

Browser Market Share

As of 4/2/09

- **Upsdell** <http://www.upsdell.com/BrowserNews/stat.htm>
- **The Counter:** <http://www.thecounter.com/stats/>
- **W3Schools:** http://www.w3schools.com/browsers/browsers_stats.asp
- **Hitslink:** <http://marketshare.hitslink.com/report.aspx?qprid=3>

Priority 1	Priority 2	Priority 3
IE7: 35-40% IE6: 20-25%	Safari: 4-6% FF3: 12-17% ** FF2: 5-15% **	AOL: unknown Opera: <1% iPhone: <1%
		New Browsers (watch out)
		N8: <1% IE8: <1%
		Old Browsers (forget 'em)
		IE5 (PC & MAC): <1% N4: <1%

* Sources of the upsdell stats are listed on the sidebar of this page: http://www.upsdell.com/BrowserNews/stat_trends.htm

** Only Hitslink breaks up FF2 and FF3. This is my best guess estimate.

Screen Resolution (800x600 or 1024x768)

800x600 is still valid for development

Programmers might not like it, but nationally after falling steadily for a number of years, 800x600 resolution has leveled out at 7%, and we estimated the percentage of users who view the web at a resolution of 800x600 or smaller is 7%-12%.

As much as we want to simply always use 1024 x 768, we don't feel we can "assume" that's the smart choice for every client at this point.

Another very interesting trend in browser resolution is how quickly the "Unknown" category has increased. This is partly due to people having larger monitors, or non-standard monitor sizes, but also due to the fact that many Netbooks and PDAs (iPhone, Blackberry, etc.) have screens which are 800x600 or smaller. We feel it's safe to assume that at least half of the "unknown" resolutions that have shown up in the past few years are 800x600 or smaller.

