# Chapter 2: Value and the Consumer Behavior Value Framework

# TRUE/FALSE

1. The Consumer Behavior Framework (CBF) represents consumer behavior theory illustrating factors that shape consumption-related behaviors and ultimately determine the value associated with consumption.

ANS: F

This describes the Consumer Value Framework (CVF), not the Consumer Behavior Framework (CBF).

PTS: 1 DIF: Moderate REF: p. 24 OBJ: 02-1

TOP: AACSB Reflective Thinking | CB&C Model Customer | R&D Knowledge of human behavior & society

2. Atmospherics, time and timing, and conditions are situational influences on consumer behavior.

ANS: T PTS: 1 DIF: Hard REF: p. 24

OBJ: 02-1

TOP: AACSB Reflective Thinking | CB&C Model Customer | R&D Knowledge of human behavior & society

3. Learning, perception, memory, and attitudes are examples of elements comprising the personality of a consumer.

ANS: F

Learning, perception, memory, and attitudes are examples of elements comprising consumer psychology. Personality consists of motivation, personal value, traits, lifestyles, and emotional expressiveness.

PTS: 1 DIF: Moderate REF: p. 24 OBJ: 02-1

TOP: AACSB Reflective Thinking | CB&C Model Customer | R&D Knowledge of human behavior & society

4. A basic CRM premise is that customers form relationships with companies as opposed to companies conducting individual transactions with customers.

ANS: T PTS: 1 DIF: Easy REF: p. 24

OBJ: 02-1

TOP: AACSB Reflective Thinking | CB&C Model Customer | R&D Knowledge of human behavior & society

5. A CRM system allows a firm to be more customer-focused.

ANS: T PTS: 1 DIF: Easy REF: p. 24

OBJ: 02-1

TOP: AACSB Reflective Thinking | CB&C Model Customer | R&D Knowledge of human behavior & society

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6.	Relationship quality reflects the connectedness between a consumer and a retailer, brand, or service provider.
	ANS: T PTS: 1 DIF: Moderate REF: p. 25 OBJ: 02-1 TOP: AACSB Reflective Thinking   CB&C Model Customer   R&D Knowledge of human behavior & society
7.	Relationship quality is function of a consumer's perceived value of the relationship.
	ANS: T PTS: 1 DIF: Moderate REF: p. 25 OBJ: 02-1 TOP: AACSB Reflective Thinking   CB&C Model Customer   R&D Knowledge of human behavior & society
8.	Internal influences on the consumption process include factors such as service quality.
	ANS: F Internal influences are things that go on inside of the mind and heart of the consumer.
	PTS: 1 DIF: Moderate REF: p. 25 OBJ: 02-1 TOP: AACSB Reflective Thinking   CB&C Model Customer   R&D Knowledge of human behavior & society
9.	Cognition refers to the thinking or mental processes that go on as we process and store things that can become knowledge.
	ANS: T PTS: 1 DIF: Easy REF: p. 26 OBJ: 02-1 TOP: AACSB Reflective Thinking   CB&C Model Customer   R&D Knowledge of human behavior & society
10.	Individual differences are characteristic traits of individuals, including personality and lifestyle.
	ANS: T PTS: 1 DIF: Easy REF: p. 26 OBJ: 02-1 TOP: AACSB Reflective Thinking CB&C Model Customer R&D Knowledge of human behavior & society
11.	Individual differences have little effect on the value experienced by consumers and the reaction consumers have to consumption.
	ANS: F Individual differences shape the value experienced by consumers and the reaction consumers have to consumption.
	PTS: 1 DIF: Easy REF: p. 27 OBJ: 02-1 TOP: AACSB Reflective Thinking CB&C Model Customer R&D Knowledge of human behavior & society
12.	Internal influences include the social and cultural aspects of life as a consumer.

	ANS: F These are external influences.
	PTS: 1 DIF: Moderate REF: p. 27 OBJ: 02-1 TOP: AACSB Reflective Thinking   CB&C Model Customer   R&D Knowledge of human behavior & society
13.	People and groups who help shape a consumer's everyday experiences are part of the social environment.
	ANS: T PTS: 1 DIF: Easy REF: p. 27 OBJ: 02-1 TOP: AACSB Reflective Thinking CB&C Model Customer R&D Knowledge of human behavior & society
14.	The presence of music in an environment is a social influence that may shape consumer behavior.
	ANS: F This is an example of an external, situational influence on consumer behavior. External social influences include culture, reference groups, social class, and family influences.
	PTS: 1 DIF: Hard REF: p. 27 OBJ: 02-1 TOP: AACSB Reflective Thinking   CB&C Model Customer   R&D Knowledge of human behavior & society
15.	The core concept of consumer behavior is value.
	ANS: T PTS: 1 DIF: Moderate REF: p. 27 OBJ: 02-2 TOP: AACSB Reflective Thinking CB&C Model Customer R&D Knowledge of human behavior & society
16.	Value is a personal assessment of the net worth obtained from an activity.
	ANS: T PTS: 1 DIF: Easy REF: p. 27 OBJ: 02-2 TOP: AACSB Reflective Thinking   CB&C Model Customer   R&D Knowledge of human behavior & society
17.	Price is the best indicator of value.
	ANS: F Price is in many ways a very poor proxy for value. A price cannot be easily put on many valued things.
	PTS: 1 DIF: Moderate REF: p. 28 OBJ: 02-2 TOP: AACSB Reflective Thinking   CB&C Model Customer   R&D Knowledge of human behavior & society
18.	Value equals what you get minus what you give.
	ANS: T PTS: 1 DIF: Moderate REF: p. 28

	TOP: AACSB Reflective Thinking   CB&C Model Customer   R&D Knowledge of human behavior & society
19.	In the value equation, sacrifice includes things such as quality, prestige, opportunity, and image.
	ANS: F Sacrifices include time, money, effort, opportunity, emotions, and image. Quality and prestige are benefits.
	PTS: 1 DIF: Hard REF: p. 28 OBJ: 02-2 TOP: AACSB Reflective Thinking   CB&C Model Customer   R&D Knowledge of human behavior & society
20.	Two types of value are primary value and secondary value.
	ANS: F The two types of value described are utilitarian and hedonic.
	PTS: 1 DIF: Moderate REF: p. 28 OBJ: 02-2 TOP: AACSB Reflective Thinking   CB&C Model Customer   R&D Knowledge of human behavior & society
21.	Utilitarian value is derived from a product that helps the consumer solve problems and accomplish tasks that are a part of being a consumer.
	ANS: T PTS: 1 DIF: Easy REF: p. 29
	OBJ: 02-2 TOP: AACSB Reflective Thinking   CB&C Model Customer   R&D Knowledge of human behavior & society
22.	Hedonic value is the immediate gratification that comes from experiencing some activity.
	ANS: T PTS: 1 DIF: Moderate REF: p. 29
	OBJ: 02-2 TOP: AACSB Reflective Thinking   CB&C Model Customer   R&D Knowledge of human behavior & society
23.	One conceptual difference between utilitarian value and hedonic value is that utilitarian value is an end in and of itself rather than a means to an end.
	ANS: F Hedonic value, not utilitarian value, is an end in and of itself rather than a means to an end.
	PTS: 1 DIF: Hard REF: p. 29 OBJ: 02-2 TOP: AACSB Reflective Thinking   CB&C Model Customer   R&D Knowledge of human behavior & society
24.	An act of consumption cannot provide both utilitarian and hedonic value.

ANS: F

	provides both utilitarian value (nourishment) and hedonic value (pleasure).
	PTS: 1 DIF: Moderate REF: p. 29 OBJ: 02-2 TOP: AACSB Reflective Thinking   CB&C Model Customer   R&D Knowledge of human behavior & society
25.	A strategy is a planned way of doing something.
	ANS: T PTS: 1 DIF: Easy REF: p. 30 OBJ: 02-3 TOP: AACSB Reflective Thinking CB&C Model Strategy R&D Knowledge of general business functions
26.	The best strategic focus should be centered on the products offered.
	ANS: F A better strategic orientation would focus on providing value or else a company runs the risk of developing marketing myopia, which is defined as a company that views itself in a product business, rather than in a value, or benefits producing, business.
	PTS: 1 DIF: Moderate REF: p. 30 OBJ: 02-3 TOP: AACSB Reflective Thinking   CB&C Model Strategy   R&D Knowledge of human behavior & society
27.	Strategies exist at more than one level in an organization.
	ANS: T PTS: 1 DIF: Easy REF: p. 30 OBJ: 02-3 TOP: AACSB Reflective Thinking CB&C Model Strategy R&D Knowledge of general business functions
28.	Marketing strategy deals with how the firm will be defined and sets general goals.
	ANS: F This is corporate strategy.
	PTS: 1 DIF: Moderate REF: p. 30 OBJ: 02-3 TOP: AACSB Reflective Thinking   CB&C Model Strategy   R&D Knowledge of general business functions
29.	To deliver superior customer value, different business units within the firm must have the same marketing strategy.
	ANS: F Different business units within the firm may have different marketing strategies.
	PTS: 1 DIF: Hard REF: p. 30 OBJ: 02-3 TOP: AACSB Reflective Thinking   CB&C Model Strategy   R&D Knowledge of general business functions
30.	Marketing tactics are ways marketing management is implemented.

	ANS: T OBJ: 02-3 TOP: AACSB Refunctions	PTS: 1 flective Thinking  C	DIF: Easy B&C Model Stra	REF: p. 30	of general business
31.	Marketing tactics in	nclude price, promo	tion, product, and	distribution decisions.	
	ANS: T OBJ: 02-3 TOP: AACSB Refunctions	PTS: 1 flective Thinking   C	DIF: Easy B&C Model Stra	REF: p. 30	of general business
32.	Products are multif	aceted and can prov	ide value in many	ways.	
	ANS: T OBJ: 02-3 TOP: AACSB Refunctions	PTS: 1 flective Thinking   C		lerate REF: p. 31	of general business
33.	Purchasing a satelli example of an augr	•	and the satellite	radio service necessary	to use the radio is an
	ANS: T OBJ: 02-3 TOP: AACSB Refunctions	PTS: 1 flective Thinking  C		erate REF: p. 31	of general business
34.	Companies embrac value in multiple w		oncept demonstra	ate an understanding tha	at products provide
	ANS: T OBJ: 02-3 TOP: AACSB Resociety	PTS: 1 flective Thinking   C	DIF: Mod	erate REF: p. 32	of human behavior &
35.		is the combination oduct offering or br		g, promotion, and distr place.	ibution strategies used
	ANS: T OBJ: 02-3 TOP: AACSB Rebusiness functions	PTS: 1 flective Thinking  C	DIF: Easy B&C Model Mar	REF: p. 33	wledge of general
36.	Consumers play a r	ole in the creation o	of the value offere	d by marketers.	
	ANS: T OBJ: 02-4 TOP: AACSB Resociety	PTS: 1		tomer   R&D Knowledg	e of human behavior &
37.	The segment or seg	gments of a market t	hat a company se	rvices is called the foca	l market.

	ANS: F These are called targe	et markets.			
	PTS: 1 TOP: AACSB Refle society		REF: p. 33 C Model Strategy R&	OBJ: 02-4 D Knowledge of human behavior	&
38.	Target marketing is the associated with each a		ket into groups based	on the different demand curves	
	ANS: F This is market segment	ntation.			
	PTS: 1 TOP: AACSB Refle society	DIF: Moderate ective Thinking   CB&0	REF: p. 33 C Model Customer   R&	OBJ: 02-4 &D Knowledge of human behavio	or &
39.	Sensitivity represents characteristic.	the degree to which a	a consumer is sensitive	to changes in some product	
	ANS: F This is elasticity.				
	PTS: 1 TOP: AACSB Refle society	DIF: Hard ctive Thinking   CB&0	REF: p. 34 C Model Customer   R&	OBJ: 02-4 &D Knowledge of human behavio	or &
40.	The market for any proconsumers.	roduct is the sum of th	ne demand existing in i	ndividual groups or segments of	
	OBJ: 02-4	PTS: 1	•	REF: p. 34 &D Knowledge of human behavio	or &
	society		e woder editioner, re	ed iniowicage of haman behavio	<i>.</i> 1 &
41.	The most basic truth of	of economics is that a	s price increases, quan	tity demanded will decrease.	
	ANS: F Not always true - back	kward sloping deman	d describes a positive J	price-quantity demanded relations	ship.
	PTS: 1 TOP: AACSB Refle society	DIF: Hard ctive Thinking   CB&0	REF: p. 34-35 C Model Customer   R&	OBJ: 02-4 &D Knowledge of human behavio	or &
42.	Consumer segments e way.	exist because different	t consumers do not val	ue different alternatives the same	
	ANS: T OBJ: 02-4	PTS: 1	DIF: Easy	REF: p. 35	
	TOP: AACSB Refle	ctive Thinking   CB&0	C Model Customer   R&	&D Knowledge of human behavio	or &

society

43.	Product differentiation is a marketplace condition in which consumers do not view all competing products as identical to one anther.
	ANS: T PTS: 1 DIF: Easy REF: p. 35 OBJ: 02-4 TOP: AACSB Reflective Thinking   CB&C Model Customer   R&D Knowledge of human behavior & society
44.	Positioning refers to the way a product is perceived by a consumer.
	ANS: T PTS: 1 DIF: Moderate REF: p. 35 OBJ: 02-5 TOP: AACSB Reflective Thinking   CB&C Model Customer   R&D Knowledge of human behavior & society
45.	A positioning map is used to depict graphically the positioning of competing products.
	ANS: T PTS: 1 DIF: Hard REF: p. 35 OBJ: 02-5
	TOP: AACSB Reflective Thinking   CB&C Model Customer   R&D Knowledge of human behavior & society
46.	Ideal points on a perceptual map represent each marketer's product offering.
	ANS: F Ideal points on a perceptual map represent the combination of product characteristics that provide the most value to an individual consumer or market segment.
	PTS: 1 DIF: Moderate REF: p. 36 OBJ: 02-5 TOP: AACSB Reflective Thinking   CB&C Model Customer   R&D Knowledge of human behavior & society
47.	Both consumers and marketers enter exchanges seeking value.
	ANS: T PTS: 1 DIF: Moderate REF: p. 37
	OBJ: 02-6 TOP: AACSB Reflective Thinking   CB&C Model Customer   R&D Knowledge of human behavior & society
48.	A company would be foolish to turn away a customer.
	ANS: F Not every customer is equally valuable to a firm, that is why the concept of customer lifetime value (CLV) is important.
	PTS: 1 DIF: Hard REF: p. 37 OBJ: 02-6 TOP: AACSB Reflective Thinking CB&C Model Customer R&D Knowledge of human behavior & society
49.	Customer lifetime value (CLV) represents the approximate worth of a customer to a company in

economic terms.

	ANS: T OBJ: 02-6 TOP: AACSB Resociety	PTS: 1 flective Thinking	DIF: Ea	•	EF: p. 37 Knowledge of h	uman behavior &
50.	Customer lifetime with satisfying that				omer minus the c	costs associated
	ANS: F Customer lifetime v lifetime plus the word-	orth attributed to tl				
	PTS: 1 TOP: AACSB Resociety	DIF: Hard flective Thinking	REF: p. CB&C Model C		0BJ: 02-6 Knowledge of h	uman behavior &
MUL	ГІРЬЕ СНОІСЕ					
1.	The represent behaviors that ultima. Consumer Behaviors Consumer Value. Consumption February d. Customer Relate. Marketing-Consumption-	nately determine tl avior Framework (CV de Framework (CV) Process Frameworl	ne value associat (CBF) /F) & (CPF) rk (CRF)			mption-related
	ANS: B OBJ: 02-1 TOP: AACSB Resociety	PTS: 1 flective Thinking	DIF: M		EF: p. 24 Knowledge of h	uman behavior &
2.	Which concept is a a. value b. consumption c. personality d. culture e. quality	t the heart of the C	Consumer Value	Framework and	d the focus of ma	arketing efforts?
	ANS: A OBJ: 02-1 TOP: AACSB Resociety	PTS: 1 flective Thinking	DIF: M		EF: p. 24 Knowledge of h	uman behavior &
3.	Which of the followa. costs b. learning c. social class d. time/timing	ving is an internal	influence on cor	nsumer value?		

e. family

	OBJ: 02-1 TOP: AACSB Reflective Thinking   CB&C Model Customer   R&D Knowledge of human behavior & society
4.	Which of the following is an external influence on consumer value?  a. personal values  b. lifestyles  c. needs  d. perception  e. reference groups
	ANS: E PTS: 1 DIF: Moderate REF: p. 24 OBJ: 02-1 TOP: AACSB Reflective Thinking   CB&C Model Customer   R&D Knowledge of human behavior & society
5.	All of the following are elements of consumer psychology EXCEPT  a. learning b. attitude c. culture d. information processing e. memory
	ANS: C PTS: 1 DIF: Hard REF: p. 24 OBJ: 02-1 TOP: AACSB Reflective Thinking CB&C Model Customer R&D Knowledge of human behavior & society
6.	A automobile marketer is interested in the psychological influences on potential buyers of luxury automobiles. Which of the following would this researcher be interested in studying?  a. lifestyles of luxury car buyers  b. whether buyers are liberal or conservative  c. stage in family lifecycle of luxury car buyers  d. buyers' attitudes toward different brands  e. all of the above
	ANS: D PTS: 1 DIF: Hard REF: p. 24 OBJ: 02-1 TOP: AACSB Reflective Thinking CB&C Model Customer R&D Knowledge of human behavior & society
7.	All of the following are considered part of a consumer's personality EXCEPT  a. traits b. values c. lifestyles d. motivation e. perception
	ANS: E PTS: 1 DIF: Hard REF: p. 24 OBJ: 02-1 TOP: AACSB Reflective Thinking   CB&C Model Customer   R&D Knowledge of human behavior & society

PTS: 1 DIF: Moderate

ANS: B

REF: p. 24

8.	Over which factor depicted in the Consumer Value Framework does the marketer have the most control?  a. motivation b. atmospherics c. social class d. lifestyles e. perception
	ANS: B PTS: 1 DIF: Hard REF: p. 24 OBJ: 02-1 TOP: AACSB Reflective Thinking   CB&C Model Customer   R&D Knowledge of human behavior & society
9.	USAA is an insurance company that believes customers form relationships with companies as opposed to companies merely conducting individual transactions with customers. For this reason, USAA rewards loyal customers in the form of dividends at the end of each year. The longer a customer has been with the company, the greater the dividend received. USAA is implementing  a. consumer value management (CVM)  b. hedonic value  c. marketing relationship management (MRM)  d. customer relationship management (CRM)  e. relationship quality management (RQM)
	ANS: D PTS: 1 DIF: Hard REF: p. 24 OBJ: 02-1 TOP: AACSB Reflective Thinking   CB&C Model Customer   R&D Knowledge of human behavior & society
10.	Samantha tracks detailed information about customers so more customer-oriented decisions can be made, hopefully leading to longer-lasting relationships with customers. Samantha is involved in  a. customer relationship management b. marketing management c. consumer value management d. quality management e. internal marketing management
	ANS: A PTS: 1 DIF: Moderate REF: p. 24 OBJ: 02-1 TOP: AACSB Reflective Thinking   CB&C Model Customer   R&D Knowledge of human behavior & society
11.	Which orientation means each customer represents a potential stream of resources rather than just a single sale?  a. product orientation b. CVF orientation c. hedonic orientation d. CRM orientation e. utilitarian orientation
	ANS: D PTS: 1 DIF: Moderate REF: p. 25 OBJ: 02-1

society reflects the connectedness between a consumer and a retailer, a brand, or service provider. a. Hedonic value b. Interconnectivity c. Synergy d. Consumption e. Relationship quality ANS: E PTS: 1 DIF: Moderate REF: p. 25 OBJ: 02-1 TOP: AACSB Reflective Thinking | CB&C Model Customer | R&D Knowledge of human behavior & society 13. When a consumer realizes high value from an exchange with a company, \_\_\_\_\_ improves. a. relationship quality b. internalization c. emotional attachment d. augmented quality e. elasticity ANS: A PTS: 1 DIF: Moderate REF: p. 25 OBJ: 02-1 TOP: AACSB Reflective Thinking | CB&C Model Customer | R&D Knowledge of human behavior & society 14. \_\_\_\_\_ are things that go on inside of the mind and heart of the consumer and influence value. a. External influences b Innate influences c. Internal influences d. Social influences e. Personal influences ANS: C PTS: 1 DIF: Moderate REF: p. 26 OBJ: 02-1 TOP: AACSB Reflective Thinking CB&C Model Customer R&D Knowledge of human behavior & society 15. Which of the following refers to the thinking or mental processes that go on as we process and store things that can become knowledge? a. cognition b. schema c. affect d. synergy e. internalization ANS: A PTS: 1 REF: p. 26 DIF: Moderate OBJ: 02-1 TOP: AACSB Reflective Thinking CB&C Model Customer R&D Knowledge of human behavior & society

TOP: AACSB Reflective Thinking CB&C Model Strategy R&D Knowledge of human behavior &

16.	Hannah believes that Mac computers are better than Windows-based computers because they are not as vulnerable to computer viruses. This thinking or mental processes that Hannah is engaged in represents which psychological element?  a. personality b. affect c. lifestyle d. individual differences e. cognition
	ANS: E PTS: 1 DIF: Hard REF: p. 26 OBJ: 02-1 TOP: AACSB Reflective Thinking   CB&C Model Customer   R&D Knowledge of human behavior & society
17.	refers to the feelings that are experienced during consumption activities or associated with specific objects.  a. Cognition b. Internalization c. Affect d. Value e. Utilitarian value
	ANS: C PTS: 1 DIF: Moderate REF: p. 26 OBJ: 02-1 TOP: AACSB Reflective Thinking   CB&C Model Customer   R&D Knowledge of human behavior & society
18.	Every Disney employee is thought of and trained to be a host or hostess with the express goal of making sure all guests feel good when they are there. Which of the follow refers to the feelings visitors experience while they are there and long after they've left?  a. affect b. cognition c. internalization d. environment e. satisfaction
	ANS: A PTS: 1 DIF: Hard REF: p. 26 OBJ: 02-1 TOP: AACSB Reflective Thinking   CB&C Model Customer   R&D Knowledge of human behavior & society
19.	Characteristic traits of individuals, including personality and lifestyles, are known as  a. individual differences b. individual identifiers c. discriminators d. value enhancers e. exemplars
	ANS: A PTS: 1 DIF: Easy REF: p. 26 OBJ: 02-1 TOP: AACSB Reflective Thinking   CB&C Model Customer   R&D Knowledge of human behavior & society

	experiences?  a. emotional environment  b. internal environment  c. social environment  d. macro environment  e. micro environment
	ANS: C PTS: 1 DIF: Easy REF: p. 27 OBJ: 02-1 TOP: AACSB Reflective Thinking   CB&C Model Customer   R&D Knowledge of human behavior & society
21.	Haley is a member of a sorority. She uses certain brands because they are popular with the others in her sorority. Her sorority sisters are part of the that influences Haley's everyday experiences.  a. internal environment  b. value network  c. relationship network  d. emotional environment  e. social environment
	ANS: E PTS: 1 DIF: Hard REF: p. 27 OBJ: 02-1 TOP: AACSB Reflective Thinking   CB&C Model Customer   R&D Knowledge of human behavior & society
22.	Things unique to a time or place that can affect consumer decision making and the value received from consumption are known as  a. situational influences b. temporal factors c. social influences d. internal factors e. socio-environmental factors
	ANS: A PTS: 1 DIF: Moderate REF: p. 27 OBJ: 02-1 TOP: AACSB Reflective Thinking   CB&C Model Customer   R&D Knowledge of human behavior & society
23.	It's the day before Christmas and Mark has not even started shopping for gifts for his family. He rushes to the mall and buys the first things he sees. Which of the following is most likely having the greatest impact on Mark's behavior?  a. social influences  b. situational influences  c. socio-environmental factors  d. hedonic factors  e. perceptional influences
	ANS: B PTS: 1 DIF: Hard REF: p. 27 OBJ: 02-1 TOP: AACSB Reflective Thinking   CB&C Model Customer   R&D Knowledge of human behavior & society

20. Which environment includes the people and groups who help shape a consumer's everyday

24.	<ul><li>a. Value</li><li>b. Customer lifetime value</li></ul>	net worth ob	tained from a	n activity.	
	<ul><li>c. Prestige</li><li>d. Quality</li><li>e. Effort</li></ul>				
	ANS: A PTS: 1 OBJ: 02-2 TOP: AACSB Reflective Thinking   0 society		Moderate	REF:	•
25.	Which of the following represents the a. Value = What you get/What you g. Value = What you give/What you c. Value = What you get - What you d. Value = What you give - What you e. Value = What you give + What you	give 1 get 1 give Du get	on?		
	ANS: C PTS: 1 OBJ: 02-2 TOP: AACSB Reflective Thinking of society		Hard el Customer R	REF:	•
26.	All of the following are examples of ba. quality b. convenience c. prestige d. experience e. effort	penefits recei	ved from cons	sumption 1	EXCEPT
	ANS: E PTS: 1 OBJ: 02-2 TOP: AACSB Reflective Thinking of society		Hard el Customer  R		•
27.	All of the following are examples of '  a. time b. opportunity c. emotions d. image e. experience	'What you gi	ve," or sacrifi	ces, in the	e value equation EXCEPT
	ANS: E PTS: 1 OBJ: 02-2 TOP: AACSB Reflective Thinking of society		Hard el Customer  R	REF:	•
28.	Two main types of value are  a. internal and external b. utilitarian and hedonic c. personal and social				

	<ul><li>d. primary and secon</li><li>e. temporal and stab</li></ul>	-				
	OBJ: 02-2				REF: p. 29 D Knowledge of human behavior	or &
29.	value is derived a. Utilitarian b. Functional c. Terminal d. Purchase e. End-state	l from a product that l	helps a co	onsumer solve	problems and accomplish tasks	i.
	OBJ: 02-2				REF: p. 29  ED Knowledge of human behavior	or &
30.		nd was satisfied that h			the right ones. He purchased a phich of the following best descri	
	OBJ: 02-2	PTS: 1 ctive Thinking   CB&C			REF: p. 29 D Knowledge of human behavior	or &
31.	value is the imma. Hedonic b. Utilitarian c. End-state d. Process e. Experiential	mediate gratification t	hat come	es from experie	encing some activity.	
	OBJ: 02-2	PTS: 1			REF: p. 29 D Knowledge of human behavio	or &
32.	•	and of itself, not just a	_	•	not purchase anything. For then ich type of value are they	m,

d. experiential value

	ANS: C OBJ: 02-2	PTS: 1	DIF:	Moderate	REF:	p. 29
	TOP: AACSB Reflesociety	ective Thinking   CB&C	C Mode	el Customer R&	&D Kno	wledge of human behavior &
33.	<ul><li>a. Utilitarian value</li><li>b. Hedonic value is</li><li>c. When a consume to explain object</li><li>d. Utilitarian value</li></ul>	utilitarian value differ is an end in and of itse very emotional and su er does something to ob- ively. is immediate and hedo more positive and lon	elf rathe abjectiv btain he onic val	e in nature. edonic value, th ue is delayed.	e action	is usually very easy
	ANS: B OBJ: 02-2 TOP: AACSB Reflesociety	PTS: 1 ective Thinking  CB&C		Hard el Customer  R&	REF: &D Kno	p. 29 wledge of human behavior &
34.	A planned way of do a. objective b. mission c. goal d. utilization e. strategy	oing something is know	vn as a(	n)		
	ANS: E OBJ: 02-3 TOP: AACSB Reflections	PTS: 1 ective Thinking  CB&C		Moderate	REF: D Know	p. 30 vledge of general business
35.	years. The focus of advantage of opportu	this team is to come up	with a ts in the	plan that will b	etter po	ould take over the next five estion the company to take t. This team is involved in
	ANS: E OBJ: 02-3 TOP: AACSB Reflections	PTS: 1 ective Thinking  CB&C		Hard	REF: D Know	p. 30 vledge of general business
36.		e product obsolete. ia				or benefits producing my to go out of business if

e. augmented value

	ANS: A OBJ: 02-3 TOP: AACSB Reflet	PTS: 1		Moderate	REF: O Know	p. 30 vledge of general business
37.	power tool company or holes in materials, advanced device is de	instead of a company to it could be taking a she eveloped that could reput of business. That is, named as	that del ort-sigl place th	ivers the benefit ated focus of its e need for pow	ts users busine er tools	y thinks of itself merely as a swant, such as cut materials ess. If a technologically-sto deliver those benefits, this from
	ANS: D OBJ: 02-3 TOP: AACSB Reflet	PTS: 1	DIF:		REF: O Know	p. 30 vledge of general business
38.	Which strategy deals a. corporate strategy b. marketing strategy c. tactical strategy d. top-level strategy e. meta-strategy	У	l be def	fined and sets g	eneral g	goals?
	ANS: A OBJ: 02-3 TOP: AACSB Reflet	PTS: 1		Easy l Strategy  R&I	REF: O Know	p. 30 vledge of general business
39.	<ul><li>a. determining the c</li><li>b. setting the price c</li><li>c. creating advertisi</li></ul>	gh discount stores	duct	tics EXCEPT _		
	ANS: E OBJ: 02-3 TOP: AACSB Reflet	PTS: 1		Hard l Strategy  R&I	REF: O Know	p. 30 vledge of general business

d. marketing dissonancee. marketing disconnect

40.	A university realizes it needs to increase revenue in the face of severe budget cuts due to the weak economy. The school decides to pursue students who have some college but have not completed their degrees. To do this, the university is offering online degree programs, charges extra fees for these students, offers a wide selection of online courses each semester, and advertises on billboards, on radio, on television, and in newspapers throughout the state. The school also sends direct mail letters to students who were previously enrolled at the school but did not complete their degree. The courses, the tuition, online delivery, and promotion are examples of  a. corporate strategy b. value enhancement c. marketing tactics d. marketing augmentation e. task implementation
	ANS: C PTS: 1 DIF: Hard REF: p. 30 OBJ: 02-3 TOP: AACSB Reflective Thinking CB&C Model Strategy R&D Knowledge of general business functions
41.	The actual physical product purchased plus any services such as installation and warranties necessary to use the product and obtain its benefits is called the  a. augmented product b. secondary product c. complete product d. enhanced product e. value proposition
	ANS: A PTS: 1 DIF: Moderate REF: p. 31 OBJ: 02-3 TOP: AACSB Reflective Thinking   CB&C Model Product   R&D Knowledge of general business functions
42.	Kyle purchased a Macbook Pro and an extended warranty. He also purchased one-on-one training to learn how to use the computer. This is an example of a(n)  a. augmented product b. complete product c. extended product d. total product e. segmented product
	ANS: A PTS: 1 DIF: Moderate REF: p. 31 OBJ: 02-3 TOP: AACSB Reflective Thinking   CB&C Model Product   R&D Knowledge of general business functions
43.	The business practice wherein companies operate with the understanding that products provide value in multiple ways is called the  a. augmented product concept b. total value concept c. marketing concept d. product concept e. multifaceted product concept
	ANS: B PTS: 1 DIF: Moderate REF: p. 32

	TOP: AACSB Reflective Thinking CB&C Model Product R&D Knowledge of human behavior & society
44.	The realization that a consumer is necessary and must play a part in order to produce value is the major premise underlying the concept of  a. synergy  b. value integration c. value internalization d. value co-creation e. dyadic valuation
	ANS: D PTS: 1 DIF: Moderate REF: p. 33 OBJ: 02-3 TOP: AACSB Reflective Thinking   CB&C Model Customer   R&D Knowledge of human behavior & society
45.	All of the following are elements of the marketing mix EXCEPT  a. price b. planning c. promotion d. distribution e. product
	ANS: B PTS: 1 DIF: Moderate REF: p. 33 OBJ: 02-4 TOP: AACSB Reflective Thinking CB&C Model Marketing Plan R&D Knowledge of general business functions
46.	The market segment a company will serve with a specific marketing mix is referred to as the  a. target market b. primary market c. segmented market d. selected market e. potential market
	ANS: A PTS: 1 DIF: Moderate REF: p. 33 OBJ: 02-4 TOP: AACSB Reflective Thinking CB&C Model Marketing Plan R&D Knowledge of general business functions
47.	Vann's is a company that manufactures and markets shoes for serious skateboarders. These consumers are predominantly males, 10-25 years old. This market segment that Vann's serves with a specific marketing mix is called its  a. preferred market b. optimum market c. target market d. selected market e. segmented market
	ANS: C PTS: 1 DIF: Moderate REF: p. 33 OBJ: 02-4 TOP: AACSB Reflective Thinking   CB&C Model Marketing Plan   R&D Knowledge of general

	business functions					
48.	is the separative each group.  a. Market zoning b. Market augment c. Market position d. Market segment e. Market selection	ation ing ation	nto groups base	ed on the dif	ferent demand curves ass	sociated with
	ANS: D OBJ: 02-4 TOP: AACSB Refl society	PTS: 1 ective Thinking		Easy Customer  F	REF: p. 33	an behavior &
49.	consumer and busine of ATMs, online bar has identified three §	ess customers can hking activity, loa groups of custom eet the needs of e	n be identified. an activity, and ers based on th	It is lookin laccount bal nese factors a	ine if groups other than a g at the frequency of bra lances for each customer and is considering offering ag concept do these differ	nch visits, use . The bank ng different
	ANS: B OBJ: 02-4 TOP: AACSB Refl business functions	PTS: 1 ective Thinking	DIF: CB&C Model		REF: p. 33 Plan R&D Knowledge of	f different
50.	The degree to which  a. elasticity b. differentiation c. sensitivity d. segmentation e. positioning	a consumer is se	ensitive to char	nges in some	product characteristic is	known as
	ANS: A OBJ: 02-4 TOP: AACSB Refl society	PTS: 1 ective Thinking		Moderate  Customer  F	REF: p. 34  R&D Knowledge of hum	an behavior &
51.	<ul><li>b. means consumer</li><li>c. displays a neutra</li><li>d. displays a positi</li></ul>	ive price-quantity	demanded relative to price the demanded relation demanded relations.	an to other p tionship	roduct factors	
	ANS: D	PTS: 1	DIF:	Hard	REF: p. 34	

	TOP: AACSB Reflective Thinking   CB&C Model Customer   R&D Knowledge of human behavior & society
52.	refers to a marketplace condition in which consumers do not view all competing products as identical to one another.  a. Product positioning b. Product differentiation c. Marketing positioning d. Competitive advantage e. Market differentiation
	ANS: B PTS: 1 DIF: Moderate REF: p. 35 OBJ: 02-4 TOP: AACSB Reflective Thinking   CB&C Model Product   R&D Knowledge of general business functions
53.	Consumers do not view all soft drinks as identical to one another. Some prefer Coca-Cola, while others will only drink Pepsi-Cola. Still others will not drink either cola and drink only non-caffeinated soft drinks. This marketplace condition in which consumers do not view all competing products as identical to one another is called  a. product differentiation b. product variation c. market segmentation d. perceptual differentiation e. selective perception
	ANS: A PTS: 1 DIF: Moderate REF: p. 35 OBJ: 02-4 TOP: AACSB Reflective Thinking   CB&C Model Customer   R&D Knowledge of human behavior & society
54.	refers to the way a product is perceived by a consumer.  a. Product differentiation b. Product augmentation c. Product positioning d. Product segmentation e. Product perception
	ANS: C PTS: 1 DIF: Moderate REF: p. 35 OBJ: 02-5 TOP: AACSB Reflective Thinking   CB&C Model Customer   R&D Knowledge of human behavior & society
55.	Which of the following is used to depict graphically the positioning of competing products?  a. product map  b. schema c. demand curve d. product map e. perceptual map
	ANS: E PTS: 1 DIF: Moderate REF: p. 35 OBJ: 02-5

society 56. A cosmetic manufacturer was looking at a graphical display of how women perceived different brands of cosmetics and was dismayed to learn that its brand was clustered with brands that are targeted toward older women, not the younger women the marketer was trying to reach. The graphical depiction of the positioning of competing brands the marketer was using is called a(n) \_\_\_\_\_. a. perceptual map b. BCG matrix c. competitive matrix d. competitive array e. positioning plot ANS: A PTS: 1 DIF: Hard REF: p. 35 OBJ: 02-5 TOP: AACSB Reflective Thinking | CB&C Model Research Plan | R&D Knowledge of human behavior & society 57. Which of the following on a perceptual map represents the combination of product characteristics that provide the most value to an individual consumer or market segment? a. touch point b. maximum point c. optimum point d. ideal point e. slope intercept PTS: 1 ANS: D DIF: Moderate REF: p. 36 OBJ: 02-5 TOP: AACSB Reflective Thinking | CB&C Model Research | R&D Knowledge of human behavior & society 58. What do the x- and y-axes on a perceptual map represent? a. how competitors perform on the two most important attributes to consumers - price and auality b. the ideal combination of attributes and the actual combination of attributes of all competitors in the market c. dimensions used to separate competitors on a specific characteristic d. growth rate of the market and market shares of each competitor e. factors used to identify market segments ANS: C PTS: 1 DIF: Hard REF: p. 36 OBJ: 02-5 TOP: AACSB Reflective Thinking | CB&C Model Research | R&D Knowledge of general business functions 59. The approximate worth of a customer to a company in economic terms is known as ... a. net present value (NPV) b. customer lifetime value (CLV) c. customer present value (CPV) d. customer future value (CFV) e. customer value (CV) ANS: B PTS: 1 DIF: Moderate REF: p. 37

TOP: AACSB Reflective Thinking CB&C Model Research R&D Knowledge of human behavior &

TOP: AACSB Reflective Thinking | CB&C Model Customer | R&D Knowledge of human behavior & society

- 60. Customer lifetime value is equal to the net present value of the stream of profits over a customer's lifetime plus \_\_\_\_\_.
  - a. the costs associated with satisfying that customer
  - b. the costs associated with keeping that customer for more than 10 years
  - c. the retention rate for all customers
  - d. opportunity cost saved from having loyal customers
  - e. the worth attributed to the equity a good customer can bring

ANS: E PTS: 1 DIF: Hard REF: p. 37

OBJ: 02-6

TOP: AACSB Reflective Thinking | CB&C Model Customer | R&D Knowledge of human behavior & society

### SUPERFOCUS SCENARIO

Superfocus is a revolutionary concept in eye glasses--it even received a 2010 *The Wall Street Journal* innovation award. It is a type of eyeglass that allows the wearer to change correction without changing glasses, or having to look through a certain part of the lens like bifocal and progressive lens wearers must do. The round lenses are actually two lenses with a clear fluid in-between. The outer lens is hard, while the inner lens is flexible. There's a little slider on the bridge that, when moved, pushes the fluid and changes the shape of the inner, flexible, lens. That, in turn, changes the correction, so a user can see near, far, and everything in-between just by changing the position of the slider. The only catch is that the lens have to be perfectly round and the frames are made out of stainless steel or titanium aluminum, limiting the frame style and color choices for consumers. Actually, they look pretty goofy.

Superfocus can be purchased through eye care professionals or directly from the manufacturer online. The company has recently started using direct-response television advertising to drive traffic to the website so consumers can learn more about this product and sign up for a free trial offer. With prices starting at \$700 a pair, the free trial might help overcome some resistance due to the relatively high price.

- 61. Refer to Superfocus Scenario. Superfocus glasses were developed for people who have multiple prescriptions but do not like multi-focal lenses like bifocals or who have to continually change glasses for different tasks like reading, computer work, or driving. By solving this problem for consumers, which type of value is Superfocus delivering?
  - a. hedonic
  - b. rational
  - c. complete
  - d. utilitarian
  - e. relative

ANS: D	PTS: 1	DIF: Moderate	REF: p. 29

TOP: AACSB Reflective Thinking | CB&C Model Customer | R&D Knowledge of human behavior & society

62. Refer to Superfocus Scenario. People who need multifocal lenses are Superfocus'.

	<ul><li>a. market position</li><li>b. target market</li><li>c. product differentiation</li><li>d. focal market</li><li>e. augmented market</li></ul>			
	ANS: B PTS: OBJ: 02-4 TOP: AACSB Reflective business functions		F: Easy odel Marketing Pla	REF: p. 33 an  R&D Knowledge of general
63.	Refer to Superfocus Scenar providers, the price, and the a. marketing tactics b. corporate strategy c. company mission d. value proposition e. product differentiation			
	ANS: A PTS: OBJ: 02-3 TOP: AACSB Reflective business functions			REF: p. 30 an  R&D Knowledge of general
64.	something that looks fashio	nable. Most consumoal gray frame fash ery useful product ompetitors tself	ers would not con	his type of eyeglass, they also want sider the round silver stainless steel a perceptual map, Superfocus would
	ANS: E PTS: OBJ: 02-5 TOP: AACSB Reflective society		F: Hard odel Research  R&	REF: p. 36  CD Knowledge of human behavior &
65.	Refer to Superfocus Scenar to discourage consumers from a. attitudes b. personality traits c. perception d. atmospherics e. social environment			onsumer Value Framework is likely
	ANS: E PTS: OBJ: 02-1 TOP: AACSB Reflective society		F: Hard odel Customer  Ré	REF: p. 24 & D Knowledge of human behavior &

### **ESSAY**

1. Describe the Consumer Value Framework (CVF), including its basic components.

## ANS:

The **Consumer Value Framework (CVF)** (see Exhibit 2.1) represents consumer behavior theory illustrating factors that shape consumption-related behaviors and ultimately determine the value associated with consumption. **Value** is at the heart of experiencing and understanding consumer behavior. Value then influences **relationship quality**, which reflects the connectedness between a consumer and a retailer, brand, or service provider. The consumption process can involve a great deal of decision making and thus represents a **consumer decision making process**. Many internal and external factors influence this process. **Internal influences** include consumer psychology (i.e., learning, perception, implicit memory, information processing, memory, categorization, and attitude) and the personality of the consumer (i.e., motivation, personal values, personality, lifestyles, emotional expressiveness). **External influences** include elements in the social environment (i.e., acculturation/enculturation, culture and cultural values, reference groups, social class, and family influence) and situational influences (i.e., atmospherics, time/timing, and conditions).

PTS: 1 DIF: Hard REF: p. 24-27 OBJ: 02-1 TOP: AACSB Reflective Thinking | AACSB Communication | CB&C Model Customer | R&D Knowledge of human behavior & society

2. Define consumer value, and compare and contrast utilitarian value and hedonic value. Describe two situations--one in which you received utilitarian value and the other in which you experienced hedonic value. Which made you more satisfied? Explain why.

#### ANS:

**Value** is a personal assessment of the net worth obtained from an activity. Value is what consumers ultimately pursue because valuable actions address motivations that manifest themselves in needs and desires. In this sense, value captures how much gratification a consumer receives from consumption.

Two key types of value are utilitarian value and hedonic value. **Utilitarian value** is derived from a product that helps the consumer solve problems and accomplish tasks that are a part of being a consumer. A rational explanation can usually be given when somebody explains why something was purchased when utilitarian value is involved. **Hedonic value** is the immediate gratification that comes from experiencing some activity. Conceptually, hedonic value differs from utilitarian value in several ways: (1) hedonic value is an end in and of itself, rather than a means to an end, (2) hedonic value is very emotional and subjective in nature, and (3) when a consumer does something to obtain hedonic value, the action can sometimes be very difficult to explain objectively.

Students' examples will vary.

PTS: 1 DIF: Moderate REF: p. 27-28 OBJ: 02-2 TOP: AACSB Reflective Thinking | AACSB Communication | CB&C Model Customer | R&D Knowledge of human behavior & society

3. Explain why marketing plays an important strategic role in an organization and describe where marketing strategy fits in the bigger organization.

ANS:

One way that a company can enhance the chance of long-term survival is to have an effective marketing strategy. That is because, in a business environment, a marketing strategy is the way a company goes about creating value for customers. Strategies exist at several different levels. Corporate strategy deals with how the firm will be defined and sets general goals. Marketing strategy then follows.

PTS: 1 DIF: Moderate REF: p. 30 OBJ: 02-3 TOP: AACSB Reflective Thinking | AACSB Communication | CB&C Model Strategy | R&D Knowledge of general business functions

4. Define market segmentation and explain how it is a marketplace condition. Describe different market segments of McDonald's customers.

#### ANS:

**Market segmentation** is the separation of a market into groups based on the different demand curves associated with each group. Market segmentation is a marketplace condition; numerous segments exist in some markets, but very few segments may exist in others. Ultimately, consumer segments exist because different consumers do not value different alternatives the same way.

Different market segments of McDonald's customers include families with young children, teenagers and young adults, and senior citizens. Students might also discuss segments based on time of day, such as breakfast eaters, lunch, or dinner. The market could also be segmented by usage - heavy users vs. light users. Finally, consumers could be segmented geographically, especially internationally. McDonald's in other countries or region of this country might carry different product offerings based on local tastes.

PTS: 1 DIF: Hard REF: p. 33-35 OBJ: 02-4 TOP: AACSB Reflective Thinking | AACSB Communication | CB&C Model Customer | R&D Knowledge of human behavior & society

5. Explain how perceptual maps are useful in understanding consumers and delivering superior value.

# ANS:

A **perceptual map** is used to depict graphically the positioning of competing products. **Positioning** refers to the way a product is perceived by a consumer and can be represented by the number and types of characteristics that consumers perceive. When marketing analysts examine perceptual maps, they can (1) identify competitors, (2) identify opportunities for doing more business, and (3) diagnose potential problems in the marketing mix. **Ideal points** represent the combination of product characteristics that provide the most value to an individual consumer or market segment.

PTS: 1 DIF: Moderate REF: p. 35-36 OBJ: 02-5 TOP: AACSB Reflective Thinking | AACSB Communication | CB&C Model Customer | R&D Knowledge of human behavior & society

6. Explain the concept of Customer Lifetime Value (CLV). Think of a product you have purchased (e.g., toothpaste, soft drink, computer) and estimate your lifetime value to the manufacturer of a specific brand. What can the marketer of that brand do to ensure you remain loyal to that brand?

ANS:

Customer Lifetime Value (CLV) represents the approximate worth of a customer to a company in economic terms. In equation form, CLV = npv(sales - costs) + npv(equity). Students' examples will vary, but they should estimate how long they could possibly purchase the product and specific brand, how much the product costs, and some discussion regarding what it costs the company to keep them loyal. They should also factor in the value they provide the company if they influence others to become loyal customers as well. Finally, while not specifically covered in the chapter, students should discuss ways the marketer can keep them loyal, such as offering rewards for continued purchase, provide opportunities to purchase other products, offer incentives to recommend the product to others, or offering special privileges for loyal behavior.

PTS: 1 DIF: Hard REF: p. 37-38 OBJ: 02-6 TOP: AACSB Reflective Thinking | AACSB Communication | CB&C Model Customer | R&D Knowledge of human behavior & society