## E-marketplaces

### Introduction

#### e-marketplace

An online market, usually B2B, in which buyers and sellers exchange goods or services; the three types of e-marketplaces are private, public, and consortia

## What is it?

An E-marketplace is a website where buyers and sellers come together to communicate, share ideas, advertise, bid in auctions, and co-ordinate and fulfill inventory

EXHIBIT 2.1 Functions of a Market			
Matching of Buyers and Sellers	Eacilitation of Transactions     Logistics     Delivery of information, goods,     or services to buyers     Settlement     Transfer of payments to sellers     Trust     Credit system, reputations, rating     agencies such as Consumer Reports     and the BBB, special escrow and     online trust agencies     Communication     Posting buyers' requests	Legal     Commercial code, contract law,         dispute resolution, intellectual         property protection     Export and import law     Regulatory     Rules and regulations, monitoring,         enforcement     Discovery     Provides market information         (e.g., about competition,         government regulations	

## Market space

market space

A marketplace in which sellers and buyers exchange goods and services for money (or for other goods and services) but do so electronically Vertical Marketplaces

Deal with a single industry; e.g., metals, chemicals, energy, autos, etc. VerticalNet, Chemconnect, Covisint

Horizontal Marketplaces

cut across industries & deal with a certain function; e.g., marketing, human resources, finance, etc. Ariba Network, Commerce One's MarketSite.net

Buy-side Marketplaces
Gathers a large number of buyers onto a site to drive price down; e.g., K-Mart's Retail Link,
Freemarkets.com, Covisint

Sell-side Marketplaces

Purpose to gather multiple sellers onto online catalogue and information centres; ability to group purchases as a package; e.g., Grainger.com, GE Global Exchange, DoveBid, E2Open.com

Neutral Marketplaces
True open markets, favoring neither buyer nor seller; thirdparty brokers deal between buyer & seller; e.g., Altra,
PaperExchange, Arbinet

# Online Catalogue Model

accumulation of a number of companies' catalogues on one website

### Auction Model

purchase and sale carried out in bidding fashion; surplus inventory, used capital equipment, refurbished items

# Market Exchange Model

Deals with specific commodity market, e.g., natural gas, electricity, communications bandwidth, etc., numerous buyers & sellers involved

# Community Market Model

buyers & sellers from a specific industry gather online, whose websites feature industry-specific content, such as relevant news articles, editorials, market information, job postings, message boards

# E-Marketplace Components and Participants

- **★**Customers
- **★**Sellers
- ★Products and services
  - ★Digital products
  - ★Goods that can be transformed to digital format and delivered over the Internet

- **★**Infrastructure
- ★Front end
- ★Back end
- **★**Intermediaries
- ★Third parties that operates between sellers and buyers
- ★Other business partners
- ★Support services

### Cont.

#### Front end

The portion of an e-seller's business processes through which customers interact, including the seller's portal, electronic catalogs, a shopping cart, a search engine, and a payment gateway

#### Back end

The activities that support online order fulfillment, inventory management, purchasing from suppliers, payment processing, packaging, and delivery

## Types of E-Marketplaces

- ★Electronic Storefronts
  - \*storefront
  - \*A single company's Web site where products or services are sold
    - ★e-mall (online mall)
  - ★An online shopping center where many online stores are located
    - ★Visualization and virtual realty in shopping malls

## Types of Store

- ★Types of Stores and Malls
  - ★General stores/malls
  - ★Specialized stores/malls
  - ★Regional versus global stores
  - ★Pure-play online organizations versus click-andmortar stores

- ★Private e-marketplaces
  - Online markets owned by a single company; may be either sell-side and/or buy-side e-marketplaces
- ★Sell-side e-marketplace
  - A private e-marketplace in which one company sells either standard and/or customized products to qualified companies
- ★Buy-side e-marketplace
  - A private e-marketplace in which one company makes purchases from invited suppliers

#### Public e-marketplaces

B2B marketplaces, usually owned and/or managed by an independent third party, that include many sellers and many buyers; also known as exchanges

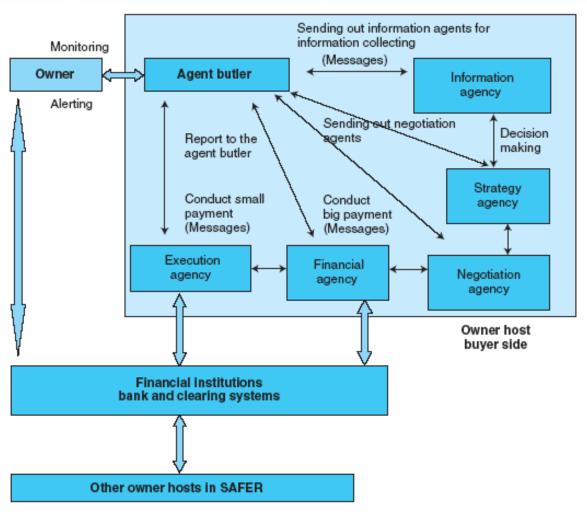
#### Information portal

A single point of access through a Web browser to business information inside and/or outside an organization

#### Types of Portals

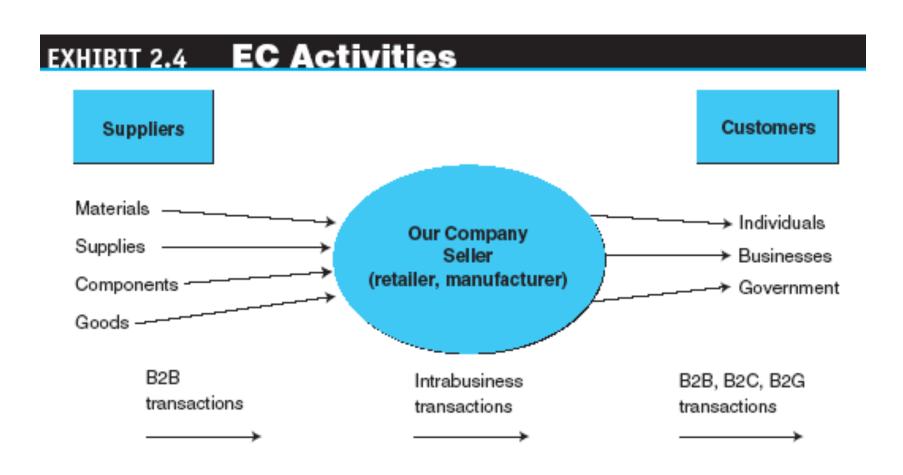
- ★Commercial (public)
- **★**Corporate
- **★**Publishing
- **★**Personal
- **★**Mobile
- **★**Voice
- **★**Knowledge

#### EXHIBIT 2.3 Agent-Based E-Marketplace



Sellers, Buyers, and Transactions

- A seller (retailer, wholesaler, or manufacturer) sells to customers
- ★The seller buys from suppliers: either raw material (as a manufacturer) or finished goods (as a retailer)



The Roles and Value of Intermediaries in E-marketplaces



Electronic intermediaries that provide and/or control information flow in cyberspace, often aggregating information and selling it to others

A *broker* is a company that facilitates transactions between buyers and sellers Types of brokers

- ★Buy/sell fulfillment
- ★Virtual mall
- ★Metamediary
- **★**Bounty
- ★Search agent
- ★Shopping facilitator

**Intermediaries** can address the following five important limitations of direct interaction:

- ★Search costs
- ★Lack of privacy
- ★Incomplete information
- **★**Contract risk
- ★Pricing inefficiencies

#### e-distributor

An e-commerce intermediary that connects manufacturers with business buyers (customers) by aggregating the catalogs of many manufacturers in one place—the intermediary's Web site

### Electronic catalogs

The presentation of product information in an electronic form; the backbone of most eselling sites

Туре	Advantages	Disadvantages
Paper catalogs	Easy to create without high technology     Reader is able to look at the catalog     without computer system     More portable than electronic	Difficult to update changed product information promptly     Only a limited number of products can be catalog displayed     Limited information through photographs and textual description is available     No possibility for advanced multimedia such as animation and voice
Online catalogs	<ul> <li>Easy to update product information</li> <li>Able to integrate with the purchasing process</li> <li>Good search and comparison capabilities</li> <li>Able to provide timely, up-to-date product information</li> <li>Provision for globally broad range of product information</li> <li>Possibility of adding on voice and animated pictures</li> <li>Long-term cost savings</li> <li>Easy to customize</li> <li>More comparative shopping</li> <li>Ease of connecting order processing, inventory processing, and payment processing to the system</li> </ul>	Difficult to develop catalogs, large fixed cost     There is a need for customer skill to deal with computers and browsers

Electronic shopping cart

An order-processing technology that allows customers to accumulate items they wish to buy while they continue to shop

#### Auction

A competitive process in which a seller solicits consecutive bids from buyers (forward auctions) or a buyer solicits bids from sellers (backward auctions). Prices are determined dynamically by the bids

Traditional Auctions versus E-Auctions

- ★Limitations of traditional offline auctions Rapid process gives potential buyers little time to make a decision
- ★electronic auction (e-auction)
- \* Auctions conducted online
- dynamic pricing
  - ★Prices that change based on supply and demand relationships at any given time

- **★**Types of Auctions
  - ★One buyer, one seller
  - ★One seller, many potential buyers
    - ★ forward auction
    - An auction in which a seller entertains bids from buyers. Bidders increase price sequentially

- ★One buyer, many potential sellers
  - \*reverse auction (bidding or tendering system)
  - Auction in which the buyer places an item for bid (tender) on a request for quote (RFQ) system, potential suppliers bid on the job, with the price reducing sequentially, and the lowest bid wins; primarily a B2B or G2B mechanism
  - \* 'name-your-own-price'' model
  - ★ Auction model in which a would-be buyer specifies the price (and other terms) he or she is willing to pay to any willing and able seller. It is a C2B model that was pioneered by Priceline.com

- ★ Many sellers, many buyers
  - ★Double auction

Auctions in which multiple buyers and their bidding prices are matched with multiple sellers and their asking prices, considering the quantities on both sides

- ★Benefits of E-Auctions
  - ★Benefits to Sellers
  - ★Benefits to Buyers
  - ★Benefits to E-Auctioneers
- **★**Limitations of E-Auctions
  - ★Minimal security
  - ★Possibility of fraud
  - ★Limited participation

# Mobile Computing

Use of portable devices, including smart cell phones, usually in a wireless environment. It permits real-time access to information, applications, and tools that, until recently, were accessible only from a desktop computer

## Mobile Computing

mobile commerce (m-commerce)

**TE-commerce conducted via wireless devices-business** 

★The broadest definition of m-commerce, in which ebusiness is conducted in a wireless environment

### Competitive Factors-Online Transactions Allow

- ★Lower search costs for buyers
- ★Speedy comparisons
- ★Lower prices
- ★Customer service

- ★Barriers to entry are reduced
- ★Virtual partnerships multiply
- ★Market niches abound
- ★Differentiation and

personalization

### **Impact**

- ★Product promotion
- ★New sales channel
- ★Direct savings
- ★Reduced cycle time
- ★Improved customer service
- ★Brand or corporate image

### Impact

- **★**Customization
- \*Advertising
- ★Ordering systems
- ★ Market operations
- \*Accessibility

### Impact

- ★Build-to-Order Manufacturing
  - ★Build-to-order (pull system)
  - A manufacturing process that starts with an order (usually customized). Once the order is paid for, the vendor starts to fulfill it
- \*Real-Time Demand-Driven Manufacturing
- ★Virtual Manufacturing
- ★Assembly Lines
- ★Impacts on Finance and Accounting
- ★Impact on Human Resources Management and Training

# Why they fail

- **★**Unrealistic expectations
- **★**User resistance
- ★ Lack of value-added provided
- ★Ineffective marketing