

# The Evolution of Samsung Electronics Company



Mannsoo SHIN

Professor

Korea University Business School

# Issues

- How could Samsung Electronics Co. (SEC) become **successful** in the competitive global IT industry?
  - Follower's position to leader's position (1992)
  - Leader's position to dominant position (1993-today)
- Strategies in technology, production, brand, marketing and management
- Implications to other firms

# Samsung Electronics Co. (SEC)

- An annual sales of \$134 (109) billion with a profit of \$13.6 (\$7.6) billion in 2010 (2009), 8-13% of ROI
- Founded in 1969
- Exporter (OEM) of consumer appliance goods (1970s)
- Semiconductors (1983)
- Announcement of 'New Samsung Management' (1993)
- Global IT MNC today (four main businesses)
  - › - Digital Media & Home Appliances, 37%
  - › - Telecommunication, 23%
  - › - LCD/LEDs, 17%
  - › - Semiconductors, 20%

# Evolution of SEC

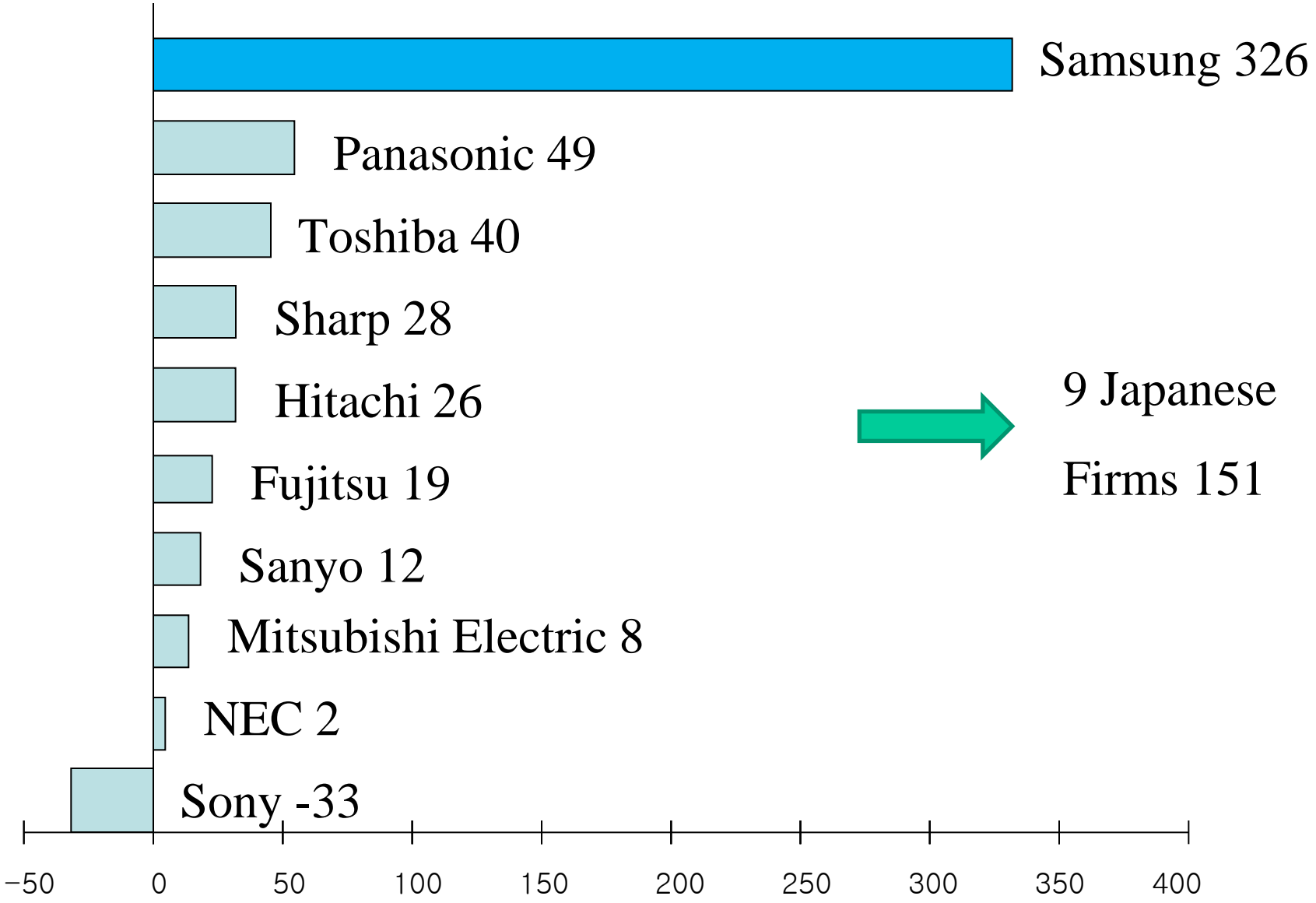
Stage	Key Events	Strategic Characteristics
Export Firm (1969-1982)	<ul style="list-style-type: none"> <li>-Established (1969)</li> <li>-Start B/W TV and other appliance products production (1970-76)</li> <li>-Start export (1971)</li> </ul>	<ul style="list-style-type: none"> <li>-OEM export</li> <li>-Home appliance goods</li> <li>-Advanced countries</li> <li>-Expansion (volume and price)</li> <li>-Low end segments</li> </ul>
International Firm (1983-1998)	<ul style="list-style-type: none"> <li>-Diversification into <b>semiconductors</b> (1983)</li> <li>-The first 64 Mega DRAM maker (1992)</li> <li>-Diversification into <b>cellular phone</b> (1994)</li> </ul>	<ul style="list-style-type: none"> <li>-<b>Diversification</b> (business, product)</li> <li>-Start own brand marketing</li> <li>-<b>Technology leader</b></li> </ul>
Global Firm (1999-2011)	<ul style="list-style-type: none"> <li>-\$10 billion sales in semiconductor (2000)</li> <li>-Global top 3 cellular phone maker (2003)</li> <li>- \$ 50 billion export (2008)</li> <li>- \$109 billion sales (2009)</li> <li>--\$134 billion sales (2010)</li> </ul>	<ul style="list-style-type: none"> <li>-<b>Market leader</b> (digital convergence for new product development)</li> <li>- High end segments</li> <li>-Semiconductors, LCD/LED, IT (c phone), and Digital media</li> </ul>

# Fortune Global 500 in Electronics & Computers (Korea & Japan only)

(US\$ billion)

Rank (2010)	Company	Sales 2010(2009)	Profit 2010 (2009)
22	Samsung E.	133.7(108.9)	13.6(7.6)
40	Hitachi Works	108.7(96.6)	2.7(-1.2)
50	Panasonic	101.4(79.9)	0.8(-1.1)
73	Sony	83.8(77.7)	-3.0(-0.4)
89	Toshiba	74.7(68.7)	1.6(-0.2)
158	Fujitsu	52.8(50.4)	0.6(1.0)
171	LG E.	48.2(78.9)	1.0(1.2)
203	Mitsubishi E.	42.5(36.1)	1.4(0.3)
204	Canon	42.2(34.3)	2.8(1.4)
241	NEC	36.3(38.6)	-0.1(0.1)
253	Sharp	35.2(29.7)	0.2(0.0)
409	Sumitomo E.	23.7(19.8)	0.8(0.3)
429	Ricoh	22.6(21.7)	0.2(0.3)

# Operating Profit Comparison between Samsung and Japanese Firms (July-September 2009)



Source: Joongang Daily Newspaper Nov. 2, 2009

(Billion Japanese Yen)

# SEC vs. Sony (Economist, Nov. 17, 2009)

- Market orientation / Japanese consumers
  - Japanese market oriented new product development
  - Inflexible business practice (organizational culture)
  - Japan number one symptom (no bench marking)
  - Technology development vs. commercialization (production and marketing)
  - Product adaptation(improvement) vs. new product development
- SEC (1969) vs. Sony (1946):
- . Market Value (1989), Sales (2004), Brand Value & Credit Rating (2005), TV Sales (2006), Patent (2007)

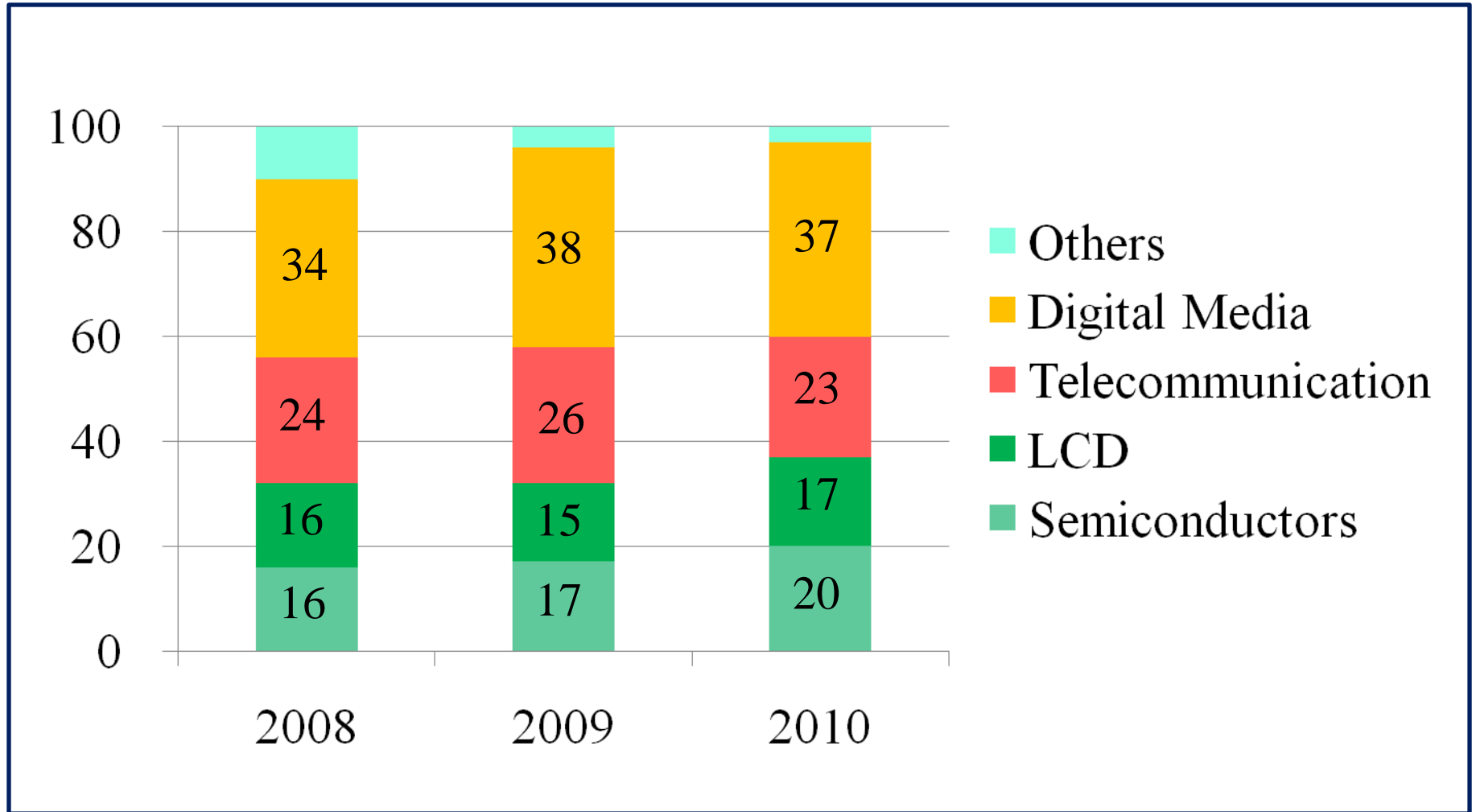
# A Brief Profile of SEC

(US \$ billion)

	2001	2005	2010
Financial Times World Top 500 Ranking (Market Value)	225th	46th	Market, 51th Sales, 31th (2009)
Interbrand Ranking	42th	20th	19th
BusinessWeek Most Innovative Co. Ranking	-	-	16th (26th, 2008)
Sales	25.9	57.4	133.7
Net Profit	3.7	7.0	13.6
R & D	3.4	5.4 (9.2%)	9.1
Marketing Expenses	-	1.9 (3.2%)	4.7 (2008)

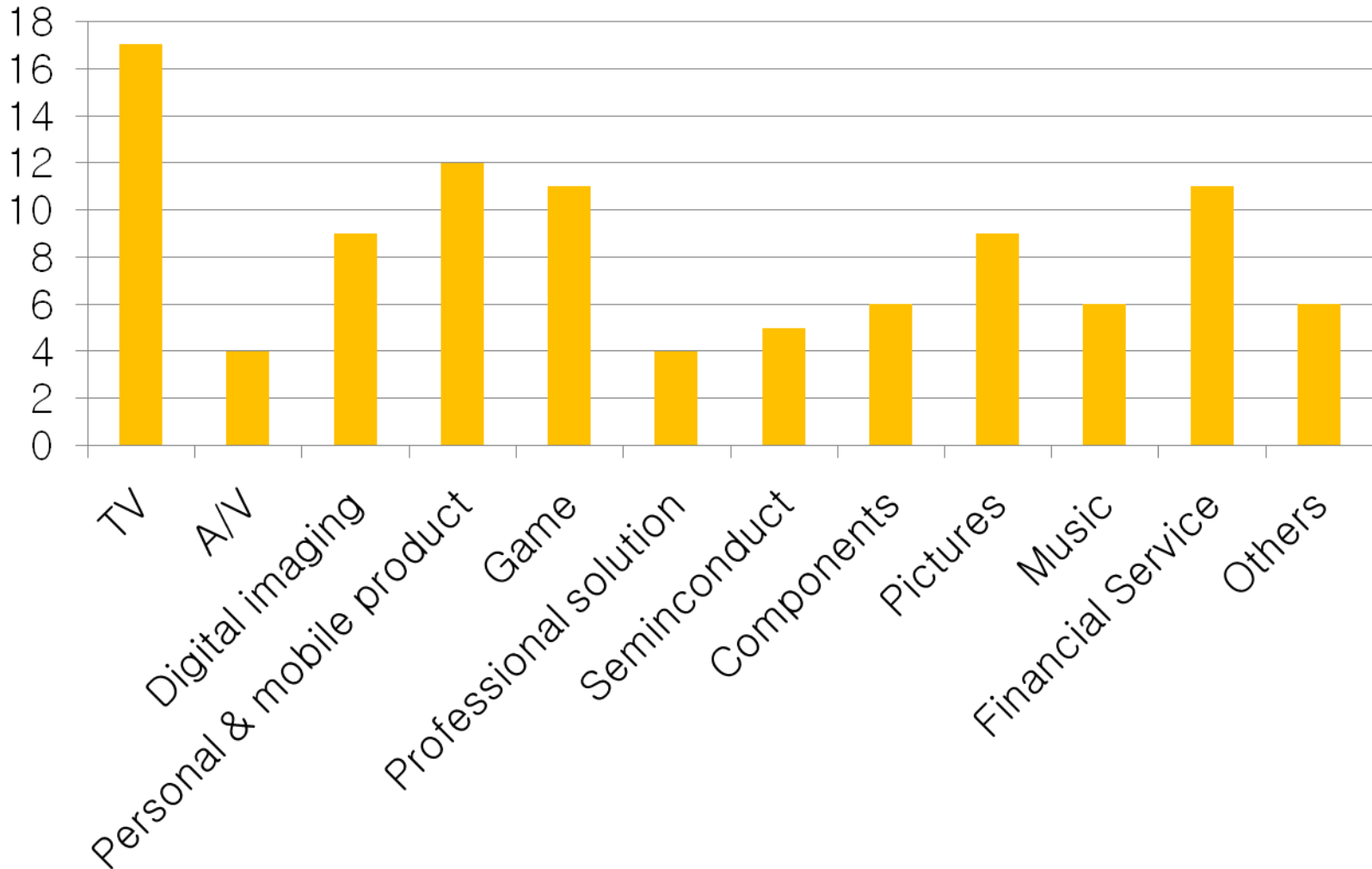


# Sales of SEC by Product Division (%)



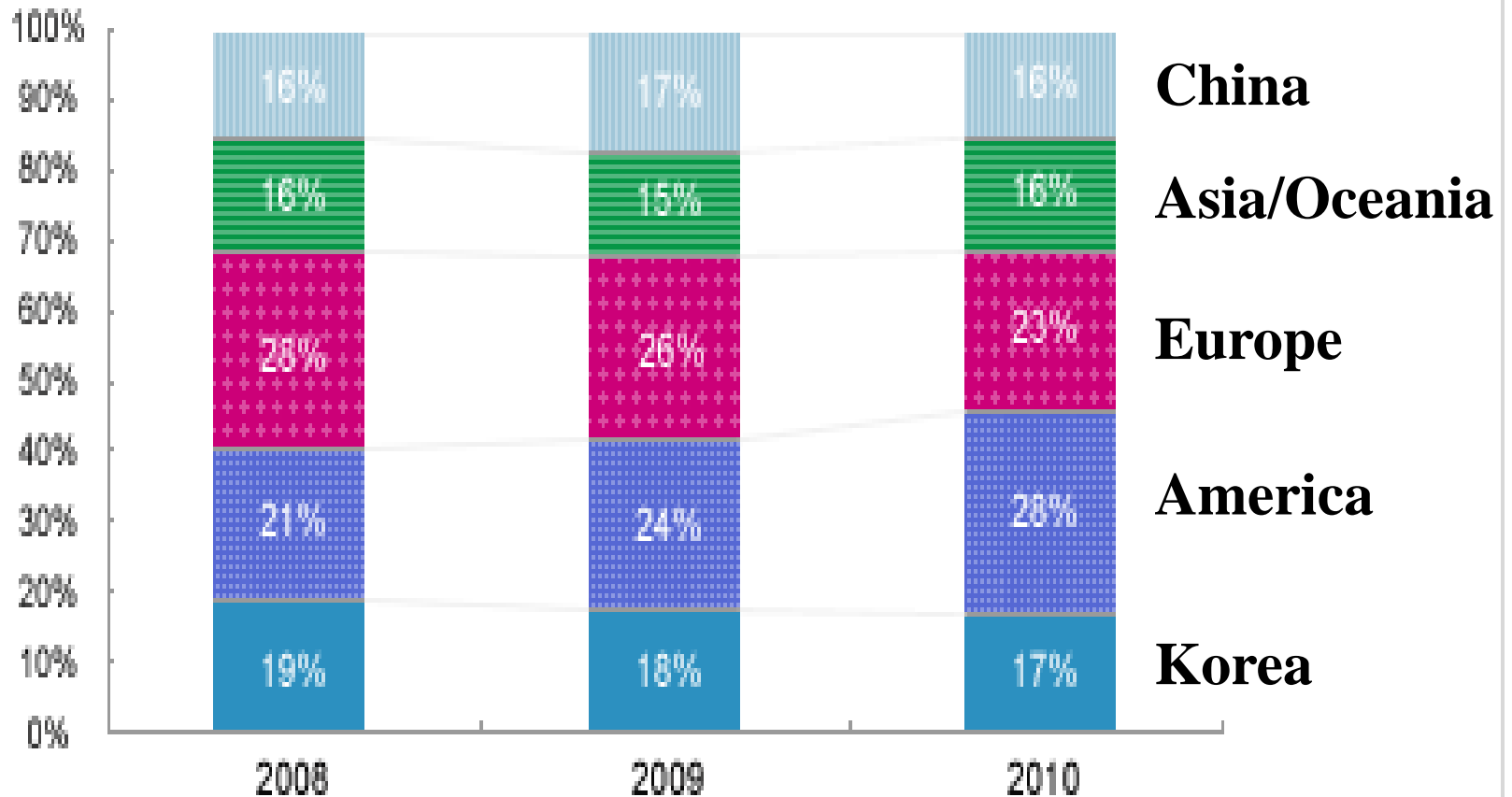
Source: 2010 Company Annual Report

# Sales of Sony by Product Division (2010, %)



Source: 2010 Company Annual Report

# Sales of SEC by Region (%)



국내
  아메리카
  유럽
  아시아/오세아니아
  중국

# Technology Strategy: A Critical Issue

- How had SEC acquired the technological capabilities so fast?
  - Semiconductors (1983-1992)
  - Various IT areas (1993-today)
- Technology learning process
- R & D strategy

# Definitions

## Technological Capabilities:

- The ability to assimilate, use, and change existing technologies
- Helps a firm to develop new technologies, products, and processes

## Technological Learning:

- A dynamic process of acquiring technological capabilities
- A function of the firm's **prior knowledge** and **intensity of effort**

## A Prior Knowledge

- Existing knowledge (tacit as well as explicit)
- **Explicit** knowledge
  - . Codified and transmittable in formal manuals
- **Tacit** knowledge
  - . Deeply rooted in the human mind and body that is hard to codify and communicate
  - . Can be acquired through imitation, practice, training

## An Intensity of Effort

- . Amount of **time** and **energy** devoted by the members in the firm to create knowledge

# Technology Learning (until 1992)

- Technology **follower**
- CKD production and licensing for appliances in 1970s
- Aggressive tech. **catch-up** strategy in 1980s
  - Licensing of initial chip-making tech. from Micron Technologies (**explicit knowledge**)
  - Internal competition of tech. development (**tacit knowledge**)
  - both internal R & D and external licensing

# Technology Learning (after 1993)

- Technology leader
- Expansion of internal R & D with Global alliances (Cross-licensing with Sony, Toshiba,...)
- Close working relations with suppliers
- M & A of US technology firms
- Diversification of tech. learning (US, Japan, Russian, European,...)
- Risk taking behavior in **capital investment**  
(Investment in LCD industry in 1995-1998)



# R & D Strategy

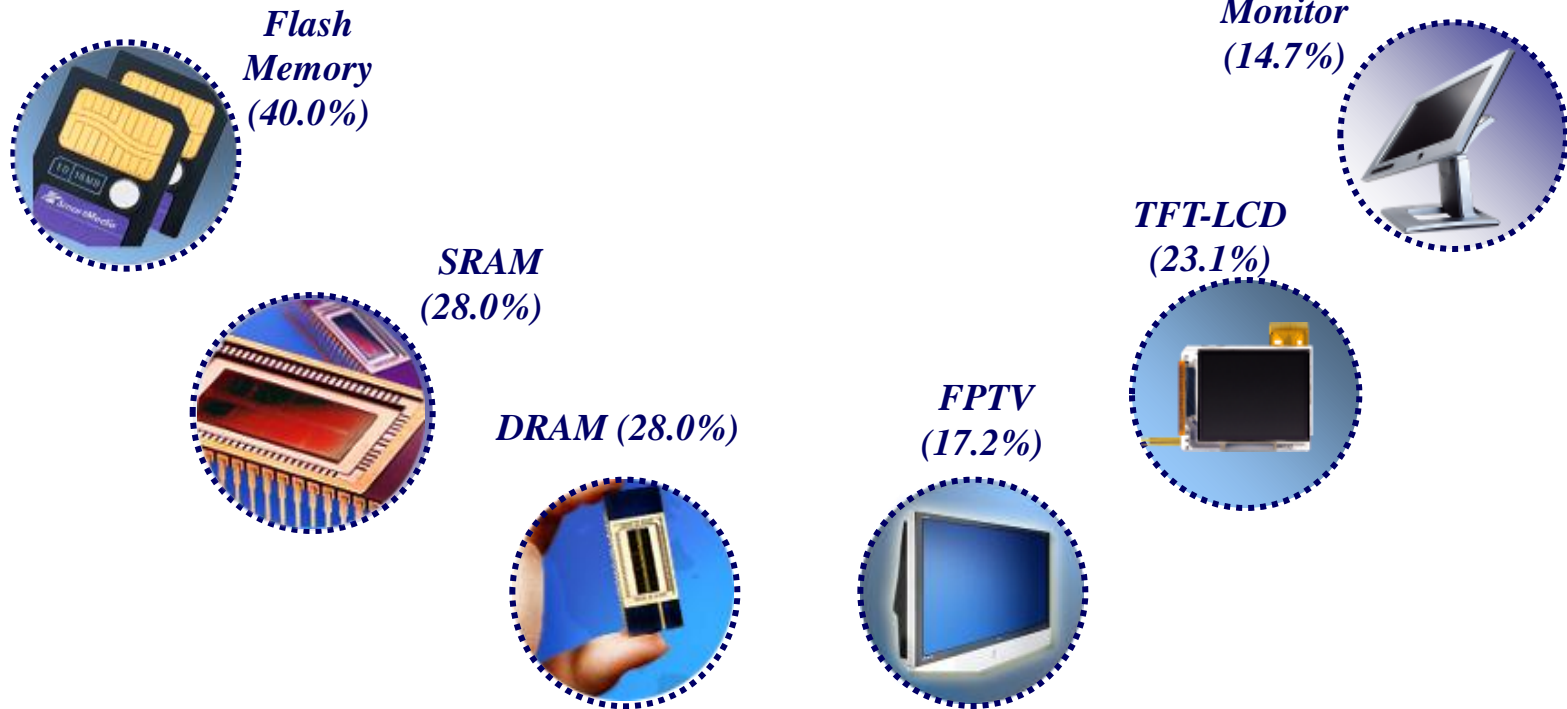
- First-to-market strategy with many world firsts (102-inch plasma TV, cell phone with 7-mega pixel photos)
- Aggressive R & D spending (9.5% of revenue in 2008)
- R & D personnel (18% employees)
  - In telecommunication division, 50%
- 17 global R & D centers (40,000)
- Chief Patent Officer

# Samsung - Globalization in R&D



# Results:

Samsung – 1st in World Market Share (2008)



# Production Strategy

- Over 50% of Sales invested in 1980s. 39.8% (1987-92) of capital expenditure/revenue (20.5% industry Avg.)
- Continuous massive capital investment (\$23 billion in 2010, \$ 12 billion in 2008, funding source ?)
- Joint LCD factory with Sony
- Samsung's Low Inventory in Manufacturing (SLIM)
  - SLIM allowed SEC to reduce DRAM manufacturing time from 80 days to 30 in 1990s
- Less production time in rapid price declining environment

# Samsung - Globalization in Manufacturing

7 Regions 36 Locations



# Production Strategy<sub>(continued)</sub>

- Flexible global production system
- **Synchronizing** R & D and Production (Parallel problem solving)
- Tight global sourcing system (3 day global production planning cycle since 2007)
- Internal sourcing

# Results:

- A risk taking approach but
- Economies of scale with high quality
- Usually the first company to commercialize new products (90% MS of 3D TV in 2010, LED TV market leader in 2009, Galaxy S smart phone may be an exception)
- Reliable production and delivery

# Brand Strategy

- Focusing on ‘One Brand,’ or ‘Master Brand’ (global branding strategy) since 1996
- Up to middle 1990s, low-end consumer electronics products with many less known brands (Wiseview, Tantus, Yepp...)
- Group Brand Management Committee
- Why new change?
  - iconic IT maker with upscale image, quality, design, and innovation (BMW)
- Communication, design, and global marketing



# Global Communication Strategy

- Launched a global advertising campaign
  - ‘*The World Inspires Us*’ slogan in 28 languages in 1996
  - Continued spending in global advertising (\$1 bil in the late 1990s)
  - Top-notch mobile phones and digital TVs
- Increase ‘awareness’ as an initial goal
- Less traditional TV advertising but more link the Samsung name to music, and movies
  - Hollywood filmmakers (Matrix, The Fantastic Four)
- Closer relations with channels (Best Buy, Circuit City)



- Non mass media communication (**sports marketing**)
  - 2004 Athens Olympic, 2008 Beijing Olympic, 2010 World Cup Soccer (Wireless Com. equipment provider (14,000 mobile phone, the wireless internet system))
  - Samsung Running Festivals (Russia, China, Iran...)
  - Official sponsors of other popular sports (AFC Asian Cup 2007, LPGA Tour, Cricket, Tennis, Motor Race...)
  - Sponsorship of Chelsea Soccer team (since 2004-2013)
- Consequently brand value increased almost three times



# Design Strategy

- A key success factor in IT consumer goods
- Design rather than function and performance
- Balance between standard and local designs
- Set up regional design centers (Tokyo, London, Frankfurt, LA, San Francisco, Shanghai)
- Internal competition (SEC and Samsung SDI)
- Integrate design function into a newly established ‘Samsung Electronics Design Center’ in Korea
- Chief Design Officer, Design Committee under Chairman
- Multisensory approach (look, color, sound, feeling of quality to provide customers “**function & lifestyle**”

# Global Marketing

- Mr. Eric Kim in charge of global marketing in 1999
- Simplify 55 advertising agencies
- Focus on high end channels (Best Buy, Circuit City over WalMart, Target)
- Focus on flagship products (flat-screen TV or cell phones)
- High end positioning in home appliances, telecommunication, digital media and semiconductors with the “*Samsung DigitAll, everyone’s invited*” (2000-2004), “*Imagine*” (2005-) slogan
- Tight channel control (rapid and simultaneous market expansion in target countries)
- **Focus, build, and innovate**

# **Product Innovation (Improving product portfolio)**

- One of the leaders in the digital-convergence revolution
- World leaders in semiconductors, mobile communication, and information appliances (diversification)
- DRAM (28.0%) -> Flash Memory (40.0%) -> TFT LCD (23.1%) ...

# A New Technology Product

- World's 1st 40nm 32Gb Nand Flash
- Next generation semiconductor solutions
  - Smaller Form-Factor, Bigger Capacity, Higher Performance



# Globalization Strategy

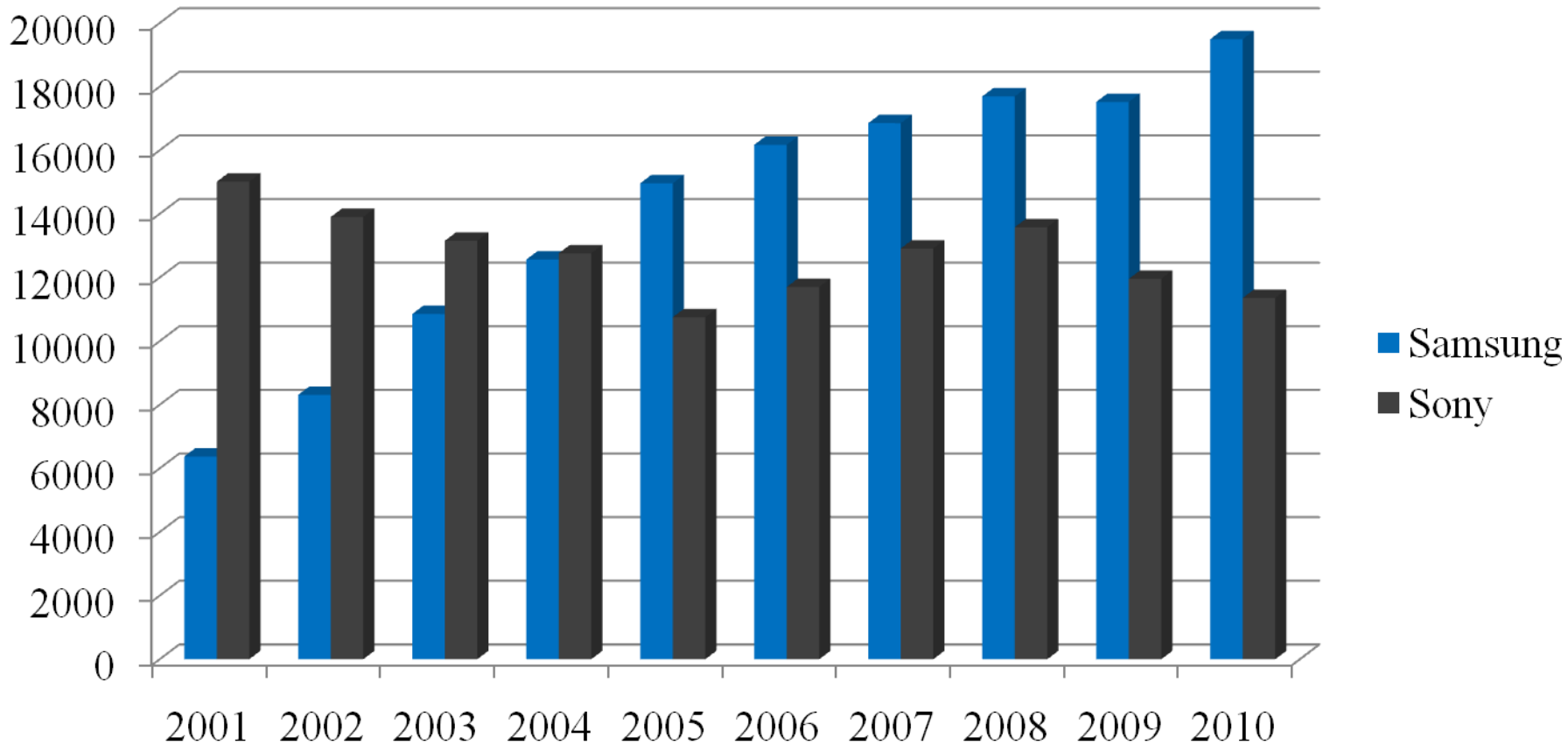
- Mr. Lee, Kun Hee's initiative in 1995
- Five regional divisions (China, Europe, Asia, Japan, and the Americas):
- Strong push for localization
  - Regional production complexes (mini Samsung)
  - HRM (bachelor's dispatch program, and Korean MBA program)

- China:
  - Tianjin complex (SEC, SDI, and S. Corning to make TV, monitors and VCR)
  - Suzhou complex (Ref, W/M, A/C, and semiconductors)
- Europe:
  - Brentford, UK, Germany, Portugal, Spain, Hungary...
  - Wynyard complex (monitors, microwave ovens, training center)
  - Samsung Hungary since 1989 at Jaszfenyszaru, near Budapest
- Asia:
  - Regional head office in Singapore and Seremban complex
  - Procurement office in Singapore
- Japan
- The Americas
  - Semiconductor plant in Austin, TX and Tijuana complex, Mexico
  - Manaus complex, Brazil (Monitor, microwave oven)



# Global Brand Value

(2001-2010 in US\$ millions)



6,370	8,310	10,850	12,560	14,960	16,170	16,850	17,690	17,518	19,491
-------	-------	--------	--------	--------	--------	--------	--------	--------	--------



15,010	13,900	13,150	12,760	10,750	11,700	12,910	13,580	11,953	11,356
--------	--------	--------	--------	--------	--------	--------	--------	--------	--------

Source: Interbrand

# Major Success Factors

- Leadership (chaos makers)
- A sense of crisis
- On-going improvement with market focused innovation
- Quick decision making
- Gradual and phased implementation
- Consistent effort for innovation
- R & D and Brand (**intensive, integrative and compressed** strategy)
- Culture of Samsung
  - An eclectic type due to **continuous learning and benchmarking**

# Culture & Management Style of SEC

## Korean

- Hurry hurry  
(follower's mentality)
- CEO leadership/  
Risk taking/Change  
(entrepreneurship)
- Globalization  
(live or die)

## E. Asia Common

- Collectivism
- Hierarchy

Samsung  
Management

## Japanese

- Production  
(JIT, QC)
- Details and  
Kaizen

## US

- Short-term &  
performance-based  
evaluation for  
upper Management

# Managerial Implications

## Overall Strategy

- Focus strategy during the initial entry stage as a late comer
- Low margin or even loss during the initial stage
- Volume building (?)
- Benchmarking of competitors
- Consistency in implementation of the strategy

# Technology Strategy

- Multiple modes of technology transfer
  - . Formal mechanism: Licensing
  - . Informal mechanism: Literature, observation tours, sample products, R & D personnel transfer
- Formal licenses may transfer only explicit knowledge, but it is the internal R & D that enables a firm to assimilate transferred knowledge
- A leapfrog is a result of continuous efforts in creatively combining tacit and explicit knowledge
- Crisis creation to intensify R & D efforts in catching-up
- Top management commitment is critical

## Other Strategic or Management Characteristics

- Empowerment from Owner (Mr. Lee, Kun-Hee)
- Fast and early consensus-based decision making (Group President Committee): Early investment in new business(factory)
- Change decisions frequently if necessary (adaptability)
- Strong manpower base (3,600 Ph.Ds)
- Traits of Samsung employees



# Updates on SEC

- Mr. Yoon, JongYong (CEO of SEC from 1996 to 2008), named the 2<sup>nd</sup> high performing CEO by Harvard Business Review (2010)

- Market Capitalization Change : \$127 billion



- Mr. Yoon's view: Market Environmental Change:  
. From Analogue to Digital in 2000  
. Sources of Competitive Advantage & Value Added Activities

# Differing Success Requirements

	<b>Analog (before 2000) Period</b>	<b>Digital (after 2000) Period</b>
Sources of Competitive Advantage	<ul style="list-style-type: none"><li>-Technology capabilities</li><li>-Experience</li><li>-Intensity of efforts</li></ul>	<ul style="list-style-type: none"><li>-New product development</li><li>-Creativity</li><li>-Speed</li></ul>
Production type	<ul style="list-style-type: none"><li>-Individual part assembly (3,000 parts for a TV)</li></ul>	<ul style="list-style-type: none"><li>-System on chips</li></ul>
High Value Added Activities	<ul style="list-style-type: none"><li>-Sourcing</li><li>-Production</li></ul>	<ul style="list-style-type: none"><li>-Marketing</li><li>-Brand power</li></ul>