Kotler Keller

13 Designing and Managing Services

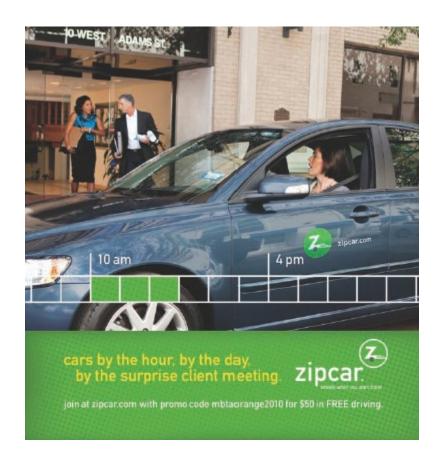
Chapter Questions

- How do we define and classify services and how do they differ from goods?
- What are the new services realities?
- How can we achieve excellence in services marketing?
- How can we improve service quality?
- How can goods marketers improve customer support services?

What is a Service?

A **service** is any act of performance that one party can offer another that is essentially intangible and does not result in the ownership of anything; its production may or may not be tied to a physical product.

Services are Everywhere



Categories of Service Mix

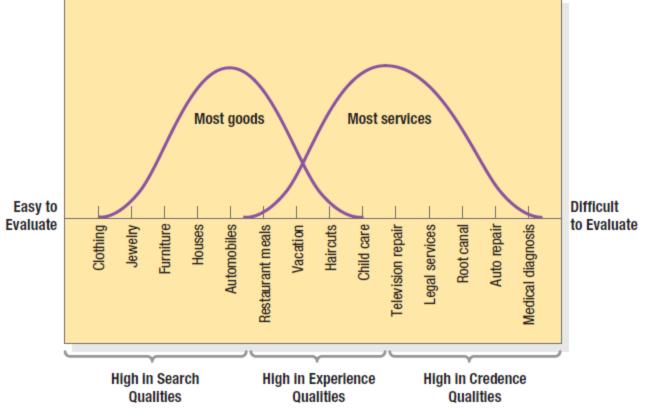
- Pure tangible good
- Good with accompanying services
- Hybrid
- Service with accompany goods
- Pure service

Service Distinctions

- Equipment-based or people-based
- Service processes
- Client's presence required or not
- Personal needs or business needs
- Objectives and ownership

Figure 13.1 Continuum of





Distinctive Characteristics of Services

Intangibility

Inseparability

Variability

Perishability

Physical Evidence and Presentation

- Place
- People
- Equipment
- Communication material
- Symbols
- Price

Table 13.1 Dimensions of Brand Experience

Sensory

- This brand makes a strong impression on my visual sense or other senses.
- I find this brand interesting in a sensory way.
- This brand does not appeal to my senses.

Affective

- This brand induces feelings and sentiments.
- I do not have strong emotions for this brand.
- This brand is an emotional brand.

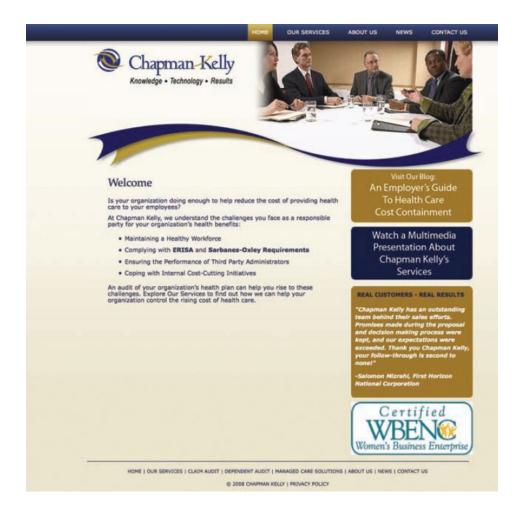
Behavioral

- I engage in physical actions and behaviors when I use this brand.
- This brand results in bodily experiences.
- This brand is not action-oriented.

Intellectual

- I engage in a lot of thinking when I encounter this brand.
- This brand does not make me think.
- This brand stimulates my curiosity and problem solving.

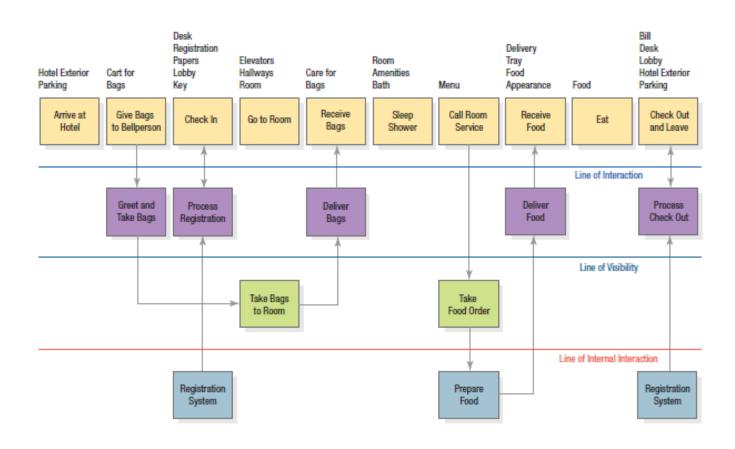
Inseparability



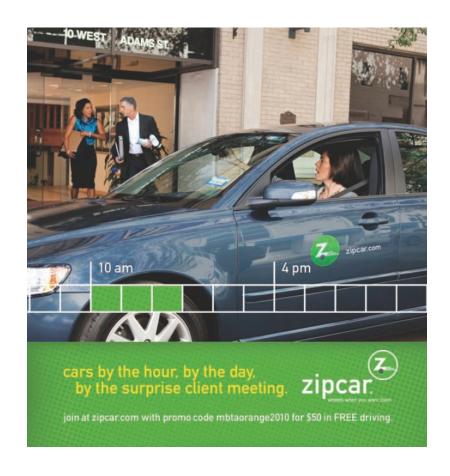
Variability



Increasing Quality Control



Perishability



Matching Demand and Supply

Demand side

- Differential pricing
- Nonpeak demand
- Complementary services
- Reservation systems
 Shared services

Supply side

- Part-time employees
- Peak-time efficiency
- Increased consumer participation
- Facilities for future expansion

New Service Realities



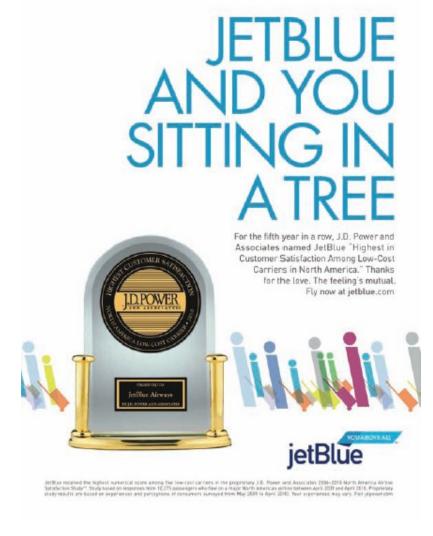
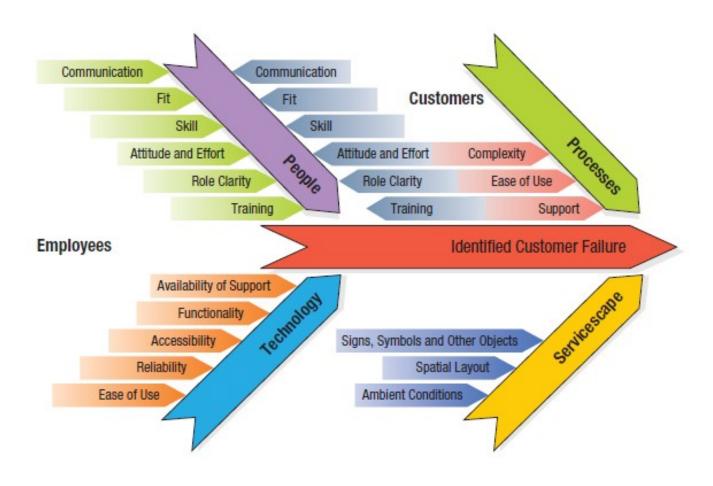


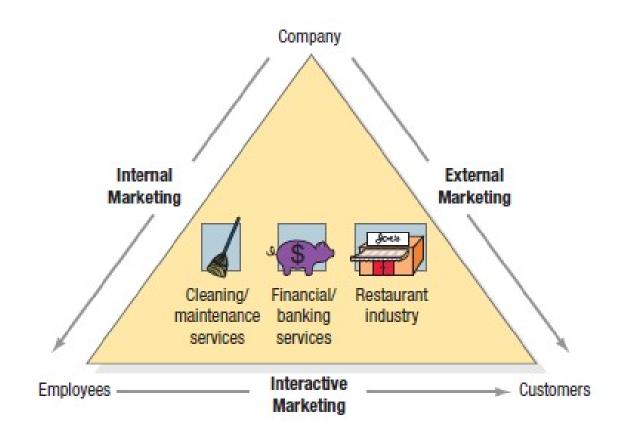
Figure 13.3 Root Causes of Customer Failure



Solutions to Customer Failures

- Redesign processes and redefine customer roles to simplify service encounters
- Incorporate the right technology to aid employees and customers
- Create high-performance customers by enhancing their role clarity, motivation, and ability
- Encourage customer citizenship where customers help customers

Figure 13.4 Types of Marketing in Service Industries



Best Practices

- Strategic Concept
- Top-Management Commitment
- High Standards
- Self-Service Technologies
- Monitoring Systems
- Satisfying Customer Complaints
- Satisfying Employees

Figure 13.5 Importance-Performance Analysis

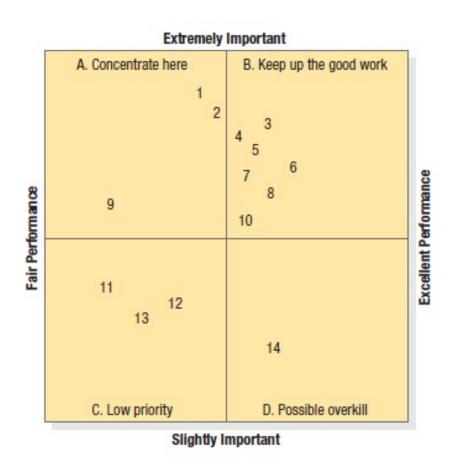


Table 13.3 Factors Leading to Customer Switching Behavior

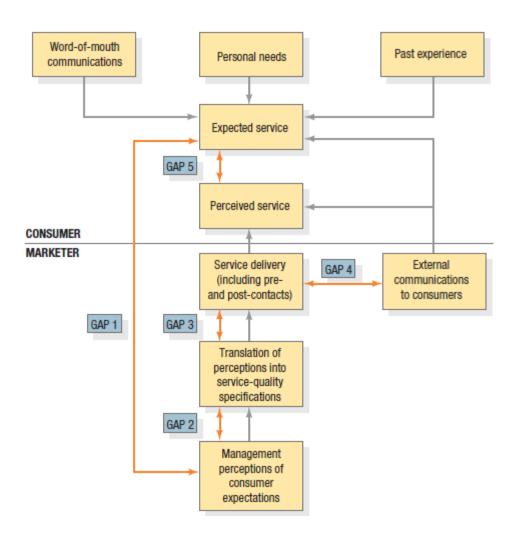
- Pricing
- Inconvenience
- Core Service Failure
- Service Encounter Failures
- Response to Service Failure
- Competition
- Ethical Problems
- Involuntary Switching



- Listening
- Reliability
- Basic service
- Service design
- Recovery

- Surprising customers
- Fair play
- Teamwork
- Employee research
- Servant leadership

Figure 13.6 Service-Quality Model



Determinants of Service Quality

- Reliability
- Responsiveness
- Assurance
- Empathy
- Tangibles

Customer Worries

Failure frequency

Downtime

Out-of-Pocket Costs

For Review

- How do we define and classify services and how do they differ from goods?
- What are the new services realities?
- How can we achieve excellence in services marketing?
- How can we improve service quality?
- How can goods marketers improve customer support services?