



Journey Pathfinder

UNDERSTANDING THE IMPACT OF TOUCHPOINTS



# WHAT MADE IT MEMORABLE?

THE STORY?

THE ACTING?

THE SPL EFFECTS?

THE MESSAGE?









#### **JOURNEY PATHFINDER**



A PLANNING TOOL, DEVELOPED TO UNDERSTAND THE DYNAMICS AND INFLUENCES INVOLVED ALONG THE PATH TO A DECISION OR BEHAVIOUR PATTERN - FROM A PEOPLE-CENTRIC PERSPECTIVE.

WHAT DO PEOPLE DO, AND AT WHAT STAGE?

WHY DO THEY DO IT?

WHAT INFLUENCES THEM ALONG THE WAY?

HOW CAN WE INFLUENCE THEM ALONG THEIR DECISION JOURNEY?

**HOW CAN OUR OPPORTUNITIES BE MAXIMISED?** 



#### **Ipsos**



#### A JOURNEY: FRESHNESS ALL THE WAY

**RELAXED SETTINGS** 

**STRUCTURED GAMIFICATION** 

CONTINUOUSLY REFRESHED MEMORY

MINIMUM RESPONDENT FATIGUE... EVEN SURPRISE







### UNIQUE STICKERS BRING ALIVE KEY POINTS IN THE JOURNEY

PAIN POINTS, TURNING POINTS, MOMENTS OF DELIGHT.

ALSO HIGHLIGHT THE ROLE OF VARIOUS MEDIA...

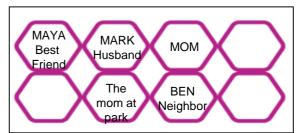
AND CONSUMERS' EMOTIONAL STATE AT EACH STAGE.



Influences (People/Media & Content/Places & Activities/Technologies)

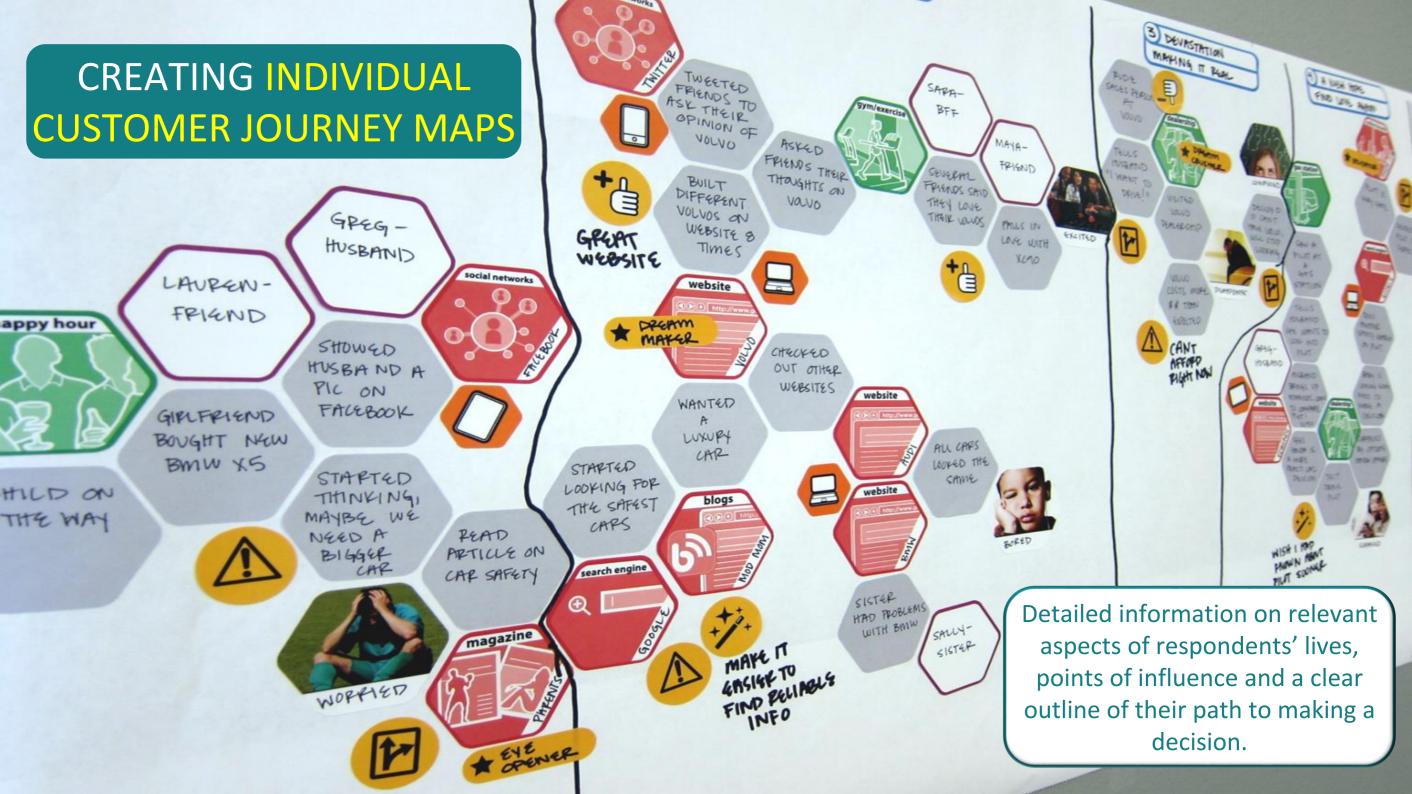


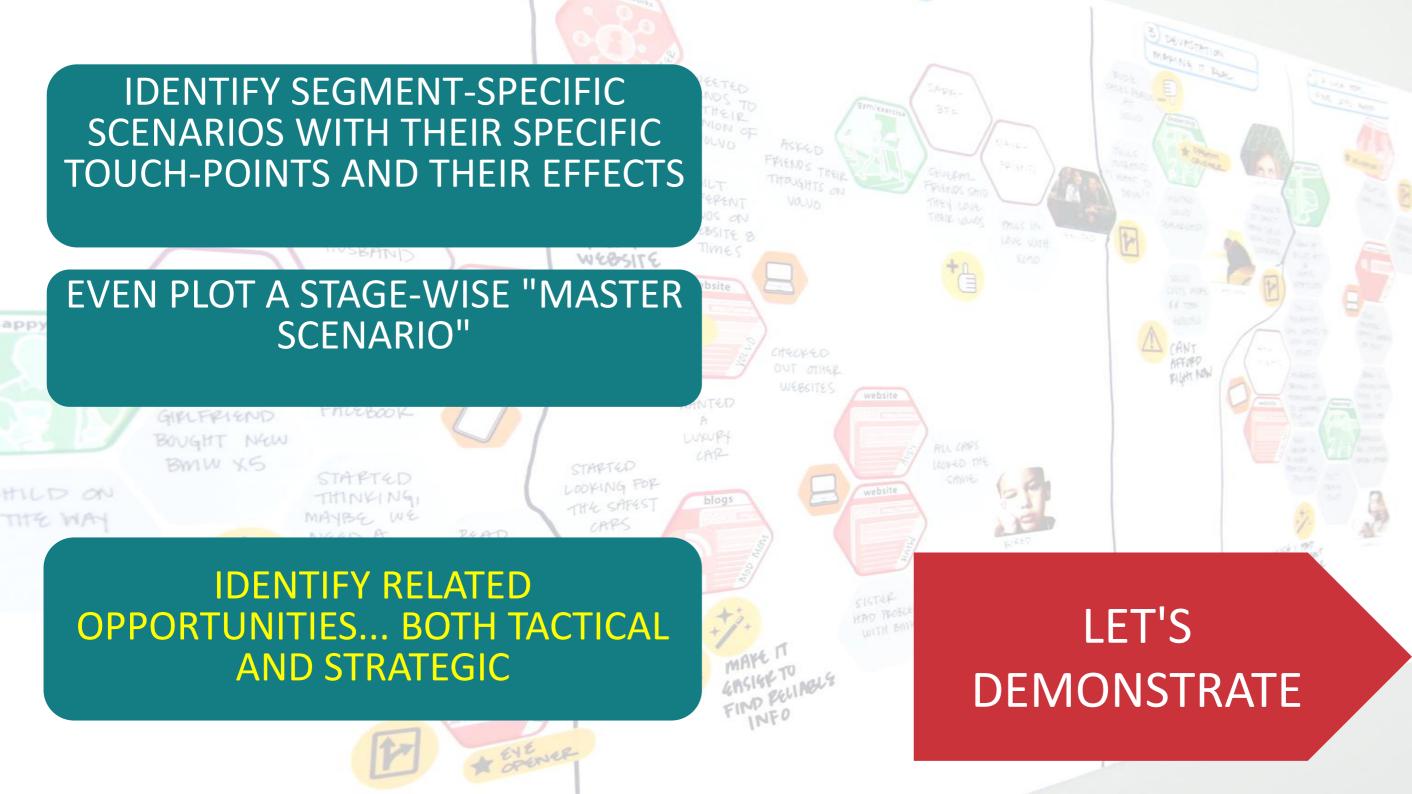












# A MOBILE PHONE MARKETER WANTED TO WIDEN ITS CONSUMER BASE IN A COMPETITIVE ENVIRONMENT



# JOURNEY PATHFINDER INTERVIEWS WERE CONDUCTED ACROSS 3 COUNTRIES

A POTENTIALLY LUCRATIVE SEGMENT HYPOTHESISED

### THE RELUCTANT APPROACHER

IN NEED, BUT TECH-CHALLENGED... DOES NOT LIKE TO BE CONFUSED ON SPECS

#### THE RELUCTANT APPROACHER **OVERCOMING "THE AGONY OF CHOICE."**

**0. PRE JOURNEY** 

1. MOTIVATOR

2. ESTABLISH **CONSIDERATION** SET

3. DEFINE **FAVOURITE MODEL** 

Operator's

sales point

**Family and Friends** 

4. REASSURANCE

**Dealership** 

**Operator's** 

sales point

5. PURCHASE

#### **SATISFACTION**

Passive perception of communication (TV, ads, posters, etc.)



TV



Street posters

Dissatisfaction with 

#### **CLARITY**

EASY,

KEEPS ME IN TOUCH



**Operator** website





Aha



SEE

**USE AND** 

**Opportunity Zone** 

experience

#### **RELIEF**





**CHALLENGED** Strong barriers of research

**TECH** 

**SMART-**

**PHONE** 





**Opportunity Zone** 





**Opportunity Zone** 

**DISSATISFACTION** 

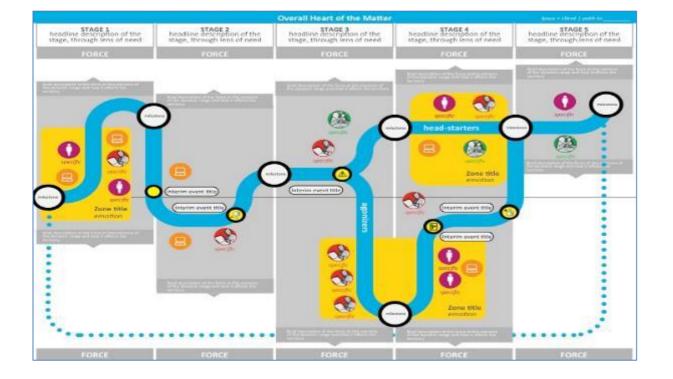
**CONFUSION** 

**UNCERTAINTY** 

**CONFIDENCE** 

**DISSONANCE** 

# DELIVERABLE: THE DECISION PATHWAY MAP





MASTER MAP FOR A COMPLETE
UNDERSTANDING OF THE PROCESS IN
CONSUMERS' MINDS, TO REACH THEIR
FINAL DECISION

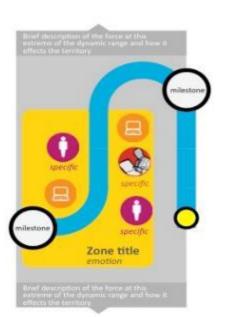
HIGHLIGHTING KEY OPPORTUNITIES
ALONG THIS JOURNEY— TO IMPRESS, TO
BUILD THE BRAND, TO ADDRESS
CURRENT PAINS AND TO REINFORCE
DELIGHTS

CLEARLY HIGHLIGHTING THE MESSAGING ROUTE, AND THE CONTENT REQUIRED ACROSS EACH STAGE...
LINKED TO MOTIVATIONS

### **DELIVERABLE: IN-DEPTH OPPORTUNITY REPORT**



#### The 'In-Depth Opportunity Report'



#### need:

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#### influencers:











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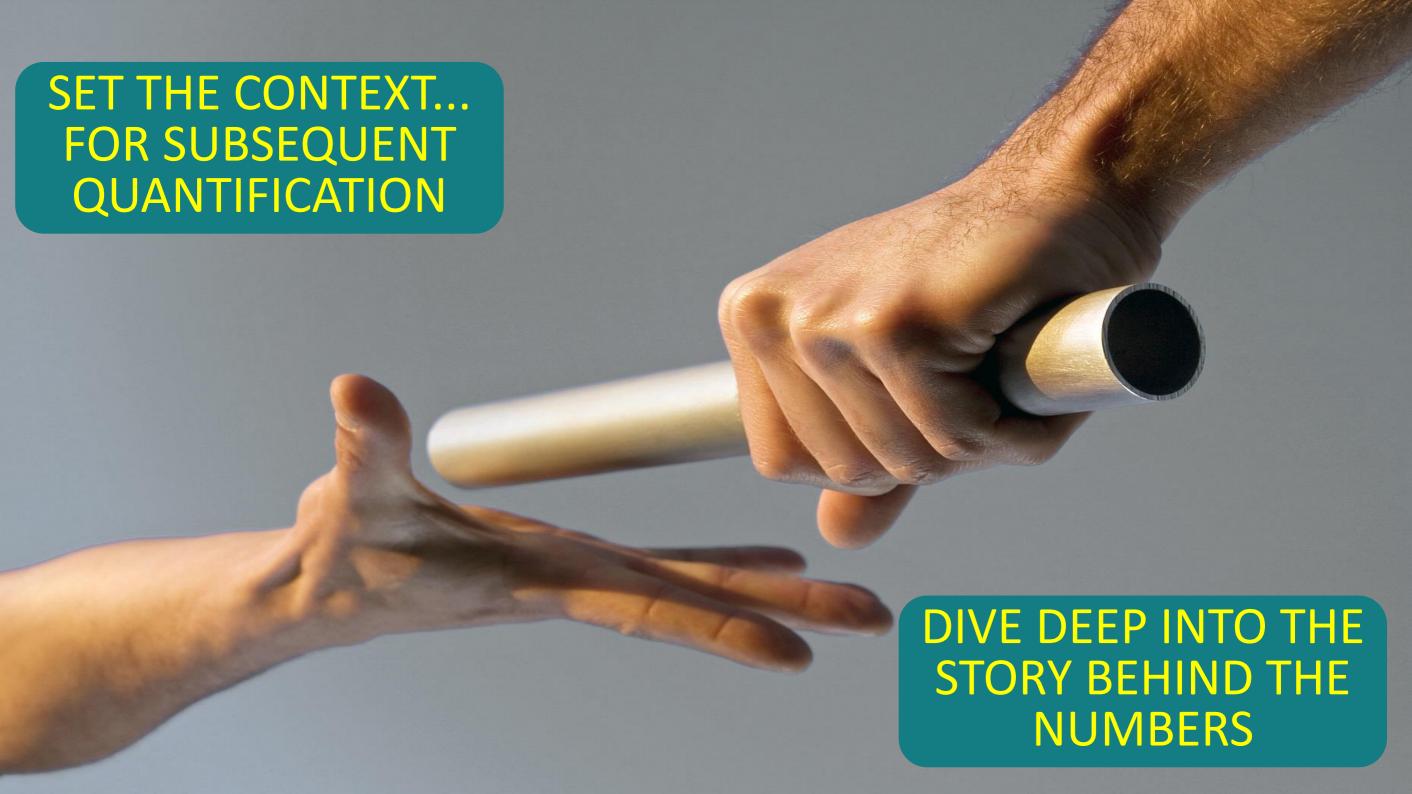
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#### SPECIFIC OPPORTUNITY ZONES TO TAKE ADVANTAGE OF.

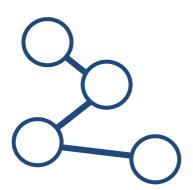
PROVIDING FURTHER DEPTH TO EACH JOURNEY STAGE, FOR A **COMPLETE UNDERSTANDING OF** THE INFLUENCING FACTORS THAT NEED TO BE CONSIDERED WHEN BUILDING EACH **COMPONENT OF THE BRAND** STRATEGY.











## LIFE PATH SUITE

Understand how consumers make purchases, the critical touchpoints along the path.



#### LIFE PATH: A MODULAR APPROACH INVOLVING



#### **LISTENING**

Preparation stage to get
a first foundational
understanding.
May involve Pathfinder
Mapping and social
listening



#### **INTERVIEWING**

## **STRUCTURED INTERVIEWS**

to understand full scope of a consumer's online/offline P2P



#### **FOLLOWING**

### PASSIVE METERING

of the digital behaviour of consumers (mobile & desktop)



#### **ENGAGING**

Qualitative research to deeper understand the "why" behind the "what".

#### Methodology















Country scope

**The Netherlands** 

Target

Past 3 month buyers of cell phones

Sample size

n=1002

Online Survey

Survey of 8-12 minutes

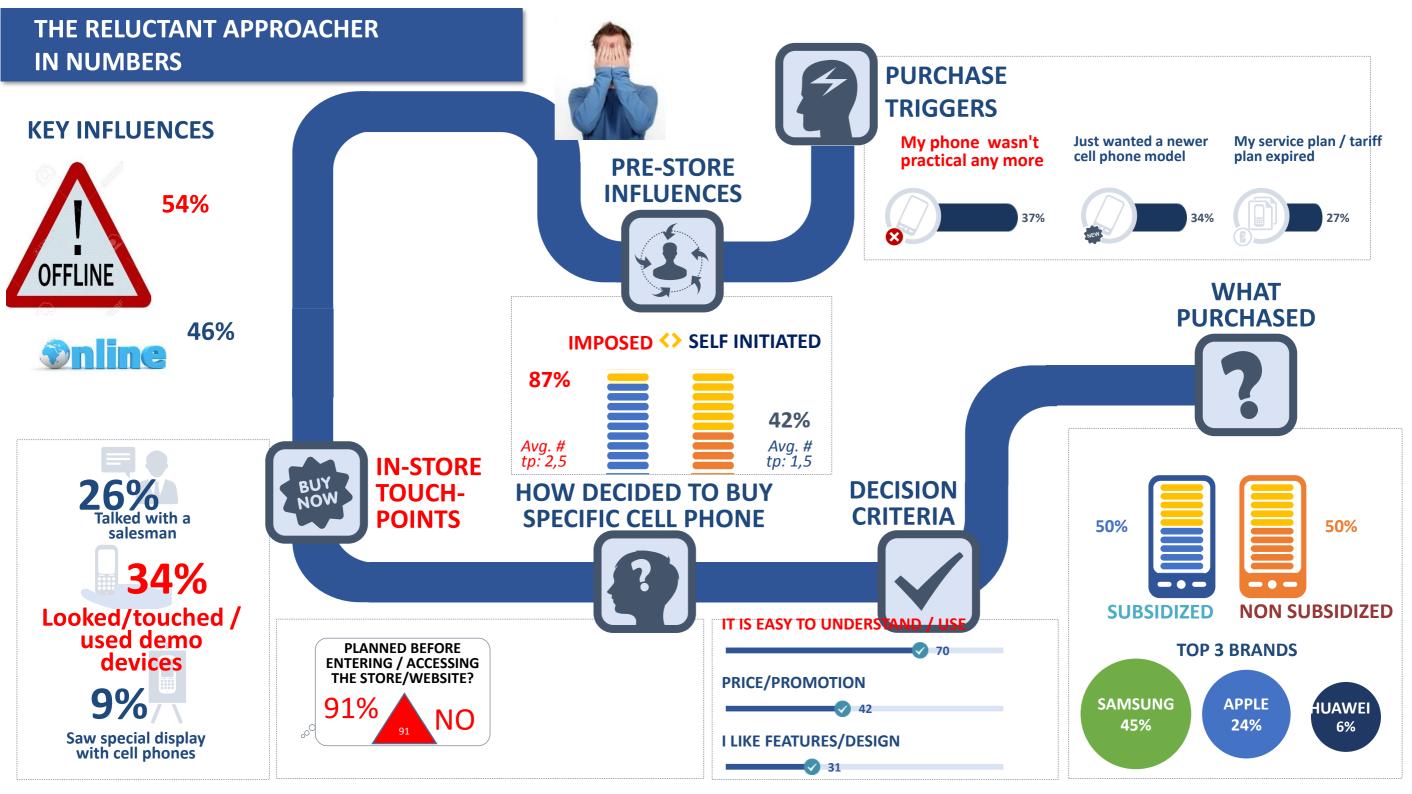
Pop-up community

Deep dive analysis of n=80 respondents

(subset of survey respondents)

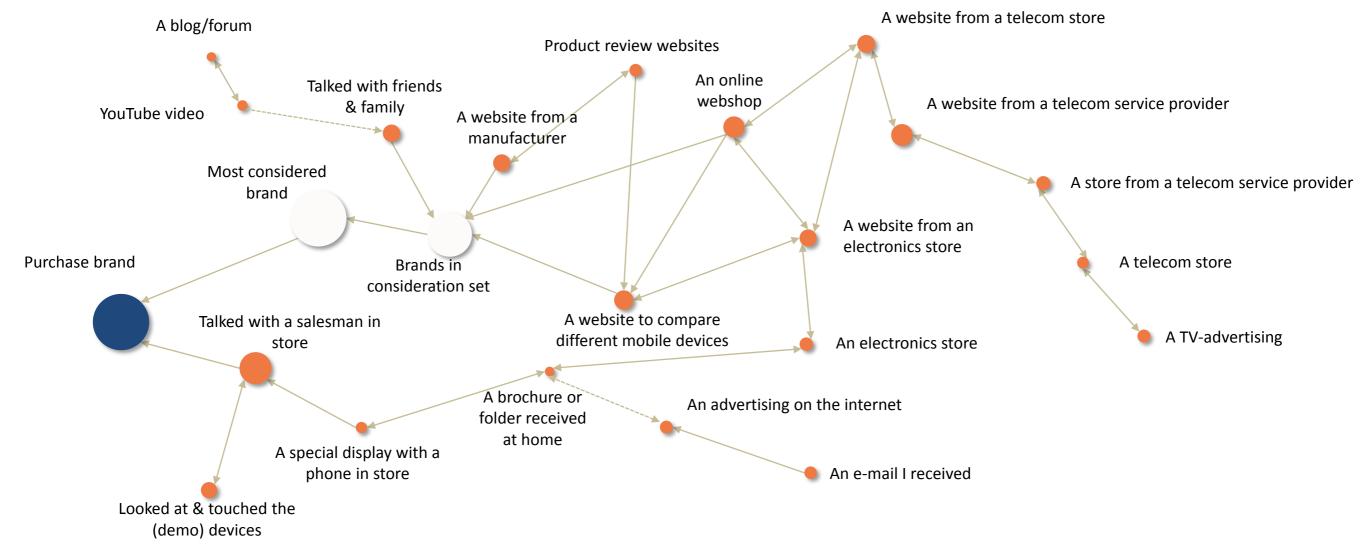
Digital Behavior Analytics

Analysis of digital behaviors of n=250 respondents 8 weeks in advance of the final purchase (subset of survey respondents)



## What drives the purchase of a specific brand: interaction between different drivers (Ipsos Bayesian Net Modeling)





Note: size of the bubbles is proportionate to impact of a predictor variable on sales









## ADOPTION suite

- The BRIDGE
- QUANT

#### **EXAMPLES OF ADOPTION CONTEXTS**



#### **New product categories**

Draft pour beer, connected watch, ...





#### -Trade-up

-From powder to liquid detergent, from raw to bagged salad, ...





#### **New behaviors**

Online banking, car sharing, ...



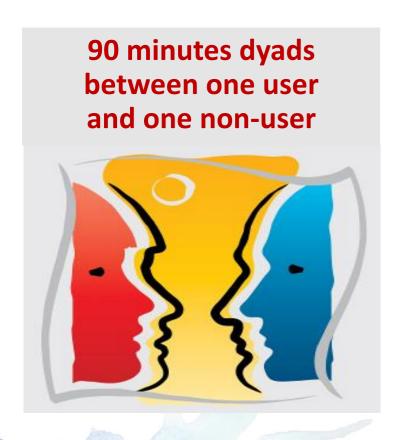


#### **Brand adoption**



#### **QUALITATIVE METHODOLOGY**





- —Include moments of free discussion between both participants, without moderator, when the non-user can find (or not) answers to his/her questions, doubts, concerns in a neutral and engaging way.
- Both participants will be of the same profile but at different stages of conversion:
  - 1 "potential" user: open to "cross the bridge" but never did it
  - 1 "established" user, with enough experience and assertiveness to understand the potential user but help him/her cross the bridge
- 60 to 90 minutes session
- Face to face in a facility, via webcams, or in a natural place of discussion (café, etc.)
- Default sample : 8 to 12 duets



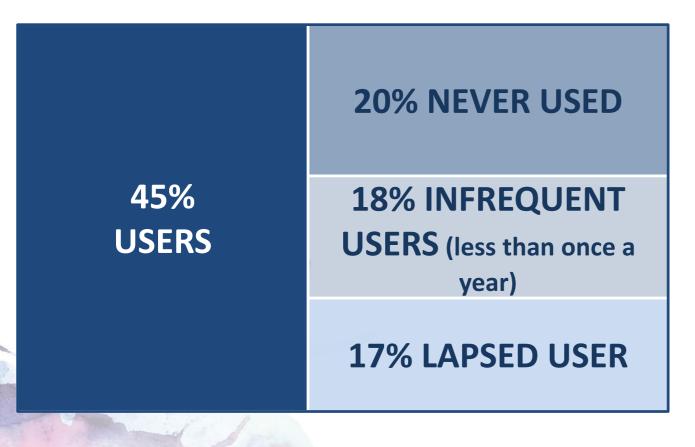
(Adoption suite)

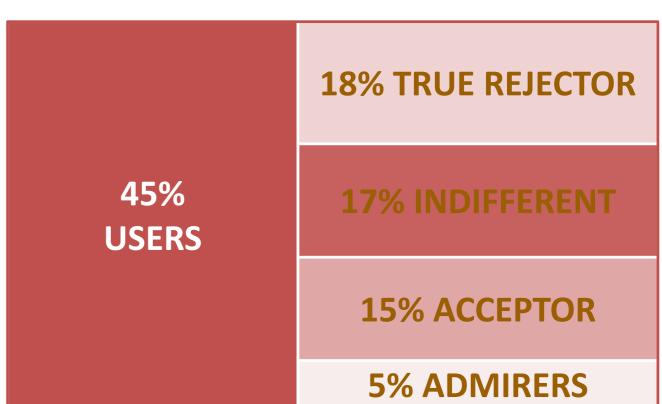
## QUANTIFICATION

#### SIZING OF THE DIFFERENT SEGMENTS

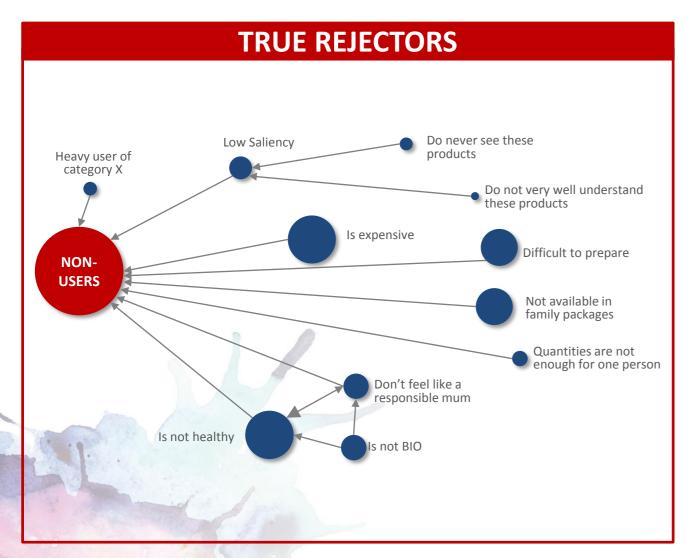
**OPTION1:** behavioral segments

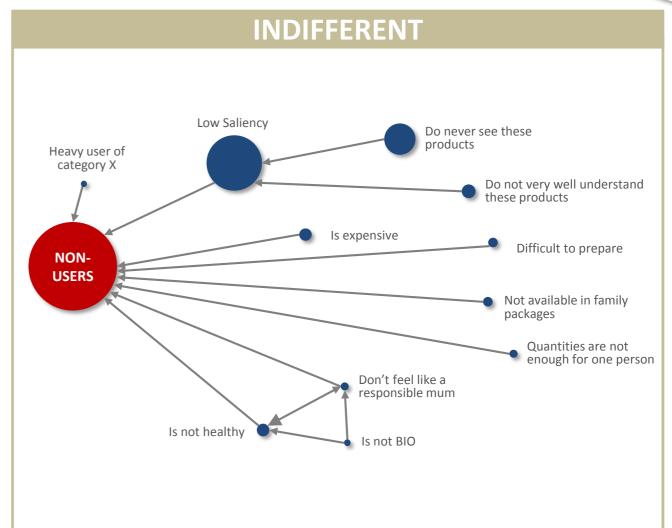
**OPTION2: Attitudinal segments** 





#### PREDICTORS ARE DIFFERENT FOR DIFFERENT NON-USERS





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