

MONASH BUSINESS SCHOOL

World Retail Congress 2016

Dr. Violet Lazarevic







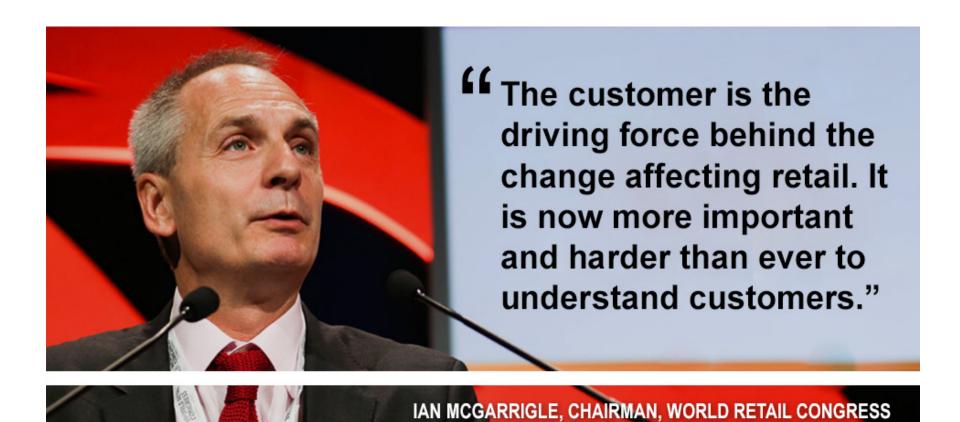
ACRS 2016



Nested within the Department of Marketing at the Monash Business School, the Australian Consumer, Retail, and Services (ACRS) Research Unit has a 35+ year history as a globally respected source of retail, services, consumer, and marketing knowledge. ACRS strives to provide organisations a portal to deeper thinking, be it through commercial research, insight seminars, trend analysis, or engaging with subject matter experts.

World Retail Congress





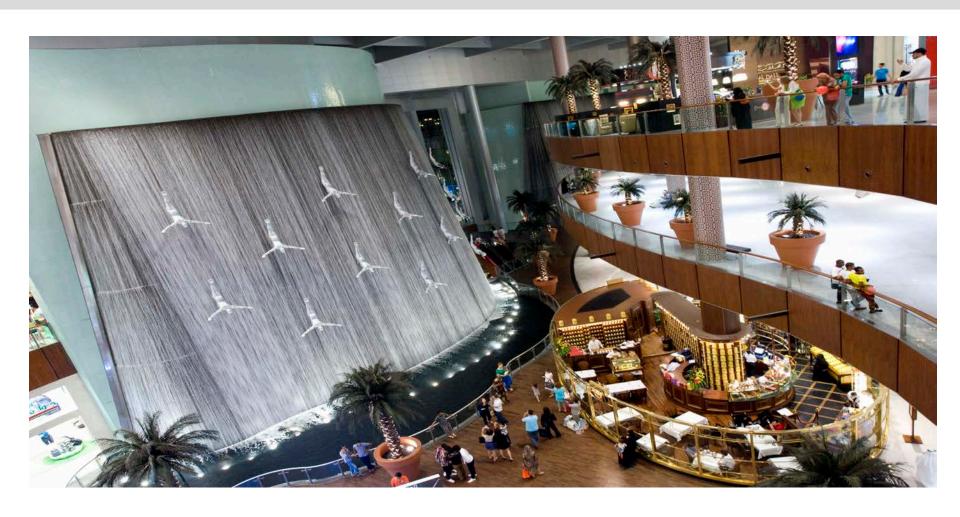
Dubai - Retail Mecca





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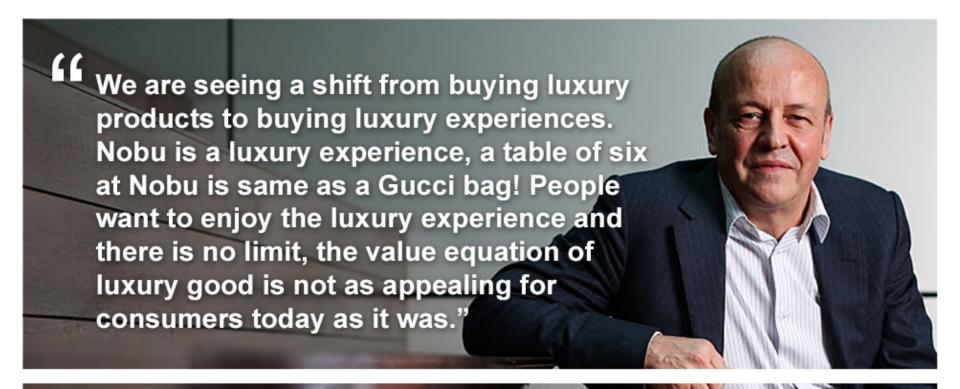


CUSTOMER EXPERIENCE



Retail Landscape in 2016





THIERRY ANDRETTA, CHIEF EXECUTIVE, MULBERRY GROUP PLC

Power Shift



Power shift away from the retailer/ associate to the consumer.

- Consumers are using their smartphones – reviewing, sharing, etc.
- Rise of rating experiences, e.g. Uber
- US millennial consumers increasingly renting and spending less on goods, more on experiences



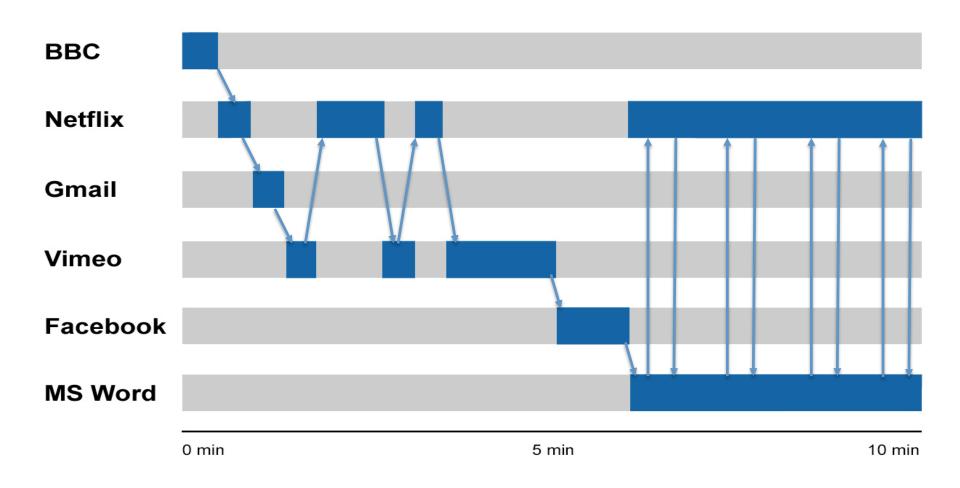
Customer Evolution





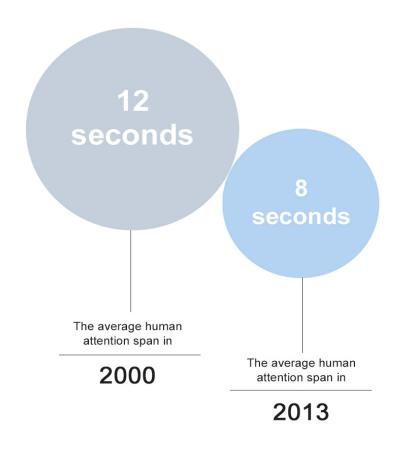
Millennial Attention Span

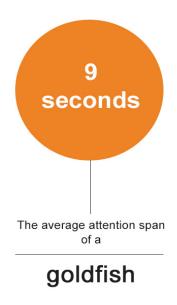




Attention Span







Importance Of Micro-Moments



- Customers are interacting in ever shorter periods on their devices
- Retailers need to be where the customer is: Micro moments
 - Meeting intent
 - Utilising context



Evolving Customers



Interacts with brands in many different ways

Higher expectations of brands and services

Technology empowered



Want to be a part of something

Fatigued by untargeted discounts and adverts

Content is the key to engagement

Social Commerce





All Channels Will Win





HEDONIC VS. UTILITARIAN



Online vs. Instore



HEDONIC. {FUN}

Emotional needs of individuals for enjoyable and interesting shopping experiences.

Traditionally INSTORE shopping.

All about the experience.

UTILITARIAN. {FUNCTION}

Convenience, variety, searching for quality products at a reasonable **price.**

Traditionally ONLINE shopping.

Driven by convenience, endless aisle

and price.

HEDONIC

Emotional needs of individuals for enjoyable and interesting shopping experiences.



Progression of Economic Value

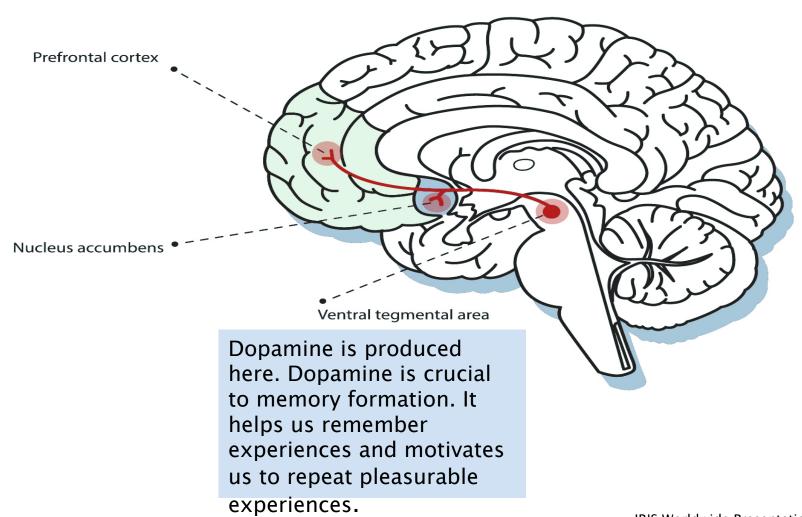


Progression of Economic Value



Reward Pathway





Customer Experience Dimensions



PARTICIPATION.

A spectrum from passive to active participation.

Passive Participation.

Customers don't affect the performance.

Active participation.

Customers play key roles in creating the event that yields the experience.

CONNECTION OR IMMERSION.

A spectrum from absorption to immersion.

Absorption.

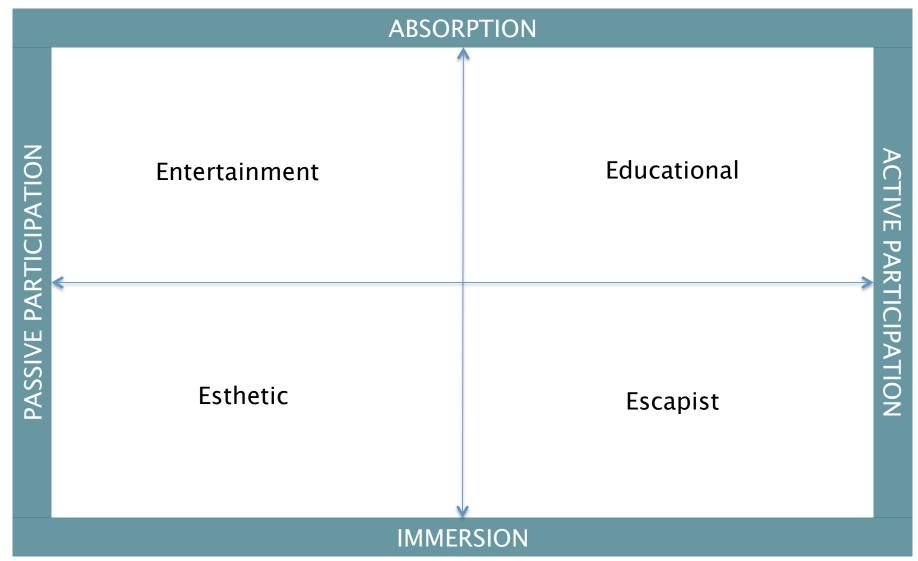
Watching from the stand and absorbing what's in front of you.

Immersion.

Standing in the field immersed in sights, sounds and smells all around

The 4 Realms Of An Experience





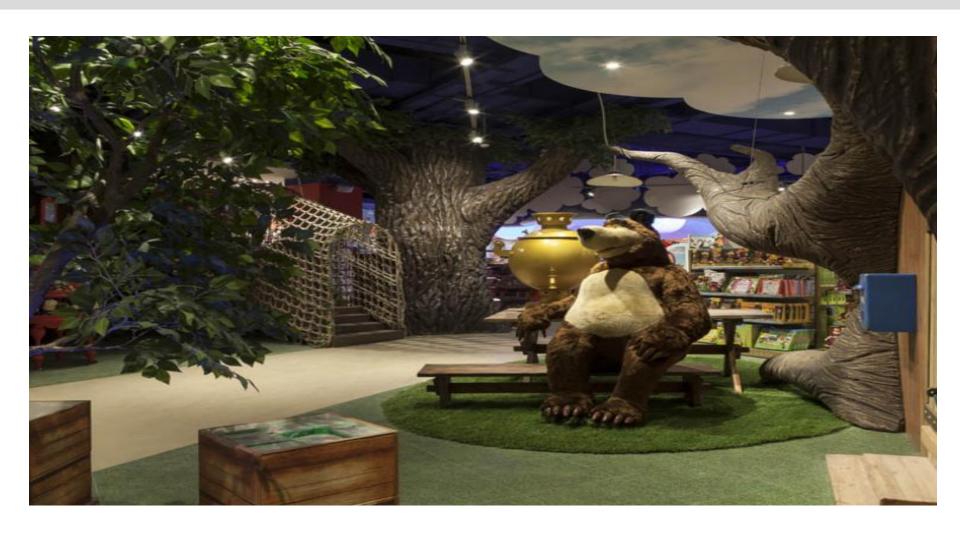
Entertainment - Alessi





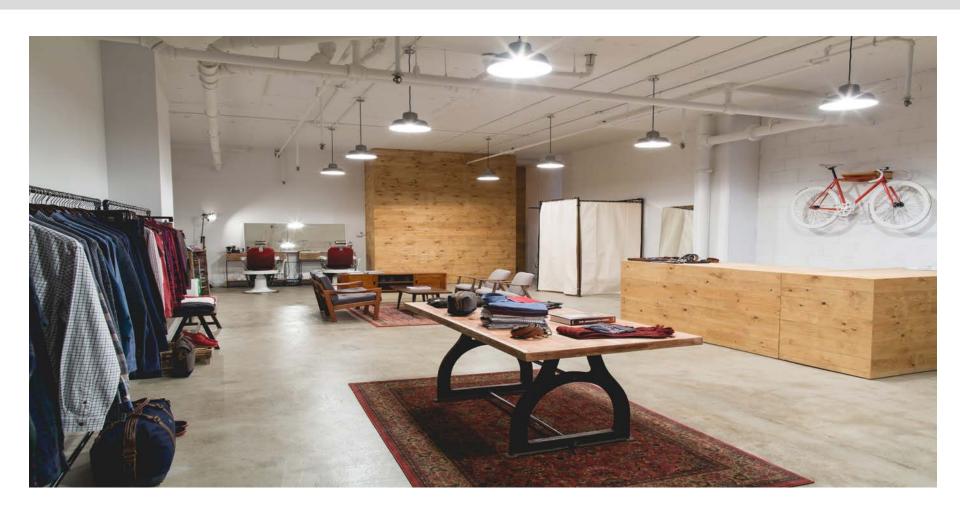
Entertainment - Hamley's World





Esthetic - Frank & Oak





Esthetic - Samsung





Educational – IKEA





Educational – kikki K





Escapist - Jo Loves







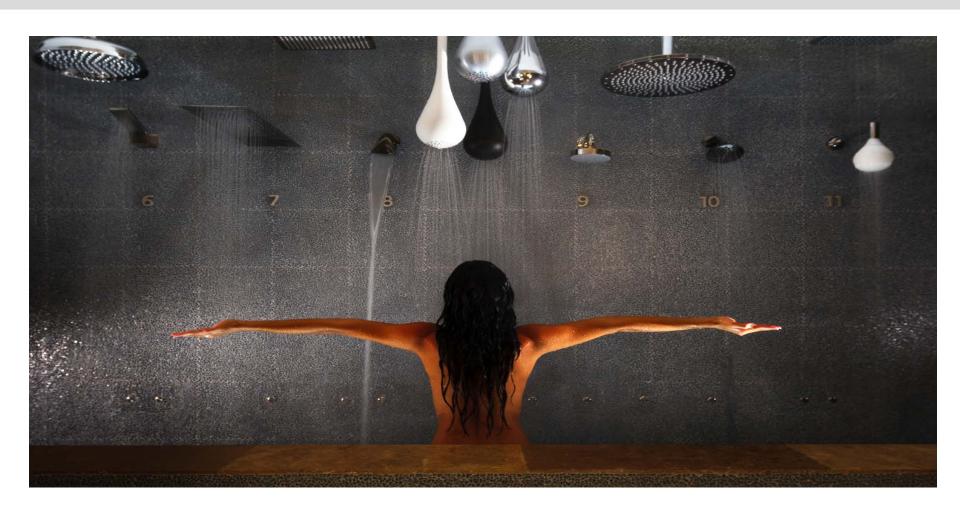
Escapist - Jo Loves





Escapist - Pirch





UTILITARIAN

Convenience, variety, searching for quality products at a reasonable price.



Magrabi Optical





BRIDGING THE GAP

Hedonic and Utilitarian
Online and Instore

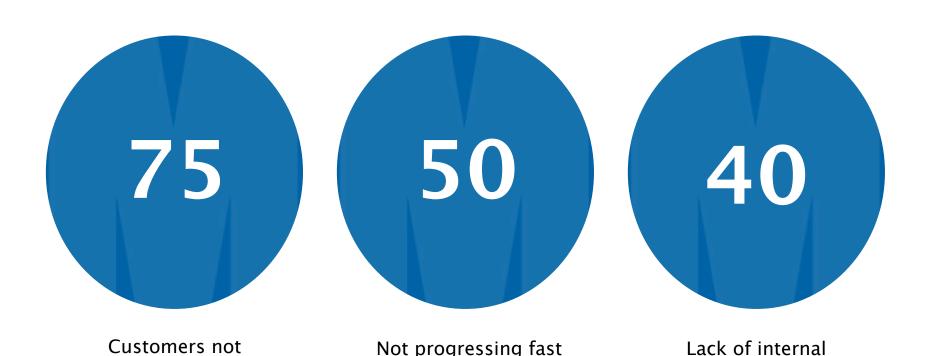


Omnichannel

having 'one brand'

experience





coordination is

biggest threat

Not progressing fast

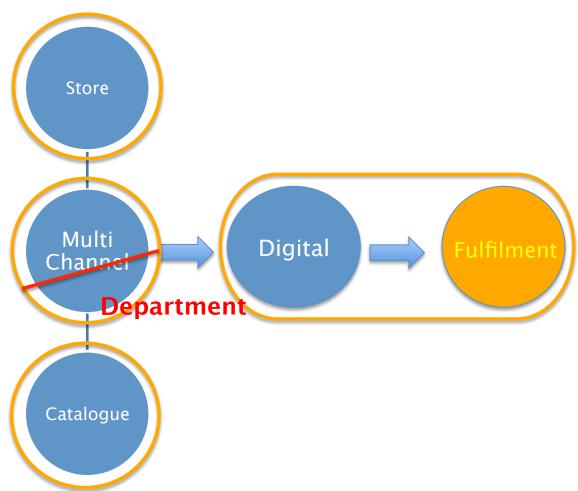
enough towards

omnichannel

Disconnected Customer



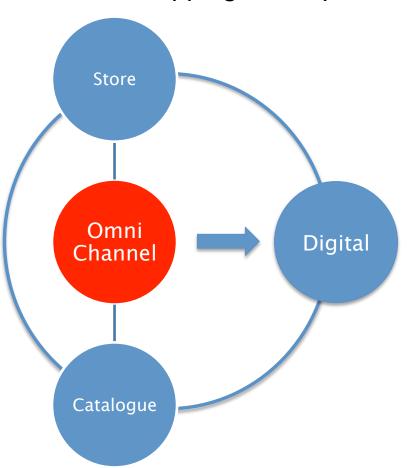
Touchpoints



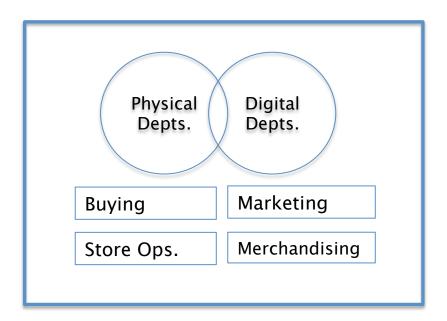
Protecting the brand



Omni Channel Seamless Shopping Journey

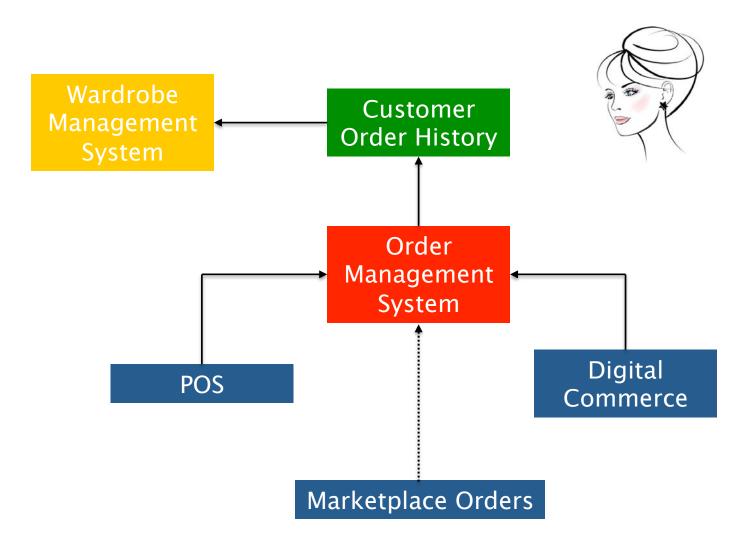


Integrated and Synchronised.
One view of the customer
One view of the brand



One View Of Order





One View of Customer















SOCIAL

MOBILE

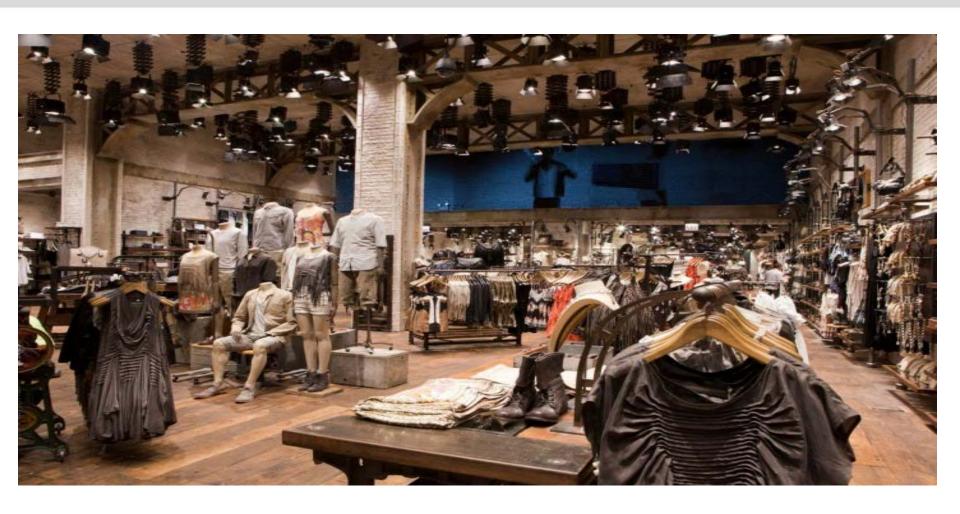
EMAIL

LOYALTY

FACE-TO-FACE

AllSaints - The Best of Both







THANK YOU

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