watch/ download videos, play (games, not gambling) and share files

## Communication

How often do you send text messages, picture messages,
instant messages (MSN), participate in chat rooms and send
e-mails. Average 10.6 , standard deviation 4.9

## Search for practical assistance

How often do you search for maps and directions, information about schedules, movies, telephone numbers,
addresses, price comparisons, search for words and travel addresses, price comparisons, search for words and trave Average 8.7, standard deviation 3.8

## Search for information and knowledge

How often do you search for product inforation, health and medical information, information about social issues, culture, terature and science?

Avele 7.5 star
How often do you use the Internet to read newspapers, watch $T V$, listen to the radio, read an e-book and make a call. Average 5.6 , standard deviation 3.8

E-commerce
How often do you purchase and pay for products/services via the Internet, pay bills, purchase/book travel and visit Blocket. Average 6.1, standard deviation 6.0

## Eight patterns of use

In a previous analysis of the usage patterns of Swedish Internet users in 2007, it was discovered that there were two extreme groups, independent of the number of clusters in the end result of the analysis (Findahl, 2007). This is also the case four years later. There are the advanced enthusiasts who use all the possibilities offered by the Internet in all areas more than everyone else. And, there are cautious users who are very restricted in their usage and only sparingly use a few of the possibilities offered by the Internet. Between these extremes, there are a number of groups whose usage patterns differ in various ways.
In 2007, it was possible to divide these intermediary groups into two basic patterns: the traditional and the modern. The traditional usage pattern was based on the Internet's informative characteristic and the modern was more about the Internet's communicative and interactive characteristics. Does this still apply?
Quite a lot has happened since 2007. Today, 88 percent of the population has access to the Internet, compared with 78 percent in 2007. About 85 percent has broadband, compared with 65 percent in 2007. However, the major change was in the daily use of the Internet. In 2007, 47 percent used the Internet on a daily basis compared with 69 percent today. And, perhaps the most important change is the emergence of social networks, which are visited by more than half of the population. Have these changes impacted the usage patterns?

Let us first describe the two extreme groups (Diagram io.I). On the one hand, we have advanced enthusiasts and, on the other, at advanced enthusiasts and, on the other, at
the bottom of the diagram are cautious users. In the middle of the diagram, the broken line denotes the average activity among Internet users in the various activity areas.

The advanced enthusiasts display very high activity in all areas, informative as well a social and communicative: (ir percent of users).

The cautious users display generally very low activity. They do not visit social network at all or use the Internet for entertainment They send e-mails sometimes and occasionally search for practical assistance and sometimes read newspapers on the internet (I6 percent of users).

Traditionalists comprise the largest group of users (Diagram Io.2). On average, they use the Internet for information, knowledge and practical assistance. They communicate via e-mail but do not utilize opportunities for ntertainment and social media (24 percent of users).

Active traditionalists are very frequent users of the Internet's informative opportunitie and, unlike the traditionalists, they also participate on average in social media and search for entertainment on the Interne (Diagram Io.3) (18 percent of users).

Entertainment-oriented modernists are one of four groups of modernists who spen Internet's social and entertainment site (Diagram Io.4). This group is characterized by a high frequency of searches and use of entertainment via the Internet, such as music, videos, games and file sharing However, they also use the Internet's informative sites more than average and use the Internet as a platform for traditional media.

Social modernists are highly active in social networks and social media and also actively write comments and posts (Diagram Io.5). They are not interested in entertainment on the Internet and less interested than averag in information and knowledge and the Internet as a platform for traditional media

Communicative modernists are characterized by their a high frequency of communication via all channels (Diagram ro.6). They are also active on social media and participate actively there. On average, they also use the Internet for practical

Cautious modernists use the Internet sparingly but display relatively higher activity than average with regard to entertainment and social media (Diagram 10.7). Interest in information/knowledge, practical assistance and e-commerce via the nternet is low and the cautious modernists are for below the average in this area.

|  | Gender <br> Ratio men (1) women (2) | Age Average | Education <br> From 1 (Iow) to 5 (high) | Internet time at home <br> Hours per week | Time on mobile devices, Internet Hours per week | Importance internet as an information source (scale 1-5) |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Advanced enthusiasts | 1,3 | 30 år | 3,7 | 21 | 4,9 | 4,6 |
| Entertainment-oriented modernists | 1,3 | 27 år | 3,2 | 18 | 2,6 | 4,3 |
| Social modernists | 1,7 | 33 år | 3,5 | 12 | 2,3 | 4,1 |
| Communicative modernists | 1,7 | 28 år | 3,2 | 16 | 3,1 | 4,3 |
| Cautious modernists | 1,6 | 39 år | 3,2 | 11 | 0,9 | 3,7 |
| Active traditionalists | 1,5 | 44 år | 4,0 | 12 | 2,2 | 4,2 |
| Cautious traditionalists | 1,4 | 55 år | 3,5 | 8 | 0,5 | 3,7 |
| Cautious | 1,5 | 61 âr | 3,1 | 4 | 0,07 | 2,8 |

rnet activities


A large percentage of Swedish Internet users (16 percent +24 percent $=40$ percent) are cautious and restrictive in their use of the Internet. Many of them are older users and are included among cautious and traditional users, which are characterized by low activity and primarily focused on the Internet's informative content.
The modernists, which include many of the young users, jointly comprise one third of the Swedish users ( 7 percent +8 percent + 7 percent +9 percent $=3$ ipercent). They can
be divided into four subgroups according to the activities that dominate their user pattern: entertainment-oriented modernists $(7$ percent) who focus on music, video games, file sharing and humorous content; social modernists (8 percent) who live in the social networks and blogosphere and are not interested in the Internet's entertainment sphere; communicative modernists (7) percent) who also live in the social media but are characterized primarily by very frequent communication via all channels offered
by mobiles and the internet, and finally, modernists also include a group of cautions users ( 9 percent) who are not active but whe they use the Internet, they use social and communication sites and informative sites to a lesser degree.
The overlapping groups comprise advanced enthusiasts who use the Internet for much more than everyone else. This applies to the Internet's social and communicative sites, as well as informative sites. To a certain extent, active traditionalists also comprise
an overlapping group. Admittedy, their use is based on the Internet's informative sites but they also use the social networks and mobile Internet and, to a certain extent, the entertainment and communicative opportunities offered by the Internet. Two of the modernist groups (Entertainment and Communicative modernists) also show an overlapping use pattern.

Watching TV has become a habit for many people, a natural part of daily life. In one week, nearly everyone has watched something on TV. Swedish people watch TV about an average of two hours per day. It has
been this way, with some exceptions, since the mid-I97os. After 20 years, TV had found its place in Swedish daily life and, despite its place in Swedish daily life and, despite
major changes in selection and the number of channels, watching TV has remained quite stable over the years (Mediebarometer 2010).

The question now is whether the Internet, after is years, has also begun to reach such a stable position? Usage in many age groups ( 12 to 55 year olds) is nearly 100 percent and the time spent on the Internet seems to be leveling off between 1.5 and two hours per day. At the same time, there are still many elderly people who do not use the Internet or use the Internet very rarely. There is scope here for more Internet use. And, younger people who are more frequent Internet users than the elderly are becoming older and increasing in number, while the elderly are becoming fewer. This means that in the future, the Internet will become more prominent than today and the time spent online will increase, not drastically but successively. In addition, mobile Internet use will also increase
Is there scope for more Internet in daily life, which is already packed with a number of other media in addition to necessary activities (sleep, eat, work) and daily pursuits concerning family and home? Well, what is remarkable about the Internet is that most people are able to spend between 1.5 and two hours per day online, with no major change in previous living habits. In most cases, the Internet has been a supplement, not a competitor to other media habits.

Most people who read newspapers online also read normal newspapers as frequently as those who do not read online newspapers. Those who share files and download music listen to as much music via online radio as those who do not share files and they purchase more music and more often pay for subscriptions to listen to streaming music. Those with smartphones and who use mobile Internet use the Internet at home as ofte
smartphone.
Accordingly, there are a number of examples where Internet usage in many respects represents a supplement to already established activities. This also applies to traditional activities, such as writing letters and sending postcards. When we asked the question in 2000 about whether people usually send postcards or letters that are not work-related, 24 percent responded that they did so at least once per month and a total of 82 percent did so at least occasionally. Today, II years later, 20 percent says at least once per month and 75 percent do so occasionally.
Despite all the e-mails, text messages, picture messages, comments and status updates in the social networks, people continue to send letters and postcards. The Internet represents a supplement and is used for other types of communication. Changes in established usage patterns occur slowly and the elderly who watch TV, listen to their radio and read newspapers in paper form have no intention of changing (Findahl, 20II. Elderly Swedes and the Internet).
This stability in usage patterns applies not only to the Internet but also to, for example, telephony. Although 97 percent of the population has a mobile telephone,

82 percent still have a fixed-line telephone in their household. To reach a level where "only" 65 percent of the population has a fixed-line telephone, households in which no one is over the age of 26 must be examined (PTS 2010).
However, changes are also occurring in this trend. The Internet is continuously introducing new opportunities and the percentage of users who utilize these opportunities is constantly rising. As we have seen, this applies to participation in music and watching video clips and TV. It also applies to the increasing use of mobile Internet, behind which lies a combination of technological advances, improved user friendliness, adaptation to users' needs and the right business model.
There is also a group of the population who does not have any ingrained usage patterns to fall back on, but are in the process of creatin such patterns. This applies to young people who are growing up in a completely different media world than those who grew up is or 20 years ago. As early as among preschooler the Internet is already playing a key role This primarily results from them having parents who are accustomed Internet users, as well as access to TV, radio, newspaper books, publications, music players and mobile devices. Among teenagers, the Internet sphere becomes a part of thei world where they find their friends and other media becomes a supplement to the Internet. However, this age group still comprises minority of those who use the Internet.
Those who are in their 20s today began using the Internet before they were ten or older and they still watch a fair amount of traditional TV. Despite using the Internet three hours a day, their daily TV watching
has only declined about ten minutes over the past ten years (Mediebarometer 2010). This can be explained in part by them engaging in several activities at one time while using the Internet. Three of four Internet users the Internet. Three of four Internet users
do this, and among young people, everyone do this, and among young people, everyone often perform other activities while they are online. Watching TV and surfing the Internet is the most common combination (Findahl, 2010).
If we compare those who often watch TV online with those who rarely or never do so, we find traces of a competitive scenario. This does not apply to young people or those who occasionally watch TV via the Internet, but does apply to those who often watch TV via the Internet. These people watch less traditional TV. There are also competitive scenarios between similar activities online. Instant messaging was highly popular among young people and increased in scope, although in recent years, this use has decline in the face of new forms of communicating with close friends being created through social networks.
However, as indicated by the analysis of usage patterns, young people do not comprise a majority of internet users. A large share of Swedish Internet users (40 percent) are middle-aged and elderly people who are cautious and restrictive in their use of the Internet. This is defined by a low level of activity, primarily geared toward informative online content. This has been the case in recent years and will probably remain so in the years to come, although an increasing number of these users have become and will become daily users.

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## Method

Since 2000, the World Internet Institute has collected data on how the Swedish population uses information and communication technology and how this impacts individuals, families and society. This was primarily conducted through the study Swedes and the Internet, a survey comprising 2,000 telephone interviews based on a random selection of the population from I 6 years old and upward (before 2007 from 18 years). .SE has organized the study as of 2010 . The telephone interviews comprehensive and contain questions about the interviewees' background data, access to technology, use of traditional media and mainly attitude to and use of the Internet in various forms. To parents with children living at home between the ages of three and 13, questions were asked about children's use of the Internet. To young people between the ages of 12 and 15 , questions were also put to their parents.
Swedes and the Internet is the Swedish portion of the World Internet Project, an international research project involving some 20 countries, which monitors the global spread and use of the Internet. Each partner in each country finances its own operation in the project. The national selections are representative of the selection of the population. The question package contains slightly more than too questions that are common for all countries, called "common questions." These are formulated exactly the same for each country to generate comparable results. Each country also has the possibility to add its own questions to the
common questions. In the Swedish portion, about 200 national questions were added, of which some are permanent while others are new in order to monitor Internet trends. In 2000, the first panel studies were conducted in the US, Sweden, Italy and Singapore.

## hat is unique about the project?

The project is formulated as a panel study that provides the opportunity to monito individuals over a long period. Most other Internet surveys are random surveys. The entire population, including the elderly, is interviewed. In many Internet surveys, no one above the age of 75 is included. Both users and non-users are included. The Internet is regarded in a much broade perspective. Access, use and effect are studied. International comparisons are possible.

## Method description for

## Swedes and the Interne

Swedes and the Internet is based on revolving panel design. This means that the basis comprises a panel that is interviewed on a yearly basis. Some of the pane disappears for various reasons. Perhap they do not want to be involved anymore or they have moved, changed their name or for some reason are difficult to reach, Consequently, new selections are added every year to replace the loss in the panel. They also represent a control group that makes it possible to monitor panel effects. The aim is for the total selection of people interviewed annually to be representative of the population.

## Urval

In 2000, the first year the survey was conducted, a random sample of Sweden's population was drawn from the national telephone register. This sample was supplemented annually to replace lost members in order to maintain the panel at a constant 2,000 members. Normally, about the panel to participating in the study. New recruitment to the panel is conducted by stratified sample by age and gender to ensure equal representation of these variables. in the countryside

| Occupation $(16+)$ |  |
| :--- | :--- |
| Work | $54 \%$ |
| Student | $12 \%$ |
| Home with children | $2 \%$ |
| Unemployed | $4 \%$ |
| Sick-leavelearly retirement | $4 \%$ |
| Retiree | $25 \%$ |

## Adult survey

Swedes and the Internet. Interview survey of a selection of the population between the ages of 16 and 99. (Number interviewed: 2,537).

Parent survey
Additional questions in the adult survey to parents with children between the ages of three and 13, about children's use of the . 429 parents interviewed about 6 66 children).

Young people survey
Interview survey of young people between the ages of I 2 and I 5 and their parents. ( I 34 young people with 134 parents).
(I34 ungdomar och 134 föräldrar)

|  | WII's selection 2010 |  | Age distribution among Swedish <br> people according to SCB |  |
| :--- | :--- | :--- | :--- | :--- |
| Age | Number | Percent | Age | Percent |
| $12-15$ | 134 | $5 \%$ | $12-15$ | $6 \%$ |
| $16-25$ | 330 | $12 \%$ | $16-25$ | $15 \%$ |
| $26-35$ | 349 | $13 \%$ | $26-35$ | $14 \%$ |
| $36-45$ | 393 | $15 \%$ | $36-45$ | $16 \%$ |
| $46-55$ | 380 | $14 \%$ | $46-55$ | $15 \%$ |
| $56-65$ | 409 | $15 \%$ | $56-65$ | $15 \%$ |
| $66-75$ | 397 | $15 \%$ | $66-75$ | $11 \%$ |
| $76-$ | 279 | $10 \%$ | $76-$ | $9 \%$ |
| Total | 2671 | $100 \%$ |  | $100 \%$ |


| Diagram 10.1 | Social media | Participation | Entertainment | Communication | Practical <br> assistance | Information/ <br> knowledge | Traditional <br> media | E-commerce |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Advanced enthusiasts | 11,41 | 12,28 | 12,73 | 16,02 | 13,16 | 12,67 | 10,67 | 8,34 |
| Cautious | 0,57 | 0,38 | 1,02 | 4,95 | 3,88 | 2,52 | 1,81 | 3,36 |
| Average | 4,9 | 4,7 | 5,7 | 10,6 | 8,7 | 7,5 | 5,6 | 6,1 |

## Diagram 10.2

|  | Social media | Participation | Entertainment | Communication | Practical <br> assistance | Information/ <br> knowledge | Traditional <br> media | E-commerce |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Advanced enthusiasts | 11,41 | 12,28 | 12,73 | 16,02 | 13,16 | 12,67 | 10,67 | 8,34 |
| Cautious | 0,57 | 0,38 | 1,02 | 4,95 | 3,88 | 2,52 | 1,81 | 3,36 |
| Average | 4,9 | 4,7 | 5,7 | 10,6 | 8,7 | 7,5 | 5,6 | 6,1 |
| Active traditionalists | 4,91 | 3,6 | 6,06 | 12,14 | 11,46 | 10,81 | 8,29 | 8,06 |

Diagram 10.3

|  | Social media | Participation | Entertainment | Communication | Practical <br> assistance | Information/ <br> knowledge | Traditional <br> medial | E-commerce |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Advanced enthusiasts | 11,41 | 12,28 | 12,73 | 16,02 | 13,16 | 12,67 | 10,67 | 8,34 |
| Cautious | 0,57 | 0,38 | 1,02 | 4,95 | 3,88 | 2,52 | 1,81 | 3,36 |
| Average | 4,9 | 4,7 | 5,7 | 10,6 | 8,7 | 7,5 | 5,6 | 6,1 |
| Traditionalists | 1,47 | 0,84 | 2,87 | 7,93 | 8,67 | 7,16 | 4,61 | 6,45 |


| Diagram 10.4 | Social media | Participation | Entertainment | Communication | Practical <br> assistance | Information/ <br> knowledge | Traditional <br> media | E-commerce |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Advanced enthusiasts | 11,41 | 12,28 | 12,73 | 16,02 | 13,16 | 12,67 | 10,67 | 8,34 |
| Cautious | 0,57 | 0,38 | 1,02 | 4,95 | 3,88 | 2,52 | 1,81 | 3,36 |
| Average | 4,9 | 4,7 | 5,7 | 10,6 | 8,7 | 7,5 | 5,6 | 6,1 |
| Entertainment-oriented | 7,46 | 8,57 | 13,48 | 11,74 | 10,14 | 8,64 | 7,28 | 6,43 |
| modernists |  |  |  |  |  |  |  |  |

## Diagram 10.5

|  | Social media | Participation | Entertainment | Communication | Practical <br> assistance | Information/ <br> knowledge | Traditional <br> media | E-commerce |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Advanced enthusiasts | 11,41 | 12,28 | 12,73 | 16,02 | 13,16 | 12,67 | 10,67 | 8,34 |
| Cautious | 0,57 | 0,38 | 1,02 | 4,95 | 3,88 | 2,52 | 1,81 | 3,36 |
| Average | 4,9 | 4,7 | 5,7 | 10,6 | 8,7 | 7,5 | 5,6 | 6,1 |
| Social modernists | 8,65 | 9,9 | 4,1 | 11,36 | 7,97 | 6,05 | 3,61 | 5,51 |

## Diagram 10.6

|  | Social media | Participation | Entertainment | Communication | Practical <br> assistance | Information/ <br> knowledge | Traditional <br> media | E-commerce |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Advanced enthusiasts | 11,41 | 12,28 | 12,73 | 16,02 | 13,16 | 12,67 | 10,67 | 8,34 |
| Cautious | 0,57 | 0,38 | 1,02 | 4,95 | 3,88 | 2,52 | 1,81 | 3,36 |
| Average | 4,9 | 4,7 | 5,7 | 10,6 | 8,7 | 7,5 | 5,6 | 6,1 |
| Communicative | 8,85 | 9,65 | 7,91 | 18,24 | 9,27 | 7,59 | 5,73 | 5,51 |
| modernists | 8,85 |  |  |  |  |  |  |  |

Diagram 10.7

|  | Social media | Participation | Entertainment | Communication | Practical <br> assistance | Information/ <br> knowledge | Traditional <br> media | E-commerce |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Advanced enthusiasts | 11,41 | 12,28 | 12,73 | 16,02 | 13,16 | 12,67 | 10,67 | 8,34 |
| Cautious | 0,57 | 0,38 | 1,02 | 4,95 | 3,88 | 2,52 | 1,81 | 3,36 |
| Average | 4,9 | 4,7 | 5,7 | 10,6 | 8,7 | 7,5 | 5,6 | 6,1 |
| Cautious modernists | 5,29 | 3,68 | 5,35 | 10,46 | 5,56 | 4,61 | 3,66 | 4,34 |


| Activities | 14-16 | Mobile Internet | 12, 13, 28-34, 53, 56 |
| :---: | :---: | :---: | :---: |
| Usage patterns | 50-55 | Modernists | 52-55 |
| Apps | 30 | Multitasking | 57 |
| Wage earners | 46 | Music | 15-17, 22-25 |
| Employment | 13,46-47 | Men. women | 20, 26, 27, 52, 53 |
| Attitudes toward digital games | 27 | Boys, girl | 20, 26, $27,44,45$ |
| Children | 5,18, 42-45, 57 | Politics | 36-40 |
| Blocket | 14,16 | Political information | 37-40 |
| Blogs | 15, 16, 19, 20, 44, 45 | Popular games | 26 |
| Broadband | ıо | Productivity | 46 |
| Computers | 10 | Radio | 16, 25,37-39 |
| Digital games | 26-27 | Smartphone | 33,34 |
| Digital exclusion | 13 | Writing letters | 57 |
| E-books | 32 | Social media | 18, 51, |
| E-commerce | 15, 16, 52 | Social networks | 15-17, $28,19,30,44,45,48$ |
| Facebook | 39, 40 | Gaming with others | 26, 27 |
| File sharing | 22-24 | Spotify | 15,22-24, |
| Cautious users | 52-55 | Tablet computers | 32 |
| Preschool children | 42-44 | Newspapers | 15-17, 25, 37-39 |
| Changes | 10-13, 17, 18,19, 25, 28, 29, | Salaried employees | 46 |
|  | 31, 36-38, 42-43, 48 | Traditionalists | 52-55 |
| Geotagging | 32 | Traditional users | 52,53 |
| Google | ${ }^{14-16}$ | Traditional media | 24,25,37-39, 57 |
| International comparison | ${ }^{13}$ | TV | ${ }_{15-17,24,25,37-39,57}$ |
| Internet use | 14-7, 29-31, 32 | Twitter | 19-21 |
| Internet statics | ${ }^{11}$ | Young people | 5,11, 18, 20, 21, 23, 26, 29, 37, |
| Internet time | 13, 32, 33, 46, 53 |  | 42-45,53 |
| Internet access | 10 | General election 2010 | 38-40 |
| iPad | 32 | Most common activities | 14-16 |
| Cluster analysis | 51, 52 | Video clips | 24,25, 44 |
| Communications | 50-55 | Most important information source | 37-39 |
| Supplement | 33, 34, 56, 57 | Postcards | 57 |
| Competitor | 17,57 | Wikipedia | ${ }_{17}$ |
| Contacts | 40, 46 | YouTube | 25 |
| Purchasing music | 23, 24 | Elderly | 5, II, 30, 47, 48, 52, 57 |

. SE (The Internet Infrastructure Foundation) is responsible for the Internet's Swedish top level domain, .se. The core operation comprises the registration of domain names and
administration and technical operation of the national administration and technical operation of the national domain name registry, while. SE strives for a positive
development of the Internet in Sweden. Proceeds from evelopment of the Internet in Sweden. Proceeds fro registration of domain names are used to finance projects
that contribute to the development of the Internet in Sweden. .SE focuses intensely in being an active research and development financier and player in Internet development. A key component of the work related to developing the nternet in Sweden is producing relevant information on how the Internet changes society and peoples' lives. Many people feel called upon to interpret and highlight threats and opportunities. To understand how the Internets analyses from reliable sources. Accordingly, .SE collects and presents such material on the Internetstatistik.se website. We also produce this annual report about the Internet habits of Swedes.
The Swedes and the Internet report is currently Sweden's most important survey of individuals concerning Internet use. The report is issued annually in conjunction with the
Internet Days conference in October and November. In Internet Days conference in October and November. In
addition to this report, which is the most comprehensive and recognized of its kind, we also publish in-depth reports on a variety of topics including Youth and the Internet 2009 and Elderly Swedes and the Internet 2010 .
The report is prepared in collaboration with the World Internet Institute and has been compiled annually since 2000. It provides a unique opportunity to report on trends over time...SE is also involved in an international partnership
through the World Internet Project, which enables us to compare our data with 30 other member countries.
The reports are free-of-charge and available to order in printed format or to be read online or downloaded as a PDF at the websites www.internetstatistik.se and www.iis.se
.se

Swedes and the Internet is the annual report from .SE (The Internet Infrastructure Foundation) that charts the trends and changes in Internet use among the Swedish population.

Among the aspects highlighted in the 2oir report are:

- An increasing number of people are using the Internet on a daily basis
- Nine of ten users have a personal computer
- Half of three year olds use the Internet
- Breakthrough for mobile Internet
- Breakthrough for streaming music
- More TV and video clips online
- No breakthrough, but increased role for politics online
- Half of the Swedish population plays digital games
- Users can be grouped in accordance with eight usage patterns

By participating in the World Internet Project, Swedes and the Internet becomes part of one of the world's largest studies on Internet use. In 20II, comparative analyses will be published. (World Internet Project.
International Report 20II)


[^0]:    What do people do online?

    Diagram 2.1. Percentage of Internet users
    (aged 12 and $u$ ) who pertorm various activitios
    (aged 12 and up) who perform various activities

[^1]:    Table 5.3. Percentage of people who play w
    who play with family, friends orstrangers.

[^2]:    Table 5.4. Percentage of the population and game players who

