

## LO<sup>1</sup> Types of Needs Innate Needs

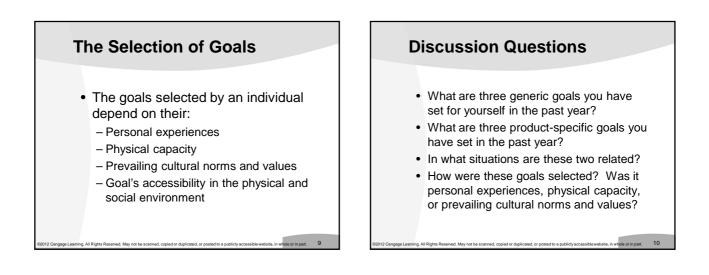
 Physiological (or biogenic) needs that are considered primary needs or motives

## Acquired Needs

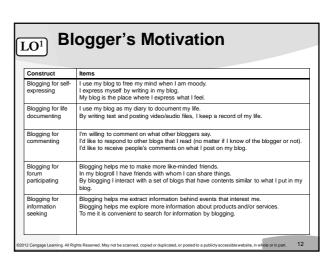
 Learned in response to our culture or environment. Are generally psychological and considered secondary needs

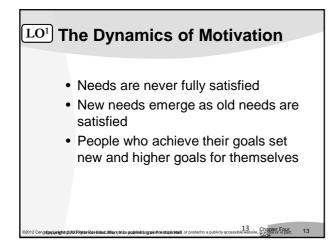
## LO1 Goals

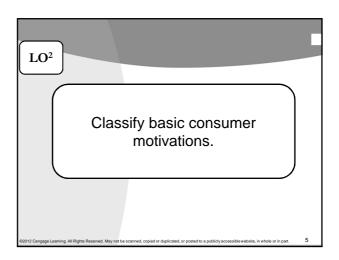
- The sought-after results of motivated behavior
- Generic goals are general categories of goals that consumers see as a way to fulfill their needs
- **Product-specific goals** are specifically branded products or services that consumers select as their goals

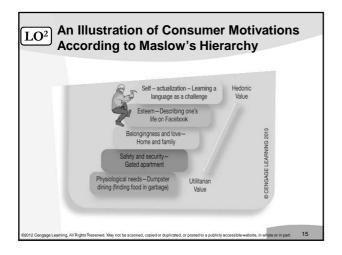


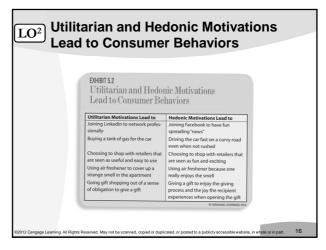


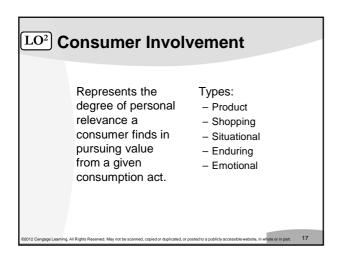


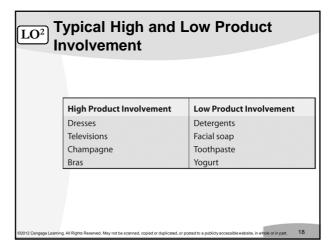


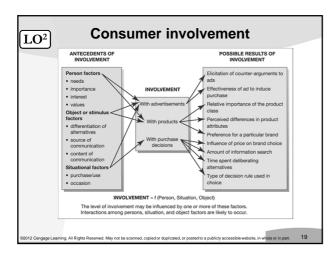


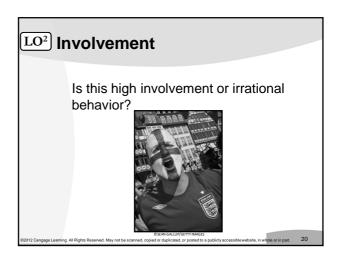


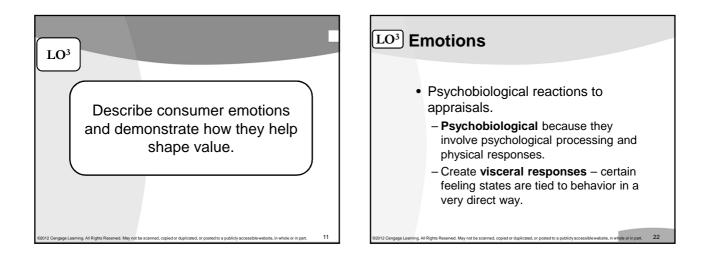


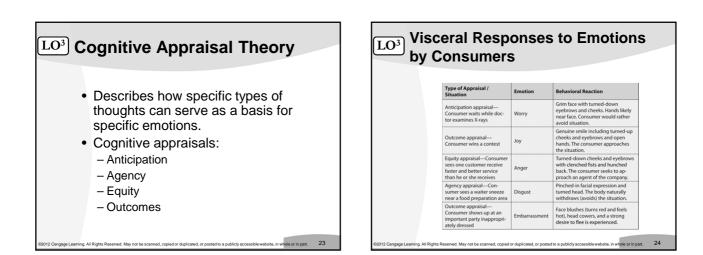


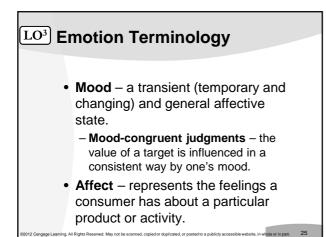


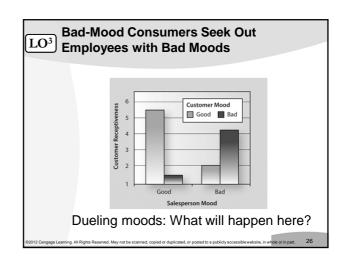


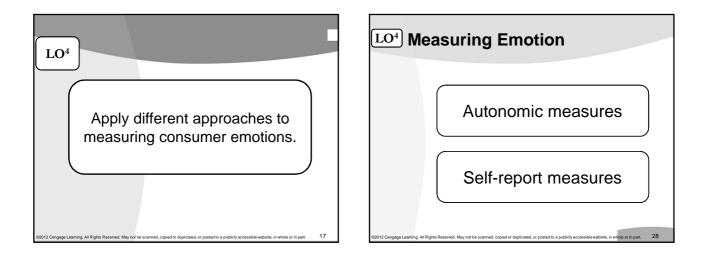


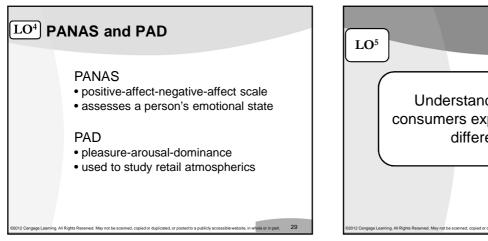


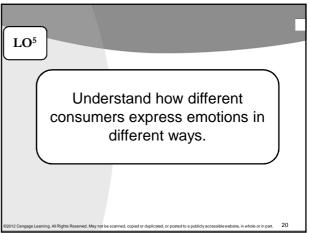


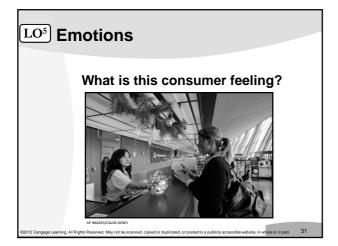


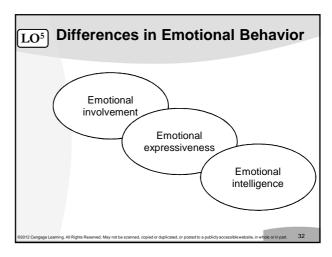


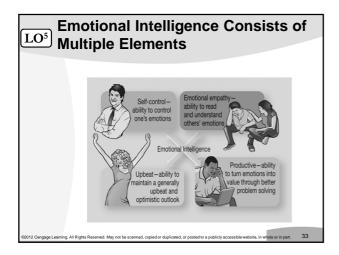


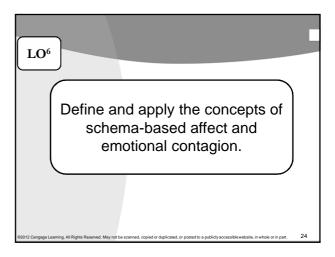


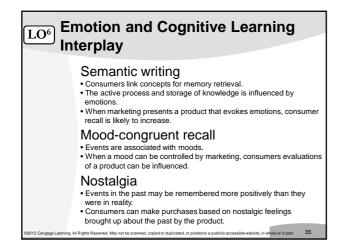


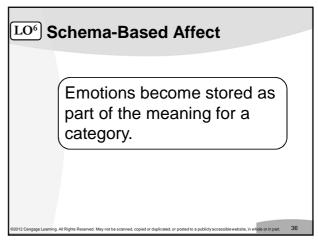












Schema	Affect	Typical Consumer Reaction
Disney	Joyfulness, fun	Consumers have increased brand equity and lower price sensitivity for Disney products.
Individual countries (United Kingdom, France, United State Japan, Israel, China)	Consumers may have slightly different affect associated with each country	Consumers are less favorable toward products manufactured in countries for which that consumer's schema evokes negative affect.
Telemarketing	Aggravation	Consumers often hang up quickly as a built-in avoidance response.
Baby	Tenderness, warmth	Products associated with babies are viewed more favorably.
Sports star	Excitement	Consumers may generalize excitement to products and services endorsed by the star.
Stereotypes	Each stereotype evokes slightly different affect	The affect associated with the stereotype can cause consumers to be more or less willing to approach and ma alter information processing.

