2022

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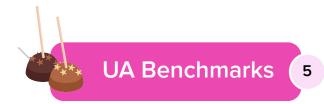
LOVE IS IN THE APP





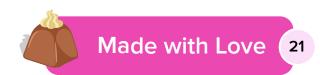


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## Introduction

Since their debut in the early 2010s, dating apps have transformed the art of matchmaking. Although recent measures to contain COVID-19 have disrupted dating habits, interest in the apps themselves remains high. During the pandemic, there were an estimated <u>270 million</u> dating app users worldwide. As mobile device usage and internet connection continue to expand, this number is only expected to grow. Analysts predict that the global market for mobile dating apps will surpass <u>\$8.4 billion</u> by 2024.

As dating apps become more popular, marketers inevitably face new challenges. To stay competitive, apps need to stand out (much like their users). But this can be tricky: dating apps often have similar features, and product owners have fewer ways to differentiate their apps. Monetization is also difficult. Most users prefer to swipe for free, and some may not see the benefit of making in-app purchases.

To grow, marketers need innovative strategies. Finding them begins with the right insights. Liftoff draws on data that spans 29 billion impressions and 13 million installs to offer a closer look at the costs and engagement rates for in-app actions in popular dating apps. The resulting insights will help marketers drive performance and tap into a rapidly flourishing market.

3 DATING APPS REPORT



### Report Highlights



#### **User Acquisition**

Across all regions, Cost-per-Install (CPI) averaged \$2.65, and the cost for in-app purchases averaged \$49.93. There is a 50% drop-off in engagement between install and registration.



#### **Monthly Trends**

Between November 2020 and October 2021, CPIs more than doubled, increasing from \$2.21 to \$4.57. Purchase rates dipped to an annual low of 3.13% in May 2021 but steadily increased to 9.58% by October.



#### Android vs. iOS

iOS users cost more to acquire, but they're 2x more likely to make a purchase than Android users. The cost for Registration is about the same for both iOS (\$5.26) and Android (\$5.29). iOS users are more likely to register.



#### Regional & Country-Specific

Across EMEA, NAR, and APAC, European users cost the least per install (\$2.02) but the most per purchase (\$116.51). US users purchase at higher rates (2.17%) and lower costs (\$35.93).

DATING APPS REPORT

## User Acquisition Benchmarks

Do you believe in love at first swipe?



UA BENCHMARKS DATING APPS REPORT

With registration rates averaging 50%, marketers who can help users bridge the onboarding gap have a lot to gain.

#### Cost and Conversion Rates





UA BENCHMARKS DATING APPS REPORT



Creatives should appeal to users' desires or end goals when using an app. In dating, people seek human connections. So it's no surprise that a creative with a happy couple or a successful date performs better than a UI-focused one.

Solange Baki Senior Growth Marketing Manager



Read the full interview





## Android vs iOS

Torn between two platforms

PLATFORM TRENDS DATING APPS REPORT

**>>>** 

At \$2.06, Android users looking for connections are almost 2x less expensive per install than iOS users (\$3.70).



PLATFORM TRENDS DATING APPS REPORT

#### **>>>**

iOS users have a higher registration rate (over 79%) than Android users. The cost per registration is about the same.

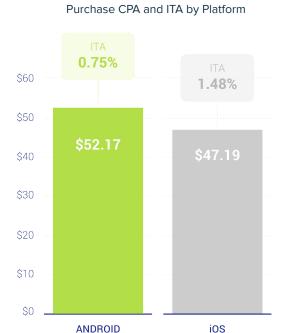




PLATFORM TRENDS DATING APPS REPORT

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iOS users are 2x more likely than Android users to make a purchase. Android users also cost more per purchase (\$52.17 vs. \$47.19).



## **Monthly Trends**

Finding a match for all seasons



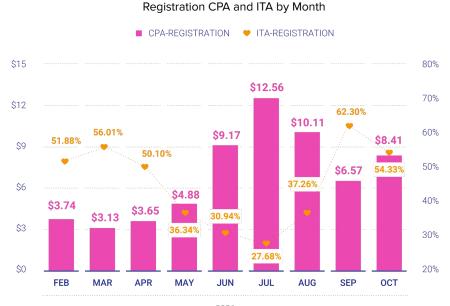
MONTHLY TRENDS DATING APPS REPORT

From 2020 to 2021, CPIs more than doubled from \$2.21 to \$4.57. From June to October 2021, they increased steadily by 12.8% month-to-month.



MONTHLY TRENDS DATING APPS REPORT

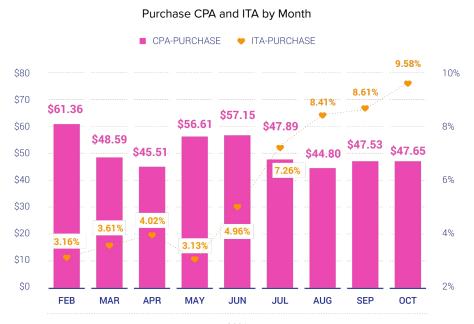
App registration rates dipped between March and July but bounced back and peaked in September (62.30%). Cost for registrations peaked in July (\$12.56).



MONTHLY TRENDS DATING APPS REPORT

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Costs per purchase have been falling all year, reaching \$47.65 in October. This dovetails with rising purchase rates, which peaked near 10% in October.



# Region and Country Trends

Love is a universal language

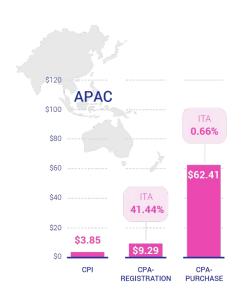


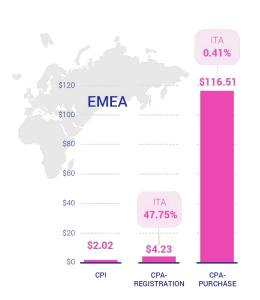
REGIONAL AND COUNTRY TRENDS DATING APPS REPORT

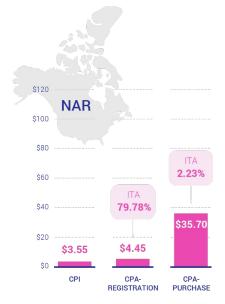
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European users cost the least per install (\$2.02) but the most per purchase (\$116.51). North American installs cost more (\$3.55), but users are more likely to register (80%) and purchase (2.33%).

Cost and Conversion Metrics by Region







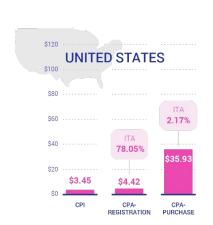


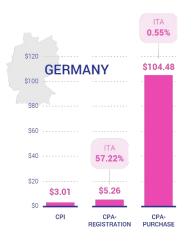
REGIONAL AND COUNTRY TRENDS DATING APPS REPORT

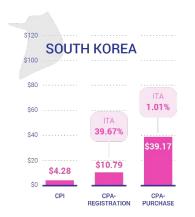
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German and Japanese users have comparable ITA-Purchase rates (0.55% vs. 0.57%), but Japanese users cost much more per install (\$7.02 vs \$3.01).

Cost and Conversion Metrics by Country



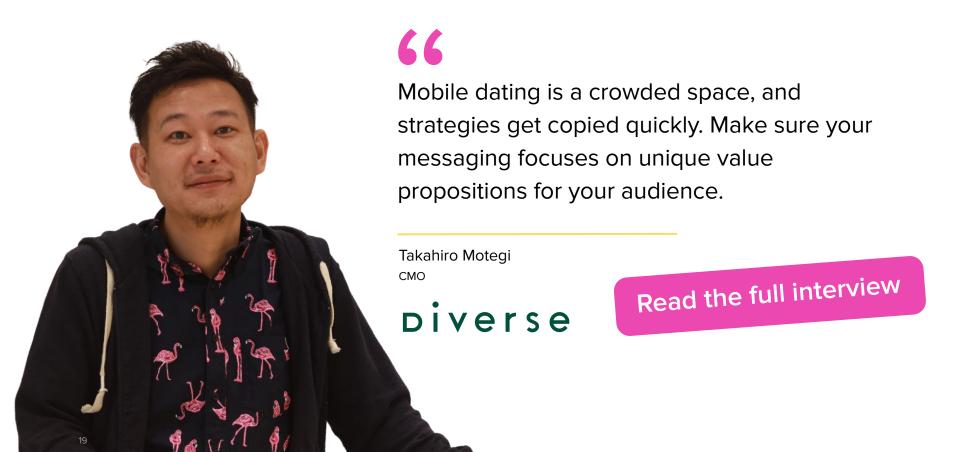








REGIONAL AND COUNTRY TRENDS DATING APPS REPORT



## **>>**

## Made with Love

MADE WITH LOVE DATING APPS REPORT



## **>>**

## Notes on the Report



## Methodology

Date range: 1st November 2020 – 1st November 2021







201 M





**79** 

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Apps

Impressions

29 B

Clicks

13.7 M

Installs

6.5 M

**Events** 



#### WHO IS LIFTOFF?

Liftoff is a complete mobile app marketing platform that helps companies acquire and retain high-quality app users at scale. We use unbiased ML to find all the best users for your app, creative tech to deliver the most engaging ad experience, and a unique cost per revenue model to optimize for your LTV goals.

Liftoff is proud to be a long-term partner to leading brand advertisers and app publishers since 2012. Headquartered in Redwood City, Liftoff has a global presence with offices in New York, Berlin, London, Paris, Singapore, Seoul, and Tokyo.

#### WHO IS VUNGLE?

Vungle is the trusted guide for growth and engagement, transforming how people discover and experience apps.



Vungle's data-optimized ads run on over 1 billion unique devices to drive engagement and increase returns for publishers and advertisers ranging from indie studios to powerhouse brands, including Rovio, Pandora, and Microsoft. The company is headquartered in San Francisco and has offices worldwide in Los Angeles, London, Berlin, Beijing, Tokyo, Seoul, and Singapore.







