

# Starbucks

Digital transformation



## HISTORY

Founded in 1971 in Seattle

"Specialty Coffee"

Purchased in 1987 by Howard Schultz

In two years, 46 locations across several states

## PRESENT



27,339 Store



76 Different Countries



\$22.4 Billion Revenue

#### **BUSINESS COMPOSITION**

Company-operated Stores

**Licensed Stores** 

13,275 stores

79 percent of 2017 revenue

8,222 stores in U.S.

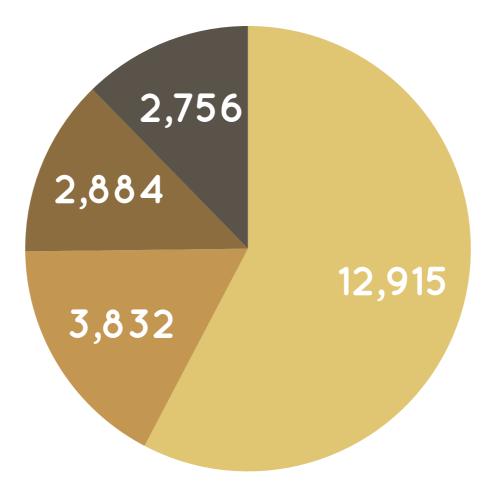
More than 1,000 in Canada, China, Japan each 14,064 stores

11 percent of 2017 revenue

5,708 stores in U.S.

More than 1,000 in China and Korea each

# Starbucks Revenue by Product, Oct. 2017 (Millions of USD)



- Beverages
- Food
- Packaged and single-serve coffees and teas
- Other

#### SUPPLY CHAIN FLOW

Green coffee beans are purchased from farmers

Tend to be located in Central America, northern South America, east Africa, southeast Asia

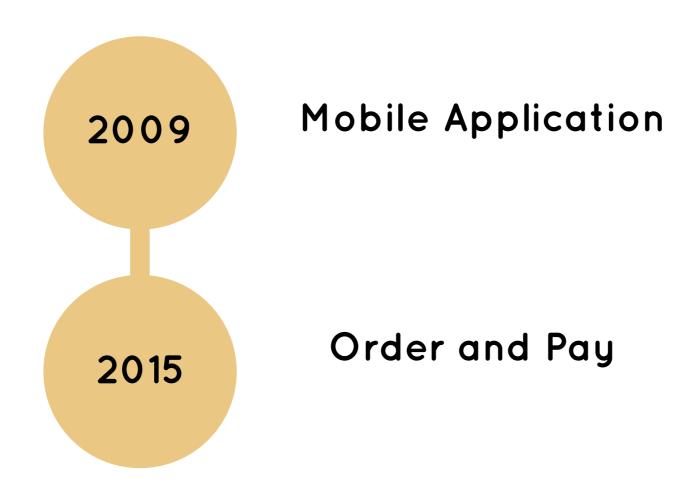
Roasting plants are located in U.S., plus one in Netherlands

Distribution centers and partner manufacturing are worldwide

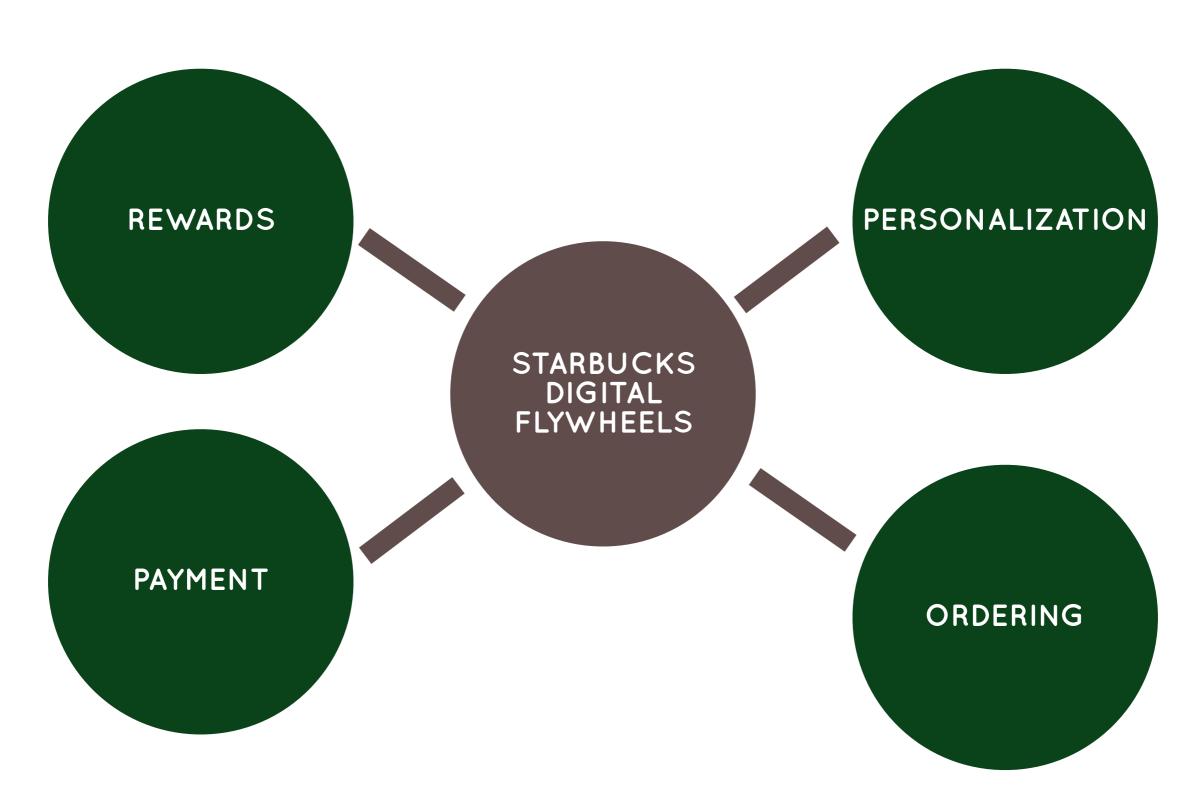
# Digital Transformation

#### DIGITAL TRANSFORMATION

Focus: Customer Loyalty & Experience

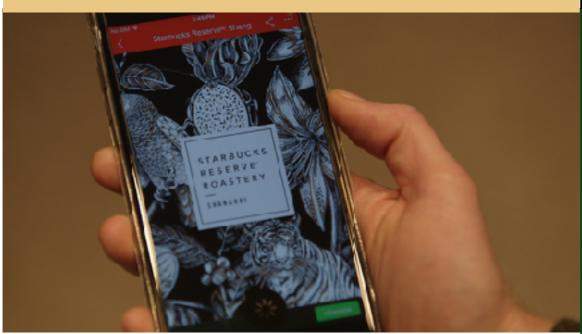


#### DIGITAL FLYWHEEL



#### STARBUCKS X ALIBABA

- China: fastest growing market
- The second biggest store
- Digital experiences





- Starbucks xTaobao app with augmented reality technology.
- AR features: visuals, information about different beverages and how the roasting takes place.

# CIOs of Starbucks



# STEPHEN GILLET FORMER CIO

Revolution of the order and payment system

Digital Marketing

Online membership system and customer loyalty program

Mobile application

## GERRI MARTIN-FLICKENGER CURRENT CTO

- Innovation and IT transformation
  - Improving and optimizing the APP
- Utilization of big data analysis



# Information Flow Model

#### INFORMATION COLLECTION



Point of Sales

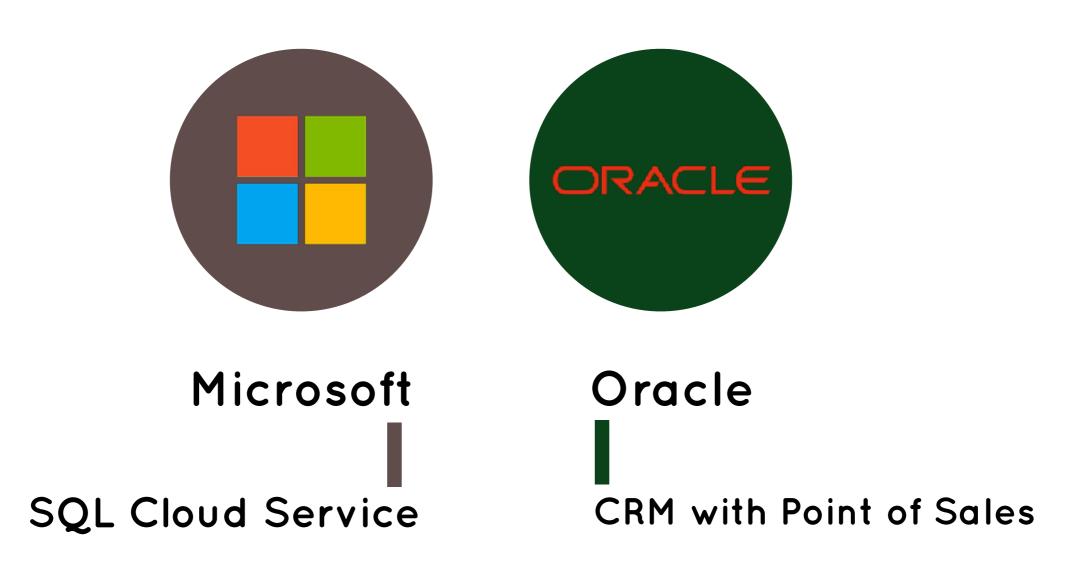


Mobile Application



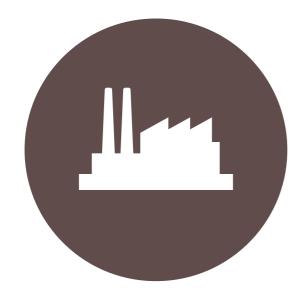
Third-party Platform

# INFORMATION PROCESS AND STORAGE



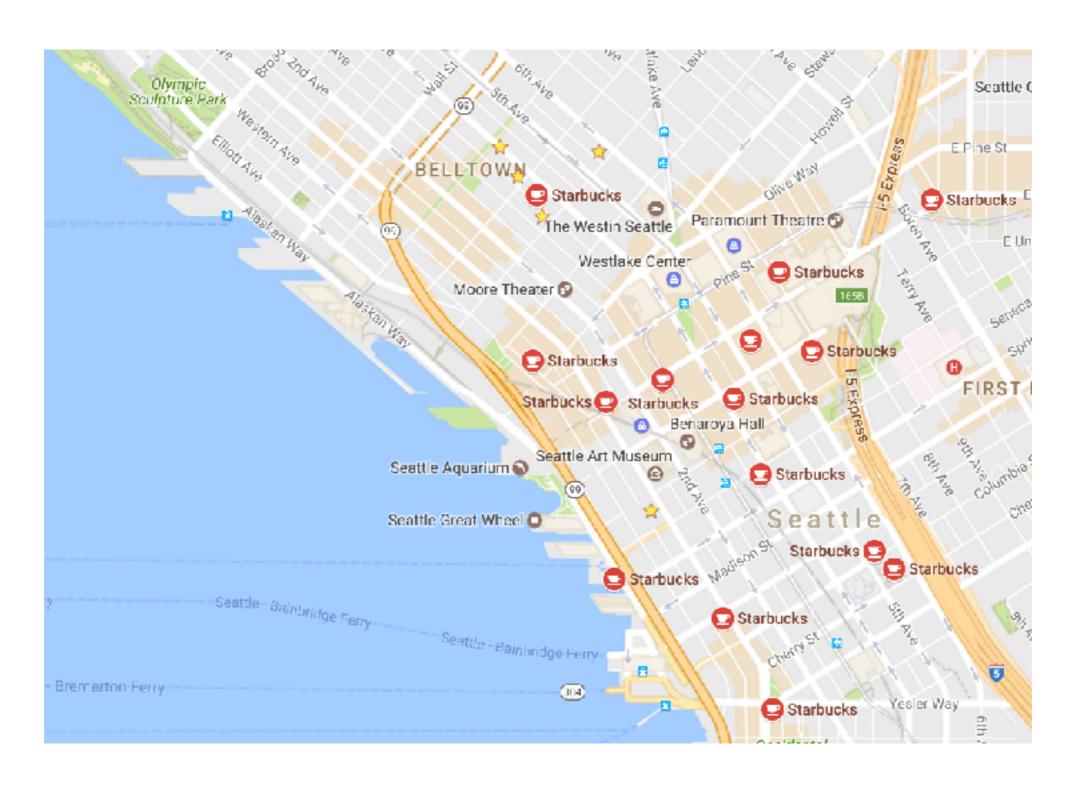
### INFORMATION **ANALYSIS AND CREATION**





- New Products in Grocery StoresNew Stores Opening

#### INFORMATION CREATION



#### INFORMATION DISSEMINATION



Targeted Marketing



**Notifications** 



Heat Wave = Frappuccino

# Analysis

## COMPETITIVE ANALYSIS

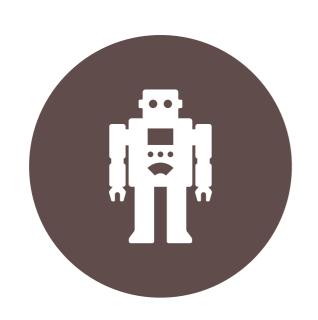


- Launched Wallet Application, accounted for 3% of transactions
- Losing in number of stores and growth
- Market Cap of \$8 Billion

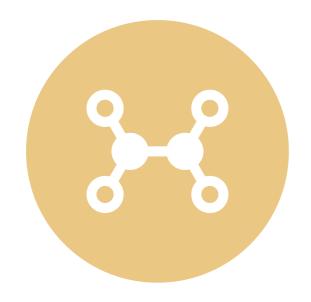


- High Operating Expenses
- High Price per Cup
- Market cap of \$80 Billion

## FUTURE TREND



**IOT AND ROBOTICS** 



**BLOCKCHAIN TECHNOLOGY** 



# Thankyou