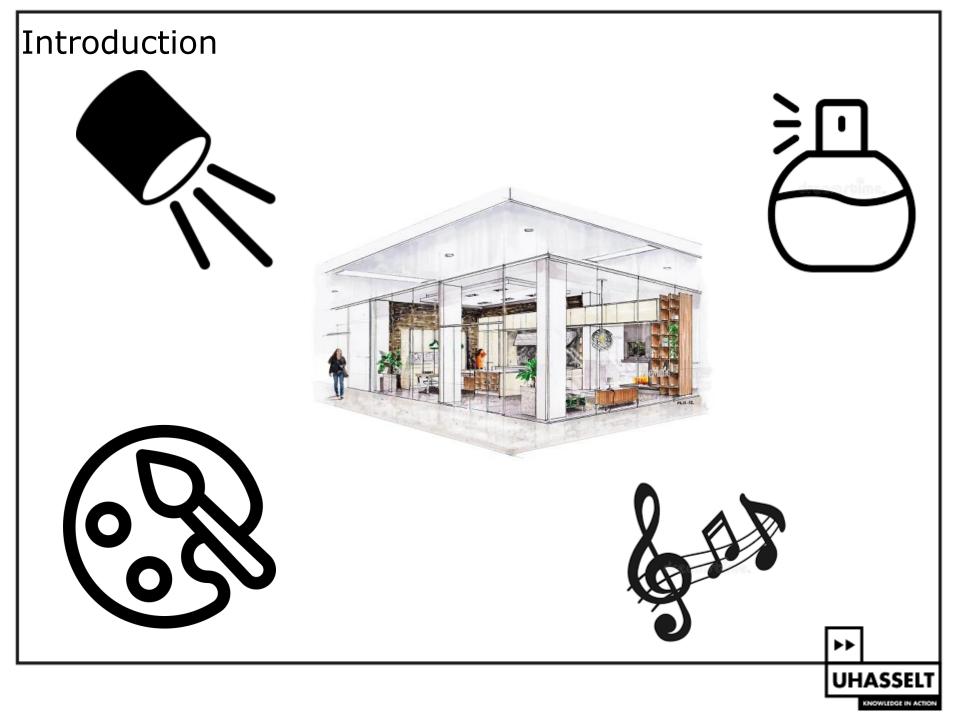
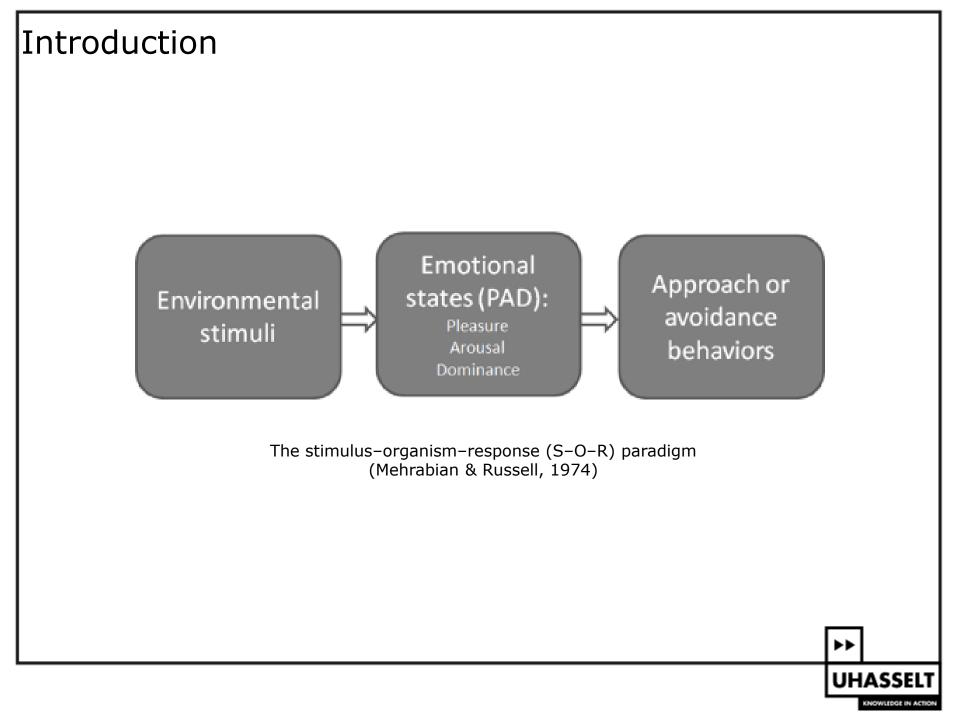
### Atmospherics in retail:

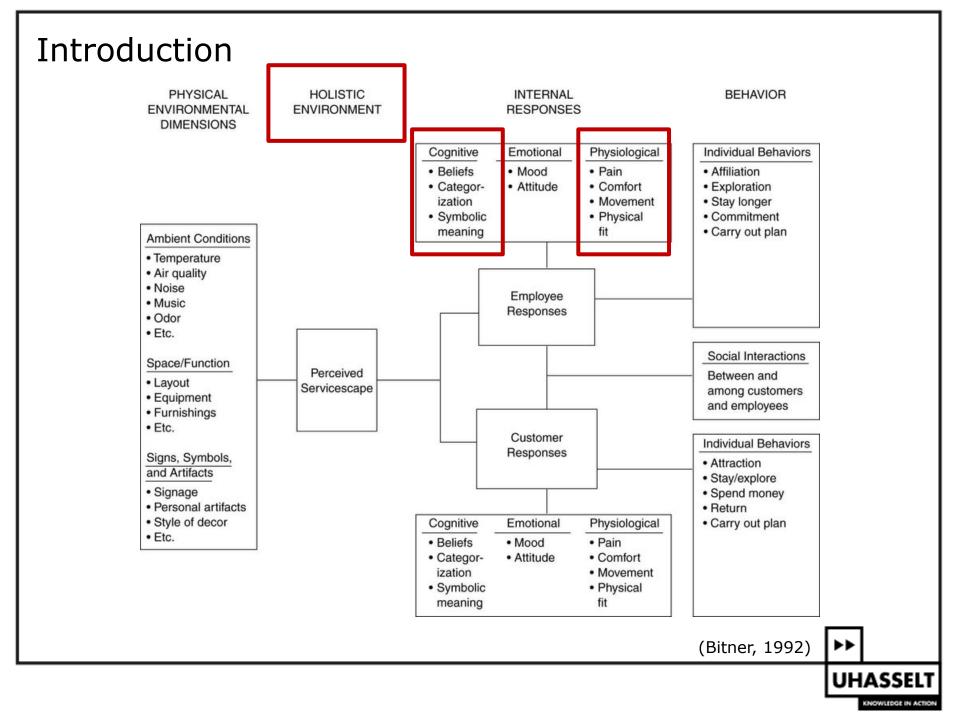
The effect of multisensory congruity between light and scent via multiple versus single sensory attributes on consumer reactions



Prof. dr. Lieve Doucé (Hasselt University)







#### Holistic environment

 Multisensory interaction effects between atmospheric cues





Congruent cues >> Incongruent cues

(e.g., Mattila & Wirtz, 2001; Michon & Chebat, 2004)

Processing fluency

(e.g., Schwarz, 2004; Winkielman et al., 2003)

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### Holistic environment

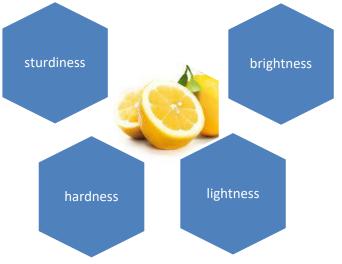
- Multisensory interaction effects between atmospheric cues
  - Focus previous research:
    - Interaction scent and music
    - Comparison of existing versus non-existing congruity in terms of the sharing of one specific characteristic or semantic association (e.g., warmth, softness, arousal)
    - Congruity effects on store-related (vs. product-related) consumer reactions

#### Aim

- Study an unexamined combination of ambient lighting and scent
- Investigate whether a partial fit between these atmospheric cues is sufficient to trigger favorable consumer responses,
- Understand the hierarchy of the effects by investigating the relationship between evaluations on store level, evaluations on product level, and approach behavior

### Partial fit between atmospheric cues

 Atmospheric cues associated with diverse sensory characteristics (e.g., brightness, lightness, softness, warmth)



- Congruity continuum:
  - high congruent cues (i.e., a fit on multiple associations)
  - partial congruent cues (i.e., a fit on one association)
  - Iow congruent cues (i.e., no fit)

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### Partial fit

- Fit of only one (vs. two) product-related sensory cue(s) with a product's primary function is enough to lead to favorable product evaluations
  - Cooling pad

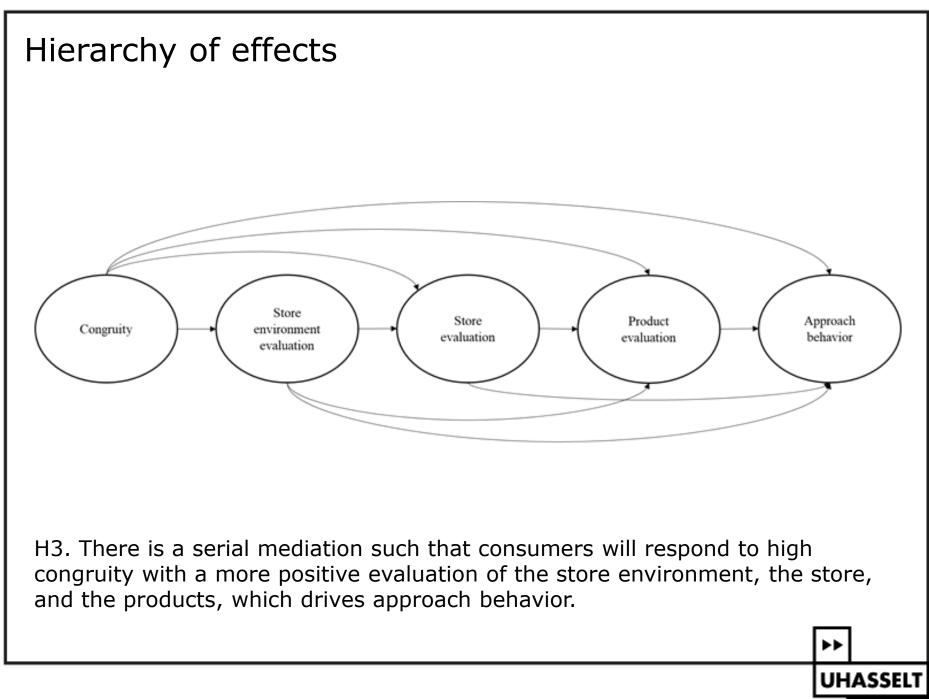


 Is partial congruity between the multiple elicited associations of different ambient cues also sufficient to trigger positive consumer reactions?

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#### Partial fit between atmospheric cues

- H1. High congruity between ambient light and scent (i.e., a fit on multiple associations) will have a positive effect on (a) evaluation of the store environment, (b) evaluation of the store, (c) evaluation of the products, and (d) approach behavior, compared to low congruity (i.e., no fit) and compared to the presence of only one atmospheric cue.
- H2. High congruity between ambient light and scent (i.e., a fit on multiple associations) will have a positive effect on (a) evaluation of the store environment, (b) evaluation of the store, (c) evaluation of the products, and (d) approach behavior compared to partial congruity conditions (i.e., a fit on one association).
- No differences between partial and low congruity



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# Study 1

- High vs. low congruity
  - via two cue characteristics:
    - perceived (color) temperature
    - illuminance level
  - 2 (warm, dim light versus cold, bright light) x 3 (no scent versus warm, dim scent versus cold, bright scent) full factorial between-subjects design
    - Warm, dim: coffee scent 3000 K / 415 lux
    - Cold, bright: Mint scent 4000 K / 657 lux
  - 6 Conditions: 40 respondents per condition
    - 94 men and 146 women
    - Aged between 22 -79 years

## Study 1

- Simulated grocery store
- Shopping task:
  - Go shopping for lunch for the next day with a budget of 20 credits (a fictive monetary unit)
- Dependent variables
  - (a) evaluation of the store environment
  - (b) evaluation of the store
  - (c) evaluation of the products
  - (d) approach behavior

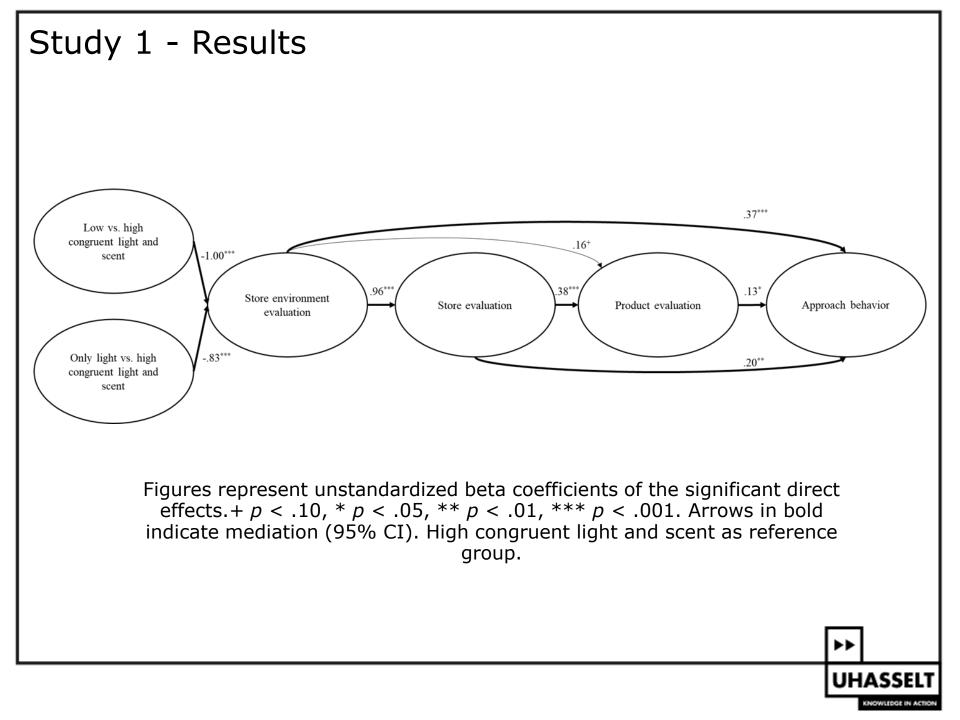
## Study 1 - Results

	Model		Light	Light		Scent		Light x scent interac-	
Dependent variables							tior	l	
	F(5, 234)	p	F(1, 234)	р	F(2, 234)	р	F(2, 234)	р	
Store environment evalua-	6.58	<	.21	.65	2.23	.11	14.11	< .001	
tion		.001							
Store evaluation	7.06	<	1.24	.27	2.08	.13	14.94	< .001	
		.001							
Product evaluation	4.75	<	.003	.95	.75	.47	11.11	< .001	
		.001							
Approach behavior	4.64	<	.37	.54	1.03	.36	10.39	< .001	
		.001					ļ		

### Study 1 - Results

	M (SD)			M (SD)				
	Warm, dim light			Cool, bright light				
Dependent variables	No scent	Warm,	Cool, bright	No scent <sup>d</sup>	Warm,	Cool, bright		
		dim scent <sup>b</sup>	scent <sup>c</sup>		dim scent <sup>e</sup>	scent <sup>f</sup>		
	(n = 40)	(n = 40)	(n = 40)	(n = 40)	(n = 40)	(n = 40)		
Store environment	3.60 <sup>bf</sup>	4.39acde	3.25 <sup>bf</sup>	3.52 <sup>bf</sup>	$3.53^{bf}$	4.40 <sup>acde</sup>		
evaluation	(1.20)	(1.37)	(1.29)	(1.21)	(1.03)	(1.09)		
Store evaluation	3.35 <sup>bf</sup>	4.48 <sup>acde</sup>	3.07 <sup>bf</sup>	3.71 <sup>bf</sup>	3.44 <sup>bf</sup>	4.34 <sup>acde</sup>		
	(1.20)	(1.51)	(1.51)	(1.34)	(1.20)	(1.29)		
Product evaluation	$4.27^{bf}$	$5.04^{acde}$	$4.23^{bf}$	4.52 <sup>b</sup>	4.13 bf	4.92 <sup>ace</sup>		
	(.93)	(1.06)	(1.31)	(1.10)	(1.14)	(1.05)		
Approach behavior	$4.08^{bf}$	4.76 <sup>acde</sup>	3.94 <sup>bf</sup>	$4.08^{bf}$	3.87 <sup>ъ</sup>	4.58 <sup>acde</sup>		
	(.99)	(1.18)	(1.27)	(.86)	(1.01)	(1.04)		

Superscripts indicate a significant difference at p < .05 (in italic when p < .01 and in bold when p < .001) with the mean of the respective column (LSD post hoc tests).

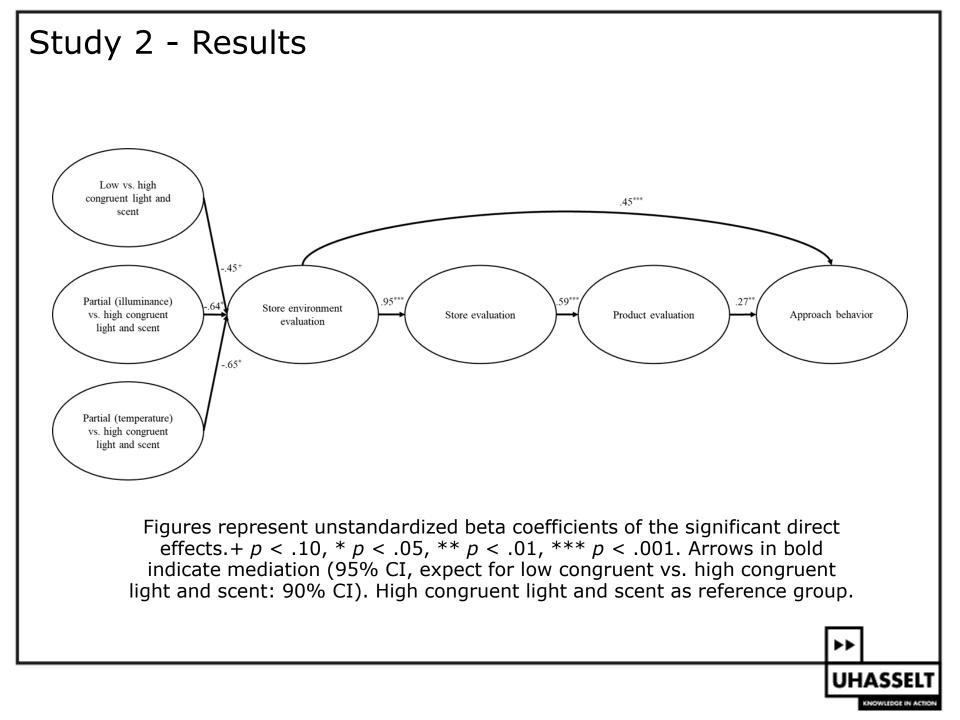


# Study 2

- High vs. partial vs. low congruity
  - via two cue characteristics:
    - perceived (color) temperature
    - illuminance level
  - 4 x 1 between-subjects design
    - high congruent cues (i.e., fit on two associations: warm, dim scent warm, dim light): Coffee – 3000 K + 415 lux
    - low congruent cues (i.e., no fit: cool, bright scent warm, dim light): Mint - 3000K + 415 lux
    - partial congruent cues via a match in temperature (i.e., fit on one association: cool, bright scent - cool, dim light): Mint - 4000K + 415 lux
    - partial congruent cues via a match in illuminance (i.e., fit on one association: warm, dim scent - cool, dim light): Coffee – 4000K + 415 lux
- 120 undergraduate students
  - 53 men and 67 women

Dependent vari- ables		з, р	<i>M</i> ( <i>SD</i> )						
	F (3,		Warm, dim scent &	Cool, bright	Warm, dim scent &	Cool, bright scent			
	116)		warm, dim light	scent &	cool, dim light	&			
			_	warm, dim	-	cool, dim light			
			High congruity <sup>a</sup>	light –	Partially congruity	-			
			(n=30)	Low con-	via illuminance <sup>c</sup>	Partially congruity			
				gruity <sup>b</sup>	(n=30)	via temperature <sup>d</sup>			
			_	(n=30)		(n=30)			
Store environ-	2.98	.03	$4.38^{bcd}$	3.92 <sup><i>a</i></sup>	3.74ª	3.73ª			
ment evaluation			(1.06)	(.92)	(.98)	(.89)			
Store evaluation 3.11	3.11	.03	$4.56^{bcd}$	3.95ª	3.87 <sup>a</sup>	3.84ª			
			(1.11)	(.93)	(1.24)	(.92)			
Product evalua-	.94	.42	4.79	4.53	4.46	4.42			
tion			(1.02)	(.84)	(1.03)	(.79)			
Approach be-	1.50	.22	4.47	4.01	4.05	4.18			
havior			(1.08)	(.88)	(.97)	(.78)			

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### Conclusion

- Does partial congruity between the multiple elicited associations of different ambient cues also suffice to trigger positive consumer reactions?
  - No!
    - High congruity >> partial congruity/low congruity
    - Partial congruity = low congruity
  - Different sensory associations should be taken into account when selecting atmospheric cues in the retail environment

## Thank you for your attention!

#### Questions/Suggestions?

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