

Skype

Skype ([/skaɪp/](#)) is a [proprietary](#) telecommunications application operated by [Skype Technologies](#), a division of [Microsoft](#), best known for [VoIP](#)-based [videotelephony](#), videoconferencing and voice calls. It also has [instant messaging](#), file transfer, [debit](#)-based calls to [landline](#) and mobile telephones (over [traditional telephone networks](#)), and other features. Skype is available on various desktop, mobile, and video game console platforms.

Skype was created by [Niklas Zennström](#), [Janus Friis](#), and four [Estonian](#) developers and first released in August 2003. In September 2005, [eBay](#) acquired Skype for \$2.6 billion.^[6] In September 2009,^[7] [Silver Lake](#), [Andreessen Horowitz](#), and the [Canada Pension Plan Investment Board](#) bought 65% of Skype for \$1.9 billion from eBay, valuing the business at \$2.92 billion. In May 2011, Microsoft bought Skype for \$8.5 billion and used it to replace their [Windows Live Messenger](#). As of 2011, most of the development team and 44% of all the division's employees were in [Tallinn](#) and [Tartu](#), [Estonia](#).^{[8][9][10]}

Skype originally featured a hybrid [peer-to-peer](#) and [client-server](#) system.^[11] It became entirely powered by Microsoft-operated [supernodes](#) in May 2012;^[12] in 2017, it changed from a peer-to-peer service to a centralized [Azure](#)-based service.

As of March 2020, Skype was used by 100 million people at least once a month and by 40 million people each day.^[13] During the [COVID-19 pandemic](#), Skype lost a large part of its [market share](#) to [Zoom](#).^[14]

As of February 2023, Skype was used by 36 million people each day.