## E-COMMERCE GROWTH BY INDUSTRY

**ib** Ironbridge Software

MINIMAL GROWTH
SOME GROWTH
RAPID GROWTH

INDUSTRY	ONLINE SALES	PREDICTED GROWTH	GENERATIONAL DATA	INSIGHTS
APPAREL	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	Online sales are projected to grow 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 transactions, use real- time data to carefully track inventory.  GENERAL: U.S. auto sales only grew by 1% in 2015, but aftermarket sales grew by 7%. Online retailers, such as Amazon, are jumping into the aftermarket auto industry to capitalize on American's aging cars. (Hedges & Company)  RETAILERS: AutoZone, Advance Auto Parts and O'Reilly Automotive will find it difficult to compete with Amazon. They need to pivot and offer in-store experiences that can't be found online. (Hedges & Company)  MANUFACTURERS: Amazon has already secured deals with the largest auto parts makers in the country. To stay relevant, manufacturers should
ELECTRONICS	Online sales of electronics make up 17.7% of all e-commerce sales for 2017. This is projected to rise to 20% 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)	consider selling directly to Amazon.(New York Post)  GENERAL: Electronics have been at the forefront of e-commerce sales for years with no signs of slowing.  RETAILERS: 56% of in-store sales involve a mobile device (Deloitte). Retailers need to seemlessly blend the online and in-store experience.  MANUFACTURERS: Diversify your inventory to accommodate both online and brick and mortar sales.
ENTERTAINMENT (MOVIE, THEATRE, CONCERTS, SPORTING EVENTS & HOME ENTERTAINMENT)	"Second screening" is watching something on one screen and checking a mobile device at the same time, usually Facebook. An estimated 80% of mobile device users do this at least once 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)	GENERAL: While streaming services (like Netflix) are certainly growing, they aren't cutting into the profits of movie theatres, concerts and in-person events.  RETAILERS: Offer technology as an enhancement to the in-person experience: mobile page, reserved seats online, etc.  MANUFACTURERS: Tangible products have to be made somewhere. Whether it is a concert ticket or a movie ticket apps had to be made in order for us to have easy conveniences
FAST FOOD	Mobile order ahead in the fast food industry is projected to be a \$38 billion industry by 2020. (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)	GENERAL: Fast food poses unique e-commerce challenges due to the quick turnaround and short shelflife of product.  RETAILERS: Harnessing mobile technology to bring in customers is what will set apart the successful from the stagnant.  MANUFACTURERS: The similarities between manufacturing and fast food are so strong that one can argue that fast food is now a manufacture in its own right.
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