The Merits of Happy Consumption: Positive Affect & Psychological Ownership WIRTSCHAFTS UNIVERSITÄT WIEN VIENNA UNIVERSITY OF ECONOMICS AND BUSINESS

Bernadette Kamleitner <u>Carina Thürridl</u> Ruta Ruzeviciute Stephan Dickert Sophie Süssenbach

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### Imagine...







**TICHY** Eisspezialitäten

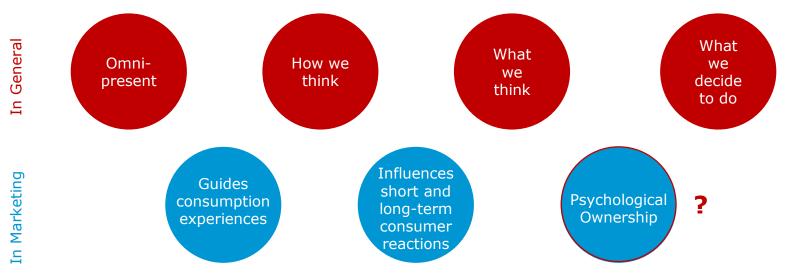
\*\*\*\*\* MINE?



### **Positive Affect**



The experience of positive feelings or emotions without being aware of a particular source



e.g., Cacioppo & Gardner, 1999; Clore & Huntsinger, 2007; Schwarz, 2011, Bagozzi, Gopinath, & Nyer, 1999; Bigné, Mattila, & Andreu, 2008; Chaudhuri & Holbrook, 2001; Ladhari, 2007; Pullman & Gross, 2004



# **Psychological Ownership (PO)**

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- The feeling that something is MINE, independent of actual ownership (Pierce et al. 2003)







### **Targets of Ownership**



#### Tangible objects



#### Ideas



#### Home town



#### **Brands**



EQUIS









AND BUSINESS

Psychological ownership induces people to...

- Value (e.g., Peck & Shu 2009, Shu & Peck 2011)
- Make sacrifices for (e.g., Kamleitner & Feuchtl 2015, Kamleitner & Rabinovic 2010)
- Defend (e.g., Baer & Brown 2012)
- Be loyal to and repeatedly consume (e.g., Fuchs et al. 2010)

...targets that they (perceive) to own

Powerful predictor of consumer behavior



AND BUSINE

PAGE 6





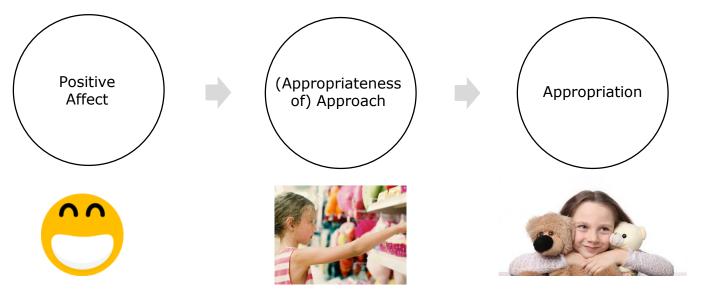


Loss of something of value (e.g., Keltner et al. 1993)





UNIVERSITY C ECONOMICS AND BUSINES (2) Positive affect facilitates the (psychological) appropriation of objects



(e.g., Forgas & Ciarrochi 2001)

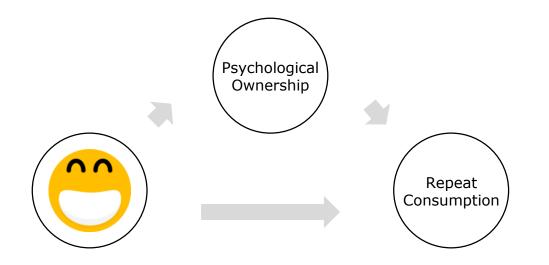


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# **Our Proposition**



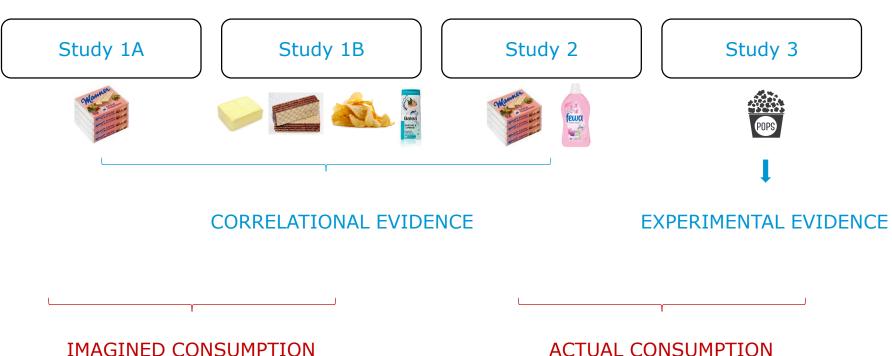
Set in the context of brands and consumption:





# **IMAGINED CONSUMPTION**

### ACTUAL CONSUMPTION



# **Study Overview**





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**Objective:** Test the basic mediation model in the context of imagined product consumption



#### **Positive Affect**

(Happiness & joy on 100-point scale)

### Psychological Ownership

(four items Van Dyne & Pierce 2004; Peck & Shu 2009)

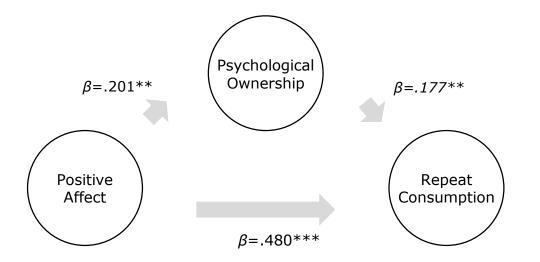
#### **Repeat Consumption**

(Would you be loyal to this brand? 7-point scale)



### **Study 1A - Results**





Indirect effect: 95% CI [0.006, 0.026]



\*\*\* p<.001, \*\* p<.01

# **Study 1B - Correlational Evidence**



**Objective:** Replicate the results of Study 1A for multiple product categories



#### **Positive Affect**

(Happiness & joy on 100-point scale)

### Psychological Ownership

(four items Van Dyne & Pierce 2004; Peck & Shu 2009)

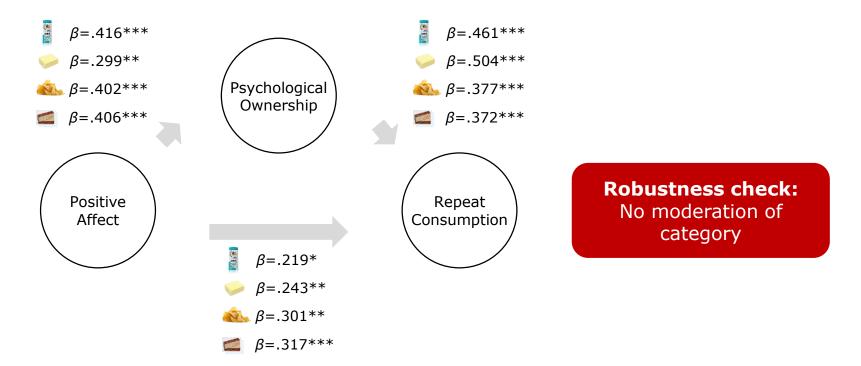
#### **Repeat Consumption**

(Would you be loyal to this brand? 7-point scale)



# **Study 1A - Results**





#### Indirect effect significant throughout

\*\*\* p<.001, \*\* p<.01, \* p<.0.5



Across product categories we find that:

- Positive affect reliably leads to PO
- PO reliably predicts repeat consumption (operationalized as loyalty)

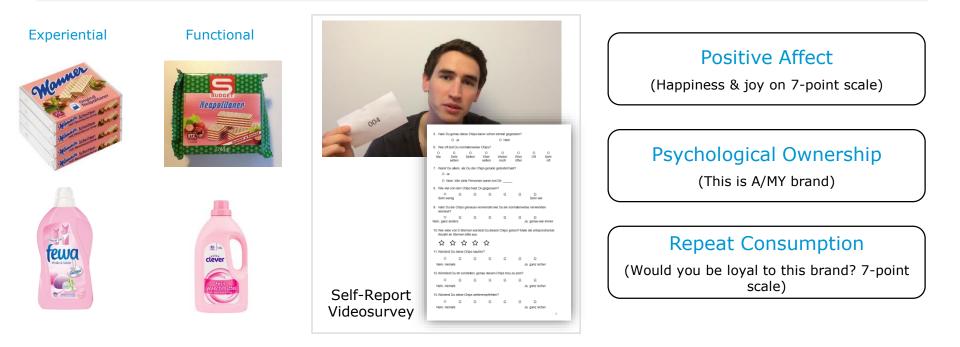
### But:

- No consideration of brand type differences (e.g., experiential vs. functional) → Study 2
- Evidence is correlational → Study 3
- Imagined consumption scenarios only → Studies 2 & 3



## **Study 2 - Actual Product Consumption**

**Objective:** Test our model in the context of actual product consumption for different brands

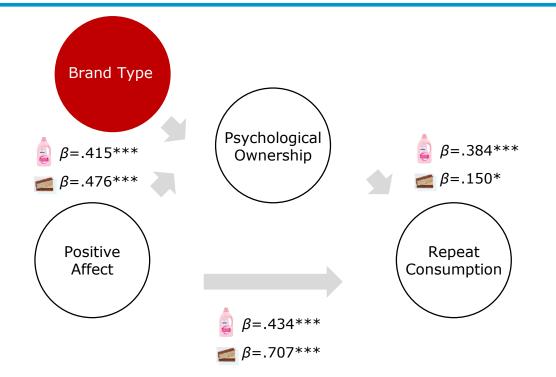




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### **Study 2 - Results**





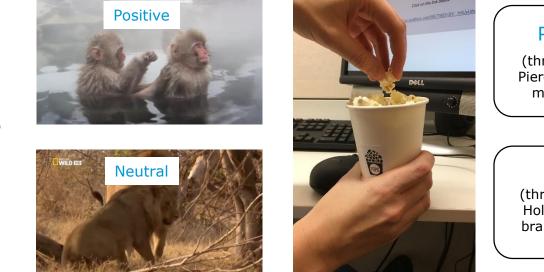
Indirect effect significant throughout, greater for experiential brands



### **Study 3 - Experimental Evidence**



**Objective:** Show that positive affect <u>causes</u> PO in the context of actual consumption



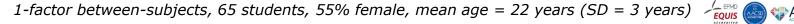
pretested



(three items adapted from Van Dyne & Pierce 2004, Peck & Shu 2009; e.g., "In my mind, I feel like POPS is mine")

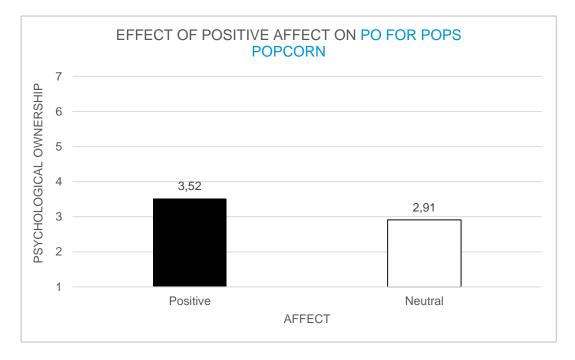
#### **Repeat Consumption**

(three items adapted from Chaudhuri & Holbrook 2001; e.g., "I would buy this brand the next time I buy ready-to-eat popcorn)



# **Study 3 - Results**



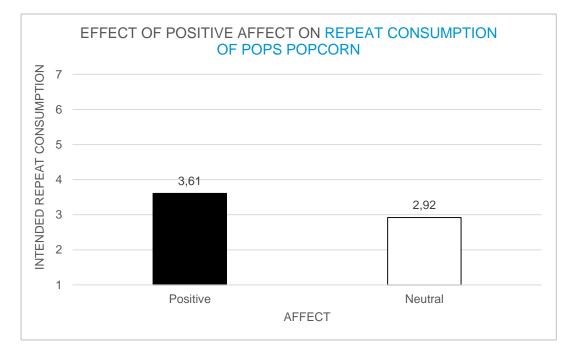


t(63)=1.903, p=.062



# **Study 3 - Results**



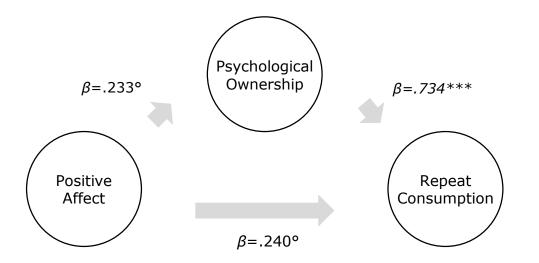


t(63)=1.962, p=.054



### **Study 3 - Results**





Indirect effect: 95% CI [-1.047, -.0024]

\*\*\* p<.001, \*\* p<.01, \* p<.05, ° p<.10



# **General Discussion**



### We find that:

 Positive affect experienced during product consumption elicits PO, which, in turn, predicts intended repeat consumption

### We show this (for):

- 6 product categories (waffles, chips, butter, laundry detergent, shower gel, popcorn)
- 2 brand types (experiential vs. functional)
- Imagined and actual consumption
- Correlationally and experimentally



### **Limitations & Future Research**



In sum: Eliciting consumption affect may build brand capital **BUT**:



**Future Research** 











PAGE 25 SAMPLE FOOTER