

# **International MBA**

Marketing and commercialization in international environments. Lesson 6. Marketing Mix Professor's name: Vera Butkouskaya



## Content

#### **Content**

- 1. Product and Brand Planning
- 2. Price
- 3. Promotion
- 4. Place Lesson 11



**1. Product** 

#### **Products and Brand Planning** product mix

the assortment of product lines offered by organization.

#### **Product line length**

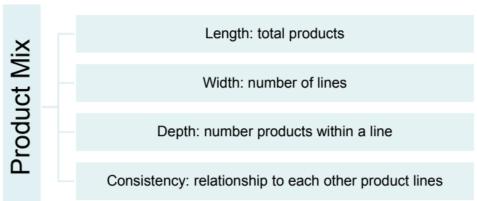
is the number of individual items in each line (or range) of related products;

#### product line depth

refers to the number of variations of each product within one line.

Width









1. Product

#### **Product planning decisions**

Product mix and product lines	Product attributes	
<ul> <li>Change product line length or depth</li> <li>Change product mix width</li> <li>Manage product cannibalisation</li> </ul>	<ul> <li>Plan level of quality, performance</li> <li>Provide valued benefits through features</li> <li>Design for functionality, differentiation</li> <li>Create packaging and labelling</li> <li>Build brand equity</li> </ul>	
Product life cycle	New product development	
<ul> <li>Locate product in cycle by segment and market</li> <li>Change progression through life cycle</li> </ul>	<ul> <li>Add new product categories</li> <li>Expand existing lines or brands</li> <li>Manage steps in process</li> </ul>	



**1. Product** 

#### What is product cannibalization?

manage your products with an eye towards minimizing product **cannibalization** 

which occurs when one of your products takes sales from another of your products.

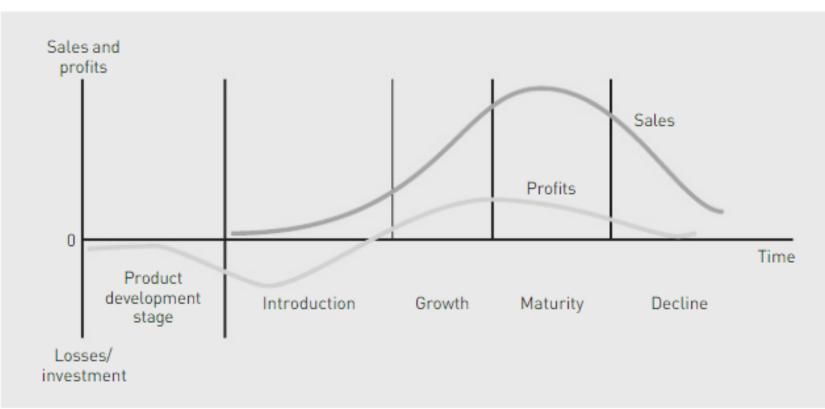
A line extension may attract customers who previously purchased other products in the same line.



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1. Product

#### What is product life cycle?





1. Product

#### **Product Life Cycle characteristics**

	INTRODUCTION	GROWTH	MATURITY	DECLINE
Sales	Low	Rising fast	Maximum	Decreasing
Costs	High per customer	Medium per customer	Low per customer	Low per customer
Revenues	Negatives	Rising	High	Increasing
Customers	Innovators	Early adopters	Majority	Laggard
Competitors	Few	Growing	Stable, trend to decrease	Decreasing



1. Product

#### **Product Life Cycle Strategies**

MARKETING OBJECTIVES						
	INTRODUCTION	GROWTH	MATURITY	DECLINE		
	Create product awareness and trial	Maximize market share	Maximize profit while defending market share	Reduce expenditure and milk the brand		
STRATEGI	ES					
Product	Offer a basic product	Offer product extensions, service, warranty	Diversity brand and models	Phase out weak items		
Price	Use cost-plus	Price to penetrate market	Price to match or beat competitors	Cut price		
Distribution	Build selective distribution	Build intensive distribution	More intensive	Go selective: phase out unprofitable outlets		
Advertising	Build product awareness among early adopters and dealers	Build awareness and interest in the mass market	Stress brand differences and benefits	Reduce investment		
Sales promotion	Use heavy sales promotion to entice trial	Reduce investment	Increase to encourage brand switching	Reduce to minimal level		



1. Product

#### **Planning Product attributes**

	Product 1	Product 2	Product 3
<b>Quality</b> (customers' view) and <b>performance</b> (objective measures)			
Features and benefits (to satisfy customer needs)			
<b>Design</b> (for performance and differentiation)			
<b>Packaging</b> (protect, store, facilitate use) and <b>labelling</b> (information, marketing communication)			
<b>Brand</b> (identify, differentiate, provoke response)			



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**1. Product** 

#### Packaging





**1. Product** 

#### Brand Equity Pyramid

Marketing is all about a battle of perceptions, not a battle of products.

Perceptions that must be built from a solid product/service value.







#### **Criteria for Pricing**

METHOD BASED ON THE MARKET OR DEMAND •Each price has a level of demand •Consumer psychology METHOD BASED ON COSTS •Cost + margin •Target price (Break-even) METHOD BASED ON COMPETENCE •Position of the company •Similar / price advantage - disadvantage



2. Pricing

#### What does influence on pricing decisions?

- Customers:
  - Perceived value
  - Perceived cost
- Competition
- Demand
- Company
  - Existing lines
  - New product
  - Company Objectives
  - Product type
- Factor conditions





2,55€





### **Price and Value**

**Perceptions of value:** 

Performance

Does the product perform as it should in meeting the customer's needs? Does it perform better than competing products?

Features

Does the product have all the features expected or desired to meet current needs and future or unspoken needs? How do the features compare with those of competing products?

Quality

Is the product defect-free, reliable and durable compared with competing products?

Personal benefits

Does the product deliver personal benefits such as status or self-expression?

Availability

*Is the product available whenever needed? Does the price change according to availability?* 

Service

Does the service meet customers' expectations? Is it faster, more convenient or more personalised than that offered by competitors?





#### **Price and Value**

#### Total perceived costs (time and money) associated with the product:

- Initial purchase price
- Maintenance and repair costs
- Ongoing fees
- Installation
- Training
- Ancillary products
- Financing





#### Considered Criteria - Market or Demand: pricing based on:

- $\Box$  Economic capacity
- $\Box$  Socio-demographic characteristics
- $\Box$  Segments sensitivity

#### Strategies

- Fix (same price always in all markets) or dynamic (negotiation)
- Geographical pricing (different price per region)
- Discount (per volume, per payment...)
- Promotion (more product for less money)
- Price discrimination (different price for different markets or segments)
- Ethical price (Fair trade)

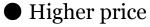




#### Considered Criteria - Competitors: pricing based on:

□ Competitive situation□ Advantage / Disadvantage

#### Strategies



• Lower price

• Similar price

• Promotional price





#### Considered Criteria - Consumer Psychology: Price based on:

- □ Market perception
- $\square$  Association with attributes that makes the consumer

#### **PSYCHOLOGICAL PRICING**

- Usual price (newspapers)
   Promium pricing (artificially hi
- Premium pricing (artificially high in order to
- encourage favorable perceptions)
- Odd pricing (last digits are just below a round number)
- Value-based pricing (based on the value the product has for the customer and not on its costs)





#### Considered Criteria - Demand and Costs: Price based on:

- □ Global portfolio benefit
- $\Box$  Cross elasticities

#### **PRODUCT-MIX PRICING STRATEGIES**

- Product bundle pricing (Combining several products and offer the bundle at a reduced price)
- Captive product pricing (Setting a price for products that must be used along with a main product)
- Same line price (same price for all the products)
- Loss Leader (product sold at a low price to stimulate other profitable sales)
- Freemium (free of charge for the basic version to encourage interest in upper versions)



## 3. Promotion

#### Marketing Communications Tools

#### Advertising (non-personal, marketer controlled and funded)

- Television
- Radio
- Newspaper, magazine
- Cinema
- Posters and billboards
- Transport
- Internet, social media
- · CD, DVD

#### Sales promotion (non-personal, marketer controlled and funded)

- Customer sales promotion
- Channel and sales force
- promotion

#### Personal selling (personal, marketer controlled and funded)

- Organisation's sales force
- Agency reps, manufacturer's reps, retail sales reps

#### Direct marketing (either personal or non-personal, marketer controlled and funded)

- Direct mail and catalogues
- Telemarketing
- · E-mail and Internet
- Fax
- Direct sales
- · Mobile marketing

#### Public relations (either personal or non-personal, not directly marketer controlled and funded)

- Media relations
- Event sponsorship
- · Speeches and publications
- Philanthropy
- Voluntary work
- Lobbying
- Product placement





### Push and Pull strategy

#### push strategy

channel interest through promotion, advertising or other communications techniques.

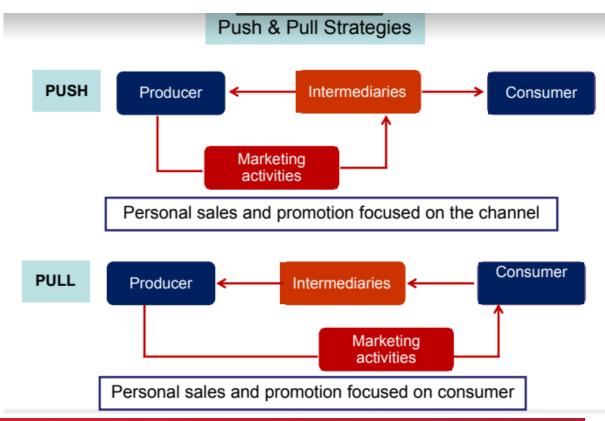
#### pull strategy

targets customers will request and buy the product from channel members. This pulls the product through the channel from producer to customer.



3. Promotion

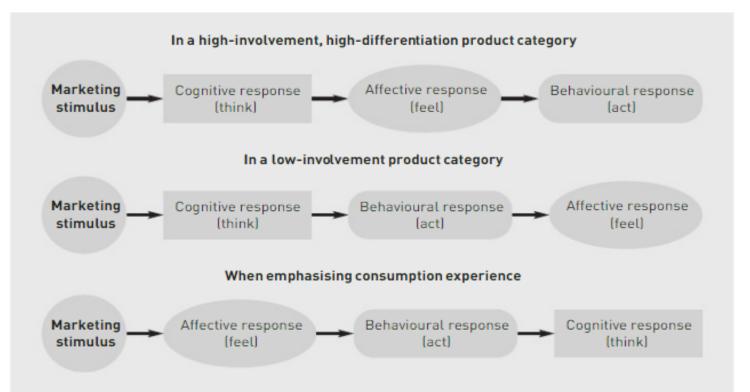
#### Push and Pull strategy





3. Promotion

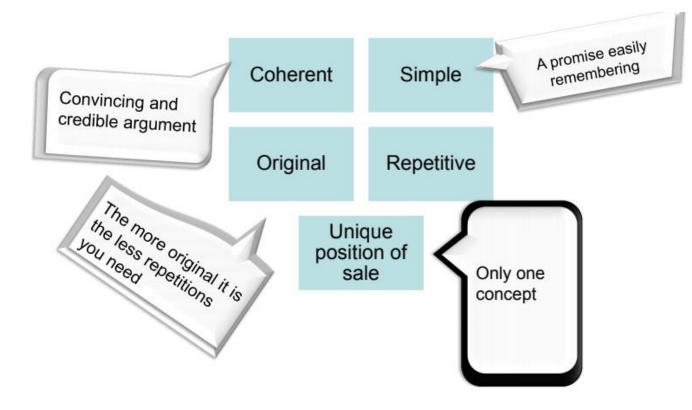
#### Using communications to provoke audience response





## 3. Promotion

#### Message

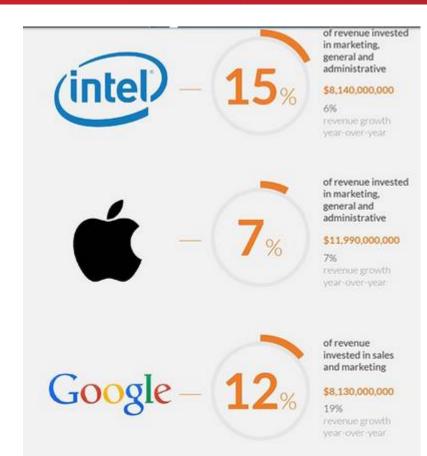




### Marketing and commercialization in international environments.

### 3. Promotion

**Budget** 





## 3. Promotion

### Integrated marketing communications (IMC)

- Content
  - "one voice"
- Channels
  - Touch points based on customer preferences
- Customers
  - Data base marketing
- Results
  - Integrations with strategy and transformation
- Company
  - Cross-functional integration







## 3. Promotion

#### ATL TTL BTL advs.

