NEW PRODUCTS MARKETING

Lecture 1

Outline of the course content:

Part 1: Opportunity Identification/Selection (Lectures 1-2)

Part 2: Concept Generation (Lectures 3-4)

Part 3: Concept/ Project Evaluation (Lectures 5-7)

Part 4: Development (Lecture 9)

Part 5: Launch

Overview and Opportunity

Apple Inc: offer computers and technological devices to society

Google: offer information to broader society

The reason firms invests heavily on new products is that they hold the answer to most firm's biggest problems

Guy Kawasaki - first marketing employee of Apple Inc. considers 10 points for the art of innovation

- 1. Make meaning
- 2. Make mantra
- 3. Jump to the next curve
- 4. Roll the dice, (i.e deep, intelligence, complete, empowering, elegant)
- 5. Don't worry, Be crappy
- 6. Let 100 Flowers Blossom
- 7. Polarise People
- 8. Churn baby, churn
- 9. Unique x Value
- 10. Perfect your pitch
- 11. Don't let the bozos grind you down

New product process

- For every 100 ideas
 - o 70 make it through the initial screening
 - o Fewer than 50 pass concept evaluation and testing
 - o In the development phase \rightarrow only 30 survive and enter the testing process
 - o Then only 25 are commercialised → with only 60% only being successful
 - Success rate is lower in consumer goods (51%) and as high as 65% in healthcare

The reasons that new products fail \rightarrow the firm has an <u>ill understanding of the customer</u>, or <u>lack of funds</u> required for adequate research and development, <u>lack of quality and price relationships</u>, <u>lacks senior management support</u>, or <u>chases a moving/dynamic market of customers</u>

In 2012, the Best Firms, attained a success rate of 80%, while the rest was much lower with 505

	The Best Firms (25%)	<u>The Rest (75%)</u>
% Success	82.2	52.9
% Success of sales when introducing a new product	47.9	25.4
% Success of profits from introducing a new product	48.5	25
	4.5	11.4

- Lesson: firms that maintain their commitments to new products are rewarded with sales and profits
- Globalisation and NPD
 - o Top firms deploy over 50% of their R&D spending in foreign countries

- o Global product teams allow firms to leverage their new product skills across their subsidiaries
- o Design, R&D, and manufacturing may occur in different subsidiaries around the world
- o Coordinating the efforts across multiple countries to launch a successful new product
- Having a **global innovation culture** being aware of differences in business and cultural environments and being open to global markets a key for success
- New product process is about team work and the establishment of **cross-functional teams** with personnel from marketing, R&D, engineering, manufacturing, production, design and other areas → New Product Team → this means the product development is a joint effort
 - o Strong creative contribution
 - o Comfortable with ambiguity
 - o Use heuristics (cautiously)
 - Therefore, marketers have to adapt and learn to work with an array of different personnel expertise
 → and thus calls for a *strong creative contribution*
 - Overlapping responsibilities and phases within the basic new product process is encouraged → this because of the pressure for firms to accelerate time to market for new products, → which then needs great communication efficiency, which needs multifunctional and cross-functional teams
- Process Innovation usually applies to functions, and focuses on manufacturing, or the distribution process, resulting in the new product to benefit
- HOWEVER *Product Innovation* applies to the total operation by which a new product is formed, and marketed, and includes innovation in all its functional processes

What is a New Product?

- New-to-the-world (really-new) products: inventions that create a whole new market, iPod and iPad, HP laser printer, Rollerblade inline skates, P&G Febreze and Dryel
 - o This required a revolution in the existing product category, and to wholly define new ones
 - o This requires consumer learning and to incorporate new technology
 - o This also prompts risk, and encourages firms to take risks to become competitive
 - o There is often confusion between invention and innovation → managers refer to the dimension of uniqueness, i.e form, function, and formulation that is usually patentable
- New-to-the-firm products: products that take a firm into a category new to it. Ex.: P&G's first shampoo or coffee, Hallmark gift items, AT&T Universal credit card, Canon laser printer.
- Additions to existing product lines: line extensions and flankers that flesh out the product line in current markets. Ex.: P&G's Tide Liquid, Bud Light, Special K line extensions (drinks, snack bars, crystals).
- Improvements and revisions to existing products: current products made better. Ex.: P&G's continuing improvements to Tide detergent, Ivory soap.
- **Repositioning**: products that are retargeted for a new use or application. Also includes retargeting to new users or new target markets. Ex.: Arm & Hammer baking soda sold as a refrigerator deodorant; aspirin repositioned as a safeguard against heart attacks; Marlboro retargeted as a man's cigarette.
- **Cost reductions**: new products that provide the customer similar performance but at a lower cost. May be more of a "new product" in terms of design or production.

Principles and issues in NPP

- A. Between the phases of the process are evaluation tasks or decision points, i.e no go/go decisions are taken
- B. There is always pressure to accelerate time to markets and phase of overlapping and cross-functional teams are used to achieve goals
- C. Fuzzy gates are a "conditional go" so that it does not slow down the process in analysis
 - a. This speeds up the process because time is not wasted in obtaining complete information before the decision is made
 - b. Fuzzy gates must have *teeth* → i.e a potential problem is that the result should be No Go, but the project is still continued
- D. **However, ... hallow gates** *can emerged*, they are the same as fuzzy gates however no financial support is provided to continue → and inevitably cause cost overruns, and launch delays

Third Generation NPP

- E. Most firms use what is called a Third-Generation process.
- F. This is a flexible interpretation of the basic process, which allows overlapping phases and fuzzy gates.
- G. This flexibility is particularly important in the development of new-to-the-world, breakthrough products.

NPP interacts with other strategic elements

- Without the strategic direction provided by **the Product Innovation Charter (PIC)**, the firm's attempts at product development will be unfocused. The PIC helps the team identify opportunities and focus efforts.
- **Product Portfolio** considerations help the firm decide whether a new product opportunity adds financially and strategically to the current line and avoids spreading scarce financial and human resources too thin.