

Sources and publication notes

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This is a list of sources to the stats, facts, numbers and rankings describing Copenhagen's and Denmark's tech environment and ecosystem. It's information that supports the description of opportunities for international businesses and companies that consider investing in or establishing in Greater Copenhagen.

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Business AI adoption [Source](#)

Eurostat, 11 December 2025. Denmark 42.0%; EU 20.0%. Survey scope: enterprises with at least 10 employees or self-employed persons in covered activities; not every Danish business.

World liveability leader [Source](#)

Economist Group, 6 July 2026. Copenhagen remains first in the EIU Liveability Index. This is a city ranking, not a happiness or productivity ranking.

Digital government leadership [Source](#)

Danish Agency for Digital Government, 1 October 2024. Denmark ranks first for the fourth consecutive UN survey. The measure is digital government, not all aspects of digital society.

Microsoft quantum site [Source](#)

Microsoft, 12 November 2025. Expanded Lyngby facility is its largest quantum site globally; company quantum investment in Denmark exceeds DKK 1 billion. This is not a ranking of every quantum laboratory.

Quantum research base [Source](#)

Niels Bohr Institute research overview. The institute hosts specialist quantum centres; Microsoft source 4 also identifies collaboration with DTU.

Gefion AI infrastructure [Source](#)

Novo Nordisk Foundation, 23 October 2024. Operational AI supercomputer with 1,528 NVIDIA H100 GPUs. Access is through DCAI commercial or programme arrangements; no free or automatic allocation is implied.

Quantum investment and new foundry [Source](#)

Novo Nordisk Foundation, 4 September 2026. More than DKK 2.9 billion committed to quantum; new 5,300 m² facility planned for 2027, including commercial wafer fabrication. Commitment and planned capacity are not completed investment or operating capacity.



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MitID adoption [Source](#)

Official MitID statistics. 97.2% of residents over 15 have active MitID; average 94.4 million monthly transactions in 2025. Transaction frequency does not mean unique users.

BioInnovation Institute funding [Source](#)

Novo Nordisk Foundation, 15 January 2026. Up to DKK 5.5 billion framework for 2026–2035, covering life science and deep tech and geographic expansion. Not an unrestricted grant pot for incoming companies.

Medicon Valley industry base [Source](#)

State of Medicon Valley report, hosted by Workindenmark. Identifies Novo Nordisk, Lundbeck and Genmab in the regional company base. Medicon Valley spans eastern Denmark and southern Sweden.

Wind power leadership [Source](#)

International Energy Agency, Denmark country profile. Highest share of wind electricity among IEA countries. Do not broaden this to all renewable energy or all countries worldwide.

District heating coverage [Source](#)

HOFOR, district heating overview. Supplies 98% of Copenhagen's heating demand. This does not mean 98% renewable energy or a carbon-neutral city.

Urban demonstration infrastructure [Source](#)

WE BUILD DENMARK, DOLL Living Lab. Describes 13 kilometres of roads and paths in Albertslund and collaboration among businesses and knowledge partners.

DTU patent activity [Source](#)

DTU, 27 March 2025. DTU filed 84 EPO applications in 2024, behind Vestas and Novozymes. Not a global university ranking.

National robotics ecosystem [Source](#)

Universal Robots, 14 May 2024. UR and MiR opened their headquarters in Odense. Odense is outside Greater Copenhagen and is labelled accordingly.

Productivity and efficiency [Source](#)

Invest in Denmark, 11 August 2026, reporting IMD 2026. Denmark first in Productivity and Efficiency. This is a composite national subfactor, not proof Copenhagen workers produce the most per hour.

Regional innovation [Source](#)

European Commission, RIS 2025. Hovedstaden is second among 241 regions. The ranked region is the Capital Region, not the whole cross-border Greater Copenhagen area.



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Gaming reach [Source](#)

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Games Denmark, SYBO profile. Copenhagen studio; Subway Surfers developed with Kiloo; more than four billion downloads. Lifetime downloads are not active users.

