

Tab. 1 Advertising focus/measures and their attributed influence (n=24)

Advertising focus/measures	0 = did not notice / couldn't notice		1 = very low attributed influence		2 = low attributed influence		3 = neither low nor high attributed influence		4 = high attributed influence		5 = very high attributed influence		Total	
	Absolute	In %	Absolute	In %	Absolute	In %	Absolute	In %	Absolute	In %	Absolute	In %	Absolute	In %
Game (Md=4)	2	8,3	5	20,8	0	0	1	4,2	7	29,2	9	37,5	24	100,0
Remuneration (Md=3)	5	20,8	5	20,8	4	16,7	4	16,7	5	20,8	1	4,2	24	100,0
Recommendation by peers (Md=4)	3	12,5	4	16,7	1	4,2	3	12,5	6	25,0	7	29,2	24	100,0
Advertising in lecture/seminars (Md=5)	4	16,7	2	8,3	1	4,2	1	4,2	3	12,5	13	54,2	24	100,0
Billposting (Md=3,5)	6	25	6	25,0	2	8,3	1	4,2	3	12,5	6	25,0	24	100,0
Stud.IP (Md=2)	7	29,2	8	33,3	1	4,2	1	4,2	3	12,5	4	16,7	24	100,0
Direct message (Md=2)	9	37,5	6	25,0	3	12,5	4	16,7	1	4,2	1	4,2	24	100,0