DEVELOPING & PRICING PRODUCTS & SERVICES MARKETING

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LEARNING OBJECTIVES

- PRODUCT DEVELOPMENT & OFFER
- PRODUCT DIFFERENTIATION
- PRODUCT PACKAGING
- BRANDING & EQUITY
- NEW-PRODUCT DEVELOPMENT
- PRODUCT LIFE-CYCLE
- COMPETETIVE PRICING



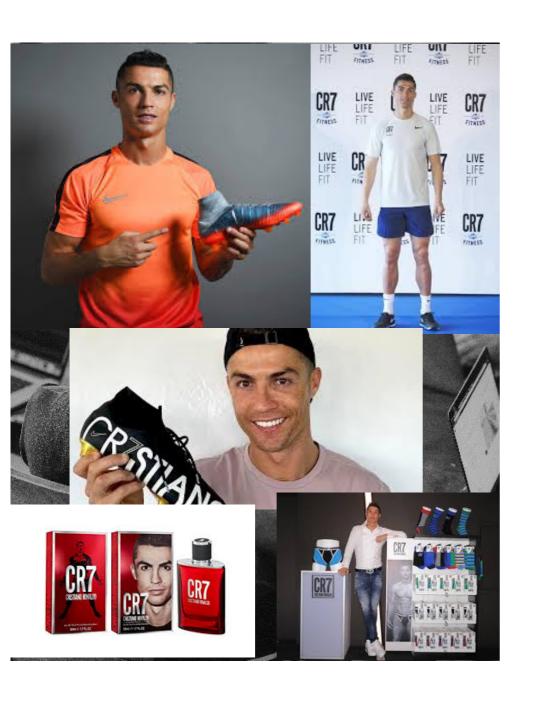
PRODUCT DEVELOPMENT AND TOTAL PRODUCT OFFER

DISTRIBUTED PRODUCT DEVELOPMENT

Distributed product development: Handing off various parts of your innovation process – often to companies in other countries.

Distributed product development is distinct from traditional outsourcing arrangements, which typically involves only a small set of vendors executing on tightly defined specifications over which they have little or no influence.

e.g. SPAR



PRODUCT DEVELOPMENT AND TOTAL PRODUCT OFFER

DEVELOPING TOTAL PRODUCT OFFER

A **total product offer** consists of everything consumers evaluate when choosing among **products**, including price, package, service, and reputation.

Product offer that consumers evaluate before making a buying decision.



PRODUCT DEVELOPMENT AND TOTAL PRODUCT OFFER

PRODUCT LINE & PRODUCT MIX

The **product line** is a group of closely related **products** manufactured and / or sold by a business(subset of Product mix)

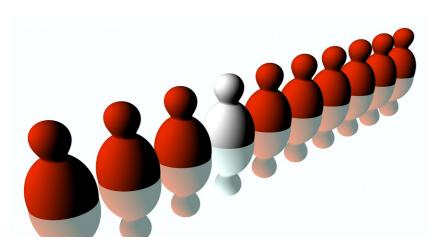
i.e. HELL energy drinks with different flavors

The **procut mix**: the combination of product lines offered by a manufacturer.

The **product mix** is a group of everything a company sells.

e.g. Apple products







PRODUCT DIFFERENTIATION

product differentiation

The creation of real or perceived product differences.

MAKING DIFFERENT CLASSES OF CONSUMER GOODS & SERVICES

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CONVENIENCE GOODS & SERVICES

PRODUCTS THAT CUSTOMER WANTS TO BUY FREQUENTLY AND WITH MINIMUM EFFORT

SHOPPING GOODS & SERVICES

PRODUCTS THAT CUSTOMER BUYS AFTER COMPARING PRICE, QUALITY, VALUE AND STYLE





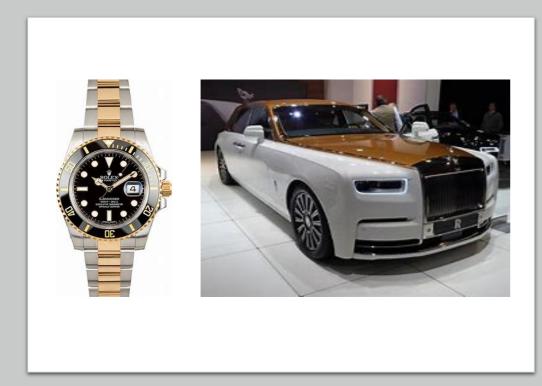
MAKING DIFFERENT CLASSES OF CONSUMER GOODS & SERVICES

SPECIALTY GOODS & SERVICES

CUSTOMER BUYS FOR SOMETHING SPECIAL
CONSUMER PRODUCTS WITH UNIQUE CHARACTERISTICS
AND BRAND IDENTITY.

UNSOUGHT GOODS & SERVICES

SOMETHING CUSTOMER BUYS UNWILLINGY







PRODUCT DIFFERENTIATION

MARKETING INDUSTRIAL GOODS AND
SERVICES

Industrial goods (B2B goods) are bought and used for industrial and business use. They are made up of machinery, manufacturing plants, raw materials, and any other good or component used by industries or firms.

e.g. computers, machines, etc.

PACKAGING CHANGES THE PRODUCT

GROWING IMPORTANCE OF PACKAGING

ATTRACT BUYERS ATTENTION

Functional: EASY USE

PROVIDE INFORMATION







BRANDING AND EQUITY

BRAND CATEGORIES

generic goods

Nonbranded products that usually sell at a sizable discount compared to national or private-label brands.

knockoff brands

Illegal copies of national brand-name goods.



CREATING BRAND ASSOCIATIONS

brand association

The linking of a brand to other favorable images.

GENERATING BRAND EQUITY & LOYALTY

brand equity

The value of the brand name and associated symbols.

brand loyalty

The degree to which customers are satisfied, like the brand, and are committed to further purchases.







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BRANDING AND EQUITY

BRAND MANAGEMENT

COORDINATE PRICE, PRODUCT, PLACE AND PROMOTIONAL DECISIONS



NEW PRODUCT DEVELOPMENT

Idea Generation

Ideas from:

- Customers and users,
- Marketing research,
- Competitors,
- Other markets,
- Company people,
- Middleman, etc

Screening

- Strengths and weaknesses
- Fit with objectives
- Market trends
- Rough ROI estimate

Idea Evaluation

- Concept testing
- Reactions from customers
- Rough estimates of costs, sales, and profits

Development

- R&D
- Develop model or service prototype
- Test marketing mix
- Revise plans as needed
- ROI estimate

Commercialization

- Finalize product and marketing plan
- Start production and marketing "Roll out" in selected markets
- Final ROI estimate





- Identify good ideas and drop poor ideas
- R-W-W Screening Framework:
 - 1. Is it real?
 - 2. Can we win?
 - 3. Is it worth doing?











NEW-PRODUCT DEVELOPMENT

NEW PRODUCT IDEAS

PRODUCT SCREENING

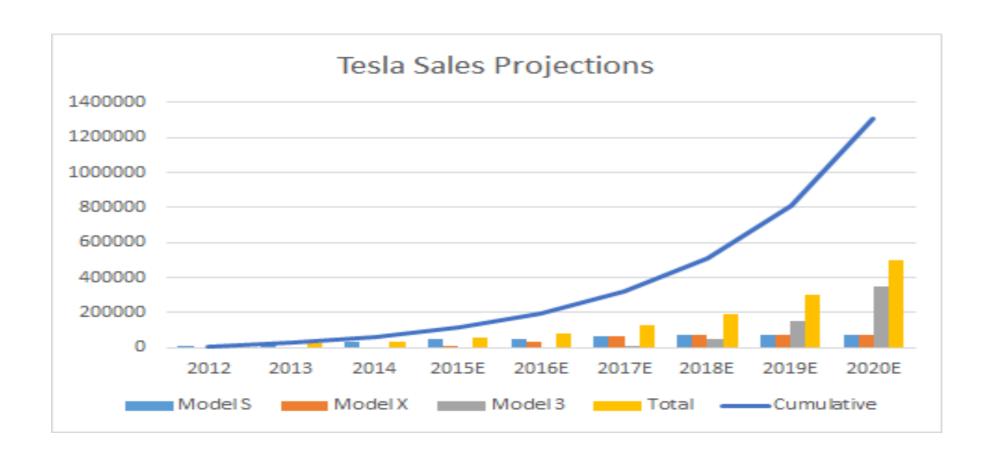
PRODUCT ANALYSIS

PRODUCT DEVELOPMENT (prototypes)

TESTING

COMMERCIALIZATION

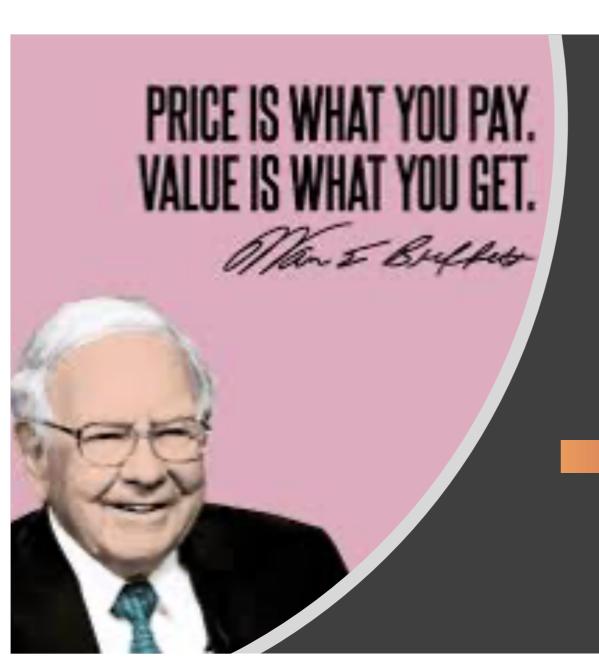
GROWTH PROJECTIONS



PRODUCT LIFE-CYCLE



LIFE-CYCLE STAGE	SALES	PROFITS	COMPETITORS
 Introduction Growth Maturity Decline 	 Low sales Rapidly rising sales Peak sales Falling sales 	 Losses may occur Very high profits Declining profits Profits fall becoming losses 	 Few Growing number Stable then Declining Declining



WHAT'S NEXT

COMPETITIVE PRICING





COST-BASED PRICING

Cost - based pricing involves calculating the **cost** of the product, and then adding a percentage mark-up to determine the **price**

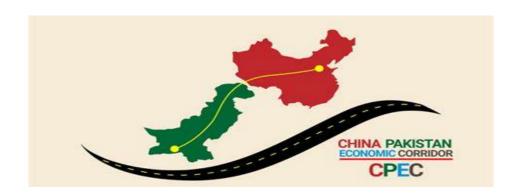
i.e. Iphone

DEMAND-BASED PRICING

Demand - based pricing is pricing a product so that it satisfies the customer and meets the profit margins desired by the firm.

i.e. PS5

COMPETITIVE PRICING





COMPETETION-BASED PRICING

competition-based pricing is a **pricing strategy** based on what other competitors are doing. The price can be set at, above or below competitor's price.

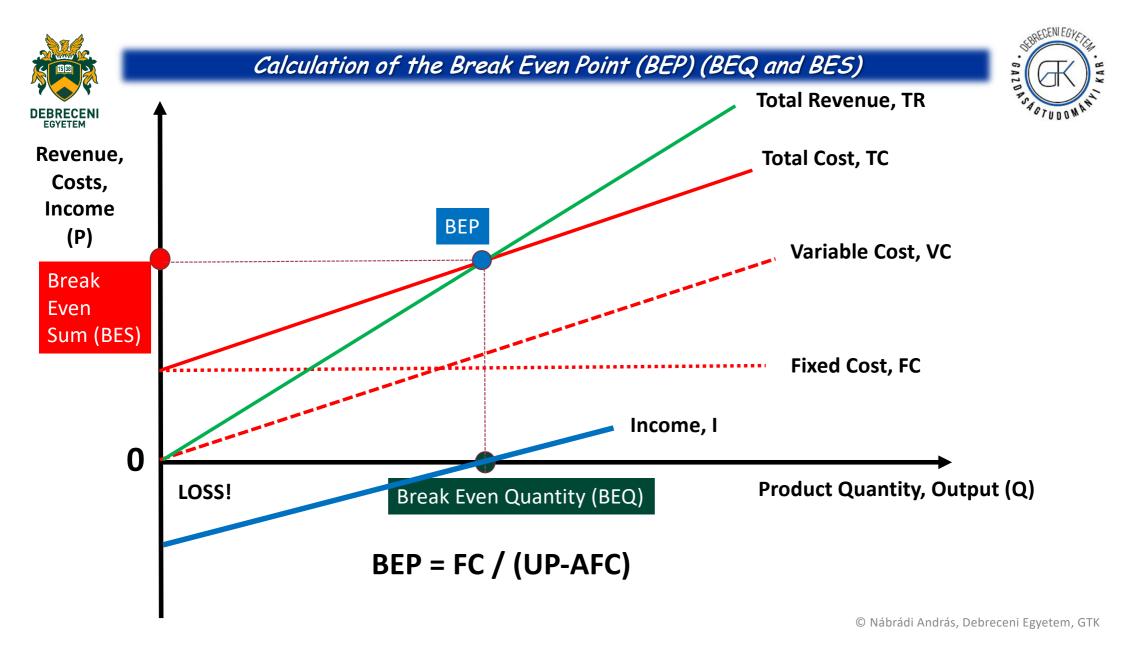
e.g. China vs rest of the world.

BREAK-EVEN ANALYSIS

It is the process used to determine profitability at various level of sales.

Break-even point is where revenue equals all costs

BEP= Fixed costs/price per unit – variable cost per unit





Calculation of the Break Even Point (BEP)



$$TR = TC = FC + VC$$

Unit
$$P \times BEP = FC + (AFC \times BEP)$$

Unit P - AFC

NON-PRICE COMPETETION

COMPANIES COMPETE TO OFFER MORE IN SAME PRICE EASIEST MARKETING STRATEGY TO COPY



MERCEDES

Better Comfort



AUDI

Driving Pleasure



BMW

Bigger Engine

NON-PRICE COMPETETION

COMPANIES COMPETE TO OFFER MORE IN SAME PRICE





QUESTIONS

1. WHAT'S INCLUDED IN TOTAL PRODUCT OFFER?

Price, brand name and reliability in buying decision

2. HOW DO MARKETERS CREATE PRODUCT DIFFERENTIATION?

Using combination of pricing, advertising and packaging to make it look attractive and unique

3. WHAT DO BRAND MANAGERS DO?

Coordinate price, product, place and promotional decisions

4. WHY DO COMPANIES USE NON-PRICE STRATEGIES?

Easiest marketing strategy to copy

