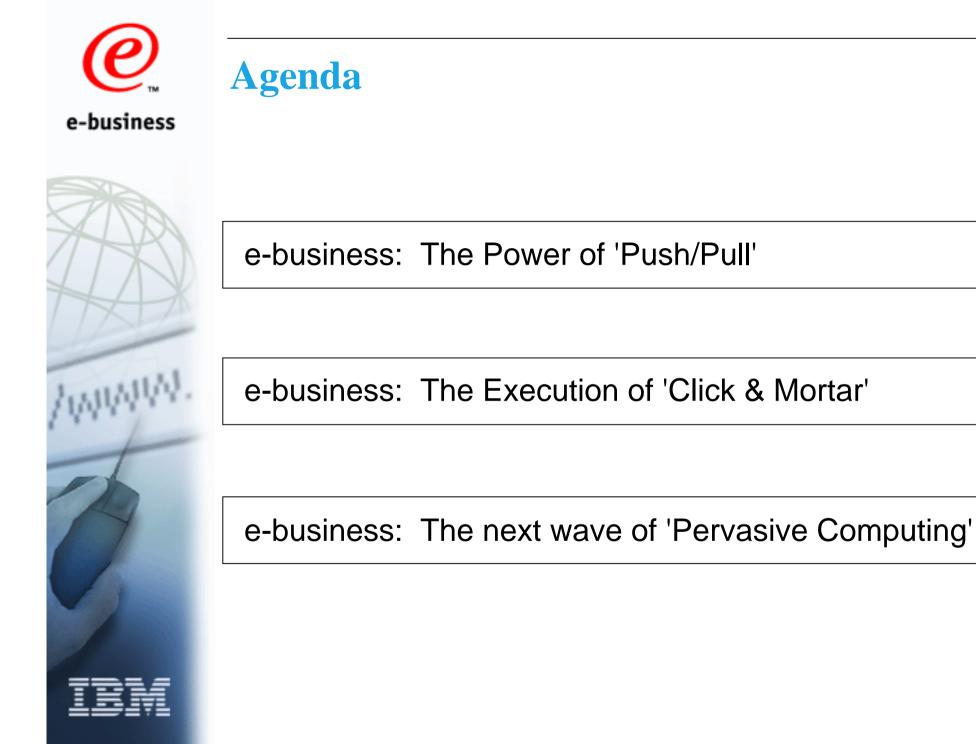




From 'Brick & Mortar' to 'Click & Mortar'

The consumer-centric Retailer in the @-business world

Christian Nivoix Worldwide General Manager Distribution Sector IBM Corporation



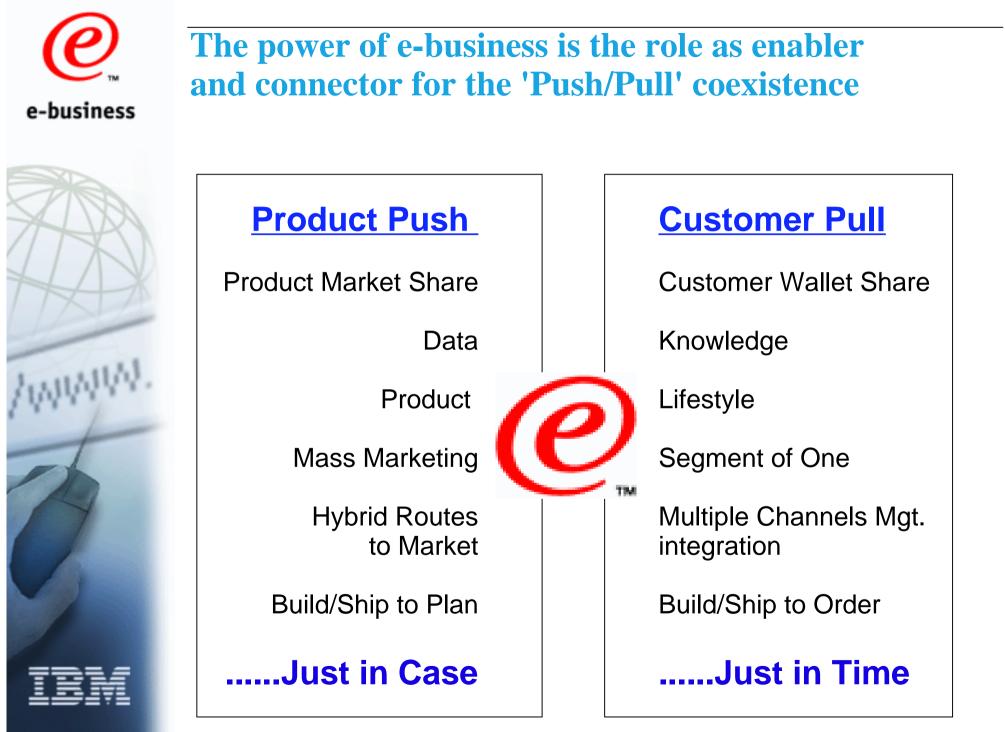




Total customer orientation is the main reason for the new 'customer pull' model as an addition to the traditional 'product push' model

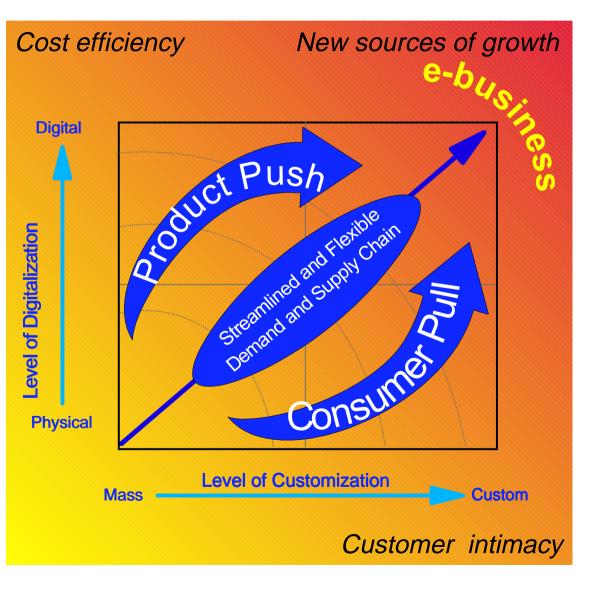
	'Product Push'	'Customer Pull'		
Locations	one up to a few thousand	anywhere		
Hours	fixed	anytime		
Focus	Merchandising products in-situ	maximizing the customer's convenience		
Price	fixed based on value & volume of goods	Product price equalized. Price negotiated at point of delivery, driven by service value		
Marketing	segmented, homogenous groups	personalized, direct, one-to-one		

It's not just an online store, it's an online service





The 'Push/Pull' strategy is enabled by 2 Megatrends with technology as a driving force



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Business Focus Items

- One Stop Shopping
- Product & Life Style Segmentation
- Multiple Channel Management
- Transaction oriented value chain

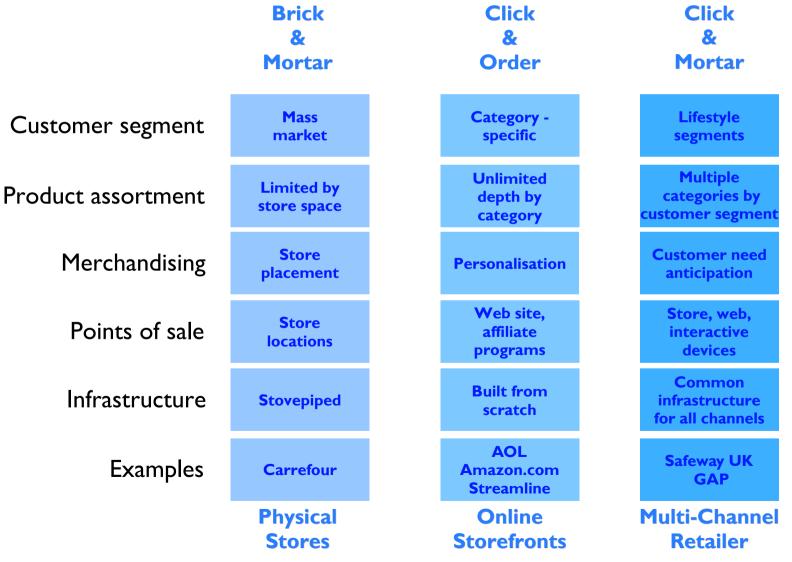
Technology enabler

- Web technology
- e-commerce
- Data mining
- GroupWare



The 'Brick & Mortar' Retailer can differentiate through Lifestyle Segmentation and Multi-Channel Management to become a 'Click & Mortar' Retailer







Welcome to the new 'Click & Order' Mega-Brands

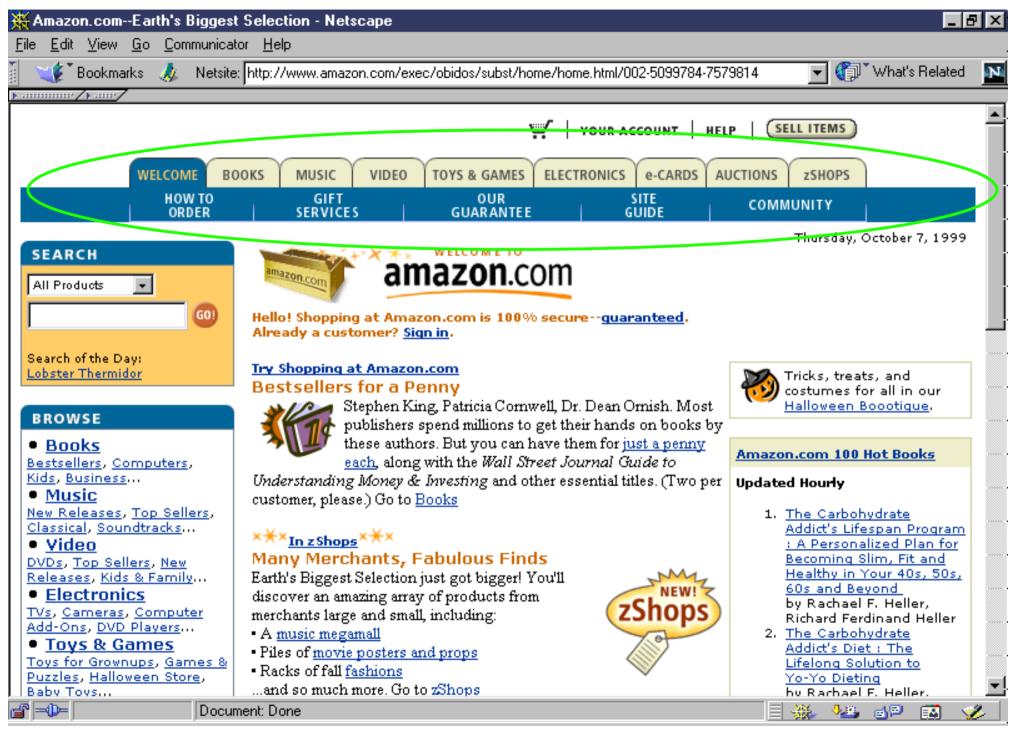


In less than three years, 40%+ U.S. adults recognize:

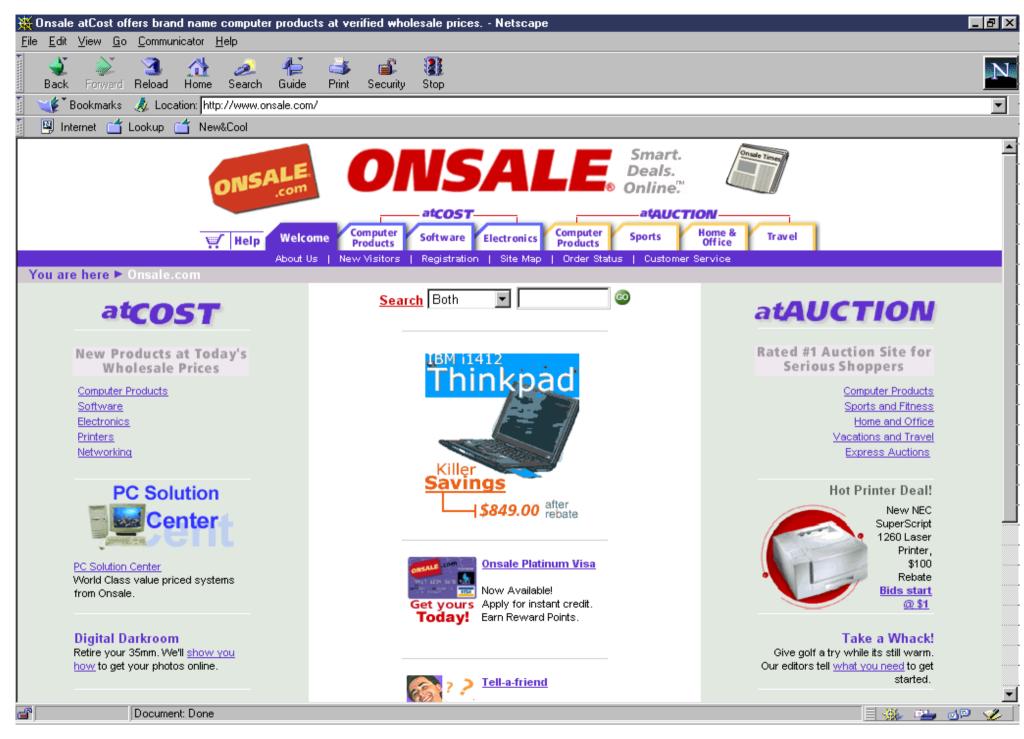
- America Online (84%)
- Yahoo! (65%)
- Netscape (58%)
- Amazon.com (46%)
- priceline.com (43%)

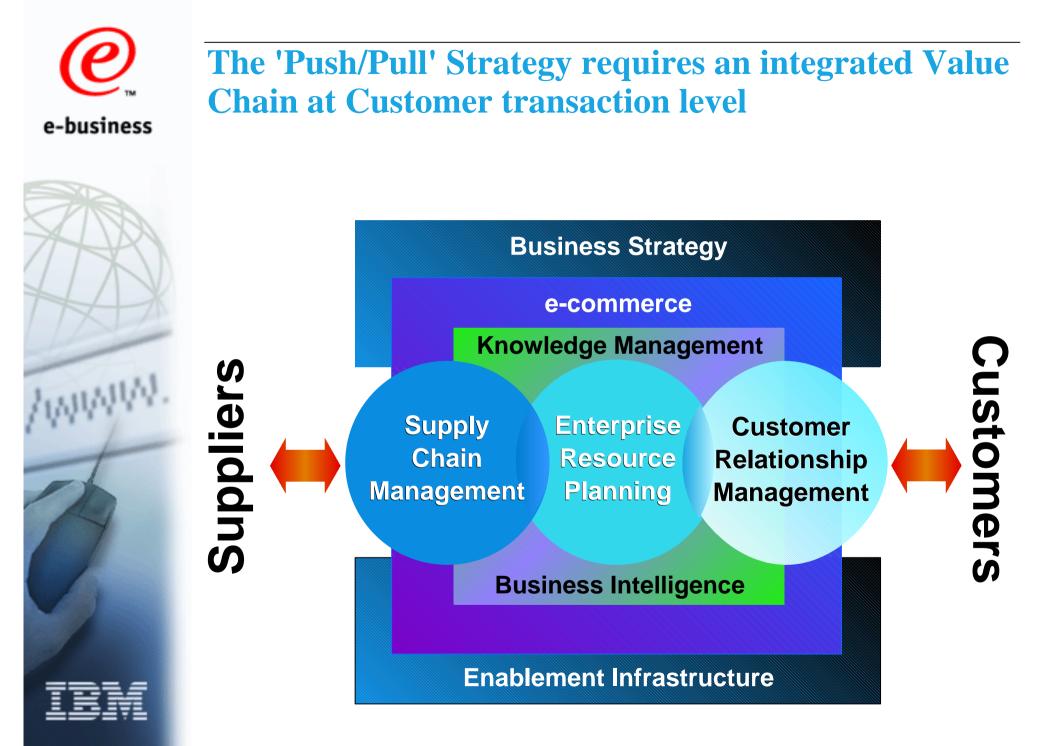
Source: Opinion Research Corporation International Study commissioned by priceline.com. Total percentage of U.S. Adult Population of 194 MM.

Example: 'Click & Order' Aggregator

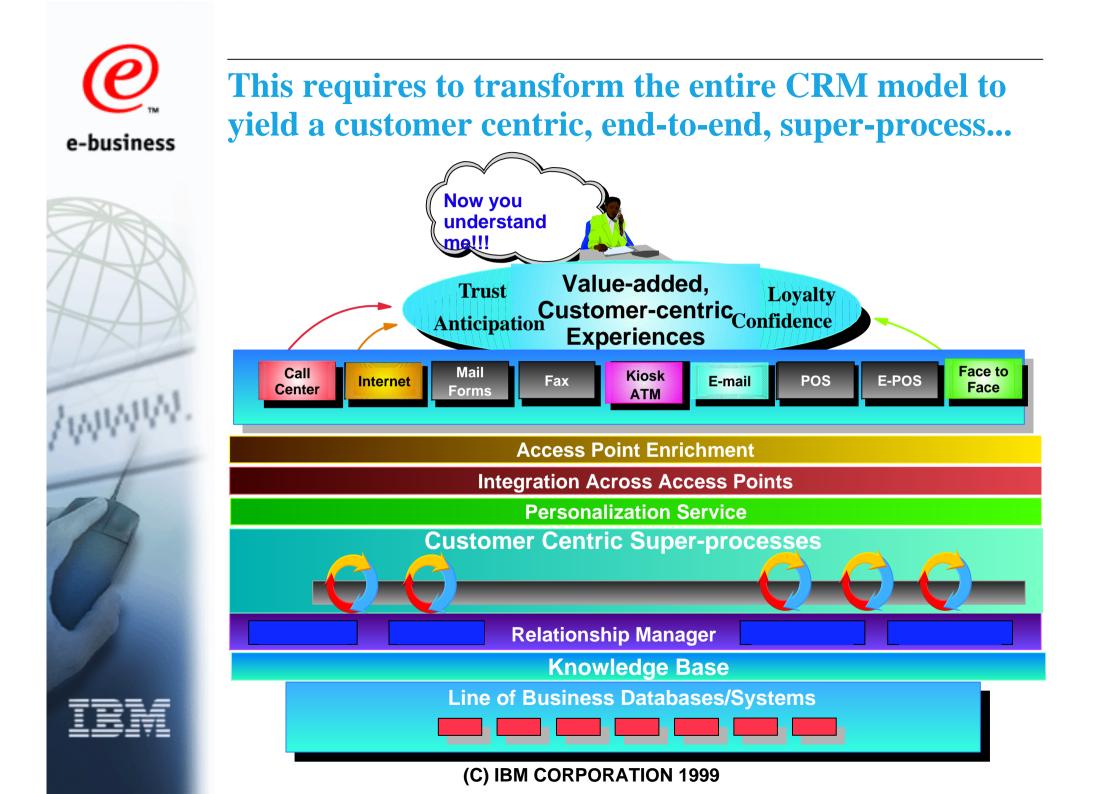


Example: 'Click & Order' Auction













REI has successfully integrated all customer channels - Direct, Catalog, Online, and Kiosk so that their customers have a single, seamless view of REI, and REI has a single integrated view of their customers.



"The bar has been raised in all areas, from breath of product to sophistication and usability of the interface to navigation" - Matt Hyde, VP Online Sales

e-business Initiatives

- Channel Integration: "Any product, any time, any place, and answer any question."
 - Co-op membership enables data gathering
- Web Stores
 - ✓ Largest assortment of any channel
 - ✓ Detailed product information
 - Content deal with Outdoors magazine
 - Personalized e-mail marketing
 - Outlet store to liquidate overstocks
- In Store e-commerce
 - POS integration with web for info. & cross-sell
 - ✓ Up to 10 kiosks per store
 - ✓ japan.rei.com in 1999

- Pre-Sales Assistance
 - Present a Q&A decision-tree to guide customer purchase decisions
 - ✓ On-line Clinics



- Rated the highest in its category by BizRate
- \$50M in 1998 web revenue
- 50% repeat shoppers
- Multi-Channel shoppers spend
 \$150 more per visit





GAP: Synchronized Marketing



The Gap is leveraging the Internet in marketing to stimulate new and incremental revenues. The Gap's strategy is to offer customers a seamless shopping experience by aligning products, pricing, and service, across all channels.

"Our Brands are about satisfying the individual styles of our customers including their style of shopping" - 1998 Annual Report

e-business Initiatives

- Marketing power: Single brand strategy
 - ✓ Advertising Spending up 40%
 - Web integrated into marketing messages for added brand "luster"
- Cross-channel e-commerce
 - Installing "Web chair" kiosks in stores
 - Campaign to capture customer e-mail addresses
 - ✓ Testing same-day delivery

- Major infrastructure projects underway
 - ✓ New distribution centers (\$300M/12 mths)
 - Multi-Channel Data Warehouse in plan
 - ✓ Doubling IT budget for 2000
 - Content Management (PAMS)
 - ✓ Value-Based Criteria for Prioritizing Projects

Key Results

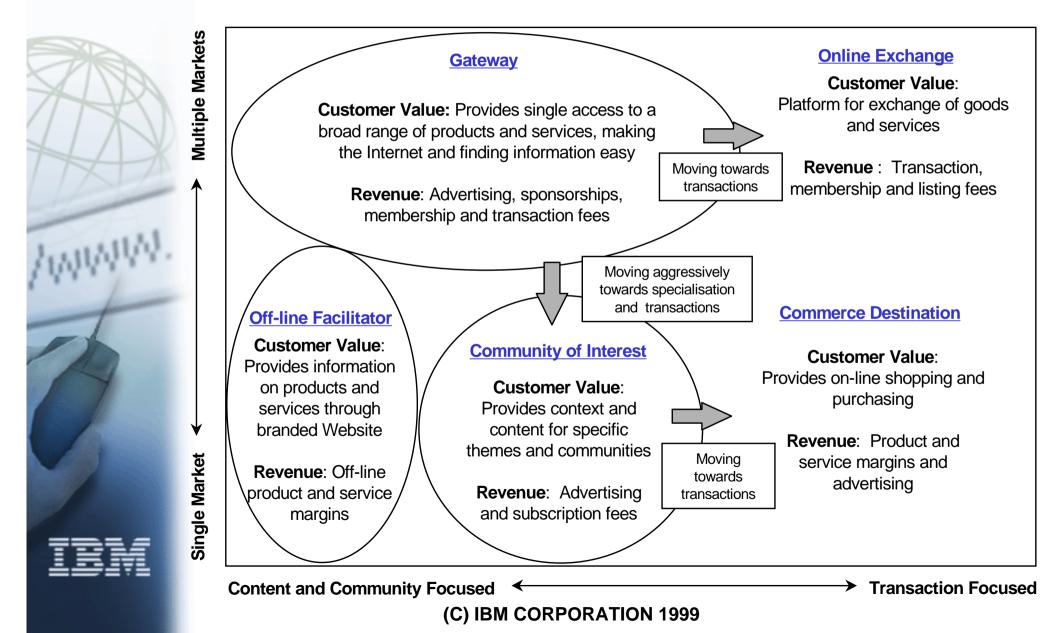
- Comparable sales growth up 17% in 1998
- Net sales per square foot up nearly 20% over 1997
- 1998 On-line Sales \$50M, \$250M target for 1999)

The move from a simple online presence to a fully integrated business model requires time

Channel Integration	 Internet channel integrated with business strategy. Internet channel integrated with store channel Cross channel systems, processes, organization.
Business Integration	 Real time integration of Internet commerce systems. Integration of Internet commerce with business processes.
Selling Online	 Selling merchandise online. Batch or manual integration with back end systems.
Marketing	 Promotional site with no Internet selling Target marketing or mass marketing. Information on product, store, promotions Customer registration.
Information	 General company and store information only. No marketing or promotional effort.

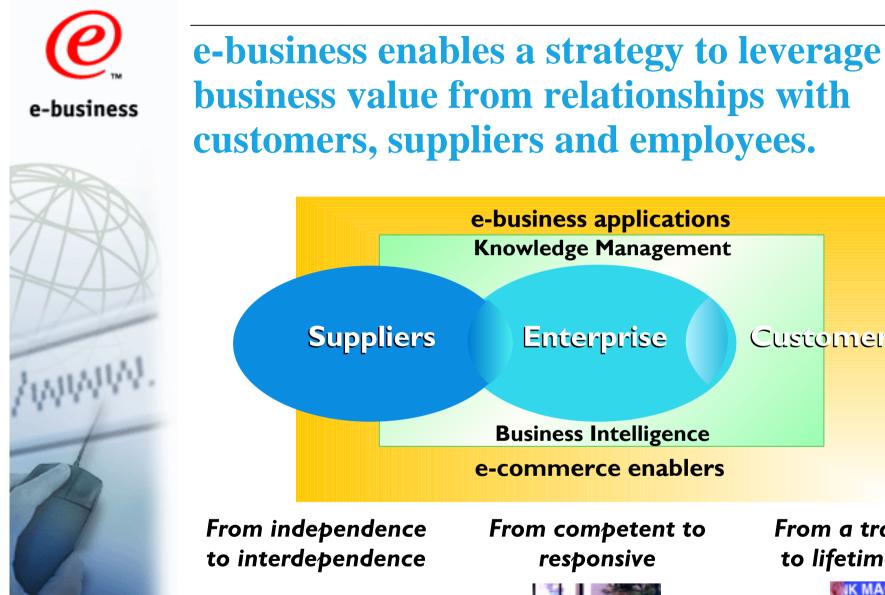


Companies need to assess the role best suited to capitalize on their core competencies



Example: 'Click & Order' Convenience









e-business applications

Knowledge Management

Enterprise

Business Intelligence

e-commerce enablers

From competent to

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From a transaction to lifetime loyalty

Customers





Distribution and Fulfillment options are numerous, the choice depends on anticipated volumes, existing capabilities and alliances

	In-Store	Existing Distribution Center	New Dedicated Fulfillment Center	Third Party Fulfillment Companies	Distributor- Direct	Manufacturer - Direct
Start-up Cost	Low	Medium	High	Low	Low	Low
Difficulty of Start-up	Low	Medium	High	Low	Medium	Medium
Ability to Enforce Standards	Low	High	High	Medium	Low	Low
Ongoing Costs	High	Medium	Low	High	Medium	Low
Information Systems Costs	Low	Medium	High	Low	Medium	Medium
Examples	Early Wal-Mart, Early Macy's	Gap, Crate & Barrel, Spiegel, Eddie Bauer	Borders, Amazon, Crate & Barrel	Wal-Mart, Federated, e-Toys	CompUSA, Buy.com, CD-Now	Net Market, Crate & Barrel, Sears

Fingerhut: Leveraging Core Competencies

e-business





"Our aim is to apply the technology of direct marketing precision to the Internet." - Will Lansing, CEO

e-business Initiatives

- Fingerhut Business Services (FBS)
 - Provide back-end fulfillment, warehousing & customer service outsourcing to e-retailers
 - ✓ 22 Clients (Wal-Mart, Levi, K-Mart, e-toys, etc.)
 - Database Inc. (coming soon) to provide database marketing, analysis, segmentation services
- E-commerce expansion
 - Own sites include fingerhut.com, andysgarage.com, thehut.com, figis.com
 - Buying stakes in range of e-commerce models (PC Flowers, FreeShop, Zone Network, HandTech, Roxy.com, etc.)
- Intranet, Extranet (supply chain) planned

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Key Results

- Federated stock up 29% since acquisition
- Projected \$40M FBS revenue in 1999. \$1B in 5 years.
- Projected \$100M 1999 revenue from all
 Fingerhut sites. Target of 15% Federated revenue by 2003.

C e-business **The entrepreneurial nature of the on-line business represents a cultural challenge for many Retailers**

Frenetic Pace

"We are moving 10 times faster... Marketing plans don't get put together in six months, they get put together in two weeks." "It's OK if we don't have it all figured out, we just have to move... Moving now at 80% is better than moving two months later at 100%."

Fluid Structure

or of the second second

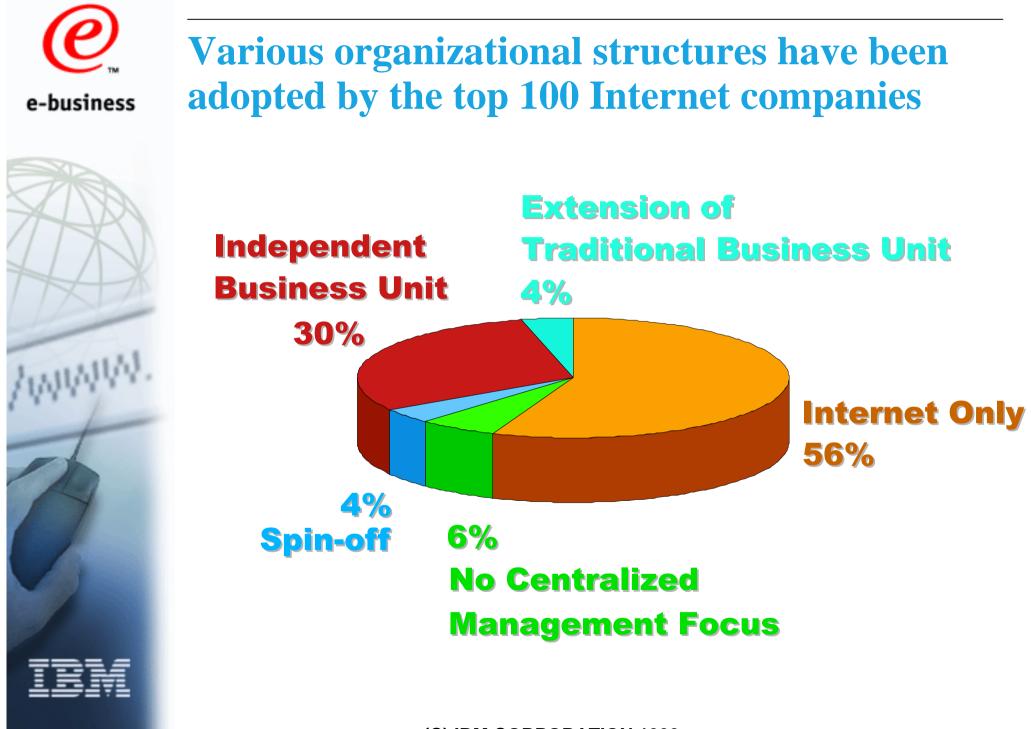
"We have an all-hands-on-deck approach, so if I'm sitting there and a box needs to be taped, I don't call shipping, I just tape the box and move on."

"Here the people at the highest level, regularly interact with people at the lowest level."

Constant Learning

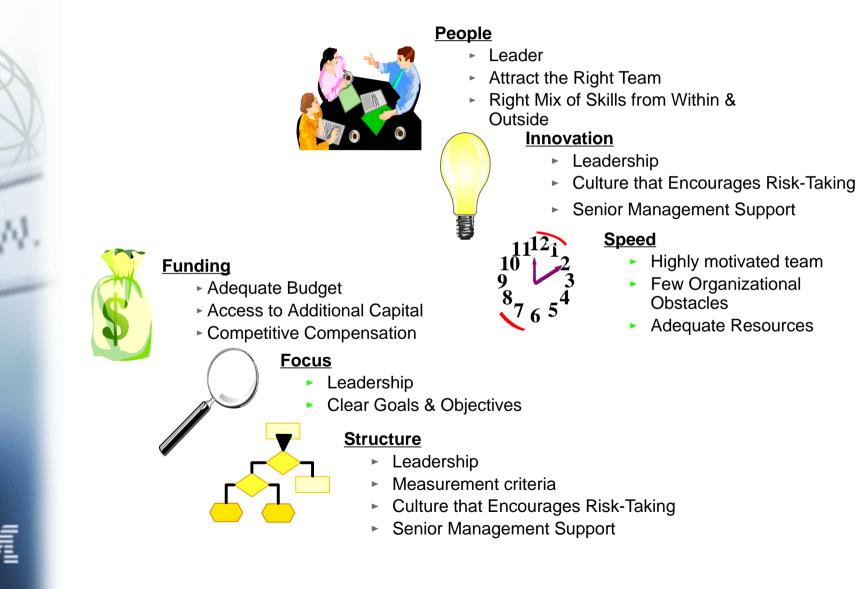


"With the Internet, everything's brand new, and as soon as you sit down and set a procedural way of doing something, things change."

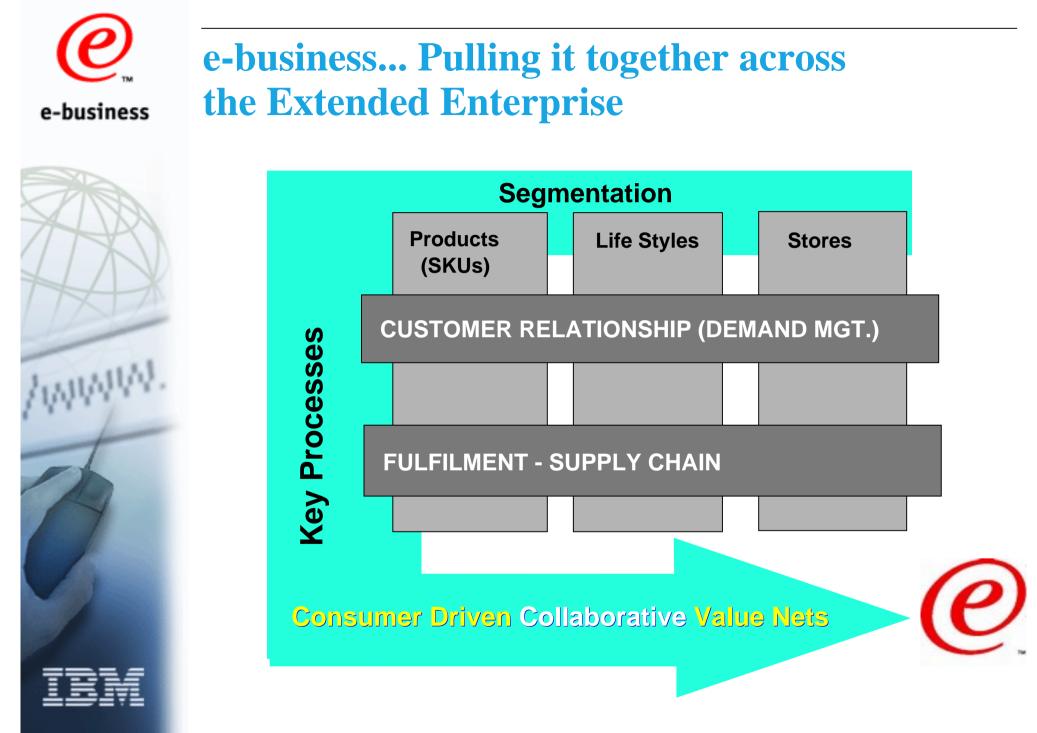


The organizational structure has to support the Multi-Channel model

e-business









Customer 'Push/Pull' imperatives in the e-business world

- Corporate e-business Strategy
- Global processes
- Corporate Centralized IT Standards
- Networked Learning Enterprise
- Collaborative Framework







Every e-business Transformation is dependent on a number of Critical Success Factors

Clear Strategy and associated segmentation

- Retailer Consumer Value Proposition (EDLP vs. Life Style)
- Business models :Traditional vs. Finder Fees (Product vs. Wallet Share)

Executive Skills and Profile

Marketing vs. Sale/Purchase - Socialized vs. Personalized

Global Common Business processes

Customer Relationship - Supply Chain

IT Business Blueprint

- Enterprise Standards Web Corporate Blueprint -Collaborative Framework
- Portals Gateways
- e-business Utility BPM Pervasive Computing

Collaborative Management System

- Reward system Matrix Mgt. Measurement System
- Project Management Discipline





There are 2 paths to transform a Brick & Mortar Enterprises into an e-businesses

Transform the Core Business

- Requires sense of urgency
- Crisis situation
- Risky but rewarding if successful
- IBM example

Start a Separate Organization

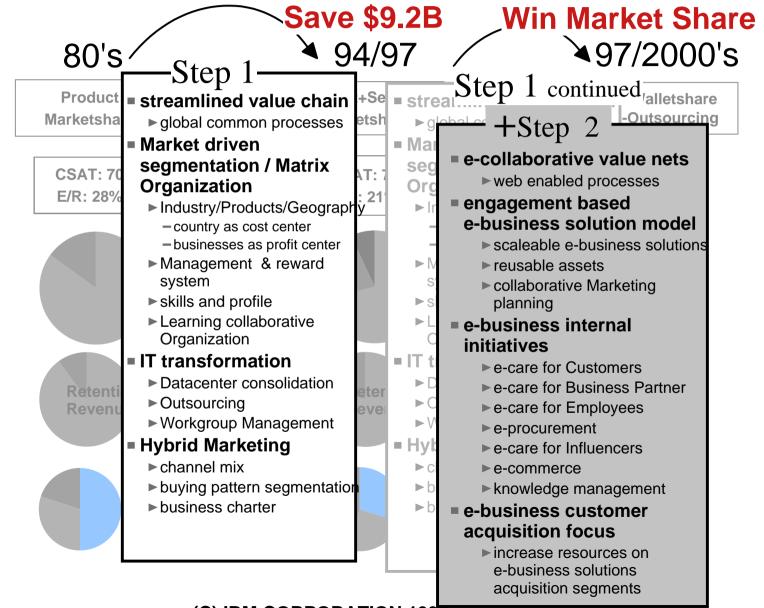
- Learn
- Focus
- Minimize Risks of Core business disruption
- Reintegrate to transform Core business when successful
- e-Schwab and Macys.com example

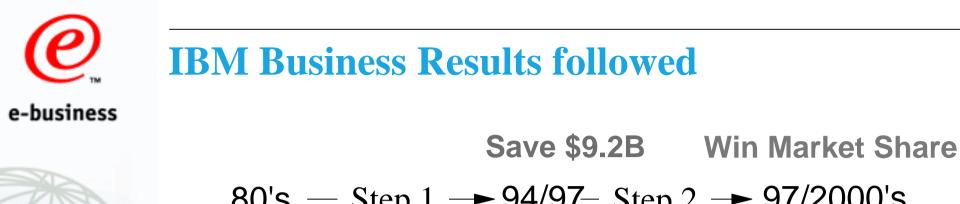
Another evolution has become visible at the example of Amazon.com becoming a Brick & Mortar company from a pure virtual e-business

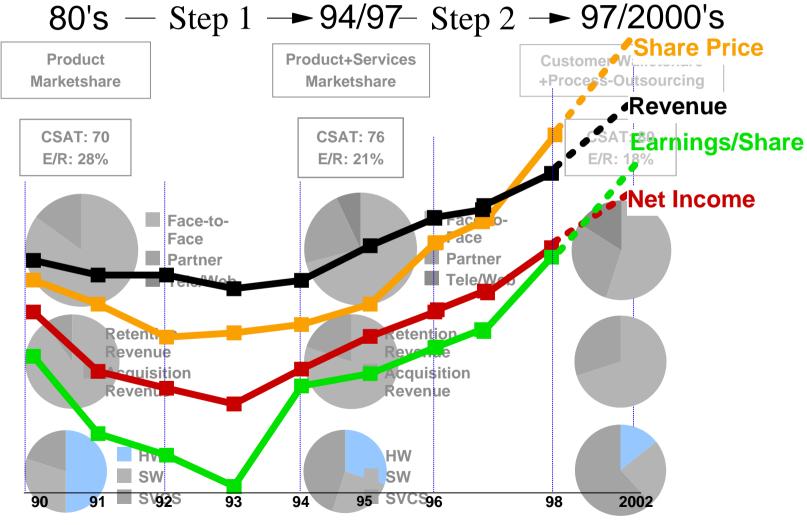
IBM went through e-Transformation in 2 steps

e-business









IBM Step 1: Milestones accomplished

- Saved \$9.5 Billion in cost and expense between 1993/98
- Improved Customer Satisfaction by 5.5 points
- Reduced hardware development time from 48 to 16 months
- Improved on-time shipments from 60% to 95%
- Achieved a Production Procurement Competitive Advantage of greater than 3%
- Reduced Demand/Supply planning calendar from 60 to 20 days
- Reduced the number of skills management tools from 50+ to 1 for Global Sales and Services
- Reduced the time to close financial books from 26 to 6 days
- Reduced the expense of Finance and Accounting from 2.5% to 1.3% of revenue
- Reduced the number of Data Centers from 155 to 8

more to do





e-business

Example: SAP @ IBM



e-business

SAP Selected for

- Fulfillment -164 Countries
- Production -28 Plants
- Procurement & Finance
- 25 Projects live
- Different stages of deployment



Why?

Business Re-engineering Support

- Global Solution with Multi-Country Support
- Broad Functional Scope
- Imbedded Industry Best Practices
- Industry Proven Solution
- Business Process & Configuration Flexibility
- Disciplined and Integrated

Integrated Consistent with I/T Strategy

- Purchased Application Solutions
- Network Computing Architecture
- Speed of Implementation
- Integrated with IBM Hardware/Software/Services Solutions
- R&D Capability

Favorable Internal Results

 OEM Components - Semiconductors and Disk Drives

Example: IBM Datacenters



Before

- 155 data centers
- 100+ local "ClOs"
- 31 private, separate networks
- Hundreds of client configurations

Now

- 8 data centers
- One CIO
- One integrated, global network
- Moving to four standard configurations

Reducing Cost and Complexity

Annual IT costs down 25% since 1992
 Scaled Notes to 270K users in 2 years
 Outsourced to IBM Global Services
 Access to mobile workforce (40% & growing)





Management Profile needed

Culture

FROM

- Hierarchical/Staffs
- Completed staff work
- Managing docility
- Respecting internal rules
- Lack of time to listen
- Details averse
- Personal power

Experience

FROM

- Mainframe computing
- Product (HW,Syst SW)
- Large customers
- ► Face to face sales
- ▶PC averse / AA

то

- ►IBU/Lean
- Intuition / Learn as we go
- Inspiring creativity
- Challenging / Re-engineering
- Open / Lateral thinking
- Leading execution
- Socialized power

то

- e-business /Network computing
- Solution (HW+SW+SCES)
- End user & Small business
- Hybrid marketing
- ► Do it yourself

Management Style Needed



e-business

Leaders with Socialized Power tend to be:

- Inhibited & self controlled in their use of power
- •Respectful of others rights
- Concerned with fairness
- Oriented toward justice
- •Committed to the value of working per se
- •Egalitarian
- •Organization minded; joiners
- Ambivalent about power
- Collaborative
- Concerned with realistic goals
- •Non-defensive; willing to seek help
- •Builders of systems and people
- Replaceable by other leaders- leave system intact & self-sustaining
- Sources of strength for others

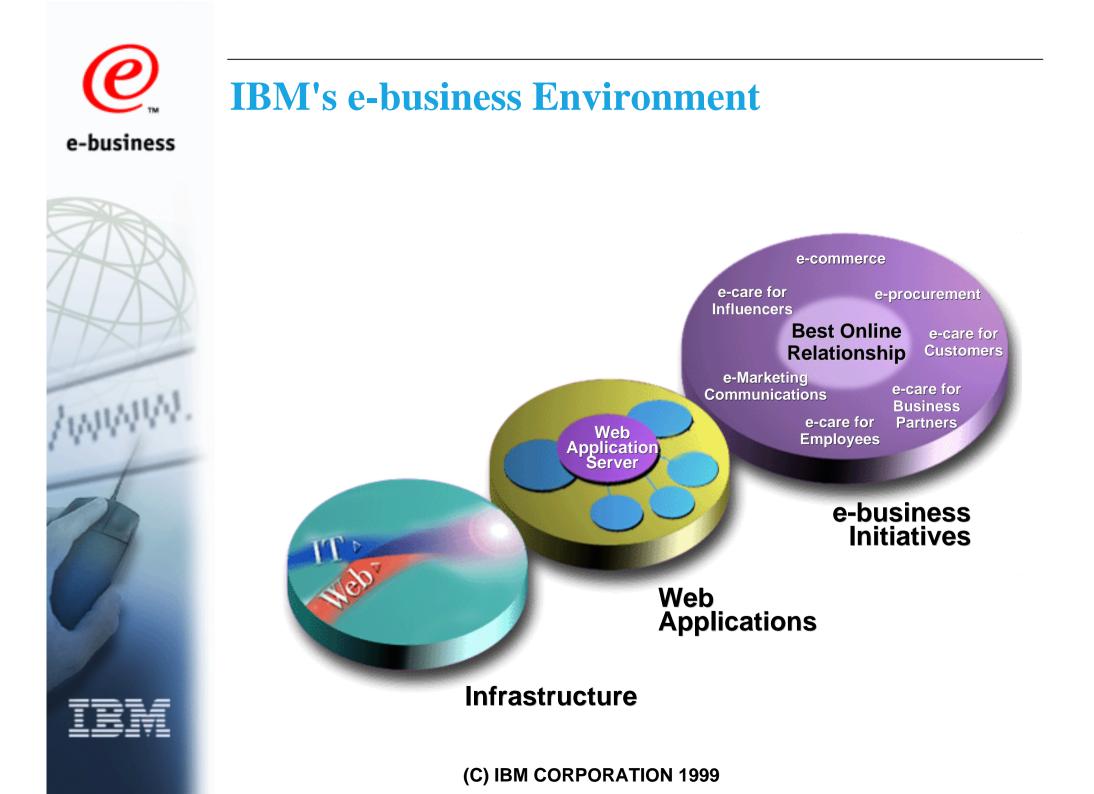
Leaders with Personalized Power tend to be:

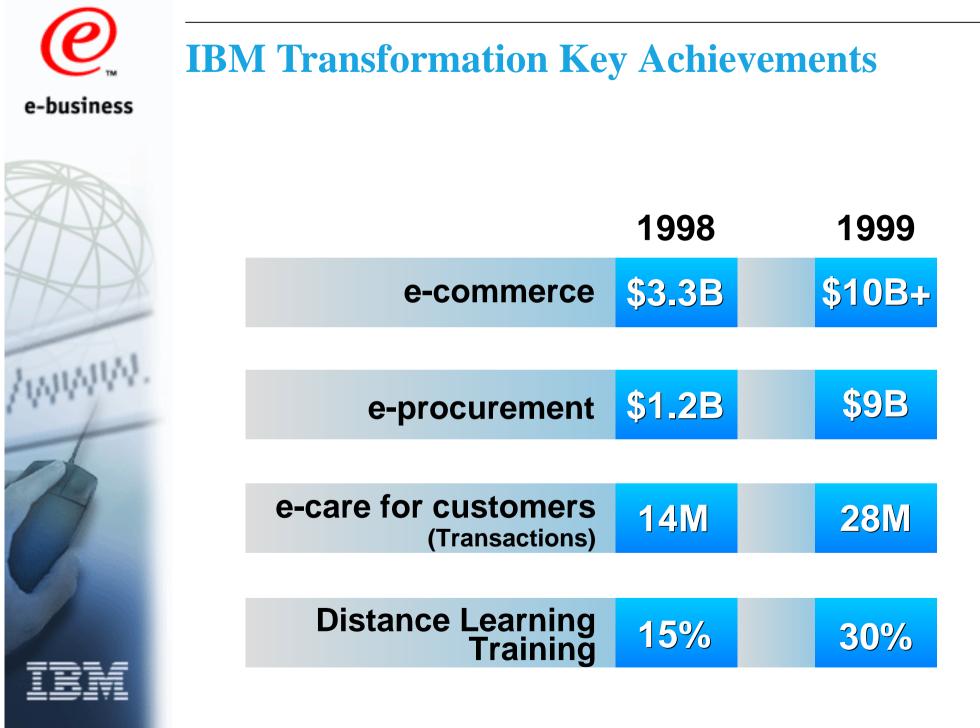
Impulsive & erratic in their use of power Rude & overbearing Exploitive of others Oriented toward strength Committed to the value of efficiency Proud Self-reliant Excited by the certitude of power Competitive Concerned with exceptionally high costs Defensive-protective of own sense of importance Inspirational leaders Difficult to replace- leave a group of loyal subordinates dependent on their leaders Sources of direction, expertise & control

"Us", the Team

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"Me", the Silo





Lessons learned

- \checkmark Establish a compelling need at all levels of the organization
- \checkmark Create a vision with value for all stakeholders
- ✓ Gain consistent executive ownership and involvement
- Embrace a holistic approach --- process, information management, organizational systems, culture. Limit personalization
- Empower for rapid decision making
- Forbid political games and silo's behaviour, plug savings in budget
- ✓ Focus on core capabilities . . . outsource others
- ✓ Plan for early program successes
- Set short term stretch targets and long term outrageous goals
- ✓ Scope projects and utilize project management disciplines

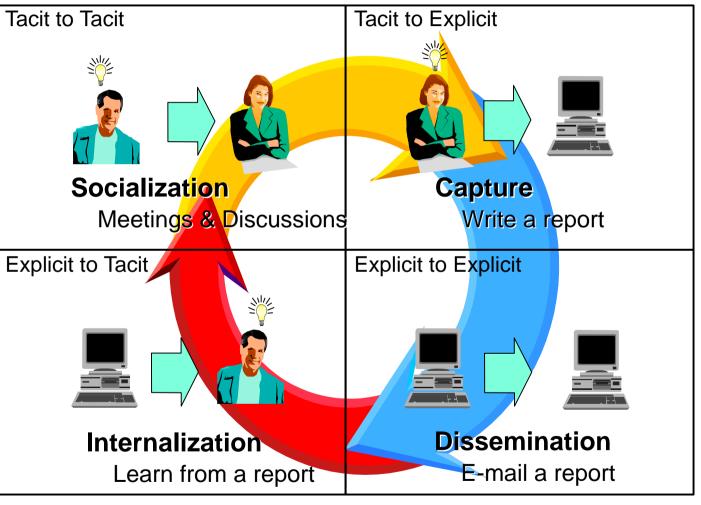


e-business

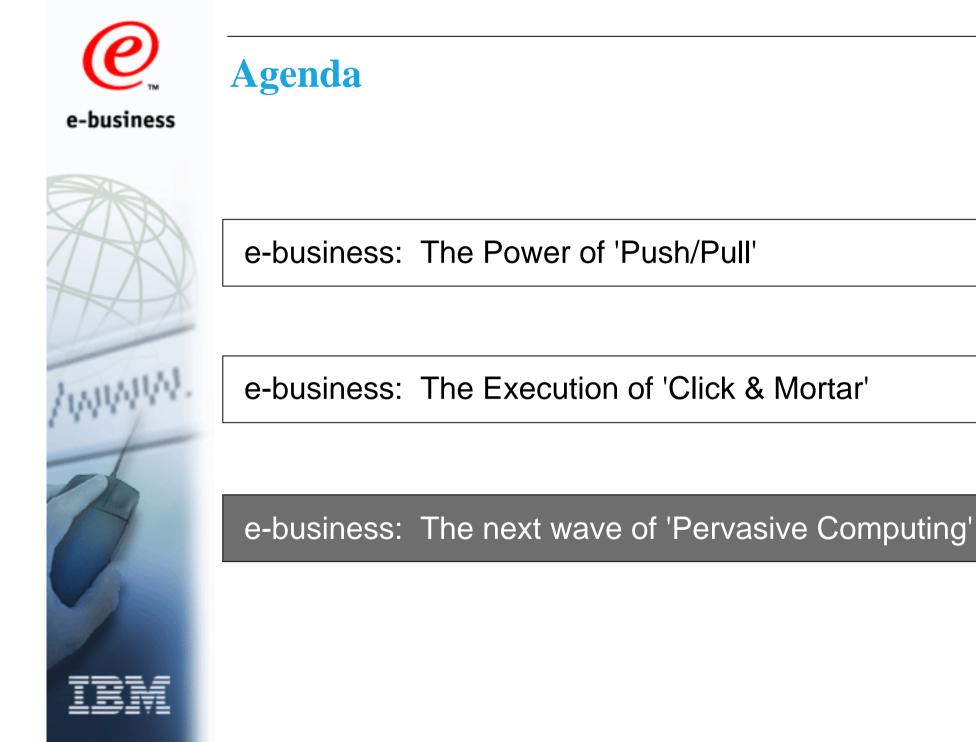
Communicate, Communicate, Communicate

Image: Weight of the second second





Lotus Domino Frameworks



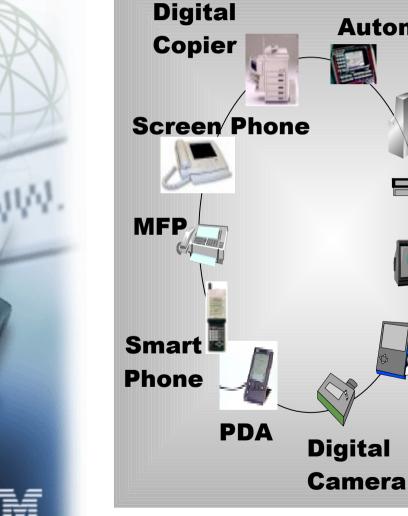
Pervasive Computing



e-business

- A Computing Evolution that will allow:
 - a billion people connected through a trillion intelligent devices to interact with a million e-businesses to make their lives more productive and entertaining
- A Connected World where users have:
 - a wider variety of specialized, simpler, and often less-expensive devices
 - convenient, secure access to data and services and the ability to conduct e-business at any time, from any location





Information Appliances & Embedded Devices

- End user Access
- diverse Equipment types
- Intelligence hidden everywhere
- Rich, digital information-handling
- Networked



Kiosk

DVD

Box

Set-top

Digital

TV

Video

Game



Conclusion: Inventing the Future



"The best way to predict the future is to invent it."