



FOR EVERYONE

MAINE

OF ORIGINALITY

Maine

04.10.19



The background is a topographic map with contour lines and place names like 'Haverhill', 'Methuen', 'Andover', 'Lowell', 'Hudson', 'Boston', 'Cambridge', 'Somerville', 'Chelsea', 'Boston', 'Dorchester', 'Roslindale', 'Mattapan', 'Boston', 'Dorchester', 'Roslindale', 'Mattapan'. A large, semi-transparent red 'U' shape is overlaid on the map. The text '5-YEAR STRATEGIC PLAN' is centered in white, bold, sans-serif font.

# 5-YEAR STRATEGIC PLAN

# Building Momentum

***Steady growth* over the last five years directly aligned with goals of prior strategic plan**

- Develop the pipeline
- Grow off-season visitation
- Protect Maine's tourism assets
- Make tourism a shared imperative

**Carries forward *momentum and successes* into next five years**

**Identifies new areas of focus and concentration necessary to *compete and grow***



# PURPOSE:

Create a *bold* vision for the health and economic vitality of the tourism industry



Developed with direct input and collaboration from the tourism industry

Sets in motion a unified statewide action plan while addressing *unique challenges* to each region

Unites tourism industry around clear action steps that determine the future *economic and social vitality* of the industry

# Objectives

- Identify and address industry obstacles and challenges.
- Capitalize on Maine's inherent equities and strengths, including its abundant natural assets and distinct quality of place.
- Present solutions that are achievable and can be realistically implemented collectively as an industry.
- Acknowledge and leverage tourism's role in the overall economic development priorities of the state.
- Introduce a framework that enables industry members to identify places where they can have the most impact.
- Assign metrics to measure progress and results.

# STATE OF THE INDUSTRY



# State of the Industry

While *brand health* numbers are strong, travelers have more choices than ever when deciding where to travel

Maine tourism industry must continue to improve products and services in light of *new technologies* and *changing travel expectations*

## Destination Next Survey

- Focus in product development in *rural areas*
- Focus in meeting facilities, sporting events, public transportation in *urban areas*





# PROCESS OVERVIEW



# Process Overview

## Information Gathering:

- Reviewed outcomes from previous strategic plan through 2019
- Gained insights from other successful destination marketing organizations
- Gather industry trends, outlooks and forecasts
- Analyzed MOT and consumer data, and other secondary research regarding travel trends
- Reviewed results from Destination Next Study in 2017
- Conducted internal SWOT analysis

## Industry Outreach + Input:

- Fielded an online survey sent to 5,644 industry partners, completed by 360
- Facilitated listening sessions with 198 tourism businesses and community leaders
- Monitored email account set-up to facilitate dialogue

# INDUSTRY TRENDS





# Experiential vs. Tangible

*37% of consumers indicated that they would spend money on food and drink experiences. That was followed by events and festivals at 27%.*

- Travel Pulse



*Retailers like Gucci and Ikea are expanding beyond the tangible with hotels, while accommodation providers like airbnb are creating experiential offerings.*

*Experiential categories such as skip-the-line historical experiences, food tours, and cooking classes skyrocketed, with year-on-year growth figures ranging from 50-125%.*

*This trend of experience-driven travel is set to continue, and OTAs are gearing up to offer more unique tours and activities.*

***What may seem like a fad may be a larger acknowledgment of a consumer mindset shift towards experiences over things.***



TRENDS & CULTURE

# Micro-Travel & Limited Locales

***Micro travel is a move to more personal and curated adventure that is focused, manageable and illuminating. You see less but you see more.***

There is a noticeable swing toward finely targeted itineraries aiming to make travel more personally rewarding, rather than a race to tick off items on a list.

For millennials, micro travel comes naturally. They want their travel self-controlled, seamless and relevant. Cousin, Walc, Localeur, Memrise and the new Google Trips all help the independent traveler to connect with locals and design a tailored travel experience.

- The Globe & Mail

“We travel not to escape life,  
but for life not to escape us.”

# The Anti-Tourist

*"As we strengthen the efforts to attract more visitors, we must keep in mind both the livability of the locals and the great visitor experience. **In other words, we need to facilitate the meeting between locals and visitors. If we fail to do so, we simply risk that the locals will turn against tourism – and vice versa.** Looking at it like this, visitor growth in itself is not a goal."*

- Copenhagen Tourism

***It's no longer about attracting tourists.  
It's about creating temporary locals.***



## TRENDS & CULTURE

# Spontaneity Celebrated

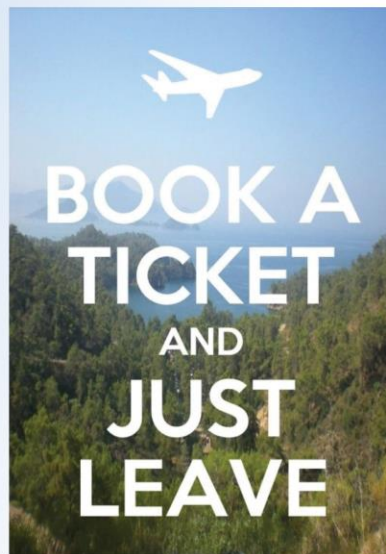
Blind booking has been a growing trend in Europe. Lufthansa and Eurowings allows travelers to purchase ticket based on the experience they are seeking - without knowing a final destination.

**More than 60% of U.S. travelers would consider an impulse trip based on a good hotel or flight deal.**

- Google/Phocuswright, 2017

**Travel-related searches for “tonight” and “today” have grown over 150% on mobile, over the past two years.**

- Google Data, 2017



Gay-friendly  
from €33



Party  
from €33



Culture  
from €33



Metropolis  
from €33



Shopping  
from €33



Nature, Trekking and Hiking  
from €33



Arts & Sights  
from 79 €



The Great Outdoors  
from 89 €



Follow The Sun



Urban Adventures  
from 99 €



Party On  
from 99 €



For The Lovers

## Personal Values + Beliefs Drive Action

*Belief-driven buying is now a mainstream mindset across ages and incomes. People believe that **brands** can lead **societal change**.*

***One-in-two people** surveyed choose, switch or avoid a brand based on its stand on societal issues.*

*Of belief-driven buyers **67% bought a brand** for the first time based on its position on a controversial issue. And **65% will not buy a brand** because it stayed silent on an issue it had an obligation to address.*



TRENDS & CULTURE

# Hearing is Believing & Digital Assistants



*Voice technology promises brands a richer and deeper engagement with consumers.*

*Brands can leverage this relationship to add true value to the customer experience.*

*By identifying moments when voice can enhance the customer journey, providing practical support, cutting out steps or making life a little easier, brands can build engagement.*

*Globally, 43% of regular voice tech users say they love their voice assistant so much they wish it was a real person.*

*70% of requests to Google Assistant are expressed in natural language, meaning that people are getting more comfortable having conversations with computers.*

*Over 1 in 3 travelers across countries are interested in using digital assistants to research or book travel, and are already searching for everything from hotels to flights, and things to do in-destination.*

- Google/Phocuswright, 2017

# CRITICAL INSIGHTS + KEY PILLARS



# Goal Setting

## Tourism Business Goals:

- Increase direct tourism expenditures to **\$7.1 billion\***
- Increase gross restaurant and lodging taxable sales by \$640 million, to a total of **\$4.7 billion\*\***
- Increase leisure visitation volume by **4.9 million\***

**\*Source: DPA (Lauren to confirm)**

**\*\*Source: Maine Revenue Service**





# Goal Setting

## Value of Tourism Goals:

- Increase resident agreement that tourism enhances their quality of life from **30% to 45%**
- Maintain residents' favorability of tourism rating of at least **66%**



# Goal Setting

## Communication, Education + Collaboration Goals:

- Increase industry familiarity with the value my region receives from MOT through its regional grant program from **18% to 25%**
- Increase industry agreement that they have a voice in Maine's tourism development decisions from **22% to 30%**
- Increase industry evaluation of MOT performance on unify stakeholders toward a common goal with respect to Maine's tourism industry from **28% to 35%**



# THANK YOU.

YOU.