

# E-commerce 2014

business. technology. society.

*tenth edition*

**Kenneth C. Laudon**

**Carol Guercio Traver**



# Chapter 1

## The Revolution Is Just Beginning



# E-commerce Trends 2013–2014

- Expansion of social, local, and mobile e-commerce
- Mobile platform begins to rival PC platform
- Continued growth of cloud computing
- Explosive growth in “Big Data”
- E-books gain wide acceptance
- Continued growth of user-generated content



# The First 30 Seconds

- **First 17 years of e-commerce**
  - ❖ Just the beginning
  - ❖ Rapid growth and change
- **Technologies continue to evolve at exponential rates**
  - ❖ Disruptive business change
  - ❖ New opportunities



# What Is E-commerce?

- **Use of Internet and Web to transact business**
- **More formally:**
  - ❖ Digitally enabled commercial transactions between and among organizations and individuals



# E-commerce vs. E-business

## ■ E-business:

- ❖ Digital enabling of transactions and processes within a firm, involving information systems under firm's control
- ❖ Does not include commercial transactions involving an exchange of value across organizational boundaries





# Why Study E-commerce?

- **E-commerce technology is different, more powerful than previous technologies**
- **E-commerce brings fundamental changes to commerce**
- **Traditional commerce:**
  - ❖ Consumer as passive targets
  - ❖ Mass-marketing driven
  - ❖ Sales-force driven
  - ❖ Fixed prices
  - ❖ Information asymmetry



# Eight Unique Features of E-commerce Technology

1. Ubiquity
2. Global reach
3. Universal standards
4. Information richness
5. Interactivity
6. Information density
7. Personalization/customization
8. Social technology





# Types of E-commerce

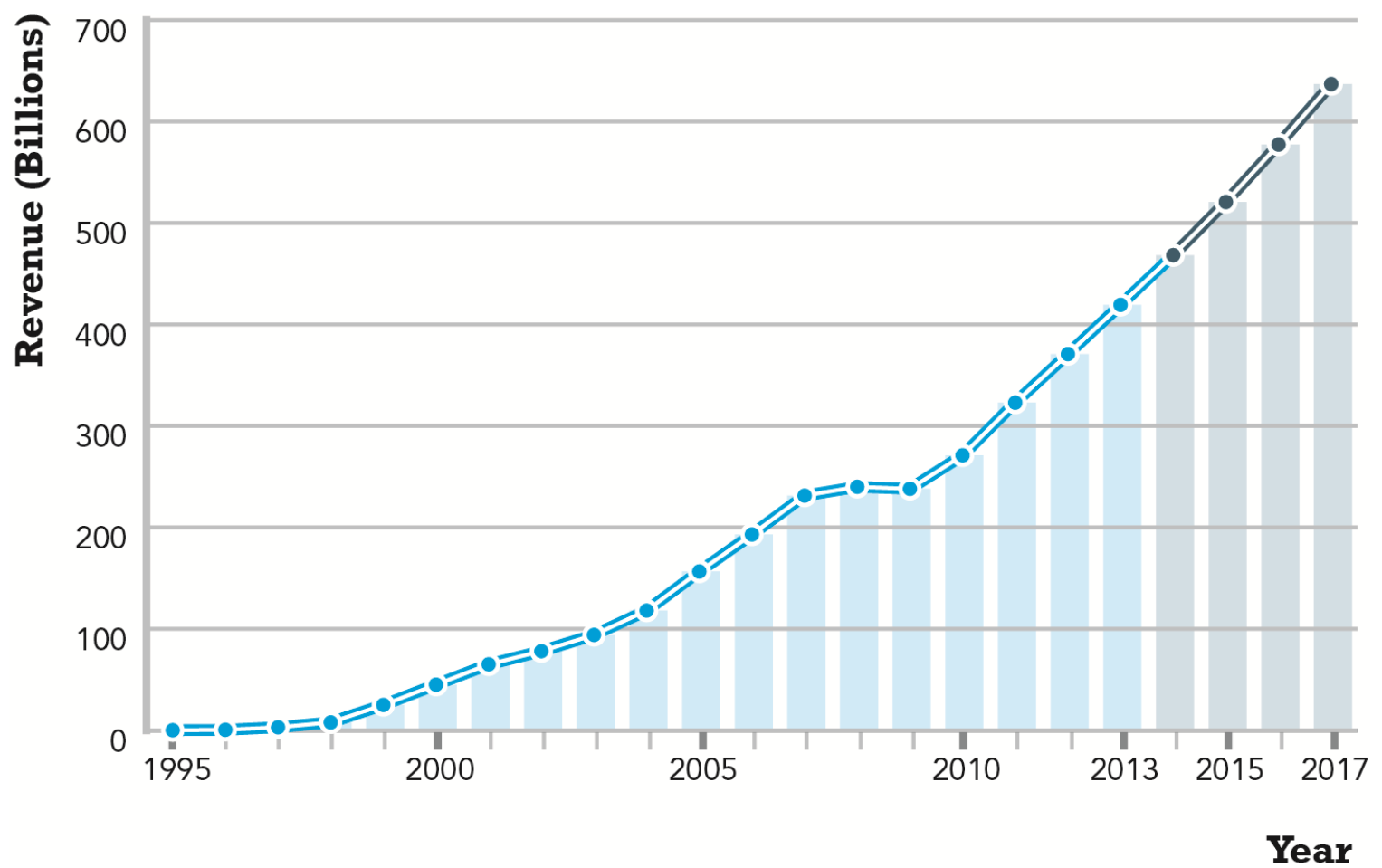
■ *May be classified by market relationship or technology*

- **Business-to-Consumer (B2C)**
- **Business-to-Business (B2B)**
- **Consumer-to-Consumer (C2C)**
- **Social e-commerce**
- **Mobile e-commerce (M-commerce)**
- **Local e-commerce**



# The Growth of B2C E-commerce

Figure 1.3, Page 20

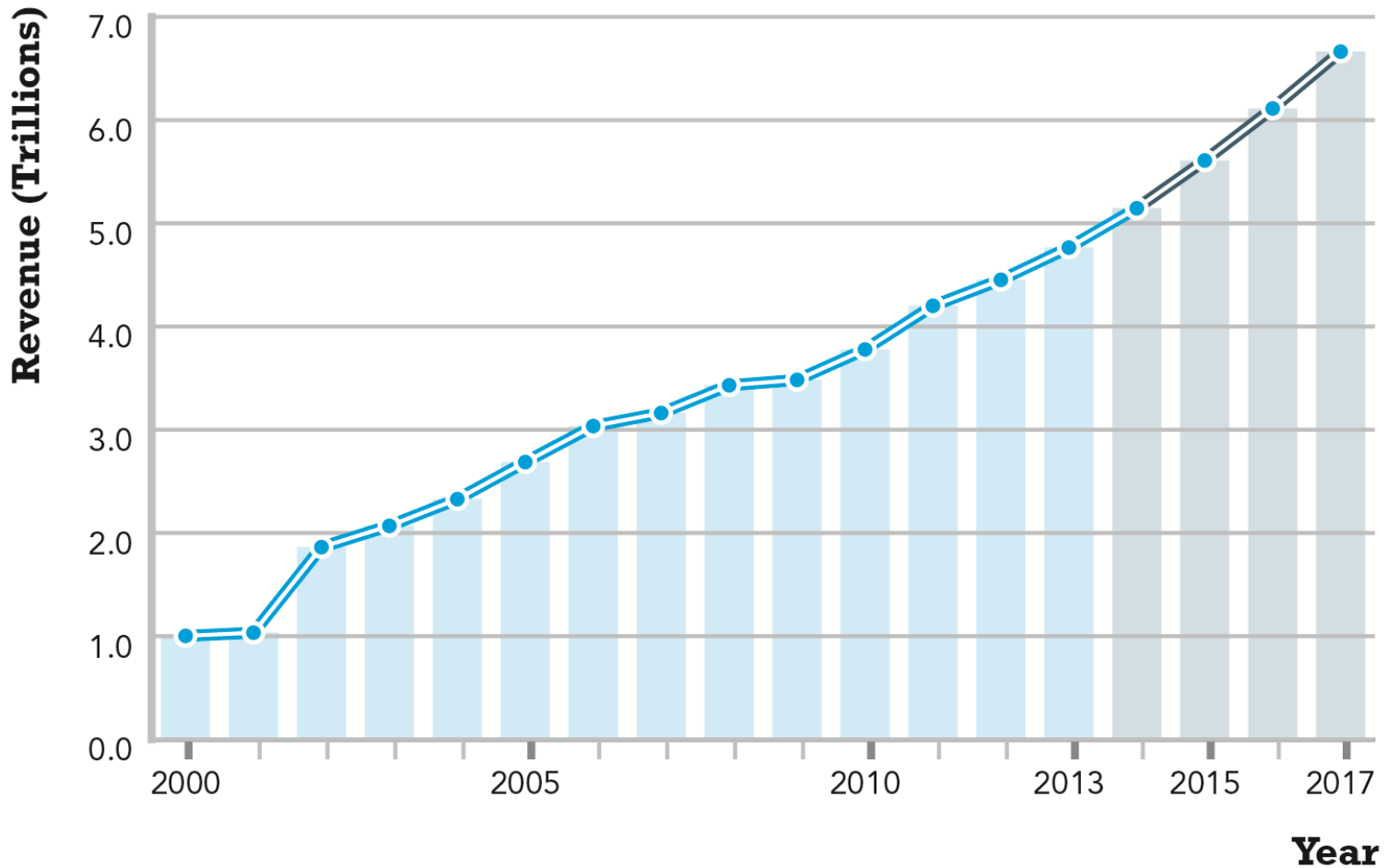


SOURCE: Based on data from eMarketer, Inc., 2013a; authors' estimates.



# The Growth of B2B E-commerce

Figure 1.4, Page 21



SOURCE: Based on data from U.S. Census Bureau, 2013; authors' estimates.



# The Mobile Platform

- **Most recent development in Internet infrastructure**
- **Enables access to the Internet via wireless networks or cell-phone service**
- **Mobile devices include**
  - ❖ Tablets
  - ❖ Smartphones
  - ❖ Ultra-lightweight laptops



*Insight on Technology: Class Discussion*

## Will Apps Make the Web Irrelevant?

- **What are the advantages and disadvantages of apps, compared with Web sites, for mobile users?**
- **What are the benefits of apps for content owners and creators?**
- **Will apps eventually make the Web irrelevant? Why or why not?**



# Origins and Growth of E-commerce

## ■ Precursors:

- ❖ Baxter Healthcare
- ❖ Electronic Data Interchange (EDI)
- ❖ French Minitel (1980s videotex system)
- ❖ None had functionality of Internet

## ■ 1995: Beginning of e-commerce

- ❖ First sales of banner advertisements

## ■ E-commerce fastest growing form of commerce in United States





# E-commerce: A Brief History

## ■ 1995–2000: Invention

- ❖ Key concepts developed
- ❖ Limited bandwidth and media
- ❖ Euphoric visions of
  - Friction-free commerce
    - ❖ Lowered search costs, disintermediation, price transparency, elimination of unfair competitive advantage
  - First-mover advantages
    - ❖ Network profits
- ❖ Dot-com crash of 2000



# E-commerce: A Brief History (cont.)

## ■ 2001–2006: Consolidation

- ❖ Emphasis on business-driven approach
- ❖ Traditional large firms expand presence
- ❖ Start-up financing shrinks up
- ❖ More complex products and services sold
- ❖ Growth of search engine advertising
- ❖ Business Web presences expand to include e-mail, display and search advertising, and limited community feedback features



# E-commerce: A Brief History (cont.)

## ■ 2007–Present: Reinvention

### ❖ Rapid growth of:

- Online social networks
- Mobile platform
- Local commerce

### ❖ Entertainment content develops as source of revenues

### ❖ Transformation of marketing

- Coordinated marketing on social, mobile, local platforms
- Analytic technologies



# Assessing E-commerce

- **Many early visions not fulfilled**
  - ❖ Friction-free commerce
    - Consumers less price sensitive
    - Considerable price dispersion
  - ❖ Perfect competition
    - Information asymmetries persist
  - ❖ Intermediaries have not disappeared
  - ❖ First mover advantages
    - Fast-followers often overtake first movers



# Predictions for the Future

- **Technology will propagate through all commercial activity**
- **Large, traditional companies will continue to play dominant role, consolidating audiences**
  - ❖ Start-up ventures can still attract large audiences in non-dominated arenas
- **Integrated online/offline companies will experience more growth than purely online companies**
- **Additional factors:**
  - ❖ Increased regulation and control
  - ❖ Cost of energy



**Thank You!**