E-Marketing
14MBAMM409

Module 1

Course Objectives

- To understand the important concepts relate
- To learn the use of different electronic medi marketing activities
- To introduce to the students the current too

Dell Starts Listening

1-3

- In 2004, Dell held 28.2% of U.S. share.

- To reduce costs, Dell Computer beg customer service to a firm in India.

- Market share increased to 28.8% and consumer dissatisfaction rose.

- Dell digital media manager initiate several languages to improve comm

Dell Starts Listening, cont.

`1-4`

- ☐ Dell's blogs became mechanisms for consumer complaints and ideas.

- ☐ Blog usage resulted in over 20 chang company.

- ☐ What are the opportunities and risks blogs for improving customer service

Internet 101

1-5

- □ The internet is a global network of in
  networks.

- □ E-mail and data files move over phon
  and satellites from sender to receiver

- □ There are two special uses of the inte

  - ◻ Intranet: network that runs internally in

  - ◻ Extranet: two joined networks that shar

Internet 101, cont.

1-6

- E-business is the continuous optimiza[tion of] business activities through digital te[chnology]

- E-commerce is the subset of e-busin[ess that] transactions.

- E-marketing is one part of an orga[nization's] business activities.
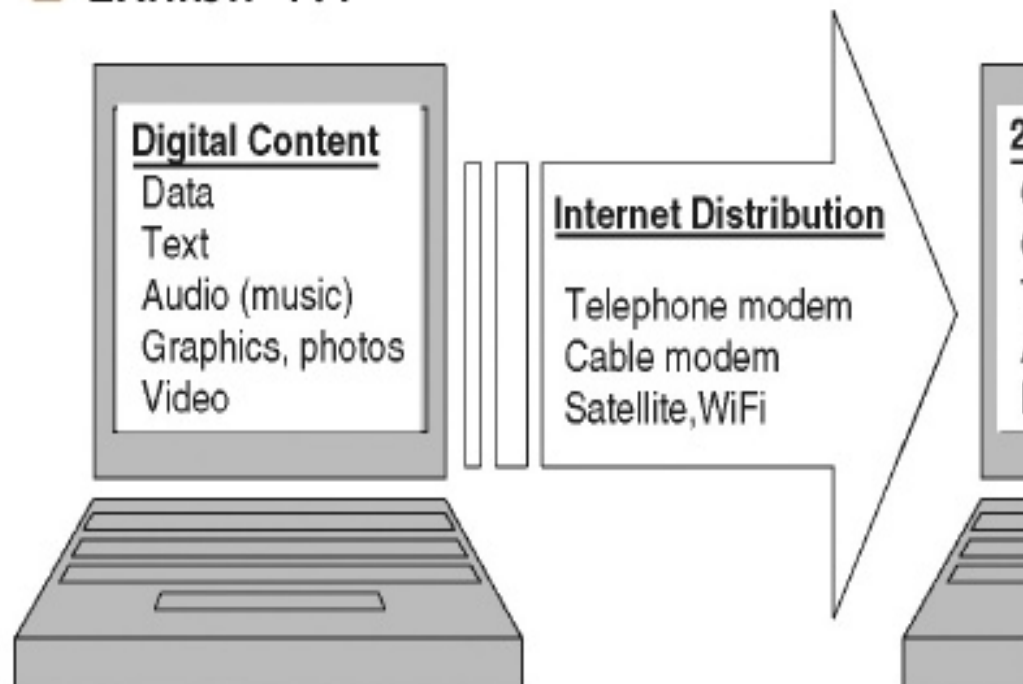
E-Marketing is Bigger than

1-7

☐ The Web is the portion of the internet
a graphical user interface for hypert
with a browser.

☐ The Web is what most people think a
think of the Internet.

The Web Is One Aspect of E

1-8

☐ Exhibit 1.1

Digital Content
Data
Text
Audio (music)
Graphics, photos
Video

Internet Distribution

Telephone modem
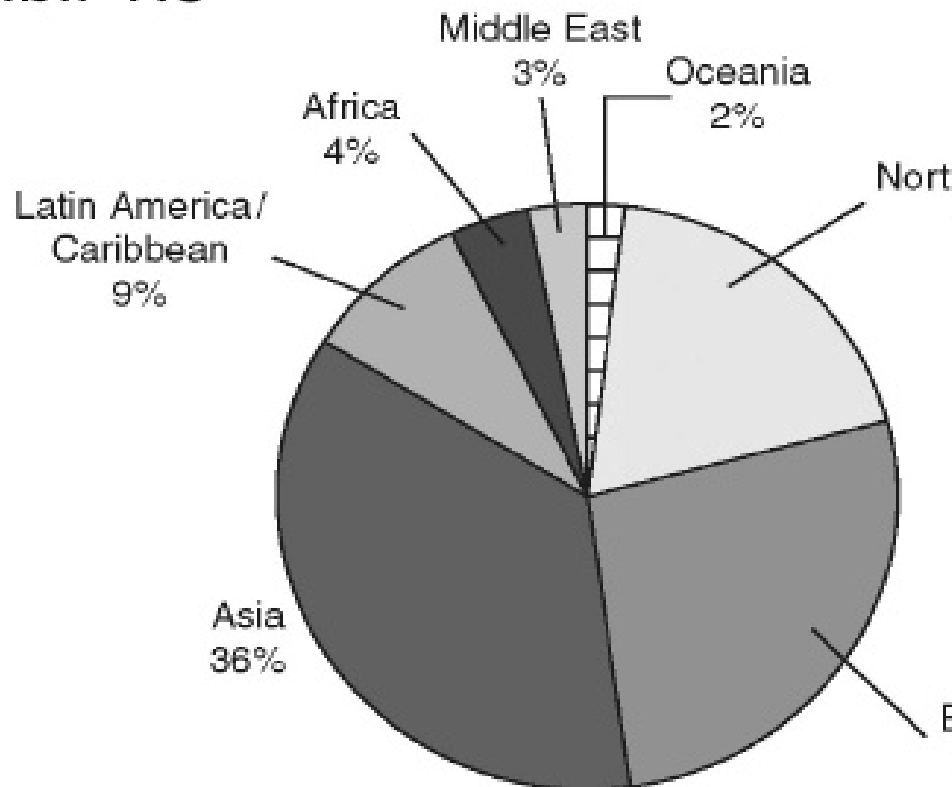Cable modem
Satellite, WiFi

E-Marketing is Bigger than

1-9

☐ The internet provides **individual** us
convenient and continuous access to
entertainment, and communication.

☐ **Communities** form around shared
and online profiles.

☐ The digital environment enhances p
activities for **businesses.**

☐ **Societies** are enhanced through mo
markets, more jobs, and informatio

Global Internet Users

1-10

☐ Exhibit 1.3

Middle East 3%
Oceania 2%
Africa 4%
Nort...
Latin America/ Caribbean 9%
Asia 36%
E...

What is E-marketing?

- It is the use of IT in the process of crea
  delivering value the customers, & fo
  relationships in ways that benefits the organ

- E- marketing effects traditional mktg
  - It increases efficiency and effectiveness in tradit
  - Increase in new business models.
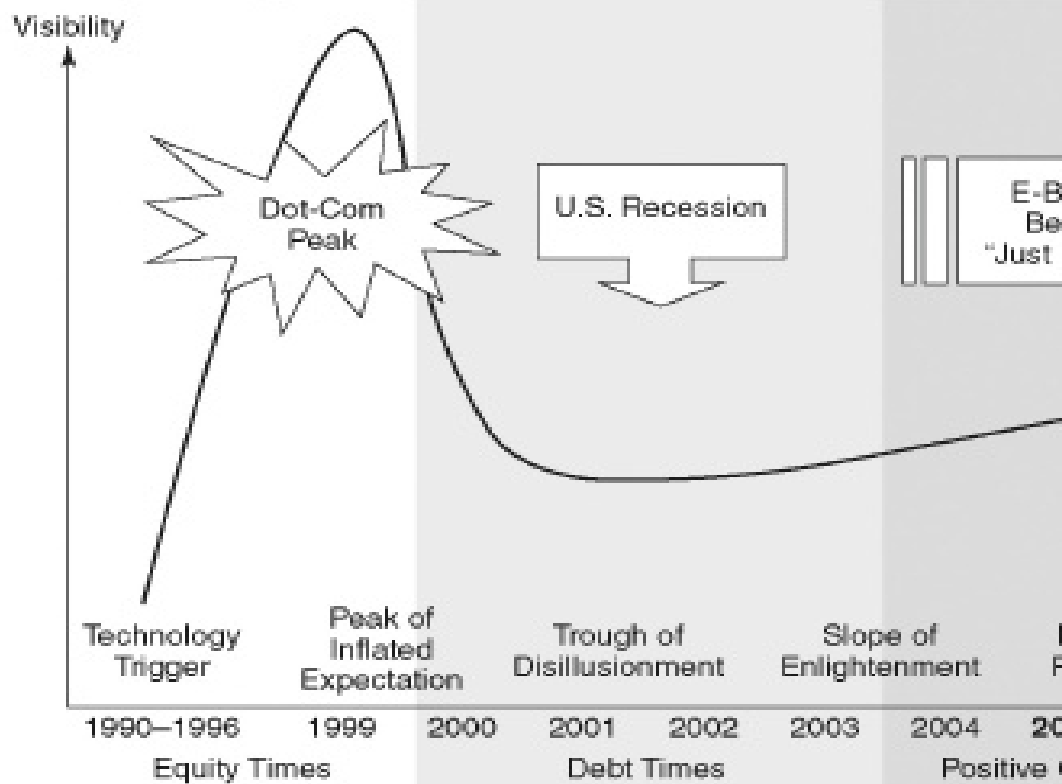
E-Marketing's Past: Web

1-11

- The Internet started in 1969 as the
  network for academic and military

- Web pages and browsers appear

- The first generation of e-business v
  rush.

  - Between 2000 and 2002, more than
    shut down in the U.S.

  - By Q4 2003, almost 60% of public
    profitable.

E-Business to Just Busines

1-12

☐ Exhibit 1.5

E-Marketing Today: Web

1-13

- Web 1.0 connected people to netwo
- Web 2.0 connected people with ma other.
- Web 2.0 is the second generation o technology and includes:
  - Blogs
  - Social networking
  - Photo, video, and bookmark sharing

The Future: Web 3.0

1-14

☐ The newest technologies allow mar

   ☐ Engagement

   ☐ Participation

   ☐ Co-creation

☐ Online gaming represented over $
revenue and 15 million players in

Consumers Have More C
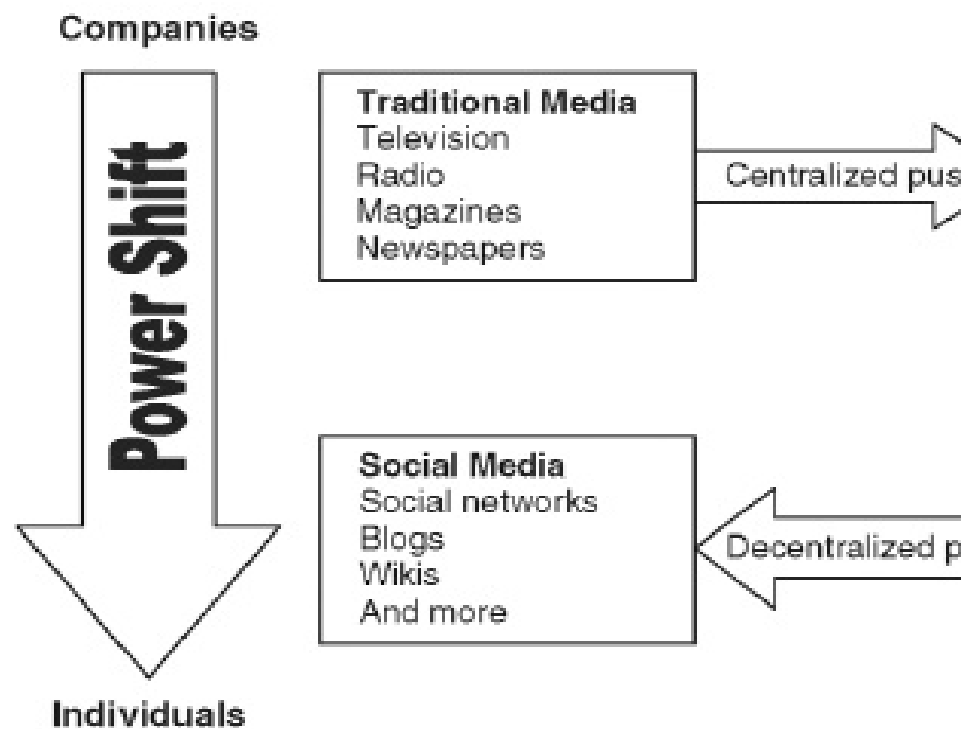
`1-15`

- ☐ The internet provides a communicat
  individual comments, both positive a
  - ☐ Comments can spread quickly and ra
- ☐ New technologies such as digital vi
  (DVRs) will increase consumer contra
- ☐ You tube?

Power Shift from Companies t

1-16

☐ Exhibit 1.7

Companies

Power Shift

Traditional Media
Television
Radio
Magazines
Newspapers

Centralized pus

Social Media
Social networks
Blogs
Wikis
And more

Decentralized p

Individuals

Wireless Networking Inc

1-17

- ☐ Cell phones, PDAs, and laptops cor
  internet via wireless modem world
    - ☐ Starbucks
    - ☐ Hotels and airports
    - ☐ Queen Mary II luxury liner
    - ☐ train stations
- ☐ Customers will have information, er
  communication when, where, and h

WiFi at Train Station in F

1-18

Appliance Convergence

`1-19`

☐ The receiving appliance is separat[e]
type.

   ☐ Computers can receive digital radio

   ☐ TV sets can receive the Web.

☐ New types of "smart" receiving ap[pliances]
emerge.

   ☐ Internet refrigerator is many digital

   ☐ Global positioning systems (GPS) all[ow]
   communication and entertainment.

Semantic Web

`1-20`

The Semantic Web will utilize a stan
protocol that will allow users to fin
based on its type, such as:

- The next available appointment for
- Details about an upcoming concert.
- Menu at the local restaurant.

- Represents the next huge advance
worldwide access to data on dem
effort.

Semantic Web

1-21

- Marketers want to give customers inform
  where they want it.

- They use several different receiving appl
  their messages.

- The Semantic Web is an extension of the
  making it easier to obtain information by:

    a.   Providing information based on ty

    b.   Person, contact information, next a
  appointment, restaurant menu's.

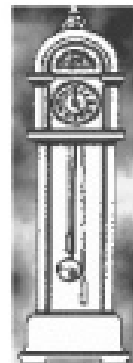- The Semantic Web was invented by Sir T

Internet-Time Analogy E:

1-22

| 3500 BC Sundial | 1583 AD Pendulum | 1600s Mechanical | 19 |

Web is here in 2008

Group Presentations

Part 1   Overview: Internet Properties & Marketing

- Website analysis
- Web and other online content (such as mobile content)
- Website properties (table 1.6 in the core textbook)
- Website design and usability features
- Multimedia and interactive features

Part 2   Benefit, Cost & Value Creation – The Marketing

- Creating a positive customer experience
- Benefit, cost & value creation
- Internet marketing mix
- Customer relationship management features

Amazon.com

2-30

- Founded in 1995 as an online reta
  - Did not become profitable until Q4
  - In 2007, generated $14.8 billion in million in net income.
- Leveraged its competencies into di models.
  - Established e-commerce partnership Macy's, and others.
  - Provided developer services.
  - Created the first affiliate program.

Amazon.com, cont.

`2-31`

- [ ] Amazon's success is based on selecti... product availability, innovative techn... better product information.
- [ ] CEO Jeff Bezos is not interested in e... physical world.
- [ ] Which of Amazon's core competenci... will drive its strategy in the future?
- [ ] www.amazon.co.uk

Strategic Planning

2-32

- A managerial process to develop a viable fit between the organization market opportunities.

- Process identifies firm's goals for
  - Growth
  - Competitive position
  - Geographic scope
  - Other objectives, such as industry,

ESP: Environment, Strategy, and Performance

2-33

☐ The e-marketing plan flows from tl
overall goals and strategies.

☐ The ESP framework illustrates the r
among environment, strategy, and

☐ A SWOT analysis of the business e
leads to the development of strate
measurement of performance (P).

Strategy

`2-34`

- Strategy is the means to achieve a
- E-business strategy
  - Strategy that deploys enterprise reso
    performance objectives, competitive
- E-marketing strategy
  - Strategy that capitalizes on informat
    reach marketing objectives.

Business Models

2-35

- A business model is a method for lon
  and a value proposition for partners
  revenue.

- E-business models include the use of
  technology to achieve long-term goa

- Firm selects one or more models as s
  accomplish enterprise goals.

Selecting a Business Mod

2-36

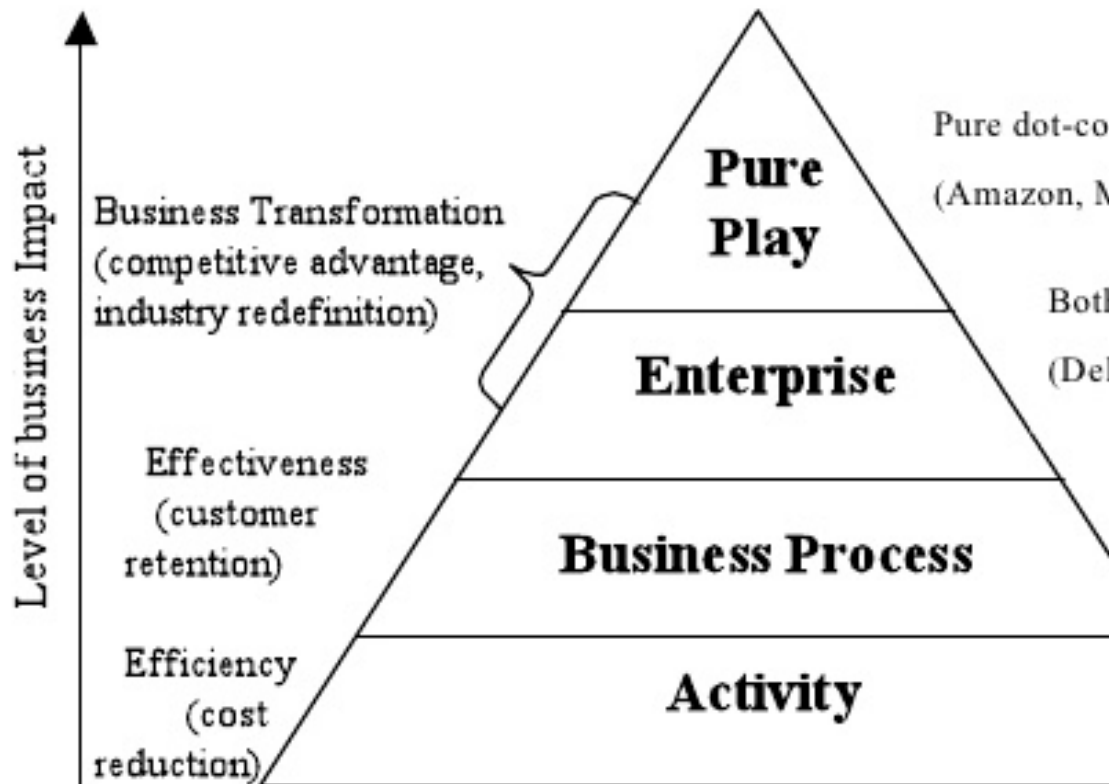□ A firm will select one or more busine
strategies to accomplish enterprise

□ Components of business model sele

Customer value	Scope
Price	Revenue sou
Connected activities	Implementati
Capabilities	Sustainability

Level of Commitment to E-

2-37

Level of business Impact

Business Transformation
(competitive advantage,
industry redefinition)

Effectiveness
(customer
retention)

Efficiency
(cost
reduction)

Pure Play

Enterprise

Business Process

Activity

Pure dot-co

(Amazon, M

Both

(Del

Activity-Level Models

2-38

1. Order processing
2. Online purchasing
3. E-mail
4. Content publisher
5. Business intelligence (BI)
6. Online advertising and public
7. Online sales promotions
8. Dynamic pricing strategies on

Business Process-Level M

2-39

1. Customer relationship managemen

2. Knowledge management (KM)

3. Supply chain management (SCM)

4. Community building online

5. Database marketing

6. Enterprise resource planning (ERP)

7. Mass customization

Enterprise-Level Models

2-40

1. E-commerce, direct selling, content s

2. Portal

3. Social networking

4. Broker models

   - Online exchange, hub

   - Online auction

5. Agent models

   - Manufacturer's/selling agents

   - Shopping agent

   - Reverse auction

Enterprise-Level Models

2-40

1. E-commerce, direct selling, content s

Online transactions

Manufacturer to seller

Sell advertisement on their web

Enterprise-Level Models

2-40

1. E-commerce, direct selling, content s

2. Portal

Point of entry to the internet

Include destination for news, games, maps

Yahoo

Enterprise-Level Models

2-40

1. E-commerce, direct selling, content s
2. Portal
3. Social networking
4. Broker models

Intermediaries –negotiations
E*TRADE

Converge B2B (exchange of electronic components

Online Auction (eBay)

Enterprise-Level Models

2-40

1. E-commerce, direct selling, content sp
2. Portal
3. Social networking
4. Broker models
   - ☐ Online exchange, hub
   - ☐ Online auction
5. Agent models

ONLINE AGENTS EARN COMMISSION FOR THEIR
  Make My Trip
Manufacturers Agents : more than one seller. (o
METAMEDIARY : represents of clusters of manuf
content providers
Reverse Auction : individual buyer to enter the p
Purchasing Agents : represents Buyers. (mysimo
A virtual Mall : Host an Website mall and collect

Pure Play Models

- Pure plays are businesses that began or
  - They represent the top level of the E-Busin
- Pure plays face significant challenges.
  - They must compete as new brands.
  - They may need to take customers away fr businesses.
- Some pure plays have redefined industr

www.eTrade.com

www.eBay.com

www.Yahoo.com

www.MySpace.com

Performance Metrics

`2-42`

- ☐ Performance metrics are specific mea
  to evaluate the effectiveness and eff
  operations.

- ☐ Performance metrics:
  - ◻ Provide measurable outcomes.
  - ◻ Must be easy to understand and us
  - ◻ Must be actionable.
  - ◻ Can be utilized for employee eval

Social Engagement Metr

2-44

- □ Online measurement also includes m
  evaluating Web 2.0 technologies.
- □ Social engagement metrics allow ma
  how visitors participate, not just whet
  on a page.
  - ❑ Time spent viewing a video, playir
    listening to music.
  - ❑ Writing a comment on a blog.
  - ❑ Downloading a MP3 file, ring tone

The Balanced Scorecard

2-45

- ☐ The Balanced Scorecard provides a
  understanding e-marketing metrics.
- ☐ The Balanced Scorecard provides 4
  - ◻ Customer perspective
  - ◻ Internal perspective
  - ◻ Learning and growth perspective
  - ◻ Financial perspective

The Balanced Scorecard

Customer perspective		Internal business perspective		Innovation & Learning Persp	
Goals	Measures	Goals	Measures	Goals	Me

The Balanced Scorecard: Customer Perspective

2-46

☐ The customer perspective scorecard inc
  measure goals such as customer loyalty
  appropriateness of target markets, etc

  ☐ Loyalty and satisfaction measures m
    percentage of visitors who return to
    between visits.

  ☐ Transaction measures may include m
    unique visitors, online sales abandon

The Balanced Scorecard: Internal Perspectives

2-47

- The Internal perspective scorecard in measure goals related to the quality services.
  - Quality of online technical help su time to answer e-mail
  - Web page loading time
  - Inventory levels, inventory turns

The Balanced Scorecard: Learning and Growth Perspectiv

2-48

☐ The learning and growth perspective s
  includes ways to measure goals relate
  service innovation and continuous impr

  ☐ Average time from concept to start

  ☐ Speed to match a rival's site

  ☐ Time between site relaunches

The Balanced Scorecard: Financial Perspectives

2-23

- ☐ The financial perspective scorecard i measure financial goals.
  - ☐ Sales growth and market share
  - ☐ Return on invested capital
  - ☐ Average order value
  - ☐ Individual customer profit

https://www.youtube.com/watch?v=l_Ei7CxX