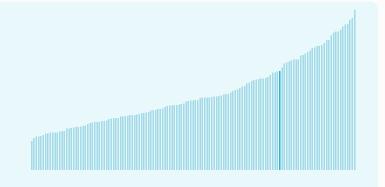


Lithuania ranking in the Global Innovation Index 2025

Lithuania ranks 33rd among the 139 economies featured in the GII 2025.

The Global Innovation Index (GII) ranks world economies according to their innovation capabilities. Consisting of roughly 80 indicators, grouped into innovation inputs and outputs, the GII aims to capture the multi-dimensional facets of innovation.



Lithuania ranks 32nd among the 54 High-income group economies.



Lithuania ranks 21st among the 39 economies in Europe.



> Lithuania GII Ranking (2020-2025)

The table shows the rankings of Lithuania over the past six years. Data availability and changes to the GII model framework influence year-on-year comparisons of the GII rankings. The statistical confidence interval for the ranking of Lithuania in the GII 2025 is between ranks 33 and 36.

Year	GII Position	Innovation Inputs	Innovation Outputs
2020	40th	36th	42nd
2021	39th	35th	43rd
2022	39th	34th	47th
2023	34th	32nd	37th
2024	35th	30th	42nd
2025	33rd	28th	40th

Lithuania performs worse in innovation outputs than innovation inputs in 2025.

This year Lithuania ranks 28th in innovation inputs. This position is higher than last year.

Lithuania ranks 40th in innovation outputs. This position is higher than last year.

Lithuania has no clusters in the world's top innovation clusters of the Global Innovation Index.



> Global Innovation Tracker

The Global Innovation Tracker 2025 shows what is the current state of innovation in Lithuania, how rapidly is technology being embraced and what are the resulting societal impacts.

For Lithuania, 4 indicators have improved in the short-term and 6 indicators have worsened.

Science and innovation investment

	Scientific publications	R&D investments	Venture capital deal numbers	International patent filings
Short term	▼ -0.5 % 2023 - 2024	▼ -0.2 % 2022 - 2023	▲ 22.4 % 2023 - 2024	▼ -47.6 % 2023 - 2024
Long term (annual growth)	4.8 % 2014 - 2024	▲ 4.2 % 2013 - 2023	▲ 7.5 % 2020 - 2024	▼ -8.6 % 2014 - 2024

Technology adoption

	Safe sanitation	Conne	ectivity	Robots	Electric vehicles
		Fixed broadband	5G		
Short term	0% 2023 - 2024	▼ -0.4% 2022 - 2023	▲ 8.8% 2022 - 2023	▲ 33.6% 2022 - 2023	n/a
Long term (annual growth)	▲ 0.7% 2014 - 2024	▼ -0.5% 2013 - 2023	n/a	42.3% 2013 - 2023	n/a
Penetration	96.4 per 100 inhabitants in 2024	28 per 100 inhabitants in 2023	98.9 per 100 inhabitants in 2023	n/a	n/a

Socioeconomic impact

	Labor productivity	Life expectancy	Temperature change
Short term	▼ -0.2 % 2023 - 2024	▲ 1.8 % 2022 - 2023	+ 3.3 °C
Long term (annual growth)	1.8 % 2014 - 2024	▲ 0.3 % 2013 - 2023	+ 2.2 °C 2014
Level	100,930 USD in 2024	76 years in 2023	n/a

Notes: Not all indicators of the Global Innovation Tracker are used to calculate the Global Innovation Index. Long-term annual growth refers to the compound annual growth rate (CAGR) over the indicated period. For each variable, a one-year growth rate is set for the short run, and ten-year CAGR is set for the long run; time windows might differ when gaps exist in data availability. The end period corresponds to the most recent available observation, which may differ among countries. Temperature change is an exception: it indicates the change in degrees Celsius with respect to the average temperature in the countries. from 1951–1980. Figures are rounded.

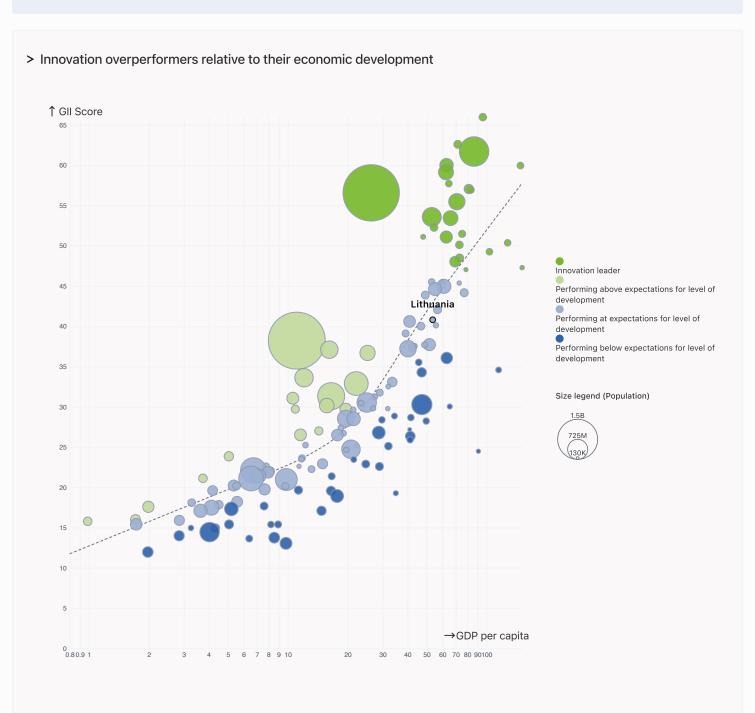


Expected vs. Observed Innovation Performance

The bubble chart below shows the relationship between income levels (GDP per capita) and innovation performance (GII score). The trend line gives an indication of the expected innovation performance according to income level. Economies appearing above the trend line are performing better than expected and those below are performing below expectations.



Relative to GDP Lithuania performs at expectations for its level of development.



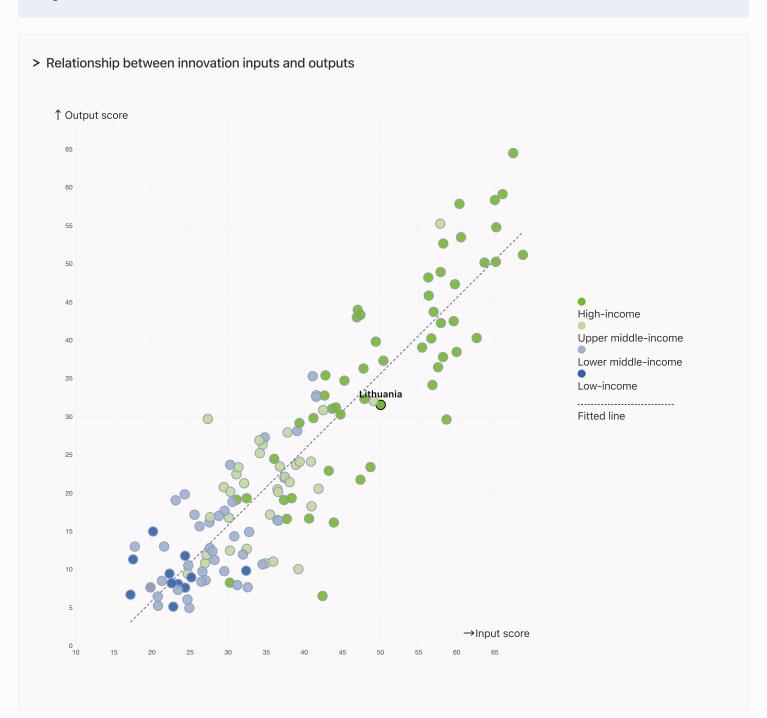


Effectively translating innovation investments into innovation outputs

The chart below shows the relationship between innovation inputs and innovation outputs. Economies above the line are effectively translating costly innovation investments into more and higher-quality outputs.



Lithuania produces less innovation outputs relative to its level of innovation investments.





Overview of Lithuania's rankings in the seven areas of the GII in 2025

The chart shows the ranking for each of the seven areas that the GII comprises. The strongest areas for Lithuania are those that rank above the GII (shown in blue) and the weakest are those that rank below.





Highest Rankings

Lithuania ranks highest in Institutions (19th), Infrastructure (29th), Market sophistication (32nd) and Knowledge and technology outputs (33rd).



Lowest Rankings

Lithuania ranks lowest in Creative outputs (48th), Human capital and research (45th) and Business sophistication (35th).

* Knowledge and technology outputs



The full WIPO Intellectual Property Statistics profile for Lithuania can be found on

https://www.wipo.int/edocs/statistics-country-profile/en/lt.pdf



Benchmark of Lithuania against other economy groupings for each of the seven areas of the GII Index

Human capital and research

Europe | Score: 40.79

Lithuania | Score: 38.52

The charts shows the relative position of Lithuania (blue bar) against other economy groupings (grey bars)



High-income economies

Lithuania performs above the High-income group average in Institutions, Infrastructure.



Europe

Lithuania performs above the regional average in Institutions, Infrastructure, Market sophistication.

Infrastructure

Institutions Top 10 | Score: 78.63 Lithuania | Score: 72.65 High-income | Score: 65.99 Europe | Score: 59.42 Market sophistication Top 10 | Score: 61.82 High-income | Score: 47.12 Lithuania | Score: 46.64 Europe | Score: 44.89 Creative outputs Top 10 | Score: 55.98 High-income | Score: 38.68 Europe | Score: 38.66 Lithuania | Score: 30.86

Top 10 | Score: 59.30

High-income | Score: 45.45

Europe | Score: 44.67

Lithuania | Score: 37.79

Europe | S

Business sophistication

Knowledge

Top 10 | Score: 59.10

High-income | Score: 42.22

Europe | S

Top 10 | Score: 61.36

Lithuania | Score: 54.78

High-income | Score: 54.18

Europe | Score: 54.13

Knowledge and technology outputs

Top 10 | Score: 54.93

Europe | Score: 34.99

High-income | Score: 33.94

Lithuania | Score: 32.14



Innovation strengths and weaknesses in Lithuania

The table below gives an overview of the indicator strengths and weaknesses of Lithuania in the GII 2025.



Lithuania's best-ranked innovation strengths are **Unicorn valuation**, % **GDP** (rank 1), **Females employed w/advanced degrees**, % (rank 3) and **ICT use*** (rank 5).

Strengths

Weaknesses

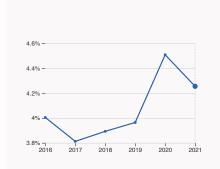
Rank	Code	Indicator name	Rank	Code	Indicator name
1	6.2.2	Unicorn valuation, % GDP	122	5.1.3	Youth demographic dividend, %
3	5.1.2	Females employed w/advanced degrees, %	102	6.2.3	Software spending, % GDP
5	3.1.2	ICT use*	97	6.3.1	Intellectual property receipts, % total trade
6	1.3.2	Entrepreneurship policies and culture [†]	87	4.1.2	Domestic credit to private sector, % GDP
8	7.3.3	Mobile app creation/bn PPP\$ GDP	85	3.2.1	Electricity output, GWh/mn pop.
9	3.3.3	ISO 14001 environment/bn PPP\$ GDP	85	3.2.3	Gross capital formation, % GDP
11	4.1.1	Finance for startups and scaleups [†]	79	7.1.3	Global brand value, top 5,000, % GDP
16	5.1.1	Knowledge-intensive employment, %	72	7.1.1	Intangible asset intensity, top 15, %
16	5.2.1	Public research-industry co-publications, %	65	5.2.3	University industry & international engagement, top 5*
17	2.1.5	Pupil–teacher ratio, secondary			100
			44	2.3.3	Global corporate R&D investors, top 3, mn USD



Lithuania's innovation system

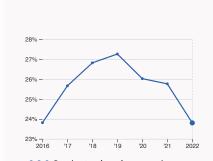
As far as practicable, the plots below present unscaled indicator data.

> Innovation inputs in Lithuania



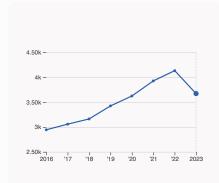
2.1.1 Expenditure on education

was equal to 4.25 % GDP in 2021, down by 0.25 percentage points from the year prior – and equivalent to an indicator rank of 64.



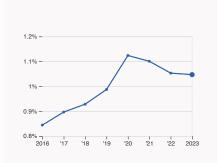
2.2.2 Graduates in science and engineering

was equal to 23.8 % of total graduates in 2022, down by 1.96 percentage points from the year prior – and equivalent to an indicator rank of 52.



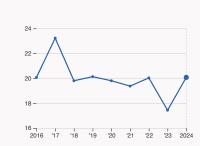
2.3.1 Researchers

was equal to 3672.06 FTE per million population in 2023, down by 11.17% from the year prior – and equivalent to an indicator rank of 29.



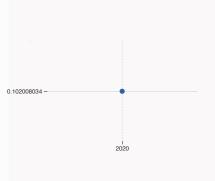
2.3.2 Gross expenditure on R&D

was equal to 1.05 % GDP in 2023, down by 0.006 percentage points from the year prior – and equivalent to an indicator rank of 38.



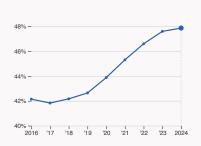
2.3.4 QS university ranking

was equal to an average score of 20.07 for the top three universities in 2024, up by 15.15% from the year prior – and equivalent to an indicator rank of 52.



4.3.2 Domestic industry diversification

was equal to an index score of 0.1 in 2020 - and equivalent to an indicator rank of 28.

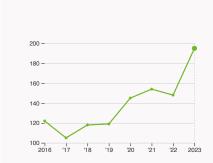


5.1.1 Knowledge-intensive employment

was equal to 47.86 % in 2024, up by 0.27 percentage points from the year prior – and equivalent to an indicator rank of 16.

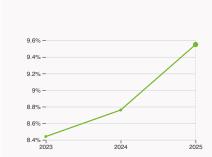


> Innovation outputs in Lithuania



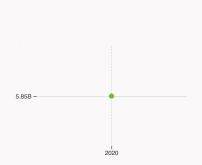
6.1.1 Patents by origin

was equal to 195 patents in 2023, up by 31.76% from the year prior – and equivalent to an indicator rank of 42.



6.2.2 Unicorn valuation

was equal to 9.55 % GDP in 2025, up by 0.79 percentage points from the year prior – and equivalent to an indicator rank of 1.



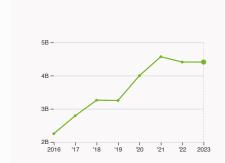
6.2.4 High-tech manufacturing

was equal to 5.85 high-tech manufacturing output in billion USD in 2020 – and equivalent to an indicator rank of 54.



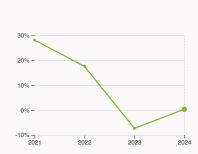
6.3.2 Production and export complexity

was equal to a score of 0.83 in 2022 – and equivalent to an indicator rank of 31.



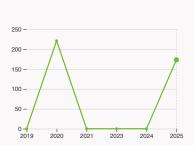
6.3.3 High-tech exports

was equal to 4.41 billion USD in 2023 with no change from the year prior – and equivalent to an indicator rank of 31.



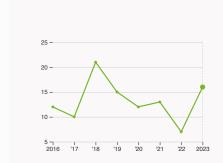
7.1.1 Intangible asset intensity, top 15

was equal to 0.32 % for the top 15 companies in 2024, up by 7.65 percentage points from the year prior – and equivalent to an indicator rank of 72.



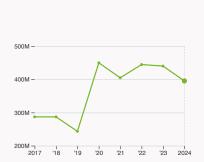
7.1.3 Global brand value, top 5,000

was equal to 173.21 million USD for the brands in the top 5,000 in 2025, up by 17321% from the year prior – and equivalent to an indicator rank of 79.



7.2.2 National feature films

was equal to 16 films in 2023, up by 128.57% from the year prior – and equivalent to an indicator rank of 21.



7.3.3 Mobile app creation

was equal to 395.39 million global downloads of mobile apps in 2024, down by 10.18% from the year prior – and equivalent to an indicator rank of 8.



Lithuania's innovation top performers

Data not available for 2.3.3 Global corporate R&D investors.

Disclaimer: This section contains only the top performers per country. For the complete list, please visit the GII Innovation Ecosystems and Data Explorer website.

2.3.4 QS university ranking of Lithuania's top universities

Rank	University	Score
439	VILNIUS UNIVERSITY	27.10
741-750	VYTAUTAS MAGNUS UNIVERSITY	n/a
751-760	KAUNAS UNIVERSITY OF TECHNOLOGY	n/a

Source: QS Quacquarelli Symonds Ltd (https://www.topuniversities.com/university-rankings/world-university-rankings/2024). Note: QS Quacquarelli Symonds Ltd annually assesses over 1,200 universities across the globe and scores them between [0,100]. Ranks can represent a single value 'x', a tie 'x=' or a range 'x-y'.

5.2.3 University industry and international engagement, top 5 universities

Rank	University	Score
1	VILNIUS UNIVERSITY	47.35
2	VILNIUS GEDIMINAS TECHNICAL UNIVERSITY (VILNIUS TECH)	47.10
3	LITHUANIAN UNIVERSITY OF HEALTH SCIENCES	41.65

Source: Times Higher Education (THE), World University Rankings 2025.

Note: Rank corresponds to within economy ranks. The score is calculated as the average of the International Outlook score (encompassing international staff, students, and co-authorship) and the industry score (reflecting industry income and patent citations). The 2025 ranking corresponds to data from the academic year that ended in 2022.

6.2.2 Top Unicorn Companies in Lithuania

Rank	Unicorn Company	Industry	City	Valuation, bn USD
1	VINTED	Consumer & Retail	Vilnius	5
2	NORD SECURITY	Enterprise Tech	Vilnius	3

Source: CBInsights, Tracker – The Complete List of Unicorn Companies: https://www.cbinsights.com/research-unicorn-companies.



7.1.1 Top 15 intangible-asset intensive companies in Lithuania

Rank	Firm	Intensity, %
1	BALTIC CLASSIFIEDS GROUP PLC	101.79
2	NOVATURAS AB	118.64
3	AB PIENO ZVAIGZDES	33.11

Source: Brand Finance (https://brandirectory.com/reports/gift-2024). Note: Brand Finance only provides within economy ranks.

7.1.3 Top 5,000 companies in Lithuania with highest global brand value

Rank	Brand	Industry	Brand Value, mn USD
1	TELIA LIETUVA	Telecoms	173.2

Source: Brand Finance (https://brandirectory.com). Note: Rank corresponds to within economy ranks.

Distriction Service Broke Control Service Service Service Market Service Service Service All Decidences control 1.0 cm Service 1.0 cm 2 cm 3 cm<	Output rank 40	Input rank 28	Income High	_	egior urope	-	Population (mn) 2.9	GDP, PPP\$ (bn) 154.6	GDP per c	apita,	
1.11 Interituational environment				Score / Value	Ranl	k			Score / Value	Rank	
1.11 Institutional environment 1.10 Concentrate entitlecthorwases* 1.10 Concentrate entitlecthorwases* 1.20 Concentrate entitlecthorwases* 1.20 Environment 1.	★ Institutions			72.6	19		Business sophistication		38.5	35	
1.1.1 Concentrom and infections assistance 1.2.1 Expectations year without mone of a finite formation 1.2.1 Expectation year with present 1.2.2 Expectation year with year 1.2.2 Expectation year 1.2.2 E	1.1 Institutional er	nvironment		73.8	25		5.1 Knowledge workers		48.7	29	
1.2. Regulatory continued				78.7	23		5.1.1 Knowledge-intensive en	nployment, %	47.9	16	•
1.2 Billion flaw	· ·	-					5.1.2 Females employed w/ad	Ivanced degrees, %	30.8	3	•
1.3 Business anvironment	1.2 Regulatory en	vironment		80.3	21		5.1.3 Youth demographic divi	dend, %	24.8	122	0
1.6. Basinese environment 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6. 1.6.	1.2.1 Regulatory qu	ality*		77.6	20		5.1.4 GERD performed by bus	siness, % GDP	0.4	41	
2.1 Policy sublity for Joiling business!	1.2.2 Rule of law*			83	22		5.1.5 GERD financed by busin	ness, %	39.9	45	
1.2.2 Circumoracinità policies and culture*	1.3 Business envir	onment		63.9	28		5.2 Innovation linkages		37.7	36	
Numan capital and research	1.3.1 Policy stability	for doing business [†]		S 52	60		5.2.1 Public research-industr	y co-publications, %	4.8	16	•
La Bucusarion	1.3.2 Entrepreneurs	ship policies and culture†		75.7	6	•	5.2.2 University-industry R&I	D collaboration [†]	© 53.3	33	
3.1 Education	R Human capital	and research		37.8	45		5.2.3 University industry & in	ternational engagement, top 5*		65	0 \$
2.1.1 Exprimiture on education, % GDP				58	45		5.2.4 State of cluster develop	oment [†]	© 52.1	57	
2.1.2 Government fundinglypusil, secondary, % CDP/comp 2.1.3 School file expectancy, years		n education % GDP						GDP .			
2.13 School life expectancy, years	·	,)P/can								
2.1.4 PISA scales in reading, maths and science			. /								
2.1 Pupil-teacher ratio, secondary											
2.2.1 Tertiary education 37.4 41 52.2.1 Tertiary enrolment, % gross						•					
2.2.1 Critary encomment, 49 gross 2.2.2 Cradavtars in science and engineering, 9 2.2.2 Cradavtars in science and engineering, 9 2.3.2 Research and development (R&D) 3.8.1 50 2.3.3 Research and development (R&D) 3.8.1 50 2.3.3 Research and development (R&D) 3.8.1 50 2.3.3 Cross expenditure on R&D, 9 GDP 3.3.4 Cross expenditure on R&D, 9 GDP 3.3.4 Cross expenditure on R&D, 9 GDP 3.3.4 OS university ranking, top 3* 3.1 Information and communication technologies (ICTs) 3.1.1 For access* 3.1 Information and communication technologies (ICTs) 3.1.3 Government's oriline service* 3.1.3 Government's oriline service* 3.1.3 Government's oriline service* 3.2.4 Electricity output, 6Wh/min pop. 3.2.2 Logistics performance* 3.2.3 Science and formation, 9 GDP 3.2.3 Scolopolas usualinability 3.2.3 Scolopolas usualinability 3.3.3 Scolopolas usualinability 3.3.4 Cross explain formation, 9 GDP 3.4 Logistics performance* 4.5 Cross explain formation, 9 GDP 4.1 Finance for startups and scaleups* 4.1 Gredit 4.5 Cross explain formation, 9 GDP 4.2 Logistics performance and scaleups* 4.1 Gredit 4.2 Logistics performance and scaleups* 4.2 Logistics performance and scaleups* 4.3 Logistics performance and scaleups* 4.4 Crossitic and treations, 9 GDP 4.2 Logistics performance and scaleups* 4.2 Logistics performance and scaleups* 4.3 Logistics performance and scaleups* 4.4 Logistics performance and scaleups* 4.5 Logistics performance and scaleups* 4.6 Logistics performance and scaleups* 4.7 Logistics performance and scaleups* 4.8 Logistics performance and scaleups* 4.1 Gredit 4.2 Logistics performance and scaleups* 4.2 Logistics performance and scaleups* 4.3 Logistics performance and scaleups* 4.4 Logistics performance and scaleups* 4.5 Logistics performance and scaleups* 4.6 Logistics performance and scaleups* 4.1 Gredit 4.5 Logistics performance and scaleups* 4.2 Logistics performanc							· ·				
2.2.2 3 Fartiary incound mobility, \$	2.2.1 Tertiary enrol	ment, % gross		o 76.9	29		5.3.5 Research talent, % in b	usinesses	31	46	
2.3. Research and development (RaDn) 3.671	2.2.2 Graduates in	science and engineering, %		23.8	52			gy outputs	32.1	33	
2.3.1 Researchers, FE[mm pop. 3.672.1 29 3.2 Storss expenditure on R8D, % GDP 3.3 Global corporate R8D investors, top 3, mm USD 0 1 38 0 6.1.4 Scientific and technical articles/bn PPPS GDP 1.3 Global corporate R8D investors, top 3, mm USD 0 8 52 6.1.4 Scientific and technical articles/bn PPPS GDP 1.3 Global corporate R8D investors, top 3, mm USD 0 8 52 1.1 Information and communication technologies (ICTs) 3.1 Information and communication technologies (ICTs) 3.1.1 Information and communication technologies (ICTs) 3.1.2 Information and communication technologies (ICTs) 3.1.3 Government's online service* 3.2 Legistics performance* 3.2 Legistics performance* 3.3 Legistics performance* 3.4 Legistics performance* 3.5 Central information, % GDP 3.7 Legistics performance* 3.3 Legistics	2.2.3 Tertiary inbou	ınd mobility, %		8 .8	35		6.1 Knowledge creation		20.5	52	
2.3.2 Gross expenditure on R8D, % GDP 1 38	2.3 Research and	development (R&D)		18.1	50		6.1.1 Patents by origin/bn PPF	P\$ GDP	1.3	42	
2.3.3 Global comprate R&D investors, top 3, mn USD 0 4 4 0 0 6.1.4 Scientific and technical articles/hn PPPS GDP 19.5 34 1.1 Crit access* 3.1 Information and communication technologies (ICTs) 92.9 15 4 4 5 3.1 Information and communication technologies (ICTs) 92.9 15 4 5 4 5 4 5 4 5 4 5 4 5 4 5 4 5 4 5	2.3.1 Researchers,	FTE/mn pop.		3,672.1	29		6.1.2 PCT patents by inventor	r origin/bn PPP\$ GDP	0.2	45	
2.3.4 OS university ranking, top 3* 20.6 52 6.1.5 Citable documents H-index 54.8 29 3.1 Information and communication technologies (ICTs) 3.1.1 Information and export complexity 3.1.2 Comeral infrastructure 3.2.3 Information and export complexity 3.2.2 Logistics performance* 3.2.1 Complying the apport, with total trade 3.2.2 Lover-carbon energy use 3.3.3 ISO 14001 environmently in PPPS GDP 3.4.1 Environmently in PPPS GDP 3.5.2 Creative outputs 3.5.3 Information and export complexity 3.5.3 ISO 3001 quality in PPPS GDP 3.5.3 Infinance for startups and scaleups in the stable in the s	2.3.2 Gross expend	liture on R&D, % GDP		1	38		6.1.3 Utility models by origin/	bn PPP\$ GDP	-	-	
No. Infrastructure 64.8 2 3.1 Information and communication technologies (ICTs) 9.2 15 6.2.2 Unicorn valuation, % GDP 0.9 6.7 1.2 6.2.2 Unicorn valuation, % GDP 0.9 1.2 0.2 1.2 0.2 1.2 0.2 1.2 0.2 1.2 0.2 1.2 0.2 1.2 0.2 1.2 0.2 0.2 0.2 0.2 0.2 0.2 0.2 0.2 0.2 0.2 0.2 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0	2.3.3 Global corpor	ate R&D investors, top 3, mn U	JSD	0	44	0 \$	6.1.4 Scientific and technical	articles/bn PPP\$ GDP	19.5	34	
6 Information and communication technologies (ICTs) 92.9 15 6.2.1 Labor productivity growth, % GDP 9.9 6.9 1 € 3.1.1 ICT access* 96.9 2.9 6.2.2 Unicorn valuation, % GDP 0.07 10.2 € 3.1.2 ICT use* 95.7 5 6.2.3 Software spending, % GDP 0.07 10.2 € 3.2 General infrastructure 32.8 72 6.3.4 Light-tech manufacturing 0.23.4 5.4 2.2 4.2.3 Light-tech manufacturing 0.23.4 5.4 2.2 4.2.3 Light-tech manufacturing 0.23.4 6.2 4.2.3 Knowledge diffusion 30.0 9.7 0.0 6.3.1 Intellectual property receipts, % total trade 0.02 9.7 0.0 6.3.3 High-tech exports, % total trade 0.0 9.7 0.0 6.3.2 Production and export complexity 6.3.2 High-tech exports, % total trade 0.3 3.3 3.3 3.3 3.3 3.3 3.3 3.3 3.3 3.3 3.3 3.3 3.3 3.3 3.3 3.3 3.3 3.3 3.3 3.3 3.3 3.3 3.3 3	2.3.4 QS university	ranking, top 3*		20.6	52		6.1.5 Citable documents H-in	dex	13.3	65	
State Stat	♣n Infrastructure			54.8	29		6.2 Knowledge impact		45.9	13	
Section of the sec		d communication technologic	es (ICTs)				6.2.1 Labor productivity grow	rth, %	0.9	68	
Since Sin		a communication technologic	es (ICTS)				6.2.2 Unicorn valuation, % GI	DP	9.5	1	•
3.1.3 Government's online service* 3.2 General infrastructure 3.2 Square infrastructure 3.3 Ecological sustainability 3.3 Square infrastructure 3.3 Sq						•					0 \$
3.2. General infrastructure 3.2. Section		online service*						ng			
3.2.1 Electricity output, GWh/mn pop. 1,895. 88						\Diamond	_				
3.2.2 Logistics performance* 59.1 37	3.2.1 Electricity out	put, GWh/mn pop.									0 \$
3.2.3 Gross capital formation, % GDP 2 85											
3.3.1 GDP/unit of energy use 3.3.2 Low-carbon energy use, % 3.3.3 ISO 14001 environment/bn PPP\$ GDP 7.1 9	3.2.3 Gross capital	formation, % GDP		22	85	0					
3.3.1 GDP/unit of energy use 15.7 29 3.3.2 Low-carbon energy use, % 17.6 73 3.3.3 ISO 14001 environment/bn PPP\$ GDP 7.1 9 ● Market sophistication 46.6 32 4.1 Credit 45.4 30 4.1.1 Finance for startups and scaleups† 79.9 11 ● 4.1.2 Domestic credit to private sector, % GDP 34.4 87 ○ 4.1.3 Loans from microfinance institutions, % GDP 7.1 and 1.3 as 1.4 as 1.4 loans from microfinance institutions, % GDP 8.2 Note 1.3 as 1.4 loans from microfinance institutions, % GDP 8.2 Note 1.3 as 1.4 loans from microfinance institutions, % GDP 8.2 Note 1.3 as 1.4 loans from microfinance institutions, % GDP 8.2 Note 1.3 as 1.4 loans from microfinance institutions, % GDP 8.2 Note 1.3 as 1.4 loans from microfinance institutions, % GDP 8.2 Note 1.3 as 1.4 loans from microfinance institutions, % GDP 8.2 Note 1.3 as 1.4 loans from microfinance institutions, % GDP 8.2 Note 1.3 as 1.4 loans from microfinance institutions, % GDP 8.2 Note 1.3 as 1.4 loans from microfinance institutions, % GDP 8.2 Note 1.3 as 1.4 loans from microfinance institutions, % GDP 8.2 Note 1.3 as 1.4 loans from microfinance institutions, % GDP 8.2 Note 1.3 as 1.4 loans from microfinance institutions, % GDP 8.2 Note 1.3 as 1.4 loans from microfinance institutions, % GDP 8.4 Note 1.3 as 1.4 loans from microfinance institutions, % GDP 9.4 note 1.3 as 1.4 loans from microfinance institutions, % GDP 9.4 note 1.3 as 1.4 loans from microfinance institutions, % GDP 9.4 note 1.3 as 1.4 loans from microfinance institutions, % GDP 9.4 note 1.3 as 1.4 loans from microfinance institutions, % GDP 9.4 note 1.3 as 1.4 loans from microfinance institutions, % GDP 9.4 note 1.3 as 1.4 loans from microfinance institutions, % GDP 9.4 note 1.3 as 1.4 loans from microfinance institutions, % GDP 9.4 note 1.3 as 1.4 loans from microfinance institutions, % GDP 9.4 note 1.3 as 1.4 loans from microfinance institutions, % GDP 9.4 note 1.3 as 1.4 loans from microfinance institutions, % GDP 9.4 note 1.3 as 1.4 loans from microfinance institutions, % GDP 9.4 note 1.3 as 1.4 loans from microfinance	3.3 Ecological sus	tainability		38.6	23						
3.3.3 ISO 14001 environment/bn PPP\$ GDP 7.1 9 ■ 7.1 Intangible assets 7.1.1 Intangible assets intensity, top 15, % 0.3 72 ○ ◆ 7.1.2 Trademarks by origin/bn PPP\$ GDP 4.1.1 Finance for startups and scaleups* 79.9 11 ● 7.1.4 Industrial designs by origin/bn PPP\$ GDP 4.1.2 Domestic credit to private sector, % GDP 4.1.3 Loans from microfinance institutions, % GDP 4.2 Investment 4.2.1 Market capitalization, % GDP 4.2.2 Venture capital (VC) received, deal count/bn PPP\$ GDP 4.2.3 Late-stage VC deal count, % global VC 4.2.4 VC investors, deal count/bn PPP\$ GDP 4.2.5 VC investor co-participation/bn PPP\$ GDP 4.3 Trade, diversification 4 9 2.7 32 7.1 Intangible assets 7.1.1 Intangible assets intensity, top 15, % 0.3 72 ○ ◆ 7.1.2 Trademarks by origin/bn PPP\$ GDP 7.1.4 Industrial designs by origin/bn PPP\$ GDP 7.2 Creative goods and services 7.2.1 Cultural and creative services exports, % total trade 7.2.2 National feature films/mn pop. 15–69 7.2.3 Entertainment and media market/th pop. 15–69 7.2.4 Creative goods exports, % total trade 7.2.5 Online creativity 7.3 Online creativity 7.3 Online creativity 7.3.1 Top-level domains (TLDs)/th pop. 15–69 7.3.2 GitHub commits/mn pop. 15–69 7.3.3 Mobile app creation/bn PPP\$ GDP 7.3.3 Mobile app creation/bn PPP\$ GDP	3.3.1 GDP/unit of er	nergy use		15.7	29		6.3.3 130 9001 quality/bit PPI		0.0	29	
Market sophistication	3.3.2 Low-carbon e	energy use, %		17.6	73		Creative outputs		30.9	48	
## Market sophistication	3.3.3 ISO 14001 en	vironment/bn PPP\$ GDP		7.1	9	•	7.1 Intangible assets		25.2	66	
4.1 Credit 4.1 Credit 4.1.1 Finance for startups and scaleups 4.1.2 Domestic credit to private sector, % GDP 4.1.3 Loans from microfinance institutions, % GDP 4.2 Investment 4.2 Investment 4.2 Investment 4.2.1 Market capitalization, % GDP 4.2.2 Venture capital (VC) received, deal count/bn PPP\$ GDP 4.2.3 Late-stage VC deal count, % global VC 4.2.4 VC investors, deal count/bn PPP\$ GDP 4.3 Trade, diversification and market scale 4.3.1 Applied tariff rate, weighted avg., % 4.3.2 Domestic industry diversification 4.5.4 30 4.5.7 ○ ↑ 4.5.6 10 4.5.6 27 4.5.1 Creative goods and services 4.6.2 Verive goods and services 4.7.2 Creative goods and services 4.7.2 Utlural and creative services exports, % total trade 4.7.2 Verive goods exports, % total trade 4.7.2 Verive goods exports, % total trade 4.7.2 Verive goods exports, % total trade 4.7.3 Online creativity 4.7.3 O	lul Market sonhist	ication		46.6	32		7.1.1 Intangible asset intensity	y, top 15, %	0.3	72	0 \$
4.1.1 Finance for startups and scaleups† 4.1.2 Domestic credit to private sector, % GDP 3.4.4 87							7.1.2 Trademarks by origin/bn	PPP\$ GDP	45.6	40	
4.1.2 Domestic credit to private sector, % GDP 4.1.3 Loans from microfinance institutions, % GDP 4.2 Investment 4.2.1 Market capitalization, % GDP 4.2.2 Venture capital (VC) received, deal count/bn PPP\$ GDP 4.2.3 Late-stage VC deal count, % global VC 4.2.4 VC investors, deal count/bn PPP\$ GDP 4.2.5 VC investor co-participation/bn PPP\$ GDP 4.3.1 Applied tariff rate, weighted avg., % 4.3.2 Domestic industry diversification 34.4 87 ○ ♦ 7.2 Creative goods and services 7.2.1 Cultural and creative services exports, % total trade 7.2.2 National feature films/mn pop. 15-69 7.2.3 Entertainment and media market/th pop. 15-69 7.2.4 Creative goods exports, % total trade 7.2.6 Creative goods exports, % total trade 7.2.7 National feature films/mn pop. 15-69 7.2.8 Creative goods exports, % total trade 7.2.9 Actional feature films/mn pop. 15-69 7.2.1 Cultural and creative services exports, % total trade 7.2.2 National feature films/mn pop. 15-69 7.2.3 Entertainment and media market/th pop. 15-69 7.2.4 Creative goods exports, % total trade 7.2.5 Creative goods exports, % total trade 7.2.6 Creative goods exports, % total trade 7.2.7 National feature films/mn pop. 15-69 7.2.8 Entertainment and media market/th pop. 15-69 7.2.9 Actional feature films/mn pop. 15-69 7.2.1 Cultural and creative services exports, % total trade 7.2.2 National feature films/mn pop. 15-69 7.2.3 Entertainment and media market/th pop. 15-69 7.2.4 Creative goods exports, % total trade 7.2.5 Creative goods exports, % total trade 7.2.6 Creative goods exports, % total trade 7.2.7 National feature films/mn pop. 15-69 7.2.8 Creative goods exports, % total trade 7.2.9 Actional feature films/mn pop. 15-69 7.2.9 Actional feature films/mn pop. 15-69 7.2.1 Cultural and creative services exports, % total trade 7.2.1 Cultural and creative services exports, % total trade 7.2.2 National feature films/mn pop. 15-69 7.3.3 Mobile app creation/bn PPP\$ GDP 8.0 6 7.3.3 Mobile app creation/bn PPP\$ GDP		artune and ecaleunet					7.1.3 Global brand value, top	5,000, % GDP	0.2	79	0 ◊
4.1.3 Loans from microfinance institutions, % GDP 4.2 Investment 4.2.1 Market capitalization, % GDP 4.2.2 Venture capital (VC) received, deal count/bn PPP\$ GDP 4.2.3 Late-stage VC deal count, % global VC 4.2.4 VC investors, deal count/bn PPP\$ GDP 4.2.5 VC investor co-participation/bn PPP\$ GDP 4.3.1 Applied tariff rate, weighted avg., % 4.3.2 Domestic industry diversification 7.2 Creative goods and services 7.2 Creative goods and services 7.2.1 Cultural and creative services exports, % total trade 7.2.2 National feature films/mn pop. 15–69 7.2.3 Entertainment and media market/th pop. 15–69 7.2.4 Creative goods exports, % total trade 7.2.4 Creative goods exports, % total trade 7.2.5 Intertainment and media market/th pop. 15–69 7.2.6 Creative goods exports, % total trade 7.2.7 Conline creativity 7.2.8 Entertainment and media market/th pop. 15–69 7.2.9 Creative goods exports, % total trade 7.2.1 Cultural and creative services exports, % total trade 7.2.2 National feature films/mn pop. 15–69 7.2.3 Entertainment and media market/th pop. 15–69 7.2.4 Creative goods exports, % total trade 7.2.5 Ordine creativity 7.2.6 Creative goods exports, % total trade 7.2.7 Cultural and creative services exports, % total trade 7.2.8 Entertainment and media market/th pop. 15–69 7.2.9 Creative goods exports, % total trade 7.2.1 Cultural and creative services exports, % total trade 7.2.2 National feature films/mn pop. 15–69 7.2.3 Entertainment and media market/th pop. 15–69 7.2.4 Creative goods exports, % total trade 7.2.5 VC investor co-participation/bn PPP\$ GDP 7.2.6 Creative goods exports, % total trade 7.2.7 Cultural and creative services exports, % total trade 7.2.8 Creative goods exports, % total trade 7.2.9 Creative goods exports, % total trade 7.2.1 Cultural and creative services exports, % total trade 7.2.2 National feature films/mn pop. 15–69 7.2.3 Entertainment and media market/th pop. 15–69 7.3.1 Top-level domains (TLDs)/th pop. 15–69 7.3.2 GitHub commits/mn pop. 15–69 7.3.3 Mobil							7.1.4 Industrial designs by ori	gin/bn PPP\$ GDP	2.7	32	
4.2 Investment 17.8 35 7.2.1 Cultural and creative services exports, % total trade 0.9 34 4.2.1 Market capitalization, % GDP n/a n/a 7.2.2 National feature films/mn pop. 15–69 7.9 21 4.2.2 Venture capital (VC) received, deal count/bn PPP\$ GDP 0.4 20 7.2.4 Creative goods exports, % total trade 1.3 40 4.2.3 Late-stage VC deal count, % global VC 0.03 54 7.3 Online creativity 48.2 30 4.2.4 VC investors, deal count/bn PPP\$ GDP 0.6 21 7.3.1 Top-level domains (TLDs)/th pop. 15–69 26.6 30 4.2.5 VC investor co-participation/bn PPP\$ GDP 0.2 28 7.3.2 GitHub commits/mn pop. 15–69 37.6 30 4.3 Trade, diversification and market scale 76.7 44 7.3.3 Mobile app creation/bn PPP\$ GDP 80.6 8 4.3.1 Applied tariff rate, weighted avg., % 1.3 24 4.3.2 Domestic industry diversification 92.7 28		,					7.2 Creative goods and serv	vices	24.8	48	
4.2.1 Market capitalization, % GDP 1/2 1/2 National feature films/mn pop. 15–69 1/3 1/2 National feature films		icromitance matitutions, 70 obi					7.2.1 Cultural and creative se	rvices exports, % total trade	0.9	34	
4.2.2 Venture capital (VC) received, deal count/bn PPP\$ GDP 4.2.3 Late-stage VC deal count, % global VC 4.2.4 VC investors, deal count/bn PPP\$ GDP 4.2.5 VC investor co-participation/bn PPP\$ GDP 4.3 Trade, diversification and market scale 4.3.1 Applied tariff rate, weighted avg., % 4.3.2 Domestic industry diversification 9 92.7 28 7.2.4 Creative goods exports, % total trade 7.2.4 Creative goods exports, % total trade 7.3 Online creativity 7.3.1 Top-level domains (TLDs)/th pop. 15–69 7.3.2 GitHub commits/mn pop. 15–69 7.3.3 Mobile app creation/bn PPP\$ GDP 80.6 8 7.3.3 Mobile app creation/bn PPP\$ GDP		lization % GDP							7.9	21	
4.2.3 Late-stage VC deal count, % global VC 4.2.4 VC investors, deal count/bn PPP\$ GDP 6.6 21 7.3 Online creativity 7.3.1 Top-level domains (TLDs)/th pop. 15−69 7.3.2 GitHub commits/mn pop. 15−69 7.3.3 Mobile app creation/bn PPP\$ GDP 7.3.4 Creative goods exports, % total trade 7.5 VC investors, % total trade 7.5			PPP\$ GDP								
4.2.4 VC investors, deal count/bn PPP\$ GDP 4.2.5 VC investor co-participation/bn PPP\$ GDP 4.3 Trade, diversification and market scale 4.3.1 Applied tariff rate, weighted avg., % 4.3.2 Domestic industry diversification 7.3 Unline creativity 7.3 Unline creativity 7.3.1 Top-level domains (TLDs)/th pop. 15–69 7.3.2 GitHub commits/mn pop. 15–69 7.3.3 Mobile app creation/bn PPP\$ GDP 80.6 8 7.3.3 Mobile app creation/bn PPP\$ GDP								, % total trade			
4.2.5 VC investor co-participation/bn PPP\$ GDP 0.2 28 7.3.2 GitHub commits/mn pop. 15-69 3.3 Mobile app creation/bn PPP\$ GDP	_) (II)			
4.3 Trade, diversification and market scale 4.3.1 Applied tariff rate, weighted avg., % 4.3.2 Domestic industry diversification 76.7 44 7.3.3 Mobile app creation/bn PPP\$ GDP 80.6 8 4.3.2 Domestic industry diversification											
4.3.1 Applied tariff rate, weighted avg., % 1.3 24 4.3.2 Domestic industry diversification 9 92.7 28											
4.3.2 Domestic industry diversification 92.7 28							7.3.3 Mobile app creation/bn	PPP\$ GDP	80.6	8	•
	4.3.3 Domestic ma	rket scale, bn PPP\$		154.6	85						



Data Availability

The following tables list indicators that are either missing or outdated for Lithuania.



Lithuania has missing data for four indicators and outdated data for ten indicators.

Missing data for Lithuania

Code	Indicator name	Economy year	Model year	Source
4.1.3	Loans from microfinance institutions, % GDP	n/a	2023	International Monetary Fund, Financial Access Survey (FAS)
4.2.1	Market capitalization, % GDP	n/a	2022	World Federation of Exchanges; World Bank
6.1.3	Utility models by origin/bn PPP\$ GDP	n/a	2023	World Intellectual Property Organization; International Monetary Fund
7.2.3	Entertainment and media market/th pop. 15–69	n/a	2024	PwC, GEMO; United Nations, World Population Prospects; International Monetary Fund

Outdated data for Lithuania

Code	Indicator name	Economy year	Model year	Source
1.3.1	Policy stability for doing business [†]	2023	2024	World Economic Forum, Executive Opinion Survey (EOS)
2.1.1	Expenditure on education, % GDP	2021	2023	UNESCO Institute for Statistics
2.1.3	School life expectancy, years	2022	2023	UNESCO Institute for Statistics
2.1.5	Pupil–teacher ratio, secondary	2022	2023	UNESCO Institute for Statistics
2.2.1	Tertiary enrolment, % gross	2022	2023	UNESCO Institute for Statistics
2.2.3	Tertiary inbound mobility, %	2022	2023	UNESCO Institute for Statistics
4.3.2	Domestic industry diversification	2020	2022	United Nations Industrial Development Organization (UNIDO)
5.2.2	University-industry R&D collaboration†	2023	2024	World Economic Forum, Executive Opinion Survey (EOS)
5.2.4	State of cluster development [†]	2023	2024	World Economic Forum, Executive Opinion Survey (EOS)
6.2.4	High-tech manufacturing	2020	2022	United Nations Industrial Development Organization (UNIDO)



About the Global Innovation Index

- The Global Innovation Index (GII) is published by the World Intellectual Property Organization (WIPO), a specialized agency of the United Nations.
- Recognizing that innovation is a key driver of economic development, the GII aims to provide an innovation ranking and rich analysis referencing around 140 economies. Over the last decade, the GII has established itself as both a leading reference on innovation and a "tool for action" for economies that incorporate the GII into their innovation agendas.



The Index is a ranking of the innovation capabilities and results of world economies. It measures innovation based on criteria that include institutions, human capital and research infrastructure, credit, investment, linkages, the creation, absorption and diffusion of knowledge and creative outputs.

The GII has two sub-indices: the Innovation Input Sub-Index and the Innovation Output Sub-Index, and seven pillars, each consisting of three sub-pillars.