Co Firework

**Annual Report** 

# State of Video Commerce 2025

### Methodology

### Overview of the Data Sample

This report is based on 606 Firework customer samples collected from a diverse range of industries and regions in 2024. The dataset reflects global adoption trends, providing insights applicable across multiple markets. Where relevant, supplementary industry data from external sources has been incorporated to provide broader market context. External sources are cited in footnotes throughout the report, supplemented with relevant industry benchmarks from publicly available sources where applicable

### **Key Parameters for Analysis**

- Time Frame: Data was collected throughout 2024, capturing seasonal trends and purchase behaviors
- Video Commerce Formats Analyzed:
  - Shoppable Video Short-form product highlight reels designed for quick purchasing decisions
  - Showroom Video 24/7 interactive video sessions engaging large audiences
  - One-to-One Video Chat Personalized virtual shopping experiences for high-touch customer engagement
- Bounce-Rate Exclusion: To ensure the validity of engagement and purchase behavior insights, high-bounce traffic has been excluded from the analysis

### **Neutral and Aggregated Approach**

This report maintains neutrality and industry-wide relevance by:

- Excluding individual brand disclosures, ensuring the findings serve as an objective industry benchmark
- Representing a broad spectrum of adoption stages and organizational maturity levels, from emerging adopters to established brands

### **Methodological Rigor**

- Key Metrics: The analysis follows consistent methodologies in calculating Add-to-Cart Rate, Conversion Rate (CVR), Average Order Value (AOV), Gross Merchandise Value (GMV), Repeat Purchase Rate (RPR), and Customer Lifetime Value (LTV)
- Segmentation Analysis: Insights are segmented by device type (mobile vs. desktop) and industry verticals to provide a more nuanced perspective

### **Use of Best-Performing Data Points**

 Where applicable, this report highlights peak-performing data points to illustrate upper benchmarks in video commerce performance. While no individual brand names are disclosed, these examples represent the highest observed results within the dataset, serving as reference points rather than industry-wide averages

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**GRANDE** COSMETICS

philosophy







**BEACHWAVER** 



PARFOIS

### Based on 2024 data from

269 million

Viewers Worldwide

1255

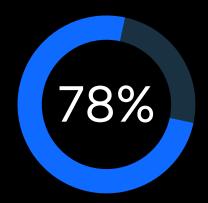
Global Brands Reviewed

606

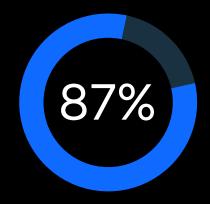
Customer Data

#### **ECOMMERCE - CONSUMER BEHAVIOR**

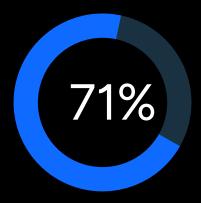
Consumers expect personalized, video-driven shopping experiences in online purchase decisions.



of people prefer to learn about products or services through short videos<sup>1</sup>



of people say watching a video has convinced them to buy a product or service<sup>2</sup>



of consumers expected companies to deliver personalized interactions<sup>3</sup>

#### **ECOMMERCE - CONSUMER BEHAVIOR**

E-commerce sites remain the primary transaction channel for online shopping, despite the rise of social commerce<sup>1</sup>

## Online shopping transactions

94% Ecommerce Sites

6%

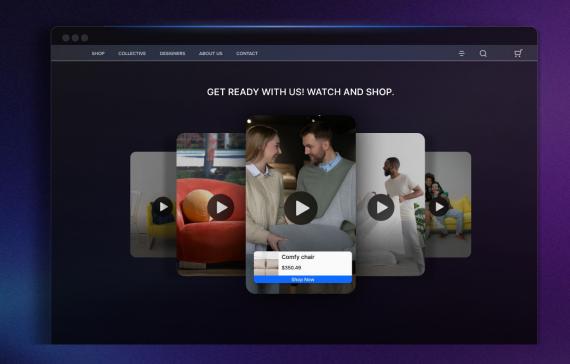
Social Media

**VIDEO ECOMMERCE GLOSSARY** 

# Shoppable Video

A "One to mass" brief video format that integrates clickable links or tags, enabling viewers to directly explore and purchase featured products within the video

It brings the convenience of buying directly from video content.

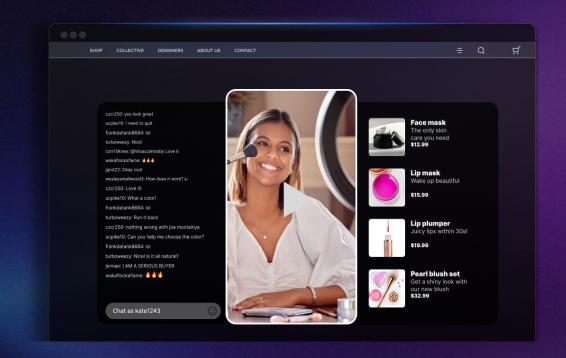


**VIDEO ECOMMERCE GLOSSARY** 

# Showroom Video

A "One to many" video format where hosts showcase and sell products in front of audiences, allowing viewers to interact via chats and make purchases directly during the session

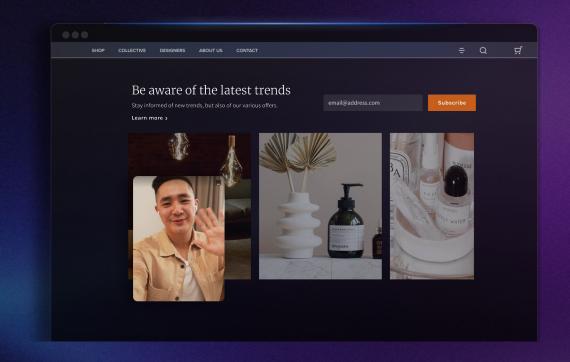
It creates urgency and excitement with interactive engagement.



# 1:1 Video Chat

A "One to many" video format where hosts showcase and sell products in front of audiences, allowing viewers to interact via chats and make purchases directly during the session

It creates urgency and excitement with interactive engagement



ADD-TO-CART RATE

TRAFFIC CONVERSION

# Pre-Purchase

SHOWROOM VIDEO -ADD TO CART RATE

Showroom Videos drive higher buying intent compared to Product Detail Pages (PDP)

A Home Appliance Brand in the dataset leads with a 6% add-to-cart rate in Showroom Video sessions versus 1% in PDP, resulting in a 5x uplift.

**SHOWROOM VIDEO** 6% 5x lift **PDP** 1%

SHOPPABLE VIDEO -ADD TO CART RATE

Shoppable Videos drive higher buying intent compared to Product Detail Pages (PDP)

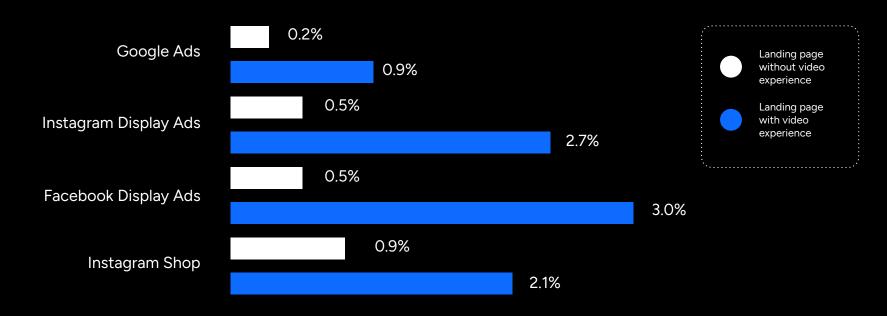
A Cookware Brand in the dataset leads with an add-to-cart rate of 22% in Shoppable Video sessions, compared to 5% on PDP - a 3.4x lift

SHOPPABLE VIDEO 22%

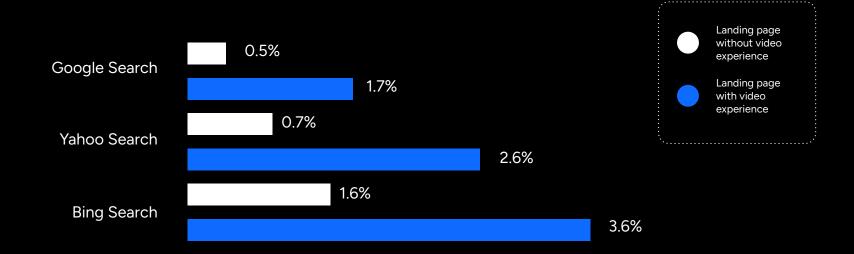
3.4x lift

PDP **5%** 

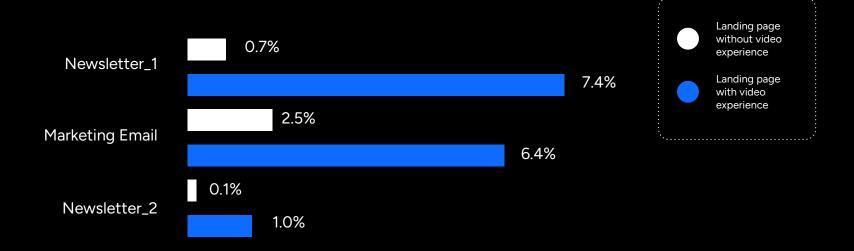
# Video-powered landing pages drive higher traffic conversions in paid sessions



# Video-powered landing pages drive higher traffic conversions in organic sessions



# Video-powered landing pages drive higher traffic conversions in email sessions



CONVERSION RATE

**AVERAGE ORDER VALUE** 

# Purchase Decision

**VIDEO COMMERCE - CONVERSION RATE** 

Video commerce adopters see higher conversion rates than the e-commerce industry average Video commerce adopters 5%

1.5x lift

E-commerce industry average<sup>1</sup>

2%

'What's the Average eCommerce Conversion Rate in 2025? MobiLoud. 2025

#### **MOBILE WEB - CONVERSION RATE**

Conversion rates comparison on mobile web: sites with video adoption vs average

Mobile web with video adoption 5%

Mobile web Industry average<sup>1</sup>

#### **DESKTOP WEB - CONVERSION RATE**

Conversion rates comparison on desktop web: sites with video adoption vs average

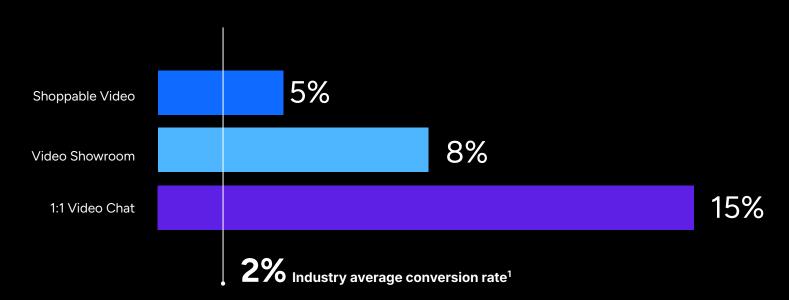
Desktop web
With video adoption

Desktop web Industry average<sup>1</sup>

4%

'What's the Average eCommerce Conversion Rate in 2025' Mobil oud, 2025

# Personalized video format yields the **highest** conversion rates

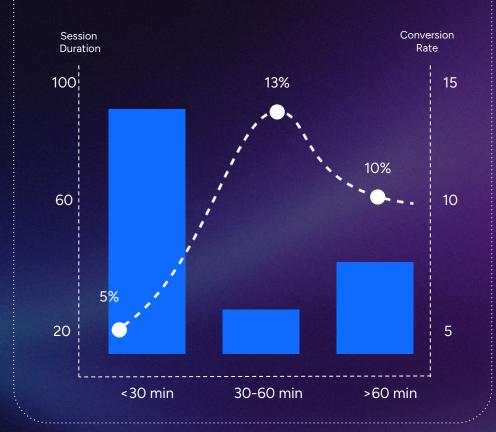


#### **VIDEO SHOWROOM - CONVERSION RATE**

# Video Showroom sessions between 30-60 minutes yield the highest conversion rate

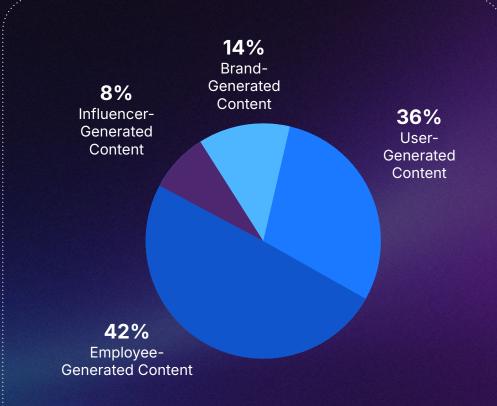
While sessions between 30-60 minutes represent only 9% of total sessions in dataset, they achieve the highest average conversion rate

### Session Duration vs Conversion Rate



**SHOPPABLE VIDEO - CONVERSION RATE** 

Content type breakdown of the 50 best-converting Shoppable Videos



VIDEO ECOMMERCE GLOSSARY - SHOPPABLE VIDEO

# Employee-Generated Content (EGC)

Showcasing real employees to build human connections between the brand and its audience





TOP 50 SHOPPABLE VIDEOS - EGC - CONVERSION RATE

Employee-Generated Content (EGC) 20%

9x lift

Industry average

VIDEO ECOMMERCE GLOSSARY - SHOPPABLE VIDEO

# Brand-Generated Content (BGC)

Professionally produced content that highlights product features, enhances brand perception, usually used as advertisement





TOP 50 SHOPPABLE VIDEOS - BGC - CONVERSION RATE

Brand-Generated Content drives conversion rates of as much as 19% всс 19%

8.5x lift

Industry average

VIDEO ECOMMERCE GLOSSARY - SHOPPABLE VIDEO

# Influencer-Generated Content (IGC)

Paid content partnerships with influencers or affiliates to leverage their niche appeal and amplify brand reach





TOP 50 SHOPPABLE VIDEOS - IGC - CONVERSION RATE

Influencer-Generated Content drives conversion rates of as much as 19% 19%

8.5x lift

Industry average

VIDEO ECOMMERCE GLOSSARY - SHOPPABLE VIDEO

# User-Generated Content (UGC)

Authentic and relatable, resonating with consumers seeking trust and transparency, usually unpaid content generated by direct consumers





TOP 50 SHOPPABLE VIDEOS - UGC - CONVERSION RATE

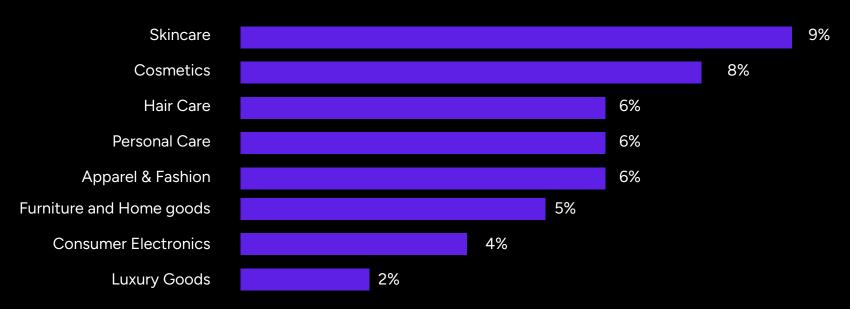
User-Generated Content drives conversion rates of as much as 18% 18%

8x lift

Industry average 2%

#### **INDUSTRY - CONVERSION RATE**

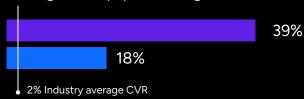
# Conversion Performance Varies by Industry Among Video Commerce Adopters



Source: Firework Research

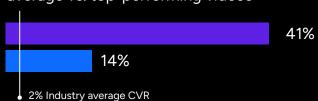
### **Cosmetics - Conversion Rate**

CVR benchmarks in the Skincare Industry: average vs. top-performing videos



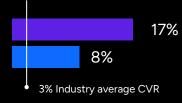
#### **Personal Care - Conversion Rate**

CVR benchmarks in the Cosmetics Industry: average vs. top-performing videos



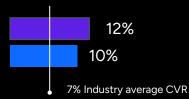
#### **Hair Care - Conversion Rate**

CVR benchmarks in the Hair Care Industry: average vs. top-performing videos



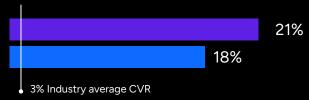
#### **Skincare - Conversion Rate**

CVR benchmarks in the Personal Care Industry: average vs. top-performing videos



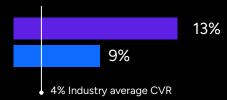
### **Apparel & Fashion - Conversion Rate**

CVR benchmarks in the Apparel & Fashion Industry: average vs. top-performing videos



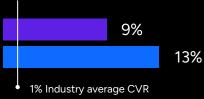
### **Consumer Electronics - Conversion Rate**

CVR benchmarks in the Consumer Electronics Industry: average vs. top-performing videos



#### **Furniture & Home Goods - Conversion Rate**

CVR benchmarks in the Furniture & Home Goods Industry: average vs. top-performing videos

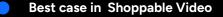


### **Luxury Goods & Jewelry - Conversion Rate**

CVR benchmarks in the Luxury Goods & Jewelry Industry: average vs. top-performing videos







REPEAT PURCHASE RATE

LIFETIME VALUE

GROSS MERCHANDISE VALUE

# Post-Purchase

CUSTOMER ELECTRONICS - REPEAT PURCHASE RATE

Best observed
Repeated Purchase
Rate (RPR) in the
Consumer Electronics
Industry achieved
275% lift

<sup>1</sup>Video exposure is defined as the presence of video experience on the web page such as widget, floating player. <sup>2</sup>Video interaction is defined as a shopper clicking to view a Shoppable Video in full screen, serving as the attribution point for its impact on engagement and purchase decisions.

RPR with video interactions<sup>2</sup>

275% lift

RPR without video exposure<sup>1</sup>

# PERSONAL CARE REPEAT PURCHASE RATE

Repeated Purchase Rate (RPR) in the Personal Care Industry achieved 200% lift

<sup>1</sup>Video exposure is defined as the presence of video experience on the web page such as widget, floating player. <sup>2</sup>Video interaction is defined as a shopper clicking to view a Shoppable Video in full screen, serving as the attribution point for its impact on engagement and purchase decisions.

**RPR** with video interactions<sup>2</sup> 200% lift 6% **RPR** without video exposure<sup>1</sup> 2%

FURNITURE AND HOME GOODS - REPEAT PURCHASE RATE

Best observed
Repeated Purchase
Rate (RPR) in the
Furniture & Home
Goods Industry
achieved 240% lift

<sup>1</sup>Video exposure is defined as the presence of video experience on the web page such as widget, floating player. <sup>2</sup>Video interaction is defined as a shopper clicking to view a Shoppable Video in full screen, serving as the attribution point for its impact on engagement and purchase decisions.

240% lift

RPR with video interactions<sup>2</sup>

17%

RPR without video exposure<sup>1</sup>

# COSMETICS - REPEAT PURCHASE RATE

Best observed
Repeated Purchase
Rate (RPR) in the
Cosmetics Industry
doubled

<sup>1</sup>Video exposure is defined as the presence of video experience on the web page such as widget, floating player. <sup>2</sup>Video interaction is defined as a shopper clicking to view a Shoppable Video in full screen, serving as the attribution point for its impact on engagement and purchase decisions.

100% lift

RPR with video interactions<sup>2</sup>

4%

RPR without video exposure<sup>1</sup>

# COSMETICS REPEAT PURCHASE RATE

Best observed
Repeated Purchase
Rate (RPR) in the
Apparel & Fashion
Industry achieved
170% lift

<sup>1</sup>Video exposure is defined as the presence of video experience on the web page such as widget, floating player. <sup>2</sup>Video interaction is defined as a shopper clicking to view a Shoppable Video in full screen, serving as the attribution point for its impact on engagement and purchase decisions.

RPR with video interactions<sup>2</sup>

170% lift

30%

RPR without video exposure<sup>1</sup>

CONSUMER ELECTRONICS - LIFETIME VALUE

Best observed
Lifetime Value (LTV)
in Consumer
Electronics Industry
more than doubled

<sup>1</sup>Video exposure is defined as the presence of video experience on the web page such as widget, floating player. <sup>2</sup>Video interaction is defined as a shopper clicking to view a Shoppable Video in full screen, serving as the attribution point for its impact on engagement and purchase decisions.

LTV with video interactions<sup>2</sup> \$487

110% lift

LTV without video exposure<sup>1</sup>

\$227

FURNITURE AND HOME GOODS - LIFETIME VALUE

Best observed Lifetime Value (LTV) in Furniture & Home Goods Industry achieved 95% lift

<sup>1</sup>Video exposure is defined as the presence of video experience on the web page such as widget, floating player. <sup>2</sup>Video interaction is defined as a shopper clicking to view a Shoppable Video in full screen, serving as the attribution point for its impact on engagement and purchase decisions.

LTV with video interactions<sup>2</sup> \$273

95% lift

LTV without video exposure<sup>1</sup>

APPAREL & FASHION-LIFETIME VALUE

Best observed Lifetime Value (LTV) in Apparel & Fashion Industry achieved 61% lift

<sup>1</sup>Video exposure is defined as the presence of video experience on the web page such as widget, floating player. <sup>2</sup>Video interaction is defined as a shopper clicking to view a Shoppable Video in full screen, serving as the attribution point for its impact on engagement and purchase decisions.

LTV with video interactions<sup>2</sup>

61% lift

LTV without video exposure<sup>1</sup> \$193

PERSONAL CARE - LIFETIME VALUE

Best observed Lifetime Value (LTV) in Personal Care Industry achieved 50% lift

<sup>1</sup>Video exposure is defined as the presence of video experience on the web page such as widget, floating player. <sup>2</sup>Video interaction is defined as a shopper clicking to view a Shoppable Video in full screen, serving as the attribution point for its impact on engagement and purchase decisions.

LTV with video interactions<sup>2</sup> \$143

50% lift

LTV without video exposure<sup>1</sup>

COSMETICS -LIFETIME VALUE

Best observed
Lifetime Value (LTV)
in Cosmetics
Industry achieved
33% lift

<sup>1</sup>Video exposure is defined as the presence of video experience on the web page such as widget, floating player. <sup>2</sup>Video interaction is defined as a shopper clicking to view a Shoppable Video in full screen, serving as the attribution point for its impact on engagement and purchase decisions.

LTV with video interactions<sup>2</sup> \$101 33% lift LTV without video exposure<sup>1</sup> \$76

SHOPPABLE VIDEO - GROSS MERCHANDISE VALUE

Shoppable Videos contributes as high as 43% of Website GMV

The highest observed result in the dataset comes from a Consumer Electronics Brand, which achieved \$2M GMV through Shoppable Video sessions, accounting for 43% of its total website GMV of \$6M

43%
GMV driven by
Shoppable Video

67%
GMV driven by all other channels

SHOWROOM VIDEO - GROSS MERCHANDISE VALUE

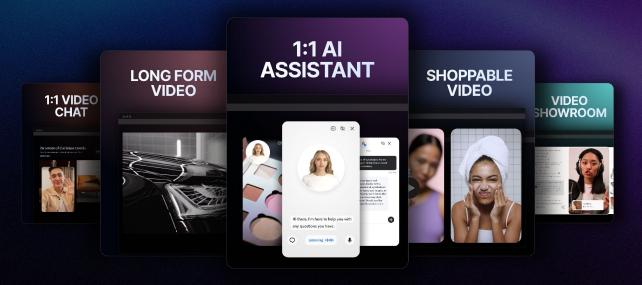
Showroom Video contributes as much as 27% of Website GMV

The upper benchmark from the dataset shows that a Consumer Electronics Brand generated \$17M GMV via Live Video sessions, accounting for 27% of its total website GMV of \$61M. 27%
GMV driven by
Showroom Video

73%
GMV driven by all other channels

## Co Firework

Firework is the leading **Al-powered** video commerce platform, transforming the way brands connect with customers through immersive, interactive, and personalized digital experiences



**TALK TO AN EXPERT**