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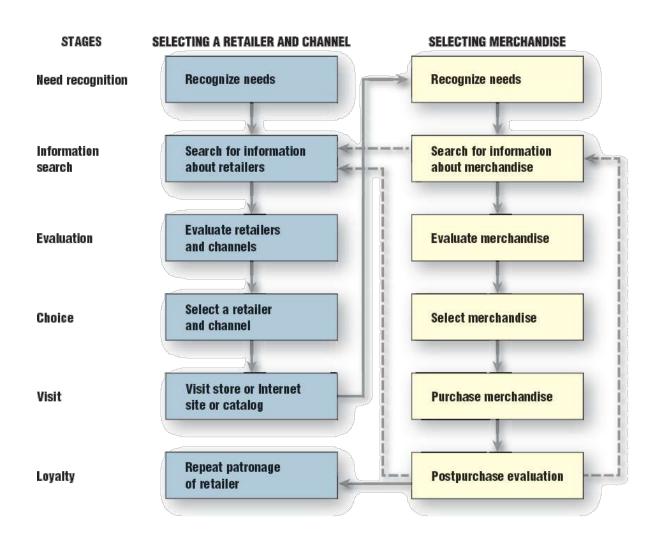


### Questions

- How do customers decide which retailer to go to and what merchandise to buy?
- What social and personal factors affect customer purchase decisions?
- How can retailers get customers to visit their stores more frequently, and buy more merchandise during each visit?
- Why and how do retailers group customers into market segments?



# Stages in the Buying Process



#### Jenis kebutuhan



- Kebutuhan manfaat/ utilitarian kepuasan karena terpenuhi manfaat utama: kenyamanan, ketersediaan, dll.
- Kebutuhan psikologis/ hedonic– kepuasan karena terpenuhi manfaat psikologis







#### Memenuhi kebutuhan hedonic

- Stimulus
  - Ex: Background music, visual displays, scents
- Memuaskan power & status
  - Ex: Canyon Ranch upscale health resorts
- Petualangan
  - Treasure hunting for bargains





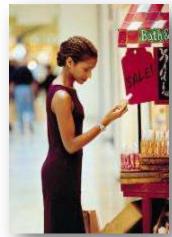
#### Pencarian informasi

- Jumlah pencarian info tergantung pada nilai yang dicari dan biaya pencarian.
- Faktor yang mempengaruhi jumlah informasi
  - Product Characteristics
    - Complexity
    - Cost
  - Customer Characteristics
    - Past experience
    - Perceived risk
    - Time pressure
  - Market Characteristics
    - Number of alternative brands

#### Sumber informasi



- Internal
  - Past experiences
  - Memory
- External
  - Consumer reports
  - Advertising
  - Word of mouth



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# Bagaimana Retailer membatasi informasi?

- Information from sales associates
- Provide an assortment of services
- Provide good assortments
- Everyday low pricing
- Credit



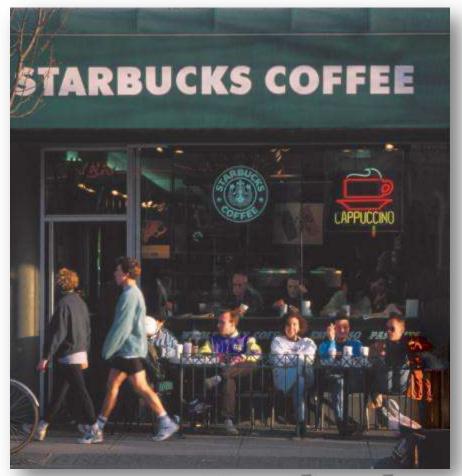
#### Evaluasi alternatif

- Konsumen mengevaluasi retailer, produk atau jasa berdasarkan:
  - Performa
  - kepentingan/ evaluasi subjektif



#### Memilih

- Retailers develop programs influencing top-of-mind awareness
  - Get exposure on search engines like Google
  - Try to be the top of the page
  - More stores in the same area (e.g., Starbucks)





#### Methods for increasing the chance of store visit after getting into the consideration set

- Increase Performance Beliefs of Your Store
- Decrease Performance Beliefs About Competitor
- Increase Importance Weight of Attributes on which You Have an Advantage
- Add a New Benefit on which You Excel



# Membeli barang/jasa

Konsumen tidak selalu membeli barang dengan nilai evaluasi tertinggi

- Kemungkinan produk terbaik hasil evaluasi tidak tersedia di toko
- Perubahan keputusan





## Evaluasi paska-pembelian

- Satisfaction
  - A post-consumption evaluation of how well a store or product meets or exceeds customer expectations
- Becomes part of the customer's internal information that affects future store and product decisions
- Builds store and brand loyalty



# Tipe keputusan pembelian

- Extended Problem Solving
  - High financial or Social Risk
- Limited Problem Solving
  - Some Prior Buying Experience
- Habitual Decision Making
  - Store Brand, Loyalty



## **Extended Problem Solving**

#### Konsumen butuh waktu lama dalam mengevaluasi

- Financial risks purchasing expensive products or services
- Physical risks purchases that will affect consumer's health and safety
- Social risks consumers will believe product will affect how others view them





#### Yang dapat dilakukan retailer dalam mengatasi hal tersebut

- Menyediakan informasi
  - Use Salespeople rather than advertising to
  - Communicate with customers
- Menekan resiko
  - Offer Guarantees
  - Return Privileges



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## Limited Problem Solving

#### Konsumen butuh waktu dan upaya "menengah" dalam membuat keputusan

- Pengalaman konsumen terhadap produk
- Konsumen memiliki pengetahuan tentang produk







# Engaged in Limited Problem Solving?

- It depends...
- If the Customer Is Coming to You, Provide a Positive Experience and Create Loyalty
  - Make Sure Customer is Satisfied
  - Provide Good Service, Assortments, value
  - Offer Rewards to Convert to Loyal Customer
- If the Customer Goes to Your Competitor's Store, Change Behavior
  - Offer More Convenient Locations, Better Service and Assortments



## Mendorong impulse buying

- Impulse buying: one common type of limited problem solving
- Influence by using prominent point-of- purchase (POP) or pointof-sale (POS)
  - Have Salespeople Suggest Add-ons
  - Have Complementary Merchandise Displayed Near Product of Interest
  - Use Signage in Aisle or Special Displays
  - Put Merchandise Where Customers Are Waiting



# Habitual Problem Solving



Keputusan konsumen membutuhkan waktu dan upaya sedikit/ tidak sama sekali

- For purchases that aren't important to the consumer
- For merchandise consumers have purchased in the past
- For consumers loyal to brands or a store







#### What do Retailers Need to do for Customers

# Engage in Habitual Decision Making

- It depends...
- If the customer habitually comes to you, reinforce behavior
  - Make sure merchandise in stock
  - Provide good service
  - Offer rewards to loyal customer
- If the customer goes to your competitor's store, break the habit
  - Offer special promotions



## Loyalitas konsumen

#### Brand Loyalty

- Committed to a Specific Brand
- Reluctant to Switch to a Different Brand
- May Switch Retailers to Buy Brand

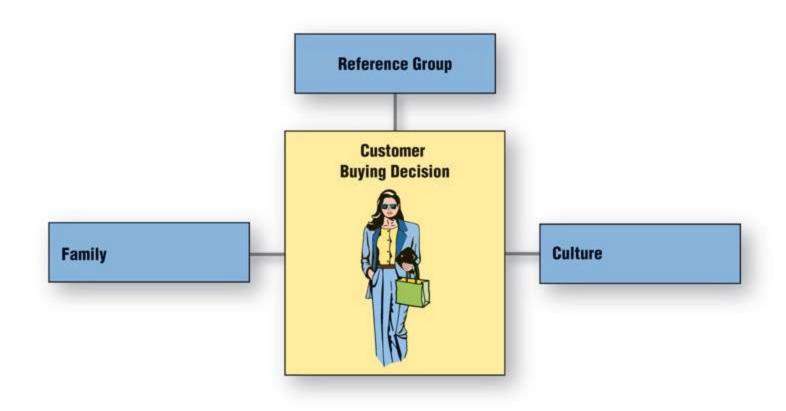
#### Store Loyalty

- Committed to a Specific Retailer
- Reluctant to Switch Retailers





# Faktor social yang mempengaruhi keputusan pembelian





# Keluarga mempengaruhi keputusan pembelian

 Purchases are for entire family to use

- Whole family participates in decision making process
- Retailers work to satisfy needs of all family members

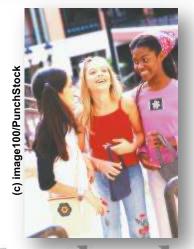


# Kelompok acuan/ Reference Groups



- A reference group is one or more people whom a person uses as a basis of comparison for beliefs, feelings and behaviors.
- Reference groups affect buying decisions by:
  - Offering information
  - Providing rewards for specific purchasing behaviors
  - Enhancing a consumer's selfimage







#### Culture



- Culture is the meaning, beliefs, morals and values shared by most members of a society
  - Western culture: individualism
  - Eastern culture: collectivism
  - Subcultures are distinctive groups of people within a culture



# Approaches for Segmenting Markets

- Geographic segmentation groups customers according to where they live.
- **Demographic** segmentation groups consumers on the basis of easily measured, objective characteristics such as age, gender, income, and education.



# Approaches for Segmenting Markets

- Geodemographic segmentation uses both geographic and demographic characteristics to classify consumers.
- Lifestyle, or psychographics, refers to how people live, how they spend their time and money, what activities they pursue, and their attitudes and opinions about the world in which they live.



# Approaches for Segmenting Markets

- Buying situations can influence customers with the same demographics or lifestyle.
- Benefit segmentation groups customers seeking similar benefits.



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