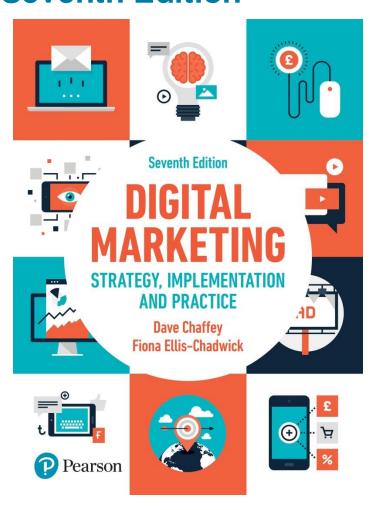
DIGITAL MARKETING

STRATEGY, IMPLEMENTATION AND PRACTICE Seventh Edition



Part 2

Digital marketing strategy development

Chapter 5

Digital media and the marketing mix



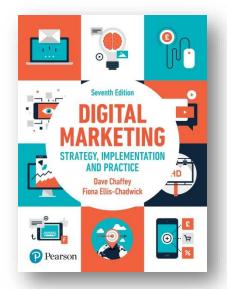
Chapter 5 Digital media and the marketing mix



Main topics:

- Product
- Price
- Place
- Promotion
- People, process and physical evidence

Case study: Spotify streaming develops new revenue models





What is the marketing mix?

Using the Internet to vary the marketing mix **Product Promotion** Physical evidence **Price** Place **People Process** Quality Marketing Positioning Trade Individuals Sales/staff Customer • Image communications List channels on marketing focus contact Branding Sales Personal Discounts activities Business-led experience Credit of brand Features promotion support Individuals IT-supported Variants Sales Payment Channel Design on customer Product Mix methods number packaging promotion contact features Support • PR • Free or Segmented Recruitment Research Online channels Customer Branding value- Culture/ and experience Direct added image development service marketing Training Use elements and skills occasion Availability Remuneration Warranties



Product

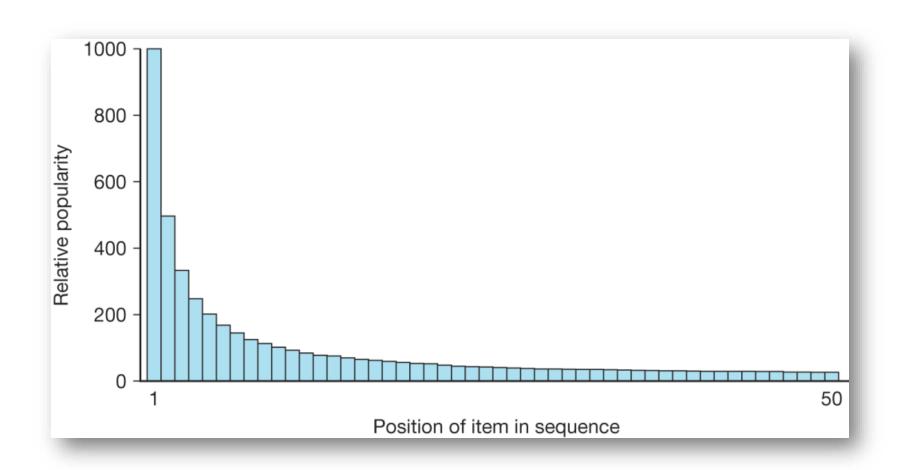
Implications for digital technology for the product element of the mix

- 1. Options for varying the core product
- 2. Options for offering digital products
- 3. Options for changing the extended product
- 4. Conducting online research
- 5. Speed of new product development
- 6. Speed of new product diffusion





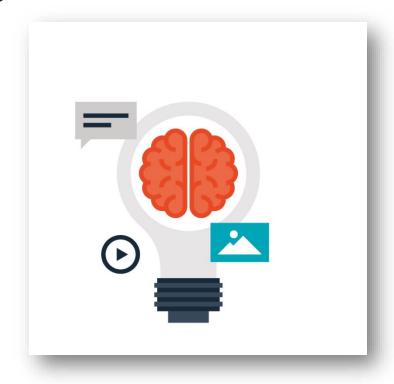
The long tail concept





Branding in a digital environment

- Success factors for brand sites
- Brand identity
- Brand names for online brands





Price

- Increased price transparency
- 2. Downward pressure on price
- 3. Innovative pricing approaches
- 4. Alternative pricing structure or policies



Price elasticity of demand



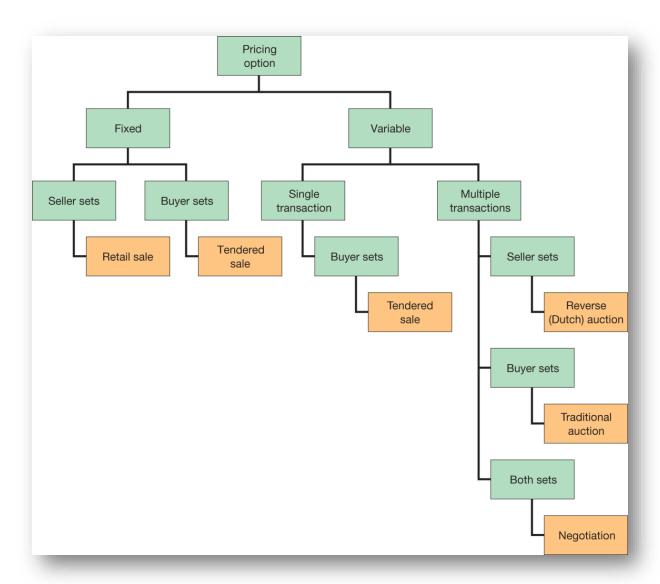


Price elasticity of demand for a relatively inelastic product





Figure 5.6 Alternative pricing mechanisms





Place

- 1. Place of purchase
- 2. New channel structures
- 3. Channel conflicts
- 4. Virtual organisations





Promotion

Communications Tool	Online implementation
Advertising	Interactive display ads, pay-per-click search advertising, targeted ads in social networks
Selling	Virtual sales staff, site merchandising, assisted selling (including livechat) and affiliate marketing
Sales promotion	Incentives such as coupons, rewards, online loyalty schemes
Public relations	Online PR and influencer outreach, blogs, e-newsletters, newsletters, social networks, links and viral campaigns
Sponsorship	Sponsoring an online event, site or service
Direct mail	Opt-in email using e-newsletters and focused 'solus' emails
Exhibitions	Webinars, virtual exhibitions and white-paper distribution
Merchandising	Promotional ad-serving on retail sites, personalised recommendations and email alerts
Packaging	Virtual tours, real packaging displayed online
Word of mouth	Social, viral, affiliate marketing, email a friend, links



People Process and Physical evidence

People:

- 1. Customer define support query
- 2. Receipt of email and acknowledgement
- 3. Routing of emails
- 4. Compose response
- 5. Follow-up





Process:

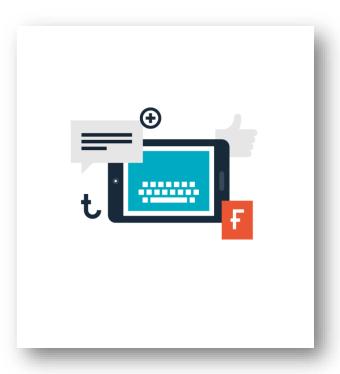
- Customer preferred channel
- Company -preferred channel
- Delivering customer services and assisted sales through Livechat





Physical evidence refers to:

A customer's experience of the company through the web site and other digital media.





Case study: Spotify streaming develops new revenue models

Question:

Assess how Spotify compete with traditional and online music providers by reviewing the approaches it uses for different elements of the marketing mix

