

Role of Research in und Consumer Behav

Module 2



https://www.youtube.com/watch?v=R1j0c_



Consumer Research

- Primary research
- Secondary Research



Role of Research in CB

- Better consumption Experience
- Potential for Building Customer Relationship
- Determining Consumer Needs
- Identifying the problems
- Minimising losses
- Obtaining Industry Information



Consumer Research Paradigm

- 1. Qualitative Research
- 2. Quantitative Research



Quantitative Research

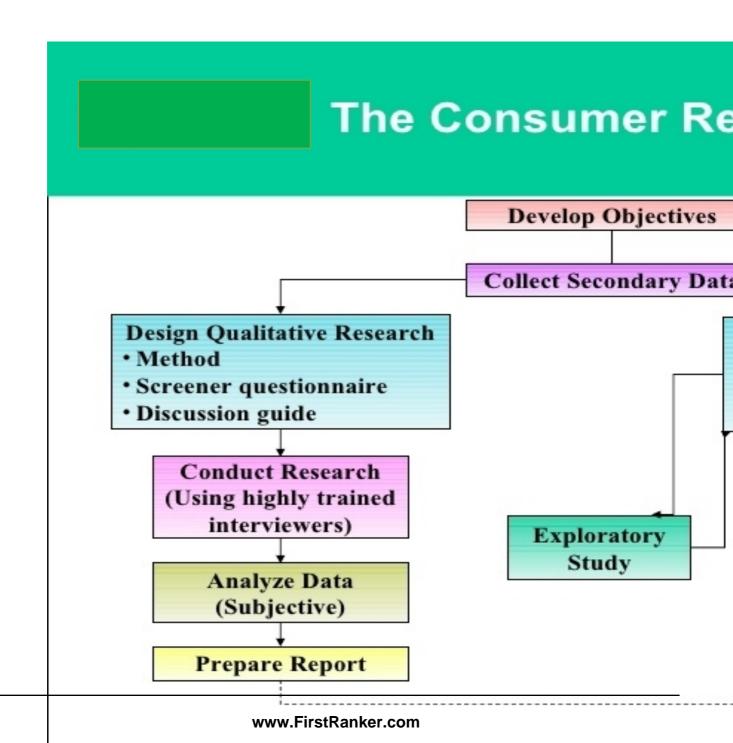
- Quantitative Research is used to quantify generating numerical data or data that of useable statistics. It is used to quant behaviours.
- Quantitative data collection methods are multiple
 Qualitative data collection methods.
- Quantitative data collection methods included – online surveys, paper surveys, mobile sur face-to-face interviews, telephone interview website interceptors, online polls, and system



Qualitative Research

- Qualitative Research is primarily explorator gain an understanding of underlying motivations. It provides insights into the proideas or hypotheses for potential quantitative
- Qualitative data collection methods vary us structured techniques.
- Some common methods include focus gro individual interviews, and participation/obse
- The sample size is typically small, and resp fulfill a given quota.



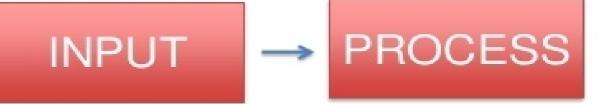




Models of Consumer Behavior

Model Framew

Input-Process-Output (McGra



Inputs are properties of group structure, the task, and properties of the environment Process represent interdependent acts; con inputs to outcomes throu cognitive, verbal, and behavioral action directed toward taskwork to achie collective goals



INPUT

External Environment

- FIRM'S MARKETING EFFERTS
 - Product
 - Promotion
 - Price
 - Channels of distribution

- Socio
- Fami
- Infor
- Socia
- Sub o



PROCESS

- CONSUMER DECISION MAKING
- Need recognition
- Pre-purchase search
- Evaluation of alternatives



Output

- Post Decision Behaviour
 - Purchase
 - Trial
 - Repeat Purchase
 - Post Purchase Evaluation



The Howard-Sheth Mo

- Inputs in the form of stimuli
- Output beginning with the attention stimulus & ending with purchase

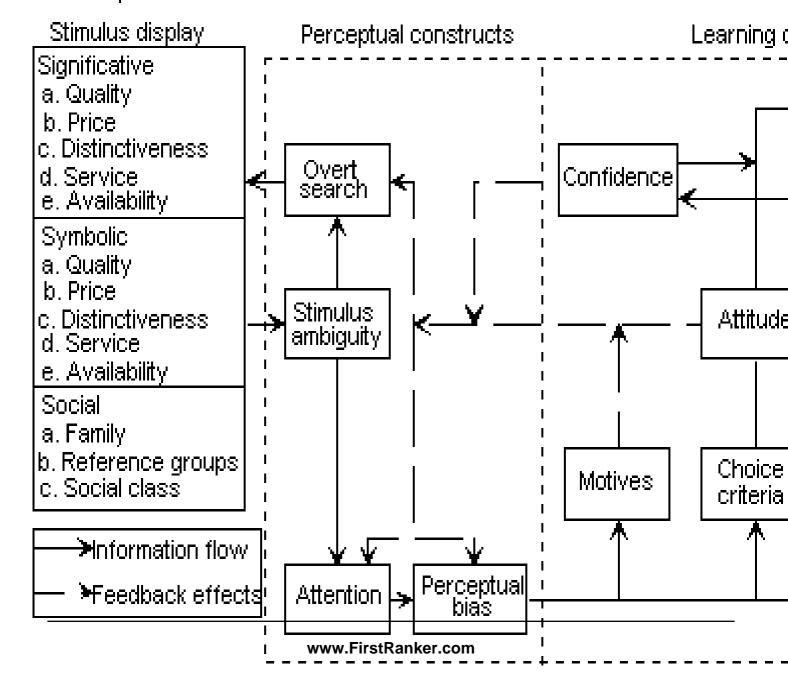


HOWARD-SHETH MO

- ASSUMPTIONS:
- Consumer behaviour is a rational exerproblem solving
- It is a systematic & orderly approach caus stimuli & results like output
- This model is based upon the theory the between the receipt of stimuli ie: input output is consumer behaviour



Inputs





Implications

- It identifies variables which influences custor they interact each other.
- Helps in customer problem solving and infor
- Helps marketers to understand how custome



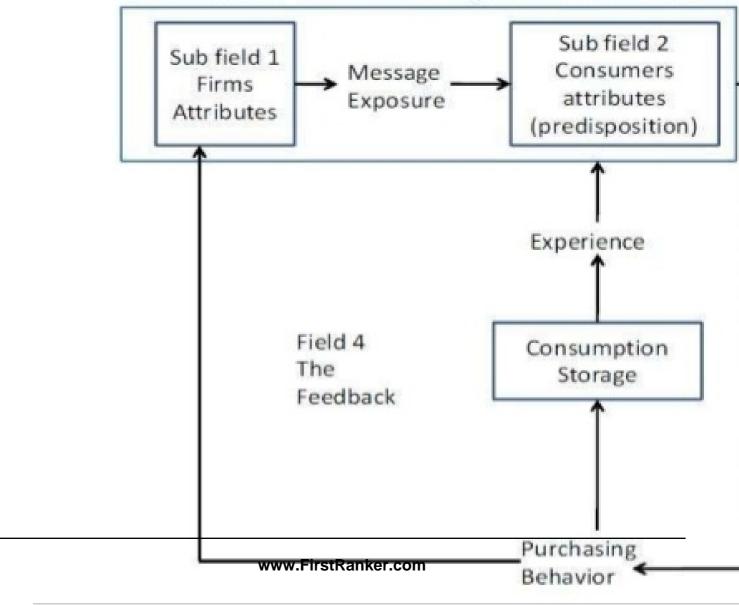
Nicosia Model

- This model tries to explain buyer behaviour l between the organization and its consumer.
- It suggests that messages from the firm first predisposition of the consumer towards the



Contemporary Models- Nico

Field 1 From Sources of a Message to Consumer's Attitude

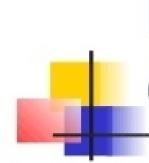




Implications

- It enhances knowledge about the customers marketers.
- Consumers moves from general knowledge of brand knowledge.

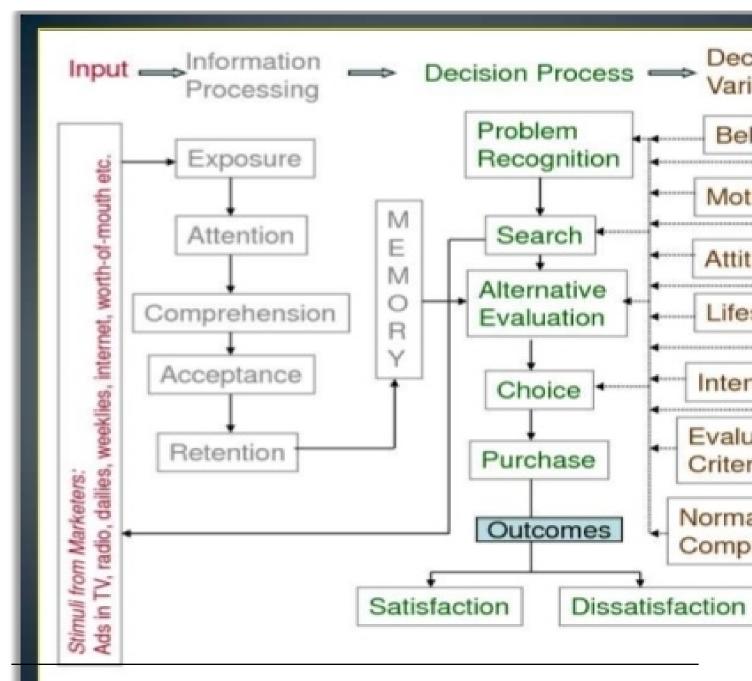




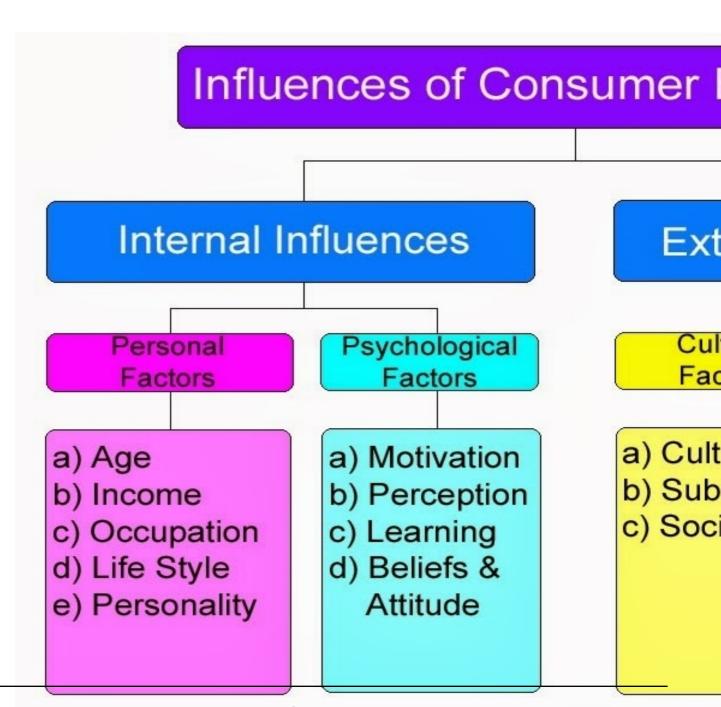
Engel, Kollat, and I (EKB) Model

- The EKB model is components shows the components making and the relation interactions among ther
- The five distinct parts of decision making presen
 - Input, information process process, decision process external influences











Reference Group

- A Reference Group is any person or group comparison (or reference) for an individual in specific values, attitudes, or a specific guide for
- From a marketing perspective, reference grouf frames of reference for individuals in their decisions.
- These groups place no restriction on group size require that consumers identify with a tangible g
- Neference groups that influence general or behavior are called Normative Reference Normative Reference Group is the immediate
- Reference Groups that serve as benchmarks defined attitudes or behavior are called Compa (A Comparative Reference Groups might be lifestyle appears to be admirable and worthy





Friendship

Brand communities

Shopping groups

Virtual groups

Work groups





Levels of Consumer Decis

- Extensive Problem Solving
 - A lot of information needed
 - Must establish a set of criteria fo
- Limited Problem Solving
 - Criteria for evaluation established
 - Fine tuning with additional inforr
- Routinized Response Behavior
 - Usually review what they already



LEVELS OF CONSUM DECISION MAKING

Routine Response Behavior Limited Decision Making

Less Involvement



Four Views of consumer deci

An Economic View

 Rationale in the economic sense, aware of all a alternatives, able to identify best alternatives

A Passive View

- Irrational, impulsive, depending on promotion

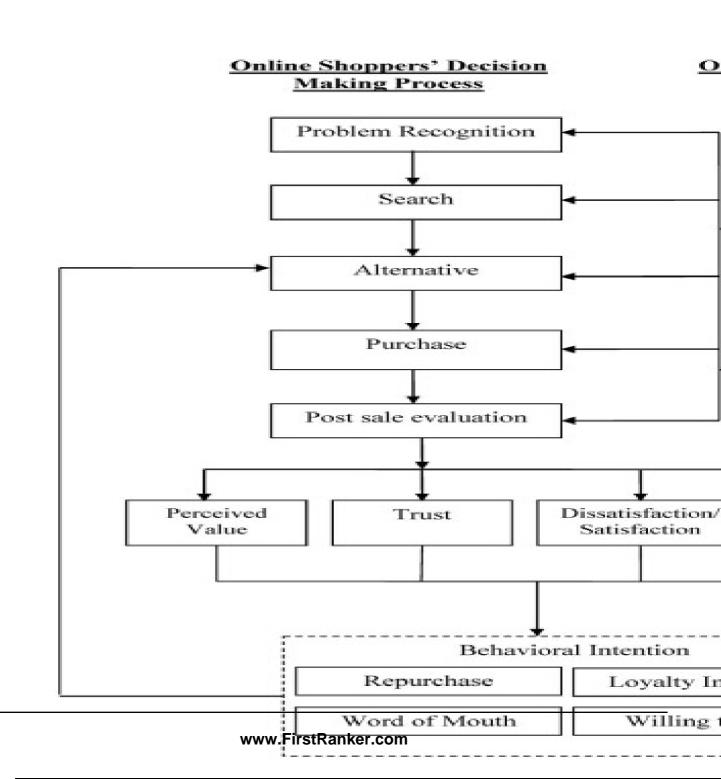
A Cognitive View

- Information Processor; either receptive or acti
 - Heuristics (shortcut); information overload (ex

An Emotional View

- Joy, fear, love, hope, sexuality, magic with cert







Situational Influ



The Nature of Situational Influe

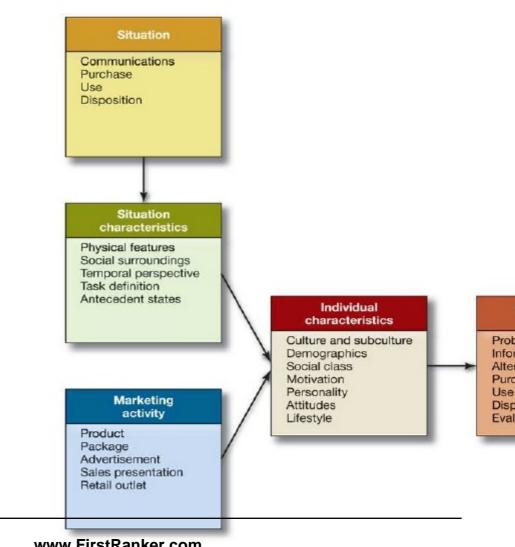
Situational influence includes all those factors particular to a time and place that do not follow from a knowledge of the stable attributes of the consumer and the stimulus and that have an effect on current behavior.



Consumers often behave very differently depending on situation.



The Nature of Situational Influence- a Ger



www.FirstRanker.com



Four situations

- Communication situation
 - Where? Alone or with others? S
- Purchase situation
 - Where? Alone or with others? Ir
- Usage situation
 - With guests or alone? For pleas
- Disposal situation
 - Before the next purchase? Trad
 - After the purchase, e.g. packagi



The Nature of Situational Influen

The Communications Situa

The situation in which consumers receive an impact on their behavior.



Marketers a ads in appro contexts to effectivenes

Movie ads are strategically place so that consumers see them on their way to and from work



The Nature of Situational Influen

The Purchase Situation

The situation in which a purchase is made consumer behavior.



Marketers mus strategies to th situation.

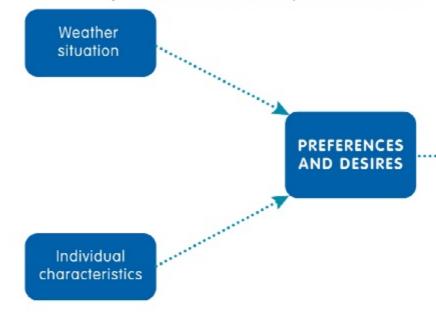
Home purchas unique social s

To succeed, re the opportunity interpersonal re



Consumer behavior Product-Person-Situation

FIGURE 2.1 / Situation influences combine with individual preferences and subsequent behaviour.





The Nature of Situational Influe

The **Usage** Situation

Marketers need to understand the usage swhich their products are, or may become,

- Research indicates that expanded userategies can produce major sales ga
- Classic: Arm and Hammer baking s many uses have been found and mark in increased sales.



The Nature of Situational Influen

The **Disposition** Situation

Consumers must frequently dispose of propackages.

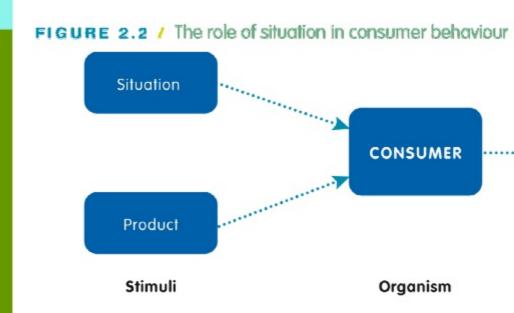
Disposal can create significant social problems as well as opportunities for marketers.

Some consumers consider ease of disposition an important product attribute.

Applia United



Role of situation in co behaviour





Five dimensions situational influe

- 1. Physical surroundings
- 2. Social surroundings
- 3. Temporal perspectives
- 4. Task definition
- 5. Antecedent states



Examples of physical s

- Store location
- · Interior decor
- Music
- Smell/aromas
- Temperature (air-conditioning
- Choice provided (by product category or acros categories)



Physical Surroundings

Atmospherics is the sum of all the physical aretail environment.

- Atmospherics influences consume the quality of the store and the store
- Atmosphere is referred to as servi describing a service business such a bank or restaurant.



Typology of service en

FIGURE 2.3 / Typology of service environments

Time spent in facility	Utilitarian	Consumption purpose
Short	Drycleaner	Fast food
(minutes)	Bank	Hair salon
Moderate	Medical appointment	Business dinner
(hours)	Legal consultation	Evening class
Extended (day(s) or week(s))	Hospital Trade show	Conference hotel Training centre

Note: The darker the shading, the more important the physical features of the s



Physical Surroundings

Colors

Certain colors and color characteristics cre excitement and arousal which are related to

Brighter colors are more arousing than dull ones.

Warm colors such as reds and yellows are more arousing than cool colors such as blues and grays.





Physical Surroundings

Aromas

There is increasing evidence that odors can a shopping. Several aroma studies have found

- A scented environment produced a greather store, higher purchase intention for streduced sense of time spent shopping.
- A pleasantly scented environment enhar and evaluations particularly for unfamilia



Physical Surroundings

Music

Music influences consumers' moods, and in t variety of consumption behaviors.

- Firms exist to develop music programs unique needs of specific retailers.
- ➤ An emerging trend is having music more foreground so it becomes part of the shop and drives store image.



Physical Surroundings

Crowding

Most consumers find feelings of crowding to resulting in:

- Less time in the store and less buying
- Faster decisions and less use of information

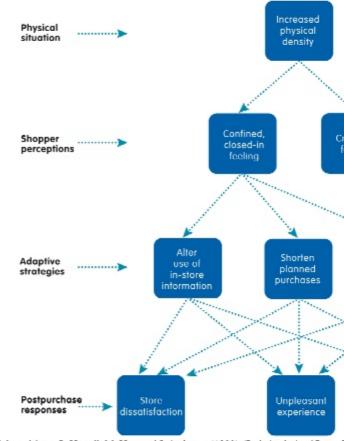
Crowding can lead to less satisfactory purch shopping, and reduced likelihood of returning

Marketers need to design outlets to reduce of perceptions.



Impact of physical density (crowd perceptions

FIGURE 2.4 / The effect of physical density on shapper perceptions, shapping s



Source: Adapted from G. Harrell, M. Hutt and J. Anderson (1980), Path Analysis of Buyer Be Journal of Markoting Research, February, pp. 45–51.



Social Surroundings

Social surroundings are the other individual particular situation.

- ➤ Social influence is a significant force.
- Individuals tend to comply with group particularly when the behavior is visible
- ➤ Shopping is a highly visible activity.
- The use of many publicly consumed to subject to social influences.



Social Surroundings

Embarrassment is a negative emotion influer product and the situation.

Certain products are more embarrassing than others, and

Embarrassment is driven by the presence of others.

For extremely sensitive products, strategies include home delivery options.





Temporal Perspectives

Temporal perspectives deal with the effectionsumer behavior.

Limited purchase time often limits search

Internet shopping is growing rapidly as a result of the time pressures felt by consumers.





Examples of temporal in

- Whether the product is seaso
- Whether the product is urgent (snack between lectures)
- Time available for shopping li (the product may be an excus
- How long the previous production expected to last



Temporal perspective decisions

purchase decisions can train into seasonal elements, whi may suggest purchase and use at specific times of the year. For example, this prod is positioned specifically for summer use.



O Unilever Australia Limited



Task Definition

Task definition is the reason the consumption activity is occurring.

Major distinction between purchases for self versus gift.

Consumers give gifts for many reasons:

- social expectations
- ritualized situations
- to elicit return favors





Examples of task infl

- Is the product utilitarian or us symbol?
- Is it a gift or for oneself?
- Must the product be long-last (e.g. an everyday watch) or decorative? (e.g. a dress watch)
- Is the product intended for second (e.g. a family computer for stracess)



Antecedent States

Antecedent states are features of the individual person that are not lasting characteristics





Examples of antecede

Moods

- Feeling sad triggers buying swe funny movie
- Feeling rejected triggers buying

Momentary conditions

- Can't eat ice cream because te
- Can't buy a book because the cat home
- Buy more groceries because hu shopping



Moods

Moods tend to be less intense than emotion operate without the individual's awareness

- Although moods may affect all aspect behavior, they generally do not complete ongoing behavior as an emotion might
- Consumers actively manager their moften seeking situations, activities, or alleviate negative moods or enhance process.



Momentary Conditions

As with moods, individuals attempt to ma momentary conditions, often through the consumption of products and services.

Thus, a great deal of marketing activity is directed toward momentary conditions.





Ritual situatio

- A ritual situation can be deserted of interrelated behaviours the structured format, which have meaning, and that occur in resocially-defined occasions
- Important to marketers as the consumption, e.g. anniversal gifts
- Traditions and rituals being developed, e.g. Valentine's



Applications in Consumer Beha

The Bigelow tea ad is a great example of presenting a product as a ritual.



Courtesy



Assignment 2

- What is Reference Group? Explain its types in how reference groups will influence Consum
- Explain various models of CB in detail.
- Explain the meaning and the process of online how CB is shaped with this decision?
- What do you mean by situational influences situational influences in detail.
- Explain various levels of consumer decision r their four views in detail.