

RETAIL PROJECT

ADDITIONAL CONTENTS

COVID-19 impact on the digital strategy of companies

RETAIL PROJECT



Project funded by:

Erasmus+ / Key Action 2 Cooperation for innovation and the
exchange of good practices, Strategic
Partnerships for VET education

Retail Project www: retail.erasmus.site

- 1. Introduction to the topic
- 2. Learning Contents
- Chapter 1: Why turn a retail business into digital business
 - Chapter 2: COVID Turning point
- Chapter 3: Defining your post-COVID Digital Marketing Plan
- 3. Practical Activity
- 4. Useful Tools
- 5. Sources

1. Introduction to the topic



COVID-19 has accelerated digital transformation. According to the World Economic Forum, studies show that the pandemic has led to a 20% surge in total Internet usage.

Indeed, this crisis provided a sudden jump into the future, a world in which digital became central to every interaction. Digital channels became for some time the primary (and in some cases, the only one) customer-engagement model and whole business driver.

2. Contents

This additional module will be divided into 3 chapters, a practical activity, references and further tools.

- Chapter 1: Why turn a retail business into digital business
 - Chapter 2: COVID Turning point
- Chapter 3: Defining your post-COVID-19 Digital Marketing plan



Chapter 1

2.1. WHY TURNING A RETAIL BUSINESS INTO DIGITAL?

RESILIENCE OF THE INTERNET

First prototypes of the Internet came in the late 60's from U.S military built to enable reliable communication between multiple computers on a single network. Indeed, if the internet was to be attacked, it didn't have a single point of failure, so was not subject to a general shutdown.

COVID-19 has accelerated the digital dependence of our society. The pandemic has brought with it unexpected life twists, technologies, and the Internet became our only tool to continue communicating and working with one another, turning our physical contacts onto virtual ones.

Business are at the core of this transformation. According to a McKinsey survey from July 2020, companies have accelerated the digitalisation of their customer and supplychain interaction by 3 to 4 years during the crisis.

CONTENT OF CHAPTER 1

Importance of digital technologies in times of crisis

E-commerce during COVID-19 - key data Business opportunities



2.1. WHY TURNING A RETAIL BUSINESS INTO DIGITAL?



CONTENT OF CHAPTER 1

Importance of digital technologies in times of crisis

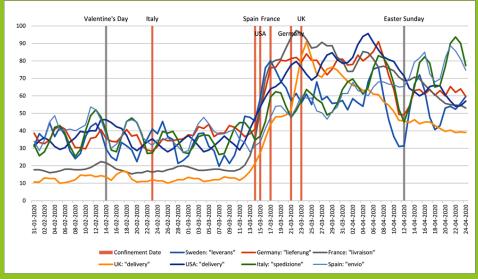
E-commerce during COVID-19 - key data
Business opportunities

KEY DATA

Chapter 1

- There has been a shift in demand from brick-and-mortar retailers to e-commerce
- Global e-commerce jumped to 26.7 Trillion Dollars in 2020, with a rise in its share of all retail sales from 16% to 19%. (Data source: UN News)
- Certain shifts brought by COVID-19 involve long-term changes in e-commerce, as surveys suggest users might stick to new routines and companies have made investments. (Data source: OECD)

Google search interest in "delivery", selected OECD countries (source: OECD)



2.1. WHY TURNING A RETAIL BUSINESS INTO DIGITAL?

CONTENT OF CHAPTER 1

Importance of digital technologies in times of crisis

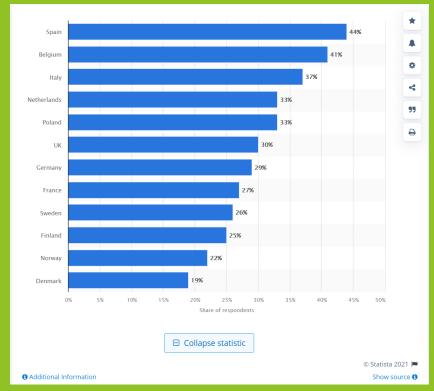
E-commerce during COVID-19 - key data
Business opportunities

KEY DATA

Chapter 1

- Examples of new digital services: click and collect, pick up services, delivery, online booking systems...
- Not all categories of products have benefitted from the rise in e-commerce (see slides on Growing & Declining categories in E-commerce)

Share of respondents in selected European countries who shopped online more often due to the coronavirus pandemic in 2020 (source: Statista)



Chapter 1

BUSINESS OPPORTUNITIES

Traditional retail businesses responded better to the lockdown crisis when they were able to sell and deliver their products thanks to online shops.

In the mean time, the convenience of 24-hours online shopping, greater product choice from multiple retailers, combined with home delivery, has transformed customers habits.

As a consequence, the trend towards e-commerce seen in 2020 is likely to be sustained during and after the recovery period according to UNCTAD report <u>COVID-19</u> and E-Commerce: A Global Review.

2.1. WHY TURNING A RETAIL BUSINESS INTO DIGITAL?



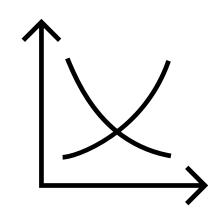
CONTENT OF CHAPTER 1

Importance of digital technologies in times of crisis

E-commerce during COVID-19 - key data Business opportunities

2.2.COVIDTURNING POINT

CONTENT OF CHAPTER 2 Challenges Growing & Declining categories in E-commerce



CHALLENGES

- The leap forward in e-commerce has mostly benefited the world's leading digital platforms. Smaller players also entered these markets, but were dwarfed by digital giants
- E-Commerce reinforces inequalities in countries with less and difficult to access digital infrastructures, especially in the least developed countries.
- All sectors of e-commerce did not benefitted from the digital uptake.

2.2. COVID TURNING POINT

CONTENT OF CHAPTER 2
Challenges
Growing & Declining
categories in E-commerce

The Top 100 Fastest Growing & Declining Categories in E-commerce.

March 2020 vs. March 2019



Stackline

Stackline is a retail intelligence and software company founded by a group of industry veterans and headquartered in Seattle, WA. Our technology helps thousands of the world's largest brands manage and grow their e-commerce humaness. For more information, visit ways stackling com.

Top 100 Fastest Growing Categories

_						
1	Disposable Gloves	+670%	26	Chips & Pretzels	+186%	5
2	Bread Machines	+652%	27	Crackers	+184%	5
Ť	Bread is one of the people have been their time at home	stockpiling for e, resulting in a	28	Health Monitors	+182%	5
T	shortage at groce rise of bread mac	ry stores and a hine sales.	29	Popcorn	+179%	54
3	Cough & Cold	+535%	30	Computer Monitors	+172%	5
4	Soups	+397%		Many businesses implemented a mi from home policy, surge in computer	andatory work causing a	5
5	Dried Grains & Rice	+386%	45	as consumers pur for their home off	rchase items	5
6	Packaged Foods	+377%	31	Fitness Equipment	+170%	5
7	Fruit Cups	+326%	32	Single Vitamins	+166%	5
8	Weight Training	+307%	33	Nut & Seed Butters	+163%	
4	Gyms and fitness temporarily close shift in people wo	d. forcing a	34	Cat Food	+162%	7532
A 25	home and an increase	ease in weight	35	Fruit Snacks	+162%	6
9	Milk & Cream	+279%	36	Baby Care Products	+162%	6
0	Dishwashing Supplies	+275%	37	Refrigerators	+160%	6
1	Paper Towels	+264%	38	Baking Mixes	+160%	6
2	Hand Soap & Sanitizer	+262%	39	Toilet Accessories	+160%	(
3	Pasta	+249%	40	Dog Food	+159%	
4	Vegetables	+238%		Pet owners who a going into brick-a retail stores have	nd-mortar	6
5	Flour	+238%	M Programme	larger share of the online.	eir spending	6
5	Facial Tissues	+235%	41	Diapers	+154%	6
7	Allergy Medicine	+232%	42	Yoga Equipment	+154%	6
В	Women's Health	+215%	43	Bottled Beverages	+153%	6
9	Cereals	+214%	44	Baby Meals	+153%	6
0	Power Generators	+210%	45	Cookies	+147%	70
1	Laundry Supplies	+200%	46	Digestion & Nausea	+144%	7
2	Household Cleaners	+195%	47	Snack Foods	+141%	7:
3	Soap & Body Wash	+194%	48	Herbal Supplements	+136%	7:
4	Toilet Paper	+190%	49	Cooking Oils	+135%	74
_	Jerky &		F 0			-

1	Incontinence & Tommy	+129%	76	Jams, Jellies & Spreads	+102%
2	Multivitamin	+126%	77	Coffee	+101%
3	Cat Litter	+125%	78	Spices & Seasonings	+100%
4	Training Pads and Trays	+125%	79	Skin Care	+99%
5	Juices	+125%	80	Pain Relievers	+99%
6	Smoking Cessation	+122%	81	Cooking Vinegars	+98%
7	Dried Fruit & Raisins	+120%	82	Air Purifiers	+97%
8	Salt & Pepper Seasoning	+118%	83	Granola & Nutrition Bars	+97%
9	Craft Kits & Projects	+117%	84	Pudding & Gelatin	+97%
4	With most event activities cancel consumers have	led, an increased	85	Toy Clay & Dough	+95%
er e	need for activitie them busy at ho craft kits & proje	me, including	86	Single Spices	+95%
0	Batteries	+116%	87	Bird Food & Treats	+91%
1	Trash Bags	+116%	88	Lab & Science Products	+90%
2	Nuts & Seeds	+116%	89	Eczema & Psoriasis Care	+90%
3	Hair Coloring	+115%	90	Ping Pong	+89%
VIC	Trips to the hair sa hold, so consumer shifted to purchasi coloring kits to ma hair color at home.	s have ing hair intain their	Ţ.	Ping Pong sales I increased as com- look for fun, indo- suitable for all ag	sumers or activities
4	Sauce & Gravy	+115%	91	Chocolate	+86%
5	Deli Foods	+114%	92	Baking Ingredients	+84%
6	Syrups	+114%	93	Energy Supplements	+84%
7	Breads & Bakery	+114%	94	Respiratory	+82%
8	Minerals	+113%	95	Office Desks	+89%
9	Condiments	+111%		increased need office furniture to working from	for home as they shift n home
0	First Aid	+108%		full-time, causii office desks to	ng sales of
1	Nail Care	+108%	96	Potty Training Supplies	+82%
2	Humidifiers	+105%	97	Herbs, Spices & Seasoning	+82%
3	Art Paint	+104%	98	Keyboard & Mice	+80%
4	Office Chairs	+104%	99	Body Lotion	+79%
_			100		

100 Safes

75 Deodorant +103%

Chapter 2

2.2. COVID TURNING POINT

CONTENT OF CHAPTER 2
Challenge
Growing & Declining
categories in E-commerce

The Top 100 Fastest Growing & Declining Categories in E-commerce.

March 2020 vs. March 2019

Source:

Stackline

Stackline is a retail intelligence and software company founded by a group of industry veterans and headquartered in Seattle, WA. Our technology helps thousands of the world's largest brands manage and grow their e-commerce businesses. For more information, visit www.stackline.com.

Top 100 Fastest Declining Categories

_					
1	Luggage & Suitcases	-77%	26	Automotive Mats	-50%
2	Briefcase	-77%		Shelter-in-place order implemented across to and, except for the oc grocery store trip, con driving their cars have needs for automotive	the country
3	Cameras	-64%		needs for automotive accessories.	parts and
fl	Camera sales a rapidly since m plans, weddings activities and o	any travel s, sports	27	Men's Outerwear	-49%
	have been post	poned.	28	Watches & Accessories	-49%
4	Men's Swimwear	-64%	29	Cargo Bed Covers	-48%
5	Bridal Clothing	-63%	30	Track & Field Equipment	-48%
6	Men's Formal Wear	-62%	31	Ceiling Lighting	-47%
7	Women's Swimwear	-59%	32	Camera Lenses	-47%
8	Rash Guards	-59%	33	Girl's Coats and Jackets	-47%
9	Boy's Athletic Shoes	-59%	34	Women's Hats & Caps	-47%
0	Gym Bags	-57%	35	Women's Outerwear	-47%
1	Backpacks	-56%	36	Video Cameras	-46%
2	Snorkeling Equipment	-56%	37	Wheels & Tires	-46%
3	Girl's Swimwear	-55%	38	Motorcycle Parts	-45%
4	Baseball Equipment	-55%	39	Women's Wallets	-45%
5	Event & Party Supplies	-55%	40	Shocks & Struts	-44%
	Without birthday part graduations and othe events, there is a red	uced need	41	Transmission & Parts	-44%
1	for supplies, resulting of event & party supp	lies sales.	42	Girl's Athletic Shoes	-44%
6	Motorcycle Protective Gear	-55%	43	Women's Shoes	-44%
7	Camera Bags & Cases	-54%	44	Telescopes	-44%
8	Women's Suits & Dresses	-53%	45	Sunglasses & Eyeglasses	-43%
9	Women's Boots	-51%	**	Demand for sung declined, since m vacations and oth activities have be	any family
20	Cargo Racks	-51%		activities have be	en delayed.
21	Women's Sandals	-50%	46	Men's Tops	-41%
22	Drones	-50%	47	Video Projectors	-40%
23	Boy's Active Clothing	-50%	48	Men's Athletic Shoes	-40%
24	Lunch Boxes	-50%	49	Marine Electronics	-40%

50 Hand Tools -40%

51	Wine Racks	-40%
52	Men's Shoes	-40%
53	Clocks	-39%
54	Baby Girl's Shoes	-39%
5 5	Bracelets	-39%
56	Men's Boots	-39%
57	Tapestries	-39%
58	Camping Equipment	-39%
4	Many public p trails and cam closed, resulti decreased dei new equipmen	ng in a mand for
59	Men's Bottoms	-38%
60	Cell Phones	-38%
61	Tool Storage & Organizers	-38%
62	Necklaces	-38%
63	Swimming Equipment	-37%
64	Men's Hats & Caps	-37%
65	Girl's Shoes	-37%
66	Industrial Tools	-36%
67	Juicers	-36%
68	Desktops	-35%
69	Classroom Furniture	-35%
	Classroom furnite declining as scho and students take virtually from thei	ore sales are ols close classes ir home.
70	Bar & Wine Tools	-35%
71	Glassware & Drinkware	-35%
72	Musical Instruments	-34%
73	Power Winches	-34%
74	Home Bar Furniture	-34%
75	Office Storage Supplies	-34%

%	76	Girl's Active Clothing	-34%
6	77	Women's Tops	-34%
6	78	Braces, Splints & Supports	-34%
6	79	Car Anti-theft	-34%
6	80	Rings	-34%
%	81	Blankets & Quilts	-33%
%	82	Women's Athletic Shoes	-33%
%	83	Kitchen Sinks	-33%
9	84	Golf Clubs	-33%
<u> </u>		While spring and si are typically populi for golf, courses ar and consumers are new indoor activitie than a new set of g	ar times re closed
6	85	Equestrian Equipment	-33%
%	86	GPS & Navigation	-32%
6	87	Recording Supplies	-32%
%	88	Home Audio	-32%
%	89	Boys Accessories	-32%
6	90	Earrings	-32%
6	91	Dining Sets	-31%
6	92	Calculators	-31%
6	93	Boys Shoes	-31%
%	94	Volleyball Equipment	-31%
re	95	Strollers	-31%
	96	Coolers	-30%
% %		Many parks and beaches are cluconsumers no have a need to coolers.	osed, so longer
%	97	Sanders & Grinders	-30%
%	98	Men's Active-wear	-29%
	00	Living Room	

Chapter 2

2.3. DEFINING YOUR POSTCOVID-19 DIGITAL MARKETING PLAN

CONTENT OF CHAPTER 2
General Principles
Step by step of your new strategy
Dos & Don'ts

Chapter 3 PRINCIPLES

- Technology has taken a leap forward during COVID-19, including in the fields of e-commerce and retail.
- Either your digital strategy is new or not, the return to business after COVID needs an updated strategy.
- This means that every aspect needs to be (re)visited and updated.

TIPS

- Consider it a new start, put passion in this task
- Have clear and realistic objectives, use all the available data and metrics.
- Be prepared to change in your business practice.
- Be ready for innovation and to take some risk.
- Get legally and technically prepared: registration, platform solutions, payment methods, etc.

STEP BY STEP

2.3. DEFINING YOUR POSTCOVID-19 DIGITAL MARKETING PLAN

CONTENT OF CHAPTER 3
General Principles
Step by step of your new strategy
Dos & Don'ts



#1 Update your knowledge of your customer:

She/He probably changed during COVID-19 crisis - evolution of thought, behaviours, etc.

#2 Observe the market:

As the situation recovers, new trends and patterns will emerge. Also, markets will have changed, some competitors might have disappeared, new may have come. Update your knowledge of your current market.

#3 Update your UVP (Unique Value Proposition)

What made you singular might not be a differentiator anymore.

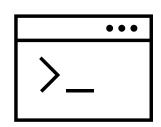
#4 Re-define your goals

Don't' forget the digital scope and opportunities offered by the new technologies (see our module on e-commerce)

STEP BY STEP

2.3. DEFINING YOUR POSTCOVID-19 DIGITAL MARKETING PLAN

CONTENT OF CHAPTER 3
General Principles
Step by step of your new strategy
Dos & Don'ts



#5 Update your messages to your customer's realities post COVID:

Review your contents and adapt your online messaging to the reality post COVID-19. For example, using fewer pictures showing physical closeness between people, wearing masks, etc. Inform customers about any changes in your services / protocols.

#6 Care about your advertising online and SEO:

Optimise your Digital presence (see our module on e-commerce).

#7 Track your customer

See how customers behave on your website, adapt your strategy to make them not only buy your products, but become loyal customers. Create a customer database.

Chapter 3

2.3. DEFINING YOUR POSTCOVID-19 DIGITAL MARKETING PLAN

CONTENT OF CHAPTER 3
General Principles
Step by step of your new strategy
Dos & Don'ts



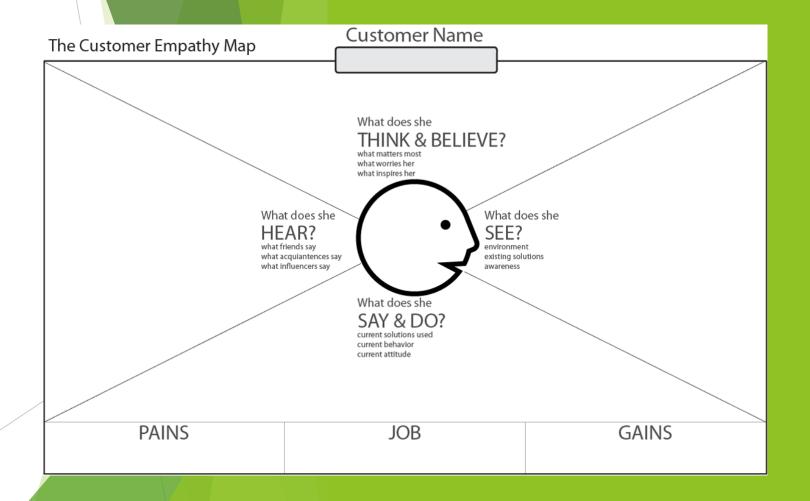
- Observe the new trends and profiles of your customers
- Adapt your offer and messages to the new situation
- Make the most of new technologies
- Establish a clear digital strategy
- Think global



- Assume that things remain the same
- Think that e-commerce is always profitable: study your market and costs
- Forget about trading rules across borders! (Customs fees and documentation)

3. Practical Activity

To practice, we propose you use the free online tool called Mindmeister: www.mindmeister.com; and draw a portrait of your new digital customer.



4. Useful Tools







Social media

Link: Instagram, LinkedIn, Facebook, ...

E-commerce platforms

Link: https://websitesetup.org/best-

ecommerce-platform/

Mental maps

Link: mindmeister

5. Sources

Top 100 fastest Growing and Declining Categories in E-commerce:

Link: https://www.stackline.com/news/top-100-gaining-top-100-declining-e-commerce-categories-march-2020

Article from the World Economic Forum about COVID-19 and digital transformation:

Link: https://www.weforum.org/agenda/2021/03/covid-19-accelerated-digital-transformation-how-companies-can-adapt/

Article from UNCTAD on How COVID-19 triggered the digital and e-commerce turning point:

Link: https://unctad.org/news/how-covid-19-triggered-digital-and-e-commerce-turning-point



RETAIL PROJECT Partnership















Retail Project www: retail.erasmus.site

The European Commission's support for the production of this publication does not constitute an endorsement of the contents, which reflect the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.