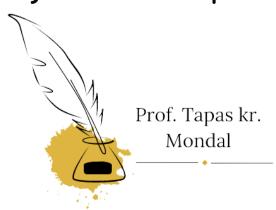
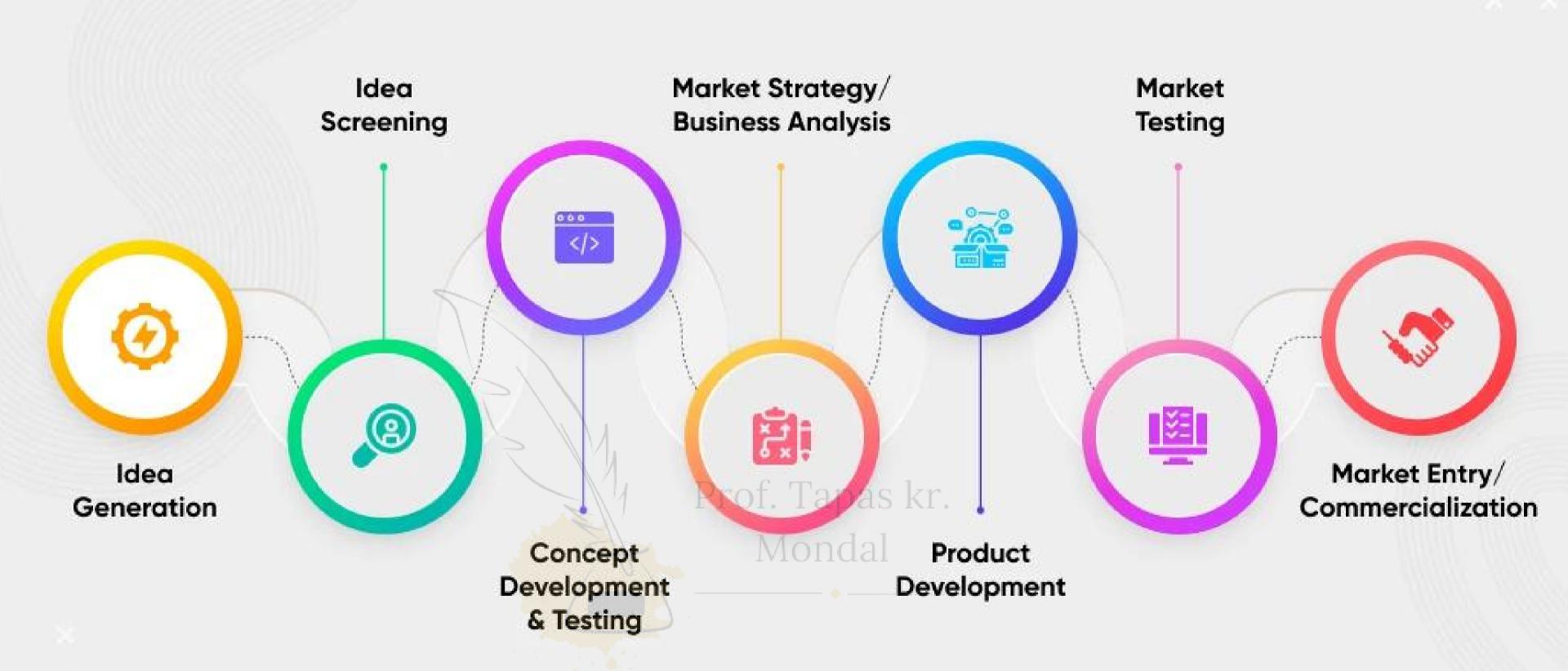


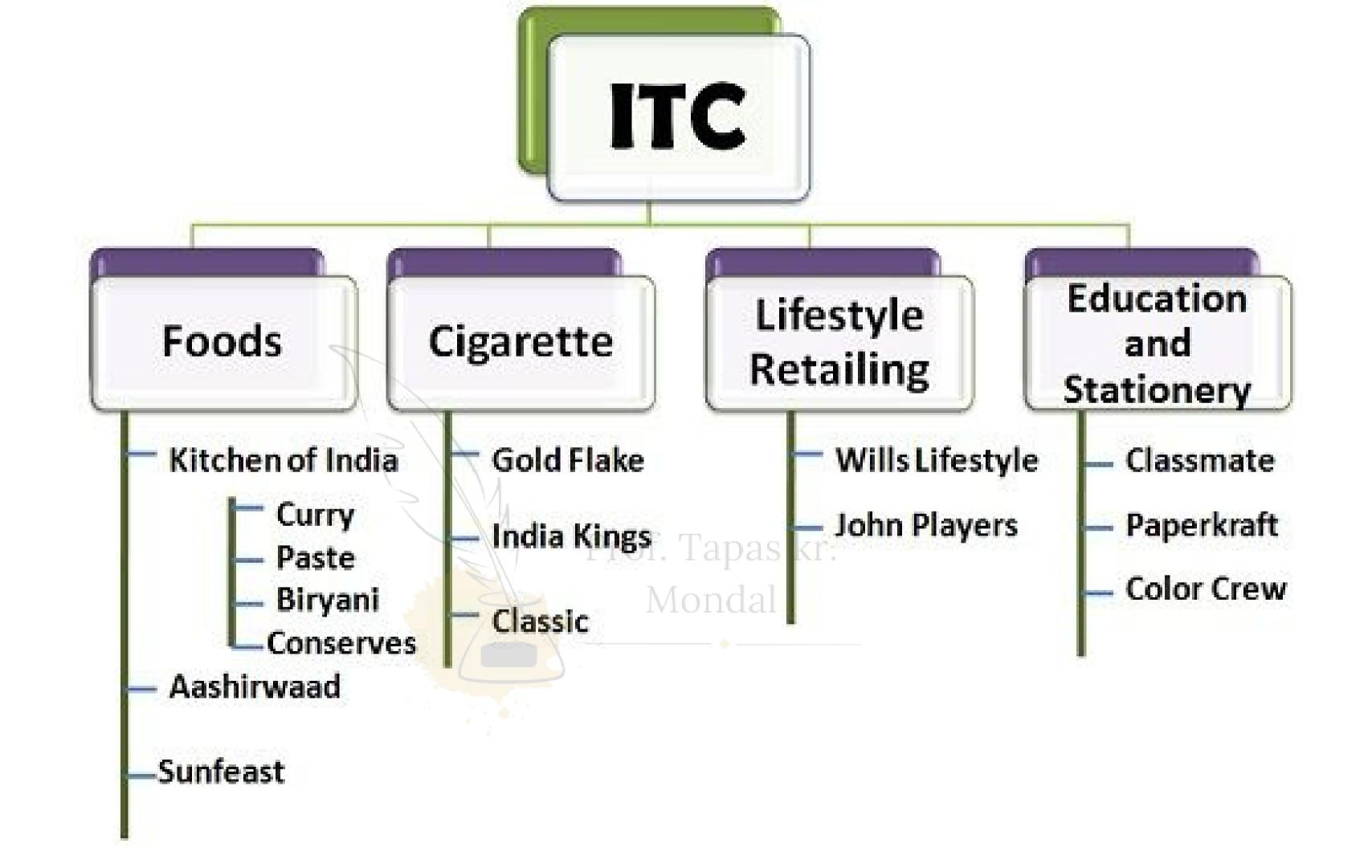
# Concept of Products

Presented by: Prof. Tapas Kr. Mondal









#### PLACE

- Retail
- Whosale
- Local- Export
- Internet

#### PRODUCT

- Design, technology
- Useability
- Usefulness
- Solves pain
- Value
- Quality
- Brand
- Warranty

#### PRICE

- Penetration strategy
- Cost-Plus
- Loss leader
- more

### Target Market

## PHYSICAL EVIDENCE

- User stories
- Recommendations
- Office premises
- Buzz

# Prof. Tapas I

#### **PROMOTION**

- Advertising
- Recommendations
- Special Offers
- Gifts
- User testing

#### **PROCESS**

- Service delivery
- Complaints
- Response time

#### PEOPLE

- Founders
- Employees
- Culture
- Customer service

# **Product Line**



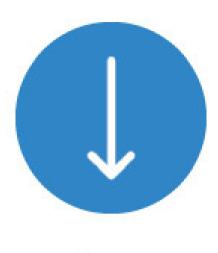












EVELOPMENT INTRODUCTION

GROWTH

MATURITY

DECLINE

Ready product

Growing customer base

Brand building

Pricing and distribution

Gaining profit

Growing demand for product

First competitors

Sales peak

Growth stabilizes

Market saturtation

Need to innovate new

Decline in sales

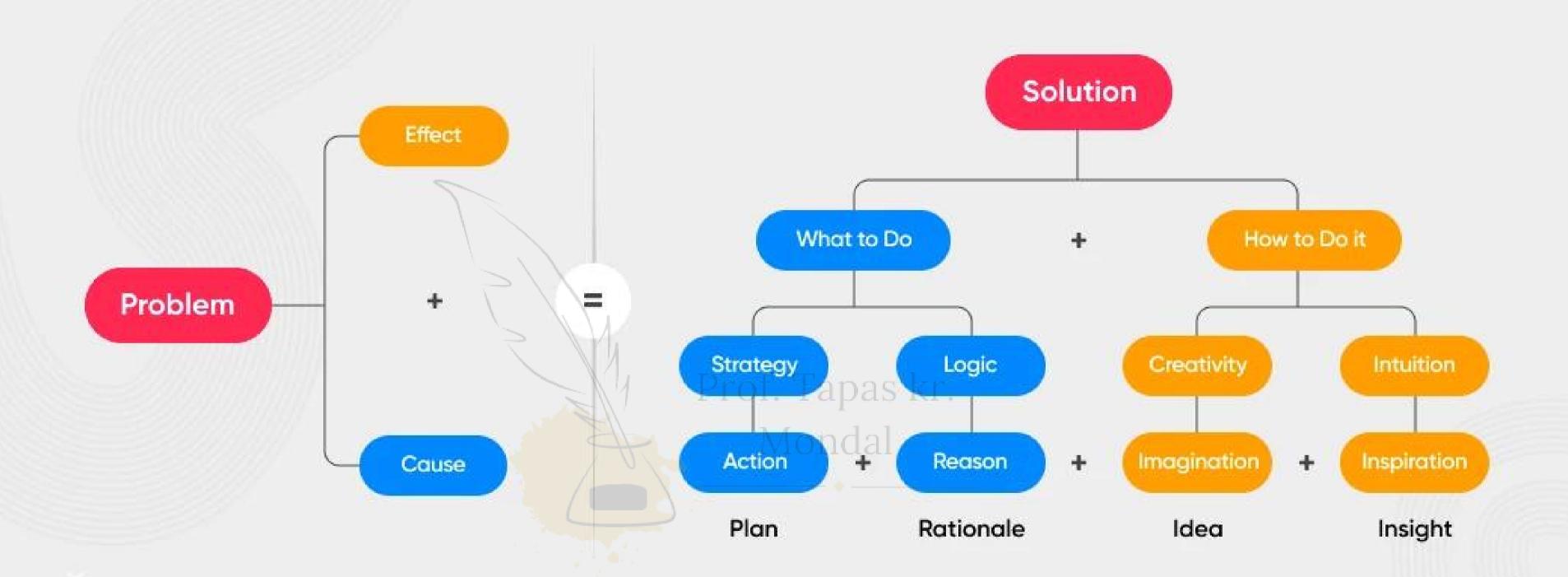
Reinvent or ramp down

# **Cost-Plus Pricing**





# **Problem = Solution**



# **PLC Strategies**

Stage	Introduction	Growth	Maturity	Decline
Product	Offer basic product	Offer Product Extensions, service, warranty	Diversify brands and models	Phase out weak items
Price	Charge cost-plus	Price to penetrate market	Price to match or best competitors	Cut price
Distribution	Build selective Distribution	Build intensive distribution	Build more intensive distribution	Go selective: Phase out unprofitable outlets, customers
Advertising	Build product awareness among early adopters and dealers	Build awareness and interest in the mass market	Stress brand differences and benefits	Reduce to level needed to retain hard-core loyals
Sales Promotion	Use heavy sales promotion to entice trials	Reduce to take advantage of heavy consumer demand	Increase to encourage brand switching	Reduce to minimal level

# Stages of new product development



# Thank You

