XJM 20,1

2

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# A study of the prevalence of impulsive and compulsive buying among consumers in the apparel and accessories market

Kavita Kshatriya JG University, Ahmedabad, India, and

Priyanka Sharad Shah School of Doctoral Research and Innovation, GLS University, Ahmedabad, India

# Abstract

Purpose – This paper aims to examine the presence of impulsive and compulsive buying among consumers. It studies the various factors that affect and moderate the impulsiveness and compulsiveness of buying.

**Design/methodology/approach** – Literature review resulted in four constructs – social media influence, social media preferences, hedonic motivation and shop in COVID-19. On conducting factor analysis in statistical package for the social sciences, the variables were divided under the influence of social media, social commerce, electronic word of mouth (EWOM) of social commerce, hedonic happiness, hedonic fun and shopping in times of COVID-19. Structural equation modeling is conducted in AMOS (statistical software) for a diagrammatic representation of the relationship between the variables. Regression analysis is used to reaffirm the above relationship. Testing of hypotheses is done with the help of the chi-square test.

**Findings** – All six latent variables are significantly related to impulsive and compulsive buying. However, the regression analysis shows social media influence as the strongest predictor for impulse buying and hedonic happiness for compulsive buying. Also, the presence of the pandemic COVID-19 leads to impulsive buying as well as compulsive buying in the apparel and accessory segment.

**Practical implications** – Marketers should capitalize on spontaneous buying in both forms – impulsive buying and compulsive buying. Social media influencers, as well as more consumer engagement on social media, can promote impulsive buying. However, compulsive buyers will be more attracted towards great instore experiences or hedonically driven advertisements, as they do not just shop for buying the product; they shop for the experience of shopping.

**Originality/value** – This study uncovers the difference in factors that affect impulsive and compulsive buying. Though both behaviours seem points of the same scale, they are inherently different and can be predicted with social media influence and hedonic happiness.

**Keywords** EWOM, Social commerce, COVID-19, Compulsive buying, Impulsive buying, Social media influence, Social media, Hedonism

Paper type Research paper

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# Introduction

The Indian consumer has transitioned from being the cautious consumer to the indulgent one. Shopping has become a means of self-fulfillment. Consumers look for products that satisfy their wants and desires rather than needs. The increase in spending on nonnecessities is seen across industries (Livemint: YouGov, 2019). Retailers and manufacturers are offered a paradoxical market of a modern western mindset of the consumer, along with the underlying Indianism (Mittal *et al.*, 2016). There is much admiration for the lifestyle of western economically developed countries. As a result, materialism is justified (Gupta, 2011). With the radical transformation in the marketscape, tremendous increase in affluence, accessibility and easier modes of payment (Pradhan *et al.*, 2018) fueled with rising disposable income; impulse buying would be more comfortable.

#### Literature review

Impulsive buying behaviour was introduced as a lifestyle trait, which involves materialism, sensation seeking and recreational aspects of shopping (Rook, 1987). It was further improvised as a personality trait comprising a spontaneous urge to buy immediately with disregard to consequences equating it to a toddler's candy tantrum (Rook and Fisher, 1995). It is associated with both positive and negative feelings (Youn and Faber, 2000). Research on impulse buying has been based on varying conceptual definitions and has focussed primarily on in-store retailing (Madhavaram and Laverie, 2004). The Indian online, as well as the offline retail market, can provide a lot of scope for encouraging impulsive and compulsive buying (Bhakat and Muruganantham, 2013).

The advent of the internet makes the digital presence of brands inevitable. Global segments of online shoppers have been developed (Aljukhadar and Senecal, 2011). Little has been studied on the importance of social commerce as a tool for reshaping marketing techniques (Zhou *et al.*, 2013). Social commerce has been created with the popularity of social networking sites (Hajli, 2015). The electronic word of mouth, along with customer-generated reviews, affects the decision-making of the consumer (Krishnamurthy and Kumar, 2018; Prasad *et al.*, 2016). Social networks can have a significant impact on impulse buying (Aragoncillo and Orus, 2018). Online impulse buying is supported by a host of encouraging factors (Akram *et al.*, 2018). Influencer marketing the internet micro-celebrities are changing the meaning of marketing communication (Jiménez-Castillo and Sánchez-Fernández, 2019). Today, much time is spent on social networking sites in India (Statistica Global Consumer Survey, 2019); hence, individuals who have a fear of missing out by viewing other experiences show a tendency to act impulsively and thus engage in impulse purchase (Celik *et al.*, 2019).

People buy to shop, not shop to buy (Langrehr, 1991). Shopping is no longer considered a task; it is mood altering and hedonic in nature (Arnold and Reynolds, 2003). A shift in the traditional cultural values towards consumerism (Yu and Bastin, 2010) can foster impulsive and compulsive buying. Hedonic shopping value differs across product categories. As it is more emotional in nature than utilitarian shopping value, it could be closely associated with impulsive and compulsive buying (Santini *et al.*, 2019).

Compulsive buying is defined as addictive shopping behaviour, where the customer is unable to significantly moderate (Faber and O'Guinn, 1989). A social comparison could lead to compulsive buying tendency (Kukar-Kinney *et al.*, 2016). Compulsive buying is not just a stronger version of impulsive buying (Pradhan *et al.*, 2018). It is supported by low self-esteem, internet addiction, loneliness and anxiety. It is also used as a mechanism of negative coping (Zheng *et al.*, 2020).

The unprecedented times of the pandemic COVID-19 have brought to light new aspects of shopping behaviour. Staying at home with daily information overload coupled with daily perceived uncertainty leads to spontaneous buying (Xian *et al.*, 2020). "Revenge shopping"

Impulsive and compulsive buying XJM (Jamal, 2020) is seen in many Asian countries when lockdowns are lifted. Companies need to accept the change, for now, build networks and strategize for the next phase and transform all their business operations around attracting the customer once again for the beyond phase (COVID-19 Pandemic Radically Changing Consumer Behaviour In India: EY Survey, 2020). Retailers will have to aim for a seamless online–offline experience (Tandon, 2021). Online presence has become imperative for the smallest of brands (Ingaldi and Brozova, 2020; Jamunadevi *et al.*, 2021). With prior behaviour no longer an indicator, a share of the consumers' pocket is up for grabs (Tandon and Shuchi, 2020).

## Rationale of the study

Based on the literature review, online shopping, social commerce and the hedonic motivation of shopping emerge as the most associable factors to impulsive and compulsive buying. Impulsive purchases account for a huge volume of products sold every year globally (Hausman, 2000). Retailers should try to augment impulsive buying behaviour (Kau et al., 2003). However, cultural differences shape developed and developing economies differently. The current Indian retail environment has a lot of scope for impulsive and compulsive purchases in India (Bhakat and Muruganantham, 2013). However, insufficient studies have been conducted on how retailers can augment impulsive and compulsive buying (Amos *et al.*, 2014) and the moderating effect of demographic variables on impulsive and compulsive buying as well as the prevalence of the same in the Indian market. The pandemic COVID-19 has changed and will further transform the way shopping can happen. It has also accelerated the use of digital platforms in all sectors, which in turn may see the milestone of "digital billion" much before 2030 as forecasted earlier in the pre-COVID era (Positives of the Pandemic, 2020). It is imperative to understand the prevalence of impulsive and compulsive buying to further engage the customer with traditional and alternate channels of marketing. Social networkingenabled shopping (Zhou et al., 2013) can allow better leveraging of spontaneous purchases.

## Research objective

To study the prevalence of impulsive and compulsive shopping among consumers.

#### Scope

To study the impulsive and compulsive shopping behaviour of consumers in the apparel and accessories market (online as well offline).

# Research questions

- RQ1. What is the role of social commerce in promoting impulsive and compulsive shopping?
- RQ2. Does the hedonic motivation of shopping promote impulsive and compulsive shopping?
- RQ3. The impact of COVID-19 on impulsive and compulsive shopping.

# Hypotheses development

In accordance with the research questions, the following hypotheses are developed:

*H1a*. Social media influence is significantly associated with impulsive buying.

H1b. Social media influence is significantly associated with compulsive buying.

- H2a. Social media preferences are significantly associated with impulsive buying.
- H2b. Social media preferences are significantly associated with compulsive buying.
- H3a. Hedonic motivation is significantly associated with impulsive buying.
- H3b. Hedonic motivation is significantly associated with compulsive buying.
- H4a. Shopping in the times of COVID-19 is significantly associated with impulsive buying.
- H4b. Shopping in the times of COVID-19 is significantly associated with compulsive buying.

## Research methodology

Quantitative research methods have been used for the purpose of this study, involving the use of statistical procedures for analysis (Onwuegbuzie and Leech, 2005). A close-ended questionnaire (Rossi and AB, 1983) was used for data collection with some previously proven constructs of social media influence, hedonism, impulsive buying and compulsive buying, as well as shopping in times of COVID-19 developed by the researcher. A questionnaire is a reliable instrument that is simple to administer, and an extensive amount of data can be generated in a cost- and resource-effective manner. The anonymity and confidentiality of the researcher also leads to non-biased responses. The apprehension of being judged by others would lead to Social Desirability Response (Mittal *et al.*, 2018).

The method used for data collection was an online distribution of the questionnaire via google forms through social media channels, considering the restriction on movement because of COVID-19 efficiency and economic feasibility. This method also allowed accessibility to a larger sample and made it easier to collect and compile data (Metzner and Mann, 1952). The target population selected was online and offline shoppers above the age of 18 in Ahmedabad. A non-probability convenience sampling technique is used to collect data (Takona, 2002). Respondents were selected based on accessibility. However, because of certain categorical questions, judgement was used in selecting the final data. A total of 200 respondents were approached, out of which 146 questionnaires are completely filled and are valid.

Statistical package for the social sciences (SPSS) version 23 was used to analyse the collected data. The data was appropriately coded and questions that were negative in nature were appropriately reverse coded. Also, disguised questions were appropriately calculated with the related variable. All such variables are included in (Table 1).

The data was collected on a five-point Likert scale of agreement where 1 is strongly agree and 5 is strongly disagree. Based on their overall mean score, respondents were classified on whether their mean score was above or below 3.

## Statistical analysis

- Descriptive statistics (Tables 2–4).
- A test reliability of scale to measure the consistency of the scale (Table 5).
- Followed by factor analysis with principal component analysis (PCA) method to find the latent variables (Tables 6–9).
- Structural equation modeling (SEM) in AMOS (statistical software) SPSS is used for a diagrammatic representation of the relationship between variables (Figure 1, Tables 10–13).

Impulsive and compulsive buying

5

XJM 20,1	References	Construct	Label
20,1		Social media influence	
	Aragoncillo and Orus (2018)	Social networks inspire my purchases of clothing and accessories	INFL1
	Aragoncillo and Orus (2018)	Sometimes, when I see an apparel/accessory on social media, I often search for it online to buy it	
6	Aragoncillo and Orus (2018)	Sometimes, I feel attracted to the apparels and accessory shared by my contacts on social networks	INFL3
	Badgaiyan and Verma (2014)	Attractive marketing and promotional offers motivate me to purchase more than my scheduled purchase Social media preferences	INFL5
	Own development	I buy through the social media page of the retailer	SMP1
	Prasad and Garg (2019)	I use social media to communicate with retailers	SMP2
	Prasad and Garg (2019)	My relationship with brands is enhanced because of social media	SMP3
	Prasad and Garg (2019)	I am proud to tell/show/tag the brand I buy	SMP4
	Prasad and Garg (2019)	I often read online about the brand/products	SMP5
	Jiménez-Castillo and Sánchez- Fernández (2019)	I follow the purchase recommendations of influencers I follow on social media sites	
	Jiménez-Castillo and Sánchez-	I buy a brand based on the advice given by an influencer I follow	SMP7
	Fernández (2019) Own development	I buy a brand based on what my friends from my contact list have mentioned	SMP8
	Atulkar and Kesari (2018), Rook and Fisher (1995)	Purchases of my friends mentioned on social media site make me go in for unplanned, spontaneous purchase	SMP9
	and Pisher (1990)	Hedonic motivation	
	Badgaiyan and Verma (2014)	Shopping is a fun and enjoyable activity to me	HEDOI
	Badgaiyan and Verma (2014)	I obtain pleasure in buying something attractive	HEDO
	Arnold and Reynolds (2003)	To me, shopping is a way to relieve stress	HEDO
	Arnold and Reynolds (2003)	I shop to keep up with trends.	HEDO
	Arnold and Reynolds (2003)	Shopping makes me feel like I am in my own universe	HEDO
	Dey and Srivastava (2017)	Finding unique things makes me excited	HEDO
	Dey and Srivastava (2017)	I enjoy compliments and words of praise when I show/tag something I shopped	HEDO
	Arnold and Reynolds (2003)	Much of my life centres around shopping	HEDO
	Arnold and Reynolds (2003)	I have a lot of things that I still have not used Shopping in COVID-19	HEDO
	Xian <i>et al.</i> (2020)	Shopping makes me happy in the dull and grim times of COVID-19	SHCV1
	Xian <i>et al.</i> (2020)	After spending many hours working/reading online, I feel relaxed to shop online	SHCV2
	Jamal (2020)	These unprecedented times influence me to spend more and save less	SHCV3
	Own development	I buy products even though I may not need them immediately	SHCV4
	Xian <i>et al.</i> (2020)	A small purchase regularly also makes me happy	SHCV5
	Own development	I have been buying apparels/accessories during the COVID times Impulsive buying	
	Rook and Fisher (1995), Elizabeth Ferrell and Beatty (1998)		IMPL1
		"Just do it," describes the way I shop	IMPL2
		I often buy things without thinking	IMPL3
Fable 1.		"I see it. I buy it," describes my shopping behaviour	IMPL4
Constructs and items vith their references		(c	ontinued

References	Construct	Label	Impulsive and compulsive
Rook and Fisher (1995), Elizabeth Ferrell and Beatty (1998)	Sometimes I buy things on the spur of the moment	IMPL5	buying
	I carefully plan most of my purchases (reversed item)	IMPL6R	
	Sometimes, I am a bit reckless about what I buy	IMPL7	7
Aragoncillo and Orus (2018)	Sometimes, when I see an apparel/accessory on social media, I feel like buying it immediately (disguised) Compulsive buying	IMPL8D	
Edwards (1992) Edwards (1993)	I feel anxious/nervous on the days I do not shop	CMPL1	
Edwards (1992) Edwards (1993)	I buy things even though I cannot really afford them	CMPL2	
Edwards (1992) Edwards (1993)	I go on buying binges	CMPL3	
Edwards (1992) Edwards (1993)	I buy things even when I do not need them	CMPL4	
Faber and O'Guinn (1989)	I think others would be horrified if they knew of my shopping	CMPL5	
	habits		Table 1.

Age Gender Marital status Education Monthly family income	Less than 25 years 25–29 years 30–39 years 40–55 years 56–75 years Male Female Single Married Separated Graduate Postgraduate PhD Less than 25,000 25,000–50,000	$ \begin{array}{c} 8 \\ 17 \\ 71 \\ 42 \\ 8 \\ 36 \\ 109 \\ 20 \\ 125 \\ 1 \\ 66 \\ 78 \\ 2 \\ 8 \\ \end{array} $	$\begin{array}{c} 5.5\\ 11.6\\ 48.6\\ 28.8\\ 5.5\\ 24.8\\ 75.2\\ 13.7\\ 85.6\\ 0.7\\ 45.2\\ 53.4\\ 1.4\\ 5.5\end{array}$	
Marital status Education	30–39 years 40–55 years 56–75 years Male Female Single Married Separated Graduate Postgraduate PhD Less than 25,000	$71 \\ 42 \\ 8 \\ 36 \\ 109 \\ 20 \\ 125 \\ 1 \\ 66 \\ 78 \\ 2$	$\begin{array}{c} 48.6\\ 28.8\\ 5.5\\ 24.8\\ 75.2\\ 13.7\\ 85.6\\ 0.7\\ 45.2\\ 53.4\\ 1.4\end{array}$	
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Education	Married Separated Graduate Postgraduate PhD Less than 25,000	125 1 66 78 2	85.6 0.7 45.2 53.4 1.4	
	Married Separated Graduate Postgraduate PhD Less than 25,000	1 66 78 2	0.7 45.2 53.4 1.4	
	Separated Graduate Postgraduate PhD Less than 25,000	1 66 78 2	0.7 45.2 53.4 1.4	
	Graduate Postgraduate PhD Less than 25,000	66 78 2	45.2 53.4 1.4	
	Postgraduate PhD Less than 25,000	78 2	53.4 1.4	
Monthly family income	PhD Less than 25,000	2	1.4	
Monthly family income	Less than 25,000			
			55	
		12	8.2	
	50,000-100,000	33	22.6	
	100,000-200,000	18	12.3	
	More than 200,000	75	51.4	
Occupation	Student	5	3.4	
occupation	Self-employed	56	38.4	
	Corporate job	15	10.3	
	Freelancer	10	9.6	
	Professional	28	19.2	
	Homemaker	28	19.2	
I have bought an apparel recently	Don't know	1	0.7	
i have bought an apparel recently	Yes	79	54.1	
	No	66	45.2	
I intend to buy soon	Don't know	51	43.2 34.9	
lintend to buy soon	Yes	46	34.9 31.5	
	No	40 49	33.6	
I have bought and follow the brand on social media	Don't Know	49 7	55.0 4.8	Table
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	and compulsive			
	buying	I have been buying apparels/accessories during the COVID times		

- Regression analysis is further used to measure the relationship between predictor variables and dependent variables (Tables 14–21).
- Chi-square test is used to test the hypotheses (Tables 22 and 23).

## Instrument

A questionnaire is formulated using various sub-scales of impulse buying, social commerce, compulsive buying and hedonic motivation of shopping as well as shopping in the times of COVID-19. Each construct is referenced with classic papers in the area of consumer behaviour as shown in Table 1. Some of the questions are developed by the researcher based on the unique situation created by COVID-19.

The questionnaire is created in Google forms with multiple response grids for the Likert scale, where 1 = strongly agree, 2 = agree, 3 = neutral, 4 = disagree and 5 = strongly

	Mean	Std. deviation	Impulsive and compulsive buying
Impulsive buying I often buy spontaneously "Just do it," describes the way I shop I often buy things without thinking "I see it. I buy it," describes my shopping behaviour Sometimes I buy things on the spur of the moment I carefully plan most of my purchases (reversed item) Sometimes, I am a bit reckless about what I buy Sometimes, when I see an apparel/accessory on social media, I feel like buying it immediately (disguised)	2.62 2.99 3.54 3.3 2.93 3.527 2.86 2.95	1.128 1.151 0.99 1.072 1.118 1.02517 1.102 1.185	9
<i>Compulsive buying</i> I feel anxious/nervous on the days I do not shop I buy things even though I cannot really afford them I go on buying binges I buy things even when I do not need them I think others would be horrified whether they knew of my shopping habits	4.29 4.29 3.93 3.68 4.07	0.863 0.832 0.987 1.002 0.959	Table 4.Descriptive statisticsof impulsive andcompulsive buying

Cronbach's alpha	Cronbach's alpha based on standardized items	N of items	Table 5.
0.951	0.951	41	Reliability statistics

Kaiser-Meyer-Olkin measure of samplin			
Bartlett's test of sphericity	Approx. chi square <i>df</i> Sig.	2,447.067 378 0.000	Table 6.KMO and Bartlett'stest

	]	Initial eiger	ivalues	251111	Extraction sums of squared loadings			loadir	of squared Igs
		(%) of	Cumulative	e	(%) of	Cumulative	е	(%) of	Cumulative
Component	Total	variance	(%)	Total	variance	(%)	Total	variance	(%)
1	10.511	37.538	37.538	10.51	37.538	37.538	4.205	15.017	15.017
2	2.496	8.915	46.453	2.496	8.915	46.453	3.829	13.675	28.692
3	1.854	6.622	53.074	1.854	6.622	53.074	3.101	11.075	39.768
4	1.429	5.103	58.177	1.429	5.103	58.177	2.88	10.287	50.055
5	1.263	4.509	62.686	1.263	4.509	62.686	2.706	9.663	59.718
6	1.173	4.19	66.876	1.173	4.19	66.876	2.004	7.158	66.876
Note: Extra	ction me	ethod: princ	cipal compon	ent anal	ysis				

XJM				Compo	nent		
20,1		1	2	3	4	5	6
	INFL1	0.105	0.574	0.079	0.124	0.425	0.062
	INFL2	0.111	0.246	0.240	0.255	0.696	0.076
	INFL4	0.129	0.746	0.231	0.058	0.255	-0.155
10	INFL5	0.286	0.680	0.161	0.090	0.289	0.079
10	SMP1	0.429	0.112	-0.034	0.133	0.629	0.221
	<ul> <li>SMP2</li> </ul>	0.221	0.133	0.139	0.044	0.726	0.030
	SMP3	0.206	0.410	-0.105	0.174	0.525	0.324
	SMP4	-0.081	0.699	0.298	0.192	0.060	0.056
	SMP5	-0.072	0.141	0.119	0.113	0.408	0.626
	SMP6	0.047	0.388	0.302	0.254	0.066	0.666
	SMP7	0.253	0.562	0.047	0.301	-0.064	0.492
	SMP8	0.084	0.747	0.030	0.099	0.021	0.187
	SMP9	0.211	0.502	0.441	0.052	0.280	0.236
	HEDO1	0.364	0.141	0.217	0.662	0.208	-0.029
	HEDO2	0.194	0.113	0.136	0.858	0.143	0.090
	HEDO3	0.335	0.089	0.622	0.509	0.089	-0.001
	HEDO4	0.291	0.140	0.595	0.314	0.019	0.213
	HEDO5	0.273	0.192	0.526	0.495	0.237	0.102
	HEDO6	0.077	0.238	0.149	0.624	0.081	0.298
	HEDO7	-0.036	0.231	0.743	0.184	0.068	0.043
	HEDO8	0.328	0.216	0.700	0.015	0.104	0.253
	HEDO9	0.450	-0.184	0.208	-0.049	0.111	0.556
	SHCV1	0.771	0.111	0.115	0.233	0.269	-0.009
	SHCV2	0.669	0.195	0.297	0.327	0.217	0.073
	SHCV3	0.631	-0.033	0.402	-0.161	0.247	0.200
	SHCV4	0.735	0.236	0.188	0.137	-0.104	0.247
	SHCV5	0.592	0.188	0.213	0.281	0.233	-0.056
Table 8.	SHCV6	0.768	0.072	-0.048	0.185	0.169	-0.011
Rotated component matrixa			: principal com verged in 10 itera	ponent analysis. tions	Rotation meth	od: varimax v	vith Kaiser

disagree. Questions falling under the same construct are put together. However, some questions are interchanged and reversed to get an unbiased response.

# Data collection

The data is collected over a three-day period in the month of September 2020. Social media networks were used for getting the respondents to participate in the questionnaire (Wadhera and Sharma, 2019). Respondents were approached in accordance with the research methodology. A total of 200 respondents were approached, out of which 146 participated. All of them were valid with no missing fields.

# Respondent characteristics

Table 2 shows the demographic profile of the respondents. They are mainly from the age group 30–39 (48%). These are the older millennials. About 75% were females, 85% married and 53.4% are postgraduates. About 53.4% of the respondents have a monthly family income of more than 200,000 and 38.4% are self-employed. These categories have relatively more engagement in shopping in general. The younger millennials (25–29 years) and Gen Z

Social media influence	Impulsive and compulsive
INFL1       Social networks inspire my purchases of clothing and accessories         INFL4       Sometimes I feel attracted to the apparels and accessories shared by my contact list         INFL5       Attractive marketing and promotional offers motivates me to purchase more         SMP4       I am proud to tell/show/tag the brand I buy         SMP7       I buy a brand based on the advice given by an influencer I follow         SMP8       I buy a brand based on what my friends from my contact list have mentioned         SMP9       Purchases of my friends mentioned on social media site makes me go in for an unplanned purchase	buying
Social commerceINFL2Sometimes when I see an apparel/accessory on social media I often search for it onlineSMP1I buy through the social media page of the retailerSMP2I use social media to communicate with retailersSMP3My relationship with brands is enhanced because of social media	
EWOM of social commerceSMP5I often read online about the brand productsSMP6I follow the purchase recommendations of influencers I follow on social media	
Hedonism (happiness) HEDO3 To me shopping is way to relive stress HEDO4 I shop to keep up with trends HEDO5 Shopping makes me feel like I am in my own universe HEDO7 I enjoy compliments and words of praise when I show/tag/ something I shopped HEDO8 Much of my life centers around shopping	
Hedonism (fun) HEDO1 Shopping is a fun and enjoyable activity to me HEDO2 I obtain pleasure in buying something attractive HEDO6 Finding unique things makes me excited	
<ul> <li>Shopping during COVID</li> <li>SHCV1 Shopping makes me happy in the dull and grim times of COVID-19</li> <li>SHCV2 After spending many hours working/reading/online I feel relaxed to shop online</li> <li>SHCV3 These unprecedented times influence me to spend more and save less</li> <li>SHCV4 I buy products even though I may not need them immediately</li> <li>SHCV5 A small purchase regularly also makes me happy</li> <li>SHCV6 I have been buying apparels/accessories during the COVID times</li> <li>HEDO9 I have lot of things that I still haven't used</li> </ul>	<b>Table 9.</b> Nomenclature for latent variables

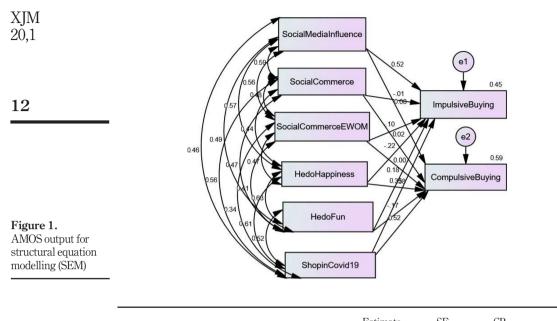
(less than 25 years) are 16.6%. The older millennials (30–39 years) have a higher income and as a result a higher spending capacity.

# Descriptive statistics

The mean values of items used in the scale are illustrated in Tables 3 and 4. Table 3 contains the means values of four variables, namely, social media influence, social media preferences, hedonism and shopping in the time of COVID. Table 4 shows the mean values of impulsive and compulsive buying.

# Reliability test

Straub (1989) states that constructs reliability shows the internal consistency of the scale items measuring the same construct for the data. Cronbach's alpha is used to measure the reliability of the scale. Cronbach's alpha was calculated for each construct. Here, the



				Estimate	SE	CR	Р
	Impulsive	~	SocialMediaInfluence	0.512	0.087	5.871	***
	Compulsive	$\leftarrow$	SocialMediaInfluence	0.075	0.072	1.044	0.296
	Impulsive	$\leftarrow$	SocialCommerce	-0.01	0.082	-0.116	0.908
	Compulsive	$\leftarrow$	SocialCommerce	0.018	0.068	0.257	0.797
	Impulsive	$\leftarrow$	SocialCommEWOM	-0.086	0.066	-1.312	0.19
	Compulsive	$\leftarrow$	SocialCommEWOM	0.003	0.055	0.05	0.96
	Impulsive	$\leftarrow$	HedoHappiness	-0.196	0.085	-2.317	0.02
<b>75 11 10</b>	Compulsive	$\leftarrow$	HedoHappiness	0.329	0.07	4.679	***
Table 10.	Compulsive	$\leftarrow$	HedoFun	-0.157	0.068	-2.296	0.022
Regression weights:	Impulsive	$\leftarrow$	HedoFun	0.176	0.082	2.139	0.032
(group number 1 –	Compulsive	$\leftarrow$	ShopinCovid19	0.471	0.068	6.921	***
default model)	Impulsive	←	ShopinCovid19	0.329	0.082	4.006	***

				Estimate
Table 11. Standardized regression weights:	Impulsive Compulsive Impulsive Compulsive Compulsive Compulsive Compulsive Compulsive Impulsive	+ + + + + + + + + + + + +	SocialMediaInfluence SocialCommerce SocialCommerce SocialCommEWOM SocialCommEWOM HedoHappiness HedoHappiness HedoFun HedoFun	$\begin{array}{c} 0.521\\ 0.079\\ -0.01\\ 0.019\\ -0.103\\ 0.003\\ -0.219\\ 0.38\\ -0.166\\ 0.18\end{array}$
(group number 1 – default model)	Compulsive Impulsive	← ←	ShopinCovid19 ShopinCovid19	0.515 0.348

			Estimate	SE	CR	Р	Impulsive and compulsive
SocialMediaInfluence	$\leftrightarrow$	ShopinCovid19	0.303	0.06	4.991	***	buying
HedoFun	$\leftrightarrow$	ShopinCovid19	0.347	0.06	5.547	***	buying
HedoHappiness	$\leftrightarrow$	ShopinCovid19	0.446	0.07	6.281	***	
SocialCommEWOM	$\leftrightarrow$	ShopinCovid19	0.262	0.07	3.839	***	
SocialCommerce	$\leftrightarrow$	ShopinCovid19	0.389	0.07	5.909	***	
HedoHappiness	$\leftrightarrow$	HedoFun	0.446	0.07	6.434	***	13
SocialCommEWOM	$\leftrightarrow$	HedoFun	0.311	0.07	4.592	***	-
SocialCommerce	$\leftrightarrow$	HedoFun	0.315	0.06	5.136	***	
SocialCommEWOM	$\leftrightarrow$	HedoHappiness	0.385	0.08	5.103	***	
SocialCommerce	$\leftrightarrow$	HedoHappiness	0.323	0.07	4.878	***	
SocialMediaInfluence	$\leftrightarrow$	HedoHappiness	0.4	0.07	5.959	***	
SocialCommerce	$\leftrightarrow$	SocialCommEWOM	0.378	0.07	5.254	***	
SocialMediaInfluence	$\leftrightarrow$	HedoFun	0.315	0.06	5.293	***	T-11- 10
SocialMediaInfluence	$\leftrightarrow$	SocialCommEWOM	0.419	0.07	5.866	***	Table 12.
SocialMediaInfluence	$\leftrightarrow$	SocialCommerce	0.394	0.06	6.13	***	Covariances: (group number 1 – default
Note: ***= less than $0.0$	005						model)

	Estimate	SE	CR	Р	
SocialMediaInfluence	0.641	0.075	8.515	***	
SocialCommerce	0.691	0.081	8.515	***	
SocialCommEWOM	0.879	0.103	8.515	***	
HedoHappiness	0.771	0.091	8.515	***	
HedoFun	0.647	0.076	8.515	***	Table 13
ShopinCovid19	0.691	0.081	8.515	***	Variances: (grou
el	0.343	0.04	8.515	***	number 1 – defau
e2	0.235	0.028	8.515	***	mode

Cronbach's alpha is 0.951, which is above the recommended value of 0.7 reflecting reliability of the scale as shown in Table 5. Thus, the measurement shows good reliability.

## Factor analysis

Kaiser-Meyer-Olkin (KMO) measures the sampling adequacy, which should be close to 0.5 for a satisfactory factor analysis to proceed (Kaiser, 1974). It determines whether the responses given with the sample are adequate or not. A value of 0.5 is considered acceptable, 0.7–0.8 is considerate acceptable and above 0.9 is considered as outstanding. To test the sampling adequacy, KMO test was carried out and the resultant value is 0.871 as shown in Table 6. This is way above the recommended value of 0.5 and closer to outstanding value of 0.9. Thus, it can be considered as acceptable.

To remove the redundant variables and uncover the latent variables, all the 28 variables of factors influencing impulsive and compulsive buying are treated with PCA to identify closely related variables. Out of the 28 variables, six latent variables emerged on rotation of the variables using varimax method as shown in Table 8. This is done to make the interpretation of the analysis easier. Factor analysis shows that 66.87% of the total variance can be explained by classifying 28 variables into six components or factors as shown in

XJM 20,1	ShopinCovid19	-	
4	HedoFun	$1 \\ 0.52$	
	HedoHappiness	1 0.63 0.61	
	SocialCommerceEWOM	1 0.468 0.413 0.336	
	SocialCommerce	1 0.485 0.443 0.472 0.563	
	SocialMediaInfluence	1 0.591 0.569 0.489 0.455	vel (one tailed)
	ImpulsiveBuying	1 0.579 0.432 0.271 0.351 0.43 0.504	icant at the 0.000 le
<b>able 14.</b> arson's correlation r impulsive ying)		ImpulsiveBuying SocialMediaInfluence SocialCommerce SocialCommerceEWOM HedoHappiness HedoFun ShopinCovid19	Note: Correlation is significant at the 0.000 level (one tailed)

Table 7. Only the variables with eigenvalue of more than 1 are accepted in the study. The six components are further named as shown in Table 8.

The model is an over-identified model with df being 1. The goodness of fit indices are acceptable (chi square = 8.007, p value = 0.005, root mean square error of approximation = 0.22, goodness of fit index = 0.987, normed fit index = 0.987. comparative fit index = 0.988).

Social media influence, social commerce, social commerce-electronic word of mouth (EWOM), hedonic happiness, hedonic fun and shop in COVID-19 are exogenous variables that predict the endogenous variables impulsive buying and compulsive buying. Error variables e1 and e2 are unique variables that could affect the endogenous variables. The predictor variables can predict the dependent variables up to 45% for impulsive buying, whereas 59% for compulsive buying as shown in Figure 1. Both values are above 30%, hence are considered acceptable.

Model	R	$R^2$	Adjusted $R^2$	Std. error of the estimate
1	0.667 <sup>a</sup>	0.445	0.421	0.60013

Notes: aPredictors: (Constant), ShopinCovid19, SocialCommerceEWOM, HedoFun, SocialMediaInfluence, SocialCommerce, HedoHappiness

Model		Sum of squares	df	Mean square	F	Sig.
1	Regression Residual Total	40.163 50.061 90.224	6 139 145	6.694 0.36	18.586	0.000 <sup>b</sup>

<sup>b</sup>Predictors: Notes: ImpulsiveBuying. (constant). ShopinCovid19, <sup>a</sup>Dependent variable: SocialCommerceEWOM, HedoFun, SocialMediaInfluence, SocialCommerce, HedoHappiness Analysis of variance<sup>a</sup>

Model	Unstandardized coefficients B Std. Error		Standardized coefficients Beta	t	Sig.
1 (Constant)	0.988 0.512	0.234 0.089	0.521	4.229 5.749	0 0
SocialMediaInfluence SocialCommerce	-0.01	0.084	-0.01	-0.113	0.91
SocialCommerceEWOM	-0.086	0.067	-0.103	-1.285	0.201
HedoHappiness	-0.196	0.087	-0.219	-2.269	0.025
HedoFun	0.176 0.329	0.084 0.084	0.18 0.348	2.095 3.922	0.038
ShopinCovid19	0.329	0.004	0.040	0.922	U
Notes: <sup>a</sup> Dependent variable:	ImpulsiveBuyi	ng. <i>t</i> value should	l be more than 4, As $n - 2 =$	df - 2 = 4	

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Impulsive and

compulsive

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Table 15. Model summary

Table 16.

Table 17. Coefficients<sup>a</sup>

XJM 20,1	ShopinCovid19	1	
	HedoFun Shoj	1 0.519	
	HedoHappiness F	1 0.632 0.611	
	SocialCommerceEWOM	1 0.468 0.413 0.336	
	SocialCommerce	1 0.485 0.443 0.472 0.563	
	SocialMediaInfluence	1 0.591 0.569 0.489 0.455	el (one tailed)
	CompulsiveBuying	1 0.462 0.34 0.34 0.391 0.709	cant at the 0.000 leve
able 18. parson's correlation or compulsive aying)	_	CompulsiveBuying SocialMediaInfluence SocialCommerce SocialCommerceEWOM HedoHappiness HedoFun ShopinCovid19	Note: Correlation is significant at the 0.000 level (one tailed)

Table 18. Pearson's correlation (for compulsive buying)

Maximum like For the endog media influend 0.005 as given	Impulsive and compulsive buying			
Model	R	Adjusted R square	Std. error of the estimate	17
1	0.769 <sup>a</sup>	0.574	0.49733	
	ors: (constant), Shop , HedoHappiness	inCovid19, SocialCommerceEWOM,	HedoFun, SocialMediaInfluence,	Table 19.Model summary

Model		Mean square	F	Sig.
1	Regression Residual Total	8.314 0.247	33.613	$0.000^{\mathrm{b}}$

Notes:	<sup>a</sup> Dependent	variable:	CompulsiveBuying.	<sup>b</sup> Predictors:	(Constant).	ShopinCovid19.	Table 20
			ocialMediaInfluence, So				Analysis of variance

M	odel	Unstandardi B	ized coefficients Std. Error	Standardized coefficients Beta	t	Sig.
1	(Constant)	1.519	0.194		7.846	0
		0.075	0.074	0.079	1.023	0.308
	SocialMediaInfluence	0.018	0.07	0.019	0.252	0.802
	SocialCommerce	0.010	0.07	0.015	0.202	0.002
	Social commerce	0.003	0.056	0.003	0.049	0.961
	SocialCommerceEWOM					
		0.329	0.072	0.38	4.581	0
	HedoHappiness	0.157	0.07	0.166	9.940	0.090
	II. I. D.	-0.157	0.07	-0.166	-2.248	0.026
	HedoFun	0.471	0.069	0.515	6.777	0
	ShopinCovid19	0.111	0.000	0.010	0.111	0

Note: <sup>a</sup>Dependent variable: CompulsiveBuying

Hypothesis	Pearson's chi square	df	Asmp. sig (two sided)	Phi	Cramer's V	Approx sig	Outcome	
H1a	711.896	400	0	2.208	0.552	0	Reject null H	
H2a	1,101.278	750	0	2.746	0.549	0	Reject null H	Table 22
H3a	1,201.84	750	0	2.869	0.574	0	Reject null H	Chi-square tests for
H4a	815.174	550	0	2.363	0.504	0	Reject null H	impulsive buyir

Table 21. Coefficients<sup>a</sup>

20. ice<sup>a</sup> XJM For the endogenous variable compulsive buying, the most important predictors are hedonic happiness (0.38) and shopping in COVID-19 (0.348) at significance levels of less than 0.005 as given in Tables 10 and 11.

All the values ( $p \ge 0.05$ ) are acceptable, so there exists co-variance between all exogenous variables as shown in Table 12. Hence, social media influence, social commerce, EWOM of social commerce, hedonic happiness, hedonic fun and shopping in COVID-19 reflect co-variance among each other (Table 13).

All Pearson's correlations values are above the recommended value of 0.3, hence, independent variables (social media influence, social commerce, EWOM of social commerce, hedonic happiness, hedonic fun and shop in COVID-19) and dependent variable (impulsive buying) are correlated to each other as shown in Table 14.

#### Regression analysis

Regression analysis is used to test the significance and the relationship between dependent and independent variables. The model summary shows R = 0.667 and  $R^2 = 0.445$  as given in Table 15. This shows dependent variable impulsive buying can be explained by the two factors by 66%. It also means social media influence and shop in COVID-19 contribute significantly and predict 44.5% of the variation in impulsive buying.

The F test states that the regression model predicts the outcome significantly as shown in Table 16. The level of significance is 0.000, which means the model can predict impulsive buying.

The *t*-values should be df - 2, which is 4 in this case. Table 17 shows social media influence (t = 5.749) and shop in COVID-19 (t = 3.9), which is almost 4. Social media influence and shop in COVID-19 have emerged as the strongest predictors for impulsive buying. This can also be re-affirmed with SEM shown in Figure 1.

All Pearson's correlations values are above the recommended value of 0.3, hence, independent variables (social media influence, social commerce, EWOM of social commerce, hedonic happiness, hedonic fun and shop in COVID-19) and dependent variable (impulsive buying) are correlated to each other as shown in Table 18.

For all correlations above 0.3, endogenous and exogenous are correlated and independent and dependent are correlated.

Regression analysis is used to test the significance and the relationship between dependent and independent variables. The model summary shows R = 0.769 and  $R^2 = 0.592$  as shown in Table 19. This shows dependent variable compulsive buying can be explained by the two factors by 76%. It also means hedonic happiness and shop in COVID-19 contribute significantly and predict 59.2% of the variation in impulsive buying.

The *F* test states that the regression model predicts the outcome significantly as shown in Table 20. The level of significance is 0.000, which means the model can predict compulsive buying. The *t*-values should be df - 2, which is 4 in this case. Table 21 shows hedonic happiness (t = 4.5) and shop in COVID-19 (t = 6.7). Both values are above the recommended value of 4.

	Hypothesis	Pearson's chi square	df	Asmp. sig (two sided)	Phi	Cramer's V	Approx sig	Outcome
<b>Table 23.</b> Chi-square tests forcompulsive buying	H1b	315.363	256	0.007	1.47	0.367	0.007	Retain null H
	H2b	625.186	480	0	2.069	0.517	0	Reject null H
	H3b	690.989	480	0	2.176	0.544	0	Reject null H
	H4b	674.703	352	0	2.15	0.537	0	Reject null H

Hence, hedonic happiness and shop in COVID have emerged as the strongest predictors for compulsive buying. This can also be re-affirmed with SEM as shown in Figure 1.

#### Hypotheses testing

To test the hypotheses, chi-square test is conducted as well as phi and Crammer's *V* are calculated. All results are displayed in Tables 22 and 23. The Pearson's coefficients are highly significant with all (p = 0.05). Thus, all null hypotheses are rejected except *H1b*. Therefore, *H1a*, *H2a*, *H3a*, *H4a*, *H5a*, *H6a* and *H2b*, *H3b*, *H4b*, *H5b* and *H6b* are accepted. Thus, social media preferences, hedonic motivation and shopping in times of COVID-19 are significantly associated with impulsive and compulsive buying. However, social media influence significantly associates with impulsive buying but not with compulsive buying (*H1b* is rejected as  $p \ge 0.05$ ).

#### Findings and recommendations

All the variables of the six factors show a positive correlation with impulsive buying and compulsive buying. However, the regression analysis illustrated social media influence and presence of COVID-19 pandemic as the strongest predictors for impulse buying.

Impulsive buying is defined as unplanned purchases made on the spur of the moment (Rook and Fisher, 1995). Customers who feel inspired by social networks, purchases of their contacts, recommendations of friends and influencers on social media are most likely to go in for impulse purchases. Social media feeds many images on different platforms. The mentions and tags done by people on the contact list allows other users to see what brand they are purchasing. Tagging and retagging the mentions and pictures make the images available for more and more users (Celik et al., 2019). After buying a particular brand that others on one's contact list have purchased, users tend to mention and tag the same brand that others are tagging, thus keeping up with the trend. Such customers do not even need to read more about the brand. When someone from the social media friends buys it, the prospective customer reads this as an approval. The ease of clicking on a friend's post takes the customer to a virtual shop – which allows buying in seconds facilitates impulsive buying. Online shopping has seen an upward trend since a few years now. With the current situation of COVID-19, online shopping has been a more preferred approach (Assomul, 2020; Ingaldi and Brozova, 2020). Most retailers have social media pages and transact through the same pages. Links for buying on the same page facilitates the impulse felt in that moment. Attractive marketing and promotion acts as an encouraging factor in such a situation to facilitate an unplanned purchase.

It is ideal for marketers to capitalize on this spontaneous shopping. Ease of payment provided by credit cards and other modes as well as fast and convenient home delivery further attracts the customers. Impulsive buying is significantly associated to influencers too. Micro-influencers have been sought after world over because of the niche groups they influence (Dhanesh and Duthler, 2019). Because of the small size of the groups, their reach and effectiveness could be more than celebrities. Marketers should identify and hire such influencers who are congruent to their brand to increase customer engagement leading sales. Retailers should further engage existing and prospective customers by reminding them to tag and mention their purchases with them. They could disguise it with a contest or give away alert. This would also help encourage others on their friends' list to go in for an impulsive purchase. These spontaneous purchases should be shown as a new way of shopping as a complete contrast to planned researched shopping, highlighting the fact that when one trusts the retailer, one can buy anytime and not actually plan and research for it.

Impulsive and compulsive buying Compulsive buying is defined as an uncontrolled urge to buy regularly (Faber and O'Guinn, 1989). It is different from impulsive buying. It is also not a higher spectrum of the same scale (Flight *et al.*, 2012). Hedonic motivation is seen as the main predictor for compulsive buying in this study. Impulse shopping and acquiring new products is a central activity in their lives. They shop to relive stress. Their happiness is highest when they shop. They feel it absolutely necessary to keep up with trends (Kukar-Kinney *et al.*, 2016).

For marketers, it is easiest to tap into this segment. They love shopping and are doing so on a regular bases; if such customers are buying a certain brand, they must be retained. Hedonic happiness is of maximum importance to them, hence, they would love a great instore experience or an advertisement driven towards hedonism in online shopping scenario. They shop not for buying the product but for enjoying the experience (Langrehr, 1991). They feel delighted with the compliments they get online or in person when they use their newly purchased products. Artificial intelligence directed towards fit and virtual body avatars (Tandon, 2021) could further engage these shoppers.

Both the impulsive buyers and the compulsive buyers have shown interest in shopping during these uncertain times. The presence of COVID-19 makes people find solace in shopping. They find it prudent to spend instead of saving. They shop in spite of a lot of things unused from last purchases. A small purchase also gives them happiness – the lipstick effect (Jamal, 2020). The continued presence of the pandemic has mandated customers to stay home to stay safe. Social media platforms have allowed them to wear and flaunt new shopping via pictures and posts even from the comfort of their homes.

Though many governments are trying to normalise the offline shopping experience, most companies had to pivot to online shopping to save the day. Ease of payment and contact-less delivery further encourage online shopping. COVID-19 has put social media and online shopping in the driver's seat in the marketing game. To further leverage the situation and maximise sales, customers should be encouraged to make impulsive and compulsive purchases. Shopping in the time of COVID-19 should be promoted as comforting and way to cope with the uncertainty of the pandemic.

#### Conclusion

After an in-depth analysis of various factors that can affect impulsive and compulsive buying, the influence of social media (for impulsive buying), hedonic happiness (for compulsive buying) and the pandemic COVID (for both) have emerged as the strongest predictors. Hence, social media presence, active influence on prospective buyers and EWOM through their contact lists urges buyers to go in for an unplanned purchase. Compulsive buyers have uncontrolled urge regularly and are most likely to move by hedonic happiness. A good shopping experience online or offline moves them towards a compulsive purchase.

#### Limitations and further scope of research

Research is conducted in the city of Ahmedabad among SEC A and B in the age group of 25–70, though a large number of respondents fall under the age group of 30–50. Similar research can be conducted with the younger millennials and Gen Z. Most of the respondents are from the cities of Ahmedabad and Mumbai, however, research can be replicated for other cities of India. Apparels and accessions being global products, research can be conducted in any city around the world. A larger sample can be studied as well. The influences and preferences of social media have been studied in this paper. A focussed study on the moderating role of influencers and the impact of different platforms of social media can be conducted.

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Because of the presence of the pandemic COVID-19, meeting the respondents was not possible for safety. However, in-depth interviews with the respondents could lead to more indepth understanding of the same.

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## Further reading

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# About the authors

Dr Kavita Kshatriya, PhD, MBA (Mktg), MCom (HRM), DCA, has a total of 22 years of experience. Out of this years, four years has been in corporate field in senior management capacity. She has more than 18 years of academic experience as of date. She is PhD guide at Kadi Sarva Vishwavidyalaya, Gandhinagar, and Gujarat Law Society in Management Area. She is having 18 years of academic experience as Professor and HOD in Integrated MBA Department. She is associated as an Academic compulsive

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XIM Consultant at JG University, Ahmedabad. Her area of interest includes subjects like retailing, integrated marketing communication, services relationship marketing, human resource management 20.1 and marketing management. She has done her doctorate in rural marketing focusing FMCG products under the able guidance of Vice Chancellor Dr B.A. Prajapati, North Gujarat University. Dr Kavita has also published and presented 42 national and international papers in reputed journals and magazines. She has written Text Book on Management - I, Books India Publication in February 2010 for the Engineering syllabus as per GTU norms. Ms Priyanka Sharad Shah has an MBA in Marketing (Nirma University). She is Research

Scholar (PhD) at School of Doctoral Research and Innovation, Gujarat Law Society, GLS University, Ahmedabad. She started her career with HDFC Ltd, after which she moved to academics. She has 8 years of experience in teaching at undergraduate and post graduate level. She is associated as Visiting Faculty with premier institutes such as H, L.I.C – Ahmedabad University, KS School of Business Management - Gujarat University, HL Centre for Professional Excellence -Ahmedabad Education Society and many more. Her areas of interest are marketing, services marketing, consumer behaviour, market research, international marketing and human resource management. Priyanka Sharad Shah is the corresponding author and can be contacted at: privankasshah@gmail.com

24

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