The Influence of Impression Management Concerns on Product Evaluation

Laurence Ashworth, Queen's University, Canada
Maggie Matear, Queen's University, Canada

This research demonstrates that impression management concerns exert a powerful influence on consumers’ willingness to pay for a product. Men and women placed bids for an MP3 player. The color of the player was manipulated so that in one instance it was black and in the other instance it was pink. Men’s bids for the pink player were less than half the amount they bid for the black player, while women’s bids were unaffected. Analyses demonstrated that for men, this difference was caused by impression management concerns that stemmed from being seen with a pink player.

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The Influence of Impression Management Concerns on Product Evaluation
Laurence Ashworth, Queen’s University, Canada
Margaret Matear, Queen’s University, Canada

EXTENDED ABSTRACT
Impression management goals are an important motivation across a wide variety of social situations (Tedeschi 1981). Much research has focused on the tactics individuals use to manage their impressions (e.g., enhanced self-descriptions; Leary 1995). In marketing, research has demonstrated that possessions can affect observers’ impressions (Christopher and Schlenker 2000) and it has been suggested that consumers will strategically display products to achieve impression management goals (Burroughs, Drew, and Hallman 1991). However, there is little research examining the effects of impression management goals on product evaluation. The current research contributes to the literature by demonstrating that impression management goals can exert a powerful influence on consumers’ evaluation of a product. It also highlights the importance of impression management as an avoidance motivation—consumers may avoid certain products, despite their functional benefits, because of the impression the product will convey.

Impression Management
Impression management refers to attempts to regulate behavior in order to influence observers’ impressions. Leary (1995) identified a number of different goals associated with impression management, including positive material and social consequences (e.g., positive emotions that stem from being regarded favorably); constructing and maintaining one’s self-concept (Baumeister 1982); and avoiding socially and materially deleterious consequences associated with negative impressions.

Much of the research on impression management has focused on the tactics individuals use to influence others’ impressions (e.g., expressing similar attitudes to observers (Tetlock 1985), engaging in helping behavior (Deutsch and Lamberti 1986), etc.). Other research has focused on the impression created. For example, Burroughs et al. (1991) showed that observers formed an impression of individuals based on their possessions that was consistent with the image owners were attempting to convey. Gosling et al. (2002) found that observers were able to form consistent and accurate impressions of occupants based on the content of their offices and bedrooms.

The current research contributes to this literature by examining the influence of consumers’ impression management concerns on product evaluation. Specifically, it is shown that consumers’ will pay substantially less for a product when they believe it will convey an undesired impression.

Study 1
The purpose of Study 1 was to examine the influence of consumers’ impression management concerns on their evaluation of a product. We chose a product that was likely (at least occasionally) to be used in public—in this case a portable MP3 player that could be worn around the arm. The color of the product was manipulated in a way that was expected to influence impression management concerns. Specifically, we predicted that when the product was offered in a feminine color (vs. a neutral color), men—but not women—would be concerned about their impression. We also tested the alternative explanation that product evaluation was affected by liking of the color rather than impression management concerns per se.

Method
Ninety-eight students (47 men and 51 women) participated in a 2 (product colour: pink vs. black) x 2 (gender) between-subjects factorial design. Participants were told that they would be participating in an auction for an MP3 player (a “Creative MuVo” with 256Mb of storage). All participants saw the player prior to the auction and were told that they were bidding for that particular MP3 player and that its retail price was $185 after tax. In half of the cases the player was pink, otherwise it was black. The two players were identical in every other respect.

All participants submitted sealed bids. The winner would only pay the amount bid by the second highest bidder though, which creates an incentive for individuals to bid their true maximum willingness to pay. Participants were provided with a detailed example of the procedure to ensure they understood this. After placing their bid, participants completed a questionnaire designed to assess their attitude towards the product (r=.81), liking of the color (single item measure), and the extent to which they would be concerned about using the product in front of other people (impression management concerns, r=.91). All items were measured using 5-point scales.

Results
As expected, there were significant interactions between gender and product color on all dependent variables (willingness to pay (WTP): F(1, 94)=19.34, p<.001; attitude: F(1, 94)=10.44, p<.01; liking of colour: F(1, 94)=21.98, p<.001; impression management concerns: F(1, 94)=45.53, p<.001). Simple effects analyses indicated that men bid less for the pink player (M=41.20 vs. $84.43; F(1, 94)=22.54, p<.001), liked it less (attitude: M’s=.27 vs. 2.13; F(1, 94)=12.38, p<.001), liked the color less (M’s=.25 vs. 2.48; F(1, 94)=44.62, p<.001), and were more concerned about the impression they would convey using the pink player (M’s=.29 vs. 2.95; F(1, 94)=73.17, p<.001). Women made no distinctions between the players (no differences were significant). Mediation analyses (Baron and Kenny 1986) conducted on the men’s results demonstrated that the effect of product color on WTP was mediated by impression management concerns (product color–WTP: β=.52, p<.001; product color–impression management–WTP: β=.08 and .58, p>.66 and p=.001), but not liking of the color (product color–liking of color–WTP: β=.35 and .22, p=.09 and .29). Similar effects were obtained when examining the mediation of attitudes by impression management concerns and liking of the color.

General Discussion
The current study demonstrated that consumers’ desire to avoid creating a particular impression exerted an important influence on their attitudes and ultimately their willingness to pay for a product. The experimental manipulation was designed to create impression
management concerns that would primarily influence men. Specifically, a gender-typed color was chosen that was expected to be inconsistent with the image most men would want to create. Supporting this prediction, men liked the pink MP3 player less and consequently bid less than half what they offered for a functionally identical black player. In contrast, women showed no aversion to the pink player, presumably because they were not concerned about the impression it would convey. Future research will examine the influence of impression management goals on product choice and the nature of the specific impressions consumers wish to avoid or convey.

References

Nostalgia Advertisements: A Content Analysis
Robert Madrigal, University of Oregon, USA
Courtney Boerstler, University of Oregon, USA

Extended Abstract
Background. Very little work has been done on the use of nostalgia as an advertising tactic. Holbrook and Schindler note that “nostalgia has received relatively little attention from academicians in general and from scholars devoted to the study of consumer research in particular” (1991, p. 330). Research on nostalgia is now in its infancy and has focused on nostalgia proneness (Holbrook, 1993), the emotions produced by nostalgic advertisements (Holak and Havlena, 1998), and the consequences of its use in advertising (e.g., attitudes toward the ad, brand, etc.; Muehling and Sprott, 2004; Pascal et al., 2002). The research has shown that nostalgia preferences occur in a wide range of product categories (Schindler and Holbrook, 2003), that advertisements with a nostalgic theme are capable of producing nostalgic reflections (Muehling and Sprott, 2004), and that nostalgic ads create more positive attitudes toward the ad and the brand (Muehling and Sprott, 2004; Pascal et al., 2002). However, none of the research has actually considered the incidence of nostalgia cues in print advertisement. Our purpose is to extend the current research in this area by reviewing the actual occurrence of nostalgia-themed ads used in popular magazines.

A variety of definitions of nostalgia exist in the literature. We borrow from a number of these (Holbrook and Schindler, 1991; Hirsch, 1992; Baker and Kennedy, 1994; Holak and Havlena, 1998) in defining nostalgia as a bittersweet emotional state comprised of many discrete emotions produced by reflection on things (objects, persons, experiences, ideas) associated with an idealized past. This definition was used in classifying ads that used a nostalgic appeal from those that were not.

Method. Using the Top 100 ABC Total Paid Circulation list of magazines for 2004, the authors distinguished ten different categories of magazines. The two most popular magazines from each category were selected. Two issues from 2004 were then randomly selected and reviewed. A total of 40 magazines were included in the current analysis. Two judges reviewed advertisements in the magazines looking for nostalgia ads one-third of a page or larger.

Havlena and Holak (1991) categorized nostalgia products and advertisements into two categories: (1) products or ads directly from the past and (2) new products or messages that “create a ‘period’ feeling” (p. 323). We adapted this framework in distinguishing the use of nostalgia in advertisements from that of products. Each ad was reviewed in detail to determine how nostalgia was being used. Three types of nostalgia were identified: Actual Nostalgia, Borrowed Nostalgia, and Classic Nostalgia.

Actual Nostalgia maps directly onto Havlena and Holak’s first category, and is defined as the use of nostalgia for products from or relating to the time period from which the nostalgia was taken. For example, advertisements promoting CD’s as “A Goldmine of Musical Memories” or movies described as “Timeless Classics” would be categorized as Actual Nostalgia. Havlena and Holak’s second category is split into two different uses of nostalgia, borrowed and classic. Borrowed Nostalgia is defined as the use of nostalgia for current or modern-day products. For instance, Johnson and Johnson’s use of black and white photos depicting a mother and child drawing together at the kitchen table with other crayon drawings hanging on the refrigerator in the background would be categorized in this type of nostalgia. Classic Nostalgia is defined as the use of nostalgia for modern products using old advertisements or memories for the same products from the past. An example of this is Jack Daniel’s use of an old advertisement and pictures of their old distillery and trucks in a current ad.

Results. Of the 2,354 ads reviewed, a total of 88 were identified as using a nostalgia theme. Interjudge reliability, using the Perrault and Leigh (1989) measure, showed agreement of .979. The use of the three types of nostalgia varied little, with borrowed nostalgia being
the most common type used, 93.2% or 82 ads (interjudge reliability=.99), and actual and classic nostalgia being far less used, with 5.7% (5 ads) and 1.1% (1 ad), respectively.

Our results also showed that the magazine categories of Family and Home & Garden were the two most popular types of magazines for nostalgia ads with 21 and 19 ads respectively. Also, the results indicate that nostalgia ads appear in a wide variety of product categories, from cars to cell phones, but most often in advertisements for consumable goods. Nostalgia ads were predominantly visual (86.3%, n=76). Far fewer of the ads combined visual with copy that included nostalgic statements. The ads in the actual and classic nostalgia categories all combined visual and copy (100%, n=6), while only 6 ads in the borrowed nostalgia category used both (7.3%).

A number of conclusions are drawn from this study. First, while research has been done about the effect of nostalgia ads on consumers, none has actually done a content analysis on the frequency of nostalgia in print ads. While nostalgic ads are not as common in print as was found for guilt appeals (Huhmann and Brotherton, 1997), previous research shows that the use of nostalgia has a number of practical implications for marketers including more favorable attitudes toward the ad and brand (Muehling and Sprott, 2004; Pascal et al., 2002), as well as increased intentions to purchase the product (Pascal et al., 2002). Given the ramifications of the tactical use of nostalgia, it is surprising that the actual incidence of ads using nostalgia is so small.

Previous research showed that the use of nostalgia is effective; the current research indicates that nostalgia is not a method used widely in print advertising. Further research can be done to show how nostalgia works in the ad, determining which type of nostalgia (actual, borrowed or classic) and which mode (visual, copy, or both) is most effective. Borrowed nostalgia appeared most often in our research, but that does not indicate it is the most effective. Lastly, research could ascertain whether nostalgic ads are more effective for certain product classes or in certain types of magazines.

References

The Impact of Information Format on Consumer Search Order and Choice in an Online Setting
Ying Jiang, University of Connecticut, USA
Girish Punj, University of Connecticut, USA

Extended Abstract
Consumers are having more control over the information flow on the Internet, which helps them to find information that better matches their preferences and be more confident in their judgments (Ariely 2000). However, it is also recognized that the information on the Internet is overloaded and highly manipulative, which can largely influences consumer information search and decision making. For example, research shows that the background picture and color of a web page can influence both novice and expert consumers’ choice and such an effect is mediated by the search behavior for novice consumers (Mandel and Johnson 2002).

This research builds on the literature of online consumer information search and preference construction and further investigates how online information presentation format influences consumer search order and choice. The objectives of this research is to examine (1) how attributes presented in digital versus non-digital format and salient versus non-salient format influence consumers’ search order of attribute and alternative information, and (2) how the search order affects consumer choice.

Built on Lal and Sarvary’s (1999) definition of digital versus non-digital attribute, we consider digital attribute information as information that is presented by numbers, scales, or categories; whereas non-digital attribute information is presented by detailed description. It is much easier and faster to examine digital attribute information. Consumers can easily apply a cut-off point on digital...