MKTG2112 CONSUMER BEHAVIOUR: STUDY NOTES

INTRODUCTION TO CONSUMER BEHAVIOUR (CHAPTER 1)

<u>CONSUMER BEHAVIOUR</u>: study of the processes involved when customers select, purchase, use or dispose of goods/services that satisfy needs and desires

- Includes pre-consumption, consumption and post-consumption phases
- Marketers → insight into commercial/social interactions evolving from consumer's decisions and lifestyle
- Interaction of **cognition**, **behavior**, **environmental** events by which human beings conduct the **exchange** (*value in use*) aspects of their lives
- Set of value-seeking activities that occur when people try to fulfil their needs and wants by engaging in marketplace exchange of items

<u>Role Theory:</u> consumer behaviour resembles actions in a play \rightarrow consumers alter consumption decisions based on "play" at the time

Consumer: a person who:

- Identifies a need or desire
- Makes a purchase or consumers a purchased product
- Disposes of the product
- Many people may be involved in this sequence of events (purchaser/user/influencer)
- Organisations, groups, families, individuals

Tri-Component Model (model of CB):

- 1. Cognition (rational/irrational)
- 2. Emotion
- 3. Behavior (consumer behaviour theories)

CB Process:

		Consumer		Marketer	
1.	Pre-consumption	-	Consumer decision process in	-	Change consumer attitudes
			deciding for product	-	How to differentiate
		-	Information sources		
2.	Consumption	-	Experience of acquiring product	-	Store atmospherics/retail
		-	Insight from consumer purchase		landscape
3.	Post-consumption	-	Product satisfy need/want	-	Ensure consumer satisfaction
		-	Disposal 🗲 environmental	-	Ensure brand loyalty
			consequences		

Value in use: the value of a good to the consumer in terms of the usefulness provided

- **Symbolic value**: the meaning a consumer attaches to a good or possession to influence and participate in the social world
- *Value co-creation*: consumers wish to co-create value through active involvement during the exchange process
- Crowdsourcing: where consumers become involved in ventures such as fundraising, innovation, manufacturing

Perspectives on CB: classified by **paradigms** → (set of assumptions about CB/how to study)

- 1. **Positivism (modernism):** emphasises the supremacy of human reason and a single objective truth is found through science
 - o Function of objects
 - o Champion technology
 - O World = rational
 - o Criticism: too much emphasis on material wellbeing + homogenizes cultural views
- 2. Interpretivism (postmodernism) → emphasises the importance of symbolic, subjective experience and the idea that meaning is based on unique and shared experiences
 - o **Pastiche:** the world is composed of a mixture of images

<u>Marketing</u> → study and management of exchange relationships, and play significant role in our view of the world and how we live in it

- Market segmentation: identifying groups of consumers who's needs and wants are similar, and then devising marketing strategies that appeal to one or more groups
- Popular culture: music, movies, sports, books etc. consumed by the mass market
 - Can be based upon usage (targeting "heavy users")
- Demographics:
 - Observable measurements of population's characteristics (e.g. age, gender, family structure)
- **Economics of information:** advertising is an important source of consumer information, as it impacts the economic cost of time spent searching for products

<u>BUSINESS ETHICS:</u> rules of conduct that guide actions in the marketplace; marketing practices must abide by BE

Normative ethics: theories providing the norms of behaviour

- o **Deontological:** duty to others
- o *Teleological (consequential):* ethical behaviour products the best consequences

Green Marketing: strategies firms undertake that protect natural environment

Building consumer relationship:

- **Relationship marketing:** strategic perspective that stresses the long-term, human side of buyer-seller interactions