Consumer Behavior

By Jared Kroll 7th hr.

Final Consumer vs. Business Consumer

Final consumer- buy products or services for personal use

• Examples: X-Box, PS3, iPad, iPod, shoes, furniture, etc.

Business consumer- buy goods and services to produce and market other goods and services for resale

• Examples: QuickBooks, computer, groceries (retail), etc.

Hierarchy of Needs

Self-actualization- to realize your potential

Esteem- respect and recognition

Social- friends, love, belonging

Security- physical safety and economic security

Physiological- food, sleep, water, air Examples: career, self-aware, talents

Examples: academic awards, hobbies, sports trophy

Examples: family, religious groups, sports teams

Examples: having a job, health, personal safety

Examples: meals, house, other requirements for life

Buying Motives

Emotional motives

- Definition- purchases based on feelings, beliefs, or attitudes
- Examples: holiday advertisements, McDonalds

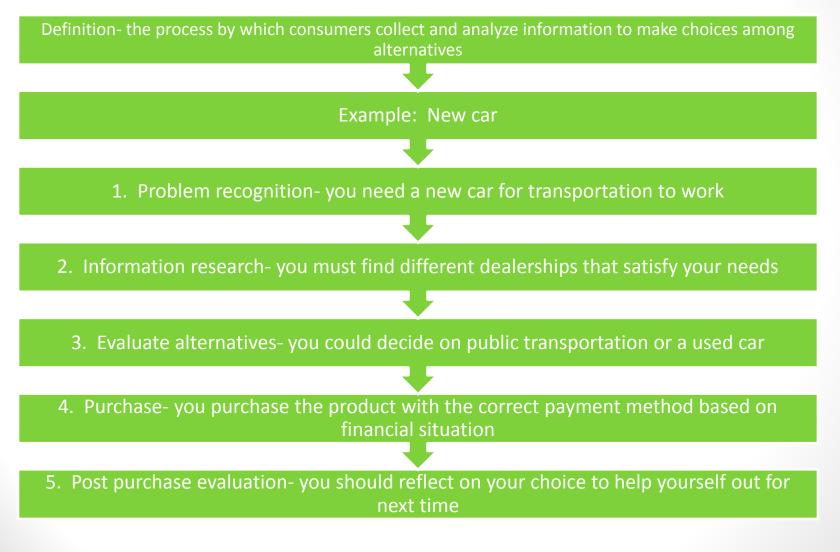
Rational motives

- Definition- buying based on facts or logic
- Examples: computer, automobile

Patronage motives

- Definition- based on loyalty
- Examples: restaurant, clothing

Consumer Decision-Making Process



Individual Characteristics

Personal identitycharacteristics and character that make a person unique Personality- an enduring pattern of emotions and behaviors that define an individual Attitude- the frame of mind developed from a person's values, beliefs, and feelings

Self-concept- an individuals belief about his or her identity, image, and capabilities Lifestyle- the way a person lives as reflected by material goods, activities, and relationships Ethnicity- a set of characteristics uniting a group based on ancestry, country of origin, language, and traditions

Gender- dress, social relationships, activities, and career choices are often different Age- indicates types of products and services that they are interested in and brands and features

Types of Decision-Making

	Routine decision making	 Frequent purchases that require little thought Snacks Personal supplies
	Limited decision making	 More time than routine decision making Clothes Some food
	Extensive decision making	 Incorporates decision making process Automobile House