

Online Retailing using facebook

7th webinar of the retail ecommerce series

an embitel initiative

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Daniel Rebhorn dr@dmc.de

- Studied Computer Science at University of Stuttgart
- Entrepreneur since 1992
- Investor and business angel for 5+ IT companies
- Working in retail e-Commerce for last 15 years
- Responsible for development of e-retail sites like Neckermann, Kodak



Top10 brand fan pages worldwide



No 1: approx. 27 mill. fans



No 2: approx. 21 mill. fans



No 3: approx. 18 mill. fans



No 4: approx. 17 mill. fans



No 5: approx. 14 mill. fans



No 6: approx. 13 mill. fans



No 7: approx. 12 mill. fans



No 8: approx. 12 mill. fans



No 9: approx. 10 mill. fans



No 10: approx. 9 mill. fans



Sembitel Top fan pages in India

| | | | Fans today | Fans this week | Fans this month | Total Fans. |
|----|----------|--------------------------------|------------|----------------|-----------------|-------------|
| 1 | | A.R. Rahman | 12,643 | 74,084 | 267,674 | 2,758,493 |
| 2 | 重 | Aamir Khan Actor India | 3,365 | 18,625 | 125,828 | 2,002,052 |
| 3 | 31/66 | 3 Idiots | 2,762 | 18,809 | 87,743 | 1,993,783 |
| 4 | | Sachin Tendulkar | 3,499 | 34,755 | 214,748 | 1,933,468 |
| 5 | <u> </u> | Facebook India Website India | 12,596 | 116,568 | 518,286 | 1,692,872 |
| 6 | | India Travel India | 3,247 | 19,011 | 129,914 | 1,654,246 |
| 7 | 9 | Priyanka Chopra | 2,171 | 13,005 | 89,418 | 1,490,818 |
| 8 | | MTV India OtherMedia India | 5,850 | 78,640 | 158,245 | 1,438,733 |
| 9 | | Shahrukh Khan | 1,817 | 11,152 | 64,945 | 1,426,155 |
| 10 | 1 | Ranbir Kapoor | 1,878 | 10,609 | 65,987 | 1,339,432 |
| 11 | | ✓ Vodafone Zoozoos | 984 | 5,552 | 30,298 | 1,223,635 |
| 12 | | ✓ Tata Docomo | 6,824 | 71 ,736 | 227,539 | 1,089,898 |



- 600+ Million users worldwide
- 50+ mio. users change their status every day
- Users spending approx. 30-120 minutes per day

!!! BREAK !!!

Top growing countries on Facebook in the last 6 months

| # | Country | Gain [abs] | Total users |
|-----|---------------|------------|-------------|
| 1. | United States | 20 710 660 | 146 591 880 |
| 2. | India | 8 271 480 | 18 818 720 |
| 3. | Indonesia | 8 007 060 | 33 920 020 |
| 4. | Philippines | 6 202 240 | 20 802 540 |
| 5. | Mexico | 5 852 520 | 18 830 960 |
| 6. | Brazil | 4 761 500 | 9 518 700 |
| 7. | Germany | 4 284 260 | 14 232 960 |
| 8. | Taiwan | 3 680 660 | 10 425 820 |
| 9. | Thailand | 3 171 280 | 7 387 960 |
| 10. | Malaysia | 2 557 340 | 9 874 860 |

- http://www.socialbakers.com
- http://www.checkfacebook.com/
- http://www.facebook.com/press/info.php?statistics
- http://www.allfacebook.com/



E-Commerce

Offering and selling of products and services

Social Commerce

Leverage social media to increase sales

Social Media

Online platforms to support communication and interaction of users



- The 6 dimensions of social commerce
- Meet where you shop & shop where you meet
- Facebook and its integration methodologies
- Case Studies
- Outlook into "Facebook as a marketplace?" & Suggestions



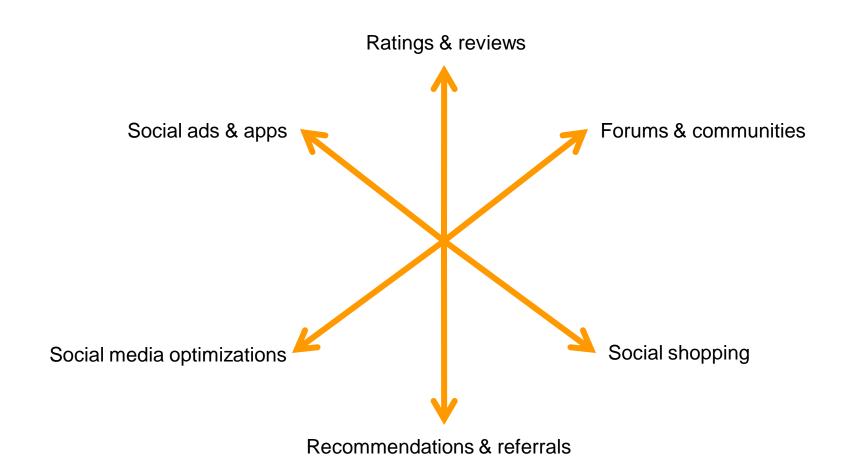




The 6 dimensions of social commerce



The 6 dimensions of social commerce





The 6 dimensions of social commerce 1/2

1. Ratings & reviews

- customer ratings & reviews
- ratings & reviews of experts
- sponsored reviews
- customer testimonials

2. Recommendations & referrals

- Social bookmarking
- Referral & reward programs
- Social recommendations

3. Forums & communities

- Discussion forums
- Q&A forums
- Retail blogs
- Own customer communities

4. Social media optimization

- News feeds
- Deal feeds
- Media sharing
- Social media events
- Link Building

5. Social ads & apps

- Social ads
- Social apps
- Social widgets





The 6 dimensions of social commerce 2/2

6. Social Shopping

- Social media stores
- Portable social graphs
 - Facebook Connect
 - Social Plug-in
 - Google's Friend Connect
 - Fluid's Fluid Social
- Group shopping
- Co-browsing
- Group gifting
- Social shopping portals

→ Facebook commerce = Social shopping



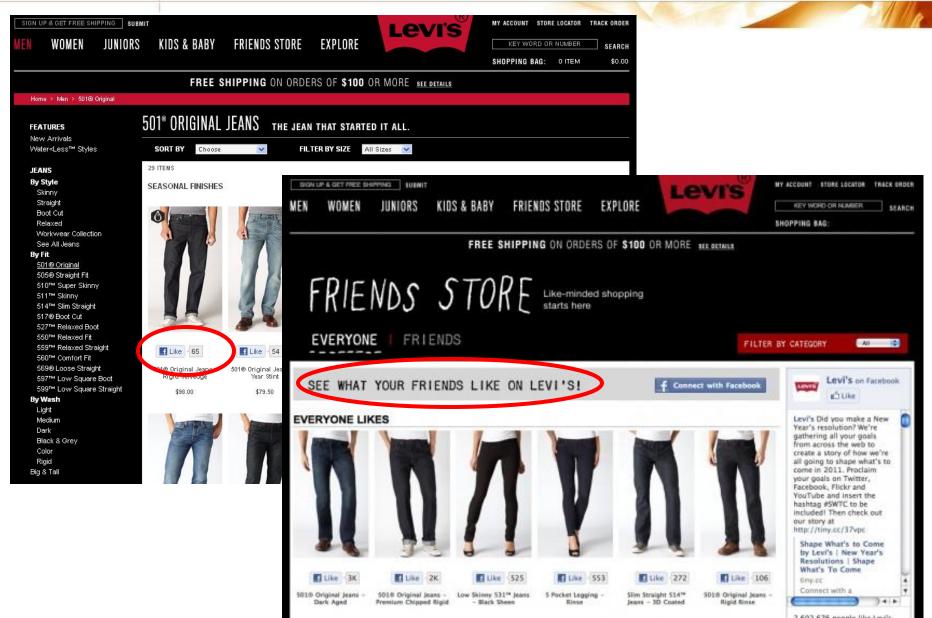




Meet where you shop & shop where you meet



Meet where you shop





Meet where you shop



Area of user activity

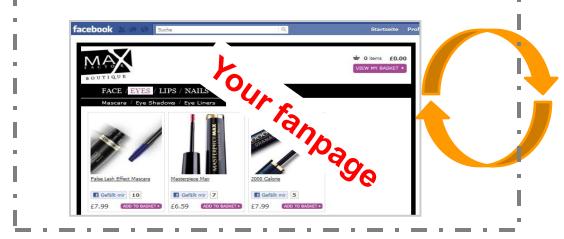


Shop where you meet





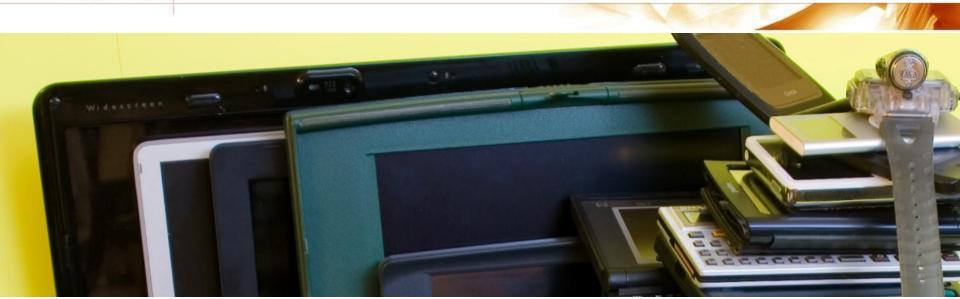
Shop where you meet





Area of user activity





Facebook and its integration methodologies



Two ways of facebook integration

Company allows user to connect with friends or other users where the user is shopping

Facebook connect / Open graph protocol

Company allows user to shop, where they meet friends and other users

Facebook application technology (app technology)





Two ways of facebook integration

Community building

- Content creation
- Content management
- Community concept
- Processes and Tools

facebook OpenGraph implementation

- Integration facebook plugins
- Implementation of integrated facebook tools
 - Integrated user management
 - Recommendations
 - Ratings
 - Information sharing
 - ...

facebook app implementation

- Implementation facebook community apps
- Implementation facebook shops
 - Product portfolio
 - Community specific features
 - **.** . . .





Integration methodologies





Share >

Let visitors to your site share your content on Facebook.



Like Button

The Like button lets users share pages from your site back to their Facebook profile with one click.



Activity Feed

The Activity Feed plugin shows users what their friends are doing on your site through likes and comments.



Recommendations

The Recommendations plugin gives users personalized suggestions for pages on your site they might like.



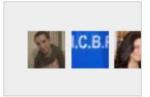
Like Box

The Like Box enables users to like your Facebook Page and view its stream directly from your website.



Login Button

The Login Button shows profile pictures of the user's friends who have already signed up for your site in addition to a login button.



Facepile

The Facepile plugin shows the Facebook profile pictures of the user's friends who have already signed up for your site.



Comments

The Comments plugin lets users comment on any piece of content on your site.



Live Stream

The Live Stream plugin lets your users share activity and comments in real-time as they interact during a live event.



facebook mobile / places

facebook mobile and facebook places

- facebook applications are available for many mobile platforms (android, iphone, etc.)
- Many Web-Interface are already optimized for browser-based surfing
- Using "facebook places", user can:
 - automatically submit its location
 - search for friends nearby
- Location based services and location based marketing can by implemented by combining "facebook mobile" and "facebook places"





facebook mobile / places

facebook deals - a multichannel case

- Adds features to "facebook places"
- User can check-in into registered locations via "facebook places", such as
 - Restaurants
 - Clubs
 - Shops
- Registered locations / places can offer certain deals. The following deals are available:
 - Individual deals: User gets a certain discount
 - Friend deal: User and a friend getting a certain discount
 - Loyalty deal: Returning client gets a certain discount
 - Charity deal: For each user, a certain donation is performed
- Today only available in US
- Samples:
 - GAP gives 10.000 free jeans to users checking into GAP brick-and-mortar stores
 - H&M gives discount of 20%
 - Starbucks and McDonald's donating 1 USD for each user checking into one of their locations











facebook mobile / places

facebook deals - examples

Cheryl Cole

- Cheryl Cole has approx. 2.900.000 fans on facebook (http://www.facebook.com/CherylCole)
- The campaign named "Poster check-in competition".
 Each user who checked-in next to a billboard, marketing the new album, had the chance to win 2 tickets for concert.
- The campaign ran in UK with some 13.000 participants.

Nike

- Nike has approx. 2.900.000 fans on facebook
- The campaign supported the launch of a new product (Varsity Destroyer Jacket). The market the product, Nike started a partnership with US-based fast-food chain "KOi Fusion"
- facebook user who checked-in at certain "KOi Fusion" locations, ordering a "Destroyer Burrito", received a free jacket.
- Also Twitter was used to give hints on participating "KOi Fusion" outlets.
- Videos are available: (http://www.youtube.com/watch?v=mnPh_kvNdHM&featur e=player_embedded)









facebook credits

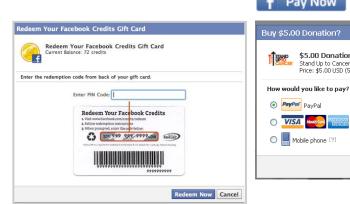
- facebook wants to establish "facebook credits" as a universal currency.
- Whenever a transaction is done, facebook keeps 30% of revenues.
- Currently, it is mainly used to pay virtual goods in facebook games.
- Also used to make donations. (http://www.facebook.com/su2c?v=app_107538342639412)
- "facebook credits" can be purchased using
 - credit cards
 - mobile phones
 - PayPal
 - earned with facebook apps
- But: "facebook credits" can be used to pay in brick-and-mortar stores of Target, Wal-Mart in US and Tesco in UK. At BestBuy users can buy "facebook credits"
- Via the payment provider "MOL", facebook credits can be used in over 500.000 stores, mainly in Asia and Australia.

Donate \$5.00

Pay Now

\$5.00 Donation

Stand Up to Cancer Donation -- Thank You Price: \$5.00 USD (50 credits)









Case studies



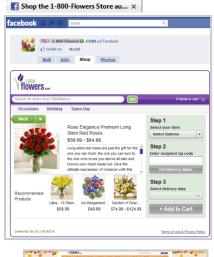
Sells directly on facebook

1-800-Flowers has approx. 50.000 fans on facebook

(www.facebook.com/1800flowers)

- Users can shop
 - on the fanpage
 - on wall
 - within news-feed
- Fully integrated shop, including checkout process and payment
- After checkout, user can share his purchase information with friends
- facebook app can also be integrated in external websites
- Extensive use of reviews, ratings and comments













Delta airlines

Ticket sales on facebook

- Delta airlines hat approx 100.000 fans on facebook (http://www.facebook.com/delta?
 v=app 119581404755652
- User can
 - inform themselves on flight schedules, ticket prices, offerings
 - Buy flight tickets including payment
- After checkout, user can share his purchase information with friends
- facebook app can also be integrated in external websites

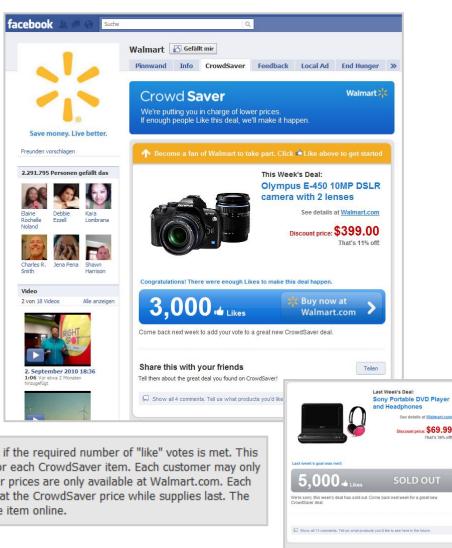




Wal-Mart – Crowd Saver

Group buying

- Wal-Mart has approx. 2.300.000 fans on facebook (www.facebook.com/walmart)
- Wal-Mart regulary starts temporary sales campaigns, by offering big discounts on products
- Only if the offer product is "liked" by a certain number of facebook users (e.g. 3000), the products are offered for the low price.
- **Group buying** seems to be a highly effective method to promote products within the community



The CrowdSaver price is only available if the required number of "like" votes is met. This threshold of required votes may vary for each CrowdSaver item. Each customer may only vote to "like" an item once. CrowdSaver prices are only available at Walmart.com. Each customer may purchase only one item at the CrowdSaver price while supplies last. The price is available until we sell out of the item online.



Group buying for cars

- The campaign is based on "The more you like, the less you pay!"
- The more facebook users click "I like" on <u>http://www.fabia-ilike.be/home.php</u> , the lower the price of the car
- For each "I like", the price is reduced by 1,00 €.
- Each campaign is limited to 48 hours.
- Good example to show, how "I like" can also be used.







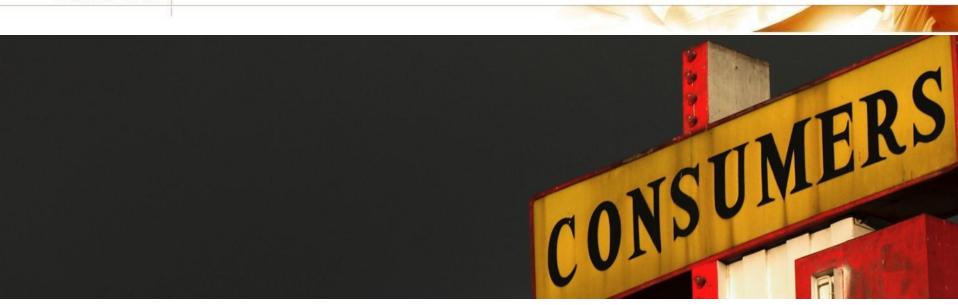
Retail connected to facebook

QR-Codes and facebook

- QR (Quick Response) codes are similar to barcodes, which can easily be recognized by software (e.g. on smartphones).
- If user scans QR-code, the company / product will automatically be "liked" by the user.
- QR-Like-codes for facebook pages can be generated by services, e.g. likify.net.
- Such QR codes can be placed in magazines, newspapers, products, billboards, shop windows, signs, etc. (even on TV!)
- → technologies like QR codes combined with geo coding will bring social shopping into retail (let's call it street commerce ;-)







Outlook into "Facebook as a marketplace?" & Suggestions



Definition of marketplace





Definition of marketplaces

- Aggregator of product offerings
- Increases product portfolio by adding portfolio of partner
- Leverage existing traffic (visitors) to increase revenue
- Use opportunity of up-selling
- Might or might not own the "client"
- Might or might not have order responsibility

Examples:

- amazon.com
- shopping.com
- india times shopping



facebook as a marketplace

- facebook today has a lot of traffic
- facebook is already aggregating information
- facebook already leverages traffic for different purposes
- facebook "owns" the user

What stops facebook from being a marketplace?

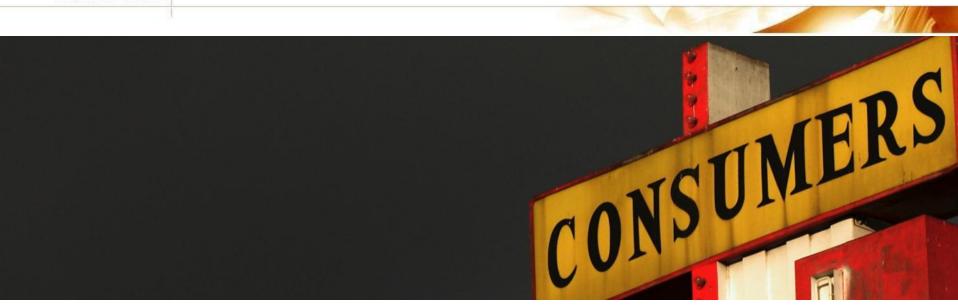


Definition of marketplace



- Would be the approach: "Shop were you meet"
- It is <u>not there</u>, today!
- But if it's there, it might change the world of e-commerce
- Why?
 - Users are there
 - Infrastructure is there
 - Supporting features are there: ads, payment, places





Summary & Suggestions



Start a fan page on facebook, and:

- have (at least little) resources to maintain
- integrate on your own webpage
- entertain and inform your fans

Start activities in some of other 5 dimensions

- e.g. Try social ads within your target client group
- or start "ratings & reviews"

Launch simple product offerings

supported by viral marketing campaigns



Social shopping is only one dimensions. Definitely you'll have to look at all six.

Keep the 2 directions in mind:

Meet where you shop & shop where you meet!

The audience in India is already there: 18 Mio.

Think about your opportunities!





- E-Commerce service company since 1995
- e-commerce projects in
 30+ countries (incl. Europe, US,
 Australia, India, Japan)
- Responsible for ...
 - 100+ Webshops
 - 1.000.000.000+ USDE-Commerce Order Volume/year
 - 5.000.000+E-Commerce Transactions/year

- 300+ employees in
 Stuttgart (HQ) and Berlin, Germany
- 100+ employees in Bangalore
- Offering Online Commerce services in India and overseas
 - consulting
 - design
 - technology
 - hosting
 - shop management
 - online marketing (SEO, SEM, SMM)



List of our webinars

- Webinar 1:
 E-Retailing A perfect storm in India
- Webinar 2: Essence of Retail e-Commerce and its optimization
- Webinar 3:
 SEO More Visibility, More Traffic & More Sales for free?
- Webinar 4: Social Media Marketing
- Webinar 5: Customer Acquisition & Retention
- Webinar 6:
 Mobile Commerce for Retailers





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Thank you for your interest!

Any questions?

