How The Internet Is Changing Consumers' Attitudes To Brands And What Marketers & Advertisers Can Do About It

Online strategies for creating Brand Loyalty and Brand Trust

"Without the glue of loyalty, even the best designed e-business model will collapse"

Reichheld, F: "E-loyalty, your secret weapon on the web" Harvard Business Review, July-August 2000







Presentation Objectives

- How to develop strategies to counter the effect of *easily* accessible comparative information online by looking at off-site and on-site strategies
- That levers exist for the marketers to drive these strategies
- That adjustment of these levers can lead to Consumer Engagement (both attitudinally & behaviourally) which, in turn, can drive brand loyalty, brand trust and customer advocacy
- To demonstrate the importance of *Customer Advocacy* and it's relationship to ROI and brand growth

Presentation Storyboard

- Review of Brand New World 1
 - Identification & review of strategies
 - Why develop BNW2
- How we developed Brand New World 2
 - Methodology
 - Developing the BNW framework
- Results
 - Descriptive outputs
 - Benchmarking
 - Modelling
- Squaring the circle
 - Understanding that everything is connected

What is the problem?

A review of Brand New World 1: How the internet is driving consumer volatility







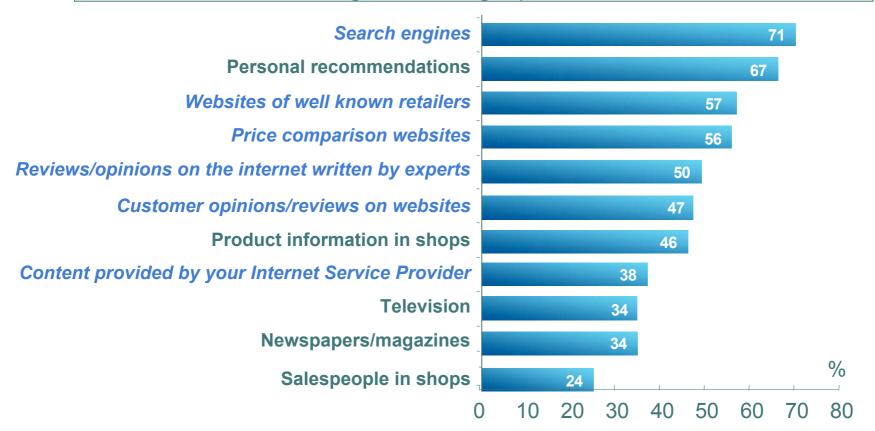
Brand New World 1 Hypothesis

Information obtained on the web and personal online experience is modifying brand opinions and purchasing behaviour, regardless of whether the final purchase is made online or offline



Information sources ranked by "importance"

% who consider the following to be important sources of information when researching/considering a product or service



Base: excl. don't know

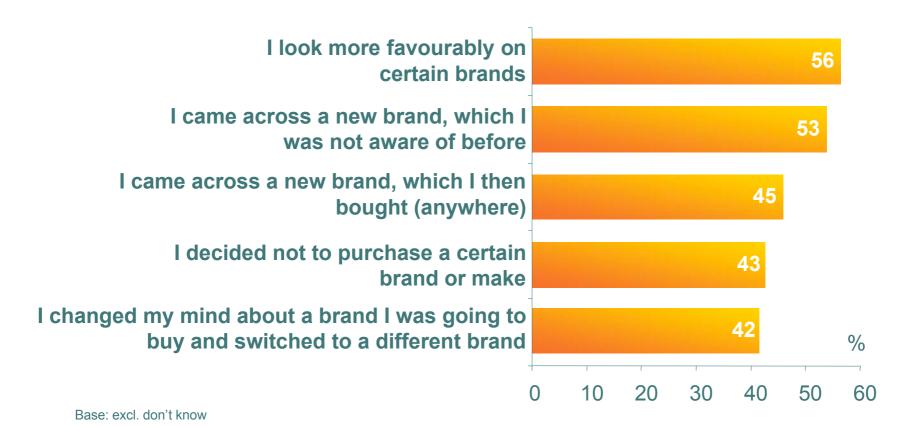
Information sources ranked by "honest and fair"

% who trust the following information sources are honest and fair



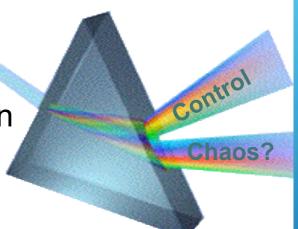
What is happening to consumer's brand perceptions & behaviour

% who agree that as a result of using the internet



Summary

- The internet is having a fundamental influence on the way your customers see your brand
- Online influences are making your customers less brand loyal, more open to try new brands, more willing to experiment
- You cannot ring-fence your offline sales from these online influences



What are the solutions?

The strategic implications of Brand New World 1:

- The critical importance of trust
- Strategies for countering perfect information







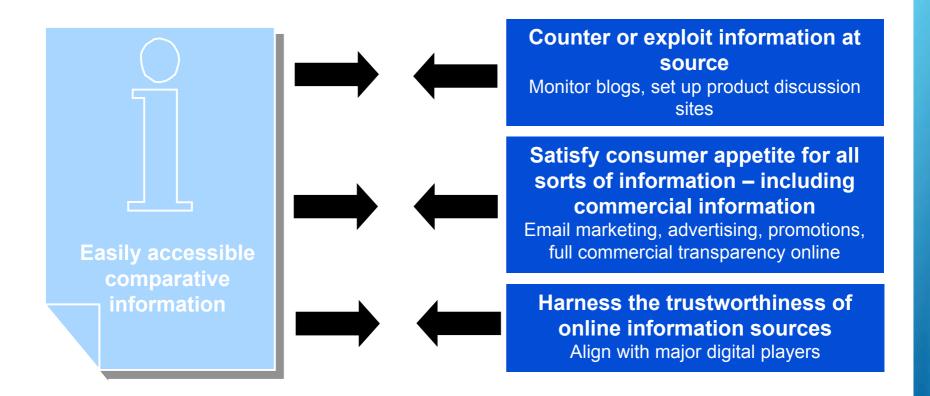
The Importance of Trust

A key inhibitor of consumer volatility

When buying online, I will buy a product if......

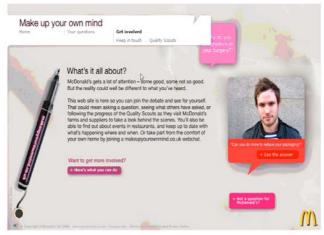
I am familiar with the retailer	Yes	Yes	No	No
I am familiar with the product / brand	Yes	No	Yes	No
	90%	82%	54%	13%

Brand New World I: Suggested Online Strategies



Getting Closer to Customers





http://www.technorati.com

http://en.wikipedia.org/wiki/Technorati

http://en.wikipedia.org/wiki/Blogosphere

http://www.biz360.com

http://en.wikipedia.org/wiki/Category:Blogs

BENETTONTALK



But you abuse that trust at your peril

Edelman, Wal-Mart and the Loss of Control in Media:

For all of the hype over "conversation" as the new media paradigm, no one has yet figured out how to use conversation to reliably achieve any business objectives.

So Edelman naturally fell back on the approach that has worked for decades — control the conversation by manufacturing it.

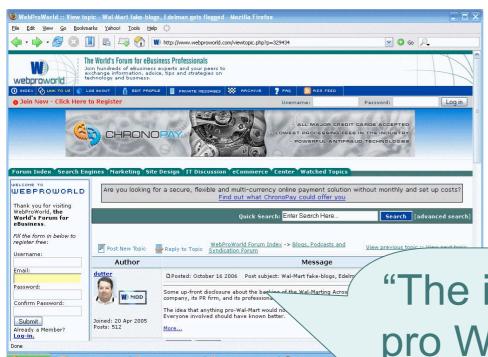
Scott Karp, Publishing 2.0, http://publishing2.com/

What's in a name

- WHAT DO YOU CALL
 a phony blog that's
 actually a front for a
 huge corporation? A
 "flog"?
- Media Post "Pro-Wal-Mart Travel Blog Screeches To A Halt" Oct 12, 2006



The Basic Rule: Don't fake "transparency"



 "This is so foolish on so many levels.. Everyone involved

violated the basic rule: Be

transparent. If you're found out, it comes back as a slap in the face."

Corporate blogging consultant Debbie Weil, quoted Media Post Oct 12, 2006

"The idea that anything pro Wal-Mart would not have been subject to withering scrutiny defies belief"

•WebProWorld forum:

http://www.webproworld.com/viewtopic.php?p=32 9434

Dell gets it right at last

Blogger: Alex Gruzen, Sr. VP - Mobility Product Group



 "The blog team at Dell has done an impressive job. They'veaddressed shipping delays for their XPS 700 model; a high-profile processor issue for Chinese customers with a post in both English and Chinese".

http://jeffbeckham.com/

Dell gets it right at last



Creative Zen Vision: M 30-Gig mp3 player; blogger names the player "Blain"

 And there are now customer service people assigned to respond to bloggers

"So John Blain,
whoever has sent you
on this quest of finding
unhappy Dell
customers is a a
wonderful person".

Summary: Where is the Gap?

- Brand New World I offered a snapshot of the impact of the internet on consumer behaviour
- It highlighted the critical importance of trust and a number of strategies that could be employed to counter "perfect" information
- There is a gap in the market for a study that (a)
 evaluates the online 'off-site' strategies highlighted in
 BNW 1 and (b) identifies and measures the relative
 importance of website drivers of brand trust and loyalty

Resolving the Gap

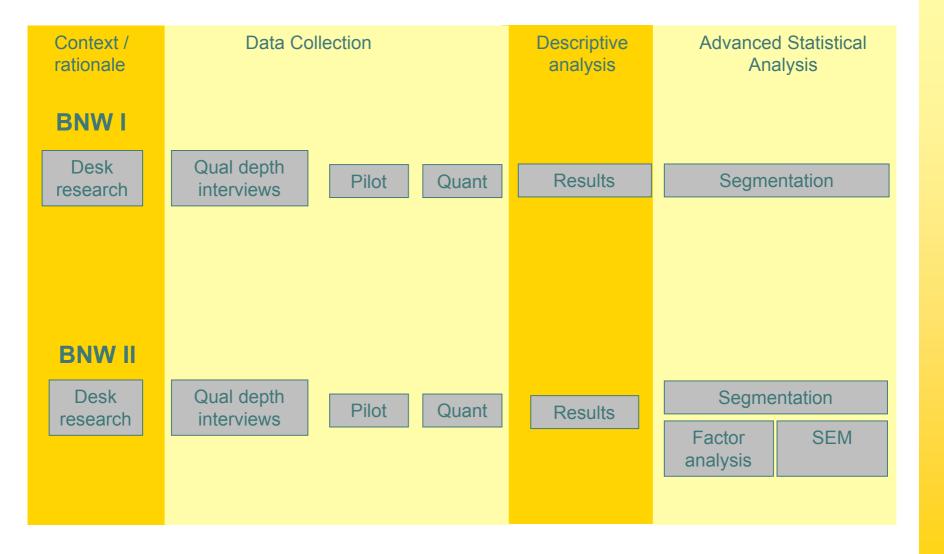
Brand New World 2: Methodology







Methodology Framework



Qualitative

Recruitment

- Conducted in London, Birmingham and Leeds
- Sample profile:
 - All internet users (at home)
 - All shopped online in last 6 months
 - Mix of sex, age and online experience
 - All to complete time diary prior to participating in research

Format

- 12 depth interviews
 - 1.5-2.0hrs duration
- 6 re-contact interviews
 - 30-45mins duration
 - Conducted over the telephone

Discussion guide

- Brands and consumers a wide perspective
- Impact of online on consumers' relationship with brands
- Online behaviour research, purchase, information seeking
- Interacting with brands online and online communications

Quantitative

- Sampling
 - BMRB demographic database
- Recruitment
 - Home internet users who have researched and/or purchased online in the past six months
- Data Collection
 - CATI
- Questionnaire
 - 30 (ave) minute survey covering the following topics:
 - Demographic details
 - Online usage and behaviour
 - Attitudes to brands, marketing and communication
 - Online researching behaviour
 - Key categories researched
 - · Factors that impact on category experiences
 - Online purchasing behaviour
 - Key categories researched
 - Factors that impact on category experiences
- Sample size and confidence thresholds
 - 1,000 respondents
 - For total sample differences of >2% pts are significant
 - Note: These figures are for significant difference at the 95% confidence level. These differences are based on comparing data collected using a purely random survey method. Brand New World is not a purely random survey and some caution should be given to 'significant' differences, especially of 1-2%.
- Weighting
 - The BMRB Internet User Monitor

Analysis

- Using exploratory factor analysis*, the data (variables) was grouped into 6 predictor factors (research) and 7 predictor factors (purchase)
- The outputs were also grouped into factors, using a combination of factor weightings
- These factors were then placed in a causal path diagram, with hypothesised relationships between the predictor factors and outputs
- Structural Equation Modelling Analysis was then employed to interrogate whether the model (causal path diagram) fitted the data
- The basis of SEM is a linear equation model; since the world is rarely linear, the underpinning assumption is "Does [the model] fit well enough to be a useful approximation to reality, and a reasonable explanation of the trends in our data?"

http://www.statsoft.com/textbook/stsepath.html

^{*} Factor analysis is a statistical technique that groups variables by their latent correlation

Resolving the Gap

Re-examining the issue:

Brand New World II: Consumers' relationship with online information

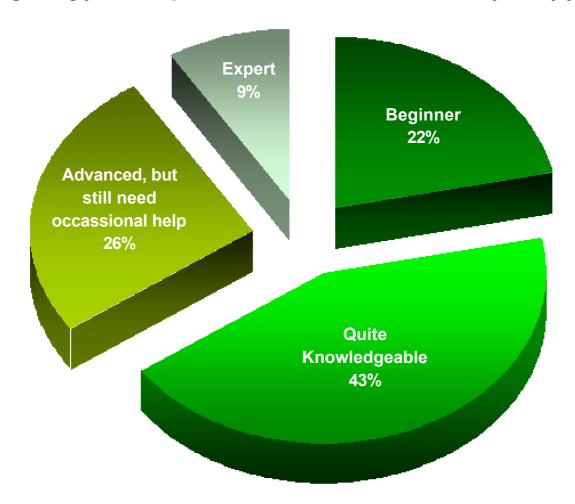






Internet Expertise

Q: Regarding your own particular use of the Internet, would you say you are.....

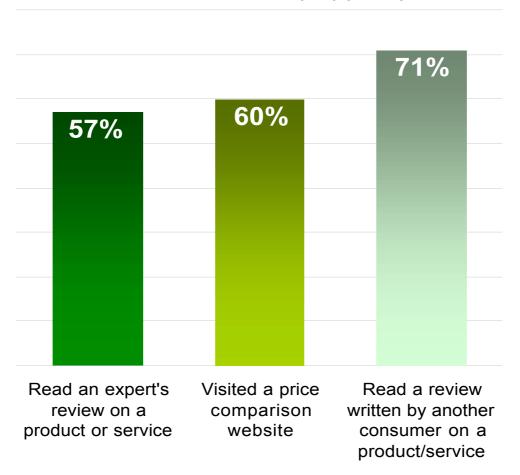


Base: Total Sample (1000) Source: Brand New World II

Cranfield School of Management/Henley Centre/AOL 2006

The Commercial Scrutinisers

Q: Which, if any, of the following have you done on the Internet in the last six months? (MC) (%Yes)

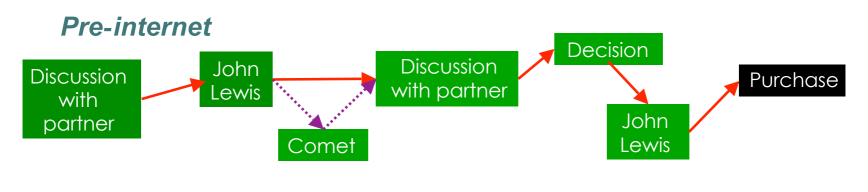


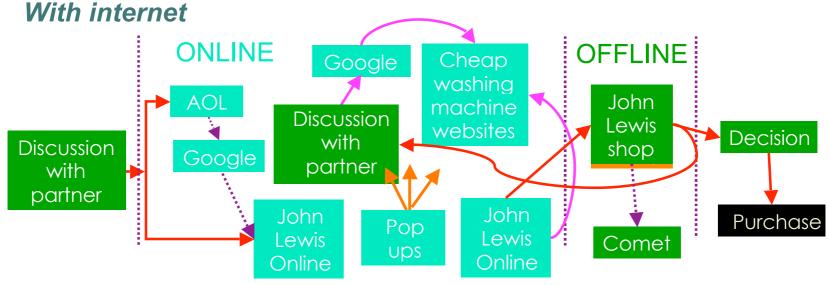
Base: Total Sample (1000) Source: Brand New World II

Cranfield School of Management/Henley Centre/AOL 2006

The New Purchase Model – the need to be informed

An example of buying a washing machine

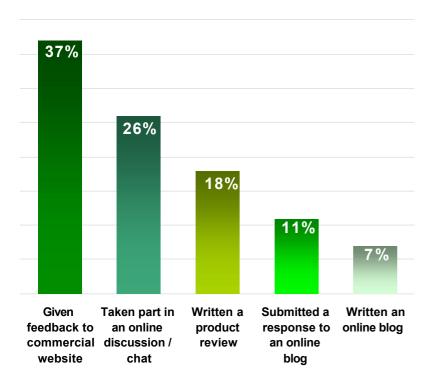




Example taken from Qualitative Research

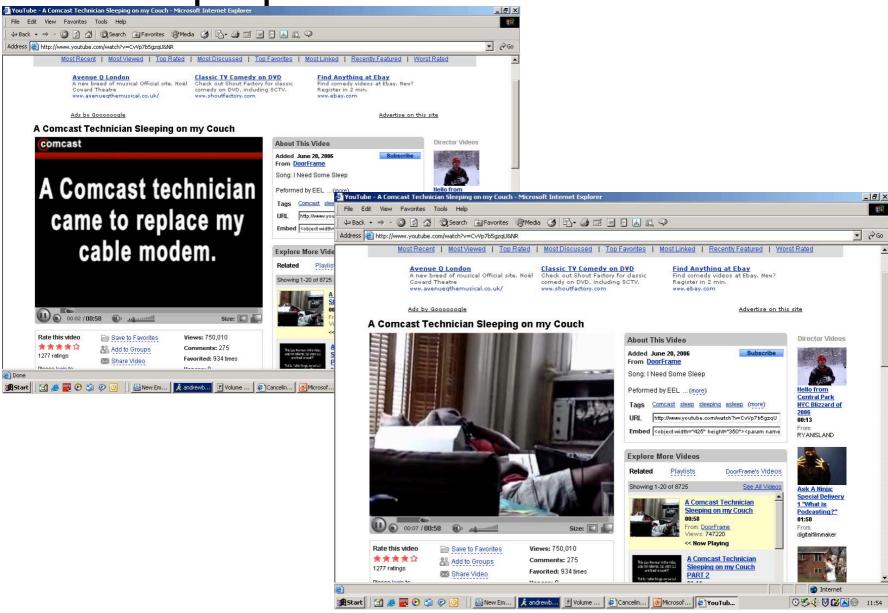
The Consumer Activists

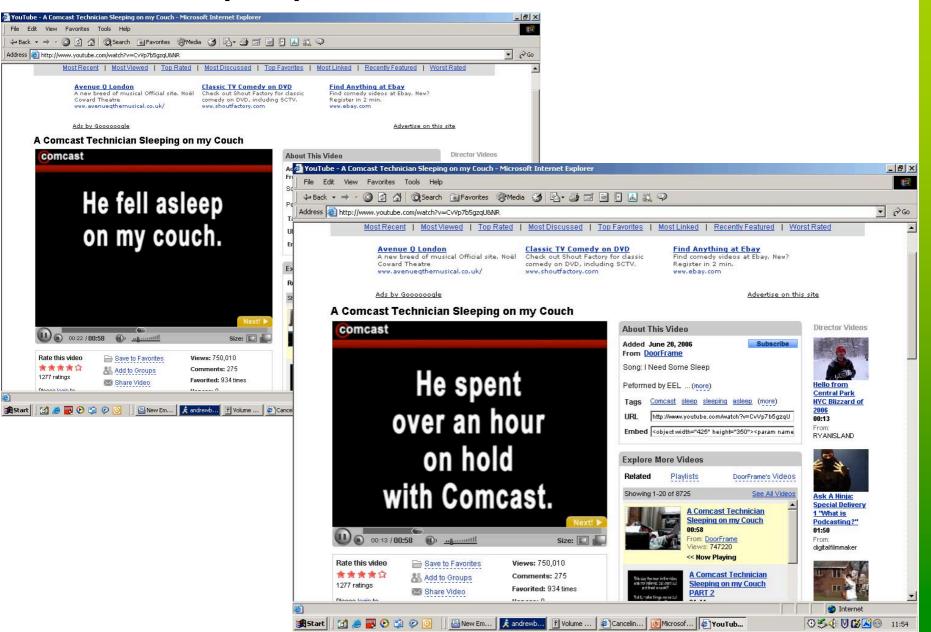
Q: Which, if any, of the following have you done on the Internet in the last six months? (MC) (%Yes)

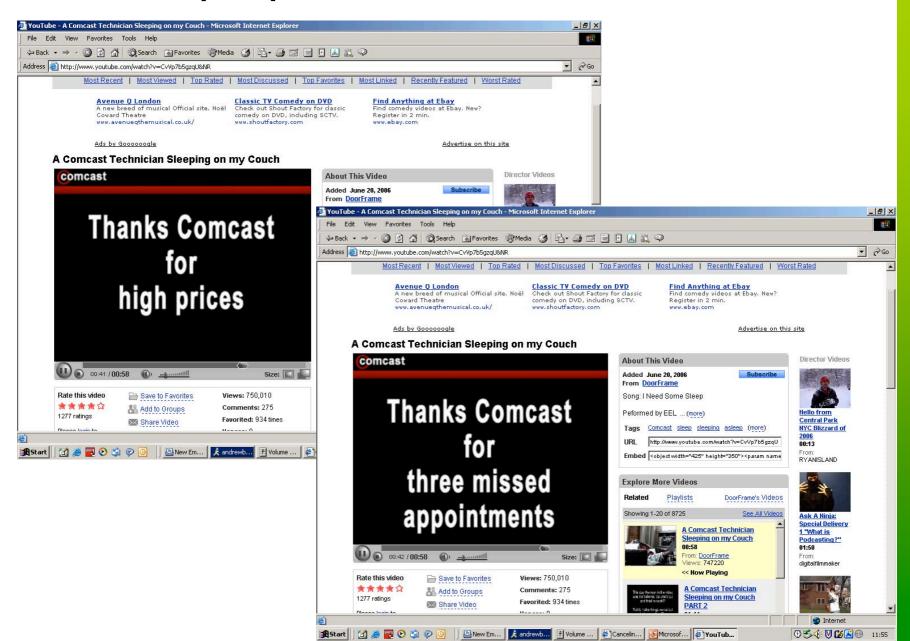


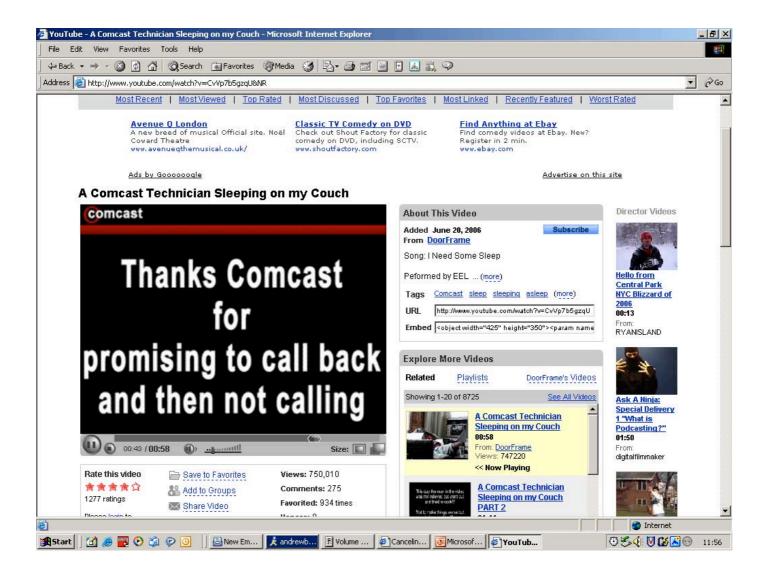
- Consumer activists are young (15-34)
- Unsurprisingly they are more likely to consider themselves advanced or expert internet users
- They are also more likely to high frequency researchers and purchasers

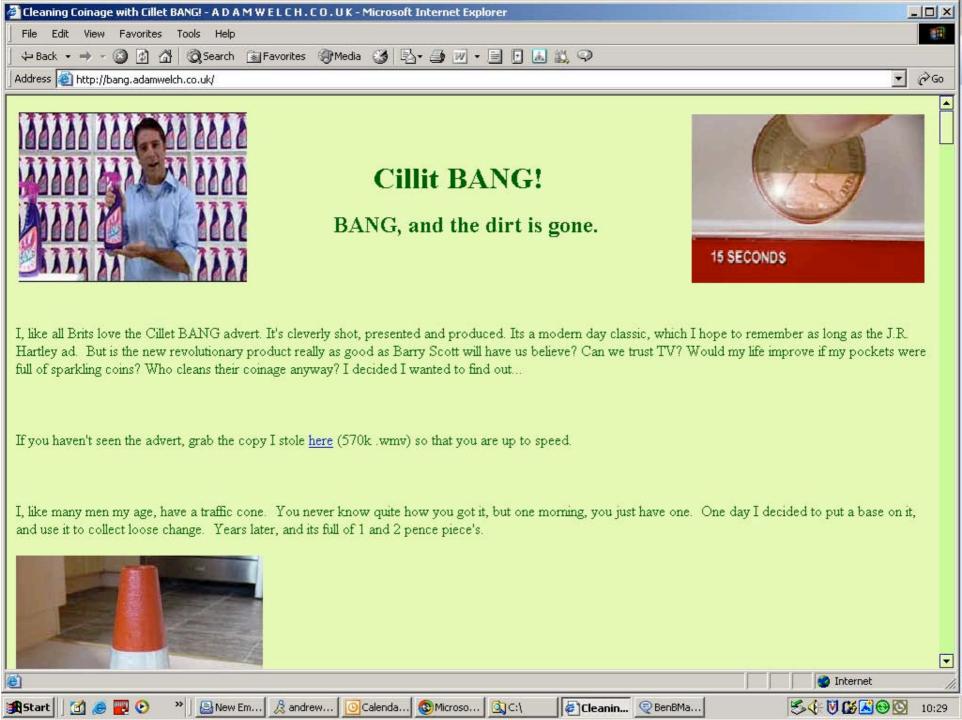
Base: Total Sample (1000)

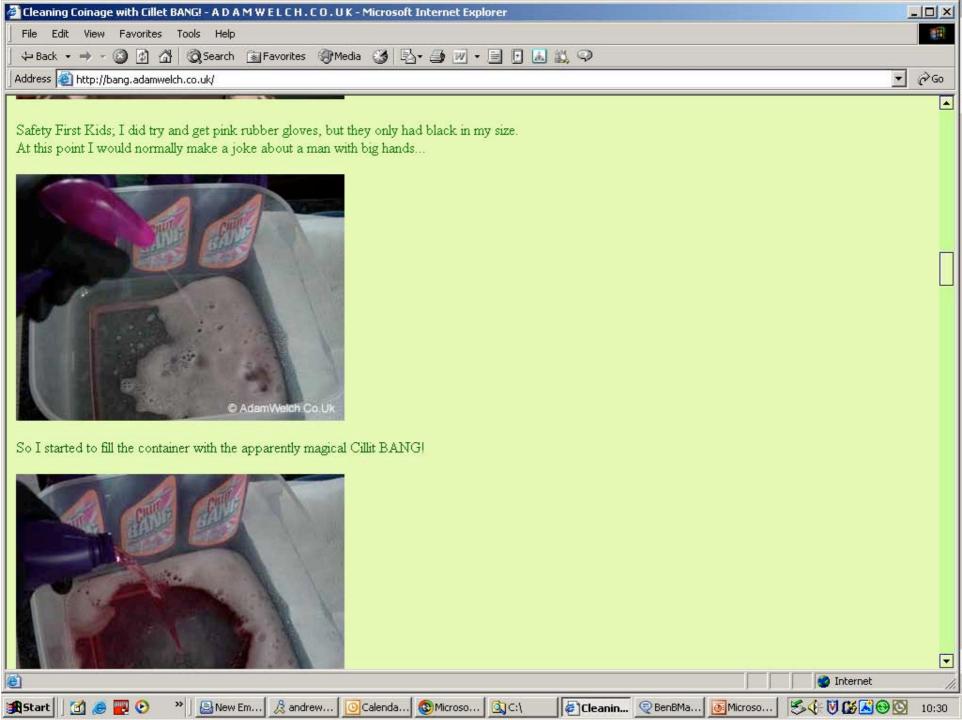


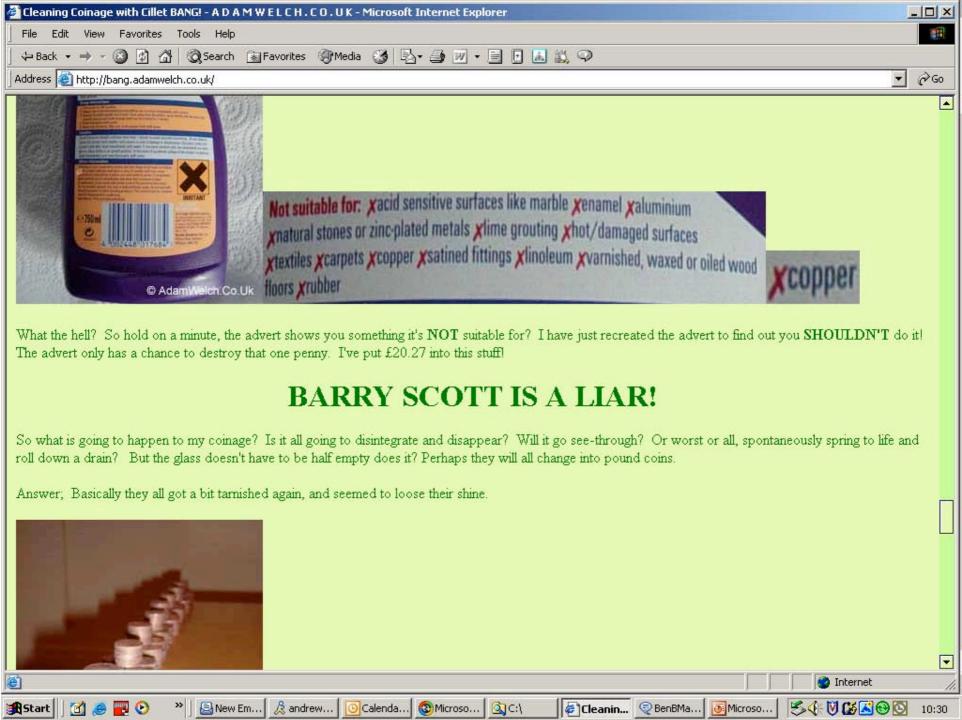












Quantifying the impact



Nearly 40% of consumers

STRONGLY AGREE (a further 40% slightly agree) that if they saw a negative review online about a product/service they would think twice about buying it

"If there was a hundred reviews out there on a product, they're not all going to be nutcases and they're not all going to be murderers ... If a hundred people are saying 'This product is crap' it's going to be pretty bad and enough people are saying 'This product is really good' it's got to be pretty good"

Crisis/reputation management

Blogger: Alex Gruzen, Sr. VP - Mobility Product Group



"The blog team at Dell has done an impressive job. They'veaddressed shipping delays for their XPS 700 model; a high-profile processor issue for Chinese customers with a post in both English and Chinese".

http://jeffbeckham.com/

 And there are now customer service people assigned to respond to bloggers



Creative Zen Vision: M 30-Gig mp3 player; blogger names the player "Blain"

"So John Blain, whoever has sent you on this quest of finding unhappy Dell customers is a a wonderful person".

Resolving the Gap

Countering 'Perfect' Information: Evaluating Brand New World 1 (off-site) Strategies

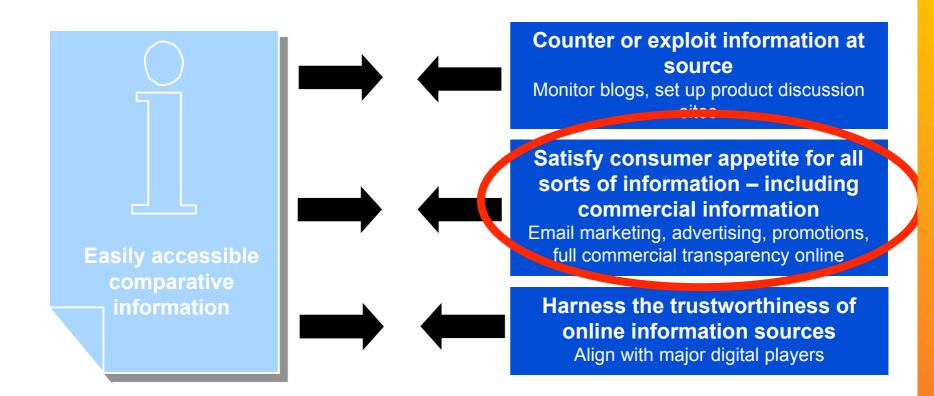
- Off-site communication strategies
- On-site engagement







Evaluating Brand New World I Strategies



Evaluating off-site strategies: The role of advertising

"The Classic Branding Model is based on a tightly controlled approach and, particularly for product-based brands assumes consumers to be passive recipients of value"

De Chernatony, L "Succeeding with brands on the internet" Brand Management, 2001

What do blogs, RSS and search engines have in common?

"...They require marketers to give up a degree of control"

Source: The Holistic Web, http://www.useyourweb.com/blog/

Response to Online Advertising

Q: Have you clicked on an online advertisement in the last 12 months? (SC)



To put that in context...

19% of UK online consumers have clicked on a ad in the last 12 months

Base: Total Sample (1000) consumers who research and/or purchase online

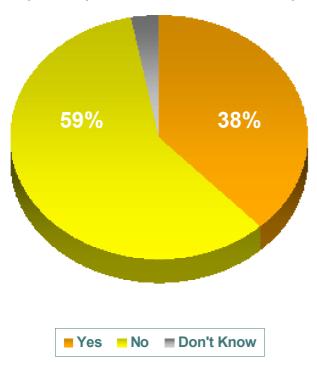
Source: Brand New World II

Cranfield School of Management/Henley Centre/AOL 2006

Source: NOP Internet User Monitor H1 2006

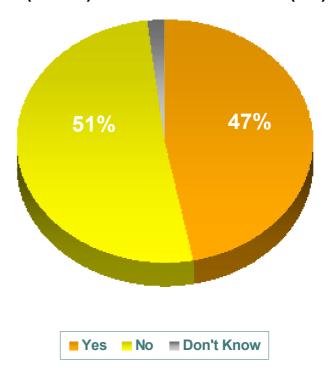
Response to online advertising for {Name} website (research and purchase)

Q: Have you seen any online advertising for (NAME) in the last 6 months? (SC)



Base: All researched product online in L6M (870)

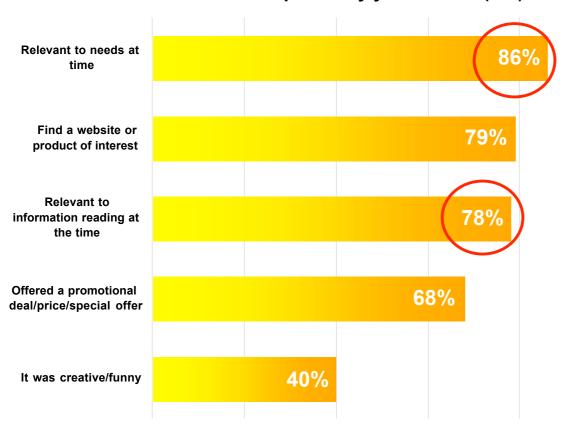
Q: Have you seen any online advertising for (NAME) in the last 6 months? (SC)



Base: All purchased product online in L6M (870)

Reasons for advertising response

Q: Thinking about the advertisement(s) that you clicked on, which of these explain why you did so? (MC)



37% of consumers use ads to navigate their way around the web

The young are as inclined as the very old (65+) to do this. **45%** of 15-24 year agree that they use ads to find their way around

Base: All who have clicked on an online ad in the last 6 months (494)

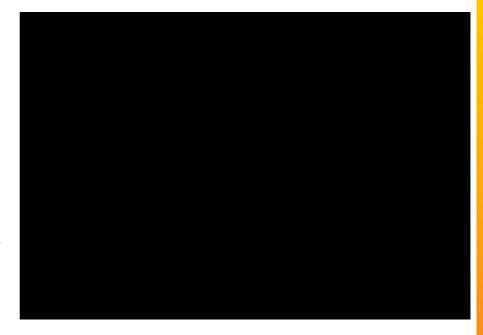
Source: Brand New World II

Attitudes to advertising

'If I am actually reading the page and the advert is there, maybe a banner on the page, then, yes, I am more likely to trust it and more likely to click through. Actually come to think of it I've got an Internet Bank account.. And I saw that and I clicked through and now I bank with them"

Q: But did it make a difference where you saw the advert?

"I think it would because there are some sites... They seem like here today, gone tomorrow



56% agree that they tend to trust ads on sites that they consider trustworthy

Base: Total Sample (1000) Source: Brand New World II

Summary: Advertising

- Consumers who research and purchase online are extremely responsive to online advertising
- They are also extremely responsive to online advertising for the [name] websites they use; suggesting some sort of reinforcement process – advertising sensitises them to the website; the website heightens awareness of the advertisement
- These consumers are in "utility" mode and pay more attention and respond to advertisements that cater to this
- Ads are not only messages, they are also navigational signposts, particularly for younger consumers. This may suggest that younger consumers see them more as an essential part of their informational armoury

Base: all respondents (1,000) Source: Brand New World II

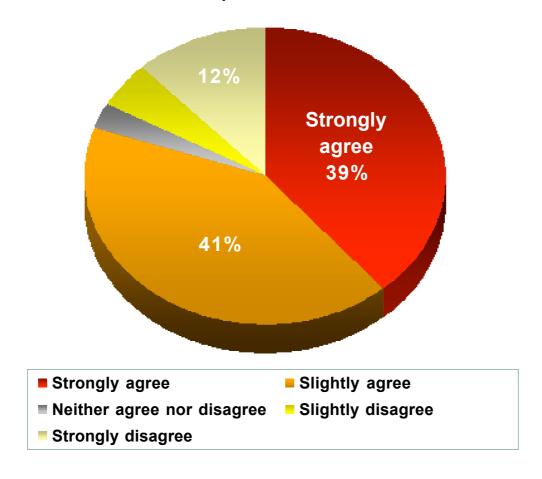
Evaluating off-site strategies: Role of email marketing, newsletters...

"Spam now accounts for 31% of the email in consumers' inboxes [down from 44% in 2003]....overall volume of email in consumers' inboxes remains relatively flat... the average Marketer must graduate from broadcasting marketing practices to relevant relationship driven communications"

Source: Jupiter Research: Anatomy of the Inbox, July 2005

Consumers do sign up...

If I give my permission, I am happy to have information emailed to me about products and services



Base: Total Sample (1000) Source: Brand New World II

...But most are extremely disappointed

54% of consumers STRONGLY AGREE

that they regard most of the most commercial newsletters they receive as JUNK MAIL

48% of them also strongly agree that they find newsletters they receive are NOT RELEVANT to their needs



Base: Total Sample (1000)

Source: Brand New World II

Summary: Email marketing, Newsletters

- A majority of consumers who research and purchase online are, if permission is sought, happy to sign up
- External evidence suggests that consumer have a finite capacity for the volume of email they are prepared to receive
- A substantial majority regard the information they are sent as not relevant to their needs and over half have a strongly negative reaction, regarding it as junk mail
- Given the information sensitivity of these consumers, this is an opportunity wasted

Base: Total Sample (1000) Source: Brand New World II

Resolving the Gap: On-site strategies

"What the marketing people are doing does not fit my needs, so I will create my own social networks. I will create my own activities; I will create my own blogs; I will create my own websites; I will create my own everything, because I cannot get satisfaction, or I cannot get the kind of service, or the kind of things I want from the marketing organization the way it exists today.

Don E Shultz, Emeritus Professor Northwestern University http://www.imediaconnection.com/content/11462.asp







Brand New World 2: Study Rationale, Objectives, Hypothesis and Exploratory Model

Exploring the key website drivers of online consumer experience and engagement and their relationship to brand trust and brand loyalty







Academic Contribution: Glen Urban

Build Trust

"Instead of a monologue, they (companies) are establishing a dialogue with their customers and are advocating for their needs"

Urban, 2004

Create Transparency

Urban, G 'The Emerging Era of **Customer Advocacy**" **Sloan Management** Review, 2004

The Growth of Consumer Power

The Vulnerability of Marketing "Push"

Customer Advocacy

Academic Contribution: Reicheld

- "The only path to profitable growth may lie in a company's ability to get its loyal customers to become, in effect, its marketing department"
- "We surveyed 362 firms and found that 80% believed that they delivered a "superior" experience to their customers...When we asked customers about their own perceptions, we found that they rated only 8% of companies as truly delivering a superior experience"

 Reichheld, 2005

Reichheld, F "The One Number You Need to Grow" HBR, 2003

The Importance of Loyalty

Relationship between Loyalty and Growth

Relationship between Loyalty and Profitability

Existing Metrics Flawed in terms of Methodology and Operations

More reliable indicators are "Promoters"

Net Promoter Score Score: % customers (Promoters) recommending the company minus % customers urging friends to stay away (Detractors)

Median Net Promoter Score: 16% (400 companies, 28 industries, 2001)

Business Leaders: NPS: 75-80% (Amazon, Ebay)

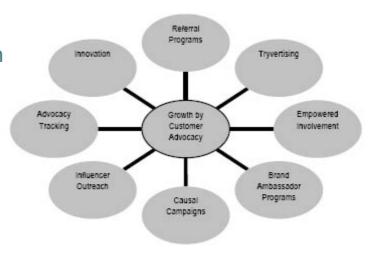
Academic Contribution: Bart, Shankar, Sultan & Urban

Privacy Security Navigation and Presentation Brand strength Advice Order Fulfilment Community Features Absence of Errors Familiarity with Website Internet Expertise Internet Shopping Experience Online entertainment or Chat experience

- Bart, Shankar, Sultan and Urban "Are the Drivers and Role of Online Trust the same for All Web Sites and Consumers?"
 Journal of Marketing, 2005
- Results of the study show that the generation of online trust is different across site categories and consumer segments

Academic Contribution: London School of Economics

- Companies enjoying higher Net Promoter Scores grew faster than their competitors in 2003/04
- In terms of percentage growth, a 7%pt growth in advocacy corresponded with a 1% pt increase in growth rate
- As an average, each percentage increase in NPS led to an £8.8m increase in Sales
- •Whilst a 1%pt decrease in negative WOM led to an increase of £24m in sales
- Suggested 8 mechanisms for increasing advocacy



Trust and Consumer Engagement

- Following Urban's approach, companies have to earn trust and loyalty: they can do this by 'emulating' the openness of the internet and engaging the consumer
- Consumer engagement can be achieved by not only reactively countering information flows but by proactively directing certain online operational levers
- There is a relationship between consumer engagement and brand trust and brand loyalty

Research Value Chain

Online
drivers of
brand trust,
brand loyalty
and brand
advocacy

Relative importance of individual drivers

The variation of the drivers by consumer demographic and product category

A resource and planning framework for competitive advantage

Drivers of Engagement

BRAND

Customer advocacy Engagement Reputation

MARKETING

Advertising Email Newsletter Promotions

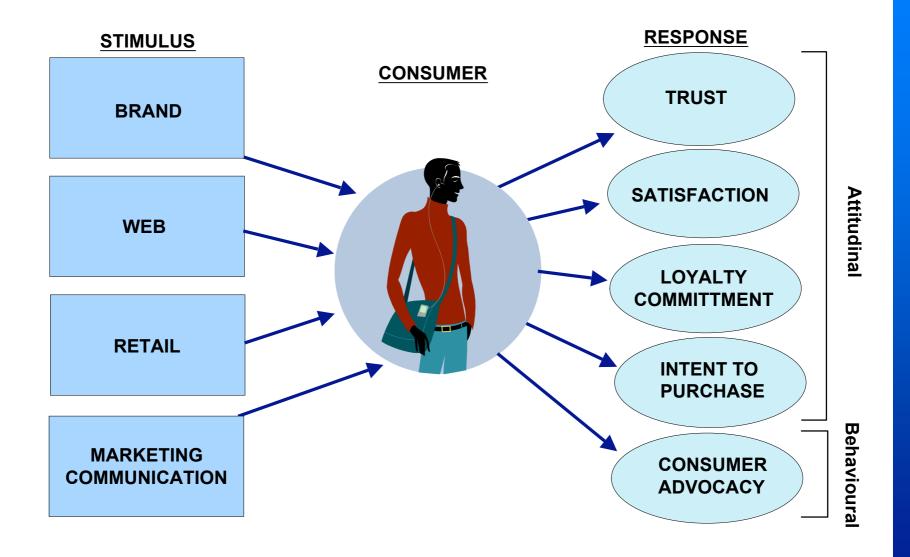
WEB

Navigation
Personalisation
Interactivity

RETAIL

Service: Privacy, Security, Delivery, Transparency Value for Money

Here's one we built earlier



A quick recap...

- So far we have:
 - Looked at how we developed our framework from BNW1 to BNW2
 - Evaluated the off-site findings of Brand New World 2 such as Reputation management, advertising & newsletters
- Now we're going to turn our attention to the modelling which will:
 - Cluster together statements into drivers of on-site performance and how we might benchmark them
 - Finally bring together both on & off-site drivers into a framework that weighs the contribution of the levers to trust, loyalty & advocacy and the relative importance of those drivers/levers to each other

Assessing current performance

Website impact, benchmarking, net advocacy score, overall experience







Most memorable sites

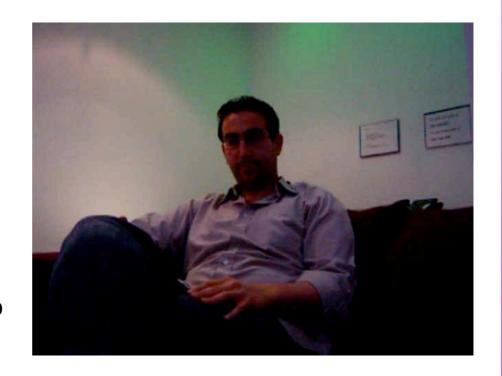
Number of man	diama NA	lob sites used to vessers	<u></u>	
Number of mentions - Web sites used to research				
Amazon	94	Sainsbury's	10	
Tesco	52	Carphone Warehouse	8	
Comet	33	Ebuyer	8	
Currys	28	PC World	7	
Dell	25	Ford	7	
Sony	25	Ebay	7	
Nokia	23	Game	6	
Play	21	Thomsons	6	
Asda	19	Virgin	6	
Kelkoo	15	Barclays	6	
O2	15	Lloyds	6	
Autotrader	13	Halifax	6	
Argos	13	Which	5	
Boots	12	Expedia	5	
Apple	11	Ryanair	5	
Orange	11	British Airways	5	
Easyjet	10	Samsung	5	
Norwich Union	10	Motorola	5	
		Other Answers	335	

Number of	mentions -	- Web sites purchased fron	n
Amazon	83	Dabs	6
Tesco	59	Dixons	6
Comet	21	Game	6
Orange	19	Carphone Warehouse	6
Asda	15	Ebay	5
Currys	14	Churchill	5
O2	12	John Lewis	5
Expedia	11	Halifax	4
Play	10	Easyjet	4
Virgin	10	Eurotunnel	4
Argos	9	Direct Line	4
Play.com	9	Norwich Union	4
Ebuyer	8	Serif	3
Ryanair	8	LX Direct	3
PC World	8	Ebookers	3
Dell	7	Cahoot	2
Sainsbury's	7	British Airways	2
Dialaphone	7	National Express	2
Autotrader	7	Capital One	2
Boots	7	Other Answers	233

Impact of website

45% Strongly Agree that if a company has a poor website it affects their opinion of the company

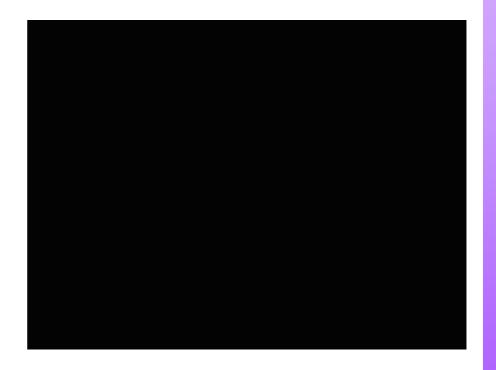
61% Strongly Agree that if they have a poor experience online at a commercial website, I am less inclined to buy from that company



Impact of website

45% *Strongly Agree* that if a company has a poor website it affects their opinion of the company

61% Strongly Agree that if they have a poor experience online at a commercial website, I am less inclined to buy from that company



A good experience is also influential

38% Strongly Agree (35% Slightly Agree) that if they find a good retailer site, I am more inclined to stick with it, even if its prices are not the lowest

Overall online experience of researchers and purchasers

Benchmarking - Use "Strongly Agree" as a measure in order to avoid grade inflation "in which someone a molecule north of neutral is considered satisfied!"

Source: Reichheld, F: "The one number you need to grow" Harvard Business Review, December 2003

Average rating (Strongly Agree) : **40%** (research) and **45%** (purchase)

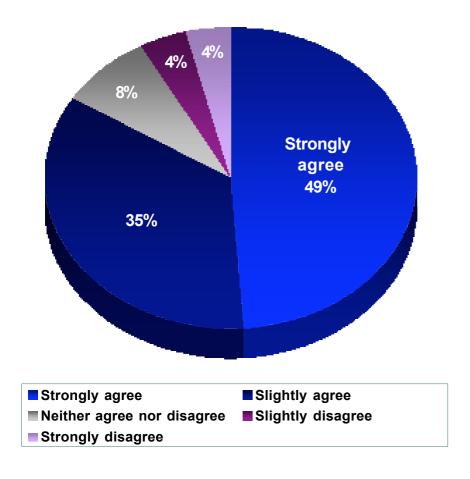
"Competent/Competitive" rating; >40/45

Good > **60**

Very good, digital leadership >75

Net advocacy score: Purchasers

% who strongly agreed that they would recommend the site to others



Brand New World II Net Advocacy Score:

% Strongly Agree
Recommend (49%)
less % Strongly Disagree
Recommend (4%) = 45%

Consumers' (researchers) response to the overall website experience

Q: Thinking about (NAME) web site, how strongly do you agree or disagree with the following statements?



Base: All researched online in L6M and recall sites used to research on (870)

Source: Brand New World II

Key Website Drivers of Consumer Experience and Engagement

Research and Purchase







Engagement

"Engagement is turning on a prospect to a brand idea enhanced by the surrounding context."

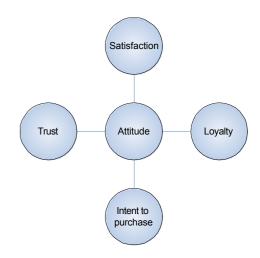
ARF, 2006 www.arfsite.org/about/news/2006-04-04clickz.html

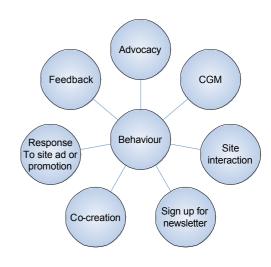
We often look at engagement in how people are behaving, and we look for behavior in media and on Web sites,... that's often a good reflection of how people react with the brand."

Lee Sherman, Avenue A/Razorfish, Clickz, April 26, 2006

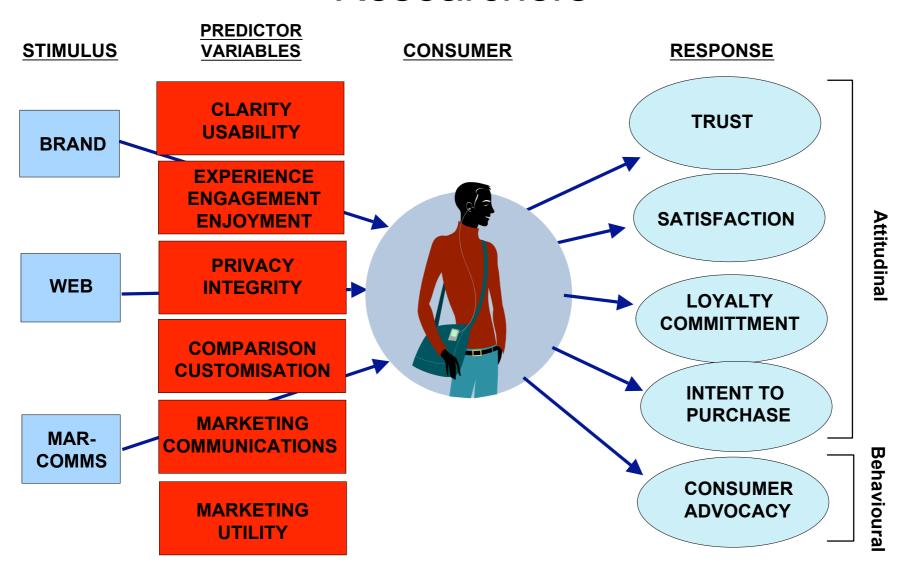
"Gallup's research suggests that for all kinds of companies, fully engaged customers - those who score in roughly the upper 15-20 percent on Gallup's measure of emotional engagement - deliver a 23 percent premium over the average customer in terms of share of wallet, profitability, revenue and relationship growth."

"Measure engagement not satisfaction", Jul 13, 2006 www.imediaconnection.com



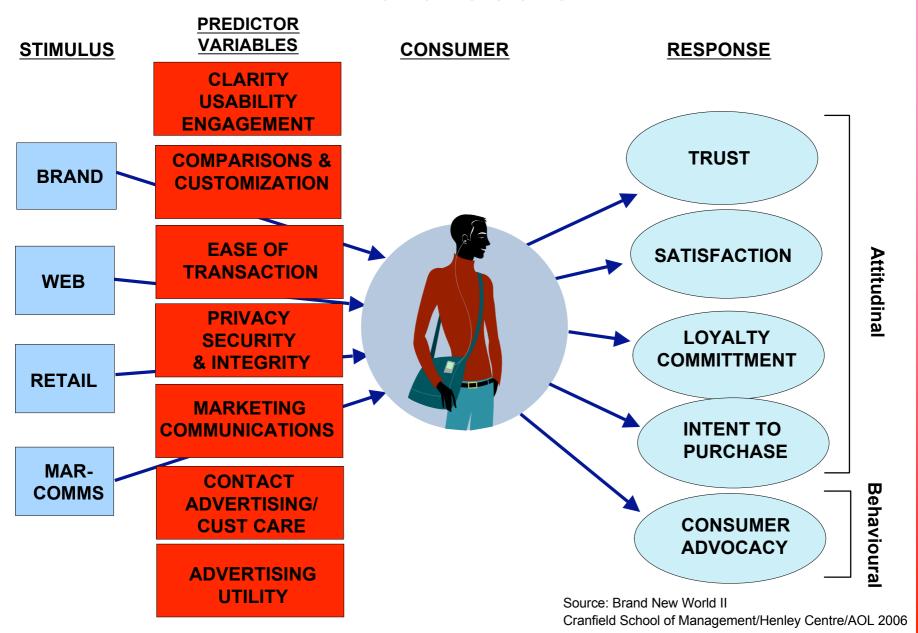


Researchers

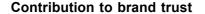


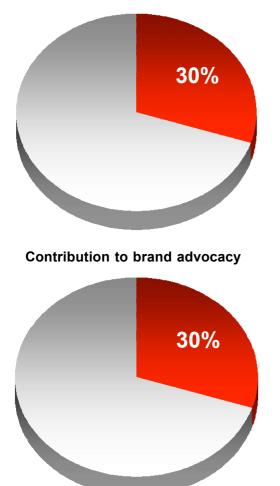
Source: Brand New World II

Purchasers



Importance: Clarity, relevance and usability

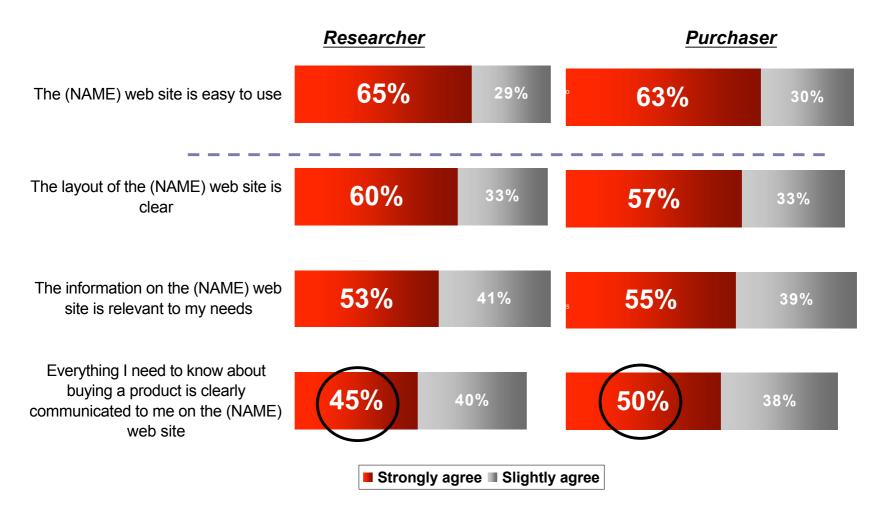






^{*}All figures refer to percentage contribution to the model Consumers who research online

Clarity, relevance and usability



Base: All researched online in L6M and recall sites used to research on (870) Base: All purchased online in L6M and recall sites used to purchase on (619),

Source: Brand New World II

Cranfield School of Management/Henley Centre/AOL 2006

Clarity, relevance and usability

Online Impact:

Information transparency leading to an information-sensitised, more exacting consumer.

Consumer Need:

Satisfy demand without delay: "Search, Find Obtain"

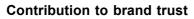
Marketing Response:

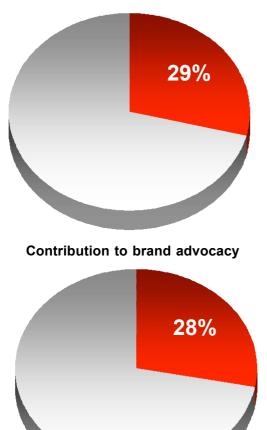
Site is free of errors

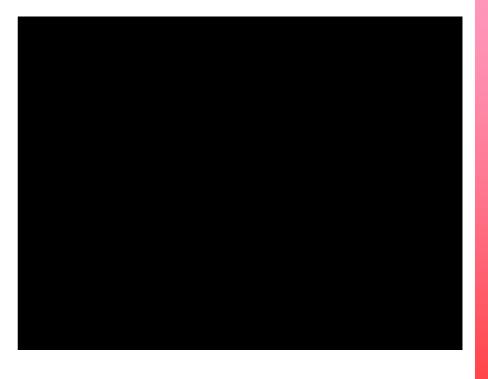
Navigational clarity

Information is relevant, comprehensive and simple/fast to extract

Engagement and enjoyment

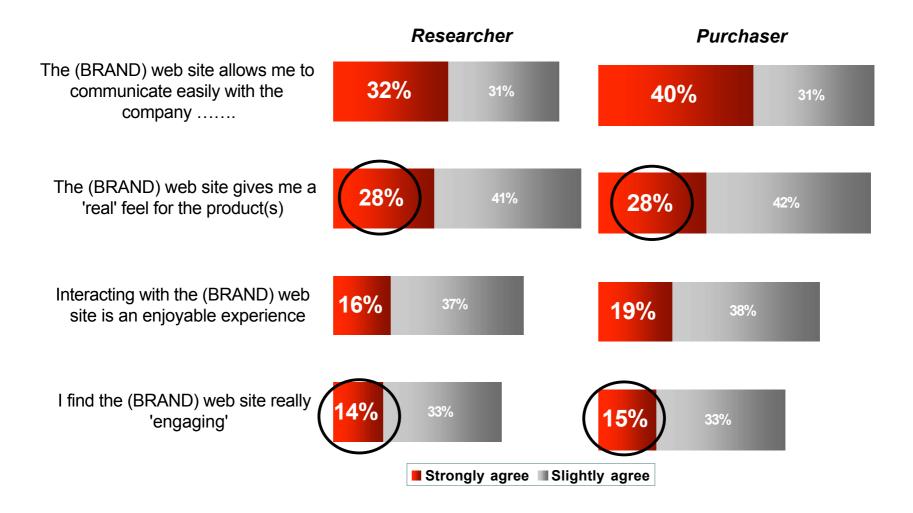






^{*}All figures refer to percentage contribution to the model Consumers who research online

Engagement & enjoyment



Base: All researched online in L6M and recall sites used to research on (870)

Base: All purchased online in L6M and recall sites used to purchase on (619),

Source: Brand New World II

Cranfield School of Management/Henley Centre/AOL 2006

Engagement and enjoyment

Online Impact:

Heightened *communication* with *empowered* consumers. Peer to peer exchanges and social networking challenges existing authorities

Consumer Need:

Consumers *expect* interactivity, but *require dialogue not* "push". Consumers need to be engaged and/or entertained

Marketing Response:

Create design that is visually/aurally stimulating

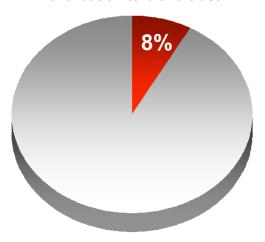
Heighten brand involvement (real feel for product)

Ensure visit is entertaining or at least useful/rewarding

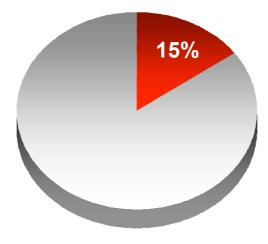
Facilitate communication with company

Comparisons and customisation

Contribution to brand trust

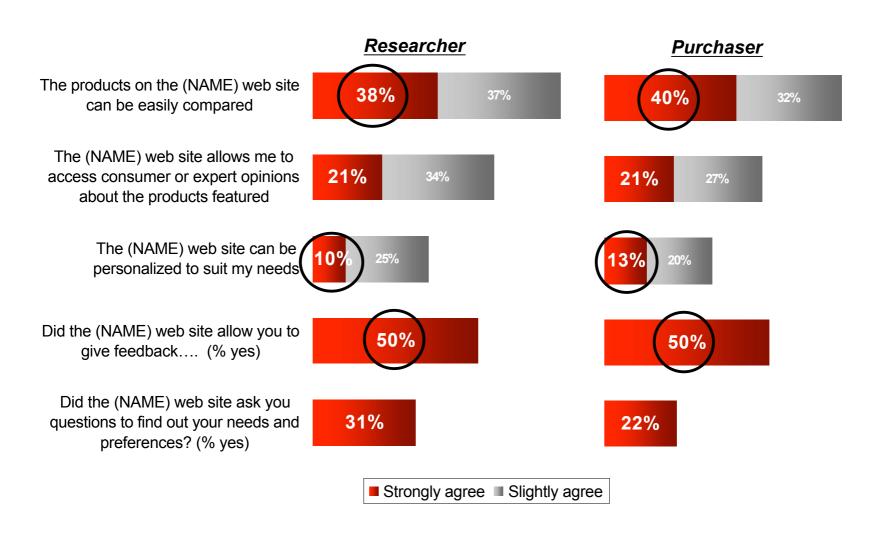


Contribution to brand advocacy





Comparison & customisation



Base: All researched online in L6M and recall sites used to research on (870)

Base: All purchased online in L6M and recall sites used to purchase on (619),

Source: Brand New World II

Cranfield School of Management/Henley Centre/AOL 2006

Comparison & customisation

Online Impact:

Unlimited opportunities for comparison; technology supporting *personalisation* and *behavioural targeting*

Consumer Need:

Greater opportunity for *self-expression*; consumers appreciate personalisation, comparison and customisation

Marketing Response:

Support the comparison of prices, product features, competitor products

Provide consumer or expert reviews

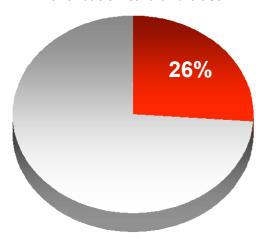
Respond to personal needs and preferences

Allow feedback

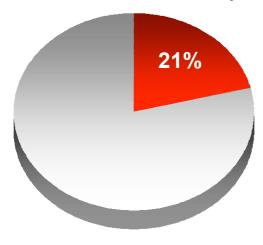
Involve consumers in 'co-creation'

Privacy and Integrity

Contribution to brand trust



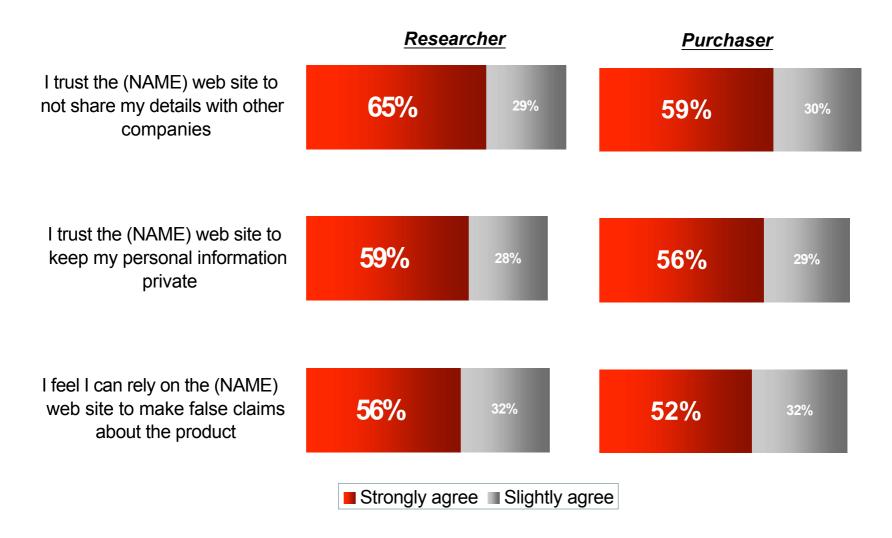
Contribution to brand advocacy





^{*}All figures refer to percentage contribution to the model Consumers who research online

Privacy & integrity



Base: All researched online in L6M and recall sites used to research on (870)

Base: All purchased online in L6M and recall sites used to purchase on (619),

Source: Brand New World II

Cranfield School of Management/Henley Centre/AOL 2006

Privacy & integrity

Online Impact:

Security is always an issue

Consumer Need:

Consumers expect companies to be vigilant, to be "guardians" of their personal data. Privacy/Security standards are the *minimum hygiene factors* needed to transact

Marketing Response:

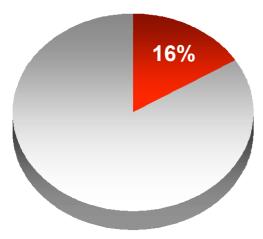
Clear transparent privacy, security policies

Vigilance and prompt response in case of breach

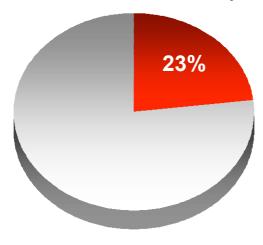
Respect for the consumer

Retail / Ease of transaction

Contribution to brand trust

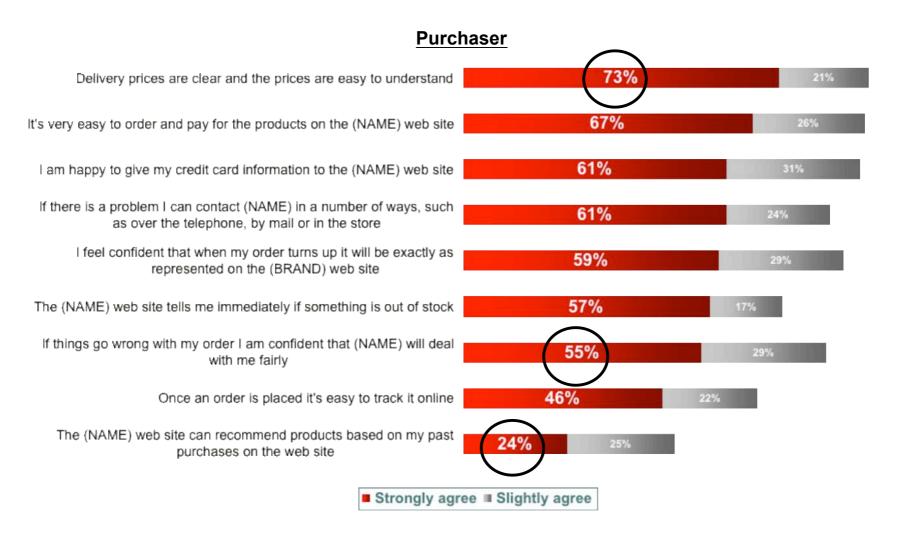


Contribution to brand advocacy





Retail / Ease of transaction



Base: All purchased online in L6M and recall sites used to purchase on (619),

Retail / Ease of transaction

Online Impact

Increased choice, sites open 24/7, differentiation increasingly reliant on service quality dissatisfaction published globally

Consumer Need:

Consumers are more exacting, more inclined to *punish poor service;* generally "harder to please"

Marketing Response:

Service Quality hygiene factors:

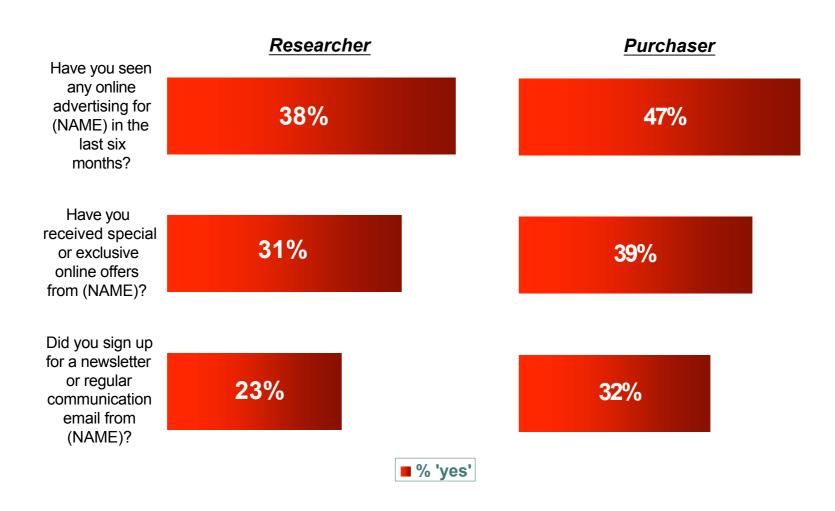
Clear delivery prices

Order tracking, stock availability, reliable representation of goods, transaction notification

Simple ordering and payment

Equitable redress if needs not met

Marketing communications



Base: All researched online in L6M and recall sites used to research on (870)

Base: All purchased online in L6M and recall sites used to purchase on (619),

Source: Brand New World II

Cranfield School of Management/Henley Centre/AOL 2006

Marketing communications

A significant driver of intention to purchase (16%) brand loyalty (9%) and advocacy (6%)

Marketing Utility

- 41% of researchers and 36% of purchasers had clicked on advertising for the {name} site
- About 15% of researchers and purchasers had found games, puzzles and downloads on the site
- Only 28% of purchasers and a mere 16% of researchers found the newsletter for the {name} site useful

 Marketing Utility is a significant driver of brand trust,(7%) and brand loyalty (9%)



UK websites: Summary

- The websites did well technically, less well on the overall consumer experience
- The consumer approach is still "one size fits all".
 Customisation or personalisation of experience is rare
- Rather than talk to their customers, most websites push information at consumers rather than talk to them.
 Information that is mostly regarded as irrelevant
- However, even small improvements in the experience offered to consumers will lead to significant improvements in brand trust, loyalty and consumer advocacy







Gaining Competitive Advantage Online

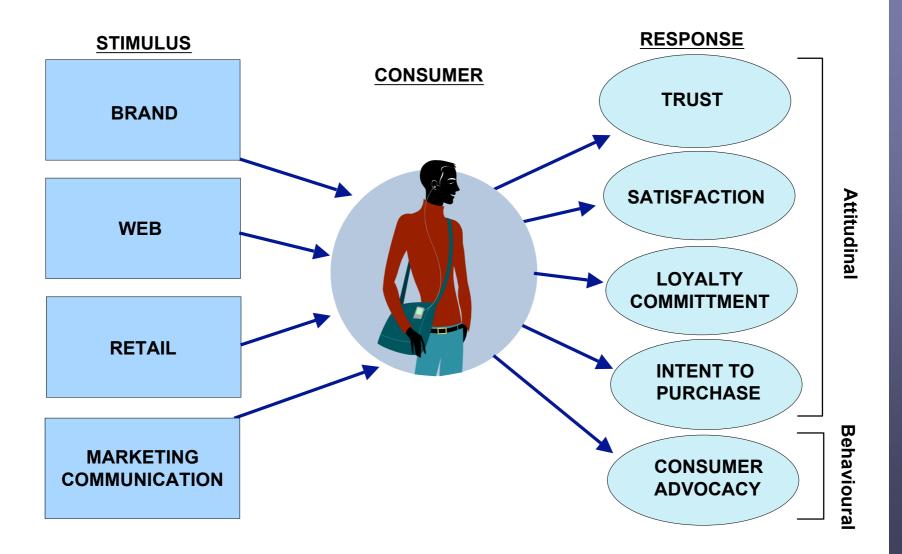
Quantifying the relationship between online operational drivers and brand trust and brand loyalty







Original Model



CLARITY & USABILITY

0.38 (30%)

0.32 (36%)

0.25 (19%)

0.36 (30%)

ENGAGEMENT & ENJOYMENT

0.36 (29%)

0.25 (27%)

0.32 (24%)

0.35 (28%

PRIVACY & TRUST

0.32 (26%)

0.19 (21%)

0.31 (24%) 0.25 (21%)

COMPARISON & CUSTOMISATION

0.10 (8%)

Non sign

0.20 (15%)

MARKETING COMMUNICATIONS

non sian

0.14 (16%)

0.12 (9%)

0.07 (6%)

MARKETING UTILITY

0.08 (7%)

Non sign

0.11 (9%)

non sign

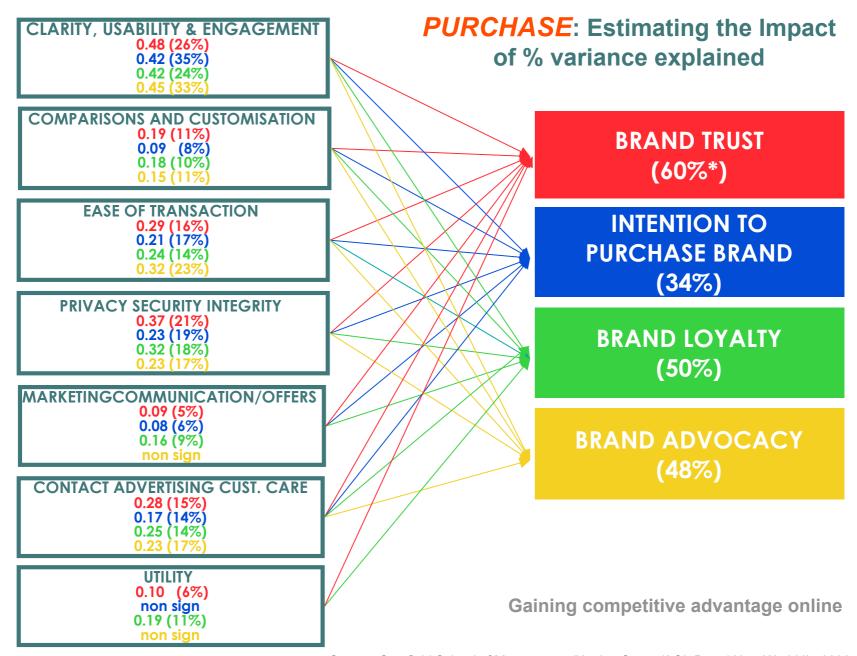
BRAND TRUST (39%)

INTENTION TO **PURCHASE BRAND** (22%)

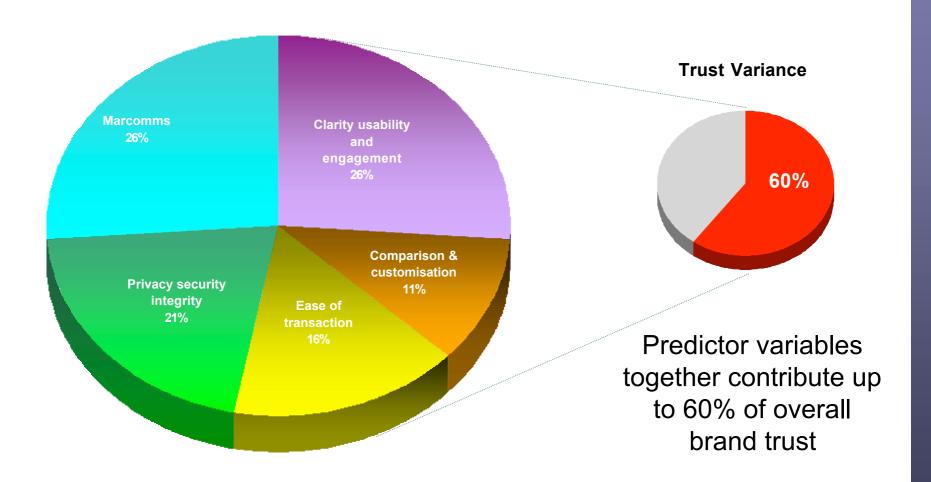
BRAND LOYALTY (33%)

BRAND ADVOCACY (35%)

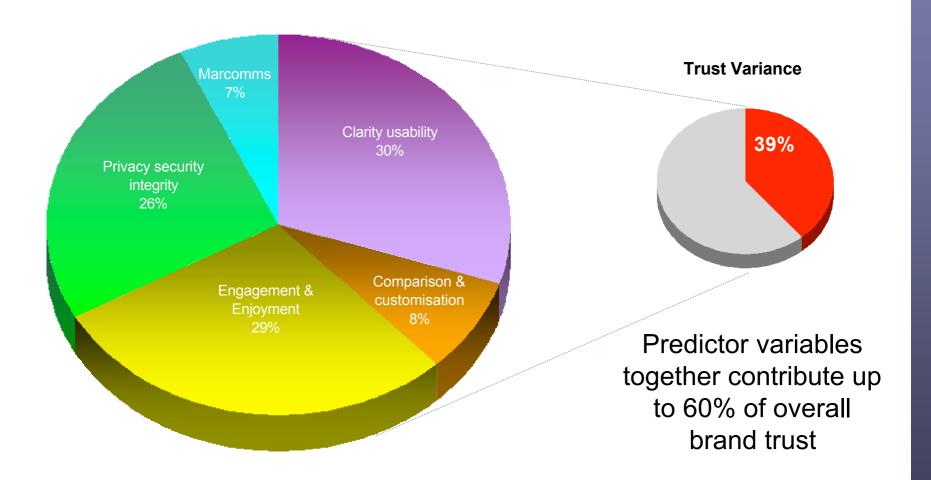
RESEARCH: Estimating the Impact



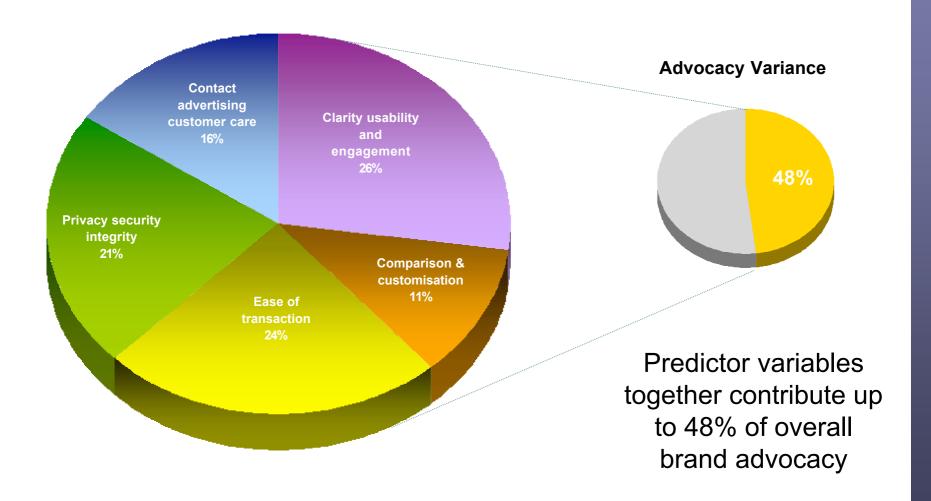
Brand trust contribution (Purchase)



Brand trust contribution (Research)

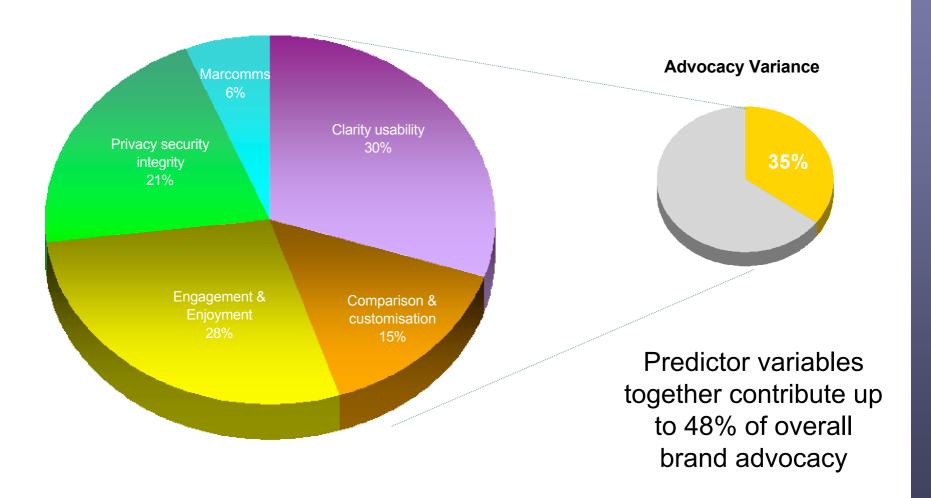


Brand advocacy contribution (Purchase)



Base: All purchased online in L6M and recall sites used to purchase on (619), Source: Brand New World II

Brand advocacy contribution (Research)



Base: All purchased online in L6M and recall sites used to purchase on (619), Source: Brand New World II

Outputs

TRUST

- I consider [+vweb+] to have a good reputation
- I feel reassured about the quality of [+vweb+]
- I trust the brand [+vweb+]

LOYALTY (AFFECTIVE COMMITMENT)

- I feel I have a good relationship with [+vweb+]
- With [+vweb+], I feel part of a community of users
- I consider the [+vweb+] web site to be the best in its field
- I consider myself a loyal customer of [+vweb+]
- I feel that [+vweb+] really cares about me as a customer

WOM/ADVOCACY

I have only good things to say about [+vweb+] to others

PURCHASE INTENTION

I would consider purchasing from [+vweb+] in the future

Research: Predictors

CLARITY AND USABILITY

- The layout of the ... web site is clear
- I feel that the ... web site is over-complicated with too much animation
- The ... web site is easy to use
- The information on the ... web site is relevant to my needs
- I regard the ... web site as relatively error-free
- Everything I need to know about buying a product is clearly communicated to me on the ... web site

EXPERIENCE: ENGAGEMENT AND ENJOYMENT

- I consider the ... web site to be a 'state of the art' web design
- I find the ... web site really 'engaging'
- The ... web site gives me a 'real' feel for the product(s)
- Interacting with the ... web site is an enjoyable experience
- Interacting with the ... web site is a very useful experience
- I consider the design of the ... web site to be something I feel comfortable with
- The ... web site allows me to communicate easily with the company if ever I have a specific request or question about the product

PRIVACY AND INTEGRITY

- I trust the ... web site to keep my personal information private
- I trust the ... web site to not share my details with other companies
- I feel I can rely on the ... website not to make false claims about the product

COMPARISONS AND CUSTOMISATION

- I was able to make comparisons between products of competitors on the ... web site
- The ... web site allows me to access consumer or expert opinions about the products featured
- The ... web site can be personalised to suit my needs
- The products on the ... web site can be easily compared
- Did the ... web site ask you questions to find out your needs and preferences?
- Did the ... web site allow you to give feedback to ...?

MARKETING COMMUNICATIONS

- Have you received special or exclusive online offers from ...?
- Have you seen any online advertising for ... in the last 6 months?
- Did you sign up to a newsletter or regular communication email from ...?

MARKETING UTLITY

- Whether clicked on any online advertising for most memorable website?
- How useful respondents found the newsletter for most memorable web site?
- Were you able to find games or puzzles or downloads or freebies on the ... web site?

PURCHASE: Predictors

CLARITY, USABILITY AND ENGAGEMENT

- I consider the design of the ... web site to be something I feel comfortable with
- Interacting with the ... web site is a very useful experience
- The ... web site is easy to use
- The layout of the ... web site is clear
- Interacting with the ... web site is an enjoyable experience
- The ... web site gives me a 'real' feel for the product(s)
- I find the ... web site really 'engaging'
- I regard the ... web site as relatively error-free
- The information on the ... web site is relevant to my needs
- I consider the ... web site to be a 'state of the art' web design
- I feel that the ... web site is over-complicated with too much animation
- Everything I need to know about buying a product is clearly communicated to me on the ... web site

COMPARISONS AND CUSTOMISATION

- The ... web site allows me to access consumer or expert opinions about the products featured
- I was able to make comparisons between products of competitors on the ... web site
- The ... web site presents the benefits and drawbacks of the products
- You can access consumer opinions or ratings
- The products on the ... web site can be easily compared
- The ... web site has useful shopping support tools (e.g. planner, calculator, 3D models)
- The ... web site can be personalised to suit my needs
- The ... web site can recommend products based on my past purchases on the web site
- Did the ... web site allow you to give feedback to ...?

EASE OF TRANSACTION

- Delivery prices are clear and the prices are easy ...
- Once an order is placed it's easy to track it online
- The ... site tells me immediately if something is out of stock
- It's very easy to order and pay for products on the ... web
- I feel confident that when my order turns up it will be exactly as represented on the ... web site
- If things go wrong with my order I am confident that ... will deal with me fairly
- Usefulness of newsletter

PRIVACY, SECURITY, INTEGRITY

- I trust the ... web site to keep my personal information private
- I trust the ... web site to not share my details with other companies
- I am happy to give my credit card information to the ... web site
- I feel I can rely on the ... website not to make false claims about the product

MARKETING COMMUNICATION AND OFFERS

- The ... web site sends you regular information about products and services
- Have you received special or exclusive online offers from ...?
- Did you sign up to a newsletter or regular communication email from ...?
- The ... web site gives its regular customers exclusive offers

CONTACT / ADVERTISING/CUSTOMER CARE

- If there is a problem I can contact ... in a number of ways
- Whether clicked on any online advertising for most memorable website
- The ... web site allows me to communicate easily with the company if ever I have a specific request or question about the product
- Did the ... web site ask you questions to find out your needs and preferences?

UTILITY

- Were you able to find games or puzzles or downloads or freebies on the ... web site?
- You can return the product to a shop if necessary
- Have you seen any online advertising for ... in the last 6 months?

Presentation Storyboard

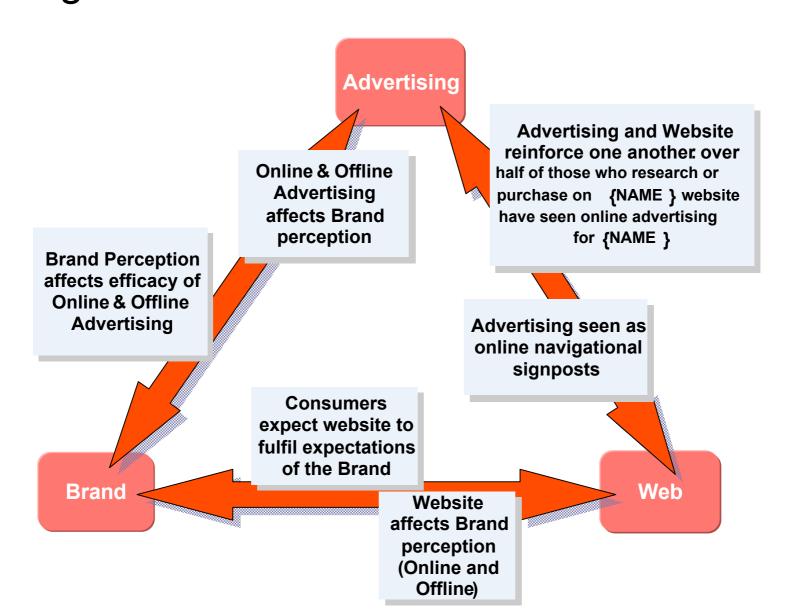
- Review of Brand New World 1
 - Identification & review of strategies
 - Why develop BNW2
- How we developed Brand New World 2
 - Methodology
 - Developing the BNW framework
- Results
 - Descriptive outputs
 - Benchmarking
 - Modelling
- Squaring the circle
 - Understanding that everything is connected

Take-Out: Onsite

- Some key universal principles:
 - Speed of response
 - Dialogue
 - Relevance/Engagement
 - Information transparency
- Brand Advocacy is a key metric of brand health

- The key website drivers conform to these principles
- These website drivers create a customer experience that drives brand trust, loyalty and advocacy
- The drivers can be quantified and use as a mechanism for allocating marketing resource

The importance of co-ordinating on & off-site strategies



Take-Out: Offsite

- Everything is connected: Marcoms planning is no longer a silo activity
- Online Researchers and Purchasers are extremely sensitive to online advertising but advertising needs to subscribe to the basic principles, in particular: utility, relevance, engagement (creativity)
- Trust is critical online, media planning needs to align with trusted players
- Email Marketing's performance is disappointing because current policy violates the basic principles
- Reputation management can and should be part of the remit

Take Out

- There are things that marketers and advertisers can do to redress the imbalance caused by 'perfect' information
- There are website drivers which can create a consumer experience which will, in turn, drive brand trust, brand loyalty and customer advocacy
- The relative weight of the drivers can be used as guide for allocating resource
- These mechanisms represent less of a technical solution than an expression of an online marketing strategy
- That strategy recognises the need for speed, for relevance, for dialogue, for customisation and above all for transparency combined with the more traditional virtues of service quality/ease of transaction







How The Internet Is Changing Consumers' Attitudes To Brands And What Marketers & Advertisers Can Do About It

Online strategies for creating Brand Loyalty and Brand Trust

"Without the glue of loyalty, even the best designed e-business model will collapse"

Reichheld, F: "E-loyalty, your secret weapon on the web" Harvard Business Review, July-August 2000







Further Reading

- Glen L Urban, MIT Sloane Management Review, Winter 2004, "The emerging Era of Customer Advocacy"
- Glen L Urban, Journal of Public Policy & Marketing, Spring 2005, "Customer Advocacy: A new era in Marketing"
- Bart, Shankar & Urban, Journal of Marketing Vol 69 2005, "Are the drivers and role of online trust the same for all websites and consumers? A large scale exploratory empiracal study"
- Reicheld, Markey, Hopton, European business Journal, 2002, "E-customer loyalty applying the traditional rules of business for online success"
- Reicheld, Harvard Business review, 2003, "The one number you need to grow"
- Reicheld, Schefter, Harvard Business Review, Aug 2000, "E-loyalty"
- Gommens, Krishnan & Shefold, Journal of economic & social Research 2001, "From brand loyalty to e-loyalty: a conceptual framework"
- Marsden, Samson, Upton, London School of Economics 2006, "Advocacy drives growth"