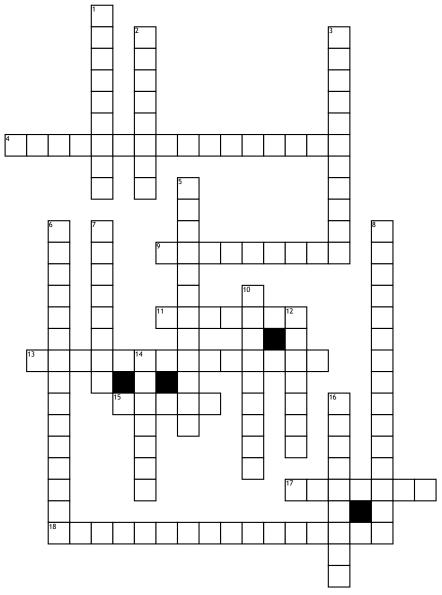
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7.01 Key Terms



Across

- **4.** A philosophy of conducting business that is based on the belief that all business activities should be aimed toward satisfying customer wants and needs while achieving company goals
- **9.** The activity, set of institutions, and processes for creating, communicating, delivering, and exchanging offerings that have value for customers, clients, partners, and society at large
- **11.** A fact about or characteristic of the product
- 13. Promotional activities other than advertising, personal selling, and publicity that stimulate customer purchases
- 15. Tangible objects and materials
- 17. A marketing function that involves determining and adjusting prices to maximize return and meet customers' perceptions of value

18. The general conditions in which people live; quality of life

<u>Down</u>

- 1. The people who make or provide goods and services
- 2. The management function of deciding what will be done and how it will be accomplished
- **3.** Any paid form of nonpersonal presentation of ideas, goods, or services
- **5.** Tangible items that should last a long time
- **6.** Tangible items that are consumed within a short time
- 7. Intangible activities that are performed by other people for money; productive acts that satisfy economic wants
- **8.** The form of promotion that determines client needs and wants and responds through planned, personalized communication that influences purchase decisions and enhances future business opportunities
- **10.** The people who buy goods and services
- **12.** The system in which people make and spend their incomes
- **14.** Marketing element referring to what goods, services, or ideas a business will offer its customers
- **16.** Any nonpersonal presentation of ideas, goods, or services that is not paid for by the company or individual that benefits from or is harmed by it