





Research Context

Customer experience |

Store atmospherics
(Kotler, 1973; Turley & Milliman (2000)
Experiential & emotional retailing
(Pine & Gilmore (1999); Schmitt (1999)
Gobe (2001) Hulten (2011)

Customer motivations |

Online-offline

(Accenture, 2012; Deloitte, 2011)

Utilitarian & hedonic

(Kang & Poaps, 2010; Ono et al, 2012)

Arnold & Reynolds (2003)

Research gap | Integrated online-offline shopping experience in the physical store

Omnichannel
(Pratt, 2012; Rigby, 2011)
Advanced tech. features
(Pantano & Naccarato, 2010)
Advanced tech. forms
(Vecchi et al, 2010; 2011)



Key findings

• Physical store environment

- Coherent store design, utilising multi-sensory approach positively impacts shopping experience.
- Tenuous relationship between being perceived as tech. store & implementing range of tech. (5 cases did not feature 5 key tech.: AR, digital screens, RFID, mobile, Wifi)

• Customer motivations & impact of tech. on shopping process

- Browsing interests & idea shopping most prevalent motivation
- Online research essential step in shopping journey, yet retailers inconsistent in linking digital shopper journey inside physical store.
- Variable impact of advanced tech. on consumer shopping process:
 - Need recognition tech. provided little information on new arrivals
 - Product search dubious userability, poor encounters. Mobile main tech. used to merge online/offline, but mainly used for browsing not purchasing
 - Purchase little impact, but contactless payment desired

Holistic Experience

- Hedonic motivations have to be supported with inspirational & decorative variables inside store; mobile is important as connector of research online and purchase offline
- Efforts to implement tech. but integration missing. Omnichannel concept not verified

Implications | future research

- Research gap evidenced how advanced tech. inside physical store affects the shopping experience
- Conceptual framework provides viable starting point towards the formulation of the key aspects which create an integrated online/ offline experience.
- Research highlights complexity of maintaining consistency & functionality across atmospherics, multi-sensory & technology
- "Showrooming" behaviours prevalent with mobile playing critical role in linking on/offline – opportunities for further integration & research on role & impact of mobile as an experiential moderator of the integrated online / offline environment
- What is actual *usefulness* of in-store tech? Further research to fully verify role of tech. as supporter of shopping process needed
- Future the model needs to be tested using quantitative means to refine the variables which comprise the integrated experience.
- Model also needs to be dynamic enough to adapt to future technology innovations



Recommendations for retail management

- Opportunity to integrate online & offline experience across all levels of fashion retail – even for those retailers perceived as being 'technological'
- Opportunity to integrate mobile further as the 'glue' to providing holistic online/offline experience and step to realising omnichannel
- Opportunity to utilise technology to enhance stages of buying process, e.g. use of technology touchpoints to provide store plan, information on new arrivals; product specifications; self service transactions etc.
- Merging of online & offline world is complex and multi-faceted – consideration of who is responsible key.

