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Opis

Customer Centricity: Innovative Unternehmenspraxis: Insights, Strategien und Impulse

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- **temat:** Customer services, Sales & marketing, Anlage (finanziell) - Geldanlage, Customer Relationship Management - CRM, Electronic Commerce - E-Commerce, Electronic Marketing - Online-Marketing, Service (Kundendienst), Soziales Netzwerk, Verkauf, BUSINESS & ECONOMICS / Distribution, BUSINESS & ECONOMICS / E-Commerce / Digital Marketing, Business & Economics / Customer Relations, Business & Economics / E-Commerce / Internet Marketing, Business & Economics / Sales & Selling / General, ANF: Business and Management, Anlage (finanziell) - Geldanlage, BUSINESS & ECONOMICS, BUSINESS & ECONOMICS / Customer Relations, BUSINESS & ECONOMICS / Distribution, BUSINESS & ECONOMICS / E-Commerce / Digital Marketing, BUSINESS & ECONOMICS / E-Commerce / Online Trading, BUSINESS & ECONOMICS / Sales & Selling / General, Big Data, Business, Business & Economics/Customer Relations, Business & Economics/Distribution, Business & Economics/E-Commerce - Online Trading, Business & Economics/Sales & Selling - General, Business/Economics, Consumer Experience in sozialen Medien, Customer Centricity Buch, Customer Centricity Buch; Customer Experience Management; Customer Journey; Gaming; metaverse; Consumer Experience in sozialen Medien; Neuromarketing NLP; Big Data; Customer centric transformation; Design Thinking; Shared consumption Nachhaltigkeit; Customer Experience, CX; Customer Experience, CX Umsetzung; Forschung Customer Experience, CX; Customer focus, Kundenorientierung; Customer Experience, CX und Wachstum; Customer Experience, CX und Wettbewerb; Customer Experience, CX und Erfolg; Kundenbindung, Kundenzufriedenheit, Kundenloyalität, Customer Centricity Buch; Customer Experience, CX; Customer Experience Management,; Customer Experience, CX Umsetzung; Forschung Customer Experience, CX; Customer Journey; Customer focus, Kundenorientierung; Customer Experience, CX und Wachstum; Customer Experience, CX und Wettbewerb,; Customer Experience, CX und Erfolg; Kundenbindung, Kundenzufriedenheit, Kundenloyalität; Gaming; Metaverse; Consumer Experience in sozialen Medien; Neuromarketing NLP; Big Data; Customer centric transformation; Design Thinking; Shared consumption Nachhaltigkeit, Customer Centricity Buch;Customer Experience, CX;Customer Experience Management,;Customer Experience, CX Umsetzung;Forschung Customer Experience, CX;Customer Journey;Customer focus, Kundenorientierung;Customer Experience, CX und Wachstum;Customer Experience, CX und Wettbewerb,;Customer Experience, CX und Erfolg;Kundenbindung, Kundenzufriedenheit, Kundenloyalität;Gaming;metaverse;Consumer Experience in sozialen Medien;Neuromarketing NLP;Big Data;Customer centric transformation;Design Thinking;Shared consumption Nachhaltigkeit, Customer Experience Management,, Customer Experience, CX, Customer Experience, CX Umsetzung, Customer Experience, CX und Erfolg, Customer Experience, CX und Wachstum, Customer Experience, CX und Wettbewerb,, Customer Journey, Customer Relations, Customer Relationship Management, Customer Relationship Management - CRM, Customer centric transformation, Customer focus, Kundenorientierung, Customer services, Design Thinking, Digital Marketing, Distribution, E-Commerce, E-Commerce - Online Trading, Economics, Electronic Commerce - E-Commerce, Electronic Marketing - Online-Marketing, Forschung Customer Experience, CX, Gaming, General, HC, HC/Wirtschaft/Management, HC/Wirtschaft/Werbung, Marketing, Hardcover, Softcover, Hardcover, Softcover / Wirtschaft/Werbung, Marketing, Kundenbindung, Kundenzufriedenheit, Kundenloyalität, Kundendienst, Management, Marketing, Marketing und Vertrieb, Neuromarketing NLP, Non-Fiction, Online Trading,

Online marketing, Online marketing / Social media marketing, Online-Marketing, Online-Marketing / Social Media Marketing, Optimieren, Sales & Selling, Sales & Selling - General, Sales & marketing, Sales and Distribution, Sales and marketing, Service (Kundendienst), Shared consumption Nachhaltigkeit, Social Media Marketing, Soziales Netzwerk, TEXT, Verkauf, Verstehen, Vertrieb und Marketing, Werbung, Marketing, Wirtschaft, metaverse, Online marketing, Online-Marketing, Sales and marketing, Vertrieb und Marketing, HC/Wirtschaft/Management, HC/Wirtschaft/Werbung, Marketing

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