Smart Shopper 2024

Croatia country report



Smart Shopper





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Study background and methodology

Background:

The 'Smart Shopper 2024 study' provides recent insights on consumer shopping and research behavior across 7 product categories. This comprehensive global research builds upon its successful predecessor from 2019, providing valuable insights into the ever-changing consumer landscape. This is the 6th edition of the study.

Target population and category definition:

Nationally representative online population 18+Y.O. who made a purchase in the included product categories. In order to provide accurate insights, each respondent has only assessed his/ her latest purchase in the selected category.

Look-back window for purchases:

The look-back windows in 2024 are largely in line with the first measurement in 2019: Past 3 months for **Consumer Electronics**, **Home & Garden**, **Fashion**, **Toys**, and **Jewellery**. Past 1 month for **Food & Groceries** and **Beauty**. The look-back windows in 2022, 2023, and 2024 are the same.

Sample size and sampling approach:

N = 2114, equally distributed per product category.

Online representative quotas on age, gender, region have been applied. Each respondent was selected based on individual shopping behaviour in the relevant product categories and completed the entire survey for only one product category.

Method and survey administration:

20-minute mobile-friendly online-survey in a local language. Survey was programmed via Qualtrics software and fielded in CINT panels. Reporting via Google's internal Scratch team.

Fieldwork timings:

2019: August - September 2023: May 2024: February

Weighting:

Weighting according to ${\bf Gallup~2021~Online~Population~Data.}$

2-step weighting process:

1) Product-level weighting to ensure prop

- 1) Product-level weighting to ensure proper product sample representation.
- 2) Total level weighting to account for actual product purchase shares.

Markets run in 2024:

UKI: UK

DACH: Austria, Germany, Switzerland **FRITES:** France, Italy, Portugal, Spain

NORTHERN EUROPE: Belgium, Denmark, Finland,

Netherlands, Norway, Sweden

CEE: Croatia, Czech Republic, Greece, Hungary, Latvia,

Lithuania, Poland, Romania, Slovakia

EEM: Saudi Arabia, South Africa, Turkey

AMER: US

Category description

Core Category	Sub Category	More detailed category description
CE (Consumer Electronics)	Home electronics Mobile devices Laptops, Computers	TV and home cinema / gaming / audio and hi-fi Tablets, smartphones, home assistants, cameras Computer (desktop, laptop)
Home & Garden	Large home appliances Small appliances Garden furniture Furniture	White goods, e. g. washing machine, dishwasher, refrigerator, stove / oven cleaning / kitchen / personal care Living room / bedroom / kitchen
Fashion	Clothing / Outerwear Fitness / Athletic Clothing Footwear	Women, men, children, coats and jackets / dresses and skirts / pants / business clothes Clothes for e. g. football, cycling, swimming, fitness, outdoor, hiking Women, men, children / formal, casual, comfort, sport shoes
Food & Groceries	Food Household items	Fresh (fruit, vegetables, dairy), canned and dry food, sweets and chocolate, non-alcoholic drinks, alcoholic drinks Cleaning supplies, detergent, toilet paper
Beauty	Personal care Cosmetics	Women, men / body care, skin care, hair care, hygiene
Toys	Indoors Outdoors	Games, board games, soft toys, baby & toddler, dolls, sports & outdoor toys
Jewellery	Jewellery	Bracelet, charm, ring, necklace, precious metals / stones

Content overview







Source: Smart Shopper Research. Google, Cint (2023+2024) / Savanta (2022) / Kantar (2020+2019), Online survey, Country: Croatia, Nationally representative online population 18+Y.O who conducted purchases in the past 3 months for Consumer Electronics/Home & Garden/Fashion/Toys/Jewellery and in the past 1 month for Food & Groceries and Beauty.

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2024 Key stats for Croatia across all verticals



49[%] vs. 51[%]

Online vs. offline purchase split



78%

Do online research



70%

Channel agnostic buyers who are not fully set on one channel



76%

Used a search engine prior to their last purchase



37%

Research online and purchase offline



95%

Used Google as a search engine for product research



65%

Experienced online pain points during their shopping journey



47%

Used new tools/technologies when looking for inspiration about what to buy in the last 6 months



35% vs. 48%

(not adding up to 100%)

Retailer vs. brand - what comes first?



48%

Used five or more channels to shop

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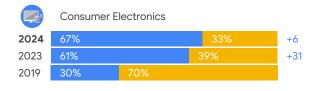


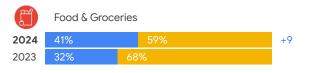




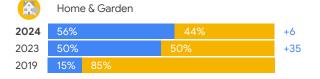


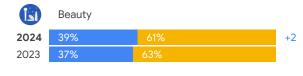
Last purchase: online vs. offline

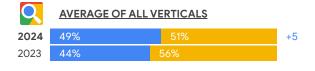


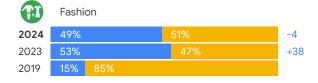


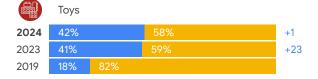


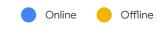




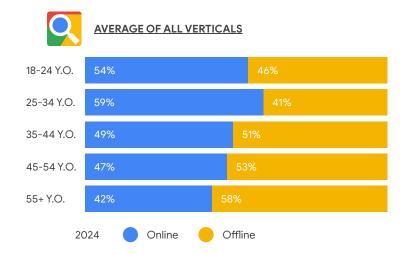








Last purchase: online vs. offline







ROPO matrix: 2023 & 2024

2023, Average across all verticals

2024, Average across all verticals

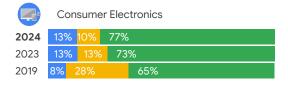


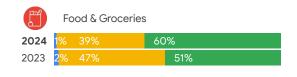
Online Offline

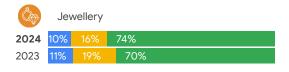
Note: Excluding respondents who did no product research before their purchase

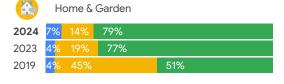


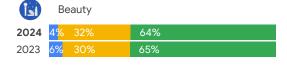
Purchase channel preferences & omni-channel importance



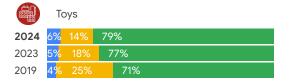


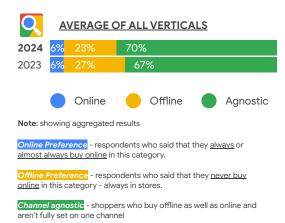






T.I	Fas	shion			
2024	10%	15%	75%		
2023	7%	16%	77%		
2019	6% <mark></mark>	41%		52%	





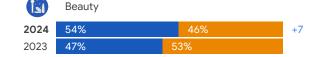
Change of buying behaviour since 2020 covid pandemic

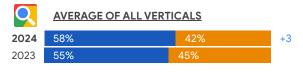






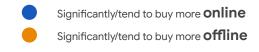












Note: Results exclude respondents whose behaviour remained the same.

Top 10 purchase triggers

Note: Results show Top 2 boxes agree). Top 10 ranked by Average of



54%











58%









17% 52%

Consumer Electronics

Home & Garden

Fashion

35% 16%

22%9%

Food & Groceries

51%

46%

Beauty

Tovs



Jewellerv

Needed something for the current season

Wanted something

up-to-date or new

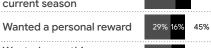
special occasion

Needed something for a

I was curious and wanted

Promotion

Regular refill



30%15%

27%13%

24% 15%

23%0%

33%

33%

34%















32%

27%





70%



28%0%

32% 14%



39%

32%





23%0%

28%

34% 12%

27%14%



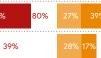




26%14%











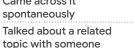
58%

66%

44%



to test the product







30%12%

30%

42%











37%









Top 10 online and offline purchase drivers: avg. across verticals

Note: Results show Top 2 boxes (somewhat agree & completely agree) across verticals, Top 10 drivers

Ton 10 online nurchase drivers



Top 10 online purchase dri	vers		
	Somewhat agree	Completely agree	Top 2 Box
Easier to find a specific product	38%	33%	71%
Product delivery to my home	31%	39%	70%
Easier to find new products	37%	32%	68%
All relevant information conveniently accessible	37%	30%	67%
It was cheaper online (promotion or lower prices)	32%	32%	64%
Always latest product information available	37%	26%	63%
Easier to make a choice	37%	25%	62%
It's more convenient than offline	32%	30%	62%
It's faster than offline	31%	30%	61%
Products are always available regardless of season	35%	26%	60%

Top 10 offline purchase drivers

	Somewhat a	agree Completely agre	e Top 2 Box
I can take the product home with me directly	26%	58%	84%
l can see, feel, or try the product more easily	30%	52%	82%
Easier to make a choice	33%	36%	69%
All relevant information conveniently accessible	35%	30%	65%
It's faster than online	25%	40%	65%
Can get advice from staff	33%	31%	64%
Easier to find a specific product	33%	30%	63%
It best fits my lifestyle	35%	25%	60%
Easier to find new products	32%	25%	57%
It's more fun than online	30%	26%	56%

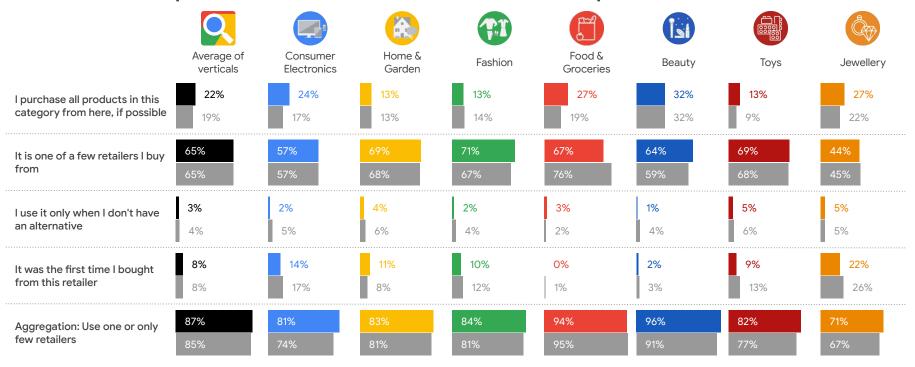
Note: In some cases, the percentages of somewhat agree & completely agree might not match the Top 2 Box score because of rounding up numbers.

Reasons for retailer selection: avg. across verticals

Note: Results show Top 2 boxes (somewhat agree & comple	etely agree)				2024 Average of all Verticals			
ranked by average of all verticals in 2024	Quite important	Very important	Top 2 Box		Quite important	Very important	Top 2 Box	
Their products are competitively priced	43%	41%	84%	They offer a good online shopping experience	40%	23%	63%	
They offer a good range of products	52%	32%	84%	They offer the fastest delivery	37%	26%	63%	
They offer high quality products	46%	36%	82%	Good customer service	39%	24%	62%	
They have a clear return policy	42%	40%	81%	They offer a good in-store shopping experience	42%	17%	59%	
They had the product I wanted in stock	42%	39%	81%	They provide good personalised recommendations	37%	21%	57%	
Positive past experience with this retailer	45%	35%	80%	about products I might like				
They offer free returns	35%	43%	78%	They are local to me (the store is located near me)	39%	18%	57%	
I trust this retailer	46%	30%	76%	Retailer's ethical practices	36%	17%	53%	
When I bought the product, the retailer was offering a good deal/promotion		34%	75%	I already have an account in this retailer's website with all my data and preferences saved	28%	23%	51%	
I can return a product to this retailer at a location nearby	37%	33%	70%	They offer a great connection between online and in-store services	30%	21%	50%	
They offer free delivery	31%	40%	70%	They offer a range of different payment options	30%	20%	50%	
They provide products for everyone	45%	25%	70%	Retailer's commitment to environmental change	32%	11%	43%	
They offer products for people like me	45%	22%	67%	Their adverts include a range of people who look like me	19% 8%		27%	

Note: In some cases, the percentages of somewhat agree & completely agree might not match the Top 2 Box score because of rounding up numbers.

Relationship with the retailer for the last purchase





Participation in loyalty & subscription programs







Consumer

Electronics

Home &

Garden



Fashion



Groceries



Beauty

I participate in a loyalty/rewards program or have a subscription based membership







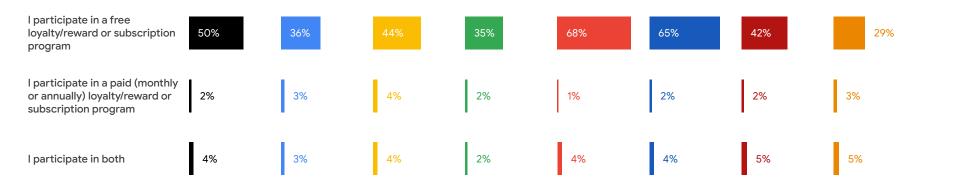




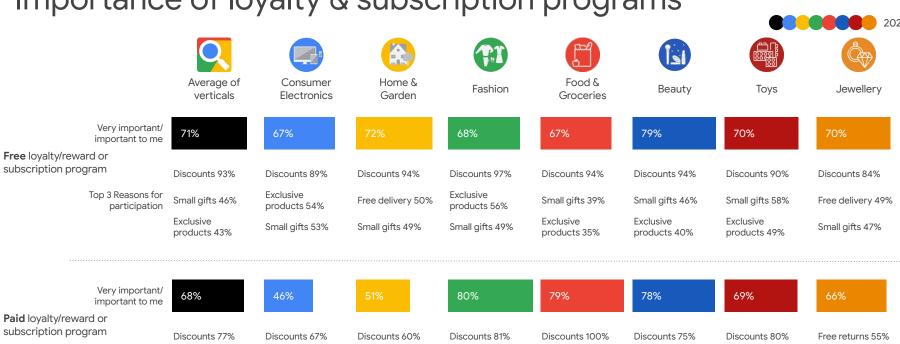


74%





Importance of loyalty & subscription programs



Paid lovalty/reward or subscription program

Top 3 Reasons for participation

Exclusive products 44%

Free returns 43%

Small gifts 46% Free returns 37%

Free delivery 43% Fast delivery 35% Exclusive products 64%

Small gifts 63%

information earlier 44% Free returns 42%

Receive

Exclusive products 50%

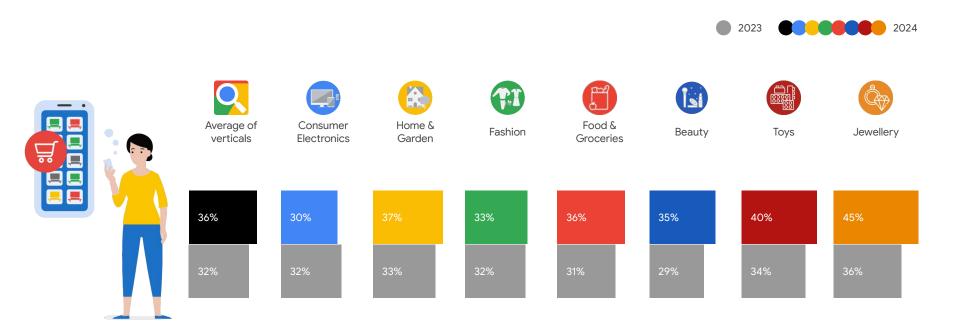
Fast delivery 51%

Fast delivery 55% Discounts 50%

Free delivery 54% Fast delivery 44%

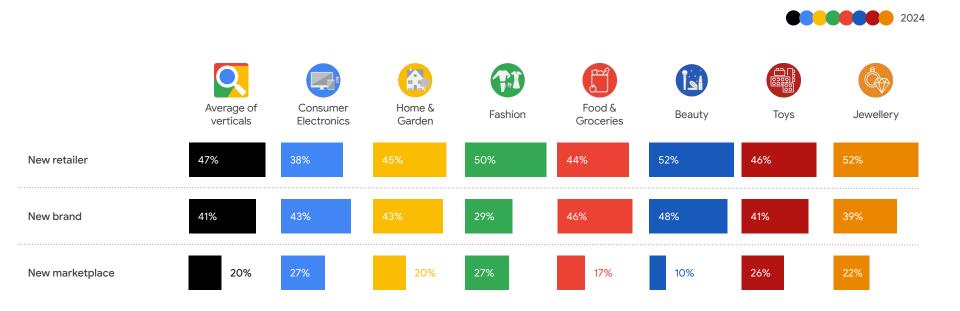
Source: Smart Shopper Research. Google, Cint (2023 & 2024) / Savanta (2022) / Zweipunkt (2021) / Kantar (2020 & 2019), Online survey, Country: Croatia. Nationally representative online population 18+Y.O who conducted purchases in the past 3 months for Consumer Electronics/Home & Garden/Fashion/Toys/Jewellery and in the past 1 month for Food & Groceries/Beauty. Base 2024: Subscribers of Free & Paid Loyalty/ Reward Program, buyers of CE, Home, Fashion, Food, Beauty, Toys, Jewellery n=1173, CE n=98, Home n=138, Fashion n=162, Food n=345, Beauty n=295, Toys n=78,

Purchase made from a new store in the last 4 weeks



Note: Purchases made in the last 4 weeks from a retailer, a platform or brand never shopped with before

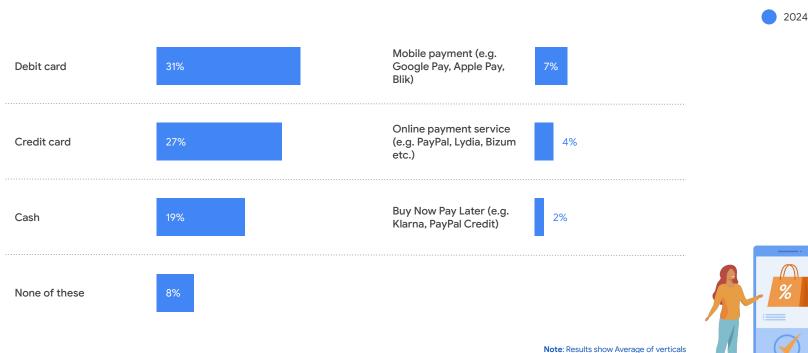
Purchase made from a new retailer/brand/marketplace



Reasons for purchasing from a new store

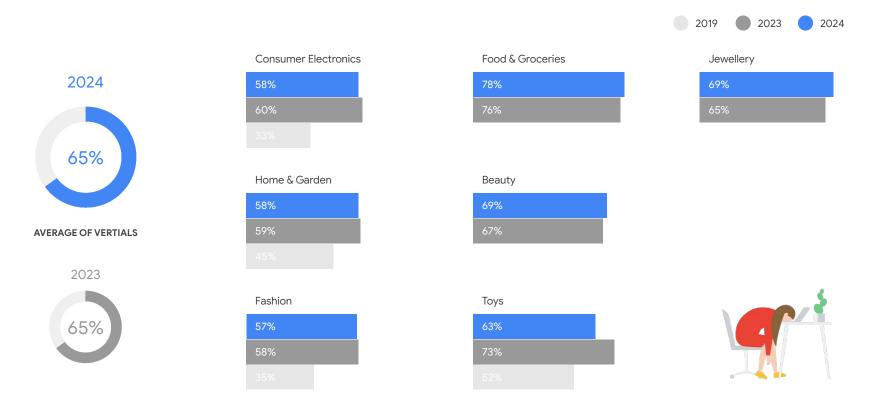


Method of payment for last purchase

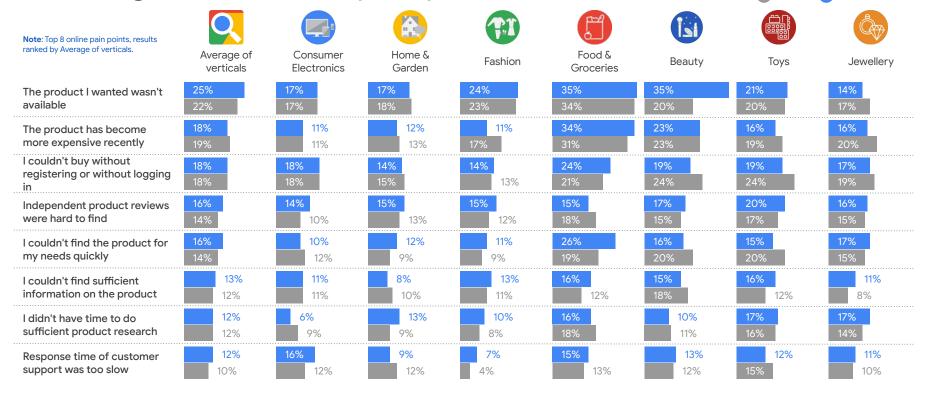




Online buyers: respondents experiencing pain points

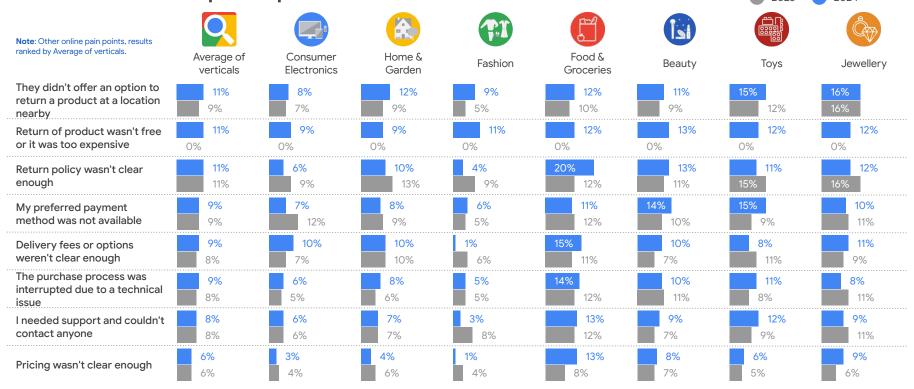


Most significant online pain points



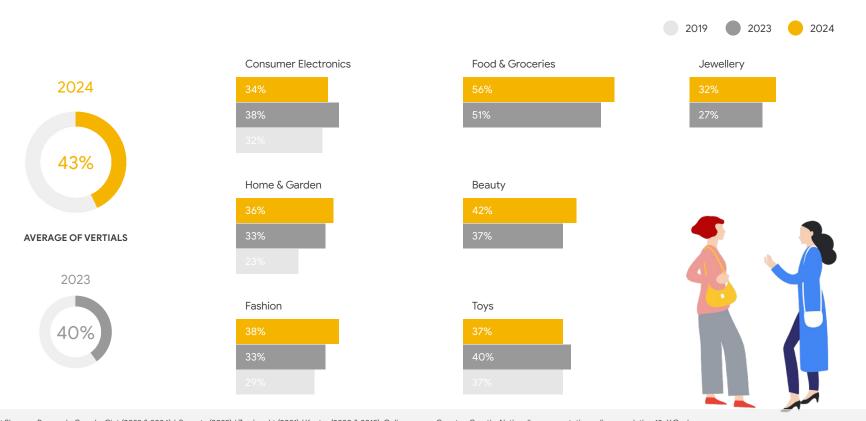
2024

Other online pain points



2024

Offline buyers: respondents experiencing pain points



Source: Smart Shopper Research. Google, Cint (2023 & 2024) / Savanta (2022) / Zweipunkt (2021) / Kantar (2020 & 2019), Online survey, Country: Croatia. Nationally representative online population 18+Y.O who conducted purchases in the past 3 months for Consumer Electronics/Home & Garden/Fashion/Toys/Jewellery and in the past 1 month for Food & Groceries/Beauty.

Base 2024/2023/2019: Offline buyers of CE, Home, Fashion, Food, Beauty, Toys, Jewellery n=1081/1184/1113, CE n=77/81/251, Home n=116/130/298, Fashion n=211/205/400, Food n=277/348/0, Beauty n=257/280/0, Toys n=92/79/165, Jewellery n=52/61/0, Q4: Which of these situations did you experience during your purchase, if any?

Most significant offline pain points

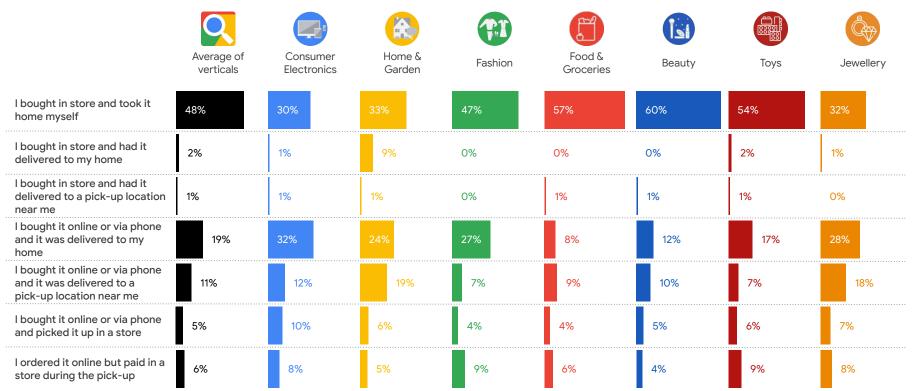
Note : Top 8 offline pain points, results ranked by Average of verticals.	Average of verticals	Consumer Electronics	Home & Garden	Fashion	Food & Groceries	Beauty	Toys	Jewellery
The product has become more expensive recently	14% 15%	11% 6%	5% 8%	5% 9%	23% 23%	18% 17%	9%	8% 8%
The product I wanted wasn't available	11%	6%	6%	13%	17%	<mark>8%</mark>	<mark>9%</mark>	<mark>7%</mark>
	11%	11%	7%	9%	15%	9%	7%	7%
I couldn't find the product for my needs quickly	11%	5%	9%	7%	13%	12%	14%	15%
	9%	6%	10%	8%	9%	9%	11%	6%
I didn't have time to do	9%	10%	6%	9%	10%	<mark>9%</mark>	14%	7 <mark>%</mark>
sufficient product research	7%	5%	7%	8%	7%	6%	13%	3%
Check out took too long / lines at check out	7%	4%	3%	5%	16%	6%	5%	2%
	9%	4%	5%	4%	18%	7%	6%	4%
I needed support and couldn't find staff	5%	8%	<mark>9%</mark>	4%	6%	2%	7%	3%
	6%	4%	8%	7%	8%	4%	5%	0%
The shop was closed and didn't offer an online shop	5%	6%	3%	5%	8%	3%	4%	2%
	2%	0%	1%	2%	1%	1%	5%	4%
I wanted to look online for information while in store but didn't have access	5% 4%	8% 2%	<mark>8%</mark> 5%	4% 5%	5% 5%	4% 2%	5% 9%	4% 1%

Other offline pain points

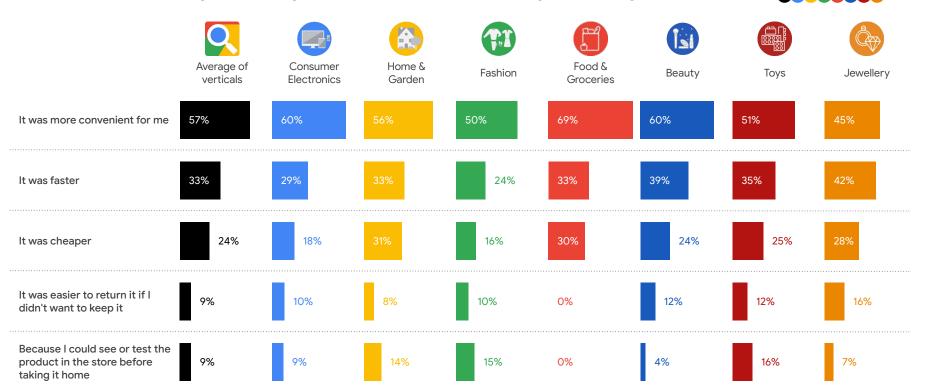
Note : Other online pain points, results ranked by Average of verticals.	Average of verticals	Consumer Electronics	Home & Garden	Fashion	Food & Groceries	Beauty	Toys	Jewellery
The delivery period was longer than usual	5%	<mark>7%</mark>	6%	7%	3%	3%	4%	4%
	3%	6%	5%	5%	0%	2%	3%	1%
No service, no consultancy in the store	4% 4%	6% 3%	6% 4%	3% 2%	6% 4%	2% 3%	8% 9%	3% 2%
Pricing wasn't clear enough	4%	4%	3%	3%	<mark>7%</mark>	2%	4%	5%
	3%	2%	1%	4%	4%	3%	4%	1%
There were no delivery options	4% 3%	6% 5%	2% 2%	5% 4%	4% 4%	3% 1%	4% 5%	3% 1%
I couldn't find sufficient information on the product	4%	5%	7%	3%	2%	4%	7%	4%
	3%	5%	5%	5%	3%	1%	3%	3%
Staff were unfriendly	2%	4%	3%	2%	2%	2%	3%	1%
	3%	2%	1%	4%	3%	3%	2%	3%

Ways of obtaining the product

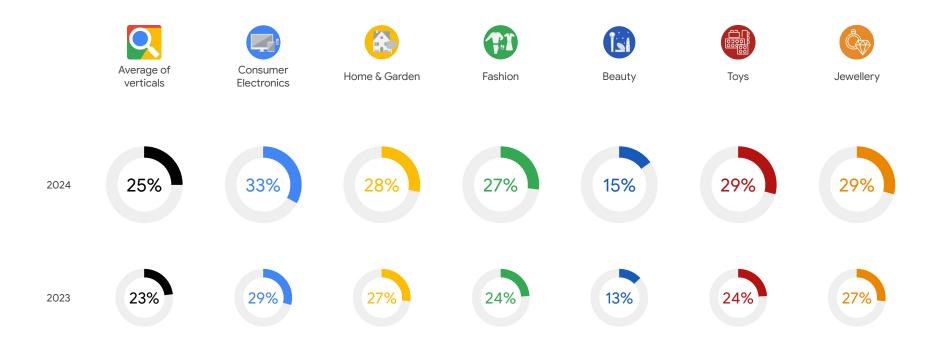




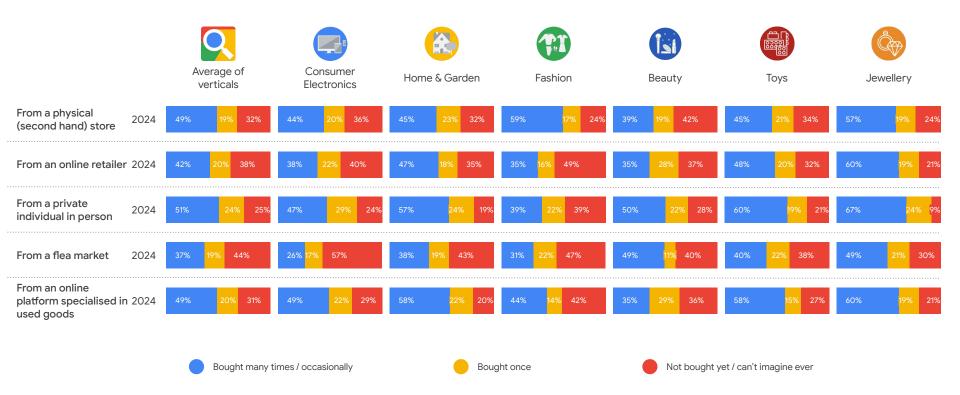
Reasons for pick-up in-store or at a pick-up location



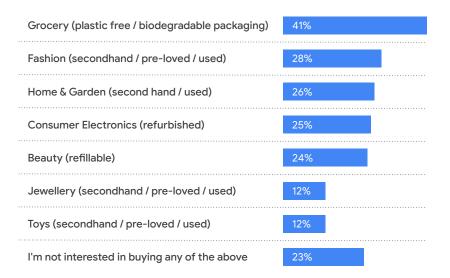
Share of respondents purchasing used goods in the past



Location and frequency of purchasing used goods



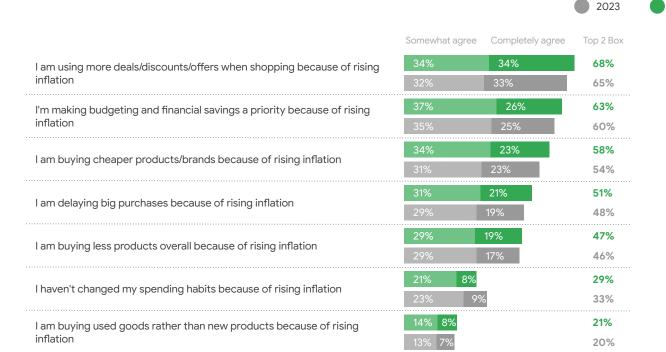
Overall interest in sustainable product options



Note: Results show Average of verticals



Impact of cost of living

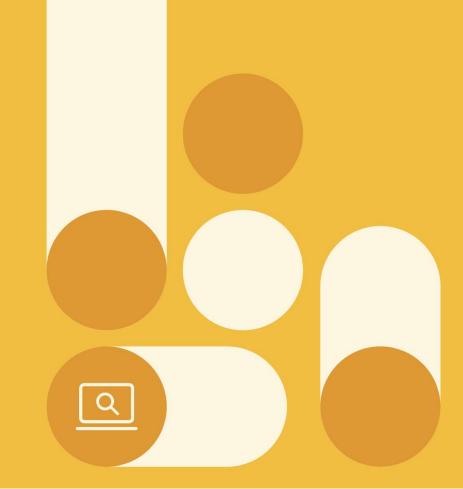


Note: Results show Top 2 boxes (somewhat agree & completely agree) ranked by average of all verticals in 2024. In some cases, the percentages of somewhat agree & completely agree might not match the Top 2 Box score because of rounding up numbers.

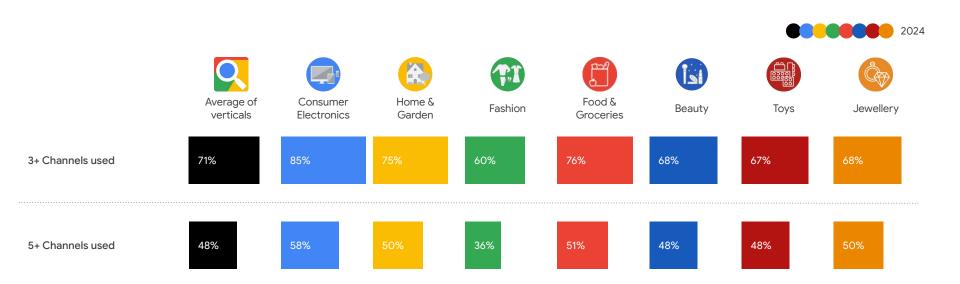
2024 Average of all Verticals

Chapter 2 Product Discovery & Research

- Channel usage during the shopping journey [link]
- First product awareness for last purchase [link]
- What comes first retailer or brand? [link]
- Online research prior to purchase [link]
- Online touchpoints during product research [link]
- Google in the shopping journey [link]
- Google Trend insights [link]
- Retailtainment [link]
- Product browsing behavior [link]
- Length of product research: online vs. offline purchase [link]
- Length of product research: vertical split [link]
- Usage of new technologies in the shopping journey [link]

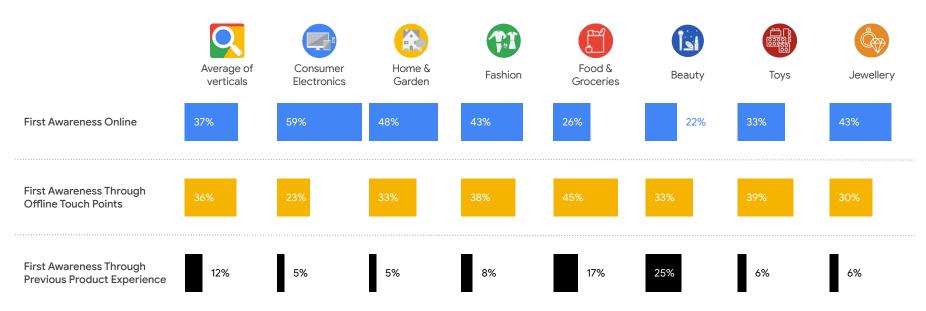


Channel usage during the shopping journey



Note: These percentages indicate the proportion of respondents who used at least 3 channels or at least 5 channels out of 9 channels from a list

First product awareness for last purchase



Note: aggregated results

First Awareness Online - respondents who claim that they first got aware of the product via social media or an app on smartphone or search engine or on the internet.

First Awareness Offline - respondents who claim that they first got aware of the product by a sales assistant recommendation or in a brochure/ catalog or newspaper/magazine or saw the product in the store/ mall or on the radio or TV or recommendation from a friend or outdoor ad.

First Awareness Through Previous Experience - respondents who said that they bought the product before.



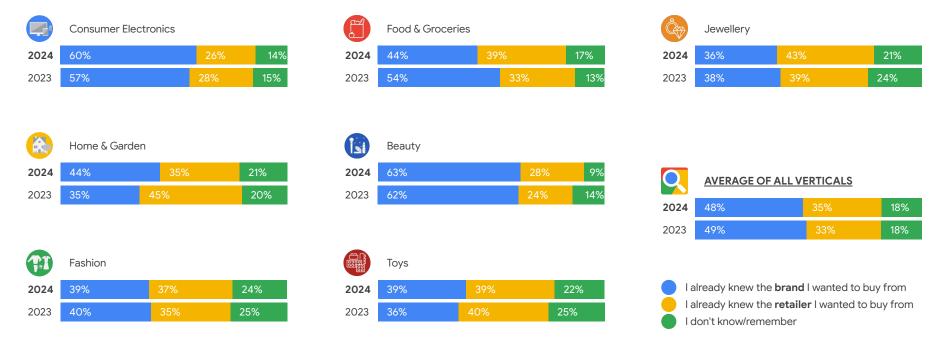
nline (



Offline

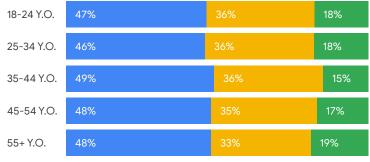
2024

What comes first - retailer or brand?



What comes first - retailer or brand?







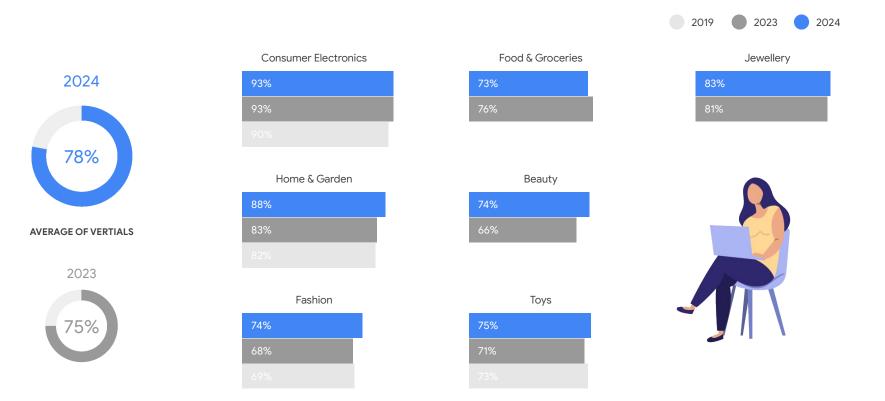




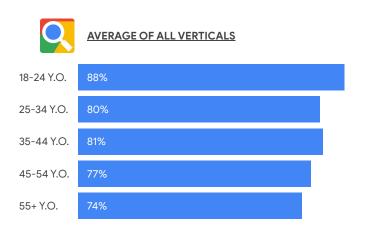
Note: 2024 results



Online research prior to purchase



Online research prior to purchase

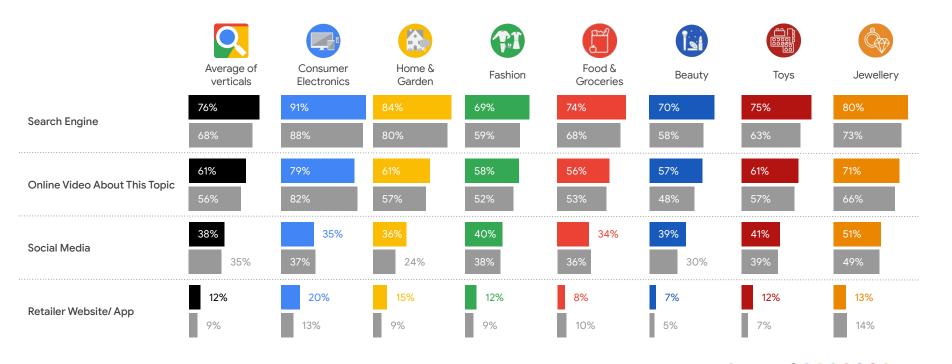




2024



Online touchpoints during product research

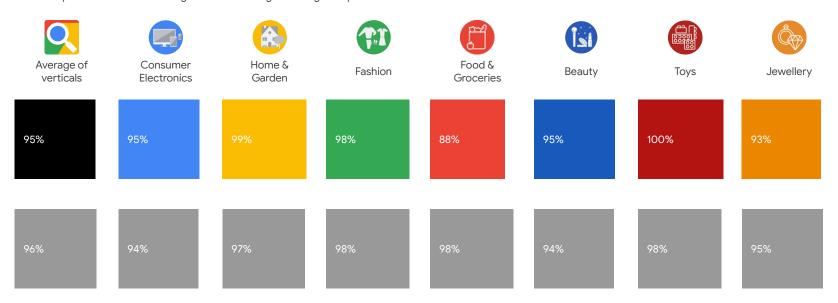




Google in the shopping journey



% of respondents who used Google as a search engine during their product research:

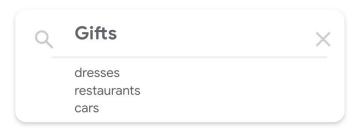


Consumers express their demands through "modifiers"

A search phrase is usually made up of two parts. One is the **topic** and the other the **context-setter**, describing what people want to know about a topic. We call these descriptive words "modifiers". They help people navigate information more easily.

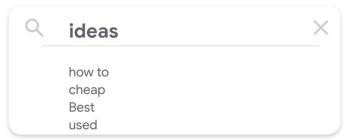
Topic

What the user is interested in Examples:

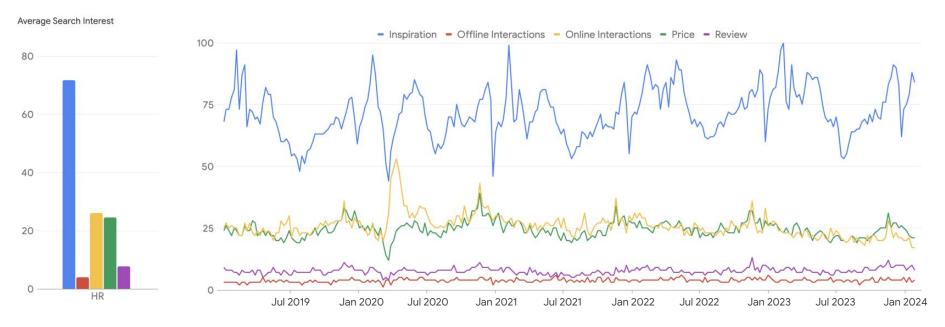


Modifiers

What users want to know about a topic Examples:

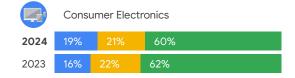


Search interest of popular modifiers in the shopping category

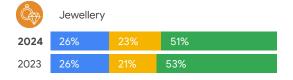


Source: Google Trends (Jan 2019 - Jan 2024) - translated modifiers (into local languages) have been used for each market. Shown in English here for simplicity reasons:

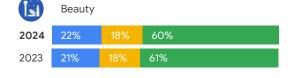
Retailtainment

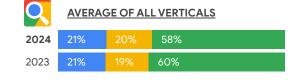




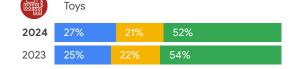








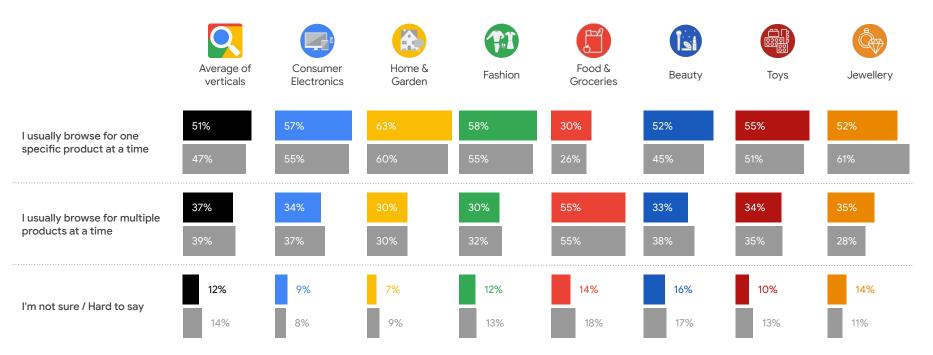




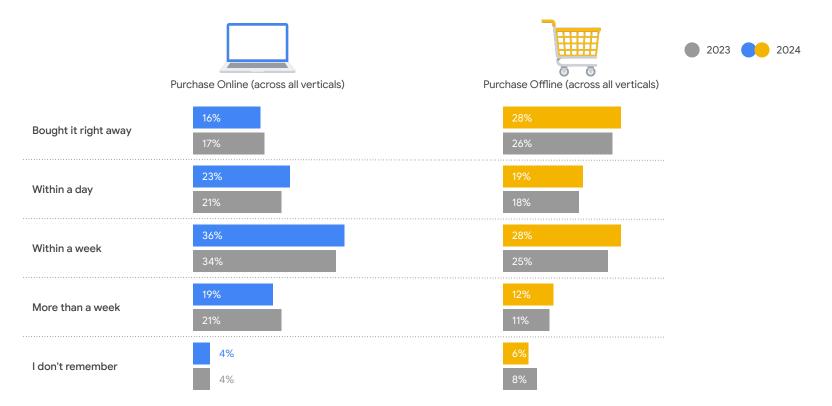


Product browsing behavior

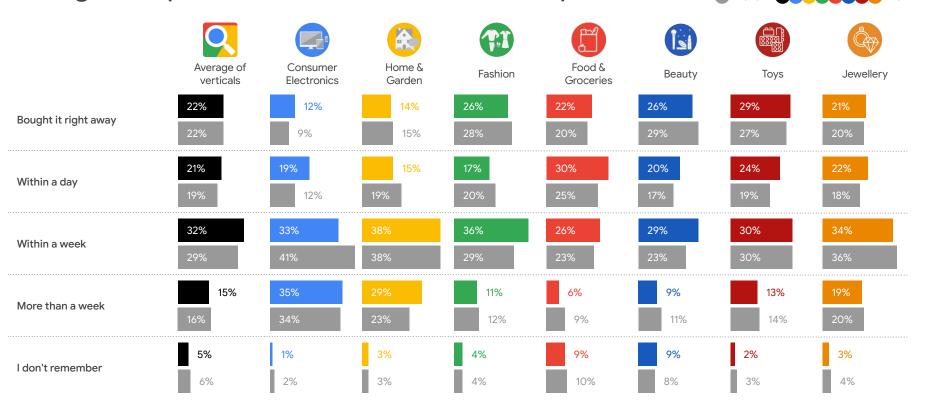




Length of product research: online vs. offline purchase



Length of product research: vertical split



Usage of new technologies in the shopping journey

Note: Results show Average of verticals 2023 2024

Aggregation: % of consumers who used at least one tool/technology below when looking for inspiration about what to buy in the last 6 months	47% 42%
Short form videos (e.g. YouTube Shorts, Instagram reels, Facebook stories, LinkedIn stories, TikToks etc.)	23% 24%
Social commerce (products ordered via social networks, such as Youtube, Instagram, Facebook, Linkedin, TikTok etc.)	22% 22%
Visual search (i.e. take a photo or use an image of an item within a search engine to get more information about it, for example Google Lens)	14% 8%
Chatbot on a brand or a retailer website/app (e.g. talking to a virtual interface to find the product of your needs)	8%
Chat based AI tools (e.g. Chat GPT, Bard)	6%
VR (Virtual reality) (e.g. using a VR headset to immerse yourself in an environment)	3% 3%
AR (Augmented reality) (e.g. trying a piece of clothing or an accessory on virtually)	3% 2%
I have not used any of these technologies	53% 58%

Chapter 3 Mobile shopping

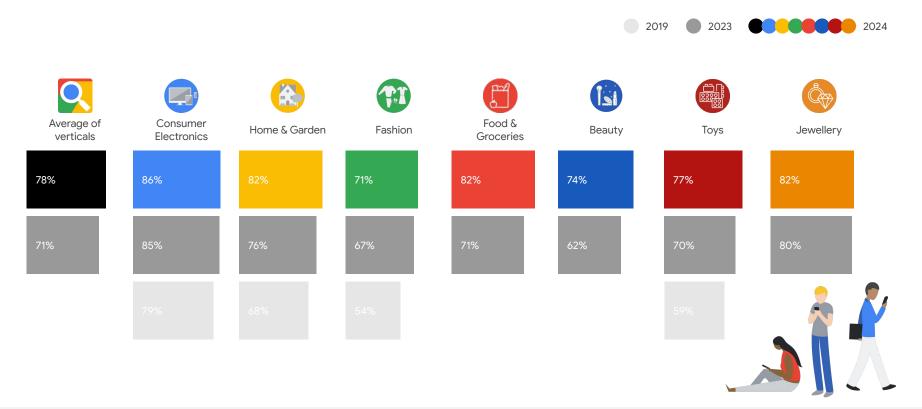
- Devices used for online purchase [link]
- Smartphone usage during product research [link]
- Smartphone usage during online shopping [link]
- Purchases via smartphones: websites vs. apps [link]
- Shopping app installations [link]
- Food & Groceries: delivery apps usage [link]



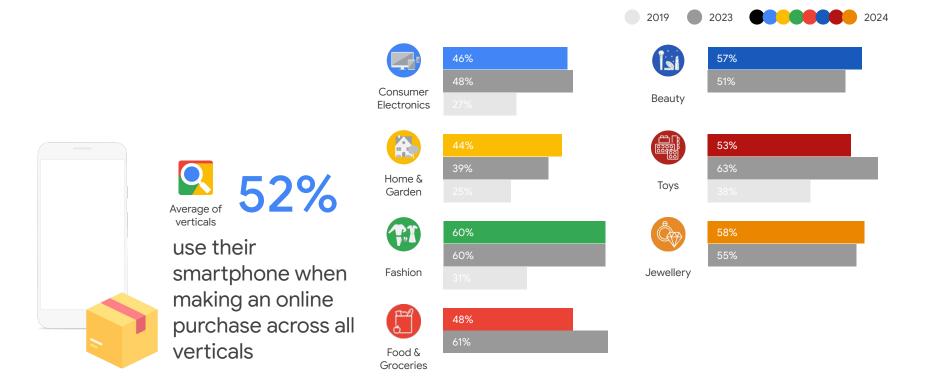
Devices used for online purchase



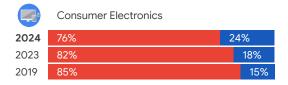
Smartphone usage during product research

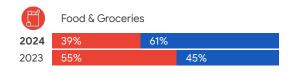


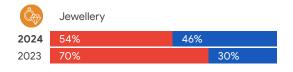
Smartphone usage during online shopping

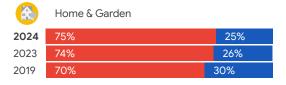


Purchases via smartphones: websites vs. apps









Fashion

49%

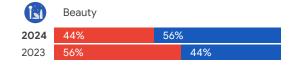
51%

88%

2024

2023

2019

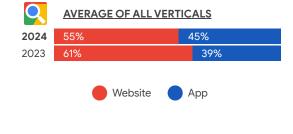


38%

31%

18%





Note: Excluding respondents who did not remember how they bought via their smartphone

Shopping app installations 2019 Average of Consumer Home & Food & Fashion Beauty Toys Jewellery verticals Electronics Garden Groceries 39% 31% 29% 19% 35% 32% Coupons and promotions app 29% 37% 29% 27% 22% 26% 33% Retailer app (featuring various 29% brands and products) 20% 19% 20% 18% Brand app (featuring only products and content from 17% 14% 17% 14% this brand)

11%

11%

19%

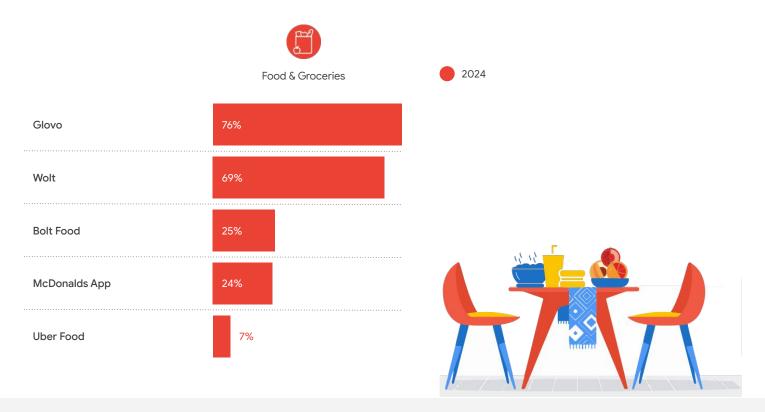
15%

Delivery app

15%

12%

Food & Groceries: delivery apps usage





Smart Shopper 2024