## Part II: Visitor Experience Design



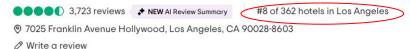
#### What is an experience? A collection of moments

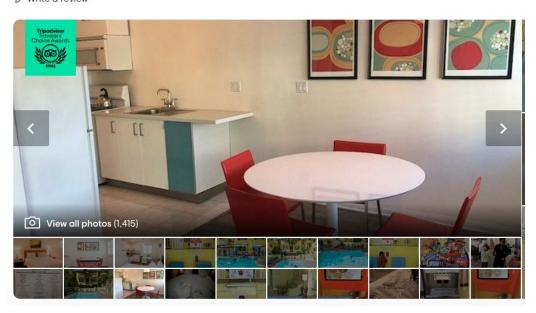




#### **Experience = Value**

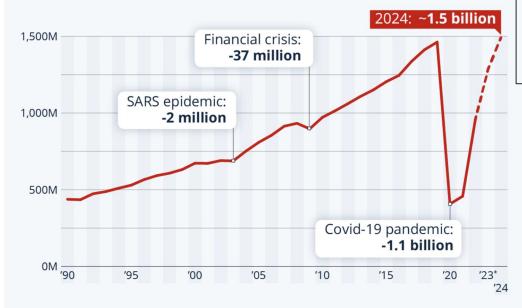
#### **Magic Castle Hotel**





# International Tourism to Surpass Pre-Pandemic Levels in 2024

International tourist arrivals worldwide since 1990



- 1. Expectation
- 2. Innovation
- 3. Competition

\* 2023 figure is provisional, 2024 figure as forecast in Jan. 2024 Source: UNWTO









1. What can I do to make this product better?

2. What would it take to design an experience that every guest would tell everyone they know?



- Every experience has greatness in it
- It doesn't have to be expensive
- It doesn't just happen
- Identify moments
- It can add value to your business

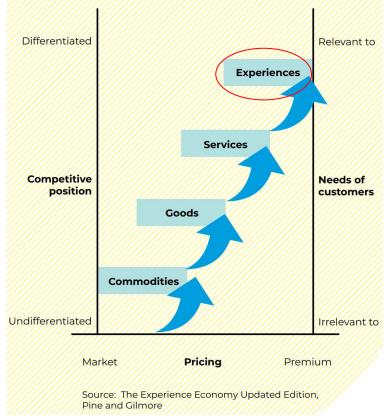
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# SHIFTING UP THE PROGRESSION OF ECONOMIC VALUE



# How emotionally engaged visitors can add value to your business

- 1. Less price sensitive
- 2. More likely to recommend your experience
- 3. More likely to repeat their visit

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#### **Emotionally engaged visitors help build businesses**

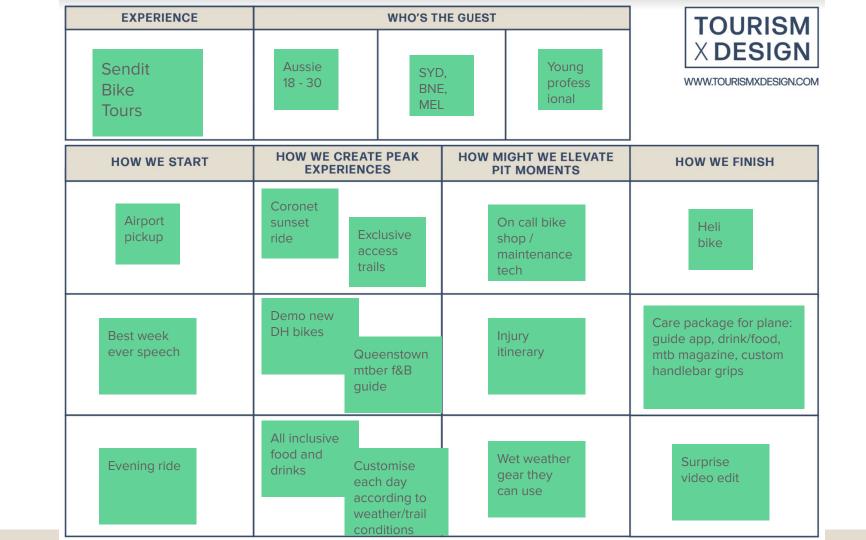
Less price sensitive = **increased spend** 

More likely to recommend your experience = increased marketing

More likely to repeat their visit = **increased visitation** 

# Think in moments to spot what is worthy of investment

	l		
EXPERIENCE	WHO'S T	HE GUEST	TOURISM X DESIGN.COM
HOW WE START	HOW WE CREATE PEAK EXPERIENCES	HOW MIGHT WE ELEVATE PIT MOMENTS	HOW WE FINISH



## The Power of Moments

## **The Power of Moments** (00:05 - 01:18)



#### What moments makes an experience memorable?

Moments significantly shape our <u>memories</u> of an experience as a whole.

- → What is loved most.
- → It's what gets remembered.
- → What people talk about.
- → Why guests will revisit.

#### How might we turn pain points into peaks?

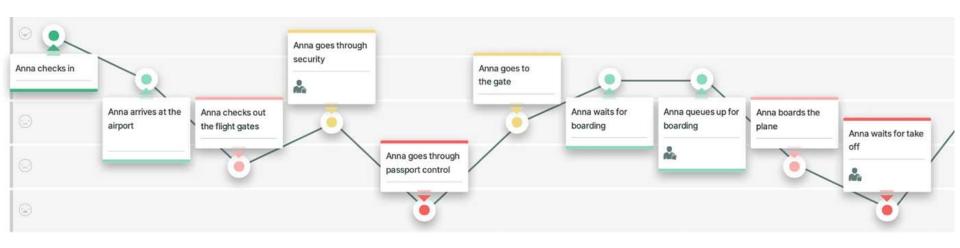


## **How we start + Peak experience**





#### Finding pits and peaks Customer journey mapping



## How to find out how guests feel



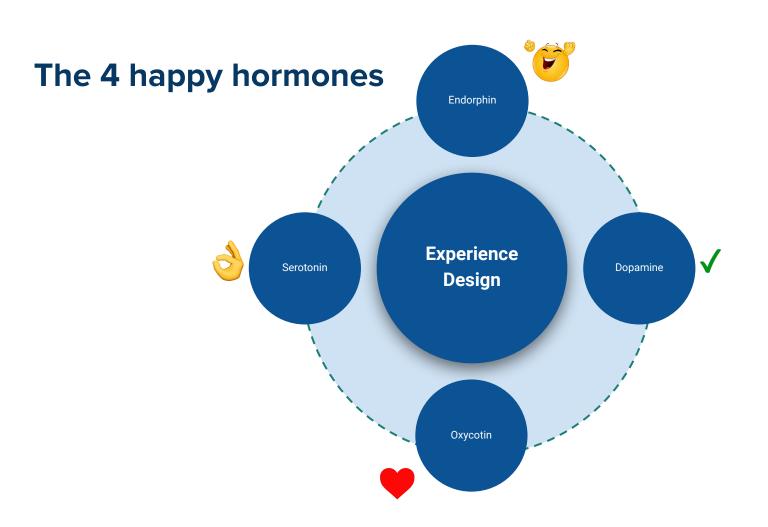
## The Power of Emotions

## How can you design moments of emotion?



## Controlling how your guests feel is impossible





#### **Endorphins**

What to think about? Excitement, the thrill of the hunt.

**How?** Build anticipation.

**Example:** The feeling you get while waiting to do your activity can be just as much a part of your experience.



#### **Dopamine**

What to think about? Accomplishment, pride through results.

**How?** Complete something difficult/challenging/new

**Example:** It feels really good to overcome a challenge or complete an activity and we need to allow time to celebrate (not just move onto the next group/visitor too quickly).



#### Serotonin

What to think about? Special recognition, approval.

**How?** Inclusion, photos, being part of the 'show'.

**Example:** Involving you in an exciting and unexpected way.



## Oxycotin

What to think about? Love & belonging.

**How?** Community, communication, proof, sharing.

**Example:** It feels good to show that you've done something.



# The Power of Unreasonable Thinking

#### **Design to the extreme** then come backwards (15:01)



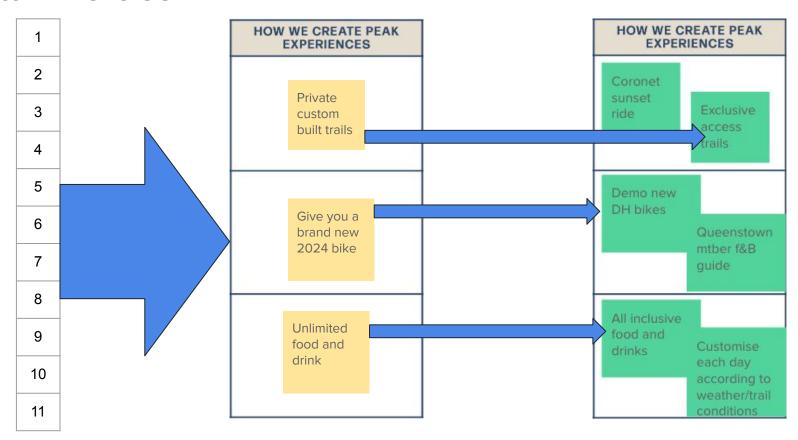
#### **Design to the extreme** then come backwards

#### Airbnb's 11-Star Framework

"You have to almost design the extreme to come backwards." - Brian Chesky

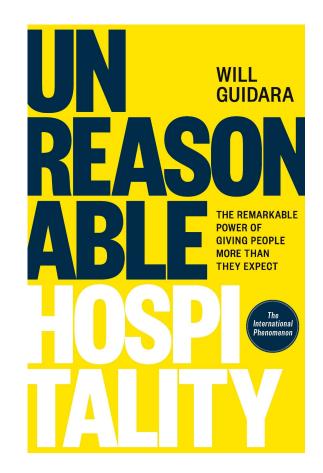


#### 11 Star Exercise



#### Let's do everything!

- But... what will it cost?
- The 95/5 rule
- Implement new ideas + elements of surprise

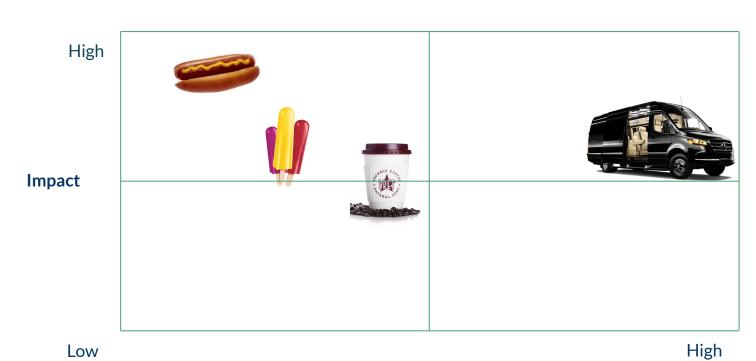


#### Make it unpredictable

When guests reported experiencing a "delightful surprise", 94% of them expressed an unconditional willingness to recommend the hotel. (Tripadvisor)



## The realm of feasibility



Cost

#### The realm of feasibility one more example



#### 1. **Customer Journey Mapping**

- Peak and Pits
- Start and finish
- Pick moments

#### 5. Measure satisfaction

- Track reviews (especially staff mentions)
- Celebrate wins

#### 2. Create

- Put it on the agenda
- Talk to guests (as one)
- 11 star exercise
- Budget (95/5)

#### 3. Take action

- Track
- Measure
- Incentivise

- Pick moments

#### 4. Capture stories

Find them

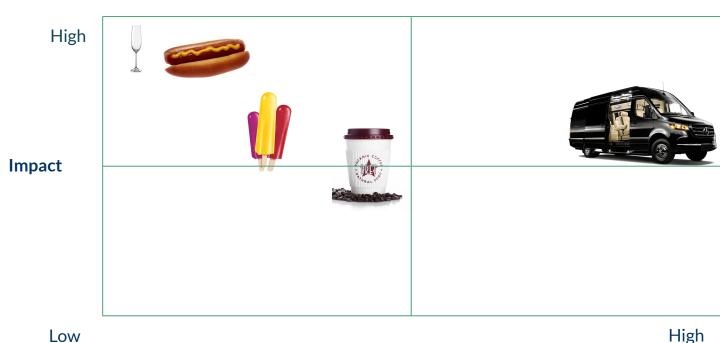
**Systemise** 

**Experience** 

Design

- Tell them
- **Build brand**

## The realm of feasibility



Cost

High

The power of moments

The power of emotions

The power unreasonable thinking

