# The Economics of E-commerce and Technology

The Nature of Technology Industries

# Technology Firms are Different

- Main ideas so far can be applied to any firm
  - Porter's five forces
  - Competitive advantage
- Technology firms are different
  - Reproducibility
  - Degree of variety
  - Customizability
  - Search and attention

# Reproducibility

- Information goods are...
  - Costly to produce but cheap to reproduce.
  - That is, high fixed costs but low (zero) marginal costs.
  - No capacity limits

### Examples

- Cable companies cost to lay lines.
- Microsoft office cost to design program
- Amazon cost to build warehouses and buy inventories
- The economics is the same as in the offline world
  - Shopping malls are platforms
  - Postal system is a network
  - What's new is the scale: eBay is mall for the entire world.

# Example: CD Phone Books

- CD Phone Books are digitized versions of Yellow Pages
  - Nynex covered NYC in 1986. Charged \$10,000 per disk.
  - ▶ Pro CD covered entire USA. Charged \$hundreds in early '90s
- Lots of entry ensued
  - Over 20 companies by end of 1990s.
  - Cost of disk is \$20.
- Product is commodity and no capacity constraints
  - If firm A charges \$200.
  - ▶ Then B should charge \$190 and steal all market.
  - ▶ Then A should charge \$180 etc.
  - Prices go down to marginal costs.

# Two Business Models

- There are two ways firms can make money when selling information goods
- Differentiate the product
  - Sell something different from other firms
  - Firm has some market power and can recover fixed costs
- Be a dominant firm
  - Be the only firm in the industry
  - Have the lowest costs.
  - Have the first-mover advantage.

# Differentiation

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# Dimensions of Differentiation

- Delay (e.g. cinema vs. DVDs, Netflix vs. Blockbuster)
- User interface (e.g. Google vs. Yahoo)
- Customizability (e.g. Facebook's privacy settings)
- Resolution (e.g. different qualities of MP3s)
- Speed of operation (e.g. printers)
- Flexibility of use (e.g. protected MP3s)
- Comprehensiveness (e.g. Mathematica)
- Annoyance (e.g. Network TV vs PBS)
- Support (e.g. McAfee)
- Online vs. Offline (e.g. newspapers)
- Fashion image (e.g. Apple)
- Reliability (e.g. Toyota)

# Longtail

# There is huge variety of many products

- Books, Songs, Movies, iPhone Apps, Games etc.
- Both horizontally and vertically differentiated

# Distribution of demand follows power law

- Frequency approximately inversely proportional to rank.
- Seen with words in English: Pr(r)=0.1/r, where r is rank.
- Distribution has fat tail, where there is lots of mass.

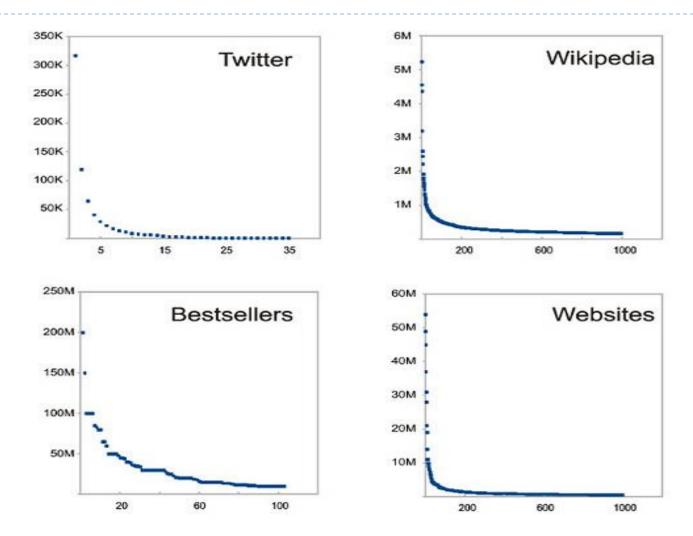
# Niche products matter

- Typical bookstore has 130,000 titles.
- ▶ One third of Amazon's sales come from outside top 130,000.

# Sorting information

With more information, need better organization and filtering.

# Power laws...



# Squeezing the Middle

# Movie industry

- Number of American movies growing (610 in 2009; 471 in '99)
- ▶ Blockbusters growing bigger (32 movies over \$100m; 21 in '99)

#### Music sales

- Album sales declined 20% since 2004.
- ▶ Hits hold up best; Albums ranked 300-400 hold up worst.

#### Fragmentation

Due to long tail and falling costs of production and distribution.

#### Consolidation

- People want to share same culture (e.g. Terminator).
- New technology helps distribution and communication.
- Increased role of brands (e.g. NY Times)

# Dominant Firm

# First-Mover Advantage

- First firm may deter future entry. Strategies:
- Build capacity to respond to a threat
  - Build base of loyal (locked in) customers.
  - Build network.
  - Have more capacity that you need.
- Limit-entry pricing
  - Price low in order to prevent entry.
  - Signals you are "tough" and builds customer base.
  - Example: Airlines before Southwest enters.
- After entry, play tough.
  - This may scare off first entrant.
  - Give you a reputation and prevent future entry.
  - Example: Walmart and Unions.

# Cost or Benefit Leadership

# Average costs made up of

- Marginal costs (may be already low with information good)
- Per-period fixed cost (e.g. cost of upgrading software)

#### How to reduce average costs

- Build volume to amortize fixed costs.
- Build volume to benefit from learning-by-doing.
- Supply chain management: reduce distribution costs.

#### How to raise benefits

- Invest in superior technology
- Improved customer service
- High brand equity

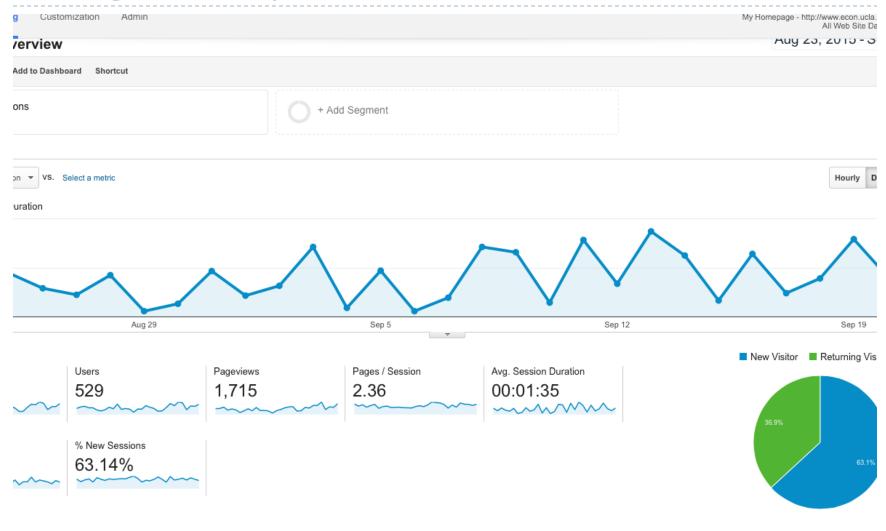
# Other Aspects of Information Goods

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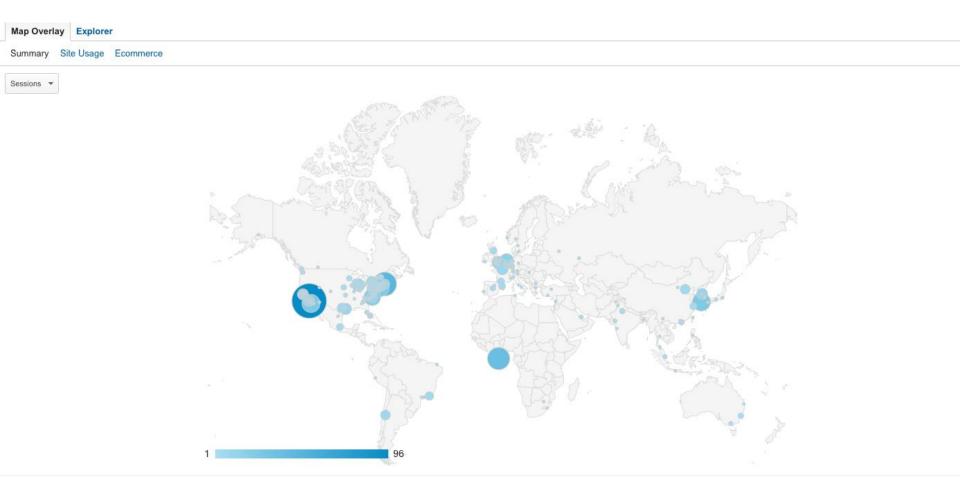
### 1. Product Customization

- Online firms have lots of information on customers.
  - Demographics: IP address, registration
  - Dbservation: cookies monitor clickstream (pages visited and for how long), past purchases, partnerships with other sites.
- Use this information to customize experience
  - Targeted advertising.
  - Search results.
  - Product recommendations.
  - Facebook friend finder.
- Data is the oil of the 21st century.

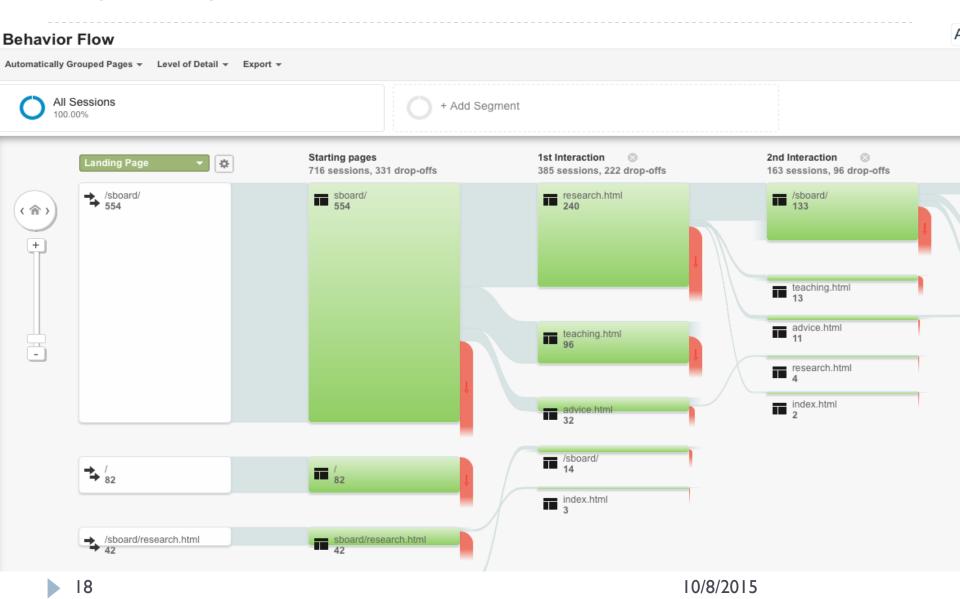
# Google Analytics



# Geographic Distribution



# Behavior



# 2. Content Creation

### Users also design own experience

- WordPress people to create blogs.
- Craigslist online classified.
- ▶ Vine six-second videos.

### Crowdsourcing

- Wikipedia allows users to create own encyclopedia.
- Ushahidi provides crisis information.
- Kickstarter crowd-funds projects.
- Open source software design.

#### Business model

- Provide toolkit for people to build product.
- Provide structure for interaction between people.

### How we used to do this...The OED

#### Started 1857

- 'A' published in 1888
- 'Z' published in 1928
- > 22,000 pages

#### Big data

- Hundreds of volunteers
- ▶ 3.5m quotation slips
- Scriptorium had 1,029 pigeon holes



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# 3. Reproducibility and Property Rights

- Information is a public good (i.e. it is nonrivalrous)
  - With traditional goods there is physical cost of reproduction.
- Excluding people from information
  - Reduces consumption and welfare
  - Gives rents to seller, encouraging innovation
  - May lower subsequent innovation
- How to exclude
  - Intellectual property: patents, copyright, trademarks.
  - Trades secrets.
- Hard to enforce with online economy
  - Perfectly reproduce and instantly transmit around the world.
  - Information regarding how to break protection also free.
- Are some firms too worried? Cassette player. Video recorder.

# 4. Experimentation and Adaptation

#### Traditional industries

- ▶ Changing product is rare occurrence (e.g. car models).
- ▶ Hard to gauge reaction (surveys, focus groups).

#### Experimentation online

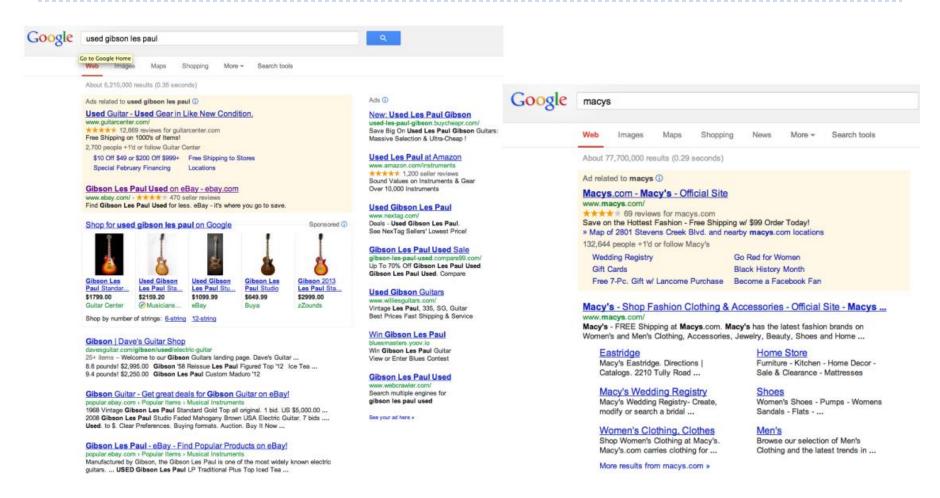
- Easy to run controlled experiments.
- Refine pricing, matching algorithms, recommendations etc.

### Adaptation

- When the state of the world changes, firm can react quickly.
- Also react to competitors (e.g. first-price ad auctions).

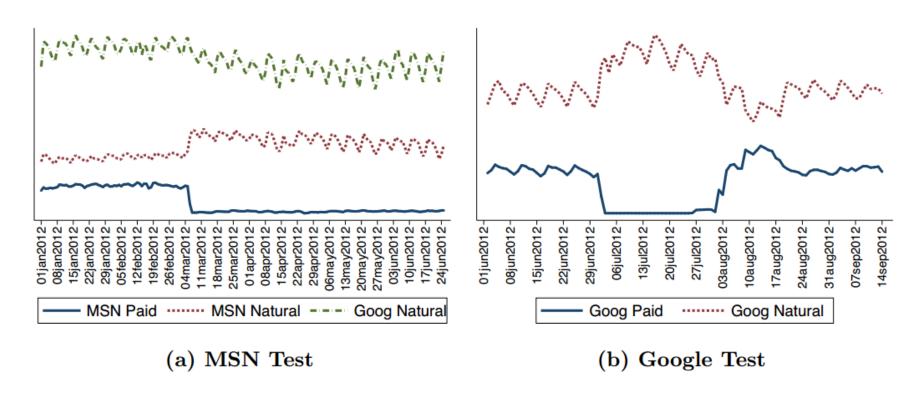
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# Experimentation...

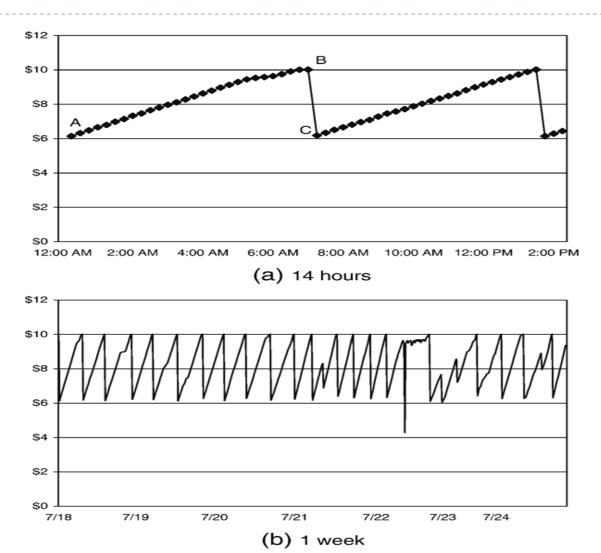


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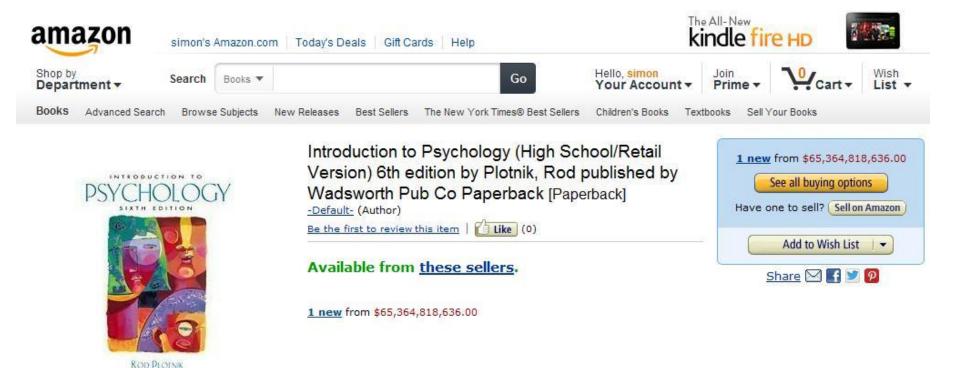
Figure 2: Brand Keyword Click Substitution



# Adaptation in AdWords Auctions



# Adaptation (gone wrong)



# 5. Platforms and Market Design

# Platforms control many aspects of exchange

- Online firms have lots of information about customers.
- They can also control what participants know about the product, the market and each others.

# Examples

- Letting participant monitor each other (e.g. Yelp).
- Reputation mechanisms (e.g. eBay).
- Anonomizing interactions (e.g. Hotwire).
- Market rules (e.g. Google ad auctions).
- Structuring search (e.g. Facebook).
- ▶ How people see prices (e.g. Bing travel).

#### 6. Product trials

- Experience good: The quality is known after consumption.
  - What is today's NY Times worth?
  - How good is this iPhone app?
  - All information is experience good!

### Strategies

- Reveal parts of information (e.g. free song, Amazon's "look inside")
- Given temporary access to information (e.g. put on Hulu)
- Promotional pricing (e.g. low prices for new subscribers)
- Building a brand/reputation (e.g. NY Times)
- Testimonials (e.g. Trip Advisor)
- Influential reviewers (e.g. movies)
- Freemium (e.g. Hulu, Dropbox)

# 7. Attention and Search

- ▶ The internet promises to lower search costs
  - Easy to visit many stores.
  - Price comparison websites.
- Danger of information overload
  - Increase in number and types of sites.
  - Increase in products at a given site.
- Important to "organize the world's information"
  - Locating, filtering and communicating what if useful.
- Examples
  - Yahoo vs. Google news.
  - Netflix or Spotify need to recommend music.
  - Value of website domain (e.g. insurance.com; \$34m in 2010)