

# Understanding Retail: A 'Media Ecology' Perspective



James Tenser<br/>VSN Strategies

jtenser@vsnstrategies.com

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Radical Retail Futurist

**Expert Storytelling Guru** 

#### **Retail Media Ecology**

Stores and ecommerce are rapidly transforming due to digital interaction, AI technology, and enduring changes in consumer behavior.

- Q. How should we understand the potential impacts upon brands, promotions, loyalty, and retail collaboration?
- Q. What emerging technologies and practices will be most relevant for future business success?

We define some core principles and share a "Media Ecology" vision for the future of brands at retail.

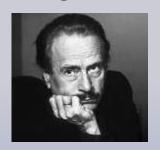




## Media Ecology: Understanding Retail

#### "The Medium is the Message"

- Marshall McLuhan, in *Understanding Media* (1964)



"A medium is a technology within which a culture grows"

Edmund Carpenter

"Media Ecology is the study of media as environments"

- Neil Postman (1970)

"Media Ecology is defined as the study of the complex set of relationships or interrelationships among symbols, media and culture."

Christine Nystrom





#### The Retail Media Ecology Principle







### The Incredible Dissolving Store

## Consumer Behavior

### Digitalization

Especially the shift to digital shopping and the manipulation of data from traditional and non-traditional sources

#### Impacts:

outside your brand

- Loyalty
- Engagement

Shopping is forever different.

events outside your store and

Expectations are driven by

Analytics

#### Impacts:

- Loyalty
- Engagement
- Analytics

## Al Technology

Decision Support Systems move beyond BI, to intelligent agents (data robots) that handle routine decisions and support humans

#### Impacts:

- Loyalty
- Engagement
- Analytics





#### Consumers: The Law of Divided Loyalty







#### Consumer Behavior Goes Viral

- Experiences beat stuff
- Loyalty splinters
- The retail media environment is changing
- Then there's that COVID thing...







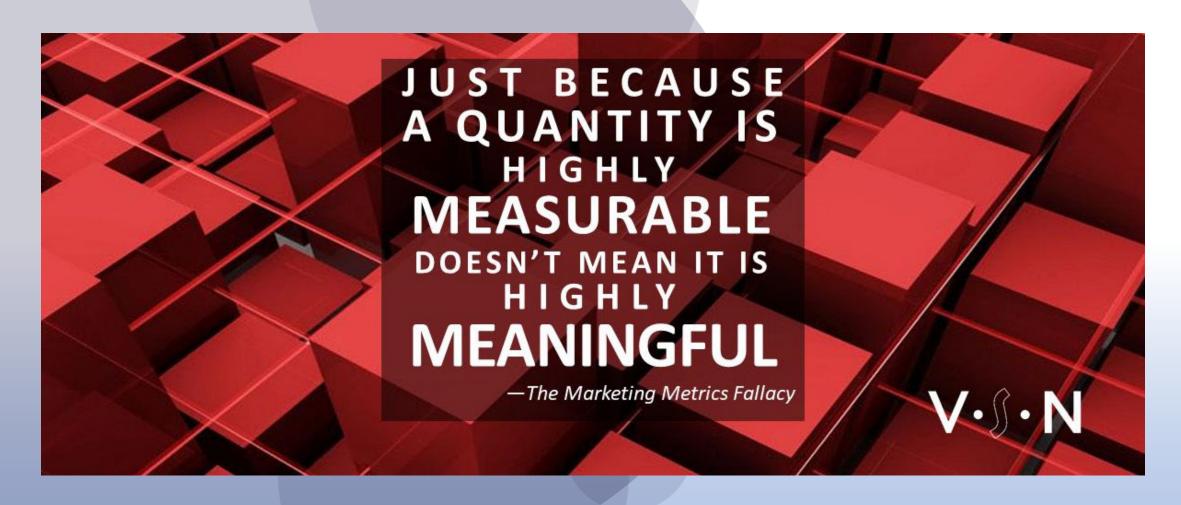
#### Digitalization Drives Experience







#### Digitalization Makes Al Inevitable







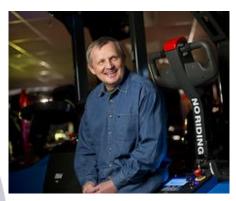
#### Moravec's Paradox and Al

Artificial intelligence and robotics researchers observe that (contrary to traditional assumptions):

- Reasoning (which is high-level in humans) requires very little computation, but
- Sensorimotor skills

   (comparatively low-level in humans) require enormous computational resources

https://medium.com/@froger\_mcs/moravecs-paradox-c79bf638103f



It is comparatively easy to make computers exhibit adult level performance on intelligence tests or playing checkers, and difficult or impossible to give them the skills of a one-year-old when it comes to perception and mobility.

Hans Morevec





#### Can You Spot Your Customers?

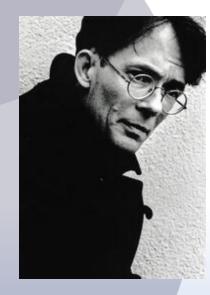






## Brands in the New Retail Media Ecology

- Machine Vision and DSD
- Quick Serve Restaurants pivot to tackle COVID
- Upstart brands set new expectations
- Al changes the way brands make decisions
- Consumer intimacy enters a new chapter



**Not Speculative Fiction** 

The future is already here, it's just not evenly distributed.

- William Gibson



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#### **THANK YOU!**

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https://vsnstrategies.com



#### Seed Questions for Audience Q&A:

- Q. 25 years after the onset of ecommerce, is this finally the moment for CPG brands to go "consumer direct"?
- Q. How is retailer-brand marketer collaboration evolving now and likely to evolve in the next era?
- Q. If shopper expectations are changing so fast, what must brands do to be more responsive to changes, given that their business model is based on long production runs and economies of scale?
- Q. Come on, is AI really transformative? Or is it just the next marketing gimmick from tech firms who want to sell us new solutions to old problems?