## Info processing: Attention

## Limits of attention:

Ltd attention span (depends on knowledge/arousal): sensory memory (iconic & echoic)  $\rightarrow$  ST memory  $\rightarrow$  LT memory Cluttered mktg environ: many ads, products, frequency of ads

How to grab consumers' attention: promote voluntary attention, promote involuntary attention

**Voluntary attention**- connect w/ consumer needs- create strong need/situation-product association, pay consumers to pay attention, make it entertaining, make message personally relevant (retargeting (cookies): <u>generic</u>- for Travelocity & <u>dynamic</u>- specific hotel on Travelocity; problem- may show you stuff you've rejected)

**Involuntary attention**- inc salience/vividness of msg, make it move (pop up ads, motion), make it change fast (quick cut commercials), use colors (esp in B&W environ), make it bigger (full pg ads more effective than ½), make it more intense (loud, bright), put in right spot (store: at eye lvl, print ads: front of mag), surprise them (unexpected packaging, shock), use celebs to attract attention (if congruent w/ product), use sex appeal, use conditioned attn. grabbers (bell, phone, siren), escape to less cluttered environ (isolation/wide space-car ads), novelty, be different, vivid imagery, activate other senses (smell, taste- Got Milk choc chip cookies)

Grabbing attention ≠persuading

Info processing: Comprehension

When comprehension leads to believing: 1) initial comprehension requires belief (have to believe before can unbelieve) 2) <u>unbelieving is effortful</u>- have to add a tag 'this is biased don't believe it' 3) <u>'If it's here, it has to be true'</u>- we assume everything in our memory is true

4) More familiar = more likely its true- repetition

Believability can be increased through: <u>distraction</u> (no unbelieving, takes effort to encode false statements as false), <u>Delays: Sleeper Effect</u> ('false tag' becomes dissociated from content over time), <u>repetition</u> (=greater fluency→more familiar, if feels more familiar, likely to be true- politicians staying on message)

**Miscomprehension**: misleading advertising can lead consumers to make inconcriterences (Redbull gives wings/improves phys performance, Reebok toning shoes): <u>literal valuative meanings</u> (brand X may relieve your pain, Geico 15 min could save you 15% - literally problemented, <u>camparison omission</u> (brand X relieves pain better/500 doctors recommend brand X), <u>piecem a comparisons</u> (brand X works faster than Y & longer than Z- infer X better than Y & Z), <u>wrongfully inferring calcanty</u> (active people), ke brand X), <u>misleading visuals</u> (milky way poured into candy bar), <u>uncleared fulions</u> (ocean spractified energy'= calories), <u>demonstrations: generalizing beyond conditions</u> (valuations un elevated and as shower?), <u>demonstrations: rigged</u> (Volvo, Campbell's) *Info processing: Opinion Formation* 

**Consumers can process msgs in 2 ways**: <u>central route</u> & <u>peripheral route</u>: (effect of persuasion cues depends on route consumers take)

**Central**: elaborate on core info in msg, requires effort, form opinion based on central cues (strength of product claims, product-relevant pics)

**Peripheral**: little elaboration, requires little effort, form opinion based on peripheral cues (easy to process but unimportant info: source attractiveness, mood/positive feelings, attitude toward ad, msg length/# of features, product popularity cues)

**Central**: convincing yourself: (convinced not by msg but by your reactions to it- msg elicits cognitive response & you persuade yourself- you're more credible to yourself): <u>power of self-generated thoughts</u> (believe arguments you generate yourself more believable), <u>attitude polarization</u> (mere thought effect- just thinking of something leads to more extreme attitudes- avail heuristic, conf bias- but attitudes tend to regress to mean over time), <u>indirect persuasion</u> (have consumers draw missing/implicit conclusions- bc deriving yourself more credible)

**Central**: persuaded by strong claims: strong claims: personally relevant, objective>subj claims, search (figure out if works in advance)/experience (figure out later-weaker)/credence claims (never really figure it out- ex. dramatically whiter smile in 30 days), favorable info about important attributes (mention all favorable beliefs or only best? <u>All</u>: adds credibility, diff dimensions, don't leave out info that some people may be interested in; <u>only the best</u>: helps co. more; providing irrelevant info can reduce effect of relevant info: Dilution Effect- to solve: start w/ relevant info/feature then add the rest

**Persuading w/ product endorsers**: <u>serve as testimonials</u> (demonstrate product effectiveness), <u>reinforce advertising</u> <u>claims</u> (add credibility/trustworthiness), <u>serve as peripheral cues</u> (transfer of liking), <u>transfer of specific associations</u> (effective to build rich set of assoc- but blunt instrument)