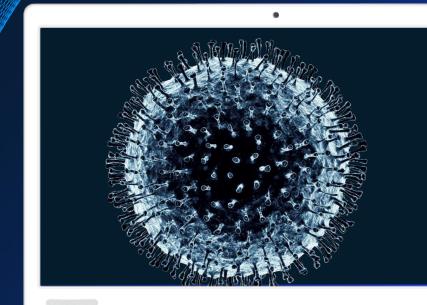
McKinsey & Company

# Global Digital Sentiment Survey

Survey results for Romania market



May 2021



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## Global digital sentiment – Romania deep dive

### **Survey information:**



+1,200 Romanian users between 18-85 years old

Digital consumption in the past 6 months and forecast for the next 6 months

**Main industries surveyed:** Banking, insurance, grocery retail, apparel and general retail, media and entertainment, travel, telecommunication carriers, utilities, education, healthcare, government/public sector

### Target groups



- 1 | "Digital savvy" users (~300 respondents)6+ digital services used in the last 6 months



- 2 | "Digital friendly" users (~300 respondents)
- 4-5 digital services used in the last 6 months



- 3 | "Non-digital" users (~600 respondents)
- 3 or less digital services used in the last 6 months

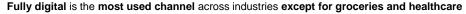
### Sample demographics, 1 % of respondents

Age		Gender		Living area		
18-24   25-34 35-44	11% 18% 21%	Male	47%	Urban	74%	
45-54 55-64 65+	26% 18% 	Female	53%	Rural 	26%	

<sup>1.</sup> Demographics results aligned and balanced with current countries demographics (<2% error with population's averages)

### Executive summary: Digital sentiment in Romania

What is the current impact of the last 6 months on digital sentiment?



Most new digital users across industries range between 45-54 except for grocery, apparel, education & healthcare

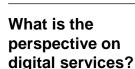
Grocery, entertainment and education have the highest rates of monthly digital engagement

Grocery and travel are the industries where most users spend money through digital channels

43% of customers using digital channels for the 1st time have done it because of COVID-19, especially in education & healthcare

There are 5 themes to improve the digital services, according to the people surveyed: improve privacy and security, improve UX/UI, provide an omnichannel experience, reduce frictions and give discounts

Users from all age groups started to access digitally 1 additional industry on average in the last 6 months



Most customers not using digital channels still prefer going to the store/branch or talking to a human

Mobile channel (app & web) is the preferred option in almost all industries

Ease of use and access is the most relevant reason for users who prefer using the mobile app vs other digital channels

Preference to use a larger screen is the most relevant reason for users to prefer using the desktop web

Grocery, insurance and utilities are above the top quartile in overall digital channel customer satisfaction

Most users are either satisfied or very satisfied with the digital channels across industries

- For satisfied users, the main reason for satisfaction is that the digital channel is fast and reliable
- For dissatisfied users, the main reason for dissatisfaction is that the it is difficult to get all the info, or the info is not updated

Utilities, grocery, and Insurance industries are above the top quartile in overall digital experience customer satisfaction

Users are satisfied with the overall digital experience across industries

- For satisfied users, the main reason for satisfaction is the full availability of the product/service
- For dissatisfied users, the main reason for dissatisfaction is that not all products & services are available

Banking is considered the most innovative industry, closely followed by telco carriers

Great digital channel features and functions is the main reason to consider a company the most digitally innovative in the industry

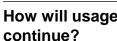
Some aspects that companies could do better to improve the users' digital experience are: security, easy-to-use

- Banking, telco, and utilities are above the top quartile in customer trust in digital services
- Feeling that the data is handled safely is the most relevant reason to trust across industries

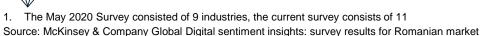
## How will usage

Most of the users are planning to continue using equally frequently digital channels in the next 6 months, with same spend levels

Physical channels can improve by having a great face to face user experience and allowing to return online products in the store







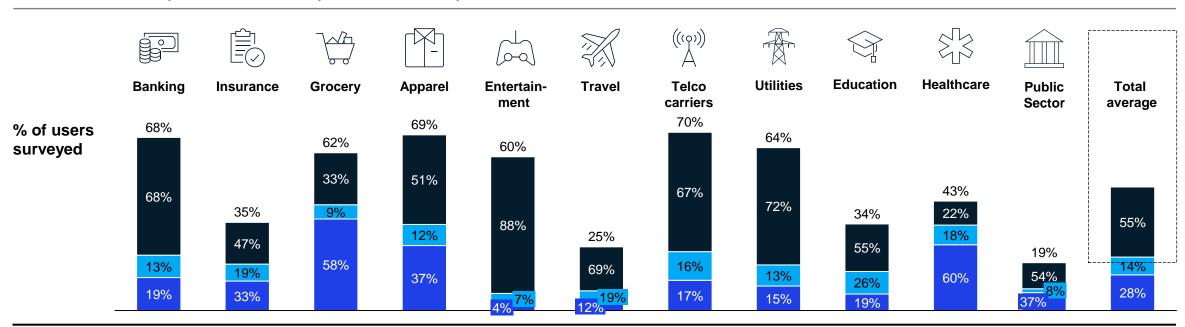


# Fully digital is the most used channel across industries except for groceries and healthcare



### Channel usage per industry

% of total users surveyed and % of users by channel of industry's total



Grocery and healthcare users still interact mainly through physical channels

Healthcare has the highest percentage of users that interact through digital channels with human assistance

Grocery is the only sector that has seen its digital usage reduced compared to 2020

Q: How have you interacted with these industries in the past 6 months (physically, remotely/digitally, mix)?

Options: Fully digital (website, mobile app, virtual assistant), Digital with human assistance (call center, live chat, email), Physical (branch, store, stand)

Physical Digital with human assistance Fully digital

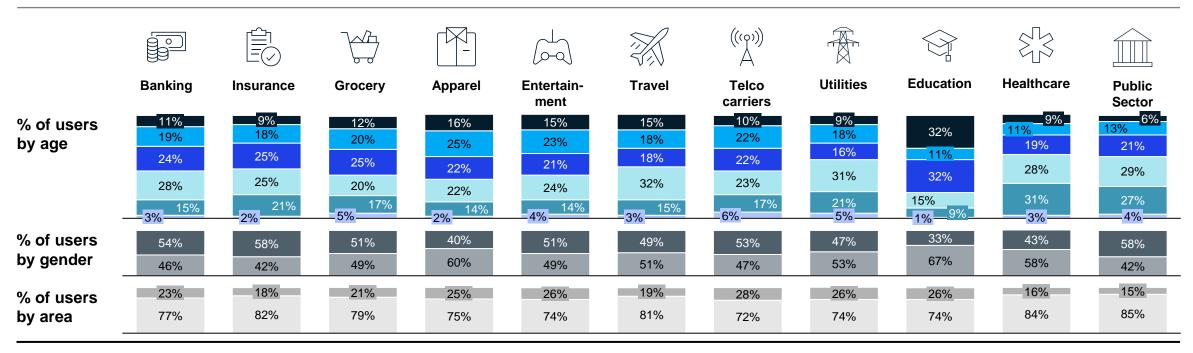
# Most new digital users across industries range between 45 and 54 except for grocery, apparel, education, and healthcare





#### New digital users per industry with fully digital and with human assistance channels

Percentage of users per industry by age, gender and area



Grocery and education have the highest rates of new digital users between 35-44

Healthcare and has the highest rates of new digital users between 55-64 and apparel has it for 25-34

Digital new users across industries are mostly balanced by gender and area according to country's demographics

Q: How have you interacted with these industries in the past 6 months (physically, remotely/digitally, mix)?

Options: Fully digital (website, mobile app, virtual assistant), Digital with human assistance (call center, live chat, email), Physical (branch, store, stand)

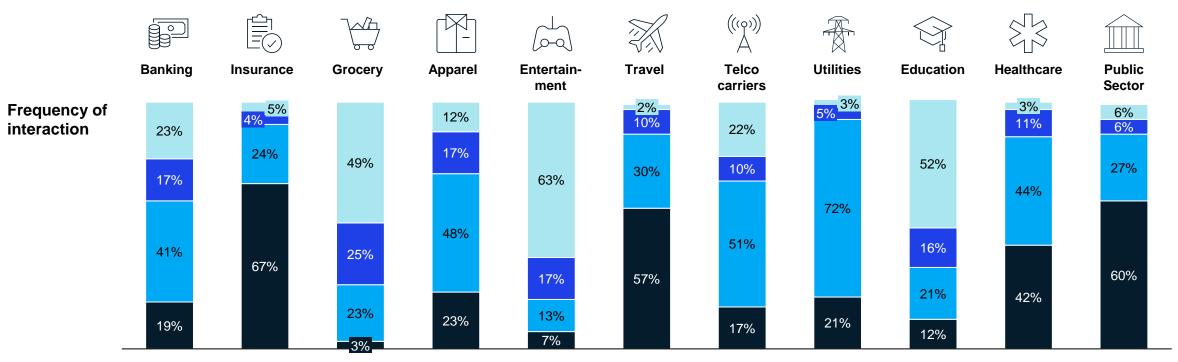
## Grocery, entertainment, and education have the highest rates of monthly digital engagement



More than 5 times 3-5 times 1-2 times Less than once

### Digital interaction per industry with fully digital and digital with human assistance channels

Percentage of monthly digital accesses by industry

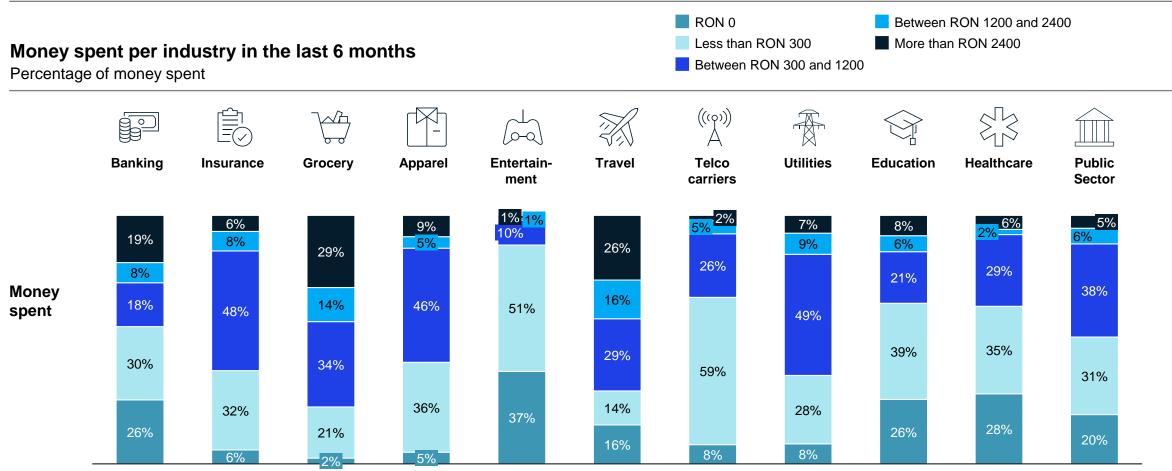


Insurance, travel, healthcare, and public sector have the greatest opportunities to increase their monthly frequencies of digital interaction

Q: How often do you interact with these industries per month (on average)?

## Grocery and travel are the industries where most users spend money through digital channels

Digital sentiment



Entertainment is the industry with a higher percentage of users who do not spend money on the digital channels

Q: Approximately how much money have you spent on these industries through digital channels in the past 6 months?

# 43% of customers using digital channels for the first time have done it because of COVID-19, especially in education and healthcare



Digital sentiment

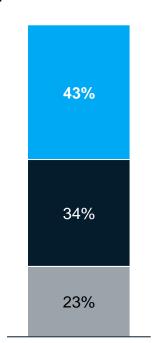
### Reasons to switch to digital

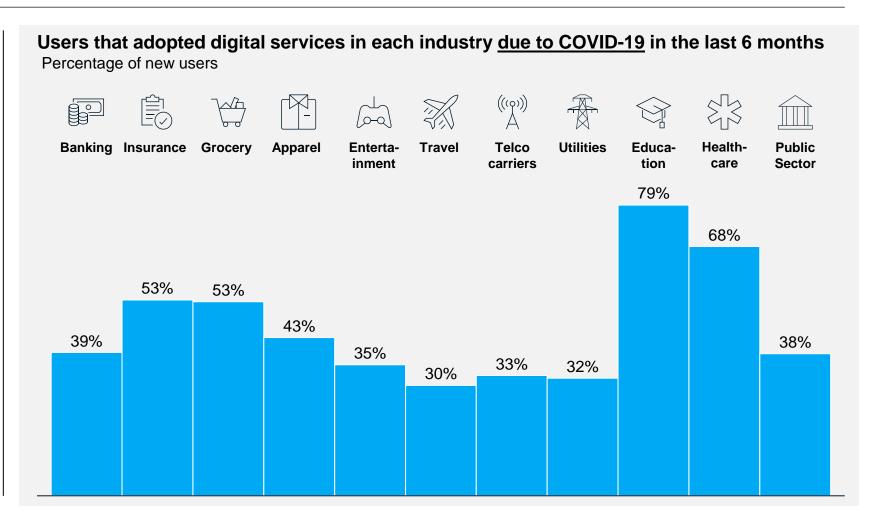
Percentage of new customers

COVID-19

Convenience over physical channels

Other





Options: Multiple answers: due to the COVID-19 crisis, it was more convenient than the physical channel, there was a greater availability of products/services compared to physical channels, there were special offers or promotions, I was recommended to do so

Q: What was the main purpose of your first usage?





# Five themes for improving digital services emerged from respondents

## Improve privacy and security

"Companies could keep personal information safer"

"I do not feel comfortable with the security of platforms"

"I would like companies to push for more data and transactions security"

### Improve UX/UI

"Greater online communication with easier-to-navigate sites"

"Easier to use payment tools and simpler digital processes"

"I wish to see services which give personal information and receive offers that suit me"

## Provide an omnichannel experience

"More information about products and real-time stock visibility"

"More useful and personal information for live chats"

"Provide free electronic signatures and reduced paperwork"

#### **Reduce friction**

"Low or even free delivery fees"

"More flexible delivery methods with shortened times"

#### **Give offers/discounts**

"I want companies to provide more personalized and online-specific offers and discounts"

"Prices for all pockets and flexible subscriptions"

Q: What should companies do better for you to consider using their digital services?

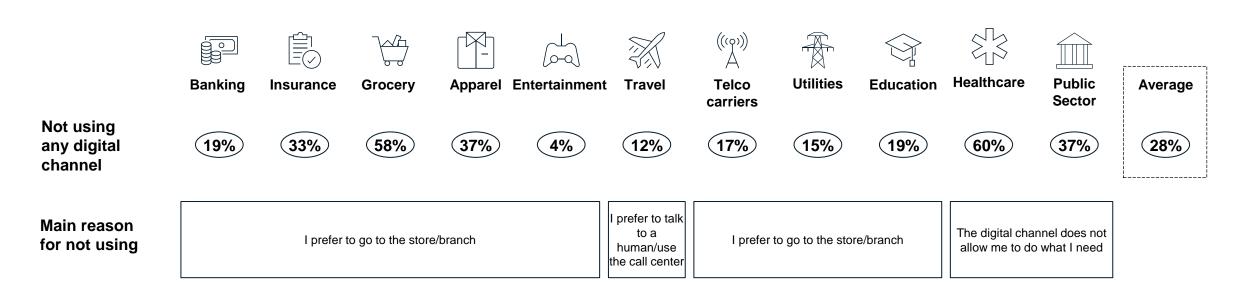
Source: McKinsey & Company Global Digital sentiment insights: survey results for Romanian market

# Most customers not using digital channels still prefer going to the store/branch or talking to a human

Perspective on digital services

### Reasons for not using digital channels

Percentage of users by industry



Overall, 28% of customers across industries do not rely on digital channels to interact with the service

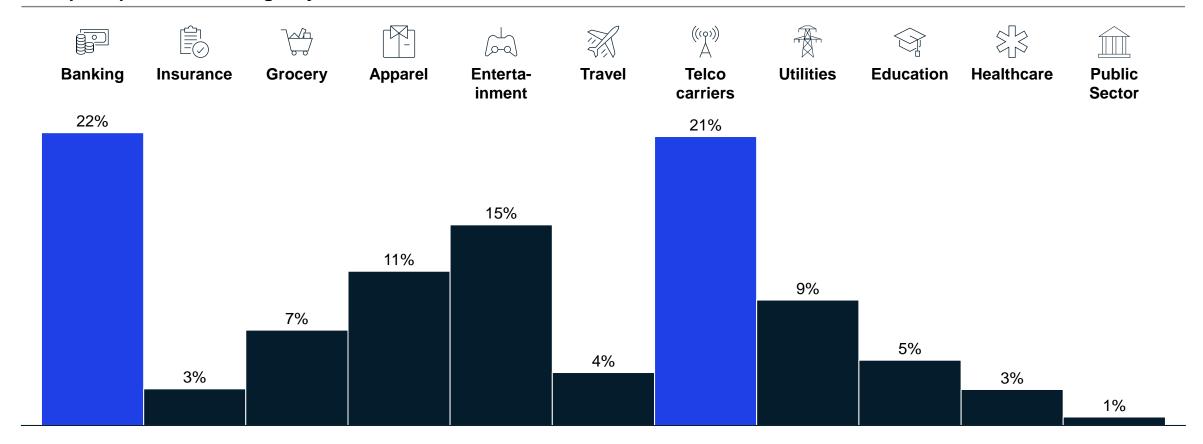
Q: Why are you not using the following services remotely/digitally?

Options: Multiple answers: I prefer to go to the store/branch, I prefer to talk to a human/use the call center, It's too difficult to use /I don't know how to use it, I do not trust the online channel, The digital channel does not allow me to do what I need

# Banking is considered the most innovative industry, closely followed by telco carriers

Perspective on digital services

### User perception on most digitally innovative industries



Q: What industry do you consider the most digitally innovative?

# Most users plan to continue using digital channels as frequently over the next six months, with the same spend levels

### 

### Frequency of use and main reason for greater use frequency

Most common answer

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	Banking	Insurance	Grocery	Apparel	Entertainment	Travel	Telco carriers	Utilities	Education	Healthcare	Public Sector
Frequency of use in 6 months	Equally frequently										
Frequency of use when COVID-19 is over	Equally frequently										
Main reason for greater frequency			lt's	convenient (24	4/7 access from hom	e)			I feel safer du	e to COVID-19	It's convenient (24/7 access from home)
Money spend planned	Approximately the same amount										
use when COVID-19 is over Main reason for greater frequency Money spend	It's convenient (24/7 access from home)  If feel safer due to COVID-19  It's convenient (24/7 access from home)							(24/7 acce			

In **Travel**, about 42% of surveyed have mentioned that they **plan to increase the spend** in the next 6 months, and ~22% will increase use of the travel industry when the COVID-19 pandemic is over

Q1: How frequently do you plan to use these digital services in the next 6 months, compared to the last 6 months? Q2:How frequently do you plan to use these digital services when the COVID-19 pandemic is over? Q3: Why do you plan to use these services with greater frequency? Q4: How much money do you plan to spend in the next 6 months in these services compared with what you spend now (on average)?

## Physical channels can improve by having a great face to face user experience and allowing to return online products in the store

₩ Future usage

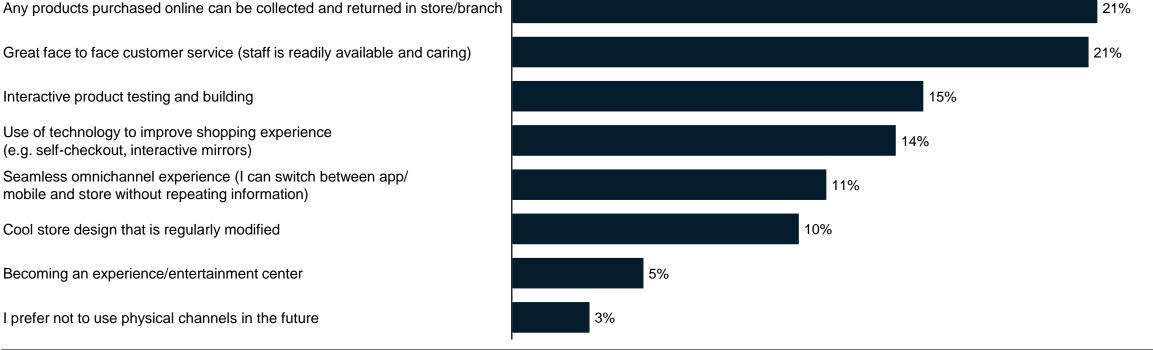
### Customer opinion of how could physical channels improve

Great face to face customer service (staff is readily available and caring) Interactive product testing and building Use of technology to improve shopping experience (e.g. self-checkout, interactive mirrors) Seamless omnichannel experience (I can switch between app/ 11% mobile and store without repeating information)

Cool store design that is regularly modified

Becoming an experience/entertainment center

I prefer not to use physical channels in the future



In the best way physical channels can improve is by allowing online purchases being collected/returned in-store/branch Only 3% of consumers surveyed said that they do not prefer to use physical channels in the future

Q: How could physical channels (stores, branches) improve for you to continue using them in a growing digital world?

## Glossary

	Description
Digital adoption/ penetration	Percentage of users who have used/visited digital channels (i.e., web, app) in the last 6 months (from the date of the survey); log-on is not required to be included in the digital adoption percentage
Digital channels usage	Numbers of industries accessed digitally in the last 6 months among those considered for the survey (e.g., banking, insurance, travel, grocery)
Regular users	Users who have used/visited digital channels (i.e., web, app) in the last 6 months with digital usage/visits and before; log-on not required to be considered a user
First-time users	Users who have used/visited digital channels (i.e., web, app) only during the last 6 months; log-on not required to be considered a user
Spend increase for first time users	Percentage increase on the money users spent during the last 6 months due to available digital services on top of what users spent before (on average)
Great overall experience for satisfied users	Percentage of satisfied users who stated positive overall experience as main cause for satisfaction using digital channels, but not providing a specific reason
Bad overall experience for dissatisfied users	Percentage of dissatisfied users who stated negative overall experience as main cause for dissatisfaction using digita channels, but not providing a specific reason
Digital channels attachment	Percentage of first time users planning to continue using digital solutions or percentage of regular users planning to continue using digital solutions with the same frequency after compared to the last 6 months