Lecture 1

What is marketing?

- Marketing is much more than this and includes
 - o e.g. monitoring market trends, conducting market research, market segmentation, product development, branding, pricing, promotion etc.
- The **process** of maximising returns to stakeholders by developing exchanges with valued customers and creating an advantage for them.
- Customers receive an advantage through exchange.
- Simply put, marketing is the delivery of customer value and satisfaction at a 'profit'.
- Depends on what people value

The domain of marketing

- Marketing is the activity, set of institutions, and processes for creating, communicating, delivering, and exchanging offerings that have value for customers, clients, partners, and society at large
- "Marketing is not a specialised activity. It is the whole business seen from the point of view of its final result, that is, from the customer's point of view"

The focus of marketing

- **People**: Those involved in the marketing process, including customers, personnel and other customers present when exchanges took place
 - o They are the focal point of all marketing activities
- **Target marke**t: A specific group of customers on whom an organisation focuses its marketing efforts
 - o e.g. Jetstar Airways, targets its domestic flights in Australia to people who want to fly to a destination without having to pay for things that are not essential to arriving at the destination safely and in good spirit.
 - o Companies target different markets with different package.

Customer value and satisfaction

- "Creating value in everything we do for customers!"
- Customer value is the customer's evaluation of the differences between all the benefits and all the costs of a market offering relative to those of competing offers
 - o the evaluation process can be highly personal
 - o 'Value' is based on customer perceptions and expectations
 - O Customers differ in their perceptions and expectations. Similarly, an individual customer's perceptions and expectations change over time.
 - o Can be situational.
 - o The "cost" here is not only about money
- **Customer Satisfaction**: the extent to which a product's perceived performance matches a customer's expectations.
- Value: A customer's subjective assessment of benefits relative to costs in determining the worth of a product
 - O Customer costs include anything a buyer must give up to obtain the benefits the product provides.

o Customer benefits include anything a buyer receives in an exchange.

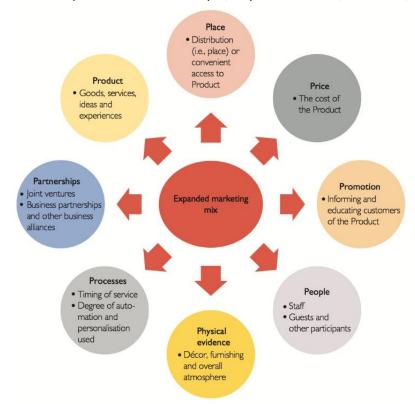


Key questions to ask when competing on customer value:

- Which customers will we serve?
- What exactly do customer's value?
- Of all the things customer's value, on which should we focus to achieve value (how will we serve customers best)?
- How well do customers think we deliver that value? >> Market research
- How will customer value change in the future?

The Marketing Mix

- Marketers combine and balance these four elements when determining how to satisfy customers' needs for a product: Product, Price, Place (Distribution), Promotion (4Ps)
- More recent marketing professionals have suggested expanding the marketing mix to include important variables: People, Physical evidence, Processes, Partnerships (8Ps)



- **Product**: Product can be anything, e.g. good (tangible), service (intangible), idea (intangible), experience (intangible), or any combination of them.
 - o E.g. online banking, a mobile phone with plan
 - o New product & service development

- o Value co-creation
- o Building the brand
- o The augmented product
- o Service quality
- Price: Relates to decisions and actions associated with establishing pricing objectives and policies and determining product prices
 - o Determines the value of the exchange
 - O Competitive tool for the company
 - O The cost of the product for the customer + effort to get it
 - o e.g. some luxury brands have an image of high quality and high price that has given them significant status.
- Place (distribution): Make products available in the quantities desired in the right place at the right time
 - o An important determinant of VALUE
 - O E.g. Minimise costs of inventory, transportation and storage
 - O Downloading iTunes to an iPhone provides consumers with the benefits of music on the move
 - o Select/motivate intermediaries
 - o Establish/maintain inventory control
 - o Develop/manage transportation and storage systems
 - O Use of the Internet and e-commerce to facilitate distribution
- Promotion: Inform individuals or groups about the organisation and its products/services
 - Advertising
 - o Public relations
 - o Personal selling
 - o Sales promotions
 - o Viral marketing
- **People**: those people involved with preparing, producing and presenting the product, who are typically employees of an organisation and are paid to do a quality job.
 - o add appeal, e.g. server uniforms in a restaurant
- **Physical evidence**: outer appearance, packaging, location, décor, lighting and other physical elements associated with the product
- **Process**: e.g. automation or use of self-service technology.
 - o how the company is part of the process of customers' experience
- Partnership: Establishing, maintaining and nurturing partnerships throughout the supply chain
 - o gain efficiency and reliability
 - partnerships with the media, partnerships with unions and other lobby groups, partnerships with government and of course partnerships with customers and the broader community