Lecture 1: What is Marketing? (Chapter 1)

Core Concepts:

- Needs, wants and demands
- Products and services
- Customer value, satisfaction and quality
- Exchange, transaction and relationships
- Market

Marketing Concept:

- 1. Customer orientation
- 2. Continuous market research
- 3. All organisation activities and strategies are integrated
- 4. Aims to convert satisfied customers into loyal customers

Marketers...

- > Environmental scanning and analysis
- ➤ Market research and analysis
- Segmenting, targeting and positioning
- Design products
- Set prices
- > Identify places to sell
- Coordinate promotion
- Manage relationships (i.e. deal with people)

Lecture 2: Creating Value and Competitive Advantage (Chapter 2)

SELLING CONCEPT – focuses on existing products and heavy selling. Aims to sell what the company makes, rather than what the customer wants \rightarrow profits through sales volume, e.g. TVSN. Large scale selling and promotion effort

MARKETING CONCEPT – focuses on the customer → profits through customer satisfaction

PRODUCTION CONCEPT – focuses on improving production and distribution efficiency, e.g. McDonalds

PRODUCT CONCEPT – quality, performance and innovative features, e.g. Apple

Market Orientated Culture – belief that purpose of the business is to create superior customer value

- Deep understanding of customers
- Awareness and knowledge of competitors
- Strong collaboration across all functions of the firm
- Leadership actions that focus on the customer

Customer Value: difference between the benefits the customer gains from owning and using a product and the cost of obtaining the product – the extent to which a product's perceived performance matches buyer's expectations.

Customers are VALUE MAXIMISERS

- Only consider features that are important to them
- Customer perception of value is a strong predictor of purchase
- Experience will influence future choice

Features: attributes of a product

Benefits: attributes the customer will use – they provide value for the customer

Customer satisfaction is influenced by...

- Past experiences
- Information and promises made by marketing organisations
- Competitors and competing products
- What seems like fair value

Functional attributes (i.e. meeting standards, operating trouble free, performing as expected) have a 37% influence on buyer satisfaction.

Psychological attributes (i.e. eager to satisfy, ability to respond to requests, consideration for the customer, innovation) have a 63% influence on buyer satisfaction.

Measuring Customer Satisfaction and Loyalty

- Customer satisfaction and loyalty surveys
- Complaint and suggestion systems
- Mystery shopping and customer interviews
- Lost customer analysis

Relationship levels

- 1. Basic
- 2. Reactive
- 3. Accountable

- 4. Proactive (business-to-business marketing)
- 5. Partnership (business-to-business marketing)

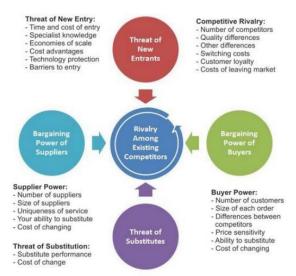
Relationship Ties

- 1. FINANCIAL BENEFITS: e.g. loyalty programs, cafes, flybys, frequent flyers
- **2. SOCIAL BENEFITS:** focus on social bonds with customers by learning about their needs and individually personalising their products and services
- **3. STRUCTURAL TIES:** links that an organisation may provide to a customer to assist with its own business, e.g. logging into a website to check order status

STRATEGIES FOR COMPETITIVE ADVANTAGE... (Satisfying target customer's needs better than competitors)

- 1. Competitor analysis who are they, objectives, direct, indirect?
- 2. Develop your own competitive marketing strategies:
 - a) Overall cost leadership offering lower price than competitors
 - b) Differentiation concentrate on highly differentiated products, e.g. Apple iPad
 - c) Focus concentrate on a small piece of the market (niche market)

Porter's Five Forces Analysis (drives industry competitiveness)



COMPETITIVE POSITIONS

- Market leader largest market share, leads others in price changes, new products, promotional spend
- Market challenger second biggest firm, fighting hard to increase market share, attack competitors strengths or weaknesses
- Market follower wants to hold market share without rocking the boat
- Market nicher serves small segments not served by other firms, relatively low market impact

^{*}Customer lifetime value = amount by which revenues form a given customer over time will exceed the company's cost of attracting, selling and servicing that customer.