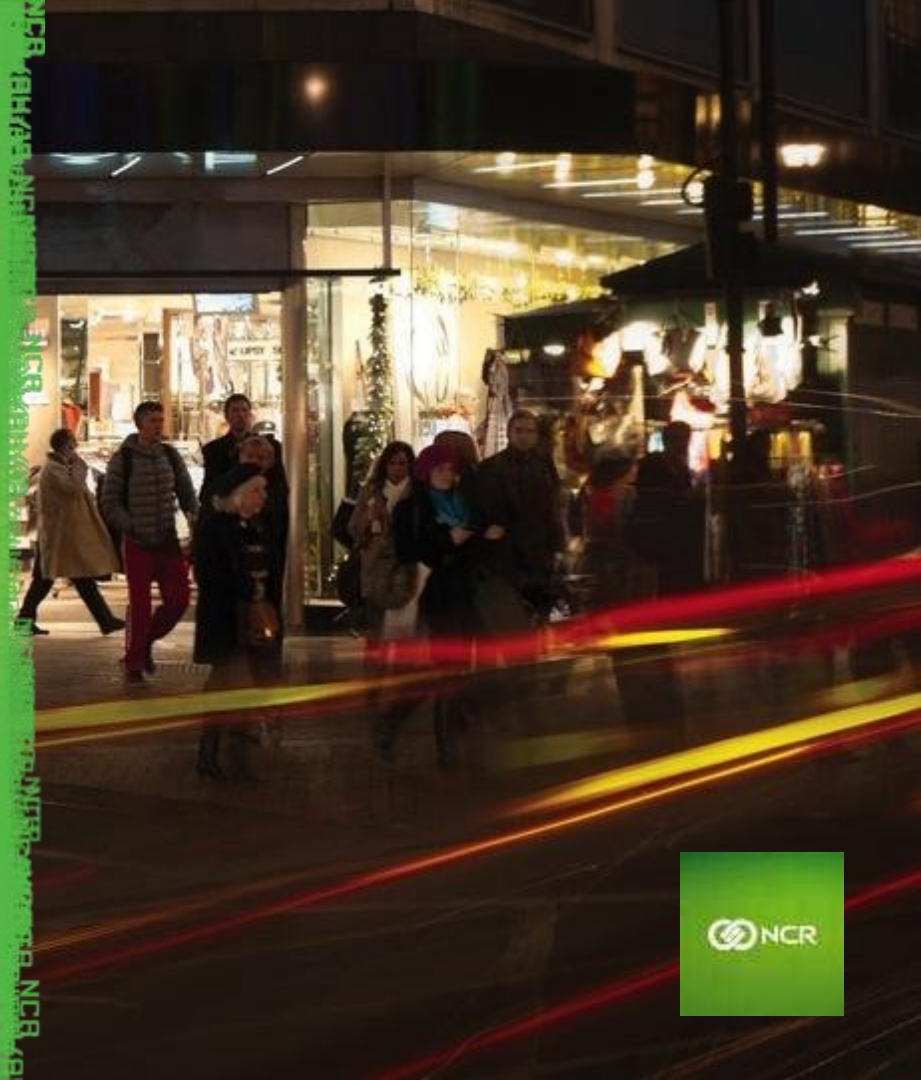


WHEN DIGITAL AGE REACHES THE BRICK AND MORTAR

Gil Roth,
VP Innovation & Portfolio Strategy,
NCR Retail



Agenda



- About NCR
- New Challenges of the Digital Era
- Retailers' Response
- What Comes Next

ABOUT NCR



We Are NCR




FINANCE

#1
provider of ATMs worldwide




RETAIL

#1
Globally in self checkout technology



HOSPITALITY

38%
of the top US-based chain restaurants use NCR



...across more industries and countries than anyone else in our market



TRAVEL

80%



TELECOM & TECHNOLOGY

8 of 10
top telecoms and OEMs use NCR



Strong, Stable and Growing

\$6.1B

2013 revenue
(up 7% on 2012
revenue)



485M

transactions
every day
around the world



13,000

Services
Professionals in
90 countries



**TOP 25
MOST
INNOVATIVE
USER OF
INFORMATION
TECHNOLOGY**

2013
InformationWeek
500



**TOP 50
SOFTWARE
COMPANY**

TECH
RESEARCH
INTERNATIONAL



**NCR is . . . radically transforming the way
business is transacted**

New Challenges of the Digital Era



We Live in a Digital Age. We Are...



Always Connected



Transforming



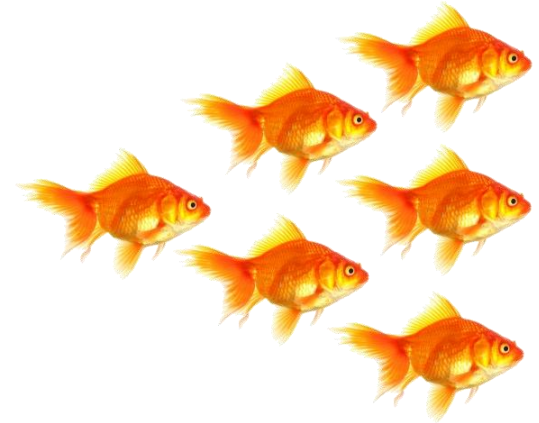
Communicating differently...

A New Consumer is Born – “I’m Unique”

“It’s all about ME”

Shoppers are asking retailers:

- Know **me**
- Offer promotions that are relevant to **me**
- Allow **me** to shop the way **I** want to



A Paradigm Shift from Selling to the Masses

A New Consumer is Born – Technology Savvy

Technology in the Consumer's Hands

The Knowledge Gap is Gone:

- Price, Promotions & Location transparency
- What are the ingredients / specs?
- What are other consumers saying?



Leveling the Playground

A New Consumer is Born – Realizes His Options

My Loyalty Depends on the Value I Get

I Can Shop With Multiple Retailers:

- Getting the best prices & promotions from each one
- Staying loyal only if loyalty carries real value for me



Basic Loyalty Program Will Not Work Anymore

Competition is Getting More Divers

February 18, 2014, 11:03 AM

E-retail rolls in 2013



BY THAD RUETER | Senior Editor

E-commerce spending increases nearly 17% in 2013, and 16% in the fourth quarter of last year, the U.S. Commerce Department says.



And the “Old” Challenges Are Here to Stay

Business environment

- Ongoing weak economy
- Price conscious consumers



Accommodating the New Consumer While “Staying in Business”

In Summary - Interesting Times for B&M Retailers

New
Competition

Practical

Tough as
Usual

Unique

Technology
Savvy

Retailers Response



The Move to Omni Channel Retailing

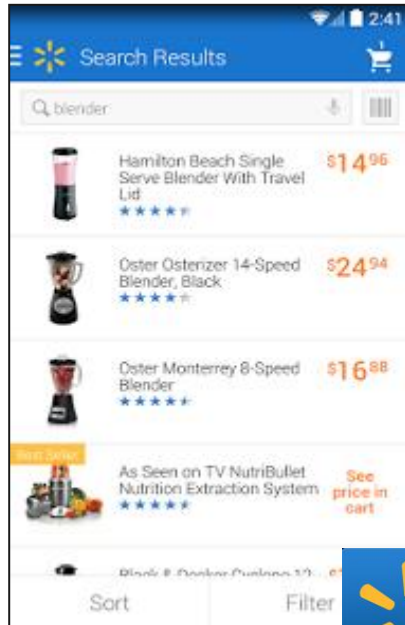
In the Store and Outside

- Inside – from managing the POS to managing multiple touch points
- Outside – engaging the consumer throughout the shopping cycle



Technology Implications - From siloed applications to a comprehensive commerce platform

With Specific Focus on Mobile



Becoming Shopper Centric

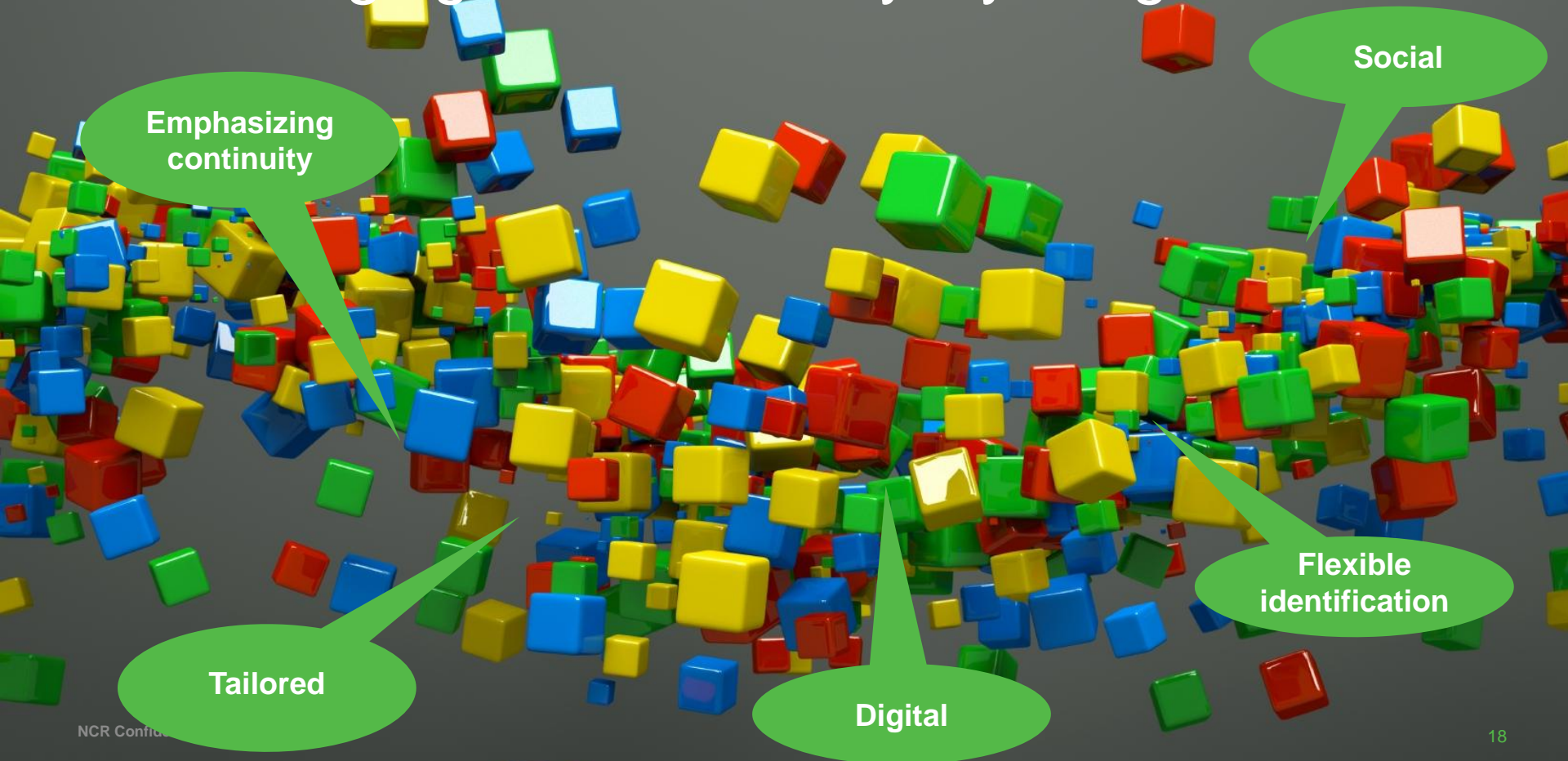
New Retailer ↔ Consumer Interaction

- From Mass to Personalized communication
- Targeted campaigns and promotions
- New multiple communication channels



**Technology implications – rising need for
Big Data based Analytics**

And Changing Traditional Loyalty Programs



[illegible]

Multiple Usage Scenarios

- [illegible]

Technology implications – building new capabilities to drive Actionable Insight out of Big Data

Selecting Friends and Foes



MCX

What Comes Next?



Better Consumer's Need Definition

Our lesson from Mobile Payments – cool technology alone is not enough



What is the real problem that this technology is solving?

Consumer Experience Driven Decisions



- What will drive shoppers to my stores?
- What will differentiate me from traditional and online competitors?



- What do I need to change in my store to support the experience?
- Do I need an App for that?
- Will the experience be engaging enough to support using the app?



- Team
- Store
- Technology

Open Systems

- Retailers can't do it all alone!!!
- Working with a cloud based eco system for areas like –



- Eventually – open retailers' systems to the independent developers community

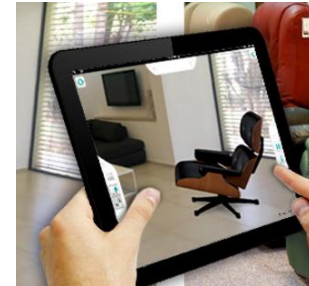
Digital Store Experience



New Store Layout



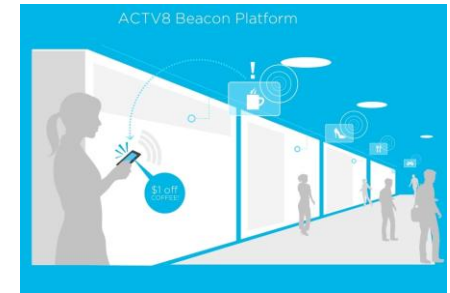
Location Based
Services



Augmented Reality



Wearable Devices



2nd Screen Interaction



Thank You