



MASTER RESEARCH REPORT · VERSION 1.0

AI Romance and Modern Relationships

A survey of 2,150 U.S. adults on AI girlfriends, AI boyfriends, romance, and infidelity, analyzed on 1,709 quality-screened responses

AI Girlfriend Coach · aigirlfriend.coach

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Fieldwork: 26–27 August 2026, SurveyMonkey Audience

Published: August 2026 · Version 1.0

Suggested citation: AI Girlfriend Coach (2026). *AI Romance and Modern Relationships: A Survey of 2,150 U.S. Adults*. Master Research Report v1.0.

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How to read this report. Every percentage is shown with the number of respondents it was calculated from. Unless a subgroup is named, the base is all 1,709 analyzed responses. Sections 5 to 12 describe the results; Section 14 separates out the findings we consider suitable for media use and flags those we do not. Complete cross-tabulations and statistical tests for every subgroup are in the companion workbook, available on request.

1. Executive Summary

This report presents the complete results of an original survey of 2,150 U.S. adults, conducted through SurveyMonkey Audience on 26–27 August 2026. Respondents answered ten questions about their use of AI girlfriend and AI boyfriend apps, their interest in using one, their reasons for doing so, whether they could develop feelings for an AI, whether a partner's AI romance would count as cheating, how AI compares with dating apps, and whether an AI could replace a human relationship. Following the data quality screening described in Section 3, 441 responses were excluded and all figures are based on the 1,709 analyzed responses unless stated otherwise. Taken together, the results describe a public that treats AI companionship as emotionally consequential: a majority regards a partner's AI romance as infidelity, the strictest views come from those who consider AI feelings possible, and the most common reason given for using an AI companion is loneliness rather than sex.

The sample in three lines. 1,709 analyzed responses from a survey of 2,150 U.S. adults aged 18 and over (Section 3), recruited through SurveyMonkey Audience and balanced to Census on age and gender but not on region or household income. 61% are engaged or married (1,046), 41% are aged 30–45 (709), and 50% completed the survey on an Android phone (858). Every respondent answered every question. Percentages describe the 1,709 analyzed responses.

Ten findings

1. Half say an AI romance is cheating.

50.5% (863 of 1,709) say a partner having a romantic or sexual relationship with an AI would be cheating: 33.4% (570) say any such interaction is cheating and 17.1% (293) say it is cheating only if the partner became attached. Adding those who said "not cheating, but I would be uncomfortable" (362), 71.7% (1,225) would not be comfortable with it.

2. People who could imagine feelings for an AI are the most likely to call it cheating.

Among the 500 respondents who said they could genuinely fall in love with an AI or might if it became realistic enough, 73.0% (365 of 500) say a partner's AI romance is cheating. Among the 1,209 who said they could never have such feelings, 41.2% (498 of 1,209) say so. Only 7.2% of the first group, against 37.1% of the second, say it is not cheating because an AI is not a real person.

3. Loneliness is the main reason people would use an AI companion, not sex.

56.6% (968 of 1,709) chose "to have someone to talk to or feel less lonely." 10.3% (176 of 1,709) chose "to receive affection or have romantic or sexual interaction." 33.1% (565 of 1,709) chose a mental-health reason: coping with depression (316) or improving self-esteem (249).

4. Men are nearly three times as likely as women to name affection or sex as their main reason.

16.0% (129 of 808) of men versus 5.2% (47 of 899) of women. Women are more likely to name loneliness (61.2% versus 51.7%).

5. Millennials and Gen X are more open than Gen Z.

44.7% (317 of 709) of respondents aged 30–45 and 31.6% (139 of 440) of those aged 46–61 would consider using an AI girlfriend or boyfriend, against 12.5% (23 of 184) of those aged 18–29 and 8.6% (29 of 339) of those aged 62–80.

6. Three in ten say they could develop romantic feelings for an AI.

8.3% (142 of 1,709) say they could genuinely fall in love with an AI; 20.9% (358 of 1,709) say maybe, if the AI became realistic enough; 70.7% (1,209) say never.

7. Former users remain open.

74.4% (157 of 211) of former users would consider using an AI girlfriend or boyfriend again, and 66.4% (140 of 211) could imagine developing feelings for one. Among never-users the figures are 11.7% (151 of 1,287) and 14.5% (187 of 1,287).

8. Dating apps still win, but many are unsure.

Asked what they would rather use if single, 52.2% (892 of 1,709) chose dating apps, 7.8% (134 of 1,709) an AI girlfriend or boyfriend, 13.2% (225 of 1,709) both, and 26.8% (458) were not sure. Among single respondents, 6.1% (19 of 313) chose the AI option.

9. One in four has used an AI girlfriend or boyfriend app.

12.3% (211 of 1,709) currently use one and 12.3% (211 of 1,709) have used one in the past; 75.3% (1,287 of 1,709) never have.

10. Married respondents judge AI romance more strictly than singles.

54.8% (573 of 1,046) of engaged or married respondents say it is cheating, against 42.2% (132 of 313) of singles. Married women are the strictest group: 39.8% (204 of 512) say any AI interaction is cheating, compared with 21.9% (33 of 151) of single men.

Key takeaways**› A new infidelity norm.**

Most respondents treat a partner's AI romance as infidelity, and the strictest views come from people who take AI feelings seriously, not from those who dismiss them.

› Companionship over sex.

The stated appeal of AI companions is companionship and emotional support rather than sex, for both men and women.

› A midlife phenomenon.

Interest is concentrated among adults aged 30–61, not among the youngest adults.

› Trying it leaves a mark.

Having tried an AI girlfriend or boyfriend app, even briefly, is associated with lasting openness to the idea.

2. About the Research

Purpose

AI Girlfriend Coach reviews AI companion platforms based on first-hand, paid testing. At the time of this report, 16 platforms have been tested. That testing documents what the products do; it does not show how widely they are used or how the public regards them.

Search data indicates substantial interest. Semrush estimates 74,000 monthly searches in the United States for the term "AI girlfriend" (U.S. database, August 2026), with related terms following the same pattern. Search volume, however, measures curiosity rather than behavior, and reliable public data on actual use, motivations, emotional attachment, and attitudes toward AI infidelity is scarce.

This survey was commissioned to close that gap with original, quantitative evidence. It asked 2,150 U.S. adults ten questions about AI girlfriends, AI boyfriends, and romantic AI companions, fielded through SurveyMonkey Audience on 26–27 August 2026. This report is the master record of the study: every published statistic derived from it traces back to a question, an answer, a numerator, and a denominator shown here.

What the survey investigates

The ten questions cover: respondent age, gender, and relationship status; whether the respondent has ever used an AI girlfriend or boyfriend app; whether they would consider one in the future; their main reason for using one; whether a partner's AI romance would be cheating; whether they could develop genuine romantic feelings for an AI; whether they would rather use dating apps or an AI girlfriend or boyfriend if single; and whether they could choose an AI instead of pursuing a human relationship. The full questionnaire is in Appendix A.

How to cite

AI Girlfriend Coach (2026). *AI Romance and Modern Relationships: A Survey of 2,150 U.S. Adults*. Master Research Report v1.0, August 2026. Data collected via SurveyMonkey Audience, 26–27 August 2026.

Data availability

A companion workbook containing every cross-tabulation, count, and statistical test in this report, plus an anonymized respondent-level dataset with SurveyMonkey metadata removed, is available on request for verification. Contact details are on aigirlfriend.coach.

3. Methodology

Survey design

The AI Romance and Modern Relationships Survey was conducted using SurveyMonkey Audience to examine U.S. adults' experiences with and attitudes toward AI girlfriends, AI boyfriends, and romantic AI companions. The survey consisted of ten multiple-choice questions covering AI girlfriend and AI boyfriend app usage, future interest, motivations for use, emotional attachment, perceptions of AI-related infidelity, preferences between an AI girlfriend or boyfriend and dating apps, and the potential for an AI girlfriend or boyfriend to substitute for a human romantic relationship. Three questions asked respondents' age range, gender, and relationship status. Household income and U.S. region were not asked in the survey; they were available from SurveyMonkey's respondent profile and are used in the demographic analysis on that basis. All ten questions were required. Answer choices were presented in a fixed order and were not randomized.

Sample and respondent recruitment

Respondents were recruited from the United States through SurveyMonkey Audience. A target of 2,000 completed responses was purchased. SurveyMonkey reported 2,149 completed responses, 149 beyond the requested sample at no additional cost; the individual-response export used for this analysis contains 2,150 completed responses. After the data quality screening described below, 1,709 are analyzed. Respondents were required to be 18 or older (eligible age range 18–99+). The survey was conducted in English and was open to all genders and all U.S. regions. No additional screening criteria were applied. SurveyMonkey reported an actual incidence rate of 100% and a disqualification rate of 0%.

Sample balancing

SurveyMonkey applied demographic balancing to age and gender during recruitment. Gender was Census balanced; age was balanced using SurveyMonkey's Basic Census method, with balancing groups of 18–29, 30–44, 45–60, and over 60. Regional balancing was not applied, and household income was not used as a balancing criterion. The study should therefore not be described as a fully census-representative or nationally representative sample. It is a U.S. SurveyMonkey Audience sample with census-based balancing for age and gender, but not for region or household income. Section 4 shows the sample's composition.

Fieldwork

Collection was scheduled to begin on 26 August 2026 at 8:23 PM and was completed on 27 August 2026, in under one day. Only completed responses are included in the analysis.

Table 1. Fieldwork summary

Platform	SurveyMonkey Audience
Country / language	United States / English
Target audience	General population, age 18+
Balancing	Age (Basic Census) and gender (Census); none for region or household income
Requested / completed responses	2,000 / 2,149 reported by SurveyMonkey (2,150 in the export)
Fieldwork	26 August 2026, 8:23 PM to 27 August 2026
Abandoned responses	127 (6% abandon rate)
Disqualified / incidence	0% / 100%
Median completion time	1 minute 8 seconds (SurveyMonkey); 70 seconds in the export
SurveyMonkey margin of error	±2.157% for the full sample

Data quality screening

During analysis, 441 of the 2,150 completed responses were found to share a single answer pattern: each selected the first-listed answer choice on all five attitude questions, producing an internally contradictory profile (simultaneously a current user who would definitely use one, could genuinely fall in love, would prefer an AI over a human, and considers any AI interaction by a partner to be cheating). These responses also shared other characteristics: 98% were submitted from Android devices, their median completion time was 39 seconds, roughly half arrived in the final two and a half hours of fieldwork, and 17% reported an age inconsistent with the SurveyMonkey panel profile, against 4% of other respondents.

These 441 responses were reported to SurveyMonkey for investigation and are excluded from the analysis. All results in this report are therefore based on the remaining 1,709 responses, described throughout as the analyzed sample. The excluded responses have been preserved in full and are available for inspection alongside the analyzed dataset. No other exclusions were applied.

Age and generation classifications

Respondents selected their age from five ranges: 18–29, 30–45, 46–61, 62–80, and 81+. For readability these are referred to as Gen Z, Millennials, Gen X, Baby Boomers, and the Silent Generation. The labels are analytical shorthand based on the survey's age brackets rather than exact birth years; because generational boundaries vary by source, the underlying age range accompanies the label wherever precision matters. SurveyMonkey's audience-balancing brackets (18–29, 30–44, 45–60, 60+) differ slightly from the survey's age question; all analysis uses respondents' answers to the survey question. The 81+ group (37 respondents) is shown in tables but not used for conclusions.

Derived variables

In addition to analyzing each answer individually, some related answers are combined to examine broader attitudes. Every combination is defined explicitly and the individual answers are retained alongside it. **Currently partnered** combines Dating/In a Relationship and Engaged/Married. **Ever used an AI girlfriend or boyfriend app** combines current and past use. **Open to future use** combines "Yes, definitely" and "Yes, under the right circumstances." **Open to romantic feelings** combines "Yes, I think I could genuinely fall in love with an AI" and "Maybe, if the AI became realistic enough." **AI romance can be cheating** combines "Yes, any romantic or sexual interaction" and "Yes, but only if they became emotionally or sexually attached." **Could choose AI over a human relationship** is reported as a strict measure (the two affirmative answers) and a broad measure that adds "Maybe, but I would still prefer a human relationship." **Would include AI as a companionship option** combines "An AI girlfriend or boyfriend" and "Both." Combined categories are used only where the answers represent a logically related concept. Full definitions are in Appendix D.

Statistical analysis and reporting

Results are reported as respondent counts and percentages. Demographic and behavioral differences are examined through cross-tabulation by age, gender, relationship status, household income, U.S. region, and AI-companion usage history. Where subgroup differences are reported as statistically significant, the test used was a chi-square test of two proportions, or Fisher's exact test where any expected cell count was below five. Confidence intervals for single percentages are Wilson 95% intervals. Where many subgroup comparisons were examined together, a Benjamini-Hochberg correction was applied to control the false-discovery rate. Multivariable logistic regression, adjusting for gender, generation, relationship status, income, and device type, was used to check whether large income and regional differences persisted after accounting for the composition of those groups. Test results for every finding in Section 14 are in Appendix C.

For every major finding this report gives the numerator, denominator, percentage, and comparison group. Subgroups with fewer than 30 respondents are not used to support conclusions; subgroups of 30 to 99 are reported with their base size. SurveyMonkey reports a margin of error of $\pm 2.157\%$ for the full sample under its own assumptions; this figure does not apply to subgroups, whose margins of error are larger and depend on subgroup size.

Interpretation and limitations

The survey measures self-reported behavior, attitudes, and intentions. Responses such as currently using an AI girlfriend or boyfriend app or being able to fall in love with an AI were not independently verified. Relationships between variables are associations, not evidence of causation; the survey cannot establish that AI-companion use causes loneliness, emotional attachment, changes in dating behavior, or relationship conflict. Subgroup results may reflect the composition of those groups, and Sections 13 and 14 report the outcome of checks for this.

Age and gender were balanced using SurveyMonkey's census-based methods; region and household income were not. Results should be described as findings from a 2,150-person U.S. SurveyMonkey

Audience survey rather than as precise estimates for the entire U.S. adult population. The sample is older and more likely to be married than the U.S. adult population.

Two further features of the data are noted so that readers can weigh them. The median completion time was about 70 seconds for ten questions. And answer patterns differ between respondents on Android devices (858 of the analyzed sample) and those on iOS or desktop (851); Appendix B reports headline figures by device type, and Section 14 indicates, for each highlighted finding, whether the result is consistent across device types.

4. Sample Profile

Table 2 shows the composition of the 1,709 analyzed respondents. Age, gender, and relationship status are respondent-reported; region and household income are from SurveyMonkey's respondent profile.

Table 2. Sample composition, all 1,709 analyzed respondents

Group	n	%	Group	n	%
Age (generation label)			\$100,000-\$124,999	212	12.4%
Gen Z (18-29)	184	10.8%	\$125,000-\$149,999	183	10.7%
Millennials (30-45)	709	41.5%	\$150,000-\$174,999	152	8.9%
Gen X (46-61)	440	25.7%	\$175,000-\$199,999	139	8.1%
Boomers (62-80)	339	19.8%	\$200,000+	131	7.7%
Silent (81+)	37	2.2%	Prefer not to answer	43	2.5%
Gender			Unknown	1	0.1%
Female	899	52.6%	U.S. region (SurveyMonkey profile)		
Male	808	47.3%	South Atlantic	382	22.4%
Non-binary	2	0.1%	Pacific	333	19.5%
Relationship status			Middle Atlantic	228	13.3%
Single	313	18.3%	East North Central	203	11.9%
Dating/In a Relationship	177	10.4%	West South Central	182	10.6%
Engaged/Married	1,046	61.2%	Mountain	112	6.6%
Separated/Divorced	115	6.7%	West North Central	96	5.6%
Widowed	58	3.4%	East South Central	83	4.9%
AI girlfriend or boyfriend app experience			New England	52	3.0%
Current user	211	12.3%	Unknown	38	2.2%
Former user	211	12.3%	Device used to respond		
Never user	1,287	75.3%	android_mobile	858	50.2%
Household income (SurveyMonkey profile)			ios_mobile	715	41.8%
\$0-\$9,999	63	3.7%	pc_windows	87	5.1%
\$10,000-\$24,999	105	6.1%	pc_mac	43	2.5%
\$25,000-\$49,999	211	12.3%	other	5	0.3%
\$50,000-\$74,999	233	13.6%	Unknown	1	0.1%
\$75,000-\$99,999	236	13.8%			

Non-binary (n=2) and Silent Generation (n=37) are shown for completeness and are not used for subgroup conclusions. Region is missing for 51 respondents; income, age, gender, and device from the SurveyMonkey profile are missing for 1.

Compared with the U.S. adult population, the sample contains more engaged or married adults (61% versus roughly half of U.S. adults) and more adults aged 30–61 (67%), with fewer adults under 30 (11%) and fewer over 62 (22%). Household incomes are skewed upward: 35% of respondents are in households earning \$125,000 or more. These differences should be kept in mind when reading overall percentages.

5. Overall Survey Results

This section reports every answer to the seven AI-companion questions, with the exact question and answer wording. Each table is the baseline against which the demographic comparisons in Sections 6 to 13 are made.

Have you ever used an AI girlfriend or AI boyfriend app?

Table 3. Answers to: Have you ever used an AI girlfriend or AI boyfriend app?

Answer (exact wording)	Respondents	% of 1,709
No, I have never used one	1,287	75.3%
Yes, I have used one in the past	211	12.3%
Yes, I currently use one	211	12.3%

Would you consider using an AI girlfriend or boyfriend in the future?

Table 4. Answers to: Would you consider using an AI girlfriend or boyfriend in the future?

Answer (exact wording)	Respondents	% of 1,709
No, I have no interest in AI companions	782	45.8%
No, I prefer relationships with real people	416	24.3%
Yes, under the right circumstances	319	18.7%
Yes, definitely	192	11.2%

If you were to use an AI companion, what would be your main reason?

Table 5. Answers to: If you were to use an AI companion, what would be your main reason?

Answer (exact wording)	Respondents	% of 1,709
To have someone to talk to or feel less lonely	968	56.6%
To help me cope with depression	316	18.5%
To improve my self-esteem	249	14.6%
To receive affection or have romantic or sexual interaction	176	10.3%

Would you consider your partner having a romantic or sexual relationship with an AI companion to be cheating?

Table 6. Answers to: Would you consider your partner having a romantic or sexual relationship with an AI companion to be cheating?

Answer (exact wording)	Respondents	% of 1,709
Yes, any romantic or sexual interaction with an AI would be cheating	570	33.4%
No, because an AI isn't a real person	484	28.3%
No, but I would still be uncomfortable with it	362	21.2%
Yes, but only if they became emotionally or sexually attached to it	293	17.1%

Could you imagine developing genuine romantic feelings for an AI companion?

Table 7. Answers to: Could you imagine developing genuine romantic feelings for an AI companion?

Answer (exact wording)	Respondents	% of 1,709
No, I could never have genuine romantic feelings for an AI	1,209	70.7%
Maybe, if the AI became realistic enough	358	20.9%

Answer (exact wording)	Respondents	% of 1,709
Yes, I think I could genuinely fall in love with an AI	142	8.3%

If you were single and looking for companionship, which would you rather use?

Table 8. Answers to: If you were single and looking for companionship, which would you rather use?

Answer (exact wording)	Respondents	% of 1,709
Dating apps	892	52.2%
Not sure	458	26.8%
Both	225	13.2%
An AI girlfriend or boyfriend	134	7.8%

If AI girlfriends and boyfriends became extremely realistic, could you see yourself choosing one instead of pursuing a human romantic relationship?

Table 9. Answers to: If AI girlfriends and boyfriends became extremely realistic, could you see yourself choosing one instead of pursuing a human romantic relationship?

Answer (exact wording)	Respondents	% of 1,709
No, an AI could never replace a human relationship	1,104	64.6%
Maybe, but I would still prefer a human relationship	247	14.5%
Yes, I could see myself preferring an AI companion	184	10.8%
Yes, but only if I couldn't find a satisfying human relationship	174	10.2%

6. AI Girlfriend or AI Boyfriend Adoption

Question: Have you ever used an AI girlfriend or AI boyfriend app?

Table 10. Overall answers, all 1,709 analyzed respondents

Answer (exact wording)	Respondents	% of 1,709
No, I have never used one	1,287	75.3%
Yes, I have used one in the past	211	12.3%
Yes, I currently use one	211	12.3%

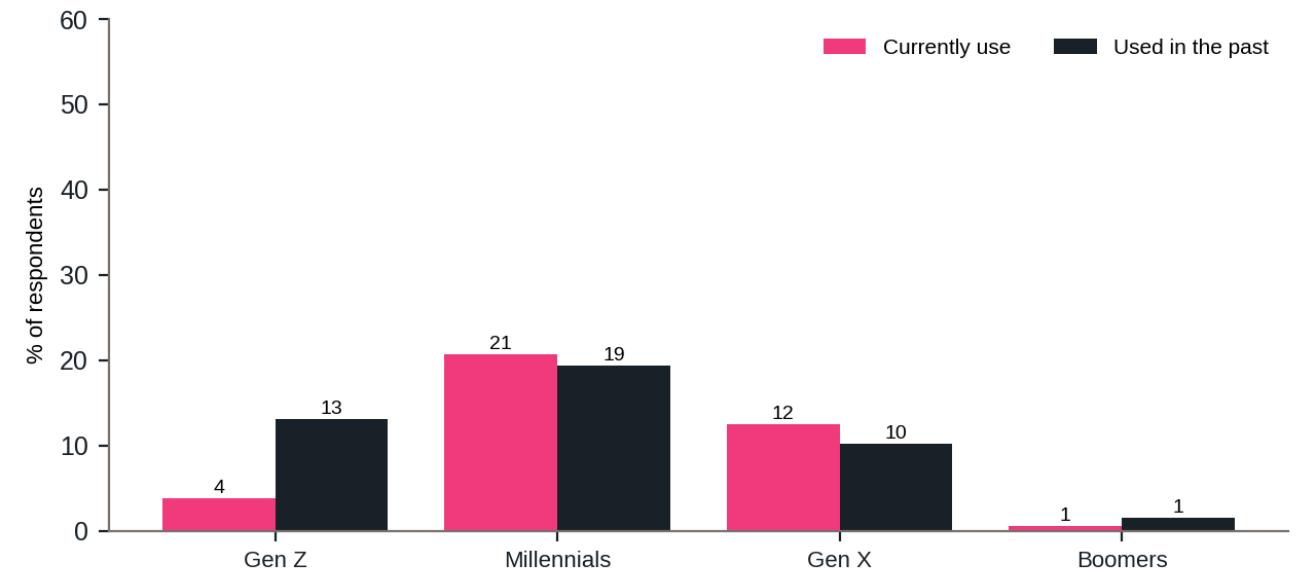


Figure 1. Current and past use by generation (respondent-reported age).

One in four respondents (24.7% (422 of 1,709)) have used an AI girlfriend or boyfriend app: 12.3% (211 of 1,709) currently use one and 12.3% (211 of 1,709) have used one in the past. Three in four (75.3% (1,287 of 1,709)) have never used one.

Use is concentrated among adults aged 30–61. 20.7% (147 of 709) of Millennials and 12.5% (55 of 440) of Gen X currently use one, compared with 3.8% (7 of 184) of Gen Z and 0.6% (2 of 339) of Boomers. Gen Z has the highest share of past users relative to current users: of the 31 Gen Z respondents who have ever used one, 24 no longer do.

Men report higher current use than women (13.5% (109 of 808) versus 11.3% (102 of 899)); past use is similar for both (13.0% and 11.8%).

Engaged or married respondents report the highest current use of any relationship group (16.5% (173 of 1,046)), followed by those dating (7.3% (13 of 177)) and singles (6.1% (19 of 313)). Separated, divorced, and widowed respondents report the lowest use. Section 13 examines whether this pattern holds when age, gender, and device type are taken into account.

Table 11. AI girlfriend or boyfriend app use by gender, generation, relationship status, and app experience

Group	n	Currently use	Used in the past	Ever used (combined)
Men	808	109 (13.5%)	105 (13.0%)	214 (26.5%)
Women	899	102 (11.3%)	106 (11.8%)	208 (23.1%)
Gen Z (18-29)	184	7 (3.8%)	24 (13.0%)	31 (16.8%)
Millennials (30-45)	709	147 (20.7%)	137 (19.3%)	284 (40.1%)
Gen X (46-61)	440	55 (12.5%)	45 (10.2%)	100 (22.7%)

Group	n	Currently use	Used in the past	Ever used (combined)
Boomers (62-80)	339	2 (0.6%)	5 (1.5%)	7 (2.1%)
Silent (81+)	37	0 (0.0%)	0 (0.0%)	0 (0.0%)
Single	313	19 (6.1%)	32 (10.2%)	51 (16.3%)
Dating / in a relationship	177	13 (7.3%)	19 (10.7%)	32 (18.1%)
Engaged / married	1,046	173 (16.5%)	148 (14.1%)	321 (30.7%)
Separated / divorced	115	5 (4.3%)	10 (8.7%)	15 (13.0%)
Widowed	58	1 (1.7%)	2 (3.4%)	3 (5.2%)
Current users	211	211 (100.0%)	0 (0.0%)	211 (100.0%)
Former users	211	0 (0.0%)	211 (100.0%)	211 (100.0%)
Never used	1,287	0 (0.0%)	0 (0.0%)	0 (0.0%)

Reported use differs sharply by device type: 48.1% of Android respondents (620 of 1,289) report current use, against 3.7% of iOS and desktop respondents (32 of 861). See Appendix B, Table B24.

7. Future Interest

Question: Would you consider using an AI girlfriend or boyfriend in the future?

Table 12. Overall answers, all 1,709 analyzed respondents

Answer (exact wording)	Respondents	% of 1,709
No, I have no interest in AI companions	782	45.8%
No, I prefer relationships with real people	416	24.3%
Yes, under the right circumstances	319	18.7%
Yes, definitely	192	11.2%

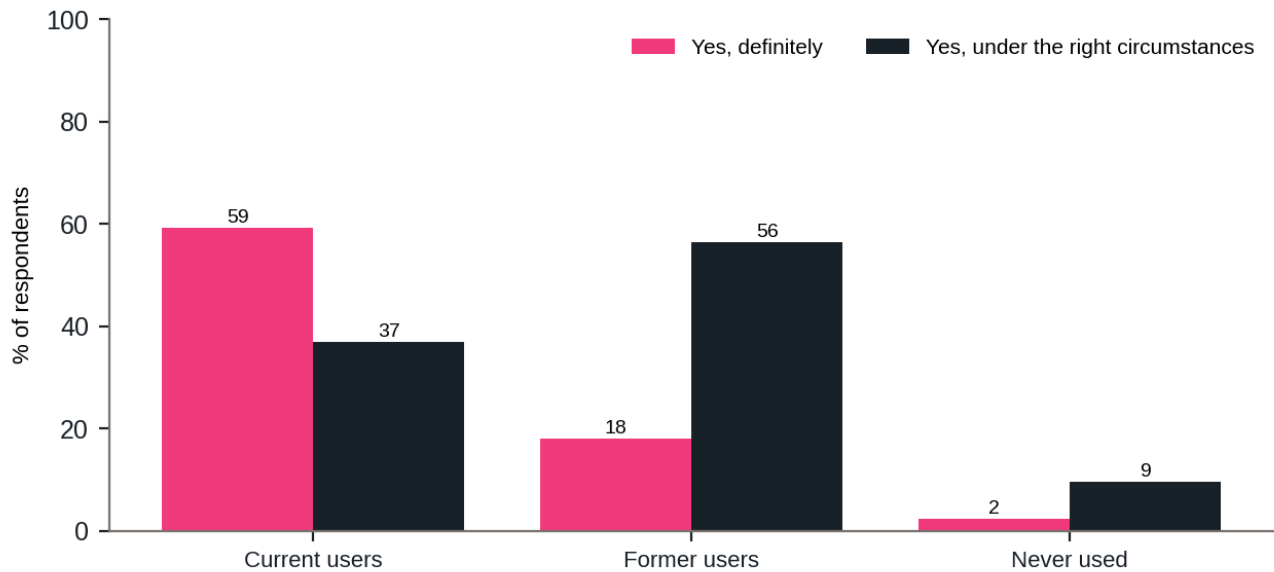


Figure 2. Openness to future use by AI girlfriend or boyfriend app experience.

29.9% (511 of 1,709) of respondents would consider using an AI girlfriend or boyfriend in the future: 11.2% (192 of 1,709) say "yes, definitely" and 18.7% (319 of 1,709) "yes, under the right circumstances." 45.8% (782) say they have no interest in AI companions and 24.3% (416) say they prefer relationships with real people.

Interest tracks experience closely. 96.2% (203 of 211) of current users and 74.4% (157 of 211) of former users would consider one, against 11.7% (151 of 1,287) of those who have never used one. Among never-users, only 2.3% (29) say "yes, definitely."

Millennials (44.7% (317 of 709)) and Gen X (31.6% (139 of 440)) are the most open generations. Gen Z (12.5% (23 of 184)) is closer to Boomers (8.6% (29 of 339)) than to the generations immediately above it.

Men are more open than women (34.2% (276 of 808) versus 26.0% (234 of 899)). Engaged or married respondents (35.1% (367 of 1,046)) are more open than singles (24.0% (75 of 313)) or those dating (22.0% (39 of 177)).

Table 13. Openness to future use by gender, generation, relationship status, and AI experience

Group	n	Yes, definitely	Yes, right circumstances	Open to future use (combined)
Men	808	101 (12.5%)	175 (21.7%)	276 (34.2%)
Women	899	91 (10.1%)	143 (15.9%)	234 (26.0%)
Gen Z (18-29)	184	3 (1.6%)	20 (10.9%)	23 (12.5%)
Millennials (30-45)	709	124 (17.5%)	193 (27.2%)	317 (44.7%)

Group	n	Yes, definitely	Yes, right circumstances	Open to future use (combined)
Gen X (46-61)	440	58 (13.2%)	81 (18.4%)	139 (31.6%)
Boomers (62-80)	339	7 (2.1%)	22 (6.5%)	29 (8.6%)
Silent (81+)	37	0 (0.0%)	3 (8.1%)	3 (8.1%)
Single	313	22 (7.0%)	53 (16.9%)	75 (24.0%)
Dating / in a relationship	177	12 (6.8%)	27 (15.3%)	39 (22.0%)
Engaged / married	1,046	144 (13.8%)	223 (21.3%)	367 (35.1%)
Separated / divorced	115	14 (12.2%)	13 (11.3%)	27 (23.5%)
Widowed	58	0 (0.0%)	3 (5.2%)	3 (5.2%)
Current users	211	125 (59.2%)	78 (37.0%)	203 (96.2%)
Former users	211	38 (18.0%)	119 (56.4%)	157 (74.4%)
Never used	1,287	29 (2.3%)	122 (9.5%)	151 (11.7%)

8. Why People Would Use AI Companions

Question: If you were to use an AI companion, what would be your main reason?

Table 14. Overall answers, all 1,709 analyzed respondents

Answer (exact wording)	Respondents	% of 1,709
To have someone to talk to or feel less lonely	968	56.6%
To help me cope with depression	316	18.5%
To improve my self-esteem	249	14.6%
To receive affection or have romantic or sexual interaction	176	10.3%

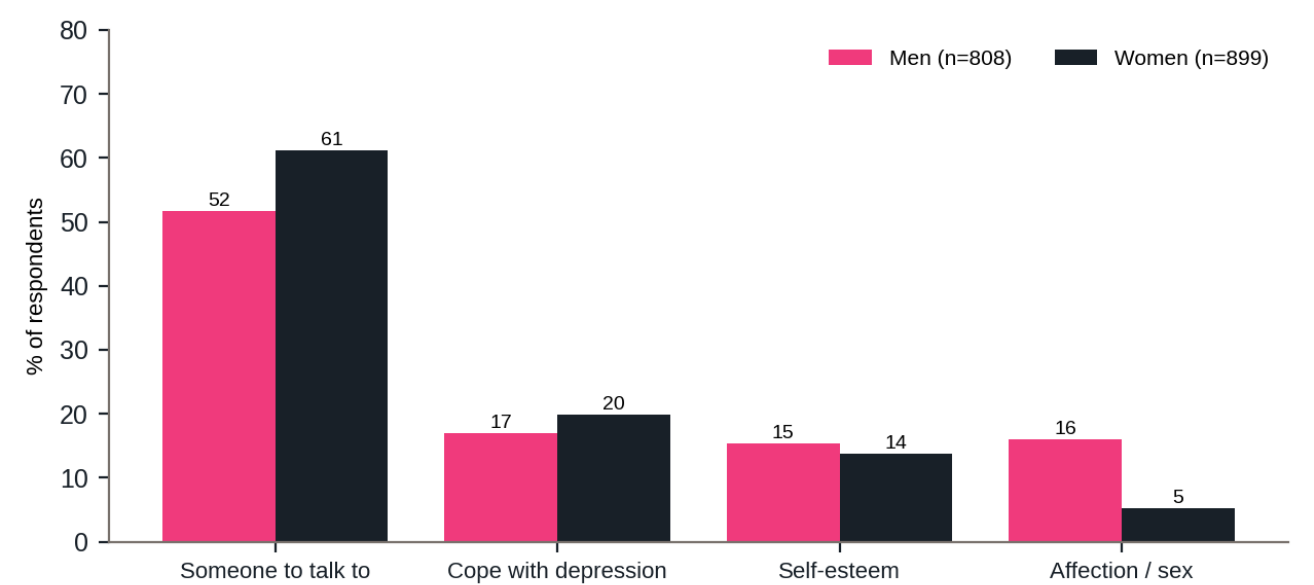


Figure 3. Main reason for using an AI companion, men versus women.

Asked their main reason for using an AI companion, 56.6% (968 of 1,709) of respondents chose "to have someone to talk to or feel less lonely." 18.5% (316 of 1,709) chose coping with depression and 14.6% (249 of 1,709) improving self-esteem; together these mental-health reasons account for 33.1% (565 of 1,709). Fewer than one in ten (10.3% (176 of 1,709)) chose "to receive affection or have romantic or sexual interaction."

Loneliness is the leading reason in every demographic group and among current, former, and never-users alike. Among current users it is chosen by 58.8% (124 of 211), against 24.6% (52 of 211) who chose affection or sex. Former users are the group most likely to name affection or sex (23.7% (50 of 211)).

The main gender difference is in the affection or sex reason: 16.0% (129 of 808) of men versus 5.2% (47 of 899) of women, a ratio of about 3.1 to 1. Women are more likely than men to choose loneliness (65.8% versus 61.4%) and coping with depression (16.5% versus 12.8%). The gap is widest among Boomers, where 10.5% (16 of 153) of men and 0.5% (1 of 186) of women chose affection or sex.

Separated or divorced respondents are the most likely to name a mental-health reason: 47.0% (54 of 115) chose coping with depression or improving self-esteem, compared with 33.1% overall.

Table 15. Main reason for using an AI companion by gender, generation, relationship status, and AI experience

Group	n	Someone to talk to / less lonely	Cope with depression	Improve self-esteem	Affection / romantic or sexual
Men	808	418 (51.7%)	137 (17.0%)	124 (15.3%)	129 (16.0%)
Women	899	550 (61.2%)	178 (19.8%)	124 (13.8%)	47 (5.2%)

Group	n	Someone to talk to / less lonely	Cope with depression	Improve self-esteem	Affection / romantic or sexual
Gen Z (18-29)	184	103 (56.0%)	40 (21.7%)	26 (14.1%)	15 (8.2%)
Millennials (30-45)	709	363 (51.2%)	128 (18.1%)	122 (17.2%)	96 (13.5%)
Gen X (46-61)	440	271 (61.6%)	79 (18.0%)	46 (10.5%)	44 (10.0%)
Boomers (62-80)	339	206 (60.8%)	66 (19.5%)	50 (14.7%)	17 (5.0%)
Silent (81+)	37	25 (67.6%)	3 (8.1%)	5 (13.5%)	4 (10.8%)
Single	313	174 (55.6%)	60 (19.2%)	48 (15.3%)	31 (9.9%)
Dating / in a relationship	177	102 (57.6%)	37 (20.9%)	24 (13.6%)	14 (7.9%)
Engaged / married	1,046	602 (57.6%)	178 (17.0%)	146 (14.0%)	120 (11.5%)
Separated / divorced	115	56 (48.7%)	30 (26.1%)	24 (20.9%)	5 (4.3%)
Widowed	58	34 (58.6%)	11 (19.0%)	7 (12.1%)	6 (10.3%)
Current users	211	124 (58.8%)	9 (4.3%)	26 (12.3%)	52 (24.6%)
Former users	211	113 (53.6%)	19 (9.0%)	29 (13.7%)	50 (23.7%)
Never used	1,287	731 (56.8%)	288 (22.4%)	194 (15.1%)	74 (5.7%)

9. AI and Emotional Attachment

Question: Could you imagine developing genuine romantic feelings for an AI companion?

Table 16. Overall answers, all 1,709 analyzed respondents

Answer (exact wording)	Respondents	% of 1,709
No, I could never have genuine romantic feelings for an AI	1,209	70.7%
Maybe, if the AI became realistic enough	358	20.9%
Yes, I think I could genuinely fall in love with an AI	142	8.3%

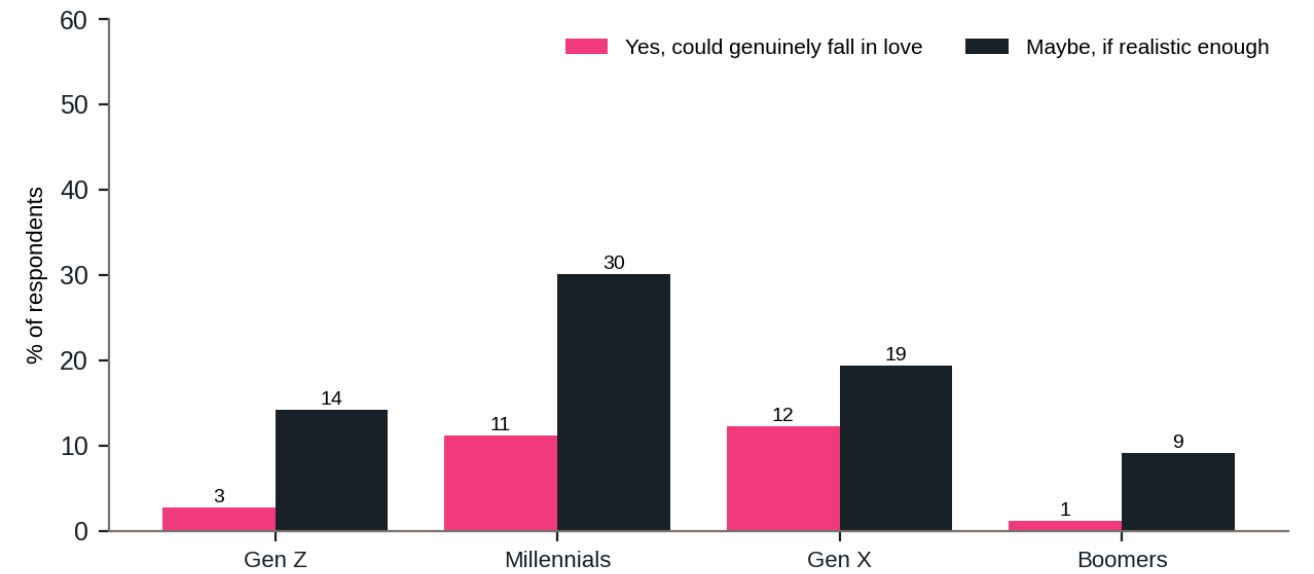


Figure 4. Openness to romantic feelings for an AI by generation.

8.3% (142 of 1,709) of respondents say they could genuinely fall in love with an AI, and a further 20.9% (358 of 1,709) say maybe, if the AI became realistic enough. Combined, 29.3% (500 of 1,709) are open to romantic feelings; 70.7% (1,209) say they could never have them.

Experience is the strongest single correlate. 82.0% (173 of 211) of current users and 66.4% (140 of 211) of former users are open to feelings, against 14.5% (187 of 1,287) of never-users. Among never-users, 1.6% (21 of 1,287) say they could genuinely fall in love.

Millennials (41.2% (292 of 709)) and Gen X (31.6% (139 of 440)) are far more open than Gen Z (16.8% (31 of 184)) or Boomers (10.3% (35 of 339)). Gen X has the highest share saying they could genuinely fall in love (12.3% (54 of 440)).

Men are more open than women (34.5% (279 of 808) versus 24.5% (220 of 899)). The gender gap is largest among Millennials (50.7% of men versus 31.5% of women) and smallest among Gen Z (19.7% versus 15.0%) and Gen X (30.0% versus 32.6%).

Respondents who would use an AI companion to cope with depression are the least likely to be open to feelings (13.6% (43 of 316)); those who would use one for affection or sex are the most likely (64.8% (114 of 176)).

Table 17. Openness to romantic feelings by gender, generation, relationship status, and AI experience

Group	n	Yes, genuinely fall in love	Maybe, if realistic	Open to feelings (combined)
Men	808	75 (9.3%)	204 (25.2%)	279 (34.5%)
Women	899	67 (7.5%)	153 (17.0%)	220 (24.5%)

Group	n	Yes, genuinely fall in love	Maybe, if realistic	Open to feelings (combined)
Gen Z (18-29)	184	5 (2.7%)	26 (14.1%)	31 (16.8%)
Millennials (30-45)	709	79 (11.1%)	213 (30.0%)	292 (41.2%)
Gen X (46-61)	440	54 (12.3%)	85 (19.3%)	139 (31.6%)
Boomers (62-80)	339	4 (1.2%)	31 (9.1%)	35 (10.3%)
Silent (81+)	37	0 (0.0%)	3 (8.1%)	3 (8.1%)
Single	313	20 (6.4%)	66 (21.1%)	86 (27.5%)
Dating / in a relationship	177	7 (4.0%)	25 (14.1%)	32 (18.1%)
Engaged / married	1,046	109 (10.4%)	238 (22.8%)	347 (33.2%)
Separated / divorced	115	5 (4.3%)	24 (20.9%)	29 (25.2%)
Widowed	58	1 (1.7%)	5 (8.6%)	6 (10.3%)
Current users	211	80 (37.9%)	93 (44.1%)	173 (82.0%)
Former users	211	41 (19.4%)	99 (46.9%)	140 (66.4%)
Never used	1,287	21 (1.6%)	166 (12.9%)	187 (14.5%)

10. AI Companions and Cheating

Question: Would you consider your partner having a romantic or sexual relationship with an AI companion to be cheating?

Table 18. Overall answers, all 1,709 analyzed respondents

Answer (exact wording)	Respondents	% of 1,709
Yes, any romantic or sexual interaction with an AI would be cheating	570	33.4%
No, because an AI isn't a real person	484	28.3%
No, but I would still be uncomfortable with it	362	21.2%
Yes, but only if they became emotionally or sexually attached to it	293	17.1%

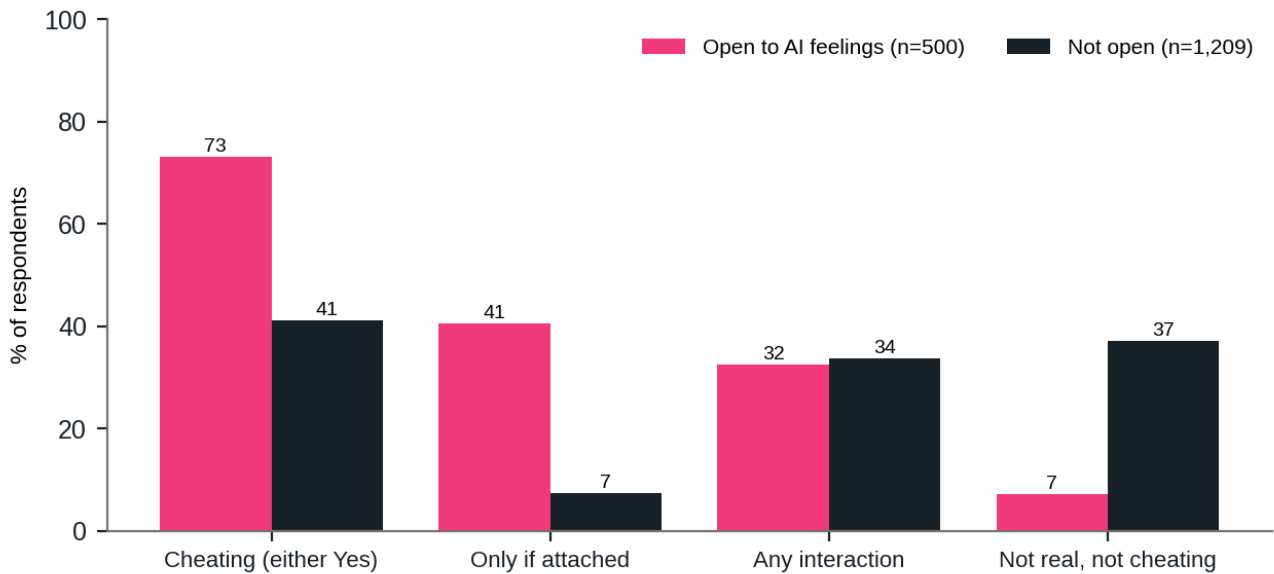


Figure 5. Cheating attitudes among respondents who are and are not open to romantic feelings for an AI.

50.5% (863 of 1,709) of respondents say a partner having a romantic or sexual relationship with an AI would be cheating: 33.4% (570 of 1,709) say any such interaction is cheating and 17.1% (293 of 1,709) say it is cheating only if the partner became emotionally or sexually attached. A further 21.2% (362 of 1,709) say it is not cheating but they would still be uncomfortable; 28.3% (484 of 1,709) say it is not cheating because an AI is not a real person. In total, 71.7% (1,225) would not be comfortable with it.

Respondents who are open to romantic feelings for an AI themselves are more likely, not less, to call it cheating: 73.0% (365 of 500) versus 41.2% (498 of 1,209) of those who say they could never have such feelings. The difference lies mainly in the conditional answer: 40.6% of the first group say it is cheating only if the partner became attached, against 7.4% of the second, and only 7.2% of the first group say an AI is not a real person, against 37.1% of the second. Current users show the same pattern (80.6% (170 of 211) cheating).

Engaged or married respondents (54.8% (573 of 1,046)) are more likely than singles (42.2% (132 of 313)) to call it cheating, and singles are the most likely to say an AI is not a real person (34.2% (107 of 313) versus 24.4% (255 of 1,046)). Widowed respondents are the least likely to call it cheating (37.3%, 22 of 59).

Overall, men and women give similar combined answers (49.4% and 51.6%), but women are more likely to choose the strictest definition, "any interaction is cheating," in every generation except Gen X. Married women are the strictest group: 39.8% (204 of 512) say any interaction is cheating, compared with 30.1% (161 of 534) of married men and 21.9% (33 of 151) of single men.

Table 19. Cheating attitudes by gender, generation, relationship status, and AI experience

Group	n	Yes, any interaction	Yes, only if attached	Cheating (combined)	No, but uncomfortable	No, AI not real
Men	808	228 (28.2%)	171 (21.2%)	399 (49.4%)	175 (21.7%)	234 (29.0%)
Women	899	342 (38.0%)	122 (13.6%)	464 (51.6%)	186 (20.7%)	249 (27.7%)
Gen Z (18-29)	184	63 (34.2%)	26 (14.1%)	89 (48.4%)	43 (23.4%)	52 (28.3%)
Millennials (30-45)	709	221 (31.2%)	166 (23.4%)	387 (54.6%)	151 (21.3%)	171 (24.1%)
Gen X (46-61)	440	153 (34.8%)	72 (16.4%)	225 (51.1%)	89 (20.2%)	126 (28.6%)
Boomers (62-80)	339	121 (35.7%)	25 (7.4%)	146 (43.1%)	72 (21.2%)	121 (35.7%)
Silent (81+)	37	12 (32.4%)	4 (10.8%)	16 (43.2%)	7 (18.9%)	14 (37.8%)
Single	313	85 (27.2%)	47 (15.0%)	132 (42.2%)	74 (23.6%)	107 (34.2%)
Dating / in a relationship	177	59 (33.3%)	22 (12.4%)	81 (45.8%)	39 (22.0%)	57 (32.2%)
Engaged / married	1,046	365 (34.9%)	208 (19.9%)	573 (54.8%)	218 (20.8%)	255 (24.4%)
Separated / divorced	115	42 (36.5%)	14 (12.2%)	56 (48.7%)	20 (17.4%)	39 (33.9%)
Widowed	58	19 (32.8%)	2 (3.4%)	21 (36.2%)	11 (19.0%)	26 (44.8%)
Current users	211	78 (37.0%)	92 (43.6%)	170 (80.6%)	17 (8.1%)	24 (11.4%)
Former users	211	48 (22.7%)	79 (37.4%)	127 (60.2%)	49 (23.2%)	35 (16.6%)
Never used	1,287	444 (34.5%)	122 (9.5%)	566 (44.0%)	296 (23.0%)	425 (33.0%)

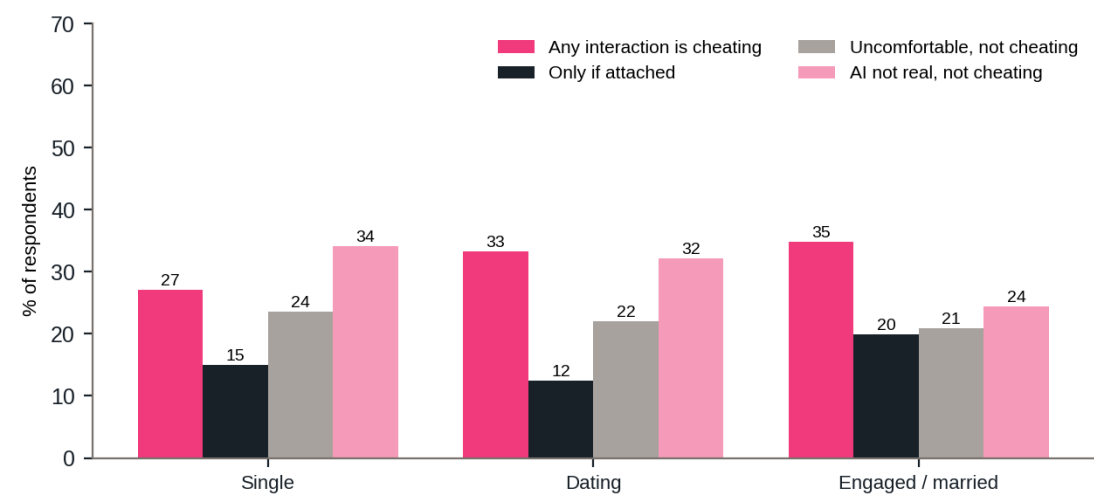


Figure 6. Cheating attitudes by relationship status.

11. AI Girlfriend or Boyfriend vs Dating Apps

Question: If you were single and looking for companionship, which would you rather use?

Table 20. Overall answers, all 1,709 analyzed respondents

Answer (exact wording)	Respondents	% of 1,709
Dating apps	892	52.2%
Not sure	458	26.8%
Both	225	13.2%
An AI girlfriend or boyfriend	134	7.8%

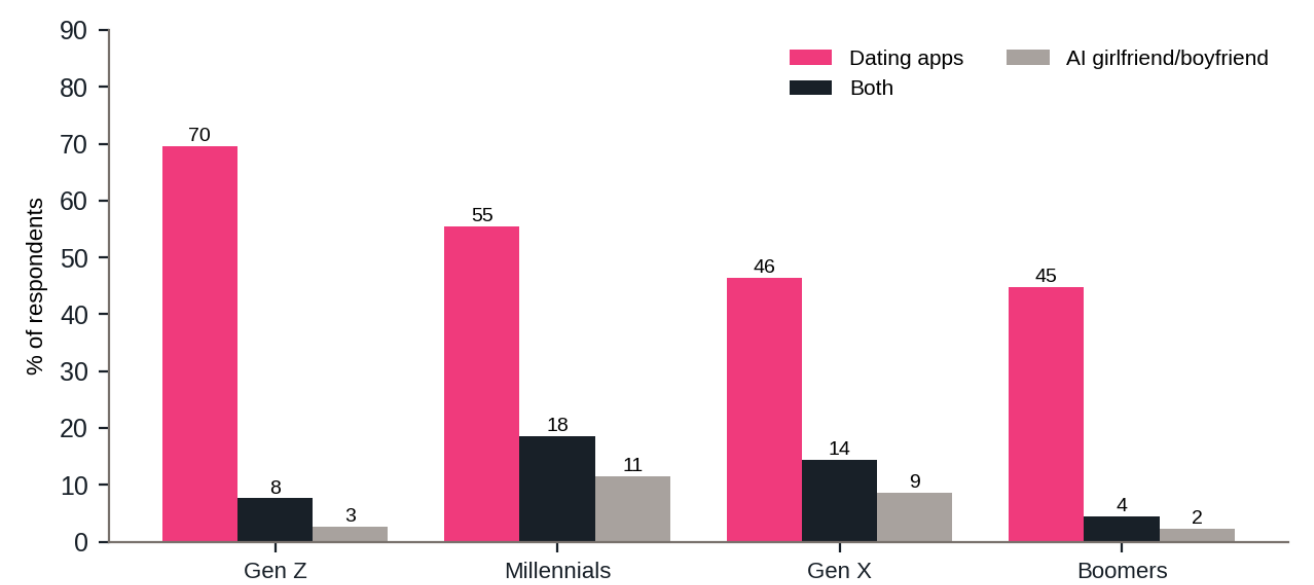


Figure 7. Preferred option if single, by generation.

Asked which they would rather use if single and looking for companionship, 52.2% (892 of 1,709) chose dating apps, 7.8% (134 of 1,709) an AI girlfriend or boyfriend, 13.2% (225 of 1,709) both, and 26.8% (458) were not sure. Combining the AI-only and both answers, 21.0% (359 of 1,709) would include an AI girlfriend or boyfriend as an option.

Among single respondents, the group the question most directly concerns, 52.7% (165 of 313) chose dating apps and 6.1% (19 of 313) the AI option; 13.7% (43 of 313) would include AI. Engaged or married respondents are the most likely to say both (16.6% (174 of 1,046)).

Gen Z is the most committed to dating apps (69.6% (128 of 184)) and the least likely to include AI (10.3% (19 of 184)); Millennials and Gen X are the most likely to include AI (32.4% and 31.2%).

Current and former users are far more likely to include AI as an option (60.7% (128 of 211) and 59.2% (125 of 211)) than never-users (8.2% (106 of 1,287)). Even so, dating apps remain the single most chosen answer among current users (37.0% (78 of 211)).

Table 21. Dating apps versus AI by gender, generation, relationship status, and AI experience

Group	n	Dating apps	AI girlfriend / boyfriend	Both	Would include AI (combined)
Men	808	436 (54.0%)	63 (7.8%)	125 (15.5%)	188 (23.3%)
Women	899	456 (50.7%)	70 (7.8%)	99 (11.0%)	169 (18.8%)
Gen Z (18-29)	184	128 (69.6%)	5 (2.7%)	14 (7.6%)	19 (10.3%)
Millennials (30-45)	709	393 (55.4%)	81 (11.4%)	131 (18.5%)	212 (29.9%)

Group	n	Dating apps	AI girlfriend / boyfriend	Both	Would include AI (combined)
Gen X (46-61)	440	204 (46.4%)	38 (8.6%)	63 (14.3%)	101 (23.0%)
Boomers (62-80)	339	152 (44.8%)	8 (2.4%)	15 (4.4%)	23 (6.8%)
Silent (81+)	37	15 (40.5%)	2 (5.4%)	2 (5.4%)	4 (10.8%)
Single	313	165 (52.7%)	19 (6.1%)	24 (7.7%)	43 (13.7%)
Dating / in a relationship	177	112 (63.3%)	5 (2.8%)	18 (10.2%)	23 (13.0%)
Engaged / married	1,046	531 (50.8%)	91 (8.7%)	174 (16.6%)	265 (25.3%)
Separated / divorced	115	56 (48.7%)	18 (15.7%)	6 (5.2%)	24 (20.9%)
Widowed	58	28 (48.3%)	1 (1.7%)	3 (5.2%)	4 (6.9%)
Current users	211	78 (37.0%)	50 (23.7%)	78 (37.0%)	128 (60.7%)
Former users	211	64 (30.3%)	45 (21.3%)	80 (37.9%)	125 (59.2%)
Never used	1,287	750 (58.3%)	39 (3.0%)	67 (5.2%)	106 (8.2%)

12. Could an AI Girlfriend or Boyfriend Replace a Human Relationship?

Question: If AI girlfriends and boyfriends became extremely realistic, could you see yourself choosing one instead of pursuing a human romantic relationship?

Table 22. Overall answers, all 1,709 analyzed respondents

Answer (exact wording)	Respondents	% of 1,709
No, an AI could never replace a human relationship	1,104	64.6%
Maybe, but I would still prefer a human relationship	247	14.5%
Yes, I could see myself preferring an AI companion	184	10.8%
Yes, but only if I couldn't find a satisfying human relationship	174	10.2%

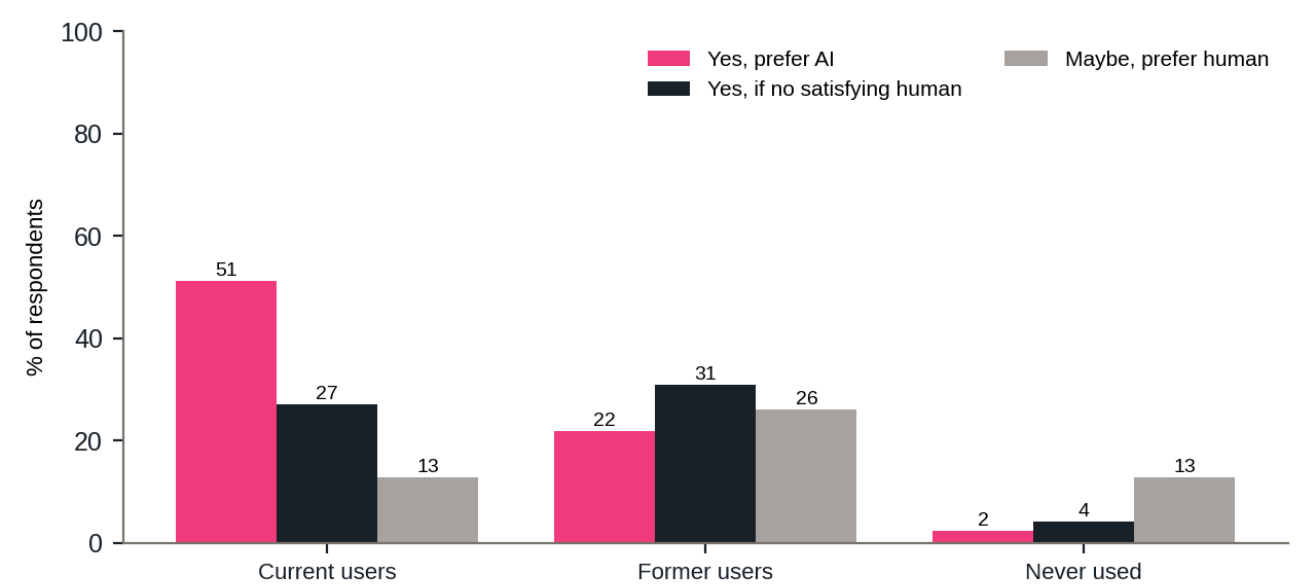


Figure 8. Openness to choosing an AI girlfriend or boyfriend instead of a human relationship, by app experience.

Asked whether they could see themselves choosing an extremely realistic AI girlfriend or boyfriend instead of pursuing a human romantic relationship, 64.6% (1,104) say an AI could never replace a human relationship. 10.8% (184 of 1,709) say they could see themselves preferring an AI companion, 10.2% (174 of 1,709) say yes but only if they could not find a satisfying human relationship, and 14.5% (247 of 1,709) say maybe but would still prefer a human.

On the strict measure (the two "yes" answers), 20.9% (358 of 1,709) could see themselves choosing an AI. On the broad measure, which adds "maybe," the figure is 35.4% (605 of 1,709). The definition used should always accompany the figure.

Experience again dominates: 78.2% (165 of 211) of current users and 52.6% (111 of 211) of former users meet the strict measure, against 6.4% (82 of 1,287) of never-users. Among never-users, 80.8% (1,040) say an AI could never replace a human relationship.

Men are more open than women (24.0% (194 of 808) versus 18.1% (163 of 899) on the strict measure), and Gen X (24.5% (108 of 440)) and Millennials (31.6% (224 of 709)) are far more open than Gen Z (8.2% (15 of 184)) or Boomers (2.7% (9 of 339)). Of the 358 respondents who meet the strict measure, 84.1% (301) are also open to romantic feelings for an AI.

Table 23. Openness to choosing AI over a human relationship by gender, generation, relationship status, and AI experience

Group	n	Yes, prefer AI	Yes, if no satisfying human	Strict measure (both Yes)	Broad measure (+ Maybe)
Men	808	95 (11.8%)	99 (12.3%)	194 (24.0%)	329 (40.7%)

Group	n	Yes, prefer AI		Yes, if no satisfying human		Strict measure (both Yes)		Broad measure (+ Maybe)	
Women	899	88	(9.8%)	75	(8.3%)	163	(18.1%)	275	(30.6%)
Gen Z (18-29)	184	6	(3.3%)	9	(4.9%)	15	(8.2%)	41	(22.3%)
Millennials (30-45)	709	111	(15.7%)	113	(15.9%)	224	(31.6%)	343	(48.4%)
Gen X (46-61)	440	63	(14.3%)	45	(10.2%)	108	(24.5%)	173	(39.3%)
Boomers (62-80)	339	3	(0.9%)	6	(1.8%)	9	(2.7%)	44	(13.0%)
Silent (81+)	37	1	(2.7%)	1	(2.7%)	2	(5.4%)	4	(10.8%)
Single	313	31	(9.9%)	22	(7.0%)	53	(16.9%)	96	(30.7%)
Dating / in a relationship	177	9	(5.1%)	12	(6.8%)	21	(11.9%)	52	(29.4%)
Engaged / married	1,046	135	(12.9%)	124	(11.9%)	259	(24.8%)	416	(39.8%)
Separated / divorced	115	8	(7.0%)	13	(11.3%)	21	(18.3%)	34	(29.6%)
Widowed	58	1	(1.7%)	3	(5.2%)	4	(6.9%)	7	(12.1%)
Current users	211	108	(51.2%)	57	(27.0%)	165	(78.2%)	192	(91.0%)
Former users	211	46	(21.8%)	65	(30.8%)	111	(52.6%)	166	(78.7%)
Never used	1,287	30	(2.3%)	52	(4.0%)	82	(6.4%)	247	(19.2%)

13. The Demographic Story

Generation

Across every attitude question, respondents aged 30–61 are the most receptive group and those aged 18–29 sit closer to those over 62 than to the generations immediately above them. Gen Z is the least likely to consider future use (12.5%), the least open to feelings (16.8%), the most committed to dating apps (69.6%), and the least open to choosing AI over a human relationship (8.2% strict). This ordering (Millennials and Gen X, then Gen Z, then Boomers) holds within both Android and iOS/desktop respondents, although the size of the gaps is much larger among Android respondents. Cheating attitudes are the exception: the share calling AI romance cheating is similar across generations (43% to 55%), with Gen X the strictest.

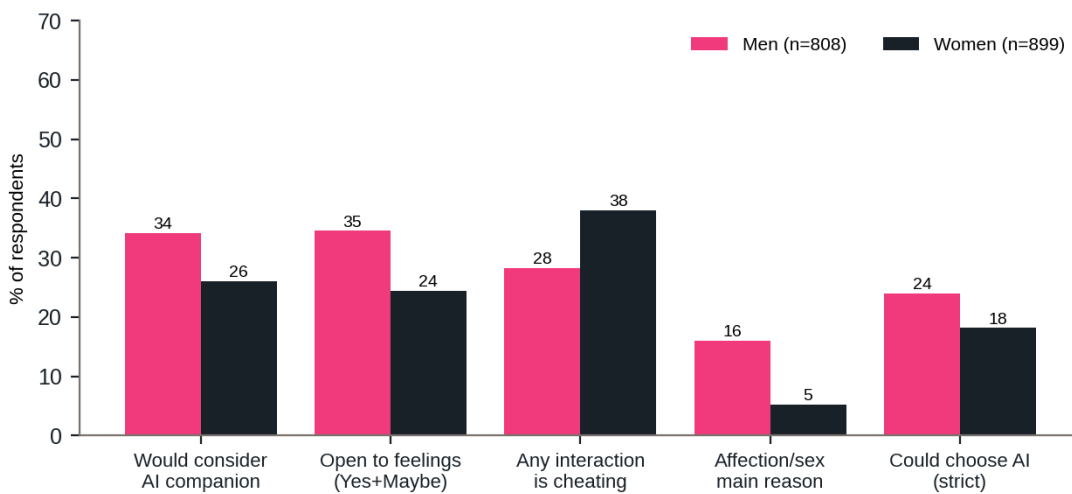


Figure 9. Five measures by gender, all analyzed respondents.

Gender

Men are more likely than women to report current use (13.5% (109 of 808) vs 11.3% (102 of 899)), to be open to future use (34.2% vs 26.0%), to be open to feelings (34.5% vs 24.5%), to include AI as a dating option (23.3% vs 18.8%), and to meet the strict replacement measure (24.0% vs 18.1%). The largest relative gap is in stated motivation: men are 3.1 times as likely to name affection or sex. Women are more likely to choose the strictest cheating definition (38.0% vs 28.2% overall; 39.8% vs 25.4% among Gen Z, 39.2% vs 31.4% among Boomers).

Relationship status

Engaged or married respondents report the highest current use (16.5% (173 of 1,046)) and the highest openness to future use (35.1% (367 of 1,046)); singles report 6.1% (19 of 313) and 24.0% (75 of 313), and those dating 7.3% (13 of 177) and 22.0% (39 of 177). Combining dating and married into a "currently partnered" group, 15.2% (186 of 1,223) of partnered respondents currently use an AI girlfriend or boyfriend app against 6.1% (19 of 313) of singles. Married respondents are also stricter on cheating (54.8% vs 42.2%). The usage difference is not consistent within device types (Android: 26.7% married vs 12.7% single; iOS/desktop: 3.3% vs 2.1%), whereas the cheating difference is (57.0% vs 48.3%; 51.9% vs 38.5%). Separated, divorced, and widowed respondents report low use, low future interest, and the highest share naming a mental-health reason.

Household income and region

Raw differences by income and region are large (Appendix B, Tables B22 and B23), and they coincide with device type. In a logistic regression on all analyzed respondents (Appendix C), a \$150,000-and-over

household income remains associated with use and openness even after adjusting for gender, generation, relationship status, and device. Within iOS/desktop respondents alone, however, the association disappears: 7.1% of those in \$150,000+ households have ever used an AI girlfriend or boyfriend app against 9.3% of those under \$50,000, and ever-use by region among iOS/desktop respondents shows no significant differences. The high-use income brackets and regions are those where Android respondents are concentrated. Income and regional differences are therefore reported in the appendix but not highlighted as findings.

Intersections

Table 24. Selected intersections (groups under 100 shown with base size)

Group	n	Currently use	Ever used	Open to future use	Open to feelings	Cheating (combined)	Choose AI (strict)
Millennial men	359	24.2%	44.3%	52.1%	50.7%	56.5%	37.9%
Married Millennial men	266	30.1%	51.1%	59.0%	56.0%	62.8%	42.9%
Single Millennial men	57	8.8%	28.1%	35.1%	36.8%	38.6%	24.6%
Millennial women	349	17.2%	35.8%	37.0%	31.5%	52.7%	24.9%
Married Millennial women	237	19.4%	42.2%	39.7%	31.6%	53.2%	25.3%
Single Millennial women	49	10.2%	14.3%	20.4%	28.6%	49.0%	20.4%
Gen X men	203	9.9%	18.7%	28.6%	30.0%	48.3%	21.2%
Married Gen X men	136	11.0%	19.1%	26.5%	29.4%	52.9%	20.6%
Gen X women	236	14.8%	26.3%	34.3%	32.6%	53.8%	27.5%
Married Gen X women	141	20.6%	35.5%	41.1%	38.3%	59.6%	33.3%
Gen Z men	71	0.0%	16.9%	12.7%	19.7%	40.8%	9.9%
Gen Z women	113	6.2%	16.8%	12.4%	15.0%	53.1%	7.1%
Married Boomers	205	0.5%	2.0%	7.8%	9.8%	45.9%	2.9%
Boomer men	153	1.3%	3.3%	12.4%	13.1%	39.2%	3.9%
Boomer women	186	0.0%	1.1%	5.4%	8.1%	46.2%	1.6%

Preliminary observations tested against the final data

Before the final dataset was available, several patterns were noted from interim exports. Each was retested from scratch against the analyzed sample.

Table 25. Preliminary observations and final results

Observation	Final result (analyzed sample)	Verdict
Men are substantially more open than women to developing feelings for an AI	Men 34.5% vs women 24.5% open (Yes + Maybe); 9.3% vs 7.5% could genuinely fall in love. Ratio about 1.4, not 2.	Holds, smaller than "twice"
Men use AI girlfriend or boyfriend apps more than women	Current use 13.5% vs 11.3%; ever used 26.5% vs 23.1%; future openness 34.2% vs 26.0%.	Holds
Unusually high use among married women in some generations (about 36%)	Married Millennial women 19.4% (46 of 237) current use; married Gen X women 20.6% (29 of 141); married Boomer women 0.0% (0 of 105). Not consistent within device types.	Not stable

Observation	Final result (analyzed sample)	Verdict
Married Millennial men are an unusually receptive group	30.1% (80 of 266) current use, 59.0% open to future use, 56.0% open to feelings. Not consistent within device types.	Found; not stable
Partnered respondents use AI more than singles	15.2% vs 6.1% current use. Reverses within iOS/desktop respondents.	Found; not stable
Something unusual about Boomers in relationships	Married Boomers: 0.5% current use, 7.8% open to future use, 45.9% cheating. Nothing unusual relative to Boomers overall.	No Boomer story
Millennials and Gen X are more receptive than Gen Z	Holds on every attitude measure, in both device groups.	Holds
Loneliness dominates sexual or romantic motivation	56.6% vs 10.3% overall; holds in every subgroup and both device groups.	Holds
AI users are more likely to call AI romance cheating	Current users 80.6%, former 60.2%, never 44.0%. Holds in both device groups.	Holds

14. Most Newsworthy Findings

This section separates the descriptive results above from their use in media outreach. Findings are ranked by our judgement of media potential, not by statistical significance. Each shows its exact base, the comparison it rests on, the statistical test, and whether the result is consistent within both Android and iOS/desktop respondents. That last check matters because reported use and openness differ sharply by device type in this sample (Appendix B, Table B24): a finding that holds within both groups can be quoted with confidence; one that does not should be handled with care or not pitched.

1. 50.5% say a partner's AI romance is cheating, and 71.7% would not be comfortable with it

Data: 863 of 1,709 = 50.5% (95% CI 48.1–52.9%). (vs. all other answers)

By device type: Similar level in both device types (Android: 55.2%; iOS/desktop: 45.7%).

Suggested angle: Poll-style lead for general news and relationships coverage; pair with the 71.7% (1,225) "not comfortable" figure.

2. People open to feelings for an AI are the most likely to call it cheating: 73.0% vs 41.2%

Data: Open to romantic feelings (Yes or Maybe): 365 of 500 = 73.0%. Not open to feelings: 498 of 1,209 = 41.2%. Difference +31.8 points (95% CI +27.0 to +36.6); ratio 1.77; Chi-square $p < 0.001$.

By device type: Consistent across device types (Android: 75.9% vs 40.0%; iOS/desktop: 65.2% vs 42.0%).

Suggested angle: Counter-intuitive psychology angle: believing AI feelings are real goes with treating them as real. Cite the "only if attached" split (40.6% vs 7.4%) and the "AI not real" split (7.2% vs 37.1%).

3. Loneliness is the top reason to use an AI companion (56.6%); affection or sex is named by 10.3%

Data: 968 of 1,709 = 56.6% (95% CI 54.3–59.0%). (affection/sex: 10.3% (176))

By device type: Similar level in both device types (Android: 54.5%; iOS/desktop: 58.8%).

Suggested angle: Reframes the "AI girlfriend" stereotype; wellness and loneliness-epidemic hook.

4. Men are about three times as likely as women to name affection or sex as their main reason: 16.0% vs 5.2%

Data: Men: 129 of 808 = 16.0%. Women: 47 of 899 = 5.2%. Difference +10.7 points (95% CI +7.8 to +13.7); ratio 3.05; Chi-square $p < 0.001$.

By device type: Consistent across device types (Android: 18.9% vs 7.7%; iOS/desktop: 12.4% vs 3.1%).

Suggested angle: Clean gender story for men's and women's lifestyle outlets; note that even among men it is a minority reason.

5. Married respondents are more likely than singles to call AI romance cheating: 54.8% vs 42.2%

Data: Engaged/married: 573 of 1,046 = 54.8%. Single: 132 of 313 = 42.2%. Difference +12.6 points (95% CI +6.4 to +18.9); ratio 1.30; Chi-square $p < 0.001$.

By device type: Consistent across device types (Android: 57.0% vs 48.3%; iOS/desktop: 51.9% vs 38.5%).

Suggested angle: Relationship-status angle; singles are also the most likely to say "an AI isn't a real person" (34.2% vs 24.4%).

6. Married women are the strictest judges: 39.8% say any AI interaction is cheating, vs 21.9% of single men

Data: Engaged/married women: 204 of 512 = 39.8%. Single men: 33 of 151 = 21.9%. Difference +18.0 points (95% CI +10.2 to +25.8); ratio 1.82; Chi-square $p < 0.001$.

By device type: Consistent across device types (Android: 35.2% vs 21.9%; iOS/desktop: 45.0% vs 21.8%).

Suggested angle: Gender-by-marriage angle for relationships and women's lifestyle coverage.

7. Millennials and Gen X are far more open to an AI girlfriend or boyfriend than Gen Z: 44.7% and 31.6% vs 12.5%

Data: Millennials + Gen X (30–61): 456 of 1,149 = 39.7%. Gen Z (18–29): 23 of 184 = 12.5%. Difference +27.2 points (95% CI +21.6 to +32.7); ratio 3.17; Chi-square $p < 0.001$.

By device type: Consistent across device types (Android: 53.6% vs 16.7%; iOS/desktop: 18.0% vs 10.5%).

Suggested angle: Generational reversal of the digital-native assumption. Use "roughly twice" or "substantially more" rather than a precise multiple, because the size of the gap varies by device type.

8. 74.4% of former users would use an AI girlfriend or boyfriend again, vs 11.7% of never-users

Data: Former users: 157 of 211 = 74.4%. Never used: 151 of 1,287 = 11.7%. Difference +62.7 points (95% CI +56.5 to +68.8); ratio 6.34; Chi-square $p < 0.001$.

By device type: Consistent across device types (Android: 78.0% vs 16.2%; iOS/desktop: 60.5% vs 8.9%).

Suggested angle: Retention angle for technology and psychology outlets: "you can quit the app, but the idea sticks."

9. 29.3% say they could develop romantic feelings for an AI, including 8.3% who could genuinely fall in love

Data: 500 of 1,709 = 29.3% (95% CI 27.1–31.5%). (genuinely fall in love: 8.3% (142))

By device type: Level differs substantially by device type (Android: 42.5%; iOS/desktop: 15.9%).

Suggested angle: Emotional-attachment angle; always show both the "Yes" and the "Yes + Maybe" figures.

10. Men are more open than women to developing feelings for an AI: 34.5% vs 24.5%

Data: Men: 279 of 808 = 34.5%. Women: 220 of 899 = 24.5%. Difference +10.1 points (95% CI +5.7 to +14.4); ratio 1.41; Chi-square $p < 0.001$.

By device type: Consistent across device types (Android: 47.1% vs 37.7%; iOS/desktop: 19.2% vs 13.2%).

Suggested angle: Gender divide; the ratio is about 1.4, so say "more likely," not "twice as likely."

11. People who would use an AI to cope with depression are the least likely to want romance from it: 13.6% vs 64.8% of the affection/sex group

Data: Main reason: cope with depression: 43 of 316 = 13.6%. Main reason: affection/sex: 114 of 176 = 64.8%. Difference -51.2 points (95% CI -59.2 to -43.2); ratio 0.21; Chi-square $p < 0.001$.

By device type: Consistent across device types (Android: 23.7% vs 76.7%; iOS/desktop: 4.3% vs 41.7%).

Suggested angle: Mental-health angle: two different mindsets, support tool vs. partner.

12. Dating apps beat an AI girlfriend or boyfriend head to head (52.2% vs 7.8%), but 26.8% are not sure

Data: 892 of 1,709 = 52.2% (95% CI 49.8–54.6%). (AI only: 7.8% (134); both: 13.2% (225); not sure: 26.8% (458))

By device type: Similar level in both device types (Android: 48.6%; iOS/desktop: 55.8%).

Suggested angle: Deflates the "AI is replacing dating" narrative while surfacing ambivalence; among singles 6.1% (19 of 313) chose the AI option.

13. 24.7% have used an AI girlfriend or boyfriend app; 12.3% currently do

Data: 422 of 1,709 = 24.7% (95% CI 22.7–26.8%). (currently: 12.3% (211 of 1,709))

By device type: Level differs substantially by device type (Android: 41.6%; iOS/desktop: 7.6%).

Suggested angle: Adoption headline. This is the figure most likely to draw follow-up questions; the rate differs by device type (41.6% Android vs 7.6% iOS/desktop), so be ready to describe the sample.

14. 20.9% could see themselves choosing an AI girlfriend or boyfriend over a human relationship (strict measure); 35.4% with "maybe"

Data: 358 of 1,709 = 20.9% (95% CI 19.1–22.9%). (broad measure: 35.4% (605 of 1,709))

By device type: Level differs substantially by device type (Android: 32.6%; iOS/desktop: 9.2%).

Suggested angle: Future-of-relationships angle; state the definition every time. Rate varies by device type (32.6% vs 9.2%).

Findings not recommended for pitching

- **Married and partnered respondents report higher current use than singles: 16.5% vs 6.1%.** Engaged/married 16.5% (173 of 1,046) vs single 6.1% (19 of 313). Story is not consistent within device types (Android 26.7% vs 12.7%; iOS/desktop 3.3% vs 2.1%). Not recommended as a lead.
- **Boomer women are the least open group of all: 5.4% would consider an AI girlfriend or boyfriend.** Boomer women (62-80) 5.4% (10 of 186) vs boomer men (62-80) 12.4% (19 of 153). Direction holds only within iOS/desktop respondents (3.1% vs 12.6%); within Android the two are similar. Use the overall Boomer figure (8.6%) instead.
- **Income and regional "hotspots."** The high-income brackets and the Pacific, South Atlantic, and Middle Atlantic divisions show much higher use, but the differences shrink after adjustment and are absent within iOS/desktop respondents (Section 13).

- **Any subgroup under 100 respondents as a lead statistic**, including Gen Z men (71), single Millennial men (57), single Millennial women (49), widowed respondents (58), and the Silent Generation (37).
- **"Twice as likely" for the gender gap in feelings or future use.** The actual ratios are about 1.4 and 1.3.
- **Precise multiples for the generational gap** (for example "Millennials are three times as open as Gen Z"). The direction is consistent, but the multiple ranges from about 2 to 3 depending on device type; say "roughly twice" or "substantially more open."

15. Conclusions

What the survey collectively suggests

Across 2,150 U.S. adults, AI companions are understood first as a response to loneliness and emotional need rather than as a sexual product; this is true of men and women, of every generation, and of current users themselves. A clear majority treats a partner's AI romance as a form of infidelity, and the people who hold that view most firmly are those who believe AI feelings can be real. Openness to an AI girlfriend or boyfriend is concentrated among adults aged 30 to 61 rather than among the youngest adults, and it persists after use stops: former users look much more like current users than like people who have never tried one.

Most important patterns

- Experience is the strongest correlate of every attitude. Current and former users differ from never-users far more than any demographic groups differ from one another.
- Gender differences are about motive and strictness more than about use: men are more likely to want affection or sex from an AI, women are more likely to call any AI interaction cheating.
- Gen Z is not the AI-companion generation in this sample; Millennials and Gen X are.
- Married respondents hold stricter views on AI infidelity than singles, and singles are the most likely to say an AI is not a real person.

What cannot be concluded from the data

- Causation in any direction. The survey cannot show that AI companions cause or relieve loneliness, or that use changes attitudes.
- Precise national prevalence. Reported use differs by device type in this sample and the sample is not balanced on region or income, so the adoption figures describe these respondents rather than U.S. adults as a whole.
- Anything about respondents under 100 in a subgroup, or about non-binary respondents (n=2).
- Why income and regional differences appear in the raw data. They coincide with the device-type difference and do not persist within iOS/desktop respondents.

Version

Version 1.0, August 2026. Any revision to the dataset or the analysis will be issued as a new version with a changelog.

Appendix A. Questionnaire

Questions and answer choices exactly as shown to respondents, in the order shown. All questions were required.

1. If AI girlfriends and boyfriends became extremely realistic, could you see yourself choosing one instead of pursuing a human romantic relationship?

- Yes, I could see myself preferring an AI companion
- Yes, but only if I couldn't find a satisfying human relationship
- Maybe, but I would still prefer a human relationship
- No, an AI could never replace a human relationship

Answer order as recorded in the SurveyMonkey export; the export lists answers in the order they were shown. SurveyMonkey profile fields available for analysis: gender, age bracket, major U.S. region, device, household income.

Appendix B. Demographic Tables

Counts and percentages for every substantive question by gender, generation, relationship status, household income, U.S. region, and device type. Percentages are row percentages within each group.

Table B1. Gender: Ever used AI companion app

Group	n	Never used	Currently use	Used in the past
Male	808	594 (73.5%)	109 (13.5%)	105 (13.0%)
Female	899	691 (76.9%)	102 (11.3%)	106 (11.8%)

Table B2. Gender: Consider future use

Group	n	No interest	No, prefer real people	Yes, definitely	Yes, right circumstances
Male	808	333 (41.2%)	199 (24.6%)	101 (12.5%)	175 (21.7%)
Female	899	448 (49.8%)	217 (24.1%)	91 (10.1%)	143 (15.9%)

Table B3. Gender: Main reason to use

Group	n	Someone to talk to / lonely	Cope with depression	Improve self-esteem	Affection / romantic / sexual
Male	808	418 (51.7%)	137 (17.0%)	124 (15.3%)	129 (16.0%)
Female	899	550 (61.2%)	178 (19.8%)	124 (13.8%)	47 (5.2%)

Table B4. Gender: Partner AI romance = cheating?

Group	n	No, AI not real	No, but uncomfortable	Yes, any interaction	Yes, only if attached
Male	808	234 (29.0%)	175 (21.7%)	228 (28.2%)	171 (21.2%)
Female	899	249 (27.7%)	186 (20.7%)	342 (38.0%)	122 (13.6%)

Table B5. Gender: Genuine romantic feelings for AI?

Group	n	Maybe, if realistic	No, never	Yes, genuinely fall in love
Male	808	204 (25.2%)	529 (65.5%)	75 (9.3%)
Female	899	153 (17.0%)	679 (75.5%)	67 (7.5%)

Table B6. Gender: AI vs dating apps if single

Group	n	AI girlfriend / boyfriend	Both	Dating apps	Not sure
Male	808	63 (7.8%)	125 (15.5%)	436 (54.0%)	184 (22.8%)
Female	899	70 (7.8%)	99 (11.0%)	456 (50.7%)	274 (30.5%)

Table B7. Gender: Choose AI instead of human relationship?

Group	n	Maybe, prefer human	No, never replace	Yes, prefer AI	Yes, if no satisfying human
Male	808	135 (16.7%)	479 (59.3%)	95 (11.8%)	99 (12.3%)
Female	899	112 (12.5%)	624 (69.4%)	88 (9.8%)	75 (8.3%)

Table B8. Generation: Ever used AI companion app

Group	n	Never used	Currently use	Used in the past
Gen Z (18-29)	184	153 (83.2%)	7 (3.8%)	24 (13.0%)
Millennials (30-45)	709	425 (59.9%)	147 (20.7%)	137 (19.3%)
Gen X (46-61)	440	340 (77.3%)	55 (12.5%)	45 (10.2%)

Group	n	Never used	Currently use	Used in the past
Boomers (62-80)	339	332 (97.9%)	2 (0.6%)	5 (1.5%)
Silent (81+)	37	37 (100.0%)	0 (0.0%)	0 (0.0%)

Table B9. Generation: Consider future use

Group	n	No interest	No, prefer real people	Yes, definitely	Yes, right circumstances
Gen Z (18-29)	184	99 (53.8%)	62 (33.7%)	3 (1.6%)	20 (10.9%)
Millennials (30-45)	709	241 (34.0%)	151 (21.3%)	124 (17.5%)	193 (27.2%)
Gen X (46-61)	440	195 (44.3%)	106 (24.1%)	58 (13.2%)	81 (18.4%)
Boomers (62-80)	339	219 (64.6%)	91 (26.8%)	7 (2.1%)	22 (6.5%)
Silent (81+)	37	28 (75.7%)	6 (16.2%)	0 (0.0%)	3 (8.1%)

Table B10. Generation: Main reason to use

Group	n	Someone to talk to / lonely	Cope with depression	Improve self-esteem	Affection / romantic / sexual
Gen Z (18-29)	184	103 (56.0%)	40 (21.7%)	26 (14.1%)	15 (8.2%)
Millennials (30-45)	709	363 (51.2%)	128 (18.1%)	122 (17.2%)	96 (13.5%)
Gen X (46-61)	440	271 (61.6%)	79 (18.0%)	46 (10.5%)	44 (10.0%)
Boomers (62-80)	339	206 (60.8%)	66 (19.5%)	50 (14.7%)	17 (5.0%)
Silent (81+)	37	25 (67.6%)	3 (8.1%)	5 (13.5%)	4 (10.8%)

Table B11. Generation: Partner AI romance = cheating?

Group	n	No, AI not real	No, but uncomfortable	Yes, any interaction	Yes, only if attached
Gen Z (18-29)	184	52 (28.3%)	43 (23.4%)	63 (34.2%)	26 (14.1%)
Millennials (30-45)	709	171 (24.1%)	151 (21.3%)	221 (31.2%)	166 (23.4%)
Gen X (46-61)	440	126 (28.6%)	89 (20.2%)	153 (34.8%)	72 (16.4%)
Boomers (62-80)	339	121 (35.7%)	72 (21.2%)	121 (35.7%)	25 (7.4%)
Silent (81+)	37	14 (37.8%)	7 (18.9%)	12 (32.4%)	4 (10.8%)

Table B12. Generation: Genuine romantic feelings for AI?

Group	n	Maybe, if realistic	No, never	Yes, genuinely fall in love
Gen Z (18-29)	184	26 (14.1%)	153 (83.2%)	5 (2.7%)
Millennials (30-45)	709	213 (30.0%)	417 (58.8%)	79 (11.1%)
Gen X (46-61)	440	85 (19.3%)	301 (68.4%)	54 (12.3%)
Boomers (62-80)	339	31 (9.1%)	304 (89.7%)	4 (1.2%)
Silent (81+)	37	3 (8.1%)	34 (91.9%)	0 (0.0%)

Table B13. Generation: AI vs dating apps if single

Group	n	AI girlfriend / boyfriend	Both	Dating apps	Not sure
Gen Z (18-29)	184	5 (2.7%)	14 (7.6%)	128 (69.6%)	37 (20.1%)
Millennials (30-45)	709	81 (11.4%)	131 (18.5%)	393 (55.4%)	104 (14.7%)
Gen X (46-61)	440	38 (8.6%)	63 (14.3%)	204 (46.4%)	135 (30.7%)
Boomers (62-80)	339	8 (2.4%)	15 (4.4%)	152 (44.8%)	164 (48.4%)
Silent (81+)	37	2 (5.4%)	2 (5.4%)	15 (40.5%)	18 (48.6%)

Table B14. Generation: Choose AI instead of human relationship?

Group	n	Maybe, prefer human	No, never replace	Yes, prefer AI	Yes, if no satisfying human
Gen Z (18-29)	184	26 (14.1%)	143 (77.7%)	6 (3.3%)	9 (4.9%)
Millennials (30-45)	709	119 (16.8%)	366 (51.6%)	111 (15.7%)	113 (15.9%)
Gen X (46-61)	440	65 (14.8%)	267 (60.7%)	63 (14.3%)	45 (10.2%)
Boomers (62-80)	339	35 (10.3%)	295 (87.0%)	3 (0.9%)	6 (1.8%)
Silent (81+)	37	2 (5.4%)	33 (89.2%)	1 (2.7%)	1 (2.7%)

Table B15. Relationship status: Ever used AI companion app

Group	n	Never used	Currently use	Used in the past
Single	313	262 (83.7%)	19 (6.1%)	32 (10.2%)
Dating/In a Relationship	177	145 (81.9%)	13 (7.3%)	19 (10.7%)
Engaged/Married	1,046	725 (69.3%)	173 (16.5%)	148 (14.1%)
Separated/Divorced	115	100 (87.0%)	5 (4.3%)	10 (8.7%)
Widowed	58	55 (94.8%)	1 (1.7%)	2 (3.4%)

Table B16. Relationship status: Consider future use

Group	n	No interest	No, prefer real people	Yes, definitely	Yes, right circumstances
Single	313	148 (47.3%)	90 (28.8%)	22 (7.0%)	53 (16.9%)
Dating/In a Relationship	177	80 (45.2%)	58 (32.8%)	12 (6.8%)	27 (15.3%)
Engaged/Married	1,046	455 (43.5%)	224 (21.4%)	144 (13.8%)	223 (21.3%)
Separated/Divorced	115	60 (52.2%)	28 (24.3%)	14 (12.2%)	13 (11.3%)
Widowed	58	39 (67.2%)	16 (27.6%)	0 (0.0%)	3 (5.2%)

Table B17. Relationship status: Main reason to use

Group	n	Someone to talk to / lonely	Cope with depression	Improve self-esteem	Affection / romantic / sexual
Single	313	174 (55.6%)	60 (19.2%)	48 (15.3%)	31 (9.9%)
Dating/In a Relationship	177	102 (57.6%)	37 (20.9%)	24 (13.6%)	14 (7.9%)
Engaged/Married	1,046	602 (57.6%)	178 (17.0%)	146 (14.0%)	120 (11.5%)
Separated/Divorced	115	56 (48.7%)	30 (26.1%)	24 (20.9%)	5 (4.3%)
Widowed	58	34 (58.6%)	11 (19.0%)	7 (12.1%)	6 (10.3%)

Table B18. Relationship status: Partner AI romance = cheating?

Group	n	No, AI not real	No, but uncomfortable	Yes, any interaction	Yes, only if attached
Single	313	107 (34.2%)	74 (23.6%)	85 (27.2%)	47 (15.0%)
Dating/In a Relationship	177	57 (32.2%)	39 (22.0%)	59 (33.3%)	22 (12.4%)
Engaged/Married	1,046	255 (24.4%)	218 (20.8%)	365 (34.9%)	208 (19.9%)
Separated/Divorced	115	39 (33.9%)	20 (17.4%)	42 (36.5%)	14 (12.2%)
Widowed	58	26 (44.8%)	11 (19.0%)	19 (32.8%)	2 (3.4%)

Table B19. Relationship status: Genuine romantic feelings for AI?

Group	n	Maybe, if realistic	No, never	Yes, genuinely fall in love
Single	313	66 (21.1%)	227 (72.5%)	20 (6.4%)

Group	n	Maybe, if realistic	No, never	Yes, genuinely fall in love
Dating/In a Relationship	177	25 (14.1%)	145 (81.9%)	7 (4.0%)
Engaged/Married	1,046	238 (22.8%)	699 (66.8%)	109 (10.4%)
Separated/Divorced	115	24 (20.9%)	86 (74.8%)	5 (4.3%)
Widowed	58	5 (8.6%)	52 (89.7%)	1 (1.7%)

Table B20. Relationship status: AI vs dating apps if single

Group	n	AI girlfriend / boyfriend	Both	Dating apps	Not sure
Single	313	19 (6.1%)	24 (7.7%)	165 (52.7%)	105 (33.5%)
Dating/In a Relationship	177	5 (2.8%)	18 (10.2%)	112 (63.3%)	42 (23.7%)
Engaged/Married	1,046	91 (8.7%)	174 (16.6%)	531 (50.8%)	250 (23.9%)
Separated/Divorced	115	18 (15.7%)	6 (5.2%)	56 (48.7%)	35 (30.4%)
Widowed	58	1 (1.7%)	3 (5.2%)	28 (48.3%)	26 (44.8%)

Table B21. Relationship status: Choose AI instead of human relationship?

Group	n	Maybe, prefer human	No, never replace	Yes, prefer AI	Yes, if no satisfying human
Single	313	43 (13.7%)	217 (69.3%)	31 (9.9%)	22 (7.0%)
Dating/In a Relationship	177	31 (17.5%)	125 (70.6%)	9 (5.1%)	12 (6.8%)
Engaged/Married	1,046	157 (15.0%)	630 (60.2%)	135 (12.9%)	124 (11.9%)
Separated/Divorced	115	13 (11.3%)	81 (70.4%)	8 (7.0%)	13 (11.3%)
Widowed	58	3 (5.2%)	51 (87.9%)	1 (1.7%)	3 (5.2%)

Table B22. Household income (SurveyMonkey profile): key measures

Group	n	Currently use	Ever used	Open to future use	Open to feelings	Cheating (combined)	Loneliness reason	Choose AI
\$0-\$9,999	63	2 (3.2%)	7 (11.1%)	12 (19.0%)	12 (19.0%)	17 (27.0%)	32 (50.8%)	6
\$10,000-\$24,999	105	7 (6.7%)	20 (19.0%)	24 (22.9%)	26 (24.8%)	51 (48.6%)	49 (46.7%)	16
\$25,000-\$49,999	211	8 (3.8%)	25 (11.8%)	31 (14.7%)	36 (17.1%)	95 (45.0%)	120 (56.9%)	19
\$50,000-\$74,999	233	5 (2.1%)	24 (10.3%)	36 (15.5%)	43 (18.5%)	107 (45.9%)	137 (58.8%)	28
\$75,000-\$99,999	236	14 (5.9%)	32 (13.6%)	53 (22.5%)	59 (25.0%)	125 (53.0%)	128 (54.2%)	39
\$100,000-\$124,999	212	25 (11.8%)	38 (17.9%)	58 (27.4%)	55 (25.9%)	110 (51.9%)	116 (54.7%)	44
\$125,000-\$149,999	183	39 (21.3%)	68 (37.2%)	75 (41.0%)	64 (35.0%)	90 (49.2%)	113 (61.7%)	43
\$150,000-\$174,999	152	46 (30.3%)	81 (53.3%)	85 (55.9%)	71 (46.7%)	93 (61.2%)	95 (62.5%)	62
\$175,000-\$199,999	139	46 (33.1%)	92 (66.2%)	92 (66.2%)	87 (62.6%)	98 (70.5%)	76 (54.7%)	75
\$200,000+	131	19 (14.5%)	34 (26.0%)	42 (32.1%)	43 (32.8%)	56 (42.7%)	75 (57.3%)	25
Prefer not to answer	43	0 (0.0%)	1 (2.3%)	3 (7.0%)	4 (9.3%)	20 (46.5%)	26 (60.5%)	1

Table B23. U.S. region (SurveyMonkey profile): key measures

Group	n	Currently use	Ever used	Open to future use	Open to feelings	Cheating (combined)	Loneliness reason	Choose AI (s
South Atlantic	382	72 (18.8%)	127 (33.2%)	151 (39.5%)	135 (35.3%)	200 (52.4%)	233 (61.0%)	110 (28
Pacific	333	57 (17.1%)	98 (29.4%)	116 (34.8%)	117 (35.1%)	175 (52.6%)	183 (55.0%)	95 (28
Middle Atlantic	228	32 (14.0%)	58 (25.4%)	77 (33.8%)	73 (32.0%)	106 (46.5%)	126 (55.3%)	53 (23
East North Central	203	11 (5.4%)	28 (13.8%)	33 (16.3%)	41 (20.2%)	94 (46.3%)	105 (51.7%)	21 (10
West South Central	182	19 (10.4%)	52 (28.6%)	61 (33.5%)	59 (32.4%)	88 (48.4%)	106 (58.2%)	37 (20
Mountain	112	4 (3.6%)	14 (12.5%)	16 (14.3%)	19 (17.0%)	63 (56.2%)	62 (55.4%)	10 (8
West North Central	96	3 (3.1%)	8 (8.3%)	11 (11.5%)	14 (14.6%)	47 (49.0%)	55 (57.3%)	5 (5
East South Central	83	2 (2.4%)	9 (10.8%)	16 (19.3%)	12 (14.5%)	46 (55.4%)	51 (61.4%)	6 (7
New England	52	2 (3.8%)	7 (13.5%)	8 (15.4%)	11 (21.2%)	26 (50.0%)	32 (61.5%)	5 (9
Unknown	38	9 (23.7%)	21 (55.3%)	22 (57.9%)	19 (50.0%)	18 (47.4%)	15 (39.5%)	16 (42

Full answer-by-answer tables by income and region are in the companion workbook, sheets 6 and 7.

Table B24. Headline measures by device type

Measure	Android (n=858)	iOS / desktop / other (n=851)	All (n=1,709)
Current user	22.0% (189 of 858)	2.6% (22 of 851)	12.3% (211 of 1,709)
Ever used (current+former)	41.6% (357 of 858)	7.6% (65 of 851)	24.7% (422 of 1,709)
Open to future use (both Yes)	46.2% (396 of 858)	13.5% (115 of 851)	29.9% (511 of 1,709)
Love: Yes genuinely fall in love	13.5% (116 of 858)	3.1% (26 of 851)	8.3% (142 of 1,709)
Open to romantic feelings (Yes+Maybe)	42.5% (365 of 858)	15.9% (135 of 851)	29.3% (500 of 1,709)
AI romance can be cheating (both Yes)	55.2% (474 of 858)	45.7% (389 of 851)	50.5% (863 of 1,709)
Cheating: any interaction	32.9% (282 of 858)	33.8% (288 of 851)	33.4% (570 of 1,709)
Cheating: No, AI not real	23.2% (199 of 858)	33.5% (285 of 851)	28.3% (484 of 1,709)
Motive: loneliness/someone to talk to	54.5% (468 of 858)	58.8% (500 of 851)	56.6% (968 of 1,709)
Motive: affection/romantic/sexual	13.5% (116 of 858)	7.1% (60 of 851)	10.3% (176 of 1,709)
Motive: mental-health related (depression+self-esteem)	31.9% (274 of 858)	34.2% (291 of 851)	33.1% (565 of 1,709)
Apps: Dating apps only	48.6% (417 of 858)	55.8% (475 of 851)	52.2% (892 of 1,709)
Apps: AI instead of dating apps	12.2% (105 of 858)	3.4% (29 of 851)	7.8% (134 of 1,709)
Choose AI over human - STRICT (both Yes)	32.6% (280 of 858)	9.2% (78 of 851)	20.9% (358 of 1,709)
Choose AI over human - BROAD (Yes+Cond+Maybe)	49.8% (427 of 858)	20.9% (178 of 851)	35.4% (605 of 1,709)

Device is from the SurveyMonkey profile (android_mobile vs ios_mobile, pc_windows, pc_mac, other). The 441 excluded responses described in Section 3 are not included in this table or anywhere else in this report.

Appendix C. Statistical Tests for Section 14

Two-proportion tests for each comparison in Section 14 (chi-square without continuity correction; Fisher's exact test where any expected cell is below 5). Confidence intervals for differences are Wald 95% intervals. Q-values are Benjamini-Hochberg adjusted across the comparisons in this table. Row numbers refer to the finding numbers in Section 14; findings that report a single overall figure rather than a two-group comparison are omitted here.

#	Comparison	Group 1	Group 2	Diff (pp)	95% CI	Ratio	p	q (BH)
2	AI romance can be cheating (both Yes): Open to romantic feelings (Yes or Maybe) vs Not open to feelings	365/500 (73.0%)	498/1,209 (41.2%)	+31.8	+27.0 to +36.6	1.77	5.4e-33	2.7e-32
4	Motive: affection/romantic/sexual: Men vs Women	129/808 (16.0%)	47/899 (5.2%)	+10.7	+7.8 to +13.7	3.05	3.2e-13	8.1e-13
5	AI romance can be cheating (both Yes): Engaged/married vs Single	573/1,046 (54.8%)	132/313 (42.2%)	+12.6	+6.4 to +18.9	1.30	9e-05	0.0001
6	Cheating: any interaction: Engaged/married women vs Single men	204/512 (39.8%)	33/151 (21.9%)	+18.0	+10.2 to +25.8	1.82	5e-05	6.3e-05
7	Open to future use (both Yes): Millennials + Gen X (30-61) vs Gen Z (18-29)	456/1,149 (39.7%)	23/184 (12.5%)	+27.2	+21.6 to +32.7	3.17	9.6e-13	1.9e-12
8	Open to future use (both Yes): Former users vs Never used	157/211 (74.4%)	151/1,287 (11.7%)	+62.7	+56.5 to +68.8	6.34	8.1e-97	8.1e-96
10	Open to romantic feelings (Yes+Maybe): Men vs Women	279/808 (34.5%)	220/899 (24.5%)	+10.1	+5.7 to +14.4	1.41	5.1e-06	7.2e-06
11	Open to romantic feelings (Yes+Maybe): Main reason: cope with depression vs Main reason: affection/sex	43/316 (13.6%)	114/176 (64.8%)	-51.2	-59.2 to -43.2	0.21	1.8e-31	6e-31
15	Current user: Engaged/married vs Single	173/1,046 (16.5%)	19/313 (6.1%)	+10.5	+7.0 to +13.9	2.72	3.1e-06	5.1e-06
16	Open to future use (both Yes): Boomer women (62-80) vs Boomer men (62-80)	10/186 (5.4%)	19/153 (12.4%)	-7.0	-13.2 to -0.9	0.43	0.021	0.021

Logistic regression: odds ratios (95% CI)

Four outcomes shown as columns. Covariates: male (vs female), generation (vs Gen Z), engaged/married (vs other), single (vs other), household income \$150,000+ (vs below), Android device (vs other). All 1,707 analyzed respondents reporting male or female.

Term	Ever used: OR (95% CI)	Open to future use: OR (95% CI)	Open to feelings: OR (95% CI)	Cheating (combined): OR (95% CI)
Male	0.92 (0.71–1.19)	1.26 (1.00–1.60)	1.45 (1.15–1.82)	0.86 (0.71–1.04)
Millennials (vs Gen Z)	1.76 (1.33–2.32)	1.69 (1.31–2.18)	1.44 (1.12–1.84)	1.04 (0.83–1.30)
Boomers (vs Gen Z)	0.11 (0.05–0.25)	0.38 (0.24–0.58)	0.42 (0.28–0.64)	0.76 (0.58–1.00)
Engaged/ married	1.51 (1.04–2.21)	1.34 (0.97–1.87)	1.36 (0.98–1.88)	1.34 (1.04–1.73)
Single	1.13 (0.71–1.81)	1.26 (0.84–1.89)	1.55 (1.05–2.29)	0.87 (0.63–1.19)

Term	Ever used: OR (95% CI)	Open to future use: OR (95% CI)	Open to feelings: OR (95% CI)	Cheating (combined): OR (95% CI)
Income \$150,000+	3.12 (2.36–4.12)	2.53 (1.95–3.28)	2.16 (1.67–2.79)	1.27 (1.00–1.61)
Android device	5.57 (4.10–7.57)	3.76 (2.92–4.86)	2.79 (2.18–3.57)	1.26 (1.03–1.55)

Gen X and Silent Generation terms omitted from the table for space; full output is in the companion workbook, sheet 15. Odds ratios are not prevalence ratios and should not be quoted as "times as likely."

Appendix D. Derived Variables and Definitions

Variable	Definition (exact answer wording)	n (of 1,709)
Current user	Have you ever used an AI girlfriend or AI boyfriend app? = "Yes, I currently use one"	211
Former user	Have you ever used an AI girlfriend or AI boyfriend app? = "Yes, I have used one in the past"	211
Ever used	Current user OR Former user	422
Never used	Have you ever used an AI girlfriend or AI boyfriend app? = "No, I have never used one"	1,287
Open to future use	"Yes, definitely" OR "Yes, under the right circumstances"	511
Open to romantic feelings	"Yes, I think I could genuinely fall in love with an AI" OR "Maybe, if the AI became realistic enough"	500
AI romance can be cheating	"Yes, any romantic or sexual interaction with an AI would be cheating" OR "Yes, but only if they became emotionally or sexually attached to it"	863
Would not be comfortable	AI romance can be cheating OR "No, but I would still be uncomfortable with it"	1,225
Choose AI over human, strict	"Yes, I could see myself preferring an AI companion" OR "Yes, but only if I couldn't find a satisfying human relationship"	358
Choose AI over human, broad	Strict measure OR "Maybe, but I would still prefer a human relationship"	605
Would include AI as option	"An AI girlfriend or boyfriend" OR "Both"	359
Mental-health reason	"To help me cope with depression" OR "To improve my self-esteem"	565
Currently partnered	Relationship status = "Dating/In a Relationship" OR "Engaged/Married"	1,223
Generation labels	18-29 Gen Z; 30-45 Millennials; 46-61 Gen X; 62-80 Baby Boomers; 81+ Silent Generation (survey age question)	
Income bands (Section 13 only)	SurveyMonkey profile brackets grouped: under \$50,000; \$50,000-\$99,999; \$100,000-\$149,999; \$150,000 and over	

Sample-size conventions used throughout: 100 or more respondents, reportable; 50 to 99, reported with base size; 30 to 49, exploratory; under 30, not used. Statistical conventions are described in Section 3.