

DIAGEO

Delivering Great Cocktails Through Full Serve Testing

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Background

- > Sip testing is a good screening tool, but does not always reflect liquid performance on full serve.
- > Attributes may build as the drink warms up, or palate gets more saturated during consumption.
- > Attributes may fade as ice melts, but then may build again as liquid warms.
- > Testing on full serve must respect daily and weekly alcohol guidelines - Responsible Research agenda.
- > Using technical judgement to balance pace with data and knowledge.
- > Least Amount of the Most Powerful Research.



Some Applications

- > Focus on cocktails over ice, but many applications.
- > Beer – build up in bitterness, loss of carbonation, flavor build as beer moves from chilled to warmer.
- > Flavored Malted Beverages (FMBs) – e.g., sweetness build and loss of carbonation.



About the Studies

- > Applied tool that enables changes in sensory profile over consumption to capture key liquid performance indicators.
- > Adaptation of Product Boredom methodology.
- > Cocktails with ice where delivery of overall flavor impact, alcohol taste and basic tastes are all key.
- > Liquids developed after initial sip test screening, either internally or with consumers.
- > Provide confidence to submit final liquid for confirmation testing directly or with final tweaks.



Questionnaire Design Format



> **Initial Sip – measure intensity.**

Sweetness									
Not at all sweet								Very Sweet	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
1	2	3	4	5	6	7	8	9	

> **Half Serve– measure intensity relative to initial sip.**

Sweetness								
Less Intense				Same As			More Intense	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
-4	-3	-2	-1	0	1	2	3	4

> **Full Serve – measure intensity relative to half serve.**

Sweetness								
Less Intense				Same As			More Intense	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
-4	-3	-2	-1	0	1	2	3	4

Study 1

Vodka Based Cocktail



Study Design - Caipiroska

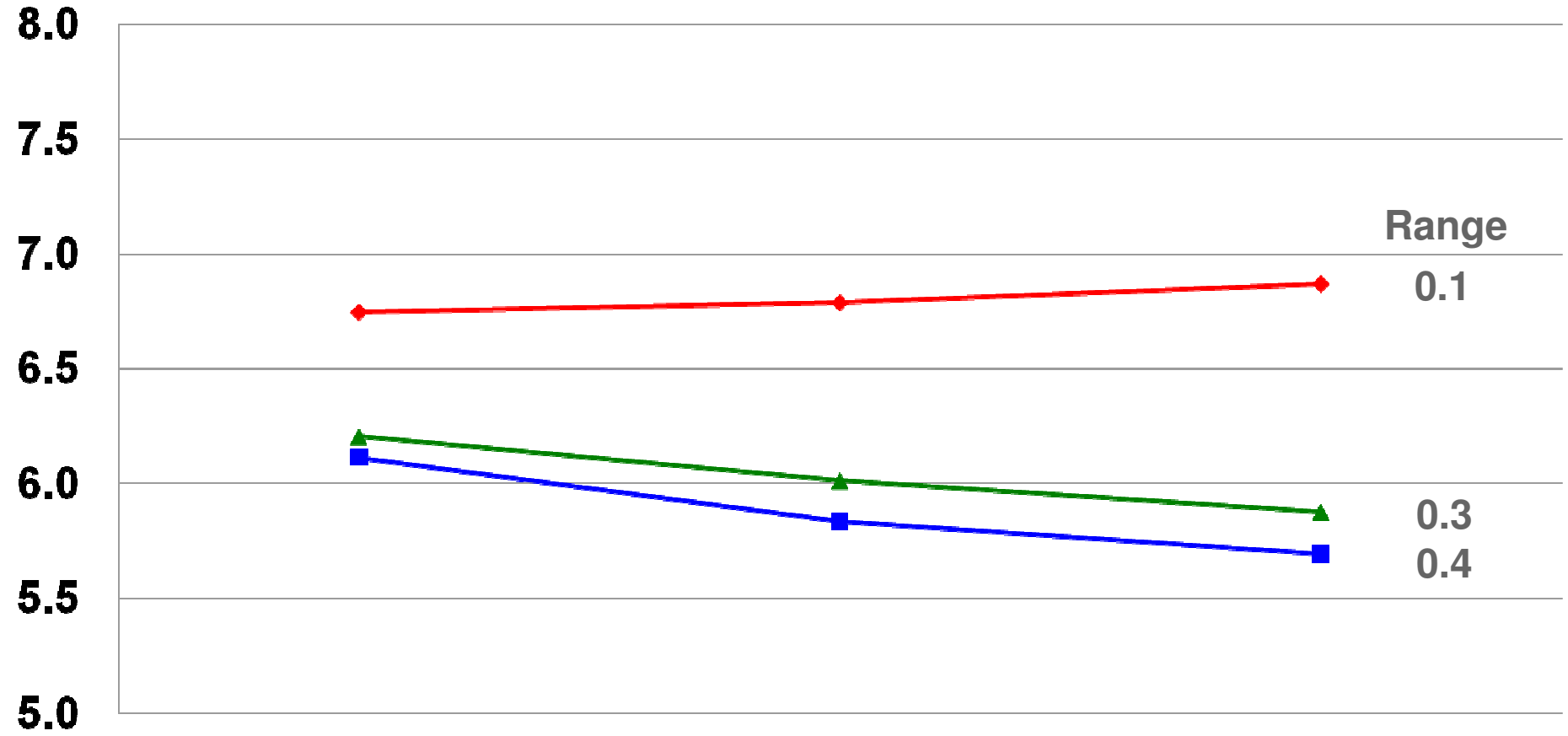
- > **3 formulations (current liquid and 2 modifications)**
- > **Modified liquids slightly lower ABV than Current product to address consumer feedback on sensory delivery.**
- > **US based Employee Panel – sensory booths test (n=56)**
- > **Strength of Flavour, Spirit Taste, Lime, Sourness, Sweetness, Bitterness**
- > **Serving size = 84ml with measured quantity of ice.**



Alcohol Taste – Study 1

Tukey 90% = 0.6

Current S2 S3



Sip

Half

Full

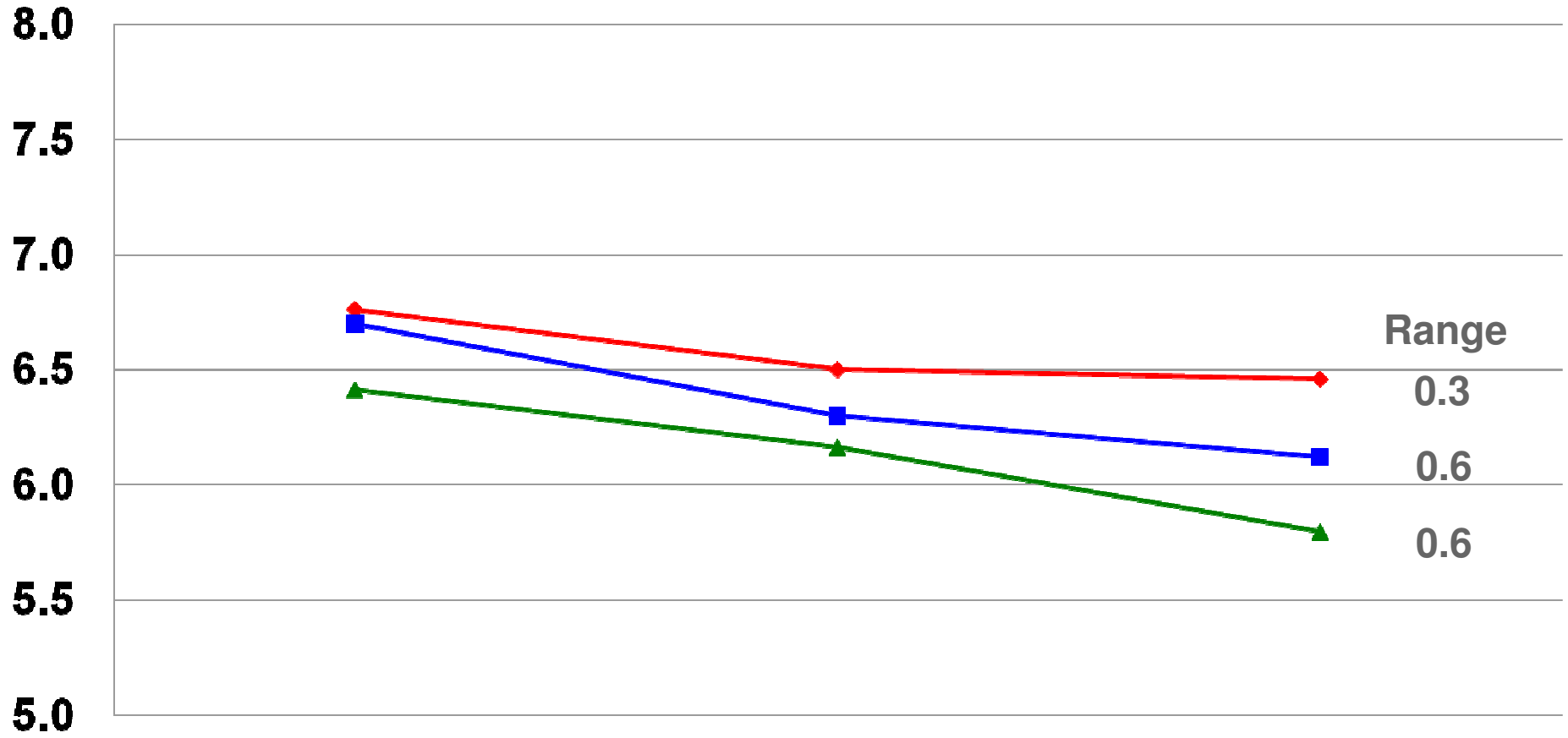




Strength of Taste – Study 1

Tukey 90% = 0.7

Current S2 S3



Sip

Half

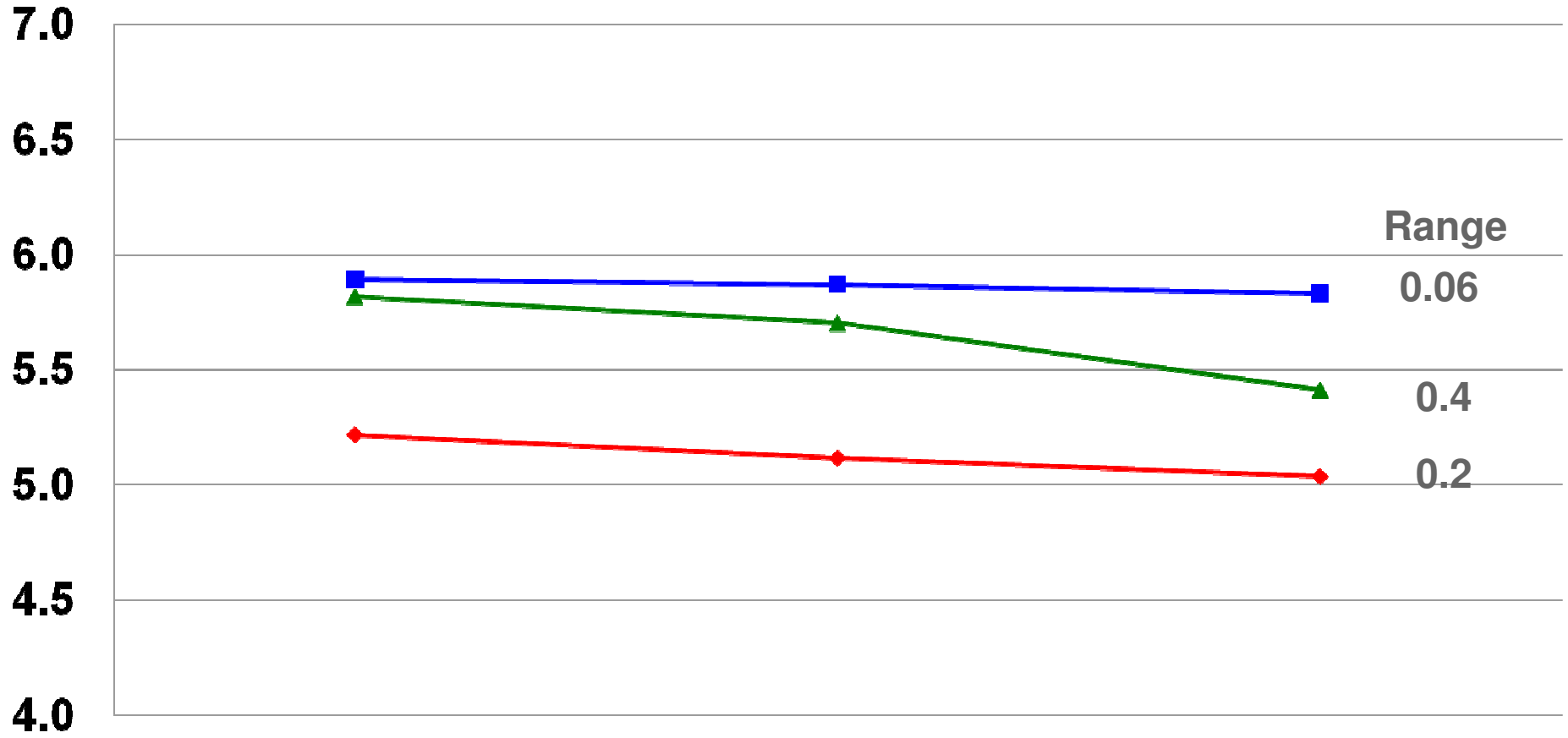
Full



Lime Taste – Study 1

Tukey 90% = 0.8

Current S2 S3



Range

0.06

0.4

0.2

Sip

Half

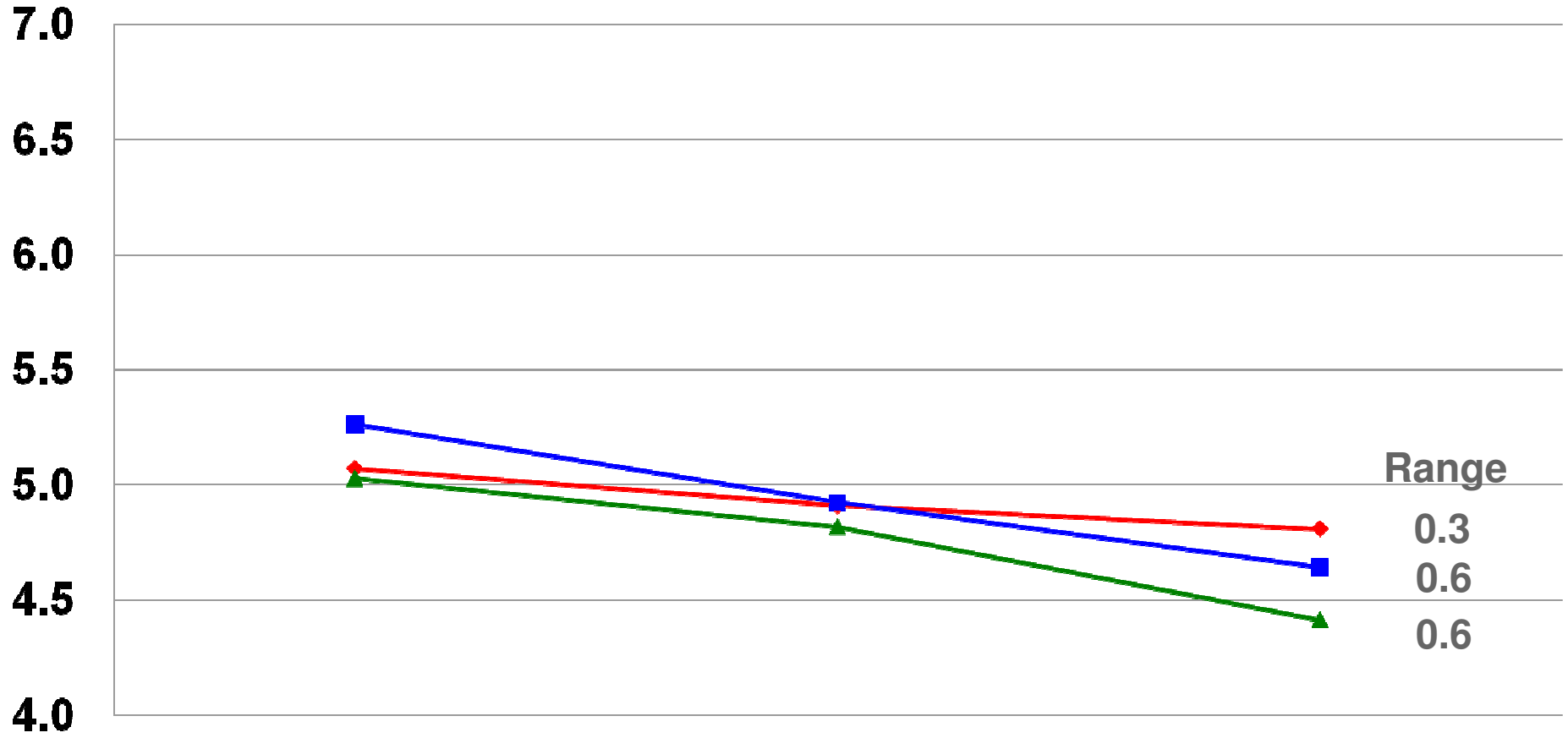
Full



Sour Taste – Study 1

Tukey 90% = 0.8

Current S2 S3



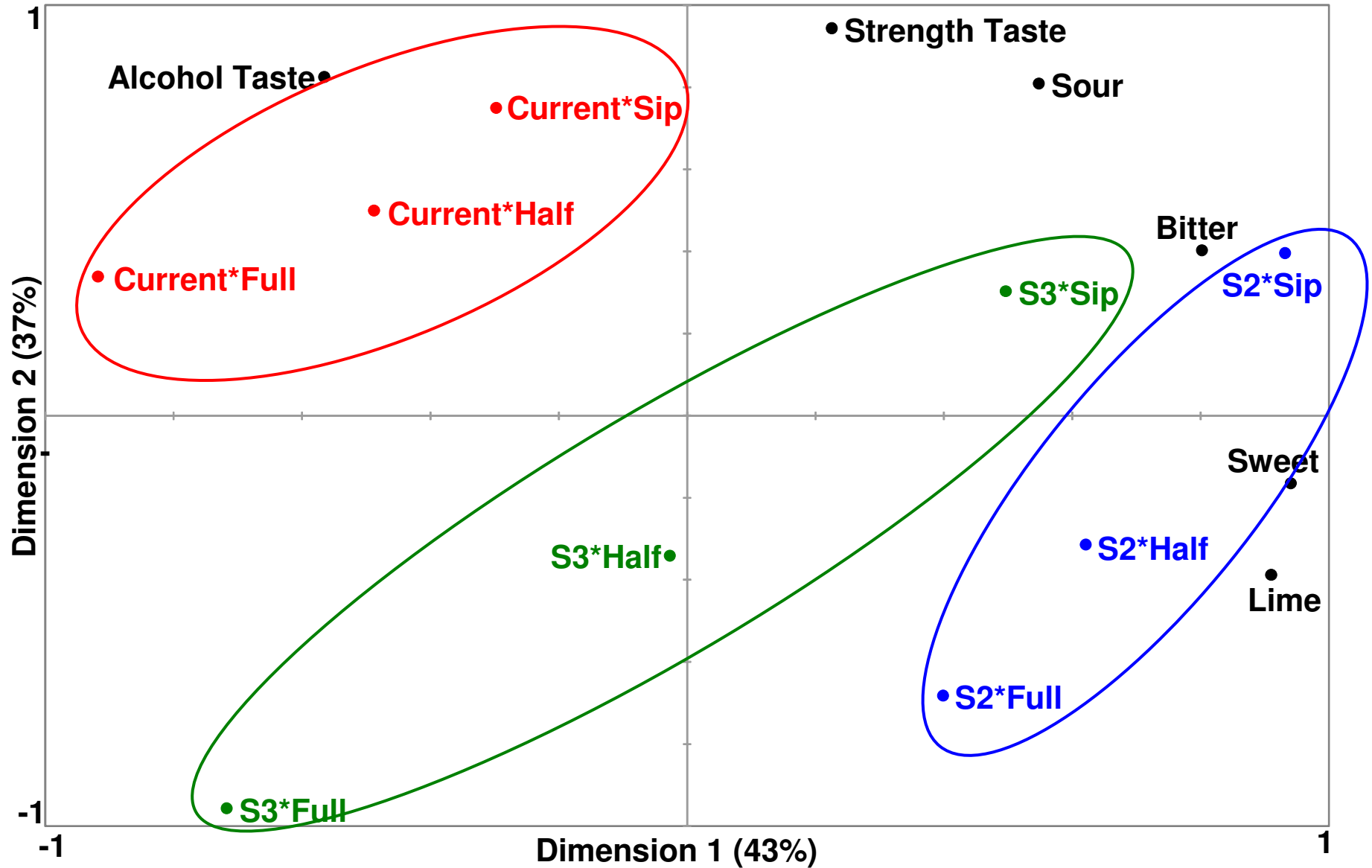
Sip

Half

Full



Summary of First Cocktail Study



Key Points – Study 1

- > Reduction in alcohol led to choice of a liquid with better flavour balance as no longer dominated by alcohol taste through the consumption experience.
- > Biplot summary helped illustrate that S2 cocktail showed less change in its sensory profile through consumption and ice melt.
- > Project team accepted sensory recommendation and progressed with S2.



Study 2

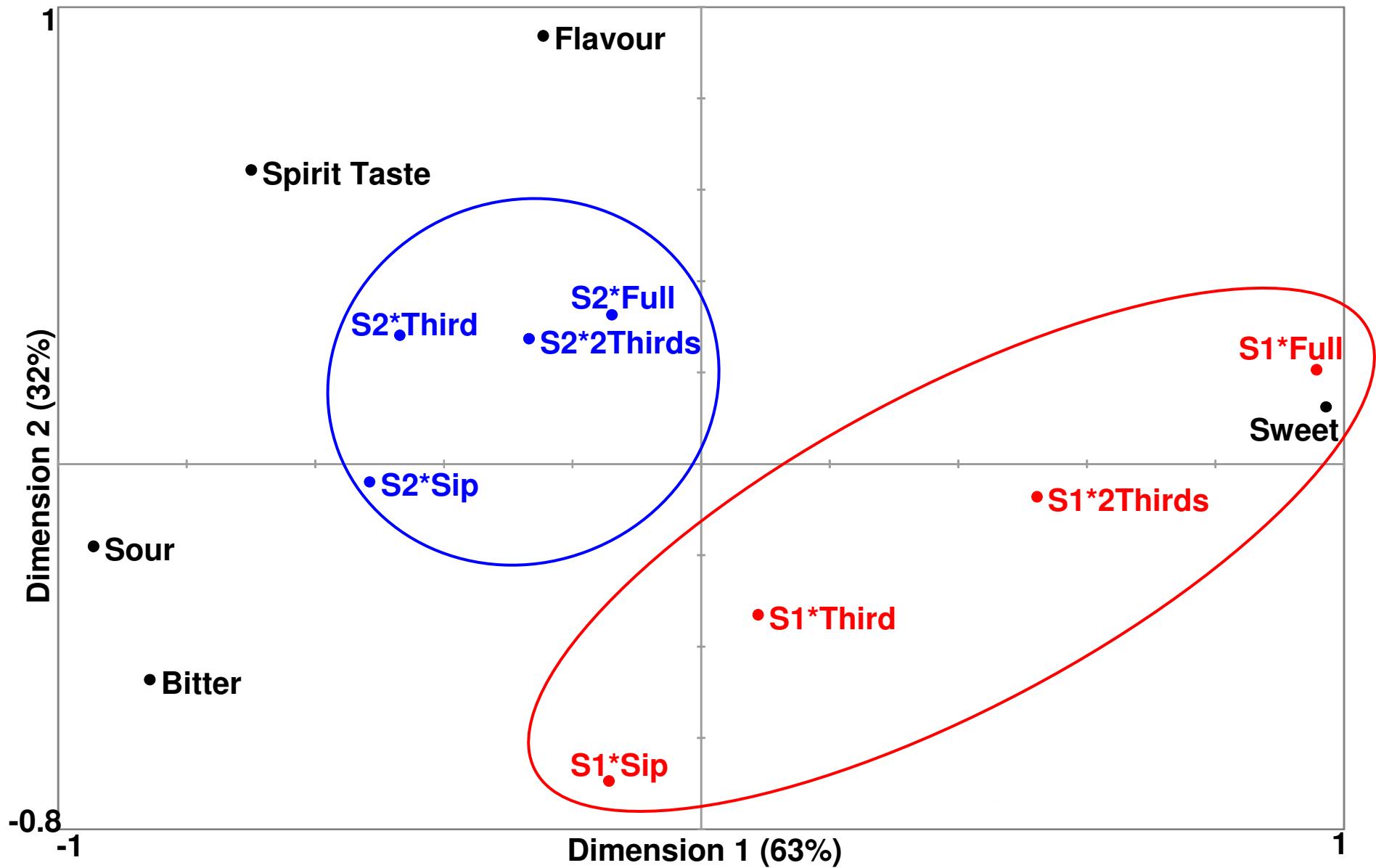
Whisky Based Cocktail



Study Design – Whisky Cocktail

- > **2 formulations (selected by the project team based on credible taste delivery)**
- > **Objective was to deliver a credible whisky based cocktail with strong consumer appeal.**
- > **European based Employee Panel – CLT type (n=41)**
- > **Strength of Flavour, Spirit Taste, Sourness, Sweetness, Bitterness**
- > **Serving size = 150ml with measured quantity of ice.**

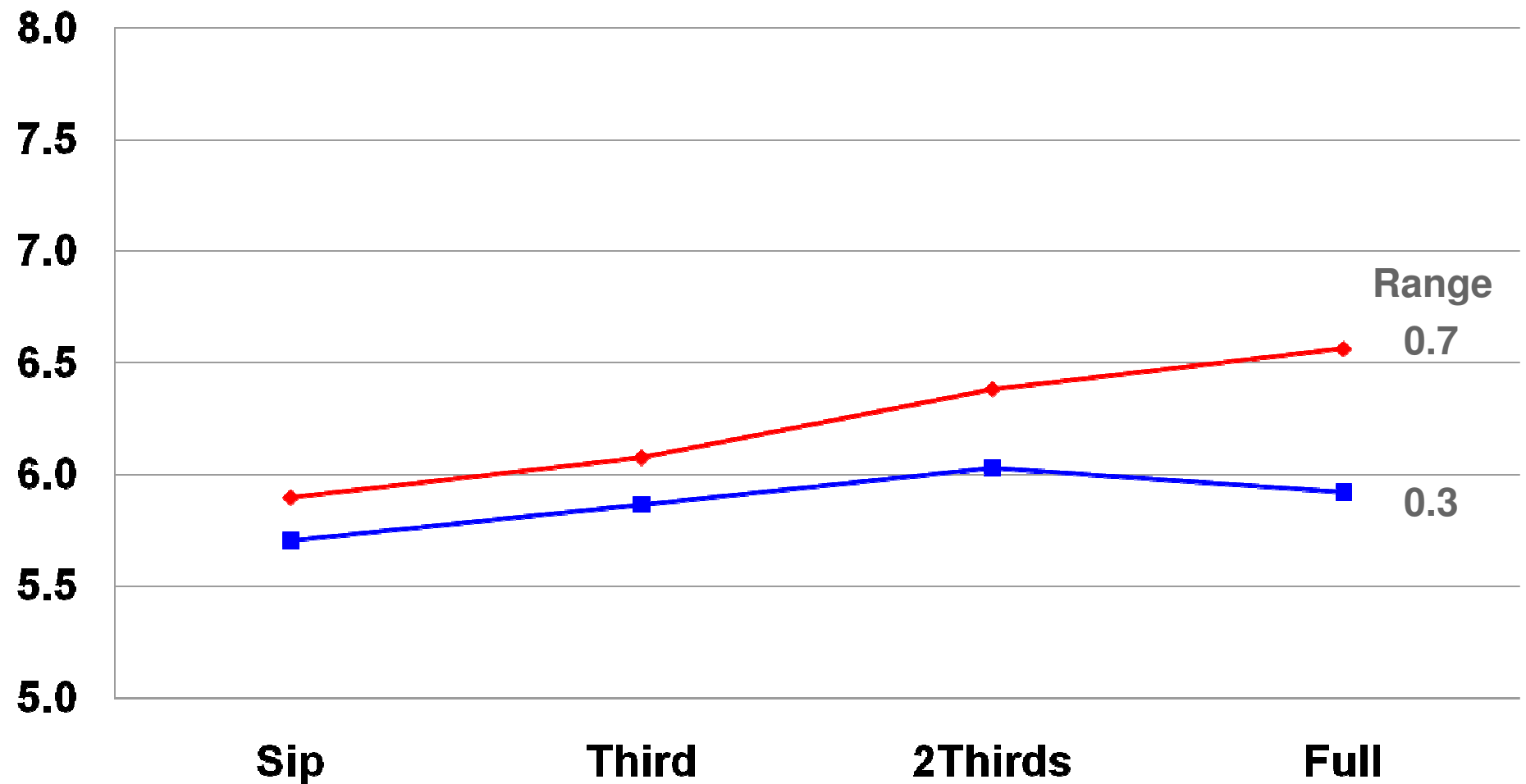
Summary of Second Cocktail Study



Sweet Taste – Study 2

Tukey 90% = 1.3

S1 S2

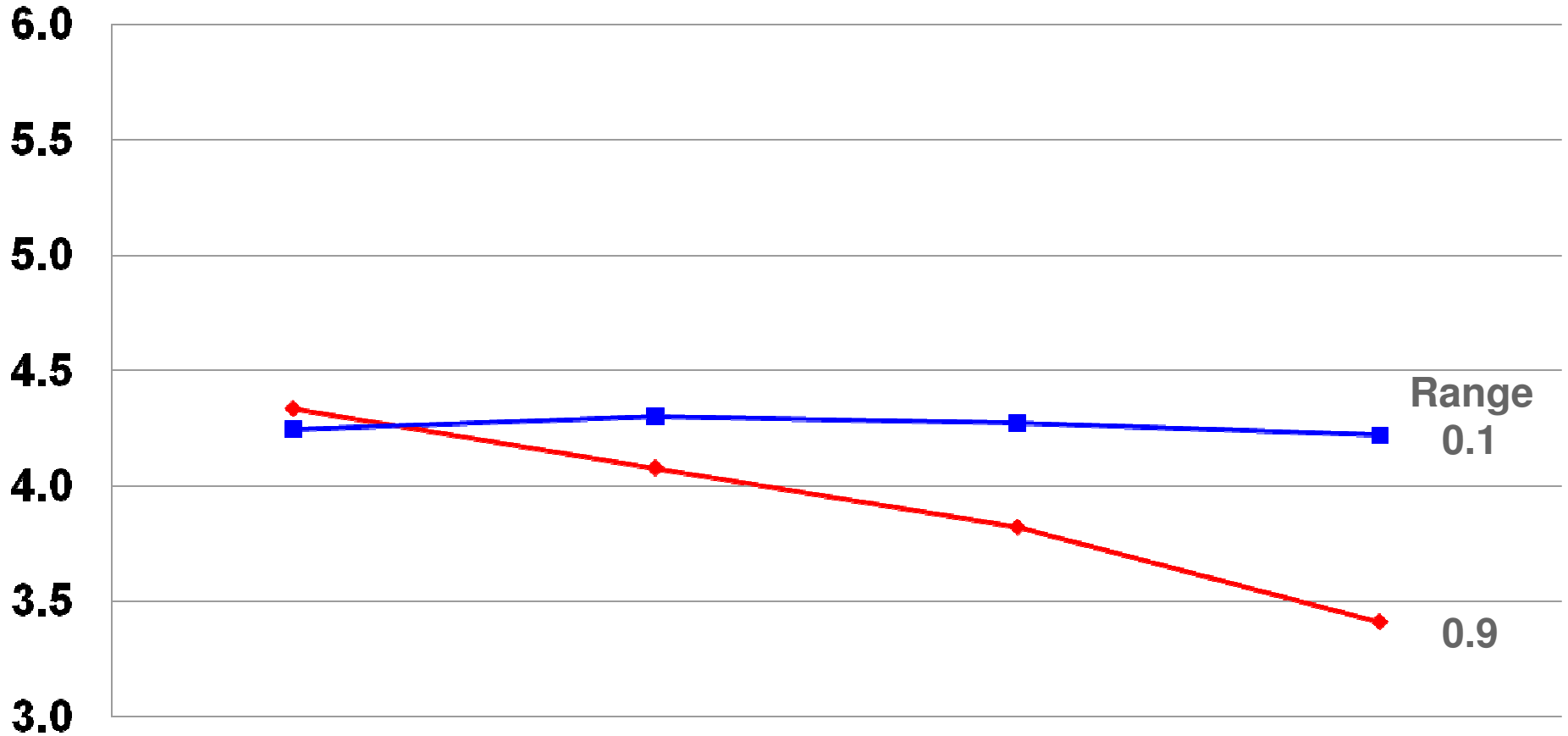




Sour Taste – Study 2

Tukey 90% = 0.9

—◆— S1 —■— S2



Sip

Third

2Thirds

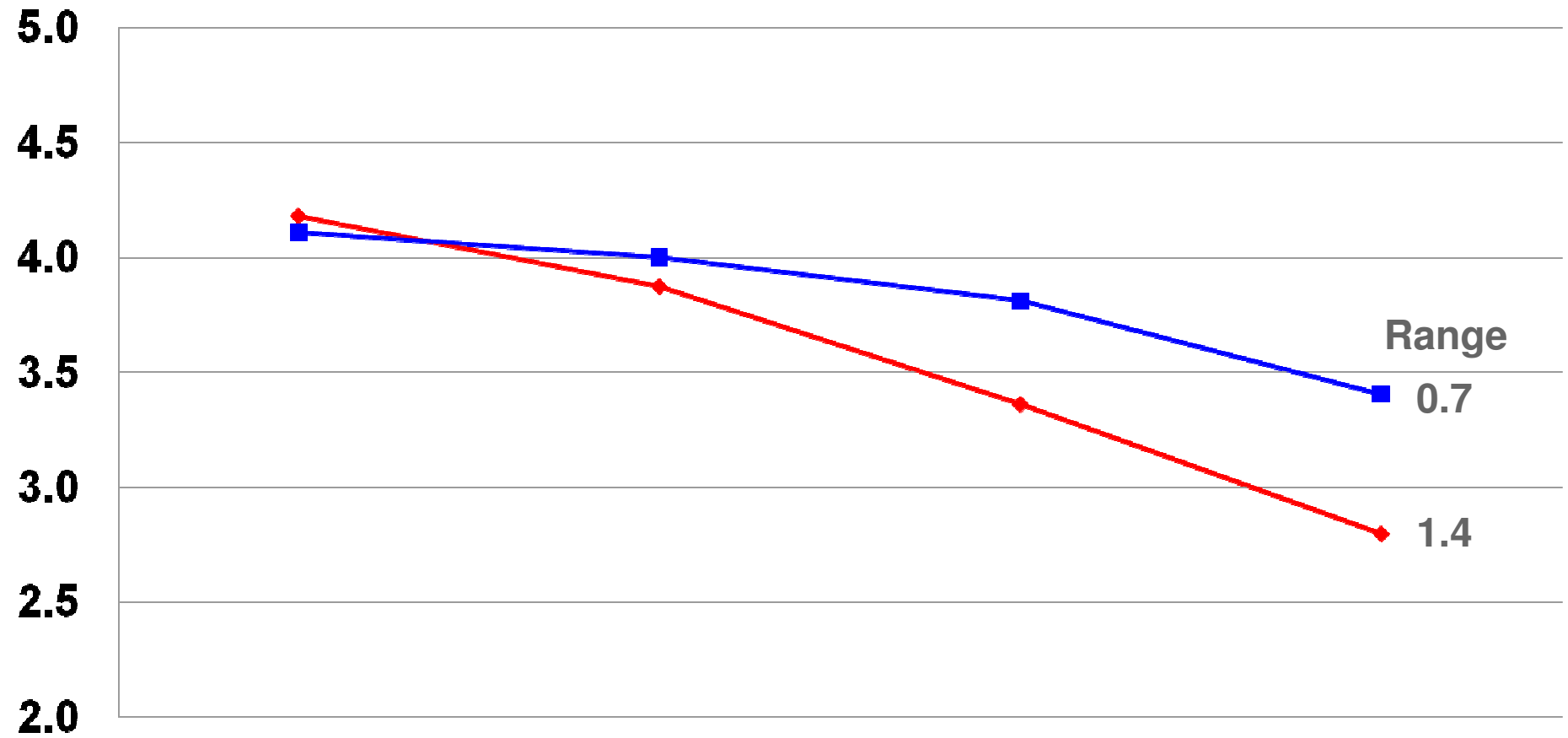
Full



Bitter Taste – Study 2

Tukey 90% = 1.1

S1 S2



Sip

Third

2Thirds

Full



Key Points – Study 2

- > More notable changes over the consumption experience compared to Study 1.
- > S2 was more constant in sensory profile over consumption.
- > Profile of S1 was considered less challenging.
- > Final decision was based on combining judgment and the attribute build data in the context of the agreed liquid brief and market knowledge.



Overall Conclusions

- > **Key and consistent changes in sensory delivery indicated best liquids based on internal knowledge of the key liquid performance indicators.**
- > **Biplots can help obtain an overall perspective on changes in each sample over the consumption experience – compliments the simpler line charts.**
- > **Employee panels using product users can provide essential guidance backed by judgement prior to launch or final confirmation testing.**
- > **Leverage team experience to put context on the data – SCG role to ensure objective focus.**



Next Steps and Questions

- > Build knowledge on how basic tastes and flavour interactions change with ice melt or warming when just chilled.
- > Challenge that parity liking on sip testing eliminates non-starters, but does not always provide confidence for the real consumer consumption experience.
- > Consumers drink at different rates so how can we better factor this in.
- > Could we use JAR shifts as an alternative data collection method?
- > How does the approach compare to Dominance of Temporal Sensations with trained panels?

