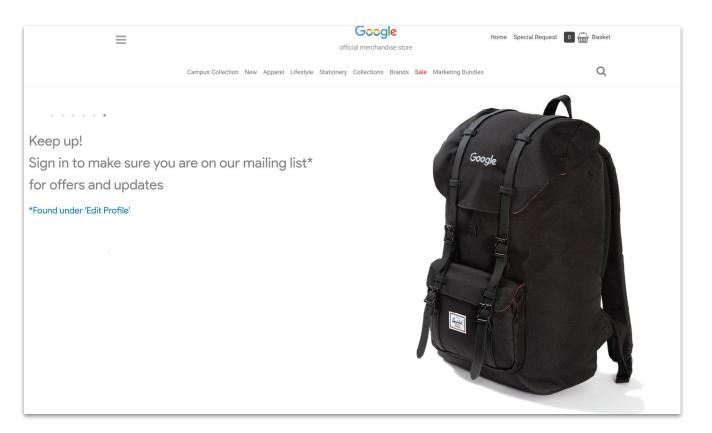
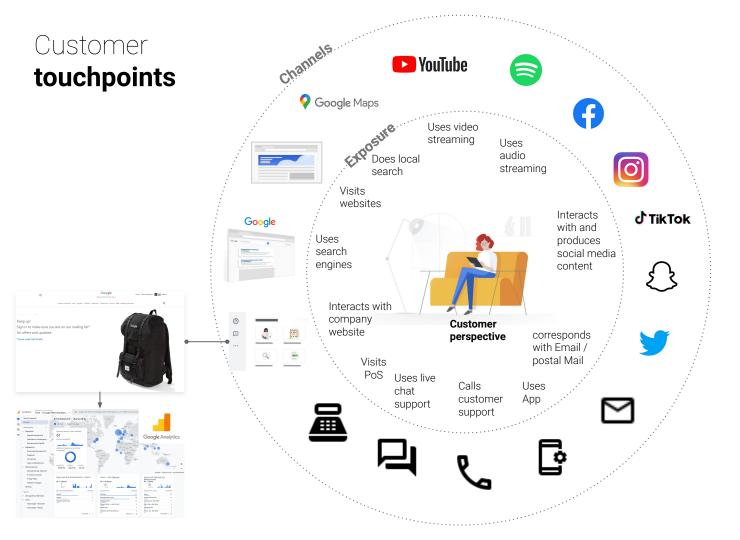


Customer Decision Journey

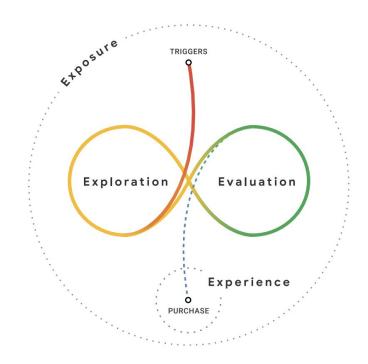
Google's marketing model

Prof. Dr. Jan Kirenz HdM Stuttgart



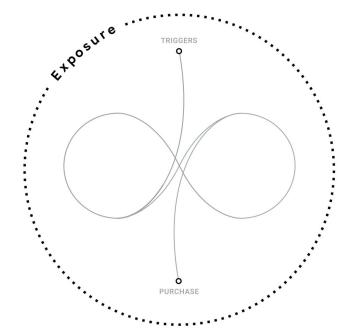


Google's marketing model



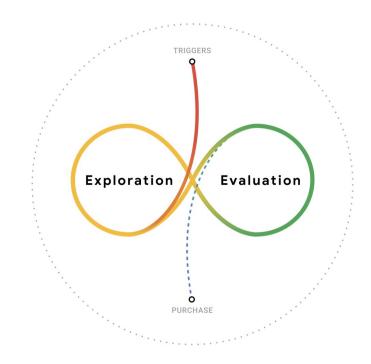
Exposure remains present throughout the duration of the decision-making process.

- Sum total of all the advertising contacts
- Is not a stage, or a phase, or a step



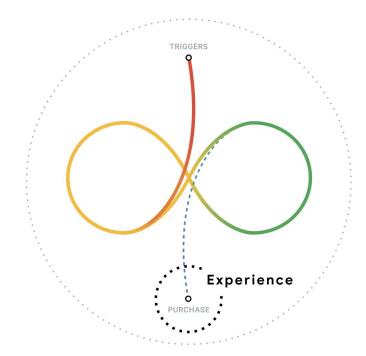
Exploration and evaluation loop

- Consumers **explore** their options
 - Expand their knowledge and
 - consideration sets
- Evaluate options and narrow down their choices
 - sequentially or
 - simultaneously



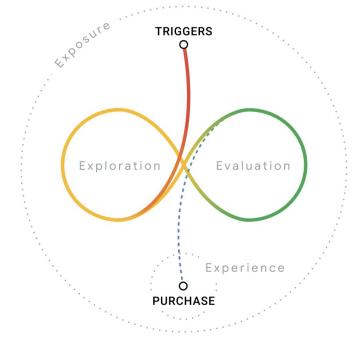
Experience a customer has with the product or service

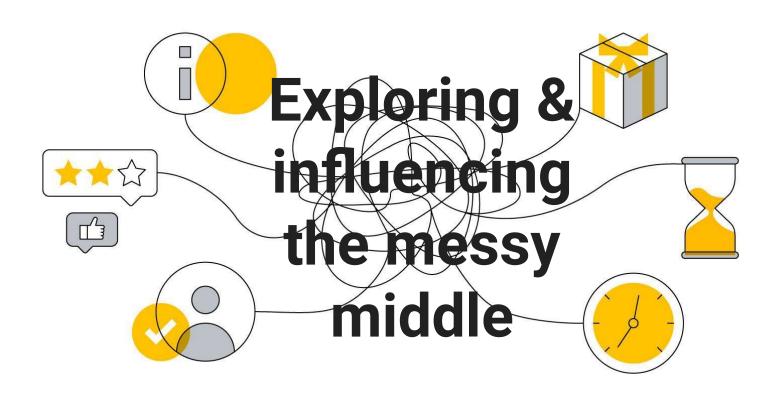
 The experience feeds directly into their background exposure



Triggers move consumers from a passive state into an **active purchase** state

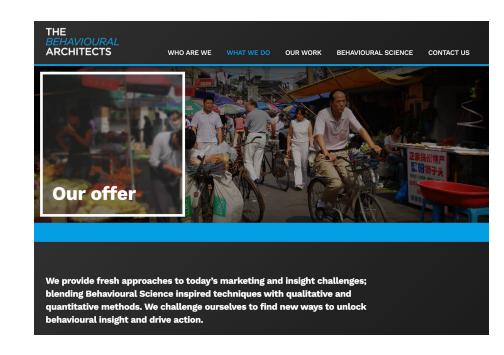
- Set of internal and external factors
 - o feelings and memories
 - o ads
 - reminders
- Are responsible for triggering an active purchase state.





Market research

- Google commissioned UK research conducted by The Behavioural Architects.
- Based on 10.000 conjoint purchase simulations.
- **n = 1.000** category **buyers** (1.000 respondents, 10 simulations each)
- Each shopper completed 10 purchase simulations within a given category, giving a total of 310,000 purchase scenarios

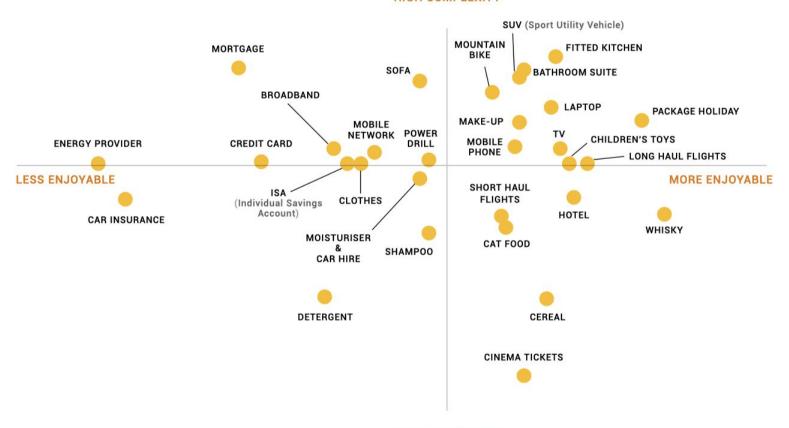


Product categories: enjoyability and complexity.

Participants answered the following questions (1–7 scale):

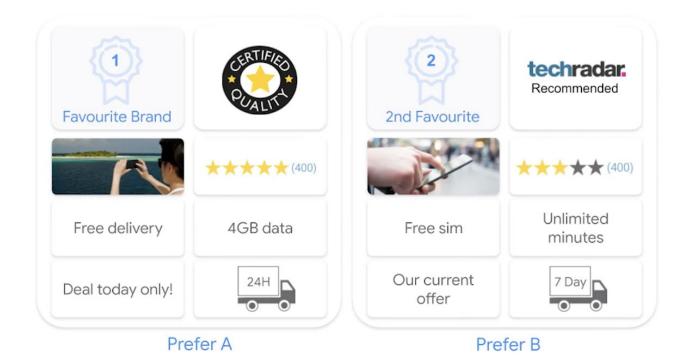
- Results were then grouped by factor analysis (questions 1 and 5 for "enjoyment", question 2–4 for "complexity") and plotted accordingly.
 - 1. How enjoyable do you find looking for [relevant 'product]?
 - 2. How complex/difficult is it to find the right [relevant 'product]?
 - o 3. How much effort does it take to find the [relevant 'product] you want?
 - 4. How worried are you about making the wrong choice of [relevant 'product]?
 - 5. How **experienced**/knowledgeable do you feel about [relevant 'product] in general?

HIGH COMPLEXITY



LOW COMPLEXITY

Purchase simulations





Source: Google Prof. Dr. Jan Kirenz

6 Biases

Category heuristics:

Short descriptions of key product specifications can simplify purchase decisions.

Power of now:

The longer you have to wait for a product, the weaker the proposition becomes.

Social proof:

Recommendations and reviews from others can be very persuasive.

6 Biases

Scarcity bias:

As stock or availability of a product decreases, the more desirable it becomes.

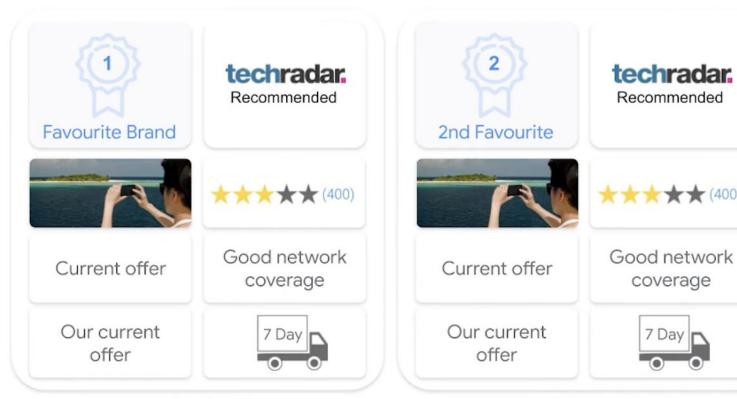
Authority bias:

Being swayed by an expert or trusted source.

Power of free:

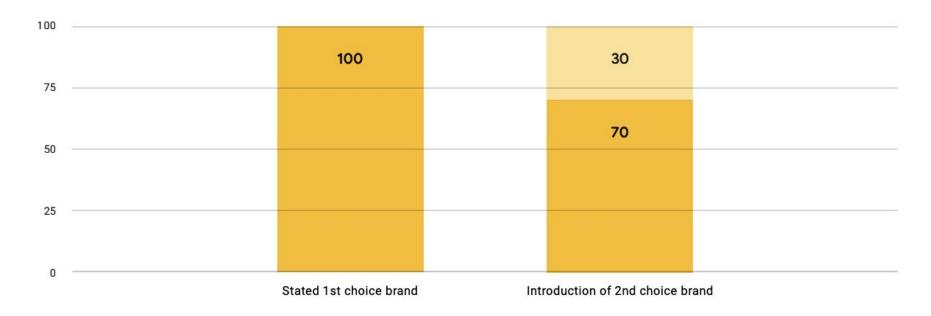
A free gift with a purchase, even if unrelated, can be a powerful motivator.

Power of showing up



Prefer A Prefer B





Transfer of preference from first choice to second choice brand after introduction of second choice brand, car (SUV) category.

The power of showing up

- This example simulated a car purchase (for an SUV specifically)
- When a second favourite brand was introduced as an option, 30% of shoppers changed away from their first preference.

Simply giving the shopper the option to choose their second choice brand was enough to entice 30% away from their initial choice

Social proof: people respond to people

Social proof

- In nearly every case, social proof (expressed as three-star versus five-star reviews) proved to be the most powerful behavioural bias
- Having either the largest or second-largest effect



Category hereustics

1st choice brand
 2nd choice brand



Category heuristics tested: "unlimited monthly usage" and "dedicated customer service". Transfer of preference from first choice to second choice brand – category heuristics analysis, broadband provider category.

1st choice brand
 2nd choice brand



Category heuristics tested: "28 month fixed rate" and "5% deposit" (mortgages). Transfer of preference from first choice to second choice brand – category heuristics analysis, mortgage category.

Authority bias

Authority Bias



Source: Rennie (2020) https://www.youtube.com/watch?v=K-j0rakvJc

1st choice brand
 2nd choice brand



Sources of authority tested: Which? and TechRadar. Transfer of preference from first choice to second choice brand – authority bias analysis, TV category.

Scarcity bias

Scarcity bias

- Scarcity messaging is perhaps one of the more immediately recognisable executions
- It was most often the least effective bias
- While it can be effective as a clinching factor during final evaluation, for exploring shoppers scarcity could feel restrictive and provoke a negative reaction

Power of now

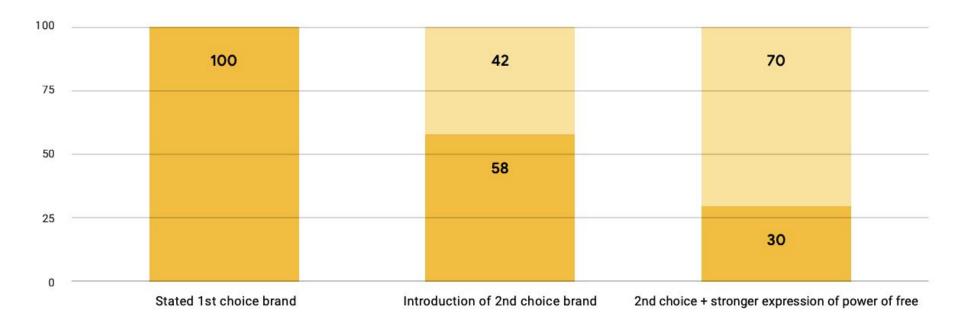
Power of Now



Combining biases

Showing up + the power of free

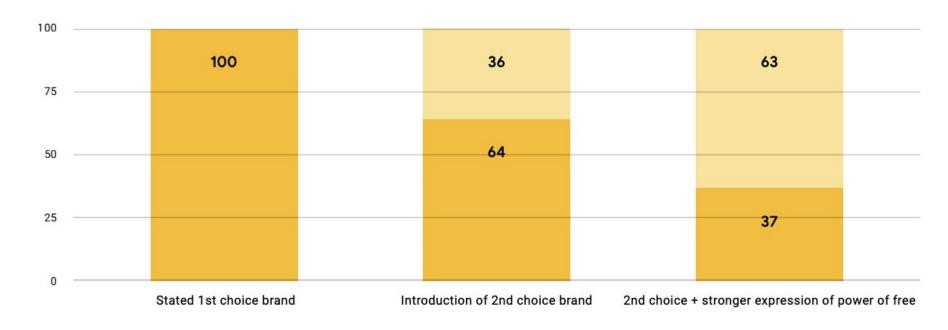




Power of free executions tested: "free day - 3 days for the price of 2" and "free car clean". Transfer of preference from first choice to second choice brand – power of free analysis, car hire category.

1st choice brand

2nd choice brand



Power of free executions tested: "free checked luggage" and "free hot drink". Transfer of preference from first choice to second choice brand – "power of free" analysis, short-haul flight category.

1st choice brand

2nd choice brand



Transfer of preference from first choice to second choice brand – bias supercharging analysis, shampoo category.

Made up brands

Fictional brands



















































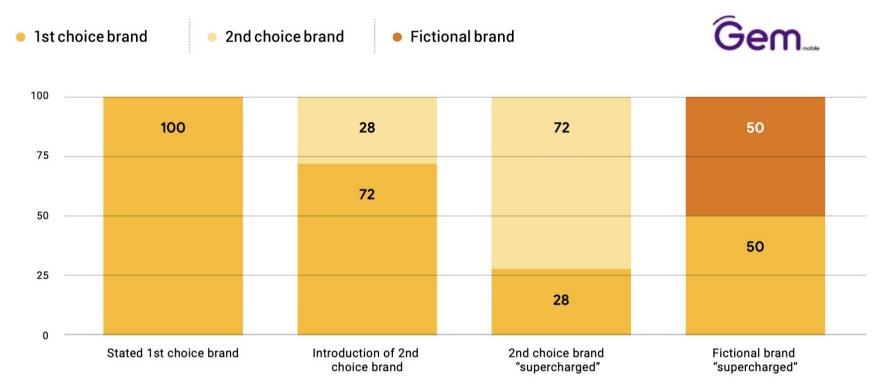






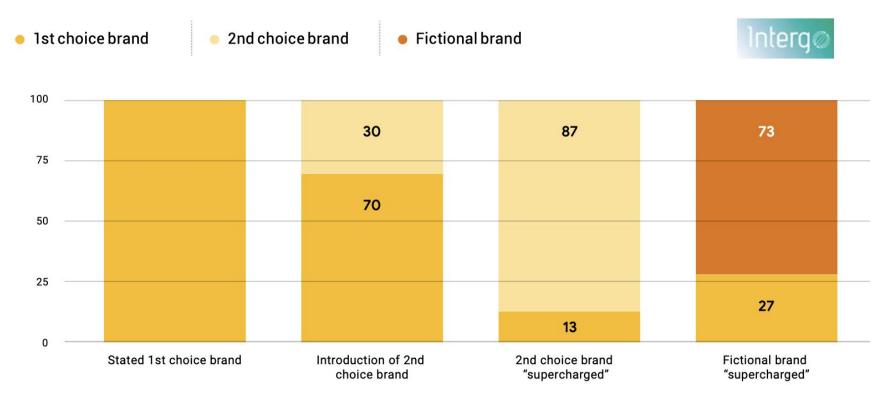






Transfer of preference from first choice to fictional brand – bias supercharging analysis, mobile network category.

Source: Google commissioned UK research conducted by The Behavioural Architects. Based on 10.000 conjoint purchase simulations. n = 1.000 category buyers (1.000 respondents, 10 simulations each)

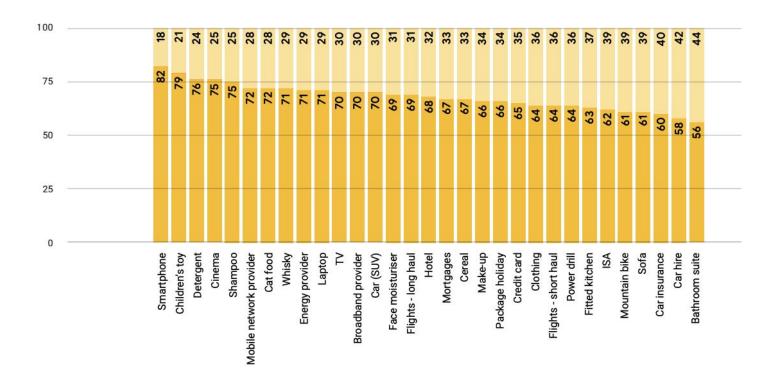


Transfer of preference from first choice to fictional brand – bias supercharging analysis, broadband category.

Summary

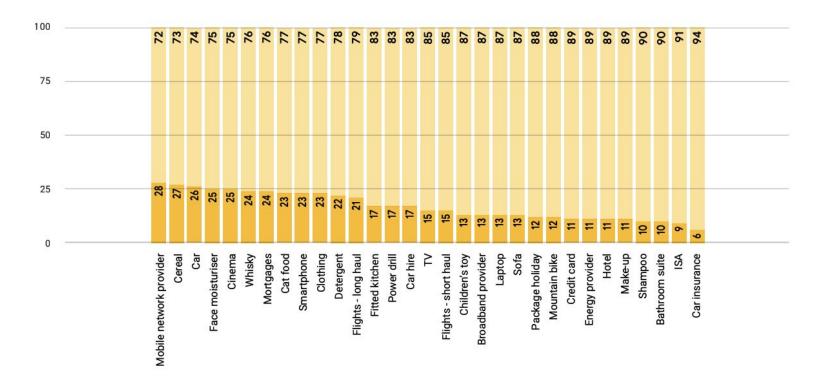


2nd choice brand



Transfer of preference from first choice to second choice brand after introduction of second choice brand, all categories.





Transfer of preference from first choice to second choice – bias supercharging analysis, all categories.

In summary



Ensure Brand Presence

Simply showing up can impact customer decision making when they are exploring and evaluating



Intelligently (and responsibly) employ behavioural science principles

Leverage your brands' assets to appeal to customers in the Messy Middle



Close the gap between trigger and purchase

Help customers navigate the messy middle as efficiently and effectively as possible

Resources





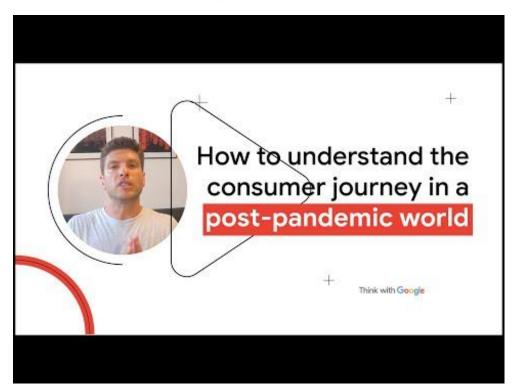
Download the Report:

https://www.thinkwithgoogle.com/_gs/documents/9998/Decoding_Decisions_The_Messy_Middle_of_Purchase_Behavior.pdf

https://www.thinkwithgoogle.com/intl/de-de/insights/customer-journey/kaufverhalten-und-entscheidungsfindung-verstehen/

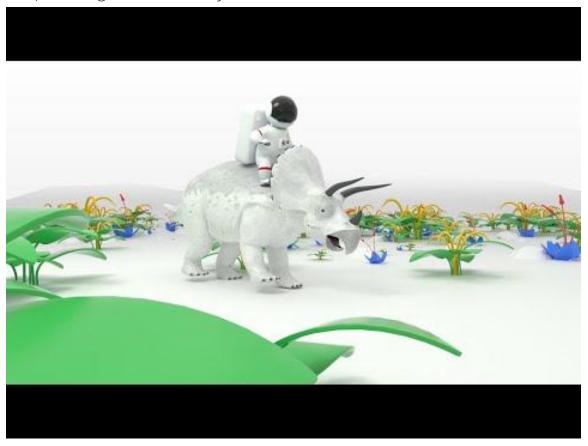
Source: Google (2020)

Summary of complete content



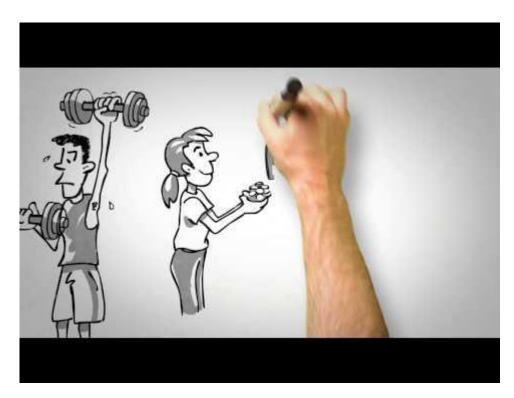
Think with Google

Exploring the messy middle



- When it comes to making everyday decisions, we're a lot less rational than we think.
- The good news for marketers?
 There are universal
 behavioural principles that can help us understand how biases influence the purchases people make.
- This video covers an overview of Google's studies on consumer behaviour.

Related research: Science of persuasion



Cialdini, R. B. (2006). Influence: the psychology of persuasion, revised edition. New York: William Morrow.



https://www.influenceatwork.com/7-principles-of-persuasion/

Model FAQs

Q: What exactly is the purpose of the model?

A: It labels the specific cognitive inputs and mental modes that consumers engage when processing vast amounts of information and managing choice. It also illustrates the relationship between those inputs and modes. In short, it helps to make sense of what's going on in the messy middle.

Q: How is this model new?

A: Given that it brings together various elements of previous models and theories, it isn't entirely new. But it does effectively illustrate the non-linear reality of decision-making – such as the constant backdrop of exposure and the infinitely looping relationship between explore and evaluate.

Q: Do the older models still have value?

A: Not all models are built with the same purpose in mind. We wanted to focus specifically on delineating consumer behaviour, while other models give greater focus to branding, loyalty, and the role of habit and impulse.

Q: Is the funnel dead?

A: Our model is designed to reflect the complex way that people make decisions. As such, it is tightly focused on the consumer, rather than on marketing or sales processes. As a tool for formulating marketing objectives, the funnel is still very much alive. In fact, at 120 years old and counting, the funnel is quite possibly immortal.