How the Snow Industry Struggles to Adapt to a Changing Market

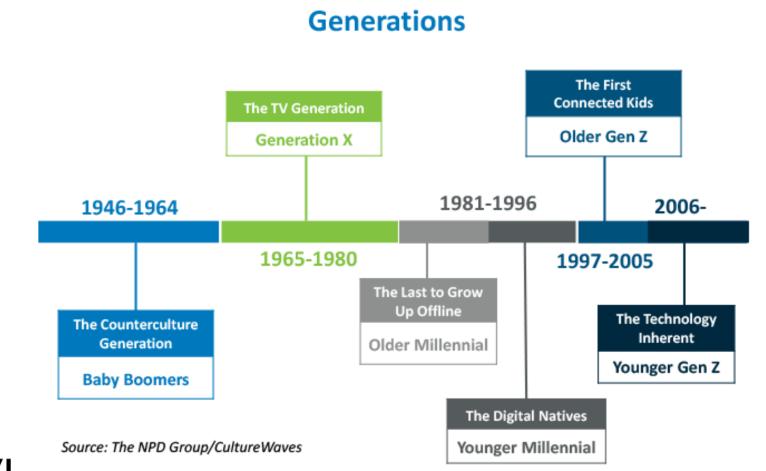
Interski Keynote Address 2019: Joe Hession







Our New Guest:







GENERATION Z

The Next Generation

SOCIAL

Gen Z is naturally social and spend 7.6 hours per day socializing with friends and family.

MULTI-TASKERS

Gen Z prefers to work on multiple tasks at the same time. On average, Gen Z will work off of 5 screens at once.

ENTREPRENEURS

Gen Z desires independent work environments. 72% of teens want to start their own business someday.

EDUCATED

Gen Z is constantly learning. 1 in 2 will have a college education.

PHILANTHROPISTS

Gen Z wants to do good in the world, 93% say that an organization's impact on society affects their decision to work there.

DIGITAL NATIVES

Gen Z are the first true natives to the digital era. This generation spends 15.4 hours per week on their smartphones.

INTERACTIVE

Gen Z likes to interact with people. 34% are most concerned with boosting their people management skills.

TECH-SAVVY

Have a question? Google it. 66% say that technology makes them feel that anything is possible.

LESS FOCUSED

Gen Z needs continuous updates and stimulation. It's no surprise that this generation has an attention span of 8 seconds.

CAUTIOUS

As a result of growing up during the Great Recession, Gen Z tends to be more careful with their expenses. 57% would rather save their money than spend.







Science of FUN





The Science of Fun

Fun can be classified into 4 distinct categories:

- **Easy Fun** Low skill / no skill
- Hard Fun Achievement
- People Fun Social Bonding
- Serious Fun Provides life changing meaning / value





Credit: Nicole Lazzaro XEO Design



Serious FUN – Life Changing







People FUN - Social Bonding







Easy FUN - Low Skill / No Skill









\$268 Million





Examples of Easy FUN

- Snow Tubing
 - ▶ 140K vs. 25K
- Hiking or Strolling
- Shopping
- Biking (cruising)
- Zip Lines
- Mountain Coasters
- Movement?









Movement = Easy FUN





Hard FUN – Achievement



Is Mikaela having fun?





Hard FUN:

- Skiing and Snowboarding is hard FUN
- ► Hard FUN is addictive
- ► Hard FUN is a lifestyle

This who we are!





Planning and Designing FUN





Operating Checklist – 3P's

- People
- Product
- Process







proc·ess1

/'prajses,'projses/

noun

- a series of actions or steps taken in order to achieve a particular end.
 "military operations could jeopardize the peace process"
 synonyms: procedure, operation, action, activity, exercise, affair, business, job, task, undertaking
 "investigation is a long process"
- Anything that has various inputs that creates a output
- Not all processes are "designed"





Experiential Efficiency

- The measure of the relative efficiency within the guest experience
- Mathematically:

$$Process \ Cycle \ Efficiency = \frac{Customer \ Value \ Add \ Time}{Process \ Cycle \ Time}$$





CVA, BVA and NVA

- Customer Value Add (CVA)
 - Would a Guest pay for it?
- Business Value Add (BVA)
 - Do we need it for the process? Future?
- Non-Value Add (NVA)
 - Is exactly that...No value to either the Resort or Guest





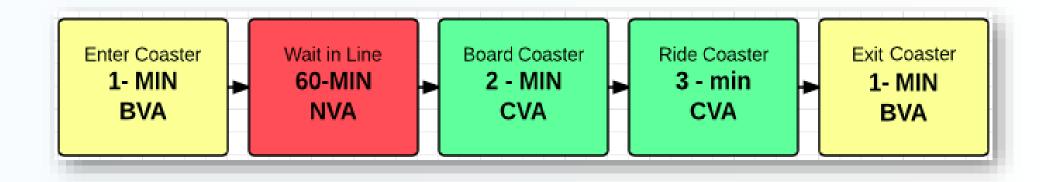


1- MIN BVA Wait in Line 60-MIN NVA Board Coaster 2 - MIN CVA Ride Coaster 3 - min CVA 1- MIN BVA





What is the PCE?



Customer Value Add Time (5MIN)
Process Cycle Time (67 MIN)



PCE = 7.4%







Enter Coaster
1- MIN
BVA

Wait in Line 30-MIN NVA Aerosmith Experience 30 - MIN CVA

Board Coaster
2 - MIN
CVA

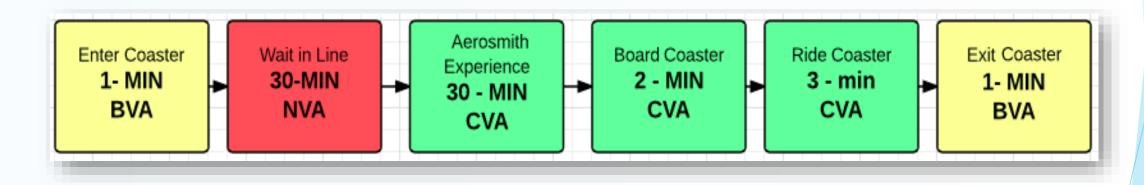
Ride Coaster
3 - min
CVA

1- MIN BVA





Magic, PCE or Both?



Customer Value Add Time (35MIN)

Process Cycle Time (67 MIN)



PCE = 52.2%

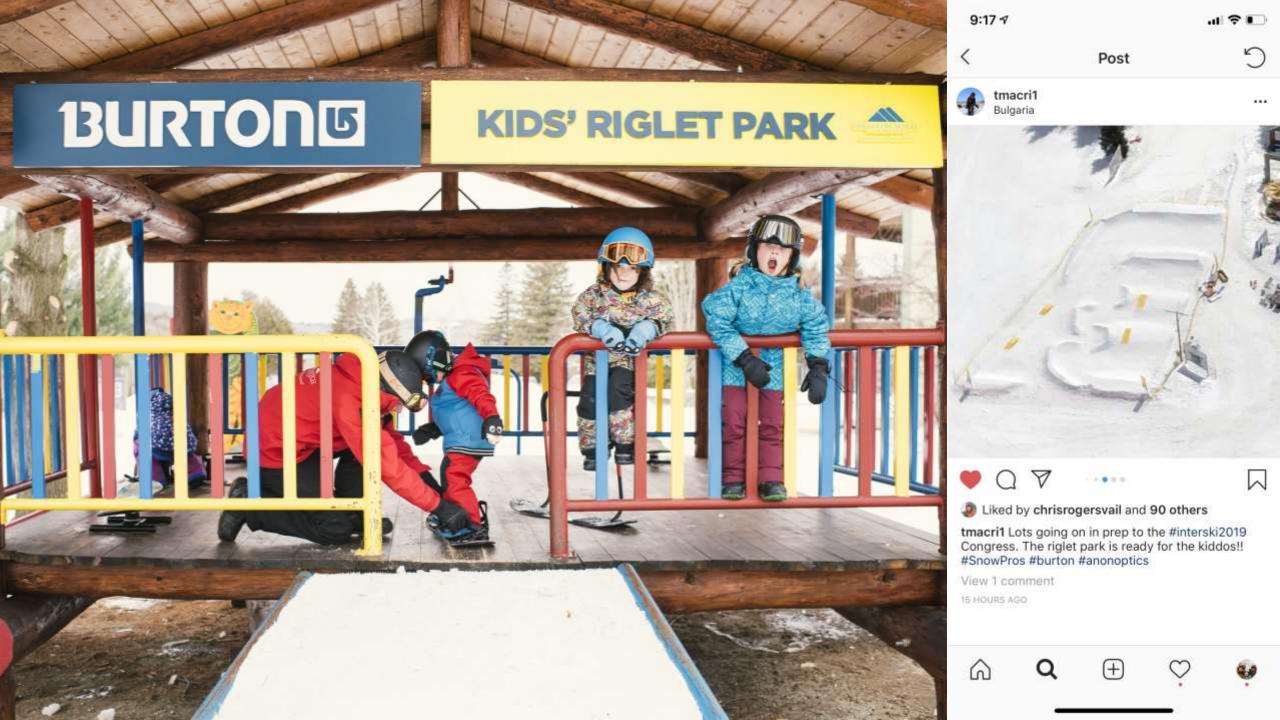


Terrain Based Learning





SNOW OPERATING



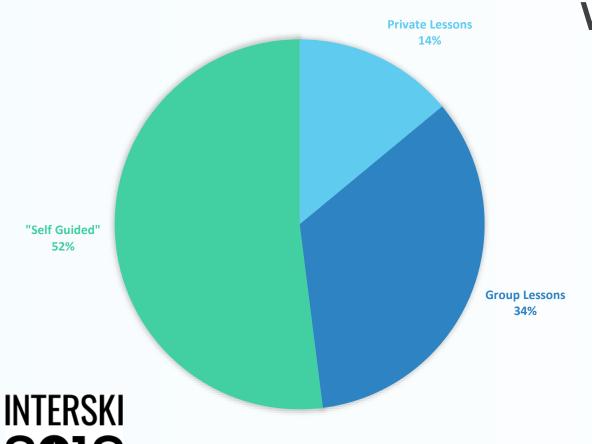
Adapting to the New Market





What can we learn from the data?

LESSON BREAKDOWN (USA)



PAMPOROVO

Voice of Customer

- 1. Want to stay together
- 2. Don't want to wait
- 3. Just want to "try it"



We are fighting a perception – "I can do this"









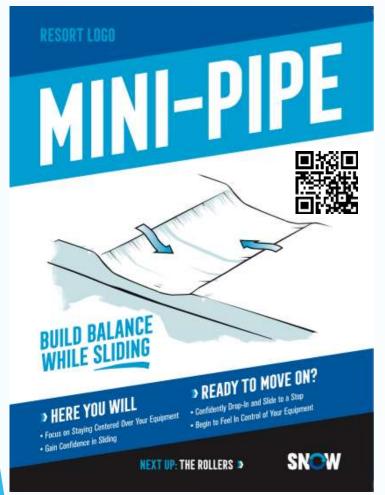


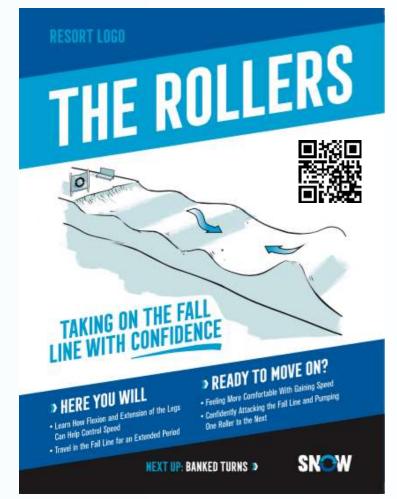
The Ice Cream Theory



























Thank you!

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