

New Product Development & product Life-Cycle Strategies

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Product or Service - can you tell the difference?

Product transition to Services

Fast Moving
Consumer
goods
Hard / tactile

Consumer durable Hard / tactile plus Service / Warranty Banking
Medicare
Entertainment
Intangible
Inseparable Variable
Perishable



TOPICS OF THE LECTURE

- 1. New Product Development Process
- 2. Product Life Cycle Strategies

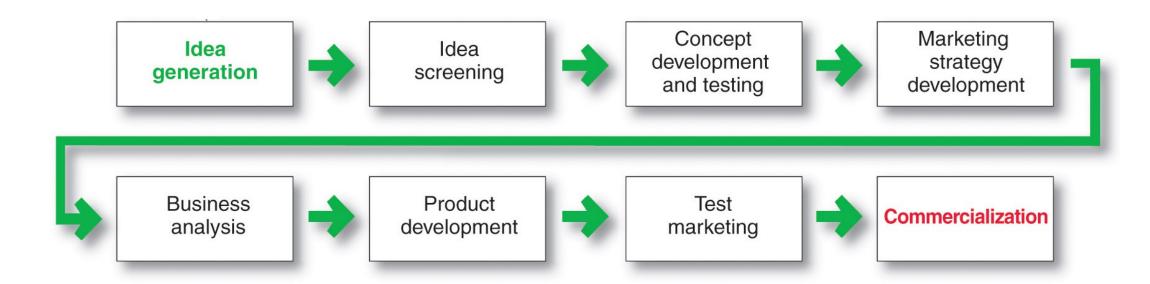
New Product Development Process

Introduction

New products are the lifeblood of a company – more revenue, more growth, more profits.

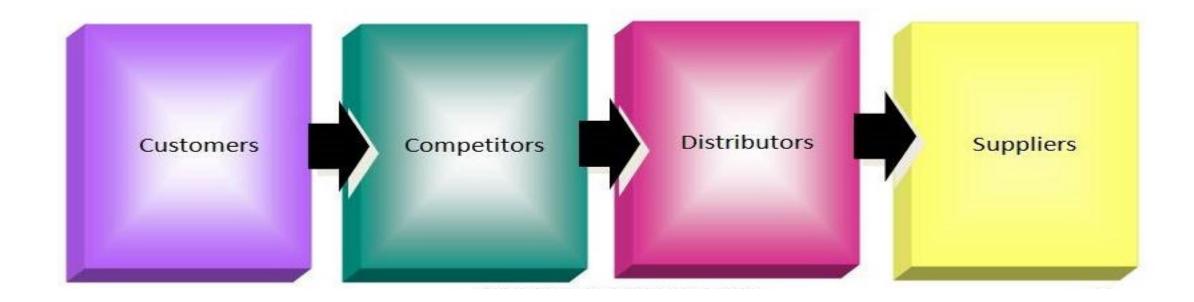
New product development refers to original products, product improvements, product modifications from the firm's own research and development efforts.

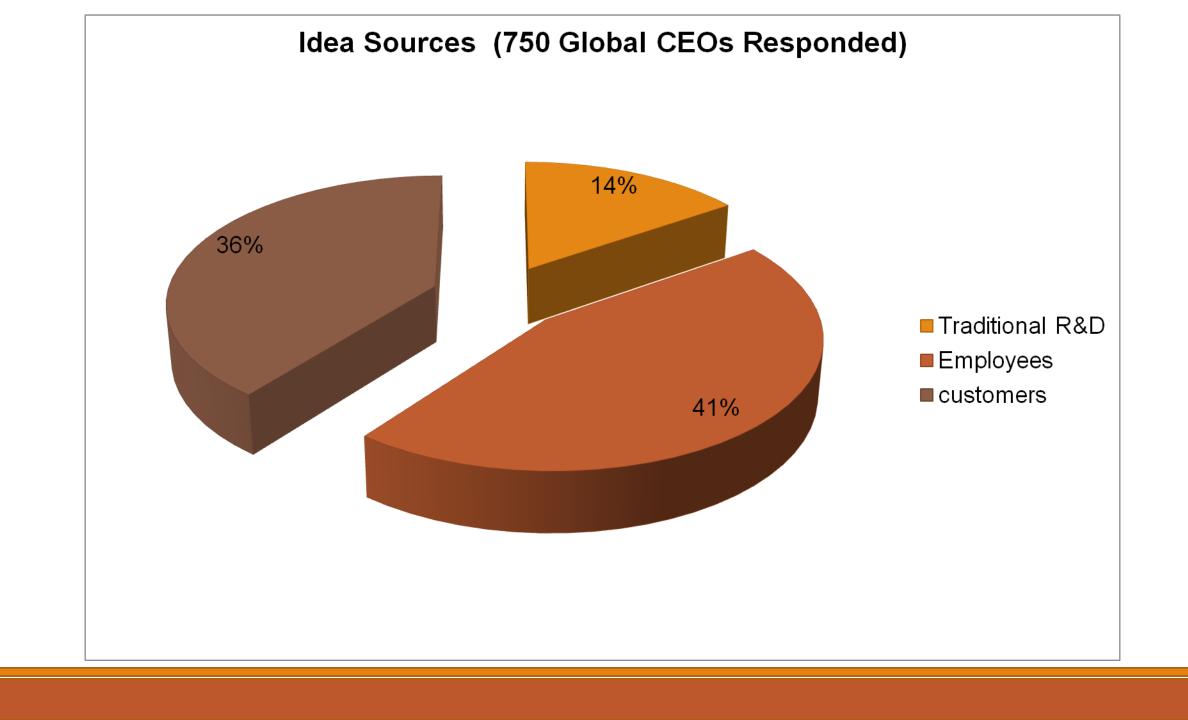
New Product Development (NPD) Process



Idea Generation

Idea Generation is the Systematic Search for New Product Ideas Obtained Internally From Employees and externally from:





Idea Screening

Process to spot good ideas and drop poor ones as soon as possible.

Three questions to ask yourself during screening process:

- Is there a real need for the product and will customers buy it? desirability
- Does the company have the resources to make the product a success? <u>Deliverability</u>
- Will it make money for the company? Profits

Concept Development

A detailed version of the new product idea stated in meaningful consumer terms.

Three questions to ask for concept development (Idea is a nutritious drink in Bangladesh):

- 1. Who will use the product? Infants, children, teenagers, young or middle-aged adults, or older adults.
- 2. What primary benefit should this product offer? Taste, nutrition, refreshment, energy.
- 3. When will people consume this product? Breakfast, midmorning, lunch, mid-afternoon, dinner, late evening?

Concept Development

Develop several concepts:

- Concept 1: An instant breakfast drink for adults who want a quick nutritious breakfast without preparation (Tropicana Juice).
- Concept 2: A tasty snack drink for children to drink as a midday refreshment.
- ° Concept 3: A health supplement for older adults to drink in the late evening before they go to bed.

Concept Testing

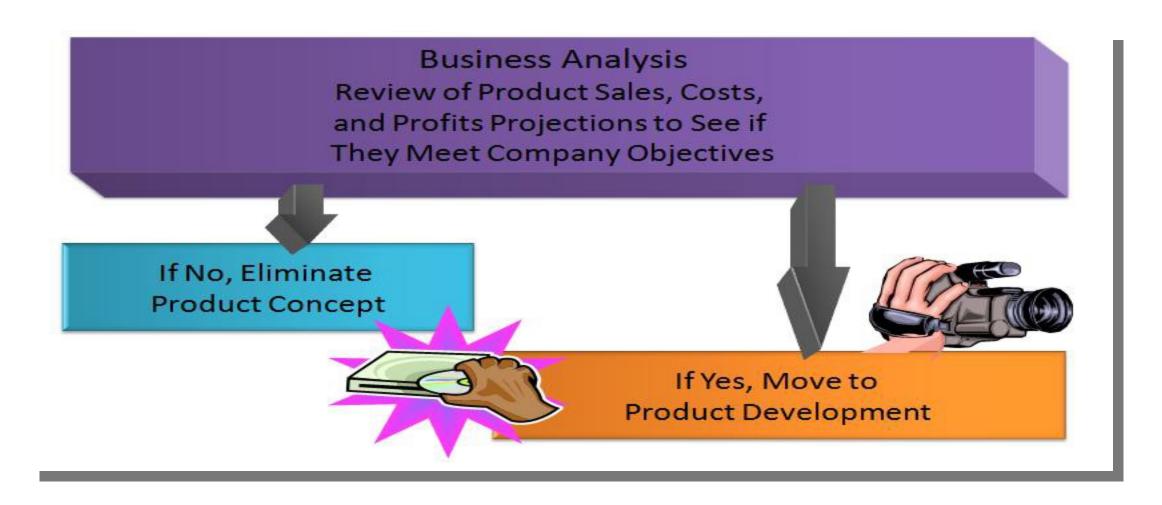
Testing new-product with a group of target consumers to find out if the concepts have strong consumer appeal.

Marketing Strategy Development

Comprises of a detailed report of the following parameters:

- 5 year sales targets in terms or revenues and profits.
- Proposed Market share achievements for the next 5 year.
- The target market and the positioning for the product.
- Product's planned price, distribution, and promotional budget

Business Analysis



Product Development and Test Marketing

Product Development: Converting the product concept into a product/service that can be marketed.

Test Marketing: Product and marketing program are tested in realistic market setting.

Commercialization

Commercialization is the introduction of the New Product into the Marketplace.

When to launch the new product? (Iphone 7)

Where to launch the new product?

Product Life Cycle & Strategies

Product Life-Cycle (PLC)

The product life-cycle theory was developed by Raymond Vernon in 1966.

Waturity

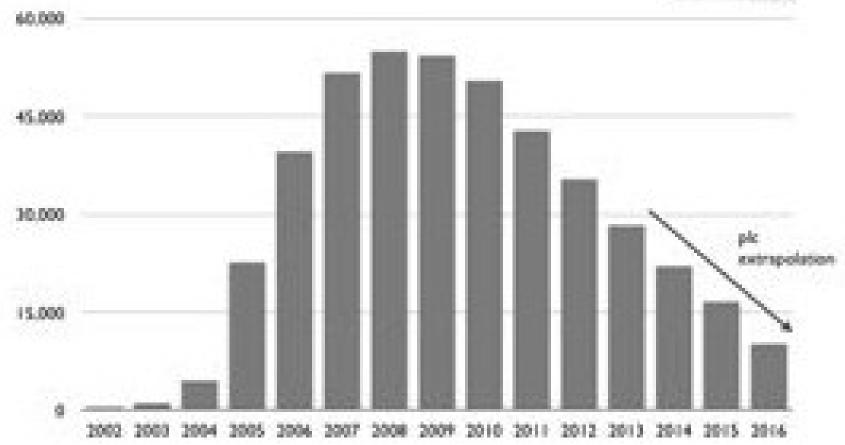
Time

Time

Some products are introduced and die quickly; others stay in the mature stage for a long, long time.

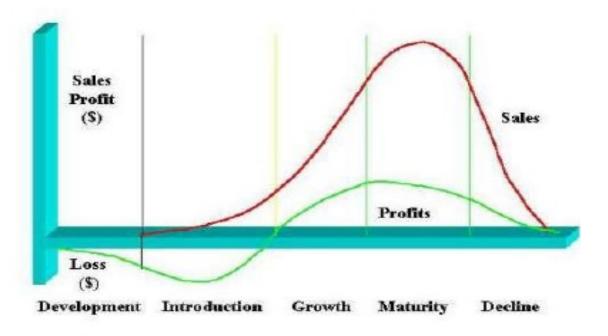
The iPod Product Life Cycle





Product Life Cycle Stages: Development

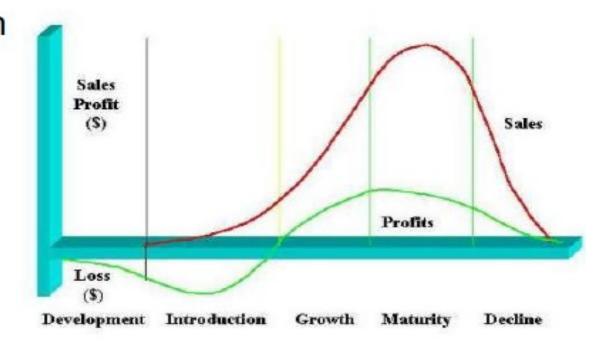
- A company develops a new product concept
- Sales are zero and the activity is a company (marketing) cost

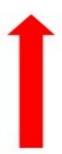




Product Life Cycle Stages: Introduction

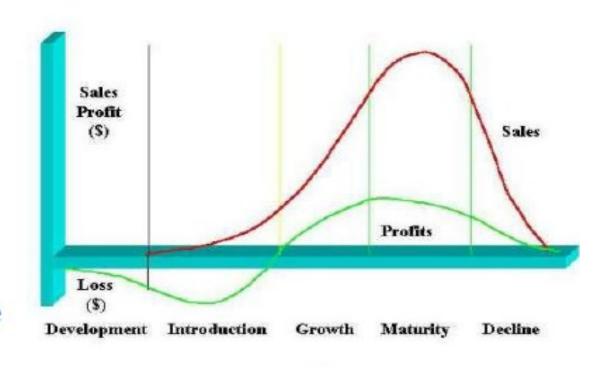
- A period of slow sales growth and profit investment
- Key focus of the marketing mix will be promotion to 'educate / inform' the consumer
- Development of brand awareness





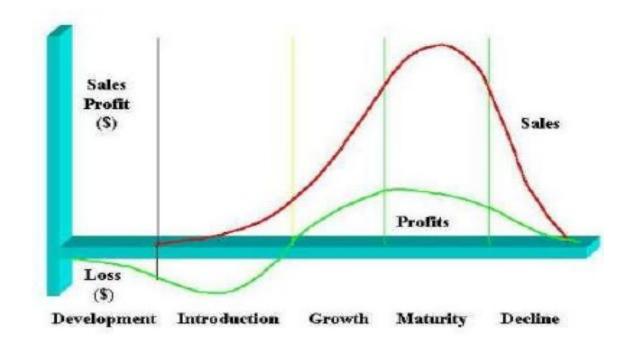
Product Life Cycle Stages: Growth

- Rapid market penetration and acceptance
- Critical to address channels to the consumer – focus on place
- Market expansion
- Likely to be the phase where concept moves into profit and passes breakeven
- Competitors likely to enter the market space



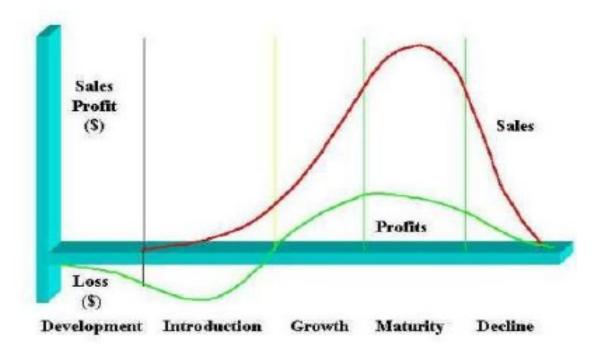
Product Life Cycle Stages: Maturity

- Reaching market potential or saturation
- Profits peak and may be under threat by marketing mix activity required to defend product against competition
- Focus of marketing mix on product to develop variants / extensions to maintain product differentiation



Product Life Cycle Stages: Decline

- Concept may be 'dated', with competition fierce
- Sales and margins decline, last opportunity to extract value possibly through price





Five questions to ask for Product Rejuvenation

- Why is the product going into decline?
- Is the environment right for a rejuvenation strategy?
- What does the product name mean to the market?
- Is there still a segment worth reaching?
- Can value be created for customers?

Example: Lucozade Product Rejuvenation: Health to Energy











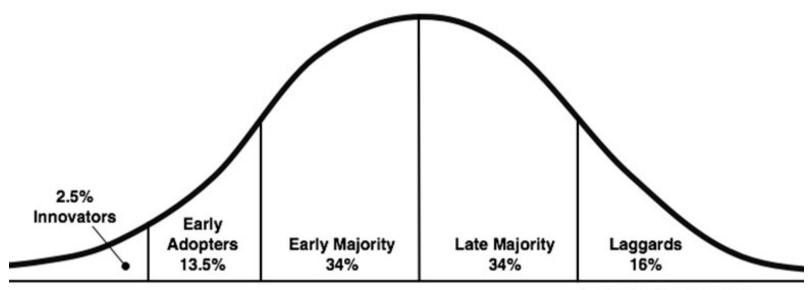
Source: @ GlaxoSmithKline http://www.lucozade.com

Summary of Product Life-Cycle Characteristics, Objectives and Strategies

	Introduction	Growth	Maturity	Decline
Characteristi	cs			
Sales	Low sales	Rapidly rising sales	Peak sales	Declining sales
Costs	High cost per customer	Average cost per customer	Low cost per customer	Low cost per customer
Profits	Negative	Rising profits	High profits	Declining profits
Customers	Innovators	Early adopters	Middle majority	Laggards
Competitors	Few	Growing number	Stable number beginning to decline	Declining number
Marketing O	bjectives			
	Create product awareness and trial	Maximize market share	Maximize profit while defending market share	Reduce expenditure and milk the brand
Strategies				
Product	Offer a basic product	Offer product extensions, service, warranty	Diversify brand and models	Phase out weak items
Price	Use cost-plus	Price to penetrate market	Price to match or beat competitors	Cut price
Distribution	Build selective distribution	Build intensive distribution	Build more intensive distribution	Go selective: phase out unprofitable outlets
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 trial	Reduce to take advantage of heavy consumer demand	Increase to encourage brand switching	Reduce to minimal level

Diffusion of Innovation Theory

Diffusion of Innovation (DOI) Theory, developed by E.M. Rogers in 1962. It originated in communication to explain how, over time, an idea or product gains momentum and diffuses (or spreads) through a specific population



Source: Everett Rogers (Affusion of Innovations model

The BCG Matrix and The Product Life-Cycle (PLC)

