

# **Increase Footfalls in Malls**

#### **Business Case**

One of India's leading retailers (part of the India's largest diversified business house) has set up 22 malls across the country with their in-house and 3<sup>rd</sup> party brands. They are looking to expand footprint across India since there is significant untapped opportunity to provide customers a seamless and delightful shopping experience

### **Project Objective**

Drive vibrancy in the malls in turn generating higher footfalls leading to increased store sales

## Methodology

Determine opportunities

BMGI conducted ethnography studies at select malls across the country to understand customer behaviour and **gain insights of their expectations.** These insights were prioritized through a survey. **These prioritized insights became the seeds for ideation**.



**IDEATE** 

**Ideation was done** on the prioritized insights using **several innovation tools** (eg SCAMPER, Brainwriting, Random Stimulus) to generate several "breakthrough ideas".

Ideation sessions were done with relevant stakeholders and included representatives from the Malls, representatives from the brand/ category teams and customers

#### Outcomes

Over 1000 ideas generated

- Ideas prioritized and several ideas shortlisted for implementation
- Developed **solution details for implementation** for each prioritized idea.
- Concept notes created for pilot implementation with measures of success defined

