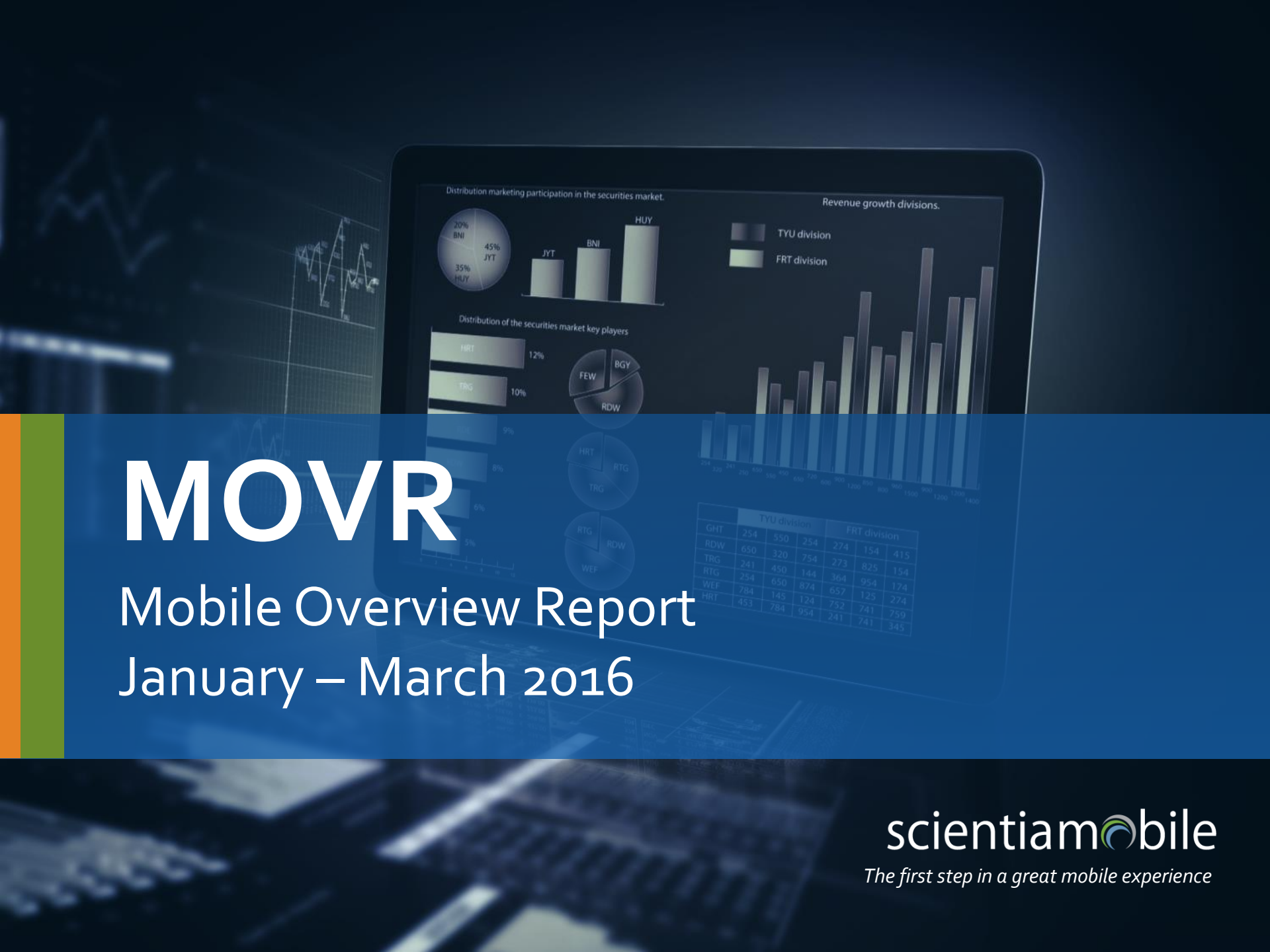

MOVR

Mobile Overview Report
January – March 2016

scientiamobile

The first step in a great mobile experience

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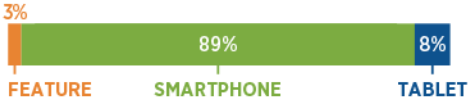
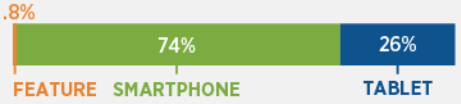
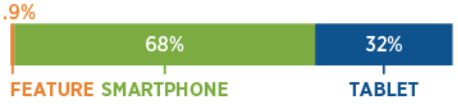
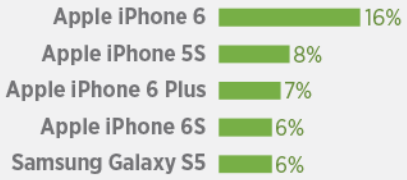
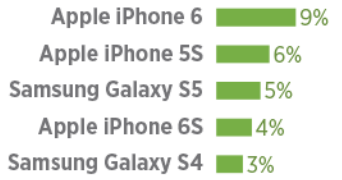
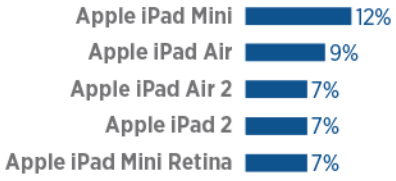
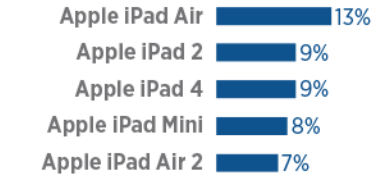
Form Factor			
Top 5 Smartphones			
Top 5 Tablets			
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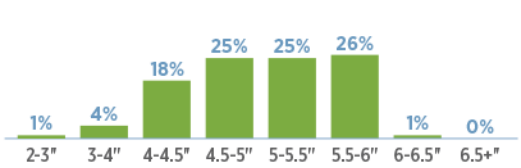
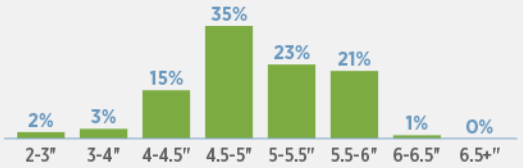
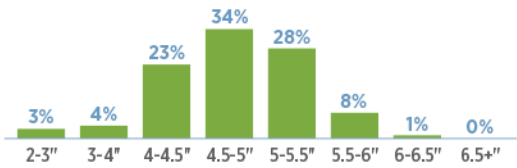
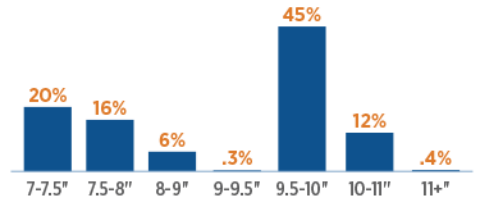
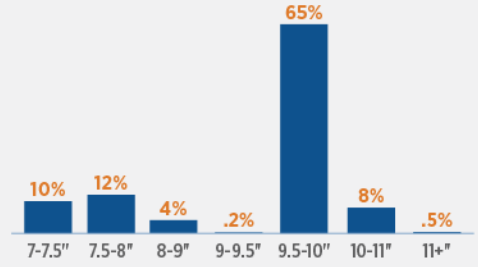
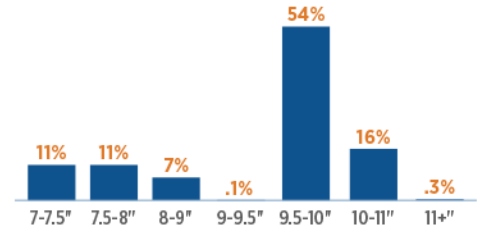
Smartphone Diagonal Size			
Tablet Diagonal Size			

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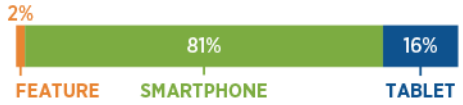
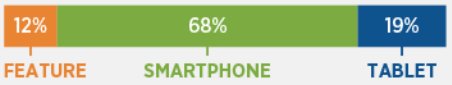
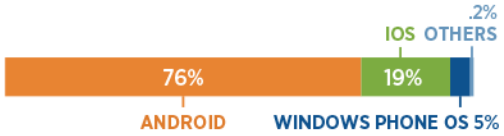
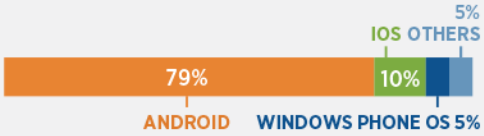
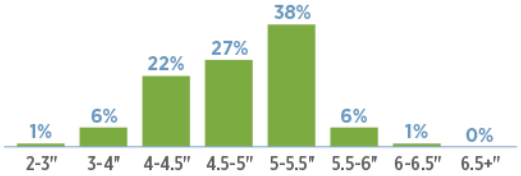
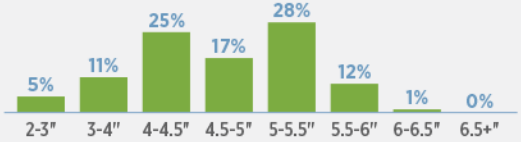
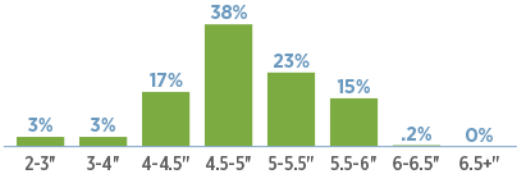
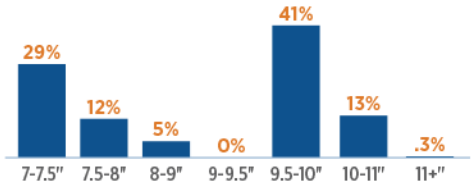
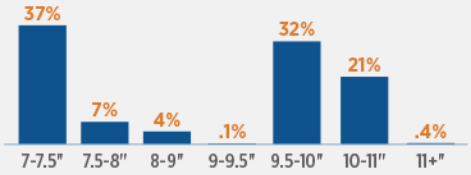
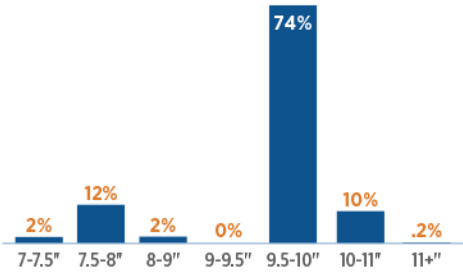
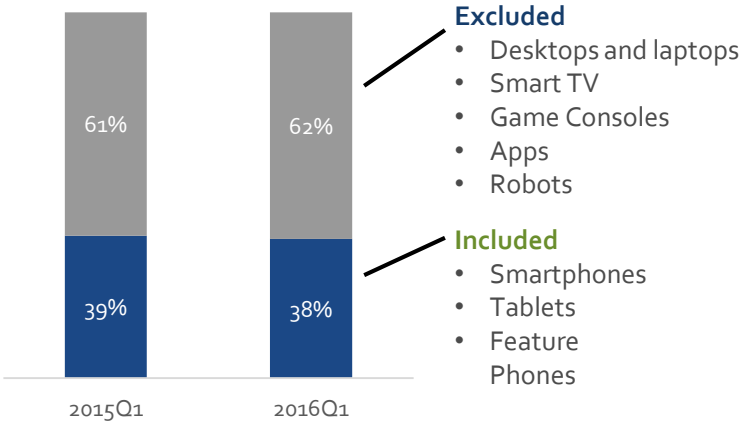
Form Factor			
Top 5 Smartphones	Apple iPhone 6 5% Motorola Moto G 5% Samsung Galaxy Grand Prime 5% Motorola Moto G (2nd Gen) 4% Apple iPhone 5S 4%	Samsung Galaxy S5 4% Samsung Galaxy S4 3% Apple iPhone 6 3% Samsung Galaxy Grand Neo 3% Samsung Galaxy J1 2%	Apple iPhone 6 20% Apple iPhone 6S 9% Samsung Galaxy S5 9% Apple iPhone 5S 8% Apple iPhone 6 Plus 6%
Top 5 Tablets	Apple iPad Mini 9% Apple iPad 2 8% Apple iPad Air 8% Apple iPad 4 7% Samsung Galaxy Tab 3 Lite 6%	Vodafone Smart Tab 3G 12% Apple iPad Air 6% Apple iPad 2 6% Apple iPad 4 6% Samsung Galaxy Tab 4 7.0 5%	Apple iPad Air 16% Apple iPad 4 15% Apple iPad 2 14% Apple iPad Mini 11% Apple iPad Air 2 10%
Smartphone OS			
Smartphone Diagonal Size			
Tablet Diagonal Size			

Report Specifications

- **Purpose of Report**
  - ScientiaMobile has published MOVR to provide the mobile Web community with timely information on mobile Web device usage.
  - We hope to stimulate interest in mobile device trends, device capabilities, and tools for analyzing and managing device fragmentation.
- **Sources of Data and Filtering**
  - The information in this report is based on a representative sample of a larger data set. The sample size is over 26.7 billion requests from April 2014 to end of March 2016.
  - MOVR focuses on mobile devices, consisting of smartphones, tablets, and feature phones.
  - While the data set includes desktops, laptops, smart TVs, game consoles, apps, and robots, we have excluded them, unless otherwise noted.
  - We have used an Equivalent Weighted Sites (EWS) methodology that indexes the traffic at each site and assigns an equal weight to each site.
  - Samples sizes for Africa and Oceania are small enough that we have a low level of confidence that these figures are representative. However, the source data from these continents continues to grow. Over time, we will improve the quality of these figures. In the meantime, we feel that more information is better than less for people looking for insights in these continents.
  - To download the data files supporting MOVR, or subscribe to future publications of MOVR, please visit us at www.scientiamobile.com/movr



Definitions

- ***What is a "hit"?*** Each time a user visits a Web page and a UA is generated and tested by WURFL (through a number of mechanisms), a "hit" is recorded in the ScientiaMobile dataset. All data reported in MOVR reflects hits, not the count of physical devices generating the hit.
- ***What is a smartphone?*** A smartphone must meet several criteria, including that it should be a wireless device, have a touch screen with horizontal resolution greater than or equal to 320px, and not be considered a tablet.
- ***What is a tablet?*** Criteria for a tablet include: a wireless device, larger than 6" screen, and running a mobile or tablet OS. One exception is that a full version of Windows running on a tablet is considered to be a laptop.

Definitions (continued)

- ***What is a feature phone?*** It is a wireless device that falls into one of the three categories: classic feature phones, modern feature phones, and old smartphones
  - **Classic feature phone:** Typically a bar, slide or clamshell form factor with limited possibilities to install apps and a proprietary OS. Other criteria include a physical keyboard and a low price range. Examples are Nokia Series 30 and 40 or Motorola Razr devices.
  - **Modern feature phone:** These phones also have a low price range. They are "smartphone-like", but targeted at the classic feature phone market. They may have a smartphone OS. They borrow features from classic feature phones, such as size or screen size. Examples are Nokia Asha series or Samsung Galaxy Pocket.
  - **Old smartphones:** These smartphones are older than 3 years and were high-end devices when launched. Classic Blackberry devices and Symbian-based devices fall in this category. Likewise, more recent devices with a touch screen, but with older hardware or older versions of Android, iOS or Windows Phone also fall in this category.
- ***What is MNO Traffic?*** Traffic originating from Mobile Network Operators (MNO). It is defined, in our research method, as the connection type provided by the browser navigator.connection API.

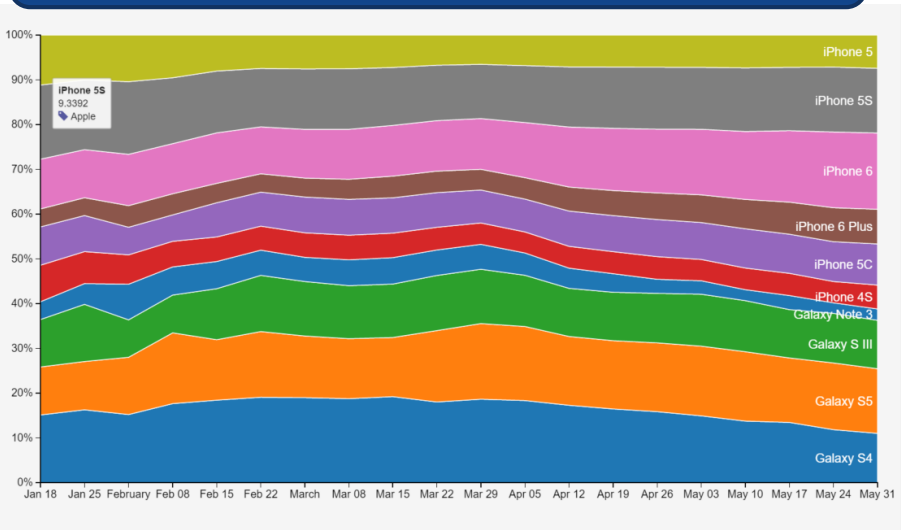
About WURFL

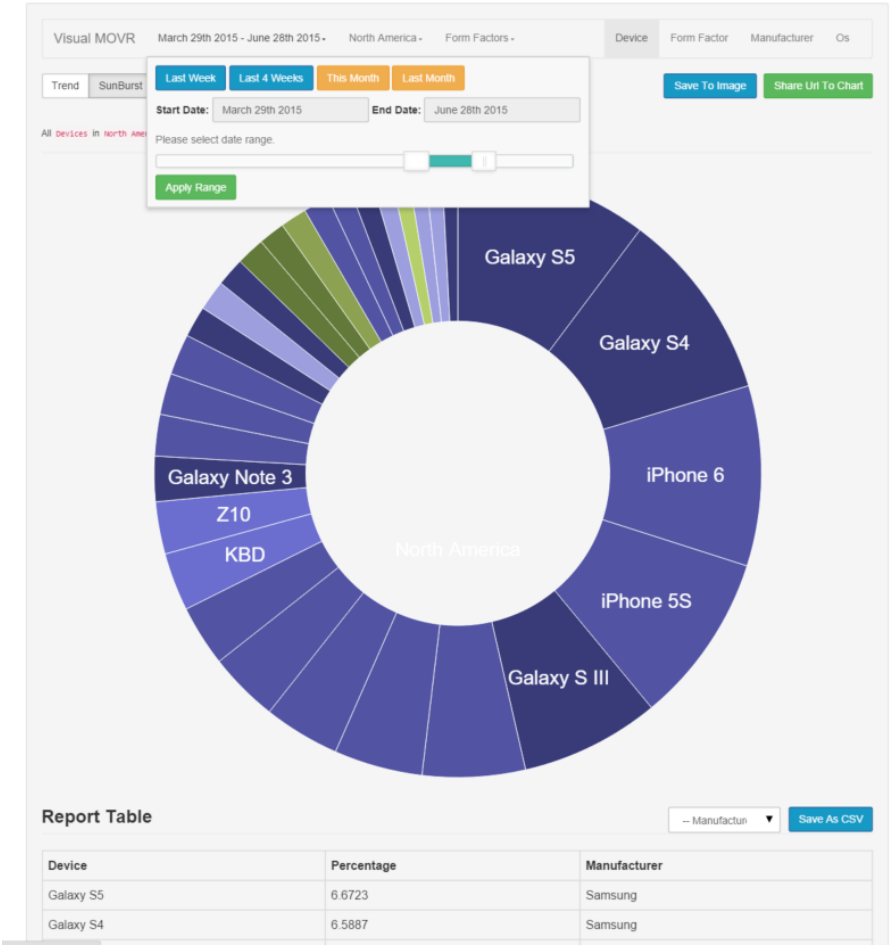
- ScientiaMobile uses its WURFL products to collect and analyze the device intelligence contained in the MOVR report. WURFL is a Device Detection Repository (DDR) that integrates an API and XML to provide an always-updated source for detecting devices and their capabilities. For more than 10 years, WURFL has been the industry standard for device detection. Today, ScientiaMobile offers a number of WURFL products to match a range of needs, from small developers to large enterprises.
- WURFL OnSite and WURFL InFuze provide businesses with high performance server-side device detection solutions.
- WURFL.js and WURFL.js Business Edition provide front-end developers with access to the power of device detection through JavaScript snippets.
- WURFL InSight provides business intelligence analysts with a table-based device detection tool that will integrate easily with data analysis tools.
- ImageEngine combines mobile device detection, with image resizing and file optimization, with CDN-type delivery. It provides significantly faster downloads, especially on mobile devices.

Visit the MOVR Visualization Tool

- We have **shortened** this quarterly report because you can now get **up-to-date reports** directly from our MOVR Visualization Tool.
- Sign up for an account for full access to MOVR Visualization Tool.
- Run interactive reports on up-to-date MOVR information.
- Export to high-quality PNG images.
- Share URL of reports you have generated.
- Export data as CSV.
- Still subscribe to MOVR quarterly reports for special reports.

Click Here For Our MOVR Visualization Tool





Do You Need to Identify iPhone Models? WURFL.js Business Edition Provides the Most Accurate Tool on the Market

With Business Edition, You Get:

- Accurate identification of individual iPhone and iPad models
- Over 20 of WURFL's most popular capabilities
- Browser caching for improved performance
- Customer SSL certificate support
- SLA and high reliability
- Helpdesk support

WURFL.js Business Edition provides front-end developers with an easy-to-use JavaScript-based device detection solution that includes critical business features.

With a single JavaScript snippet that works with ScientiaMobile's always-updated cloud-based Device Description Repository (DDR), developers can control, optimize, and track the success of their website.

Image Engine: A Mobile Image Resizing and Delivery Service

Image Engine

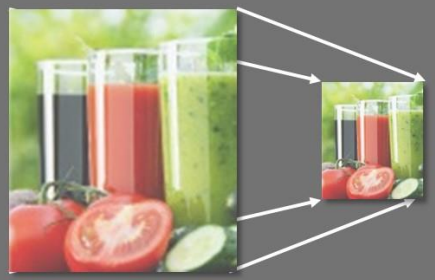
Is

Now with WordPress Plugin

Mobile Device Detection

+

Automatic Image Resizing



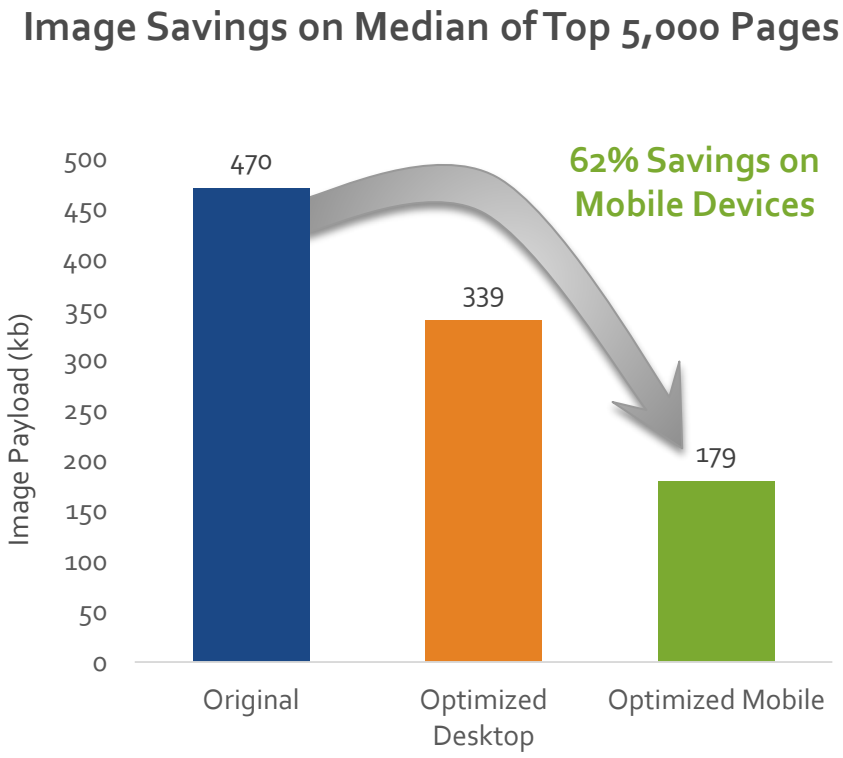
+

Content Delivery Network

Achieve 60% Payload Reduction and Load Time Improvement
Start a Trial of ImageEngine Lite today
http://www.scientiamobile.com/page/imageengine

How Much Are Over-Sized Images Slowing Down the Web?

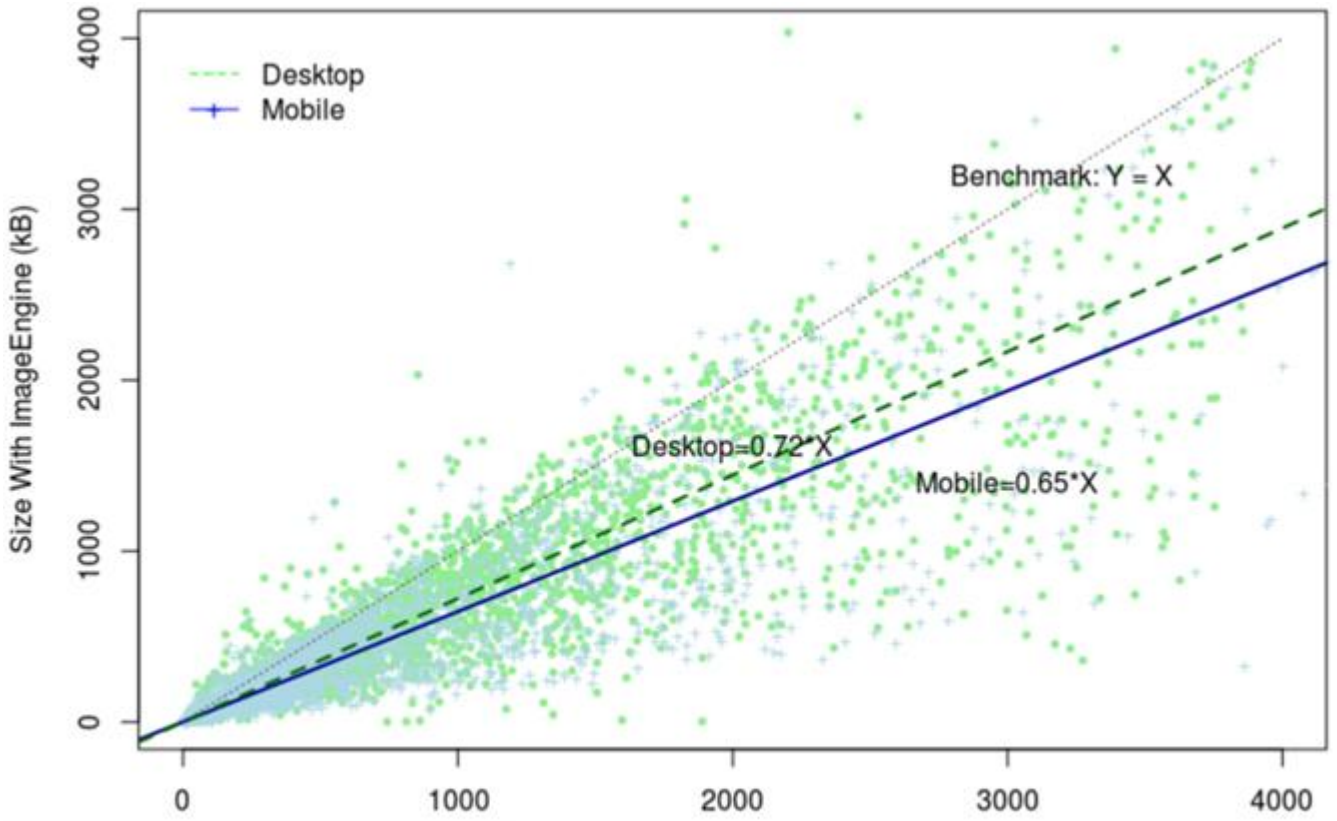
- Web performance (#webperf) is a subject of much attention, generating solutions ranging from CDNs to HTTP2, to sequencing technology.
- However, one fundamental question that is often overlooked is "are we forcing delivery of images that are larger than they need to be for the desktop or mobile devices?"
- With the emerging responsive image specification and the massive amount of work that is entailed to resize hundreds images for breakpoints on different devices, one must wonder – what are the potential gains in web performance?
- Similar to our "Mobilegeddon" analysis, we surveyed the top 5,000 web sites with a tool that evaluated potential savings by resizing images based on device size and using an optimized file format (e.g. converting to WEBP) with no perceptible impact on user experience.
- For the median size page with an original payload of 470kb, we found that resizing and reformatting image for desktops reduced the image payload to 339kb – or a **28% savings** on average.
- Furthermore, when resizing for mobile smartphones, we achieved an image payload that was 179kb, or a **62% savings**.



How Much Are Over-Sized Images Slowing Down the Web?

- Looking at all the top 5,000sites, we plotted trend lines and found that resizing and reformatting images for desktops reduced the image payload to.72 of the original size – or a **28% savings**.
- Furthermore, when resizing for mobile smartphones, we achieved an image payload that was .65 of the original, or a **35% savings**.

Payload Savings From Image Resizing, Optimization – Top 5,000 Sites



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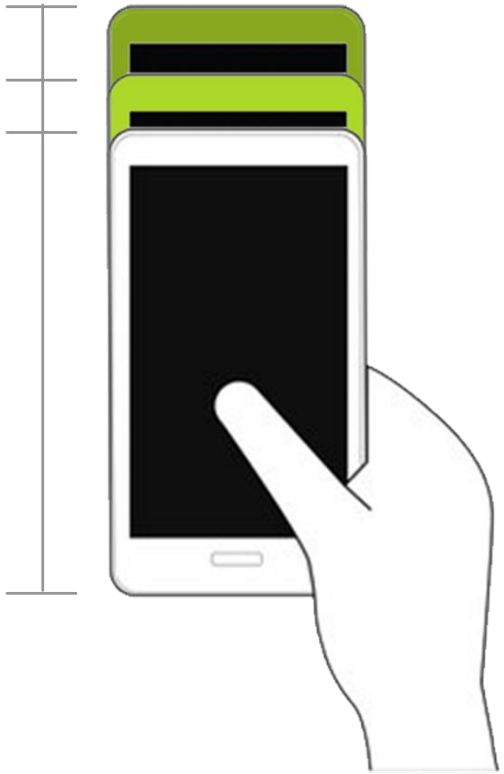
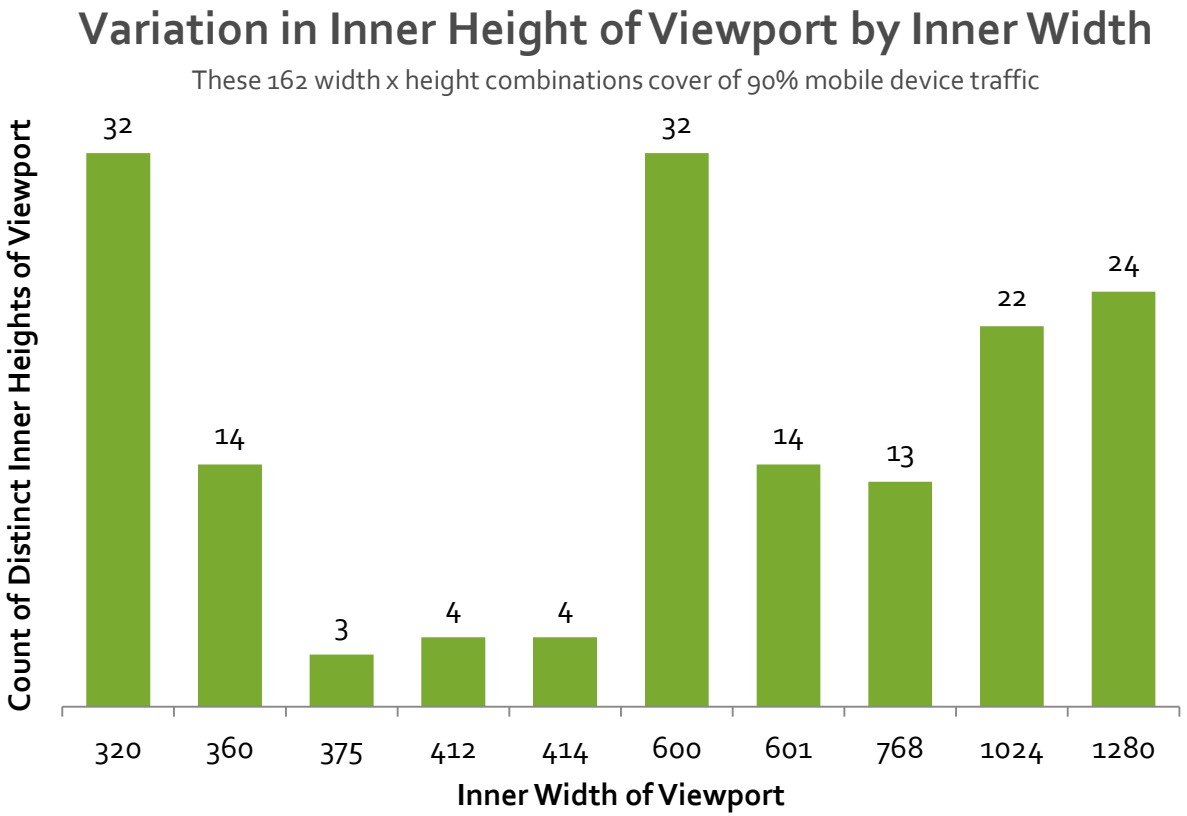
How Many Viewport Dimensions Are There?

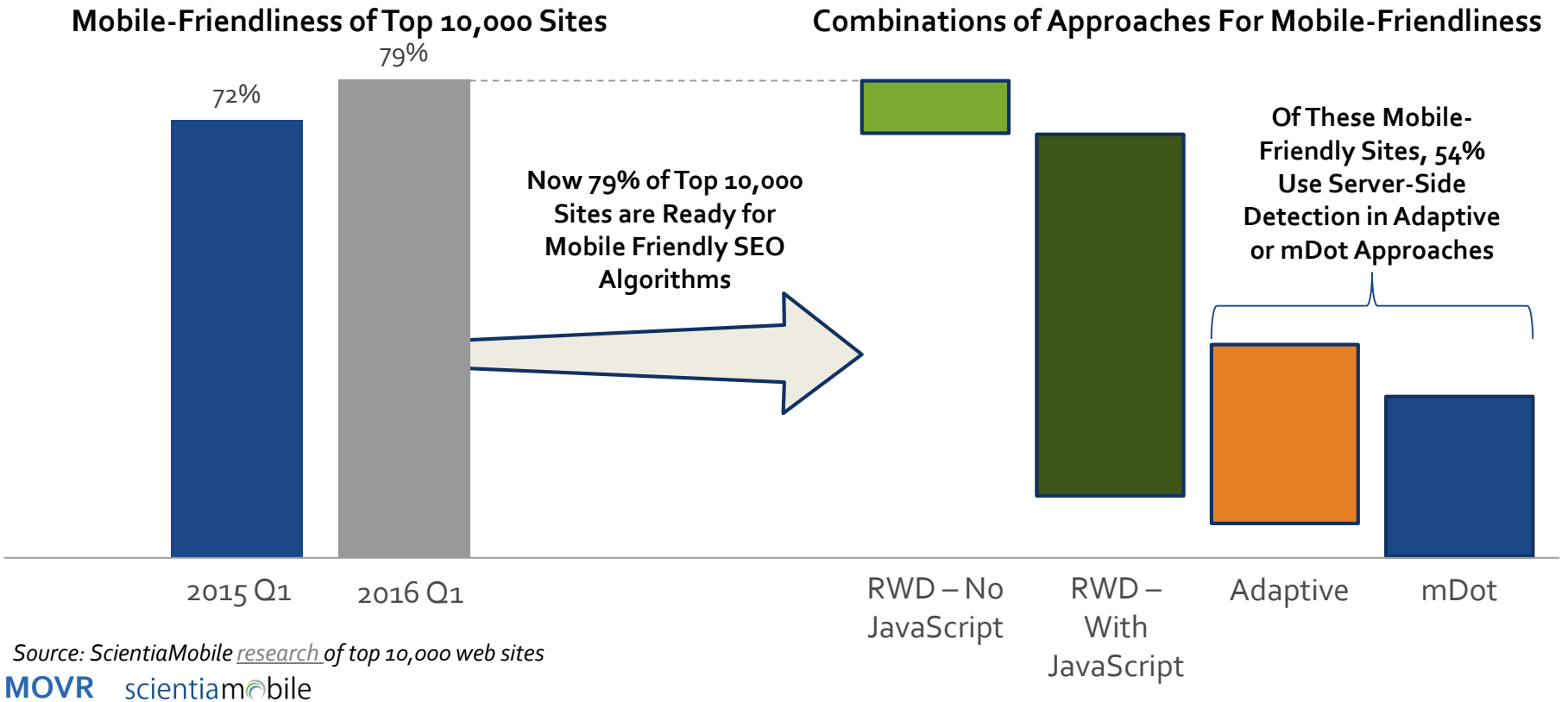
- Thousands of combinations of viewport dimensions can complicate determining breakpoints for developers.
- Several widths are common, but they have many heights associated with them.
- The top 10 widths have 162 heights associated with them.
- These 162 dimension combinations over 90% of mobile device traffic.





Mobilegeddon Revisited – Mobile-Friendly Approaches

- In early 2015, Google changed their algorithms reflect the mobile friendliness of a website. The press dubbed this event "Mobilegeddon." Now, a year later, we reran our survey of the top 10,000 websites.
- In 2016 Q1, 79% of sites are "mobile friendly". This is a 7% increase over the last year.
- People think Responsive Web Design (RWD) is synonymous with "mobile friendly." However, less than 20% of mobile-friendly sites are using just RWD without javascript.
- The web-performance movement (#webperf) is recognizing how RWD code can unnecessarily slow site performance.
- To solve this, many sites combine server-side Device Detection – found in Adaptive and mDot – with RWD to reduce front-end payload, reduce JavaScript code, and improve speed.



Source: ScientiaMobile research of top 10,000 web sites

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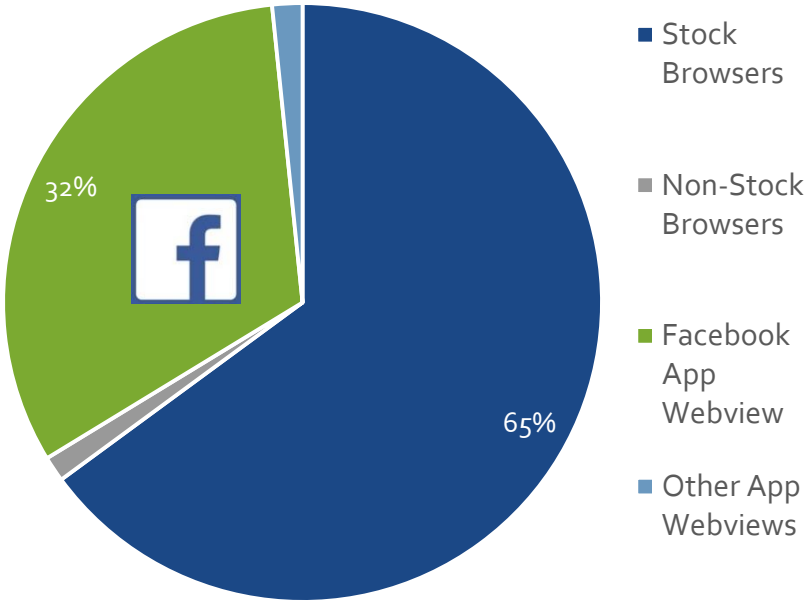
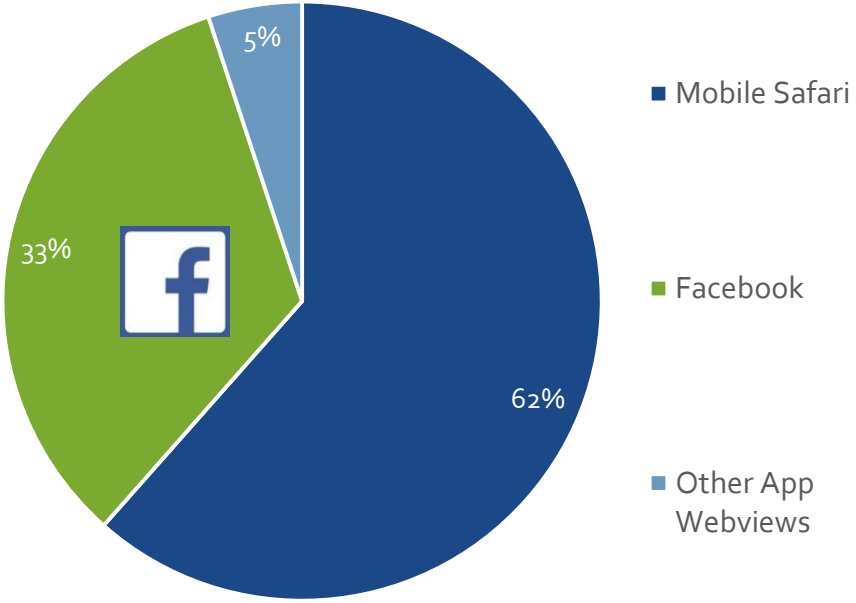
Stock Browsers, 3rd Party Browsers, and App Webviews

- Looking at browsers on Android 5+, 65% of hits come from the stock browsers on the phone.
- Non-stock browsers make up 1% of traffic.
- App Webviews (browser sessions from browsers embedded in the App) make up an increasing proportion of traffic.
- However, almost all these App Webviews are generated by Facebook. On its own, Facebook generates 32% of traffic on Android and 33% on iOS devices.

Android 5+ Stock, Non-Stock, and AppWebview Browsers

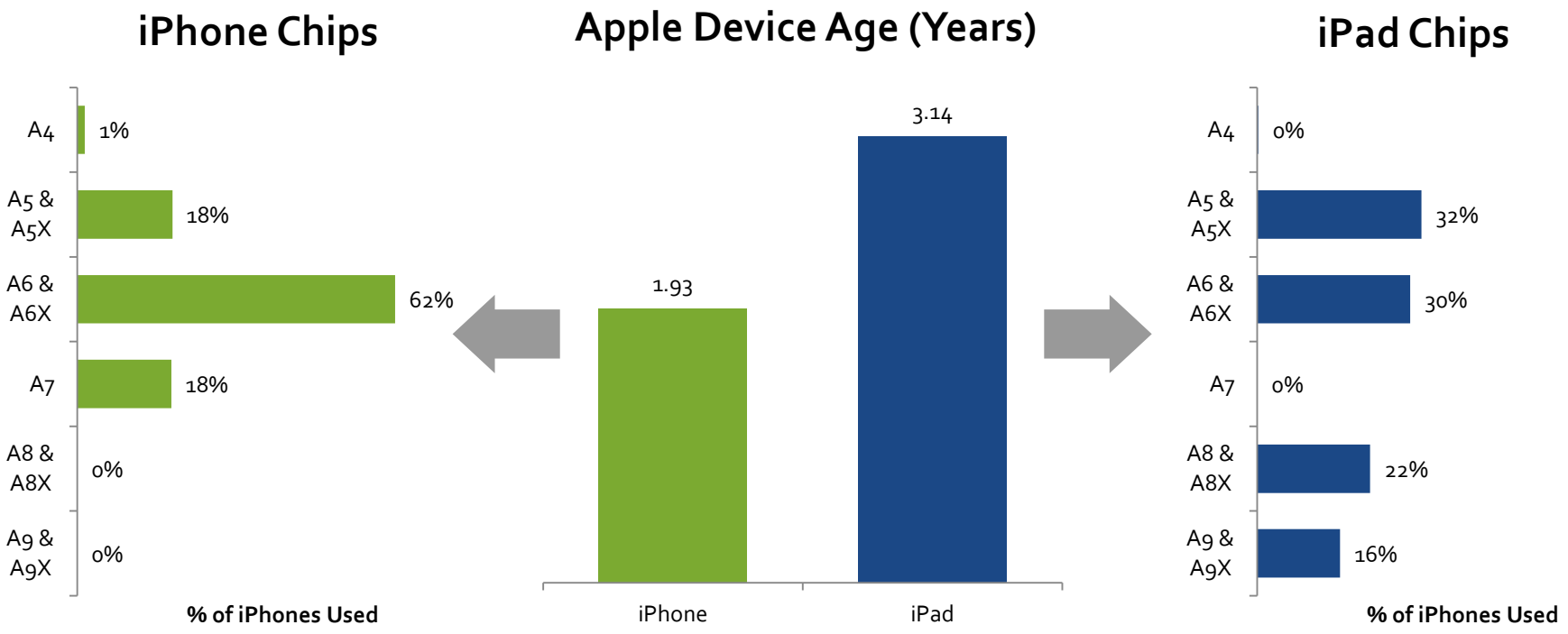


iOS Stock Browsers and App Webviews



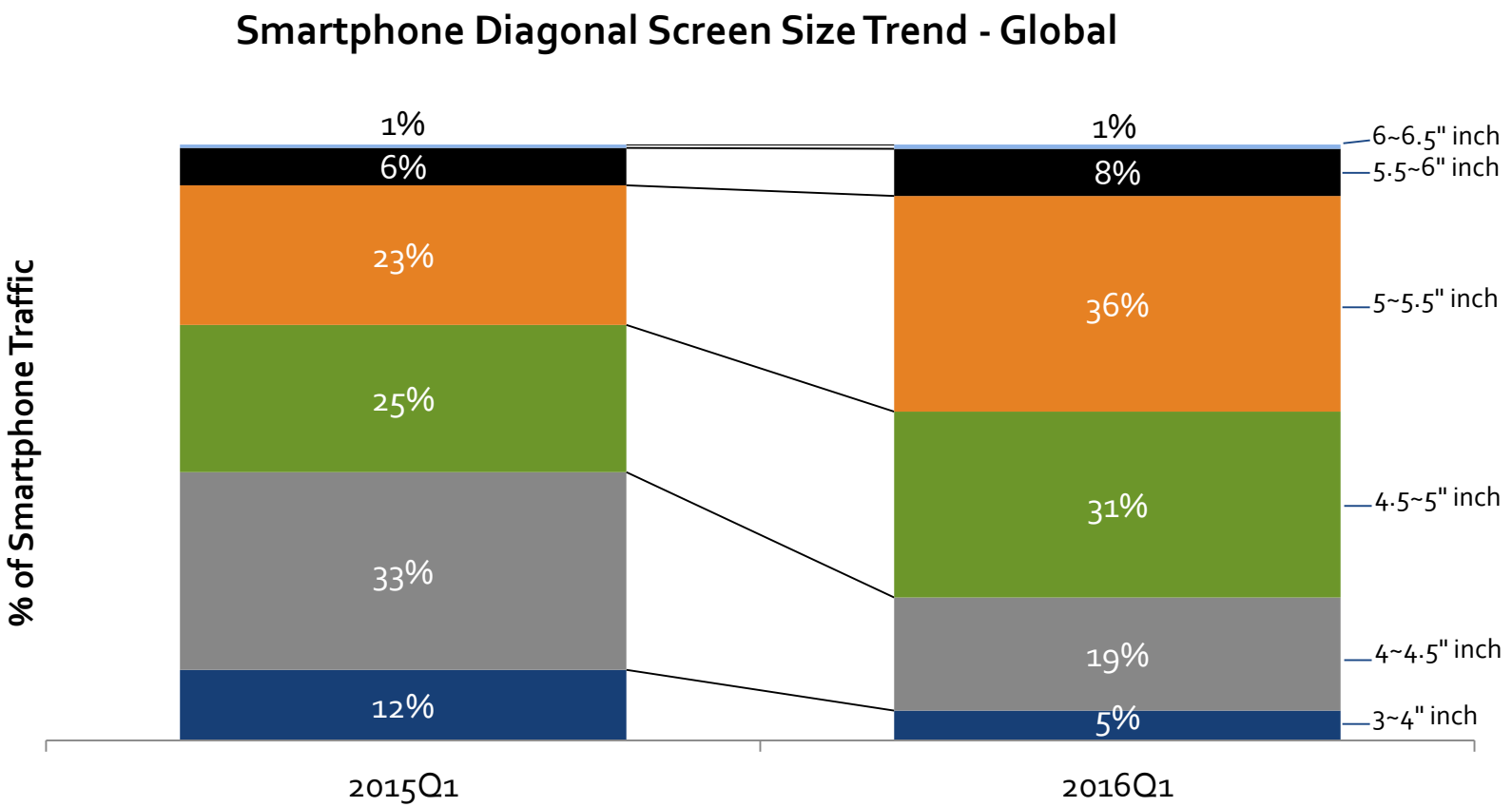
Age of iPhones and iPads and Their Chips

- The purchase cycle for iPhones is considerably faster than iPads. iPhones are 1.9 years old, compared to iPads at over 3 years.
- For developers, they need to keep this in mind as it relates to the speed of chips.
- Only 18% of iPhones are operating on the older A5 & A5X.
- iPads have their largest group (32%) using the older A5 & A5X chips.



Smartphone Physical Screen Size Trend

- Screen sizes of smartphones have increased dramatically in the last year, particularly in the 4.5-5 and 5-5.5 inch ranges.
- The largest change was in the 5.5-5 inch range, growing by 13 percentage points.
- Conversely, the 4-4.5 inch size has decreased by 14% points.
- Tablet sizes have stayed relatively constant.

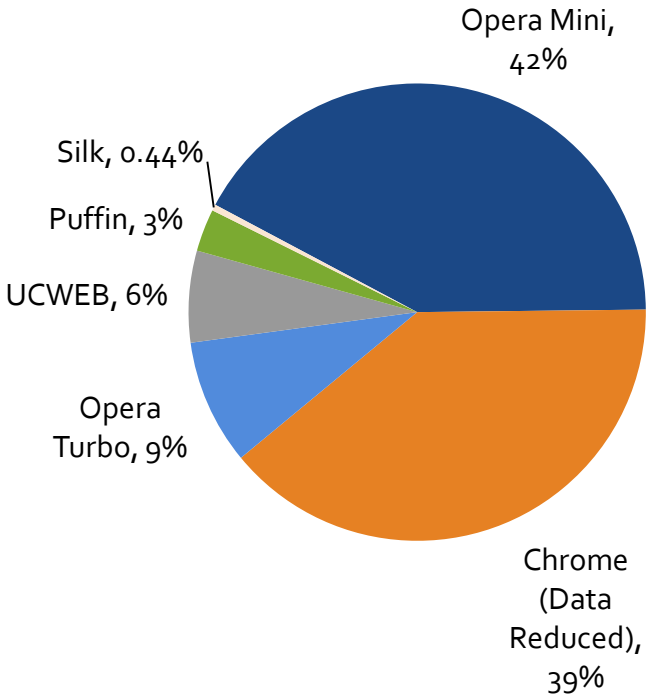


Proxy Browsers and Opera Mini

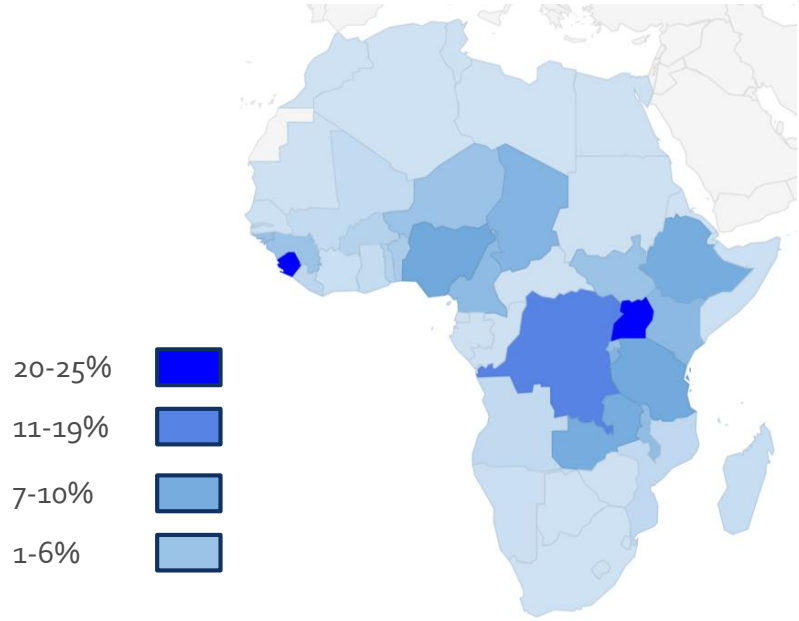
Proxy browsers provide a better user experience where bandwidth is scarce or expensive. Opera Mini is the leader, with 42% of the overall Proxy Browser traffic. Chrome is close behind with 39%.

MOVR is seeing increasing traffic from Africa. A good proportion of overall browser traffic in certain African countries is from Opera Mini. Opera also sees 4% share in Bangladesh.

Proxy Browsers Share - Global



Opera Mini Share of African Total Browser Traffic



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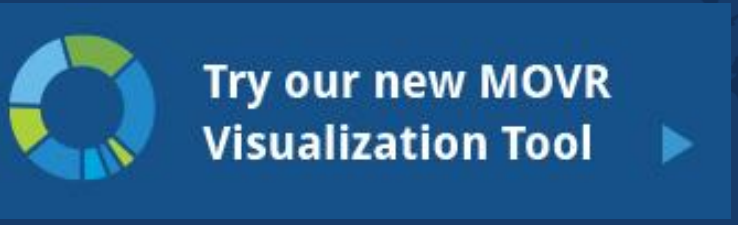
Continent Comparisons

We have significantly reduced the content in this section because you can now access real-time reports via MOVR Visualization



Top Smartphones

- New to the list this quarter are: Apple iPhone 6S Plus and the Vodafone Smart Kicka.
- Dropping off the list are the iPhone 4s, the Moto E, Samsung Galaxy Grand Quattro, Samsung Note II, and Samsung Galaxy S III.
- The Blackberry Z10 is the only non- iOS or Android phone left on this list.

Top Smartphones	Africa	Asia	Europe	North America	Oceania	South America
Apple iPhone 5	1.1%	3%	2%	3%	5%	2%
Apple iPhone 5C	0.2%	0.5%	3%	4%	3%	2%
Apple iPhone 5S	2%	5%	6%	8%	8%	4%
Apple iPhone 6	3%	8%	9%	16%	20%	5%
Apple iPhone 6 Plus	0.9%	4%	1.4%	7%	6%	1.1%
Apple iPhone 6S	0.9%	3%	4%	6%	9%	1.2%
Apple iPhone 6S Plus	0.3%	2%	0.6%	3%	3%	0.3%
BlackBerry Z10	2%	0.1%	0.1%	0.1%	0.1%	0.1%
LG G3	0.3%	1.9%	0.8%	1.2%	0.3%	0.8%
Motorola Moto G	0.1%	0.1%	0.2%	0.5%	0.1%	5%
Motorola Moto G (2nd Gen)	0.0%	0.1%	0.1%	0.2%	0.2%	4%
Motorola MotoG3	0.0%	0.1%	0.1%	0.2%	0.0%	2%
Samsung Galaxy Grand Neo	3%	0.8%	0.9%	0.1%	0.0%	1.0%
Samsung Galaxy Grand Prime	1%	1.2%	1.3%	1.3%	0.1%	5%
Samsung Galaxy J1	2%	0.6%	0.4%	0.1%	0.6%	1.0%
Samsung Galaxy J5	1%	0.9%	0.9%	0.1%	0.3%	2%
Samsung Galaxy Note 3	2%	3%	0.8%	1.0%	1.2%	0.4%
Samsung Galaxy Note 4	2%	2%	0.9%	2%	2%	0.4%
Samsung Galaxy S4	3%	3%	3%	3%	3%	2%
Samsung Galaxy S4 Mini	2%	1.2%	2%	0.3%	0.5%	2%
Samsung Galaxy S5	4%	2%	5%	6%	9%	2%
Samsung Galaxy S6	2%	1.2%	3%	3%	4%	1%
Samsung Galaxy S6 Edge	1%	0.8%	2%	1.2%	2%	1%
Vodafone Smart Kicka	2%	0.0%	0.0%	0.0%	0.1%	0.0%
Others	66%	55%	52%	32%	23%	54%

Top Smartphone Trends (2016 Q1 vs. 2015 Q4)

- Apple iPhone 6, 6S, and 6S Plus continue to grow in N. America. The 6S shows solid growth globally.
- The older Samsung models (S4, S4 Mini, and S5) are declining in share. While the Samsung S6 is growing, it does not seem to be taking all the upgrade share from these older Samsung models.

Smartphone Trends	Africa	Asia	Europe	North America	Oceania	South America
Apple iPhone 5	0.0%	-0.3%	-0.5%	-0.2%	-1.8%	0.4%
Apple iPhone 5C	0.0%	-0.1%	-0.6%	-0.1%	-1.0%	0.5%
Apple iPhone 5S	-0.1%	-0.1%	-0.3%	0.5%	-2.6%	0.9%
Apple iPhone 6	-0.1%	-0.9%	0.3%	3.1%	-2.3%	1.6%
Apple iPhone 6 Plus	0.1%	-0.6%	0.0%	1.1%	-0.6%	0.3%
Apple iPhone 6S	0.6%	1.7%	2.1%	3.9%	4.7%	1.0%
Apple iPhone 6S Plus	0.2%	1.0%	0.4%	2.4%	1.6%	0.3%
BlackBerry Z10	0.1%	0.0%	0.0%	0.0%	0.0%	0.0%
LG G3	-0.1%	0.0%	-0.1%	0.0%	0.0%	-0.1%
Motorola Moto G	0.0%	0.0%	-0.2%	-0.3%	0.0%	-1.0%
Motorola Moto G (2nd Gen)	0.0%	-0.1%	0.0%	-0.1%	0.0%	-0.1%
Motorola MotoG3	0.0%	0.1%	0.1%	0.1%	0.0%	1.8%
Samsung Galaxy Grand Neo	-0.3%	0.0%	0.0%	0.0%	0.0%	-0.1%
Samsung Galaxy Grand Prime	0.1%	0.4%	0.7%	0.4%	0.0%	1.0%
Samsung Galaxy J1	2.2%	0.5%	0.4%	0.1%	0.6%	1.0%
Samsung Galaxy J5	0.8%	0.6%	0.7%	0.1%	0.3%	1.8%
Samsung Galaxy Note 3	-0.8%	-0.6%	-0.4%	-0.4%	-0.3%	-0.2%
Samsung Galaxy Note 4	-0.1%	0.5%	-0.1%	-0.6%	0.7%	0.0%
Samsung Galaxy S4	-2.3%	-0.6%	-1.6%	-1.2%	-0.9%	-1.4%
Samsung Galaxy S4 Mini	-0.9%	0.0%	-1.0%	-0.2%	-0.1%	-1.0%
Samsung Galaxy S5	-2.1%	-0.3%	-1.5%	-1.9%	-0.9%	-1.3%
Samsung Galaxy S6	0.3%	0.3%	1.3%	0.9%	2.2%	0.4%
Samsung Galaxy S6 Edge	0.0%	0.1%	0.4%	0.1%	1.0%	0.3%
Vodafone Smart Kicka	0.4%	0.0%	0.0%	0.0%	0.0%	0.0%
Others	2.0%	-1.5%	-0.2%	-7.8%	-0.6%	-6.1%

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Source: ScientiaMobile. Note: figures reflect percentage point change (2015Q2%-2015Q1%)

Top Tablets

- The iPad 4 , Air and Mini hold strong positions in Asia, Europe, and N. America. They are starting to overtake the older iPad 2 share in many markets.
- Several older Samsung tablets (Note 8.0, Tab, Tab 2 7.0) have dropped off this list. Remaining Samsung models have less than 3% in most markets.

Top Tablets	Africa	Asia	Europe	North America	Oceania	South America
Apple iPad 2	6%	7%	9%	14%	14%	8%
Apple iPad 3	5%	6%	5%	6%	8%	5%
Apple iPad 4	6%	7%	9%	11%	15%	7%
Apple iPad Air	6%	9%	13%	15%	16%	8%
Apple iPad Air 2	3%	7%	7%	10%	10%	4%
Apple iPad Mini	5%	12%	8%	10%	11%	9%
Apple iPad Mini 3	1%	2%	1%	1%	1%	1%
Apple iPad Mini Retina	2%	7%	5%	6%	6%	4%
Samsung Galaxy Tab 2 10.1	1.6%	1.7%	1.8%	0.5%	0.8%	1.6%
Samsung Galaxy Tab 3 10.1 3G	3%	0.5%	1.9%	0.5%	0.9%	0.6%
Samsung Galaxy Tab 3 7.0	0.6%	1.2%	1.0%	0.9%	0.2%	3.2%
Samsung Galaxy Tab 3 Lite	1.0%	1.4%	1.1%	0.4%	0.3%	6%
Samsung Galaxy Tab 3V 3G	2%	2%	0.1%	0.0%	0.0%	1.5%
Samsung Galaxy Tab 4 10.1	5%	2%	3%	1%	2%	2%
Samsung Galaxy Tab 4 7.0	5%	3%	0.9%	1.2%	0.1%	3%
Samsung Galaxy Tab A	0.0%	0.8%	0.0%	0.6%	1.5%	0.3%
Vodafone Smart Tab 3G	12%	0.0%	0.0%	0.0%	0.0%	0.0%
Others	37%	32%	33%	23%	14%	34%

Top Tablet Trends (2016 Q1 vs. 2015 Q4)

- The iPad2, the most popular tablet in the world, is starting to drop significant share (-2% for two quarters in a row). However most of this loss is being recovered by the newer iPad Air 2.
- Samsung's newer models (Tab 4 10.1 and 7.0) are gaining relatively modest share of ~1% in Asia and negative in Europe and N. America.

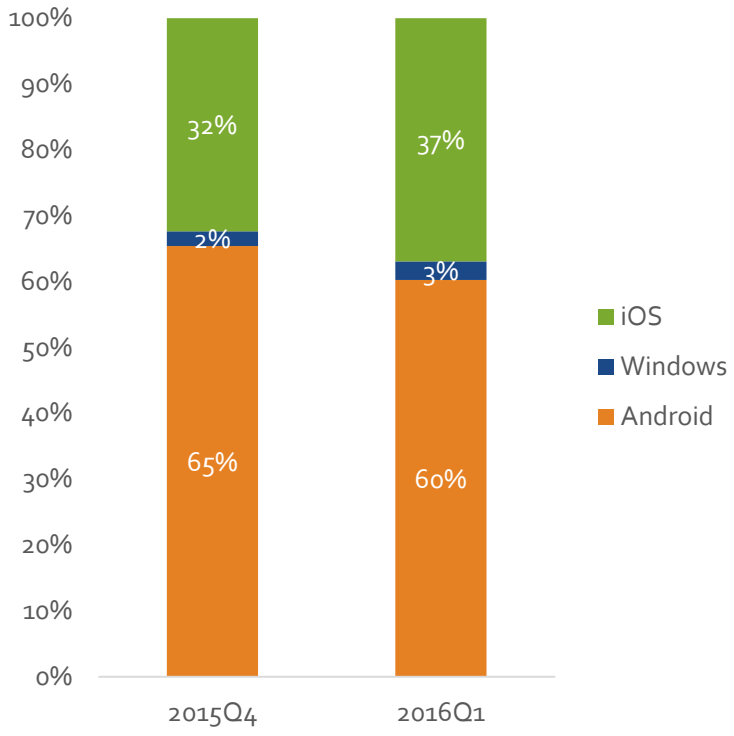
Tablet Trends	Africa	Asia	Europe	North America	Oceania	South America
Apple iPad 2	0.1%	-2.0%	-1.2%	-1.7%	-2.9%	-1.6%
Apple iPad 3	0.4%	-0.7%	0.0%	0.0%	-0.7%	-0.8%
Apple iPad 4	0.7%	-0.4%	0.3%	0.7%	-0.8%	-0.5%
Apple iPad Air	1.0%	-0.2%	1.7%	2.4%	0.7%	0.2%
Apple iPad Air 2	1.0%	1.2%	2.1%	3.4%	2.3%	0.1%
Apple iPad Mini	-0.1%	-2.1%	-0.5%	-0.5%	-1.6%	0.7%
Apple iPad Mini 3	0.1%	0.0%	0.1%	0.2%	0.0%	0.1%
Apple iPad Mini Retina	0.4%	0.3%	1.0%	1.7%	0.7%	0.2%
Samsung Galaxy Tab 2 10.1	-0.3%	0.9%	-0.7%	-0.4%	-0.2%	-1.0%
Samsung Galaxy Tab 3 10.1 3G	-0.8%	-0.2%	-1.3%	-0.3%	-0.1%	-0.1%
Samsung Galaxy Tab 3 7.0	-1.3%	-0.3%	-0.2%	-0.7%	0.0%	0.4%
Samsung Galaxy Tab 3 Lite	-1.9%	-0.3%	-0.1%	-0.1%	-0.1%	0.2%
Samsung Galaxy Tab 3V 3G	-1.3%	1.0%	0.0%	0.0%	0.0%	0.9%
Samsung Galaxy Tab 4 10.1	-1.3%	0.8%	-1.3%	-0.9%	-0.3%	0.1%
Samsung Galaxy Tab 4 7.0	2.2%	1.1%	0.1%	-0.4%	0.0%	-0.1%
Samsung Galaxy Tab A	0.0%	0.4%	0.0%	0.4%	1.1%	0.3%
Vodafone Smart Tab 3G	1.7%	0.0%	0.0%	0.0%	0.0%	0.0%
Others	-0.6%	0.4%	-0.2%	-3.8%	1.9%	0.9%

Source: ScientiaMobile. Note: figures reflect percentage point change (2015Q2%-2015Q1%)

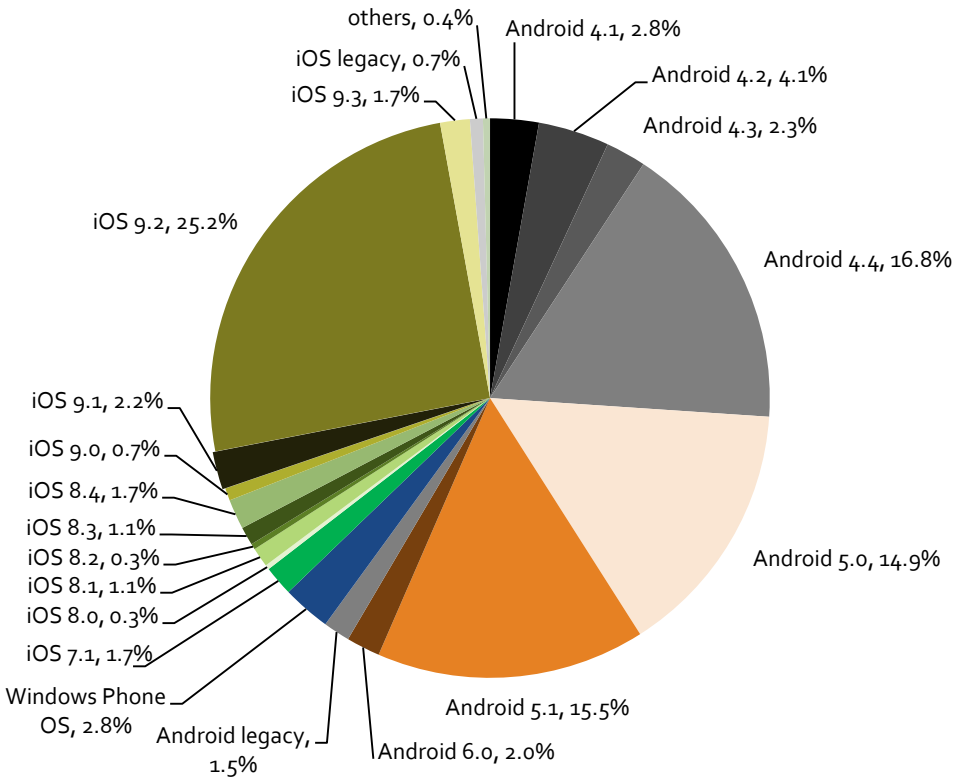
Global Smartphone OS Release

- Among Android, release 4.4 was the most popular version with 16% averaging across all of 2016 Q1, but this is dropping. By May of 2016, release 5.1 has become the most popular (see trend research on following pages).
- Apple is the second largest OS with 37%. iOS 9.2 is the most popular version, with 25% during Q1, but was quickly eclipsed by 9.3 at the end of the quarter.

Smartphone OS Family Trend - Global

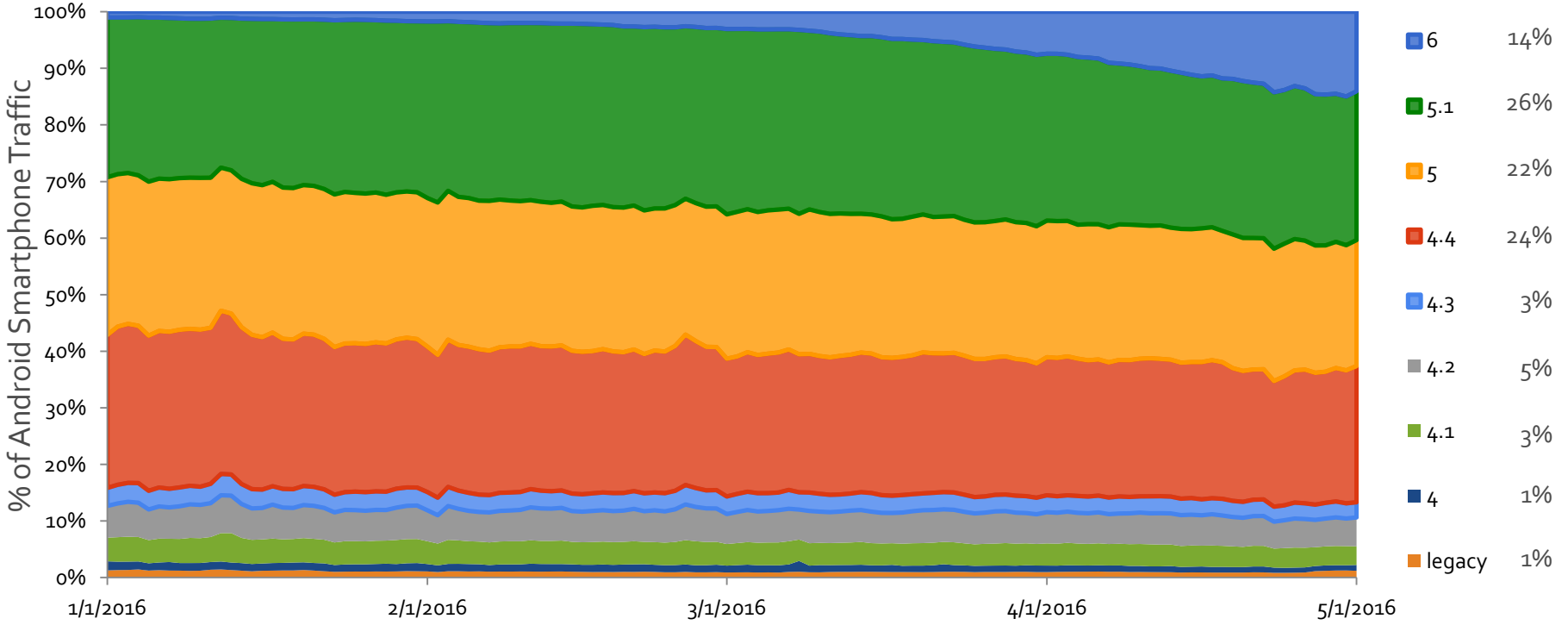


Smartphone OS Share – Global 2016 Q1



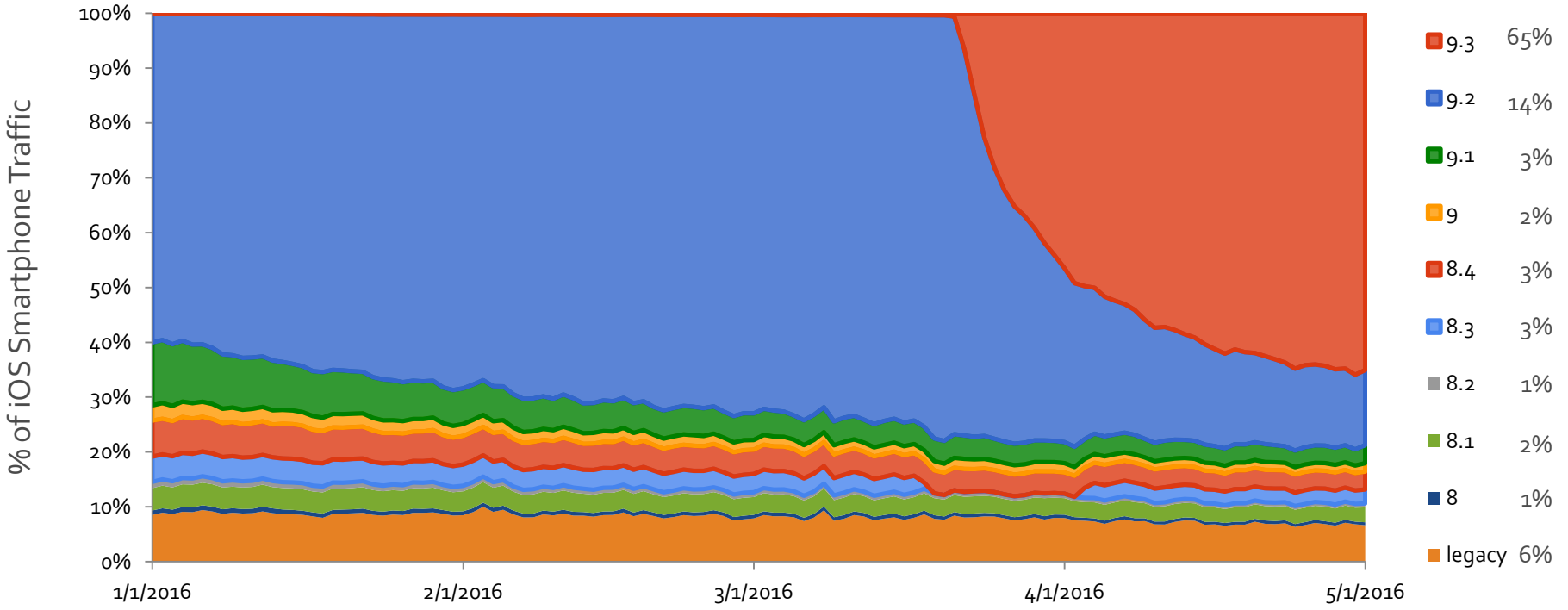
Android Smartphone Operating System Trends

- Android 6 has picked up significant share over the month of May, ending at 14%.
- Android 5.1 finished May as the most popular version at 26%. However, version 5.1 had dropped slightly (-2%) over the quarter as Android 6 gained share.
- Android 4.4 was the second most popular release, dropping 3% over the quarter.
- Release 5.0 was the third most popular – at ending at 22%. It dropped 5% over the quarter.



iOS Smartphone Operating System Trends

- iOS 9.3 quickly became the most popular release, ending May at 65%.
- Most of release 9.3 share came from the preceding 9.2 that ended at 14%.
- All of the Legacy and 8.x versions totaled 16% by the end of May.



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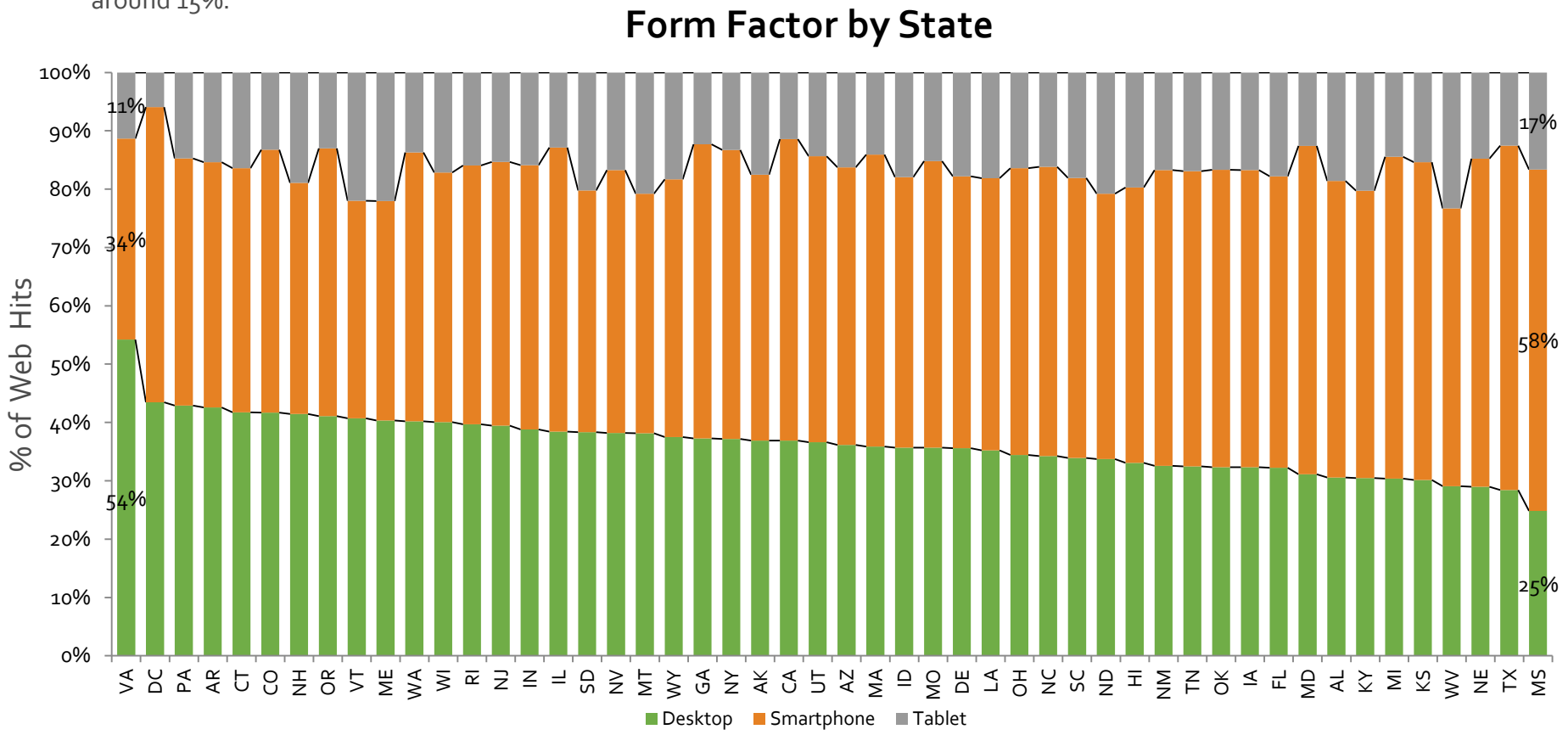
Spotlight: United States

Mobile Device by Form Factor Share by State

- 21 states have over 50% of their web hits generated via smartphones, demonstrating the growth of mobile browsing.
- Tablet usage is relatively consistent across states, holding around 15%.
- The tradeoff between desktops and smartphone varies significantly by state, with Mississippi showing the highest smartphone usage – 58%.



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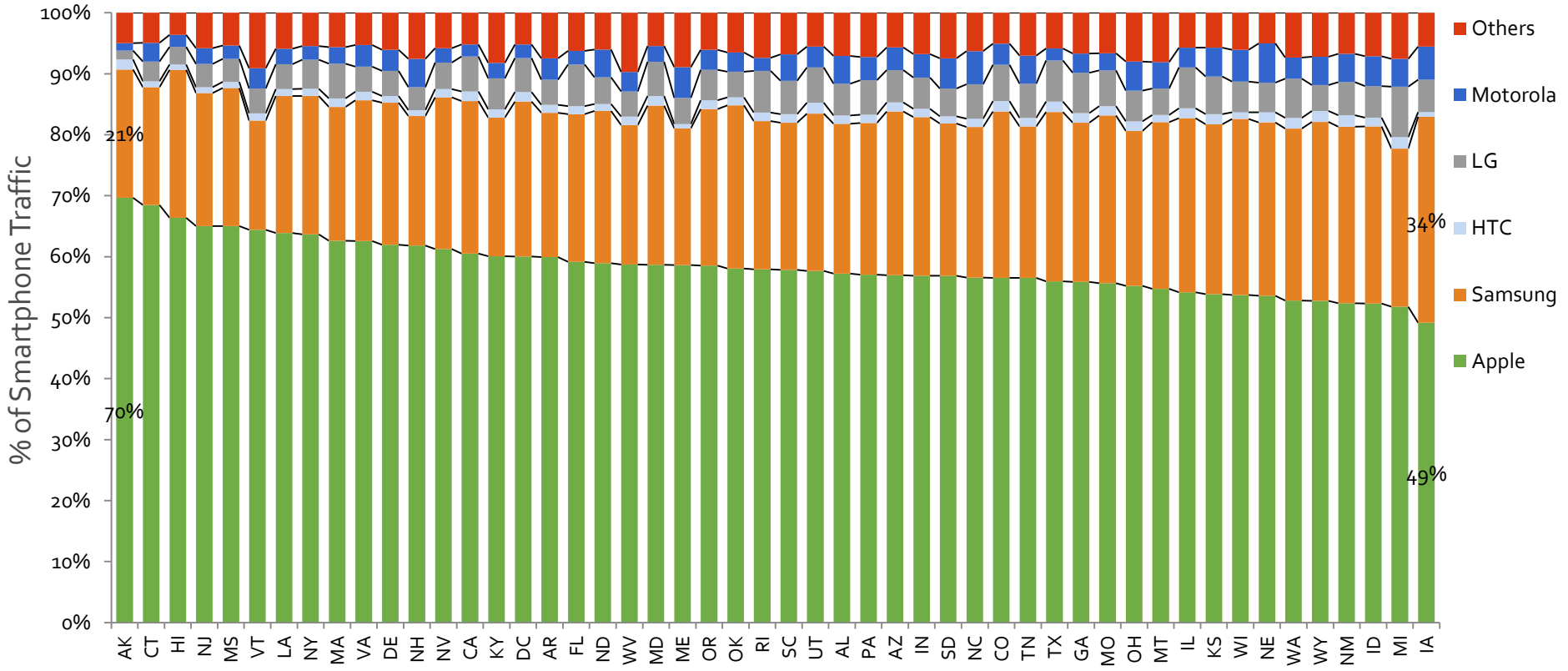
Smartphone Manufacturer by State

- Apple has over 50% of traffic in 49 out of 50 states.
- Alaska is the state most likely to use Apple iPhones (70% of share), whereas Iowa is the least likely (49%).
- Samsung is the second most popular manufacturer, peaking at 34%.
- The remaining manufacturers have a combined share of approximately 15% in most states.



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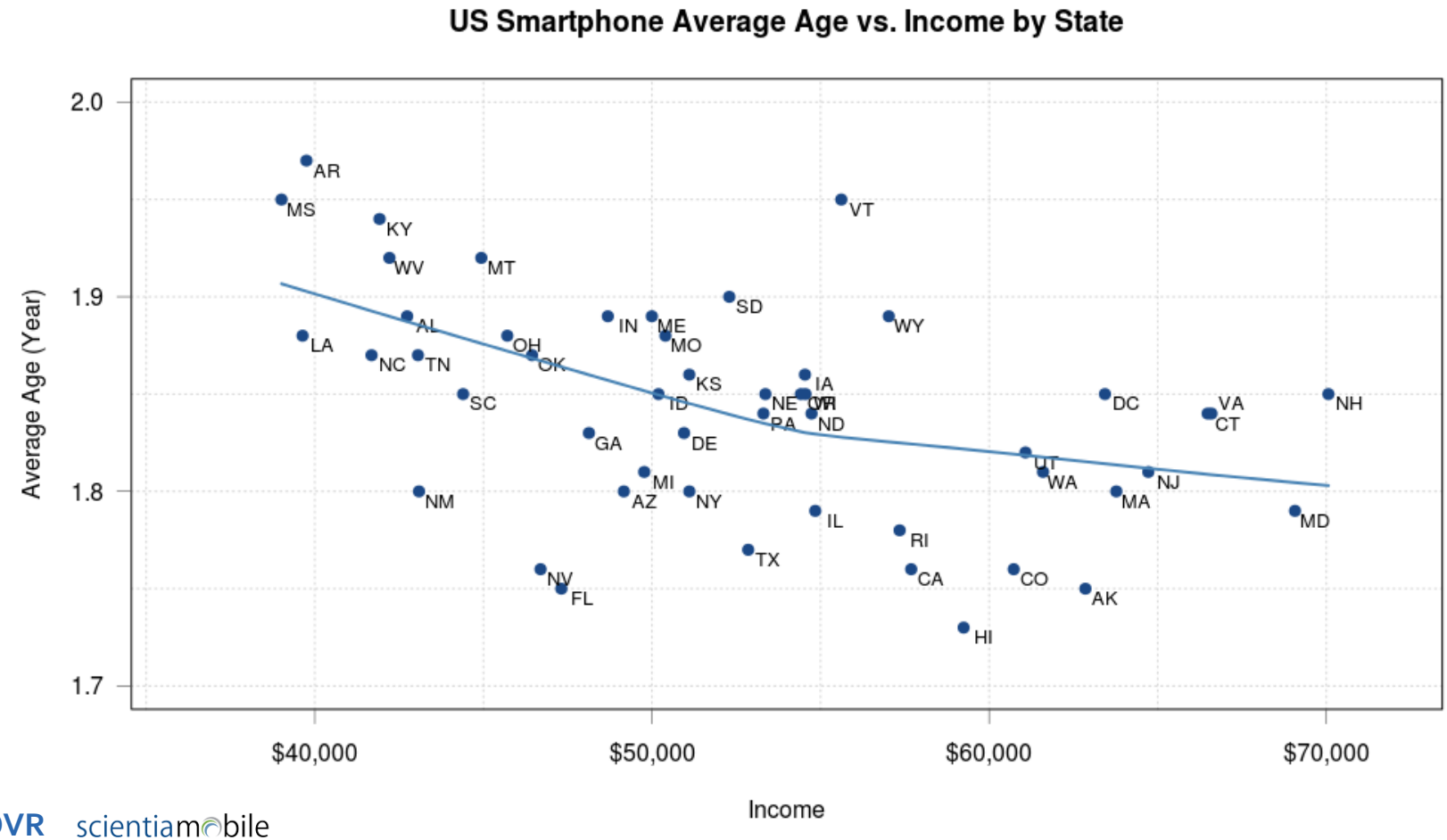
Smartphone Age Relative to Income

- Income impacts that replacement cycle of smartphones.
- Lower income states have smartphones that are older, close to 2 years old.
- Conversely, residents of higher income states replace their smartphones around 1.8 years (21 months).



About ScientiaMobile

- ScientiaMobile provides the industry's most accurate and flexible device detection solution, helping customers deliver great web experiences and manage the increasingly fragmented mobile device ecosystem. ScientiaMobile sells WURFL, a constantly-updated repository that catalogues thousands of devices and their capabilities and provides access to them via range of API languages. The WURFL framework enables many organizations, including Fortune 500 companies, to effectively design and analyze web experiences for an ever-growing range of smartphones, tablets, smart TVs and game consoles.
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