

### The role of context in consumers' responses

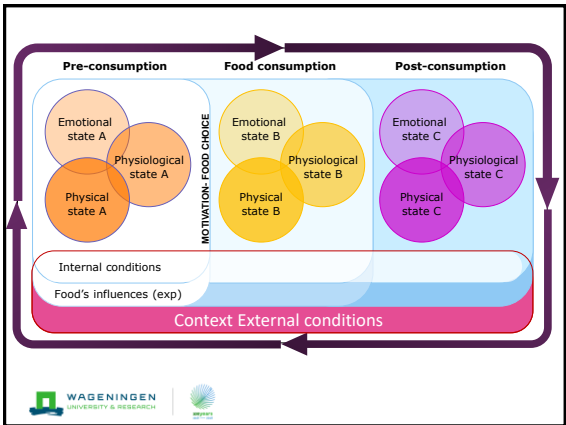
Think out of the booth!

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Marketing and Consumer Behaviour - WUR

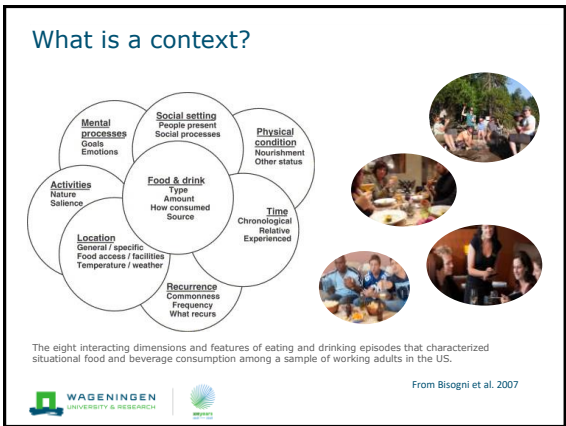
### Outline

- Why/when should we involve a context? What is worth evoking?
- Methods to evoke a context
- Methodological issues: effectiveness, vividness, relevance to the consumer, level of detail, appropriateness
- Comparisons with natural settings: what have we learnt?

### Why involving context?



### Why do YOU consume a product?



Why/when should we involve a context? What is worth evoking?



Why/when should we involve a context? What is worth evoking?

- To make subjects ignore that they are in a lab /less awkward
- To have more product discrimination
- To increase external validity
- To put subjects in a certain mindset
- To determine under which conditions a product is more liked (mkt)

Methods to evoke a context

Simulated context – physical “fake” setting, imagined, Virtual Reality

“Ok, so if I were in these conditions... how much would I like this product.”

Methods to evoke a context

Written scenarios

‘I have just been mowing the lawns on a hot summer’s day. It has been hard work and taken about an hour and something cold and refreshing would be perfect.’

‘A sunny summer day, late afternoon a gathering of friends, conversation, music, smell of food being barbequed in the air.’

Methods to evoke a context

Written scenarios

A brief statement asking consumers to imagine a consumption context and provide written description.

Think about an occasion when you want something refreshing to drink. Clearly imagine you are experiencing this occasion.

Now, write down a detailed description of the occasion you are imagining. Please take your time and provide a description that is as complete as possible.

- ✓ Unique, personalised contexts
- ✓ Written descriptions

Methods to evoke a context

Written scenarios

**Wanting** a refreshing drink (study 1)

‘It’s a hot, humid summer afternoon and I have just biked home for a game of tennis at the local courts. I’m thirsty and hot, and want a cold drink to quench my thirst, cool me down, and give me some post-exercise energy boost.’

**Having** a refreshing drink (study 2)

‘Drinking from a water bottle or a bottle of some cold beverage mid-way up walking the Bethune’s Gully walking track [Dunedin]. Cold wind but overly hot from the hike and stopping to have a drink. Not an athletic hike but more of a recreational walk up a hill. Probably standing up and a bit exhausted.’

### Methods to evoke a context

Brief description + picture

|                     | + Context    | - Context    |
|---------------------|--------------|--------------|
| Weekday breakfast   | a) 7.2 (1.9) | a) 7.2 (1.9) |
| Lunch outdoors      | b) 7.2 (1.8) | b) 7.3 (1.8) |
| Dinner with friends | c) 6.4 (2.2) | c) 5.9 (2.3) |

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### Methods to evoke a context

#### Virtual Reality

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### Methods to evoke a context

#### Virtual Reality vs. Video vs. CLT

Liking and satisfaction ratings were not the highest in VR

MSc thesis van Hooft, 2017

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### Methods to evoke a context

#### Virtual Reality vs. picture vs. mock shelf

Pilot test by Erica van Herpen

Self-reported presence

| Method          | Self-reported presence |
|-----------------|------------------------|
| Virtual reality | ~5.5                   |
| Picture         | ~4.5                   |
| Mock shelf      | ~5.5                   |

Van Herpen et al. 2016, Appetite

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### Methods to evoke a context

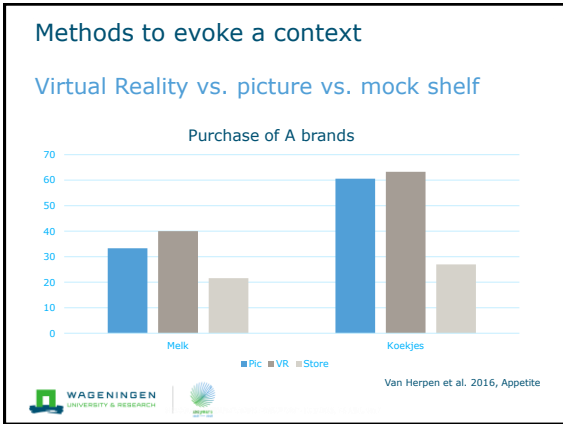
#### Virtual Reality vs. picture vs. mock shelf

Number of products purchased

| Product | Pic  | VR   | Store |
|---------|------|------|-------|
| Melk    | ~2.5 | ~1.5 | ~1.2  |
| Cookies | ~3.0 | ~2.5 | ~1.8  |
| Fruit   | ~3.5 | ~3.5 | ~1.5  |

Van Herpen et al. 2016, Appetite

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### Comparisons with natural settings: what have we learnt?

- Virtual reality has potential in retailing contexts → Individual task?
- In sensory tests with foods (ingestion), vision is essential
  - CLT/video preferred
- Results of VR are not always similar to reality
  - Is it a problem?
  - Research question!

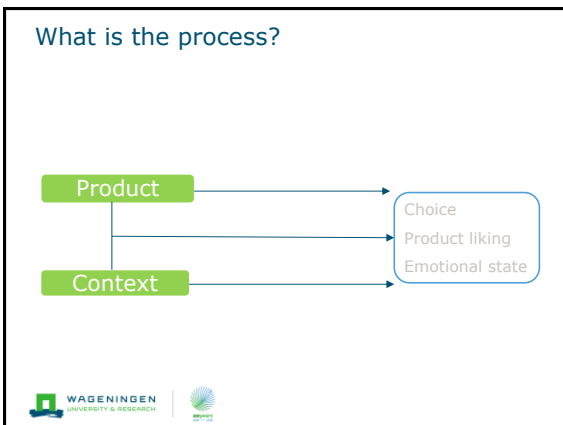
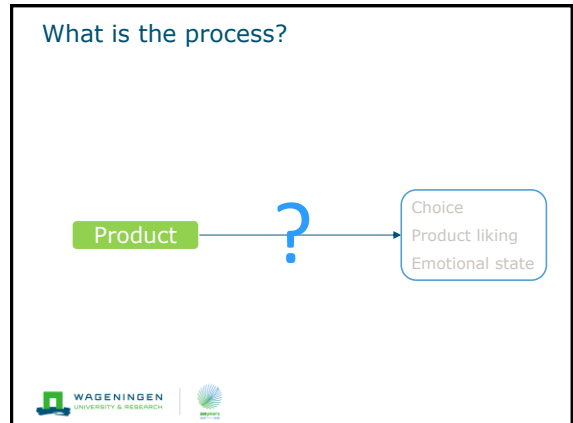
Memory-based vs. Hypothetical scenarios

### So is there a best technique?

Best in terms of what?

- Predicability of outcome (compared to reality)
- Closeness to the set up consumers would usually face?
- Closeness to the mindset people would be in?

Images from the virtual supermarket



## Aspects to consider when evoking/ simulating context consumptions

- ❖ Effect on hedonic response / choice
- ❖ Ease of consumer use
- ❖ Product-to-context (or context-to-product?) match
- ❖ Wording of written scenario: broad or detailed?
- ❖ Hedonic method (not so relevant for sensory optimisation).



## Concluding remarks

- Contextual effects clearly exert an impact on product experience in natural settings.
- How can we best (and easily) capture it for research?
- What are we interested in?
- Avoid standardisation, create contexts (and questionnaires) meaningful to the consumer.
- As product-context appropriateness increases so does positive feelings, liking of product, likelihood of choice...



Thank you!



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