

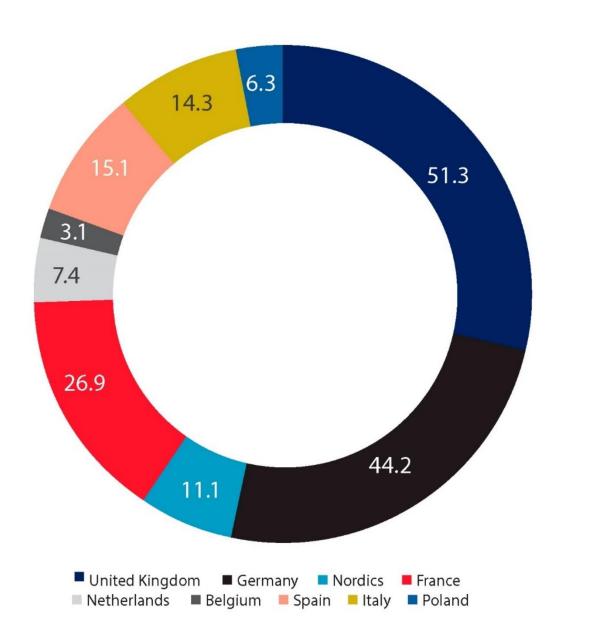
eCommerce

A €400 billion market in the European Union



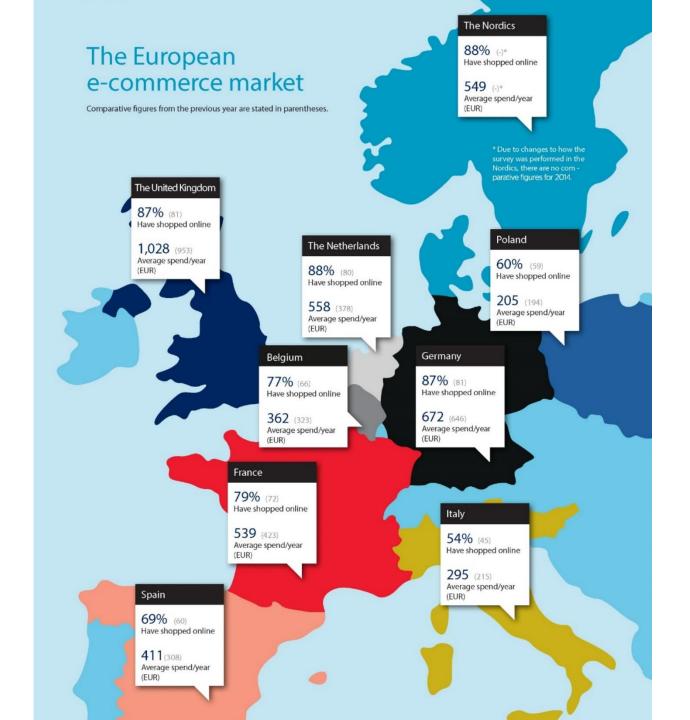
Total Sales

E-commerce sales 2014 (EUR billions)





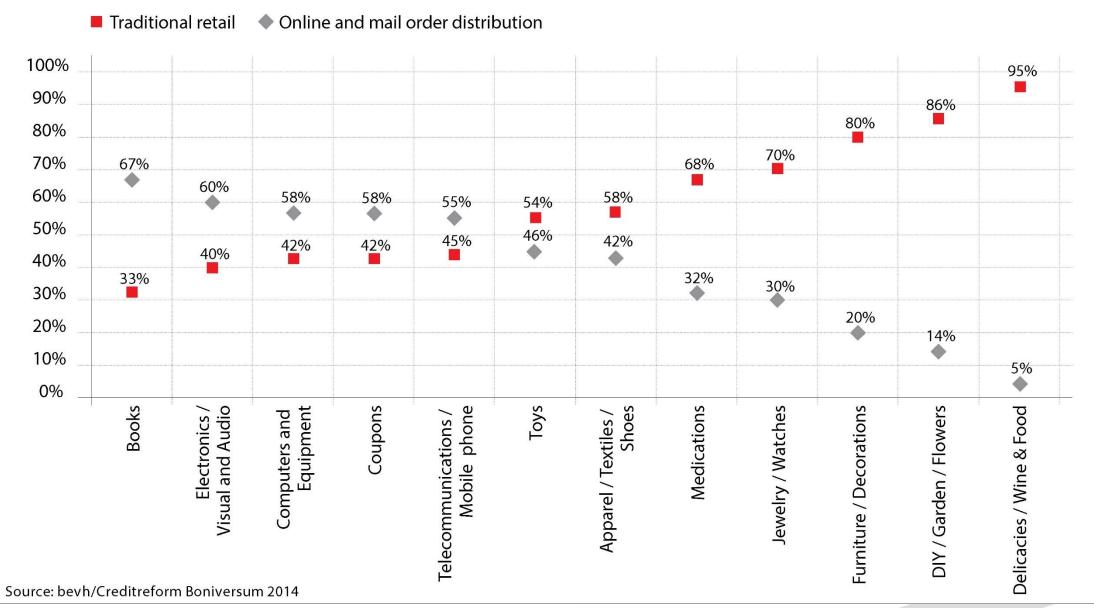
Online Shopping





Sales by Product Category

Preferred Purchasing Channel in Different Product Groups



Source: GTal

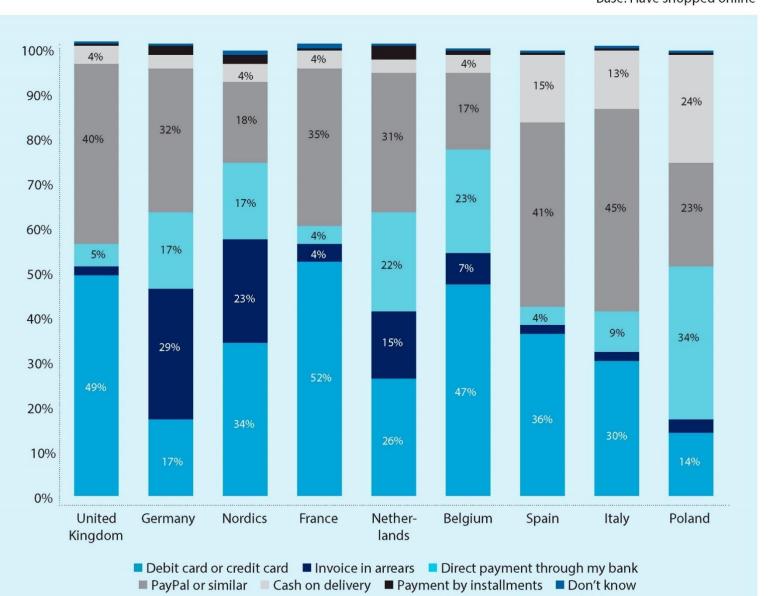


Jayment Preferences

>>Major differences between countries

Which of the following methods do you prefer to use when you pay for a product you have bought online?

Base: Have shopped online



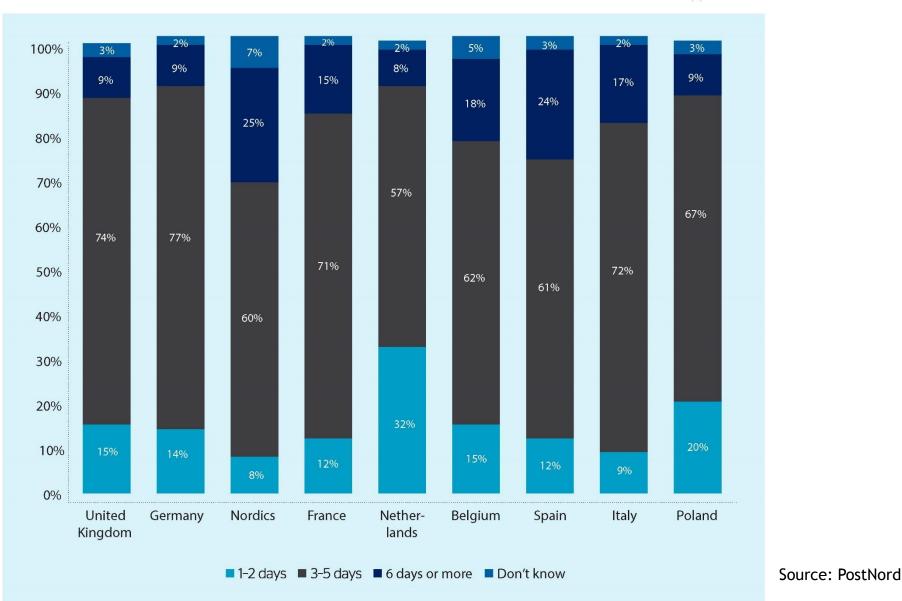


Delivery Times

>>Nordic residents have the most patience

When you order a product online, what are your expectations of the delivery time, i.e. how many days may it take at the most to receive the product?

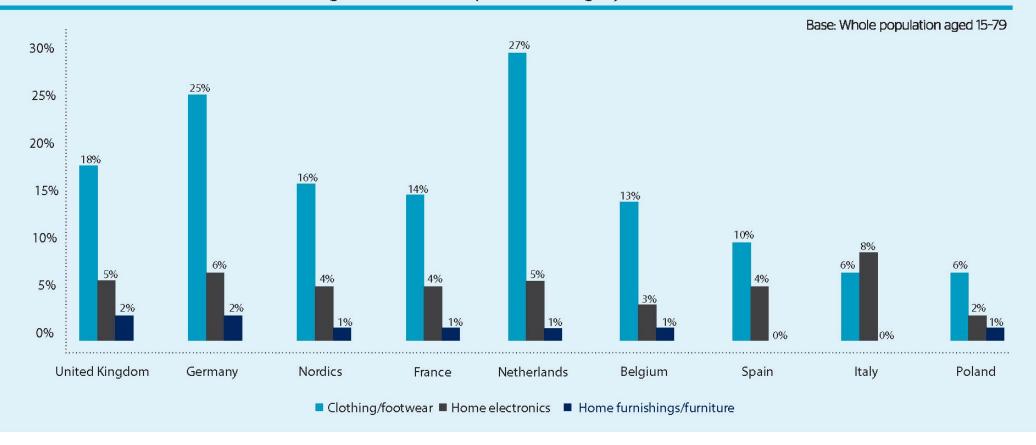
Base: Have shopped online



Rates by

>>Clothes returns most common in Germany and the Netherlands.

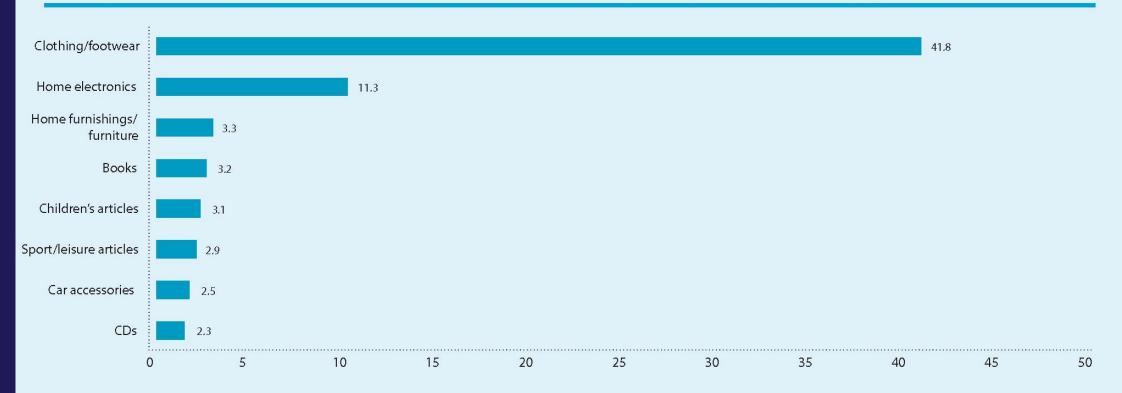
Proportion who have returned an item bought online in the product category



Return Rates by

>>By far the items returned most are clothes

Number of millions of online consumers who have returned an item purchased online in the categories below



Consumer Searches

33%



Consumers buy cross-border*

62%



Rely on search engines (70% in the UK, 46% in Germany)

44%



Visit the retailer's website to find products

16%



Customers search on social media

16%



Find products via email



- VAT
- Data protection
- Logistics
- Platforms
- Consumer rules
- Digital contents
- Payment services
- Competition
- Geo-blocking
- Product legislation





General perspective.

- Waste management obligations WEEE
- Circular economy
- Sharing economy
- Digital economy (3D)
- Weight/innovation
- Postal





- Waste management obligations WEEE
 - General obligation to register for waste management
 - Despite update of WEEE no real EU level solution (cross-border)
 - Many questions around the existing systems







- Circular economy: sometimes conflicting with the other policy areas, unclear unclear where it will lead – for eCommerce some examples: repairs, spare spare parts, etc.





- Sharing economy: many platforms for sharing products and services (social (social driven)





- Digital economy (3D):
 - Possible challenge to the retail model?
 - Pressure on innovation?
 - IPR
 - Safety
 - Choice?





- Weight/innovation
 - Challenges
 - Contractual compliance
 - 2015 EU Commission Contract Rules proposal (conformity)
 - Returns
 - New areas of business?





- Postal

- Volumes
- Standards
- Price
- Returns







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