

# **Location Based Social Commerce**

- How will it affect local businesses?

Courtesy of Social Commerce Today. Used with permission.



**Objective** 

Critical Questions

Approach

- Examine characteristics of location-based social commerce services and effects on local economies
- Is this business model successful?
  - Strengths? Opportunities?
- Is this platform sustainable for the local businesses?
  - Threats? Risks?
- Winners / Losers?
- Analyze workings of location-based social commerce
   e.g. Groupon, LivingSocial, Yelp
- Evaluate potential stakeholders ("2-sided market")



- Primary research on benefits
- Extrapolate findings to discuss economic implications



### The Evolution of Social Commerce

Group buying:Old concept

10 yrs ago... Mercata & Mobshop  E-Commerce & Digital Coupons

First half of 2009...

- ~ 10M digital coupons redeemed
- Redemption rate15-20% v. 1%for paper coupons

Advent of Web 2.0

use of social media outlets

social interaction in purchases of new products and services

FB & Twitter

Globalization

Mobile Phone Adoption

in Smartphone Users

Launch of group coupon ad sites (Asia, Europe, U.S)



### **Two Types of Social Commerce**

Residence-based (ex. Groupon)

#### Labor intensive deal making process

- Online / Offline
- 6-8 week process

#### Extremely "Easy" to use

- Sign based on location
- 1 deal per day
- Automatic updates through email

#### Solid monetizing model

- \$1.35B valuation (< 2 years post-launch)
- 14.5M Groupons bought, takes 50% of deals
- Fast expansion in global market: Acquired "DealsOn" (Korea, 10/2010)

Real time Location-based (ex. FourSquare)

#### Users' self recommendations

- Personal network based

#### "Convenient" in new locations

- "Check in" with your mobile (based on real-time location)
- Various categories of information

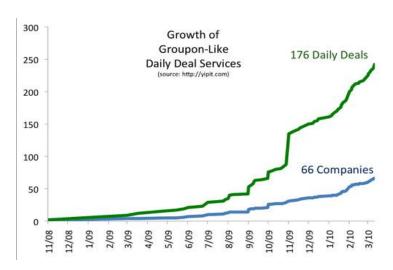
#### Huge potential

- Large customer base
- Collective intelligence
- Yet, slow in monetizing

### **Growth of Daily Deal Services**

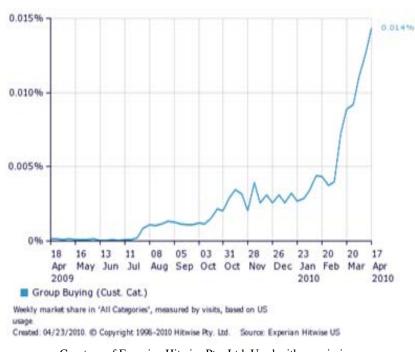
(Source: http://yipit.com)



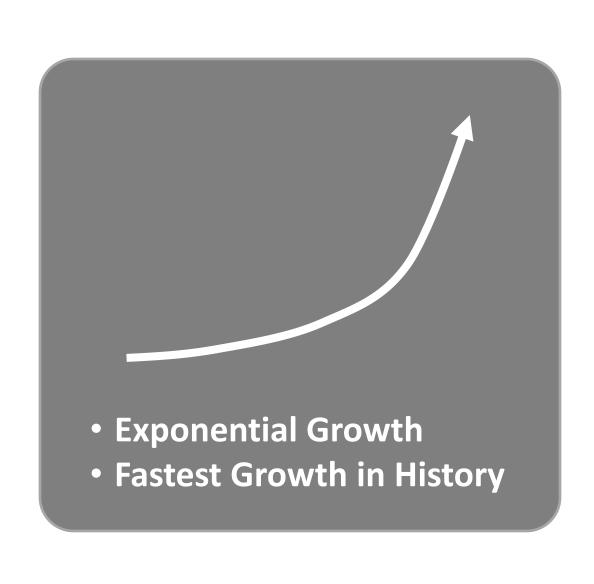


Courtesy of YipIt. Used with permission.

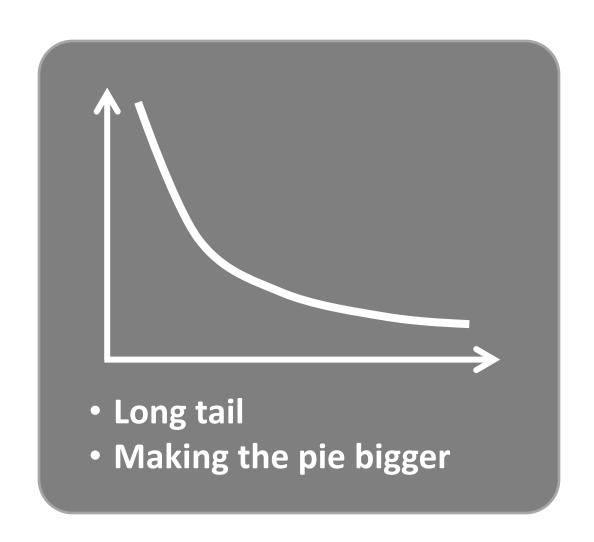
#### **Weekly Market Share of Visits**



Courtesy of Experian Hitwise Pty, Ltd. Used with permission.



Demand-Side	Supply-Side
Appeal of "scarcity": Window to purchase is limited	Virality due to the rise of Web 2.0 & social media
Network externality: Motivation to spread the word	Low entry barriers: 'clones' and aggregator sites (e.g. Yipit)
Pervasiveness of the internet use	Low up-front cost for smaller retailers to acquire new customers
Smartphones + mobile transactions made easier	Opportunity to showcase "long tail" of local firms
Bargain hunting (Economic Downtown)	
Decreased consumer search costs	





### What value does it provide?



- Emerging business opportunities
- enabling technologies
- connecting small businesses & consumers
- Highly valuated by VCs for potential growth



- Competition is huge
- Groupon: 50% share of revenue generated
- LivingSocial (40%), EverSave (40%), Yelp (30%), AOL (30%)

### **Service Providers**

#### **Local Business**

- Huge opp. for more effective marketing
  - Raise consumer awareness
- New methodology for <u>CRM</u>
- Customized service, System lock-in

### **End Consumers**

- Same products /services @ lower price
- Greater variety of choices
- Customized offerings over time
- Consistent intro. of new products/services

### **Local Business: Better than Free Advertising**

- Exposure with zero cost
- Clear metrics
- Cash Flows
  - potential to up-sell



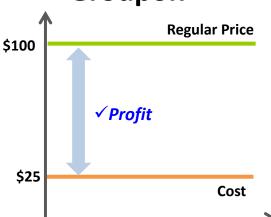






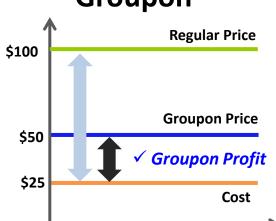
### **Local Business: Profit Source using CRM**





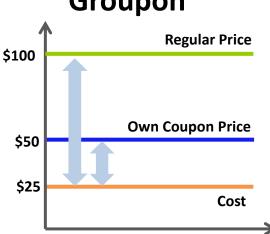
- ✓ Customers: 10
- **✓** Revenues: \$1,000
- **✓ Profits: \$750**

## With Groupon



- **✓** Customers: 10 + 100
- ✓ Revenues: <u>\$6,000</u>
- **✓ Profits:** \$750

### After Groupon



- **✓** Customers: 10 + 100
- **√** Revenues: \$6,000
- ✓ Profits: \$3,250

#### + CRM Data

 Interests, email, address, etc. Can Issue own coupon
("Personalized Pricing")

### MITSloan MANAGEMENT

### **Local Business: Peripheral Effects**

#### Social Commerce VS. Google

- Similar to Google's SEO
  - : Users are coming to Groupon with intention
- Groupon has a unique incentive: the "deal" factor

#### Social Commerce VS. Facebook

- Facebook has very limited brand engagement
  - : Users can "like" a brand, but can't purchase & difficult to get a "deal"

#### Social Commerce VS. Newspapers

- Free marketing (via impressions), direct exposure to consumers
  - : Ads in newspapers cost cash per impression
- Clear metrics on # of people who've purchased a deal
  - : No direct metrics for measuring the impact of an ad



### **Potential Threats and Risks**

### Yet, Social Commerce has drawbacks...

Study of 150 merchants who utilized Groupon (Rice University):

- 32% found Groupon unprofitable
- 40% said they would not run such a promotion again

### Marketing Implications

- Possible brand dilution
- Price-sensitive customers
- Short-lived exposure

## **Operational Challenges**

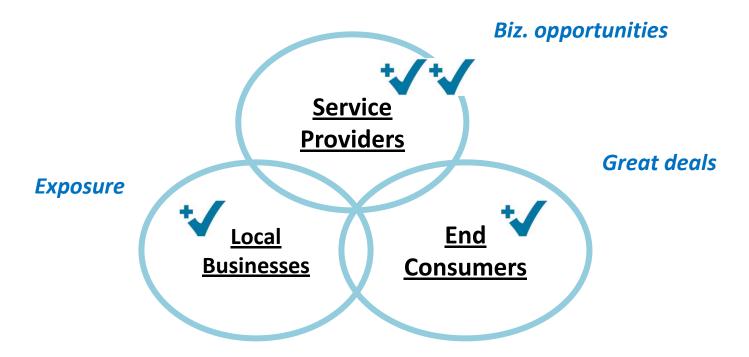
- Rapid influx of business
- Extra manpower needed for service quality
- Additional cost considerations
- Decrease in employee morale

## Financial Impact

- No profits due to discounting and high commissions
- Customers do not spend beyond face value
- Successful campaign could be very costly

### .... Social commerce promotions NEED strategy!

### Win-Win game for everyone but ...





Losing advertising customer base from local businesses

## Questions?

### Winner takes it all industry? Possibly....

- Highly networked and social nature of industry means that speed to market and ability to scale quickly are key success factors
- Low barrier to entry have resulted in a large number of copycats ('clones')
- Zero switching cost means that the better platform and better branding wins
- This has led to an arms race where bigger players such as Groupon and Living Social are quickly acquiring local deal sites
- Economic and social forces provide a reinforcing feedback loop of success

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