

# **MARKET SEGMENTATION & CUSTOMER VALUES**

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# VALUES: THE CORE OF WHY

$$\text{Value} = \frac{\textit{What the Customer Gets}}{\textit{What the Customer Gives Up}}$$

# MEET OR MAKE A NEED?

## Meet

- An existing un-met need
- An existing market segment
- The ability to choose segments are limited due to:
  - Location
  - Labor
  - Legacy
- The values underlying choice, must be *extracted* from each segment

## Make

- Markets do not yet know they have a need
- Market segments must be created
- Success requires:
  - Education
  - Heavy Marketing
- The values underlying choice,
  - are extrapolated from research
  - are verified through testing

# MEET YOUR DEMAND

## 1. Start with what you CANNOT change:

- Location
- Labor
- Legacy

## 2. Determine how the constraints affect the value you can provide.

## 3. Find segment(s) that would find value with the value proposition that you can provide.

# EXERCISE 1: IDENTIFY CONSTRAINTS

## PERSON 1

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- Explain your business idea in ~ 2 minute.
- Describe (~3 minutes):
  - Location/space requirements
  - Type of labor required
  - Any legacy commitment/ties

## PERSON 2

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- Based on the business idea and constraints, suggest five (5) values that you think will be important to potential customers, as they decide whether to patronize.

# MAKE YOUR DEMAND

1. Start with what you CANNOT change:

- Location
- Labor
- Legacy

2. Determine how the constraints affect the value you can provide.

3. Find segment(s) that would find value with the value proposition that you can provide.

# EXERCISE 2: MARKET POSITIONING

## PERSON 1

- Describe (~3 minutes):
  - The unique/unknown value
  - The reason why the concept is provides a unique or unknown
- OR .. Any exemplar or similar concepts, and:
  - The value that they provide

## PERSON 2

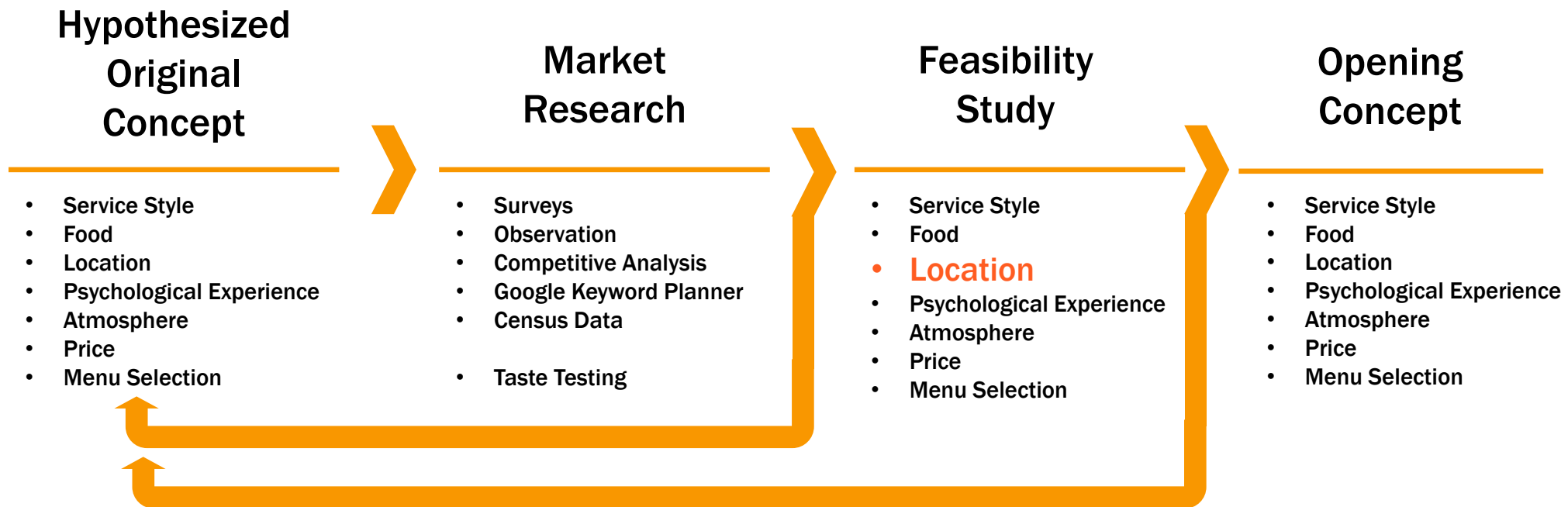
- Evaluate the uniqueness of the value, and suggest two or three potential competitors or substitutes that can reasonably meet those same values.

# ELEMENTS OF A CONCEPT & MARKET

- Service Style
- Food
- Location
- Psychological Experience
- Atmosphere
- Price
- Menu Selection



# ITERATE



# RESTAURANT DEVELOPMENT SEQUENCE

