



Choice in Interactive Environments

Workshop 12



Participants


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Major Themes

- Do consumers want interactive environments? If so, under what conditions?
- What effects do interactive environments have on consumer behavior?
- What special challenges do these effects present for management?

Do Consumers Prefer Interactive Environments?

- Consumers choose how they want to interact with the supply chain (levels, information exchange).
- Desire for interactivity is not a given
 - Privacy is an issue
 - What will be done with the information?
 - What is the benefit to consumer?
 - Information
 - Customization
 - Recommendation



Common Characteristics of Interactive Environments

- Multiple channels exist, often with different purposes
 - Sales figures therefore understate impact of web on sales
- Availability of abundant comparative information
- Opportunity for recommendations
- Offering can be customized
- Context can be personalized



Intelligent Agents

- Reactive
- Real time
- Autonomous
- Goal-directed

WHO DO (SHOULD) THEY WORK FOR?

Effects on Consumer Behavior

- Benefits

- Reduced Search Effort
- Increased Decision Quality

- Costs

- Satisfaction not higher
- Leads to biased knowledge of marketplace
(Don't view all options-smaller consideration sets)
- Preferences constructed online

Effects on Consumer Behavior

- Abundance of information

- Information overload
- Negativity bias
- Mixed comparisons
 - Can hurt the image of the chosen option
 - Increases likelihood of no purchase
 - Regret effects

Effects on Consumer Behavior

■ Information Search

- Do consumers search as much on the web as predicted?
 - No. Previous findings of 2-3 information sources in a particular category carry over (albeit with heterogeneity)
- Are there any general patterns?
 - Diminishing marginal returns (same as in non-web search)
- Is there any systematic ordering to the search?
 - Don't know, because off and online sources are difficult to combine.
 - Might expect there to be.

Ethical Behavior is a Choice

- Research question: Do marketing managers choose to act more or less ethically in interactive environments than they would face-to-face?
 - More unethical online
 - Anonymity and ambiguity
 - Lack of communication clarity makes trust difficult
 - More ethical online
 - Interactive contexts leave a virtual trail
 - Clarity of face-to-face provides many ways to commit to unethical behavior

Challenges for Helping Marketers Deal with the Situation

- Multiple segments (Adaptive Web Design)
 - One size does not fit all. Not clear how to construct optimal environment
 - Perhaps multiple websites with initial screener to allocate
 - Possibility: Dell Computer – Separate for novices and experts
 - How to segment – Questions? Clickstream

Challenges for Helping Marketers Deal with the Situation

- Consumer Preference Measurement for Decision Aids.
 - Desirable characteristics:
 - Interactive
 - Adaptive
 - Focused
 - Few questions
 - Hones in on high value options
 - Real-time
 - Reassuring
 - Capitalizes on shared information and aid's memory of consumer

Challenges for Helping Marketers Deal with the Situation

- Optimization (e.g. E-mail testing): How do you do better than traditional DM testing?
 - Environment is constrained by time
 - Decision variables (to maximize e.g. click probability)
 - M e-mails to send
 - T periods for entire campaign
 - R e-mails per hour

Challenges for Helping Marketers Deal with the Situation

- Providing tools for consumers (e.g. attribute comparison matrices can actually hurt sales)
 - Carsdirect.com
- How to manage the purchase decision process funnel starting with information search and ending with purchase?
 - What is the ideal presentation format for information?
Are there generalities?



Major Themes: Summary

- Do consumers want interactive environments?
Only if it pays off.
- What effects do interactive environments have on consumer behavior?
With online help they make better choices, but hard to implement, and they may not notice it.
- What special challenges do these effects present for management?
*Developing tools for real-time personalization.
When, where and how to involve the consumer.*