Lecture 4

E-Marketplaces:
Structures, Mechanisms,
Economics, and Impacts



Learning Objectives



- 1. Define e-marketplaces and list their components.
- 2. List the major types of e-marketplaces and describe their features.
- 3. Describe the various types of EC <u>intermediaries</u> and their roles.
- 4. Describe <u>electronic catalogs</u>, <u>shopping carts</u>, and <u>search</u> engines.
- 5. Describe the various types of auctions and list their characteristics.
- 6. Discuss the benefits, limitations, and impacts of auctions.

Learning Objectives



- 7. Describe bartering and negotiating online.
- 8. Discuss liquidity, quality, and success factors in e-marketplaces.
- 9. Describe the economic impact of EC.
- 10. Discuss competition in the digital economy.
- 11. Describe the impact of e-marketplaces on organizations.



- Markets (electronic or otherwise) have three main functions:
 - Matching buyers and sellers;
 - 2. Facilitating the <u>exchange</u> of information, goods, services, and payments associated with market transactions; and
 - 3. Providing an institutional infrastructure, such as a legal and regulatory framework, which enables the efficient functioning of the market.

- Electronic marketplaces (e-marketplaces or marketspaces), changed several of the processes used in trading and supply chains
 - Greater information richness
 - Lower information search costs for buyers
 - Diminished information asymmetry between sellers and buyers
 - Greater temporal separation between time of purchase and time of possession
 - Greater temporal proximity between time of purchase and time of possession
 - Ability of buyers and sellers to be in different locations

e-Marketplace Scheme



Expansion of trading opportunities

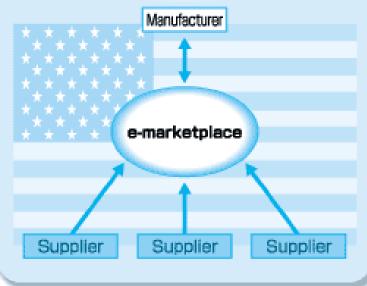
Elimination of information gaps Proper selection

e-market place Reduction of timebased cost Speed of business

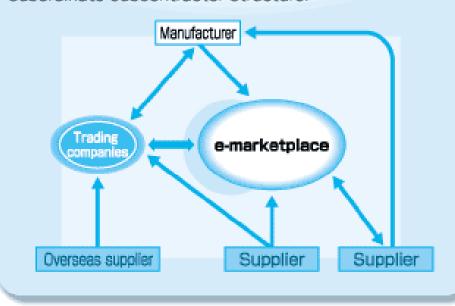
Elimination of distance Trading with distant areas



Manufacturers target cost reduction and integrate the e-marketplace with supply chain management. Suppliers have power. Internet transactions are essential because of the awareness of standardization and the broad land mass. Transaction risks are borne by the participating companies.



Manufacturers place emphasis on existing trading relationships to respond to quality of goods and customer needs. New procurement parts and trading routes are through trading companies, and transaction risks are avoided. Suppliers are often part of a subordinate subcontractor structure.



Source: Mitsubishi Research Institute



e-Marketspace

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

- Marketspace components
 - Customers
 - Sellers
 - Products and services
 digital products
 Goods that can be transformed into digital format and delivered over the Internet
 - Infrastructure



Marketspace components

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-taking. It includes fulfillment, inventory management, purchasing from suppliers, payment processing, packaging, and delivery



 Marketspace components intermediary

A third party that operates between sellers and buyers.

- Other business partners
- Support services



Electronic Storefronts

storefront

A single company's Web site where products or services are sold

- Most common mechanisms are:
 - electronic catalog
 - search engine
 - electronic cart
 - e-auction facilities
 - payment gateway



e-mall (online mall)

An online shopping center where many online stores are located

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



Types of E-Marketplaces

e-marketplace

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



private e-marketplaces

Online markets owned by a single company; may be either sell-side or buy-side e-marketplaces.

√ sell-side e-marketplace

A private e-marketplace in which a company sells either standard or customized products to qualified companies

✓ buy-side e-marketplace

A private e-marketplace in which a 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



- Six major types of portals
 - Commercial (public) portals
 - Corporate portals
 - Publishing portals
 - Personal portals
 - Mobile portals
 - Voice portals



mobile portal

A portal accessible via a mobile device

voice portal

A portal accessed by telephone or cell phone

Intermediation in EC

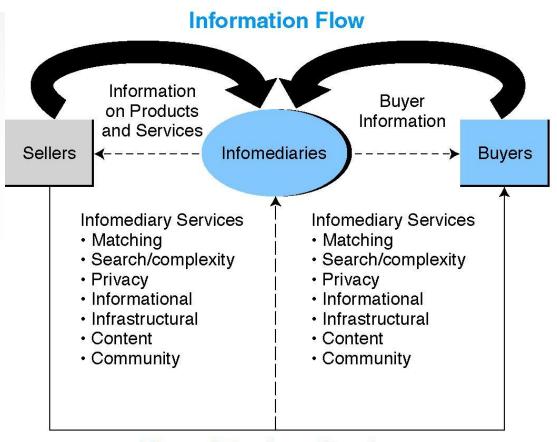


Infomediaries

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

- Some limitations of direct interaction
 - Search costs
 - Lack of privacy
 - Incomplete information

Infomediaries and the Information Flow Model



Flow of Products/Services

Revenue from Sellers

- Advertising
- Transactions
- · Membership/subscription fee

Revenue from Buyers

- · Membership/subscription fee
- Transactions
- Fee for services



Intermediation in EC



e-Distributor

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

Intermediation in EC



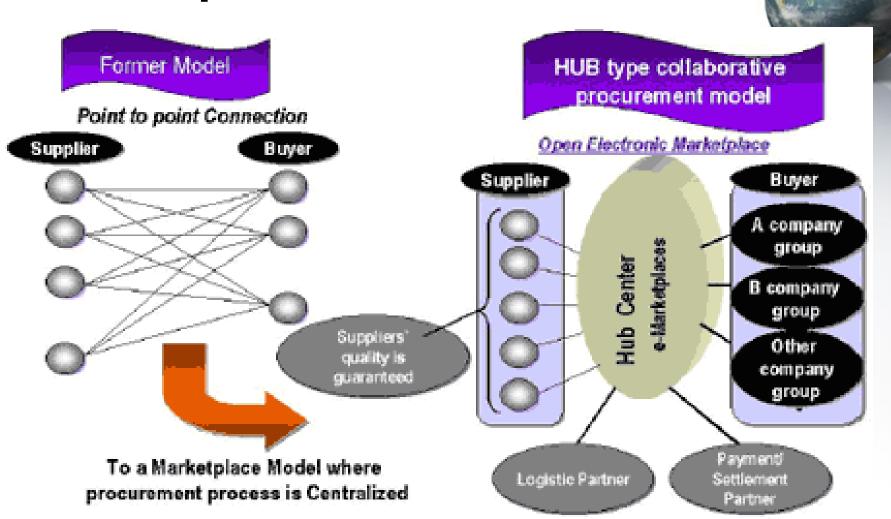
Disintermediation

Elimination of intermediaries between sellers and buyers

Reintermediation

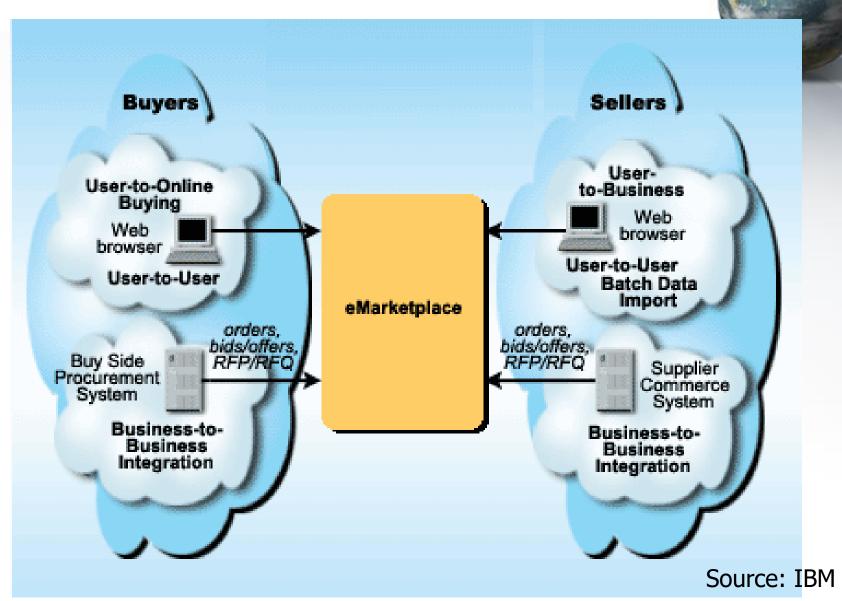
Establishment of new intermediary roles for traditional intermediaries that have been disintermediated

e-Marketplace Model

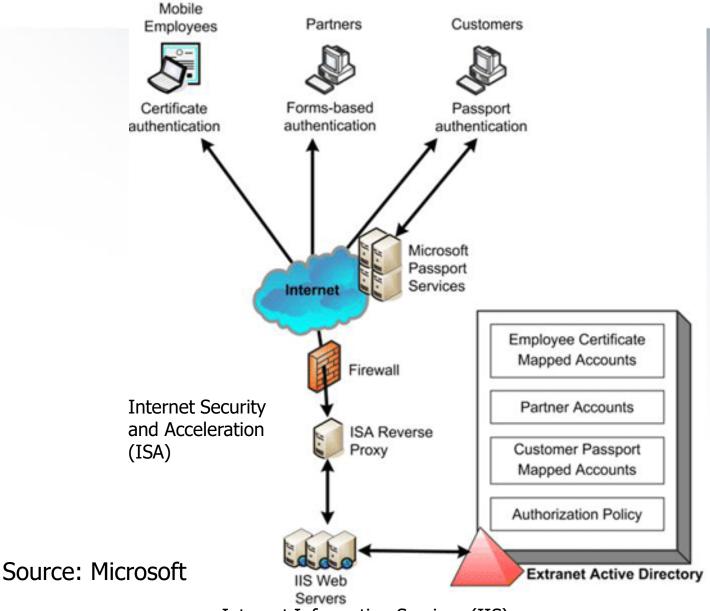


Source: Fujitsu

A snapshot of the full e-Marketplace

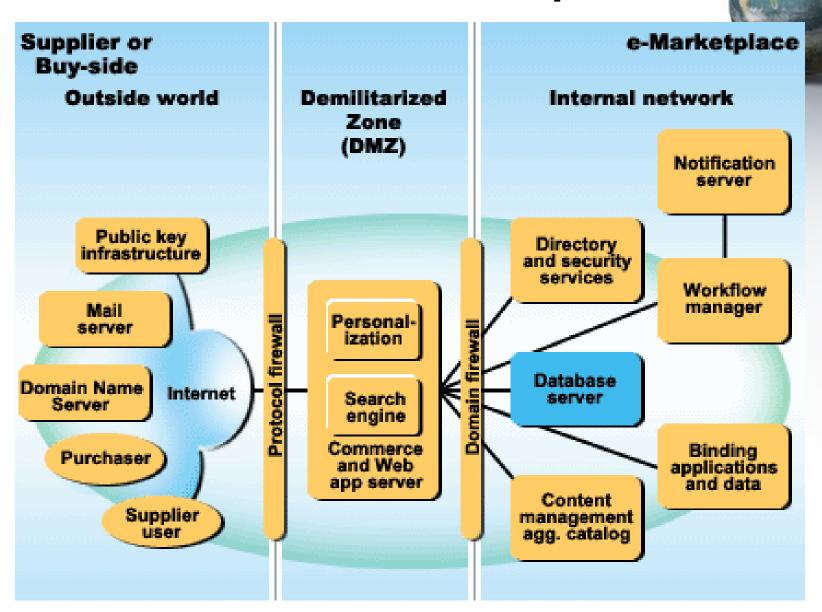


A Technical View of e-Marketplace



Internet Information Services (IIS)

A Technical View of e-Marketplace



4-dimensions of e-Marketplace

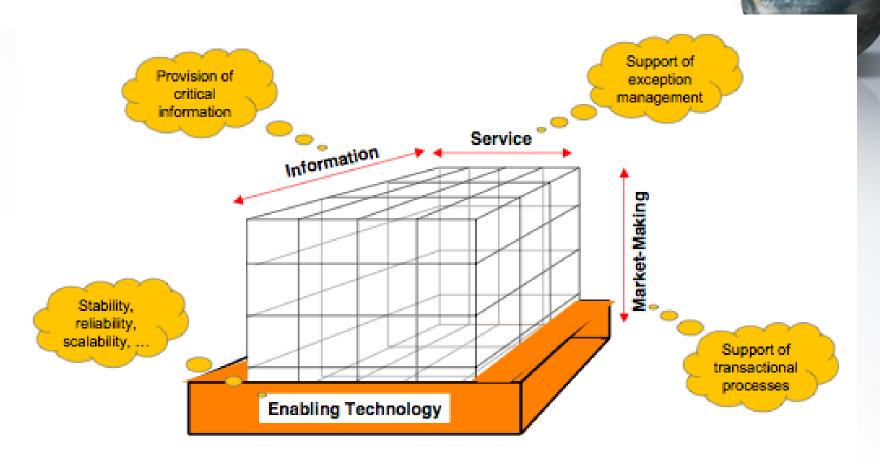


Fig. 2: Four dimensions of E-Marketplaces



Electronic Catalogs

The presentation of product information in an electronic form; the backbone of most e-Selling sites

- Classification of electronic catalogs
 - 1. The dynamics of the information presentation
 - 2. The degree of customization
 - 3. Integration with business processes



- Properties of Online catalogs
 - Ease of updating
 - Ability to be integrated with the purchasing process
 - Coverage of a wide spectrum of products
 - Interactivity
 - Customization
 - Strong search capabilities



- Two approaches to creat customized catalogs
 - Let the customers identify the parts of interest to them from the total catalog
 - Let the system automatically identify customer characteristics based on the customer's transaction records



Search Engine

A computer program that can access a database of Internet resources, search for specific information or keywords, and report the results

Software (intelligent) Agent

Software that can perform routine tasks that require intelligence



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



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 Seller, Many Potential Buyers
 - One Buyer, Many Sellers
 - Many Sellers, Many Buyers



- Types of auctions
 - One Seller, Many Potential Buyers

Forward Auction (prices go up)

An auction in which a seller entertains bids from buyers

Auctions As EC Market Mechanisms

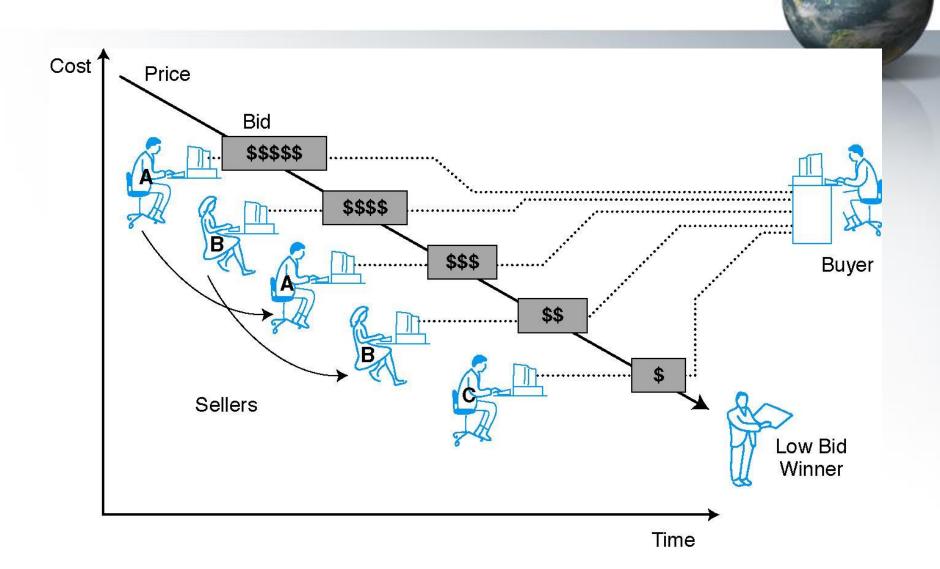


- Types of auctions
 - One Buyer, Many Potential Sellers

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

The Reverse Auction Process



Auctions As EC Market Mechanisms



- Types of auctions
 - One Buyer, Many Potential Sellers

"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

Auctions As EC Market Mechanisms



- Types of auctions
 - 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

Auctions As EC Market Mechanisms



Limitations of E-Auctions

- Minimal security
- Possibility of fraud
- Limited participation

Impacts of E-Auctions

- Auctions as a coordination mechanism
- Auctions as a social mechanism to determine a price
- Auctions as a highly visible distribution mechanism
- Auctions as an EC component

Bartering and Negotiating Online



Bartering

The exchange of goods or services

e-Bartering (electronic bartering)

Bartering conducted online, usually by a bartering exchange

Bartering Exchange

A marketplace in which an intermediary arranges barter transactions

Bartering and Negotiating Online

- Online negotiating—Three factors may facilitate online negotiation:
 - The products and services that are bundled and customized
 - 2. The computer technology that facilitates the negotiation process
 - The software (intelligent) agents that perform searches and comparisons, thereby providing quality customer service and a base from which prices can be negotiated

Competition in the Digital Economy



Internet ecosystem

The business model of the Internet economy

Differentiation

Providing a product or service that is unique

Personalization

The ability to tailor a product, service, or Web content to specific user preferences

Competition in the Digital Economy



- Competitive Factors in the Internet Economy
 - Lower prices
 - Customer service
 - Barriers to entry are reduced
 - Virtual partnerships multiply
 - Market niches abound

Competition in the Digital Economy

Porter's Competitive Analysis in an Industry

competitive forces model

Model, devised by Porter, that says that five major forces of competition determine industry structure and how economic value is divided among the industry players in an industry; analysis of these forces helps companies develop their competitive strategy

Read: http://www.quickmba.com/strategy/porter.shtml http://www.12manage.com/methods_porter_five_forces.html http://www.businessballs.com/portersfiveforcesofcompetition.htm

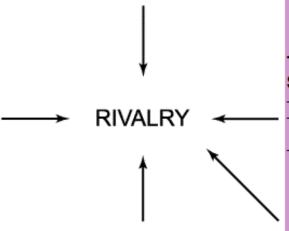
Diagram of Porter's 5 Forces

SUPPLIER POWER

Supplier concentration
Importance of volume to supplier
Differentiation of inputs
Impact of inputs on cost or differentiation
Switching costs of firms in the industry
Presence of substitute inputs
Threat of forward integration
Cost relative to total purchases in industry

THREAT OF NEW ENTRANTS

Barriers to Entry
Absolute cost advantages
Proprietary learning curve
Access to inputs
Government policy
Economies of scale
Capital requirements
Brand identity
Switching costs
Access to distribution
Expected retaliation
Proprietary products



THREAT OF SUBSTITUTES

-Switching costs
-Buyer inclination to
substitute
-Price-performance
trade-off of substitutes

BUYER POWER

Bargaining leverage
Buyer volume
Buyer information
Brand identity
Price sensitivity
Threat of backward integration
Product differentiation
Buyer concentration vs. industry
Substitutes available
Buyers' incentives

DEGREE OF RIVALRY

- -Exit barriers
- -Industry concentration
- -Fixed costs/Value added
- -Industry growth
- -Intermittent overcapacity
- -Product differences
- Switching costs
- -Brand identity -Diversity of rivals
- -Corporate stakes



Porter's Competitive Forces Model

Threat of substitute products or services

(+) By making the overall industry more efficient, the Internet can expand the size of the market

 (-) The proliferation of Internet approaches creates new substitution threats

Bargaining power of suppliers

Rivalry among existing competitors

Buyers

Bargaining power of channels

Bargaining power of end users

- (-) Procurement using the Internet tends to raise bargaining power over suppliers, though it can also give suppliers access to more customers
- (-) The Internet provides a channel for suppliers to reach end users, reducing the leverage of intervening companies
- (-) Internet procurement and digital markets tend to give all companies equal access to suppliers, and gravitate procurements to standardized products that reduce differentiation
- (-) Reduced barriers to entry and the proliferation of competitors downstream shifts power to suppliers

- (-) Reduces differences among competitors as offerings are difficult to keep proprietary
- (-) Migrates competition to price
- (-) Widens the geographic market, increasing the number of competitors
- (-) Lowers variable cost relative to fixed cost, increasing pressures for price discounting
- (+) Eliminates powerful channels or improves bargaining power over traditional channels
- (-) Shifts bargaining power to end consumers
- (-) Reduces switching costs



- (-) Reduces barriers to entry such as the need for a sales force, access to channels, and physical assets; anything that Internet technology eliminates or makes easier to do reduces barriers to entry
- (-) Internet applications are difficult to keep proprietary from new entrants
- (-) A flood of new entrants has come into many industries

Impacts of EC on Business Processes and Organizations



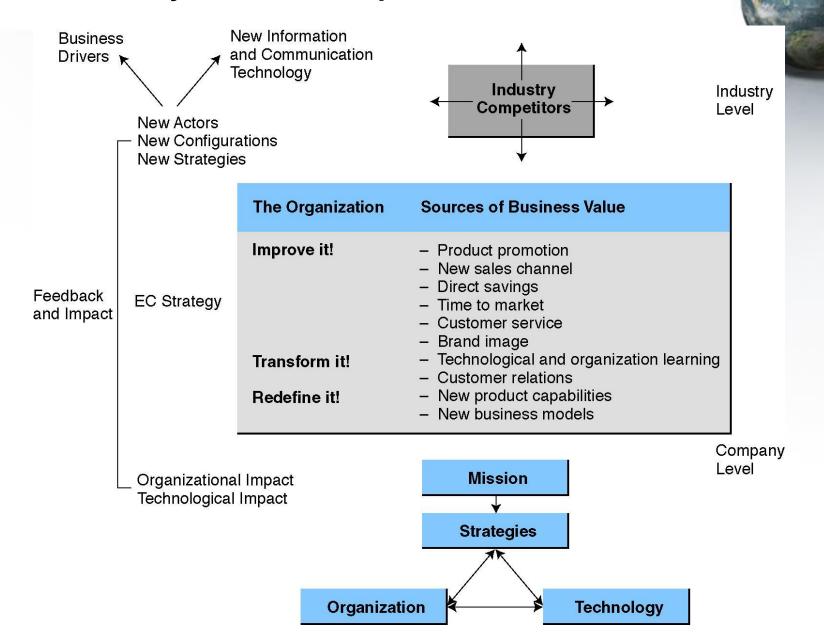
Improving Direct Marketing

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

Other Impacts on Direct Marketing

- Customization
- Advertising
- Ordering systems
- Market operations

The Analysis-of-Impacts Framework

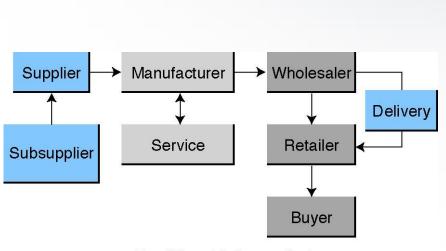


Impacts of EC on **Business Processes and Organizations**

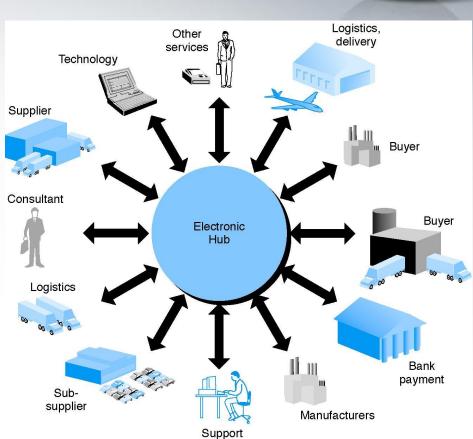
- **Transforming Organizations**
 - Technology and organizational learning:
 - Corporate change must be planned and managed
 - Organizations may have to struggle with different experiments and learn from their mistakes
 - The changing nature of work
 - Firms are reducing the number of employees down to a core of essential staff and outsourcing whatever work they can to countries where wages are significantly lower

Changes in the Supply Chain



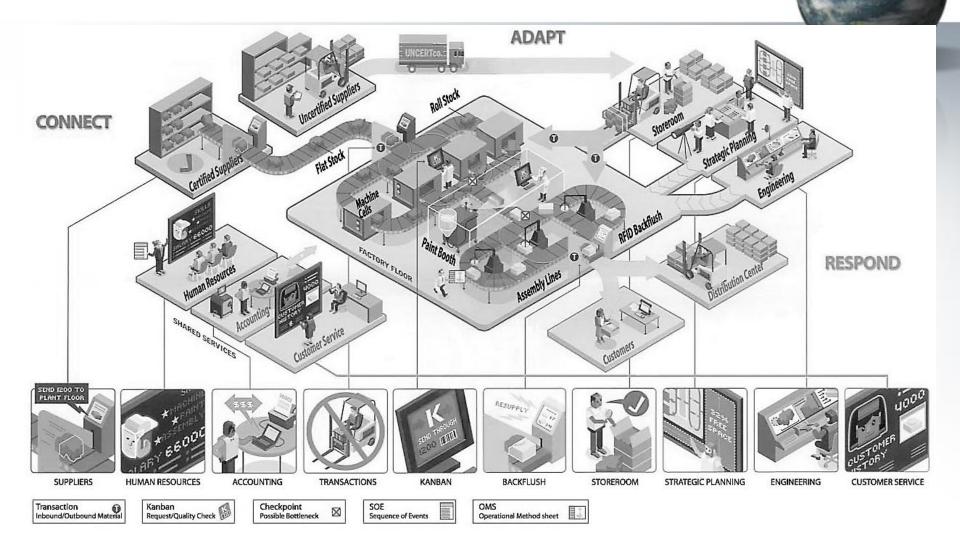


a. Traditional Intermediaries



b. Hub-Based Chain

Real-Time Demand-Driven Manufacturing



Managerial Issues



- 1. What about intermediaries?
- 2. Should we auction?
- 3. Should we barter?
- 4. How do we compete in the digital economy?
- 5. What organizational changes will be needed?

Summary



- 1. E-marketplaces and their components.
- 2. The role of intermediaries.
- 3. The major types of e-marketplaces.
- 4. Electronic catalogs, search engines, and shopping carts.
- 5. Types of auctions and their characteristics.

Summary



- 6. The benefits and limitations of auctions.
- 7. Bartering and negotiating.
- 8. Competition in the digital economy.
- 9. The impact of e-markets on organizations.