The evolution of social commerce by country

| | Туре | | Example | China | India | Brazil | US | UK | Adoption Factors |
|-----------------------|--------------------------|---------------|-----------------------------------|-----------|-------|--------|----|------|--|
| Content-driven | Shoppable Posts | | SimSim, Instagram, Xiaohongshu | • | | • | • | • | Recommendations from influencers and peersScrolling habits |
| | In-app store / catalogue | <u> </u> | Facebook Shops, Tiktok | • | • | • | | • | Brand / seller reputation & verificationScrolling habits |
| | Mini-Programs | | WeChat | • | | | | | Existence of 'super-apps'Prevalence of messenger apps |
| Experience- driven | Gamification | (<u>*•</u>) | Shopee, DealShare, Mall91 | • | • | • | | | Bargain hunting mindsetShopping as entertainment |
| | AR Shopping | (ø) | Snap, Instagram | • | | | • | • | Access to smart phone technologyApplicability to popular categories |
| | Livestreaming | | TikTok, Taobao Live, Bulbul | • | • | • | • | • | Influencer recommendationsProduct demosShopping as entertainment |
| Network-driven | Group-Buying | | PinDuoDuo, DealShare, Facily | • | • | • | | | Bargain hunting mindsetAccess to traditional (e)commerce |
| | Social Shopkeepers | *\$\$ | Meesho, Magazine Luiza, Yunji | | • | • | | | Low income consumers Unemployment & entrepreneurship Access to traditional (e)commerce |
| | Referrals | 000 | Mall91, DealShare | | | | | | Bargain hunting mindset Peer recommendation importance |
| | Second-hand marketplaces | 9,4 | Facebook Marketplace, Depop | | | | | • | Access to traditional (e)commerce |
| ~ | | | | itial Ado | ption | | | High | Availability of quality of goodsImportance of sustainability |

