

YAHOO! Smart Mobile How mobility influences category shopping

Why did we do this study?



Understand how shopping process is changing



Isolate reactions to mobile/tablet/online advertising



Assess mobile/tablet usage and its affect on shopping process



Understand shopping behaviors in each category

YAHOO!

Methodology



30 minutes
Collected Nov 26 – Dec 12, 2012



- Automotive
- Finance Banking
- Finance Credit Card
- Finance Investments
- Finance Insurance
- Restaurants
- CPG Beauty & Personal Care
- CPG Packaged Food & Beverage
- Pharma/Health
- Consumer Electronics
- Clothing/Apparel/Accessories
- Home Improvement
- Entertainment
- Personal Travel

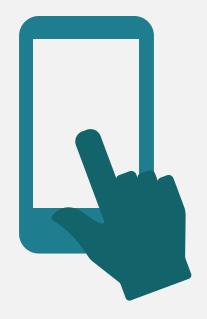
10,000 interviews

▶ 3,900 for mobile shoppers/researchers

- ▶ n=250 to 295 per category
- ▶ 3,900 for tablet shoppers/researchers
 - n=250 to 295 per category
- 2,100 for PC shoppers/researchers
 - n=150 per category
- Aged 13 to 64, US Residents









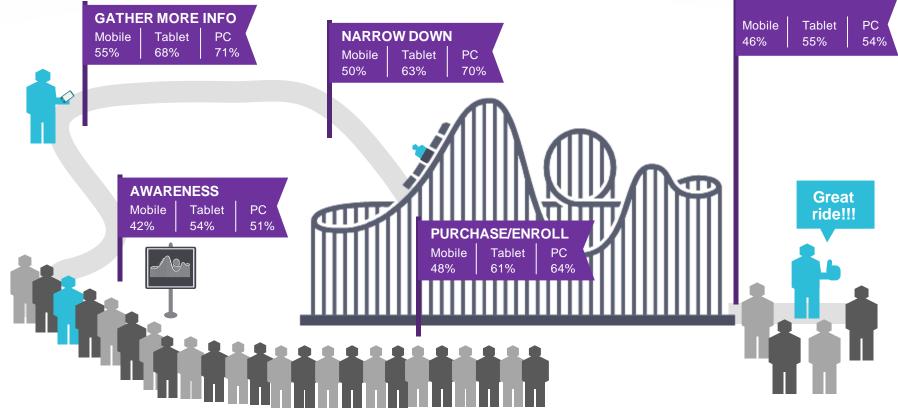
67% of mobile owners believe their mobile is critical to my daily life

More than **50%** say their mobile devices makes them browse the internet more

43% of tablet owners believe their tablet is critical to my daily life

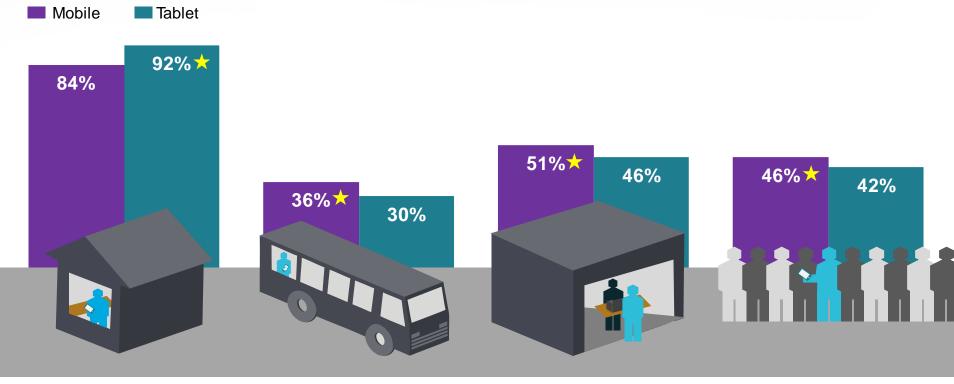
Mobile, Tablet & PC are used throughout the purchase path

Helpfulness of Device in Purchase Path



While mobile shopping is on-the-go, it really starts at HOME

I use my Mobile/Tablet to access <category> shopping related information in this location



AT HOME

IN STORE

WHILE WAITING IN LINE

Category research ubiquitous at home; Dining, F&B more likely to be accessed on-the-go

I use my Mobile/Tablet to access <category> shopping related information in this location

Above Average Index vs other categories

Index below 95

	ATH	IOME	GETTING SOMEWHERE		IN STORE		IN LINE	
	MOBILE	TABLET	MOBILE	TABLET	MOBILE	TABLET	MOBILE	TABLET
Auto	100	101	108	115	—	100	115	117
Beauty/Personal Care	101	101	106	104	_	103	100	105
Food & Bev	104	103	129	128	103	107	107	102
Banking	96	97	_	98	_	103	—	100
Credit Cards	99	100	—	104	_	100	98	110
Insurance	95	105	—	104	—	110	—	114
Investment	104	101	—	109	—	113	100	114
Apparel/Fashion	102	100	110	100	100	100	98	98
Consumer Electronics	105	101	106	98	103	97	107	—
Home Improvement	105	100	96	102	—	_	—	95
Entertainment	98	98	104	—	117	—	111	—
Health	99	96	102	—	97	_	115	105
Travel	99	97	98	—	119	—	96	—
Dining	_	98	_	_	142	120	_	98

Most users claim to use their PC in addition to their mobile and tablet devices



Also used a pc to <category> shop



Go home to do more shopping on my PC % Strongly/Somewhat Applies after using device in-store



There is ample opportunity to improve the consumer brand experience on mobile devices

SITE EXPERIENCE

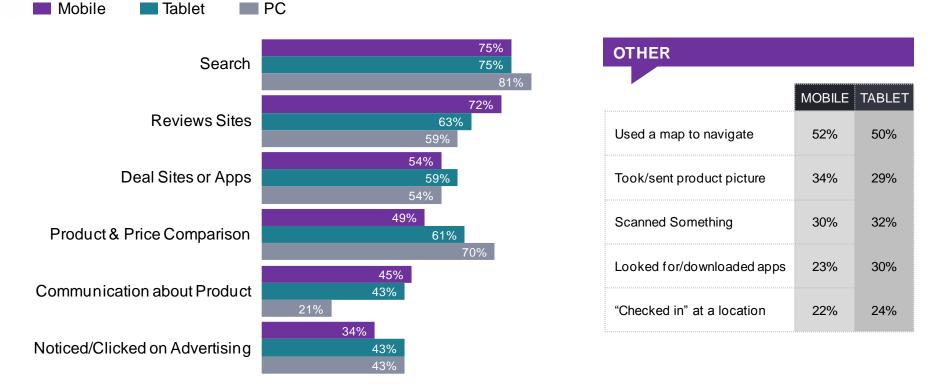
	MOBILE	TABLET
Disappointed companies don't have optimized site	44%	50%
Disappointed companies don't have application	38%	47%
I am less likely to re-visit a brand's site if it wasn't optimized for my mobile device the first time I visited it	38%	44%

BUYING STUFF

	MOBILE	TABLET
Filling out forms on my mobile phone is difficult	61%	46%
Brands-Manufacturers-Retailers have not made it easy to redeem coupons on my mobile device while in-store	36%	37%
I am sometimes unsuccessful at making payments using my mobile device	27%	26%

It's really about the basics: search, review sites, and community are important during the buy cycle

I used my device to do the following...



Multiple devices are used for product comparisons and deals for clothing, tech, home and travel

I used my device to do the following in each category...

Above Average Index vs other categories
 Index below 95

	SEARCH		PRODUCT/PRICE COMPARISON			REVIEWS			LOOKED FOR/USED DEALS/OFFERS			
	MOBILE	TABLET	PC	MOBILE	TABLET	PC	MOBILE	TABLET	PC	MOBILE	TABLET	PC
Auto	101	95	105	102	102	100	99	102	115	—	—	—
Beauty/Personal Care	101	104	98	106	110	111	100	105	117	113	115	124
Food & Bev	96	100	98	102	98	97	96	95	102	113	115	150
Banking				_			100					
Credit Cards	96						100					
Insurance	96			110	102	110		97	_	100		
Investment	_	_	98	_	_			_	110	_	_	_
Apparel/Fashion	100	111	105	108	120	110	104	106	97	122	127	128
Consumer Electronics	105	109	112	122	116	127	106	114	122	117	110	113
Home Improvement	103	105	107	116	115	127	97	110	114	107	108	109
Entertainment	109	104	114	_		107	107	97	120	_		113
Health	_	96	100	_	_	_	_	_	_	_	_	_
Travel	107	111	106	112	116	114	108	108	110	119	107	117
Dining	100	101	102	_	98	_	110	102	_	98	115	137

Purchase on mobile devices over-indexes for entertainment, travel, and dining

NOTICED/CLICKED ON

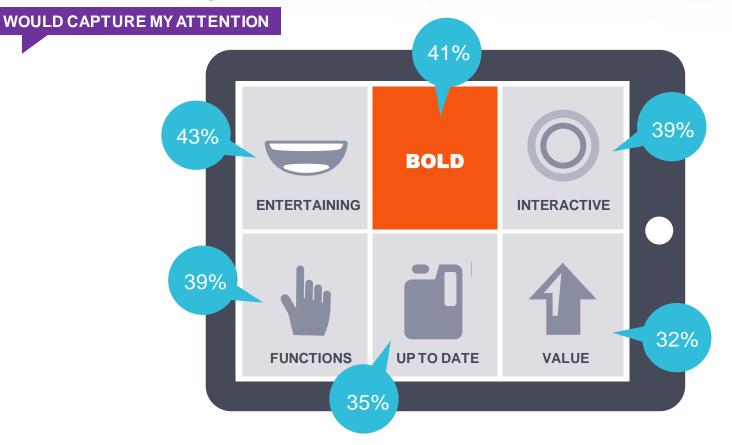
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Above Average Index vs other categories Index below 95

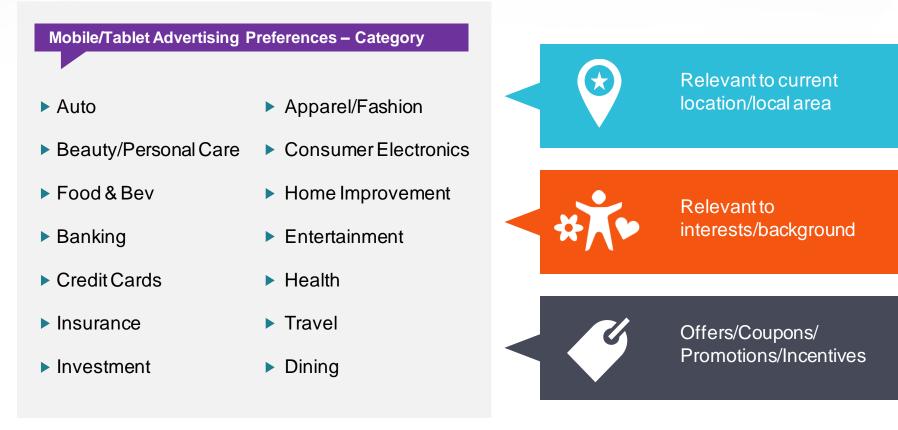
NOTICED/CLICKED ON ADVERTISING			PURCH	ASE ON D	DEVICE	COMMUNICATION			
	MOBILE	TABLET	PC	MOBILE	TABLET	PC	MOBILE	TABLET	PC
Auto	97	—	102	—	—	—	96	—	110
Beauty/Personal Care	115	116	112	_		97	102	105	_
Food & Bev	97	112	114	_		_	109	105	_
Banking		98		_			_	95	
Credit Cards	100	100	95	_		_	_	_	_
Insurance	124	112	109	_			_	102	171
Investment	_	98		_		_	_	_	119
Apparel/Fashion	115	107	126	_		122	107	114	
Consumer Electronics	103	112	105	—	—	98	104	—	—
Home Improvement	106	107	114	_	_	_	96	105	_
Entertainment	103	—	114	143	140	129	124	102	143
Health	_		_	_	_	_	_	_	100
Travel	106	102	105	131	135	143	131	121	129
Dining	_	98	95	226	184	148	118	100	_

Bold and interactive ads that take full advantage of the device are most appealing to consumers

Mobile/Tablet Advertising Preferences – Ad Copy



For most categories, the top 3 ad tactics revolve around location, relevancy and promotions



Meet the consumer where they want to be met, on the device they choose

FINDING	IMPLICATION
 MOBILE: A SIGNAL OF A POTENTIAL PURCHASER With 50% of mobile shoppers saying that mobile makes them browse the internet more 84% start mobile shopping in a category while at home For mobile and tablet users, most shoppers are using it to "gather more information 	 STICK WITH THE BASICS: When shopping starts, users are indicating an active intent for information gathering, which usually leads to purchase. For mobile shoppers specifically, 75% will start on search, 72% review sites, and 54% deal sites. That order should influence your media buying plan

Meet the consumer where they want to be met, on the device they choose

FINDING	IMPLICATION
 MOBILE: A SEQUENCED PART OF BRAND STORY TELLING 88% of mobile shoppers use a PC to shop and 75% will always go back to their PC even when doing the occasional show rooming ~40% of consumers are frustrated about sites not being mobile optimized and coupon redemption. In fact, when sites don't do a good job telling their mobile story, it can lead to customer's not coming back 	 IT'S NOT MOBILE VS. PC <u>BUT</u> MOBILE + PC Consider how the consumer travels cross-screen when it comes to your consumer shopping journey. It's not just the advertising but also the overall shopping experience of your site Consumers want to use their devices to research products and service but marketers have not kept up with the demand. It's important that mobile websites and apps to be optimized, informative, easy to find & navigate, and powerful

Meet the consumer where they want to be met, on the device they choose

FINDING	IMPLICATION
MOBILE: AD EXPECTATIONS ARE ABOUT LOCATION, RELEVANCE, AND DEALS • 52% are looking for deals, 52% want ads	CREATE FOR MOBILE BUT DON'T FORGET ALL THE TECHNOLOGY AVAILABLE FOR EFFECTIVE BUYS
 that are location based, and 49% want personalization Creatively speaking, consumers expect mobile advertising to be entertaining (43%), bold (41%), and interactive (39%) However, think category as different things index by category 	 Tailor your mobile and tablet advertising to deliver personalized, location-based & promotions to help drive purchase Consider cross-screen digital advertising buys or re-targeting across screens to catch consumers during their follow-up visits to PC