

	Importance of Need (1 = not important; 10 = very important)			
Market Segment	Features	Easy to Use	Easy to Learn	
Fearful typists	3	8	9	
Power users	9	2	2	
Professional specialists	7	5	6	

	Importance of Need (1 = not important; 10 = very important)			
Potential Customer	Features	Easy to Use	Easy to Learn	Type of Computer
Α	8	1	2	LG Gram
В	6	6	5	Apple MacBook Air
С	4	9	8	Apple MacBook Pro
D	2	6	7	HP Spectre
Е	5	6	5	Microsoft Surface
F	8	3	1	Asus ZenBook
G	4	6	8	MSI Prestige

# What is Positioning?

An approach that refers to how customers think about proposed or present brands in a market; the image your product/service has in the minds of your target customers



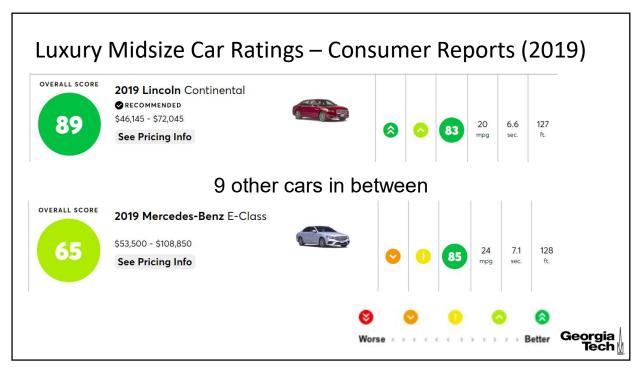
# **Positioning**

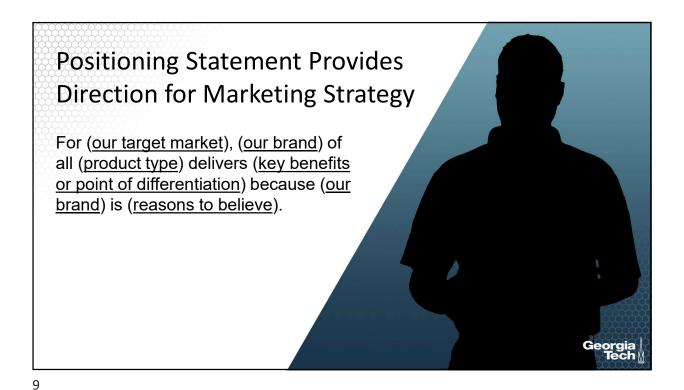
What do you think about the Mercedes brand and it's personal-line of vehicles?



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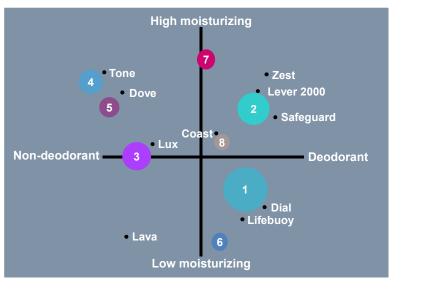


# Positioning Statement Provides Direction for Marketing Strategy

For 16–24-year-old males, who embrace excitement, adventure, and fun, Mountain Dew of all carbonated soft drinks, delivers great taste that exhilarates like no other because Mountain Dew is energizing, thirst-quenching, and has a one-of-a-kind citrus flavor.



# Perceptual Mapping



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#### What is Differentiation?

Utilizing the marketing mix in a distinct way such that customers see it as different from the competition.



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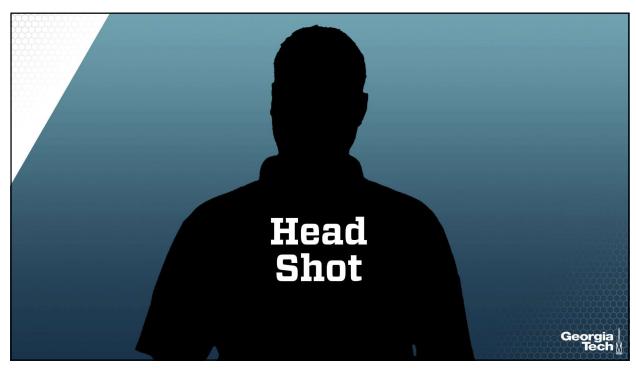


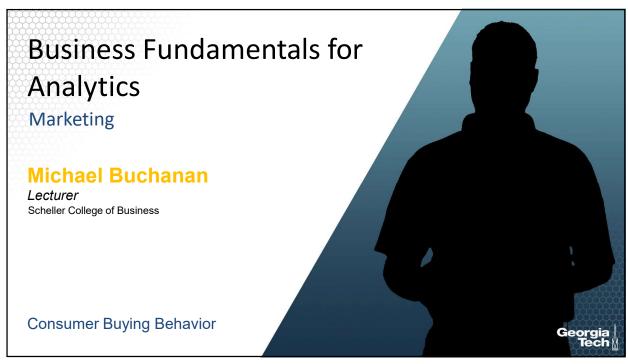
# **Examples of Differentiation Strategies**

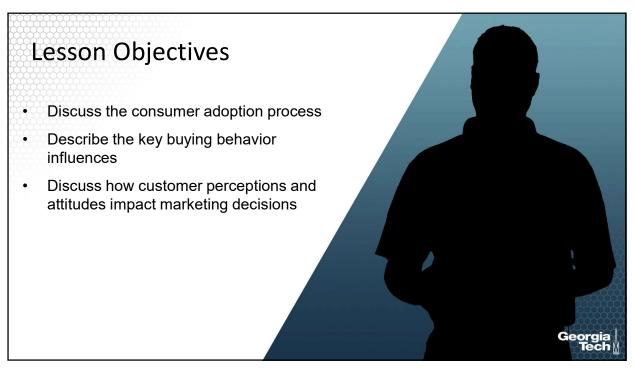
- Owning a product attribute in the mind of the customer
- Being perceived as an innovator
- Effectively maximizing user experience
- Being the first to enter a market
- · Having the lowest price



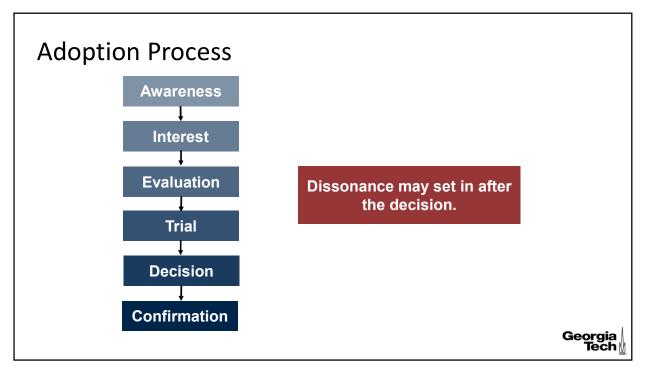
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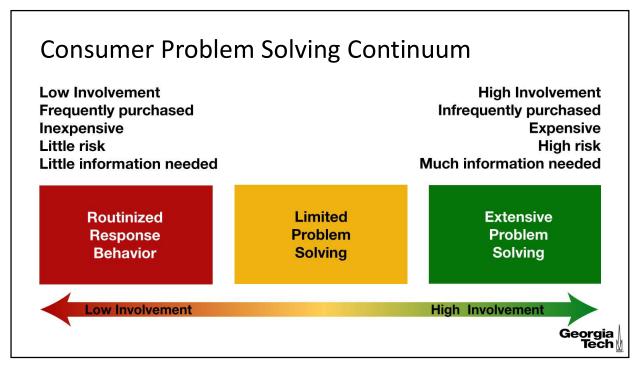


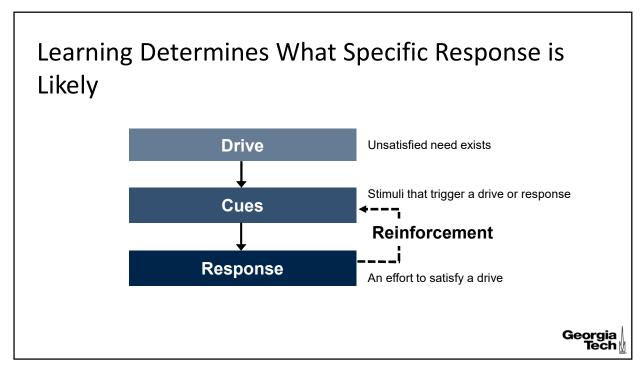


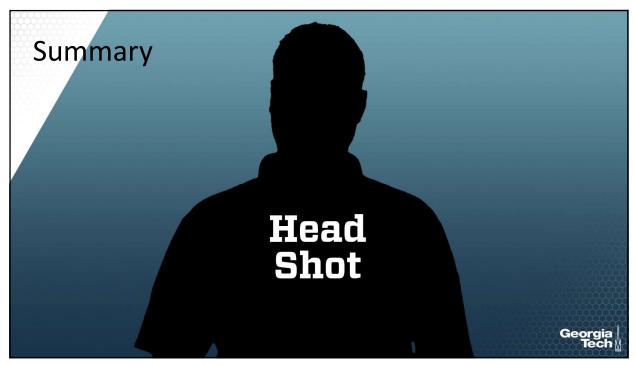




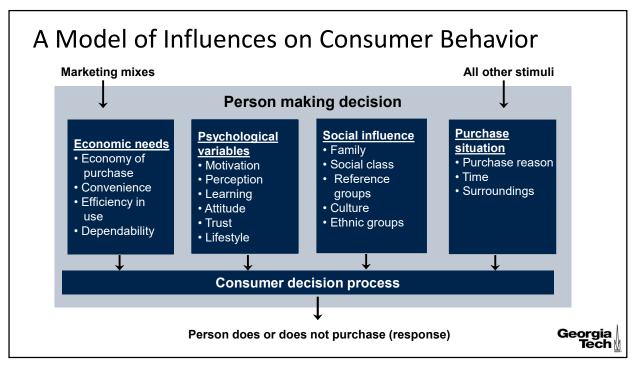












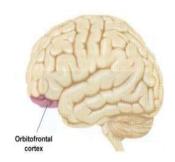


#### The Power of Emotions



"We are not thinking machines that feel; rather, we are feeling machines that think."

- Antonio Damasio



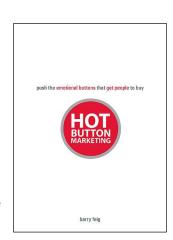
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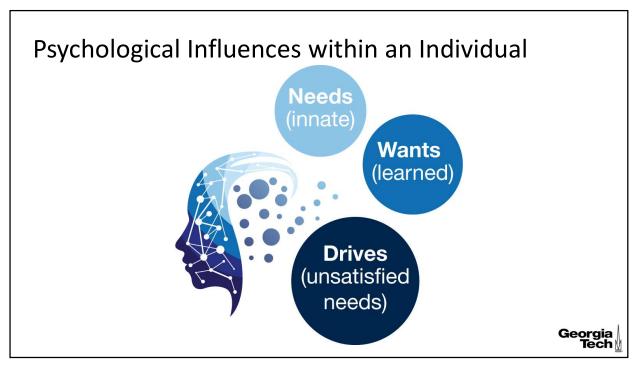
#### **Emotions Drive Decisions**

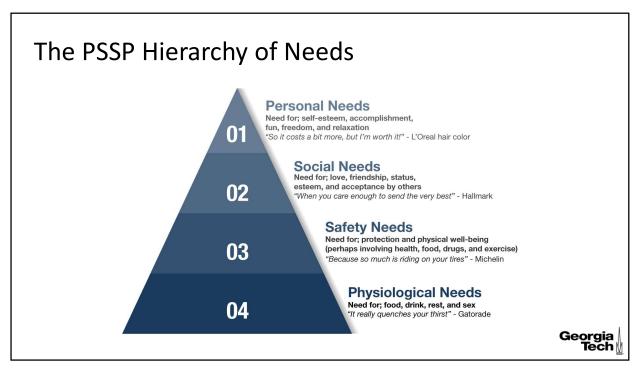
- 1. Desire for control
- 2. I'm better than you
- 3. Excitement of discovery
- 4. Revaluing
- 5. Family values
- 6. Desire to belong
- 7. Fun is its own reward
- 8. Poverty of time

- 9. Desire to get the best
- 10. Self achievement
- 11. Sex, love, romance
- 12. Nurturing response
- 13. Reinventing oneself
- 14. Makes me smarter
- 15. Power, dominance, & Influence
- 16. Wish fulfillment









# Perception Determines What Consumers See and Feel

Selective Exposure We notice messages that interest us.

**Selective Retention**  We remember messages that are consistent with beliefs & attitudes, but do not remember those that conflict.

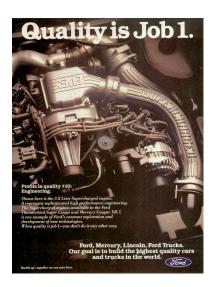
Selective Perception

We let in messages that are consistent with beliefs, attitudes, etc. and filter out those that conflict.

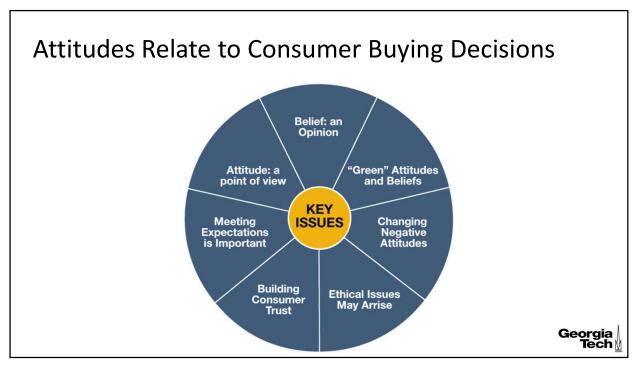
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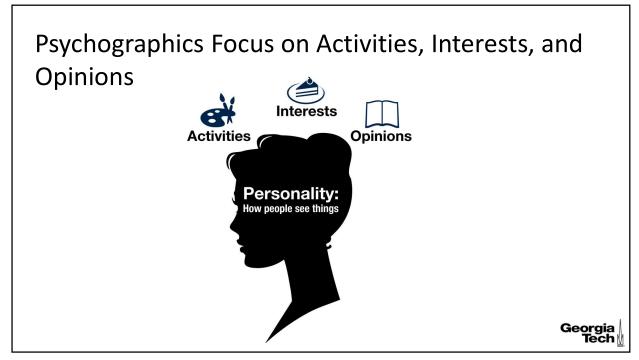
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What goes through a customer's mind when they see an ad like this from Ford if they've had a bad personal experience with one of Ford's automobiles?



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# Lifestyle Dimensions (and some related demographic dimensions)

Dimension		Examples	
Activities	Work	Vacation	Surfing web
	Hobbies	Entertainment	Shopping
	Social events	Club membership	Sports
Interests	Family	Community	Food
	Home	Recreation	Media
	Job	Fashion	Achievements
Opinions	Themselves	Business	Products
	Social issues	Economics	Future
	Politics	Education	Culture
Demographics	Income	Geographic area	Occupation
	Age	Ethnicity	Family size
	Family life cycle	Dwelling	Education

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# Simple Approaches for Measuring Social Class in the U.S.









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#### Other Social Influences







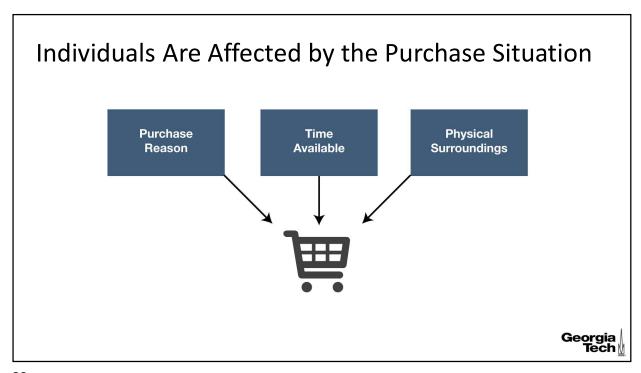
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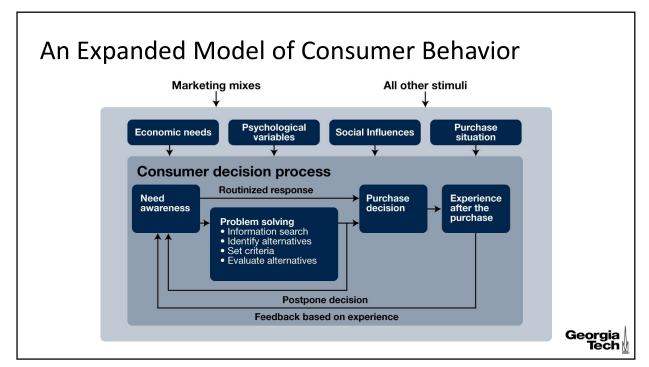
37

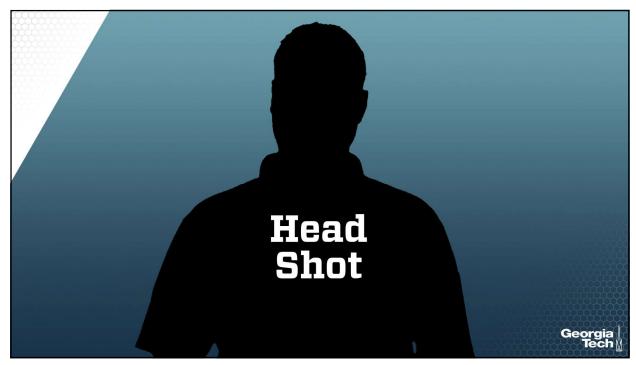
#### Consumer behavior in International Markets

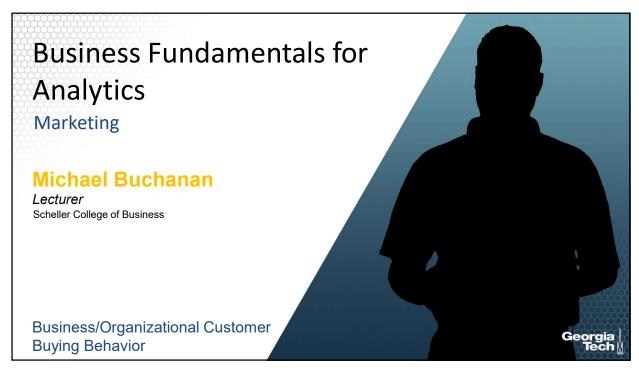


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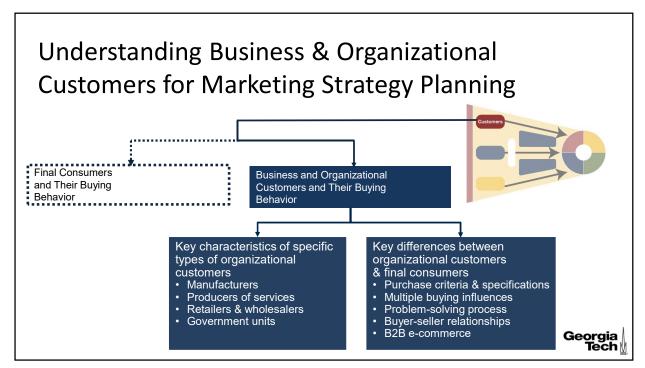


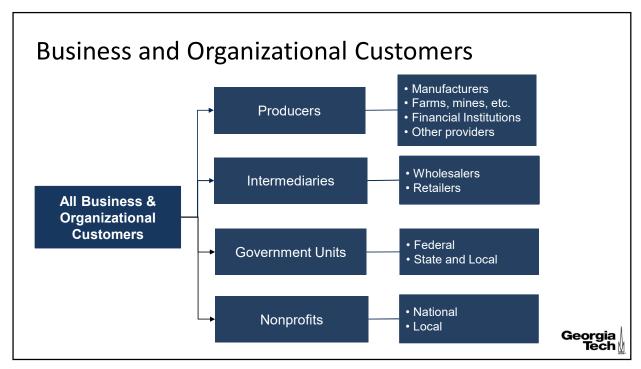






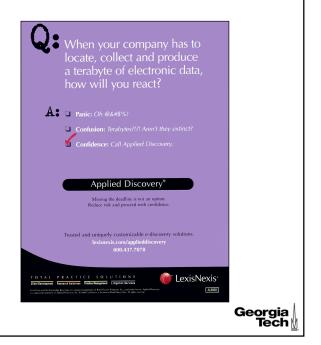


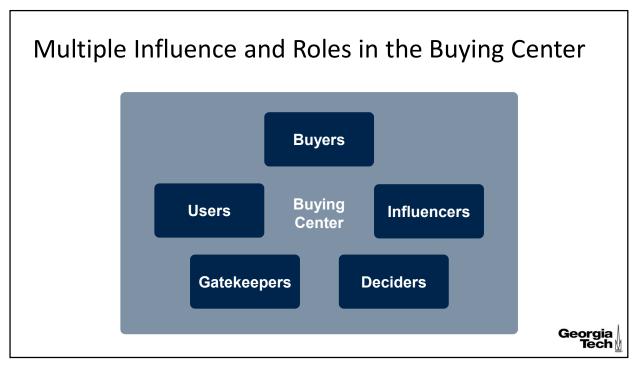




# Organizational Customers May Have Different Purchase Priorities

 What are the psychological needs/wants addressed in this ad?





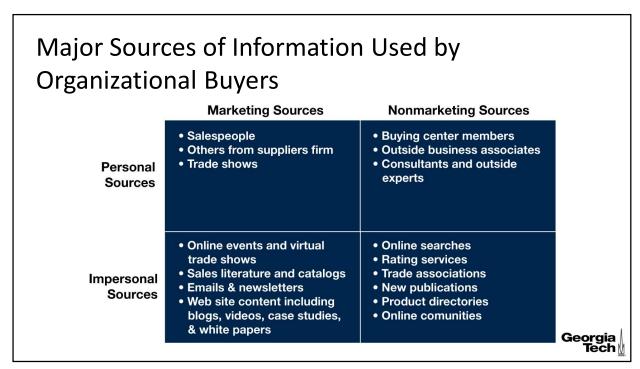


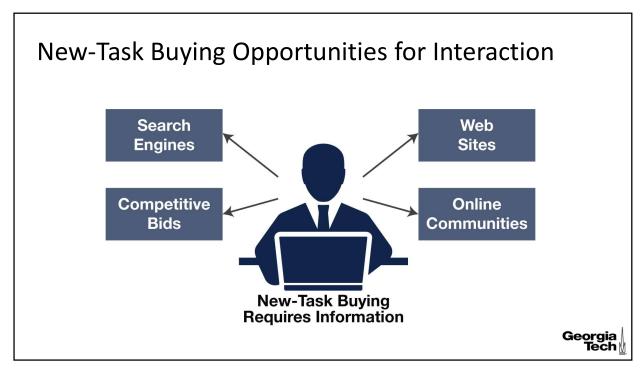


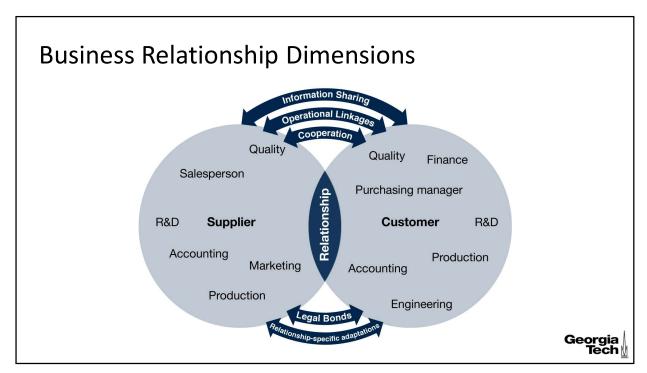
### Organizational Buying Processes

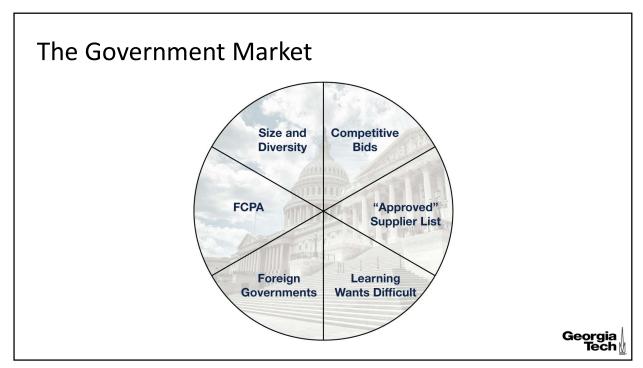
Characteristics	Type of Process			
	New-Task Buying	Modified Rebuy	Straight Rebuy	
Time required	Significant	Medium	Little	
Multiple influence	Significant	Some	Little	
Review of suppliers	Significant	Some	None	
Information needed	Significant	Some	Little	

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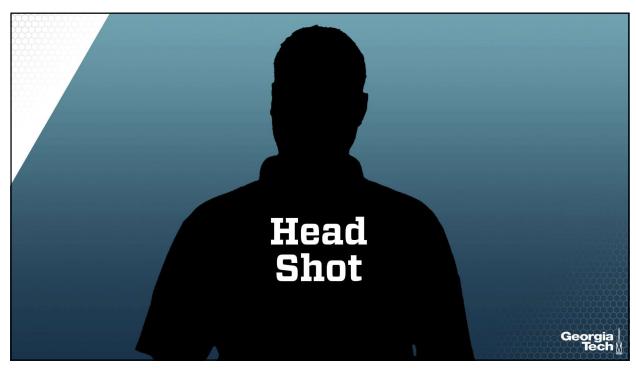


# Caterpillar



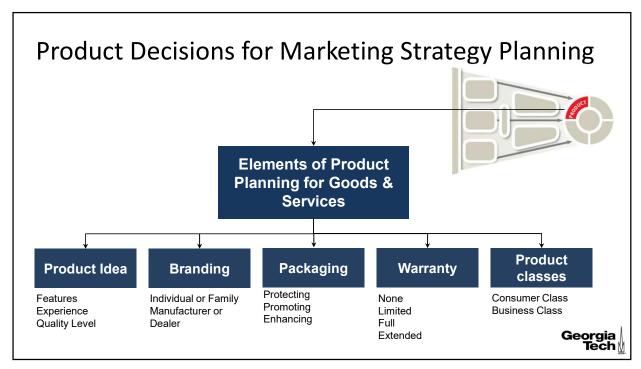
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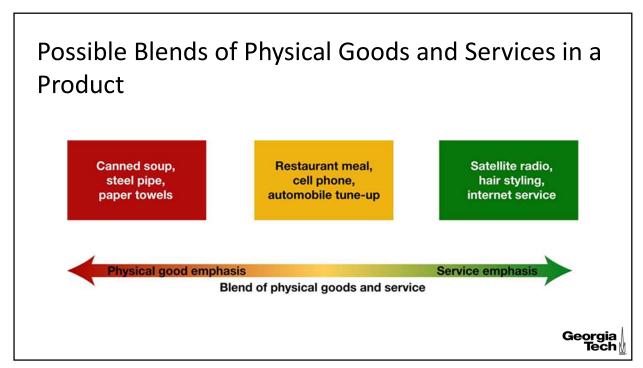
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# Ikea



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# Branding

The use of a name, term, symbol, design (or the combination of these) to <u>identify</u> a product.....and, create an <u>emotional response</u>







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## Recognized Trademarks and Symbols Help in Promotion



































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# Tropicana

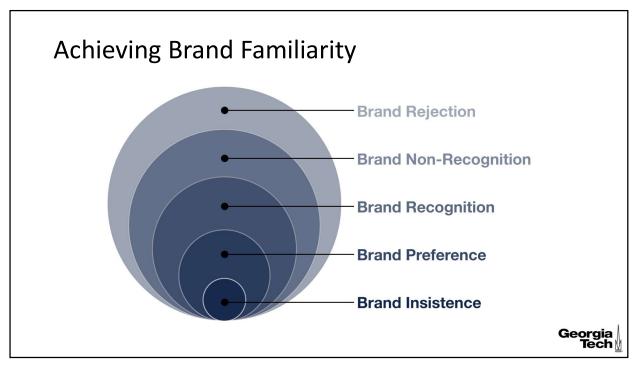
What key changes do you observe?

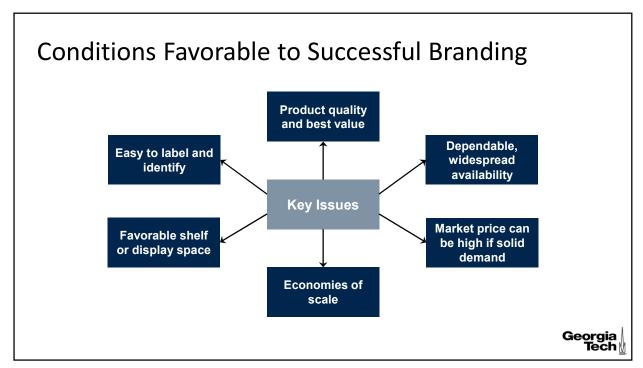
When Tropicana changed their packaging design it impacted sales.

What do you think happened and why?



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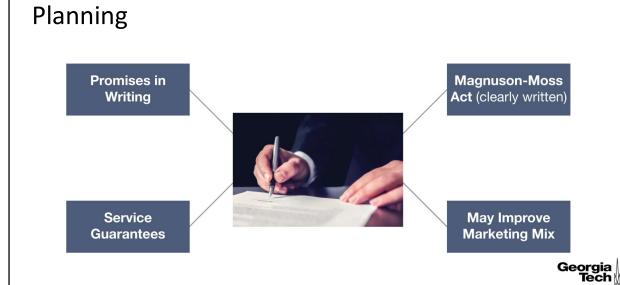




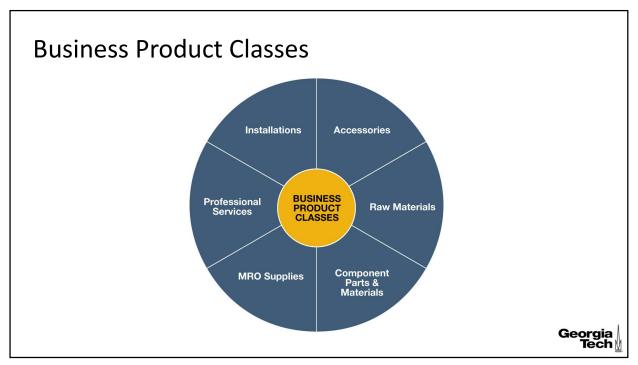


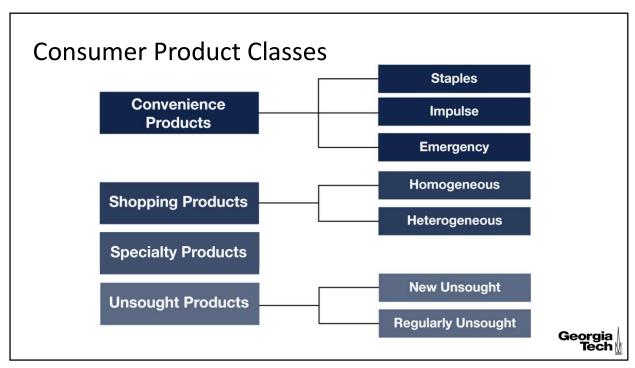


Warranty Policies Are a Part of Strategic Product



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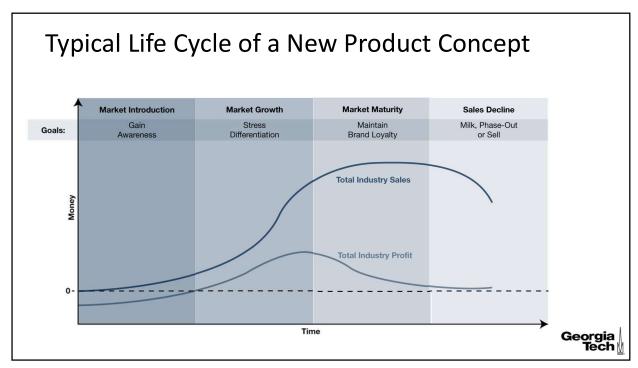












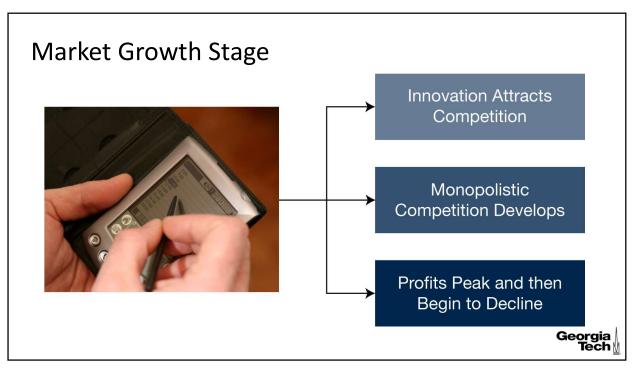
# Market Introduction: Investing in the Future

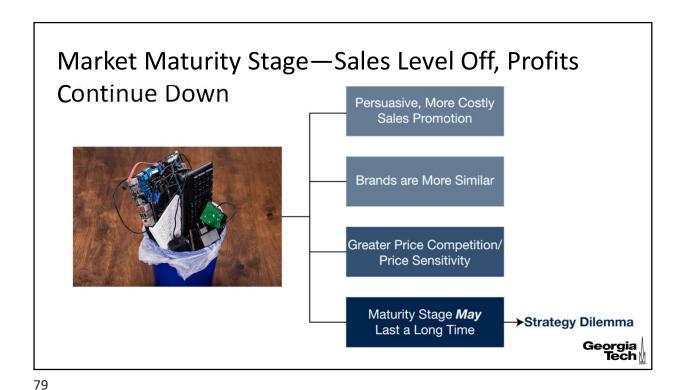
What are some common areas of investment in this stage of the product?

- Sales promotion
- · Market research
- Heavy advertising
- High unit costs (less efficient manufacturing)



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Sales Decline

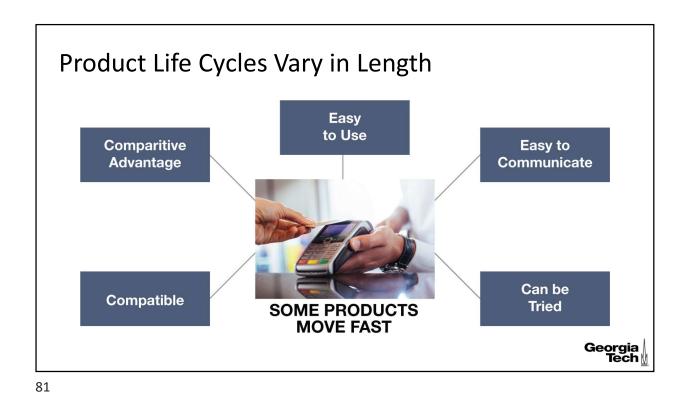
#### IBM z13 is designed for digital business



- Performance, scale, intelligent I/O, and security enhancements to support transaction growth in the mobile world
- Large memory, new cache design, improved I/O bandwidth, and compression help to serve up more data for analytics
- Enterprise-grade Linux solutions, open standards, enhanced sharing, and focus on business continuity to support cloud
- · Security, Encryption, Resilience, IT Analytics

IBM z Systems

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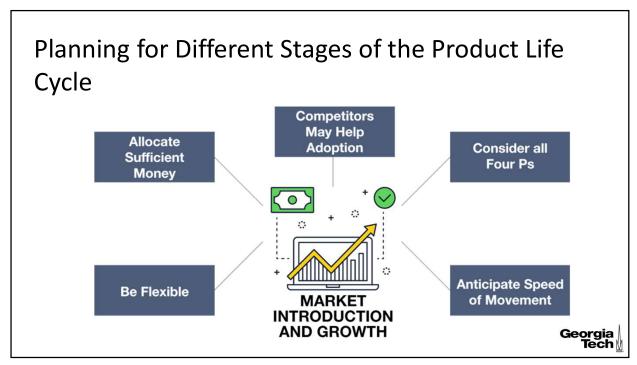


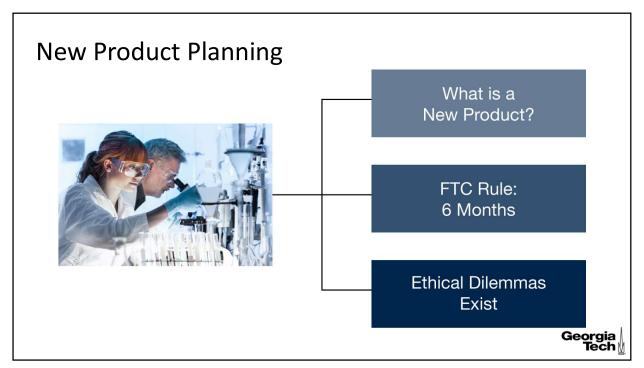
Other Issues in Product Life Cycle Length

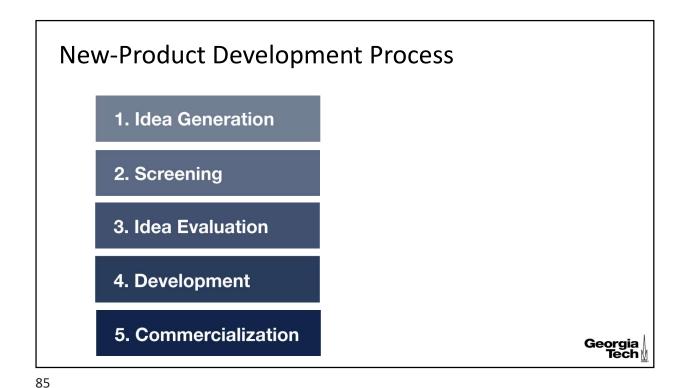
Product Life Cycles are Getting Shorter

Early Bird Makes Profits: Fashions and Fads

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Step 1: Idea Generation

1. Idea Generation

2. Screening

3. Idea Evaluation

4. Development

5. Commercialization

Ideas from:

- Customers and users
- Marketing research
- Competitors
- Other markets
- Company people, intermediaries, etc.

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