

Understanding shopping in a retail 3.0 world



SHOPPER
SCIENCES™

Decoding Shopper's Journey



Key questions:

How do shoppers
make choices today?

How has shopping
influence changed?

Is new shopper-
support **technology**
replacing traditional
advertising?



Understanding the target



Understanding the target



Same human, different behaviors



Consumer
Using



Shopper
Deciding



Customer
Buying

*What drives shoppers to say
“yes”?*



Dedicated to understanding shoppers and shopping behavior better than any other company in the world.



What does it take to get the shopper to say “yes”?



SHOPPER
SCIENCES



Massachusetts
Institute of
Technology

Working with MIT, Shopper Science is dedicated to understanding shoppers and shopping behavior better than any other company in the world.





New Market

Chile

Turkey

Denmark

Poland

Indonesia

Malaysia

Thailand

Atlanta

Chicago

Los Angeles

New York

Tokyo

London

Our Client:

American Standard

Boston Market

Bose

Brown Foreman

Coke

CVS

Exxon / Mobil

FedEx

Google

Home Depot

Levi's

Merck

Media Mkt

Microsoft Xbox

Pfizer

Sony Entertainment

Tesco

WesFarmers Group

Walmart





SHOPPER SCIENCES™

Google - Shopper Sciences Zero Moment of Truth Macro Study, U.S.

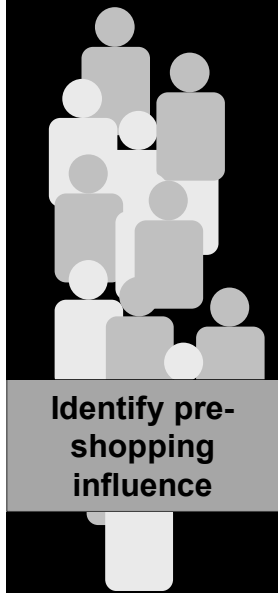
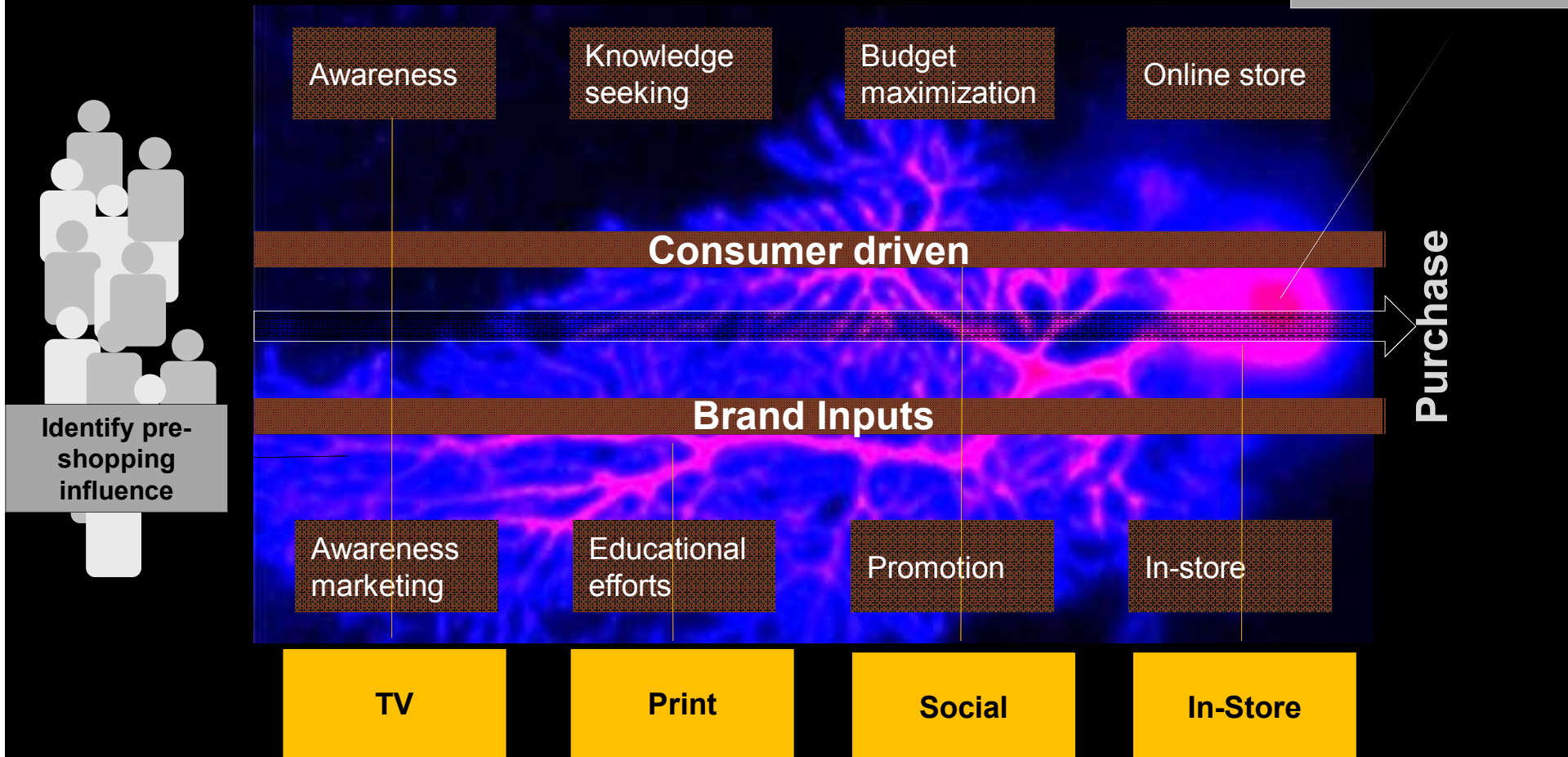


Understanding the new purchase journey

Neural shopper maps

- Homogeneous high influence
- Homogeneous low influence

Largest number of shoppers indicate high influence of retail store



Shopping effects take place throughout the purchase funnel, many up stream of the physical store

Understanding purchase influence for shoppers begins by knowing...

When?

did you start shopping

Where?

did you seek for advice or information?

How?

does it influence your purchase decision?

What?

kind of info were you looking for?

Why?

is it influential?



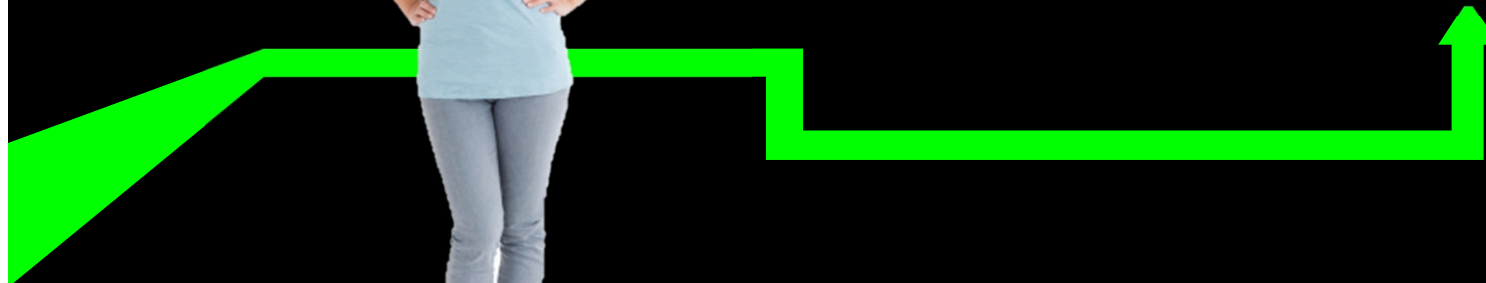
Identifying optimum path as key navigation

NEW PATH TO PURCHASE

What Is the Optimal **PATH TO PURCHASE** for the Typical Automotive Shopper?



Meet Jenny



Jenny First Begins Thinking About Buying a New Car **2-3 Months** in Advance of Her Purchase

*It's about
time for me
to buy a new
car ...*



4-6 Months	2-3 Months	1 Month	3 Weeks	2 Weeks	1 Week	3-5 Days	1-2 Days	Day of Purchase
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Where Does Her Journey Start?



50+ Sources of Information

- Online Banner Ads
- Noticed advertising while browsing online
- Direct
- Read information in an email received from brand/manufacturer
- Read information in an email received from retailer
- Received mail at home from brand/manufacturer
- Received mail at home from retailer
- Event
- Attended a show or event where product was featured
- Tried a sample/experienced product at special event
- OOH
- Saw an ad on an outdoor billboard
- Print
- Looked at/read magazine advertisements
- Looked up product in the yellow pages/phone book
- Read magazine articles, reviews
- Read newspaper articles, reviews
- Saw an ad in a newspaper/insert
- Radio
- Heard it discussed on the radio
- Saw advertisements on the radio
- Television
- Saw advertisements on television
- Watched a TV show that featured product
- Mobile
- Downloaded an app before shopping
- Received a text from on my mobile phone
- Searched the web for information with my mobile phone
- Used my mobile phone to scan 2D barcode/QR code
- Social
- Tried/saw friend & family member product
- Talked with friends & family about the product
- Online General
- Read comments following an article/opinion piece online
- Read product reviews or endorsements online
- Watched videos about product online
- Online Social
- Became a friend-follower-'liked' a brand
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- Saw product mentioned on a social networking website like Facebook
- Received a referral notice from a friend online
- Online General
- Comparison shopped products online
- Searched online, used search engine
- Sought information from a retailer website
- Sought information from brand/manufacturer websites
- Retail
- Looked at signage - display about the product in the store
- Looked at the product package in the store
- Read brochure - pamphlet about the product in the store
- Talked with a customer service representative on the phone
- Talked with a salesperson or associate in the store
- Tried a sample/experienced the product in a store
- Used computer in the store to look up information on product

TV Ads
Newspaper Ads
Magazines
Direct Mail

Friends & Family
Co-workers

Searched Online
Online Comparison Shopping
Dealer Websites
Manufacturer Websites
Online Quote

Dealer Showroom
Test Drive
Sales Rep

The Matrix	2-3 Months	1 Month	3 Weeks	2 Weeks	1 Week	3-5 Days	1-2 Day	Day of Purchase
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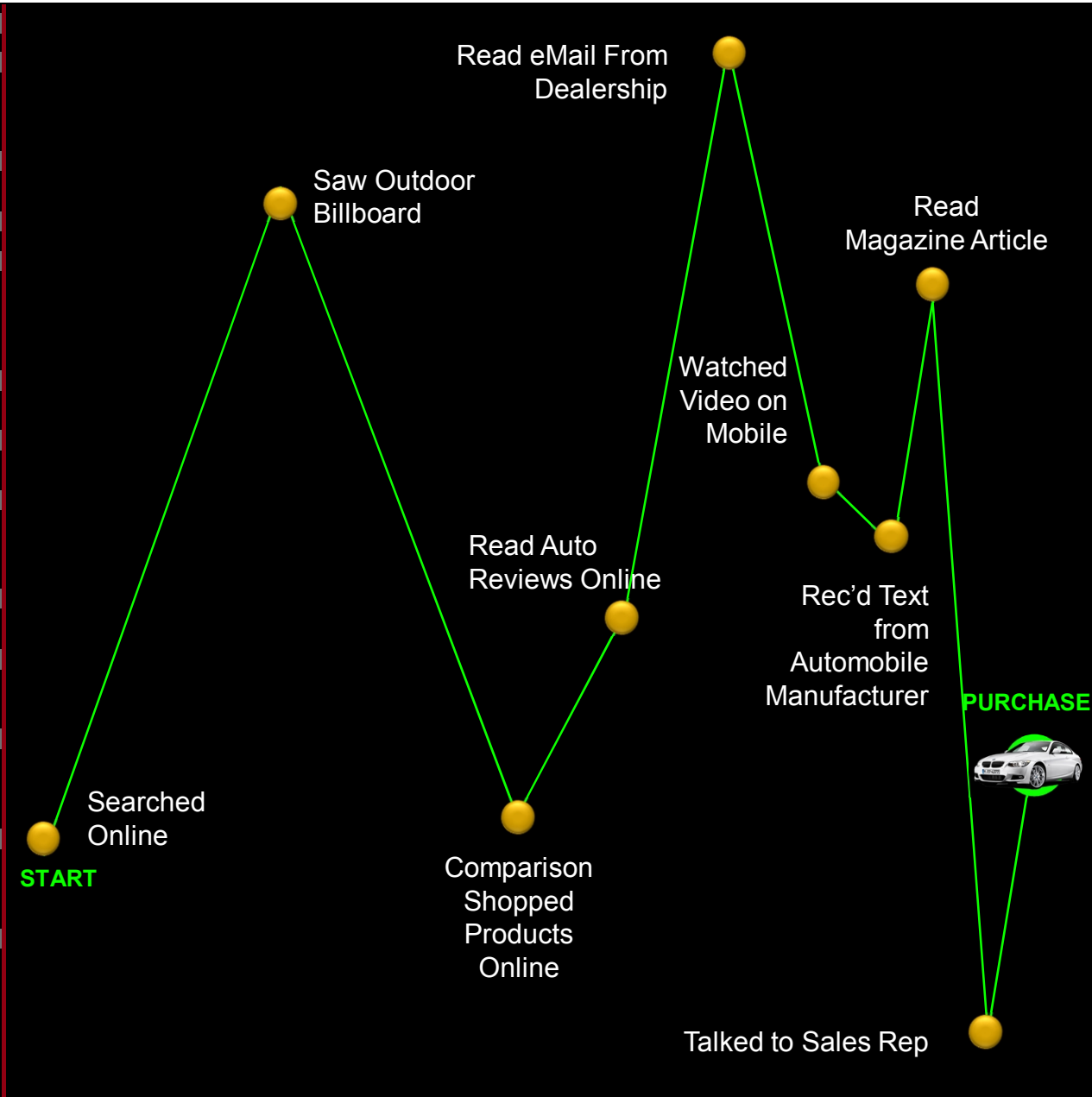
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Jenny Started Her Journey With Online Search



Jenny's Starting Point	2-3 Months	1 Month	3 Weeks	2 Weeks	1 Week	3-5 Days	1-2 Day	Day of Purchase
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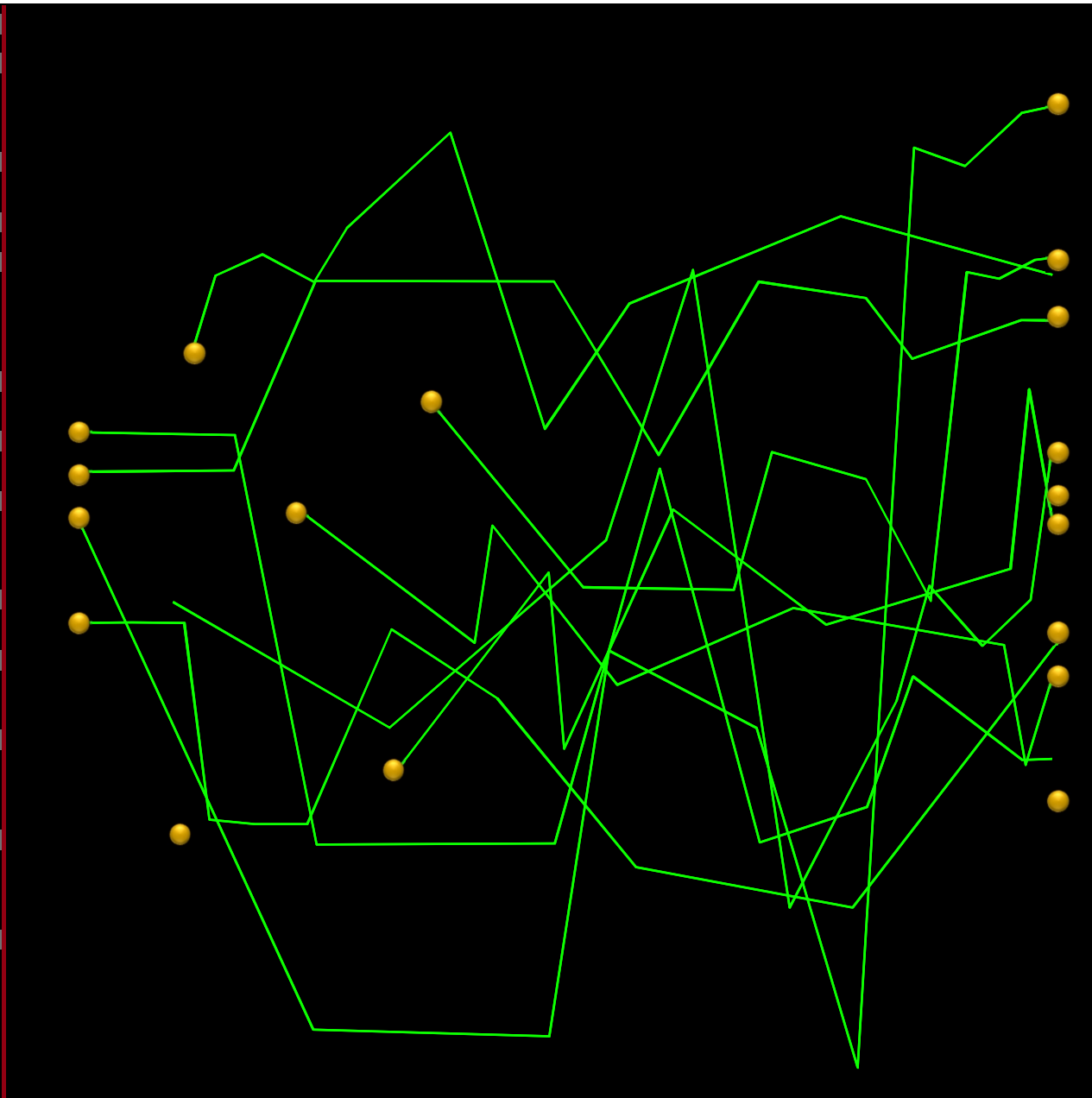
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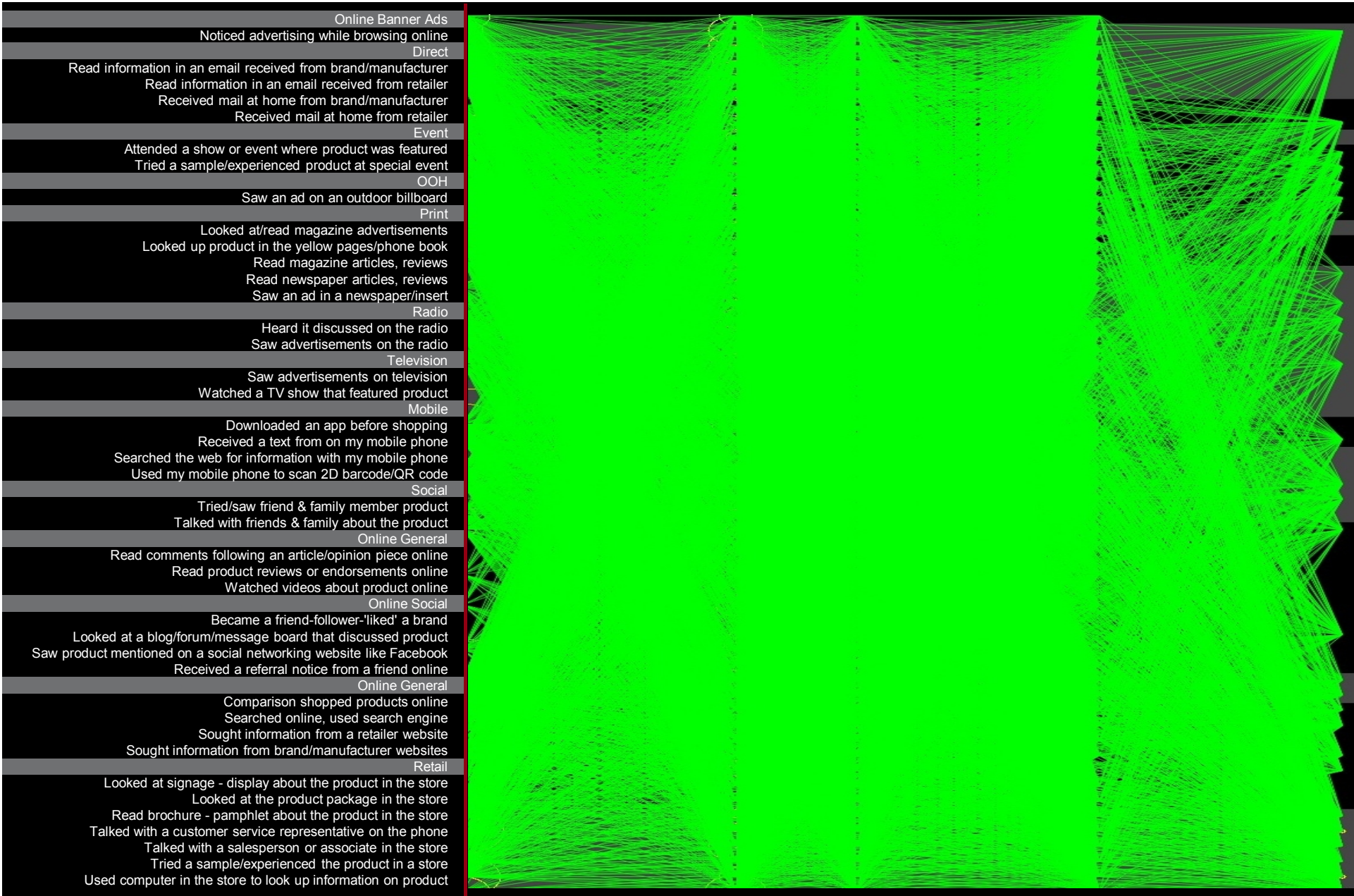
Jenny's Path

2-3 Months	1 Month	3 Weeks	2 Weeks	1 Week	3-5 Days	1-2 Day	Day of Purchase
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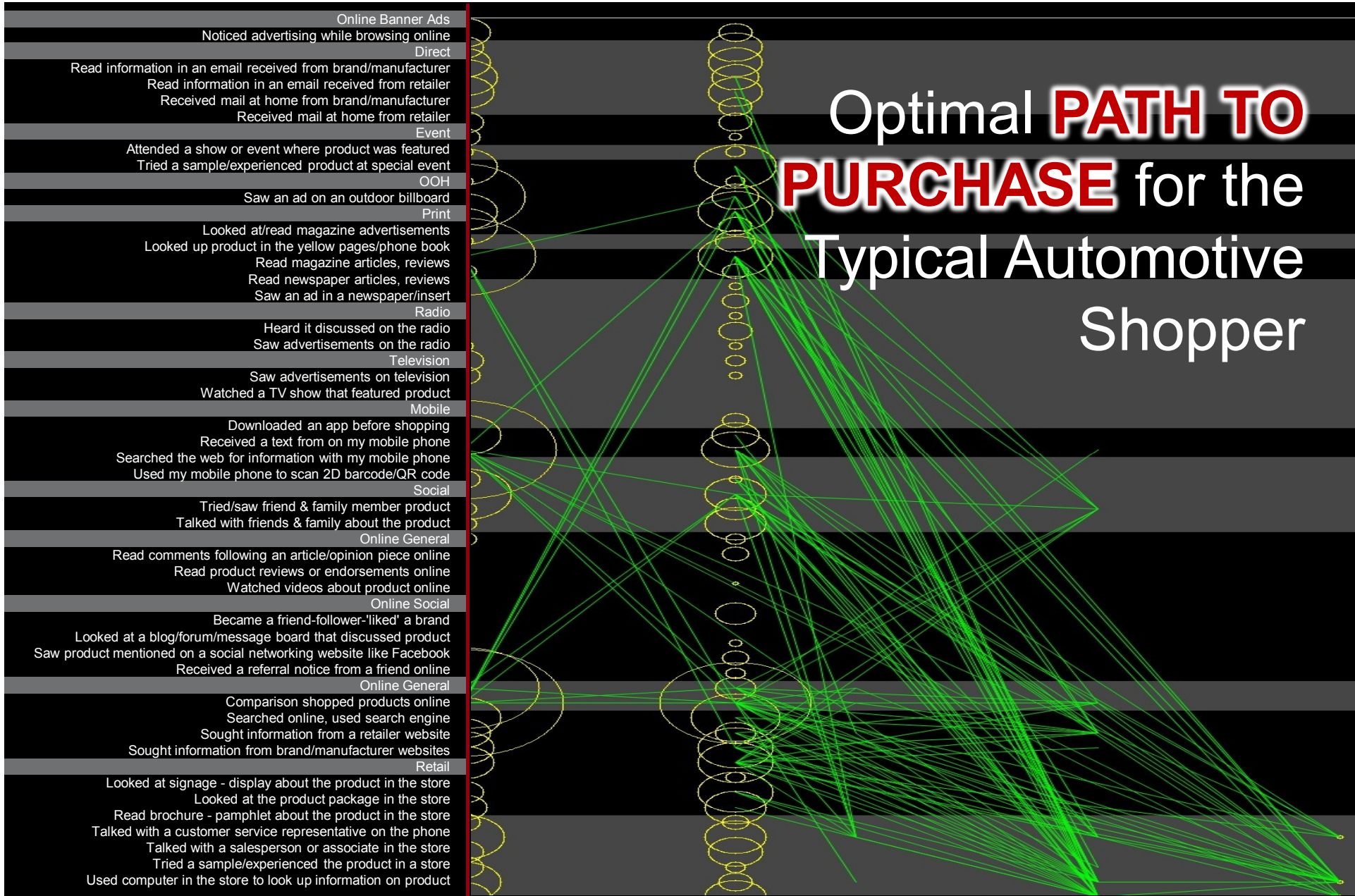


What about 10 shoppers?	2-3 Months	1 Month	3 Weeks	2 Weeks	1 Week	3-5 Days	1-2 Day	Day of Purchase
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All Shopper Paths	2-3 Months	1 Month	3 Weeks	2 Weeks	1 Week	3-5 Days	1-2 Day	Day of Purchase
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Optimal **PATH TO PURCHASE** for the Typical Automotive Shopper



Optimal Path

2-3 Months	1 Month	3 Weeks	2 Weeks	1 Week	3-5 Days	1-2 Day	Day of Purchase
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Optimal **PATH TO PURCHASE** for the Typical Automotive Shopper

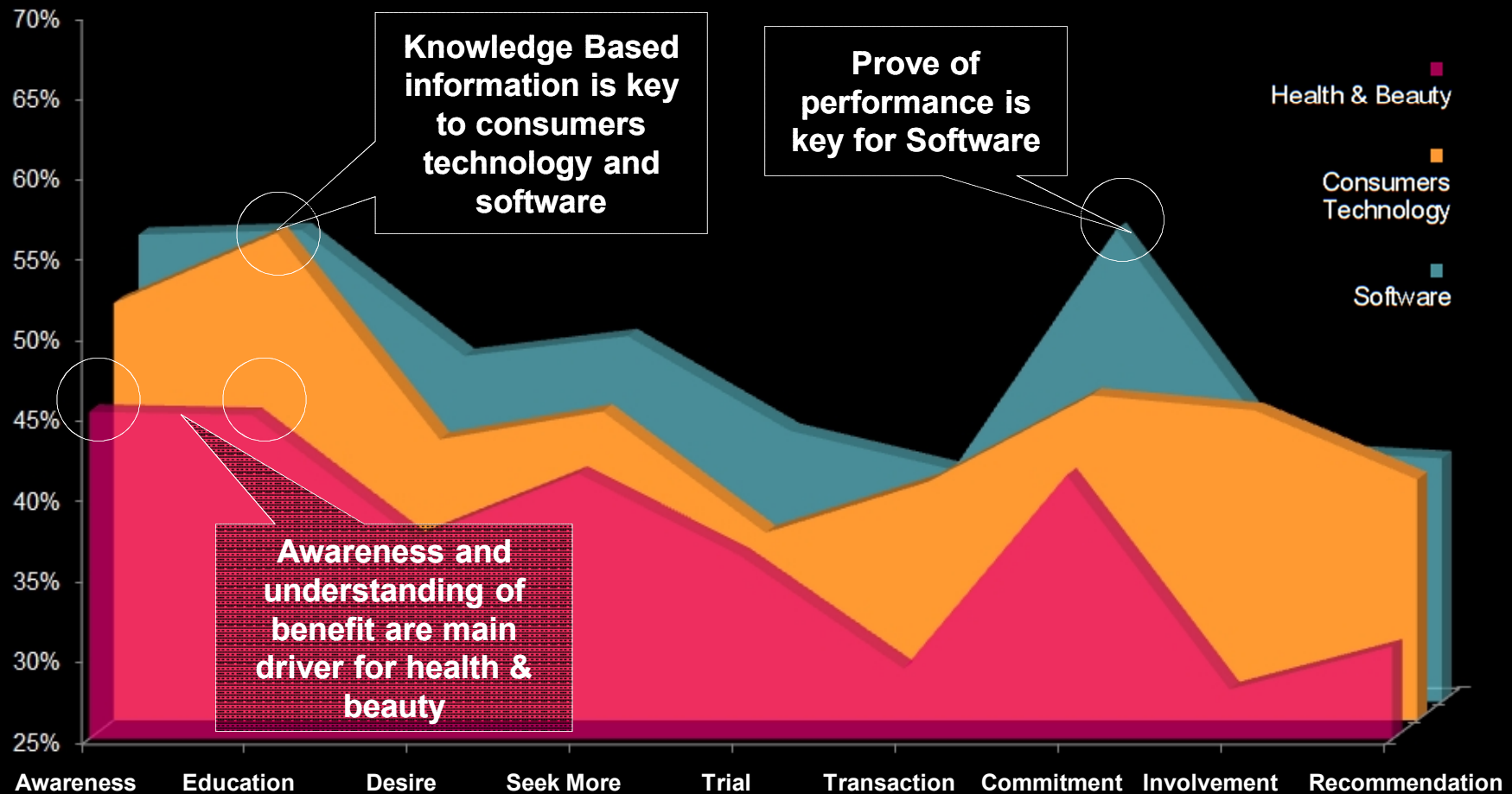
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Optimal Path

2-3 Months	1 Month	3 Weeks	2 Weeks	1 Week	3-5 Days	1-2 Day	Day of Purchase

Same experiences deliver different outcomes by category



Let consumers help you develop products in the consumer technology category, it drives awareness and education but not much else. Create the same experience in the computer software category and it drives loyalty and prompts people to find out more about the brand much more impact than the health & beauty.

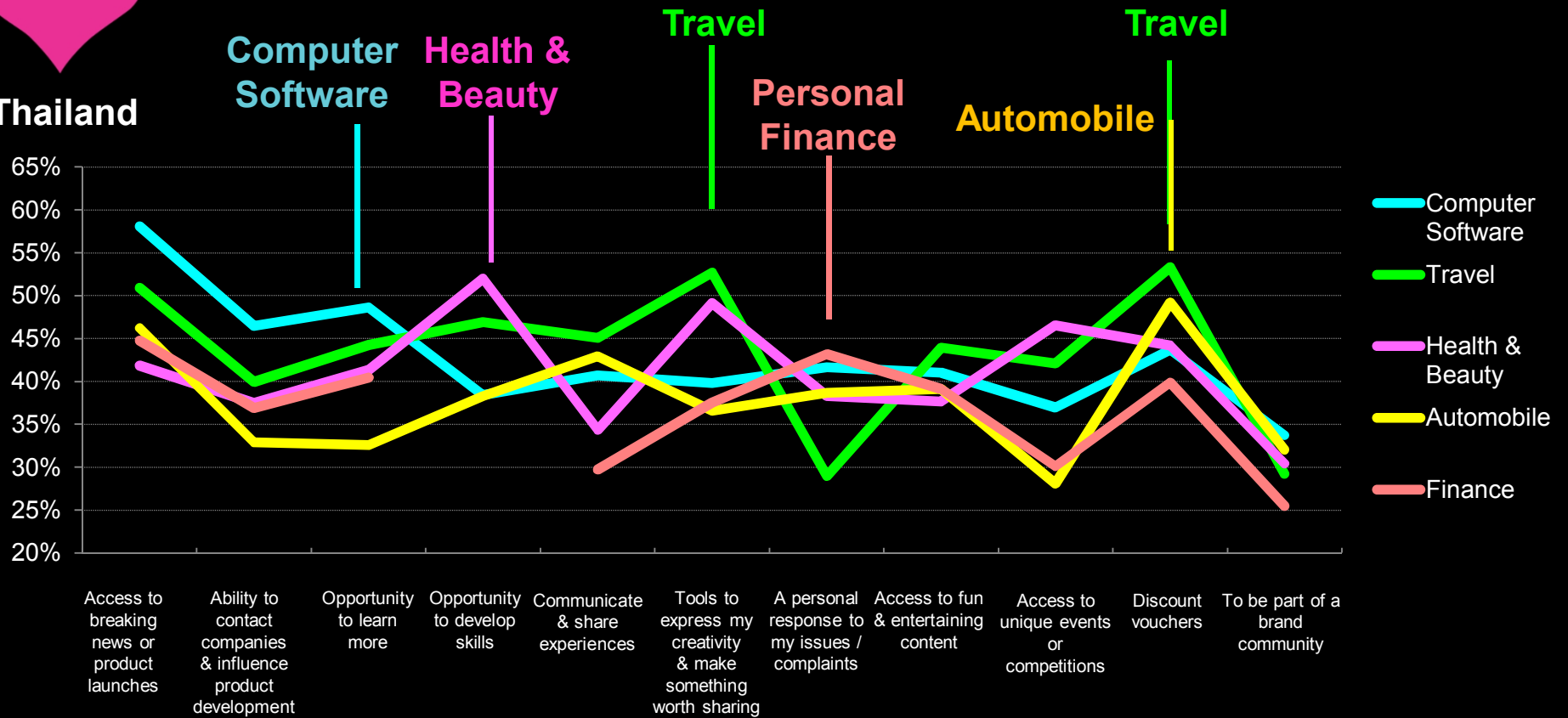
QUESTION: "Thinking about the interactions that you have indicated you would like to have with companies that make computer software, consumer technology and health & beauty products, which interaction is best...?"

This allows us to be far more focused on delivering social experiences that meet our objectives

“Making brand seems more desirable...”



Thailand



QUESTION: "Thinking about the interactions that you have indicated you would like to have with companies that make **computer software**, companies that make **computer hardware**, companies that are involved in the **fashion** industry and companies & artists that make & distribute **music**, which interaction is best...?"

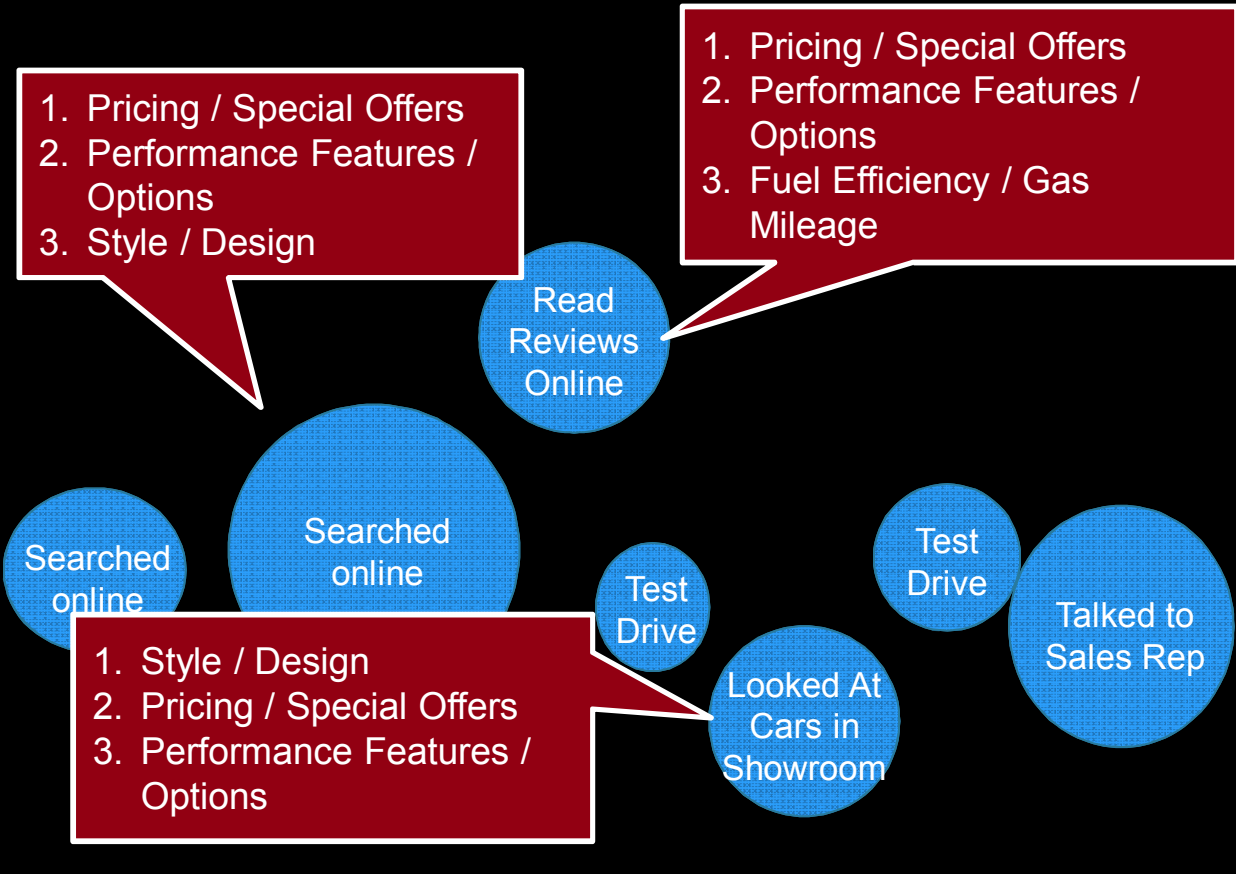


Identifying right content at the right moment

CONTENT NEED

Content Needs Change Throughout Purchase Journey

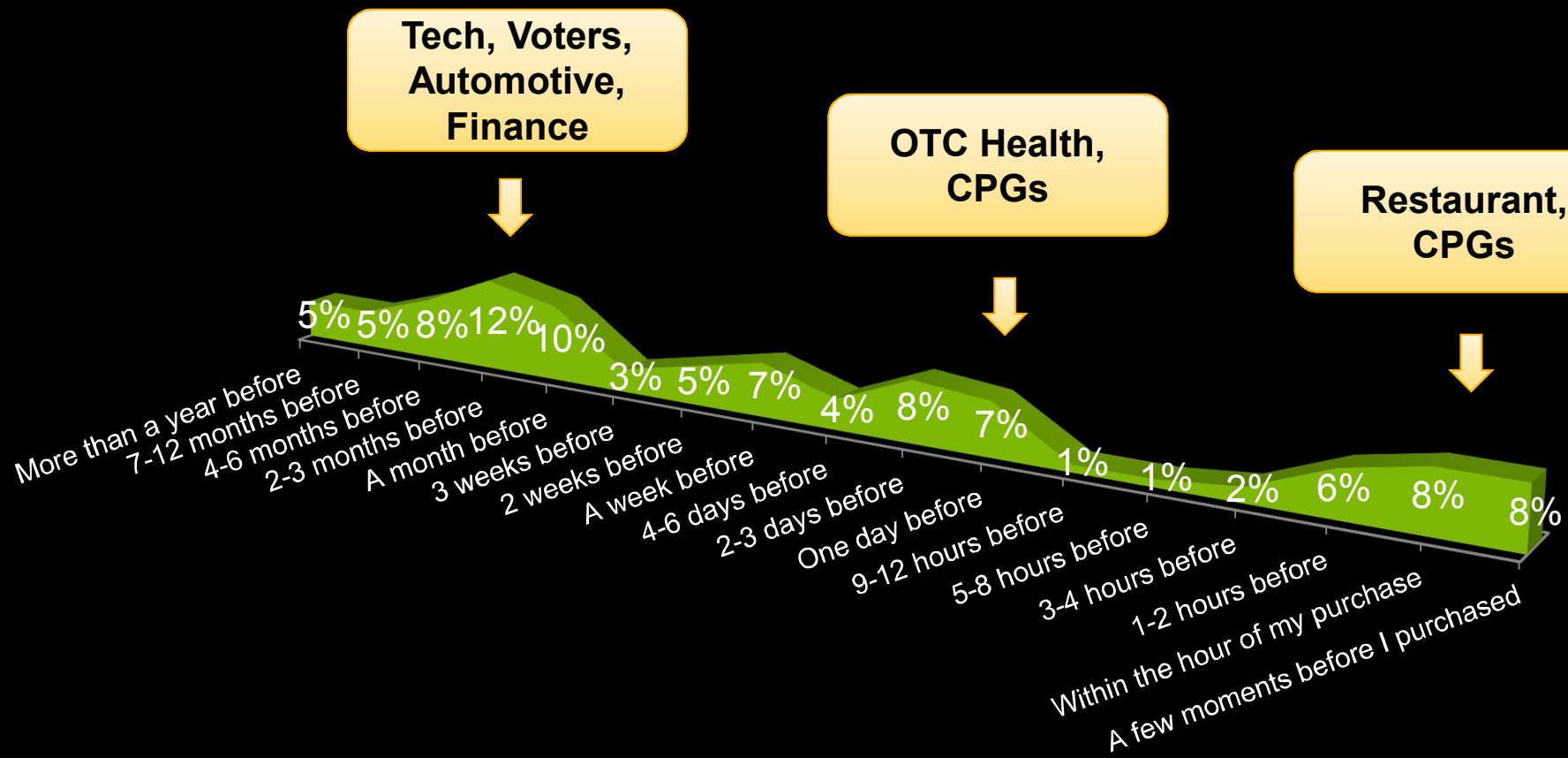
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Content Overlay	2-3 Months	1 Month	3 Weeks	2 Weeks	1 Week	3-5 Days	1-2 Day	Day of Purchase
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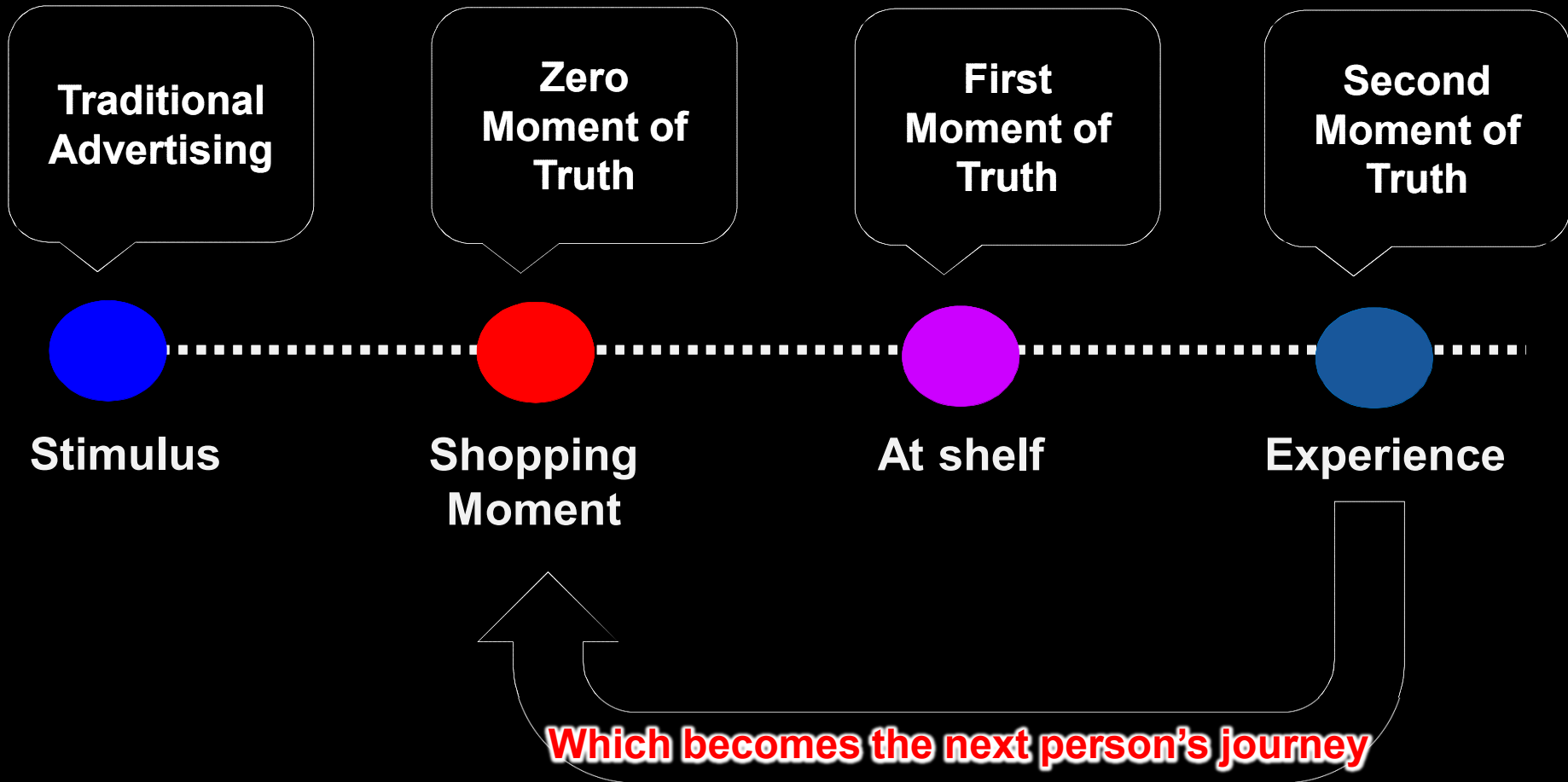
The purchase journey is very dependent on the category.

Length of Purchase Cycle



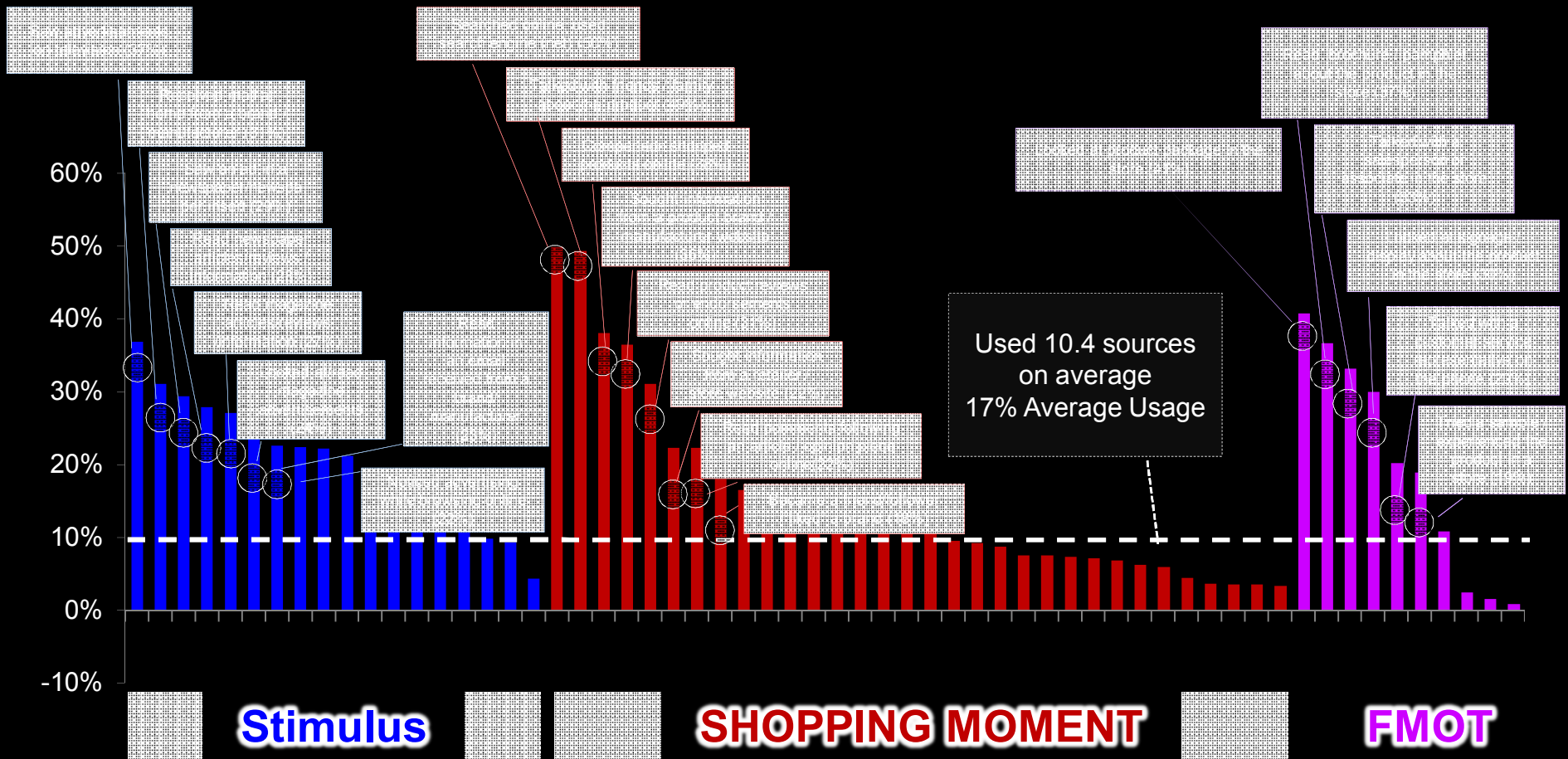
Q1 First, in TOTAL, how long were you thinking about [PIPE] before you actually PURCHASED it/them?
 Base: N=5,003

A New Decision-making Model



Shoppers are using a wide variety of sources before purchasing

Sources Used



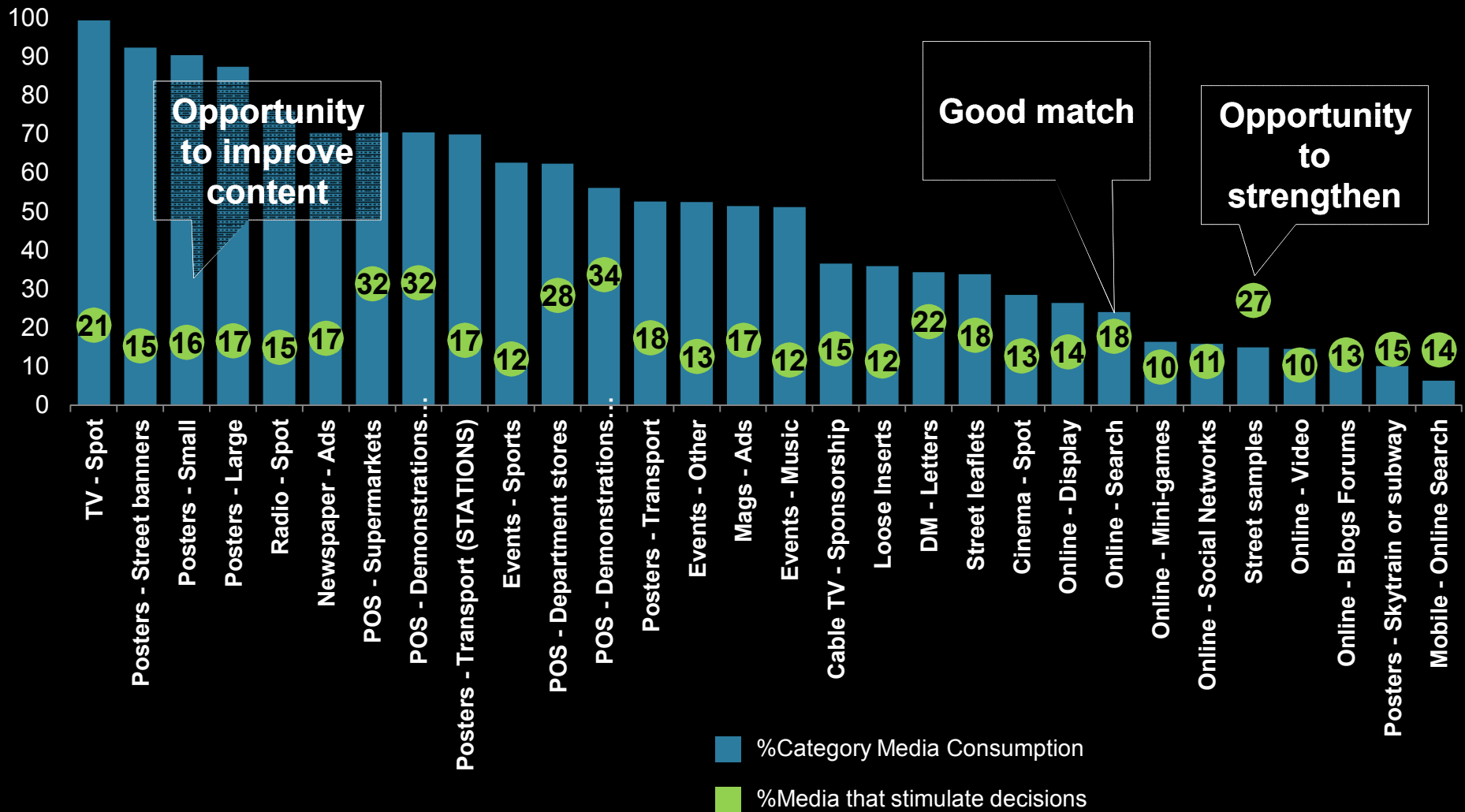
Q2 When you were considering purchasing [PRODUCT], what sources of information did you seek out to help with your decision?
 Base: N=5,003



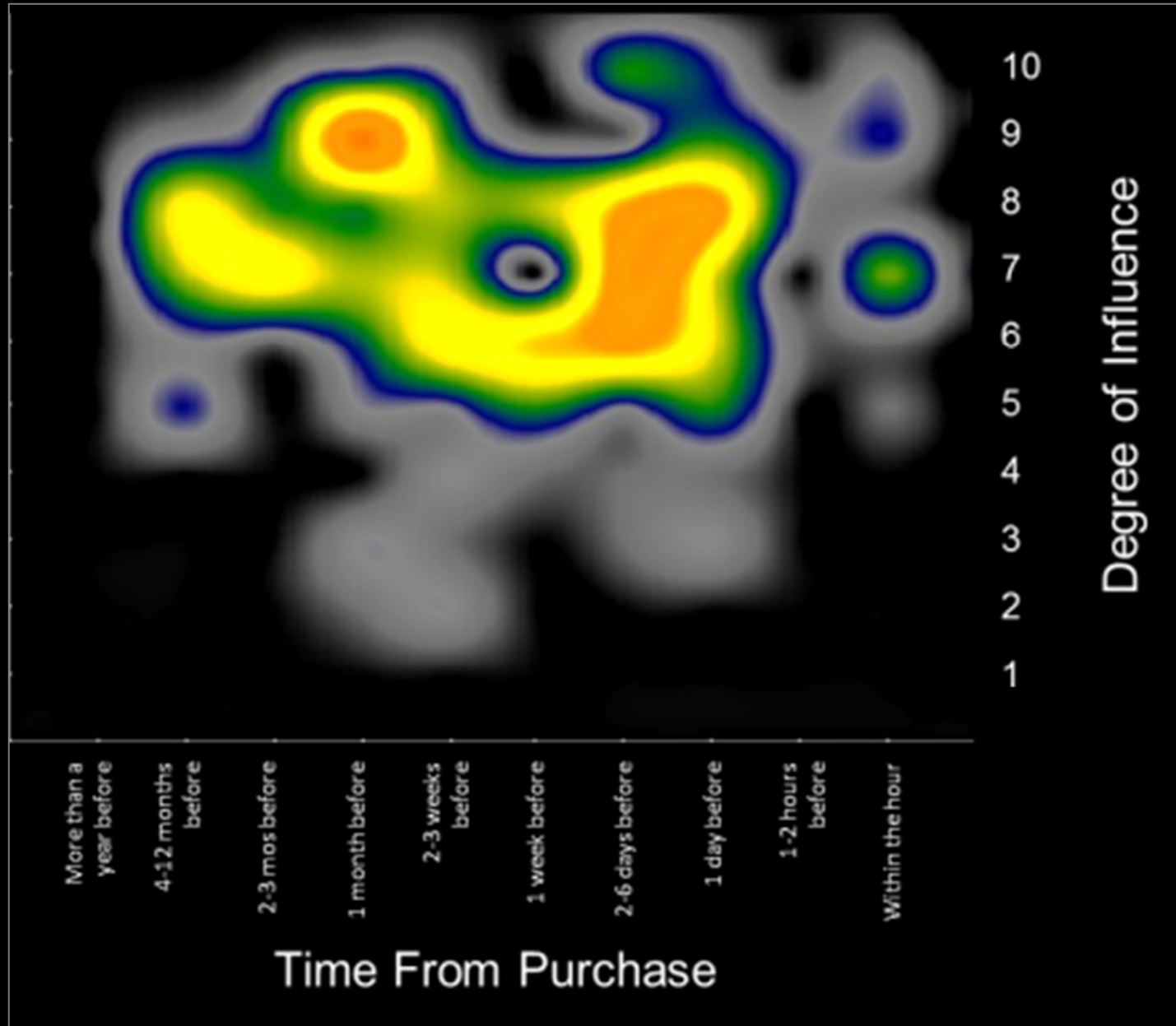
How influential is each source on purchase?

NET INFLUENCE

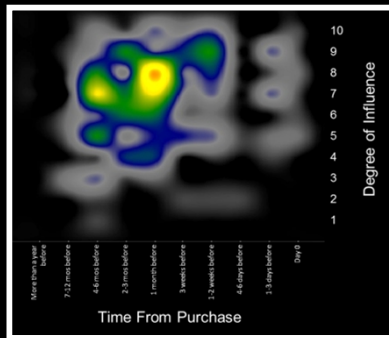
Net Influence put focus into effectiveness of medium, adding more dimension into the selection



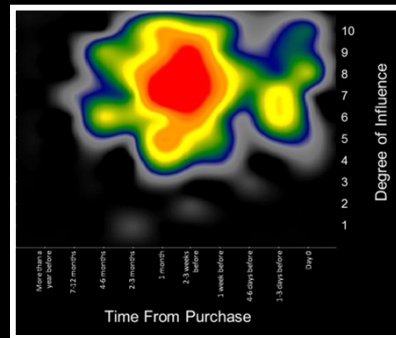
Investments



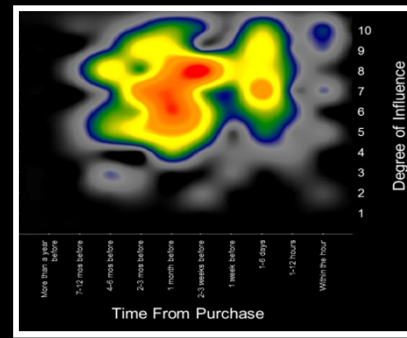
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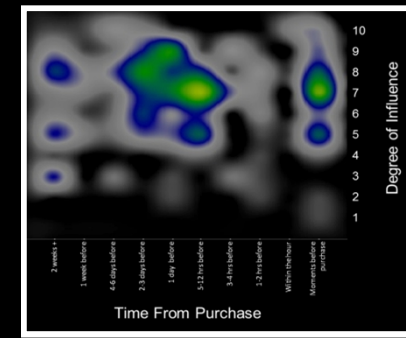
Voters



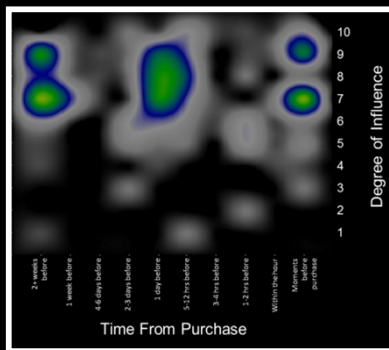
Travel



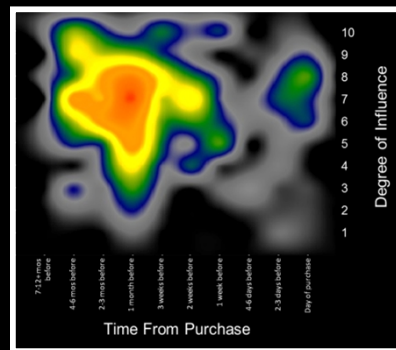
Tech



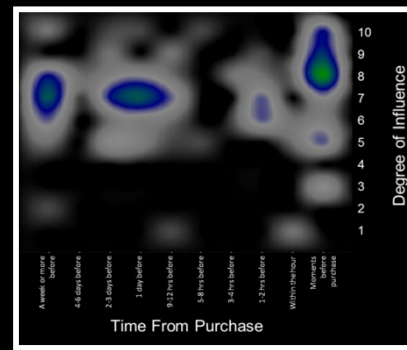
OTC Health



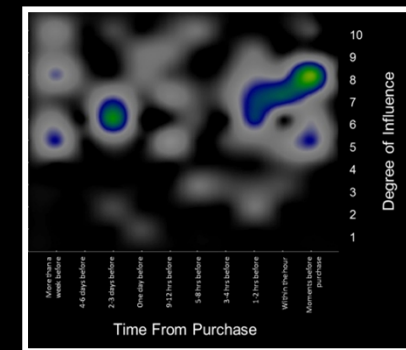
CPG - Beauty



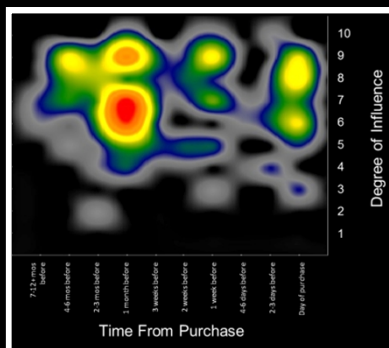
Automotive



CPG - Grocery



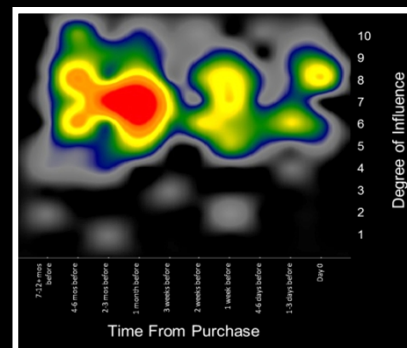
Restaurant



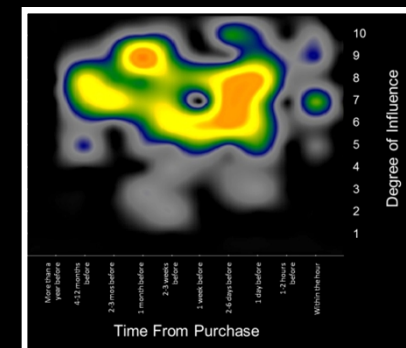
Banking



Credit Cards



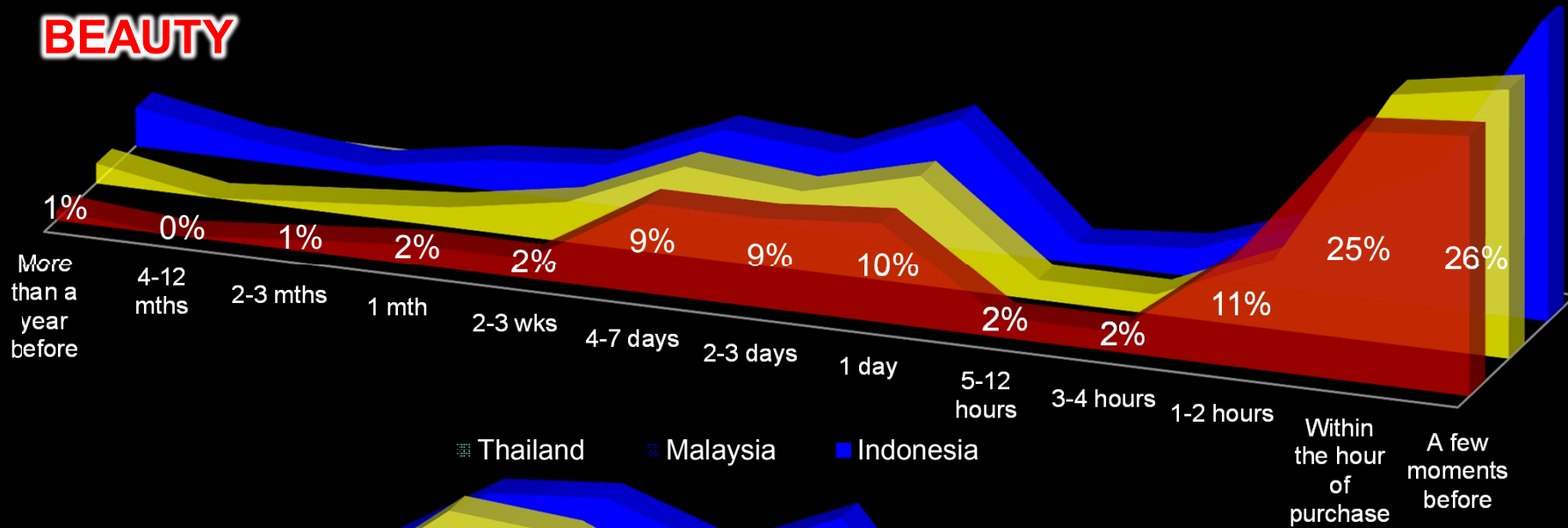
Insurance



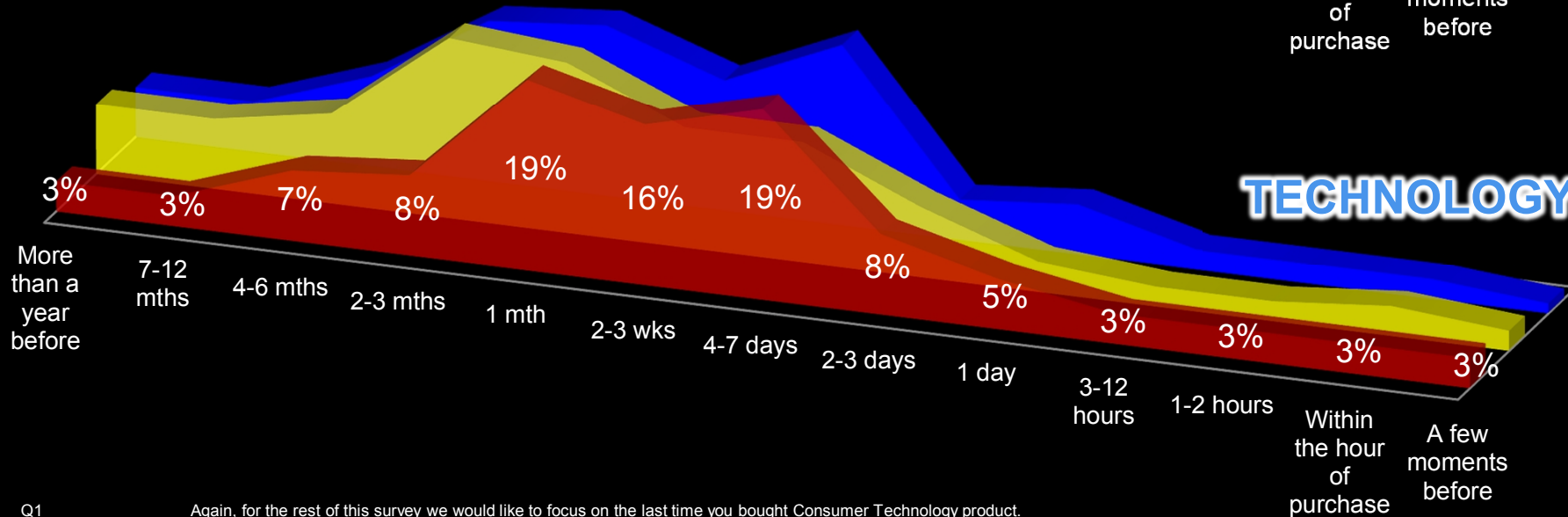
Investments

“SPONTANEOUS” NORM DECISION ACROSS MARKETS

BEAUTY



TECHNOLOGY



Q1

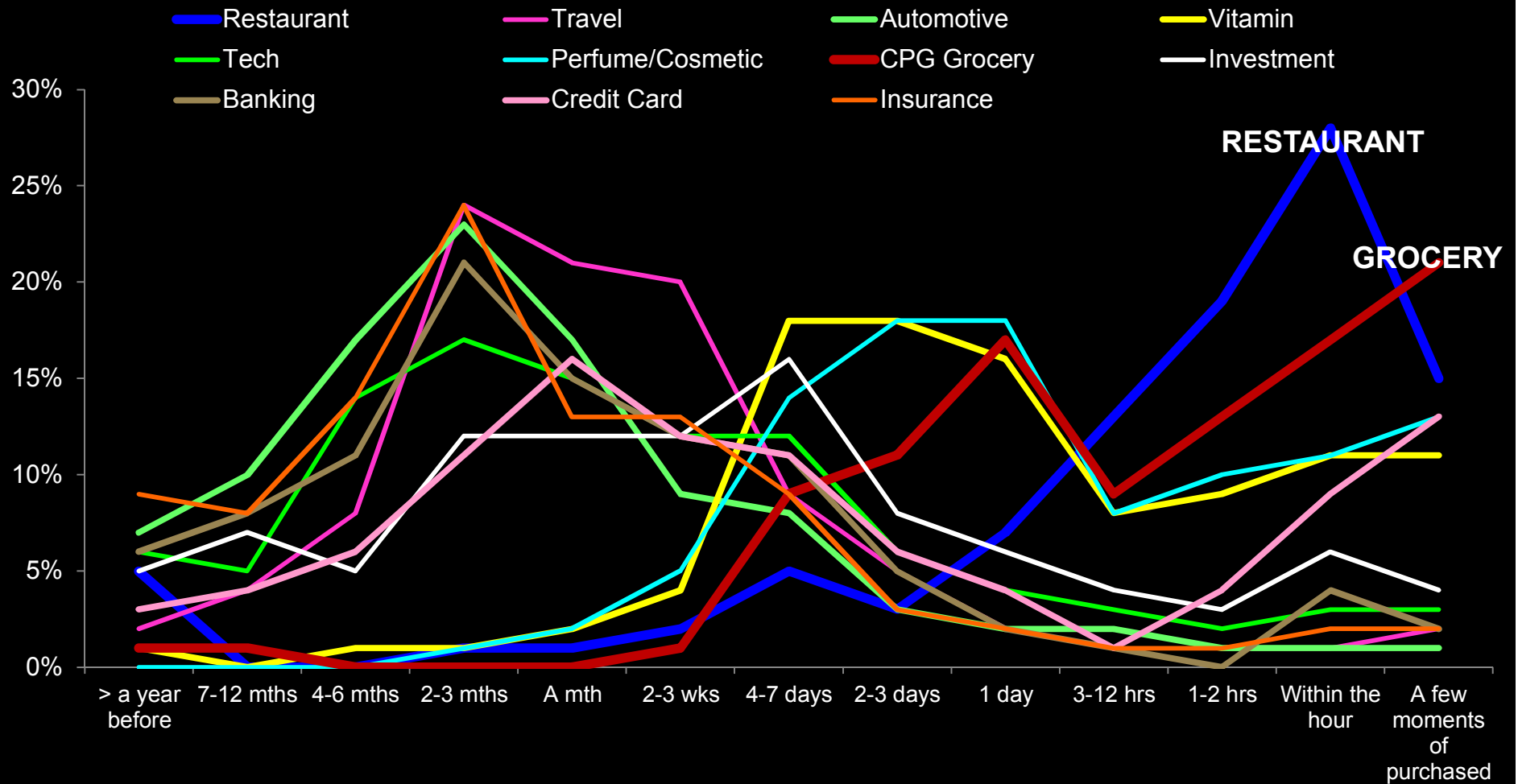
Again, for the rest of this survey we would like to focus on the last time you bought Consumer Technology product. First, in total, how long were you thinking about buying Consumer Technology product before you actually made the decision to buy?

Base

Beauty – Male (N=265), Female (N=487) Tech – Male (N=280), Female (N=220)



THE MOST "SPONTANEOUS" CATEGORY ARE RESTAURANT AND GROCERY PRODUCTS





DECODING

THAI

SHOPPERS

WHEN

HOW

WHY

WHERE

Case Example : Thailand Shopper Understanding

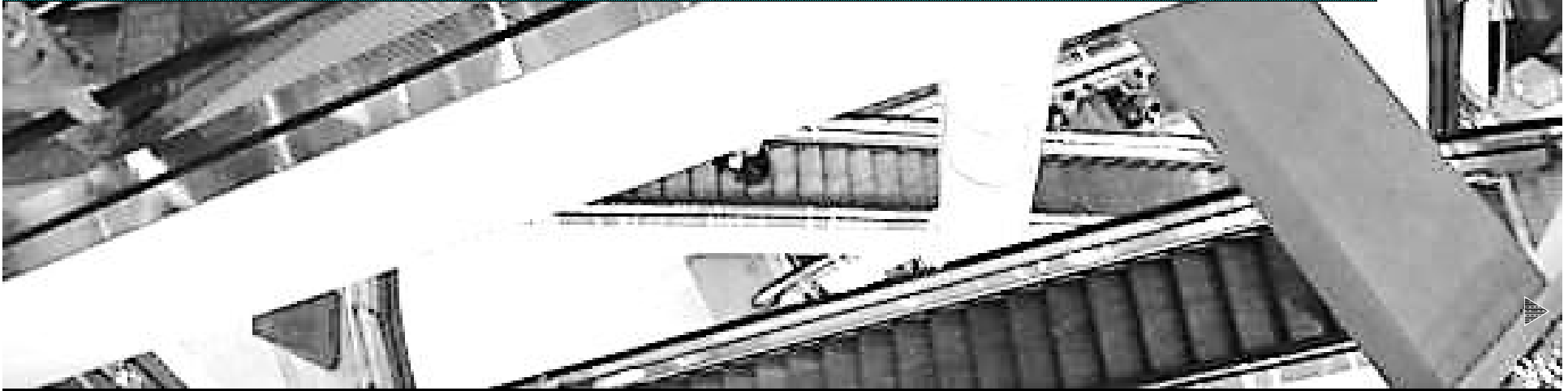
We have conducted an **ONLINE** research focusing on the shoppers, key influencers, and sources of info used prior to purchase the products in 2 categories:

- **Heath & Beauty (N=752)**
- **Consumer Technology (N=500)**





DEMYSTIFYING SHOPPING JOURNEY

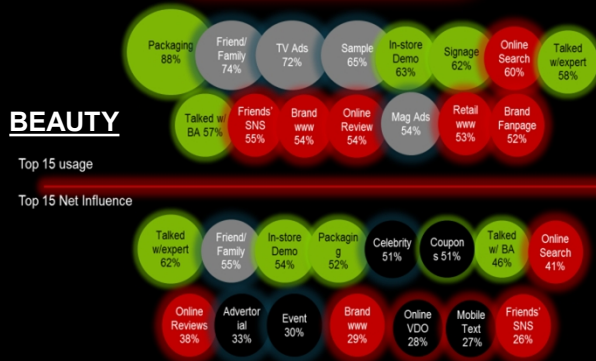




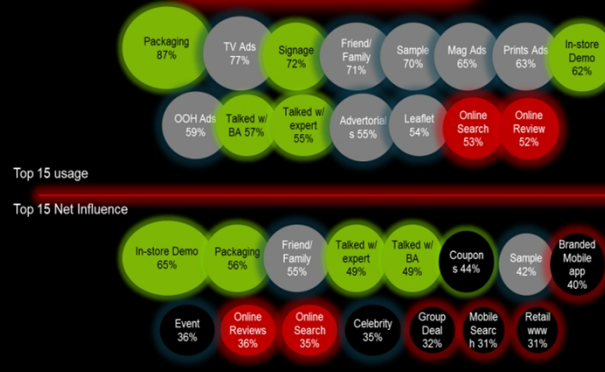
**Demystify Myth#5:
Retail environment is the final
influential source in shopping**

TRADITIONAL & DIGITAL CHANNELS ARE SEAMLESSLY USED ALONG BEAUTY SHOPPING JOURNEY

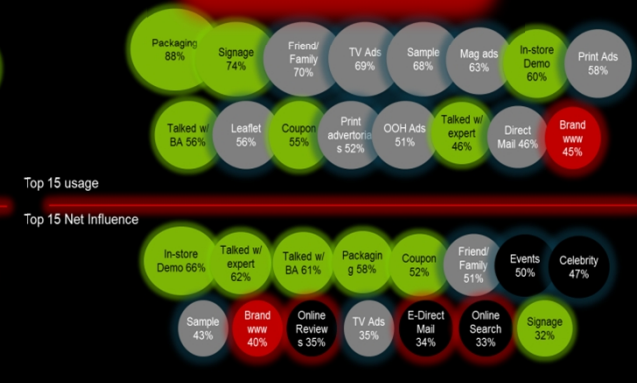
AGED 15-24



AGED 25-34



AGED 35+



HIGH USAGE ONLY

TV, Mag/Print Ads, Advertorial, Leaflets, OOH Ads, Signage

HIGH USAGE & INFLUENCE

Salesperson/Experts, Product Demo, Packaging, Coupons
Search Online, Online Reviews, Brand www
 Events/Celebrity

In-store

Online

Off-line

Online VDO
 Mobile Text/Message

Group Deal
 Mobile Search
 Branded Mobile App
 Retail www

Direct Mail
 E-Direct Mail

WHILST DIGITAL TOUCHPOINTS TOOK A LEAD OVER TRADITIONAL AMONG TECH SHOPPERS

AGED 15-24

AGED 25-34

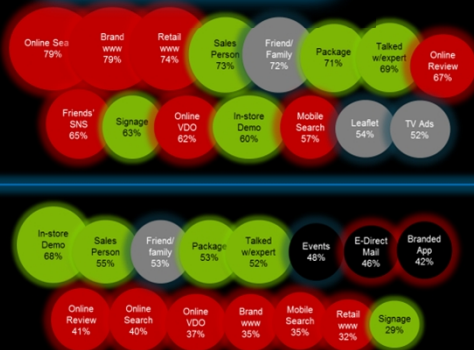
AGED 35+

TECH

AGED 15-24

Top 15 usage

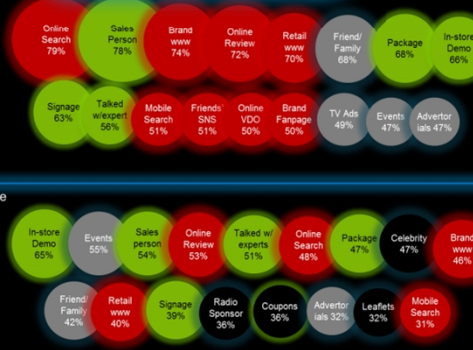
Top 15 Net Influence



AGED 25-34

Top 15 usage

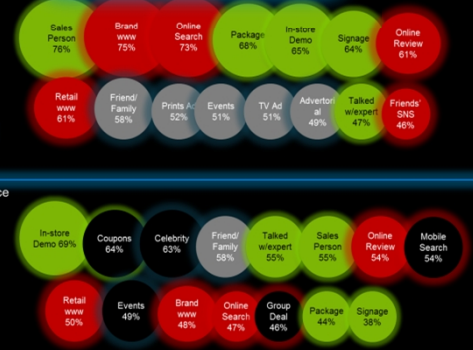
Top 15 Net Influence



AGED 35+

Top 15 usage

Top 15 Net Influence



HIGH USAGE ONLY

TV, Friend's Social Network Page, Brand Fanpage, Online VDO

HIGH USAGE & INFLUENCE

Product Demo, Salesperson/Experts

Search Online/Mobile, Online Reviews, Brand/Retail www

Events/Celebrity

In-store

Online

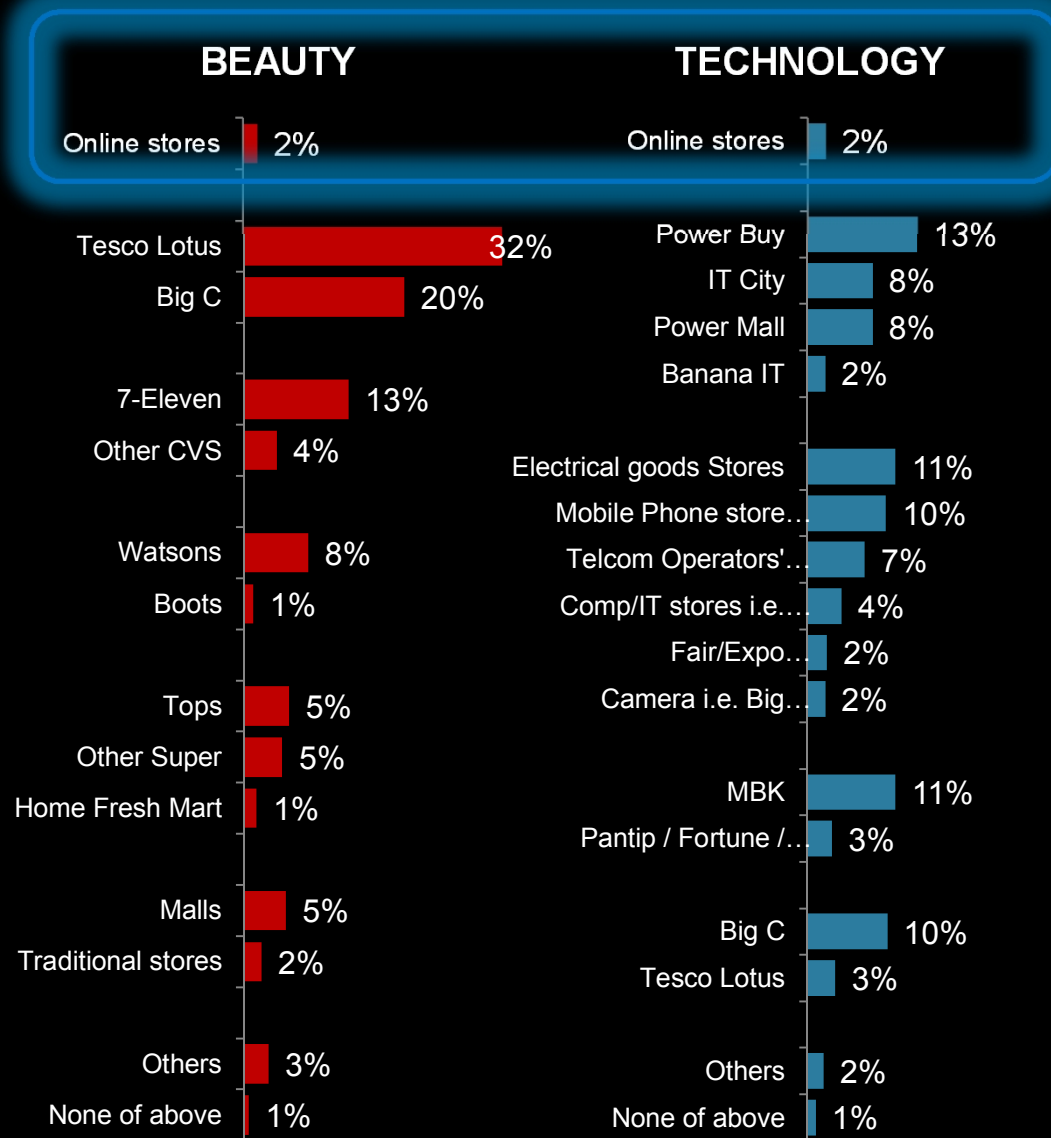
Off-line

Branded Mobile App
E-Direct Mail

Group Deal
Coupons
Leaflets

Group Deal
Coupons

MULTIMEDIA MEDIA DRIVES OMNI-CHANNEL RETAILING



- **2% of shoppers overall— are likely to abandon an in-store purchase to close the deal online.**
- **4% among Young Adults aged 25-34 for Technology products**

RETAILERS ARE RACING TO IMPLEMENT “OMNI-RETAIL”

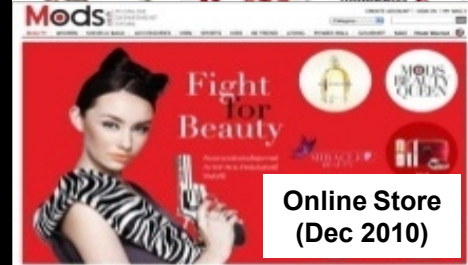
Bricks + Online store



Online Store (Oct 2010)



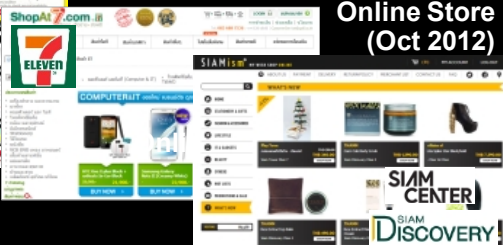
Online Store (Oct 2010)



Online Store (Dec 2010)



Online Store(2010)



Online Store (Oct 2012)

+ Social Network

Pinterest



Online Store & Group Deal Oct'11

+ Mobile

App (Oct 2012)



Virtual Store (Oct 2012)

App (Feb 2011)



**SEAMLESS
QUICK
EASY
EFFICIENT**

INCREASING NUMBER OF ONLINE RETAIL STORES



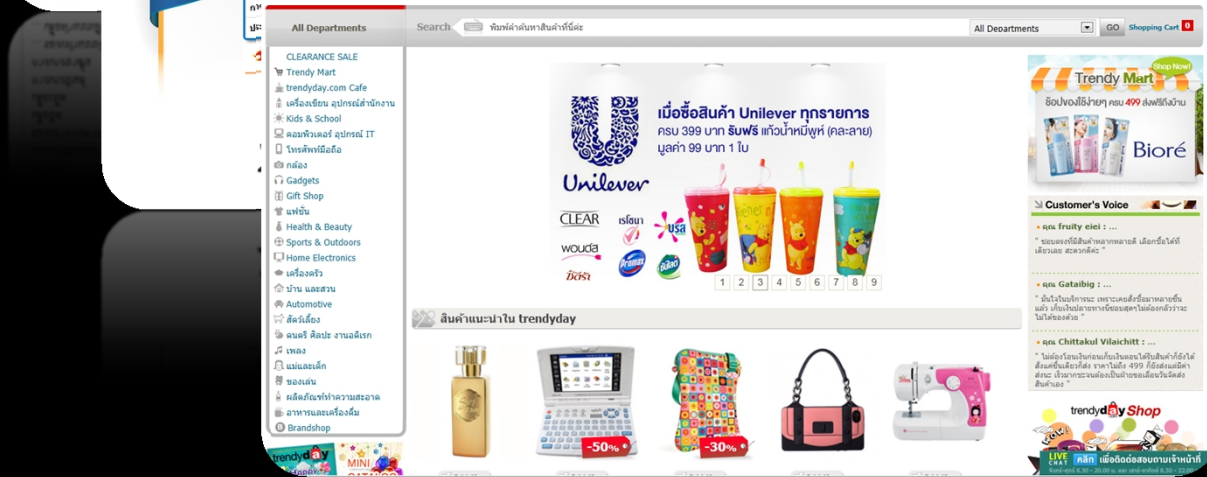
ZALORA (Online Fashion Store)

- average 70,000 daily visitors
- average 1000 order per day, 20% weekly growth



LAZADA

- average 100,000 daily visitors
- 2012 sales 1000 Mb

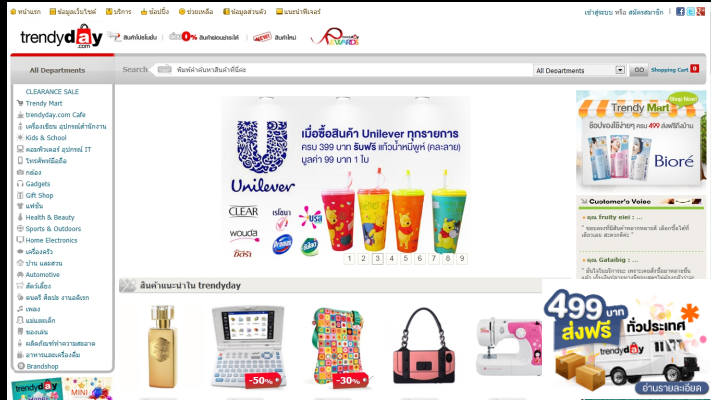


TRENDYDAY

- Online sales max 2 Mb/hour

NEW CONCEPT STORE ACCELERATE MOBILE RETAILING

VIRTUAL STORE

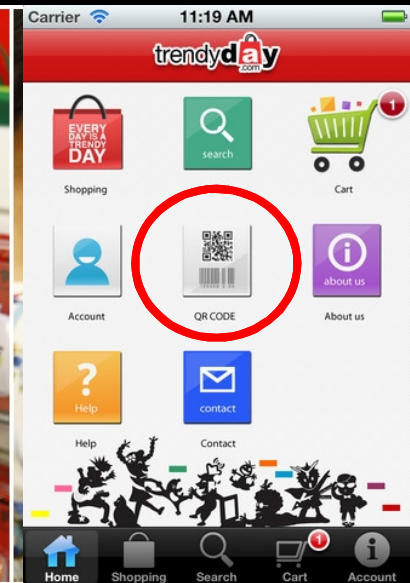


PHYSICAL SHOWROOM



Mega Bangna & Gate Way Ekamai

- Online Sales : Max 2Mb/Hour
- Showroom Sales 0.3-0.4 Mb/Day
 - Plan to expand to 2-3 showrooms to drive traffic to Virtual Store
- Mobile App & QR CODE, facilitate next purchase, anywhere, any time
- Multiple payment solutions





DECODING

SEAMLESS REAL & VIRTUAL JOURNEY

**Holistic on/off-lines persuasive information is
strongly influent final purchasing decision**



**Demystify Myth#7:
One single-minded
message/content across all
mediums is the key to success**

- Television**
- Free TV or Cab/ Sat TV Sponsorship
- Free TV or Cab/ Sat TV Ads
- Print**
- Magazine Ads
- Newspaper Ads
- Magazine or newspaper advertorial
- Radio**
- Radio sponsorship
- Radio ads
- OOH**
- Ads in gyms or health clubs
- Cinema Ads
- Ads at the airport
- Transit ads BTS, MRT, ARL, buses etc.
- Brochures or leaflets
- Billboard ads
- Offline Social**
- Celebrity endorsement
- Saw / tried a product(s) of a friend / family
- Talked with / reco from friends / family
- Direct**
- Direct mailed to my home
- an e-direct mail from a company
- Email or text forward from a friend
- Event**
- Attend a show or Event s
- Free samples on street / events
- Online General**
- Online videos (e.g. on YouTube)
- Online Banner ads
- Group deal website
- Brand Website
- Retailer / store website
- Online Search engine
- Online Social**
- Online reviews, blogs, Web boards
- Brand fan page or social network
- Friend's social network
- Mobile**
- Ads on mobile phone
- Mobile Branded App
- Text/SMS from a company
- Mobile Search
- Mobile scan 2D barcode / QR code
- Retail**
- A product Demo in-store
- Coupons for use in a shop / store
- Signage / display
- Packaging
- Product Experts
- Salesperson

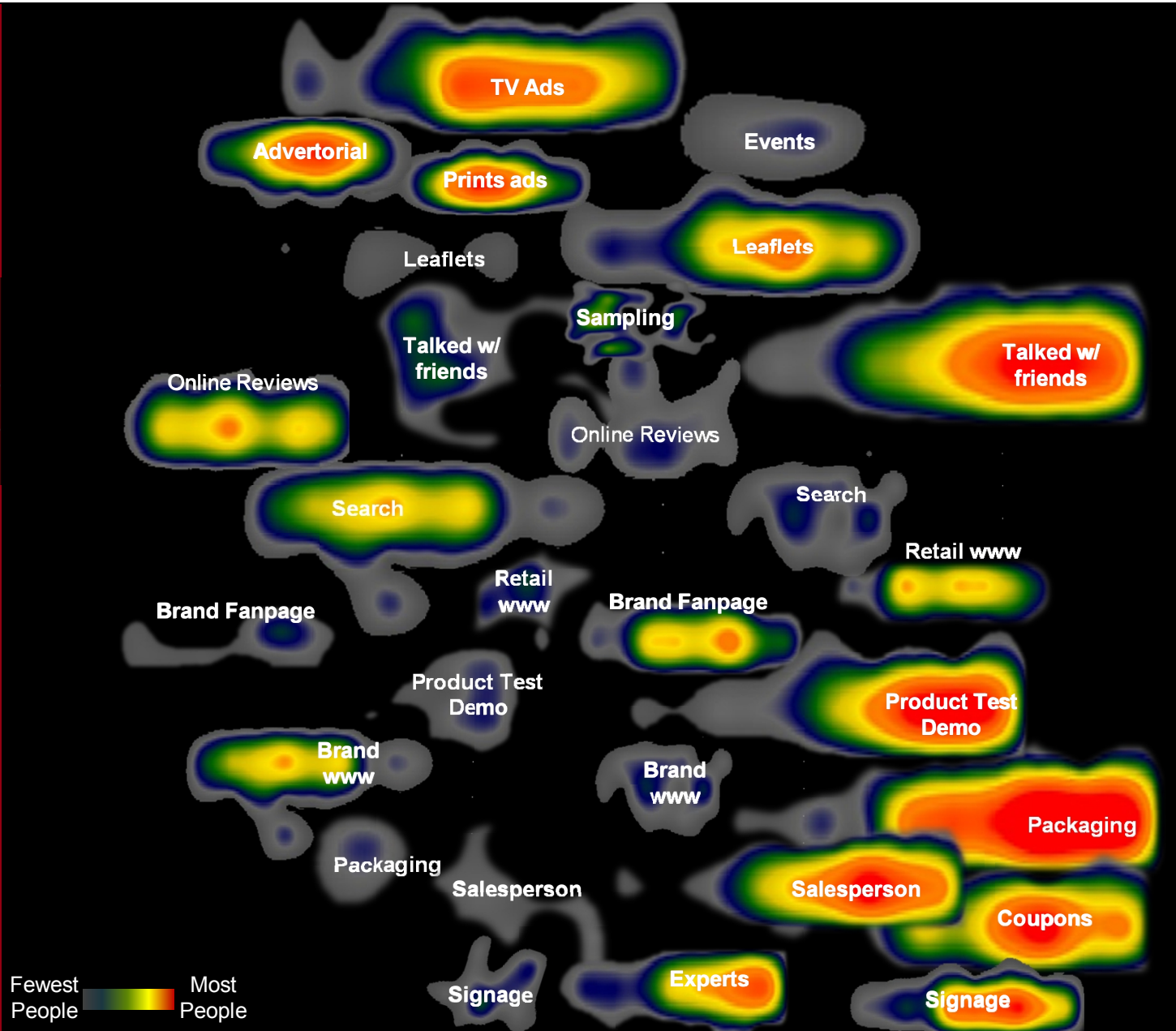


**750
BEAUTY
SHOPPERS**

TOTAL BEAUTY SHOPPERS



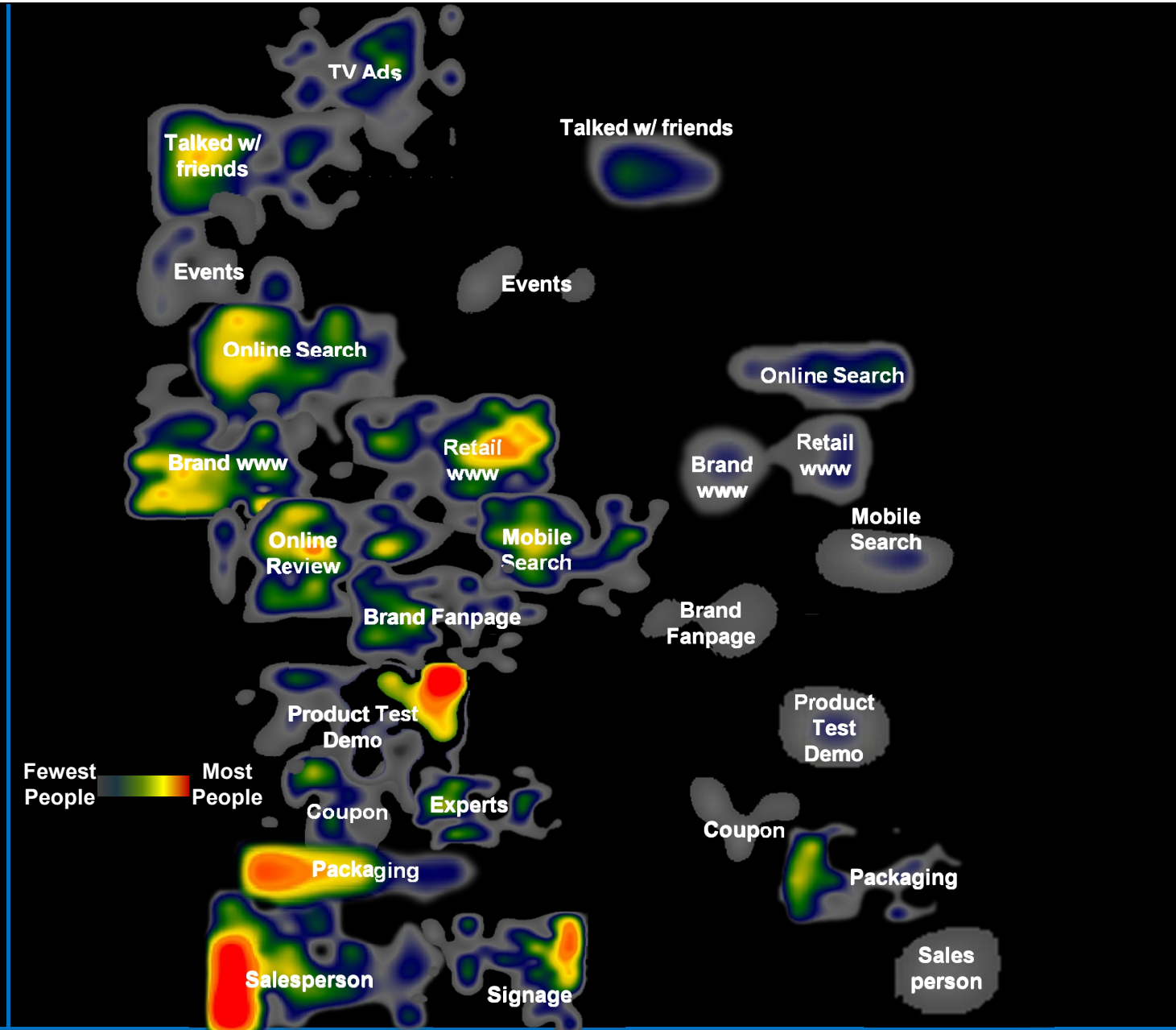
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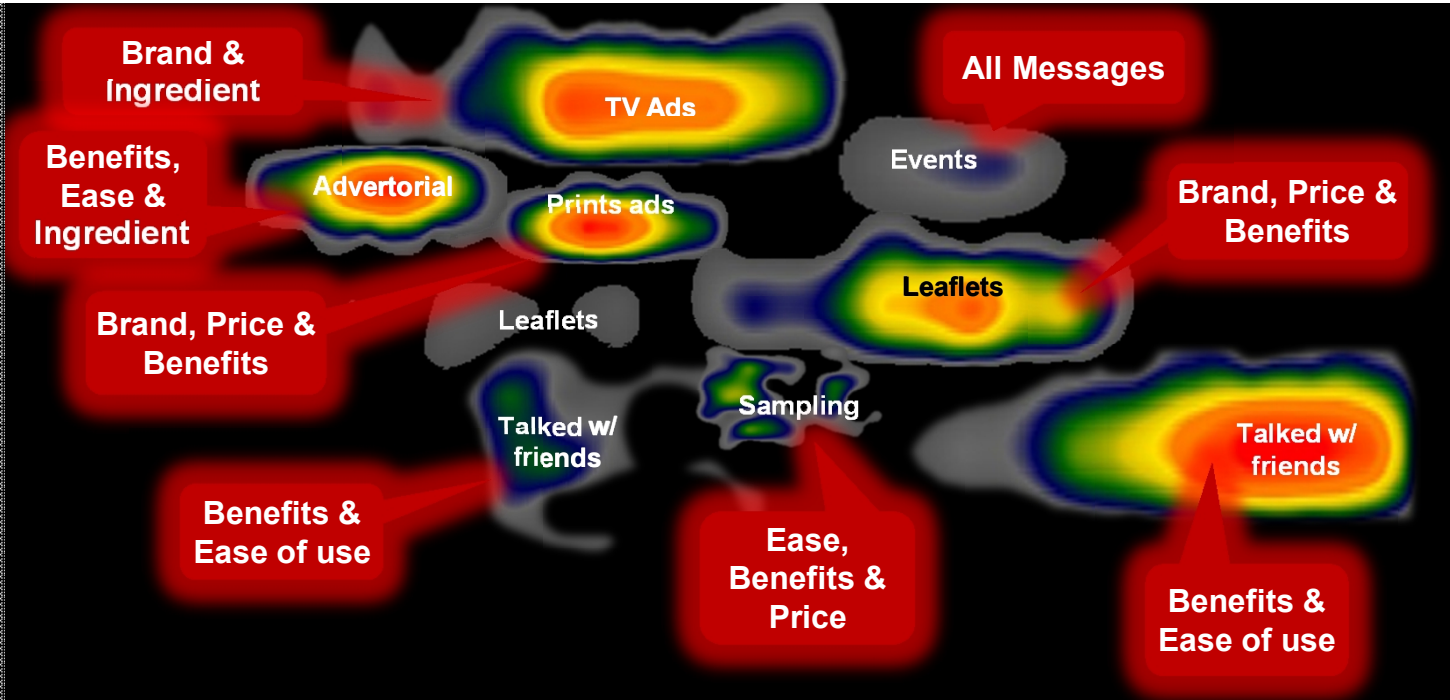
OPTIMAL BEAUTY PATH

>2 Months	1 Months	2-3 weeks	4-7 Days	2-3 Days	1 Day	5-12 Hours	3-4 Hours	1-2 Hours	with the hours – a few moments before I purchased
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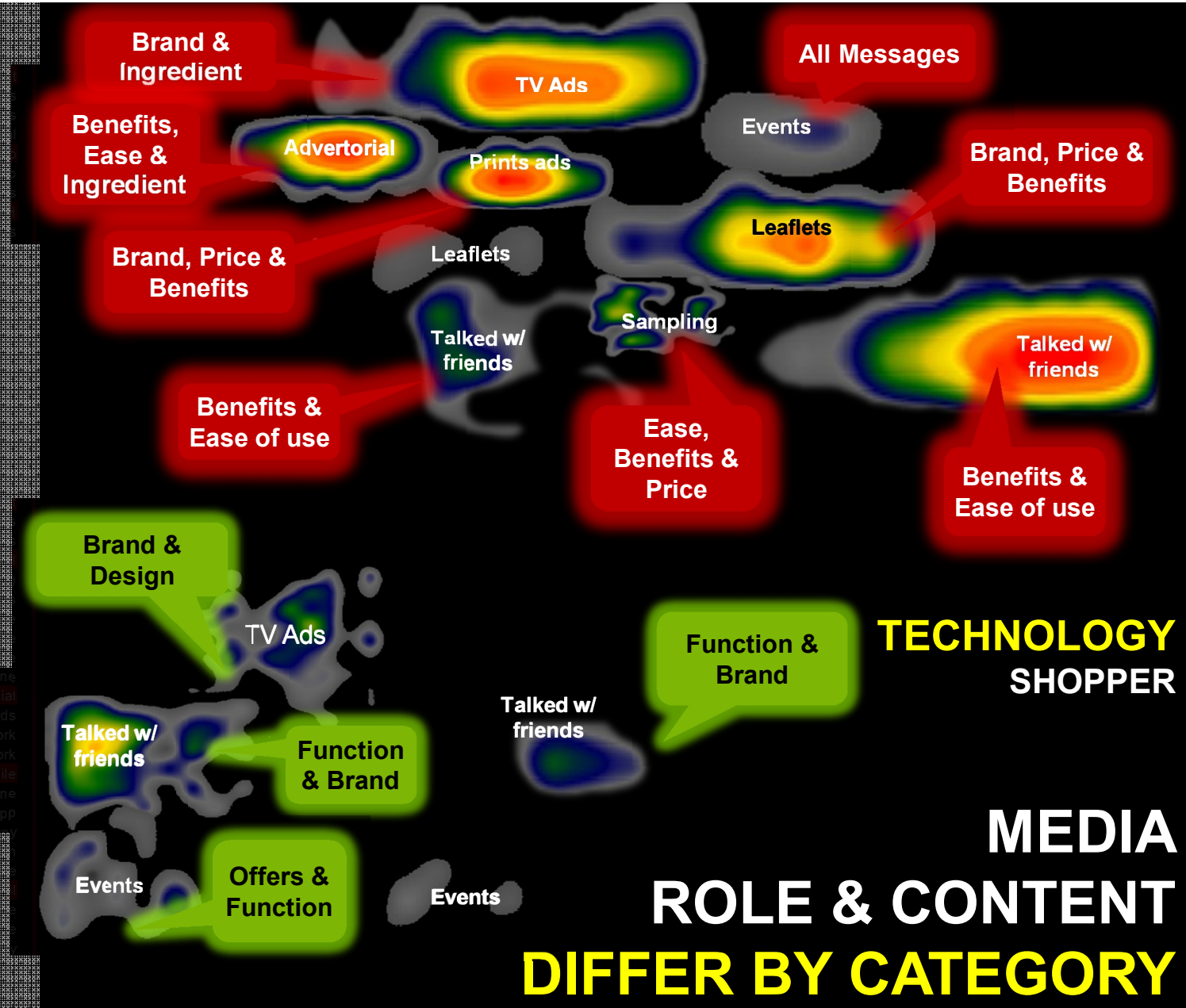


OPTIMAL TECH PATH	>4 Months	2-3 Months	1 Month	2-3 weeks	4-7 Days	2-3 Days	1 Day	3-12 Hours	1-2 Hours	with the hours – a few moments before I purchased
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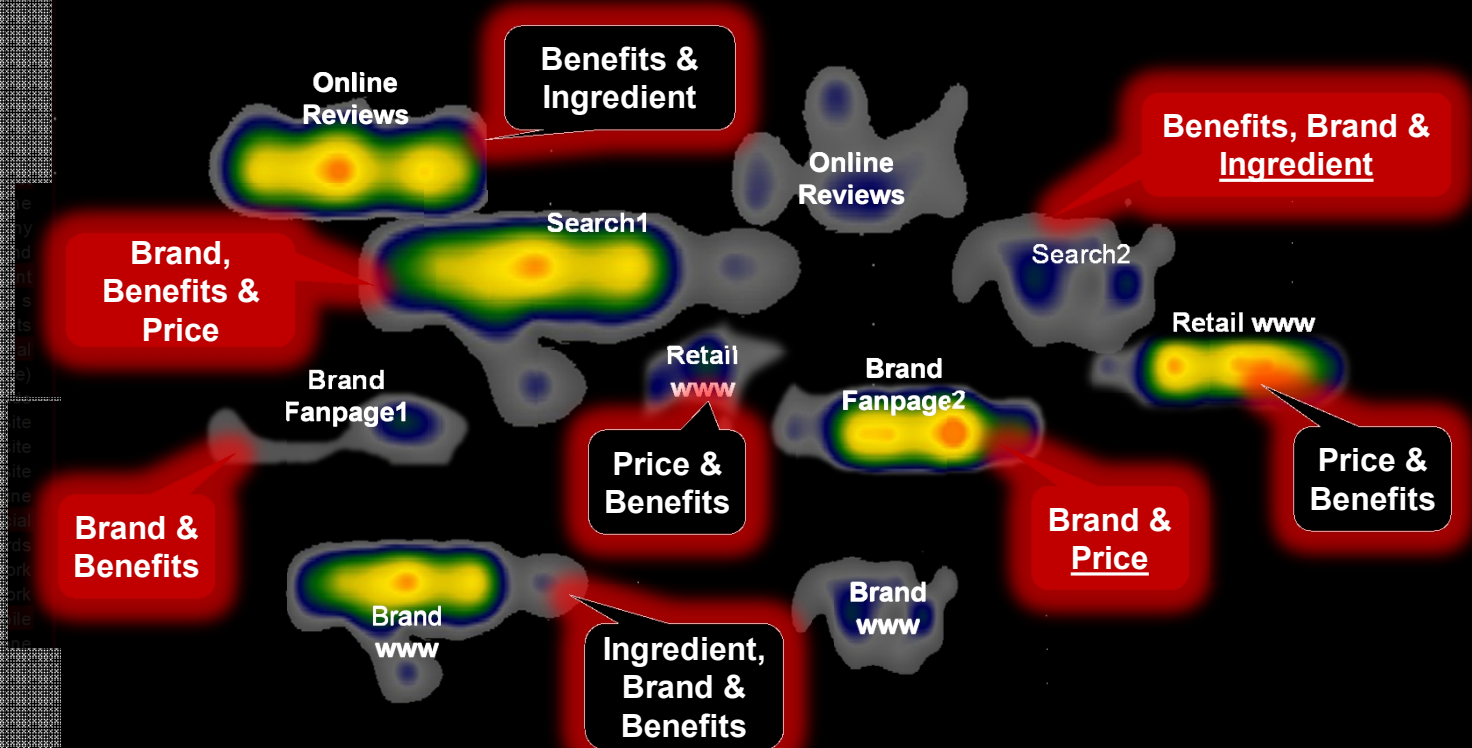
SHOPPERS LOOK FOR DIFFERENT CONTENTS THROUGHOUT PURCHASE JOURNEY

OPTIMAL BEAUTY PATH	>2 Months	1 Months	2-3 weeks	4-7 Days	2-3 Days	1 Day	5-12 Hours	3-4 Hours	1-2 Hours	with the hours – a few moments before I purchased
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OPTIMAL BEAUTY PATH	>2 Months	1 Months	2-3 weeks	4-7 Days	2-3 Days	1 Day	5-12 Hours	3-4 Hours	1-2 Hours	with the hours – a few moments before I purchased
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FOR THE SAME MEDIA CONTENT NEEDS CHANGE THROUGHOUT THE PATH



OPTIMAL BEAUTY PATH

>2 Months	1 Months	2-3 weeks	4-7 Days	2-3 Days	1 Day	5-12 Hours	3-4 Hours	1-2 Hours	with the hours – a few moments before I purchased
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CURIOUS & STIMULUS PERIOD

SHOWROOM MOMENT

BENEFITS
BRAND
INGREDIENT

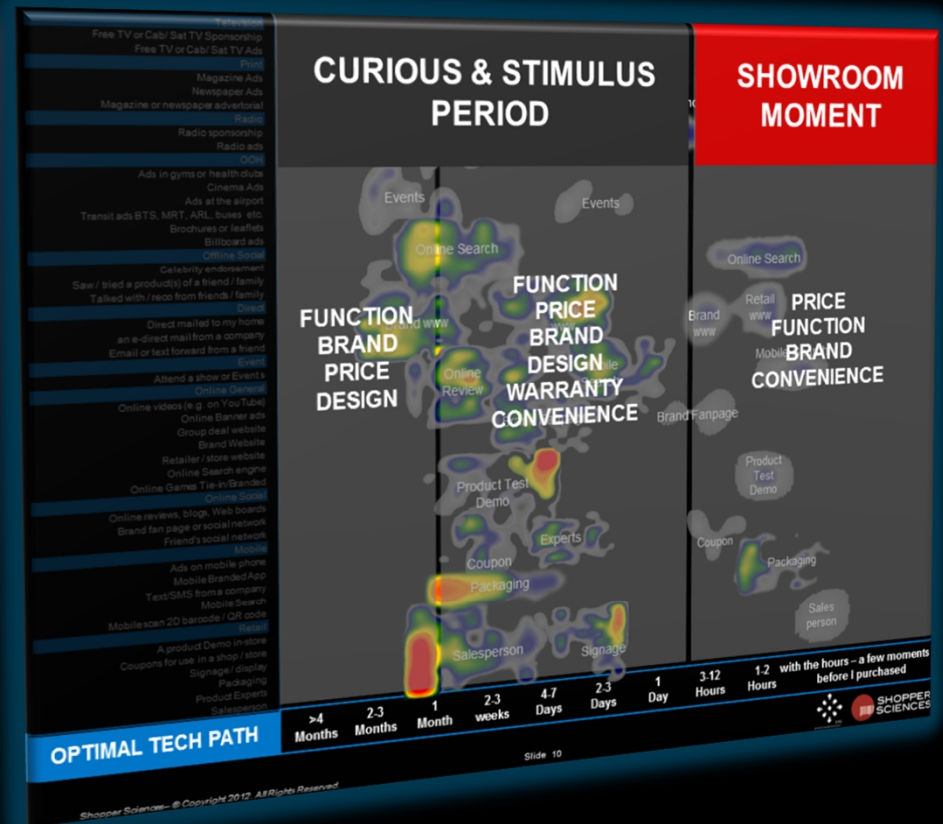
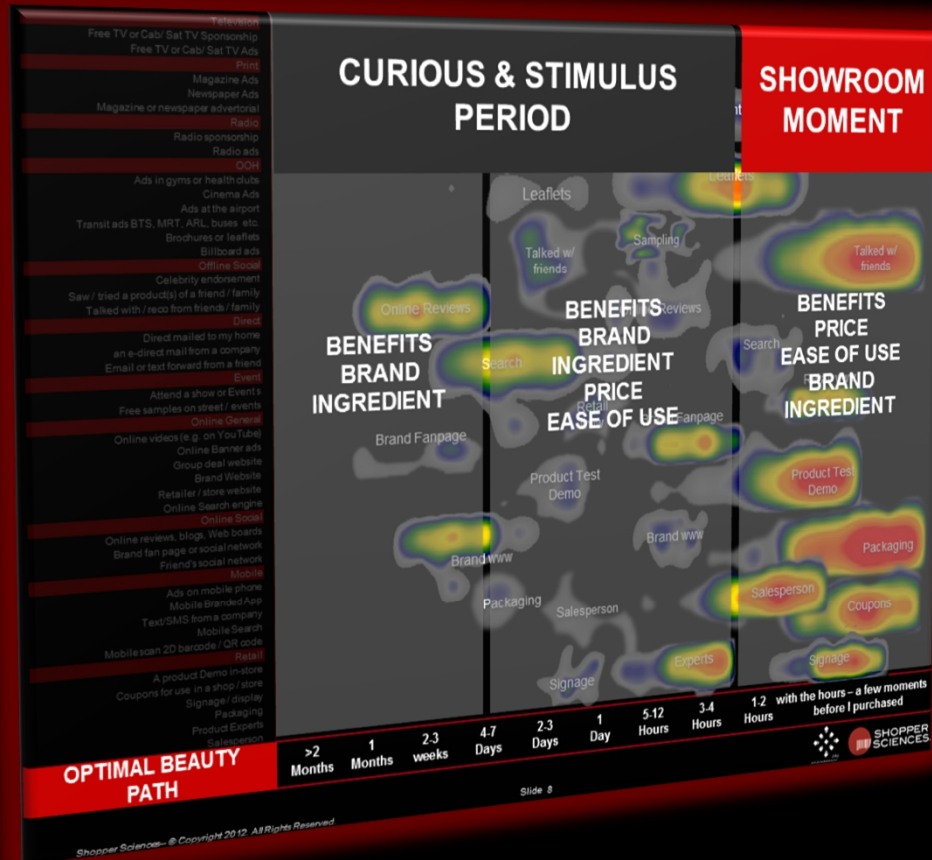
BENEFITS
BRAND
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PRICE
EASE OF USE

BENEFITS
PRICE
EASE OF USE
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OPTIMAL BEAUTY PATH

>2 Months	1 Months	2-3 weeks	4-7 Days	2-3 Days	1 Day	5-12 Hours	3-4 Hours	1-2 Hours	with the hours – a few moments before I purchased
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MEDIA ROLE & CONTENT DIFFER BY CATEGORY AND TIME



CURIOUS & STIMULUS PERIOD

SHOWROOM MOMENT

FUNCTION
BRAND
PRICE
DESIGN

FUNCTION
PRICE
BRAND
DESIGN
WARRANTY
CONVENIENCE

PRICE
FUNCTION
BRAND
CONVENIENCE

OPTIMAL TECH PATH

>4 Months 2-3 Months 1 Month 2-3 weeks 4-7 Days 2-3 Days 1 Day 3-12 Hours 1-2 Hours with the hours – a few moments before I purchased



DECODING

MULTI-MESSAGES FOR CHANNEL & TIME

**Multi-single minded content strategy -
Personalize different contents for each different
channel navigates shopper to the brand**

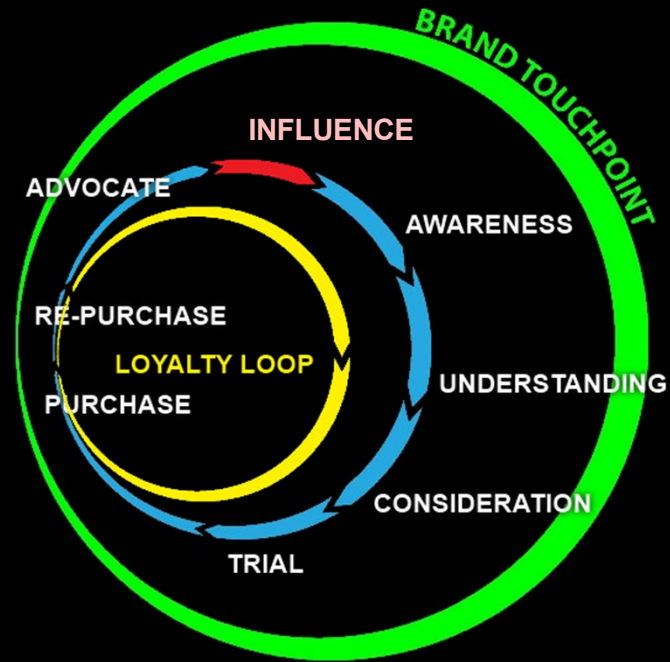
TRADITIONAL PURCHASING FUNNEL NO LONGER ADEQUATE, NEW SHOPPING FUNNEL NEED TO BE IMPLIMENTED

PURCHASING FUNNEL
(Developed in 1898)



**FOCUS ON
THE PRE SHOPPING PHASE**

THE NEW SHOPPER DECISION JOURNEY



EXTENDS THE FOCUS ONTO POST SHOPPING

WHERE SHOPPERS CAN THEN AFFECT
ANOTHER SHOPPER'S JOURNEY



DECODING PRE & POST SHOPPING EFFECT

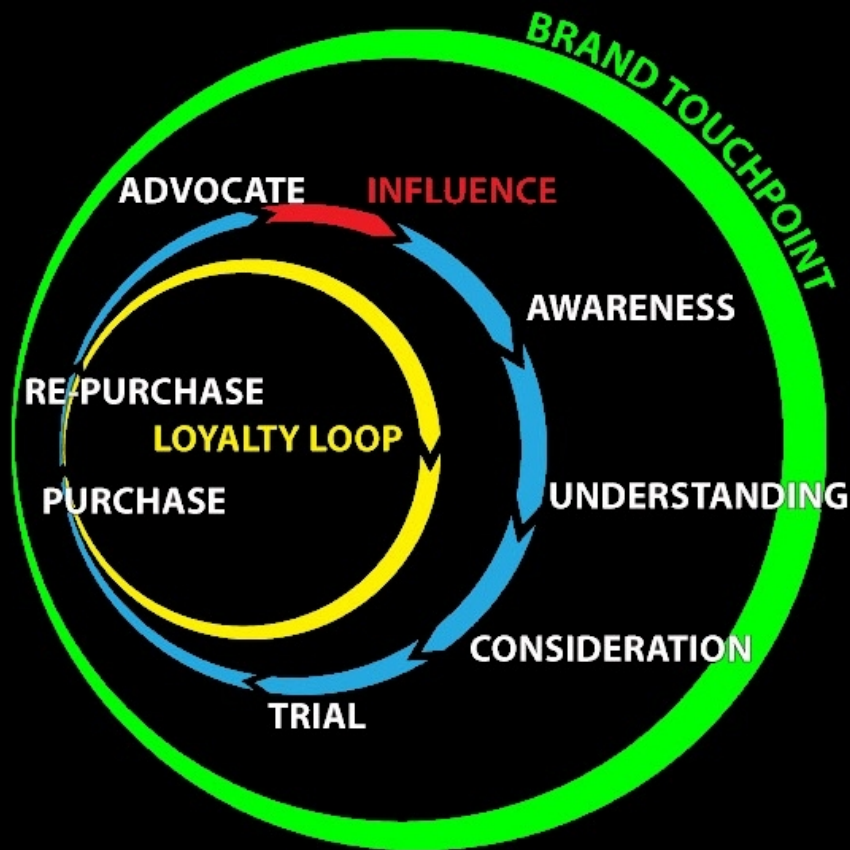
Providing a place & encouraging them to
“Talk and Share” to others,
initiating the loop of other shopper’s journey.



SHOPPER
SCIENCES™

... Are you Ready?

Are you ready for your new Shopping Journey?



Clean **Path**

Exact **Lead time**

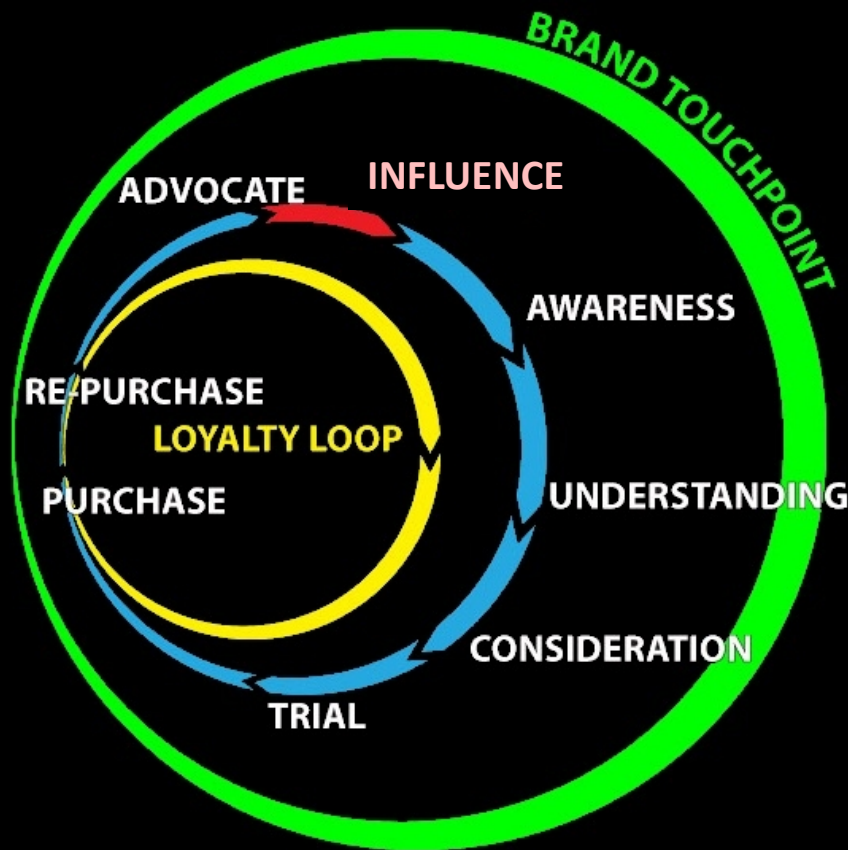
Right **Process**

Important **Source**

Influence level

Motivated **Content**

Are you ready for your Shopper's Shopping Journey?



S Shopper Identification
H Hunting Approach
O Opportunity Seizing
P Period of Considering
P Path to search
I Inline message
N Navigate onsite
G Grapping Method



IPG
MEDIABRANDS



SHOPPER
SCIENCES™

THANK YOU