

Perspectives on Consumer Behavior

Consumer Behavior

The process and activities people engage in when searching for, selecting, purchasing, using, evaluating, and disposing of products and services so as to satisfy their needs and wants.

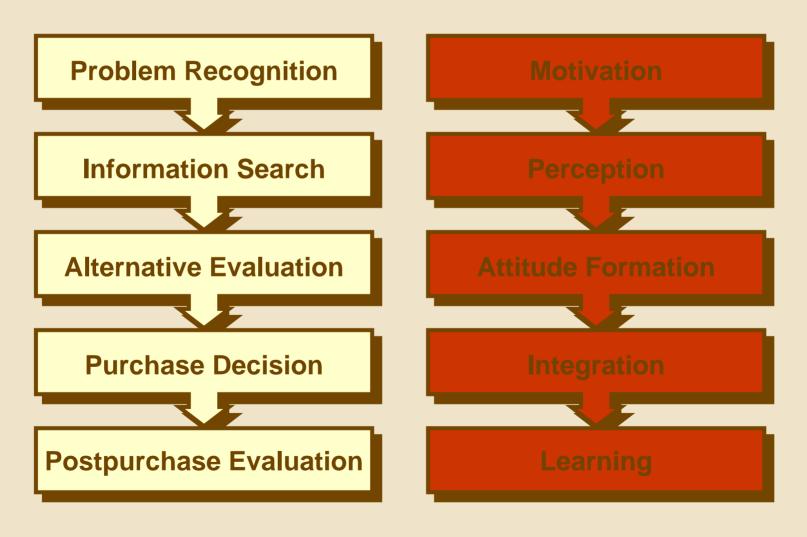
The Consumer Decision Process



Consumer Decision Process and Relevant Internal Psychological Processes

Decision Process Stages

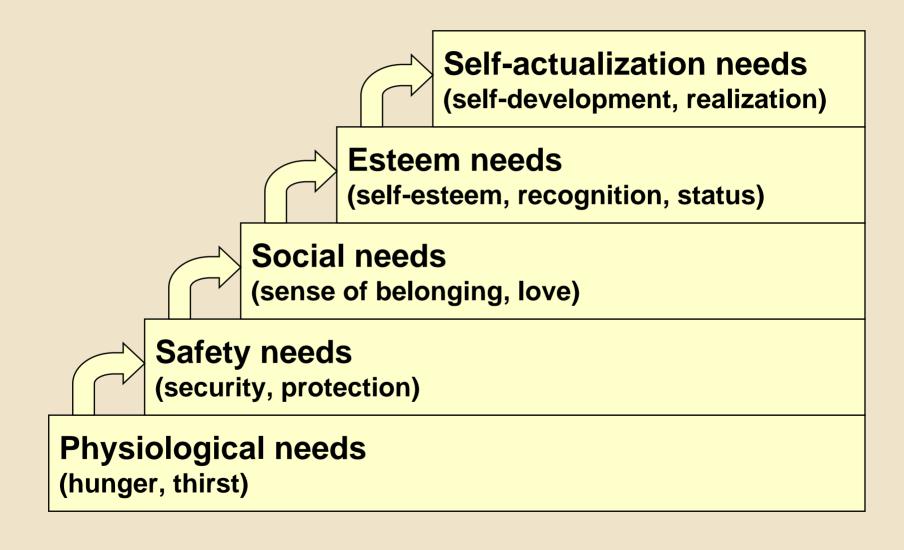
Psychological Processes



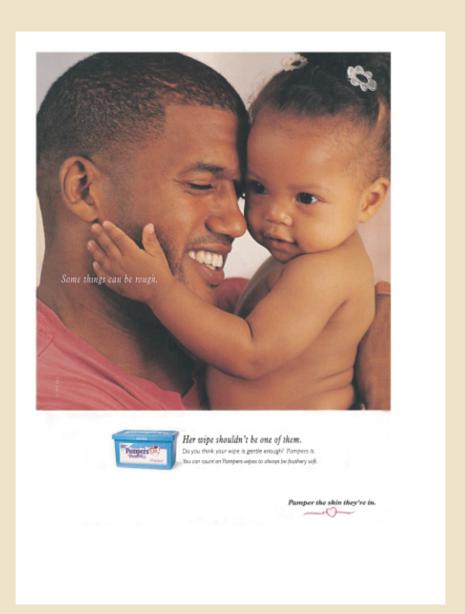
Sources of Problem Recognition

- > Out of stock
- > Dissatisfaction
- > New needs or wants
- > Related product purchase
- Market-induced recognition
- > New products

Maslow's Hierarchy of Needs



Pampers appeals to needs for love and belonging in this ad



Probing the Minds of Consumers Psychoanalytic Theory & Motivation Research

➤In-Depth Interviews

 The consumer talks freely in an unstructured interview to obtain insights into his or her motives, ideas or opinions.

➤ Projective Techniques

 Methods allowing consumers to project values, motives, attitudes or needs on some external object.

>Association Tests

 Consumers respond with the first thing that comes to mind when presented with some verbal or pictorial stimulus.

> Focus Groups

 A group of consumers with similar backgrounds or interests discuss a product, idea or issue.

Information Search

Internal Search – information stored in memory

External Search – actively seeking information from various sources

- Personal sources
 - Friends, relatives, co-workers
- Market-controlled sources
 - Ads, salespeople, in-store displays
- Public sources
 - Print articles, news reports
- Personal experience
 - Handling, examining, testing, using

Perception

The process by which an individual receives, selects, organizes and interprets information

Stages in the perception process:

- Sensation
- > Attending to information
- > Interpreting information
- > Responding to information

The Selective Perception Process

Selective Exposure

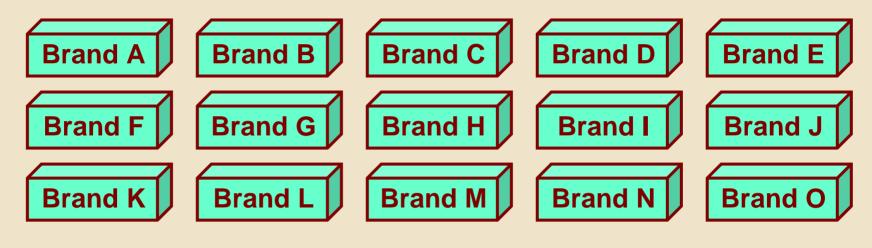
Selective Attention

Selective Comprehension

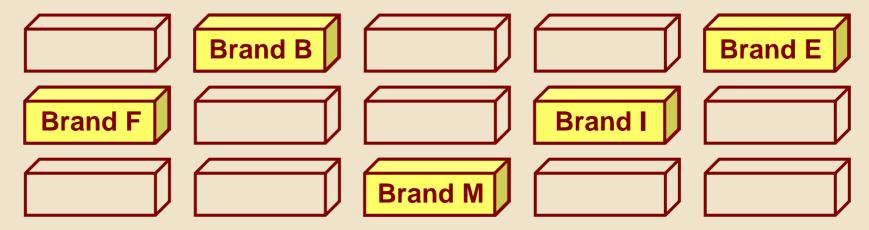
Selective Retention

Evaluation of Alternatives

All available brands



Evoked Set of Brands



Evaluative Criteria

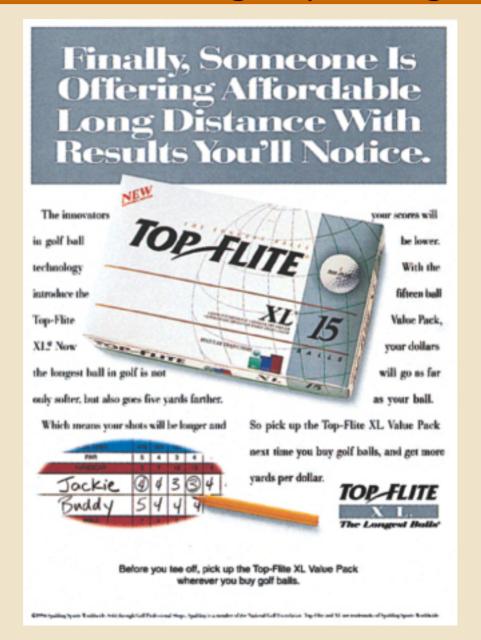
Criteria - Dimensions or attributes of a product or service used to compare various alternatives

- Objective criteria price, warranty, color, size
- Subjective criteria style, appearance, image

Consequences – outcomes that result from using a product or service

- > Functional consequences concrete and tangible
- ➤ Pyschosocial consequences abstract, intangible

This ad focuses on the favorable consequences of using Top Flite golf balls



Consumer Attitudes

Learned predispositions to respond toward an object—an individual's overall feelings toward or evaluation of an object.

Consumers may hold attitudes toward:

- Individuals
- Brands
- Companies
- Organizations
- Product categories
- Retailers
- Advertisements
- Media

Multiattribute Attitude Model

Attitudes are a function of:

- $A = \sum B_i \times E_i$
- A = Attitude
- B_i = Beliefs about brands performance on attribute i
- E_i = Importance attached to attribute i
- N = Number of salient attributes considered by consumer

Ways to Influence or Change Attitudes

- ➤ Increase or change the strength or belief rating of a brand on an important attribute
- Change consumers' perceptions of the importance or value of an attribute
- Add a new attribute to the attitude formation process
- Change perceptions of belief ratings for a competing brand

Integration Processes and Decision Rules

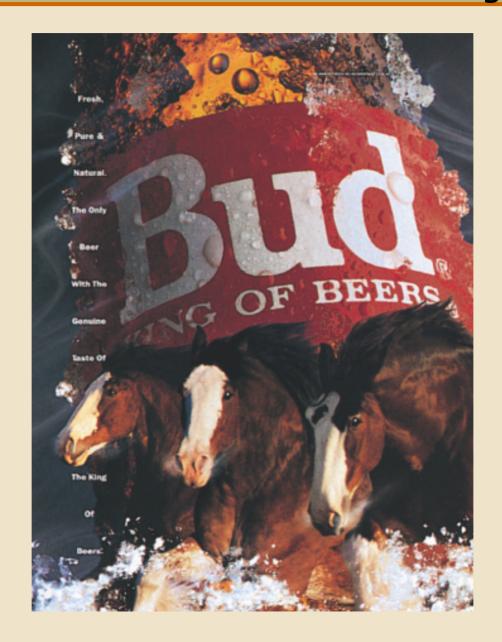
Integration processes are the way product knowledge, meaning, and beliefs are combined to evaluate alternatives

Types of decision rules:

- Heuristics simple rule of thumb rules that are easy to use and apply
 - Buy least expensive brand
 - Buy brand on sale or for which I have a coupon
- Affect referral rule make decision on basis of overall affective impression or feelings about the brand
- Compensatory rules evaluate the strengths and weaknesses of each brand



Market leaders such as Budweiser appeal to consumer affect in their advertising



Consumer Learning Processes

Cognitive Learning

 Consumers learn through information processing and problem solving

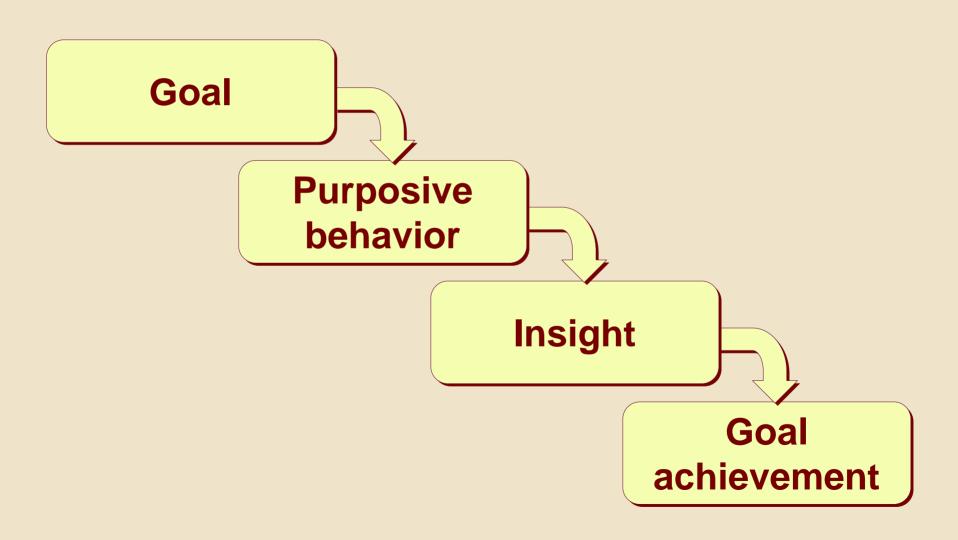
Behavioral Learning

- Learning via association (classical conditioning)
- Learning via reinforcement (instrumental cond.)

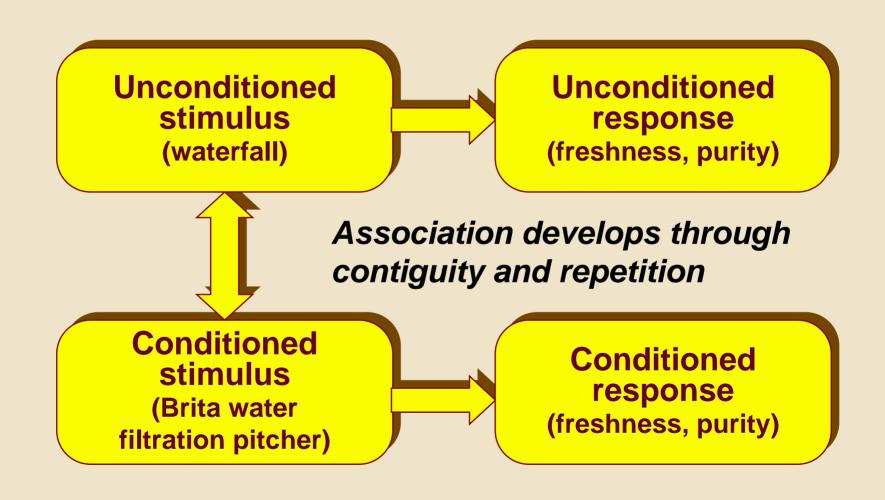
Modeling Processes

 Based on observation of outcomes and consequences experienced by others

Cognitive Learning Process



Classical Conditioning Process

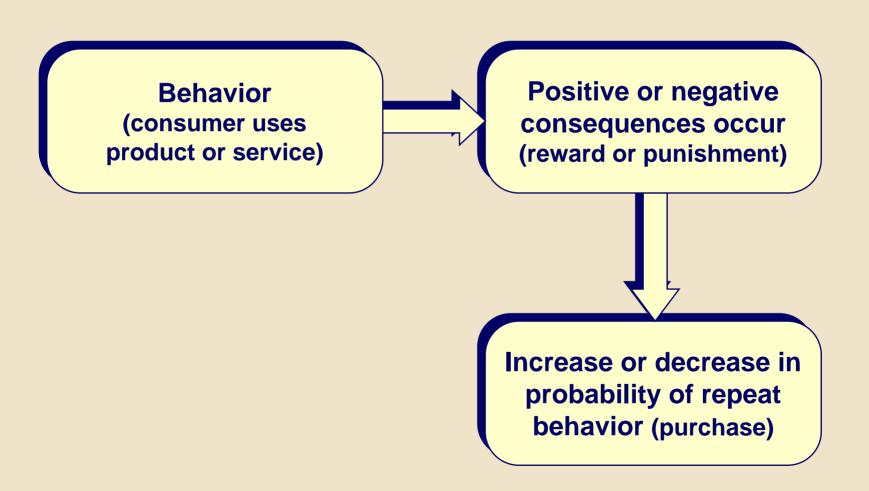




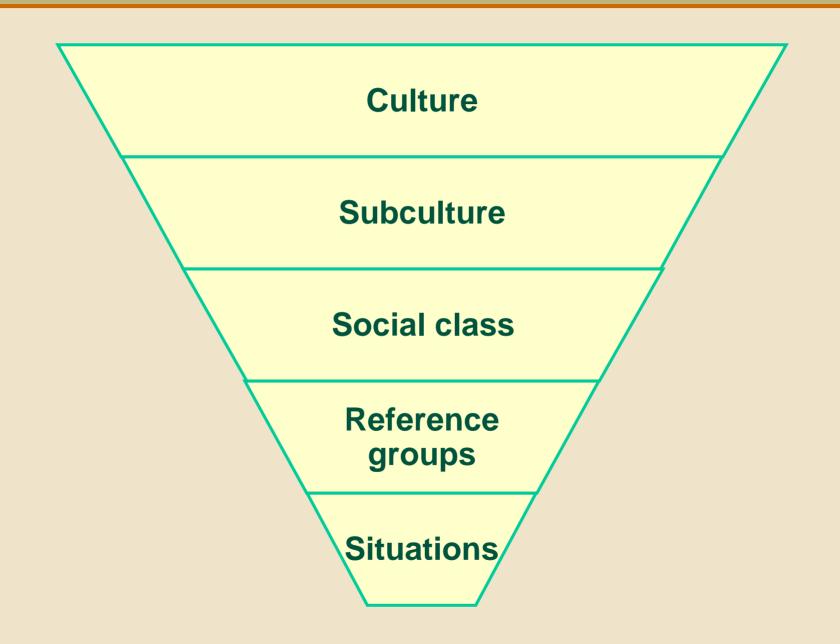
This Brita ad uses classical conditioning



Instrumental Conditioning Process



External Influences on Consumers



The Hispanic subculture is a very important market in many parts of the U.S.

hispanic growth SAN DIEGO: THE 11TH LARGEST HISPANIC METRO IN THE U.S.



| TOTAL HISPANIC POPULATION |
|---------------------------------|
| 4,310,900 |
| 2,373,400 |
| 1,462,100 |
| 1,318,900 |
| 1,293,900 |
| 1,274,000 |
| 900,100 |
| 855,900 |
| 847,600 |
| 830,800 |
| 770,000 |
| 541,200 |
| 516,700 |
| 454,700 |
| 447,000 |
| |

Source: Sales & Marketing Management 2001 Survey of Buying Power.

WHAT ARE SAN DIEGO HISPANICS LIKE?

There are 766,318 Hispanics in San Diego County

- 62% have a computer in their homes
- 63% access the Internet
- 195,900 own their own home
- 30% rented a car in the past year
- 58% have a cellular telephone
- 226,160 Hispanic adults are reached by a four-issue daily campaign in The San Diego Union-Tribune

Source: February 2001 - January 2002 San Diego Scarborough Report; 2001 MapInfo Corp.

COMPARED TO THE ENTIRE POPULATION OF SAN DIEGO, HISPANICS HERE:

- Are younger: Median age of 33
- Have children in the household: 62% have one or more children
- Are more likely to buy children's shoes, car stereo systems, home stereo systems and children's clothing.

Source: February 2001 - January 2002 San Diego Scarborough Report; 2001 San Diego Union-Tribune Continuing Analysis of Shopping Habits (C.A.S.H.) Study; 2001 Maplafo Corp.



Variations in Consumer Decision Making

Types of Decision Processes:

- Extended Problem Solving
- Limited Problem Solving
- Routine Response Behavior

IMC Communications Task Grid

| Decision Role | Communication Task | Target Audience | Where and When | IMC Options |
|----------------------------------|---|--------------------------------------|---------------------------------|---|
| Role in Decision Marking Process | Desired result or effect from communication | Primary group to reach at each stage | Best way to reach at each stage | Best IMC tool to accomplish communication task |
| Initiator | | | | |
| Influencer | | | | |
| Decider | | | | |
| Purchaser | | | | |
| User | | | | |