Super Bowl 50 by the numbers:
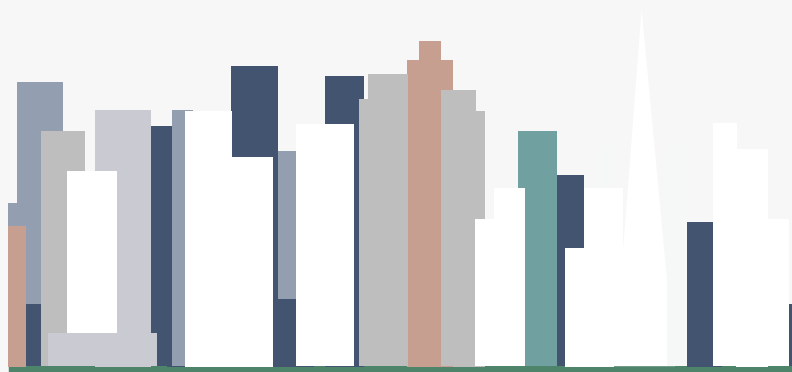
Total network data used in 9 days:

- 68.8 terabytes (TB) or 68,800 gigabytes (GB)

Super Bowl City presented by Verizon:

- 7 TB of data used
- Highest day Friday with 2.2 TB of data
- Access Zone speed test example 36.36 Mbps on the download
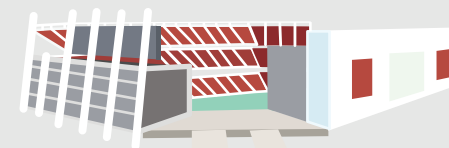- Most used data application Facebook, followed by YouTube

50th Mile and the NFL Experience driven by Hyundai:

- 23 TB of data used
- Biggest day Friday with 2 TB of usage
- Speed test example of 17.98 Mbps on the download clocked while viewing Lombardi Trophy

Levi's Stadium on Super Bowl Sunday:

- 7 TB of data
- 35,000+ estimated unique devices
- Speed test example from lower bowl seats clocked at 120 megabytes per second (Mbps) on the download
- Fans' favorite social app Facebook at 12% of total usage
- Speed test from tailgate clocked at 57.92 Mbps on the download

Game Day traffic spikes:

- 15% at first quarter when Denver recovered fumble for touchdown
- 24% at Halftime show
- 22% when Carolina pulled within six points
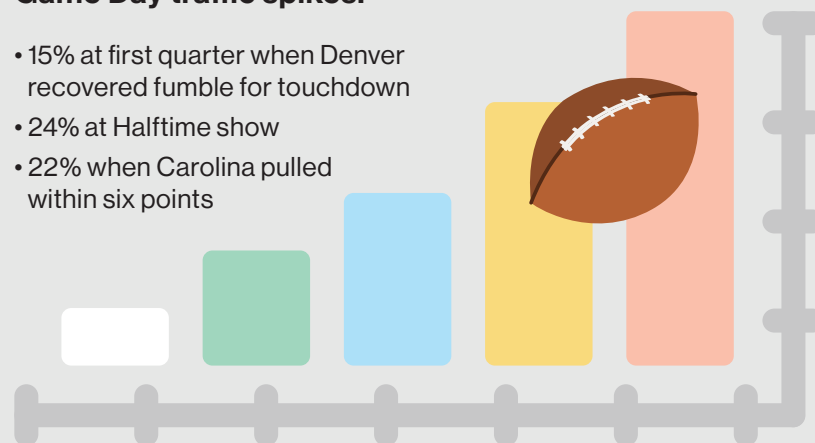
Football fan faves in percent of usage:

- 19.82% Video
- 19.62% Web-browsing
- 17.67% Social media sharing
- 15.96% Cloud
- 2.29% Music
- 1.44% Messaging
- 1.37% Email
- .97% Navigation
- 20.86% Other