

PROVIDENCE W A R W I C K

CONVENTION & VISITORS BUREAU

"SUSTAINABLE TOURISM LABORATORY"

Presents:



FROM CONCEPT TO
COMPETITIVE ADVANTAGE

MAKING THE MOST OF EXISTING RESOURCES ...

By:

www.opportunityguy.com

I. EXPERIENCES & THE MARKETPLACE

1. EXPERIENCES & YOUR BUSINESS:

WHAT IS YOUR E.Q.?

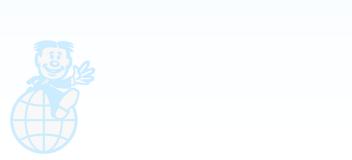




I. EXPERIENCES & THE MARKETPLACE:

2. Today's Customers

- **♦ CONNECTIONS**
- **♦ EXPECTATIONS**
- **♦ ANTICIPATION**





I. EXPERIENCES & THE MARKETPLACE:

3. EMOTIONAL BANK ACCOUNTS & CUSTOMER COMMERCIALS — THE BUZZ.







"WE TURN MOMENTS INTO MEMORIES FOR OUR GUESTS."

4. EXPERIENCES & THE ECONOMY

- EXPERIENCE STARBUCKS
- SERVICE DUNKIN' DONUTS
- PRODUCT MAXWELL HOUSE
- COMMODITY COFFEE BEANS



"CONTRARY TO WHAT YOU HAVE HEARD OR THOUGHT ...

STARBUCKS PASSIONATELY SOUGHT TO CREATE APPRECIATION FOR A BETTER TASTING CUP OF COFFEE."

JOHN MOORE
TRIBAL CULTURE



5. EXPERIENCE REALMS

ABSORPTION

P			A
A	ENTERTAINMENT	EDUCATIONAL	G
S			7
S			_ ,
I	ESTHETIC	ESCAPIST	1
V			V
E'			E

IMMERSION



LEVEL I: VANILLA

MASS MARKET

LEVEL II: HÄAGEN DAZS

SPECIALTY PRODUCTS

LEVEL III: BEN & JERRY'S
UNIQUE & INNOVATIVE EXPERIENCES

LEVEL I: MASS MARKET

∀ VANILLA – SHOW & TELL

COMMODITIES PRICE





LEVEL II: SPECIALTY PRODUCTS & EXPERIENCES — NICHE

F HÄAGEN DAZS – ENGAGE ME
COMPETITIVE ADVANTAGE
PREMIUM PRICE





LEVEL III: INNOVATIVE EXPERIENCES

BEN & JERRY'S – IMMERSE ME
UNIQUE & UNFORGETTABLE
PRICELESS





PRODUCT LEVELS & **YOUR BUSINESS**



F LEVEL I: VANILLA — SHOW & TELL



Level II: Häagen Dazs — *Engage Me*



Level III: Ben & Jerry's — *Immerse Me*



AT WHAT LEVEL ARE YOUR CURRENT PRODUCTS & SERVICES?

II. CREATING UNFORGETTABLE EXPERIENCES:

1. SENSE APPEAL

- **√** TASTE
- **√** Touch
- **✓ SMELL**
- **✓ SOUND**





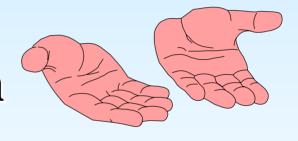


2. EXERCISE: THINK OF AN EXPERIENCE YOU PROVIDE TO VISITORS — LIST SENSORY ENHANCEMENTS YOU MIGHT MAKE TO CREATE A UFE



Taste

Touch





Smell

Sound







Sight

3. EXPERIENTIAL ATTRIBUTES

- >LET ME LEARN
- SPECIAL ACCESS SHOW ME BEHIND
 THE SCENES
- > Uniqueness or Local Flavor
- Introduce Me to an Expert, Authority or Cool People



3. EXPERIENTIAL ATTRIBUTES

>"INSIDER'S VIEW"

>VIP ME!

>GIVE ME BRAGGING RIGHTS ...

>TOTALLY IMMERSE ME!





4. FIVE STAGES OF CUSTOMER CONNECTION POINTS (+/-)

- INFORMATION BUYING PROCESS
- FIRST IMPRESSIONS
- DURING THE EXPERIENCE
- LASTING IMPRESSIONS
- FUTURE CONNECTIONS & FOLLOW UP

ASSESS CONNECTIONS FOR AN OVERALL EXPERIENCE RATING: (+/-)

III. ENGINEERING UNFORGETTABLE EXPERIENCES:

1. EXPERIENTIAL MODELS



PHILADELPHIA



COLUMBUS, OH



GRAYLINE WORLDWIDE

3. THE EXPERIENTIAL DEVELOPMENT PROCESS:

- P DEVELOP A STRATEGIC INITIATIVE TO CREATE NEW EXPERIENCES & OBTAIN ORGANIZATIONAL BUY-IN.
- ASSESS, DESIGN, CRAFT & STAGE NEW EXPERIENCES.
- P EVALUATE & TEST, EVALUATE & TEST
- PROLL OUT EXPERIENCES FOR MULTIPLE MARKETS WITH A SALES PLAN

4. OPPORTUNITY GUY EYES



A. How can I adopt the customers' point of view?

> It's About Them





4. OPPORTUNITY GUY EYES



B. ASK "WHAT IF"

> Think Possibilities ...





4. OPPORTUNITY GUY EYES



C. ANALYZE CUSTOMER CONNECTION POINTS

> Emotional Bank Accounts Create Sales People





BRAGGING RIGHTS!

THE
LOBSTER
LADY



