Changing jewelry retailing by incorporating state-of-the art technology, captivating new customers, creating a destination that generates excitement, and a customer experience with differentiated edge from competition.



## the Landscape...

- Economic Downturn shoppers seek value, now more than ever
- Shopping = Entertainment even in a recession, shoppers seek pampering, a place that's inspirational, elegant, exotic
- Weak jewelry shopping experience findings
- Women & New Millennial consumers



- Compared to wide range of other retailers, jewelry shopping rated "middle-of-the-road"
- Increasingly high consumer expectations
- High turn-off rate. 30% who visited stores said would never go back.
- Feel most jewelers are unaware of shopping experience quality & don't really care.



# **Jewelry Stores Can be Boring**

Very few find jewelry shopping:

- Fun (7%)
- Innovative (4%)
- Welcoming (1%)





### Same Ol' Same Ol' - All Look the Same

- Customers can't tell one store from next, especially in mall.
- Sea of sameness depresses interest in jewelry & weakens consumer loyalty.

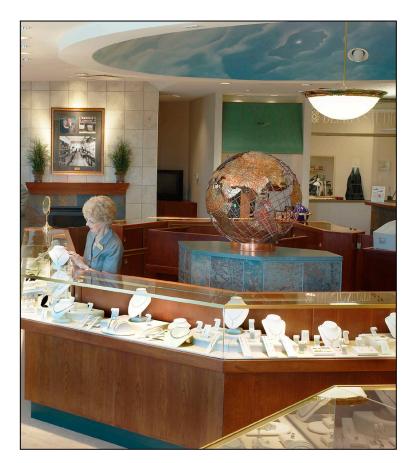


(SOURCE: JW Thompson presentation to WJA's Women in the Know Conference, March 2009.)



# No Jazz - Décor Not Priority

- Jan'09 National Jeweler study showed only 22% used professional to design store.
- 64% only change interior @ 5-10 years.
- 93% spend <\$5000 for store appearance @ year.





# **Best Jewelry Shoppers are...**

- Homeowners vs renters
- Married consumers
- College graduates vs less education
- Professional, technical, & construction occupations
- White & Asian vs other ethnic groups
- Suburban dwellers & urban vs rural shoppers
- Shoppers in the western U.S.



### **Best Target Jewelry Customers are...**

- Female selfpurchaser
- Women control up to 85% or more of the wealth in America
- By 2050, there'll be 60MM more women in U.S. than there are today



(SOURCE: Ken Gassman presentation "The Millennial Consumer: An Overlooked Market Segment for Jewelers" at MJSA Expo, March 2009.)



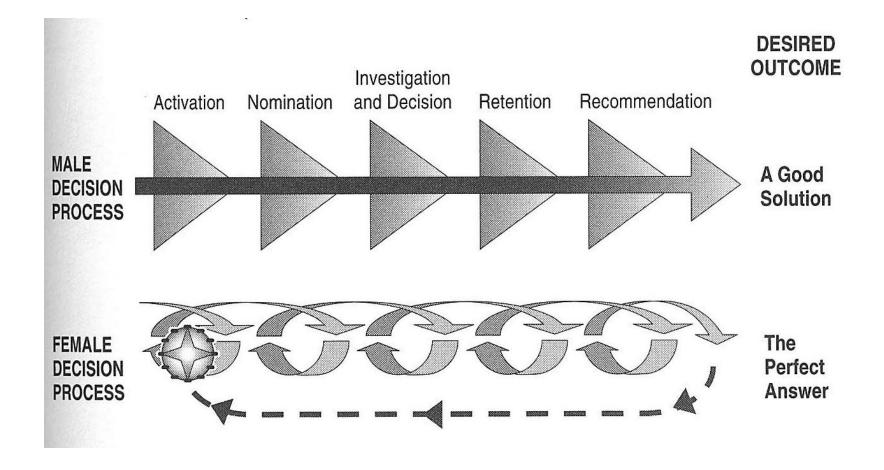
# Self-Purchasing Women

Have different shopping needs than men.

- Like shopping
- More relational
- Design-oriented
- More interest in ambiance, décor, fashion
- Browsing is critical
- Seeks more information & options
- Seeks optimal item, perfect answer



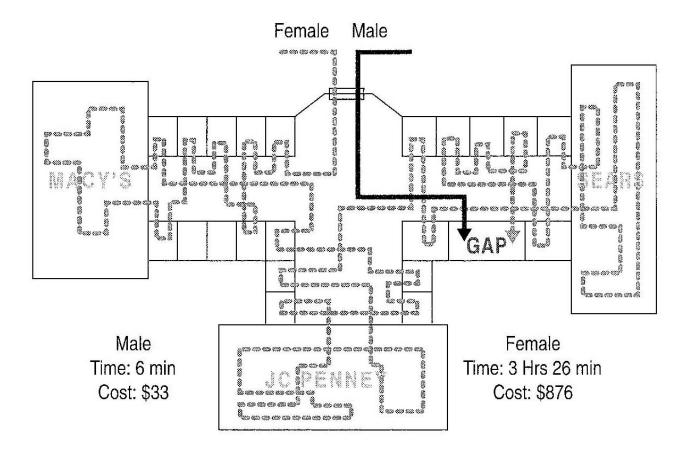
## **Women Want More Information & Options**



(SOURCE: Marketing to Women by Marti Barletta, c. 2006, Figure 6.1, "The Spiral Path.")



### a Linear Purchase Path = MEN!



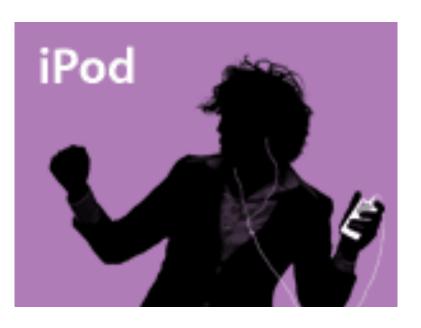
(SOURCE: Marketing to Women by Marti Barletta, c. 2006, Figure 6.2, "Mission: Go to Gap, Buy a Pair of Pants.")



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# New Millennials are...

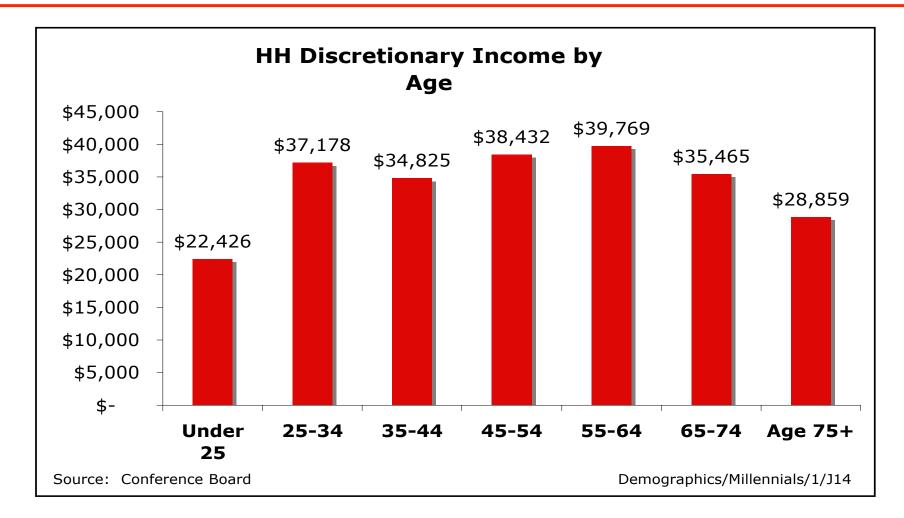
- 1979-1998 (kids of Baby Boomers)
- 80+ million
- Great shoppers
- The "clickeratti" (technolo gy savvy)
- The Ritalin generation
- Age in 2009 = 11-30



(SOURCE: Ken Gassman presentation "The Millennial Consumer: An Overlooked Market Segment for Jewelers" at MJSA Expo, March 2009.)



### **Millennials Have Di\$cretionary Income**



(SOURCE: Ken Gassman presentation "The Millennial Consumer: An Overlooked Market Segment for Jewelers" at MJSA Expo, March 2009.)



## **Experience Branding at Retail**

- The brand personality and creative platform needs to come to life within store
- Branding media to include people, process and environment
- Each used to deliver experience relevant to product use & focused on creating high levels of retail satisfaction



## **Why Does It Matter?**

- Consumers have come to expect dynamic environments
- Successful brands captivate with sensory, emotional and interactive elements to tell a story and make the brand come alive at retail
- Here is an example...



## the Apple Store



Power to the people through technology.

It's about people, imagination, emotion, design & innovation.

#### Attributes

- Invitation" Design
- Demo theater
- Genius bar
- "Possibilities" product display
- Knowledgeable sales associates
- Wireless access
- Online store
- Other "Apple People"



# **Drivers of Retail Satisfaction**

- Satisfaction drivers
  (quality, service, cleanliness, value)
- Relationship drivers
  (perception, trust, merchandise accessibility)
- Top 5 frustrations in-store:
  - Getting through check-out without hassles
  - Out-of-stock products
  - Difficulty getting employees to answer questions or assist in the purchase
  - Lack of visible prices on products or shelves
  - Lack of employee knowledge about products



### **Retail Store Strategy**





# What Should the Store Be?

- An Experience Center
  - A place to learn and try
  - Utilizes technology and embraces the web
  - A place for events
- A Transaction Store
  - A place to buy and service
- A Community Hangout
  - Very visible in the local fashion community
  - A place to exchange opinions and experiences
- A Campaign Headquarters
  - A place to start a new shopping movement
  - A place to showcase other movements



# What Should the Experience Be?

- A "Home Away From Home"
  - An intersection of relaxed pleasure and the casual shopping moment
  - Where staff is proactive ensuring comfort and pleasure
  - Combining private atmosphere of home and the open-ness of public space
    - A place where conversation flows easily and adults can relax and interact



# 2 Keys to Success!

- Identifying what the experiential brand proposition should be
  - Be clear about the issues that we can uniquely and credibly champion
- The staff MUST buy into the experiential brand proposition/approach
  - Staffers need to passionately "live the brand" and this needs to be promoted by culture-change initiatives designed to turn strategic brand values into front-line behaviors



# a Look into the Future...

• Vision:

Turning jewelry retailing upside down

• Mission:

Change every aspect of jewelry retailing using technology, store design, inventory management, supplier relations, improved training and marketing to maximize the customer experience



### a Look into the Future... (continued 2)

### • Concept:

Crate and Barrel meets The Apple Store. Strong brick and mortar concept back by interactive, web program

 Target Audience: Self-purchasing women, new millennials, gift giving men





## a Look into the Future... (continued 3)

- Design Considerations:
  - free flowing traffic pattern;
  - high-quality first impression;
  - open layout without merchandise overload;
  - bright/light atmosphere;
  - inviting displays to encourage browsing;
  - advanced technology for: inventory management, custom designs, merchandising, security;
  - private consultation rooms for showing more expensive jewelry & creating custom designs



- Merchandise Considerations: fine jewelry, sunglasses, fashion accessories – necklaces/scarves (5 base items up to 8 items based on trends and seasonality)
- Inventory:

lowest levels possible tied to extensive technologically based inventory shown in store, just in time philosophy combined with customizing and direct delivery



### a Look into the Future... (continued 5)

 Sales Training: revamped from existing programs strong incentive for service equal to selling, enhanced tech skills





## a Look into the Future... (continued 6)

- Marketing: It's a Fashion Business!
- Other factors:
  - In-store merchandising
  - Obvious pricing of items
  - Web program
  - SEO program
  - Social media program
  - General awareness ads TV/web
  - Outdoor for location
  - Strong cooperative program with vendors/designers
  - Use of web meeting technology
  - Improved community relations program/PR
  - Research for continuing adjustments to concepts



#### **Possible Floor Plan**

