

The Good, the Bad, the Ugly: 3 methods to get by in the Wild West of Loyalty

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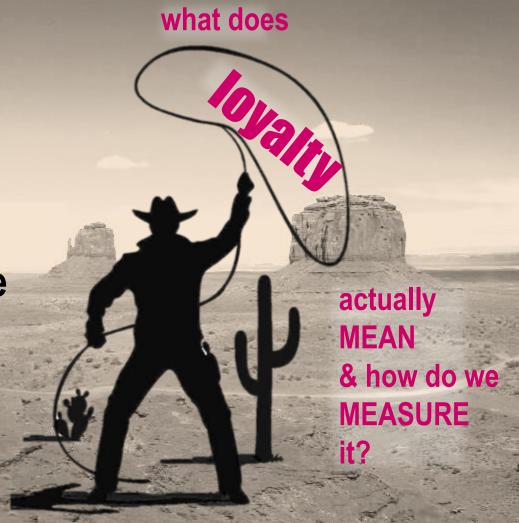








When people do purchase brands repeatedly, but don't really feel & sound like they're loyal...





We tested 3 loyalty models

The classical



BRAND EQUITY

The updated



HUMAN BRAND

The disruptive



FAME, FEELING, FLUENCY



Brand Equity





Would you do the same for a bag of chips?

Etc.





Human Brand





WARMTH:

Personalised coffee cups Friendly space

COMPETENCE:

The best coffee and expresso drinks

STARBUCKS' PURPOSE

To inspire and nurture the human spirit one person, one cup and one neighborhood at a time.





Fame, Feeling, Fluency









But how does this work in FMCG2

Research Approach

n=580

(460 coffee; 515 snacks)

e=± 4%

CAWI

Urban Representative

Sample by: age (18-65 y.o.), gender, region, locality size

COFFEE



High brand loyalty

Market dominated by R&G

Dominant market leader

...but curiosity to experiment & premiumization trend

Baked SALTY SNACKS



Lower brand loyalty

Fragmented market
No clear leader



Target brands

(more than 80% MOC)











COFFEE, R&G

















Baked SALTY SNACKS



The mental shelf is crowded!

| Con | sideration set | R&G | Baked Salty Snacks |
|------|-------------------|------|-----------------------|
| | 1 brand | 1% | 1% |
| | 2 brands | 26% | 21% |
| | 3 brands | 19% | 15% |
| | 4 brands | 19% | 19% |
| | 5 brands | 12% | 13% |
| | 6 or more brands | 23% | 31% |
| Aver | age no. of brands | 4.53 | 4.92 |

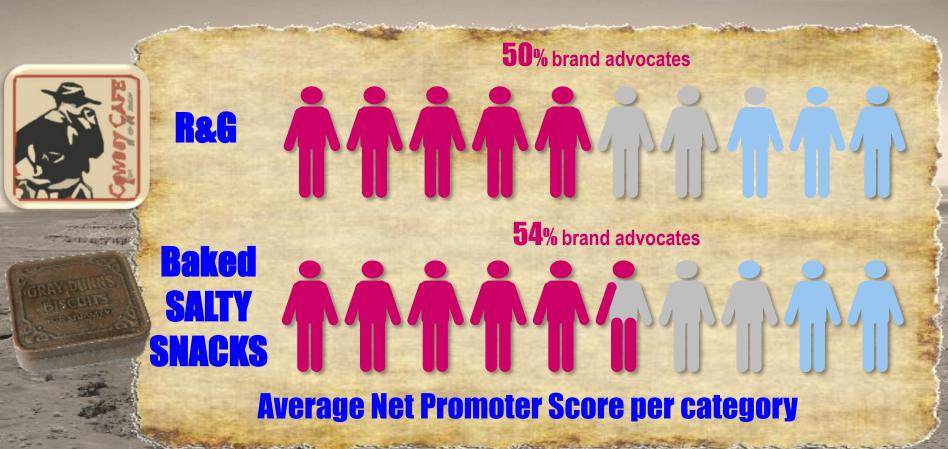


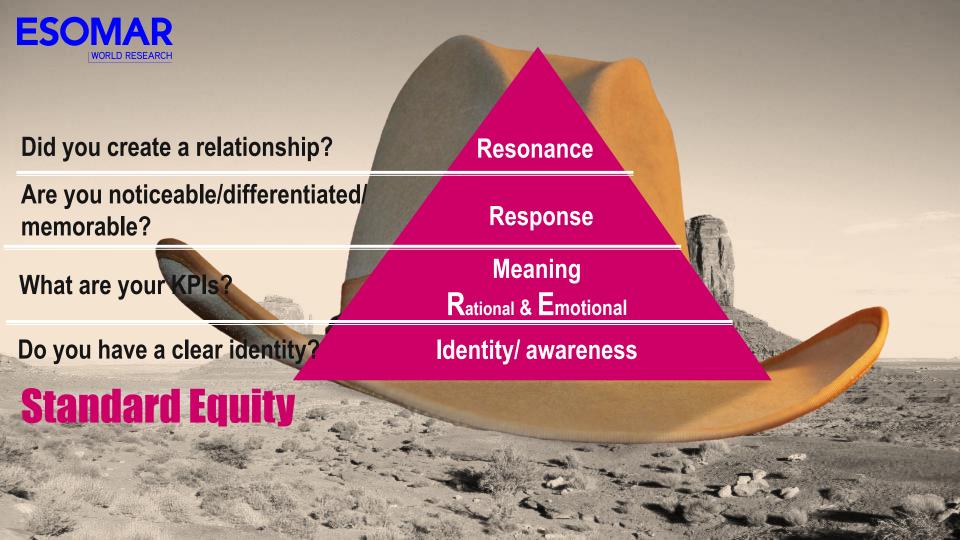
Loyal consumers still exist.

| Usage portfolio | R&G | Baked Salty Snacks |
|-----------------------|------|-----------------------|
| 1 brand | 55% | 40% |
| 2 brands | 18% | 21% |
| 3 brands | 11% | 15% |
| 4 or more brands | 16% | 24% |
| Average no. of brands | 1.82 | 2.44 |



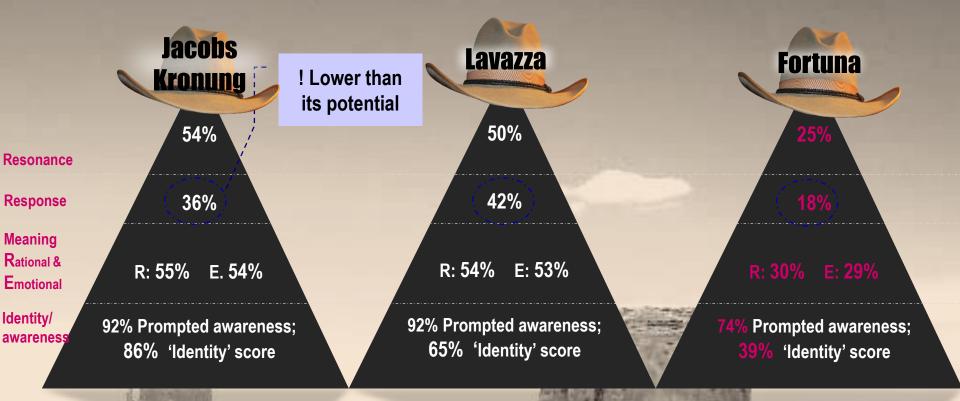
Engagement







Standard Equity





Percentages represent factor scores above '6'; scale 1 to 7; Base: respondents aware

Differences against average



HUMAN BRAND



ADMIRATION
N
EMOTION
EMOTION
ENVY



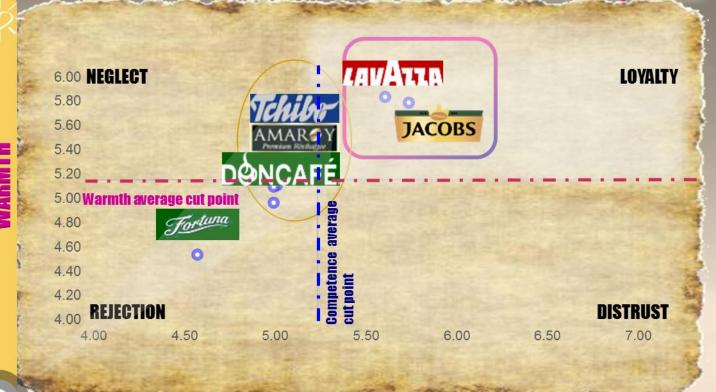
COMPETENCE





HUMAN BRAND, R&G

Lavazza and Jacobs are the only ones truly "humanized", as admired, not just used



COMPETENCE





Fluency

Is it easily recognisable?

Brand assignation (unbranded pack) against timer



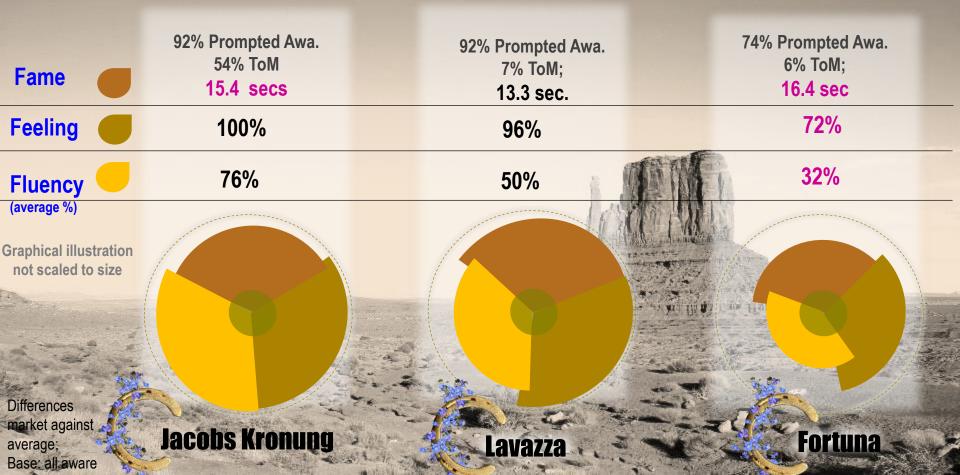
Recall against timer



People are asked to label feelings using simple emoticons











Each model is a good toolkit to build brand share and loyalty. Brands should choose the one that best fits their research purpose:



Learn!

Standard Equity: measures brand strength, identifies vulnerabilities or evaluates KPI progress in tracking studies.



Connect!

Human Brand: a valuable research tool for brands focused on building strong emotional relationships with their customers.



Stay!

Fame, Feeling, Fluency: offers the best research context to control the cognitive biases of standard market measurements.



THANK YOU!



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