## A. Assignment Recap

- Choose a real physical store
- Analyze situational analysis of the store
- Depending on those analysis, determining what is good, what is not good
- Depending on not-so-good thing, provide recommendations

## **Suggested structure:**

- I. Introduction
- II. Situational Influences Analysis
  - 1) Physical surrounding
  - 2) Social surrounding
  - 3) Temporal influences
  - 4) Task definition
  - 5) Antecedent Stage
- III. Recommendation

## **B.** Keyword Explanation

- Situational Influence: Temporary conditions that affect consumers' behaviors (product display, light, music, staff's energy,...). It includes 5 dimensions below
- Physical surrounding: The ambience, layout, and design of a store or shopping area. For example:
  - o Types of customers in the store
  - Queues and crowding
  - o Whether the consumer is likely to be known by others/recognised
  - Whether there are high-profile people/celebrities shopping at that store
  - Whether the product will be consumed privately or in the presence of others
- Social surrounding: People in the surroundings affect consumer behavior. For example:
  - A son going shopping with mother can influence her purchase.
- Temporal influences: Time factors affect consumer behavior. For example:
  - The product is seasonal
  - The product is urgently required (snack between lectures)
  - Time available for shopping limited/excess

- Task definition: A specific purpose to select & shop for a product. For example:
  - Is the product utilitarian or used as a status symbol?
  - Is it a gift, or for oneself?
  - Must the product be long-lasting/tough, or decorative? (an everyday watch or a dress watch)
  - Is the product intended for several uses? (a family computer for study and for internet access)
- Antecedent states: moods and conditions when buying. For example:
  - o Mood:
    - Feeling sad triggers buying sweets or seeing a funny movie
    - Feeling rejected triggers buying games software
  - Momentary conditions
    - Can't eat ice cream because teeth hurt
    - Can't buy a book because the credit card was left at home
    - Buy more groceries because you are hungry before shopping

## C. Reference

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