

DIGITAL 2023

MOROCCO

THE ESSENTIAL GUIDE TO THE LATEST CONNECTED BEHAVIOURS





GLOBAL DIGITAL HEADLINES

OVERVIEW OF THE ADOPTION AND USE OF CONNECTED DEVICES AND SERVICES





TOTAL POPULATION



we are social CELLULAR MOBILE CONNECTIONS



(O) Meltwater INTERNET USERS



5.16 BILLION

YEAR-ON-YEAR CHANGE

+1.9% +98 MILLION

TOTAL vs. POPULATION 64.4%

ACTIVE SOCIAL MEDIA USERS



4.76
BILLION

YEAR-ON-YEAR CHANGE

+3.0% +137 MILLION

TOTAL vs. POPULATION

59.4%

8.01
BILLION

YEAR-ON-YEAR CHANGE

+0.8% +67 MILLION

URBANISATION

57.2%

YEAR-ON-YEAR CHANGE

8.46

BILLION

+2.2% +180 MILLION

TOTAL vs. POPULATION

105.6%

we are social

(O) Meltwater

ESSENTIAL DIGITAL HEADLINES

OVERVIEW OF THE ADOPTION AND USE OF CONNECTED DEVICES AND SERVICES

NOTE: PLEASE READ THE IMPORTANT NOTES ON COMPARING DATA AT THE START OF THIS REPORT BEFORE COMPARING DATA ON THIS CHART WITH PREVIOUS REPORTS



TOTAL POPULATION



K

CELLULAR MOBILE CONNECTIONS



50.19 MILLION

vs. POPULATION

INTERNET USERS



33.18
MILLION

vs. POPULATION

88.1%

ACTIVE SOCIAL MEDIA USERS



21.30
MILLION

vs. POPULATION

56.6%

37.65
MILLION

URBANISATION

64.8%

17

we are. social



DEVICE OWNERSHIP

GWI.

D

PERCENTAGE OF INTERNET USERS AGED 16 TO 64 WHO OWN EACH KIND OF DEVICE



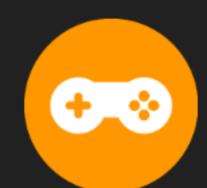
ANY KIND OF MOBILE PHONE



94.2%

YEAR-ON-YEAR CHANGE -5.2% (-520 BPS)

GAMES CONSOLE



4.6%

YEAR-ON-YEAR CHANGE -32.4% (-220 BPS)

ABSOLUTE CHANGE

SMART PHONE



92.2%

YEAR-ON-YEAR CHANGE -7.2% (-710 BPS)

SMART WATCH OR SMART WRISTBAND



7.3%

YEAR-ON-YEAR CHANGE
-2.7% (-20 BPS)

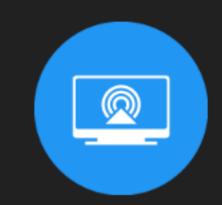
FEATURE PHONE



16.6%

YEAR-ON-YEAR CHANGE +144.1% (+980 BPS)

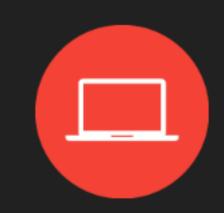
TV STREAMING DEVICE



1.1%

YEAR-ON-YEAR CHANGE
-31.3% (-50 BPS)

LAPTOP OR DESKTOP COMPUTER



D)

GWI.

45.7%

GWI.

YEAR-ON-YEAR CHANGE +2.2% (+100 BPS)

> SMART HOME DEVICE



2.7%

YEAR-ON-YEAR CHANGE +35.0% (+70 BPS) TABLET DEVICE



11.8%

YEAR-ON-YEAR CHANGE -24.4% (-380 BPS)

VIRTUAL REALITY
DEVICE



1.8%

YEAR-ON-YEAR CHANGE

+12.5% (+20 BPS)

we are social



GWI.

KEPIOS

OVERVIEW OF INTERNET USE

ESSENTIAL INDICATORS OF INTERNET ADOPTION AND USE



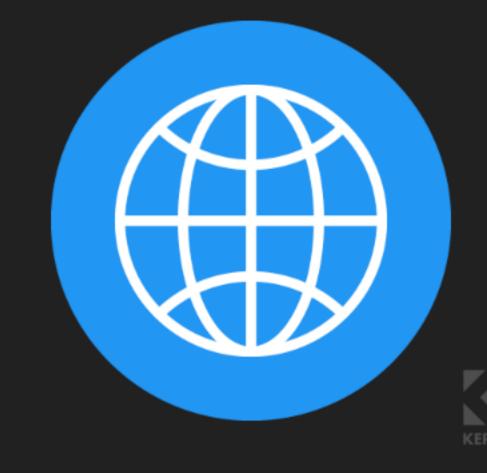
TOTAL **INTERNET USERS**

INTERNET USERS AS A PERCENTAGE OF TOTAL POPULATION

YEAR-ON-YEAR CHANGE IN THE NUMBER OF **INTERNET USERS**

AVERAGE DAILY TIME SPENT USING THE INTERNET BY **EACH INTERNET USER**

PERCENTAGE OF USERS ACCESSING THE INTERNET VIA MOBILE PHONES











MILLION

[UNCHANGED]

+1.0% +341 THOUSAND

100.0%

+5.5% (+520 BPS)



SOURCES: KEPIOS ANALYSIS; ITU; GSMA INTELLIGENCE; EUROSTAT; WORLD BANK; GOOGLE'S ADVERTISING RESOURCES; CIA WORLD FACTBOOK; CNNIC; APJII; KANTAR & IAMAI; LOCAL GOVERNMENT authorities; united nations. Time spent and mobile share data from GWI (Q3 2022). See GWI.COM for More details. Percentage change figures show relative year-on-year change.

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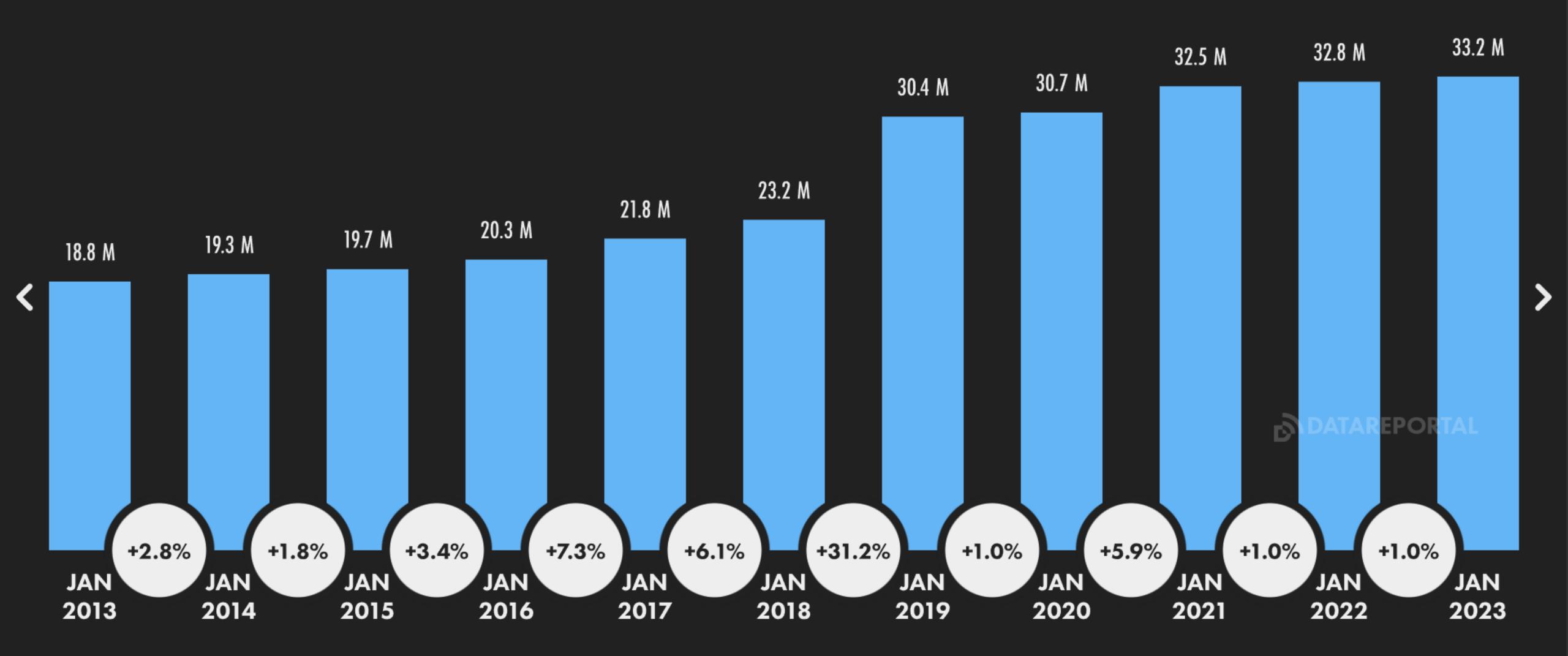




INTERNET USERS OVER TIME

NUMBER OF INTERNET USERS AND YEAR-ON-YEAR CHANGE





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SOURCES: KEPIOS ANALYSIS; ITU; GSMA INTELLIGENCE; EUROSTAT; GWI; CIA WORLD FACTBOOK; CNNIC; APJII; LOCAL GOVERNMENT AUTHORITIES. NOTE: WHERE LETTERS ARE SHOWN NEXT TO FIGURES ABOVE BARS, "K" DENOTES THOUSANDS (E.G. "123 K" = 123,000), "M" DENOTES MILLIONS (E.G. "1.23 M" = 1,230,000), AND "B" DENOTES BILLIONS (E.G. "1.23 B" = 1,230,000,000). WHERE NO LETTER IS

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OVERVIEW OF SOCIAL MEDIA USE

HEADLINES FOR SOCIAL MEDIA ADOPTION AND USE (NOTE: USERS MAY NOT REPRESENT UNIQUE INDIVIDUALS)



NUMBER OF SOCIAL MEDIA USERS



21.30 MILLION SOCIAL MEDIA USERS vs. TOTAL POPULATION



D

56.6%

SOCIAL MEDIA USERS AGE 18+ vs. TOTAL POPULATION AGE 18+



D

76.5%

SOCIAL MEDIA USERS vs. TOTAL INTERNET USERS



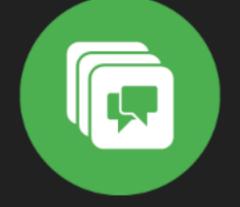
64.2%

AVERAGE TIME SPENT USING SOCIAL MEDIA EACH DAY



2H 53M

AVERAGE NUMBER OF SOCIAL PLATFORMS USED EACH MONTH



4.7

FEMALE SOCIAL MEDIA USERS vs. TOTAL SOCIAL MEDIA USERS



41.7%

MALE SOCIAL MEDIA USERS vs. TOTAL SOCIAL MEDIA USERS



58.3%





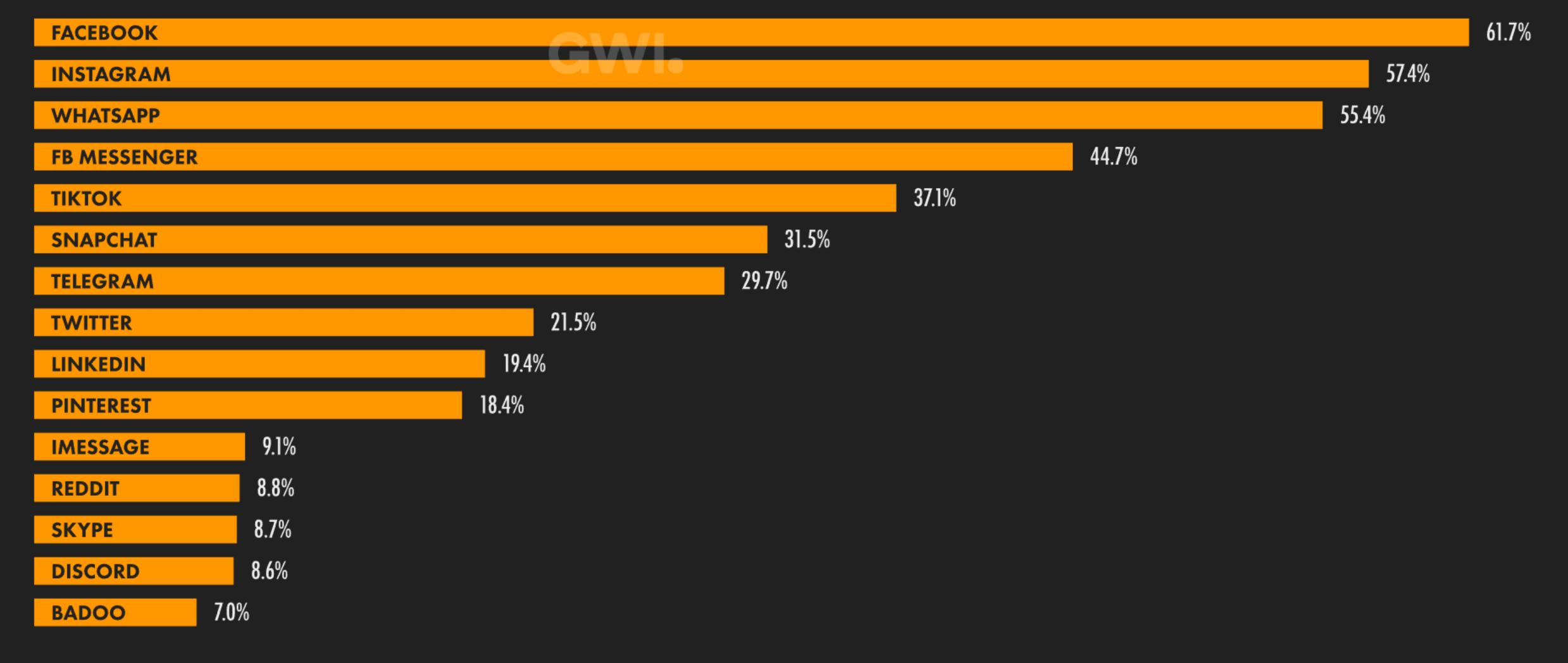
JAN 2023

MOST USED SOCIAL MEDIA PLATFORMS



PERCENTAGE OF INTERNET USERS AGED 16 TO 64 WHO USE EACH PLATFORM EACH MONTH

NOTE: YOUTUBE IS NOT OFFERED AS AN ANSWER OPTION FOR THIS QUESTION IN GWI'S SURVEY, SO IT WILL NOT APPEAR IN THIS RANKING







FINANCIAL INCLU Appuyez sur | Échap | pour quitter le mode plein écran.

PERCENTAGE OF THE TOTAL POPULATION AGED 15+ THAT OWNS OR USES EACH PRODUCT OR SERVICE



ACCOUNT WITH A FINANCIAL INSTITUTION



42.2%

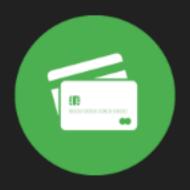
MALE

53.0%

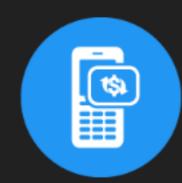
CREDIT CARD OWNERSHIP



DEBIT CARD OWNERSHIP



MOBILE MONEY ACCOUNT (E.G. MPESA, GCASH)



1.1%

FEMALE 0.8%

MALE 1.4% 31.7%

FEMALE

MALE 41.8% 21.6%

6.3%

FEMALE

4.2%

MALE 8.3%

MADE A DIGITAL PAYMENT (PAST YEAR)



MADE A PURCHASE USING A MOBILE PHONE OR THE INTERNET (PAST YEAR)



USED A MOBILE PHONE OR THE INTERNET TO SEND MONEY (PAST YEAR)





USED A MOBILE PHONE OR THE INTERNET TO PAY BILLS (PAST YEAR)



7.3%

FEMALE

4.8%

MALE 9.8%

20.3%

FEMALE 15.3%

FEMALE

31.4%

MALE 25.3%

9.7%

MALE FEMALE 8.7% 10.7% **6.2**%

FEMALE 4.4%

MALE **7.9**%

SOURCE: WORLD BANK. NOTES: SOME FIGURES HAVE NOT BEEN UPDATED IN THE PAST YEAR, SO MAY BE LESS REPRESENTATIVE OF CURRENT BEHAVIOURS. PERCENTAGES ARE OF ADULTS AGED 15 AND ABOVE, NOT OF TOTAL POPULATION. MOBILE MONEY ACCOUNTS ONLY REFER TO SERVICES THAT STORE FUNDS IN AN ELECTRONIC WALLET LINKED DIRECTLY TO A PHONE NUMBER, SUCH AS MPESA, GCASH, AND



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ECOMMERCE: CONSUMER GOODS CATEGORIES

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ESTIMATED ANNUAL SPEND IN EACH CONSUMER GOODS ECOMMERCE CATEGORY (B2C ONLY, U.S. DOLLARS, FULL-YEAR 2022)



FASHION



statista 🗹

\$338.7 **MILLION** YEAR-ON-YEAR CHANGE

+0.8% (+\$2.8 MILLION)

ELECTRONICS



\$691.0 **MILLION**

YEAR-ON-YEAR CHANGE -6.9% (-\$51 MILLION) TOYS, HOBBY, DIY



\$215.3 **MILLION** YEAR-ON-YEAR CHANGE 0% ([UNCHANGED]) **FURNITURE**



\$170.4 **MILLION** YEAR-ON-YEAR CHANGE -12.7% (-\$25 MILLION)

PERSONAL & HOUSEHOLD CARE



YEAR-ON-YEAR CHANGE

FOOD



\$18.45 **MILLION** YEAR-ON-YEAR CHANGE **BEVERAGES**



\$5.72 **MILLION** YEAR-ON-YEAR CHANGE -5.4% (-\$328 THOUSAND) PHYSICAL MEDIA



MILLION YEAR-ON-YEAR CHANGE -4.1% (-\$2.0 MILLION)

\$138.9 **MILLION**

+1.9% (+\$2.6 MILLION)

-9.2% (-\$1.9 MILLION)



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E-HEALTH OVERVIEW

HEADLINES FOR THE ADOPTION AND USE OF DIGITALLY ENABLED HEALTHCARE DEVICES AND SERVICES



NUMBER OF PEOPLE
USING E-HEALTH
DEVICES AND SERVICES

YEAR-ON-YEAR CHANGE IN THE NUMBER OF E-HEALTH USERS TOTAL ANNUAL VALUE OF THE E-HEALTH MARKET (USD, 2022) YEAR-ON-YEAR CHANGE IN THE VALUE OF THE E-HEALTH MARKET

AVERAGE ANNUAL SPEND ON E-HEALTH PER USER (USD, 2022)











5.61 MILLION

+0.3% +18 THOUSAND \$151.2
MILLION

+6.1% +\$8.7 MILLION \$26.94 +5.7% (+\$1.46)



SOURCE: STATISTA DIGITAL MARKET OUTLOOK. SEE STATISTA.COM FOR MORE DETAILS. NOTES: INCLUDES E-HEALTH DEVICES AND APPS, OVER-THE-COUNTER PHARMACEUTICALS SOLD VIA THE INTERNET, AND ONLINE DOCTOR CONSULTATIONS. DOES NOT INCLUDE DIGITAL FITNESS DEVICES AND SERVICES, SMART CLOTHING, SMART SHOES, OR SMART EYEWEAR; APPS FOR TRACKING SLEEP OR TRACKING

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