



# **SOCIAL MEDIA IN LUXEMBOURG**

## **HOW 'DIGITAL NATIVES' USE THE SOCIAL WEB**

**SURVEY REPORT 2022**

**#LUXSOME**

# 01 | INTRODUCTION

The use of social media is a central part of our everyday lives and the generation born from 1997 onwards, the 'digital natives', have grown up in a society that operates online around the clock. There are many studies on social media use - however, such a project has not yet been realised in this form in the Grand Duchy of Luxembourg. Together with students and teachers from the Ecole de Commerce et de Gestion Luxembourg –

School of Business and Management (ECG), CURE Intelligence conducted an online survey entitled "Social media use in Luxembourg. How 'digital natives' use the social web".

Learn more about the social media preferences and habits of young people in Luxembourg. In addition to questions about usage behaviour, preferred platforms, needs and intentions, aspects such as cyber-bullying are also addressed.



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# 03 | DATA COLLECTION & METHODOLOGY

## PERIOD OF TIME

- 08.06.-05.10.2022

## MEASUREMENT METHOD

- Online survey
- Languages:
  - 530 x French
  - 254 x Luxembourgish
  - 146 x German
  - 70 x English

## TARGET GROUP / DATA BASIS

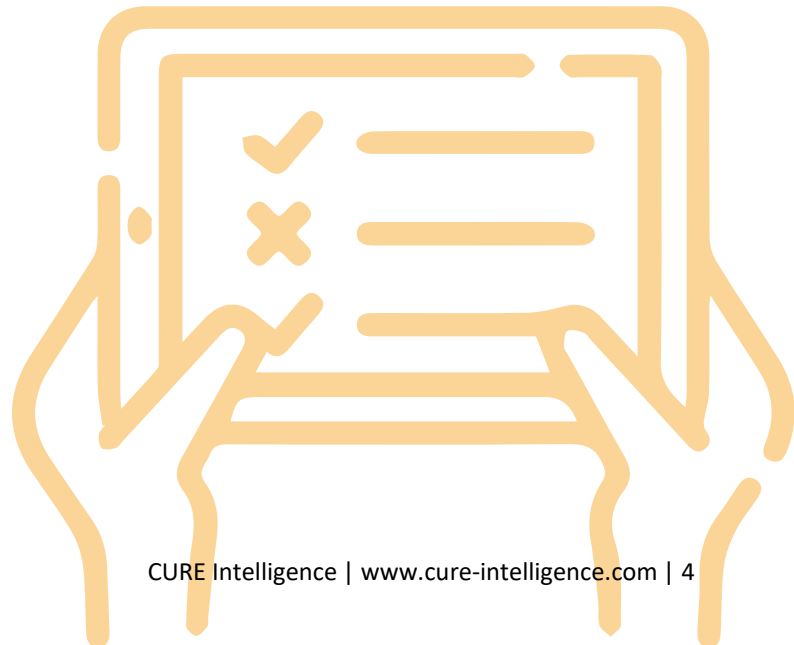
- 1,000 Survey participants
- Most of them: ECG students
- 1,400 people showed interest in the survey but could not be included due to age, residence, or non-existent social media use

## PARTICIPATION REQUIREMENTS

- Age from 15-25 years
- Residence or centre of life (school / work / leisure) in Luxembourg
- Active use of social media

## PROCEDURE

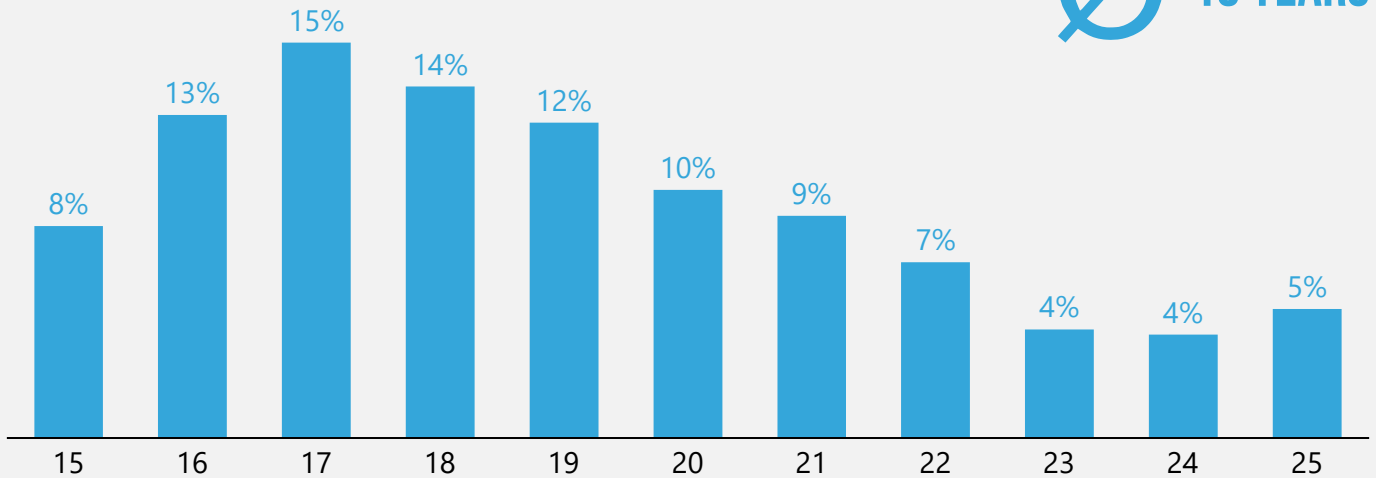
- Development of the online questionnaire by students and teachers of the ECG in cooperation with CURE Intelligence
- Evaluation and reporting by CURE Intelligence



# 04 | DEMOGRAPHIC FEATURES

## AGE

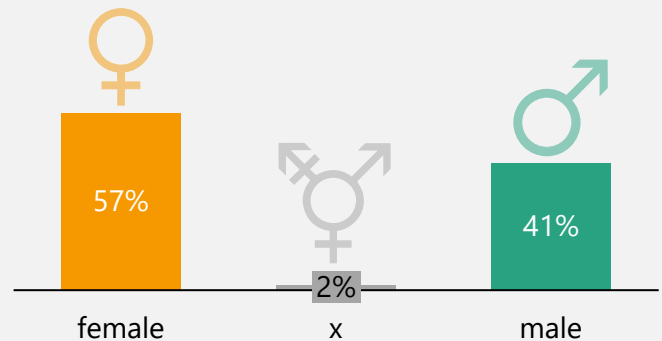
 19 YEARS



## INSIGHTS

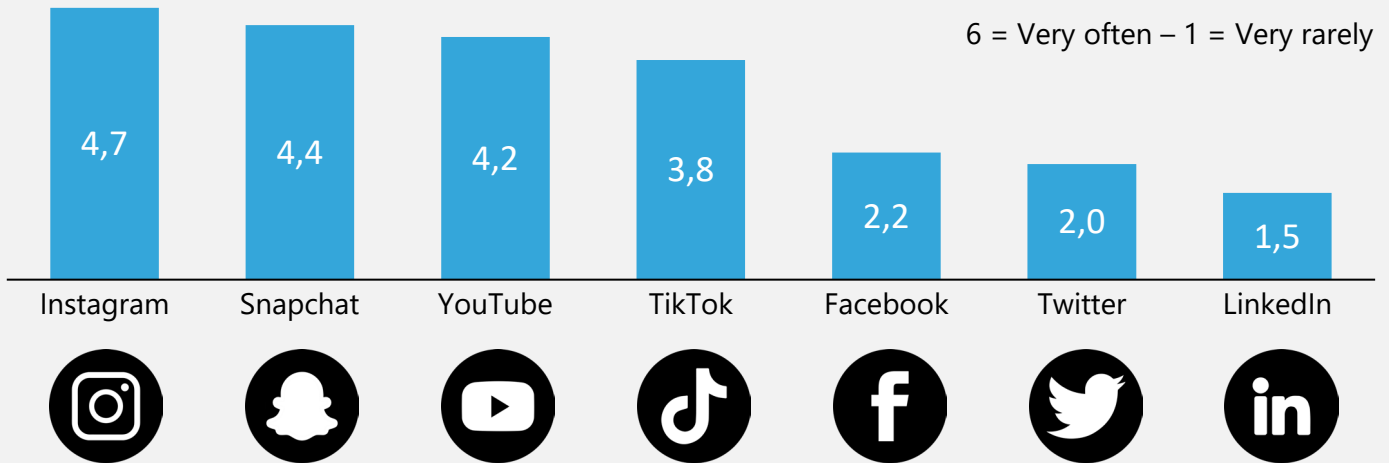
- The average age of respondents is 19 years, with the highest proportion of survey participants being 17 years old (157 people).
- 57% of respondents are female, 41% male and 2% diverse.

## GENDER



# 05 | PLATFORM USAGE

## AVERAGE USE OF SOCIAL MEDIA PLATFORMS BY FREQUENCY



### INSIGHTS

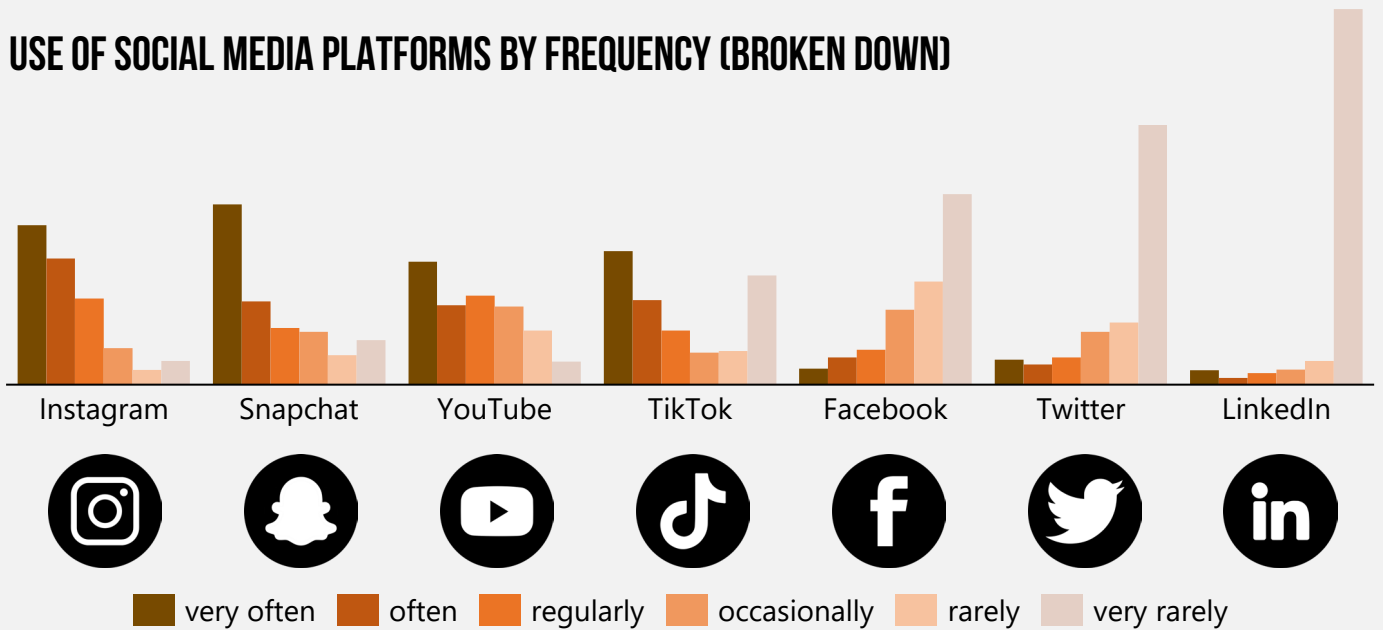
- When asked about frequency of use, weighted on a scale of one to six, Instagram achieves the highest average score, followed by Snapchat and YouTube.
- Facebook and Twitter are ranked second to last. The last place is LinkedIn with the indication "very rarely".

# 47.4%

**OF RESPONDENTS HAVE MORE THAN ONE ACCOUNT ON THE SAME SOCIAL MEDIA PLATFORM**

# 05 | PLATFORM USAGE

## USE OF SOCIAL MEDIA PLATFORMS BY FREQUENCY (BROKEN DOWN)



### INSIGHTS

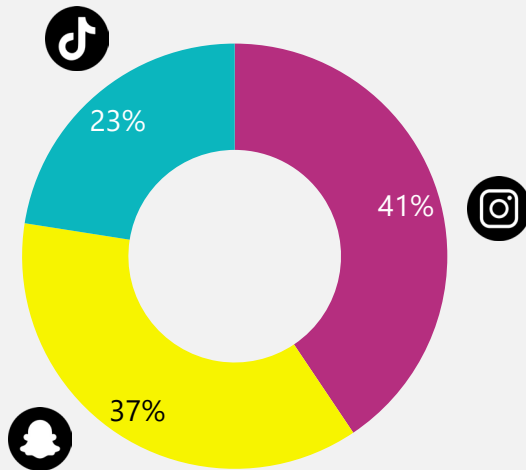
- Snapchat scores "very often" most frequently, followed by Instagram and TikTok.
- LinkedIn, Twitter and Facebook, on the other hand, are used "very rarely" by respondents.
- YouTube shows the smallest differences; most users use this channel more or less regularly.

# 40.3%

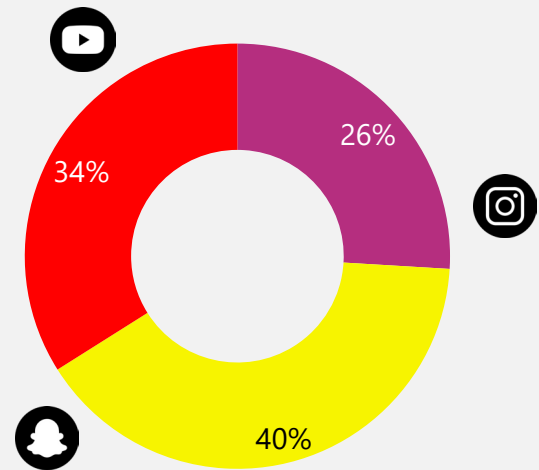
**OF RESPONDENTS  
USE SNAPCHAT  
"VERY OFTEN"**

# 05 | PLATFORM USAGE

## TOP 3: MOST USED CHANNEL TODAY



## TOP 3: MOST USED CHANNEL 3 YEARS AGO



## INSIGHTS

- 41% say that Instagram is currently their most used channel. Snapchat and TikTok are in 2nd and 3rd place.
- Three years ago, Snapchat was still in first place, followed by Instagram and YouTube. Facebook was also named as the most-used channel significantly more often three years ago (122 mentions three years ago vs. 26 mentions today).

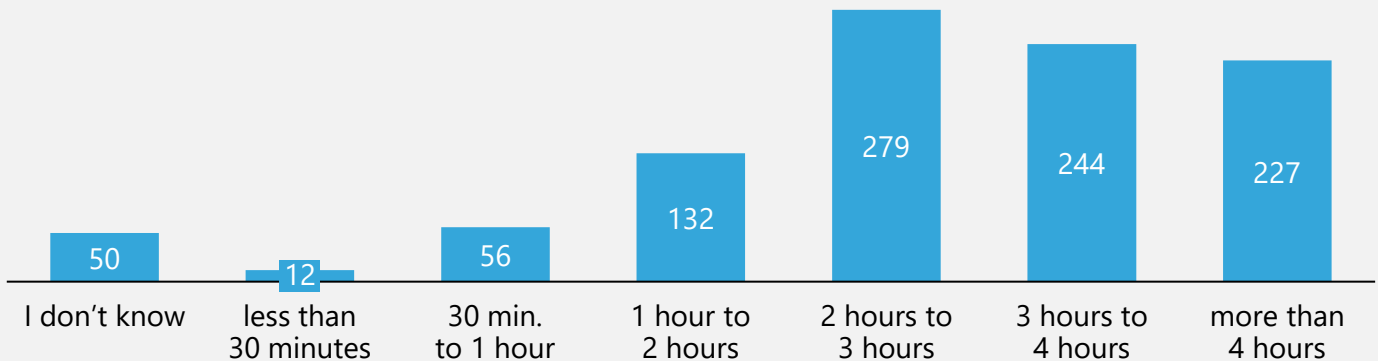
# 62.5%

**OF RESPONDENTS USE THEIR SOCIAL MEDIA ACCOUNTS TO REGISTER ON WEBSITES OR IMPORT CONTACTS**



# 05 | TIME OF USE

## AVERAGE TIME SPENT DAILY IN SOCIAL MEDIA



## INSIGHTS

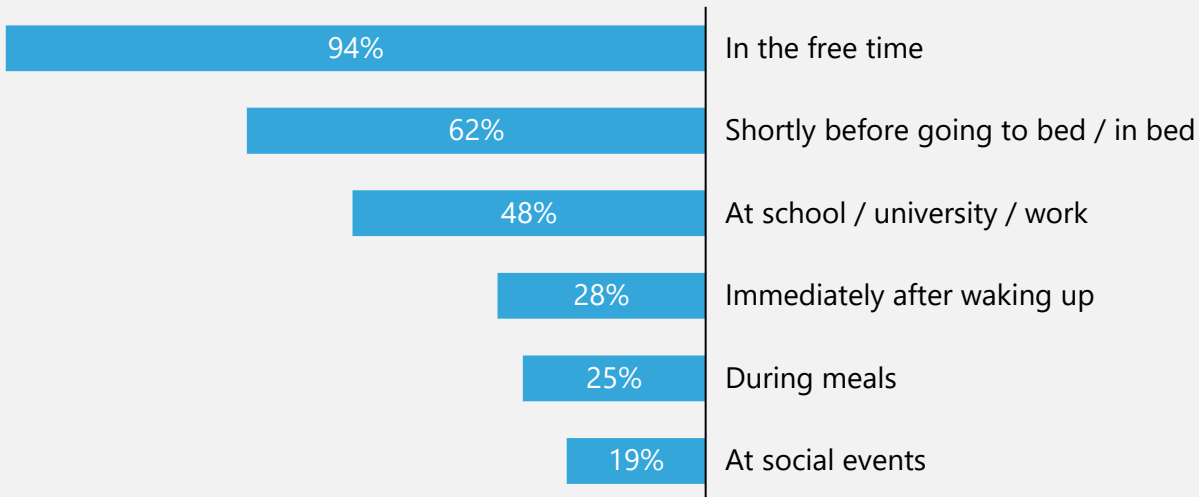
- One third of the respondents spend on average between two and three hours on their social media channels per day.
- A large proportion of respondents (47.1%) even report use of more than 3 hours a day.
- Only 12 people use social media for less than half an hour a day.

# 22.7%

**SPEND MORE THAN  
FOUR HOURS A DAY  
IN THE SOCIAL MEDIA**

# 05 | TIME OF USE

## WHEN SOCIAL MEDIA IS USUALLY ACCESSED



## INSIGHTS

- Almost all respondents access social media during their free time. 62% use social media before going to bed.
- More than a third cannot think of any occasion not to use social media. Occasions when social media is not used include eating together, spending time with friends/family, work / school, or serious occasions such as funerals.

# 38.4%

**OF RESPONDENTS SAY THERE ARE NO OCCASIONS WHEN THEY WOULD NOT USE SOCIAL MEDIA**

# 05 | TIME OF USE

## TIME TRACKING

**40.0%**

**OF RESPONDENTS  
TRACK THEIR  
TIME ON  
SOCIAL MEDIA**

**78.0%**

**OF RESPONDENTS DEMAND THAT SOCIAL  
MEDIA PLATFORMS SHOULD INFORM THEIR  
USERS ABOUT THE TIME THEY SPEND ON THE  
PLATFORM**

## INSIGHTS

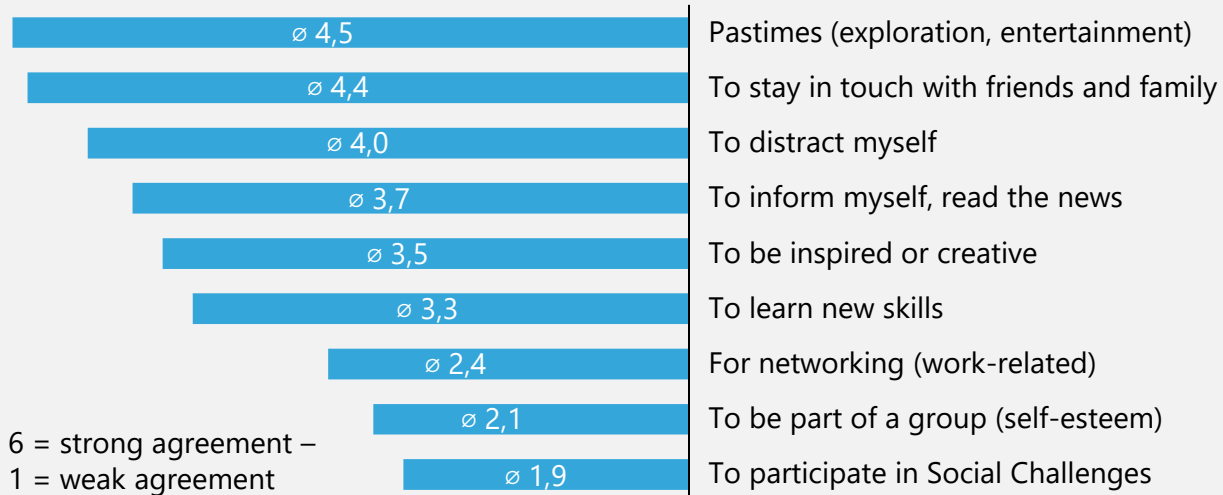
- Half of all respondents are critical of their usage behaviour and believe they spend too much time on social media or that they may already have an addiction.
- Although only 40% monitor their usage time, 78% demand that platforms should offer information about it. 25.4% of them even call for this to be compulsory.

**49.7%**

**OF RESPONDENTS BELIEVE THEY  
SPEND TOO MUCH TIME ON SOCIAL  
MEDIA / ARE ADDICTED TO IT**

# 05 | USE INTENTIONS

## REASONS FOR THE USE OF SOCIAL MEDIA



## INSIGHTS

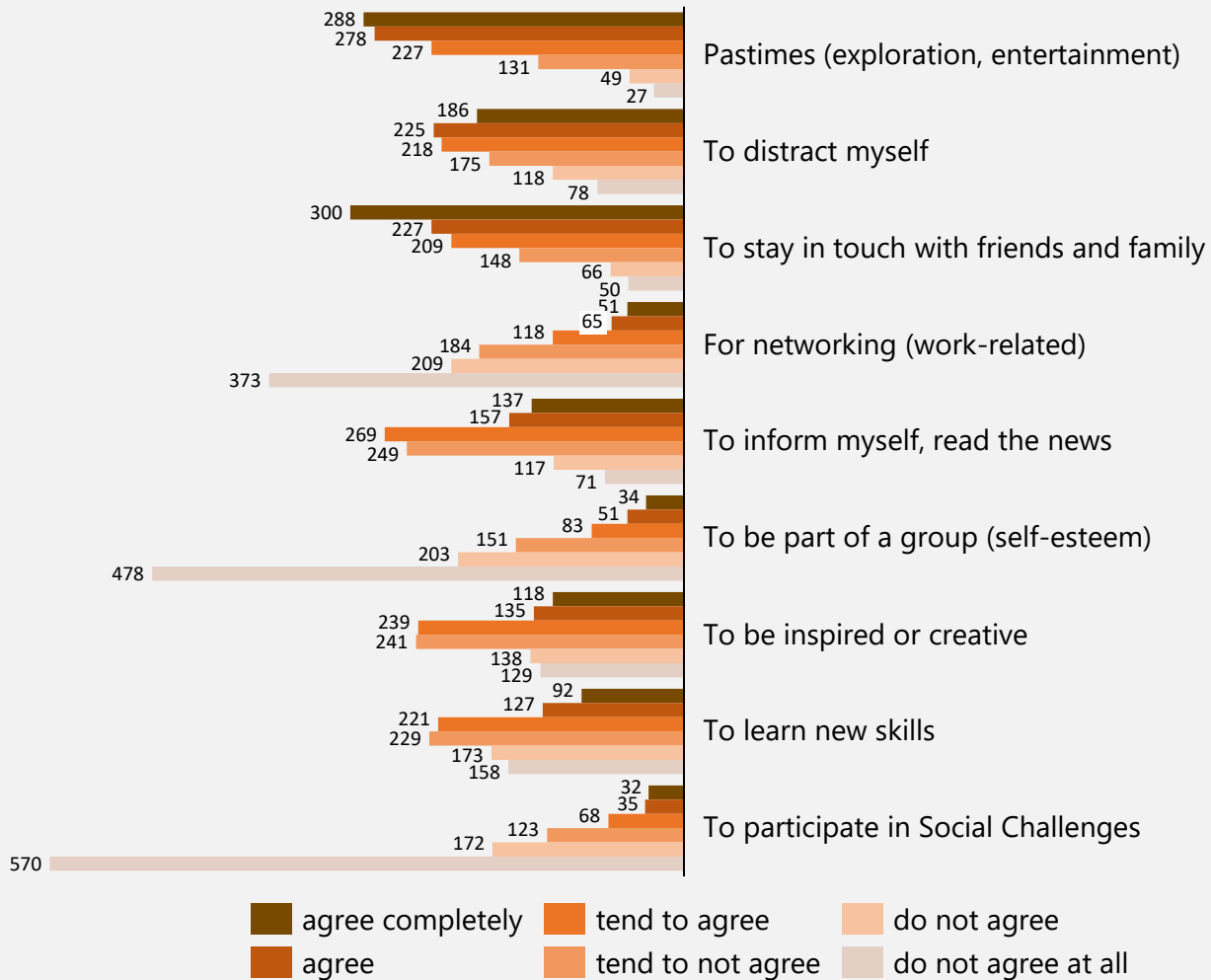
- Social media is most often used for entertainment and keeping in touch with friends and family. However, many respondents also use social media as a source of information and inspiration and to learn new skills.
- Rather few people say they use their profiles to be part of a group or to participate in social challenges.

# 75.0%

**OF RESPONDENTS USE THEIR SOCIAL MEDIA ACCOUNTS MOST FREQUENTLY FOR ENTERTAINMENT**

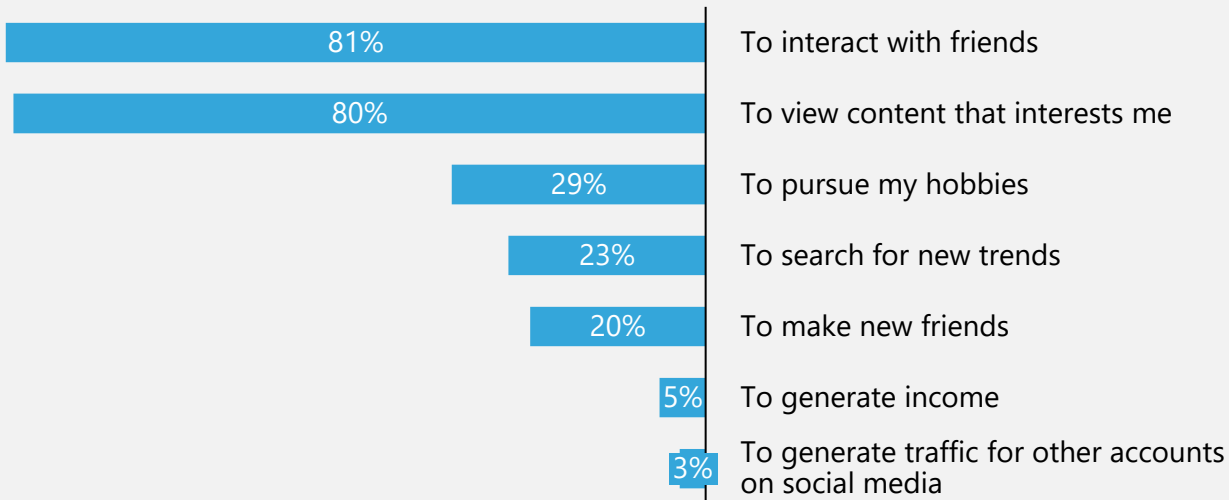
# 05 | USE INTENTIONS

## REASONS FOR USING SOCIAL MEDIA (BROKEN DOWN)



# 05 | USE INTENTIONS

## REASONS FOR DOWNLOADING SOCIAL MEDIA APPS



## INSIGHTS

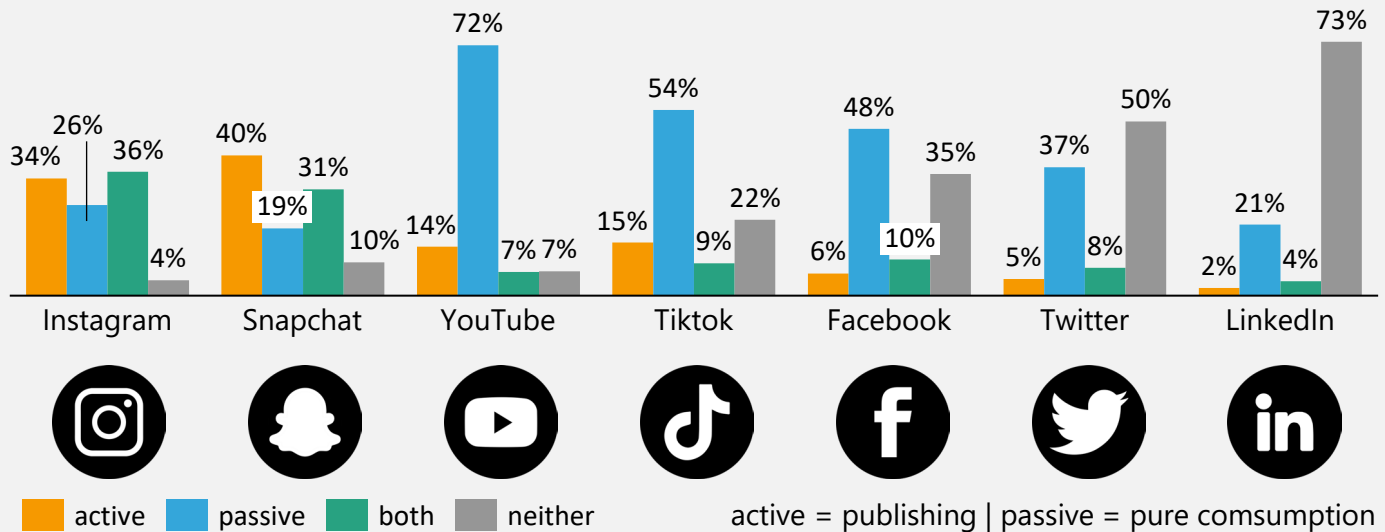
- Most respondents say they created their social media accounts to be able to interact with friends and view content that interests them. Some also say they have downloaded their apps because everyone around them is also using them.
- The commercial use of social media is in the background for many respondents.

# 5.0%

**OF RESPONDENTS USE  
SOCIAL MEDIA FOR  
COMMERCIAL PURPOSES**

# 05 | USAGE BEHAVIOUR

## ACTIVE AND PASSIVE USE OF SOCIAL MEDIA



## INSIGHTS

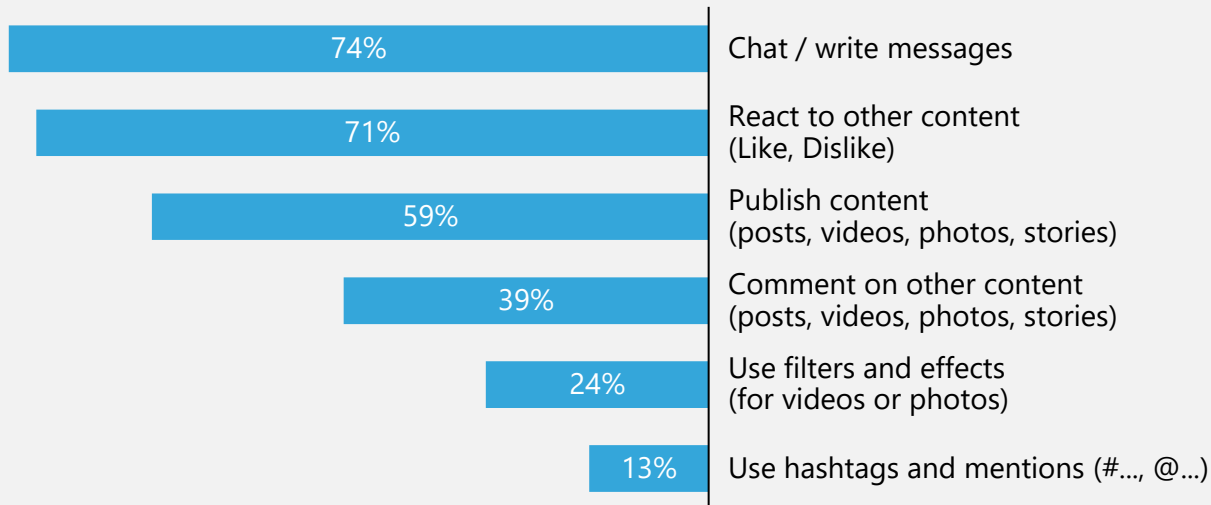
- Instagram and Snapchat are among the more actively used platforms, where more than half of the users also publish content themselves.
- YouTube, TikTok and Facebook are most likely to be used passively. Twitter and LinkedIn are rarely used at all by the target group, and when they are, they tend to be used passively.

# 54.0%

**OF THE RESPONDENTS USE TIKTOK ONLY  
PASSIVELY AND DO NOT PUBLISH ANY  
CONTENT THEMSELVES**

# 05 | USAGE BEHAVIOUR

## WHICH SOCIAL MEDIA FUNCTIONS ARE USED?



## INSIGHTS

- The functions most frequently used in social media include writing messages and reacting to posts.
- More than half of the users also actively publish content.
- Slightly more than a third interact with other content in the form of comments.

# 74.0%

**OF RESPONDENTS USE  
THE CHAT FUNCTION  
OF SOCIAL MEDIA**



# 05 | BRANDS & INFLUENCERS

## FOLLOWING OF BRAND & CORPORATE ACCOUNTS AND INFLUENCERS

**70.5%**

**OF RESPONDENTS  
FOLLOW BRAND AND  
COMPANY ACCOUNTS**

**43.5%**

**RESPONDENTS HAVE ALREADY BEEN  
PERSUADED BY AN INFLUENCER TO  
BUY A PRODUCT**

## INSIGHTS

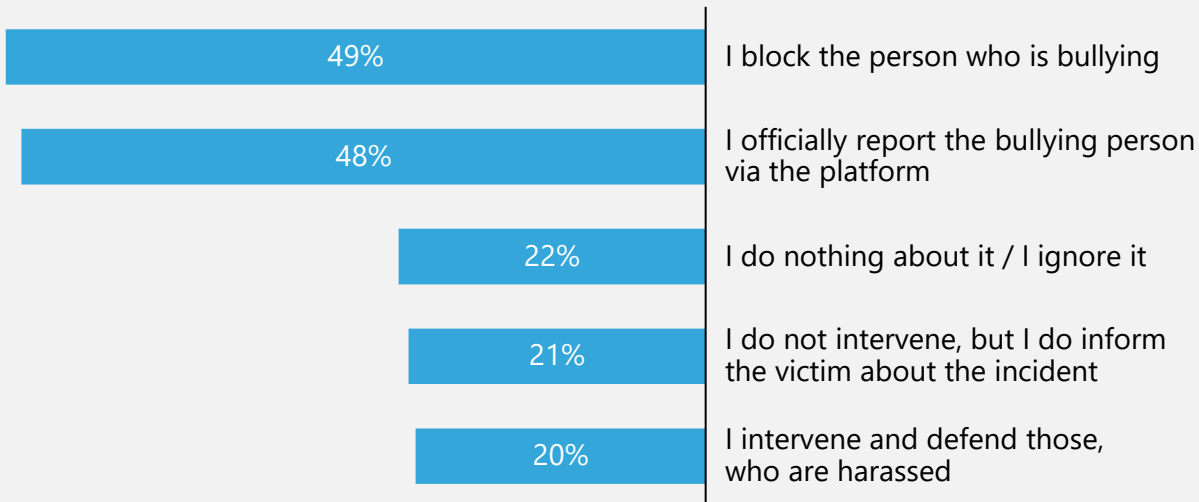
- Almost three quarters of respondents follow companies on social media.
- Slightly less than half have already been persuaded to buy a product by an influencer post.
- If the use of social media were to become chargeable, only 17% of respondents would be willing to spend money on it.

**17.0%**

**OF RESPONDENTS WOULD BE  
WILLING TO PAY TO USE  
SOCIAL MEDIA / VIEW CONTENT**

# 05 | MOBING AND HARASSMENT

## DEALING WITH BULLYING / HARASSMENT IN SOCIAL MEDIA



## INSIGHTS

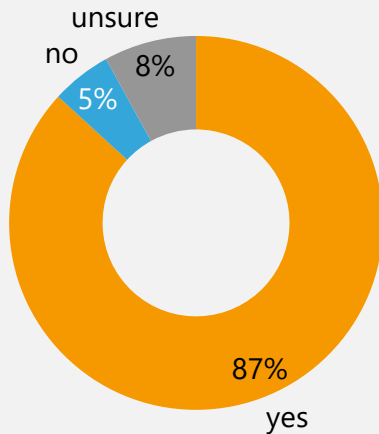
- On the topic of bullying, only 20% of respondents would actively intervene and defend a person being harassed online. Just under half would choose to block or report the person being bullied.
- While just under half use their clear name on social media, 40.2% use it occasionally. 14.3% use a pseudonym.

# 45.5%

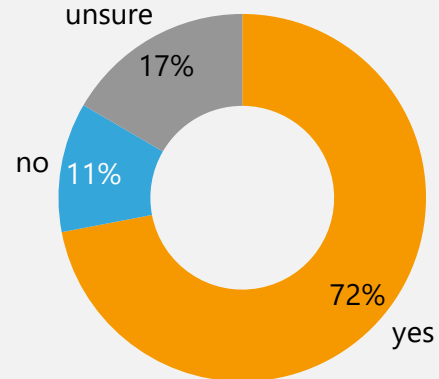
**OF RESPONDENTS USE  
THEIR REAL NAME  
ON SOCIAL MEDIA**

# 04 | NEGATIVE CONSEQUENCES

## AWARENESS OF POSSIBLE NEGATIVE CONSEQUENCES OF PUBLISHING CONTENT ON SOCIAL MEDIA



## DESIRE FOR EDUCATION ABOUT POSSIBLE NEGATIVE CONSEQUENCES OF SOCIAL MEDIA BY SCHOOLS / UNIVERSITIES



### INSIGHTS

- At 87%, a large proportion of respondents are aware of possible negative consequences associated with publishing content on social media.
- The demand that schools and universities should provide more information about the topic is also voiced by almost three quarters of the respondents.

# 72.0%

OF RESPONDENTS WOULD LIKE SCHOOLS / UNIVERSITIES TO EDUCATE THEM ABOUT THE POSSIBLE NEGATIVE CONSEQUENCES OF SOCIAL MEDIA USE

# 05 | PERSONAL INFLUENCE (POSITIVE)

## RESPONDENTS' ASSESSMENT OF THE INFLUENCE OF SOCIAL MEDIA ON THEM

"A good influence because I can write with friends"

"I'm an introvert and social media has helped me open up a bit more"

"I am more of a passive user and don't believe everything I see"

"They help me to distract myself from problems and even encourage me"

"I have gained more general education and developed more critical thinking skills"

"You can acquire a lot of knowledge"

"More ideas, more contact with like-minded people"

"They are part of everyday life"

„Motivation“

„Calming“

"I can pursue my hobbies (tutorial, tips, etc.)"

"They have an influence on my lifestyle"

„Good influence“

"Inspiration in terms of fashion, photography, writing"

"A good influence as they can give us good content if we follow trustworthy people"

"I get most of my information from social media"

"I like to use social media to keep in touch with friends I don't get to see often"

"Source of inspiration"

"They give me inspiration for change"

"They give me inspiration for change"

"Getting to know new customers, improving my social skills"

"Enlightenment"

"I continue to educate myself with the help of social media"

"Entertainment, education"

"I can let my creativity out"

"Positive for me because I learn new things and get to know other people and cultures"

"I can stay in touch with my family and friends through them"

# 05 | PERSONAL INFLUENCE (NEGATIVE)

## RESPONDENTS' ASSESSMENT OF THE INFLUENCE OF SOCIAL MEDIA ON THEM



# 06 | SUMMARY

The results of the online survey on the social media use of young people in the Grand Duchy of Luxembourg conducted by the Ecole de Commerce et de Gestion (ECG) and CURE Intelligence in the period 08.06.-05.10.2022 provide exciting insights into the usage behaviour and intentions of the target group.

The majority of the 1,000 respondents aged between 15 and 25 are students of the ECG. The average age is 19 years, and the gender distribution is 57% female, 41% male and 2% diverse.

In terms of **frequency of use** of different social media platforms, Instagram is mentioned most often. 41% of respondents say that Instagram is their most used channel.

Snapchat, YouTube and TikTok follow in the next places. Facebook, Twitter and LinkedIn bring up the rear. Three years ago, Snapchat was still in first place, followed by Instagram and YouTube. Facebook was also named as the most-used channel much more often three years ago (122 votes to 26).

Almost half of the respondents (47.4%) have multiple accounts on the same social media platform, e.g., both a private and a public

account. 62.5% of respondents also use their social media accounts to log into websites or to import contacts into other applications.

In terms of **usage time**, a third of respondents spend on average between two and three hours on their social media channels per day. A large proportion of respondents (47.1%) even report usage of more than three hours per day. Only 12 people use social media for less than 30 minutes a day.

Despite, or perhaps because of, the relatively high usage time, many of the respondents track the time they spend on social media each day. 40% use apps or timers to monitor how long they are online each day.

In general, many of the respondents take a critical look at their media consumption. For example, 49.7% believe they spend too much time on social media or are even addicted to it. Three quarters also want social media platforms to inform their users about how much time they spend on the channels; 25.4% even demand that this information should be made mandatory.

Almost all respondents (94%) access social media during their free time. 62% use social media before going to bed, 48% at school / university /

# 06 | SUMMARY

work, 28% immediately after waking up, 25% during meals and 19% at social events.

More than a third cannot imagine an **occasion** not to use social media. Occasions when the rest do without social media include eating together, spending time with friends or family, dating, during work or school, as well as serious occasions such as funerals.

In terms of **usage intentions**, the entertainment factor clearly predominates. 75% of respondents use their time on social media to pass the time. The second most frequent use of social media is to keep in touch with friends and family. However, many respondents also use social media as a source of information and inspiration and to learn new skills. Rather few people say they use their profiles to be part of a group or to participate in social challenges.

Most respondents say they created their social media accounts to interact with friends (81%) and to view content that interests them (80%). Some respondents also say they have downloaded their social media apps because everyone around them is also using them.

Commercial use of social media is in the background for many respondents; for example,

only 5% created their profiles to generate income.

As far as **active and passive use of social media** is concerned, there are clear differences between the various platforms. Instagram and Snapchat are among the more actively used platforms, where more than half of the users also publish content themselves. YouTube, TikTok and Facebook are most likely to be used passively. Twitter and LinkedIn are rarely used at all by the target group and if at all, then rather passively. For example, only 46% self-publish content on TikTok and only 6% on Facebook.

The **functions** most frequently used in social media include writing messages (74%) and reacting to posts (71%). At 59%, more than half of the users also actively publish content themselves. Slightly more than a third interact with other content in the form of comments.

Almost three quarters of respondents follow **companies or brands** on social media. Slightly less than half have also been persuaded to buy a product at least once by an **influencer** post. If the use of social media were to become chargeable, only 17% of respondents would be willing to spend money on it.

# 06 | SUMMARY

The issue of **bullying** and harassment on social media is also addressed. Only 20% of respondents would intervene and actively defend a person being harassed online. Just under half would choose to block or report the perpetrator. One fifth each would do nothing, or at least inform the victim about the incident.

As for the possible **negative consequences** of using social media, 87% are aware of them. The demand that schools and universities should inform more about the topic is also voiced by almost three quarters of the respondents.

Incidentally, 45.5% of respondents use their real name on social media. 40.2% use it occasionally and 14.3% always use a pseudonym.

The **open-ended question about the influence they think social media have** on respondents also yielded very interesting results. Here, a critical examination of both their own consumption, the duration of use, as well as positive and negative consequences of social media can be seen. Many respondents state that social media are a firmly integrated, indispensable part of their everyday life and list both positive and negative influences. Some use social media as a source of inspiration and motivation and state that it has a **positive**

influence on their creativity. They also like to use them for information and education purposes.

Furthermore, they increase social interactions, especially among more introverted people, and strengthen bonds with family and friends. Exchanging ideas with like-minded people and pursuing hobbies is perceived as positive by many. Some also use social media as a distraction or to calm down.

The **negative** factors include above all the issue of wasting time. Many respondents say they spend too much time on social media or think they are addicted to it.

or think they are addicted to it. They would like to use their time for more meaningful things, pursue other social activities and be more productive, but cannot break away from their media consumption. Some get partially lost in the virtual world and claim to completely lose their sense of time when scrolling. Negative effects on concentration and sleep are also mentioned.

The constant comparison with other users and influencers is also a problem for many respondents and has a negative impact on their self-esteem and self-confidence.



# 06 | SUMMARY

Unrealistic beauty ideals, envy, FOMO ("Fear of missing out") are mentioned several times and some even report depression.

Other users also deal critically with the topic of information and state that they are sometimes manipulated by (fake) news or buy certain products through the use of social media.

In summary, the open questions reveal that many respondents are critically examining their own usage behaviour and the influence of social media.

# 07 | CONTACT & IMPRINT

## COMMON EDITORS

### CURE INTELLIGENCE

CURE Intelligence is a media monitoring and analysis, data intelligence and social media communication and marketing company founded in 2009.

CURE Intelligence helps its clients to make better decisions and improve internal and external communication by effectively combining analytics and marketing.

CURE Intelligence is a public limited company with headquarters in Grevenmacher, Luxembourg, and a subsidiary in Cologne, Germany. CURE Intelligence works with internationally renowned clients from Germany, Luxembourg, Brazil, Canada and the USA.

For more information, please visit:

**[www.cure-intelligence.com](http://www.cure-intelligence.com)**

CURE S.A.  
3 Schaffmill, 6778 Grevenmacher  
Tel: +352 267 45 54 41  
email: [contact@cure-intelligence.com](mailto:contact@cure-intelligence.com)

## ECOLE DE COMMERCE ET DE GESTION LUXEMBOURG

The Ecole de Commerce et de Gestion – School of Business and Management (ECG) is unique in Luxembourg for its educational offer and its high level of competence in the economic and social fields. It is constantly evolving and has over 50 years of experience, including more than 30 years in higher education.

The ECG strives for excellence in the administrative and commercial fields, in cooperation with business and entrepreneurship. It has adapted to the demands of the times by diversifying pedagogical approaches and methods (e.g., classes with refresher courses), forms of support (tutoring, orientation) and supervision (tutoring, internships).

It is resolutely forward-looking, preserving the virtues of the past and seeking partner schools and partner companies that enable windows to be opened onto Europe and the world.

For more information, please visit:

**[www.ecg.lu](http://www.ecg.lu)**

ECG Luxembourg  
21 Rue Marguerite de Brabant, 1254 Luxembourg  
tel: +352 26 04 50  
email: [info@ecg.lu](mailto:info@ecg.lu)

# 07 | CONTACT & IMPRINT

## THE IDEA, REALIZATION, AND IMPLEMENTATION OF THE SURVEY INVOLVED:

### ECG

BRITZ Joseph  
FELTES Luc  
KREMER Marco  
Students of the BTS-Gestionnaire en commerce et marketing class  
[www.ecg.lu](http://www.ecg.lu)

### CURE INTELLIGENCE

FASSBENDER Marisa  
FEITEN Marco  
NEUNER Annabelle  
[www.cure-intelligence.com](http://www.cure-intelligence.com)

### KIM LABS GMBH

WEINAND Kim  
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