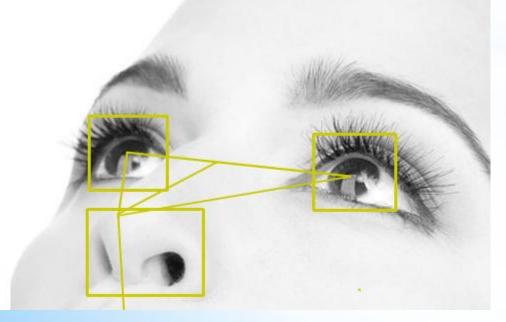
# \* MSRA 2014: Technology In Research



The Good, The Bad And The Opportunities

# Contents

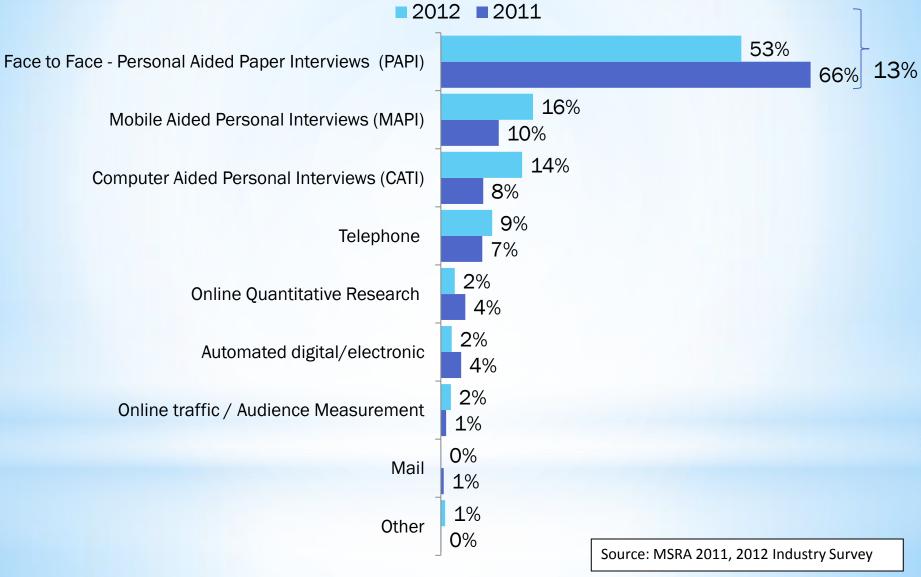
# \*Market Research Industry \*Technology

\*The Good, and the Opportunities

- \*Barriers
- \*Conclusion

# **Market Research Industry**

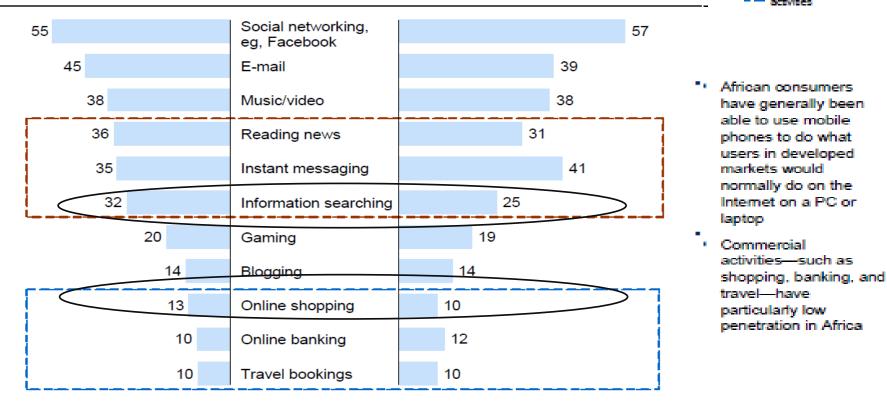
# Technology is an accelerator: Force of change – Nucor



# **Evolution of the consumer**

How often do you do the following activities on a PC, laptop, or tablet? % of Internet users responding "often"

How often do you do the following activities on a mobile phone? % of Internet users responding "often"



Source: Africa Consumer Insights Center survey, 2011 and 2012

Base: 13,000 consumers in10 countries

Internet penetration - 13.1 million subscribers as at December 2013

Source: Commissions Authority of Kenya

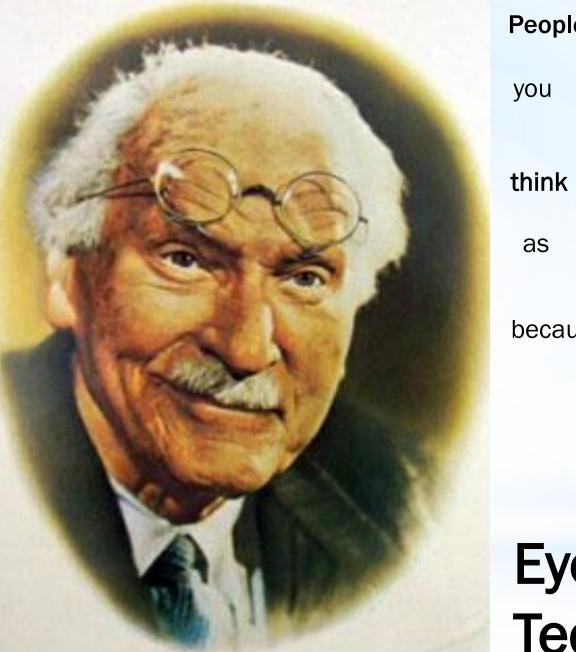
Activities varying by

Lowest-penetration

# **Clutter has clouded the purchase journey**



- Are purchase driver readings in-accurate
- How can we use technology for more precise data for the brand owners



Carl Gustav Jung Courtesy of www.tripod.com

## People cannot tell why they and behave they do because they don't

know

Eye Tracking Technology Eye tracking is used to measure the point of gaze and motion of the eye relative to the head











Lightweight, mobile, do not obstruct

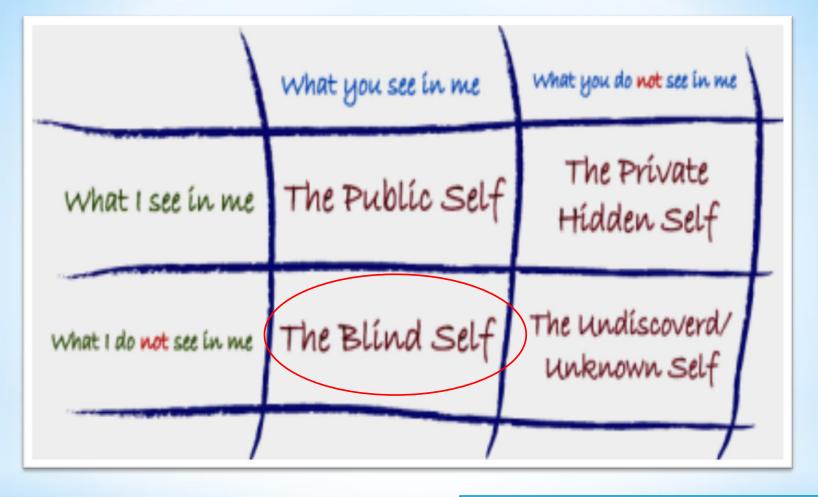
Video and audio uploaded real-time

## **Consumer** experience

see: +/- 0.5° do:



hear



The Johari Window; By Samuel López De Victoria, Ph.D.

# The Good, and The Opportunities of Eye Tracking

# **Eye Tracking for Innovation Research**

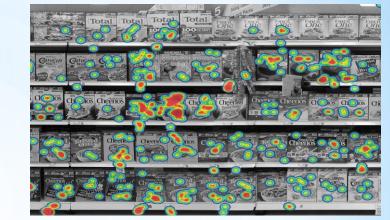


and

### Quantitative Research

- Shopper research
- Ethnographies
- Mystery shopping
- Advertising research
- Package tests
- Concept tests
- Product tests
- Flavour tests
- Price elasticity tests
- Consumer habits
- Life style research
- Brand awareness and image
- Online package tests

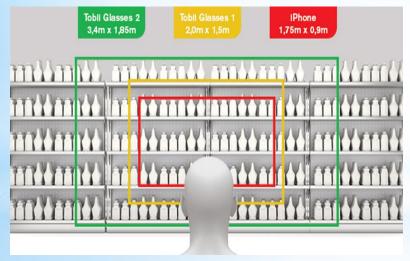
# **Shopper Research**



with neuroscience techniques to understand which stimuli are driving emotional response

WHO? Who is the target shopper?	WHAT? What are we going to do to impact the target shopper?	WHEN? Is this a time dependant activity?
PLACE Where in store are we going to take an action	PLANOGRAM What are the Implications for the planogram / range	POINT OF VIEW How to communicate this initiative to the shopper
PRODUCT What features do we need to focus on? How to deliver to the needs?	PRICE Is this opportunity dependent on a price point	PROMO Is this opportunity dependent on a Promotion



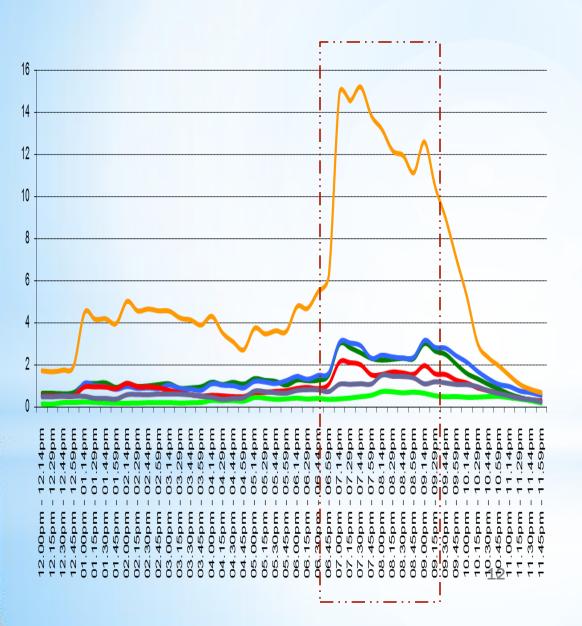


70% of purchase decisions are made at POS

Source: retail media.org: survey conducted for P&G

### Do respondents actively tune out ads?

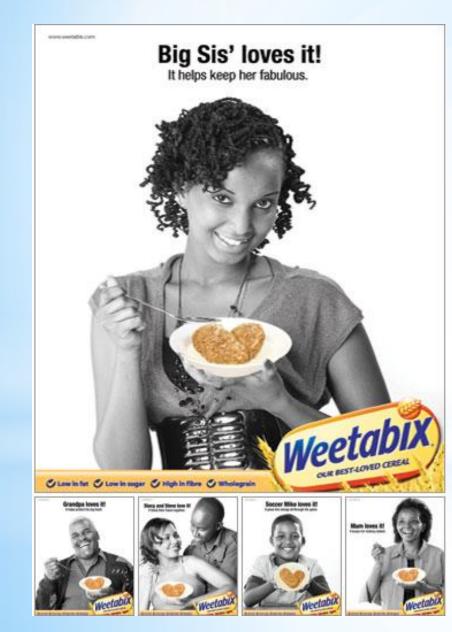
# **Marketing Efforts**





- Pupil-based evaluating engagement
- Commercials
- Software
- Television
- Video games

## **Closer to Home**





## **Gaze Direction**

# Is the social media / website user friendly?





point of regard co-ordinates



Thus



## AT THE SPEED OF LIGHT

faster

versatile

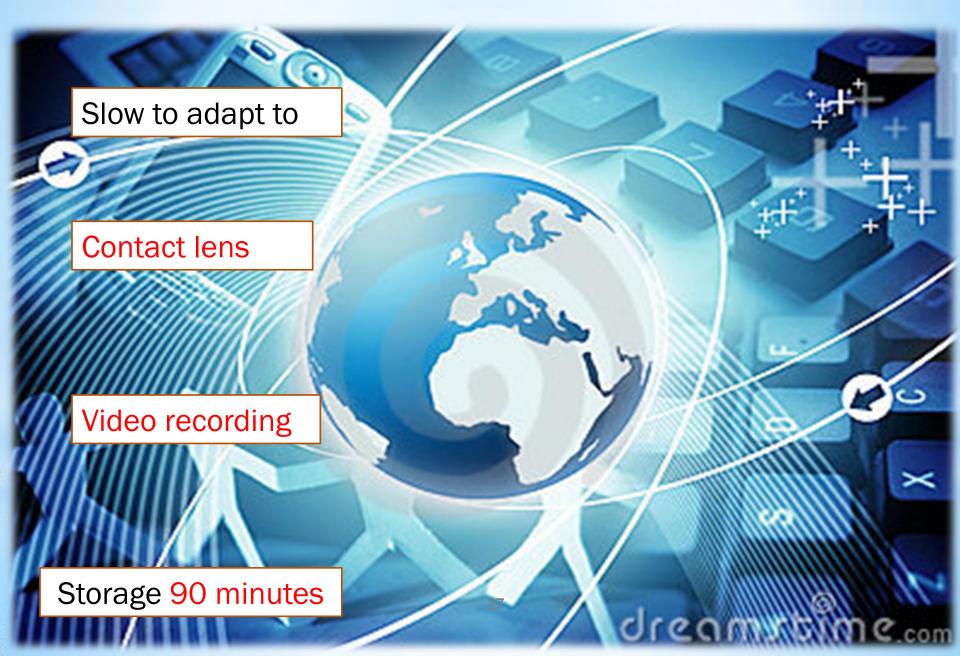
We owe it to ourselves and to the next generation to

ecofriendly conserve the environment S0 bequeath that we can world sustainable that children а our benefits 15 all



# **Barriers**

# **Cultural Barriers And High Investment**





# \*Eye tracking is the way to go! \*Consumer experience is real-time, thus faster

\*No inputting therefore, accurate

\* Used indoors and outdoors so, versatile

\* Eco-friendly

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