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.

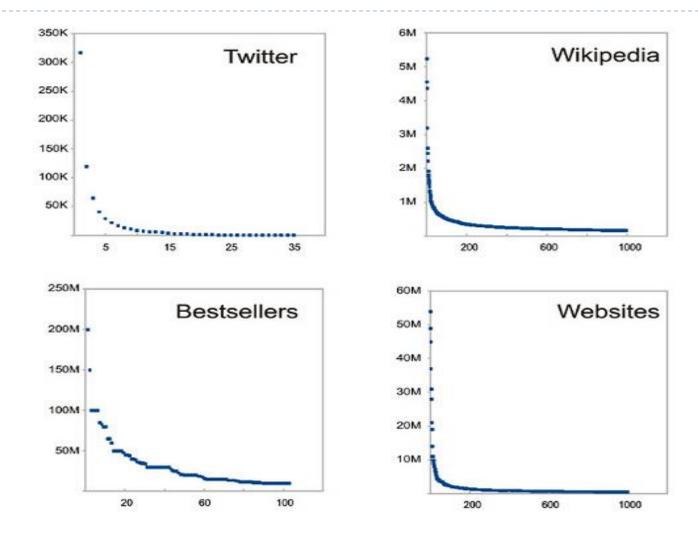
Niche products matter

- 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

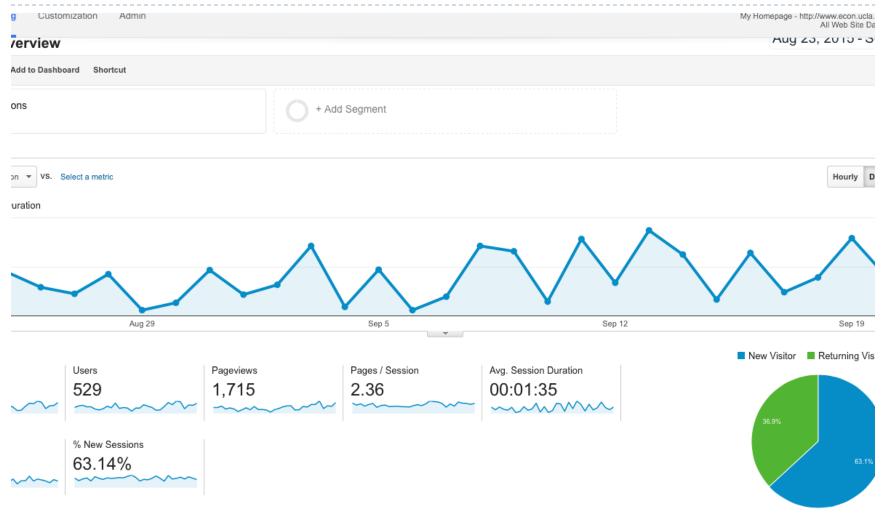
- Invest in superior technology
- Improved customer service
- High brand equity

Other Aspects of Information Goods

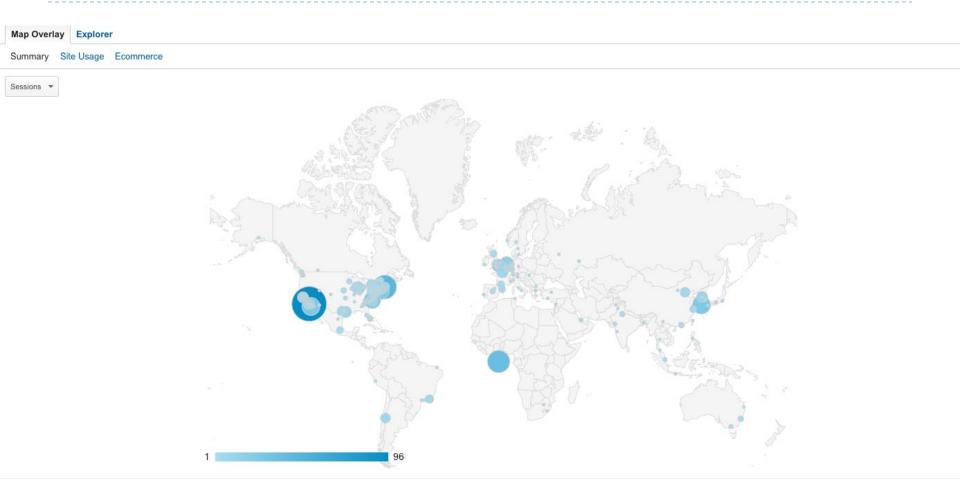
1. Product Customization

- 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.

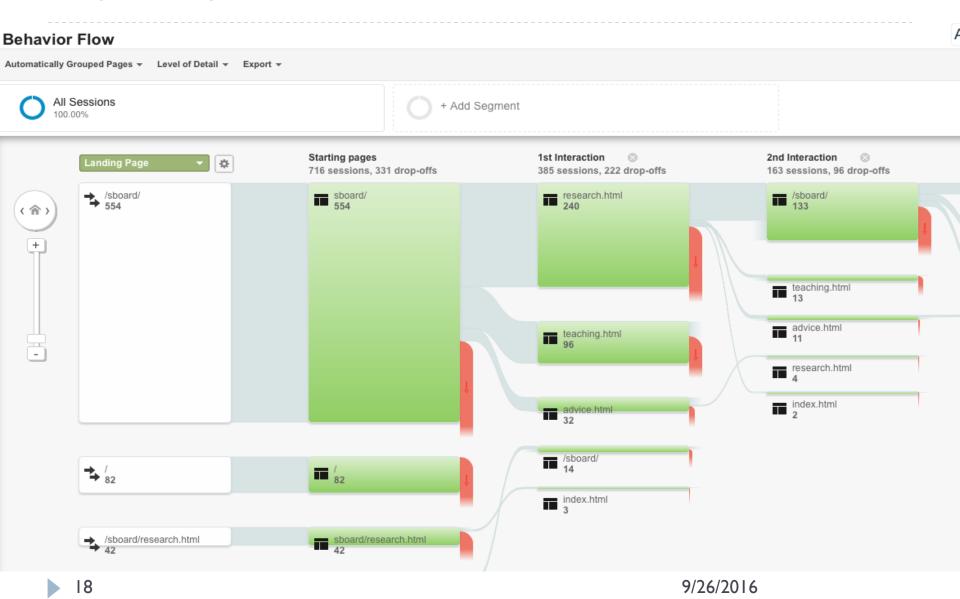
Google Analytics



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.
- Den 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.

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4. Experimentation and Adaptation

Traditional industries

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

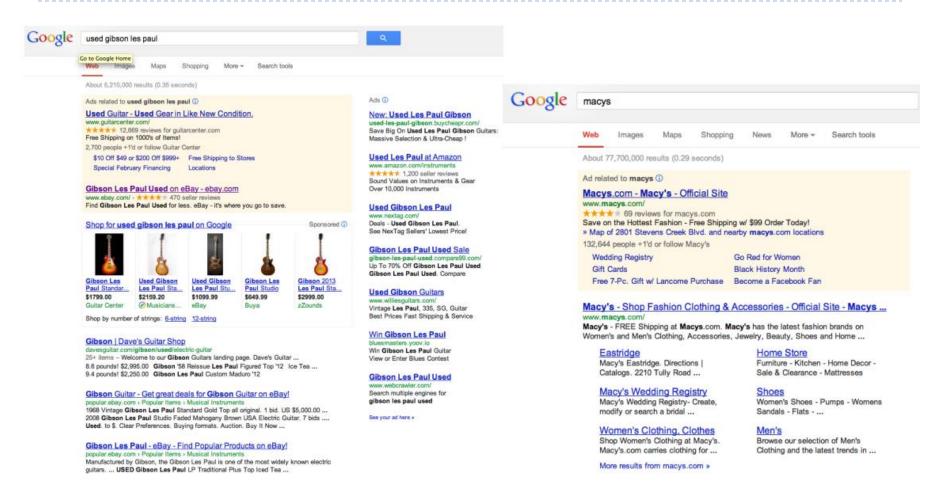
Experimentation online

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

Adaptation

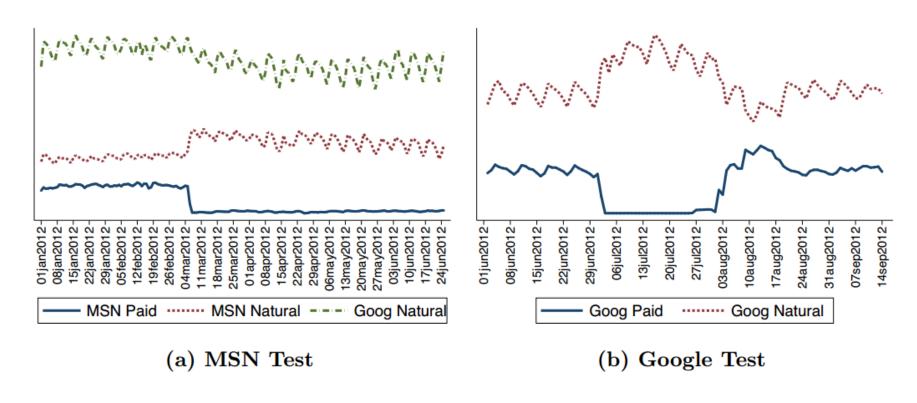
- When the state of the world changes, firm can react quickly.
- Also react to competitors (e.g. first-price ad auctions).

Experimentation...

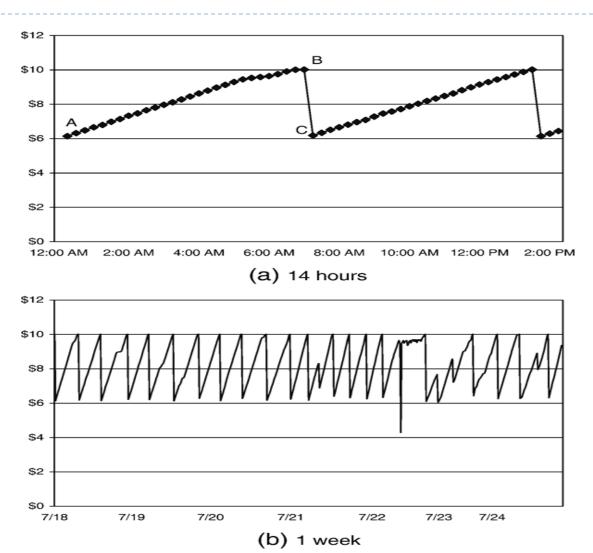


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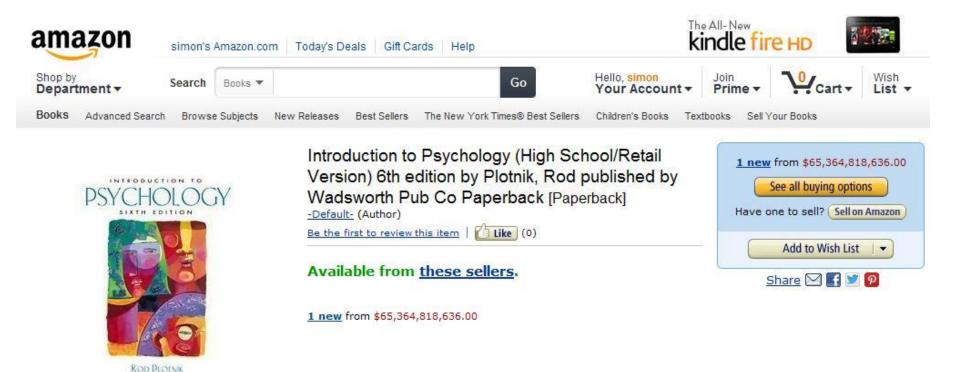
Figure 2: Brand Keyword Click Substitution



Adaptation in AdWords Auctions



Adaptation (gone wrong)



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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. Information and Attention

- ▶ The internet promises to lower search costs
 - Easy to visit many stores.
 - Price comparison websites.
- However, there is 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
 - Drudge vs. Google news.
 - Netflix or Spotify need to recommend music.