

WEEK 1

Marketing

Marketing: the activity set of institutions and process for creating, communicating, delivering and exchanging offers of value to customers, clients, partners and society at large

Evolution of marketing

- 1) Trade: exchange what they have for what they wanted (mutually beneficial exchange)
- 2) Production orientation (late 1800s/ early 1900s): limited products = marketer's offerings were largely determined by what could be made, people only bought things that are available
- 3) Sales orientation (1930s): increased competition = increasing profits through advertising and one-to-one selling
- 4) Market orientation (mid to late 1900s): too many ranges of products = determine what potential customers wanted and made products to suit → responded to market's needs and wants
- 5) Societal market orientation (2000s): consideration of issues such as the sustainability of their products and the benefits their products might bring to society generally
 - a. Ex: supermarkets offering reusable bags
- 6) The future:
 - a. Service dominant logic: focus on the intangible elements that provide value beyond exchange
 - i. Move away from a goods-dominant mentality and move to service-dominant logic
 - b. Customer co-creation: working with customers as partners in creating value

Marketing is used by:

- 1) Small business and large multinational corporations
- 2) Businesses selling goods and businesses selling services
- 3) For profit and non-profit organizations
- 4) Private and public organizations, including governments

Marketing process: understanding the market to create, communicate and deliver offers of value for exchange

Marketing exchange:

Exchange: mutually beneficial transfer of offerings of value between buyer and seller

- Successful exchange involves:
 - a. 2 or more parties, each with something of value desired by other party
 - b. All parties benefit from transaction
 - c. Exchange meets both party's expectations (quality, price)

Value: customer's assessment of the utility of an offering based on perceptions of what is received and what is given

- Value = Quality / Price → economic view
- Benefits expected / benefits received → benefits customer receive from a product/service in relation to its price
- "Total offering" → not viewed in one transaction but as a whole (reputation of organization, features of product, services, quality and price)
- Value evolves continually and is unique for each individual

Market: group of customers with different needs and wants

- Geographic markets (ex. Indonesian market)
- Product markets (ex. Smartphone market)
- Demographic markets (ex. Senior market)

Customers: purchase goods and services for their own or other people's use

Consumers: use the goods or service

Clients: 'customers' of the product of non-profit organizations (ex. Customers of Medicare)

Partners: all organizations or individuals who are involved in the activities of the exchange process (ex. Supplier of raw material, retailer in distribution channel)

Society: body of individuals living as members of a community

Stakeholders: individuals/ organizations and other groups that have a rightful interest in the activities of a business (owners, employees, customers, partners, government)

Ethics, corporate social responsibility and sustainable marketing:

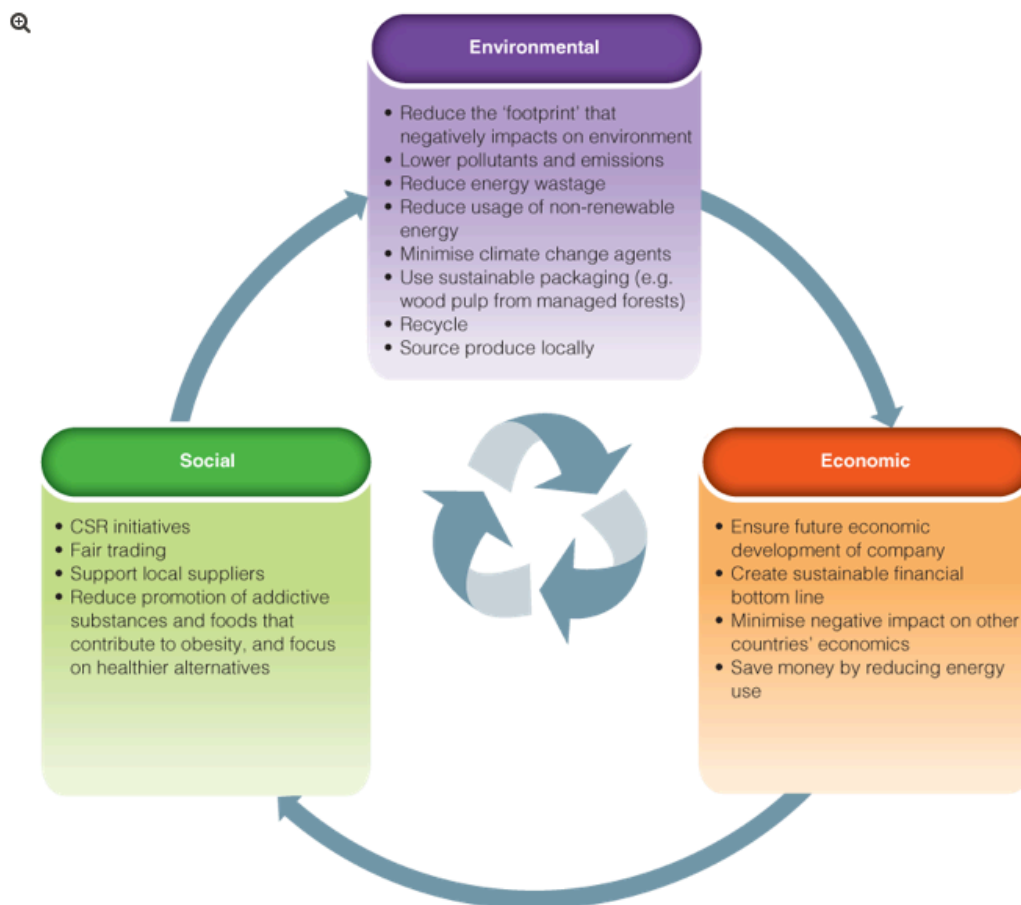
Ethics: set of moral principles that guide attitudes and behavior

- Can be subjective and depends on social, cultural and individual factors
- Responsible companies implement their own codes of conduct
- Laws and regulatory bodies govern the conduct of individual/organizational behavior → ensure actions are acceptable to society

Corporate social responsibility: businesses have an obligation to act in the interest of the societies that sustain them

- Businesses have an obligation towards its stakeholders:
 - Owners: business must generate long-term wealth by acting profitably and sustainably
 - Employees: must ensure wealth is shared among members of society and provide employees with reasonable working conditions
 - Customers and clients: must attract and retain customers by offering products of value
 - Partners: businesses must help partners in achieving their own business aim and CSR
 - Government: must follow laws and regulations
- Involvement in CSR attracts high quality employees and consumers

Triple bottom line: social, environmental and economic consideration (people, planet, profit)



Sustainability

- Human population is growing, along with growth comes an increase in global material consumption → increase in industrial and social metabolism = increase in raw material to support consumer demand
- Sustainable development: meeting the needs of today without compromising tomorrow
 - Reduction in consumption (purchasing less)
 - Changing purchasing (moving from finite to renewable energy resources),
 - Downsizing of products consumed (purchasing smaller homes and cars)
 - Reusing materials (recycling)
 - Marketing of green products
- Sustainable marketing: combining economic and ecological elements in business practices

The marketing mix

Marketing mix: set of variables that a marketer can exercise control over in creating an offering for exchange

4 Ps (deals with physical products)

- 1) **Product:** good, service or idea offered for exchange
 - a. Is a bundle of attributes (features & functions of a product) that when exchanged have value for customers
 - b. **Brand:** collection of symbols creating a differentiated image in customer's mind
 - c. **Need:** day to day survival requirements
 - d. **Wants:** desires, not necessary for day to day survival → people have unlimited wants and not enough resources to satisfy them all, so they must choose between alternatives
 - e. **Demand:** a want (non-necessary desire) that a consumer has the ability to satisfy
 - f. **Good:** a physical (tangible) offering capable of being delivered to a customer
 - g. **Service:** an intangible offering that does not involve ownership
 - h. For exchange to occur marketers must:
 - i. Develop new or modify existing products so it still has value to customer
 - ii. Know which product are not mutually beneficial → be prepared to discontinue product if no longer has value
 - iii. Understand value through customers eye
- 2) **Price:** amount of money a business demands in exchange for its offerings
 - a. Pricing decisions must consider:
 - i. Production, communication and distribution costs
 - ii. Required profitability
 - iii. Partner's requirements
 - iv. Competitor's prices
 - v. Customer's willingness to pay: what customers are prepared to give in return for what they get
- 3) **Promotion:** marketing activities that make potential customers, partners and society aware of and attracted to the business' offering
 - a. Product might be:
 - i. Already established (already well-known, so aim of promotion is to remind)
 - ii. Modified (aim to inform of improvements or new variety to existing customers and attract potential new customers)
 - iii. New (aim to make customers aware of product for the first time)
 - iv. Information or education (ex. Ads designed to persuade people not to smoke)
 - b. Examples of promotion
 - i. Advertising
 - ii. Loyalty schemes
 - iii. Sales promotion
 - iv. Product trials
 - v. Public relations campaigns
 - vi. Personal selling efforts

- 4) **Place (distribution):** means of making the offering available to the customer at the right time and place
 - a. Logistics: part of marketing process concerned with supply and transport
 - b. Supply chain: parties involved in providing all of the raw materials and services that go into getting a product to the market

3 Ps (deals with services)

- 1) **People:** anyone coming into contact with customers who can affect value for customers, including employees and other customers
 - a. Ex. For services, highly motivated staff are important because in the customer's eyes they are inseparable from the total service
- 2) **Process:** systems used to create, communicate, deliver and exchange the offering
 - a. Take into account almost everything the marketing organization does, from market research to innovation to mailing out catalogues
- 3) **Physical evidence:** tangible cues that can be used as a means to evaluate service quality prior to purchase
 - a. Can be used by marketers to inspire confidence to customers in the service product
 - b. Includes:
 - i. Architectural design, décor, shop fittings, background music, brochures, delivery vehicles, furniture

Target market: group of customers with similar needs and wants

How marketing improves business performance:

- 1) Firms with a market orientation perform better than firms without a market orientation
- 2) They have better profits, sales volume, market share, return on investment when compared to their competitors
- 3) Every employee is stakeholder in the success of their organization

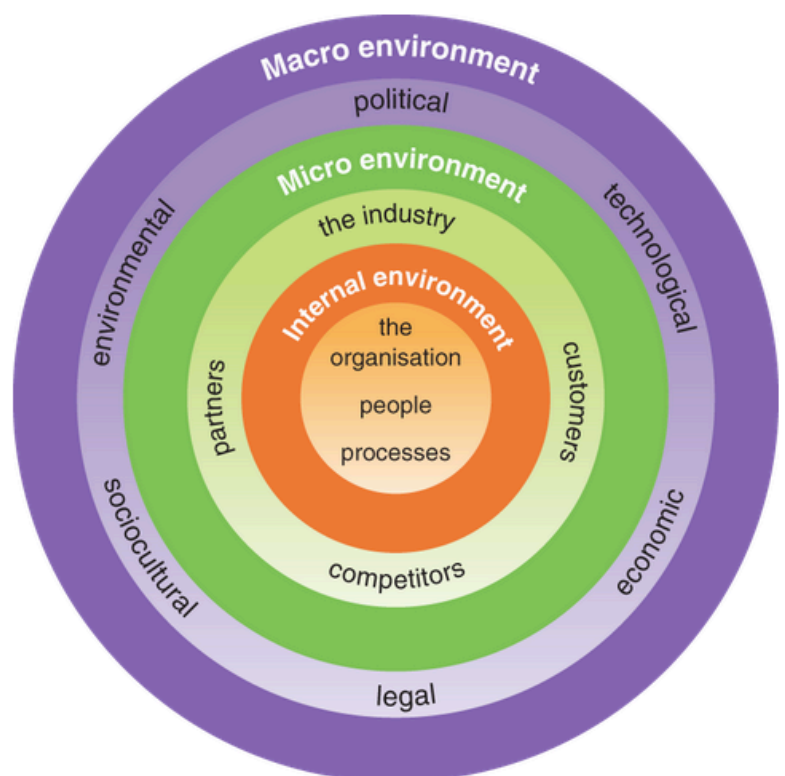
Further impacts

- 1) Contribute to a better world: marketing drives economic growth, marketers play a role in stimulating consumer demand
- 2) Social marketing: developing social change programs to influence the voluntary behavior of target audience to improve welfare of society
- 3) Makes you a better consumer: helps you make better decisions about buying products/ services

WEEK 2

The marketing environment: all internal and external forces that affect a marketer's ability to create, communicate, deliver and exchange offerings of value

Environmental analysis: a process that involves breaking the marketing environment into smaller parts to understand it better



Internal environment:

- Consists of the organization, people, processes, capital, culture
- Directly controllable by organization
- Strengths and weaknesses → internal factors that positively/ negatively affect organization

Internal marketing:

- Informs, educates, develops and motivates staff to serve clients effectively
- Practiced in 3 main ways:
 - Internal communication (employee's action align with goals)
 - Internal market research (understand needs and demands of employees)
 - Training
- Internal environment is not isolated from external environment

External environment:

- Things outside the organization that cannot directly be controlled
- Marketers can only seek to influence external environment
- Outsourcing: getting resources from other organizations rather than making it yourself
- Opportunities and threats → external factors that positively/ negatively affect organization

Micro environment: forces within the industry that affect its ability to serve its customers and clients

- Not directly controllable by organization
- Consists of:
 - The industry
 - Partners:
 - Logistics firms (storage and transport)
 - Financiers (banking, loans, insurance)
 - Advertising agencies
 - Retailers
 - Wholesalers (storage and distribution)
 - Suppliers
 - Customers/ clients: must understand the current and future wants of target market
 - What customer's value now
 - Identify changes in customer preference
 - Able to influence customer preference
 - Anticipate changing needs and wants
 - Respond to changes
 - Competitors
 - Must achieve differentiation from competitors
 - Understand competitors marketing mix, sales volumes, sales trends, market share, staging, employment trends
 - **Types of competition:**
 - Pure competition: numerous competitors offer undifferentiated/standardized products. No buyer or seller can exercise market power
 - Ex: agricultural products is the closest approximation, but in reality pure competition DOES NOT EXIST
 - Monopolistic competition: numerous competitors offer similar products → competitors have to differentiate product from others
 - Ex: most products in the supermarket, like shampoo
 - Oligopoly: a small number of competitors offer similar, somewhat differentiated, products → significant barriers to new entry to the market
 - Ex: in Australia: banks, telecommunication, airlines
 - Monopoly: only one supplier → new entry is almost impossible
 - Ex: many government services, like establishment of roads and rail
 - Monopsony: only one buyer
 - Ex: warheads and nukes

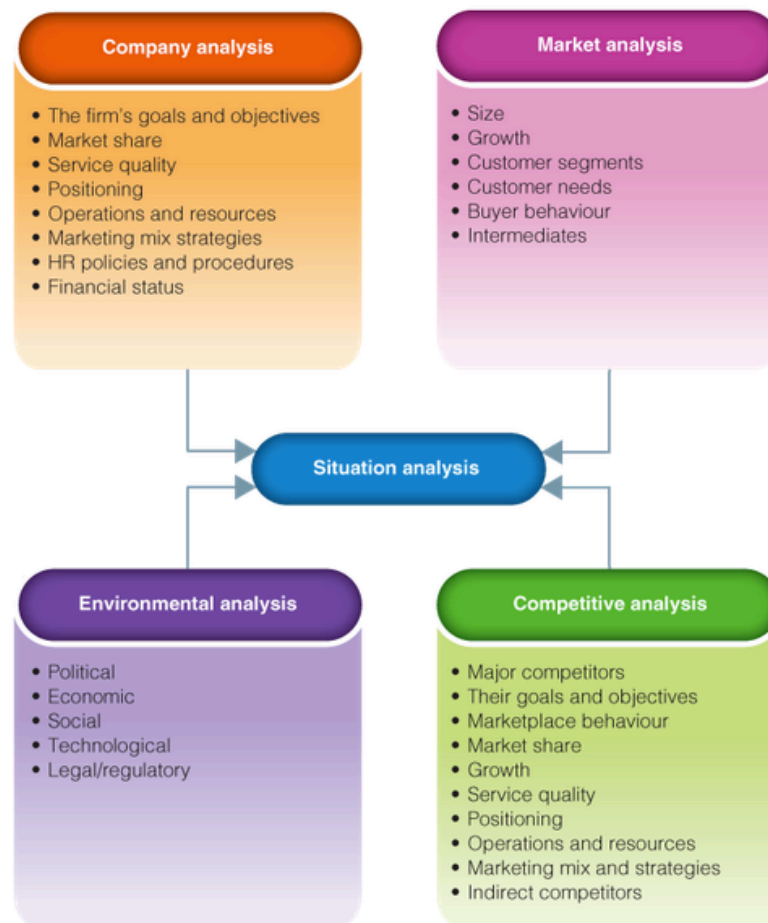
- **Levels of competition:**

- Total budget competition: consumers have limited financial resources and must make choices about what product to buy or not → organizations are competing against all alternative ways consumer can use that money instead
 - Ex: a concert ticket is \$120; concert is competing with all other uses of \$120 such as food, bills, rent, etc.
- Generic competition: consumers have alternative ways or products they use to meet their needs (substitutability)
 - Ex: Buses are competing with taxis and trains
- Product competition: some products are broadly similar but have different benefits, features and prices that distinguish them from competing products
 - Ex: soft drinks, water, coffee are all beverages people purchase to drink
- Brand competition: some products are very similar, offering same benefits, features and price to the same target market
 - Ex: ANZ, Commonwealth and NAB are all banks that offer very similar products/ services to customers

Macro environment: factors outside of the industry that influence organization

- Not directly controllable by organization
- Consists of (PESTEL):
 - **Political:** government systems organization is based on
 - Must consider:
 - Stability of political environment
 - Influence on government policy, laws and regulation
 - Government trade agreements (like ASEAN)
 - Taxation
 - **Economic:** factors that affect how much people and organizations can spend and how they choose to spend it
 - Must consider
 - Interest rates, economic growth (GDP)
 - Income levels, savings, credit, spending levels
 - Level of inflation, employment and unemployment
 - Exchange rates, balance of trade
 - **Sociocultural:** social and cultural factors that affect people's attitudes, beliefs, behaviors, preferences, customs and lifestyles
 - **Technological:** knowledge, tools & methods used to convert resources into products and services
 - Offers a better way of doing things
 - Changes expectations and behaviors of customers and clients
 - Can largely effect on suppliers work
 - Must consider:
 - How offerings can be made more cheaply and better quality with technology
 - Whether technology can be used to innovate
 - Whether distribution/communication can be improved with technology
 - **Environmental:** natural disasters, weather, climate change
 - Growing ecological awareness and social changes influence how company operate
 - **Legal:** laws and regulations that govern what organizations can do legally
 - Categories:
 - Privacy (like the privacy act, surveillance act)
 - Fair trading
 - Consumer safety
 - Prices
 - Contract terms
 - Intellectual property
 - **Demographic:** statistics about a population → age, gender, race, ethnicity, educational attainment, marital status, parental status

Situational analysis: identifying the key factors that will be used as a basis for the development of marketing strategy → assessing current situation in order to state where the company want to be



Marketing planning: process that combines organizational objectives and situational analysis to maintain a marketing plan that help company reach its goals



Detailed marketing plan:

- 1) Executive summary: brief overview of marketing plan → outline main features and key issues
- 2) Introduction: brief detail on internal environment → history, size, location, number of employee, profitability
- 3) Situation analysis (SWOT)
- 4) Objectives (SMART): organizations objective and mission statement → Specific, Measurable, Actionable, Reasonable, Timetabled
- 5) Target market: target market segments, their characteristics, and how target market and market segments were selected
- 6) Marketing mix (7ps)
- 7) Budget
- 8) Implementation: how marketing plan would be put into practice → steps and control mechanisms
- 9) Evaluation: outline specific metrics (return on investment, market share) that will be used to evaluate its success
- 10) Conclusion/ future recommendations

Marketing metrics: measures used to assess marketing performance



SWOT: identifies organizations internal strengths and weaknesses and external opportunities and threats

