



E-commerce and social commerce landscape in APAC



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Introducing our new report on E-commerce and Social Commerce in APAC



APAC (excluding China)

South-East Asia

Australia, New Zealand

Japan, South Korea

South Asia

Classification:

Based on what business model the player sits in across the majority of the major APAC markets it operates in (including its home market)

Case Studies:

Amazon, TikTok, Facebook, Google, Shopee, Lazada, Carousell, Tokopedia, Gumtree, eBay, Kakao Talk, OLX, Daraz

Scope:

Transaction of goods, not services or digital goods

Key Insight: Based on the report framework, different business models have differing roles and levels of involvement in the consumer purchasing journey. This results in corresponding variations in the platform's visibility on information, transactions, and other aspects of the purchase and post-purchase stages.

Growth of e-commerce and social commerce industry is bringing many societal benefits:



Increasing contribution to the economy



Lower cost barriers for small businesses



Quick launch speeds for small businesses



New earning potential as a merchant, following pandemic-driven job cuts



Improved service for rural areas

The e-commerce and social commerce industry is growing which brings about many social and economic benefits

E-commerce vs Social Commerce features

E-Commerce features



'Product centric' buying process



Digital equivalent of retail outlets or department stores - revenue based mainly on direct transactions (commission fee or gross profit)



Often have full visibility over the transactions made on the platform due to integration with a payment service



Platform is primarily designed for merchant-customer (commerce) experience

Social Commerce features



'Person centric' rather than 'product centric' buying process (customer interacts socially online with another person, triggering a desire to purchase something)



Digital equivalent to conventional media-based commerce (e.g. classified ads in newspaper)



Completion of the transaction itself does not occur on the social media platform














Commerce is only one of the many ways users use their platform

The evolving industry has led to the introduction of new business models called social commerce. For this study we consider social commerce to differ from e-commerce, and refers to the initial discovery that occurs through a social media platform

Why do we need a new way to classify business models?

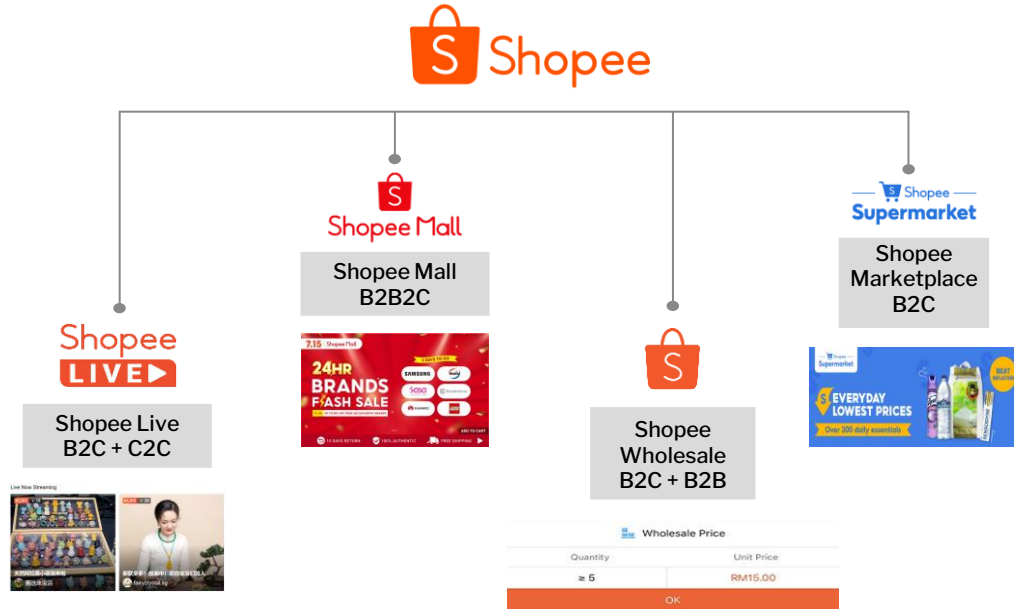
Common Classification

The Bs and Cs

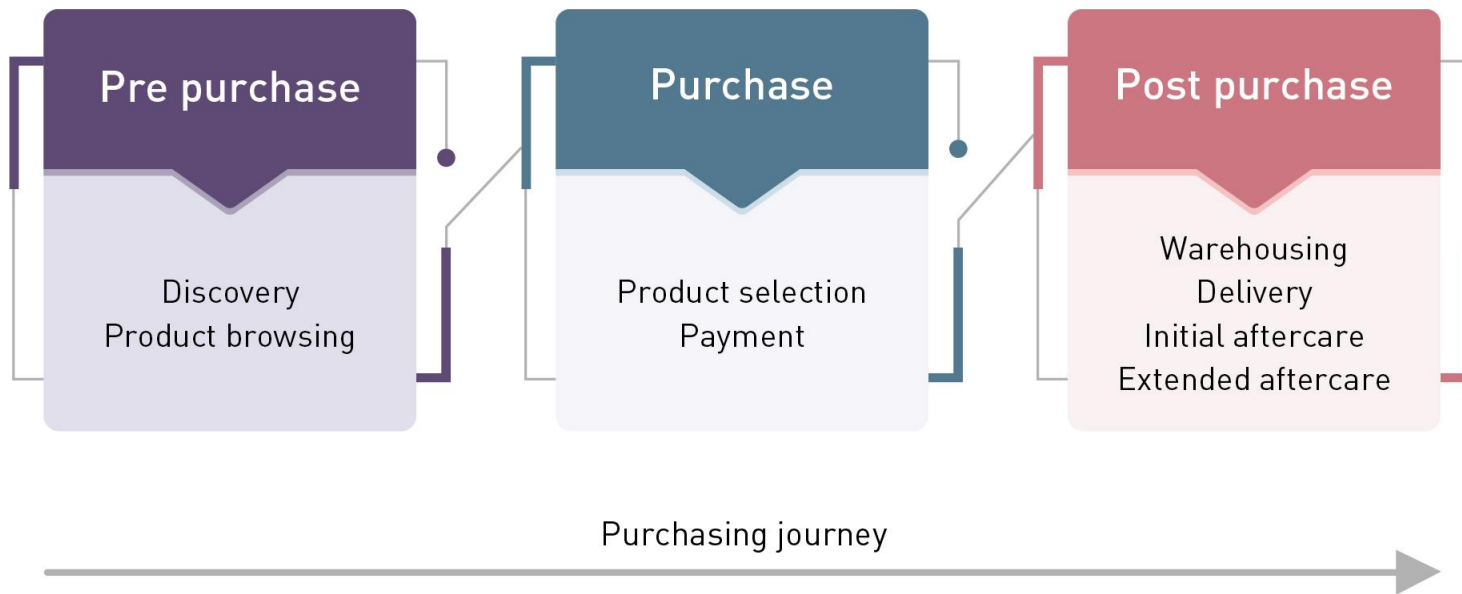
- **B2B**  → 
(Business-to-Business)
- **B2C**  → 
(Business-to-Consumer)
- **B2B2C**  →  → 
(Business-to-Business-to-Consumer)
- **C2C**  → 
(Consumer-to-Consumer)
- **C2B**  → 
(Consumer-to-Business)

Evolving landscape with new innovations

Illustrative example



Customer's purchasing journey



The e-commerce and social commerce value chain can be looked at through the lens of the customers purchasing journey

Each phase of the journey covers various buyer/seller activities, where the platform has varying degrees of transaction visibility

Pre purchase

- In this phase the customer first becomes attracted to the product(s)
- Activities:
 - discover products through a variety of means (social media feed, general listings, advertisements etc)
 - browse through product listing to research prices, product photos, videos etc
- Activities do not necessarily occur on the platform where the final transaction is completed

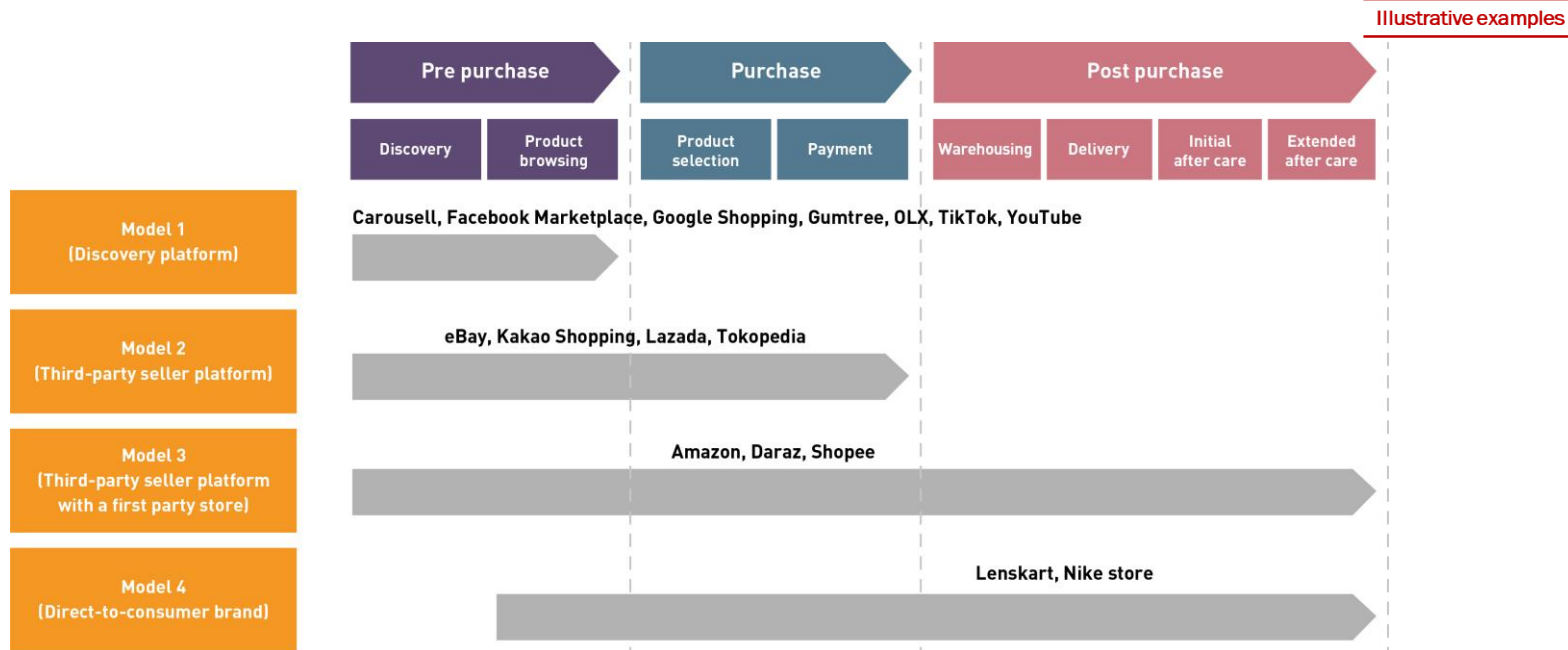
Purchase

- Once the customer develops an interest they continue to this phase where they interact with the platform
- Activities:
 - Selection of product size, colour etc
 - Payment
- Some platforms provide payments services (e.g. payment gateways or wallets)
- Other platforms have no visibility of the transaction and this is handled via separate interactions and agreements between the seller and buyer

Post purchase

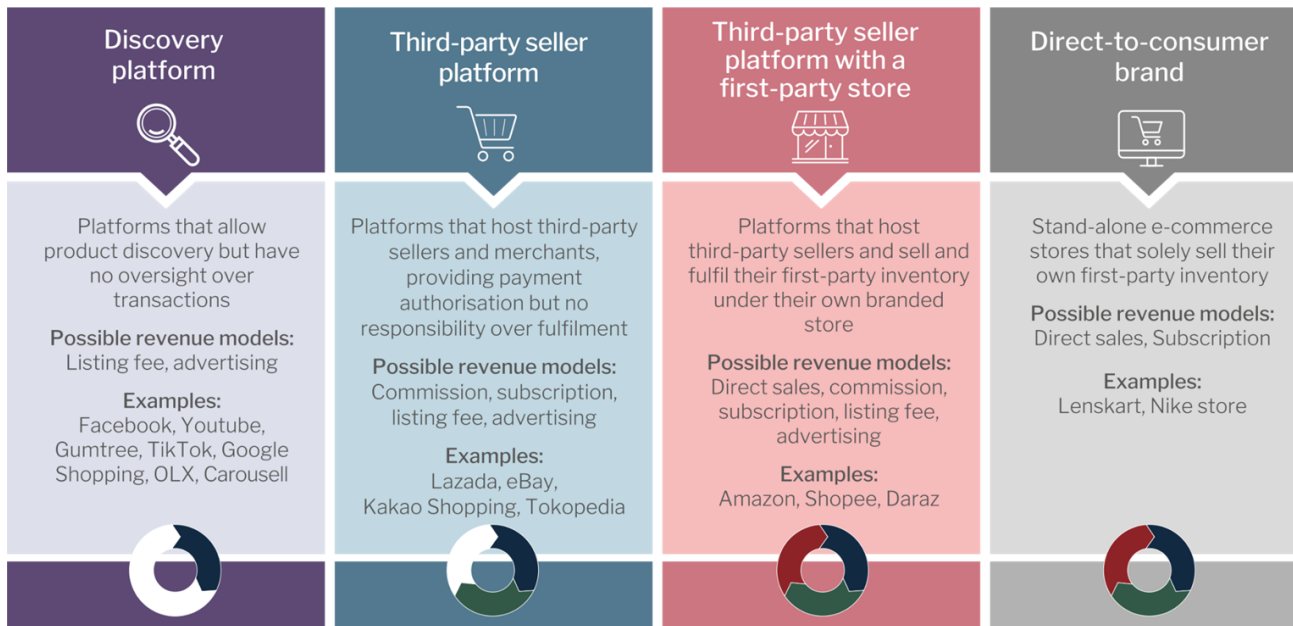
- The final phase involves activities needed to fulfil the transaction and deliver the product to the customer
- Activities:
 - Order fulfilment which includes warehousing of goods sold and delivery
 - Facilitation of returns and refunds in the short term and longer term under warranties
- Fulfilment activities may be handled directly by the seller and buyer or through in house warehouse, circumventing the need to use the platform

Framework for Understanding Social & E-Commerce Business Models



The framework above shows that different business models will perform different roles along the consumer purchasing journey which impacts the types of activities into which different players / platforms have visibility

Four distinct business models have been developed based on the level of interaction the customer's purchasing journey



These business models comprehensively capture the Asia-Pacific e-commerce market

The four distinct categorisations and their respective revenue models and commerce features

E-commerce and social commerce business model classification

	Model 1 Discovery platform	Model 2 Third-party seller platform	Model 3 Third-party seller platform with a first-party store	Model 4 Direct-to-consumer brand
Possible revenue models	- Advertising - Listing fee	- Commission - Subscription - Advertising - Listing fee	- Direct sales - Commission - Subscription - Advertising - Listing fee	- Direct sales - Subscription
With payment integration availability	✗	✓	✓	✓
Third party inventory	✗	✓	✓	✗
First party inventory	✗	✗	✓	✓
Inventory / Warehousing	✗	✓ Can be a value-add service	✓	✓
Delivery	✗	✓ Can be a value-add service	✓	✓
Aftercare	✗	✓ Can be a value-add service	✓	✓ Extended

Note: Businesses under Model 4 may provide extended aftercare with longer warranties on products sold that extend beyond the initial returns/refunds window for defective goods

Example classifications of e-commerce and social commerce players in APAC

Case study	Founded	Business model	Applicable countries
Carousell	2012	1	Australia, Indonesia, Malaysia, New Zealand, Philippines, Taiwan Singapore (Model 2)
Facebook Marketplace	2016	1	pan-APAC
Gumtree	2004	1	Australia, Singapore
OLX	2006	1	India, Indonesia
TikTok	2016	1	Pan-APAC Indonesia trial (Model 2), Malaysia (Model 2), Thailand (Model 2), Vietnam (Model 2)
Google	1998	1	pan-APAC
eBay	1995	2	Australia, South Korea, Malaysia, Philippines, Singapore, Taiwan
KakaoTalk	2010	2	South Korea
Lazada	2012	2	Indonesia, Malaysia, Philippines, Thailand Singapore (Model 3), Vietnam (Model 3)
Tokopedia	2009	2	Indonesia
Amazon	1994	3	pan-APAC
Daraz	2012	3	Pakistan, Sri Lanka, Bangladesh Nepal (Model 2), Myanmar (Model 2)
Shopee	2015	3	Indonesia, Malaysia, Philippines, Singapore,, Thailand, Vietnam Taiwan (Model 2)

Model 1:
Discovery platform

Model 2: *Third-party seller platform*

Model 3: *Third-party seller platform with a first party store*

Model 4: *Direct-to-consumer brand*

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