

Produktutvikling av bølgepappemballasje

Smurfit Kappa



- Kunnskapsformidling I et stort emballasjekonsern

Vi deler vår kompetanse og erfaringer på tvers av landegrensene. Våre databaser er tilgjengelige for alle og brukes i det daglige utviklingsarbeidet.







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Innobook: Vår innovasjonsdatabase med over 6000 pakkeløsninger

Pack Expert: Vår database for optimering av emballasje i logistikk

Shelf Viewer Vår billeddatabase med 42.000 emballasjeløsninger i butikk

WikiPackaging: Vår kompetansebase. Smurfit Kappas kollektive intelligens

Innovation - 3 New solutions into InnoBook®





Challenge: Create a 100% Recyclable packaging solution for our Premium Chairs

Solution:

SigmaFold Insert made of Corrugated Cardboard

Old EPS Insert

New Insert



8692 Festival carrier

Challenge: Design a carrier for Beer-glasses that could stand on uneven ground. Primarily meant to be sold at the festival.

Solution: Strong & Easy to assemble with few simple steps and it is glue free.



8697 SRP for butter

Challenge: Create a automatic solution, to be efficient in packaging process, in store and consumer-friendly

Solution: Inside Print effect, without the need for inside printing at SK Plant



Differentiate by boosting brand emotion (e.g. premium perception)







USE SUBCONSCIOUS ELEMENTS THE SRP IS THE SURROUNDING IN WHICH THE PRODUCT IS PRESENTED



CO-DESIGN PRIMARY AND SRP



CREATE THEATRE



THE INSIDE

THE MARKET GETS MORE COMPETITIVE





SHOPPER BEHAVIOR IS CHANGING





Shoppers spend 15 seconds on average at category shelf



Shoppers notice less than 40% of products on shelf



Shoppers focus their attention at the POP materials for 1.6 seconds



Shoppers notice 15 POP materials out of 450 in average supermarket store

The shopper mission influences the mindset and searching strategies of the shopper!

BRAND OWNERS UNDER INCREASED PRESSURE

Shopper insights: every second counts







Sales Ready Packaging can balance demands of

Brand, Retail & Logistics



15 PURCHASES PER VISIT, WHICH WORKS OUT AT

SELECTING YOUR BRAND.

ONLY 12 SECONDS SEARCHING FOR AND

1995 1977 10%

IN-STORE PURCHASE DECISION RATES

86%

OF PURCHASE DECISIONS ARE TAKEN IN STORE



To fight competition: Brands are innovating and upgrading their products.





How about their SRP?

COULD SHELF READY PACKAGING HELP BOOST BRAND EQUITY?



Disruption



Disrupt the path to purchase to focus on your brand

Consistency



In line with the marketing campaign

Perception



Reinforce the purpose of your brand

A typical customer request...





"We must optimize our packing lines, improve our warehouse efficiency and reduce our logistical costs...

we must <u>ALSO</u> differentiate our brand on shelf, maximize the shopper experience and drive our sales..."



SHELF SMART® Design process



2. INFO

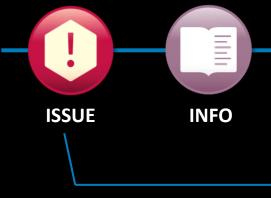
Benchmark the brand to 40.000 shelf images across the world.

4. SOLUTION

Creative inspiration from our unique packaging network.

6. PROOF

Hard facts, "the proof" based on real shopper feedback.



1. ISSUE

Identify the issue in the brand's retail presence and strategy.

INSIGHTS SOLUTION



SIMULATION



PROOF

3. INSIGHT

Collaborate and combine consumer & retail insights, with our packaging expertise.

5. SIMULATION

Simulate shelf impact before you implement

12: SMURFIT KAPPA



What can SIMULATION do for the design process?





What can SIMULATION do for the design process?



Create & present a complete market launch in 3D in a controlled retail environment (incl. packaging, displays, signage & other branded items).

Benchmark the visual impact of your latest ideas, compare within your own concepts or vs. your competition.

Simulate different shopper conditions throughout the day, e.g. full vs empty shelves.



15: SMURFIT KAPPA

...Disrupts shopper's searching behavior





Monster Chips on the shelf in basic SRP



Monster Chips on the shelf in disruptive SRP

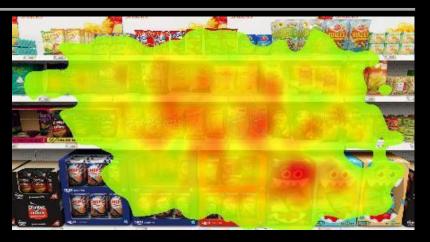
16: SMURFIT KAPPA

Monster Snacks - PROOF









Online eye tracking studies of 440 UK shoppers prove that disruptive SRP draws the eyes of the shoppers (hotspot)

- Noticed by 50% more shoppers (in the first 5 seconds)
- Noticed 25% faster