Decrypting the Online Panelist

An attempt to understand the Online Panelists' attitude and behavior based on 5 countries online study















Panelists'
Experience
On Online

Involvement on Online **Shopping**









What we've learned





More time spent on Online than Free TV, Accelerating growth in China.

Internet Penetration











% of Internet Users in P5Y 2004 61.4 7.3 62.2 69.6 10.7 2005 63.2 8.6 66.8 71.0 15.0		Australia	China	Japan	Korea	Thailand				
	% of Internet Users in P5Y									
2005 63.2 8.6 66.8 71.0 15.0	2004	61.4	7.3	62.2	69.6	10.7				
	2005	63.2	8.6	66.8	71.0	15.0				
2006 64.9 10.6 68.5 73.3 17.2	2006	64.9	10.6	68.5	73.3	17.2				
2007 67.9 16.1 74.1 74.7 20.0	2007	67.9	16.1	74.1	74.7	20.0				
2008 70.8 22.5 75.2 75.8 23.9	2008	70.8	22.5	75.2	75.8	23.9				

% Growth		15.3

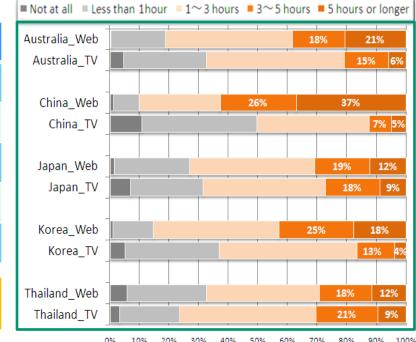
208.2

20.9

8.9

123.4

Time Spent on Internet vs. Free TV

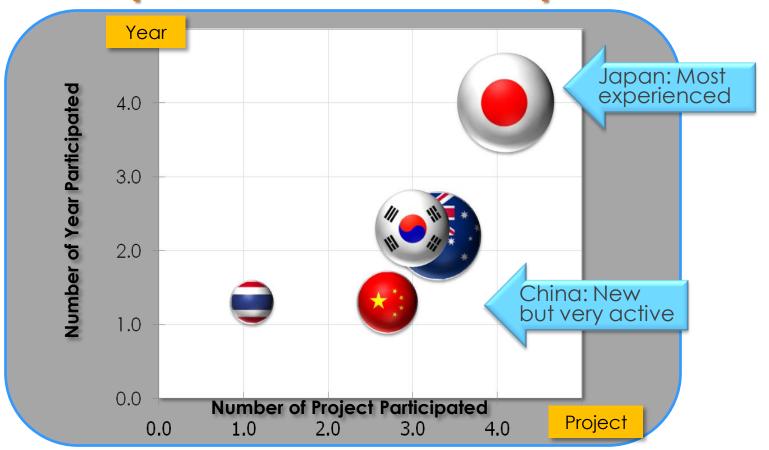


Source: World Bank





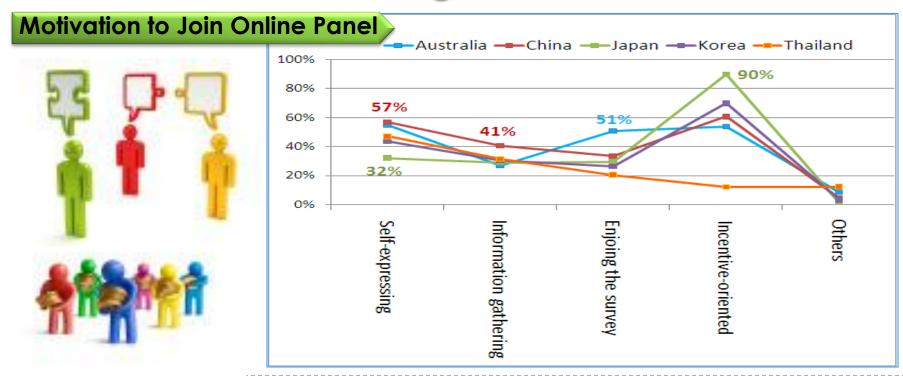
Varied experience on online survey, Japanese panelists are most experienced.







Motivation composes of tangible & intangible factors. Self-expressing works well to get people started, while tangible incentive may work better for the long run.





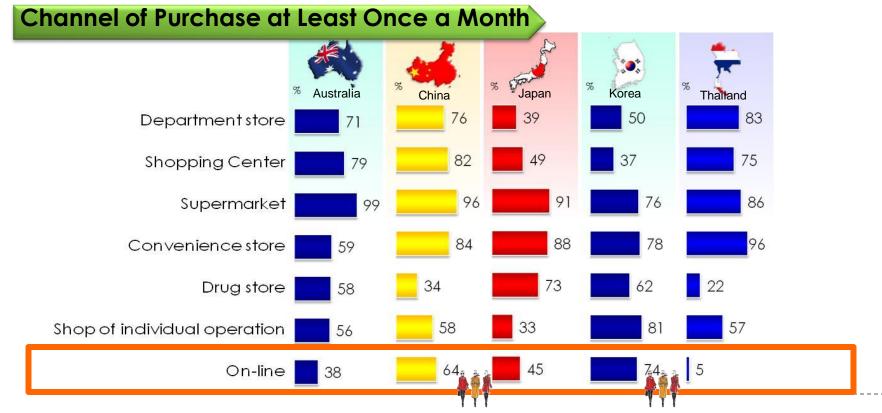








With exception to the new face like Thais, Online Channel is getting more prominent, especially in China & Korea where fashion is the top category.







Convenience and Low Price are main drivers. Security and quality of products are in doubt.

Image of Online Shopping

Quality of Process

Convenient Can shop quickly Easy to look for what I want Easy to get what I want Safe

Quality of Web Design

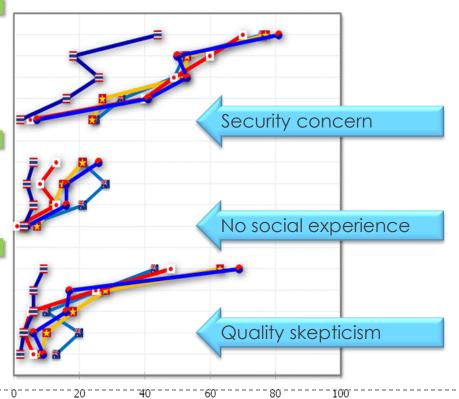
Enjoy even without specific purchase plan Suitable for me Can enjoy

Can feel like connecting with people

Quality of Product / Marketing

The price is low There are products available only on-line Can get products currently in fashion Good quality

Can get high satisfaction













To foster the Online Channel, collaboration between 3 functions is essential



Quality of Web Design:

To enhance the enjoyable & engaging moment. An ability to share/exchange views with others would make the experience become 'alive & interactive'.

Quality of Product/ Questionnaire:

To differentiate from the off-line offer and manage customers' satisfaction & retention.

Quality of Process/Infrastructure:

To ensure the security and facilitate convenience which seems to be prerequisite for online activities.











Are you ready for the NEXT?









