

# MULTICRITERIA FRAMEWORK FOR DIGITAL CONTENT DESIGN AND EVALUATION IN CROSS- GENERATIONAL TARGETING

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# **DIGITAL MARKETING AND GENERATIONAL CHALLENGES**

## **The Internet and marketing evolution**

The Internet has revolutionized how companies reach consumers.

Rapid growth of the digital advertising market: 2024: \$488.4 bilion, 2030 (forecast): \$1.164 trillion.

Modern channels (YouTube, TikTok, Instagram) and strategies (SEO, SEM).

## **Generational identity**

Generations shaped by shared social and technological experiences.

Generations differ in media consumption styles and advertising expectations.



# RESEARCH PROBLEM

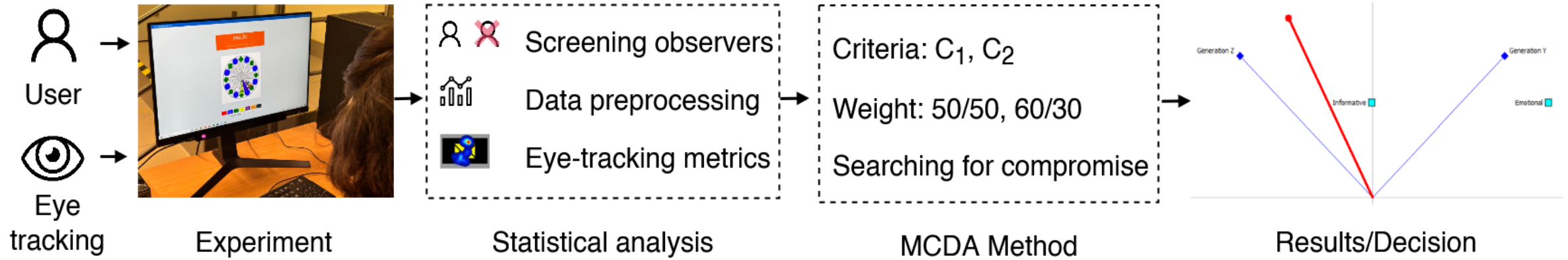
## Challenge

Different generations have distinct media consumption habits, content preferences, and advertising expectations.

- Generation Z: short videos, interactivity, influencers, gamification.
- Millennials: storytelling, authenticity, brand loyalty, community engagement.
- Older generations: traditional formats – email marketing, search engine ads.

Can a single digital advertising approach effectively engage audiences across generational groups?

# CONCEPTUAL FRAMEWORK



# EXPERIMENTAL SETUP

- A set of banner advertisements compliant with IAB standards.
- Two target groups: Generation Y and Generation Z.
- Multi-stage analysis: eye-tracking and PROMETHEE method (MCDA).



## Eye-tracking experiment

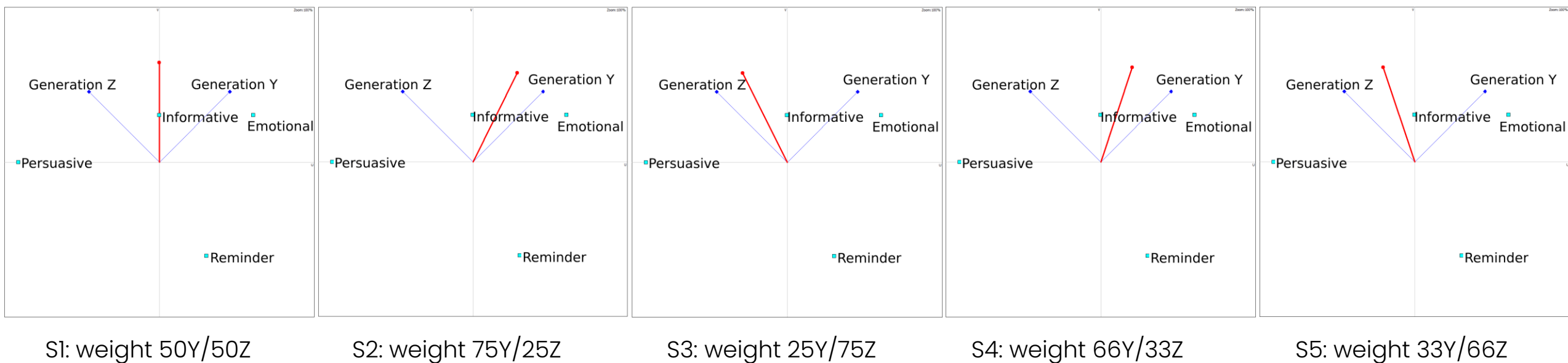
- Conducted in lab with Tobii Pro X3-120Hz.
- Ad exposure: Randomized, 3 series × 30 seconds, 5s intervals.
- Key metrics extracted: Fixation duration, Fixation count, Time to first fixation, Gaze heatmaps.

# PROMETHEE – SCENARIO SELECTION

The study included five weighting scenarios assigned to Generations Y and Z.

Scenario	Weight Gen Y	Weight Gen Z	Analytical focus
Equal priority	50	50	Neutral comparison
Priority: Gen Y	75	25	Greater emphasis on Generation Y perception
Priority: Gen Z	25	75	Greater emphasis on Generation Z perception
Moderate priority: Gen Y	66	33	Moderate emphasis on Generation Y
Moderate priority: Gen Z	33	66	Moderate emphasis on Generation Z

# RESULTS VISUALIZATION



# RESULTS

## DATA TABLE

Scenario	EA (Emotional)	IA (Informative)	PA (Persuasive)	RA (Reminder)
Equal priority (S1: weight 50Y/50Z)	<b>19.405</b>	19.200	17.990	17.025
Priority: Gen Y (S2: weight 75Y/25Z)	<b>19.747</b>	19.325	18.045	17.137
Priority: Gen Z (S3: weight 25Y/75Z)	17.935	19.062	<b>19.075</b>	16.912
Moderate priority: Gen Y (S4: weight 66Y/33Z)	<b>19.437</b>	19.090	17.846	16.929
Moderate priority: Gen Z (S5: weight 33Y/66Z)	17.773	<b>18.984</b>	18.925	16.780



# | CONCLUSIONS

## Generational preferences

- Generation Y

Strongly engaged by emotional content. Responds well to **storytelling**, **dynamic visuals**, and **narratives**.

- Generation Z

Also favors emotional ads, but shows interest in informative and persuasive content, reflecting **diverse media preferences**.

## Strategic implications

- Emotional ads are effective across generations → core strategy element.
- Gen Z targeting should blend emotional and informative elements.
- Persuasive ads remain relevant for specific contexts requiring rational appeals.



# **THANK YOU**

Welcome for cooperation to validate  
approach in different areas.

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