

Potential of E-commerce in Vietnam

Huynh-Mai Ngoc HO

Advanced Program in Computer Science
Faculty of Information Technology
University of Science, VNU-HCM
Email: hnhmai@apcs.vn

Nhat-Linh Thi VO

Advanced Program in Computer Science
Faculty of Information Technology
University of Science, VNU-HCM
Email: vtlinh@apcs.vn

Thien THAI

Advanced Program in Computer Science
Faculty of Information Technology
University of Science, VNU-HCM
Email: tthien@apcs.vn

Abstract—Total Internet users in Vietnam have soared 153 years from 2009 to 2013. That explains why E-commerce market size in Vietnam not only does not stop, but also grow tremendously with large potential. The purpose of the authors is to prove that there are much potential to grow e-commerce in Vietnam. From the survey, the results show that about 75 percent of the online population is potential buyers and 45 percents people said that they purchase online goods at least than one times a week.

I. INTRODUCTION

The Internet in global has been developing rapidly, especially in Vietnam. Total Internet users in Vietnam have increased from 23 million to 33 million, in a span of just 5 years from 2009 to 2013 [1]. On average, online time of Vietnamese by desktop, laptop is 4 hour 37 minutes by smartphones; tablet is 1 hour 43 minutes [2]. At the end of 2013, there are 116 registered e-commerce website [3]. In 2013, Vietnam B2C Ecommerce sales estimate. [4] From fact and figure above, the authors see that Vietnam have Infrastructure for E-commerce. Moreover, many Vietnamese want to purchase goods online for the first time [5]. That is the reason why Vietnam has potential for E-commerce. In this project, we study about potential of E-commerce.

We conduct survey for students who are studying at university in Ho Chi Minh City. They carried out the survey about the habit of buying things online and what the consumers concern most and reveal a surprising result. For each 80 people get access to the Internet, 19 percents of them do not know the Ecommerce and 45 percents rarely use E-commerce. However, 34 percents of respondents willing to participate in E-commerce.

The rest of this paper is organized as follows. In section III we present data from our survey. Information and analysis about customer engagement is given in section IV and Section V. We provide some solution in section VI. Finally, section VII will be our conclusion.

A. Subsection Heading Here

Subsection text here.

1) Subsubsection Heading Here: Subsubsection text here.

II. BACKGROUND

Electronic commerce (e-commerce) means electronic buying and selling on the Internet.[6] Two major form of e-commerce are Business-to-consumer (b2c) and business-to-business (B2B). Why Business-to-consumer target consumer, business-to-business refer to one business sell its products to other business. [7]

When we refer to e-commerce, many of us think e-commerce is buying thing on online store, website. In fact, buying thing on online store is only one aspect of e-commerce, Business-to-consumer (B2C). Business-to-consumer (B2C) is transactions conducted between consumers, who are end-users of its products, and businesses on the Web.[8] For example, when you buy a book on tiki.vn for you to read, then that is Business-to-consumer.

As technology grow, there is new form of e-commerce, which is mobile-commerce. Mobile-commerce defined "the delivery of electronic commerce capabilities directly into the consumers hand, anywhere, via wireless technology." by Kevin Duffey at Global Mobile Commerce Forum. Some retailer offer mobile version of website which is customized for the smaller screen and limited user interface of a mobile device. [10] There are also content purchase and delivery on mobile such as wallpapers, games, ring-tone, movies. The development of smartphones and tablet is increasing the purchase and delivery of full-length music tracks and video. The download speed of 4G allow customer to purchase and download a movies in few second .[11]

Beside the development of E-commerce,the customers are still lack of knowledge about the payment methods. They tend to use the way of using credit card or purchasing online. However,some systems enable the customers to pay by alternative means,such as :

- Billing to mobile phone and landlines [4]
- Cash on delivery (C.O.D) : A type of transaction in which payment for a good is made at the time of delivery. If the the buyer don't pay, the good will be return to the seller.Cash on delivery is usually done through a shipping company, which delivery good to customer and collect their payment for seller. This type of payment is minimize the risk of fraud, scam for both buyer and seller.[13]
- Cheque or check
- Debit card : A payment system in which the payer authorises the payee to take funds from his bank account. Typical examples are monthly premiums for an insurance policy, or electricity bill payments[14]
- Direct debit
- Electronic money
- Gift card
- Postal money order
- Invoice : a document sent to a buyer that specifies the amount and cost of products or services that have been provided by a seller.An invoice indicates what must be paid by the buyer according to the payment terms of the seller. Payment terms usually specify the period of time that a buyer has to send payment to the seller for the goods and/or services that they have purchased[15]

Because E-commerce helps those who live far away from the goods purchase them,product delivery is one of the most important aspect. One a payment has been accepted the goods or services can be delivered in the following ways :

- Downloading : this method is used for the digital products like software, music,movies,..etc
- Drop Shipping : the retailer does not keep any merchandise in stock. Instead, customer orders are sent to either the manufacturer or to a wholesaler that then ships the items directly to the customer.[12]
- In-store pick-up
- Will call : the customer picks up the goods at the seller's place of business, primarily in North American commerce. It may also refer to the department within a business where goods are staged for customer pick up.

III. CONCLUSION

The conclusion goes here.

ACKNOWLEDGMENT

The authors would like to thank...

REFERENCES

- [1] Information and Communications Publishing House, *Information and Data on information and Communication Technology* , 2014.
- [2] Vietnam E-commerce and Information Technology Agency, *Vietnam Mobile E-Commerce Report* , 2014.
- [3] Vietnam E-commerce and Information Technology Agency, *Vietnam Mobile E-Commerce Report* , 2013.
- [4] <http://www.vecita.gov.vn/home/en>, last access on (February 2, 2015 at 10:57 PM) , .
- [5] Ms. Truong Thanh Ha, *Google Online Shopper Study*. Ha No, 2014.