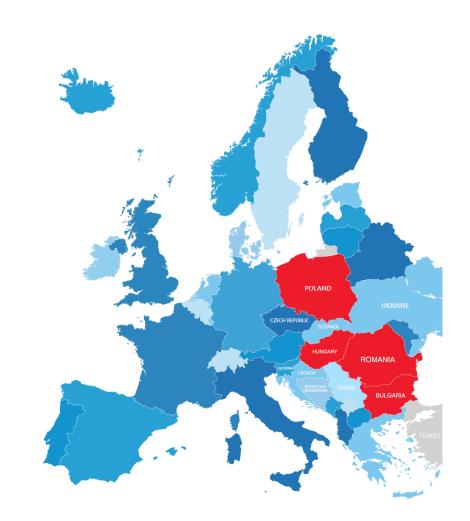
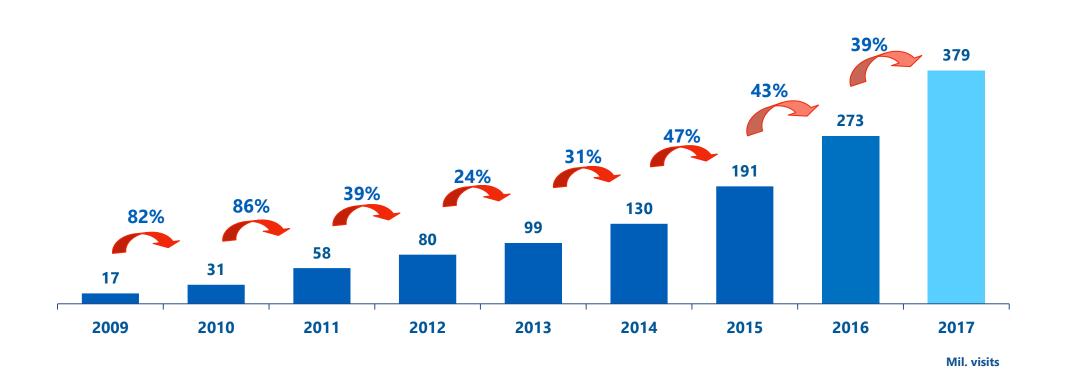
WHY DOES A E-COMMERCE BUSINESS NEED A MOBILE APP?

About eMAG

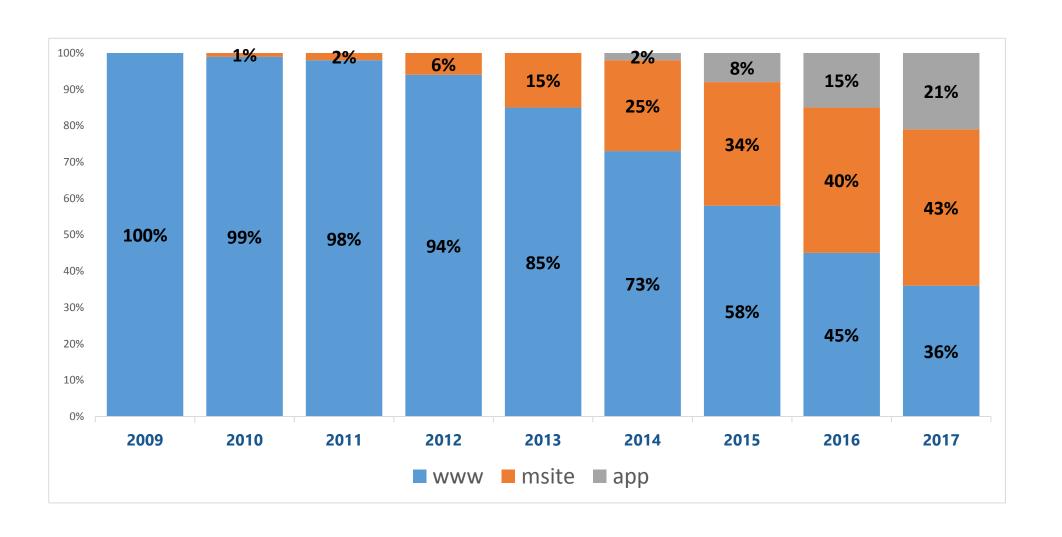
- Romania '01
- Bulgaria '12
- Hungary '13
- Poland –′14



Traffic evolution eMAG.ro



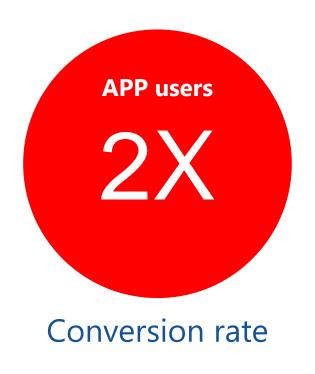
Mobile traffic evolution eMAG





Why would you really need an app ©?

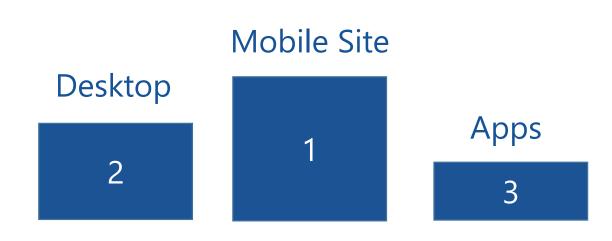






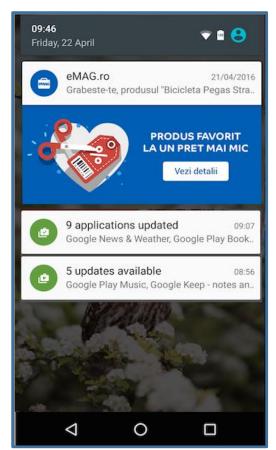


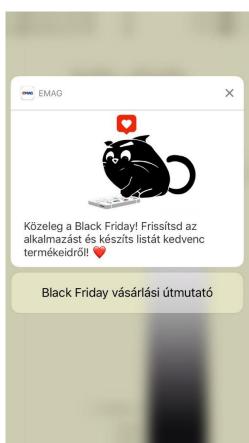




#1 in traffic & new user acquisition





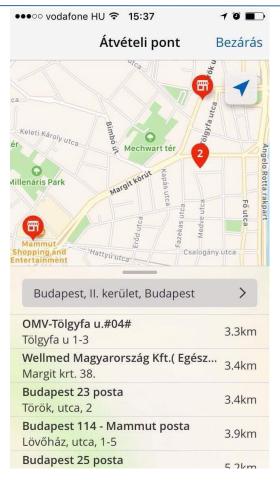


Push notifications



Transitions & Animations





Geolocation Services

Apps + mobile web =





Fallback in case one of the platforms fails

Very useful during large campaigns



Customer satisfaction



APP order share peaks during large campaigns

Customer rely on the app for faster shopping

Daily APP Share of Online orders

45%



15%

%0
01-Sep-2017
04-Sep-2017
10-Sep-2017
113-Sep-2017
114-Sep-2017
115-Sep-2017
115-Sep-2017
115-Sep-2017
115-Oct-2017

5 stars? Really?



Not really, but pretty close

4.6 stars on Android

4.8 stars on iOS

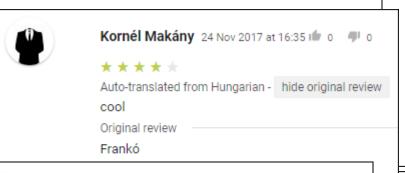


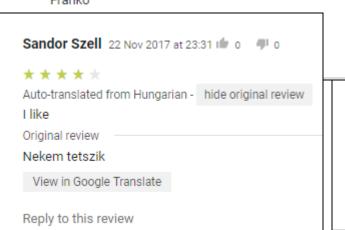


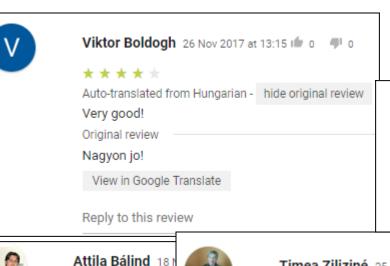
5 stars? Really?



In HU we really have to work for those five stars :)







Original review

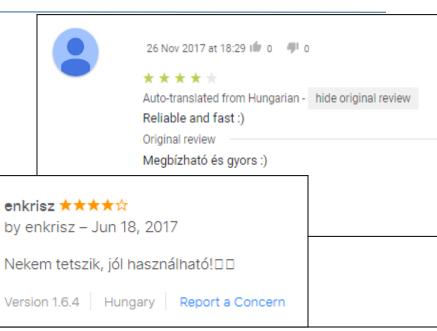
Correctly

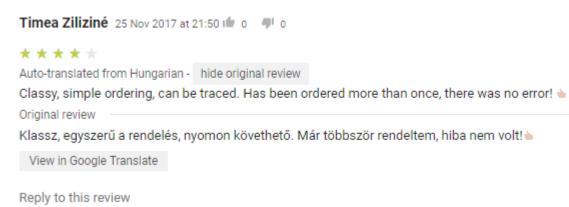
Korrekt

Auto-translated from

View in Google Tr

Reply to this review





5 stars? Really?



UNDERSTANDING ONUNE STAR RATINGS:

```
★☆☆☆ [HAS ONLY ONE REVIEW]
★★★★ EXCELLENT
☆☆☆☆☆ OK
***
      CRAP
```

Still, we're excellent (at least per XKCD)





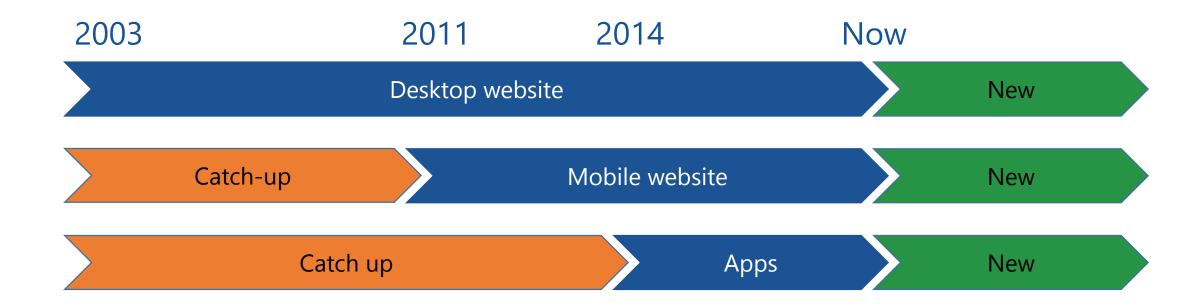
Building an app





Product timelines





The secret?

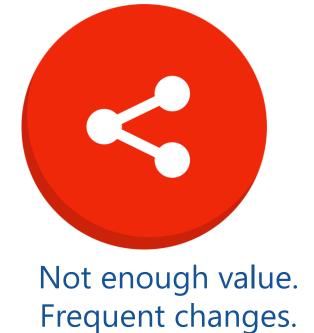






Core features

Share



Develop



To learn fast

App-first features



Save card

Order cancelling

Saved searches

Daily deals

Targeted messages



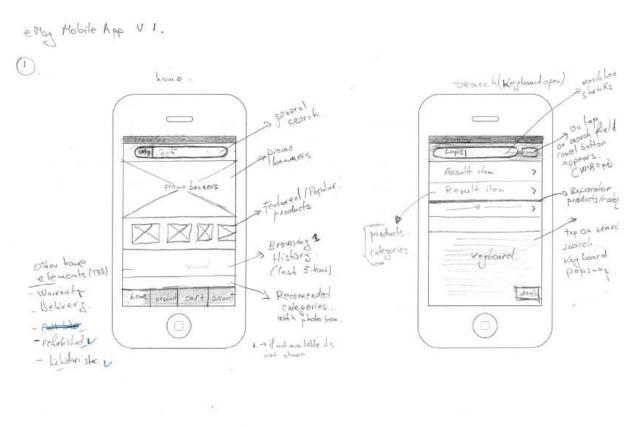


The App - first steps



Started working on the app in September 2014

Outsourced development at first



eMAG Mobile Team is born

Moved development in-house



Bogdan
Product Owner



Cristi Technical



Andrei UX / UI



Luminita
Project Manager



Catalin Project Manager



CristiBusiness Analyst



Radu UX Designer



Catalina UX Designer



Alin iOS Developer



Bogdan M iOS Developer



Razvan Android Developer



Doru Android Developer



Daniel
Android Developer



Ionela
Quality Assurance



LianaQuality Assurance



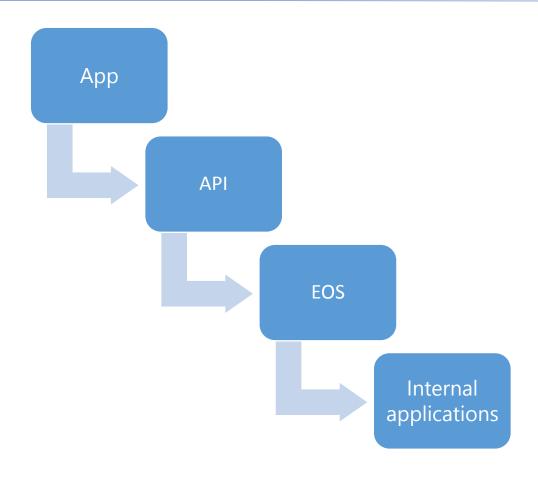
George Quality Assurance

@team++



App architecture



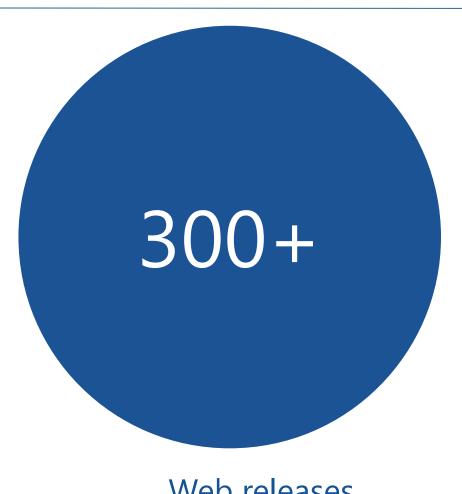


Releases





App releases



Web releases

App release process





Tools to get it right













iTunes Connect



Google Staged Rollout



Submit















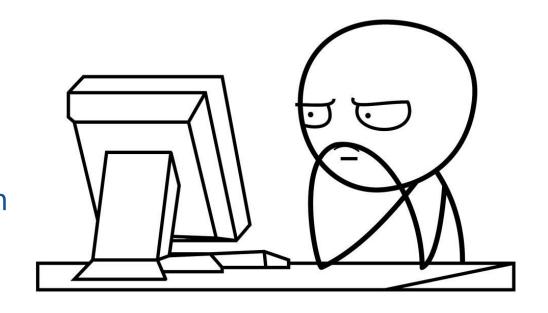


Monitor

Monitoring

The (lack of) tools

- Both Google and Apple only provided opt-in crash reporting - fixed bugs reported by users or discovered by QA team
- "Basic" analytics using our internal system



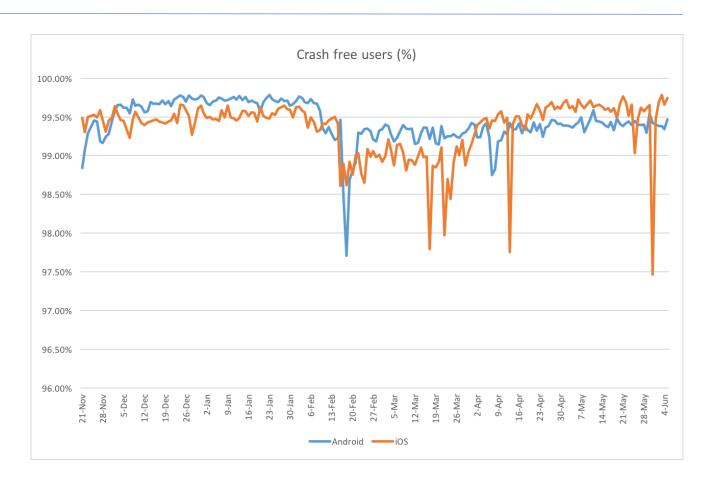


Focus on stability

Right now

99,5%

Crash-free Users





Where are we now?

- Regular, monthly updates
- More focus on measuring feature performance
- More focus on app-first features
- Constant learning & research of new tools, technologies, libraries





What's next?





What's next?

- Continue migrating to Swift
- Start development of the Android tablet version
- Develop Polish version of the app

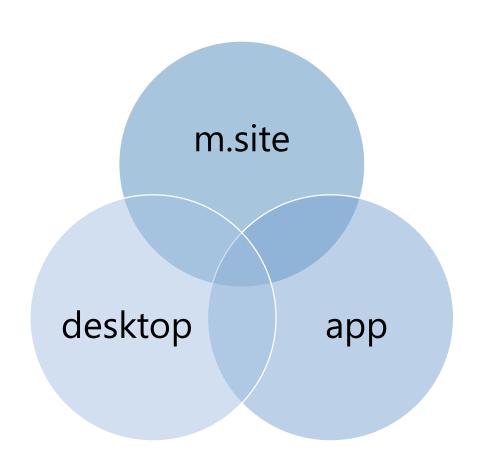




Conclusions

It's not either... or...





- Multiple channels
- Different product categories
- Different shopping behaviors
- Use each platform for what it does best

Be where your customer is!

Thank you!

Feel free to drop us a line mobile-contact@emag.hu luminita.fediuc@emag.ro

