



MASTER IN ENTREPRENEURSHIP  
INNOVATION MANAGEMENT  
IN COLLABORATION WITH MIT SLOAN

IN COLLABORATION WITH

**MIT** MANAGEMENT  
SLOAN SCHOOL



UNIVERSITÀ DEGLI STUDI DI NAPOLI  
**PARTHENOPE**

# MEIM\_2021-22

## INTRO CUSTOMER-CENTRIC MNGT & VALUE CREATION FOR CUSTOMER

*Lesson 1*

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*Professor of Marketing Management*

*University of Naples «Parthenope»*



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## INTRO CUSTOMER-CENTRIC MNGT & VALUE CREATION FOR CUSTOMER

*Lesson 1.1 – Customer-centric Management*

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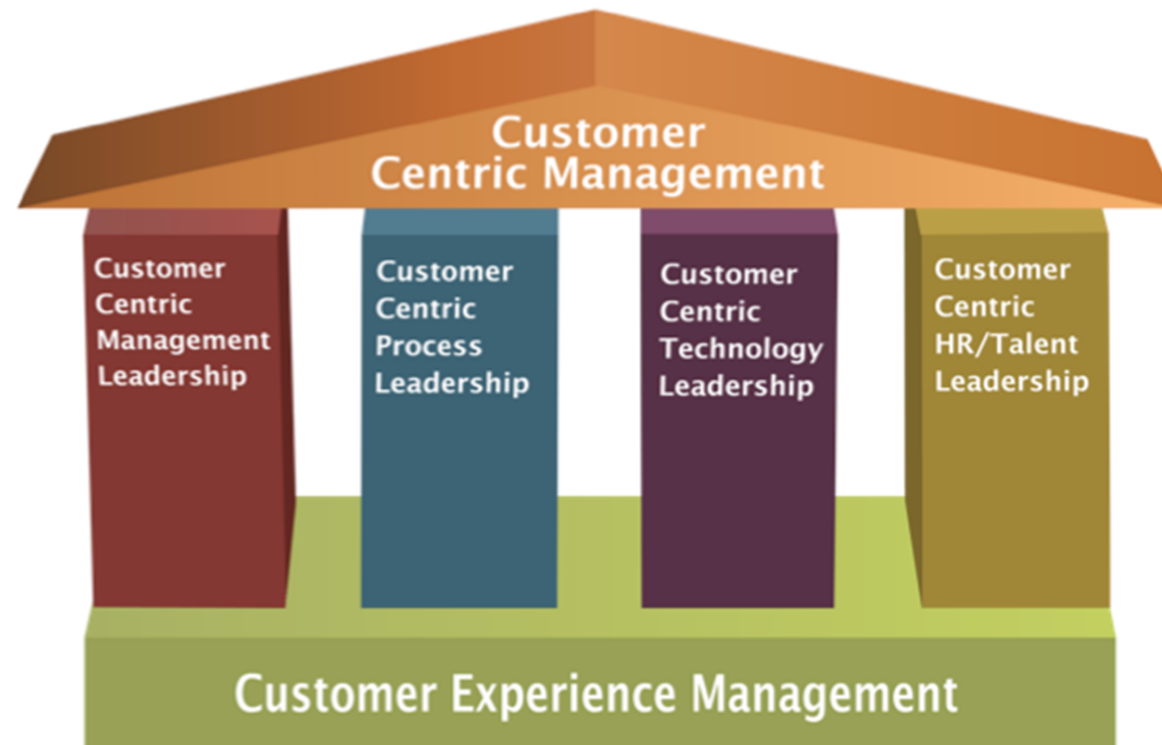
# CUSTOMER CENTRIC MANAGEMENT

*What? ... and ... What are these brands?*



# CUSTOMER CENTRIC (EXPERIENCE) MANAGEMENT

*The customer "centricity" in the marketing processes*





# CUSTOMER CENTRIC (EXPERIENCE) MANAGEMENT

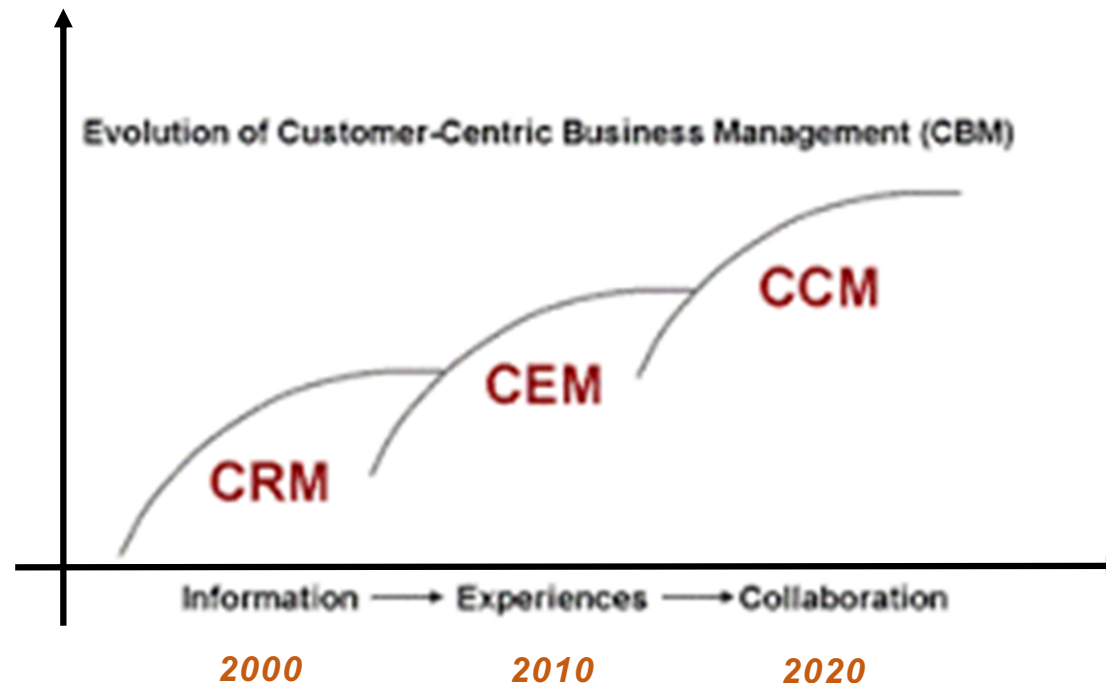
*The customer "centricity" in the marketing processes*

**How customer-centric is your business?**



# CUSTOMER CENTRIC (EXPERIENCE) MANAGEMENT

*The customer "centricity" in the marketing processes*



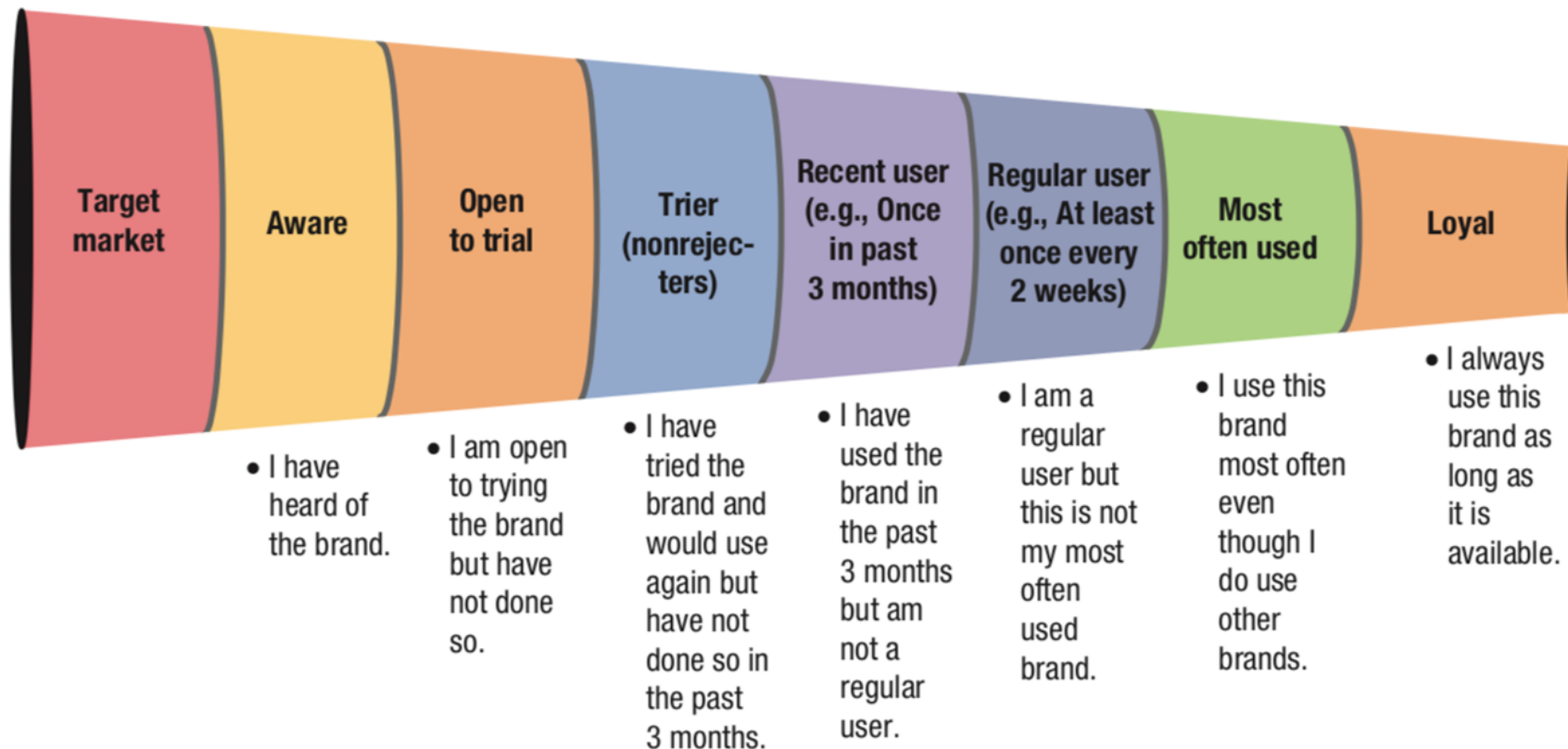
# THE CENTRALITY OF THE CUSTOMER RELATIONSHIP

## *Customer-Product Profitability Analysis*

		Customers			
		C <sub>1</sub>	C <sub>2</sub>	C <sub>3</sub>	
Products	P <sub>1</sub>	+	+	+	Highly profitable product
	P <sub>2</sub>	+			Profitable product
	P <sub>3</sub>		-	-	Unprofitable product
	P <sub>4</sub>			-	Highly unprofitable product
		High-profit customer	Mixed-bag customer	Losing customer	

# THE CENTRALITY OF THE CUSTOMER RELATIONSHIP

*From the target to the loyalty*





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## INTRO CUSTOMER-CENTRIC MNGT & VALUE CREATION FOR CUSTOMER

*Lesson 1.1.1 – Value Creation for Customer*

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# MARKETING

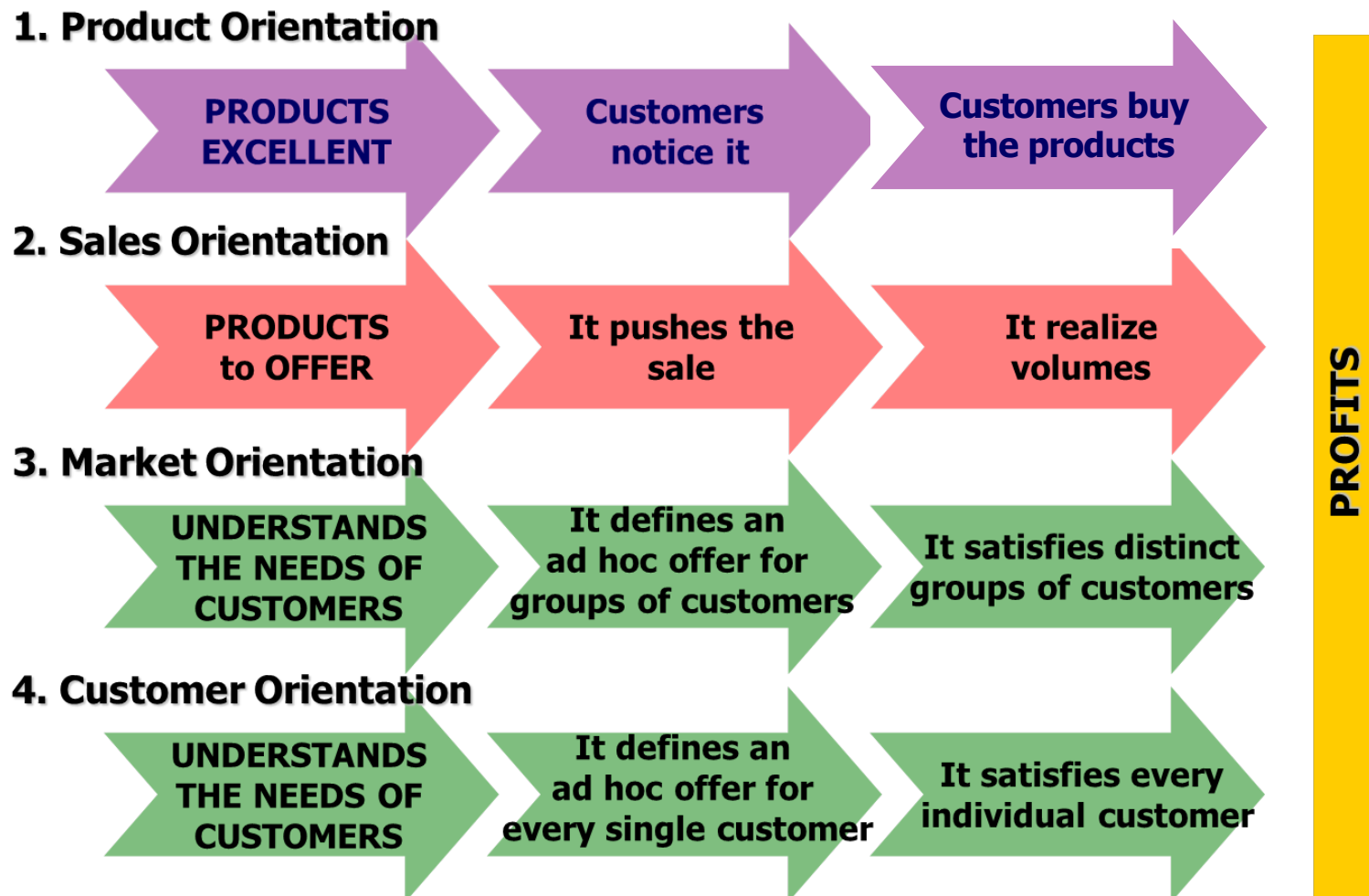
## *Definition*

**Marketing is the activity, set of institutions, and processes for creating, communicating, delivering, and exchanging offerings that have value for customers, clients, partners, and society at large\*.**

*\* Definition of American Marketing Association (2017)*

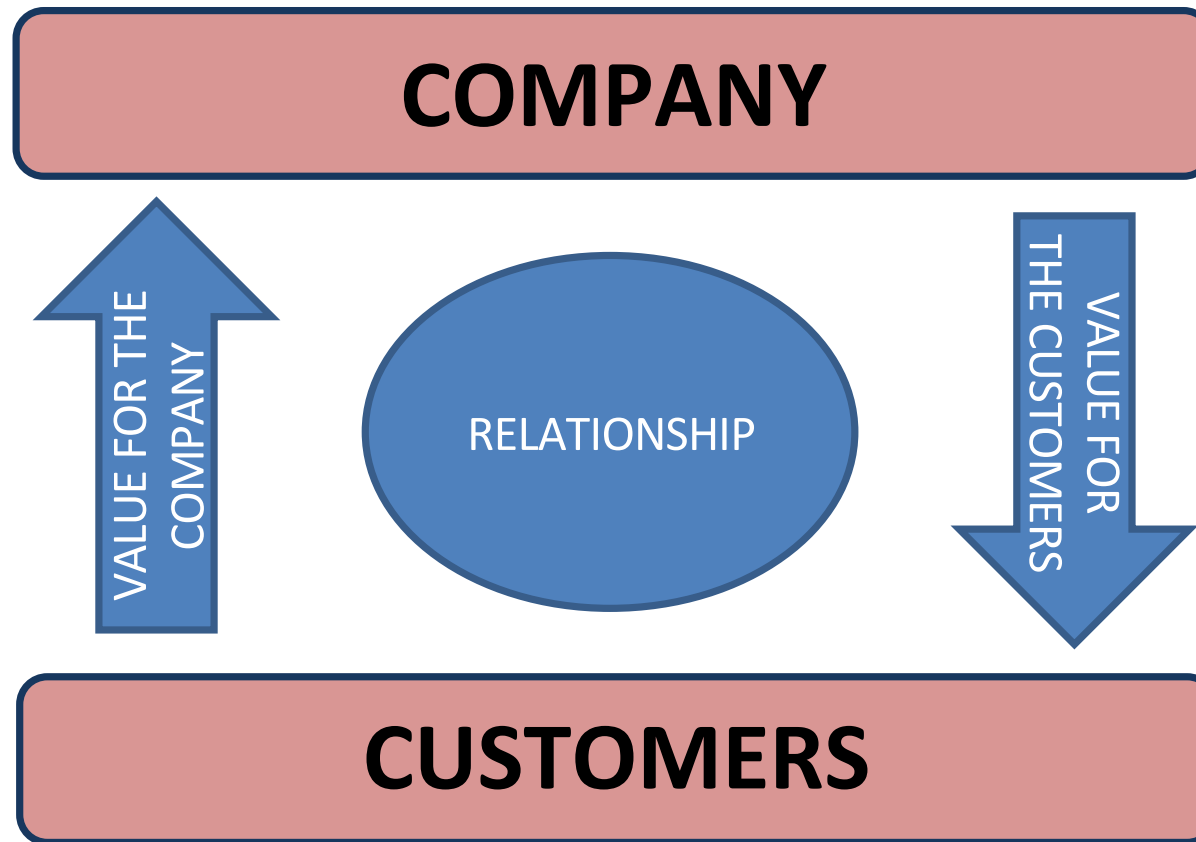
# MARKETING

*The evolution of company orientations*



# CUSTOMER VALUE MANAGEMENT

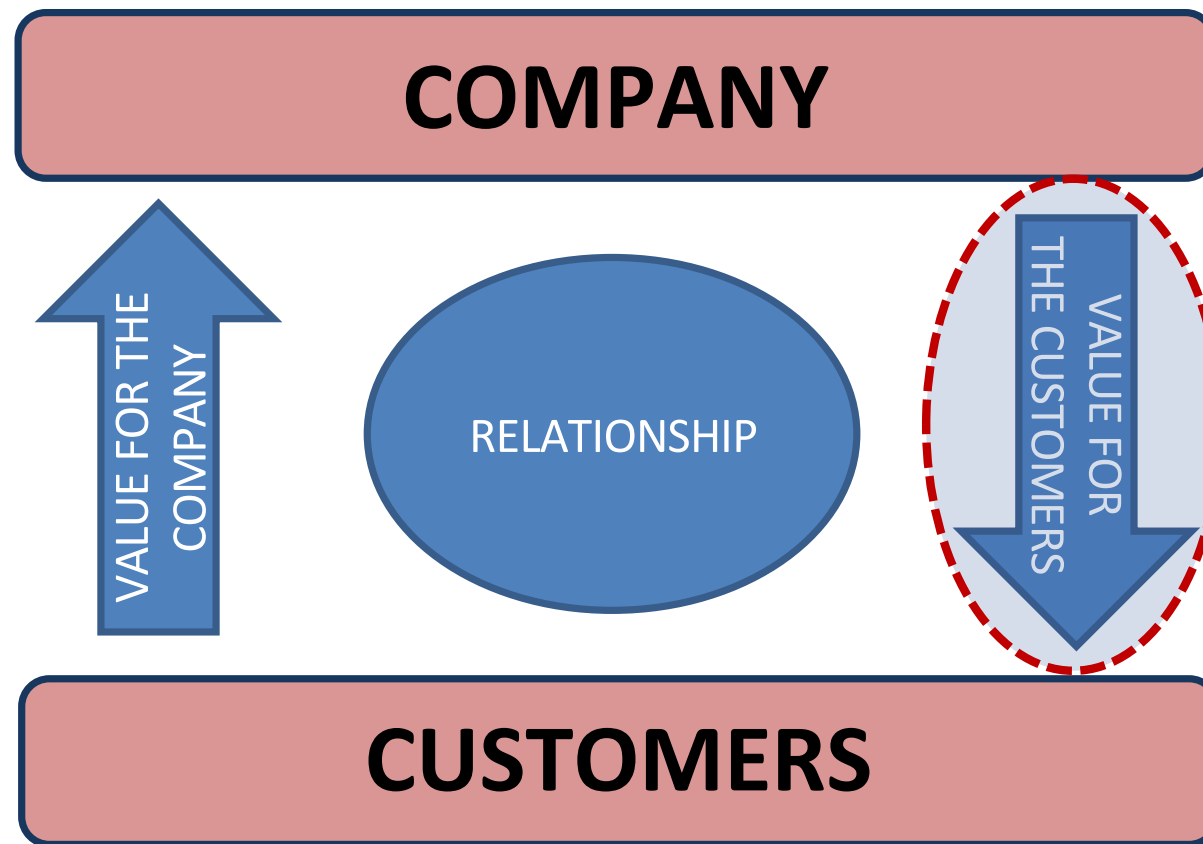
*The value exchange processes*





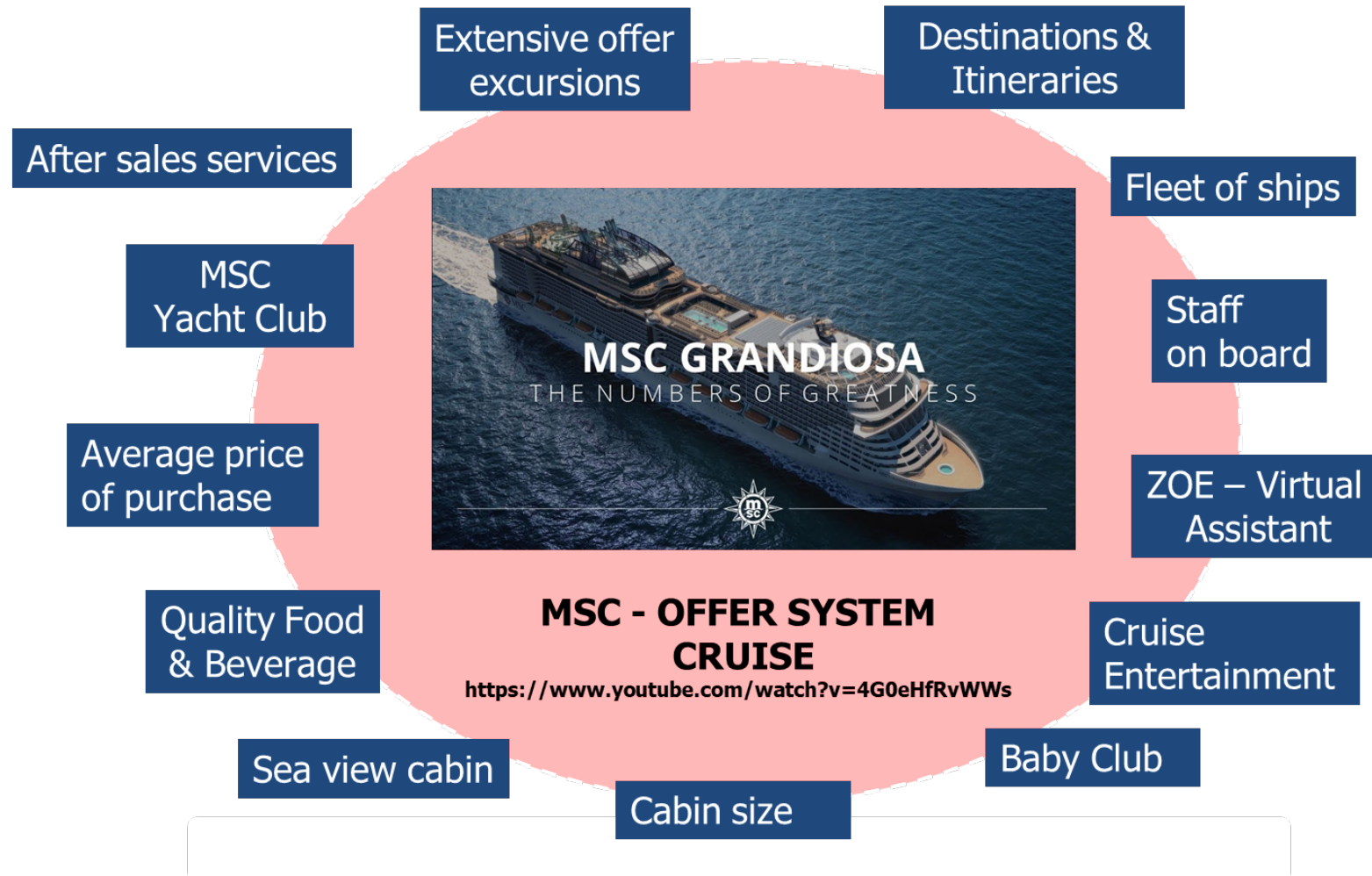
# CUSTOMER VALUE MANAGEMENT

*The value exchange processes*



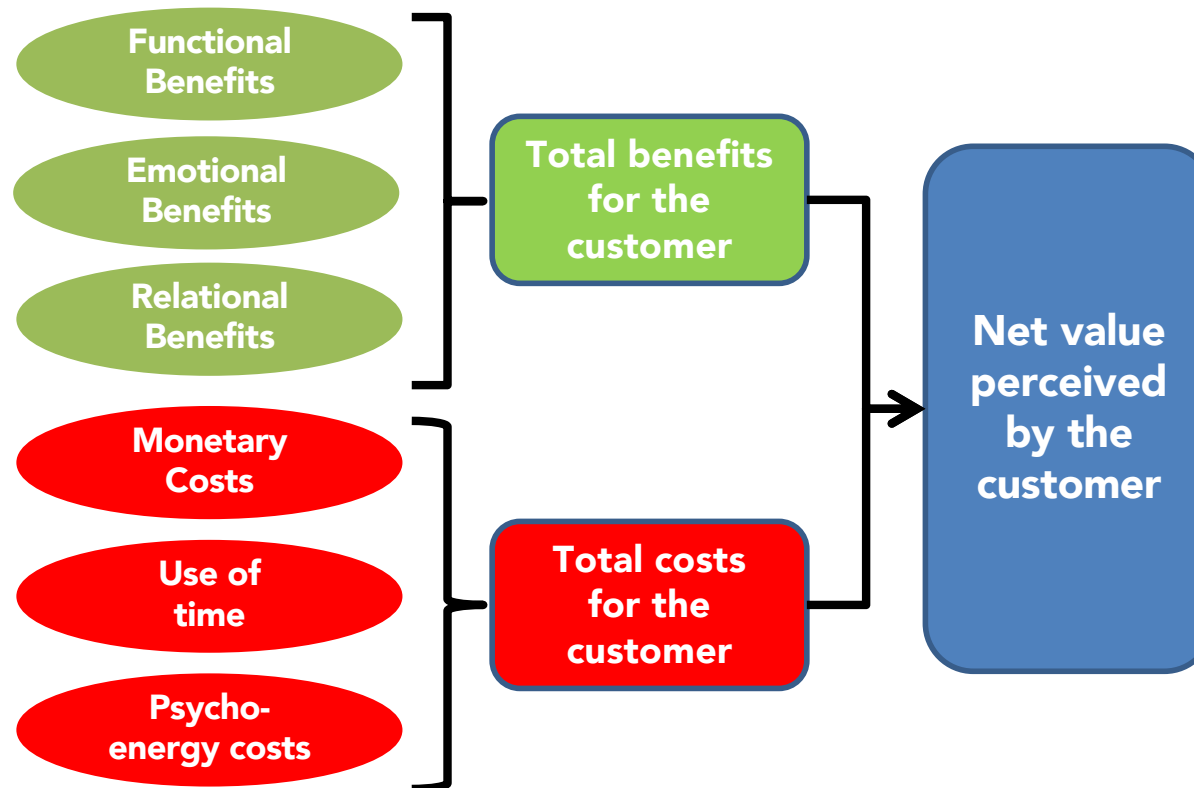
# CUSTOMER VALUE MANAGEMENT

*The identification of the attributes related to the offering system*



# CUSTOMER VALUE MANAGEMENT

*The analytical model to monitor the value creation for customer*



# CUSTOMER VALUE MANAGEMENT

*The analytical model to monitor the value creation for customer*

*>>> Classification of benefits*

## **The macro-categories of customer benefits.**

Total customer benefits can be classified into three main macro-categories:

1. **Functional benefits**, related to the objective and performance characteristics of the offer (for example, in the case of a cruise, cabin size, cleanliness, etc.);
2. **Emotional benefits**, related to the symbolic and image components of the offer (for example, in the case of cruises, status, personality, etc.);
3. **Relational benefits**, related to the ability to create value for the customer in moments of contact with the company (e.g., role of staff, management of booth spaces, etc.).

# CUSTOMER VALUE MANAGEMENT

*The analytical model to monitor the value creation for customer*

*>>> Classification of costs*

## **The macro-categories of costs for the customer.**

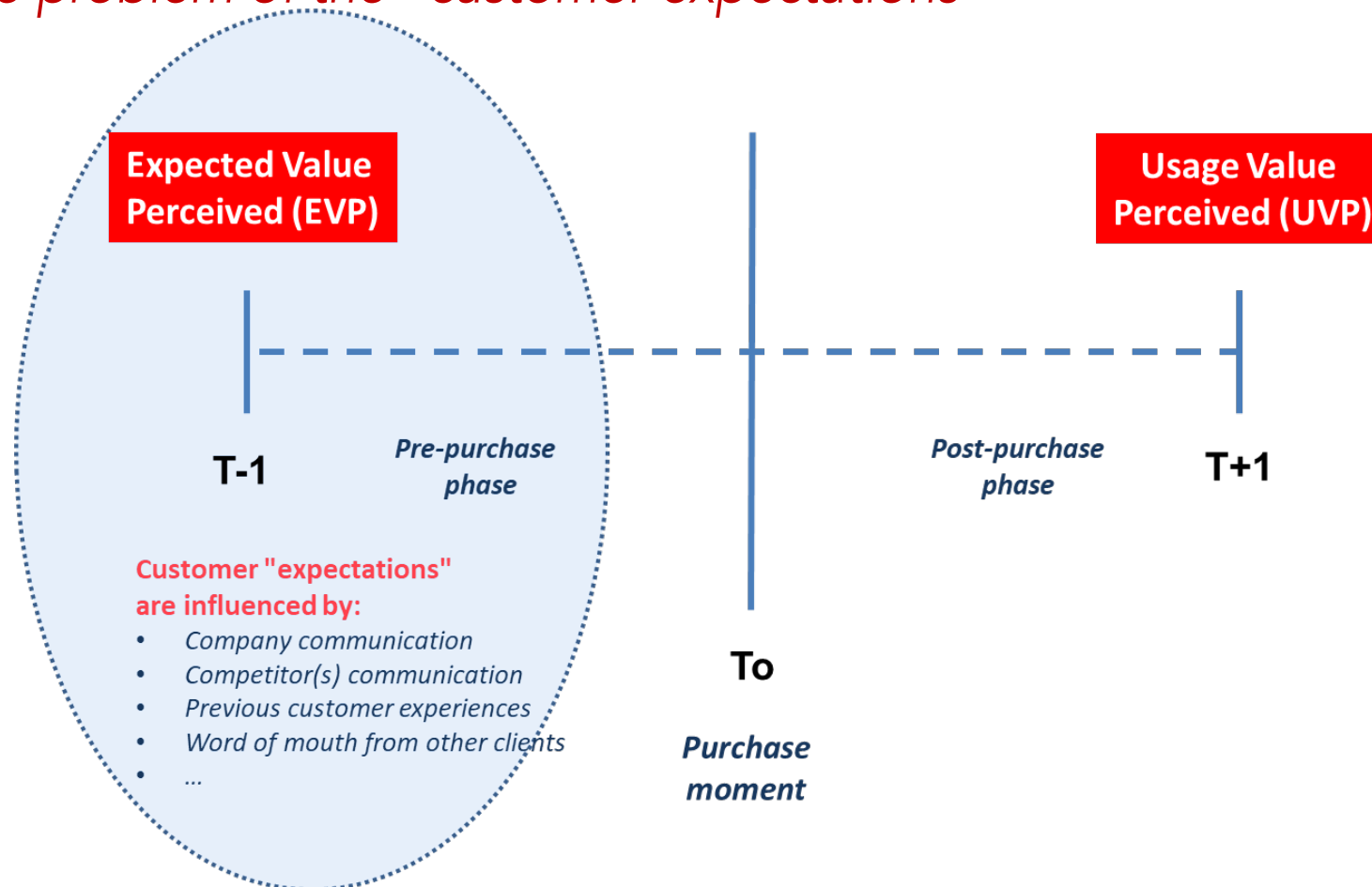
Total customer costs can be classified into the three macro-categories discussed below:

1. **Monetary costs**, related to the purchase price of the offer and any management costs for its use;
2. **Use of time**, required from the consumer in the process of purchase and fruition of the offer (waiting times, location of sales points, etc.);
3. **Psycho-energy costs**, related to any type of intellectual effort and/or energy required by the client to use the offer, even in the pre- and post-purchase phases (for example, difficulty in finding information, incorrect layout, etc.).

# CUSTOMER VALUE MANAGEMENT

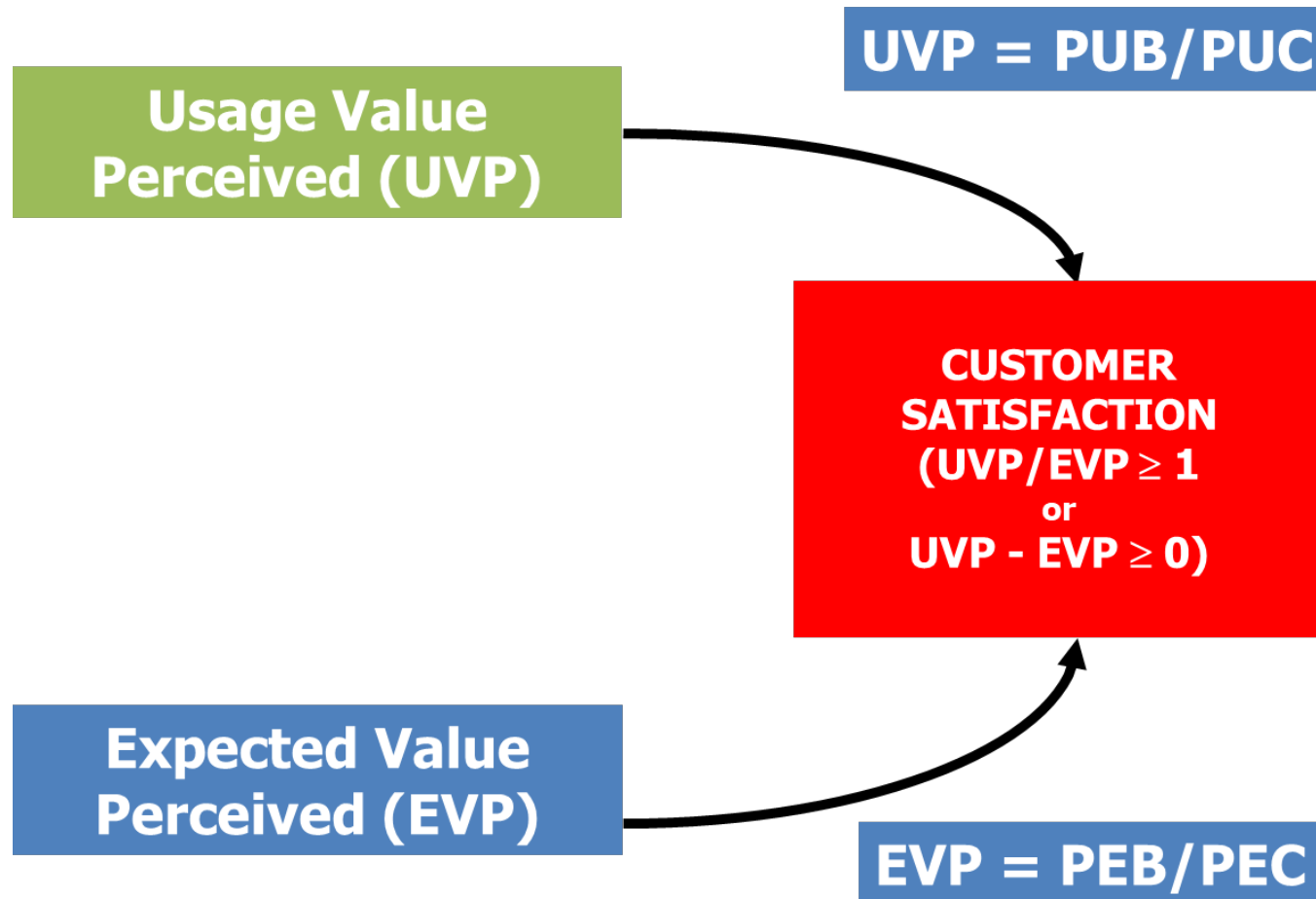
*The analytical model to monitor the value creation for customer*

*>>> The problem of the "customer expectations"*



# CUSTOMER VALUE MANAGEMENT

*The basics of the value for customer*



# CUSTOMER VALUE MANAGEMENT

*The basics of CSI (e.g. Casual Wear)*

PERCEIVED EXPECTED BENEFITS (PEB)	WEIGHT	PERCEIVED SCORE/PRESENCE				RATIO
		OFFER 1		OFFER 2		
		ABS	W	ABS	W	
MATERIALS (quality, strength, care seams, etc.)	0,20	8,00	1,60	7,00	1,40	
STYLE/DESIGN (colors, fit, etc.)	0,20	9,00	1,80	8,00	1,60	
RANGE WIDTH (number, variety, etc.)	0,20	8,00	1,60	6,00	1,20	
PERSONALITY (image, status, testimonial)	0,30	7,00	2,10	5,00	1,50	
PERSONAL AVAILABILITY (competence, kindness)	0,10	7,00	0,70	6,00	1,20	
<b>CUSTOMER PERCEIVED EXPECTED BENEFITS</b>	<b>1,00</b>	<b>7,80</b>		<b>6,30</b>		
<b>RATIO PERCEIVED EXPECTED BENEFITS</b>						<b>1,24</b>
PERCEIVED EXPECTED COSTS (PEC)						
PURCHASE COST	0,60	5,00	3,00	7,00	4,20	
PROCESS COSTS (out store) (PdV location, parking lot)	0,10	2,00	0,20	8,00	0,80	
PROCESS COSTS (in store) (wait times, information costs, etc.)	0,30	6,00	1,80	7,00	2,10	
<b>TOTAL PERCEIVED EXPECTED COSTS</b>	<b>1,00</b>	<b>5,00</b>		<b>7,10</b>		
<b>RATIO PERCEIVED EXPECTED COSTS</b>						<b>0,70</b>
<b>EXPECTED VALUE PERCEIVED BY THE CUSTOMER (EVP)</b>			1,59		0,89	
<b>RATIO EXPECTED VALUE PERCEIVED BY THE CUSTOMER (EVP)</b>						<b>1,76</b>



# CUSTOMER VALUE MANAGEMENT

*The basics of CSI (e.g. Casual Wear)*

PERCEIVED USAGE BENEFITS (PUB)	WEIGHT	PERCEIVED SCORE/PRESENCE				RATIO
		OFFER 1		OFFER 2		
		ABS	W	ABS	W	
MATERIALS (quality, strength, care seams, etc.)	0,20	8,00	1,60	7,00	1,40	
STYLE/DESIGN (colors, fit, etc.)	0,20	9,00	1,80	8,00	1,60	
RANGE WIDTH (number, variety, etc.)	0,20	9,00	1,80	6,00	1,20	
PERSONALITY (image, status, testimonial)	0,30	9,00	2,70	5,00	1,50	
PERSONAL AVAILABILITY (competence, kindness)	0,10	7,00	0,70	6,00	1,20	
CUSTOMER PERCEIVED EXPECTED BENEFITS	1,00		8,60		6,30	
<b>RATIO PERCEIVED EXPECTED BENEFITS</b>						<b>1,37</b>
PERCEIVED USAGE COSTS (PUC)						
PURCHASE COST	0,60	5,00	3,00	7,00	4,20	
PROCESS COSTS (out store) (PdV location, parking lot)	0,10	2,00	0,20	8,00	0,80	
PROCESS COSTS (in store) (wait times, information costs, etc.)	0,30	3,00	0,90	7,00	2,10	
TOTAL PERCEIVED EXPECTED COSTS	1,00		4,10		7,10	
<b>RATIO PERCEIVED EXPECTED COSTS</b>						<b>0,58</b>
<b>USAGE VALUE PERCEIVED (UVP)</b>			2,10		0,89	
<b>RATIO USAGE VALUE PERCEIVED (UVP)</b>						<b>2,36</b>
<b>CUSTOMER SATISFACTION INDEX</b>			1,34		1,00	
<b>COMPARATIVE CUSTOMER SATISFACTION INDEX</b>						<b>1,34</b>

# CUSTOMER VALUE MANAGEMENT

## *The basics of CSI*

$$CSI_k = UVP_k / EVP_k$$

$$UVP_k = (\sum_{(i=1, \dots, b)} (\sum_{(j=1, \dots, n)} W_i PVUB_{kij} / n)) / (\sum_{(i=1, \dots, c)} (\sum_{(j=1, \dots, n)} W_i PVUC_{kij} / n))$$

$$EVP_k = (\sum_{(i=1, \dots, b)} (\sum_{(j=1, \dots, n)} W_i PEVB_{kij} / n)) / (\sum_{(i=1, \dots, c)} (\sum_{(j=1, \dots, n)} W_i PECV_{kij} / n))$$

### Legenda:

$CSI_k$  = *Customer Satisfaction Index* by brand k;

$UVP_{kj}$  = *Usage Value Perceived* by brand k;

$EVP_{kj}$  = *Expected Value Perceived* by brand k;

$PVUB_{kij}$  = *Perceived Value in Use of the Benefit i*, about brand k, from the customer j;

$PVUC_{kij}$  = *Perceived Value in Use of Cost i*, about brand k, from the customer j;

$PEVB_{kij}$  = *Perceived Expected Value of Benefit i*, about brand k, from the customer j;

$PECV_{kij}$  = *Perceived Expected Value of Cost i*, about brand k, from the customer j;

$W_i$  = *weight attributed by customers to benefit/cost class i*.

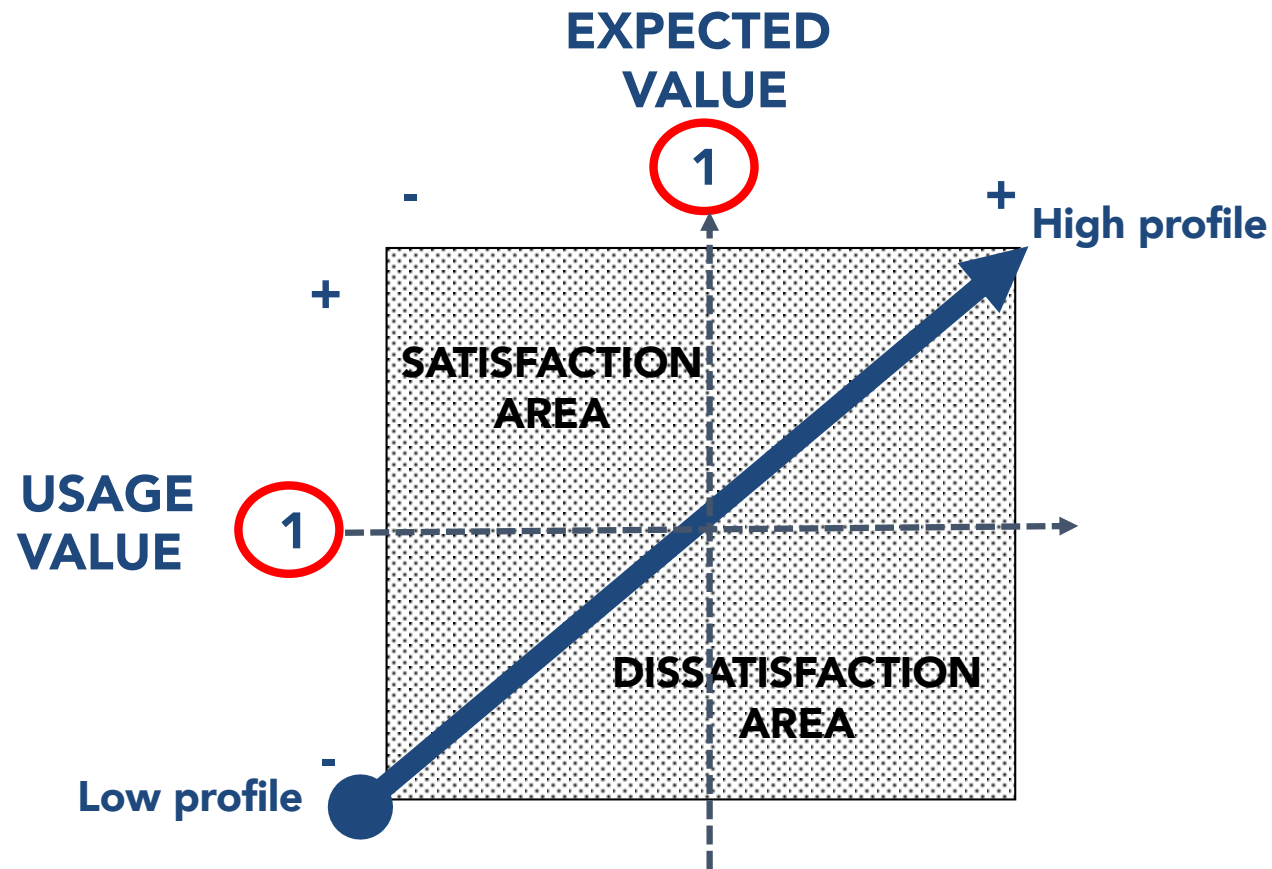
$k = 1, 2, \dots, m$ , brand;

$i = 1, 2, \dots, b \dots, c$ , benefits / costs perceived;

$j = 1, 2, \dots, n$ , customers who expressed preference for brand k.

# CUSTOMER VALUE MANAGEMENT

*The basics of CSI*



# CUSTOMER VALUE MANAGEMENT

*The basics of CSI*





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## INTRO CUSTOMER-CENTRIC MNGT & VALUE CREATION FOR CUSTOMER

*Lesson 1.1.2 – Customer dissatisfaction*

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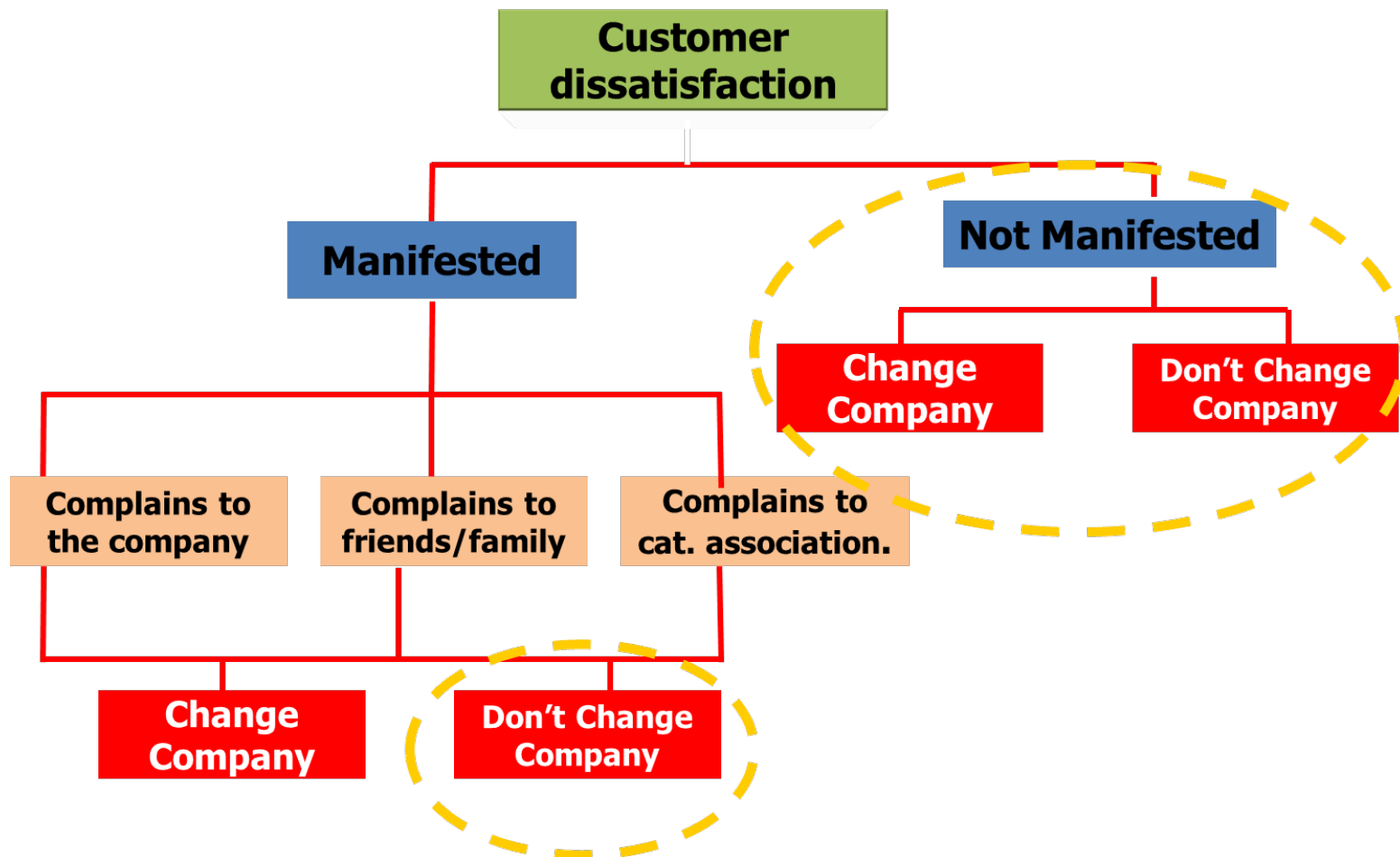
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# CUSTOMER RELATIONSHIP MANAGEMENT

*The customer's reaction to dissatisfaction*



# CUSTOMER RELATIONSHIP MANAGEMENT

*The main types of dissatisfied customers*

## Customer dissatisfaction

**THE PASSIVE** - They are disinclined to take any kind of action.  
**They assume that any type of complaint is useless;**

**CRITICS** - **They complain to the company,** but generally do not generate negative word of mouth. They think the complaint will lead to an **improvement in the service provided;**

**HYPERCRITICS** - Are prone to switching companies and negative word of mouth. **They are unwilling to give a second chance to the service provider;**

**ACTIVISTS** - They are consumers inclined to complain; **they complain to the company, generate negative word of mouth, and turn to associations.** They are potential "centers of summary justice" in defending their rights as consumers.

# CUSTOMER RELATIONSHIP MANAGEMENT

## *Unsatisfied customer recovery processes*

Customer  
dissatisfaction

### PROMOTE THE COMPLAINT WITH THE COMPANY

- Create a set of **collection tools/channels**;
- Build **alternative solutions** to promptly resolve the customer's problem (proceduralize disservice recovery).

### ANALYZE THE CAUSES OF THE COMPLAINT(S)

- Definition of a **model for measuring the causes of the complaint** (performance indicators, gap analysis, etc.);
- Identification of the **nature of the problem**.

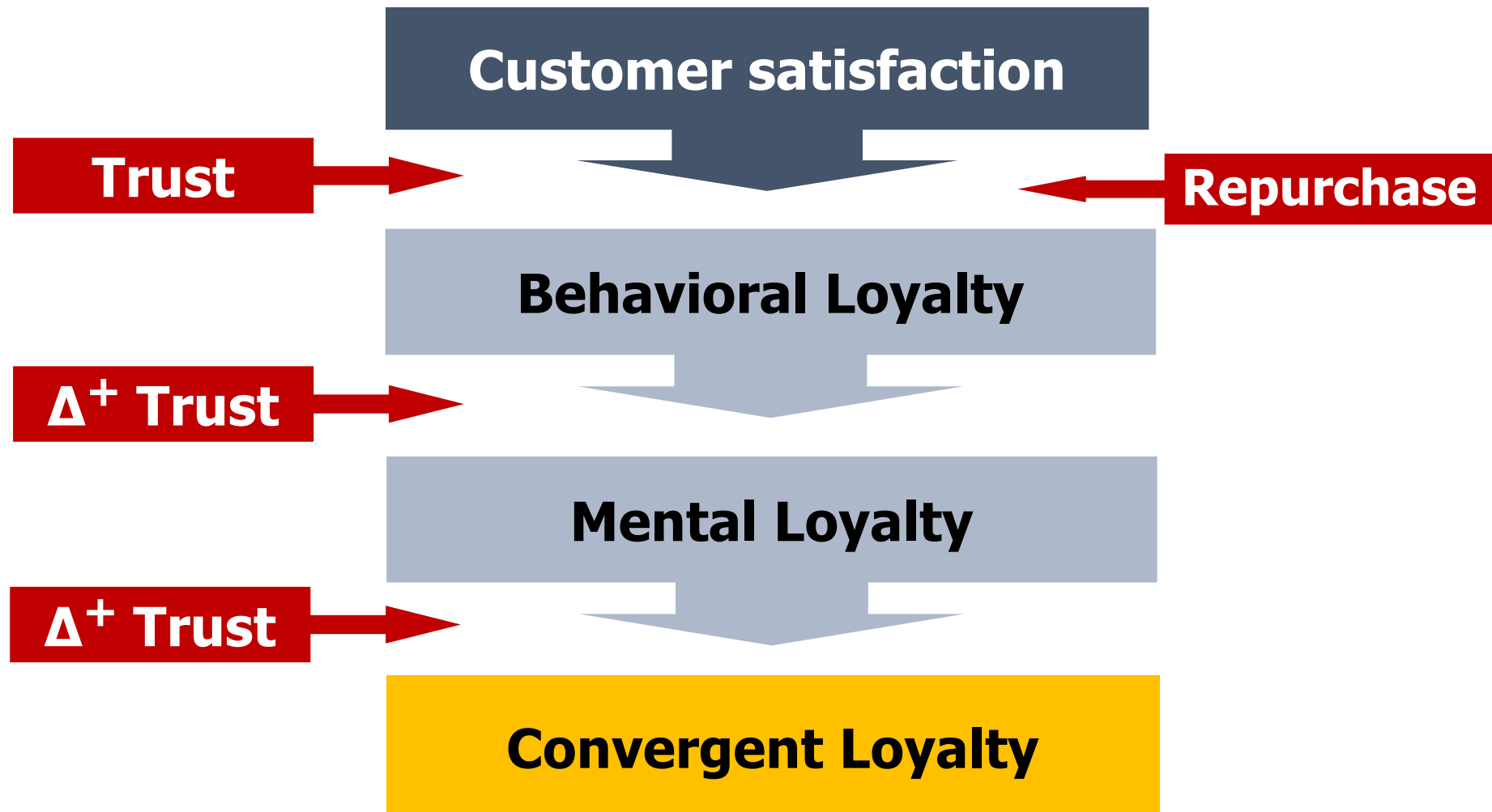
### STRATEGIC RESOLUTION OF THE NATURE OF THE PROBLEM

- **Communicate to the customer** the strategic problem resolution;
- Build ad hoc **retention tools for the "complaining" customer**.



# CUSTOMER RELATIONSHIP MANAGEMENT

*The three stages of satisfied customer loyalty*





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**Grazie per averci seguito!!!**  
**Thanks for your attention!!!**

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## VALUE FOR THE CUSTOMER vs VALUE OF THE CUSTOMER

*Lesson 1.2 – Customer Relationship Management (CRM)*

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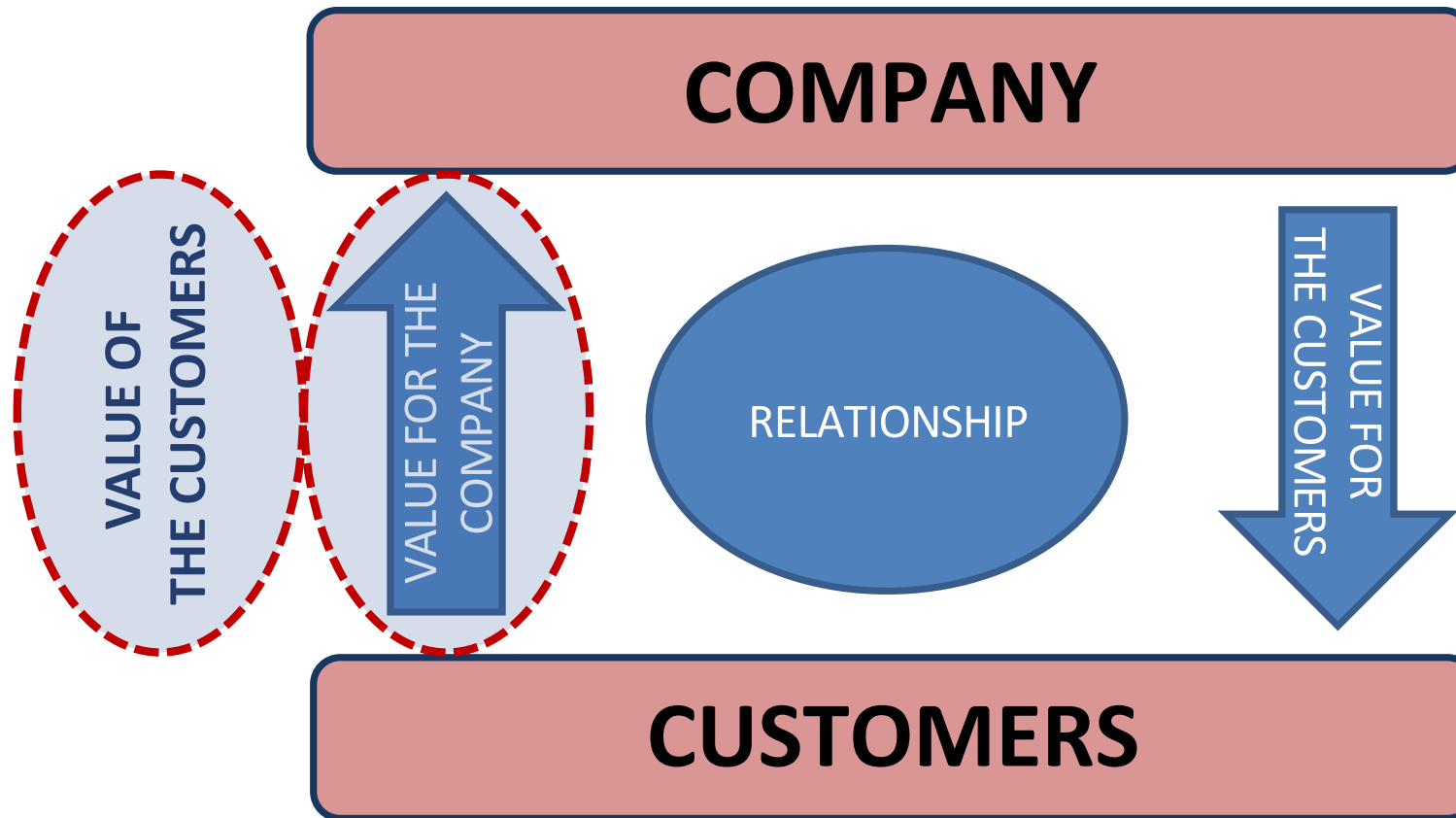
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# CUSTOMER VALUE MANAGEMENT

*The value exchange processes*



# CUSTOMER RELATIONSHIP MANAGEMENT

## *Agenda*

- Introduction to the topic: a definition of CRM
  - Relationship marketing and loyalty
- Information collection and customer portfolio analysis
  - CRM Monitoring indicators
- Loyalty-oriented strategies
  - Relationship management tools
- The case study of Fastweb

# CUSTOMER RELATIONSHIP MANAGEMENT

## *Agenda*

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# INTRODUCTION

- In recent years, **strategic management of customer relationships – adopting the marketing perspective - has changed dramatically.**
- Today's companies must know the entire **customer's needs and expectations** and know what value - not only economic value - they can generate throughout the relationship cycle.
- **Relationship marketing:** a philosophy for business management in which the strategic orientation is **to build, develop and maintain a strong customer base capable of increasing profitability in the medium / long term perspective.**

The **key factors that have driven CRM development** are:

1. *Relevance of customer information & power;*
2. *Development of integrated offerings;*
3. *ICT, digital and mobile marketing adoption;*
4. *Hyper-competitive context.*

# CRM DEFINITION

...SET OF BUSINESS PROCESSES AND ACTIVITIES  
THAT ENABLES THE FIRM TO MANAGE ITS  
PORTFOLIO OF CUSTOMER RELATIONSHIPS ...

...IN ORDER TO ACQUIRE, INCREASE AND  
MAINTAIN THE VALUE OF THE CUSTOMER BASE  
(CUSTOMER EQUITY)...

...AND THE FUTURE POTENTIAL TO GENERATE  
BUSINESS VALUE AND SUSTAIN COMPETITIVE  
ADVANTAGE IN THE MARKETING PERSPECTIVE.



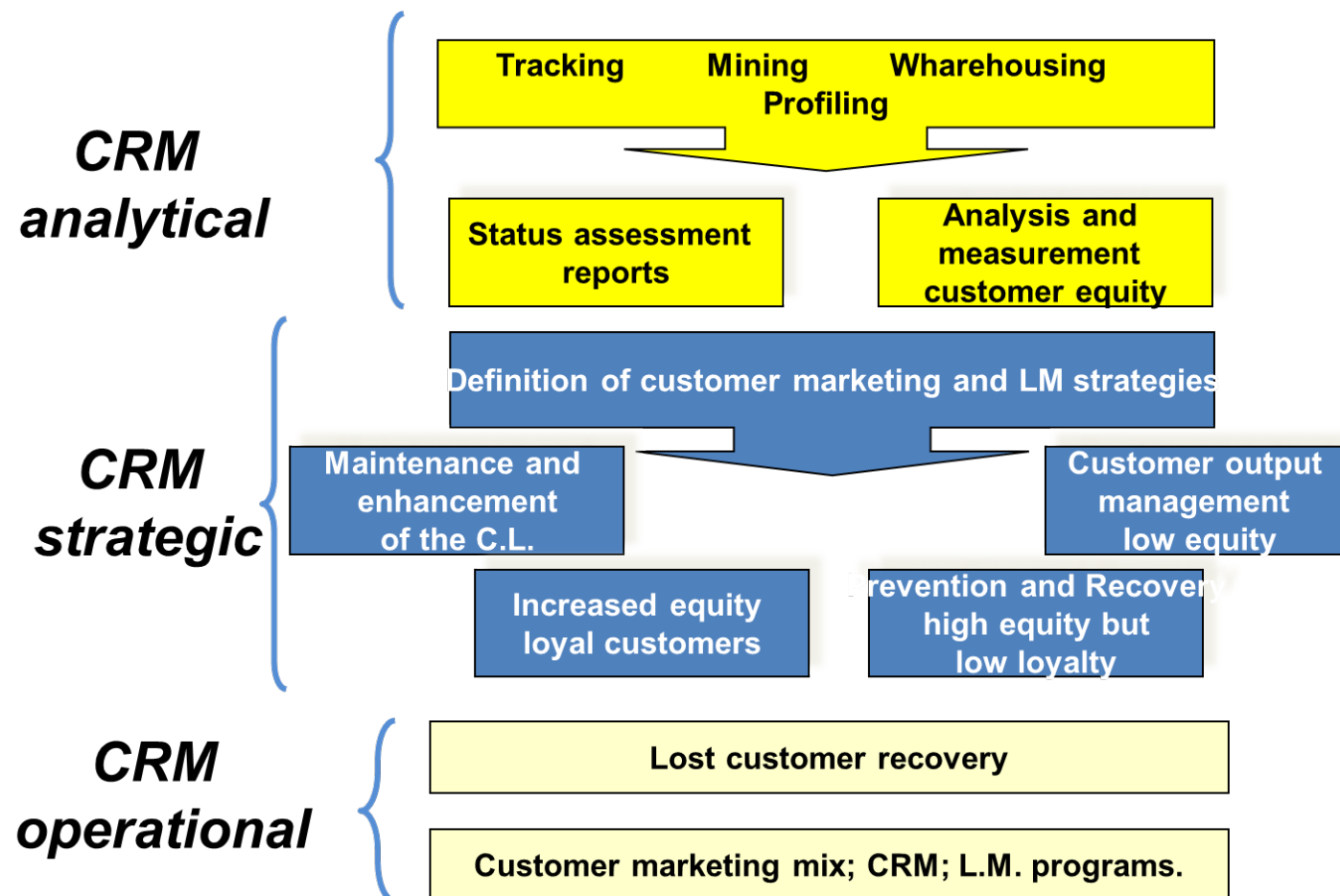
# CRM DEFINITION

*The focus on some critical change*

- CUSTOMERS PORTFOLIO vs PRODUCTS PORTFOLIO
- LEVERAGE CUSTOMER KNOWLEDGE TO INCREASE THE VALUE OF RELATIONSHIPS
- MEASURE THE VALUE OF INDIVIDUAL CUSTOMER RELATIONSHIPS, ONE-TO-ONE APPROACH
- INNOVATIVE TOOLS: ICT SOLUTIONS, DATAMINING, DIGITAL MARKETING, MOBILE & EXPERIENTIAL MARKETING, SOCIAL MEDIA MARKETING

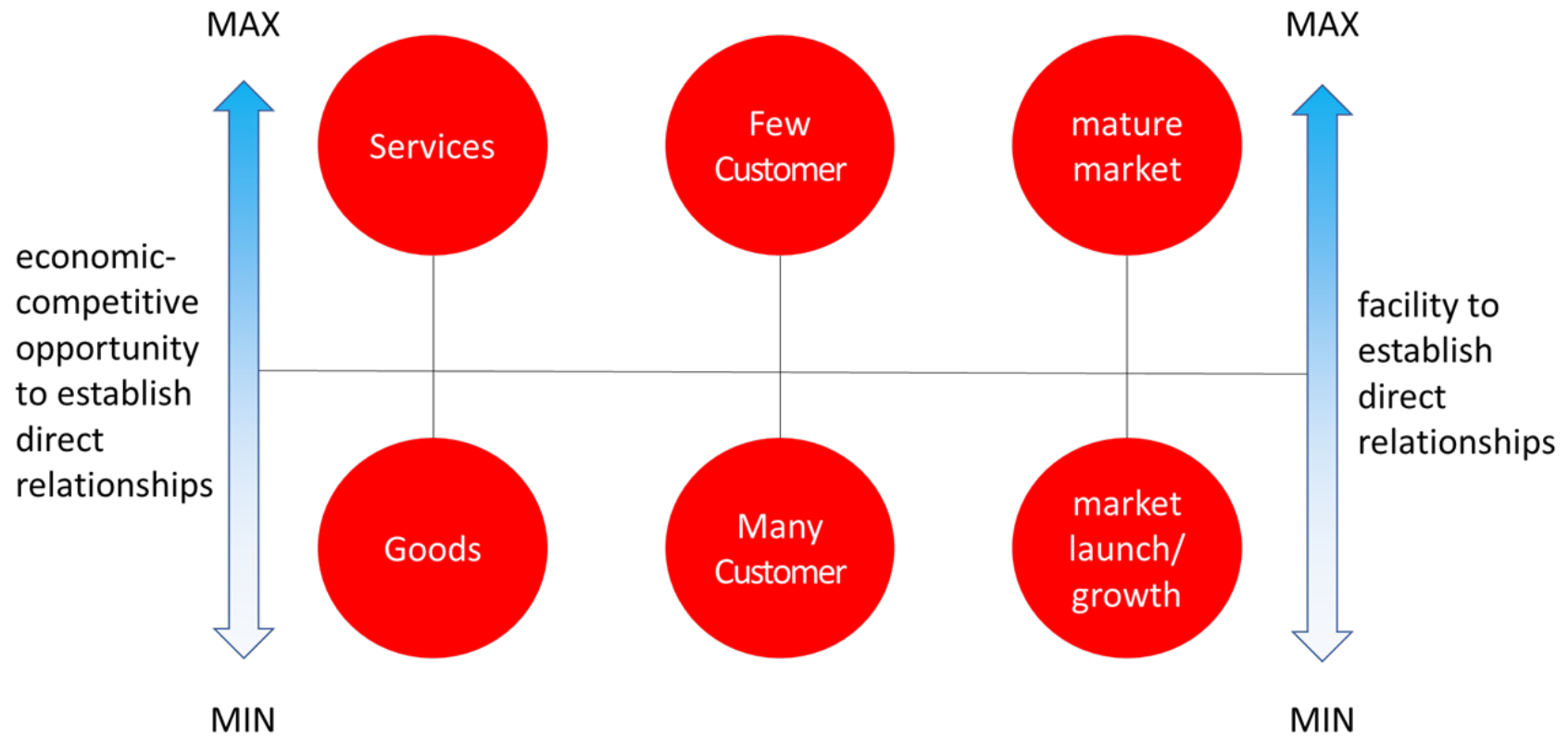
# RELATIONSHIP MARKETING

*The role of CRM: key levels, goals and activities*



# RELATIONSHIP MARKETING

## *Comparing orientations*



# CUSTOMER RELATIONSHIP MANAGEMENT

## *Agenda*

- Introduction to the topic: a definition of CRM
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- **Information collection and customer portfolio analysis**
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# INFORMATION COLLECTION AND CUSTOMER PORTFOLIO ANALYSIS

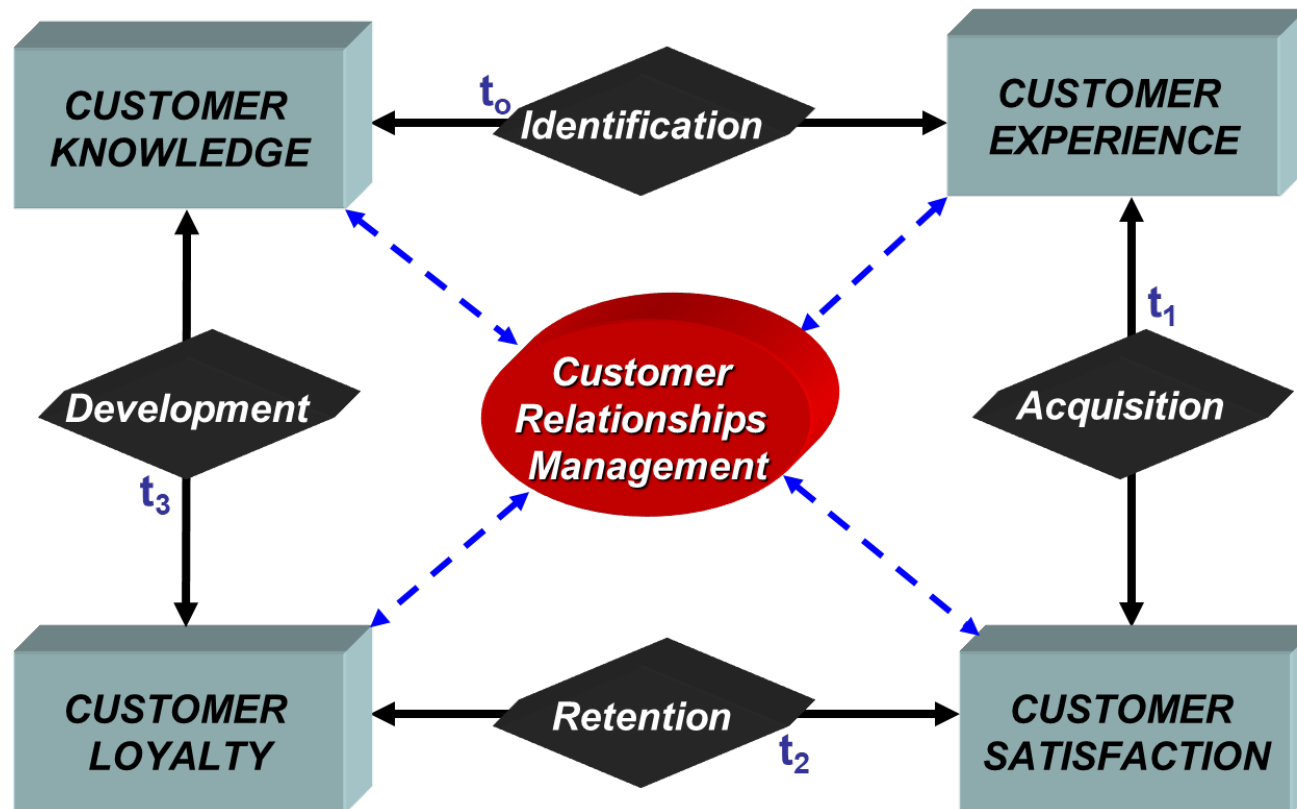
RELATIONSHIP MARKETING PERSPECTIVE: the **customers are placed in the center** of marketing management and **customer loyalty is given a prominent role** in marketing strategies.

THE COLLECTION OF INFORMATION: **customer knowledge becomes fundamental** in all the phases of the cycle of purchase; the companies use the **customer database**.

DATA WAREHOUSING: **Integration, homogenization and historicization of elementary, internal and external data** pertaining to individual clients. The data warehouse must be focused, integrated, time-varying and non-volatile (**datamining**).

# INFORMATION COLLECTION & CRM

*The stages and value determinants of CRM*



# INFORMATION COLLECTION AND CUSTOMER PORTFOLIO ANALYSIS

*The concept of customer profiling*

CUSTOMER PROFILING: we mean those **systems of analysis that allow an in-depth knowledge of individual customers**, in order to identify which are the **best loyalty strategies and operational marketing actions** to acquire new customers and retain the acquired ones.

CUSTOMER PORTFOLIO ANALYSIS: CPA has as its final output **the identification of a customer pyramid** at the top of which typically fall the **most profitable customers**.

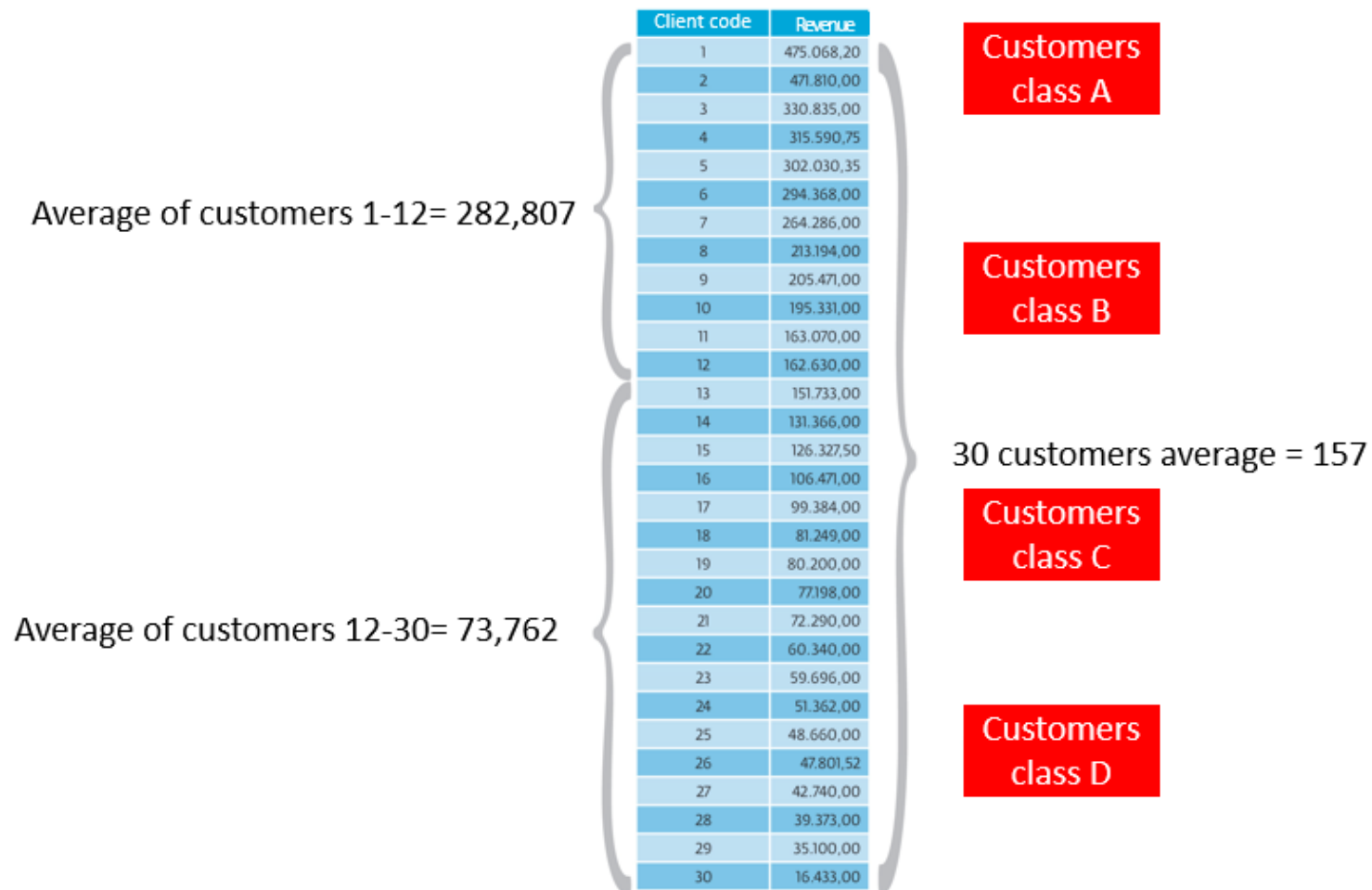
# INFORMATION COLLECTION AND CUSTOMER PORTFOLIO ANALYSIS

*Methods for analyzing the client portfolio*

1. **Pareto Principle:** 20% of customers generate about 80% of total revenue
2. **Calculation of average customer turnover** and value by which to divide the customer portfolio into distinct classes
3. **Determine the importance of your customer base** based on two variables you consider most relevant to your business



# EXAMPLE OF CLASS IDENTIFICATION OF A CLIENT PORTFOLIO



# INFORMATION COLLECTION AND CUSTOMER PORTFOLIO ANALYSIS

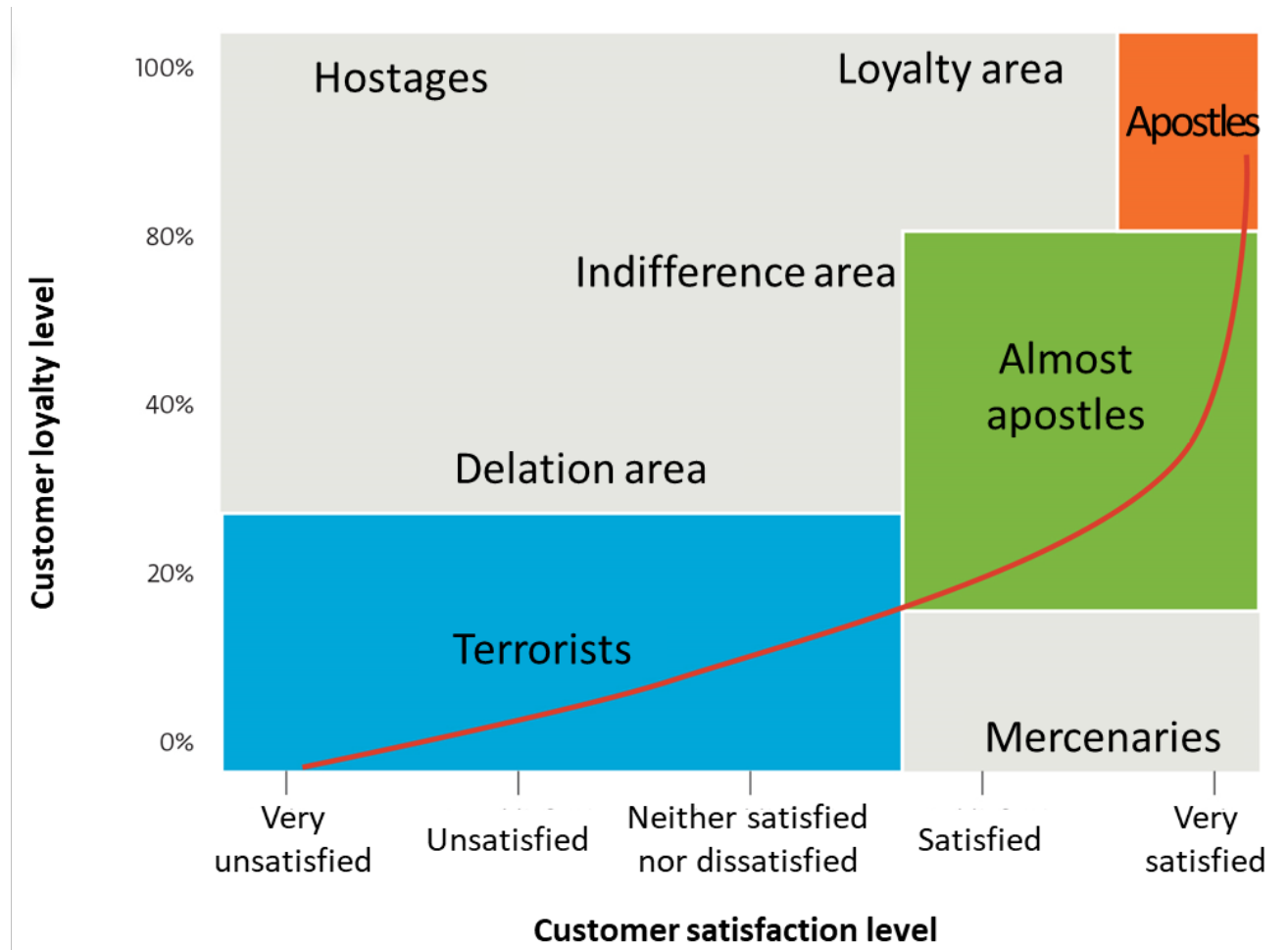
*Methods for analyzing the client portfolio*

**Customer analysis matrices** can be grouped into three macro categories:

1. *Customer profitability analysis matrices*
2. *Customer competitive analysis matrices*
3. *Customer relationship analysis matrices*

The most widely used matrix over time - for developing Customer relationship analysis - is based on the **level of customer satisfaction and customer loyalty**.

# CUSTOMER TYPES AND RELATIONSHIPS BETWEEN SATISFACTION AND LOYALTY



# CUSTOMER RELATIONSHIP MANAGEMENT

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  - **CRM Monitoring indicators**
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# ANALYZING THE CUSTOMER PORTFOLIO

## *The FRM Analysis*

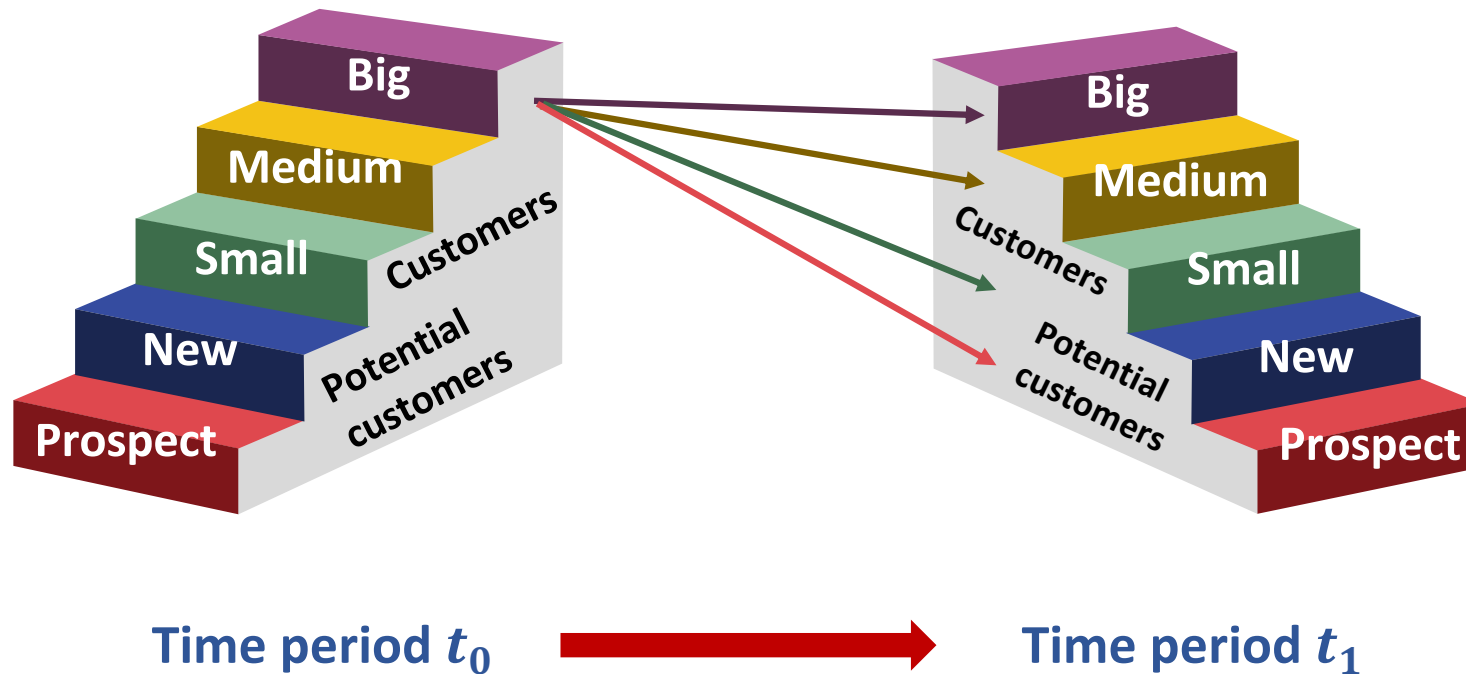
A criterion for identifying strategic customers is the so-called **FRM (Frequency - Recency - Monetary)** based on three variables (appropriately indexed and weighted): **frequency of purchase**, **last purchase made (i.e. Recency)** and **amount spent in a given period of time (i.e. Monetary)**.

Customer	Frequency	Recency	Monetary	Frequency score	Recency score	Monetary score	Total score
Rossi	1	July	400.000	5	10	16	31
Bianchi	2	April	150.000	10	5	6	21
Verdi	2	February	550.000	10	5	322	37

Indexing assumptions (analysis performed at year-end)  
 Recency = 15 for the third quarter; 10 for the second quarter; 5 for the first quarter  
 Frequency = number of purchases multiplied by 5  
 Monetary = 0.004% of value

# ANALYZING THE CUSTOMER PORTFOLIO

*A focus on the dynamic analysis (over the time)*



# ANALYZING THE CUSTOMER PORTFOLIO

## *Key performance indicators*

In order to monitor customer loyalty, it would be appropriate to build a loyalty “monitoring dashboard” consisting of a number of indicators:

1. **Customer Retention Rate** (CRR; number of loyal customers at the end of the period);
2. **Average customer seniority** (average length of relationship in years);
3. **Churn Rate** (rate of customer churn in favor of a specific competitor);
4. **Probability of repurchase** (called active, i.e., the likelihood that the customer will remain active in subsequent months);
5. **Interpurchase Time** (IPT; average time between one purchase and the next).

These indicators are useful to calculate the **cd. Customer Life Time Value (CLTV)**, i.e. the value generated by the customer for the company.

# CUSTOMER RELATIONSHIP MANAGEMENT

*The concept of customer Life Time Value (LTV)*

$$LTV_j = ATV \times AFT \times RL$$

## LEGENDA:

*LTV<sub>j</sub> = Customer Life Time Value j*

*ATV = Average Transaction Value*

*AFT = Average Frequency of Transactions in period t*

*RL = Relationship lifecycle (i.e. the period of time: year, month, etc.)*

*j = general customer*

Ex. Flights ALITALIA - Multinational company

150€ x 40 (flights purchased per month) x 24 months = € 144,000



# CUSTOMER RELATIONSHIP MANAGEMENT

*The concept of customer Life Time Value (LTV)*

$$LTV_{jSE} = \#C \times ATV \times AFT \times RL$$

LEGENDA:

$LTV_j$  = Total Life Time Value of customer segment

$\#C$  = Total number of customers  $j$  belonging to the segment

$ATV$  = Average Transaction Value

$AFT$  = Average Frequency of Transactions in period  $t$

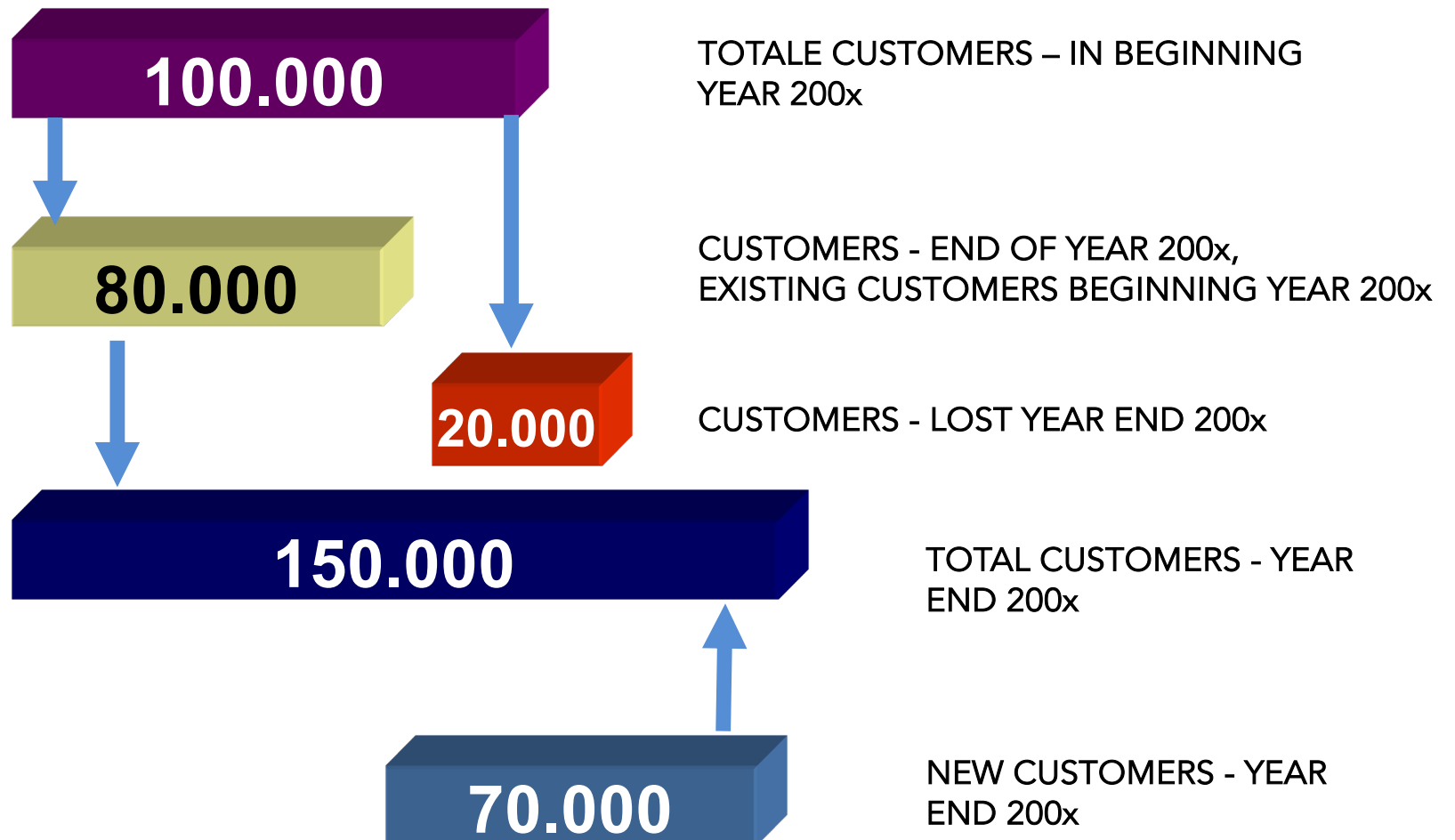
$RL$  = Relationship lifecycle (i.e. the period of time: year, month, etc.)

$j$  = general customer

**Ex. Acq. Flights ALITALIA - Multinational companies AREA 1 NIELSEN**  
**20 (# companies) X €150 x 40 (flights purchased per month)**  
**x 24 months = €2,880,000**

# CUSTOMER PORTFOLIO MANAGEMENT

## BlueSerena Case



# CUSTOMER PORTFOLIO MANAGEMENT

## *BlueSerena Case*

### Customer Retention Rate (CRR)

$$\text{CRR}_i = \frac{\text{N}^\circ \text{ OF CUSTOMERS IN THE END OF YEAR EXISTING AT BEGINNING OF YEAR}}{\text{N}^\circ \text{ OF TOTAL CUSTOMERS IN THE BEGINNING OF THE YEAR}} * 100$$

### Customer Churn Rate (CCR)

$$\text{CCR}_i = \frac{\text{N}^\circ \text{ OF CUSTOMERS LOST AT THE END OF THE YEAR EXISTING AT THE BEGINNING OF THE YEAR}}{(\text{N}^\circ \text{ CUSTOMERS BEGINNING OF THE YEAR} + \text{N}^\circ \text{ END OF YEAR CUSTOMERS}) / 2} * 100$$

# CUSTOMER PORTFOLIO MANAGEMENT

## *BlueSerena Case*

### Customer Development Rate (CDR)

$$\text{CDR}_i = \frac{\text{N}^\circ \text{ NEW CUSTOMERS PRESENT AT THE END OF THE YEAR}}{\text{N}^\circ \text{ TOTAL CUSTOMERS PRESENT AT THE END OF THE YEAR}} * 100$$

### Average Customer Duration (Turnover)

$$\text{ACD} = \frac{1}{1 - \text{CRR}}$$

# CUSTOMER PORTFOLIO MANAGEMENT

## *BlueSerena Case*

$$\text{CRR } i = (80/100) * 100 = 80\%$$

$$\text{CCR } i = (20 / ((100+150)/2)) * 100 = 16,0\%$$

$$\text{CDR } i = (70/150) * 100 = 46,7\%$$

$$\text{ACD } i = 1 / (1 - 0,80) = 5$$

# CUSTOMER RELATIONSHIP MANAGEMENT

## *Agenda*

- Introduction to the topic: a definition of CRM
  - Relationship marketing and loyalty
- Information collection and customer portfolio analysis
  - CRM Monitoring indicators
- **Loyalty-oriented strategies**
  - Relationship management tools
- The case study of Fastweb

# RELATIONSHIP MANAGEMENT TOOLS

RELATIONAL TOOLS CAN BE DIVIDED INTO TWO MACRO-CATEGORIES BASED ON THE BENEFITS OFFERED TO CUSTOMERS

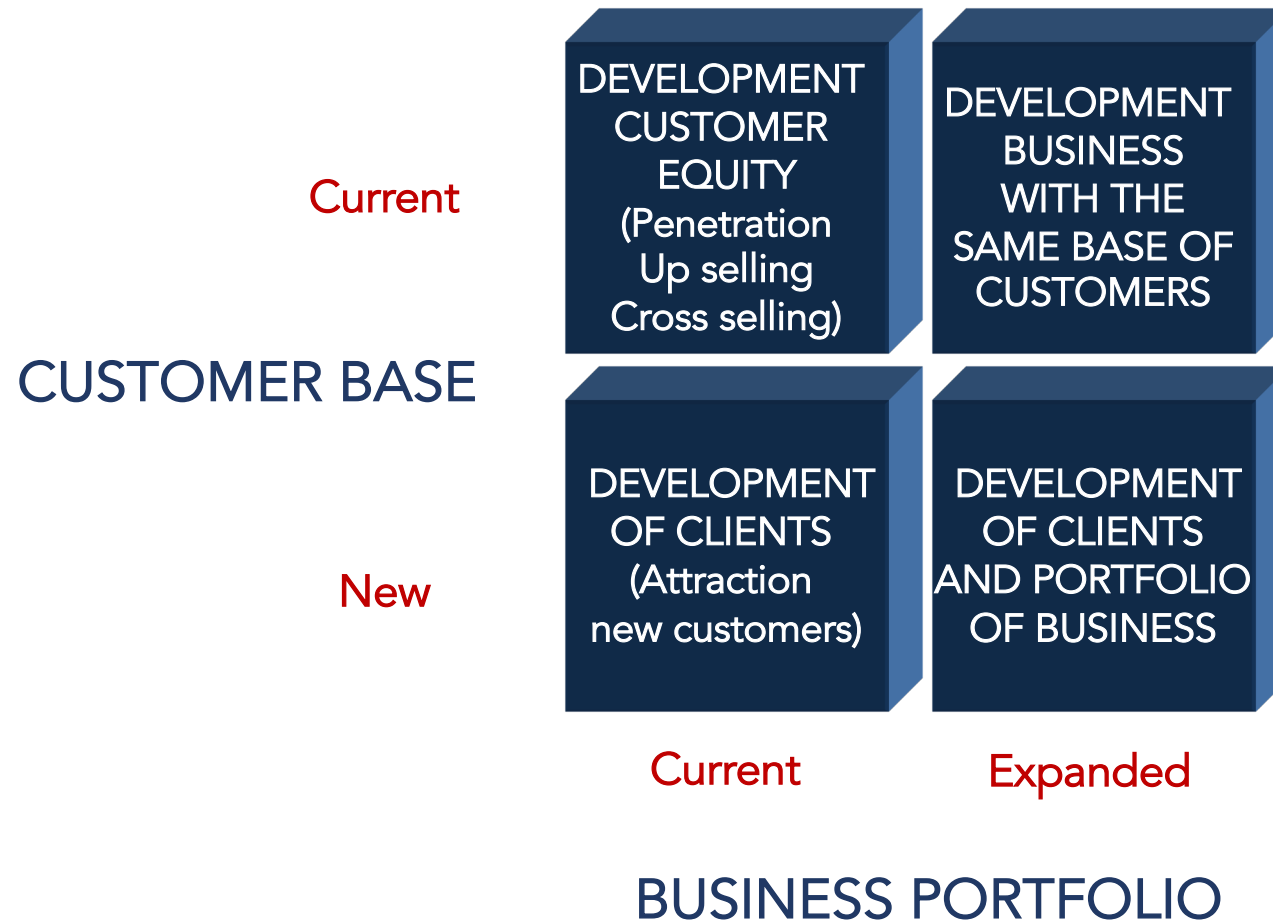
1. Instruments that offer **economic benefits**
2. Instruments that offer **benefits of an intangible and social nature**

These tools could also be broken down by when the benefit is provided, so immediate or requiring a longer period.

A FURTHER CLASSIFICATION IS BASED ON THE OBJECTIVES OF RELATIONSHIP MANAGEMENT AND OPTIMIZATION

1. Tools and practices defined for improving the **duration of the relationship**
2. Tools and practices defined for extending the **breadth of the relationship (cross-selling)**
3. Tools and practices defined for extending the **depth of the relationship (up-selling)**

# STRATEGIC OPTIONS





# CUSTOMER RELATIONSHIP MANAGEMENT

## *Agenda*

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INNOVATION MANAGEMENT  
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**PARTHENOPE**

MEIM\_2021-22

**Grazie per averci seguito!!!**  
**Thanks for your attention!!!**

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## VALUE FOR THE CUSTOMER

### >>> THE EXPERIENTIAL MARKETING PERSPECTIVE

*Lesson 1.3 – Customer Experience Management (CEM)*

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MARCELLO RISITANO

*Professor of Marketing Management*

*University of Naples «Parthenope»*

# CUSTOMER EXPERIENCE MANAGEMENT

## *Agenda*

- INTRODUCTION
- CEM vs CRM
  - *CEM: beyond the CRM*
- THE EXPERIENTIAL MARKETING
- THE CASE STUDY OF A "FLIGHT COMPANY"

# CUSTOMER EXPERIENCE MANAGEMENT

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# CUSTOMER EXPERIENCE MANAGEMENT

## *Introduction (1/3)*

- Holbrook and Hirschman's are the pioneers academics that have studied – in terms of hedonic consumption (1982) - the experiential nature of consumer behavior.
- The Authors, in fact, highlighted the role of **emotions, feelings and fun** as key drivers of consumer behavior processes in the field of hedonistic products.

# CUSTOMER EXPERIENCE MANAGEMENT

## *Introduction (2/3)*

- Analyzing the characteristics of experience economy, after many years, Pine and Gilmore (1999, 2009) emphasized the **concept of customer experience during the stages of purchase and use of products.**
- They suggested to embed goods and services in an experiential brand, in a **co-evolution process with the customers as key-player.**

# CUSTOMER EXPERIENCE MANAGEMENT

## *Introduction (3/3)*

- Customer experience could be considered as “the set of all moments of interaction (i.e. touchpoints) between an organization and a customer, in which physical, functional and emotional factors stimulate the senses of customers” (Shaw and Ivens, 2005).
- According to Carù and Covà (2003), this concept has to be extended beyond the consumer- firm context, recognizing the importance of consumption-related experience that takes place with family, friends and the wider community (i.e. on-line and off-line experience).



# CUSTOMER EXPERIENCE MANAGEMENT

## *Agenda*

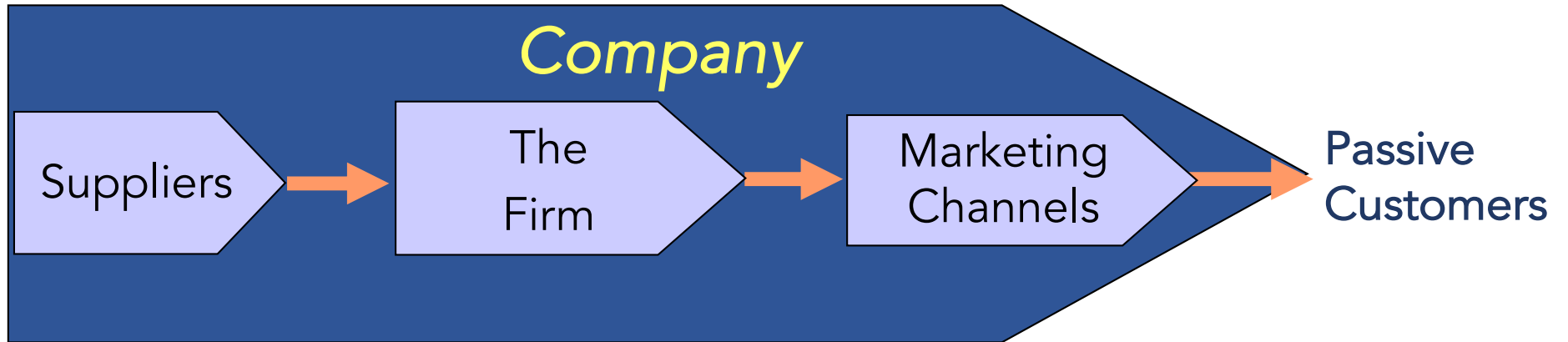
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# CUSTOMER EXPERIENCE MANAGEMENT

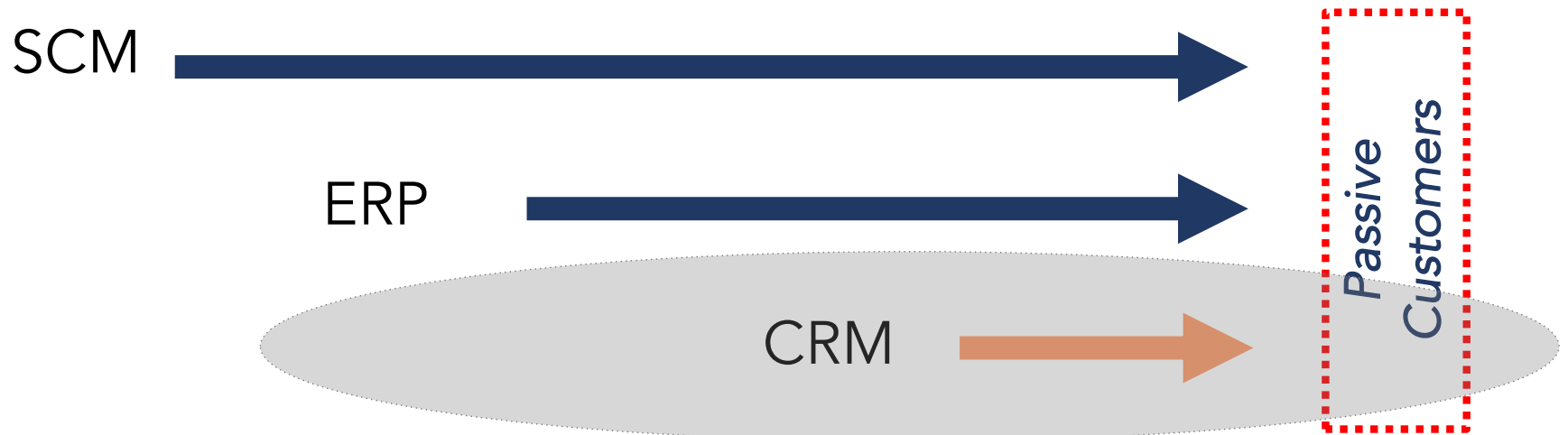
## *CEM vs CRM*

- It's important emphasize that customer experience management (CEM) differs from customer relationship management (CRM), because it focuses on the experience in place of the customers, rather than the history of customer's purchasing patterns.
- In fact, CRM strategies are principally related to manage the value creation process between firm and customer, through deep analysis of data with technology software (analytical CRM). The acquisition of customer knowledge and the diffusion of this knowledge in the firm's organization allow "the development of appropriate relationships with specific customers, integrating the marketing processes across the many areas of the firm and across the network of firms that collaborate to generate customer value" (Boulding et al., 2005).

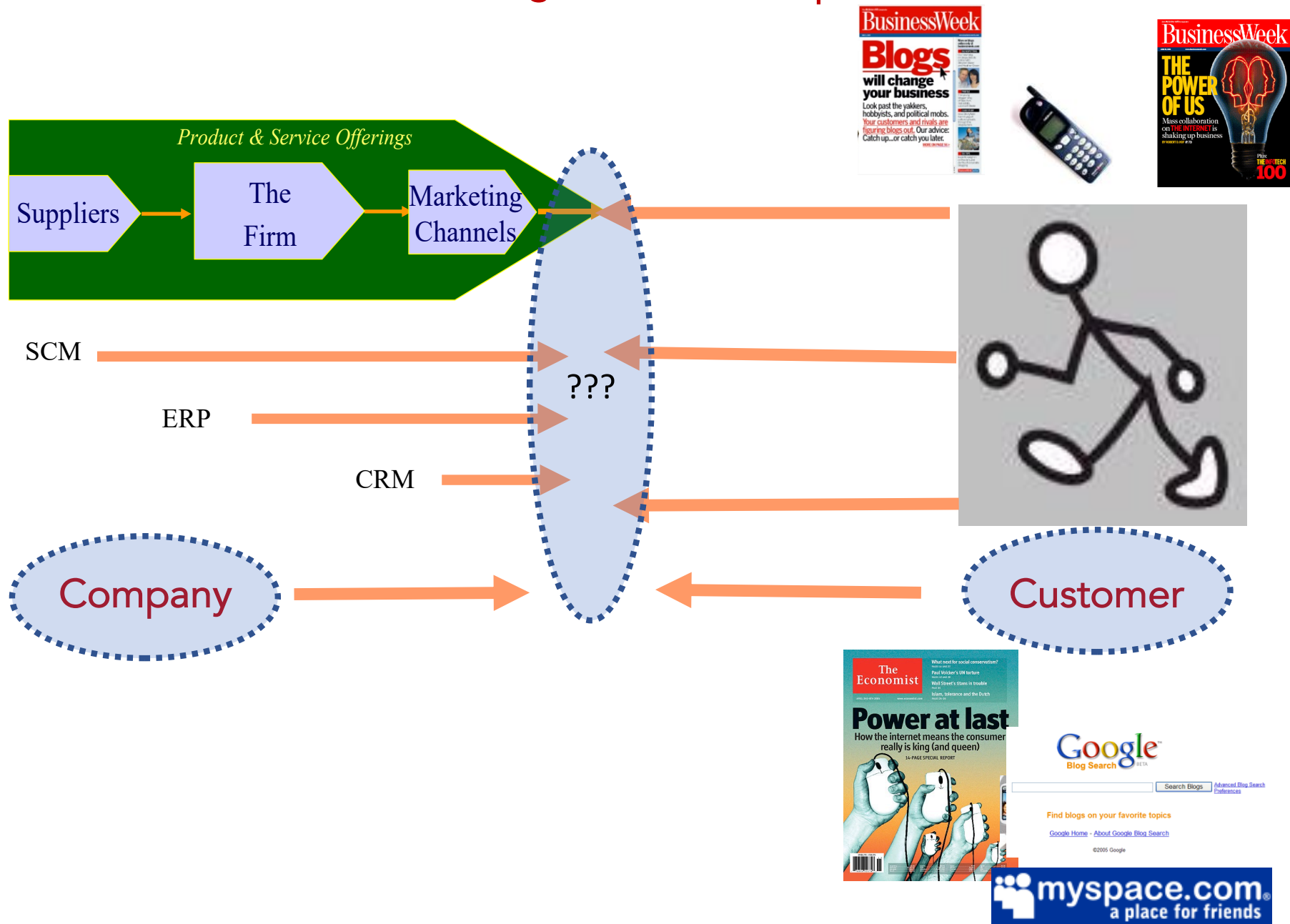
*Historically, Business Has Been about Designing, Making and Selling Competitive Products and Services ...*



*... and Most Functions and Processes Have Largely Been Focused on Creating an “Inside-Out” Efficiency for the Firm*

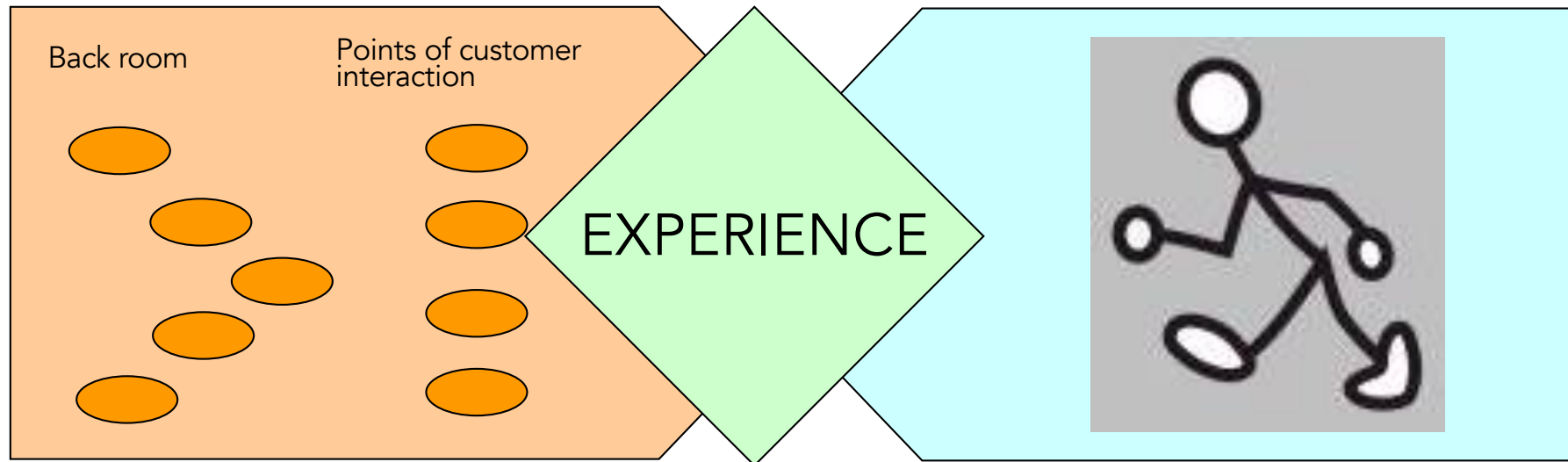


# Today, Individuals (Customers) are Highly Connected and Informed.... and are No Longer Passive Recipients



# CUSTOMER EXPERIENCE MANAGEMENT

WHAT CUSTOMERS WANT IS A UNIQUE EXPERIENCE IN INTERACTING WITH THE COMPANY ...



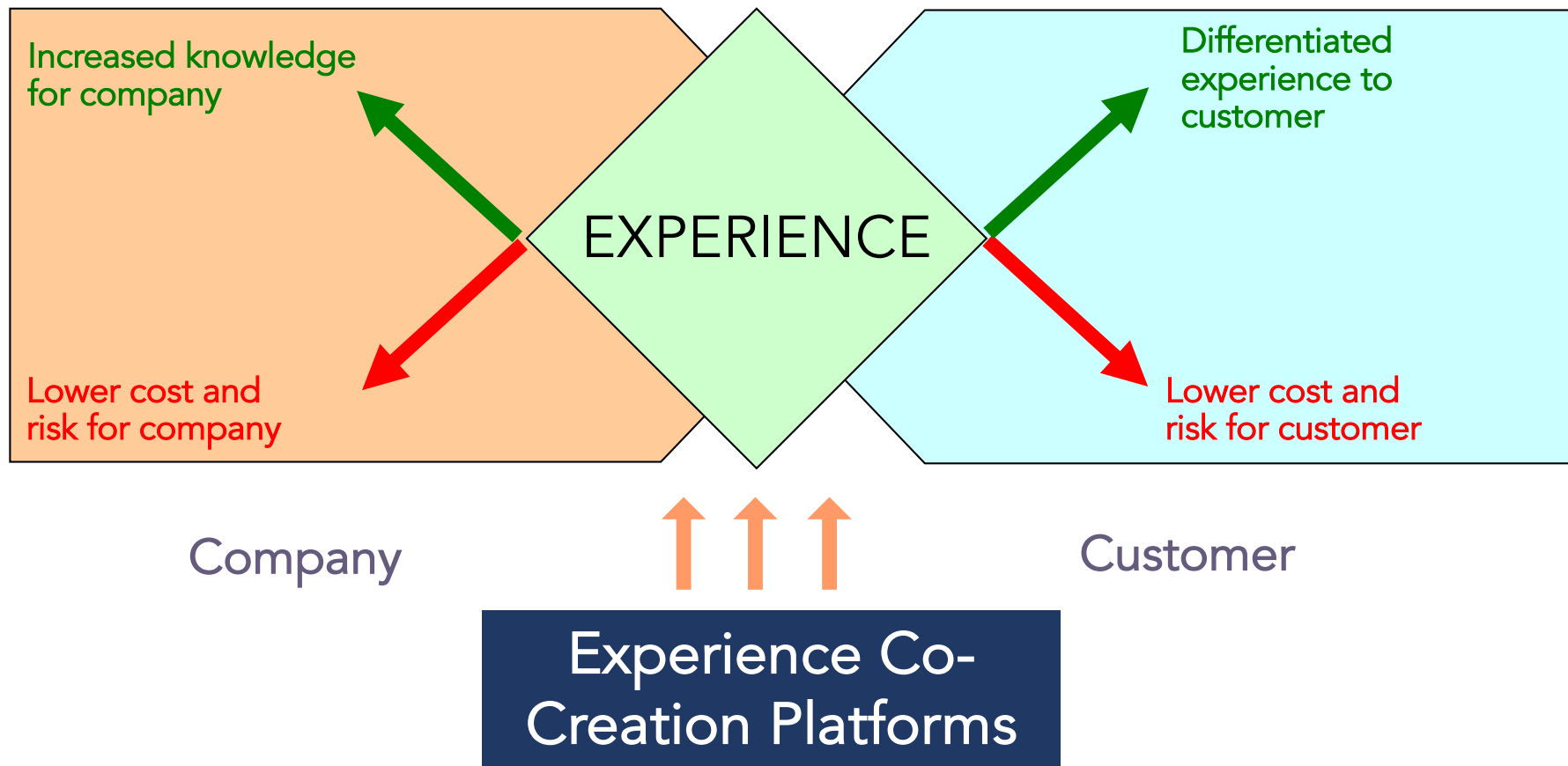
Company

Customer

... AND THE BEST EXPERIENCE IS “CO-CREATED” BETWEEN THE COMPANY AND THE CUSTOMER

# CUSTOMER EXPERIENCE MANAGEMENT

THE CO-CREATION PLATFORMS PRODUCE  
A DUAL SET OF BENEFITS FOR BOTH PARTIES



# CUSTOMER EXPERIENCE (& CENTRIC) MANAGEMENT

## Case studies



# CUSTOMER EXPERIENCE MANAGEMENT

## *CEM: beyond the CRM (1/2)*

- Schmitt (2003, 2013) examines how the companies build **experiential marketing strategies** in the customer relationship management. He recognizes the customer experience management (CEM) “as the process of managing a customer’s entire experience with a product, a brand or a company”.
- Many Authors analyze the **creating distinctive of customer experience as a process of value co-creation with the customers** (*Prahalad, Ramaswamy, 2004; Vargo, Lusch, 2004, 2008, 2016; Frow, Payne, 2007; Risitano et al. 2017, 2020*)
- Academics studies argue that the firm does not create and deliver value to the passive customer, but rather, **through interactions**, embeds value in the co-creation process between the firm and its customers (Tynan, McKechnie, Chhuon, 2009).



# CUSTOMER EXPERIENCE MANAGEMENT

## *CEM: beyond the CRM (2/2)*

Schmitt (2003, 2013) interprets the CEM process as a **new customer-centric marketing strategy**, based on five steps:

- a. the analysis of the customer's experiential world;*
- b. the creation of an experiential platform;*
- c. the design of the brand experience;*
- d. the structuring of the customer's interface;*
- e. the customer's engagement in continuous business innovation.*

Designing, implementing and managing a CEM program allows to maximize two key objectives for the firms:

- 1. to create value for the customers**, defining a unique and memorable experience respect to the competitors;
- 2. to provide revenue, profits and cash flow for the company.**

# CUSTOMER EXPERIENCE MANAGEMENT

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# CUSTOMER EXPERIENCE MANAGEMENT

## *The Experiential Marketing*

### Basic characteristics of Traditional marketing

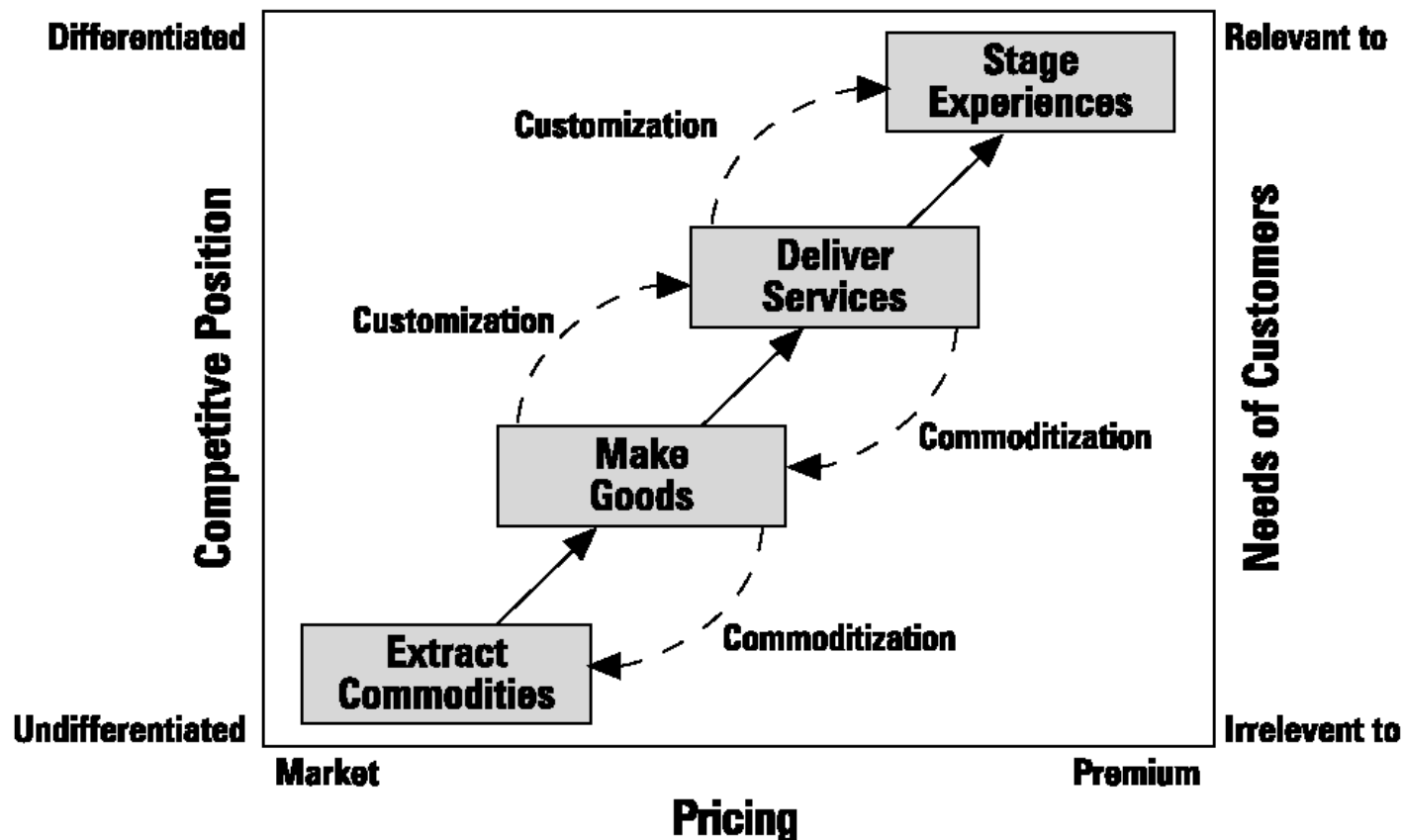
- *Focus on Functional Features and Benefits*
- *Product Category and Competition are Narrowly Defined*
- *Customers are Viewed as Rational Decision Makers*
- *Methods and Tools are Analytical, Quantitative and Verbal*
- *Cater to Mass Market*

### Basic characteristics of Experiential Marketing

- *A Focus on Customer Experiences*
- *Focus on Consumption as a Holistic Experience*
- *Customers are Rational and Emotional people.*
- *Methods and Tools are Eclectic*
- *Establish one to one relationships*

# CUSTOMER EXPERIENCE MANAGEMENT

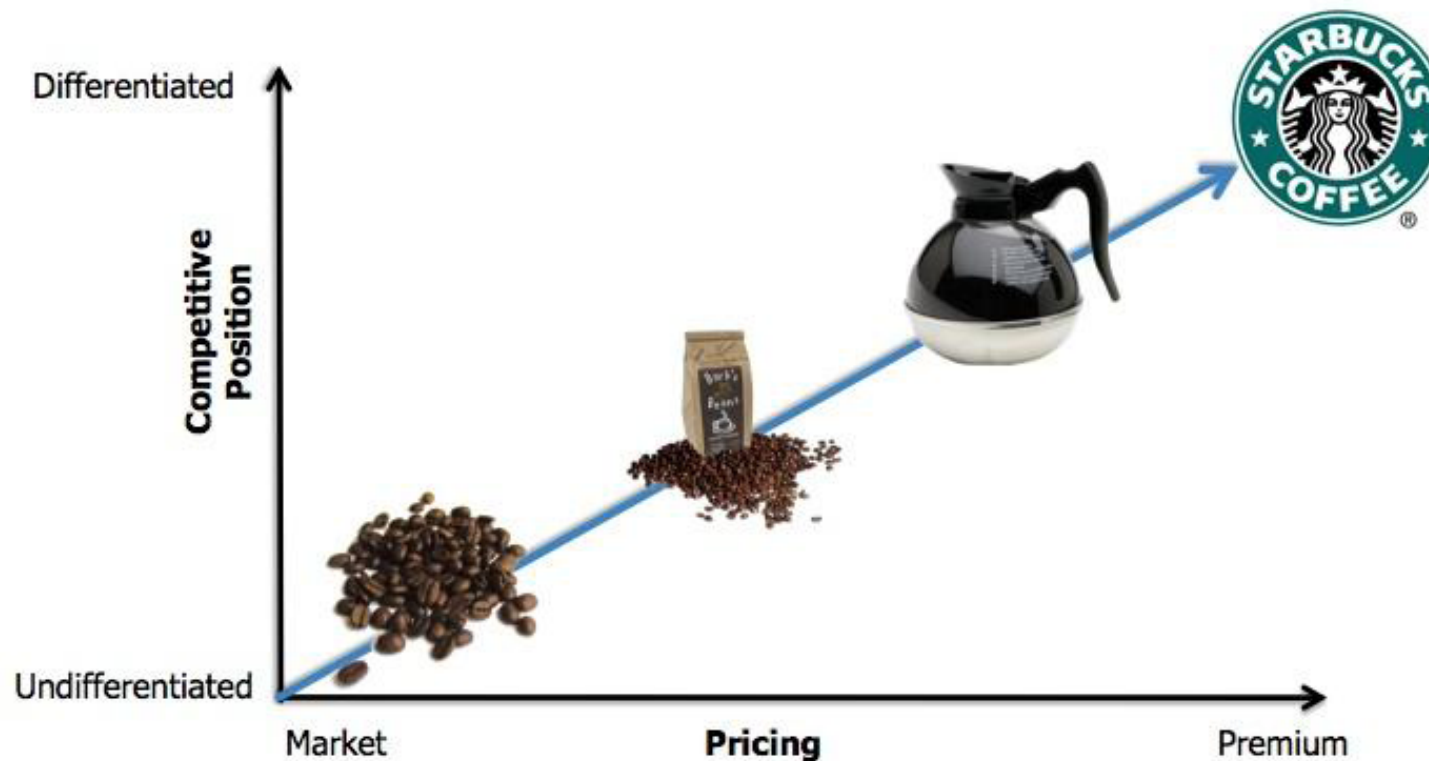
*The Experiential Marketing > The progression of value*



# CUSTOMER EXPERIENCE MANAGEMENT

*The Experiential Marketing > A case study*

## The Progression of Value



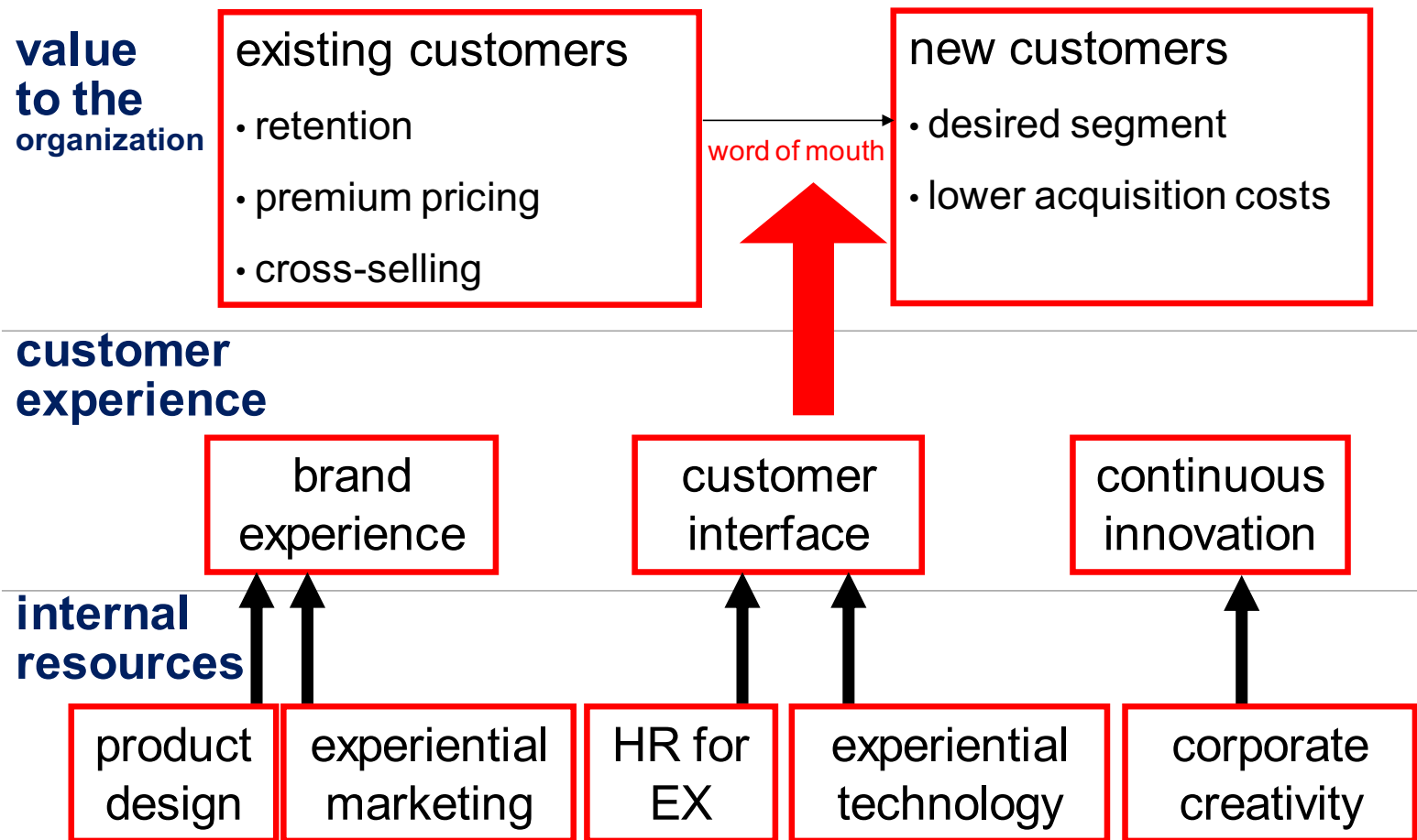
# CUSTOMER EXPERIENCE MANAGEMENT

*The Experiential Marketing > Partecipation vs Involvement*



# CUSTOMER EXPERIENCE MANAGEMENT

*The Experiential Marketing > Towards a sustainable competitive adv*



# CUSTOMER EXPERIENCE MANAGEMENT

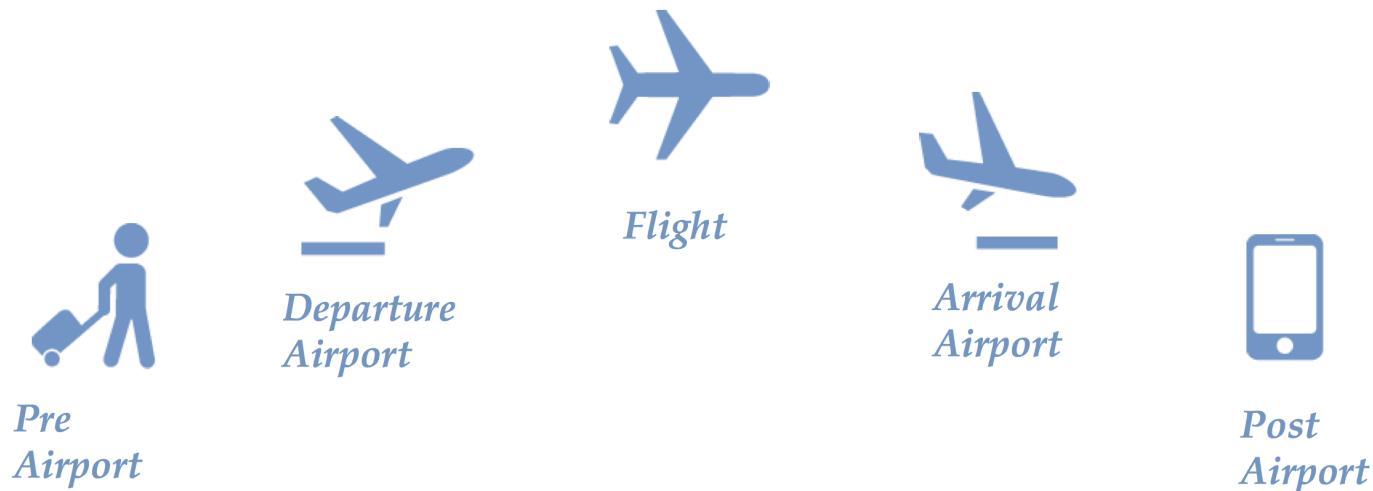
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# CUSTOMER EXPERIENCE MANAGEMENT

*The case study of a "flight company" > Analysing the user experience*



# CUSTOMER EXPERIENCE MANAGEMENT

*The case study of a "flight company" > The Touch Points*

## 5 Types of Touch Points

*The touch points in the  
user experience have been  
differentiated in 5 types:*



**Visual**

Visually affects the brand  
image



**Added Value  
Services**

Direct benefits for the  
user that affect the  
brand perception



**Personal  
Interaction**

Direct contact with the  
personnel



**User  
Interface**

User interface and user  
experience touch points



**Product  
interaction**

Direct contact with  
products offered by

# CUSTOMER EXPERIENCE MANAGEMENT

*The case study of a "flight company" > The Touch Points Color Code*

## *Touch point Color Code*

*The touch points mapped in the user experience can be either:*



**Economy**  
(eg: Economy seat)



**Business Exclusive**  
(eg: VIP lounge)



**Common touch point but different treatment for Economy and Business**  
(eg: Check-in Line)



**Common to Business and Economy**  
(Brand Web)



**No Brand**



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