

# Sports, gaming and rock & roll



Key findings of our fan connectivity research:

93%

of event-goers say live events offer an experience they can't get at home.



77%

of event-goers access their tickets digitally.



87%

of event-goers post to social media while at an event.



73%

of event-goers want to order food and beverages from and to their seats.



42%

of event-goers say their mobile provider is responsible for poor network coverage in venues.

35%

say the venue is responsible for poor coverage.

