

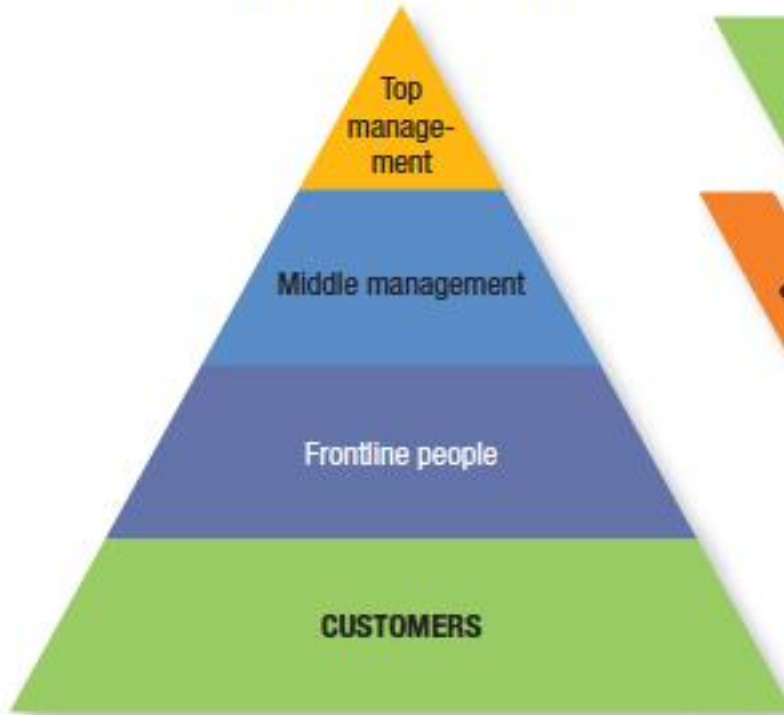
#5_Creating Long-term Loyalty Relationships

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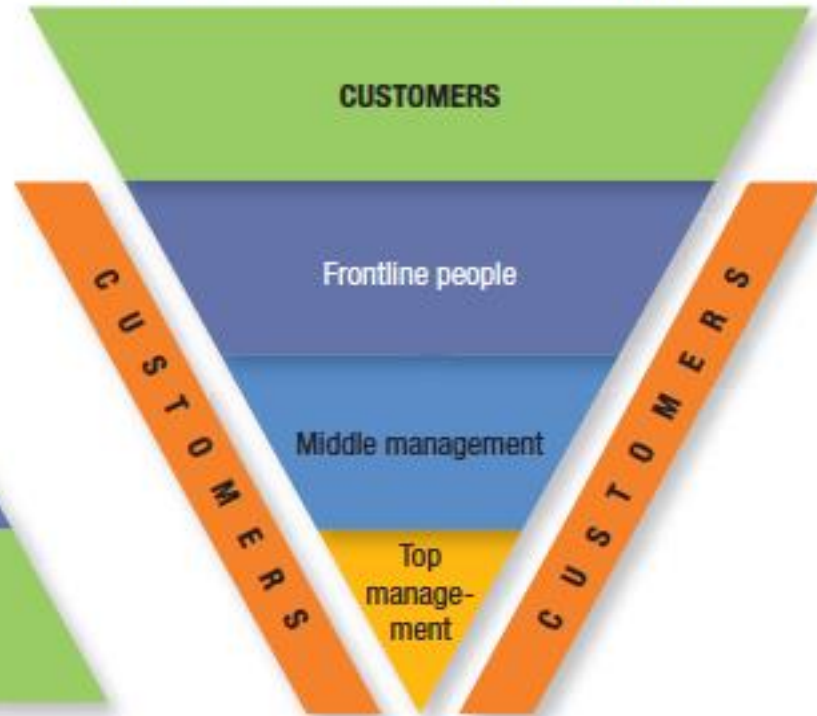
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Traditional VS. modern organizations

(a) Traditional Organization Chart



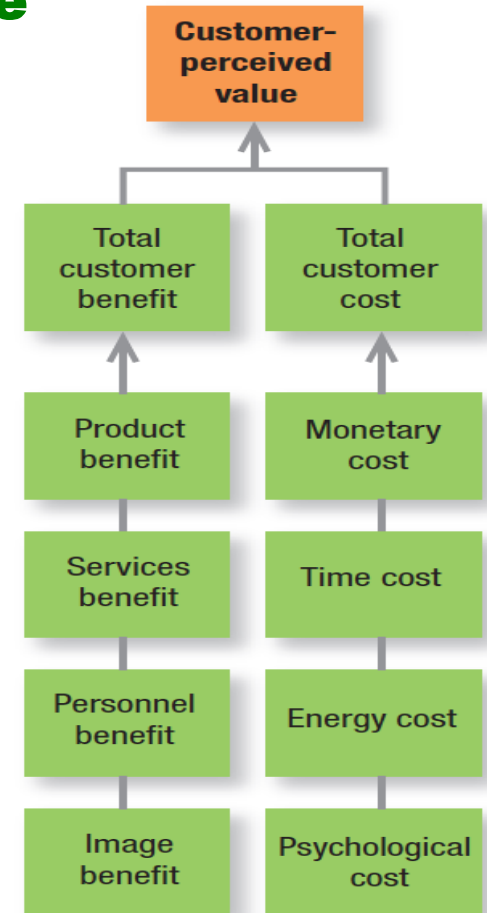
(b) Modern Customer-Oriented Organization Chart



BUILDING CUSTOMER VALUE, SATISFACTION, AND LOYALTY

Customer-perceived value

- ♣ CPV is the difference between the prospective customer's evaluation of all the benefits and costs of an offering and the perceived alternatives
- ♣ Total customer benefit vs. total customer cost



Customer value analysis

1. Identify the major attributes and benefits that customers value
2. Assess the quantitative importance of the different attributes and benefits
3. Assess the company's and competitors' performances on the different customer values against their rated importance
4. Examine how customers in a specific segment rate the company's performance against a specific major competitor on an individual attribute or benefit basis
5. Monitor customer values over time

BUILDING CUSTOMER VALUE, SATISFACTION, AND LOYALTY

Choice processes and implications

- ♣ The buyer might be under orders to buy at the lowest price
- ♣ The buyer will retire before the company realizes the product X is more expensive to operate
- ♣ The buyer enjoys a long-term friendship with the organization's X salesperson

Delivering high customer value

- ♣ **Value proposition:** the whole cluster of benefits the company promises to deliver
- ♣ **Value delivery system:** all the experiences the customer will have on the way to obtaining and using the offering
- ♣ **Loyalty:** a deeply held commitment to rebuy or repatronize a preferred product or service in the future despite situational influences and marketing efforts having the potential to cause switching behavior

BUILDING CUSTOMER VALUE, SATISFACTION, AND LOYALTY

Total customer satisfaction

Total customer satisfaction is a person's feelings of pleasure or disappointment that result from comparing a product or service's perceived performance (or outcome) to expectations

Monitoring satisfaction

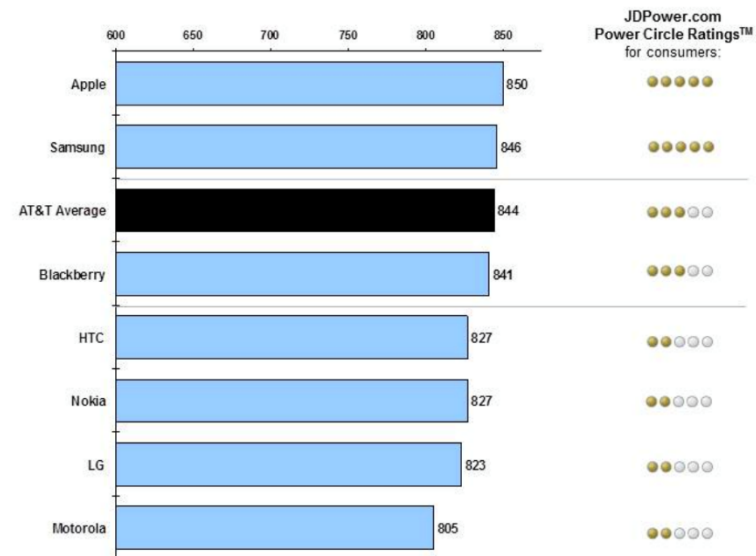
Many companies are systematically measuring how well they treat customers, identifying the factors shaping satisfaction, and changing operations and marketing as a result (measurement techniques: periodic surveys, customer loss rate, mystery shoppers, J. D. Power's satisfaction ratings)



J.D. Power 2014 U.S. Wireless Smartphone Satisfaction StudySM — Volume 1

Overall Wireless Smartphone Index Rankings: AT&T

(Based on a 1,000-point scale)





BUILDING CUSTOMER VALUE, SATISFACTION, AND LOYALTY

Product and service quality

- ♣ Quality is the totality of features and characteristics of a product or service that bear on its ability to satisfy stated or implied needs
- ♣ Conformance quality vs. performance quality
- ♣ Impact of quality



"The result of long-term relationships is better and better quality, and lower and lower costs."

W. Edwards Deming



MAXIMIZING CUSTOMER LIFETIME VALUE

Customer Profitability

| | | Customers | | | |
|----------|-------|----------------------|--------------------|-----------------|-----------------------------|
| | | C_1 | C_2 | C_3 | |
| Products | P_1 | + | + | + | Highly profitable product |
| | P_2 | + | | | Profitable product |
| | P_3 | | - | - | Unprofitable product |
| | P_4 | | | - | Highly unprofitable product |
| | | High-profit customer | Mixed-bag customer | Losing customer | |

MAXIMIZING CUSTOMER LIFETIME VALUE

Measuring Customer Lifetime Value (CLV)

The net present value of the stream of future profits expected over the customer's lifetime purchases

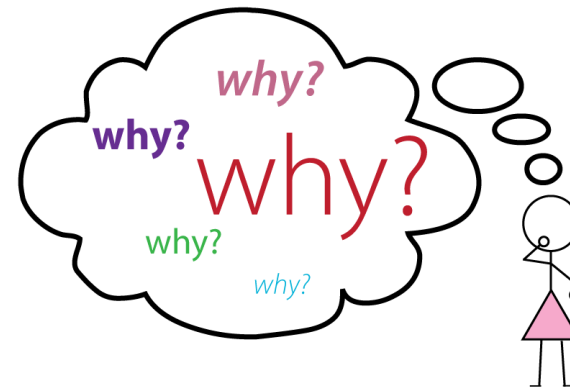
TABLE 5.3

A Hypothetical Example to Illustrate CLV Calculations

| | Year 0 | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 | Year 7 | Year 8 | Year 9 | Year 10 |
|-------------------------------|--------|----------|----------|----------|----------|----------|----------|--------|--------|--------|---------|
| Number of Customers | 100 | 90 | 80 | 72 | 60 | 48 | 34 | 23 | 12 | 6 | 2 |
| Revenue per Customer | | 100 | 110 | 120 | 125 | 130 | 135 | 140 | 142 | 143 | 145 |
| Variable Cost per Customer | | 70 | 72 | 75 | 76 | 78 | 79 | 80 | 81 | 82 | 83 |
| Margin per Customer | | 30 | 38 | 45 | 49 | 52 | 56 | 60 | 61 | 61 | 62 |
| Acquisition Cost per Customer | 40 | | | | | | | | | | |
| Total Cost or Profit | -4,000 | 2,700 | 3,040 | 3,240 | 2,940 | 2,496 | 1,904 | 1,380 | 732 | 366 | 124 |
| Present Value | -4,000 | 2,454.55 | 2,512.40 | 2,434.26 | 2,008.06 | 1,549.82 | 1,074.76 | 708.16 | 341.48 | 155.22 | 47.81 |

Attratting and retaining customers: Reducing defection/customer churn

- ♣ Define and measure retention rate
- ♣ Distinguish/identify customer attrition causes
- ♣ Compare lost CLV to reducing defection rate



CRR, CLV, & Churn rate

$$\text{Customer Retention Rate (CRR)} = \left[\frac{\text{Customer end period} - \text{New Customer}}{\text{Customer at beginning}} \right]$$

Es. Customer at beginning=100; Customer end period=120;

New customer acquired in the period =40

$$\text{CRR} = (120 - 40) / 100 = 80\%$$

$$\text{Customer Life Time} = \left[\frac{1}{1 - \text{CRR}} \right]$$

Es. CRR =80%

$$\text{CLT} = 1 / (1 - 0,80) = 5 \text{ years}$$

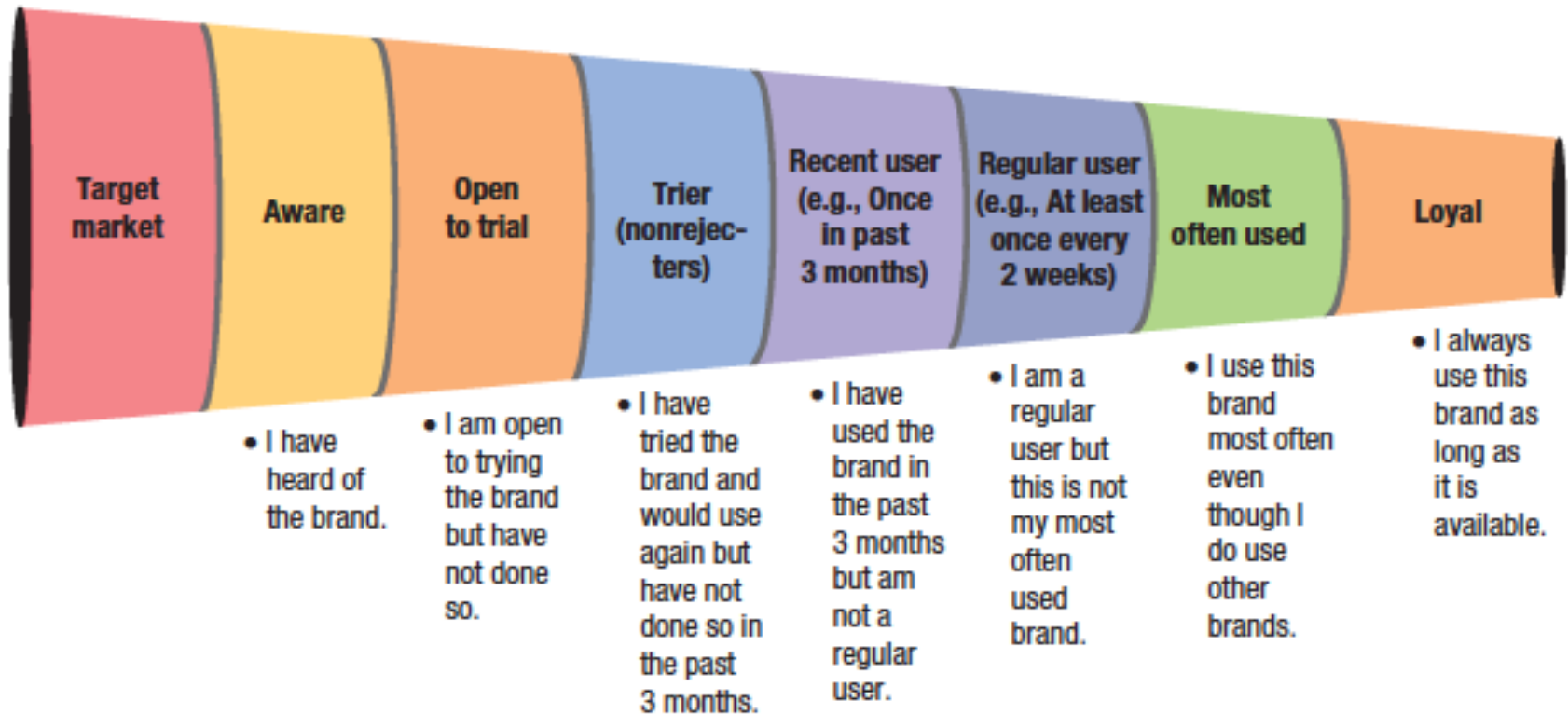
$$\text{Churn rate} = \left[\frac{\text{Customers defect towards other competitor "X"}}{\text{Tot. customers in the portfolio}} \right]$$

Es. Nr customers defect =60

Total of customers =200

$$\text{Churn Rate} = 30\%$$

Attracting and retaining customers: Retention dynamics



MAXIMIZING CUSTOMER LIFETIME VALUE

Attracting and retaining customers: Managing the customer base

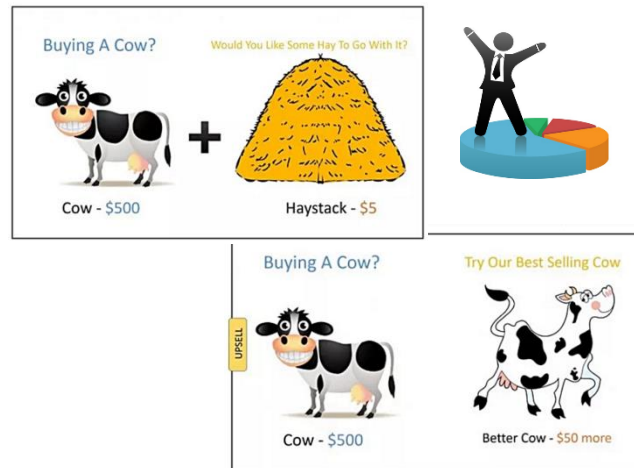
Reducing the rate of customer defection



Focusing disproportionate effort on high-profit customers



Enhancing the growth potential of each customer through cross selling and up-selling



Increasing the longevity of the customer-relationship



Making low-profit customers more profitable or terminating them



Building loyalty

Interact closely with customers

Create institutional ties

Develop loyalty programs

Frequency programs

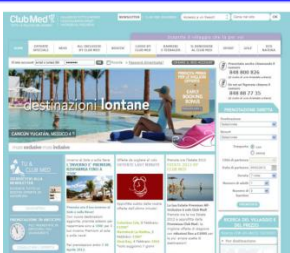




Club Membership Programs



MAXIMIZING CUSTOMER LIFETIME VALUE

A focus on customer clubs

| | | | | |
|----------|-----------|---|---|---|
| ACTIVITY | PRIMARY |  | |  |
| | SECONDARY |  |  |  |
| | DERIVED | |  | |
| | | PAYMENT | CONDITIONAL | FREE |
| | | ADMISSION | | |

Brand communities

A specialized community of consumers and employees whose identification and activities focus around the brand.

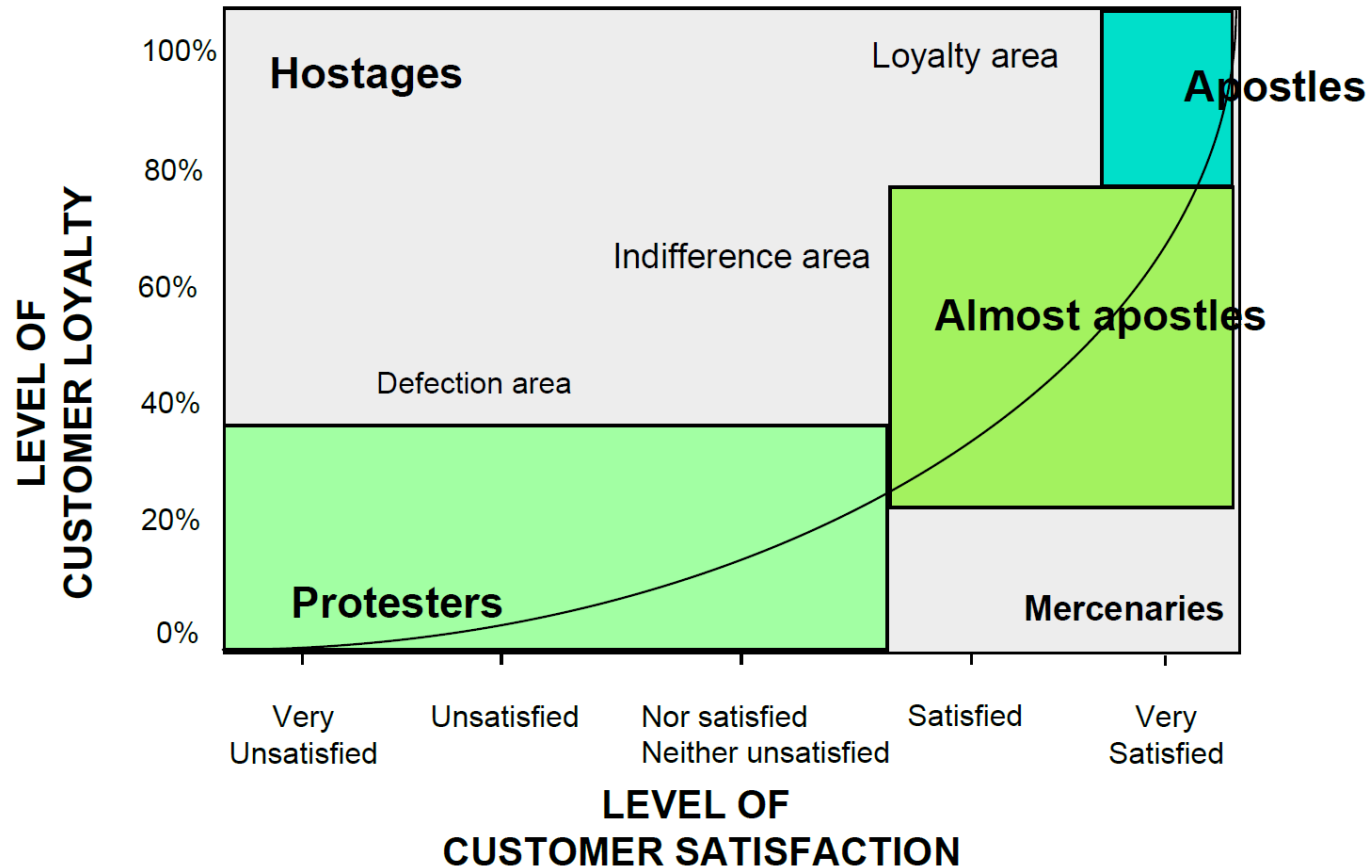
Three characteristics identify brand communities:

1. A “consciousness of kind,” or a sense of felt connection to the brand, company, product, or other community members;
2. Shared rituals, stories, and traditions that help convey the meaning of the community; and
3. A shared moral responsibility or duty to both the community as a whole and individual community members.

[Marketing manager](#)’s point of view [Community’s](#) point of view

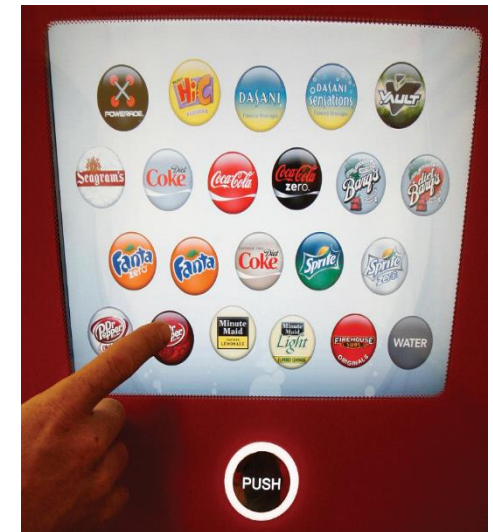


The relationship between customer satisfaction and loyalty



Customer Relationship Management (CRM)

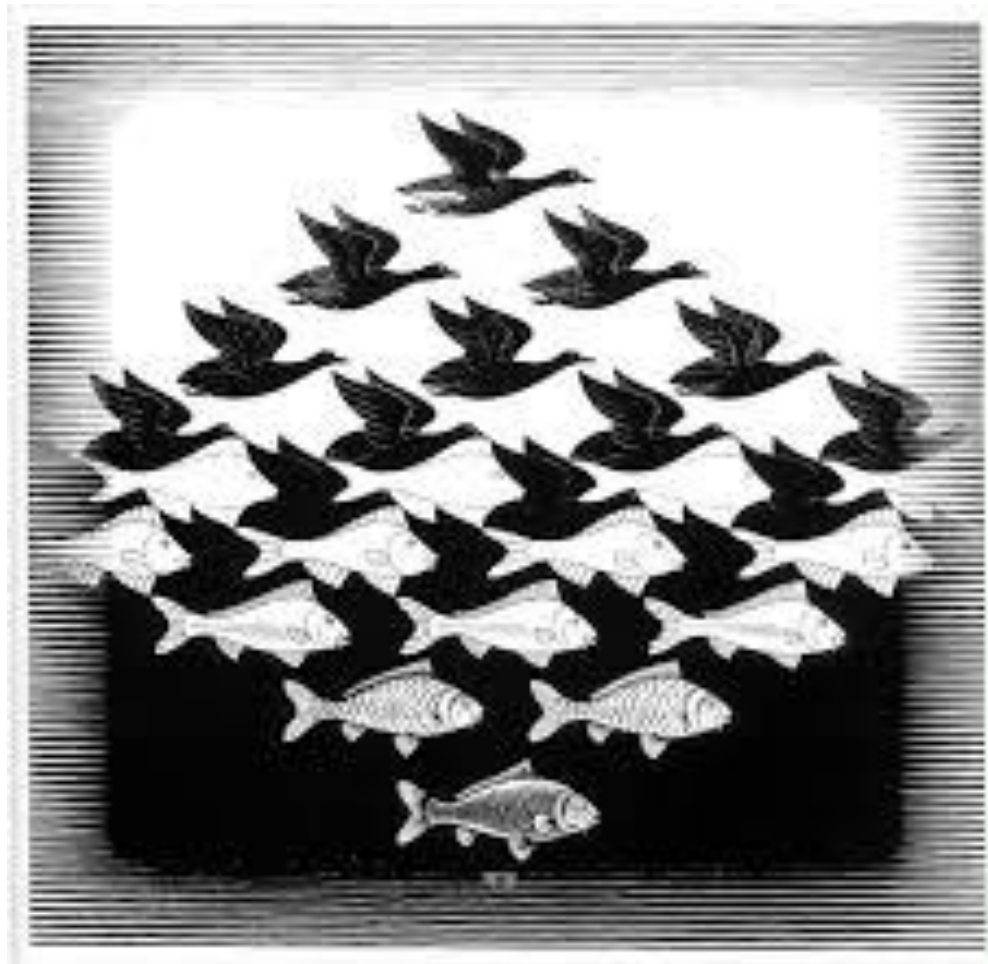
- ♣ CRM describes the process of carefully managing detailed information about individual customers and all customer “touch points” to maximize loyalty
- ♣ Customer value management (CVM) describes the company’s optimization of the value of its customer base
- ♣ Personalizing marketing
- ♣ **Customer empowerment**
- ♣ Customer reviews and recommendations
- ♣ Customer compliants



Brand Power relationships: Towards a co-evolutionary approach

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| | | STAKEHOLDERS' POWER | |
|----------------------|------|---|---|
| | | LOW | HIGH |
| ORGANISATION'S POWER | LOW | <p>NONE'S BRAND</p> <p>Managers do not make any strategic choice over the brand. Stakeholders are not involved (or interested!) in any stage of the brand process. <i>Example: smoke shops</i></p> | <p>STAKEHOLDERS' BRAND</p> <p>Stakeholders have a high power in influencing brand values and meanings, whereas residual power has been deemed in the hands of managers. <i>Example: Facebook</i></p> |
| | HIGH | <p>MANAGERS' BRAND</p> <p>Managers make strategic choices over the brand and believe they have a high control over it. Stakeholders are not invited to take part in the brand process. <i>Example: Kodak</i></p> | <p>CO-EVOLUTIONARY BRAND</p> <p>These brands simultaneously consider the driving power of both managers and stakeholders, respecting the plurality of points of view which are distributed among top managers, employees and external stakeholders. <i>Example: Lego</i></p> |

POWER RELATIONSHIPS

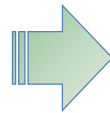
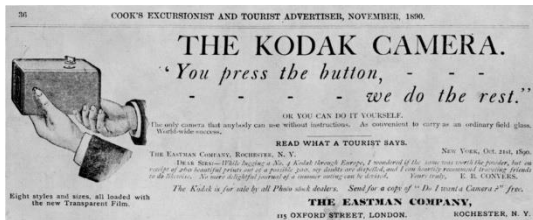
Managers of this type of brand (no-brand!) live passively the **marque** and do not try to manage it. On the external side, **stakeholders** do not even perceive the brand. In other words, managers do not make **strategic choices** over the **brand evolutionary management process**, nor **consumers** are not involved (nor interested!) in taking part of it.



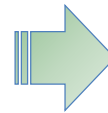
Small sized family-owned stores



Managers believe they have a high degree of **control** over the brand value and brand meanings. On the other hand, **stakeholders are not invited to be involved in any stage of the CB process.**



DIGITAL
REVOLUTION



The management made **several strategic choices** imposing its **business model** and ignored the **consumers' quest for innovation.**

*The brand did **not evolved (co-evolved!)** with its **environment** and failed in recognizing the challenge triggered by the digital revolution.*

POWER RELATIONSHIPS



This is, literally, the brand of stakeholders, consumers and communities. Stakeholders have a high power in influencing brand values and meanings, whereas a residual and low power has been deemed in the hands of the managers.



facebook

The current largest community ever existed

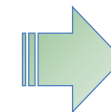
It is a platform of influence that gives a loud voice to stakeholders, who are the king, and managers cannot really control and manage their actions.



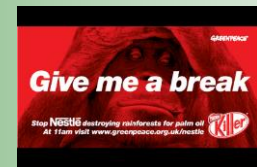
It has been called the “*bête noir* of many companies” and its members Rainbow Warriors, Persuaders, People Watch, Doggies and Mind Bombs

The organization tries to influence public perceptions of environmental issues.

These types of brands act as social amplifiers



They joined the battle against Nestlé, forcing the brand towards more sustainable values

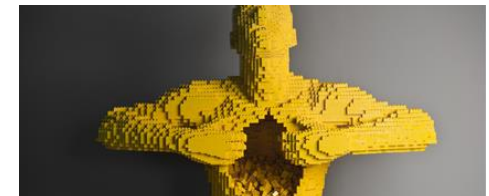
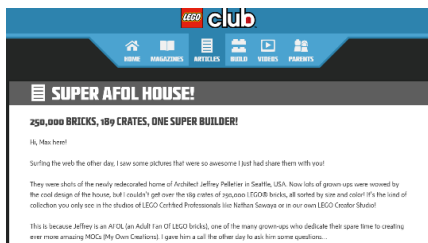


This brand suggests that managers have the power to make strategic choices with brand models and that stakeholders have the power to contribute to the creation of brand value and meanings. *Thus, this brand is co-created by internal and external forces. Internal and external forces mutually influence each other and are dynamically aligned and co-evolve over time.*



| | Cycle 1: Stating | Cycle 2: Linking | Cycle 3: Involving | Cycle 4: Integrating |
|-----------------|---|-------------------------------------|--|---------------------------------------|
| Key Process | Stating the foundation for the corporate brand and linking it to corporate vision | Linking vision to culture and image | Involving stakeholders through culture and image | Integrating vision, culture and image |
| Key Change Mode | Decentralization | Centralization | Decentralization | Centralization |

Internal and external CB constituents co-evolve. the Co-evolutionary Brand shows a simultaneous high power of both the organization and its stakeholders.



LEGO Jewelry pilot
Lisa Taylor and LEGO New Business Group



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Thank you for your kind attention!



(Have A Nice Day!)

(Have A Nice Day!)