E-COMMERCE GROWTH BY INDUSTRY

11							MINIMAL GROWTH
I Ironbridge Software							SOME GROWTH
INDUSTRY	ONL	INE SALES	PREDI	CTED GROWTH	GENERATIONAL DATA	INSIGHT	s
APPAREL	Online by 20 10	Online sales could grow 20% by 2020, compared to just 10% from 2010-2016 (Goldman Sachs)		RAPID GROWTH	Millennials are 3x more likely than other generations to turn to social media for product purchasing advice. (Accel + Qualtrics Millennials Study 2017)	GENERAL: More brick and mortar stores are projected to close in 2017 than in 2015-16 combined. (Credit Suisse) RETAILERS:Focus on creating in-store experiences to draw the customer in. Consider offering free in-store pickup for online purchases. MANUFACTURERS: Since online sales generate	
AUTOMOBILE		sales are projected to row 16% in 2017.		SOME GROWTH	The idea that millennials don't want to own cars is a myth. Nearly 80% of millennials own cars and 75% of the remaining millennials aspire to own one. (Accel + Qualtrics Millennials Study 2017)	more returns than in-store trait time data to carefully track inv GENERAL: U.S. auto sales on 2015, but aftermarket sales gi retailers, such as Amazon, ar aftermarket auto industry to c: American's aging cars. (Hedg RETAILERS: AutoZone, Adva O'Reilly Automotive will find it with Amazon. They need to pi experiences that can't be four Company) MANUFACTURERS: Amazor deals with the largest auto pai country. To stay relevant, mar consider selling directly to Am Post)	rentory. hy grew by 1% in rew by 7%. Online jumping into the apitalize on es & Company) ince Auto Parts and difficult to compete vot and offer in-store id online. (Hedges & has already secured rts makers in the unfacturers should
ELECTRONICS	mail comr This	e sales of electronics ke up 17.7% of all e- merce sales for 2017. is projected to rise to % by 2020. (Statista)		RAPID GROWTH	Nearly 60% of millennials check their phone first thing in the morning and young millennials check their phones on average 150 times per day (Qualtrics)	CENERAL: Electronics have l of e-commerce sales for years slowing. RETAILERS: 56% of in-store mobile device (Deloitte). Reta seemlessly blend the online a experience. MANUFACTURERS: Diversifi accommodate both online and sales.	s with no signs of sales involve a ilers need to nd in-store y your inventory to
ENTERTAINMENT (MOVIE, THEATRE, CONCERTS, SPORTING EVENTS & HOME ENTERTAINMENT)	watch screen devi usi estir device	econd screening" is ing something on one and checking a mobile ce at the same time, ually Facebook. An mated 80% of mobile e users do this at least a month. (Weaveability. com)		MODERATE GROWTH	Millennials acount for 29% of ticket sales at movie theatres according to the film anaylitics firm, Movio. This solid percentage is contrary to widely held assumptions that millennials don't go to the movies. (thewrap.com)	CENERAL: While streaming s are certainly growing, they are profits of movie theatres, cone events. RETAILERS: Offer technology to the in-person experience: n seats online, etc. MANUFACTURERS: Tangible made somewhere. Whether it a movie ticket apps had to be to have easy conveniences	en't cutting into the certs and in-person y as an enhancement nobile page, reserved e products have to be is a concert ticket or
FAST FOOD	food i be a	order ahead in the fast ndustry is projected to \$38 billion industry by 0. (Business Insider)		RAPID GROWTH	Domino's has positioned itself as an "ecommerce company that sells pizza" by letting customers order via a voice assitant named Dom, Amazon's Echo, Facebook Messenger and their app. (Digiday)	CENERAL: Fast food poses u challenges due to the quick tu shellfife of product. RETAILERS: Harnessing mot bring in customers is what will successful from the stagnant. MANUFACTURERS: The sim manufacturing and fast food a can argue that fast food is nov its own right.	inaround and short bile technology to set apart the illarities between ire so strong that one

оwтн wтн

					GENERAL: The grocery industry has remained
GROCERIES	The top three retailers into 2016 all had a market element in physical stores. This r one reason that gro haven't pushed techno the same way as o retailerstheir sales suffering. (National I Foundation)	food their may be ocers blogy in ther aren't	MINIMAL GROWTH	Millennials are less likely than any other generation to clip coupons. They also prefer convenience to the typical supermarket trip-meaning they're more likely to stop at a Walgreens for milk and bread than other generations. Finally, they are eating out more than they're buying groceries, which is on pace with a larger trend across all generations in America. (Gallup)	insulated from e-commerce growth due to the unique nature of selling fresh goods. That being said, the industry has been slow to adopt technology and should look ahead to stay relevant. RETAILERS: Brands that are seeing success have created "destination" stores with bars, fast food options and events. Incorporating technology geared at increased store efficiency and customer convenience will also put stores ahead. MANUFACTURERS: Grocery stores are one of the few places where consumers still want to visit the physical location. But more and more, stores are adopting mobile apps and online ordering. Manufacturers should take note and work with stores to feature their products in technology with the same prominence they'd be featured on the store shelf.
	Home Depot's online rose by 23% in Q1 of This is indicative of online sales for the	f 2017. rising home			GENERAL: The rapid growth of online sales in home improvement is due to an overall increase in sales. Both retailers and manufacturers can expect home improvement projects to continue due to a healthy and growing home market.
HOME IMPROVEMENT & APPLIANCES	improvement sector general. While other n are struggling to n numbers in 2017, the improvement sector is an uptick due to rebo housing prices. Houses as a	etailers neet home seeing unding owners sound	RAPID GROWTH	Millennials are becoming homeowners and are spending more money than any other generation on online home improvement.	RETAILERS: "The pace at which e-commerce is gaining acceptance among home improvement consumers emphasizes the need to understand how consumers are utilizing online and in-store shopping options, and how to make them work together," -Joe Derochowski, executive director and home industry analyst at The NPD Group, Inc.
	investment and are w spend money on impro projects (Bloomberg	ovement			MANUFACTURERS: Due to a substantial increase in online sales, manufacturers should closely monitor inventory and be ready to make quick adjustment.
HEALTH, BEAUTY	Online beauty bec: accounted for \$6.2 bi sales, or 8 percent of industry, in 2015 (Fung	llion in of the	MODERATE GROWTH	Social media advertising via Instagram, Youtube and blogging, has become a way for consumers to buy products online without seeing them in person. Nevertheless, millennials are still drawn to the in-store experiences of retailers like Ulta and Sephora. Both factors contribute to relatively stable growth in online beauty sales.	GENERAL: Online beauty sales are increasing, but not at a rapid pace. The industry as a whole is focused on innovation and should continue to leverage technology and new marketing strategies to increase overall sales.
	Retail & Tech). This no projected to rise stead the growth of the indus whole. Amazon lead pack, accounting for a	umber is dily with stry as a ds the about 1			RETAILERS: In-store experiences that create "destination stores" are working well for retailers to draw customers in. They should also look for ways to integrate online and in-store experiences to blend the two markets.
	in every 5 online be purchases in 2016 (10	eauty 10data).			MANUFACTURERS: Given the moderate growth, there's no need to make big supply chain adjustments. Monitor the market, but be patient.
HOME GOODS, FURNITURE, DECOR					Stay Tuned For Further Updates
INDUSTRIAL GOODS, SUPPLIES, CONSTRUCTION					Stay Tuned For Further Updates
OFFICE PRODUCTS					Stay Tuned For Further Updates
PET SUPPLIES					Stay Tuned For Further Updates
PROPERTY					Stay Tuned For Further Updates

REPAIRS (AUTO, APPLIANCES, ELECTRONICS)	Stay Tuned For Further Updates
SERVICE (BANKING, INSURANCE, FINANCE, HOSPITALITY)	Stay Tuned For Further Updates
SOFTWARE, APPS & GAMING	Stay Tuned For Further Updates
WORK	Stay Tuned For Further Updates