



### FOCUS ON

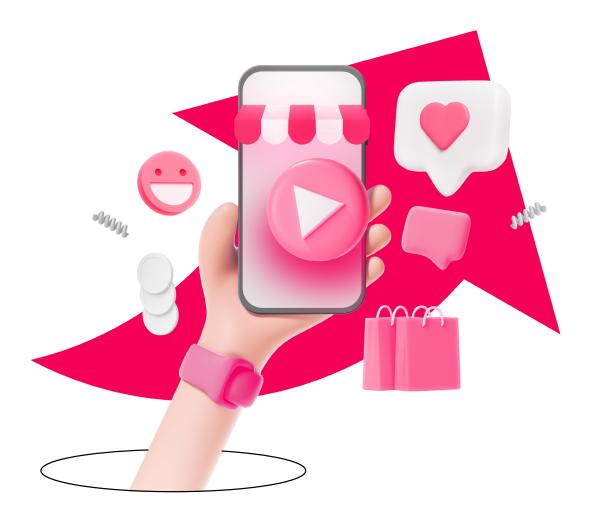
# ROMANIANS NEW MEDIA ADOPTION



www.dataintelligence.ro contact@dataintelligence.ro







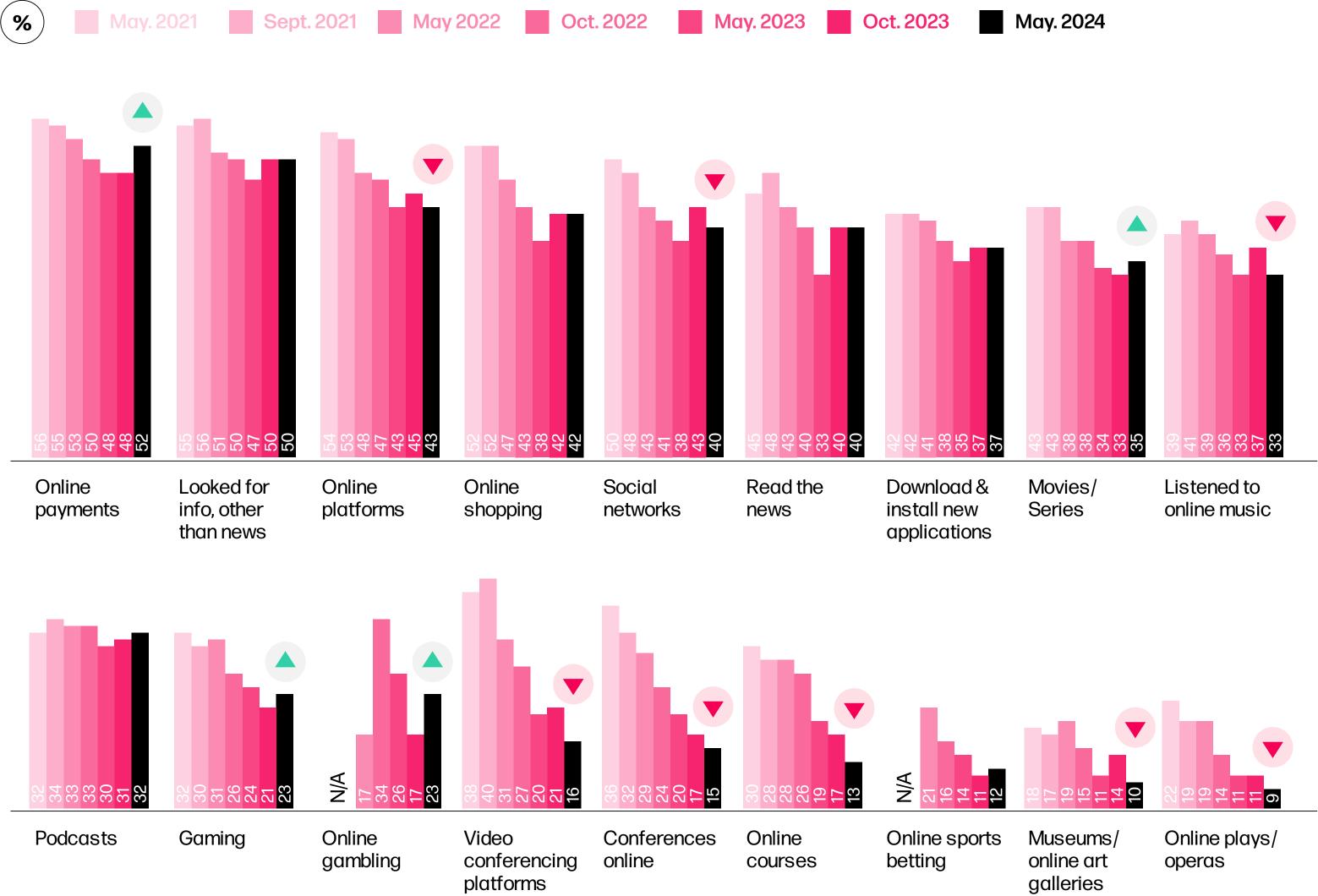
### TREND **Evolution of Digital** Activities

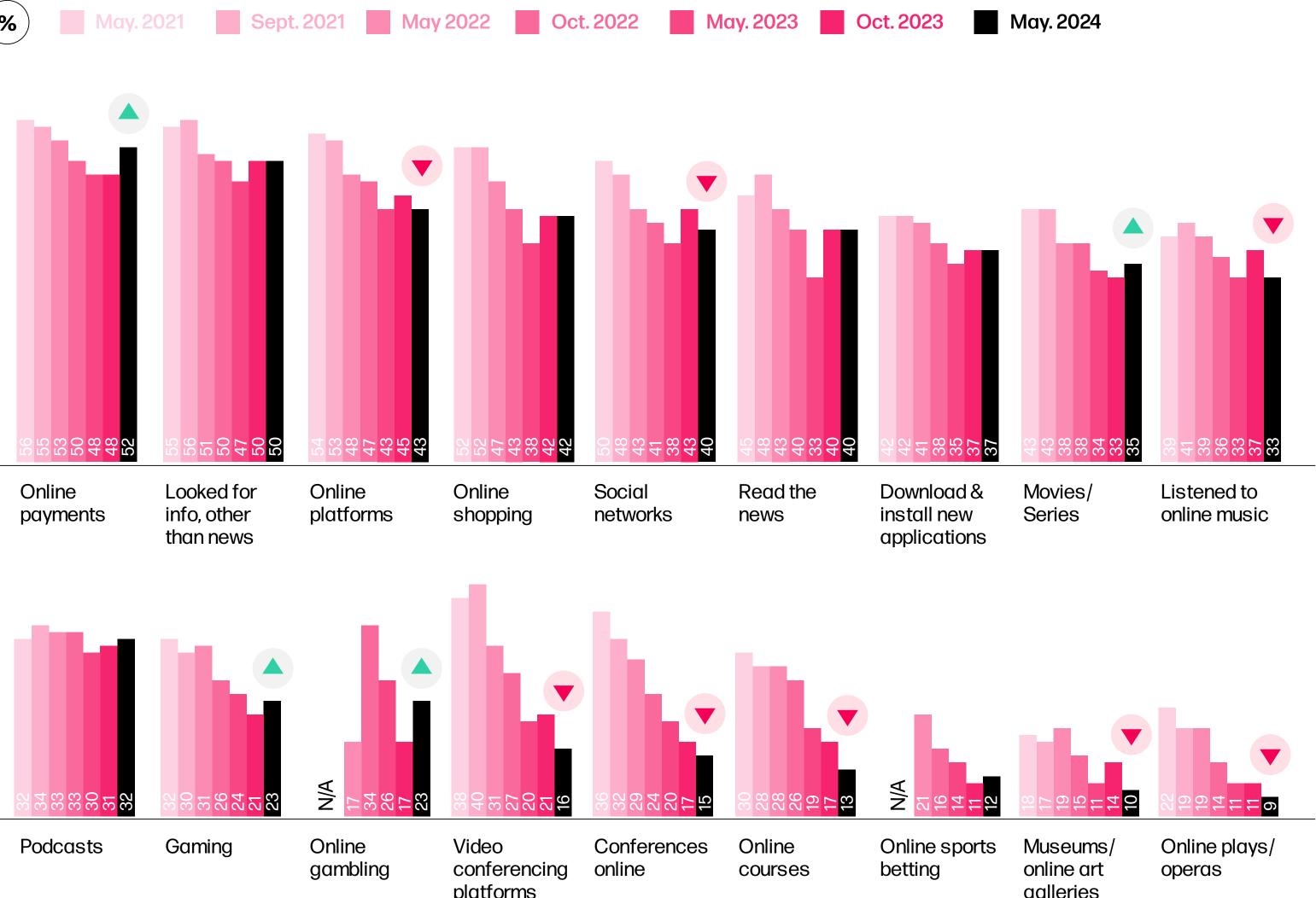
\*More than in other years

With a positive evolution, almost reaching the level of May 2022, the main digital activity is represented by online payments. Half of the urban population aged 18+ years old continues to search for information on the Internet, this type of activity ranking second.

The activities that registered a continuous decrease from one wave to another are: accessing platforms for video conferences, the online conferences and the online courses. Other activities with significant decreases registered are listening to music online and visiting museums/art galleries online.

%





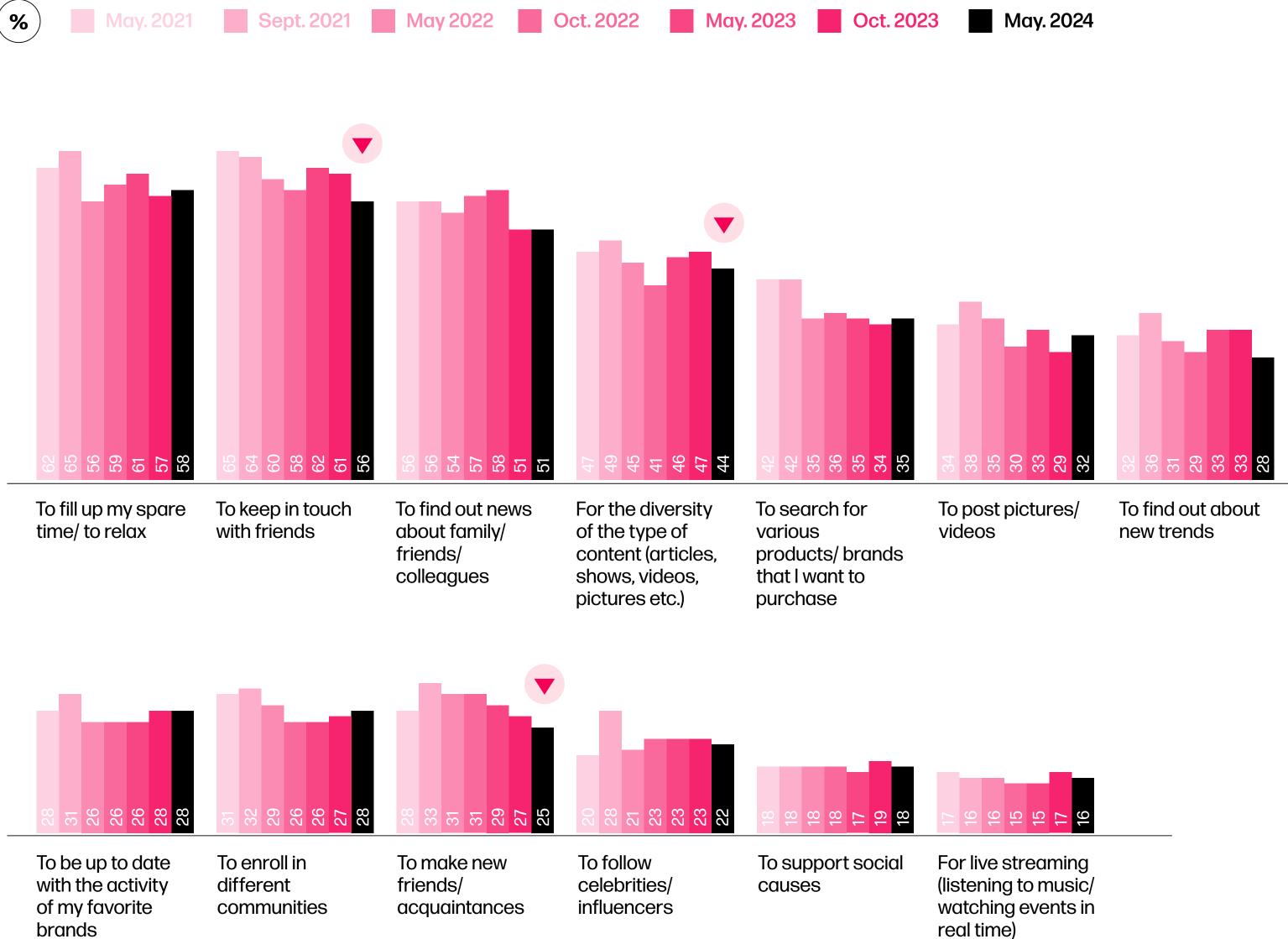
#### **SP**<sup>4</sup>**R**K **DATAINTELLIGENCE**

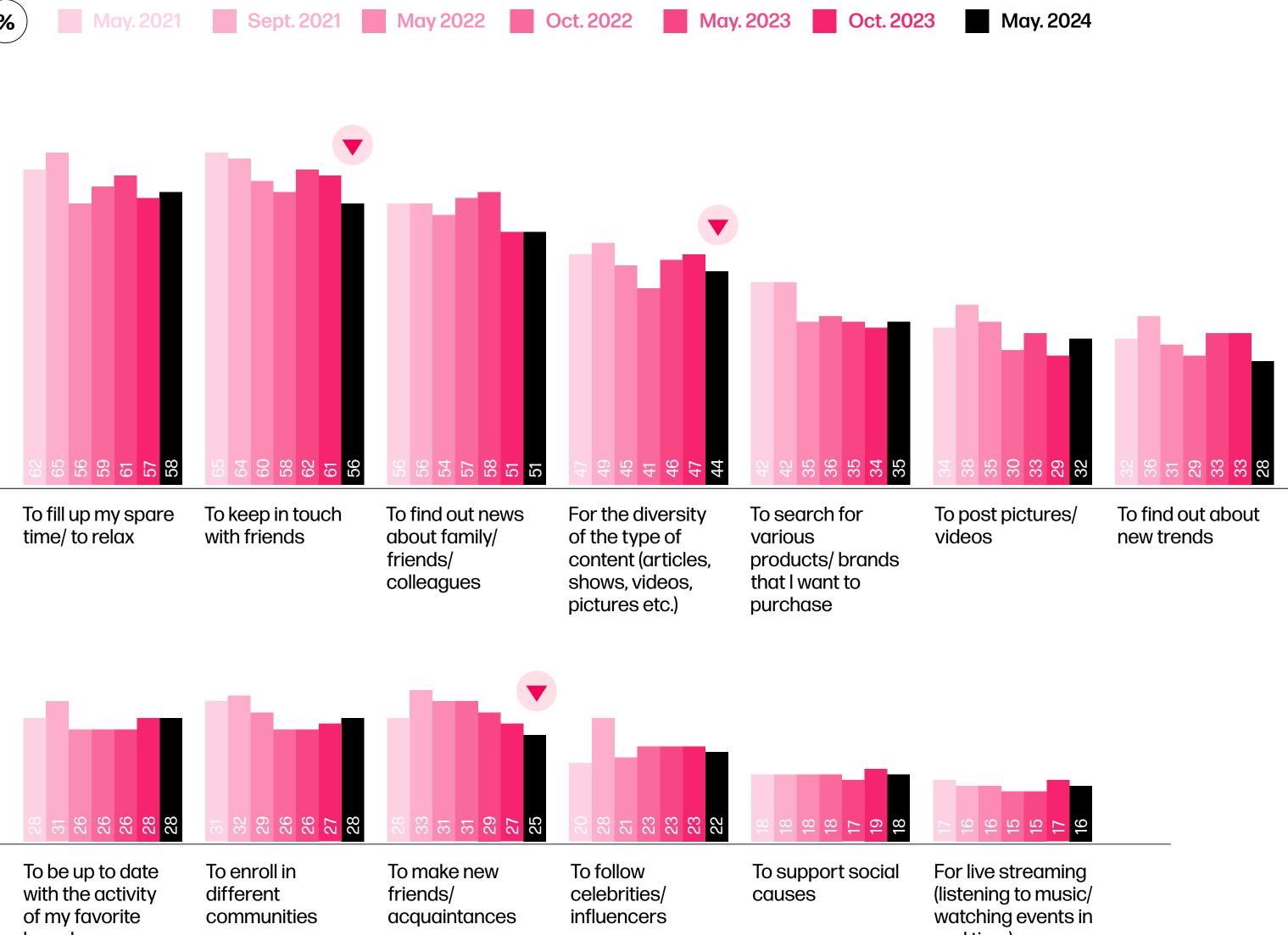


### TREND Main Reasons for using **Social Media**

6 out of 10 people access social networks to fill up their spare time/ to relax, this type of activity not registering a significant fluctuation compared to the previous wave.

Although it ranks second, staying connected with their friends is the activity that recorded a high decrease compared to the previous wave, being also below the levels of the other previous waves.





brands



### **MAY'24**

### Main Reasons for using Social Media

### Split by age

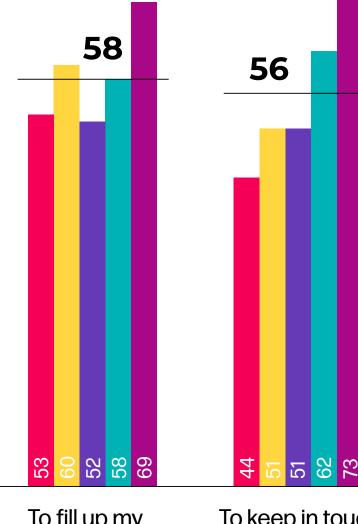
The people aged 45 and over years old use social media mainly to find out news about their family, friends or colleagues, while those aged over 55 years old use social media to stay connected with their friends, to fill up their spare time/ to relax, to search for various products/ brands that they want to purchase, to support social causes and for live streaming.

Those aged between 18-24 years old use social media in a greater extent for the diversity of the content, for posting pictures/ videos, for finding out about new trends, for being up to date with the activity of their favorite brands, while those aged between 18-34 years old use social media in a greater extent to follow celebrities/ influencers.



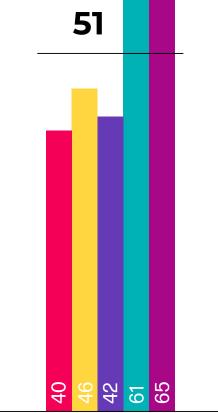
To find out about new trends





To fill up my spare time/ to relax

To keep in touch with friends



To find out news about family/ friends/ colleagues

 44

 43

 44

 41

 41

 42

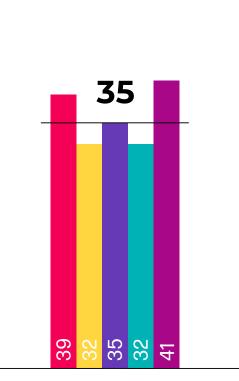
For the diversity

content (articles,

of the type of

shows, videos,

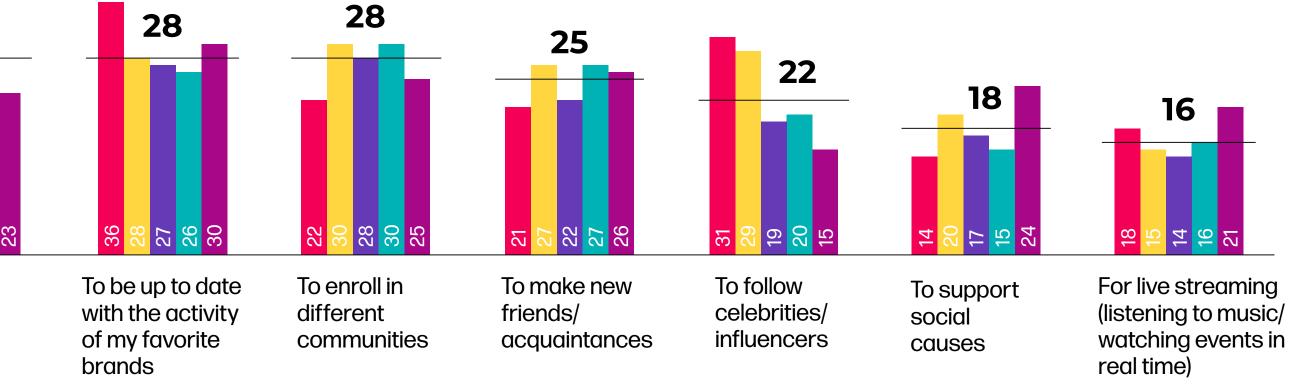
pictures, etc.)





To search for various products/ brands that I want to purchase

To post pictures/ videos



#### SPARK DATAINTELLIGENCE

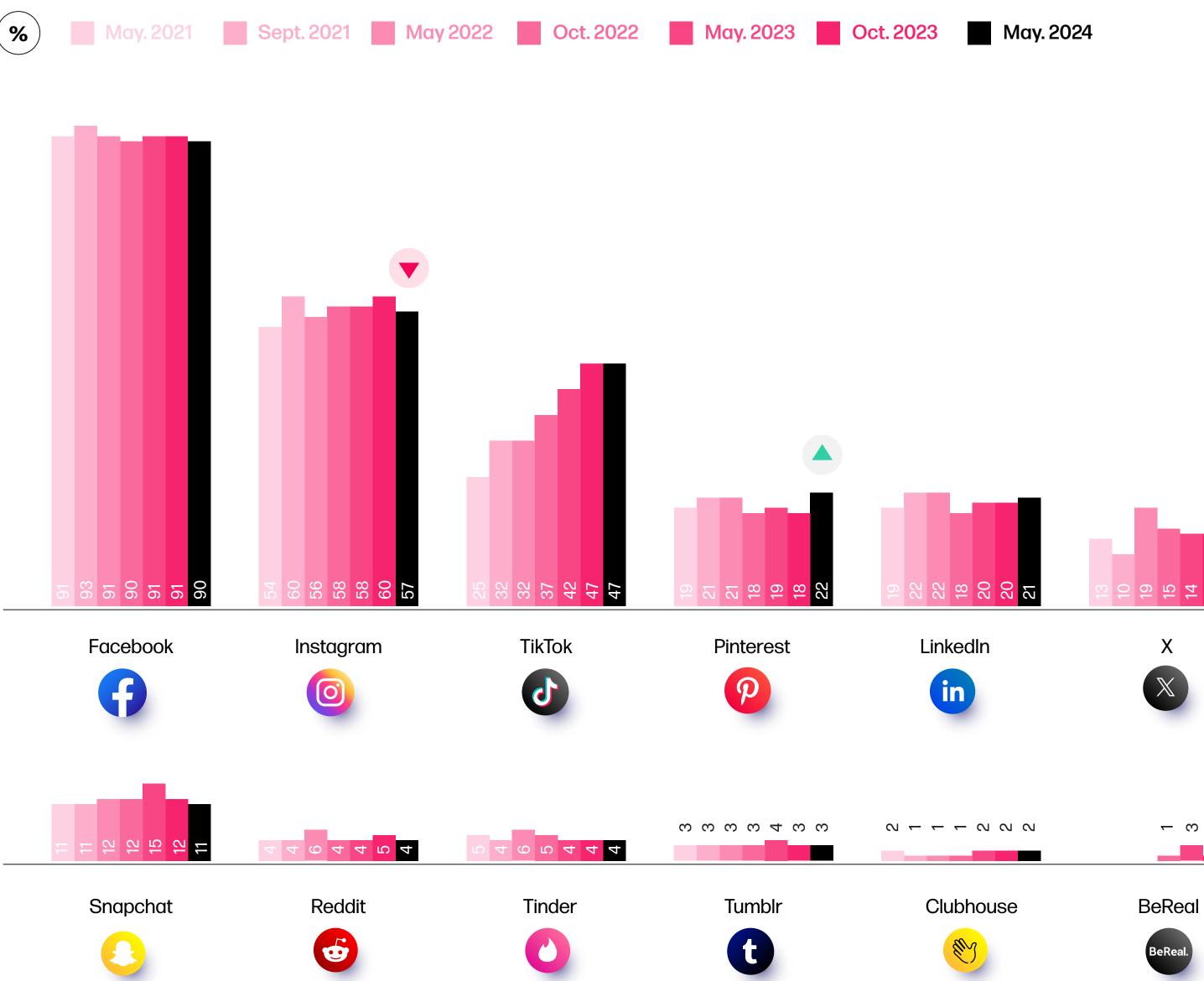


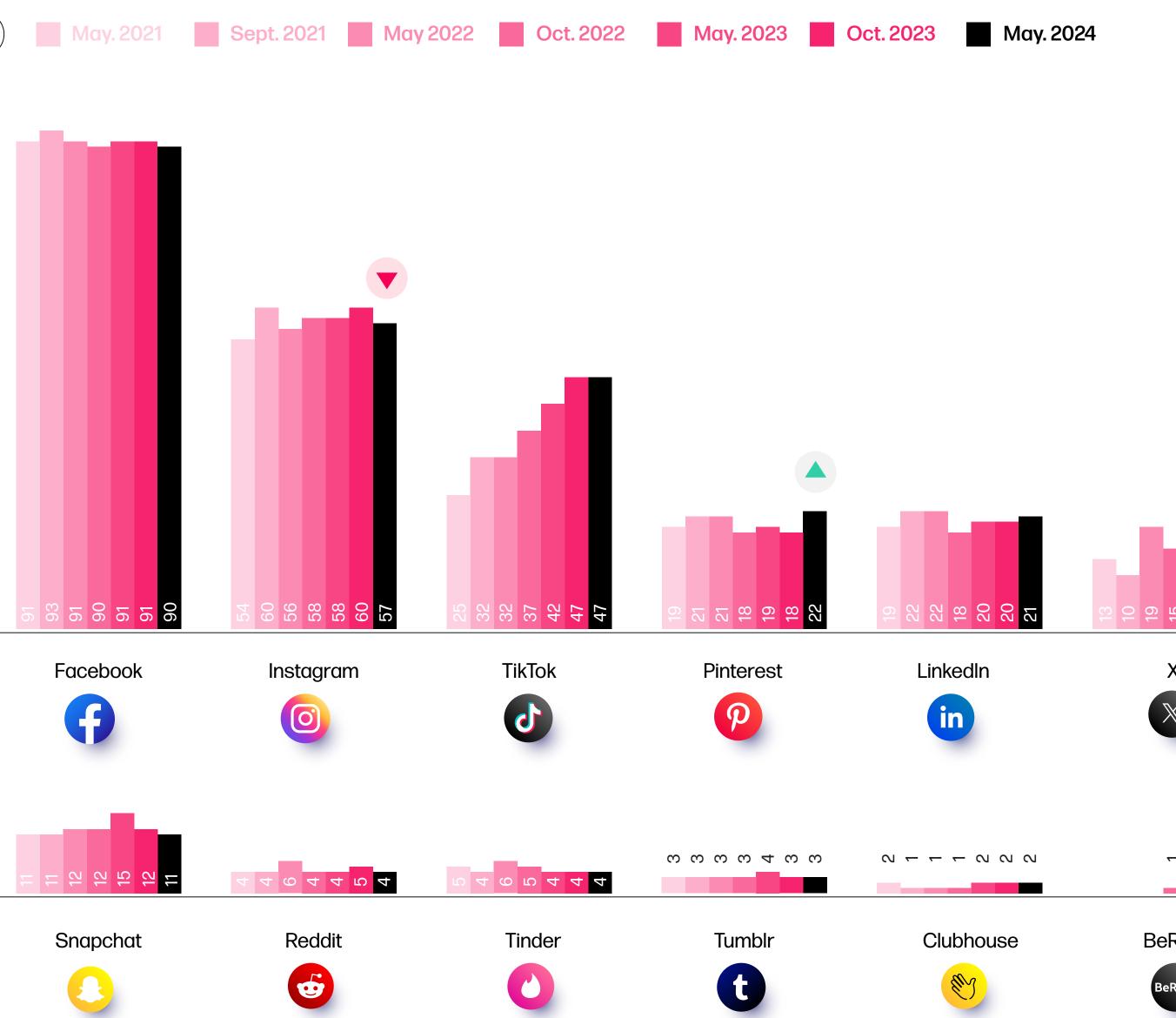
### TREND **Social Media Platforms**

Top 3 social media platforms remain: Facebook, followed at distance by Instagram, then by TikTok.

Facebook and TikTok didn't have a significant evolution vs the previous wave, while Instagram registered a slight decrease.

Pinterest was the only platform with a positive evolution registered.













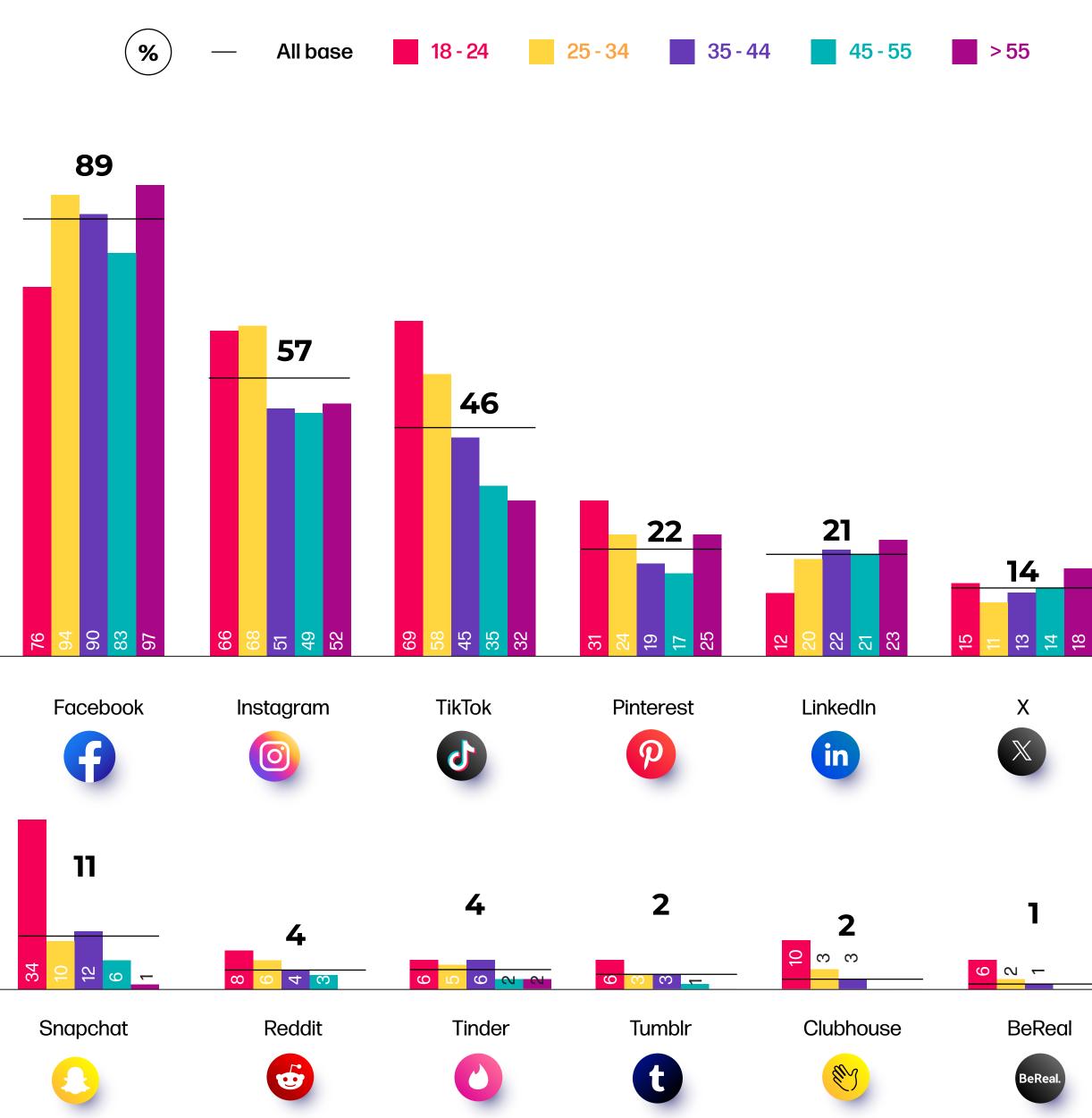
#### DATAINTELLIGENCE

### **MAY'24**

### **Social Media Platforms** Split by age

Facebook continues to be the most used platform mainly among people aged over 55 years old.

Those aged between 18-34 years old are more attracted by platforms as Instagram and TikTok, while Snapchat, Pinterest, Reddit, Tumblr, Clubhouse and BeReal are preferred by those aged between 18-24 years old.







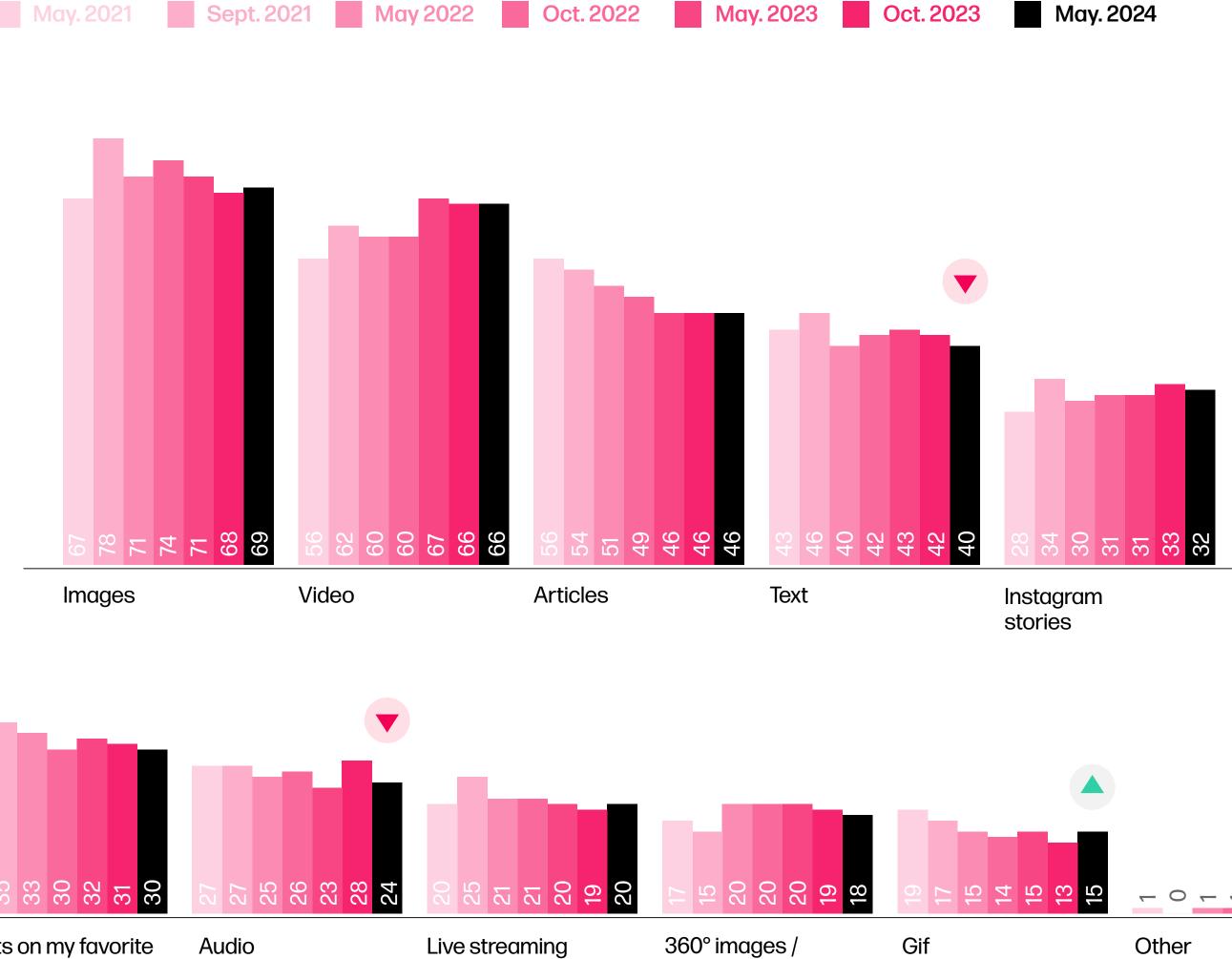


### TREND **Favorite Type of Content** on Social Media

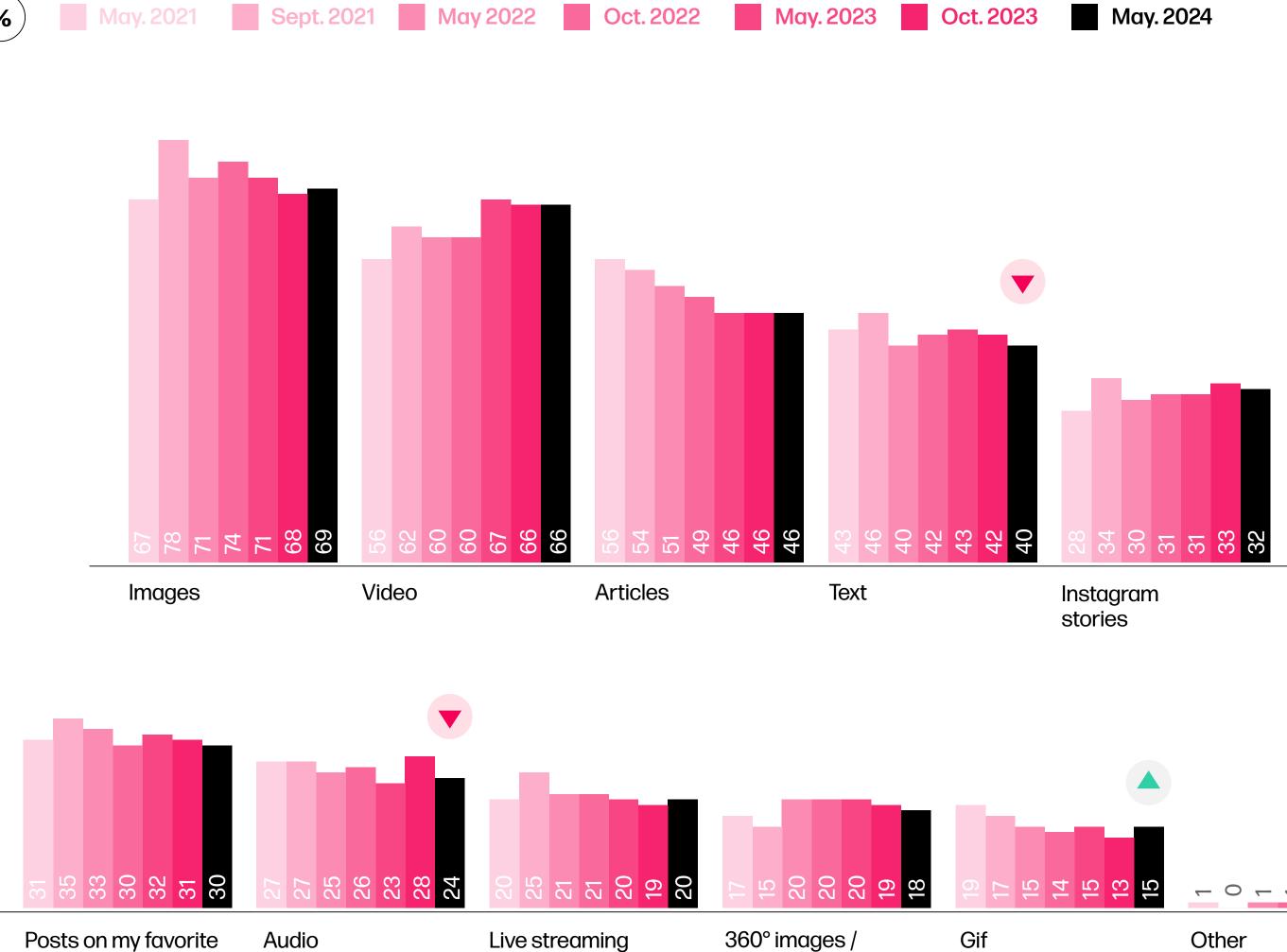
\*More than in other years

With no significant evolution, images and videos remain the favorite types of content in social media, followed at distance by articles.

Text and audio content registered a negative evolution, while gifs registered a positive one.



video



brands pages

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#### DATA

### **MAY'24**

### **Favorite Type of Content** on Social Media Split by age

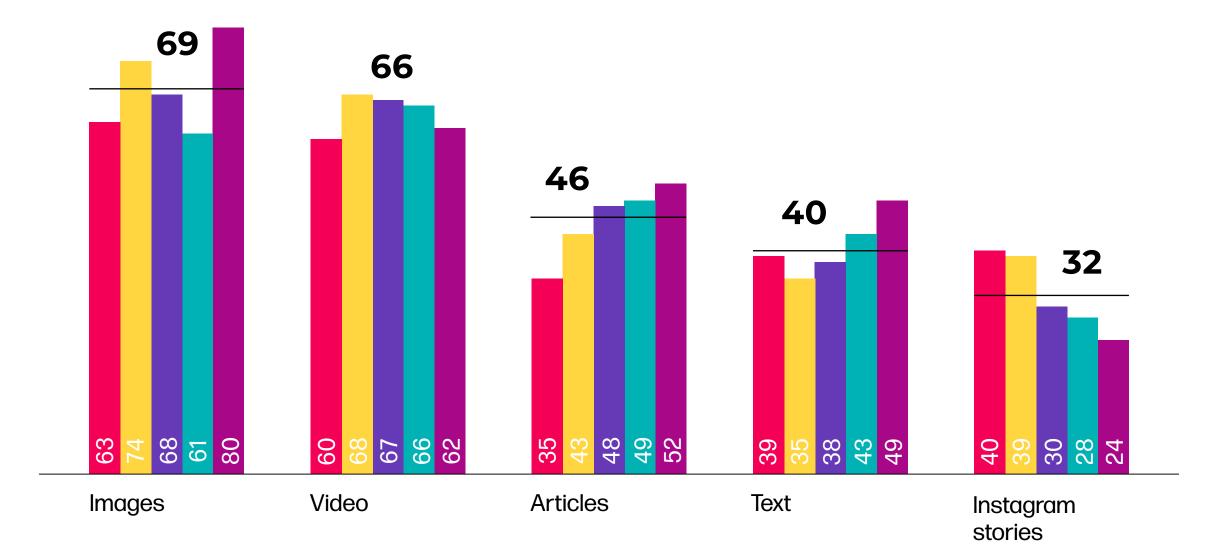
Texts and audio content are popular types of content especially for the people aged 45 and over years old, while images, articles and posts on their favorite brands pages are preferred in a greater extent by people aged over 55 years old.

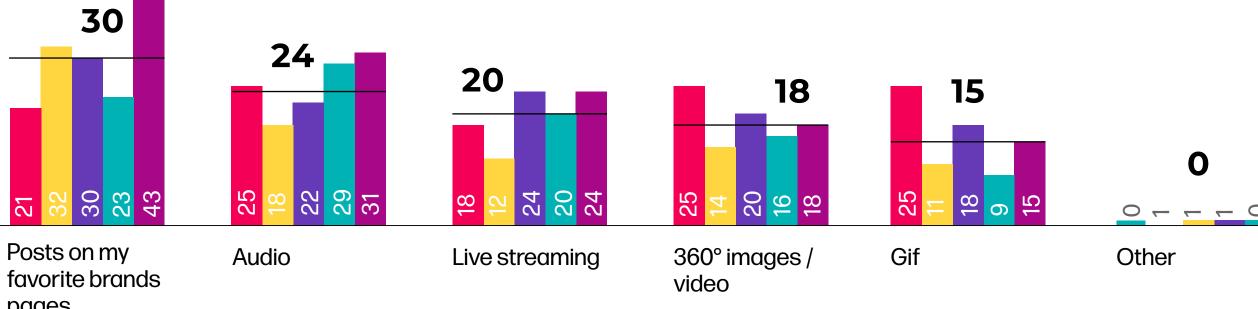
Instagram stories are the most popular type of content on social media for people aged between 18-34 years old, while those aged between 18-24 years old prefer live streaming and gifs.



Posts on my pages







#### **SP**ARK **DATAINTELLIGENCE**



### TREND Activities on Instagram

Instagram continues to be popular as a channel where you can follow friends/ acquaintances posts, this activity registering a positive evolution vs the previous wave.

Activities with the highest increase registered vs the previous wave are participating in contests/ giveaways, sharing different videos and clicking on tags to go directly to the brand's page/ store, while posting photos registered a slight decrease.

Follow friends/



brand's page/ store



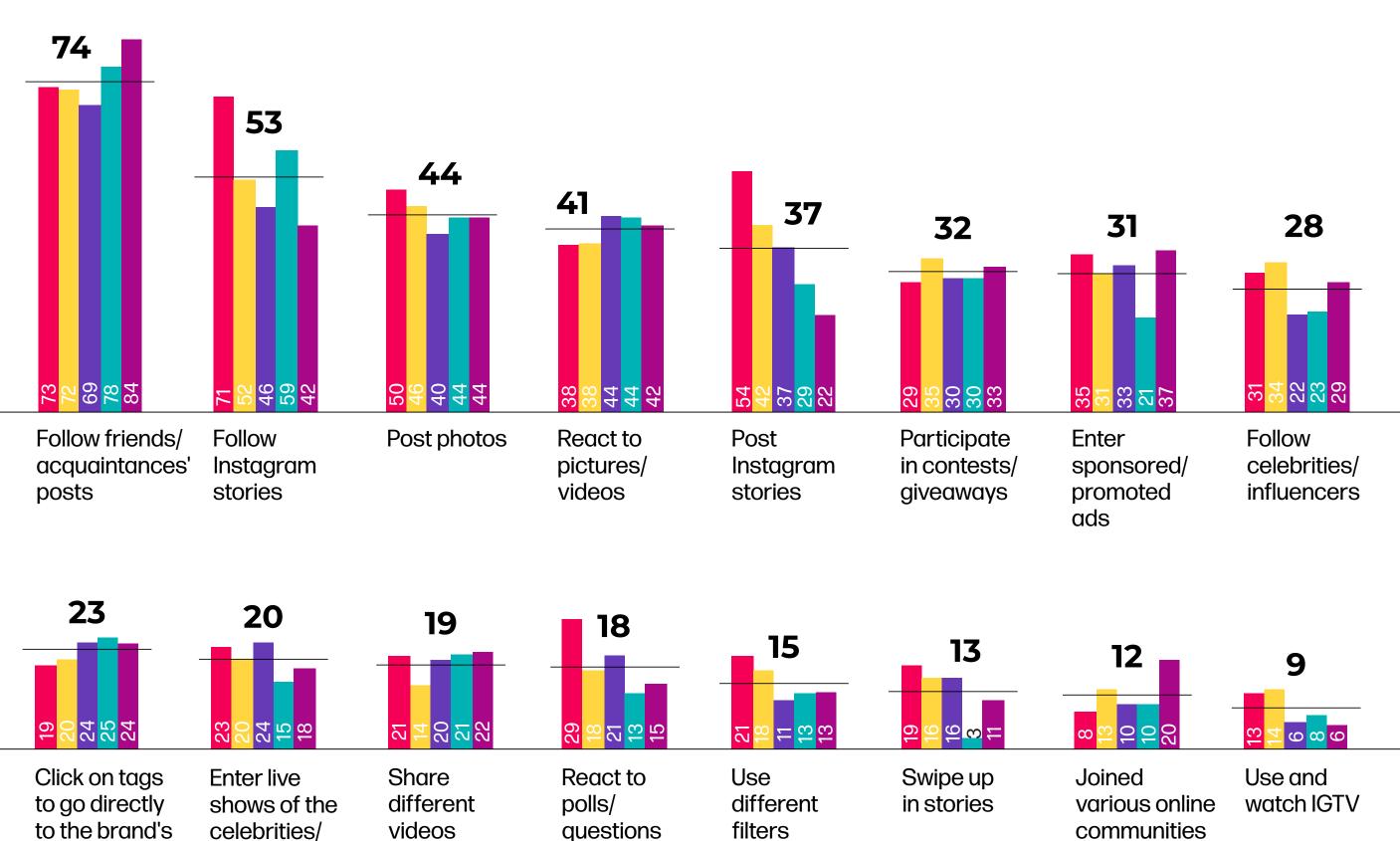
### **MAY'24 Activities on Instagram** Split by age

Following and posting Instagram stories, posting photos and reacting to polls/ questions on stories are activities done mainly by people aged between 18-24 years old, while those aged between 18-34 years old follow celebrities/ influencers, use different filters, use and watch IGTV.

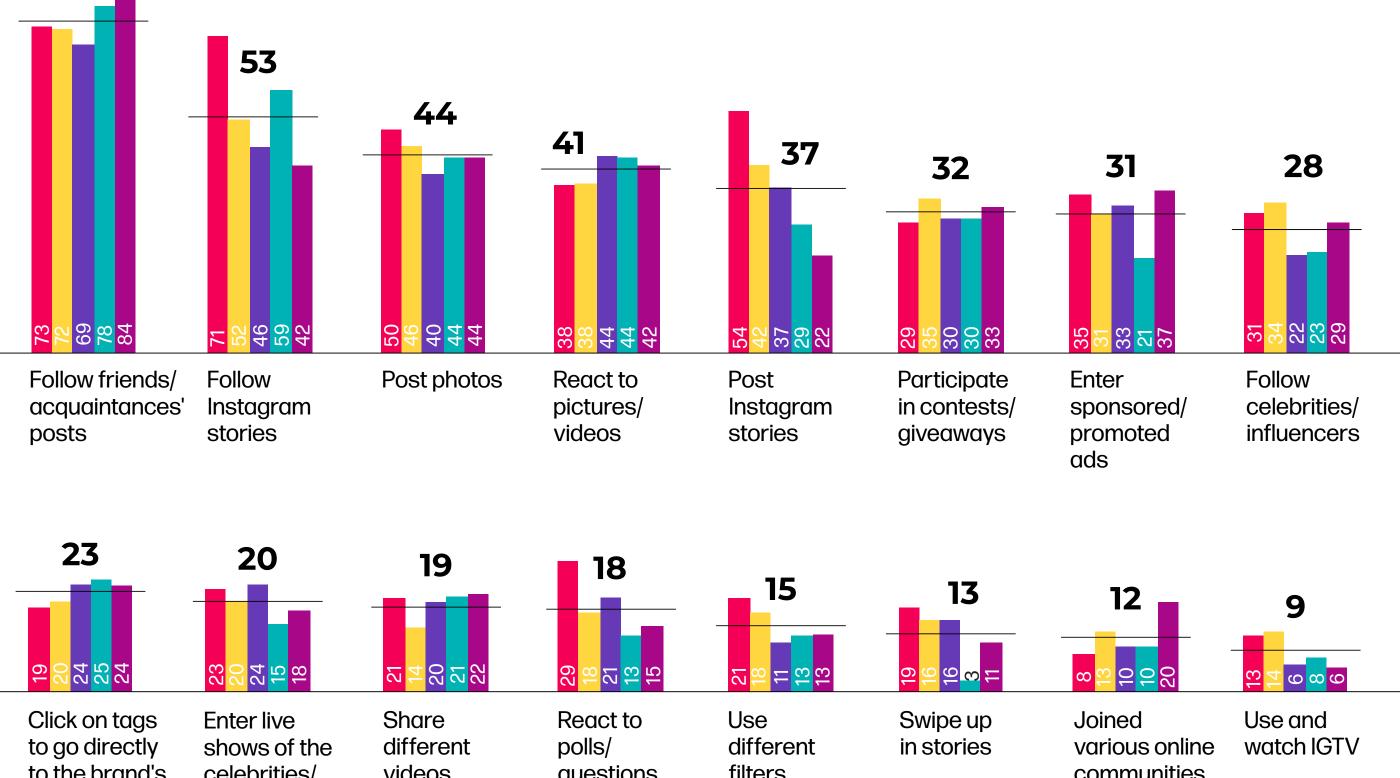
Following Instagram stories is also an activity preferred by those aged between 45-55 years old.

The people aged between 18-44 years old prefer to swipe up in stories, while those aged 35-44 years old enter live shows of the celebrities/ influencers.

Following friends/ acquaintances posts is activity done especially by people aged 45 and over years old, while those aged over 55 years old prefer to join various online communities.







on stories

page/ store

influencers







#### Awareness of Influencer Campaigns

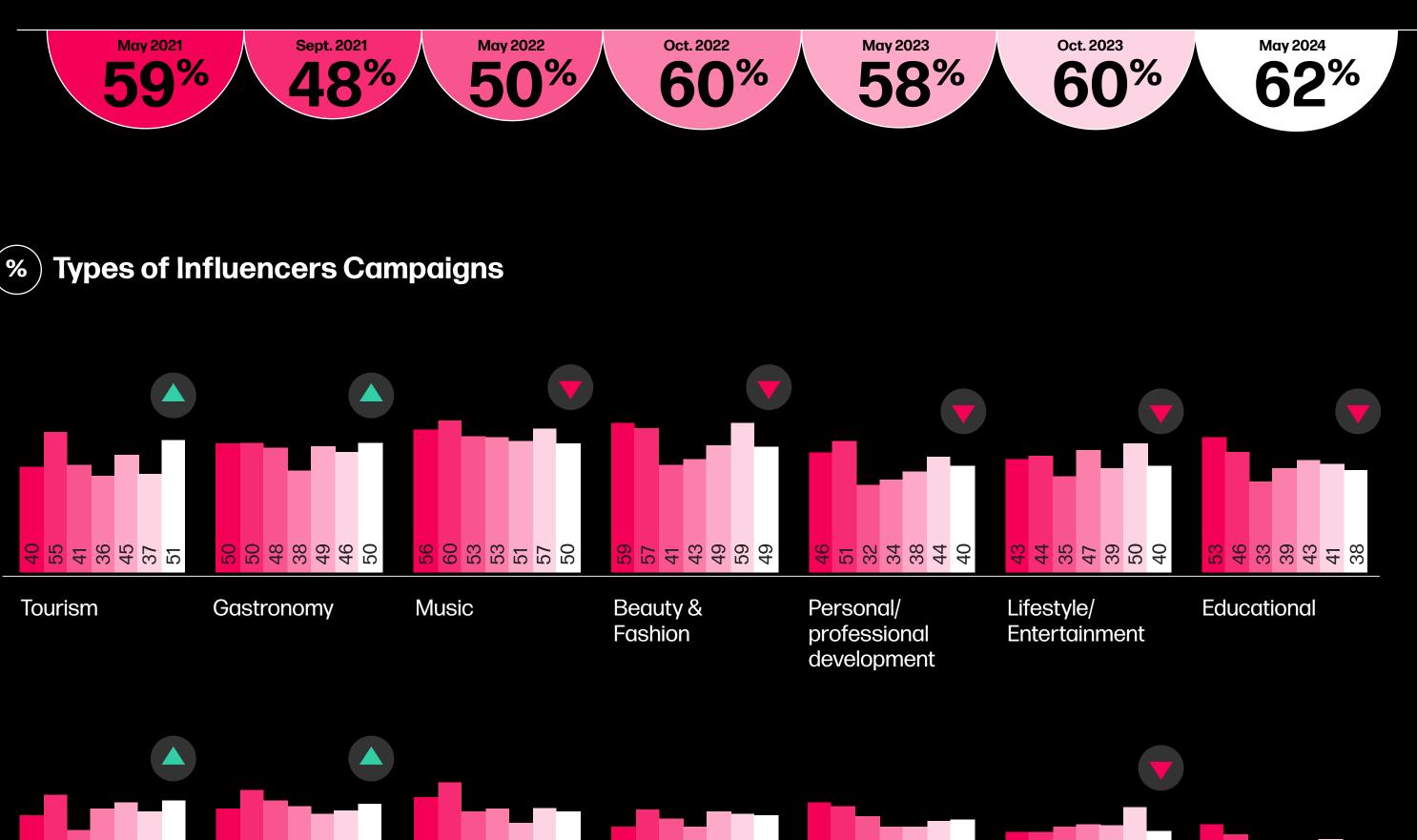


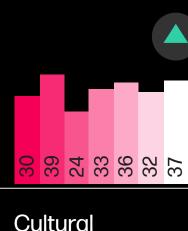


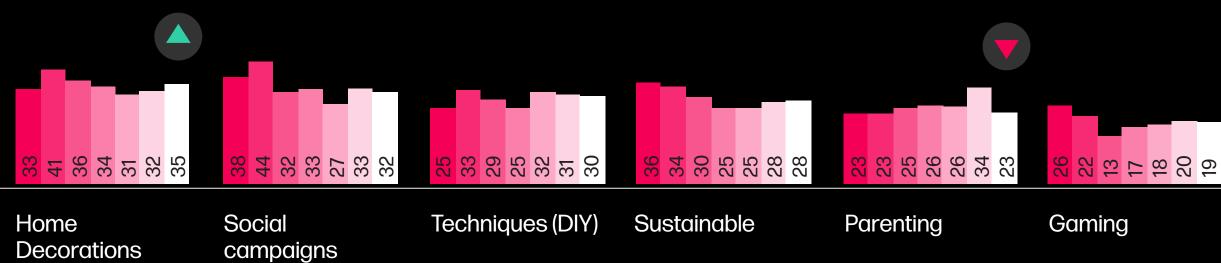
### TREND TikTok

The upward trend of awareness of influencer campaigns continued in May 2024, reaching the highest level so far.

Most distinctive and memorable influencer campaigns were related to tourism, gastronomy and music, the first two with a positive evolution registered vs the previous wave. A positive evolution was registered also by cultural and home decorations influencer campaigns.









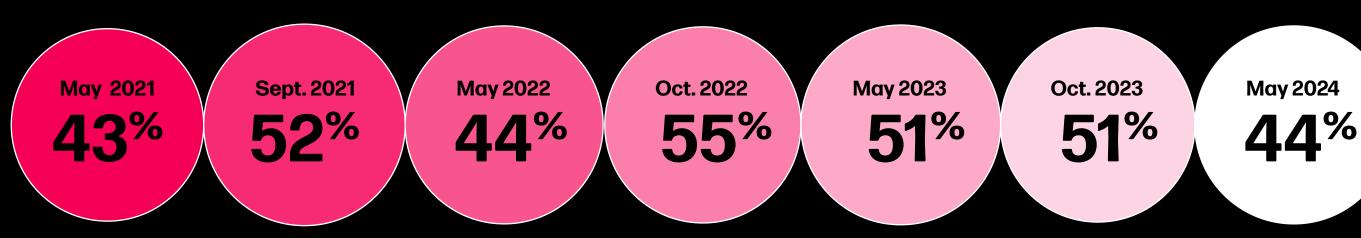


### TREND **Audio Content Social** Media

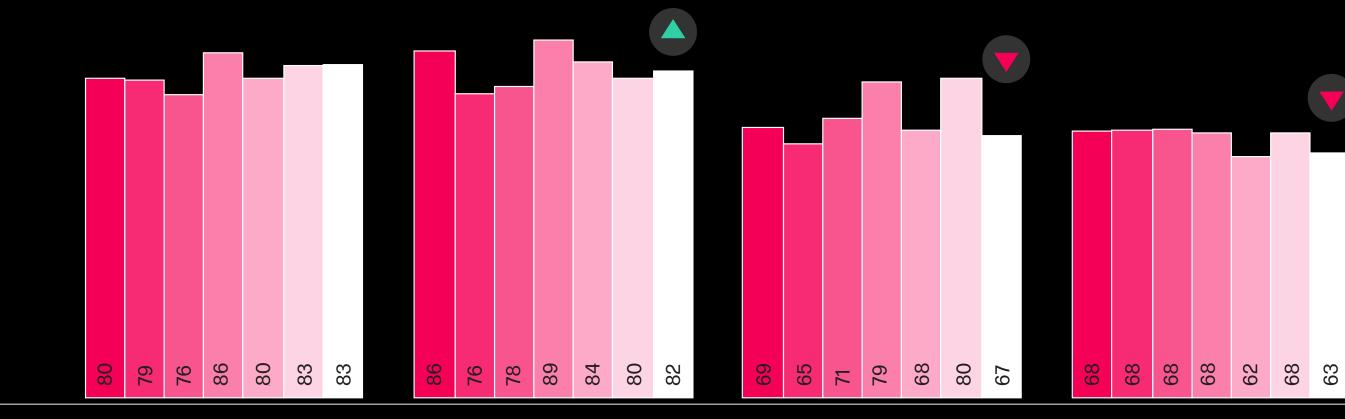
High decrease of the awareness of social media platforms with only audio content compared to the previous waves, reaching the level of May 2022.

They mostly like the fact that it is a new and authentic way of relating and connecting, but also the fact that they can have privacy and at the same time they can find useful / interesting information.

#### Have you heard of social platforms that only have audio content?







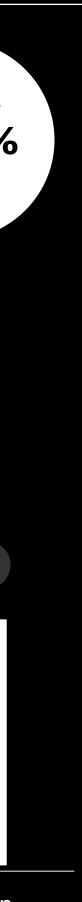
#### **Perception of Audio Content Social Media T2B%**

It is a new and authentic way of relating and connecting

I like the fact that I can have privacy and at the same time I can find useful / interesting information

I would like to have as many such social platforms in our country as possible

In videoconferencing and on social networks I feel that we expose ourselves too much







DATAINTELLIGENCE

May 2024
Oct. 2023
May 2023
Oct. 2022



### TREND

### **Podcast Ecosystem**

The frequency of watching/listening to podcasts is weekly for around 51% of the respondents, on an increase trend vs the previous two waves, reaching the level registered in Oct 2022, while decreased the number of those who watch/listen daily.

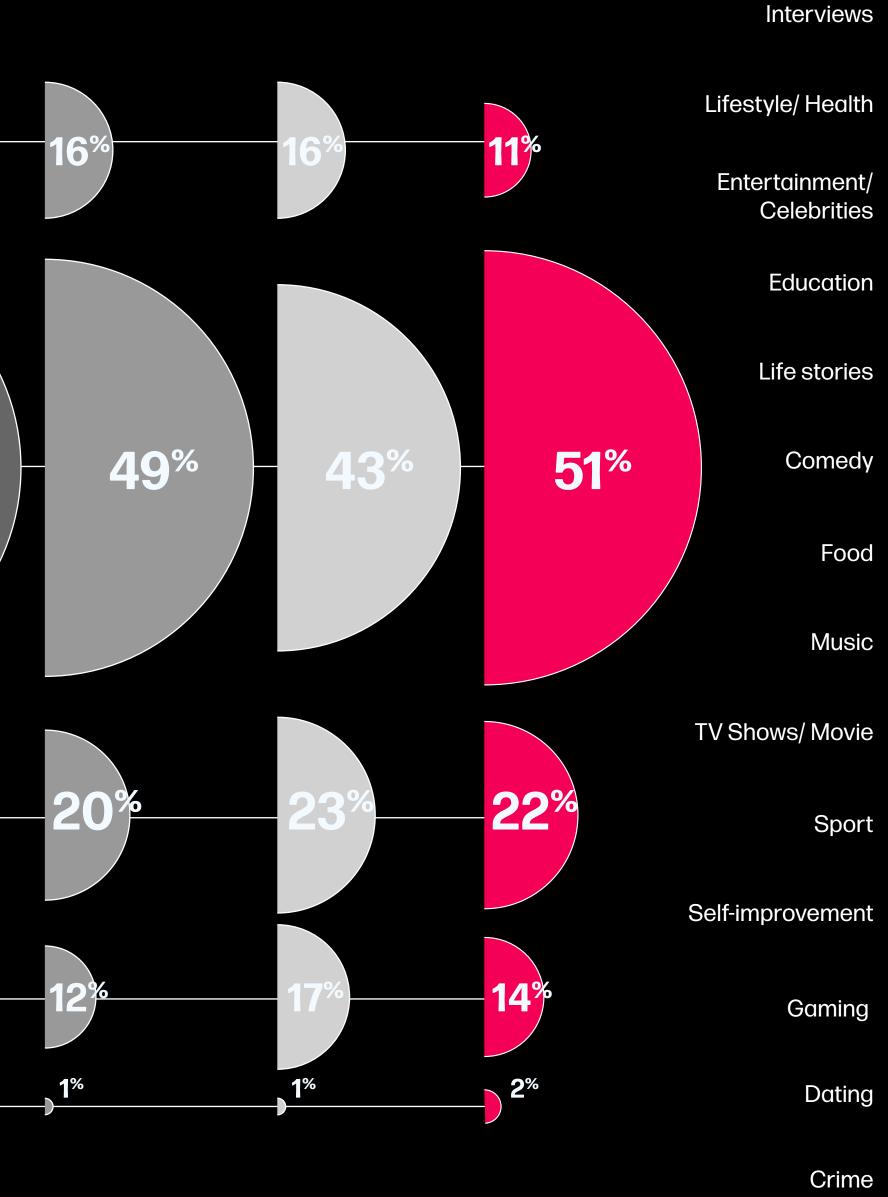
They like mostly to follow interviews, lifestyle/ health and entertainment/ celebrities.

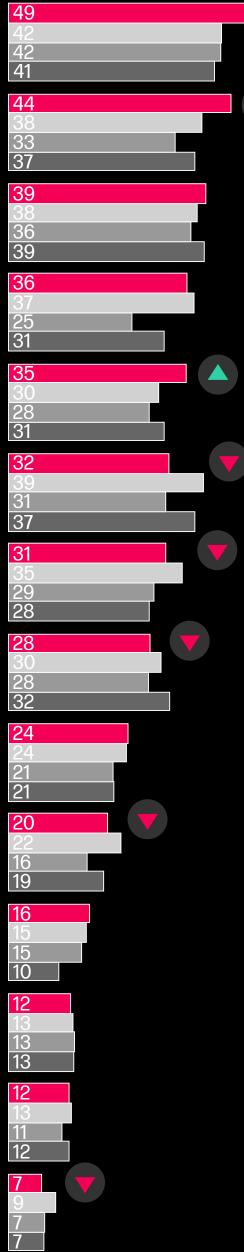
# Weekly **51**% Monthly 21% 9 Les ond I don't know

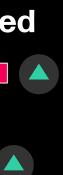
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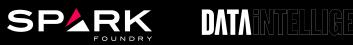
#### **Viewership Frequency**

#### **Type of Podcasts Followed**











### TREND Metaverse

Insignificant evolution of Metaverse Awareness compared to the previous wave.

57% from the urban internet users have heard of the "Metaverse" concept, out of which 61% would be interested in trying out virtual experiences in Metaverse.

63% of them would be interested in music concerts, 50% of them would be interested in socialization, 46% of them would be interested in education or in virtual stores, while 38% of them would be interested in job/ professional experiences, in Metaverse.

#### Metaverse Awareness

**57%** 

**56%** Oct. 2023

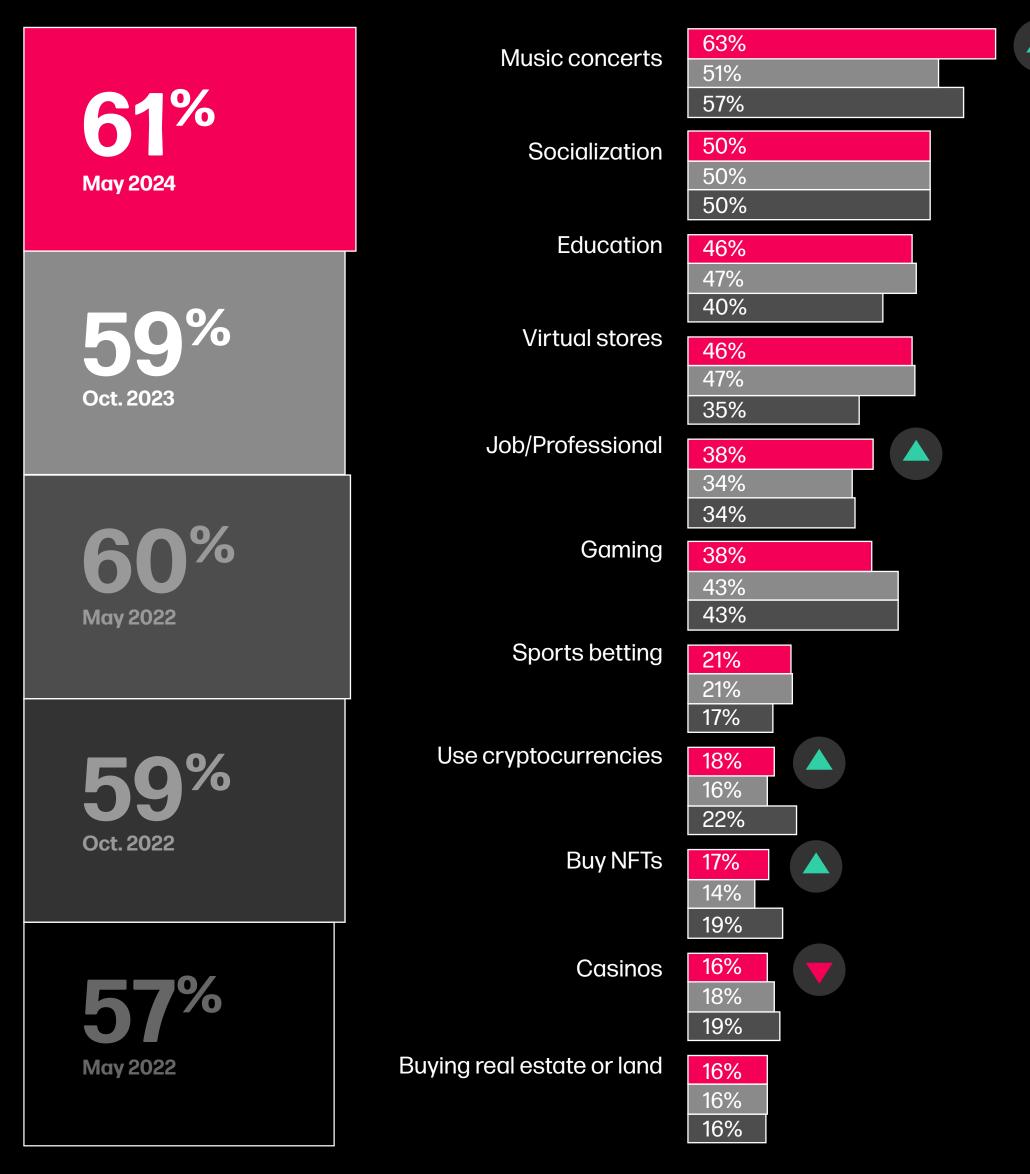
62% May 2022

**48%** Oct. 2022

**47%** May 2022

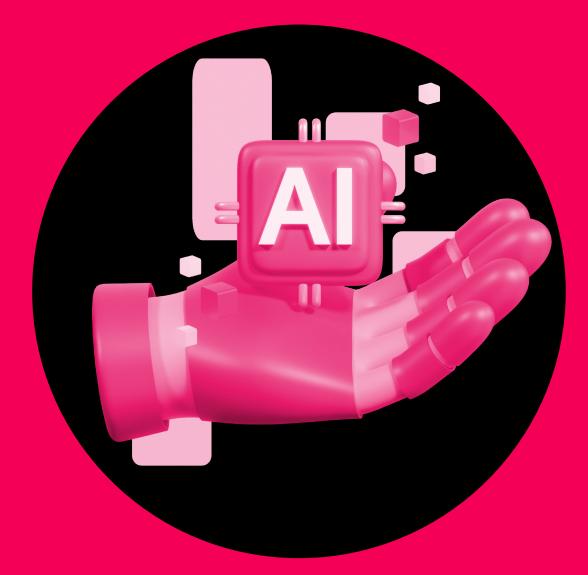
#### Metaverse Trial

#### Metaverse Experiences









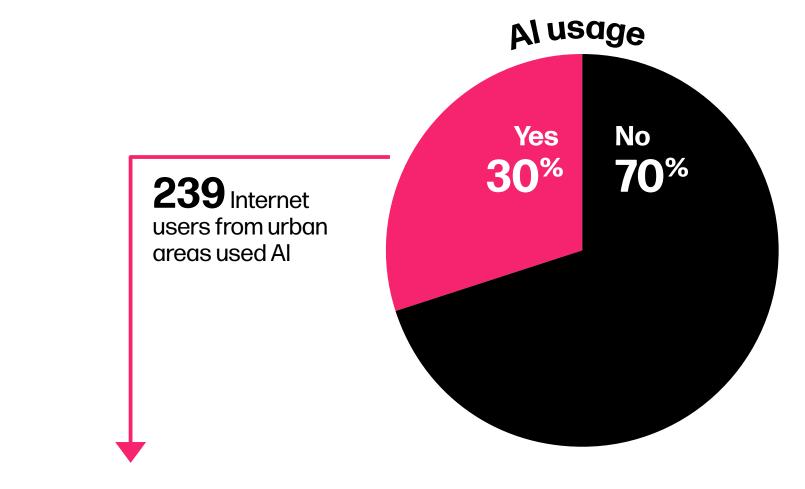
### **MAY'24 Artificial Intelligence (AI)**

30% of the urban internet users use artificial intelligence, out of which 57% use Chat, 46% use artificial intelligence to generate images, 36% use artificial intelligence to analyze documents and 28% to generate videos.

For

To an

To



#### **Types of Al** solutions used

Chat	<b>57</b> %		
r image generation	<b>46</b> <sup>%</sup>		
analyze documents	36%		
To generate videos	<b>28</b> %		
Others	2%		





### TREND **Favorite Types of Live** Streaming

Music remain the favorite type of live streaming, having lower levels in the spring waves than in the fall ones.

Increases vs the previous wave were registered on concerts, videoconferences and on cultural events (theatre/ opera).









### TREND **Most Used Platforms for Live Streaming**

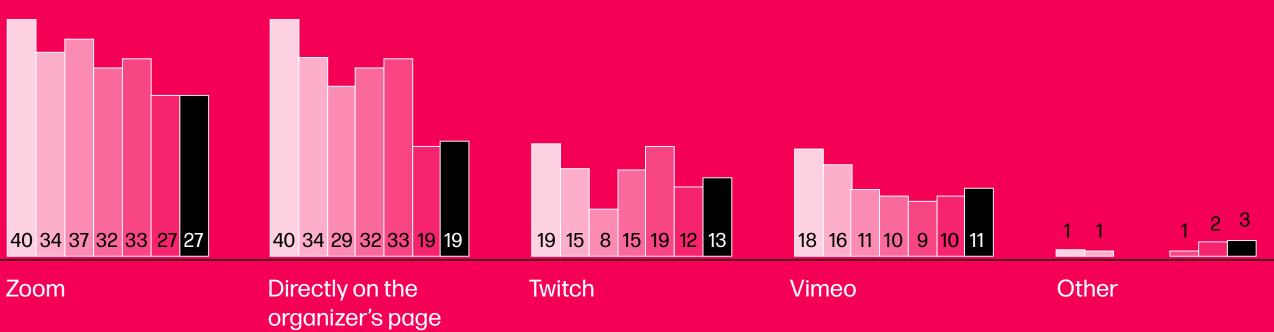
The most used platform for live streaming remain YouTube, with a steady evolution registered vs the previous wave.

The next ranked were Facebook, TikTok and Instagram, all three with important decreases registered vs the previous wave.



%





#### **SP**<sup>4</sup>**R**K **DATAINTELLIGENCE**



### TREND **Gaming Activities**

The most important activities were playing/downloading games on their smartphone and playing/downloading free video games.

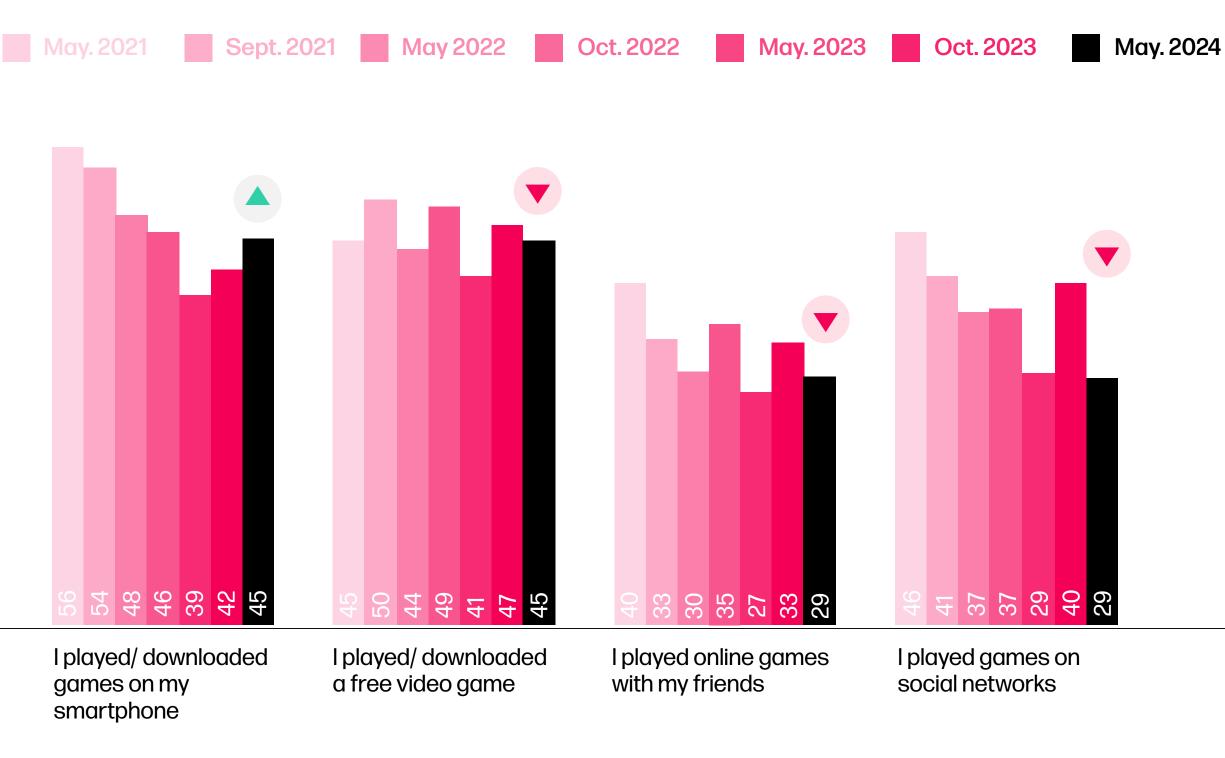
This wave increased the number of those who played/ downloaded games on their smartphone and the number of those who used a subscription service such as XBOX LIVE, PlayStation Plus or Steam, while those who played a network game, with people they didn't know, didn't have a significant evolution.

Negative evolution was registered on playing/ downloading free video games, on playing online games with their friends, on playing games on social networks, on buying video games from online stores and on making live with their style of playing.



%

I played a network game with people I don't know





I used a subscription service such as XBOX LIVE, PlayStation Plus or Steam

I bought a video game from online stores

I did a live with my style of play

None of the above





#### DATAINTELLIGENCE

### **MAY'24**

### **Gaming Activities** Split by age

The people aged between 18-24 years old are in a greater extent those who play online games with their friends or even with people that they don't know, those who use a subscription service such as XBOX LIVE, PlayStation Plus or Steam, or those who buy video games from online stores.

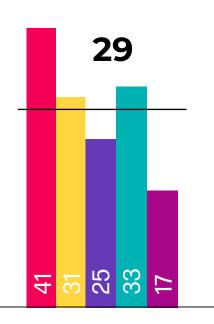
Those aged between 18-34 years old are the main players on social networks and those who are doing live with their style of playing, while the people aged 45-55 years old are those who play/ download games on their smartphone or who play/ download free video games.





l played/ downloaded games on my smartphone

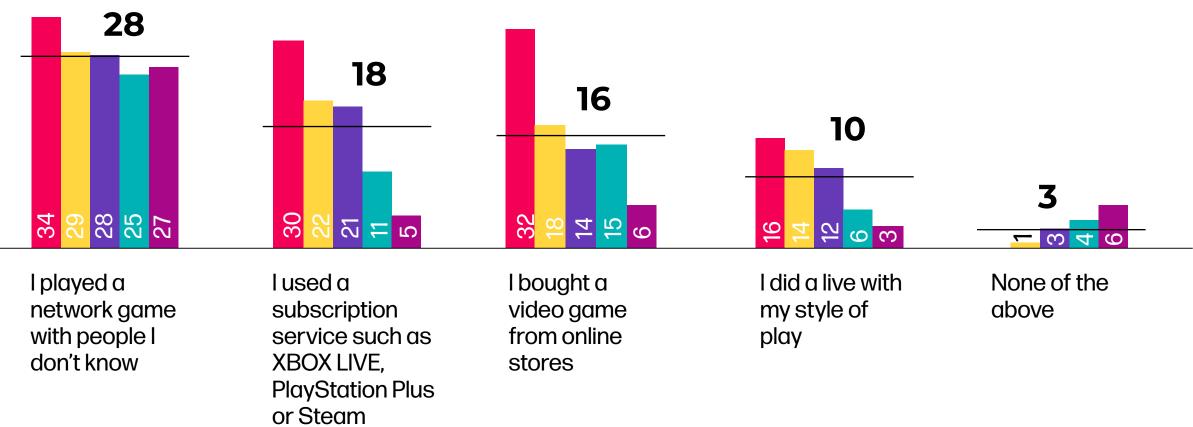
l played/ downloaded a free video game



l played online games with my friends



l played games on social networks







### TREND

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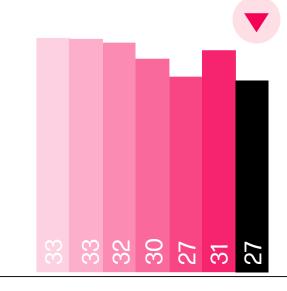
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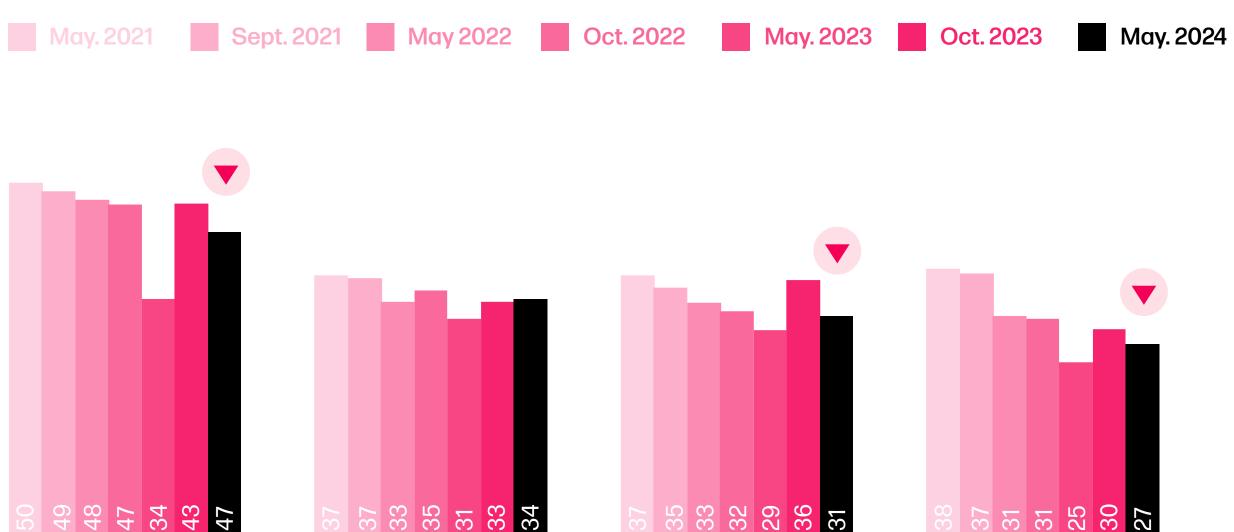
### Main Drivers in trying/ searching a Video Game

On a decrease evolution, 4 out of 10 urban internet users already have a type of game that they prefer.

Negative trend is registered also among those for whom the recommendations from friends/ colleagues/ acquaintances are important, or among those for whom is important that it is a free video game, or for which the graphics/ design of the game is important, while the positive evolution is registered among those for whom is important the fact that they can customize the game or for whom is important the storyline of the game.



**%** 



I'm looking for the type of game | prefer

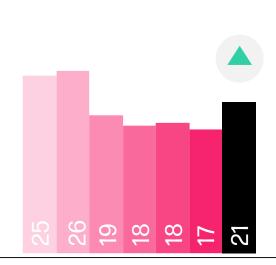
47 game

The popularity of the

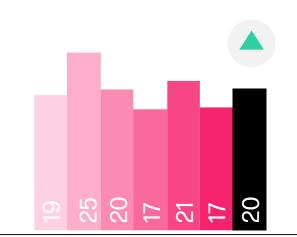


The fact that it is a free video game

Graphics/ design



The fact that you can customize the game



The storyline/ story of the game



Recommendation of a gaming influencer



### **MAY'24**

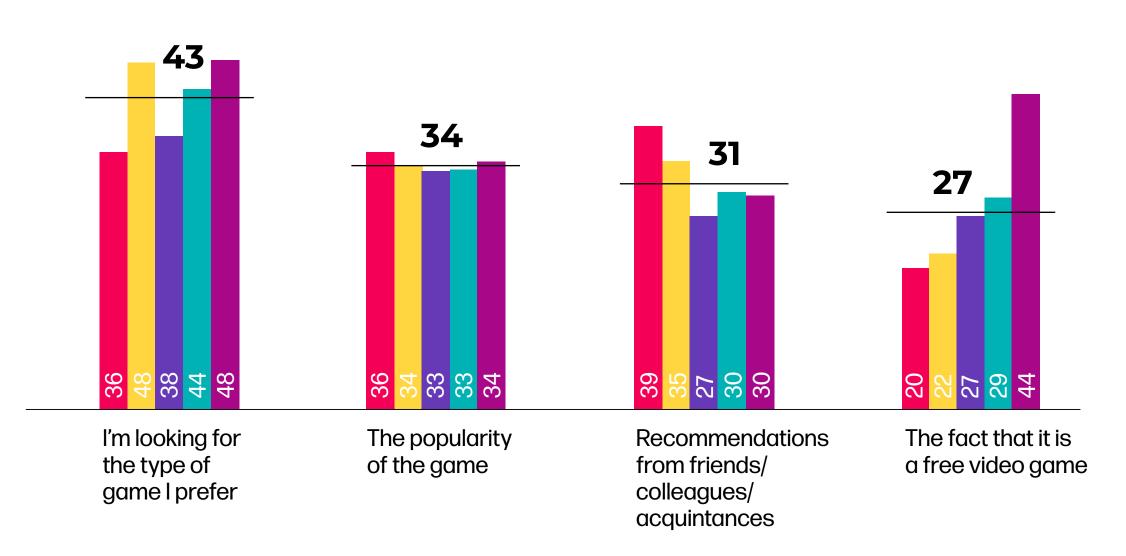
### Main Drivers in trying/ searching a Video Game Split by age

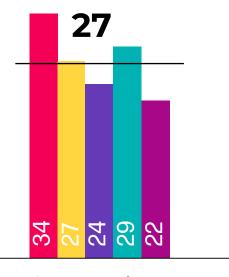
People aged between 25-34 years old and those aged over 55 years old are interested especially in their favorite types of games.

For those aged between 18-24 years old is important the fact that they can customize the game, the graphics/ design or the recommendation of a gaming influencer, while for those aged 18-34 years old is important the recommendations from friends/ colleagues/ acquaintances and the storyline of the game.

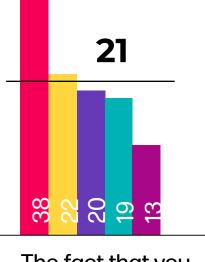
People aged over 55 years old continued to look for free video games.



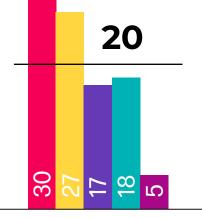




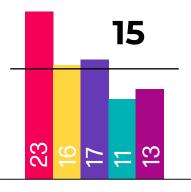
Graphics/ design



The fact that you can customize the game



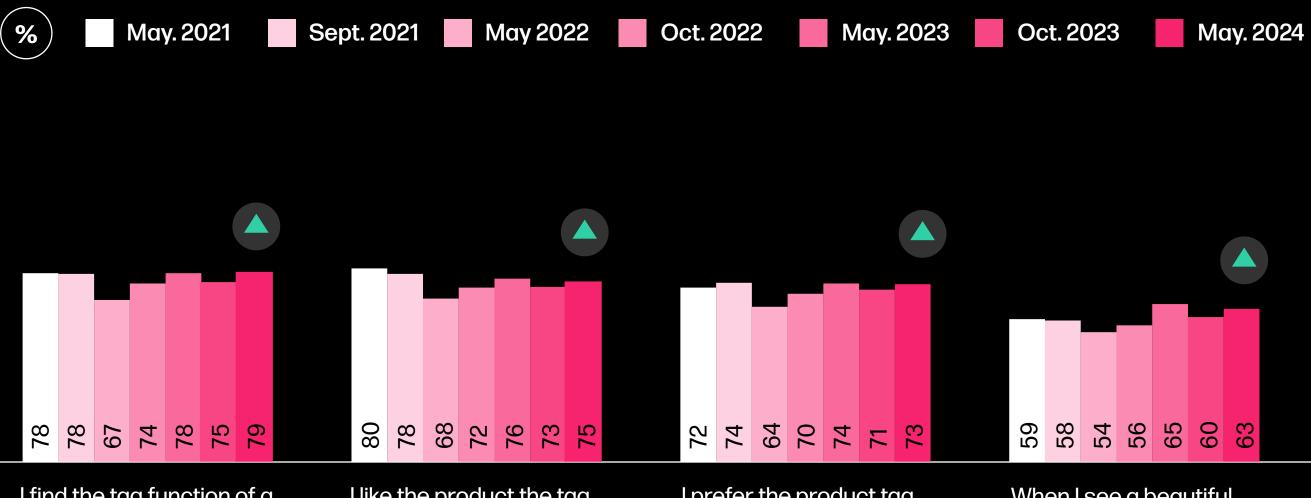
The storyline/ story of the game



Recommendation of a gaming influencer





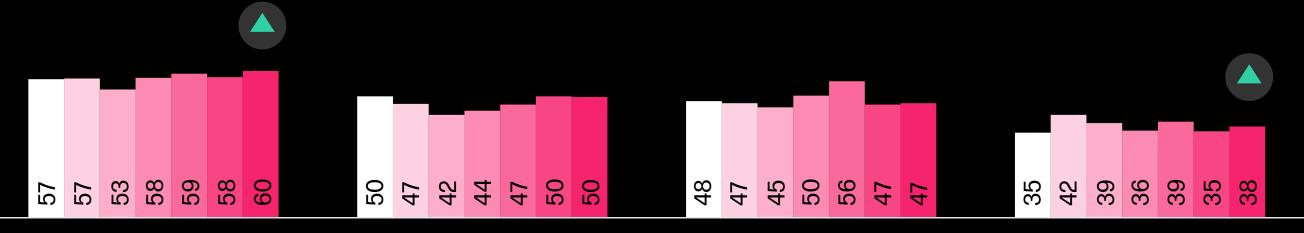


I find the tag function of a product useful, which takes me directly to the online store page

### TREND Social Media used for E-commerce

T2B%

With a positive evolution registered, 8 out of 10 urban internet users continue to believe that the tag function within social media is useful as it takes them directly to the online store page.

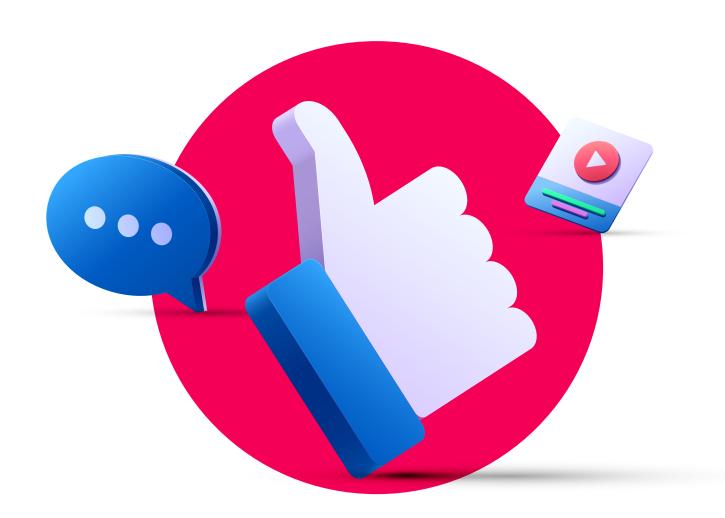


I follow the pages of brands/ influencers that use the tag function of the products they promote I like the product the tag function because I can see the price before accessing the online store I prefer the product tag function, because it reduces the search time of the desired product in the online store When I see a beautiful picture on Instagram with a tag on a brand, I click and go in to see the products of that brand

l shop on pages like Facebook Market Place, Facebook shops

Now I can buy products directly from the Instagram page, without having to go to the online store When I click on a product tagged on social networks, most of the time I buy it

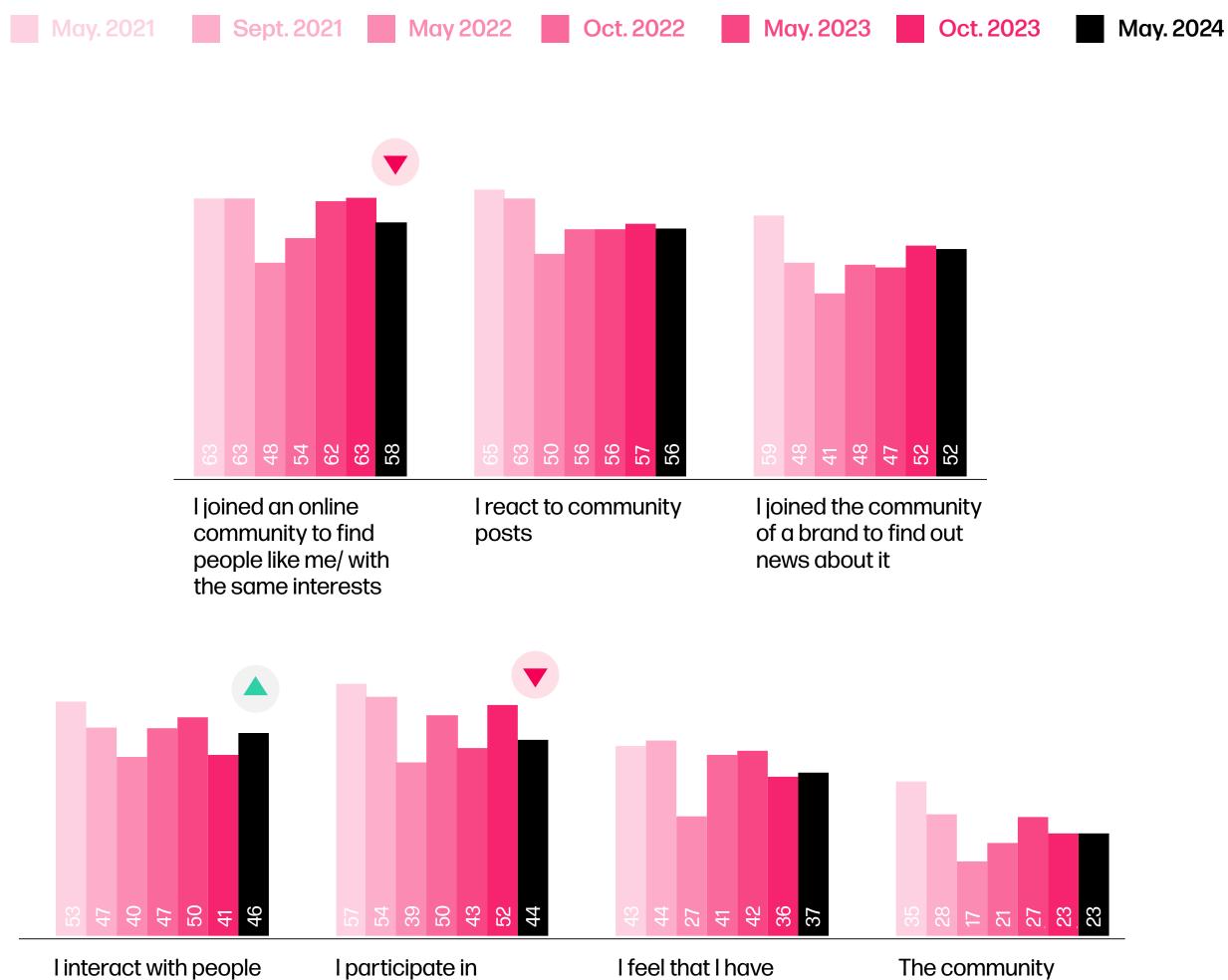




# **TREND**Activities inside an Online Community

Although on a negative trend, urban internet users continued to join online communities especially to find people that have the same interests as theirs.

A positive evolution is seen on those who interact with people in the community, creating connections/ friendships, while a high decrease is registered among those who participate in contests/ events posted in the community. **%** 



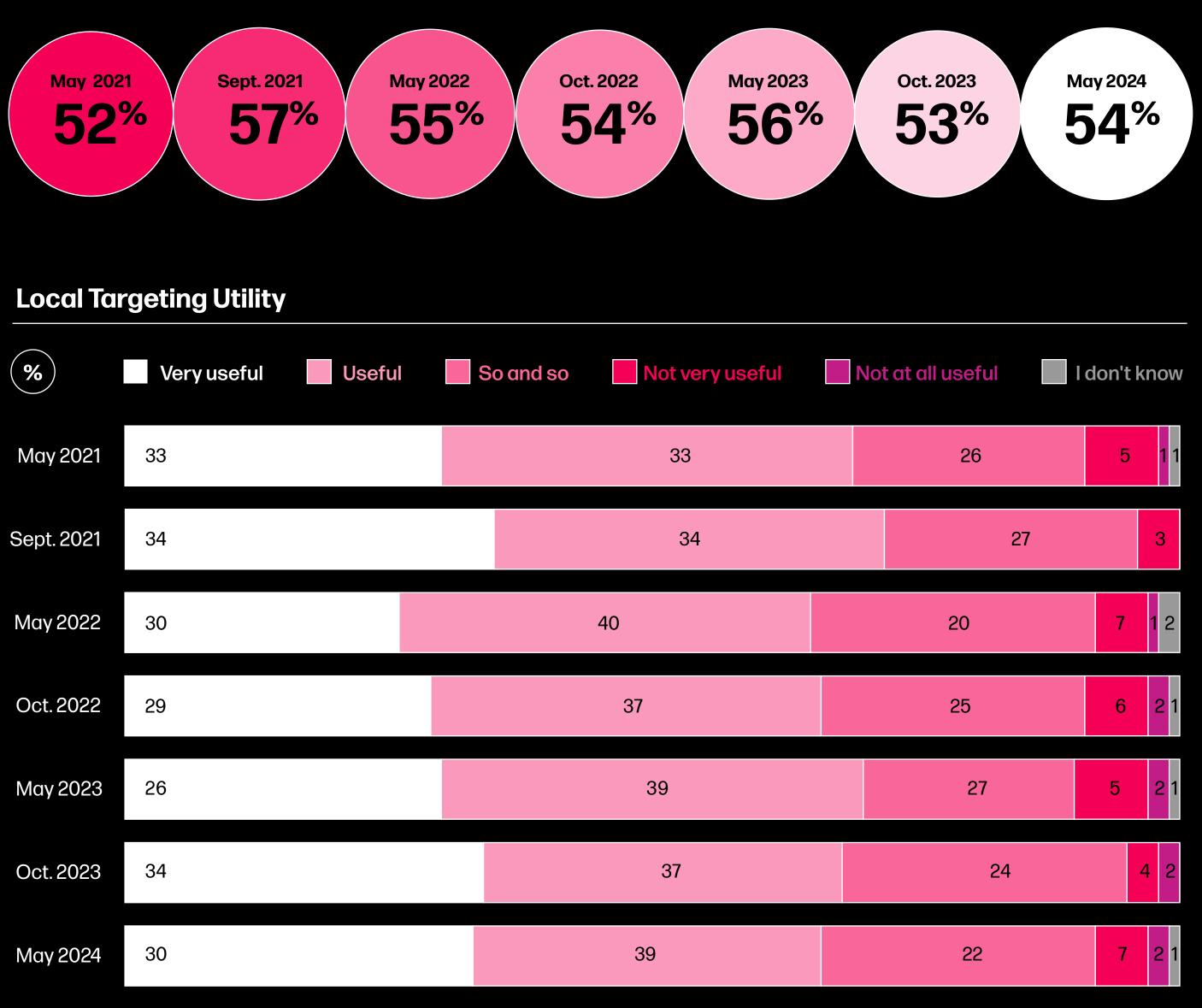
l interact with people in the community, creating connections /friends

l participate in contests / events posted in the community I feel that I have more benefits since I joined the brand community The community made me feel closer to the brand )24



#### Local Targeting Usage





	%	Very
TREND	May 2021	33
Local Targeting	Sept. 2021	34
Insignificant evolution was registered vs the previous wave considering the percentage of people using the	May 2022	30
functions of the applications to search for events in their proximity.	Oct. 2022	29
Slight decrease is seen among those who use the local targeting function	May 2023	26
and find it useful.	Oct. 2023	34
	May 2024	30



**65**%



**69**%



**66**%

**71**%

**68**%

**66**%

T2B%



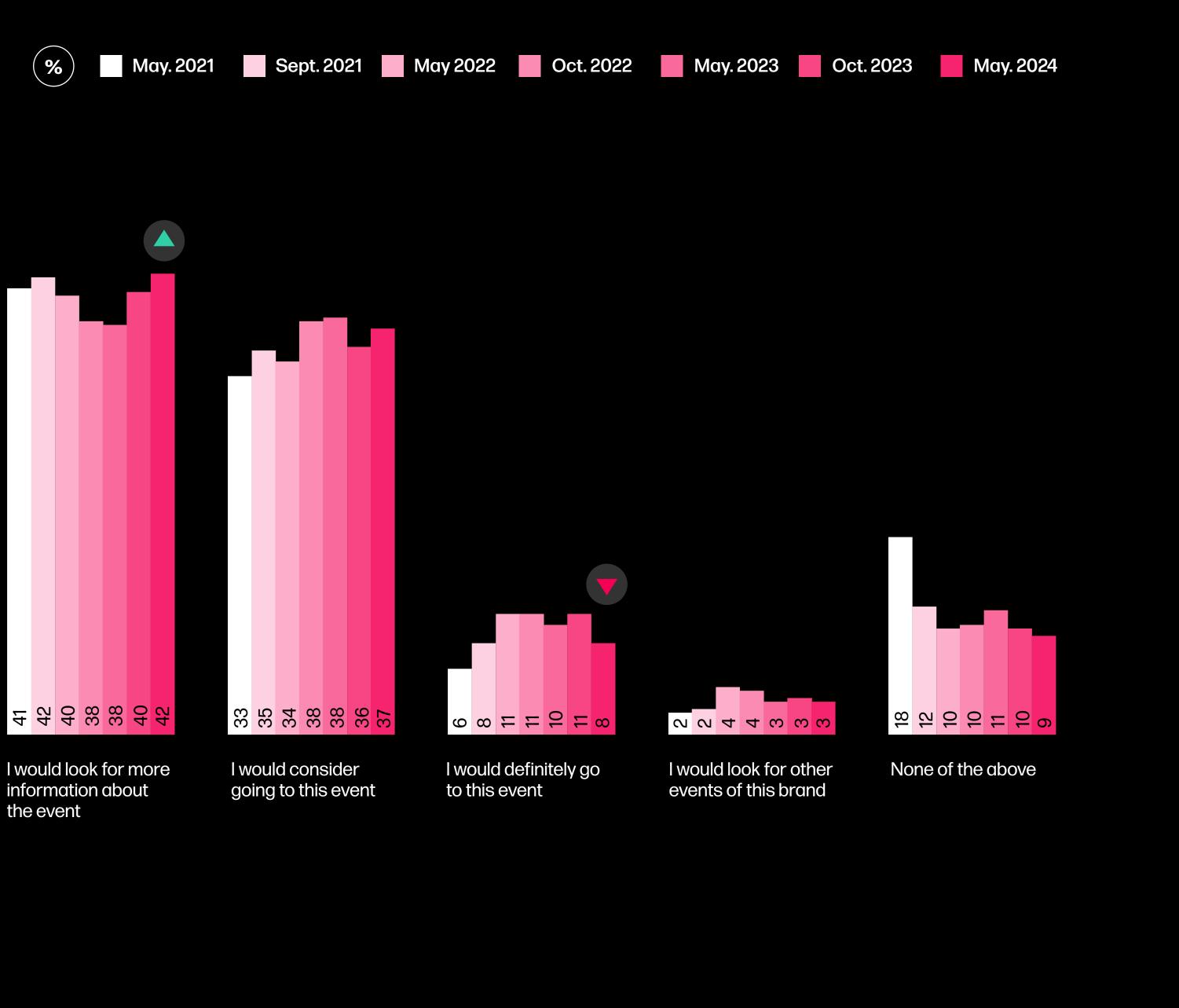




### TREND

### Actions related to **Proximity Events**

On an upward trend, many people would look for more information about the events after using the local targeting apps, while those who would go to that events registered a slight decrease.



the event

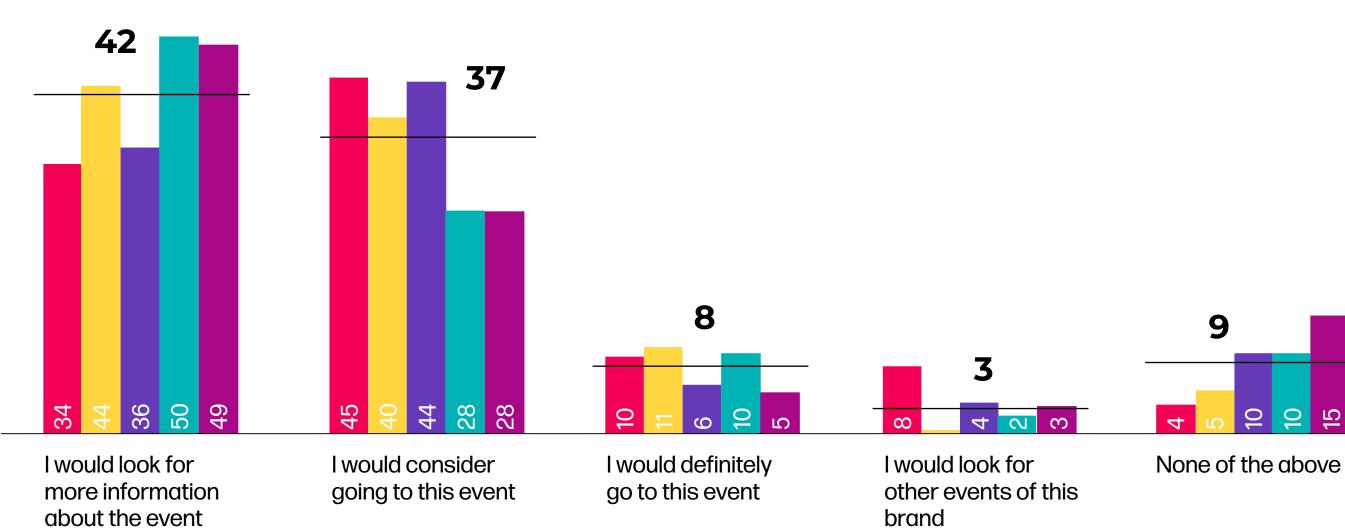


### **MAY'24**

### **Actions related to Proximity Events** Split by age

The events posted on social networks by brands continued to arouse the interest especially among people aged 45 and over years old.

The ones who would consider to go there are the people aged 18-44 years old, while the younger ones, aged 18-24 years old, would look for other events of that brands.









DATAIN

#### Ownership



### TREND

### Smart TV

90% of the urban internet users have at least one Smart TV in the household, on a positive evolution vs the previous waves, out of which 29% watch exclusively online content (YouTube, Netflix, HBO, Voyo etc), registering a decrease in favor of those who watch exclusively TV classic (18%) or both: TV classic and online (53%).

Oct. 2

May 2

Oct. 2

May 2

Oct. 2

May 2

	YES	
2022	<b>87</b> %	<b>13</b> %
2023	<b>87</b> %	<b>13</b> %
2023	<b>87</b> %	<b>13</b> %
2024	<b>90</b> %	10%

#### Type of content

Both: TV classic and online TV Exclusively online (YouTube, Netflix, HBO, Voyo, etc.) Exclusively TV classic			
2023	<b>51%</b>	<b>34</b> %	<b>15</b> %
2024	<b>53</b> %	<b>29%</b>	18%



DATA



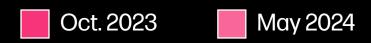
### TREND

### Type of Ads watched on **Smart TV**

With a negative evolution vs the previous wave, most of the urban internet users (58%) watched ads displayed while watching TV channels on their Smart TV.

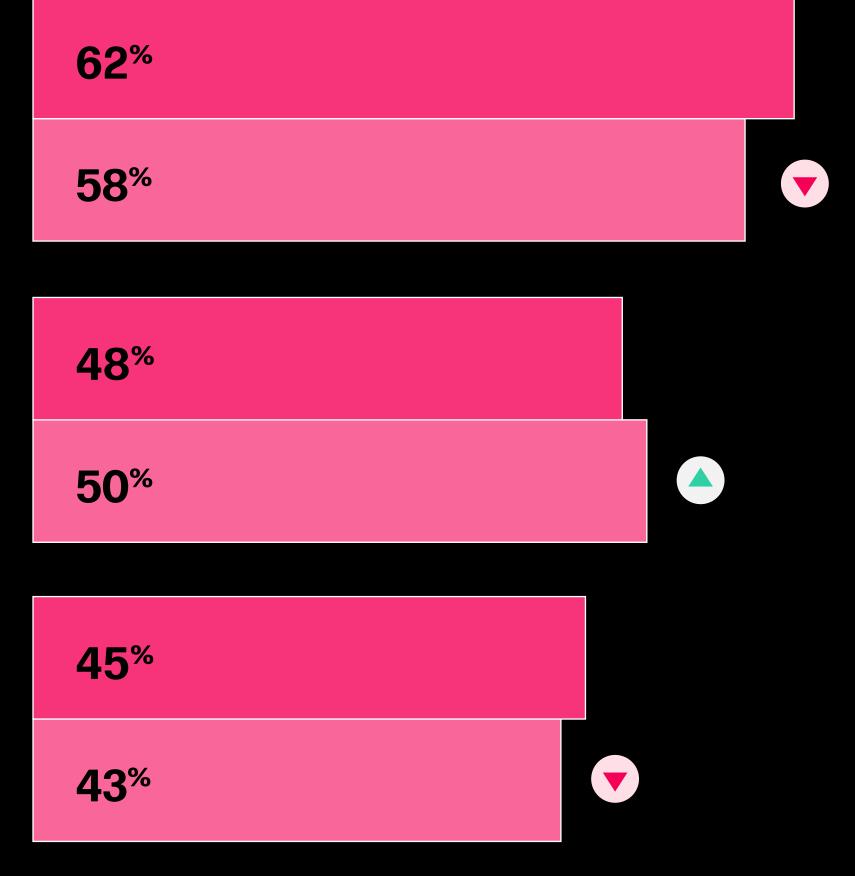
Slowly increase registered among those who watched ads displayed while watching videos online, reaching half of the Smart TV owners, while 43% watched ads displayed while accessing the menu of their Smart TV, when navigated to open certain applications, on a decreasing trend vs the previous wave.

Ads displayed while accessing the menu of my Smart TV, navigating to open certain applications (e.g. Netflix, HBO Max, etc.)



Ads displayed while watching TV channels (e.g. commercial breaks, product ads during broadcasts)

Ads displayed while watching videos online (e.g. ads before or during YouTube videos)





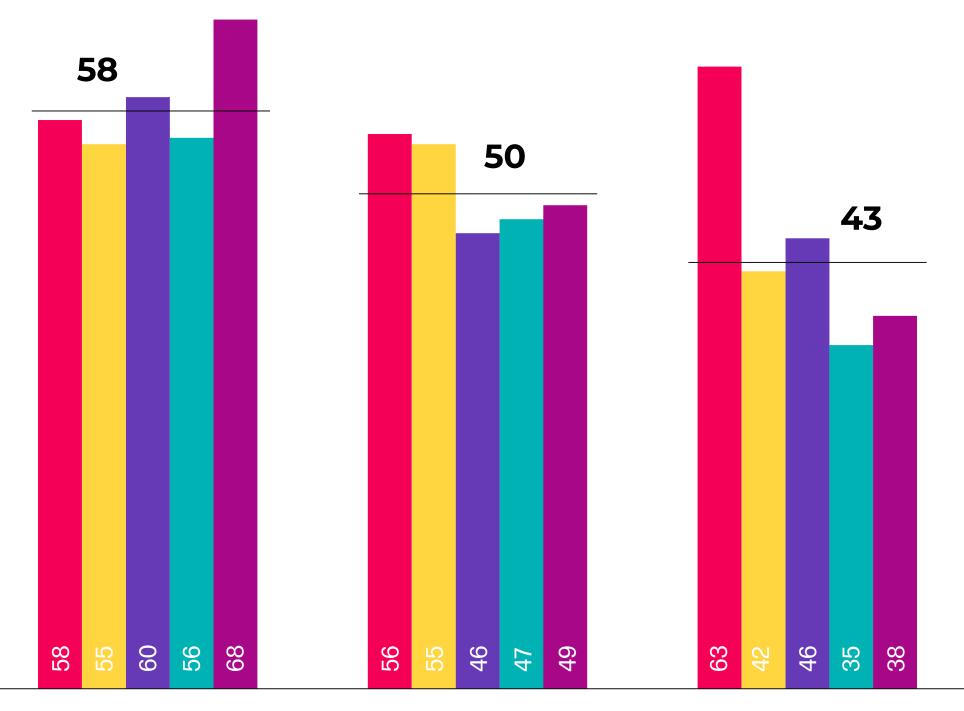
### **MAY'24**

### **Type of Ads watched on Smart TV** Split by age

Those who saw in a greater extent ads displayed while watching TV channels on their Smart TV are mainly aged over 55 years old.

Those younger, aged 18-24 years old, saw especially ads displayed while accessing the menu of their Smart TV, while those aged between 18-34 years old saw ads displayed while watching videos online.





Ads displayed while watching TV channels (e.g. commercial breaks, product ads during broadcasts) Ads displayed while watching videos online (e.g. ads before or during YouTube videos) Ads displayed while accessing the menu of my Smart TV, navigating to open certain applications (e.g. Netflix, HBO Max, etc.)



6 

### TREND

### **Online content** watched on Smart TV

Decrease registered vs the previous wave among those who watch online content on Smart TV exclusively on a subscription basis (e.g. Netflix, HBO, Voyo, etc.) in favor of those who watch both, with or without subscription.

May 2024

Oct. 2023

#### Both: with subscription + Exclusively on a subscription basis Exclusively without subscription (eg Netflix, HBO, Voyo, etc.) (eg YouTube) without subscription

<b>42</b> %	<b>41</b> %		<b>18</b> %
<b>49</b> %		<b>35</b> %	<b>17%</b>



#### DATAINTELLIGENCE

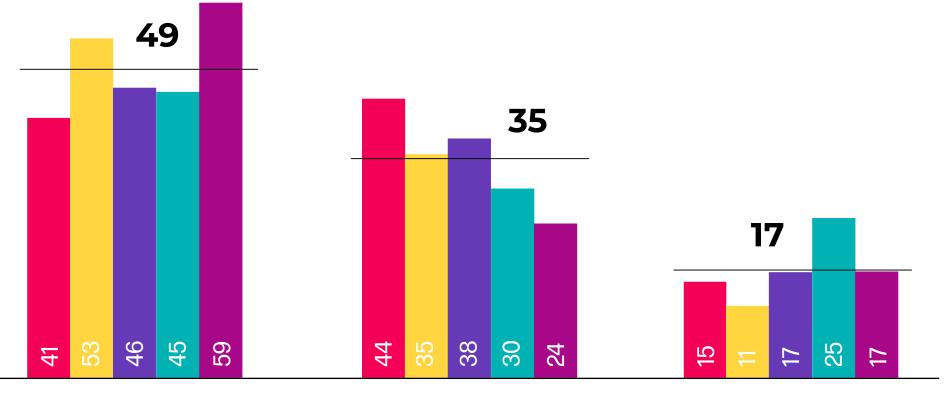
### **MAY'24**

### **Online content watched on Smart TV** Split by age

Those who access online content on their Smart TV exclusively on a subscription basis are in a greater extent aged between 18-24 years old and 35-44 years old, while those who access online content exclusively without subscription are aged between 45-55 years old.

Those aged between 25-34 years old and over 55 years old access both type of online content, with or without subscription.





Both: with subscription + without subscription Exclusively on a subscription basis (eg Netflix, HBO, Voyo, etc.) Exclusively without subscription (ex YouTube)



#### May 202



### TREND

### Video on Demand (VOD)

With a decrease registered vs the previous waves, 49% of the urban internet users have at least one subscription (personal or in the household) for accessing video streaming platforms, most of them from a Smart TV (77%). **VOD Subscriptions** YES 1subsc 33% 2 subs **13**<sup>%</sup> 3+ subs 7% NO **42**<sup>%</sup> l don't kn l don't an

23	<b>Oct. 2023</b>	May 2024			May 2023	Oct. 2023	M 20
cription	1 subscription 33%	1 subscription 30%	Devices used	Smart TV	<b>75</b> %	<b>76</b> %	7
criptions	2 subscriptions <b>15</b> %	2 subscriptions 13 <sup>%</sup>					
scriptions	3+ subscriptions 7%42%	3+ subscriptions 6%		Smartphone	<b>57</b> %	<b>55</b> %	5
				PC/ Laptop	<b>39</b> %	40%	3
now/ Inswer <b>6%</b>	I don't know/ I don't answer <b>4%</b>	I don't know/ I don't answer <b>4%</b>		Tablet	11%	10%	1







**OMANIANS NEW MEDIA ADOPTION** 

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### TREND Video on Demand **(VOD) Platforms**

Netflix is by far the most viewed platform, registered a slight increase vs the previous wave, followed at distance by HBO Max, then by Disney+, both with a negative evolution vs the previous wave.

SkyShowTime and Voyo registered important increases vs the both previous waves.

HB

SkyShc

Ante

Amazon Prim

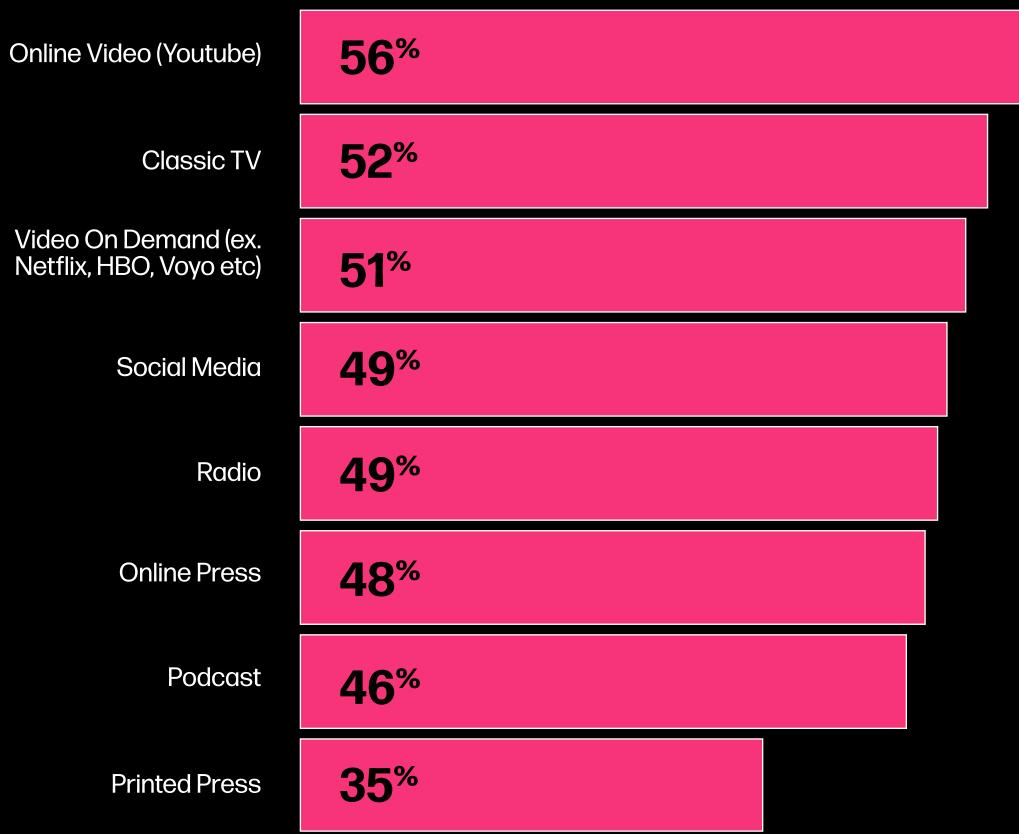
	May 2023 Oct. 2023 May 2024	
Netflix	83%	
	75%	
	77%	
OMAX	39%	
	41%	
	39%	
Disney+	25%	
	26%	
	23%	
owTime	e 13%	
	11%	
	16%	
Voyo	8%	
	6%	
	11%	
naPlay	10%	
	11%	
	10%	
e Video	9%	
	9%	
	10%	
ilm Box	<b>9%</b>	
	9%	
	8%	
Other	1%	
	1%	
	2%	





### TREND **Attention to Media** Types T2B%

The most attention is paid to the information provided by Online Video (YouTube), followed by Classic TV and by Video on Demand, while Printed Press ranks last.



#### Attention to the Information Provided in the Following Media Types



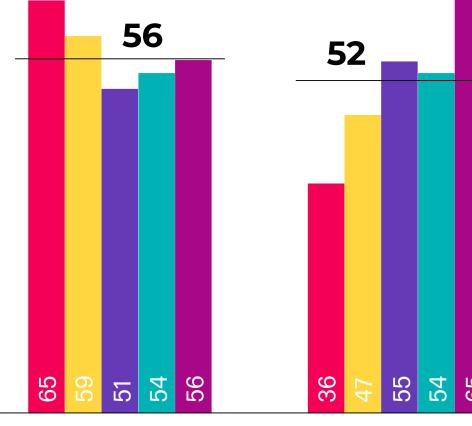
### **MAY'24**

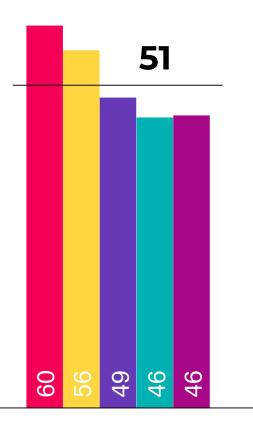
### **Attention to Media Types** Split by age

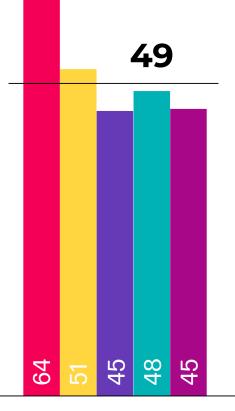
The people aged between 18-34 years old pay attention mainly to the information provided by Online Video (Youtube), by Video on Demand and by Podcasts, while those aged between 18-24 years old pay attention to Social Media.

The information from the radio and from the online press captures the attention mainly of the people aged 35 and over years old, those from the print media capture the attention of people aged between 18-24 years old and 35-44 years old, while the information from Classic TV captures the attention of people over 55 years old.







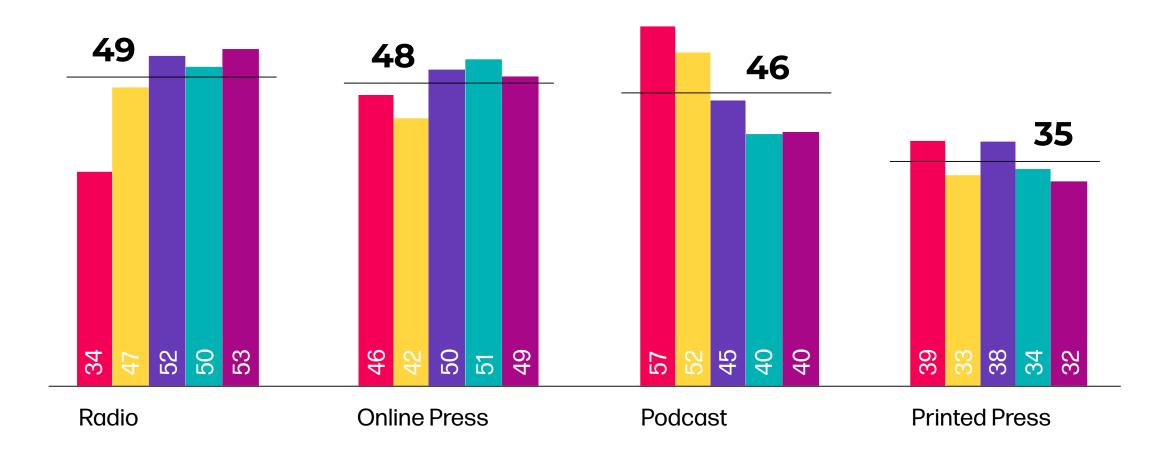


Online Video (Youtube)



Video On Demand (ex. Netflix, HBO, Voyo etc)





#### SPARK **DATA**INTELLIGENCE



### **Media Behavior**



6 out of 10 internet users from urban area watch TV or even streaming platforms with their family, with 35% watching TV shows or online videos for children.

Only 44% of them rather watch the news on TV than read it online, with 38% having more confidence in TV news than in the online environment.

Usually, 56% of them do different activities on the Internet while watching TV, although 45% answered that when watching a TV show, they access the Internet only during the commercial breaks. 32% of them use social networks to comment on TV shows and series, while a percentage of 31% like to send votes by SMS when watching their favorite shows.

<b>61</b> %
<b>57</b> %
<b>56</b> %
<b>45</b> %
<b>44</b> %
<b>42</b> %
<b>39</b> %
<b>38</b> %
<b>36</b> %
<b>35</b> %
<b>32</b> %
<b>31</b> %

I watch TV with my family

I watch video streaming platforms, such as video on demand (e.g. Netflix, HBO, Voyo, etc.), together with my family

Usually, while watching TV, I do various activities on the Internet

When I watch a TV show, I only access the Internet during commercial breaks

When it comes to information, I'd rather watch the news on TV than read it online

If I see a commercial on TV, I look for information about that product on the Internet

Lately, social media is my main source of entertainment

I have more confidence in TV news than in the online environment

I look for information about products and services rather on social networks than with the help of search engines

Lately I've been watching TV shows/online videos for children

I go on social media to comment about the shows and series I watch on TV

I like to send votes by SMS when I watch my favorite shows

For 39% of them, social media is their main source of entertainment, lately.

When they see a commercial on TV, 42% look for information about that product on the Internet. 36% look for information about products and services rather on social networks than with the help of search engines.





### **MAY'24**

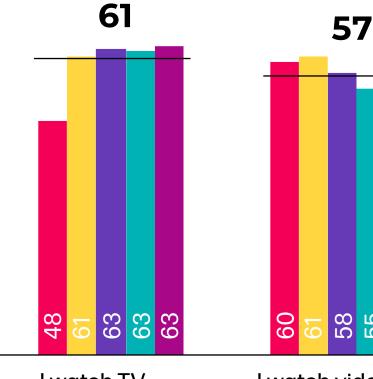
### Media Behavior T2B% Split by age

Those who watch TV with their family are in a greater extent people aged 35 and over years old, while those who watch video streaming platforms with their family are mainly aged 18-34 years old.

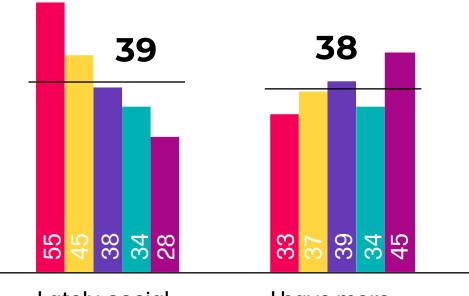
People aged 18-34 years old are also those who usually do different activities on the Internet while watching TV, for them social media being their main source of entertainment, lately.

When it comes to information, those aged between 35-44 years old and over 55 years old rather watch the news on TV than read it online, also they access de Internet only during TV commercial breaks..

If they see a commercial on TV, those aged between 18-44 years old, look for information about that product on the Internet, most of them looking rather on social networks than with the help of search engines.



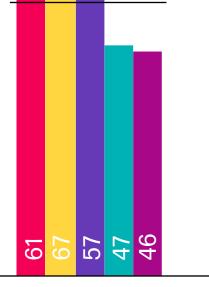
I watch TV



> 55 % - 24 25 - 34 35 - 44 45 - 55 All base

with my family

I watch video streaming platforms, such as video on demand (e.g. Netflix, HBO, Voyo, etc.), together with my family

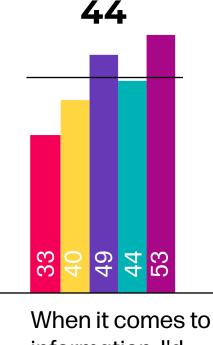


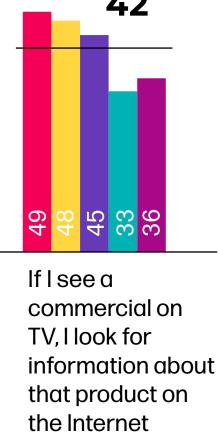
56

Usually, while watching TV, I do various activities on the Internet



When I watch a TV show, I only access the Internet during commercial breaks



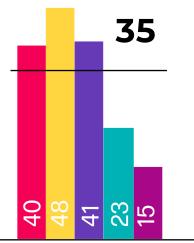


information, I'd rather watch the news on TV than read it online

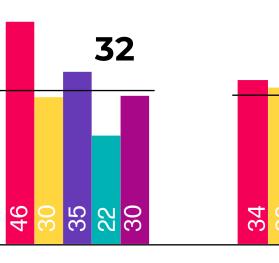
Lately, social media is my main source of entertainment

I have more confidence in TV news than in the online environment

I look for information about products and services rather on social networks than with the help of search engines



Lately I've been watching TV shows/online videos for children



l go on social media to comment about the shows and series I watch on TV

I like to send votes by SMS when I watch my favorite shows







### **Searching for Information** on the Internet

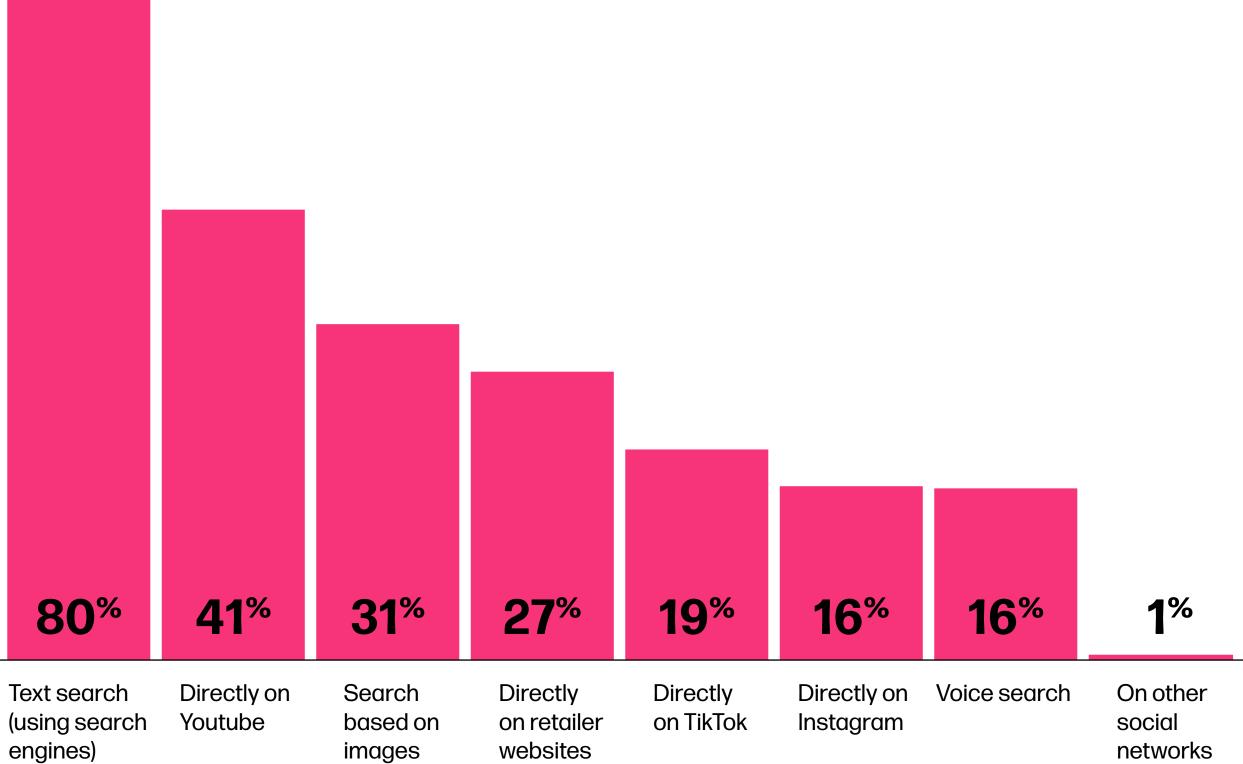


8 out of 10 internet users from urban area look for information on the internet using text (using search engines), 31% search based on images, while 16% use voice search.

41% of them look for information directly on YouTube, 19% of them look for information directly on TikTok, while 16% look for information directly on Instagram.

27% go directly to retailer websites.

engines)





### **MAY'24**

### **Searching for Info on the Internet** T2B% Split by age

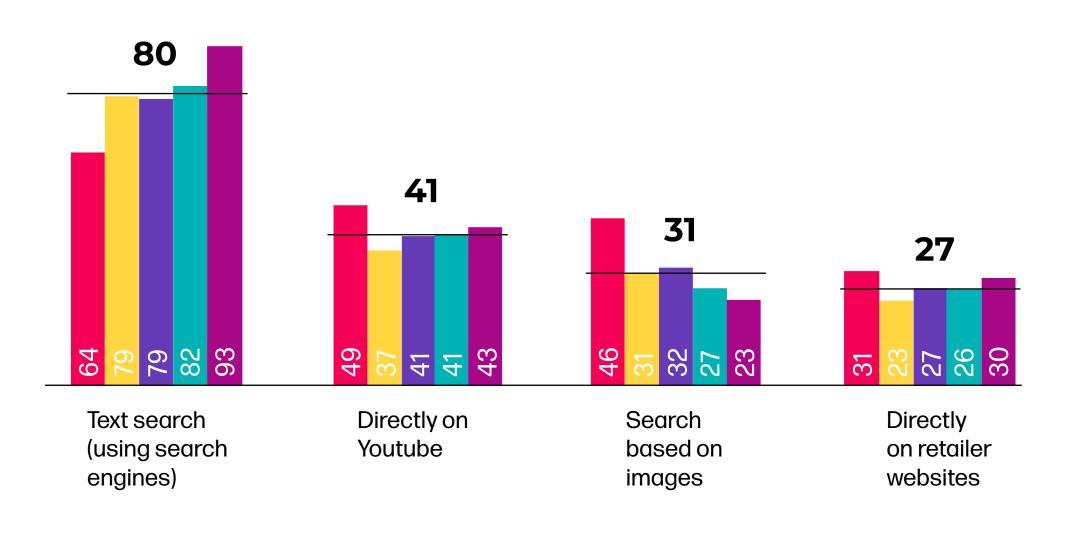
People aged 45 and over years old look for information on the internet mainly using text.

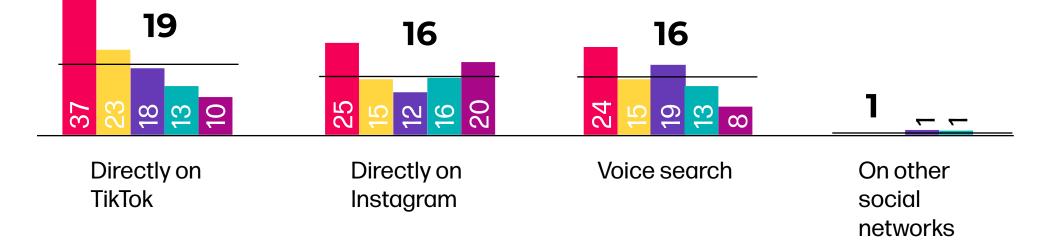
Young people, aged 18-24 years old, search based on images and voice, or look for information directly on YouTube, Tik Tok and Instagram. Those aged between 25-34 years old are also looking for information on TikTok.

Those who look for information directly on the retailer's page are to a greater extent aged between 18-24 years old and over 55 years old.

Those over 55 years old look for information also directly on YouTube and Instagram, while those aged 35-44 years old use voice search.







#### SPARK DATAINTELLIGENCE



### **2024 Events**



Almost half of the urban internet users are interested in all the events of 2024: elections, the European Football Championship, the Olympic Games, claiming that they spend more time in front of the TV than usual, but also that they read/ follow the information online, regarding these events.



During the Olympic Games in France (July 26 – August 11), I will read/ follow the information online, about this event



During the European Football Championship (June 14 - July 14, 2024), I will read/ follow the information online, about this event



During the European Football Championship (14 June - 14 July 2024), I will spend more time in front of the TV than usual



Considering that it is an election year, I started to follow the local/international news more closely



During the Olympic Games in France (July 26 - August 11), I will spend more time in front of the TV than usual.



#### **DATA**INTELLIGENCE

### **MAY'24**

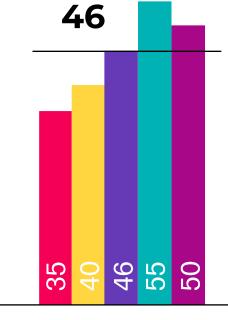
### **2024 Events** T2B% Split by age

Those who are interested to a greater extent in the events of 2024 are those aged 45 and over years old.

The people aged 25-34 years old are more interested in the elections, following the local/ international news more closely.







During the

follow the

European Football

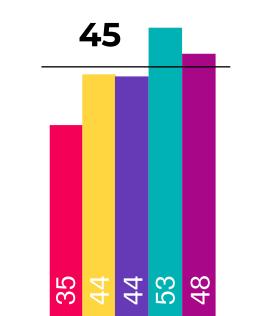
Championship

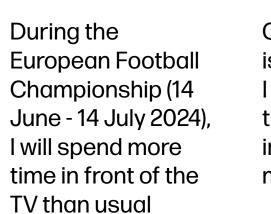
(June 14 - July 14,

2024), I will read/

information online,

about this event





Considering that it is an election year, I started to follow the local/ international news more closely

**51**40

40

45

During the Olympic Games in France (July 26 - August 11), I will spend more time in front of the TV than usual.

41 54 57

45

36



## DATAINTELLIGENCE

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### FOCUS ON

# ROMANIANS NEW MEDIA ADOPTION

**MAY 2024**