



### Phases of Product Development

Dr Ian Harris

Degree Scheme Co-Ordinator: Marketing/Digital Marketing



# Processes that support New Product Introductions

- To enable effective, and market resonant development to take place organisations need to embed a series of gating processes.
- Think about a sports team, for example Football.
   From very early ages talent is spotted, signed up, developed, transitioned to next age range...If all the stages go well, they play in the Premiership...
- Finding a good product for market requires similar "gating"



# For products



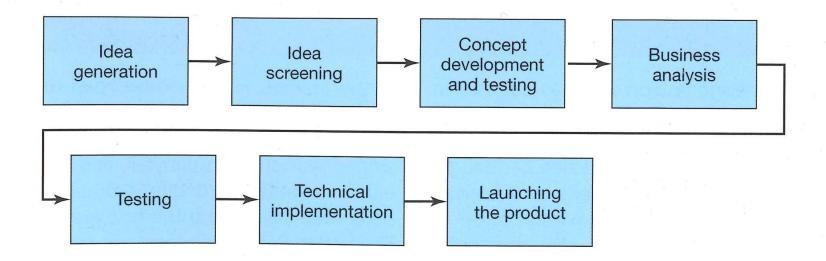


### Stage/Gate Processes

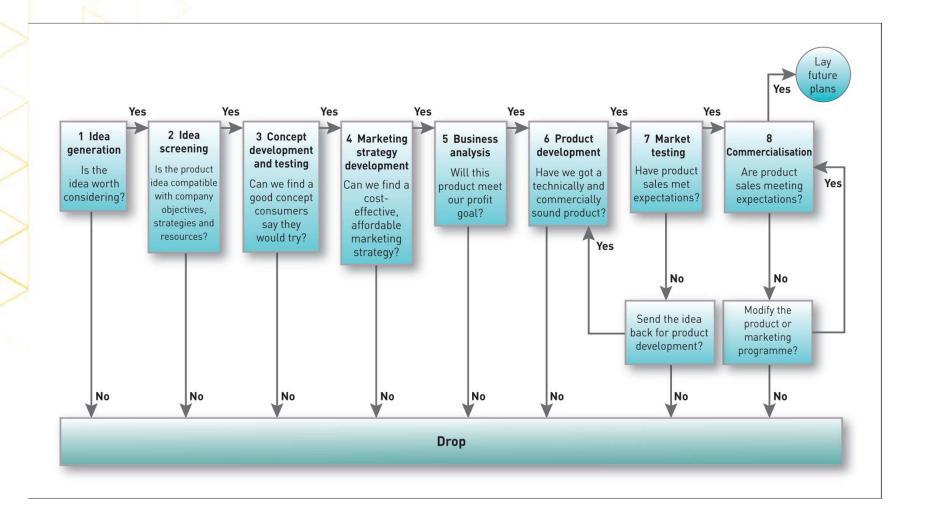
- There are many versions of these
- Each industry will use a similar concept, but the number of stages/phases will differ depending on the size/complexity of the firm, industry
- You'll see two versions next. The former is what you'll want to remember for assessment; the latter will allow you to understand the process more fully



### Managing the Development Process









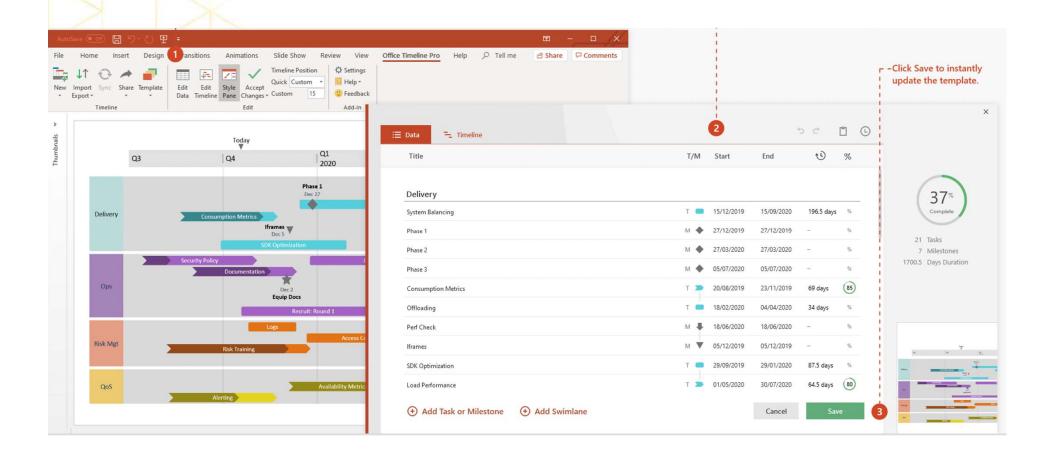
- As a Marketing Manager you must:
  - Manage the Idea Generation and Screening stages
  - Manage the activities that move the idea from concept through productisation
  - Manage the NPI process in the marketplace



### Time based competition

- Contemporary business is associated with "getting to market" quickly
- Why do you think of Uber rather than LYFT for personal transportation?
- Hyper-connected consumers discover "New Products and Brands" very quickly
- Thus whilst the development process outlined above is linear, the reality is that often the stages take place in full, or partial parallel
- E.g. for Phones/Software some testing is still taking place during launch







### DROP/GO errors

- DROP errors occur when the process choses to stop development against the process
  - Kodak dropped the concept of a digital camera in the 1970s, they developed a concept, proved it worked. But launched the product too late to maintain market share
- GO errors occur when the idea/concept/product should have been shelved but investments continued
  - McDonalds Arch Deluxe targeted a sophisticated palette, and cost McD's approximately \$200 million in marketing launch costs



### Idea Screening

DROP errors occur when a firm "drops a good idea"

 GO errors occur when a firm "runs with a bad idea"



Product success requirements	Relative weight (a)	Product score (b)	Product rating (c = a × b)
Unique or superior product	0.40	0.8	0.32
High performance-to-cost ratio	0.30	0.6	0.18
High marketing euro support	0.20	0.7	0.14
Lack of strong competition	0.10	0.5	0.05
Total	1.00		0.69 <sup>a</sup>

<sup>&</sup>lt;sup>a</sup>Rating scale: 0.00–0.30 poor; 0.31–0.60 fair; 0.61–0.80 good. Minimum acceptance rate: 0.61



### **Idea Generation**

- Ideas may be found everywhere:
  - Derived from a customer needs list OR a list of current issues with your product/service
  - Sales/Support staff speak with customers daily, capture feedback/issues
  - Most medium sized companies and above have Research and Development (R&D) capabilities
  - Quality assurance in the business will identify production and product improvements
  - The business works in a distribution chain, partners will feed back issues and opportunities
  - Align customer and market research with the above



### Idea Screening

- Idea generation has provided a list of potential new ideas
- But what ideas should you discard, and which should you spend more time, money, resources developing..?
- Each organisation develops a set of criteria that ideas will be evaluated against
- Criteria may include:



- Product improvements most needed
  - Screen size on an iPhone 6
  - Battery life on an iPhone 7
- Benefits to your target audience
- Technical feasibility of the idea
  - Sapphire glass on iPhone 6S
- The level and scope of research and development required
- The projected marketing potential



### Concept Development and Testing

- Ideas need to be developed into product concepts
  - Customer viewpoints may be captured from this concept, and iterations of concept created
- During concept development it is possible to accurately determine production costs for short-, mid-, and long run projections
  - That is can be manufactured and delivered
- Focus group/Market test the concept, what they like, what they don't
  - Determine how potential customers might adopt the concept



- Determine the alignment of your planned target market with the feedback from your primary research
- Do you need to protect any intellectual property; as soon as it goes outside the organisation this should be decided
- For positioning, determine the most important features or attributes. Your audience may not share the organisations priorities

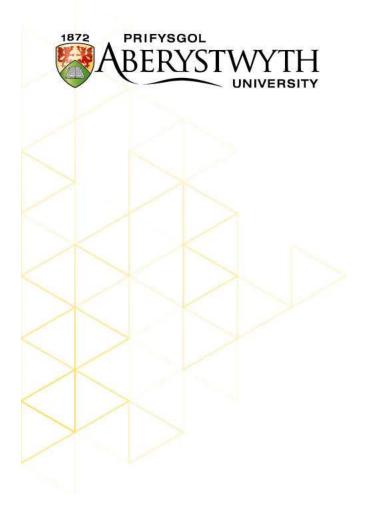


### **Business Analysis**

- With successful concept outcomes, it's time to revisit the initial business analysis (undertaken during idea screening)
- What price should the product be, what attributes are worth what monetary sacrifice?
- In comparison with existing products/markets it's time to estimate the product's market potential – industry and organisation sales figures will help project this
- Calculate the sales volume that may be achieved from the market potential

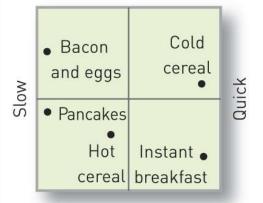


- At this point the organisation is able to more fully consider
  - Break-even points (remember this includes fixed and variable costs)
  - Calculate minimum sale price based upon the profitability targets of your organisation, e.g. for Unilever in the UK, this is typically 23%; for Poundland (a retailer) it's gross margin is 60%
  - Determine the product lifecycle, from organisation and industry figures, how many years can you project revenue for



### (a) Product-positioning map (breakfast market)

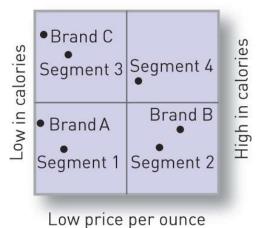
#### Expensive



Inexpensive

### (b) Brand-positioning map (instant breakfast market)

#### High price per ounce





## Testing (product) and market)

- From here, costs rise very quickly
  - Product development and process specialist (consultants); commissioning consultants; product and programme managers
- Protect IP
  - Patent costs are not huge in the UK, but for each territory new patents may need to be applied.
     Securing and protecting patents, however are VERY expensive
    - Samsung paid Apple in the US over \$530 million



### Prototype Commissioning

- It will be necessary to build prototypes to highlight flaws and defects in the product concept
- Product mock-ups allow iterations for packaging, brand development, look and feel
- Real-world performance
  - Does it work in the real-world
  - Is it fit for purpose
  - Focus group to determine response from target market
- Make improvements







### Testing (market cont.)

- Alongside Market Research
  - Is the Segment, Target, Position accurate
  - What are the marketing objectives
  - What are the marketing strategies
  - Are particular tactics required for certain targets
- When that's understood codify all the above (and more) into a Marketing Plan
- Getting the Marketing Plan incorrect is a very costly exercise – "New Coke, 1985"



### Technical Implementation

- Plans are necessary to produce the product and launch it to the primary markets
  - Resources are required for this
  - Engineering (or equivalent) plans for production are necessary
    - OEM, Existing Production Resource, Specialist Resource
  - Supply and customer chain activities need to be aligned, contracted, and activated



### Launching the Product

- Aligned the marketing plan
  - Direct Marketing, Advertising, Public Relations activities scheduled
- Sales planning
  - Distributor communications sales promotions
  - Ideal customers, sales targets by month/quarter/year
- Pricing planning
  - Entry to market pricing, premium pricing, minimum sales pricing



# Managing the Development Process Concept to Strategy

- Product Ideas become Product Concepts
- Product concepts are mapped onto a Perceptual Map
- Product concepts are mapped onto a Brand Positioning Map
- Perception and Brand allow the company to identify where "differentiation" is available – in this context it's High Calories/High Price



# Product Idea – Nutritional Drink

**Product Concept 1** 

Infant

Nutrition

Morning

Product Concept 2

Children

Refreshment

Afternoon

Product Concept 3

Teenagers

Taste

Anytime

•••

Adults

Energy

Evening

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