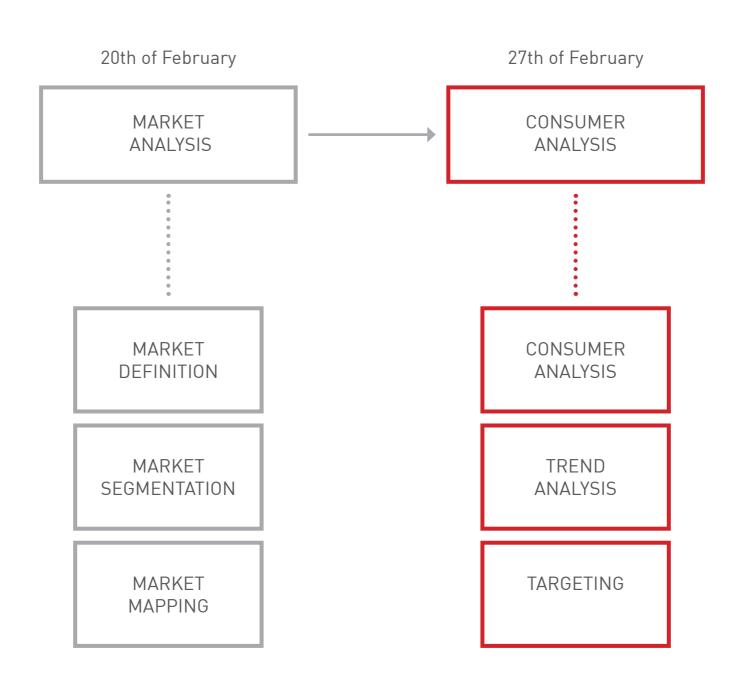
# CORSO DI LAUREA MAGISTRALE IN ECONOMIA AZIENDALE E MANAGEMENT

**DESIGN MANAGEMENT** 

Lesson 2 - Part 1



# READINGS

KOTLER PRINCIPLES OF MARKETING

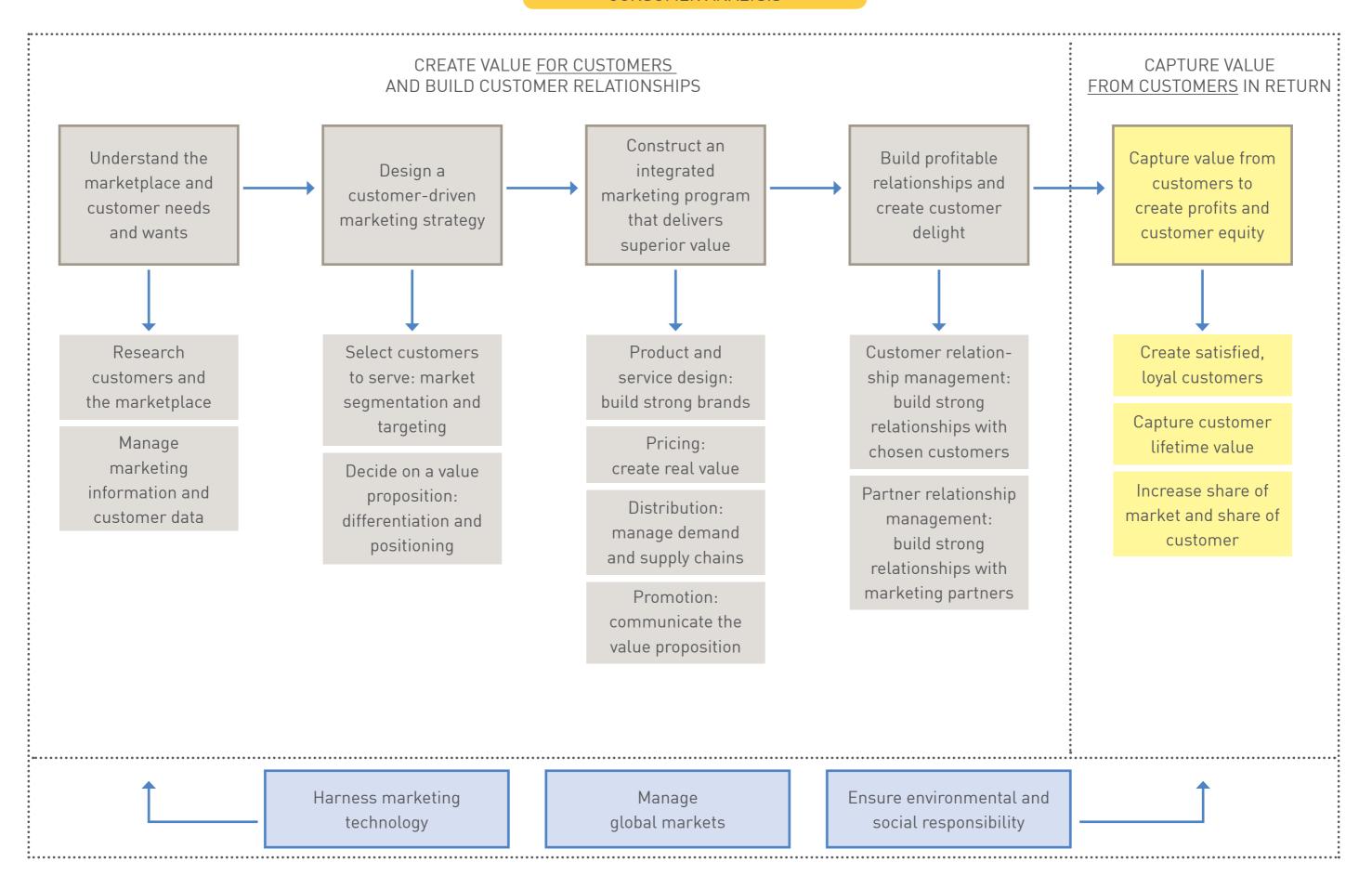
CHAPTER 5 p. 155-180

CHAPTER 6 p. 189-201

CHAPTER 7 p. 213-227

# KEY MESSAGES

- 1. YOU DO NOT DESIGN PRODUCTS IN A VACUUM.
  - 2. YOU DESIGN AROUND PEOPLE'S NEEDS.



# CREATE VALUE <u>FOR CUSTOMERS</u> AND BUILD CUSTOMER RELATIONSHIPS

Understand the marketplace and customer needs and wants

Research customers and the marketplace

Manage marketing information and customer data

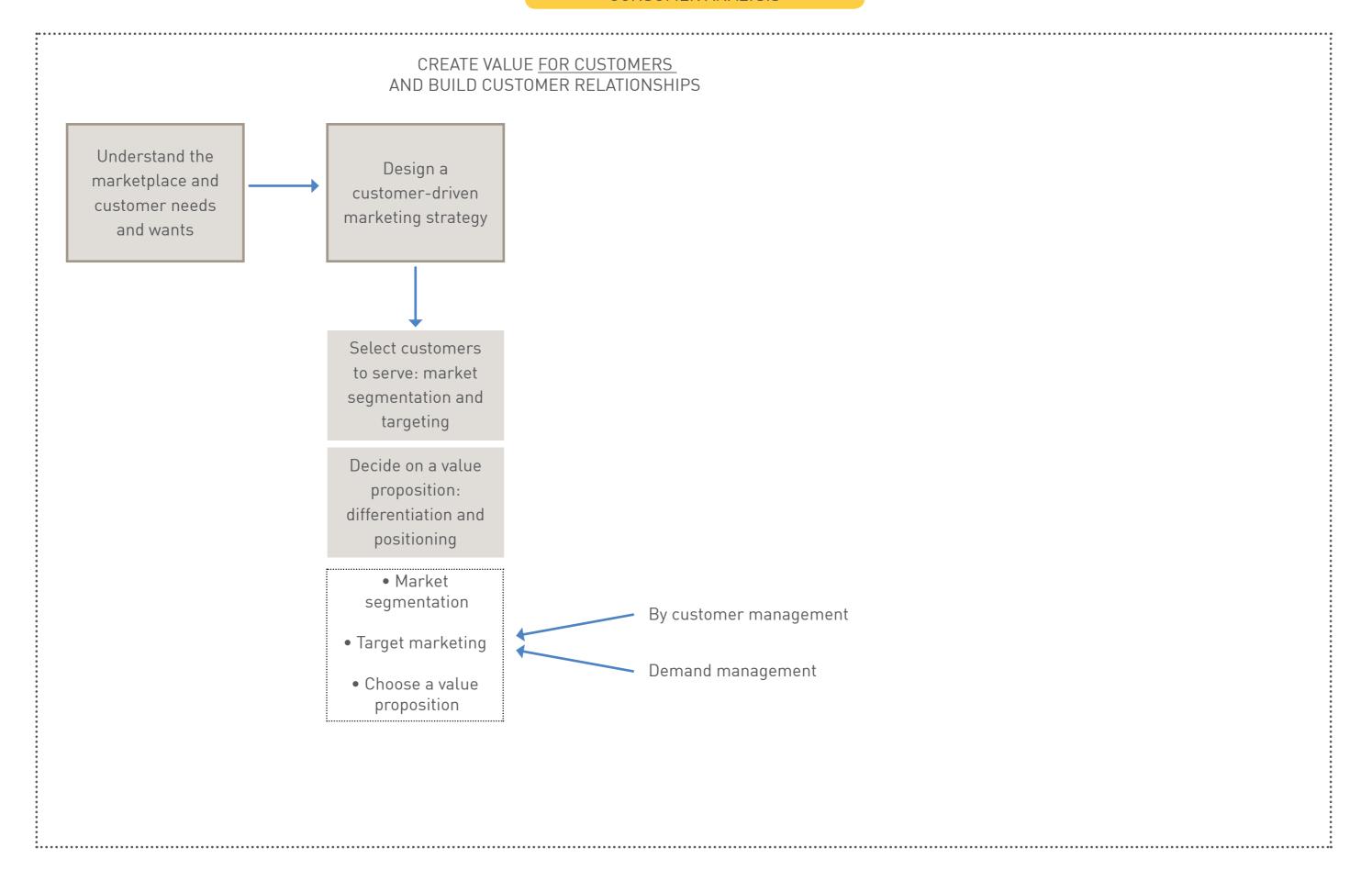
- Customer Needs (physical, social, individual)
- Customer Wants (shaped by culture and personality)
- Customer Demands (wants backed by buying power)

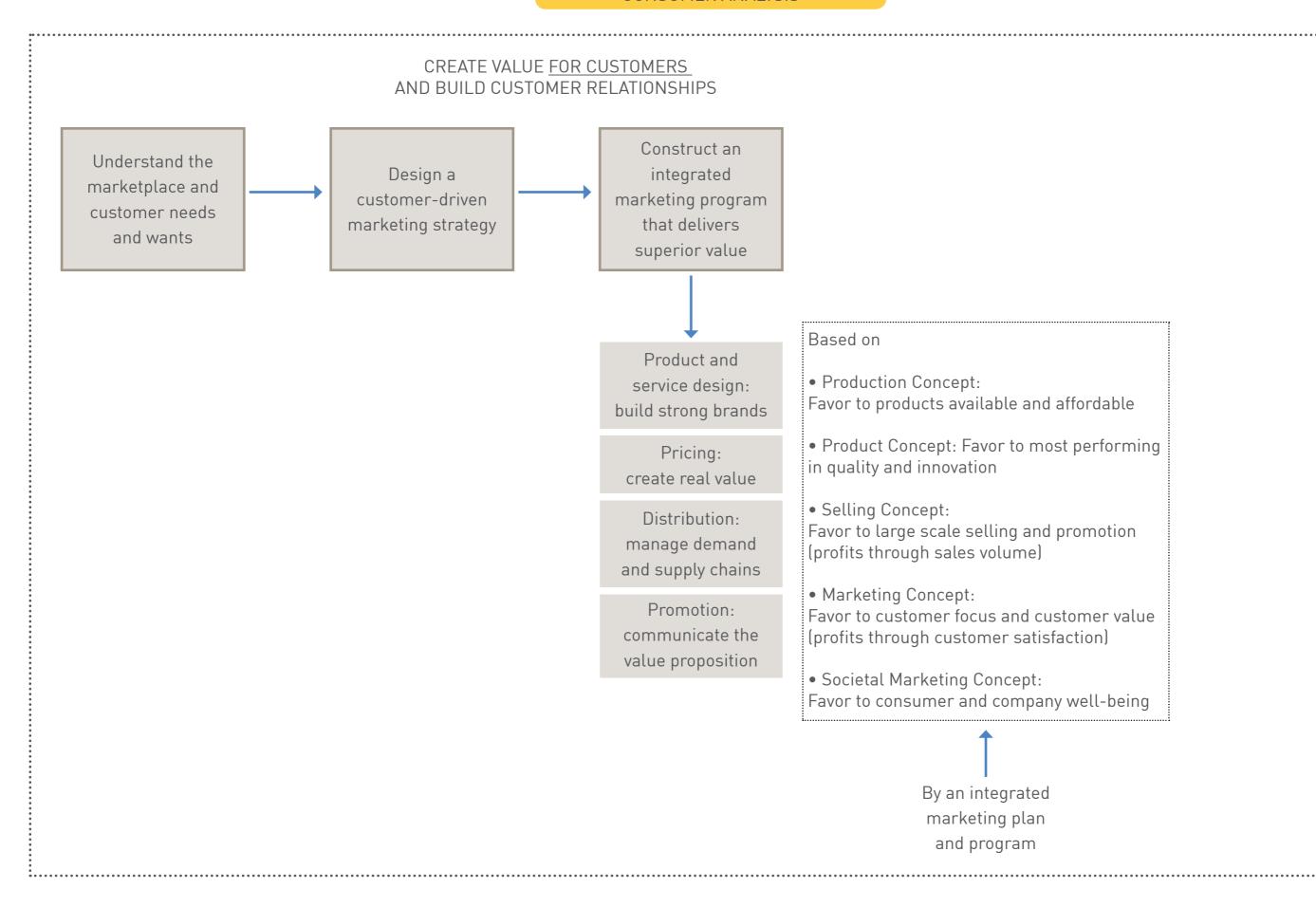
Based on exchanges and relationship

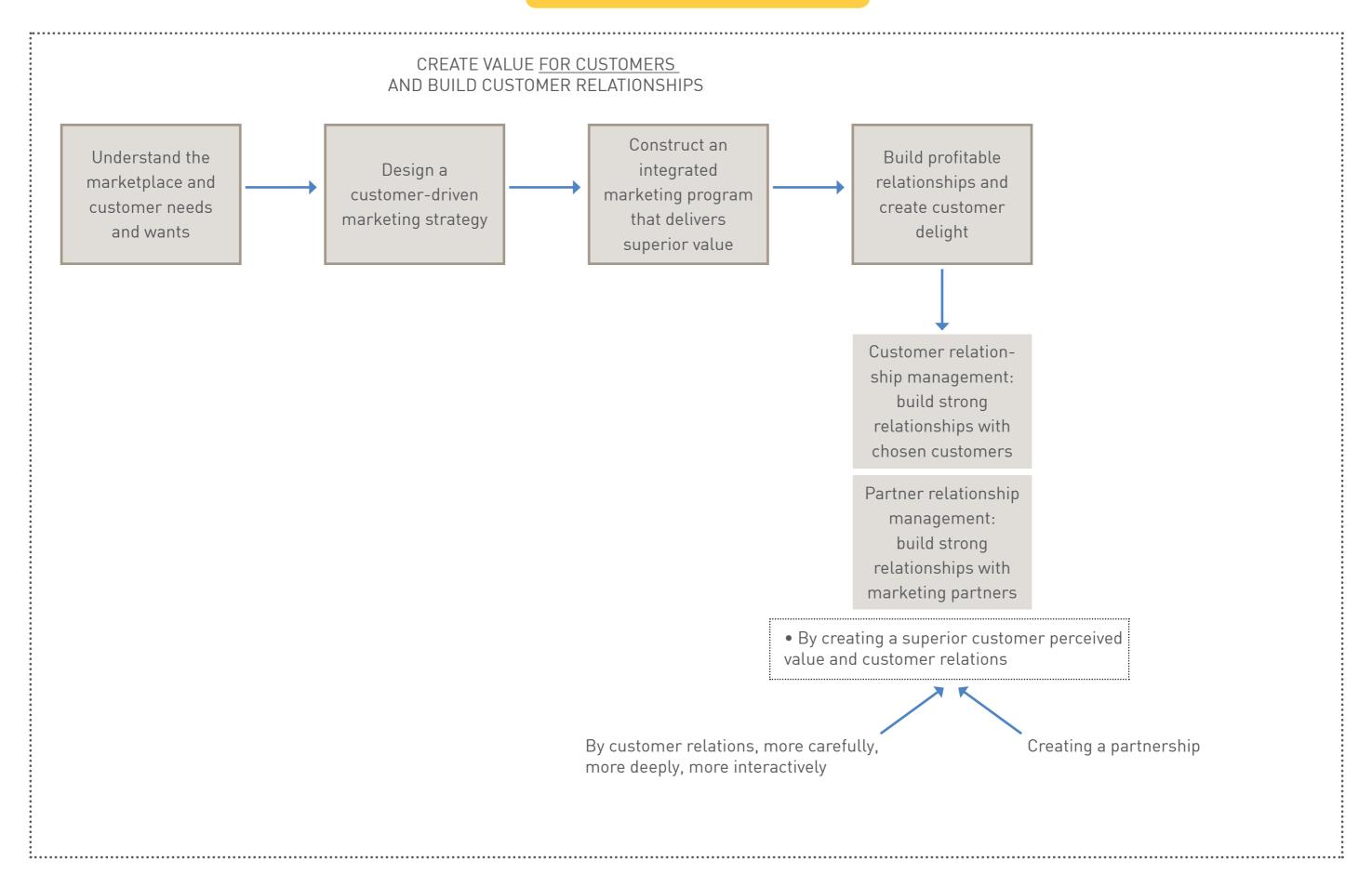
Selected on the basis of customer value and satisfaction

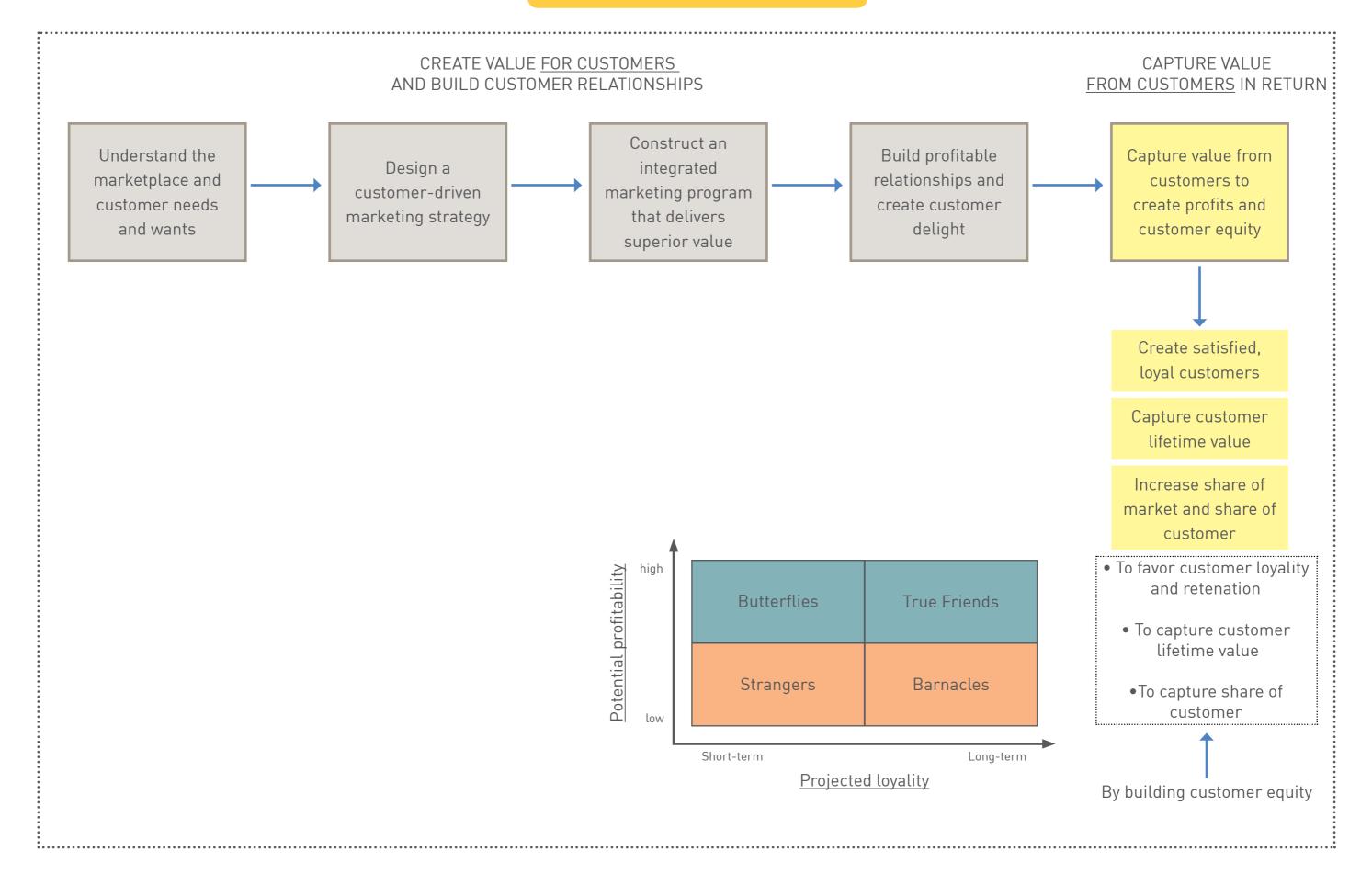
Satisfied by market offerings: Product services, expenses

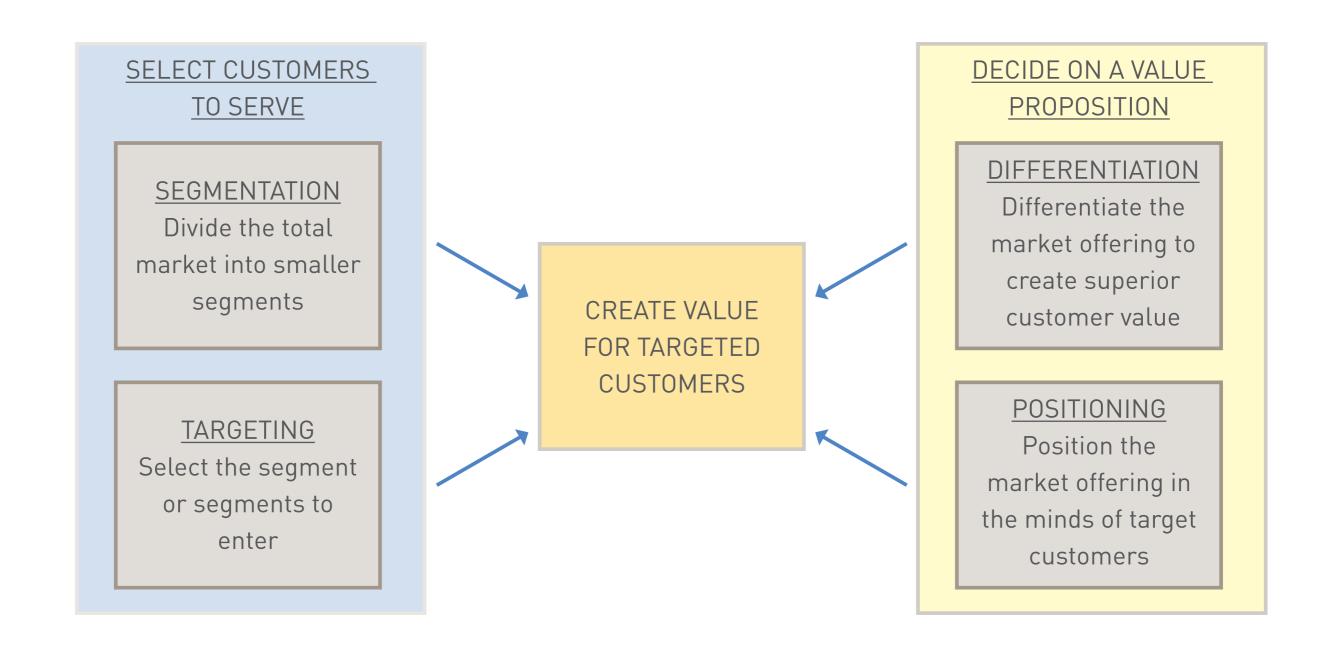
Risk: Market myopia







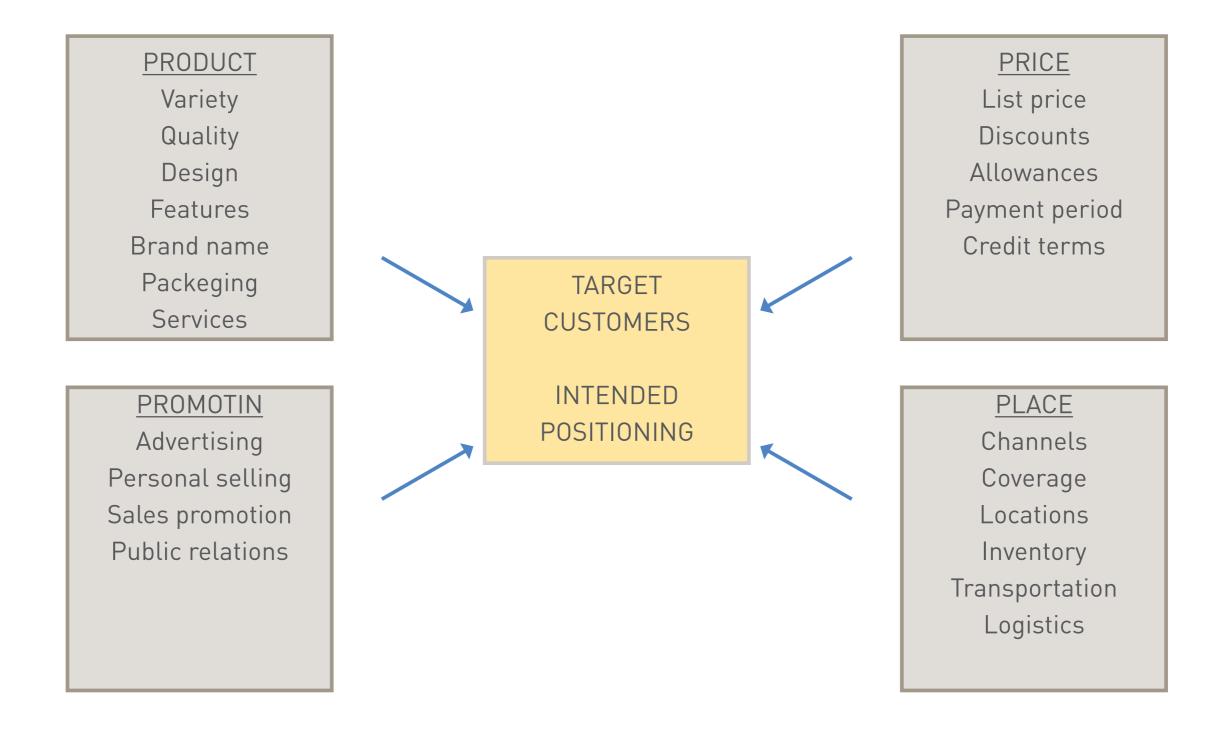




#### THE MODEL OF BUYER BEHAVIOR



# THE FOUR PS OF THE MARKETING MIX



**SWOT ANALYSIS** 

INTERNAL

# **STRENGHTS**

Internal capabilities that may help a company reach its objective

# WEAKNESSES

Internal limitations that may interfere with a company's ability to achieve its objectives

**EXTERNAL** 

# **OPPORTUNITIES**

External factors that the company may be able to exploit to its advantage

# **THREATS**

Current and emerging external factors that may challenge the company's performance

**POSITIVE** 

NEGATIVE

# A BASIC MODEL

# WHO: DETERMINE THE CUSTOMER TO SERVE

CONSUMER MARKET SEGMENTATION: Cluster people with similar needs into individual and identifyable groups.

DEMOGRAPHIC SEGMENT	<ul> <li>Age</li> <li>Income</li> <li>Sex</li> <li>Ethnic Mix</li> </ul>
SOCIO-ECONOMIC SEGMENT	<ul> <li>Social Class</li> <li>Family Cycle</li> <li>Income</li> </ul>
CULTURAL FACTORS	Education     Values
PSYCHOLOGICAL FACTORS	<ul><li>Lifestyle</li><li>Personality Traits</li></ul>
CONSUMPTION FACTORS	Heavy/Moderate/Light vs.     Fidelity/Locality
PERCEPTUAL FACTORS	Benefit Segmentation     Perceptual Maping
GEOGRAPHIC FACTORS	<ul> <li>Countries</li> <li>Regions</li> <li>Area</li> </ul>
BEHAVIOUR FACTORS	<ul> <li>Occasions</li> <li>Benefits Sought</li> <li>User Status</li> <li>Usage Rate</li> <li>Loyalty Status</li> </ul>

# A BASIC MODEL

# WHO: DETERMINE THE CUSTOMER TO SERVE

INDUSTRIAL MARKET SEGMENTATION: Cluster people with similar needs into individual and identifyable groups.

END-USE SEGMENT	• Industrial Classification
PRODUCT SEGMENT	• Technology or Production Classification
GEOGRAPHIC SEGMENT	• Area Classification
BUYING FACTOR SEGMENT	• Order Classification

## A BASIC MODEL

# WHO: DETERMINE THE LINK AND CONNECTION TO CUSTOMER

INDUSTRIAL MARKET SEGMENTATION: Cluster people with similar needs into individual and identifyable groups.

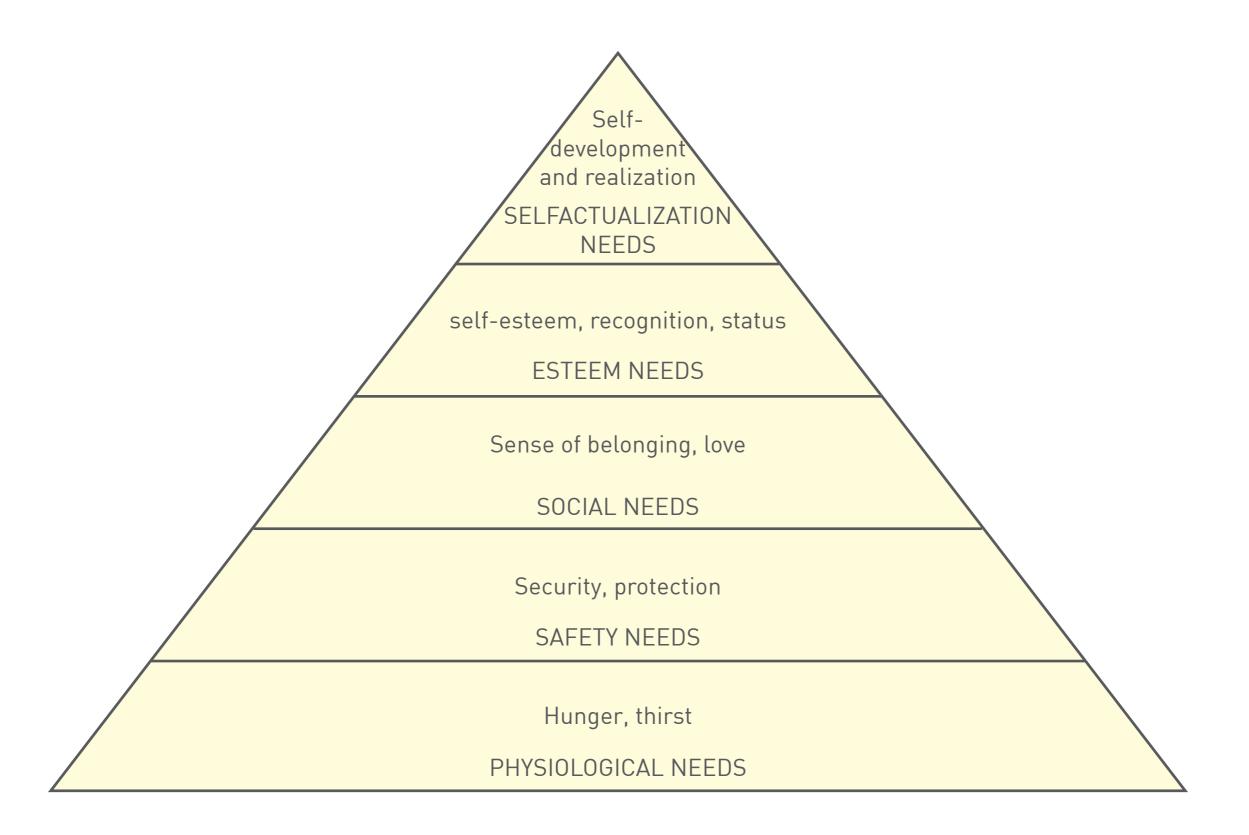
REACH	• Depth of the information
RICHNESS	• Detail of the two-way flow of information Company + Customers
AFFILIATION	• Level of Interaction Company + Customers

WHAT: DETERMINE THE PRODUCT'S BENEFITS AND FEATURES

#### THE MODEL OF BUYER BEHAVIOR



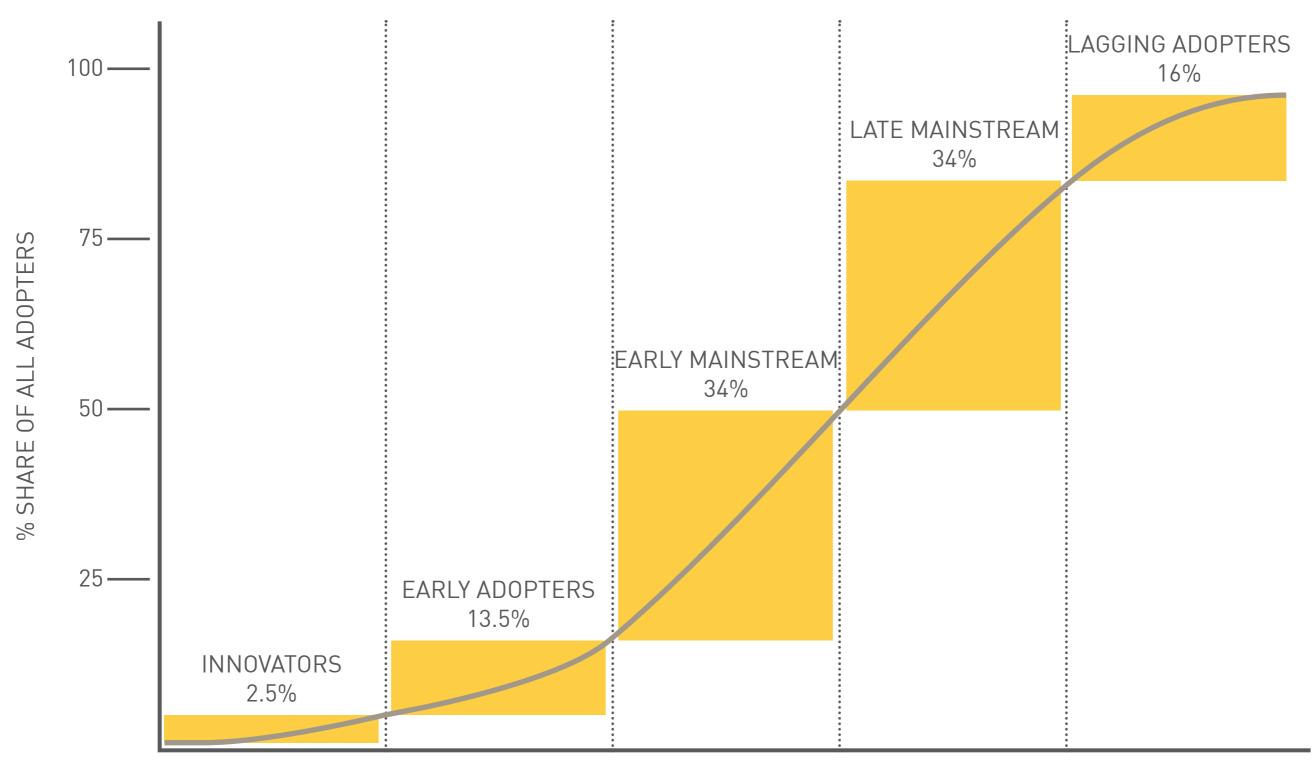
## MASLOW'S HIERARCHY OF NEEDS



## BUYER DECISION PROCESS



#### TIME OF ADOPTION OF INNOVATION



TIME OF ADOPTION OF INNOVATION