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

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Imagine...







TICHY Eisspezialitäten

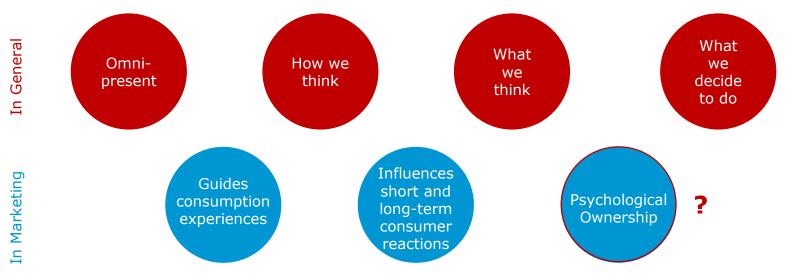
***** MINE?



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

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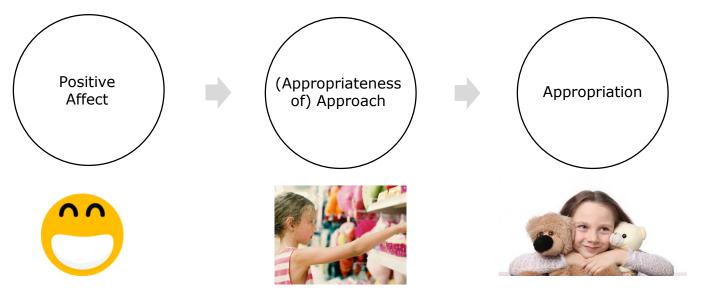


Loss of something of value (e.g., Keltner et al. 1993)





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



(e.g., Forgas & Ciarrochi 2001)

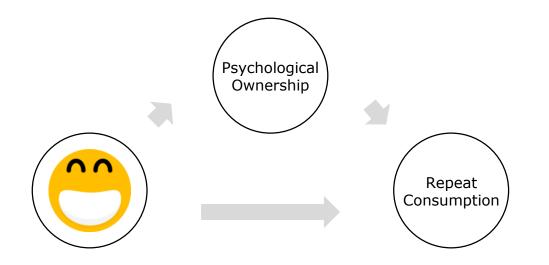


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Our Proposition



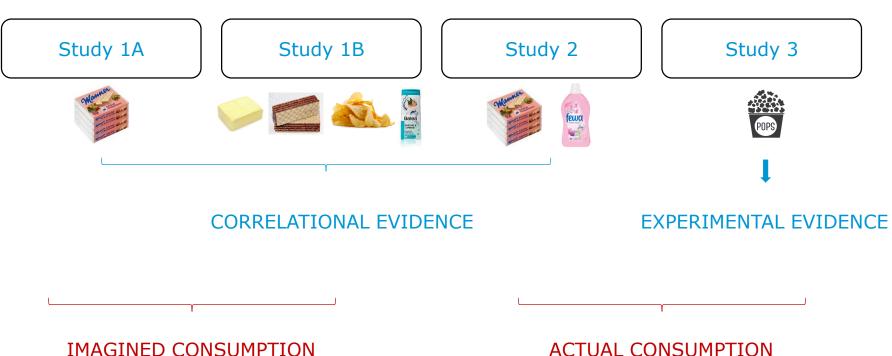
Set in the context of brands and consumption:





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)

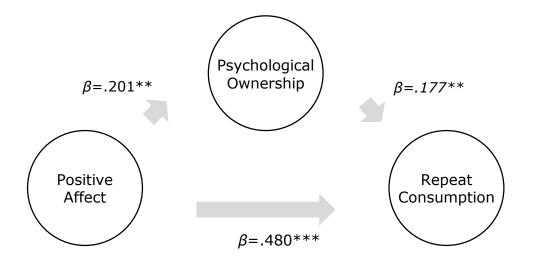
Repeat Consumption

(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)

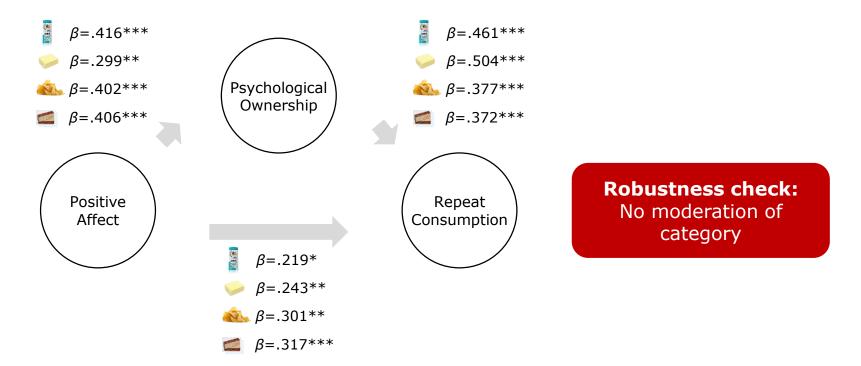
Repeat Consumption

(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)

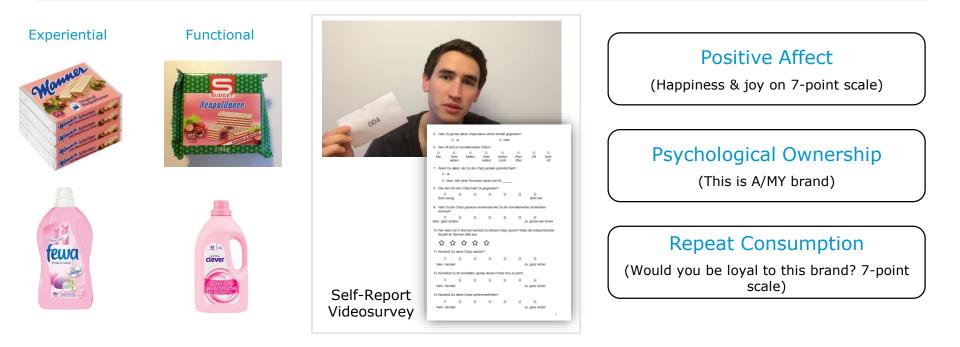
But:

- 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

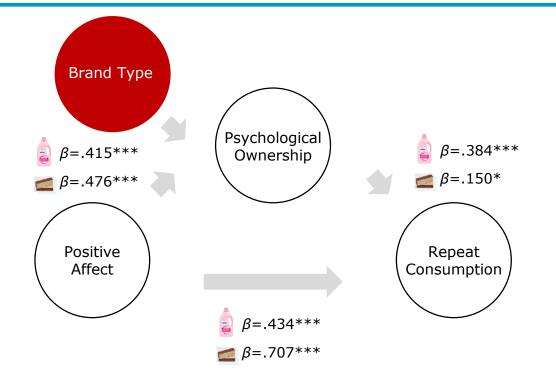




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Study 2 - Results





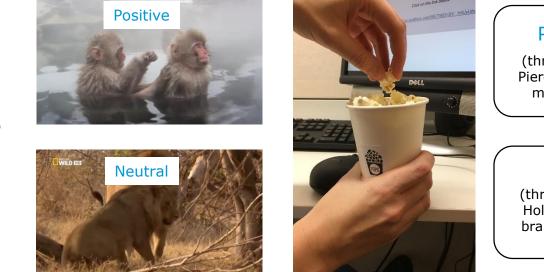
Indirect effect significant throughout, greater for experiential brands



Study 3 - Experimental Evidence



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



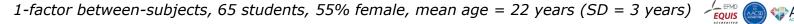
pretested



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

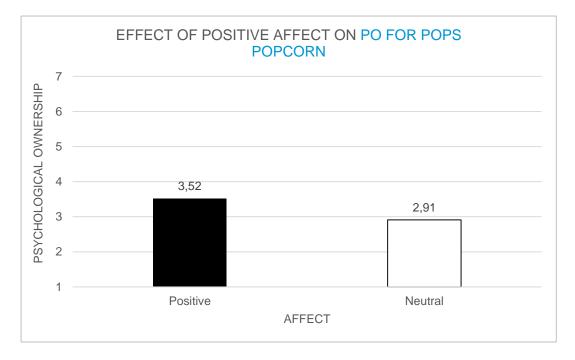
Repeat Consumption

(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



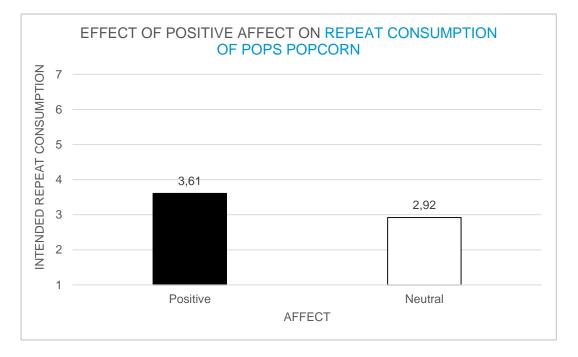


t(63)=1.903, p=.062



Study 3 - Results



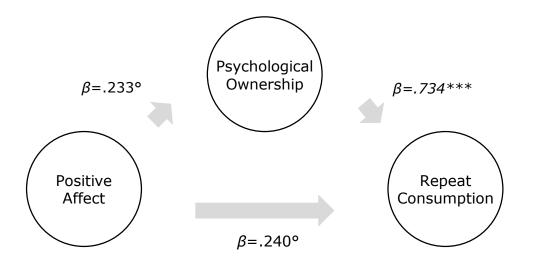


t(63)=1.962, p=.054



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











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