Retail Industry Overview

It is estimated that:
- Mobile payments in 2017 will total $60 billion.
- By 2020, it will account for $503 billion.

70% of all mobile users in the United States will make a mobile payment in 2017.
65% of all digital media time is now spent on mobile apps.
50% less time is spent to make a mobile payment than conventional card payment.

Solutions in Demand:
- Inventory & Payment tracking systems
- Apps that collect customer data
- Online backup
- Apps that enable mobile payments

Ingram Micro Cloud Industry Solutions

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Marketplace Sales - Customers % Revenue by Retail Industries
- 20.79% Motor Vehicle Dealers (New + Used)
- 20.78% Eating + Drinking Places
- 10.91% Retail Stores, Not Elsewhere Classified
- 9.01% Home Furniture + Furnishing Stores
- 5.97% Misc Shopping Goods Stores
- 4.79% Radio, TV, Consumer Electronics
- 3.99% Clothing, Apparel, Accessory Stores
- 2.42% Auto + Home Supply Stores
- *21.34% All Others

80% of shoppers for electronics compare prices/reviews before making a purchase.

Shoppers that are open to sharing personal info and shopping preferences to receive personalized offers:

- 60%
- 45%
- 33%
- 30%
- 15%
- 0%

2014 - 2017