

DeviceAnywhere Metrics

2010
JANUARY



Contents

Summary	3
20 Most Used DeviceAnywhere Handsets.....	4
20 Most Used DeviceAnywhere Handsets, by Operator.....	5
Percentage of Time Spent on DeviceAnywhere Handsets, by Manufacturer	6
Percentage of Time Spent on DeviceAnywhere Handsets, by Manufacturer, by Operator.....	7
Percentage of Time Spent on DeviceAnywhere Handsets, Smartphones vs. Feature Phones	9
Percentage of Time Spent on Smartphone OS's, Out of Total Smartphone Testing Time	10
About This Report	11

Summary

This monthly report contains handset usage stats based on usage in the DeviceAnywhere Test Center service on devices offered by the four major US operators (AT&T, Sprint, T-Mobile and Verizon). This report is published to the mobile community to help inform on mobile trends related to handsets and application development. This report contains usage data from January 2010, and makes comparison to results from the previous month as well as the month one year earlier.

The data in this report gives a snapshot of the current state of mobile application testing, detailing the most popular devices and Operating Systems, as used by DeviceAnywhere's client base of application developers and content companies.

For more information about the methodology and data used in this report, please see About This Report on page 11.

Significant Findings

BlackBerry testing dominates on Test Center

- RIM is the number one manufacturer tested in the Test Center, accounting for eight of the top ten devices tested in Test Center and fourteen of the top twenty devices.
- Testing on RIM devices accounts for 28.9% of testing across all mobile devices.

Android testing on the rise

- From a standing start in 2009, Android has become the fourth most tested smartphone Operating System in the Test Center in the United States.
- The Android-based T-Mobile G1 has risen to become the most-tested device on T-Mobile.

Less time spent on Microsoft Windows phones

- Microsoft Windows Mobile still represents the second-most important Operating System for smartphone testing.
- However the time spent on Windows Mobile dropped significantly from 26.5% in December 08 to 16.2% in January 10, as a proportion of total time spent in the Test Center.

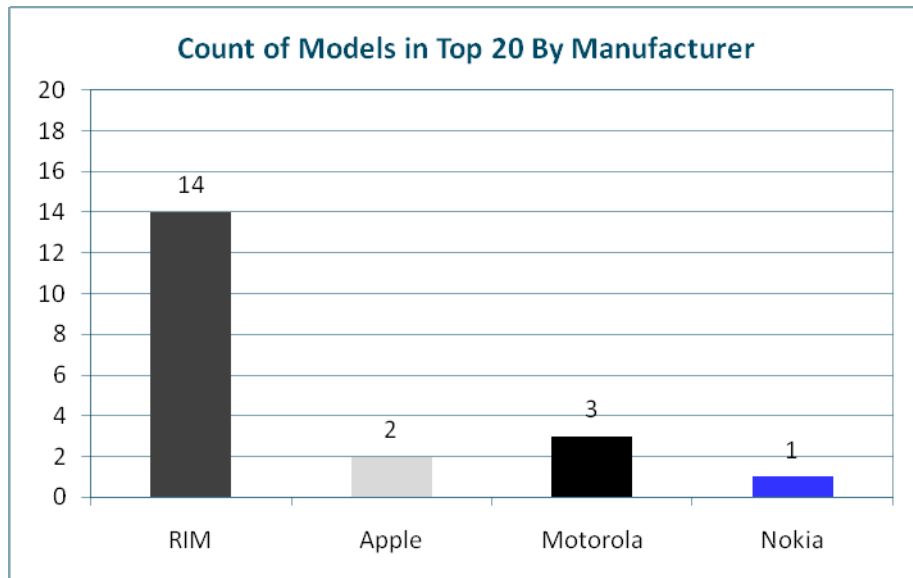
Manufacturers without US app stores still testing high

- While industry discussion has focused on app stores, testing on mobile devices from application developers, web, content and media companies has taken a wider view.
- The second, third and fourth most popular devices for testing on Test Center are Samsung, Motorola and LG respectively, all of which do not yet have US application storefronts.

20 Most Used DeviceAnywhere Handsets

Jan-10	Ranking		Device	Offered On			
	Dec-09	Jan-09		AT&T	Sprint	T-Mobile	Verizon
1	1	6	BlackBerry 9000 (Bold)	Yes	-	-	-
2	2	2	Apple iPhone 3G	Yes	-	-	-
3	5	7	BlackBerry 8300 (Curve)	Yes	-	-	-
4	4	3	BlackBerry 8330 (Curve)	-	Yes	-	Yes
5	6	-	BlackBerry 9630 (Tour)	-	Yes	-	Yes
6	3	-	BlackBerry 8900 (Curve)	Yes	-	Yes	-
7	9	1	Motorola V3 (RAZR)	Yes	-	Yes	-
8	7	18	BlackBerry 8310 (Curve)	Yes	-	-	-
9	17	15	Apple iPhone	Yes	-	-	-
10	8	16	BlackBerry 8830	-	Yes	-	Yes
11	15	4	BlackBerry 8100 (Pearl)	Yes	-	Yes	-
12	14	-	BlackBerry 9700 (Bold)	Yes	-	-	-
13	12	23	BlackBerry 9530 (Storm)	-	-	-	Yes
14	11	10	BlackBerry 8800	Yes	-	-	-
15	10	-	Nokia E71x	Yes	-	-	-
16	22	-	Motorola Droid	-	-	-	Yes
17	50	-	BlackBerry 8530 (Curve)	-	Yes	-	Yes
18	23	19	BlackBerry 8130 (Pearl)	-	Yes	-	Yes
19	18	13	Motorola V3m (RAZR)	-	Yes	-	Yes
20	55	-	BlackBerry 8520 (Curve)	Yes	-	Yes	-

Out of a total **495** models used



The figures above are based on 495 available and used models* offered across AT&T, Sprint, T-Mobile and Verizon in the DeviceAnywhere system.

* A device model is defined here as a unique manufacturer and model (i.e. a V3 RAZR offered on both AT&T and T-Mobile is considered one unique model, not two.)

20 Most Used DeviceAnywhere Handsets, by Operator

AT&T

Jan-10	Ranking		Device
	Dec-09	Jan-09	
1	1	4	BlackBerry 9000 (Bold)
2	2	1	Apple iPhone 3G
3	3	5	BlackBerry 8300 (Curve)
4	5	13	BlackBerry 8310 (Curve)
5	8	11	Apple iPhone
6	4	-	BlackBerry 8900 (Curve)
7	13	-	BlackBerry 9700 (Bold)
8	9	2	Motorola V3 (RAZR)
9	6	-	Nokia E71x
10	12	8	BlackBerry 8100 (Pearl)
11	7	10	BlackBerry 8800
12	28	-	Apple iPhone 3G S
13	32	-	Samsung SGH-i637
14	14	-	Motorola V9 (RAZR2)
15	10	31	BlackBerry 8820
16	42	45	Sony Ericsson W810i
17	25	6	Motorola V3xxR (RAZR)
18	11	14	Samsung SGH-i617 (Blackjack II)
19	21	9	LG CU500
20	18	22	BlackBerry 8110 (Pearl)

Out of a total **166** models used

Sprint

Jan-10	Ranking		Device
	Dec-09	Jan-09	
1	2	3	BlackBerry 8330 (Curve)
2	4	-	Palm Pre
3	1	1	Samsung SPH-M800 (Instinct)
4	10	-	BlackBerry 9630 (Tour)
5	9	4	Motorola V3m (RAZR)
6	5	-	HTC Hero
7	8	5	BlackBerry 8130 (Pearl)
8	14	9	LG LX600 (Lotus)
9	15	-	LG LX265 (Rumor 2)
10	16	12	Samsung SPH-M540 (Rant)
11	-	-	BlackBerry 8530 (Curve)
12	3	31	BlackBerry 8350i (Curve)
13	12	-	Motorola V9m (RAZR2)
14	6	2	BlackBerry 8830
15	7	-	BlackBerry 8330m (Curve)
16	25	18	Samsung SPH-A900
17	42	6	LG LX260 (Rumor)
18	13	-	Sanyo SCP-2700
19	22	-	Samsung SPH-M550 (Exclaim)
20	18	-	LG LX290

Out of a total **118** models used

T-Mobile

Jan-10	Ranking		Device
	Dec-09	Jan-09	
1	1	2	HTC G1
2	3	1	Motorola V3 (RAZR)
3	5	3	BlackBerry 8320 (Curve)
4	8	-	BlackBerry 8520 (Curve)
5	7	-	HTC myTouch 3G
6	6	-	BlackBerry 9700 (Onyx)
7	10	8	BlackBerry 8220 (Pearl Flip)
8	11	4	Motorola V3T (RAZR)
9	9	5	BlackBerry 8100 (Pearl)
10	2	-	BlackBerry 8900 (Curve)
11	4	-	Motorola CLIQ
12	14	-	Samsung SGH-T919
13	19	-	Samsung SGH-T929
14	23	38	Nokia 6301
15	17	-	Samsung SGH-T469
16	13	10	BlackBerry 8820
17	38	16	Motorola K1 (KRZR)
18	27	18	Sony Ericsson TM506 (Amber)
19	12	24	Nokia 5610
20	21	9	BlackBerry 8800

Out of a total **90** models used

Verizon

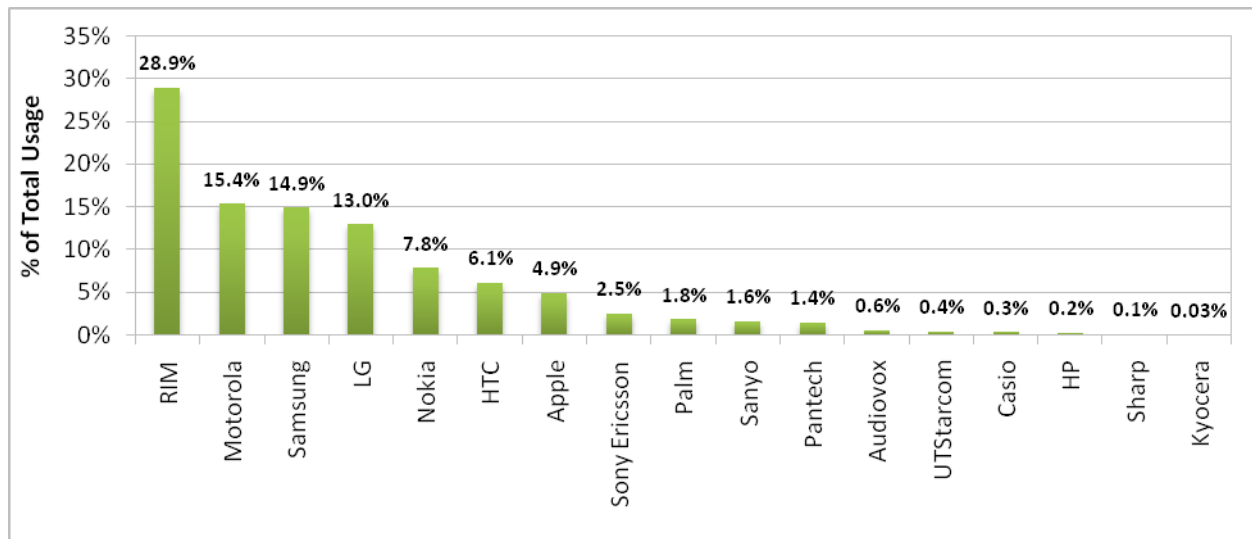
Jan-10	Ranking		Device
	Dec-09	Jan-09	
1	1	-	BlackBerry 9630 (Tour)
2	2	1	BlackBerry 8330 (Curve)
3	3	5	BlackBerry 9530 (Storm)
4	4	3	BlackBerry 8830
5	5	-	Motorola Droid
6	8	6	LG VX9700
7	6	-	BlackBerry 9500
8	7	2	LG VX10000 (Voyager)
9	20	-	BlackBerry 8230 (Pearl Flip)
10	12	-	BlackBerry 8530 (Curve)
11	13	9	Motorola K1m (KRZR)
12	16	10	Motorola V3c (RAZR)
13	14	96	HTC Touch Pro
14	23	15	Motorola Q
15	10	13	LG VX9100
16	19	7	BlackBerry 8130 (Pearl)
17	9	43	Nokia 6015i
18	96	-	LG VX11000
19	27	-	LG VX9600
20	11	4	Motorola V3m (RAZR)

Out of a total **157** models used

Note: Some models are offered by multiple operators. The total number of models, defined for purposes on this page as a unique carrier, manufacturer, and model (i.e. a V3 RAZR offered on both AT&T and T-Mobile counts as two models) is 531.

Percentage of Time Spent on DeviceAnywhere Handsets, by Manufacturer

	Ranking Jan-10	Ranking Dec-09	Ranking Jan-09	No. of Models	Manufacturer	% of Total Usage
1	1	1	2	34	RIM	28.9%
2	3	3	1	80	Motorola	15.4%
3	2	2	3	136	Samsung	14.9%
4	4	4	4	74	LG	13.0%
5	5	5	5	50	Nokia	7.8%
6	6	6	6	30	HTC	6.1%
7	7	7	7	3	Apple	4.9%
8	9	8	8	16	Sony Ericsson	2.5%
9	8	9	9	10	Palm	1.8%
10	10	10	10	23	Sanyo	1.6%
11	11	11	11	16	Pantech	1.4%
12	12	12	12	7	Audiovox	0.6%
13	13	13	13	5	UTStarcom	0.4%
14	14	14	14	4	Casio	0.3%
15	15	16	16	1	HP	0.2%
16	16	15	15	5	Sharp	0.1%
17	17	17	17	1	Kyocera	0.03%



The figures above are based on 495 available and used models* offered across AT&T, Sprint, T-Mobile and Verizon in the DeviceAnywhere system.

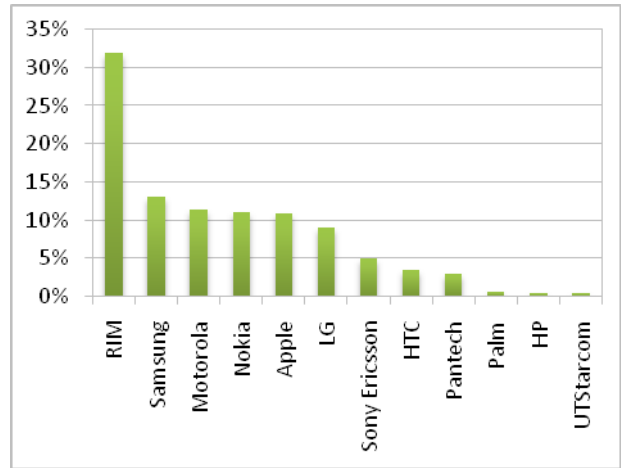
*A model is defined as a unique manufacturer and model.

Percentage of Time Spent on DeviceAnywhere Handsets, by Manufacturer, by Operator

AT&T

Ranking	Ranking			No. of Models	Manufacturer	% of Total Usage
	Jan-10	Dec-09	Jan-09			
1	1	2	14	RIM	32.0%	
2	2	3	39	Samsung	13.1%	
3	4	1	22	Motorola	11.4%	
4	3	4	25	Nokia	11.0%	
5	5	6	3	Apple	10.8%	
6	6	5	24	LG	9.0%	
7	7	7	14	Sony Ericsson	5.0%	
8	8	8	9	HTC	3.5%	
9	9	9	11	Pantech	2.9%	
10	10	10	3	Palm	0.6%	
11	12	12	1	HP	0.4%	
12	11	11	1	UTStarcom	0.4%	

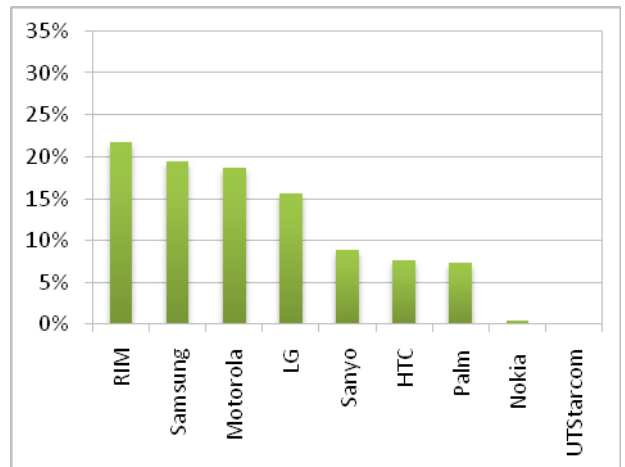
Out of a total 166 models used



Sprint

Ranking	Ranking			No. of Models	Manufacturer	% of Total Usage
	Jan-10	Dec-09	Jan-09			
1	2	3	12	RIM	21.8%	
2	1	1	27	Samsung	19.5%	
3	3	2	26	Motorola	18.7%	
4	4	4	13	LG	15.6%	
5	5	5	23	Sanyo	8.9%	
6	7	7	7	HTC	7.7%	
7	6	6	9	Palm	7.4%	
8	8	8	1	Nokia	0.4%	
9	9	-	1	UTStarcom	0.1%	

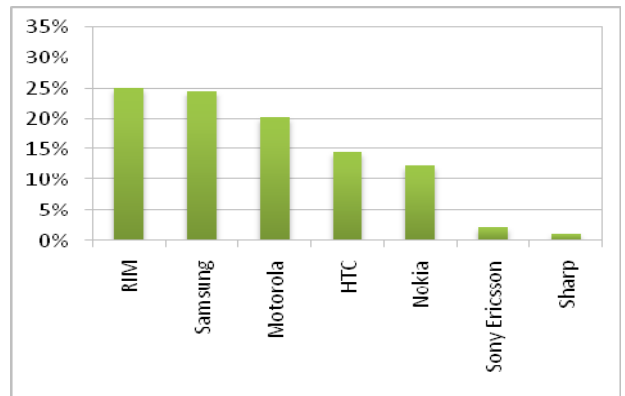
Out of a total 118 models used



T-Mobile

Ranking	Ranking			No. of Models	Manufacturer	% of Total Usage
	Jan-10	Dec-09	Jan-09			
1	1	3	11	RIM	25.1%	
2	2	2	33	Samsung	24.6%	
3	3	1	15	Motorola	20.3%	
4	4	5	9	HTC	14.4%	
5	5	4	15	Nokia	12.4%	
6	6	6	2	Sony Ericsson	2.1%	
7	7	7	5	Sharp	1.1%	

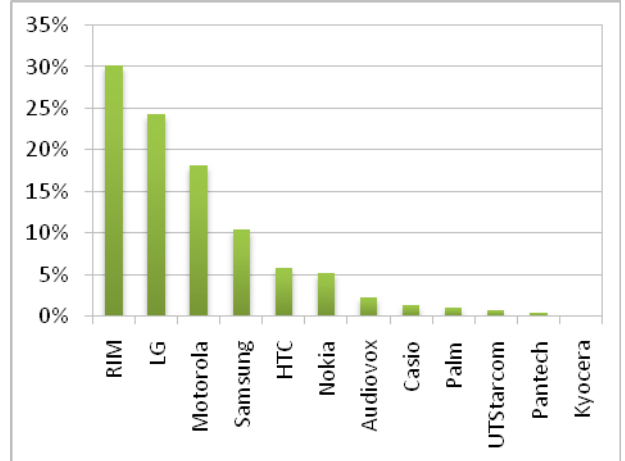
Out of a total 90 models used



Verizon

Ranking	Ranking		No. of Models	Manufacturer	% of Total Usage
	Jan-10	Dec-09			
1	1	3	12	RIM	30.2%
2	2	1	37	LG	24.3%
3	3	2	25	Motorola	18.1%
4	4	4	37	Samsung	10.4%
5	6	8	9	HTC	5.9%
6	5	5	12	Nokia	5.2%
7	7	6	7	Audiovox	2.3%
8	8	9	5	Casio	1.3%
9	11	7	4	Palm	1.1%
10	9	10	3	UTStarcom	0.8%
11	10	12	5	Pantech	0.4%
12	12	11	1	Kyocera	0.1%

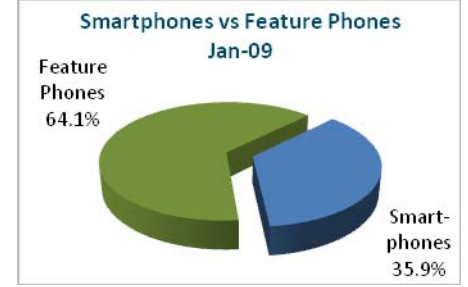
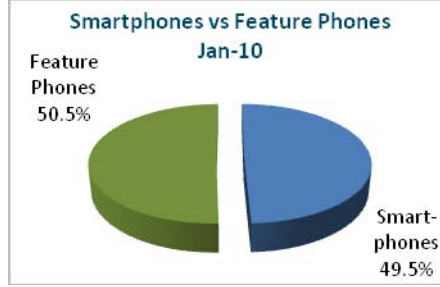
Out of a total 157 models used



Percentage of Time Spent on Device Anywhere Handsets, Smartphones vs. Feature Phones

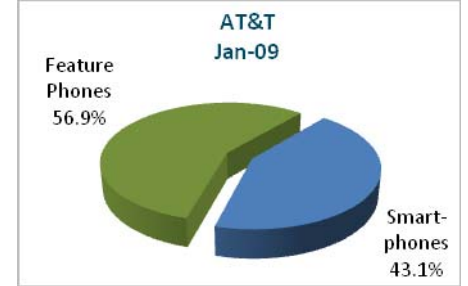
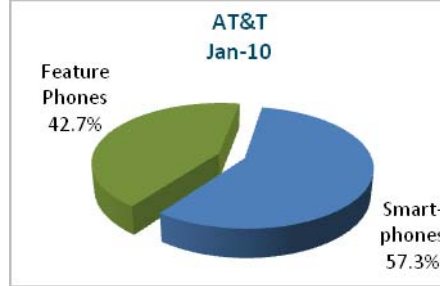
Smartphones* vs. Feature Phones

No. of Models	Phone Type	% of Total Usage		
		Jan-10	Dec-09	Jan-09
113	Smartphones	49.5%	51.2%	35.9%
382	Feature Phones	50.5%	48.8%	64.1%



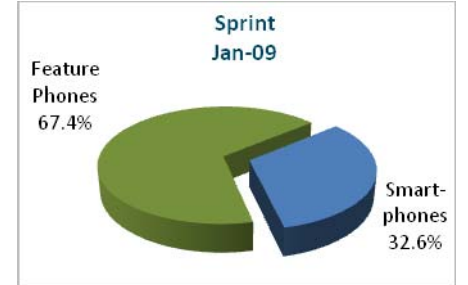
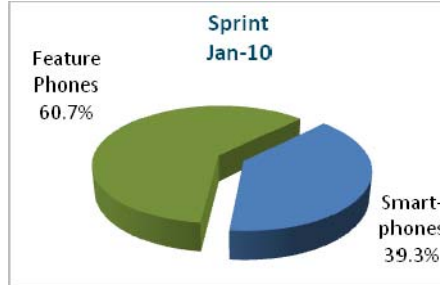
AT&T

No. of Models	Phone Type	% of Total Usage		
		Jan-10	Dec-09	Jan-09
44	Smartphones	57.3%	61.0%	43.1%
122	Feature Phones	42.7%	39.0%	56.9%



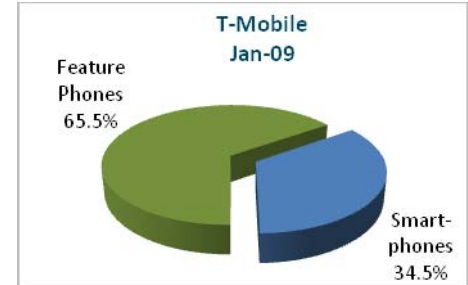
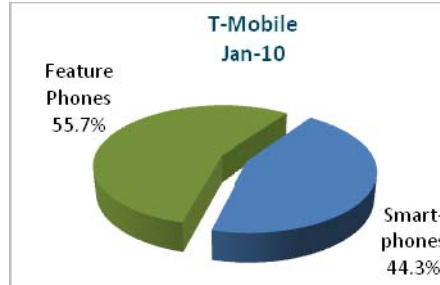
Sprint

No. of Models	Phone Type	% of Total Usage		
		Jan-10	Dec-09	Jan-09
34	Smartphones	39.3%	41.3%	32.6%
84	Feature Phones	60.7%	58.7%	67.4%



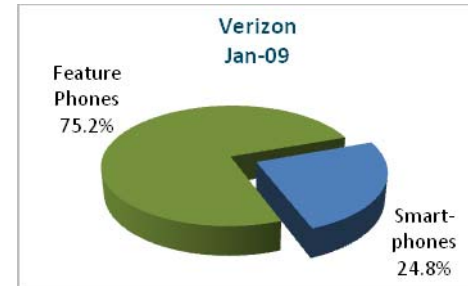
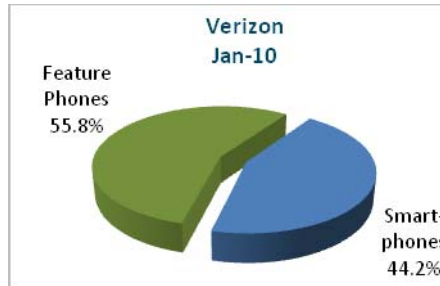
T-Mobile

No. of Models	Phone Type	% of Total Usage		
		Jan-10	Dec-09	Jan-09
25	Smartphones	44.3%	51.3%	34.5%
65	Feature Phones	55.7%	48.7%	65.5%



Verizon

No. of Models	Phone Type	% of Total Usage		
		Jan-10	Dec-09	Jan-09
34	Smartphones	44.2%	40.7%	24.8%
123	Feature Phones	55.8%	59.3%	75.2%

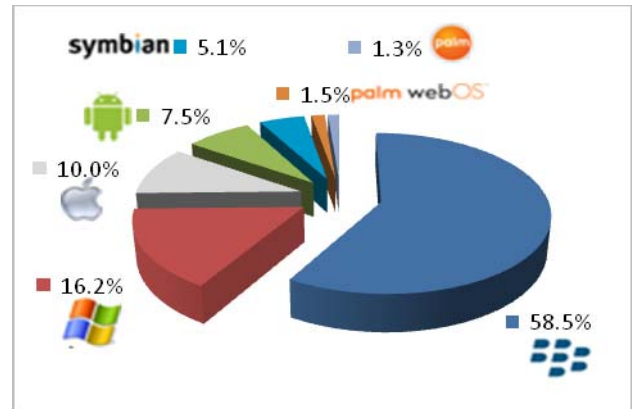


* Smartphones are defined as having one of the following OS platforms: Android, BlackBerry, iPhone, Palm OS or webOS, Symbian, or Microsoft Windows Mobile.

Percentage of Time Spent on Smartphone OS's, Out of Total Smartphone Testing Time

Overall Share of Usage by OS, Four US Operators

No. of Models	Operating System	% of Total Usage		
		Jan-10	Dec-09	Jan-09
34	BlackBerry OS	58.5%	58.4%	50.6%
52	Microsoft Windows Mobile	16.2%	15.6%	22.5%
3	iPhone OS	10.0%	9.8%	10.7%
8	Android	7.5%	6.8%	2.0%
10	Symbian	5.1%	6.1%	8.5%
2	Palm webOS	1.5%	1.7%	-
4	Palm OS	1.3%	1.5%	5.7%



AT&T

No. of Models	Operating System	% of Total Usage		
		Jan-10	Dec-09	Jan-09
14	BlackBerry OS	55.8%	55.0%	43.6%
3	iPhone OS	18.8%	18.2%	20.1%
18	Microsoft Windows Mobile	14.7%	15.4%	19.7%
6	Symbian	8.9%	10.7%	14.8%
1	Android	1.4%	-	-
2	Palm OS	0.5%	0.7%	1.8%

Sprint

No. of Models	Operating System	% of Total Usage		
		Jan-10	Dec-09	Jan-09
11	BlackBerry OS	55.5%	53.0%	50.3%
15	Microsoft Windows Mobile	21.2%	21.1%	32.1%
2	Palm webOS	10.8%	11.1%	-
2	Android	8.8%	9.3%	-
4	Palm OS	3.8%	5.6%	17.5%

T-Mobile

No. of Models	Operating System	% of Total Usage		
		Jan-10	Dec-09	Jan-09
11	BlackBerry OS	56.7%	55.3%	55.7%
3	Android	30.0%	31.6%	17.7%
10	Microsoft Windows Mobile	11.4%	10.0%	21.1%
1	Symbian	1.9%	3.1%	5.5%

Verizon

No. of Models	Operating System	% of Total Usage		
		Jan-10	Dec-09	Jan-09
12	BlackBerry OS	68.3%	74.2%	74.1%
16	Microsoft Windows Mobile	19.0%	15.3%	18.8%
2	Android	10.8%	9.4%	-
4	Palm OS	2.0%	1.2%	7.0%

Notes:

Not all operators offered handsets as of January 31, 2010 with all available Smartphone OS's. For example, iPhones are only offered currently on the AT&T network. Similarly, AT&T did not offer any handsets with Palm WebOS.

About This Report

This monthly DeviceAnywhere Metrics report includes handset usage data from DeviceAnywhere Test Center, a paid service which provides access to over 2000 handsets deployed across seven countries and over two dozen carrier networks. Over 1000 customers, translating to over 10,000 active users utilize this service to test their mobile content and applications on live mobile handsets, over the internet. Over 350,000 handset testing hours were logged in DeviceAnywhere in 2009.

The data presented here is based solely on usage of handsets in the DeviceAnywhere Test Center system, offered by the four major US operators: AT&T, Sprint, T-Mobile, and Verizon. Because of the unique perspective that DeviceAnywhere can provide (time spent by our customers testing mobile applications and content on various handsets), we believe this snapshot of handset usage can help inform on mobile trends related to handsets and application development.

Limitations of the Data

This data is not necessarily representative of the popularity of various device models, or the number of applications developed for various handset models or platforms. Numbers may be impacted by the availability of certain device models within the DeviceAnywhere system.

The DeviceAnywhere Test Center service is not limited to testing of consumer applications; enterprise applications can also be tested through the service, and are therefore represented in the data. Some types of application testing may be limited in DeviceAnywhere; for instance, location-based application test cases which require the movement of handsets to simulate real-world activity cannot be performed using DeviceAnywhere handsets which are in static locations.

Other testing methods exist for mobile applications and content (e.g. purchasing and testing on your own physical handset rather than using the DeviceAnywhere service). As such, this data represents the subset of mobile application testing that was performed in the DeviceAnywhere system.

It is likely that the data reported here under-represents the popularity of iPhone or Android handsets, as the developer community for these platforms includes many individuals or smaller companies that may be more likely to test on their own consumer device than use the DeviceAnywhere service.

Comments and Questions

If you have any comments or questions, or suggestions as to additional data or analyses you would like to see in this report, please contact us at metrics@deviceanywhere.com.

About DeviceAnywhere

DeviceAnywhere is an award-winning provider of solutions for mobile application testing, test automation, QoS monitoring, application certification and post-development sales and support. DeviceAnywhere Test Center™ is used by thousands of mobile application developers across the globe providing real-time interaction with real mobile handsets that are connected to live global networks, thus enabling mobile application developers to bring better content to market faster than ever before.

DeviceAnywhere's success has won the company numerous industry accolades including the prestigious Fierce 15, Frost & Sullivan's Mobility award and the GSMA award twice. DeviceAnywhere's customers span a wide breadth of market segments ranging from media and entertainment, mobile operators and handset manufacturers to finance and banking, healthcare, retail, supply chain, and travel – all companies with the common goal of taking their business into the mobile channel.

Founded in 2003, DeviceAnywhere is a privately held, venture backed company based in San Mateo, CA.

To learn more about DeviceAnywhere – and to sign up for a free, three-hour trial – please visit www.deviceanywhere.com. Interested in our perspective on trends and issues in the mobile marketplace? Visit our CEO's blog (www.mobileapplicationtestingtimes.wordpress.com) and follow us on Twitter (<http://twitter.com/devanywhere>).