

Changing your business proposition for Omnichannel consumers

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Mirador Digital

Agenda

- ▶ About Mirador
- ▶ Setting the scene
- ▶ Digital.....
- ▶ Customers influencing investment
- ▶ Customer engagement
- ▶ Omnipresent customers
- ▶ External / Internal factors
- ▶ Conclusions

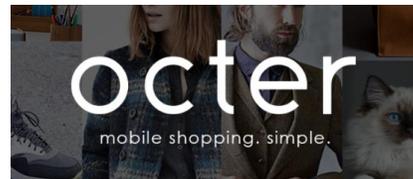


Mirador Digital

Mirador Digital

- ▶ E-Commerce strategy consultants
- ▶ Go to market strategies; B2B & B2C; Domestic & Cross-Border
- ▶ Advisory services to investors (institutional and private), company boards and industry

arvato
BERTELSMANN



imrg
the voice of e-retail

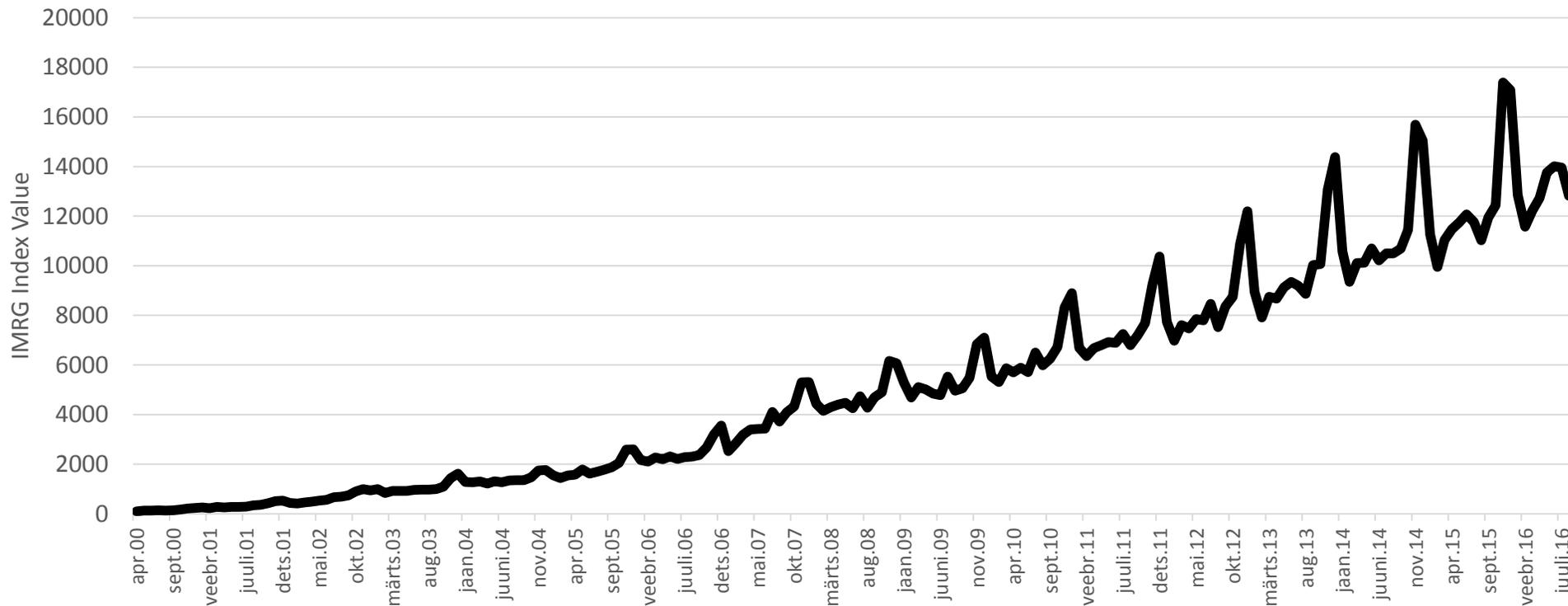
Setting the scene

- ▶ A little history....offline.....
 - ▶ More m² = more sales = Increased share price
- ▶ A little history.....online....
 - ▶ 'flat website; branding, marketing, store locator
- ▶ Customers...
 - ▶ Offline.....
 - ▶ Full service, personal service
 - ▶ Self service,
 - ▶ Online
 - ▶ Pureplay - Geeks and electronics
 - ▶ No contact
 - ▶ Invested on Internet
 - ▶ disjointed

Setting the scene

- ▶ Retailers controlled engagement, investment cycle and experience
- ▶ Opening hours
- ▶ Product selection
- ▶ Information
- ▶ Promotions
- ▶ Sales

Total E-Retail Market Growth



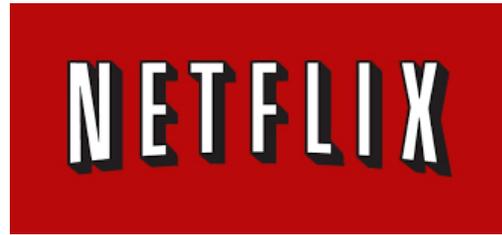
Over 12,000% growth since 2000

Q4 effect started in 2007

Black Friday Impact

In 2016 **£133bn** was spent online

Digital disrupts



Is disruption bad?



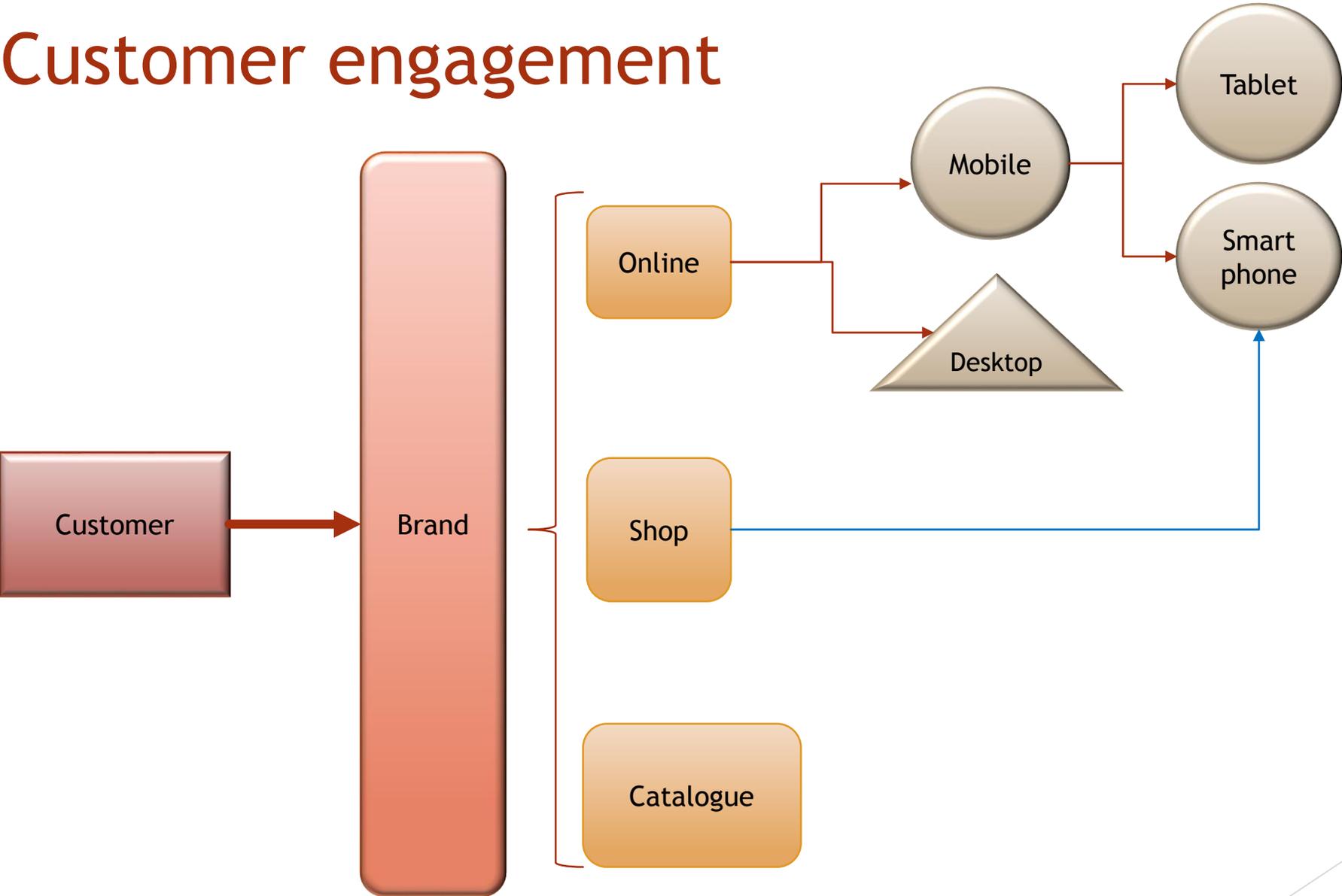
Digital changes perceptions



Customers already influencing investment decisions

- ▶ Bricks & Mortar
- ▶ Pureplay
- ▶ Multichannel
- ▶ Omnichannel

Customer engagement



UK Online retail (eRetail)

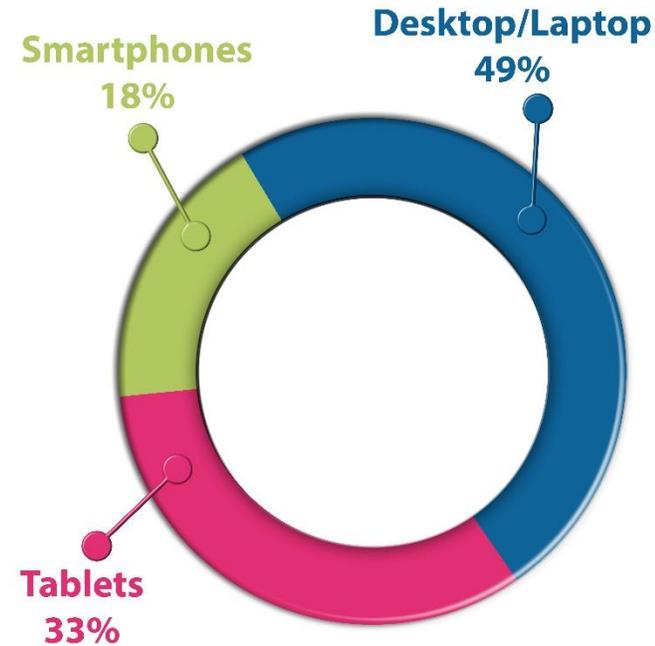
- March of mobile

- ▶ Over 50% eRetail is mobile

- ▶ 18% Smartphone and increasing

- ▶ 29% Net-a-porter fine jewellery is via mobile device

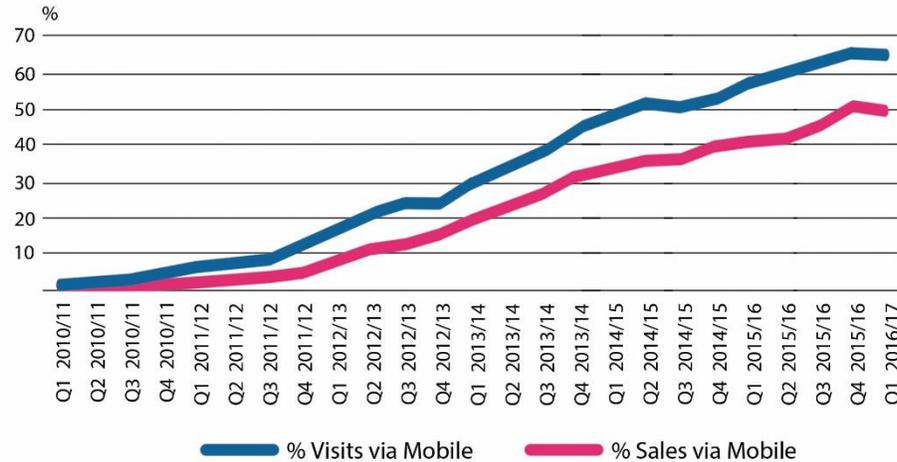
- ▶ Mobile retail sales grew 15.4% in December 2016 (IMRG)



UK Online retail (eRetail)

- Multi-channel

- ▶ ROPO - ROPI etc....
- ▶ Click & Reserve - Not eRetail
- ▶ Impact of Click & Collect
- ▶ M&S 70% non-food collected in store



Omnichannel

- ▶ Should it be the goal?
- ▶ What is the goal
- ▶ Halfway house

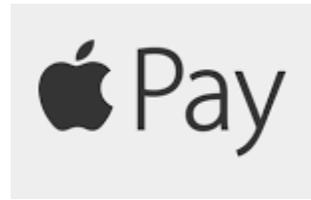
Omnichannel = Omnipresent = Retail



Changing physical interaction



Payments – the enabler?



- NFC
- Bank-to-Bank
- Person-2-person
- Merging of channels
- Subscriptions
- Change retail experience

More mobiles than bank accounts in UK



Customer Omnipresent - (24/7)

➤ Investment decisions

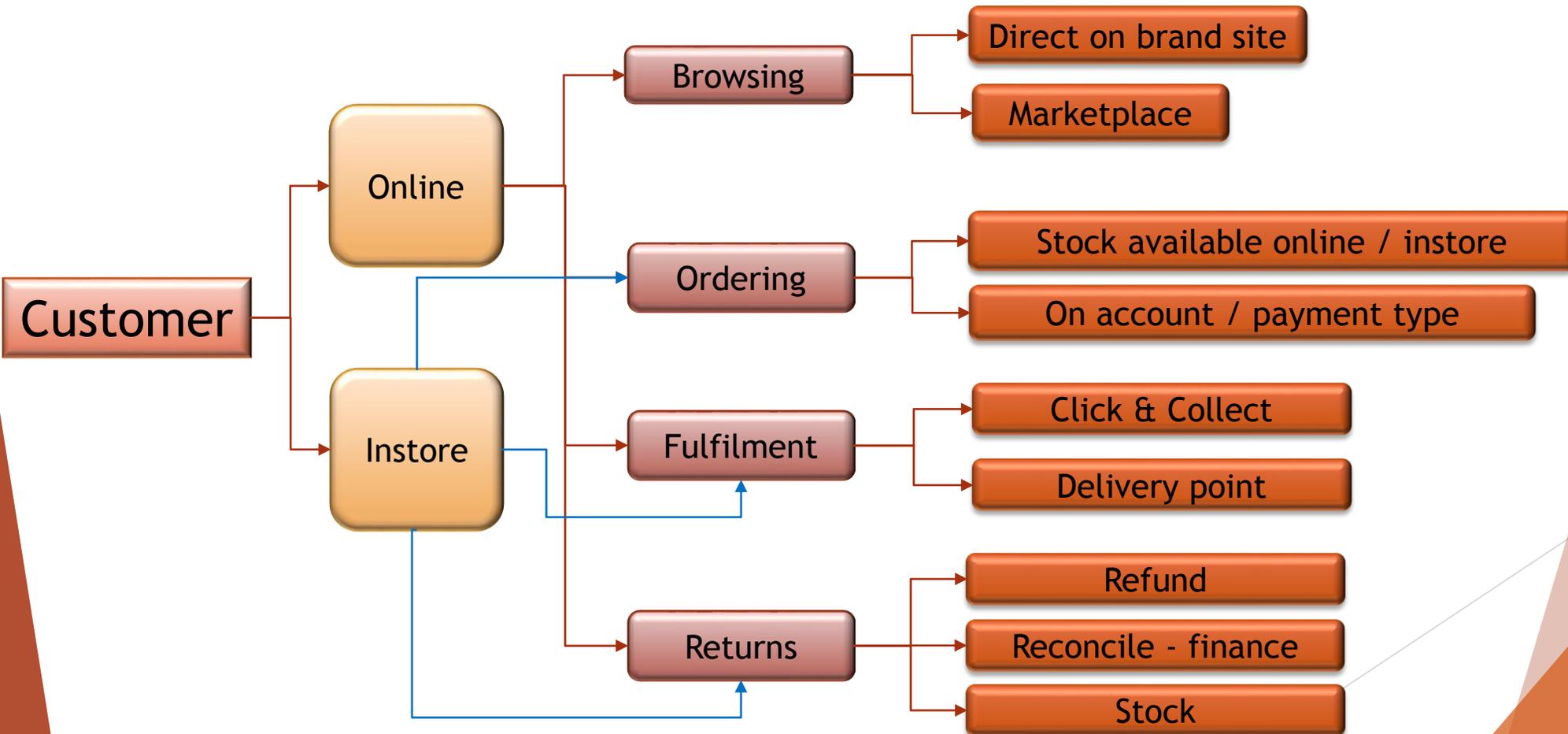
- ▶ Instore
- ▶ Online
- ▶ Contact centres
- ▶ Social media
- ▶ International



- ▶ Manage expectations
- ▶ True to brand promise
- ▶ Invest in right areas
 - ▶ Training
 - ▶ Speed of contact
 - ▶ Localisation

Customer Omnipresent - (24/7)

➤ Fulfilment - Extract of omnichannel behaviours



And this means.....



Data - The Enabler

TRUST



Brand



Asset value

Financial Impact

External factors

➤ Customer's changing

- ▶ Point of reference is changing - increasingly not High Street first
- ▶ Customer journey e.g. what is a retailer
- ▶ Discovery; search, marketplaces & stores
- ▶ Influencers; brand, ambassadors, online / offline
- ▶ Perceptions
- ▶ Technology e.g. payments

Internal factors

- Systems
- People
- Culture
- Technology
- Organisational change

From the top!!

Conclusions

- ▶ Its not just about technology
 - ▶ Understand your customer
 - ▶ Understand / review your proposition
 - ▶ Balance investment between short and long term
 - ▶ Not all customers created equal so listen

Thank you

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