- Definition
  - •Retail / Sales
  - Advertising
- •E-Commerce is still evolving, and impacting how we buy online, as well as off.

- Some statistics
  - 73% do at least half their shopping online
  - 66% prefer to shop online vs. in-store
  - 4 out of 5 shop online for a broader selection
  - 7 out of 10 shop online for better sales and promotions (free shipping, etc.)
  - 2 out of 3 shop online because it's cheaper

- Some statistics (Continued)
  - What helps you decide to buy something else?
    - Positive Customer Reviews
    - Retailers Descriptions
    - Negative Customer Reviews
    - 45% of online shoppers have bought something online that they would not buy in person.

- Some statistics (Continued)
  - SHIPPING: 96% are more likely to shop on a site if it has free shipping.
  - RETURNS: 87% are more likely to shop on a site if it has free returns
  - 62% rarely return items bought online
     68% prefer to ship purchases back to the online store
  - 32% prefer to return online items to a physical store
- CUSTOMER SERVICE:
  - 41% prefer email
  - 27% live chat
  - 25% phone call
  - 7% never contact

- Some statistics (Continued)
  - In 2015, people spent \$33 billion on in-app purchases
  - Ponder that for a moment

- Ubiquity
- Transaction Costs
- •Global Reach
- Universal Standards

- Globalization
- •Economic changes
- •Cultural changes
- Technological changes

- •Business to Consumer (B2C)
- •Business to Business (B2B)
- •Business to Employee (B2E)
- Consumer to Consumer (C2C)

- Online / mobile banking
- Online stock trading
- Online financial management
- We are more accepting of these now than we have been in the past, according to Pew
  - In 2013, 51% of adults banked online
  - 36% of adults used mobile banking

- The American Banker's Association breaks down preference this way:
  - Internet Banking (laptop or PC) 39%
  - Branches 18%
  - ATMs 11%
  - Mobile (Smart phone, iPad, etc.) 8%
  - Mail 7%
  - Telephone 7%
  - Don't Know 11%

- Disruptive Technology
- Sustaining Technology
- •Digital Darwinism
- •Enhanced / Hindered Industries

#### •Print

- 152 newspapers shut in 2011
- 151 newspapers shut in 2010
- Hundreds of magazines have closed
- Competition from online
- Print media has, in some cases, embraced digital media; but is it better?

#### Television

- Broadcast television has struggled for some time
- Cable is struggling as well
- People are tired of hundred-channel bundles
- Cord-cutting and net neutrality have hurt cable
- Piracy has hurt production

#### •Radio

- Surprisingly resilient!
- 95 percent of people have access to radio
- 75 percent of households in developing nations have radio
- Radio signals are strong
- Internet radio, both discrete and hybrid

#### •Music

- Digital music has complex history
- Napster and piracy
  - Production v. distribution costs
- Quality of digital music v. analog
- Resurgence of vinyl w/its perks
- Freedom for artists (good and bad)
- iTunes, the market, and what's fair



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•iTunes breakdown, assuming \$0.99 song

- For Apple: \$0.29
- For artist:

- Interactivity
- Information Density
  - Price transparency
  - Cost transparency
  - Price discrimination (dynamic pricing)
- Personalization
- Customization
- Collaboration
- Disintermediation

•The loss of brick-and mortar to online, and the impact of Amazon

- Border's
- Circuit City
- Radio shack
- CompUSA
- Sears
- Gap
- Abercrombie and Fitch
- Aeropostale

•The loss of brick-and mortar to online, and the impact of Amazon

- Amazon moved into services including food, the cloud, same day and drone delivery
- Have they ever turned a profit?
  - Maybe, in 2001
  - Generally believed to have never actually made any money (or not enough to be safe)

Consumers respond to specific business techniques

- Low prices
- Product differentiation
- Specific strength
- Brand name / Switching costs

- Intranet
- •Extranet
- •EDI
- Portal
- •Kiosk
- •Library Access

Social Networking
Forums / Messageboards
Newsgroups / coupons / classifieds
Support Groups
Virtual Worlds

- •Marketing / Sales
- •Financial / Payment Services
- Procurement

•Customer Service (FAQ's, Knowledge Base, Real Time Chat)

- Digital Credit Card Payment Systems
- •Digital Wallet
- Micropayment / Microtransaction
- Accumulated Balance Systems
- •Stored Value Payment Systems