

# What Kind of Future Do We Want for Iceland's Visitor Economy?

How Can We All Benefit from Destination Management Planning?

Ferðamálastofa Tourism Conference (30 Nov 2016)

Tom Buncle, Managing Director



#### **What We Do:**

- Destination branding
- Marketing strategy
- Destination management planning
- Tourism strategy and policy
- Crisis recovery

.....for countries, regions and cities

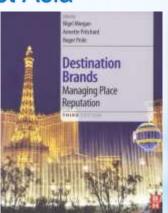


We put your destination on the map

# Experience

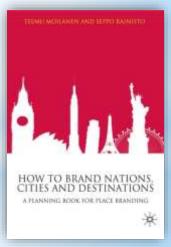
#### **Tom Buncle**

- Managing Director, Yellow Railroad (since 2000)
- CEO, Scottish Tourist Board/Visit Scotland
- Visit Britain: USA, Canada, Norway, Southeast Asia
- Global destination consultancy:
  - UK / Europe
  - Africa & Middle East
  - North America & Caribbean
  - Asia
- Writer & lecturer:
  - destination branding & marketing
  - travel trends











# **Today**

- 1. Global Trends: The Big Picture
- 2. Iceland: Impressions
- 3. Iceland: Future Challenges
- 4. Destination Management Planning: What? Why?
- 5. Case Studies: What Others Have Done
- 6. Iceland: The Way Forward



## 1.

# Global Trends: The Big Picture





# A Changing World .....

#### Just 35 years ago (1981)......

- \* NASA space shuttle maiden flight
- \* BMW 1st in-car computer
- \* IBM launches 1st personal computer





# A Changing World.

In 10 years time (2026)



#### **Pessimistic Scenario:**

- Travel no longer a pleasure?
- Virtual reality?
- Cost of oil, energy, water

#### **Optimistic Scenario:**

- Escape Change of scenery?
- Real vs. digital world?
- New experiences:

e.g. space travel, attractions, luxury



# Global Trends: Future-Blind







## Global Trends: Future-Blind

- "The horse is here to stay but the automobile is only a novelty—a fad."
  - Michigan Savings Bank President, advising Henry Ford's lawyer not to invest in the Ford Motor Co., **1903**.
- "Heavier-than-air flying machines are impossible"
  - Lord Kelvin, President of Royal Society, **1895**
- "The Americans have need of the telephone, but we do not. We have plenty of messenger boys."
  - Sir William Preece, chief engineer of the General Post Office, 1876
- "Television won't last because people will soon get tired of staring at a plywood box every night.
  - Darryl Zanuck, movie producer, 20th Century Fox, **1946**
- "The i-Phone is nothing more than a luxury bauble that will appeal to a few gadget freaks."
   Matthew Lynn, Bloomberg, 2007

# Socio-Economic & Geo-Political





#### **Socio-economic:**

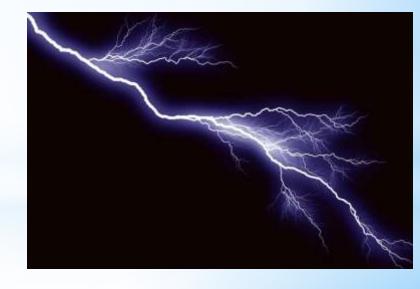
- Ageing society (traditional markets)
- New family structures
- Urbanisation: 70% in cities by 2050
- Economic uncertainty
- Climate change & energy price: fossil vs. alternative.....travel quota?
- Power of Gen Y & millenials (1981+)
- > Growth of new markets ......different demands
- Pension age = less leisure time ?
- Globalisation = homogeneity ——— "desire for different"





#### **Geo-political:**

- Crisis as normality?.....terrorism, natural disaster, disease
- But......safety fears = more cautious (staycation?)
- Sanctions (Russia)
- Brexit and EU reform?





#### **Behaviour:**

- Younger longer ("60 = new 40") "mid-youth"
- Personal fulfilment: new skills
- Health consciousness wellness / leisure spal
- "Save & splurge": luxury for less
- ➤ Low cost airlines → expect more for less = shrinking margins
- New markets (BRIC): more luxury
- Traditional markets: restrained consumption





# **Travel Motivation**





# **Travel Motivation**

\* "Feel Fulfilled"

\* "Fly and Flop"

\* "Bling and Buy"





#### **Travel Motivation: "Feel Fulfilled"**



- Escape
- Undiscovered
- Authenticity
- Experience
- Personal fulfilment

- "Old", western Europe
- North America
- Australasia & Japan



#### **Travel Motivation: "Feel Fulfilled"**

#### **Typical Products / Experiences:**



Nature & wildlife



Culture & heritage



Activity & adventure





# Travel Motivation: "Fly & Flop"



#### "Sunticipation"

- Demographic profile
- Families
- Resort-based
- Price is important

- Northern Europe
- "New", eastern Europe
- Russia



# Travel Motivation: "Fly & Flop"

#### **Typical Products / Experiences:**



Beach



All-inclusive resort



Theme parks





# Travel Motivation: "Bling & Buy"



#### Main Source Markets:

- "New", eastern Europe
- Middle East
- Asia
- South America

- Brand-driven
- Personal indulgence
- Social status
- Symbol of wealth
- Evidence of success
- "Eco-indifferent"



# Travel Motivation: "Bling & Buy"

#### **Typical Products / Experiences:**

Shopping

5-star hotels

Luxury brands



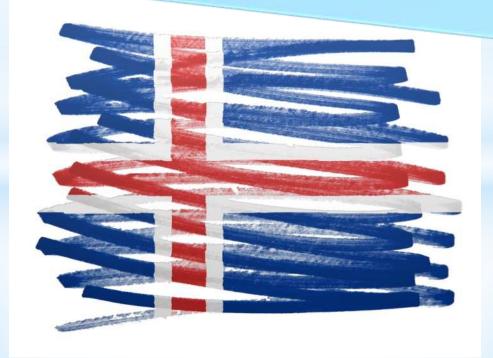








# 2. lceland: lmpressions











#### **People**

- Friendly
- Welcoming
- Open, straightforward
- Sense of humour
- Resilient
- Dynamic, energetic





#### **People**

- "When the fish are there, we fish"
- JDI mentality no time to plan
- Individualistic vs. collaborative
- Results-driven
- Short- vs. long-term focus



#### Country

- Breathtakingly beautiful
- Pristine wilderness
- Geologically mind-blowing
- Clean, fresh, invigorating
- Tranquillity
- Serenity
- Emotional space



#### **Country**

- Congestion at pinch points
- Parking and toilet facilities
- Signage and design

- 'Sense of place'
- Facts vs. stories
- Local distinctiveness
- Access to information



# Risks Unfulfilled visitors Low spend in rural areas Unwilling to stray off the circle No reason to return – "seen all there is to see" Low repeat business Failure to maximise revenue opportunities Tourism underperforms

#### **Opportunities**

- 'Release the pressure':
  - Manage access to congested areas
  - Spread the traffic more in off-season
- 'Break the circle'
  - Package and promote remoter areas
  - Develop regional diversity
- Maintain sustainable growth
  - Long-term marketing
  - Stress local distinctiveness





#### In 10 Years' Time.....?

- Sustainable, acceptable growth of the kind desired
  - Medium-high spend visitors
  - Interested in the experience Iceland offers
  - Curious to see more and return

or......

- Faded, one-time destination
  - "Been there, done that.....where next?"
  - Under-investment = decline



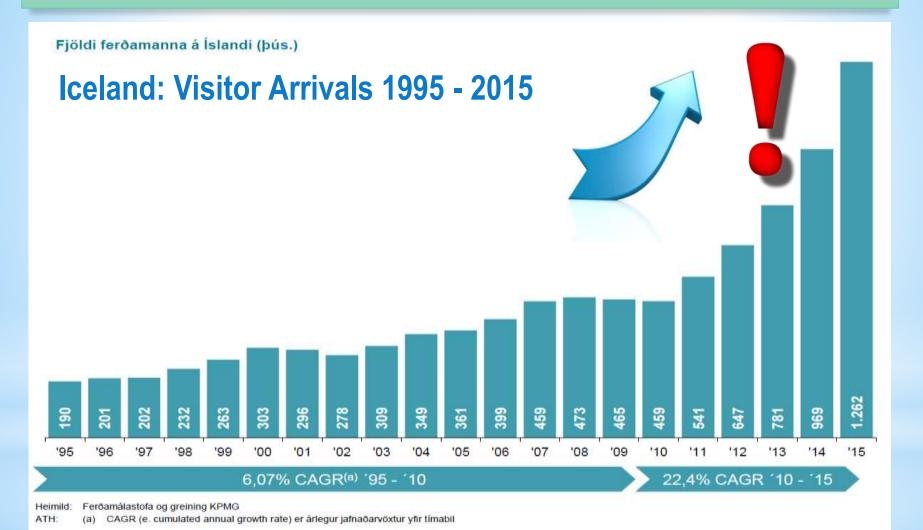
3.

# Iceland: Future Challenges





#### Iceland: Relentless Growth





#### Iceland: 4 Scenarios

- 1. "Niceland"
- Flexibility in tolerance limit
  - Iceland is competitive
- 2. "Tourists No thank you!" (Ferðamenn Nei takk)
  - Tolerance limit exceeded
    - Iceland is competitive
      - 3. "Rooms available"
  - Flexibility in tolerance limit
    - Iceland is not competitive
      - 4. "Over the Edge"
    - Tolerance limit exceeded
    - Iceland is not competitive



# Iceland: Challenges Ahead?

- Economic recession (e.g. Brexit, USA) ?
- Airline routes intercontinental
- Visitor fatigue "been there, done that"
- Destination fatigue maintaining a unique experience

- Congestion visitor tolerance, environmental degradation
- Failure to inspire 'beyond the circle' repeat visits
- Lack of awareness of product diversity "no more to see"
- Risk to the natural environment & feel of Iceland
- Fashion



# **Destination Life Cycle**

- Product innovation
- Coherent planning
- Strong national brand visit
  - Regional diversity
  - Inspired marketing
- Capacity levels reached or exceeded, with environmental, social and economic problems
- Heavy reliance on repeat visitation

6. Rejuvenation



Well-established image, but no longer fashionable

1. Exploration

Time



No. of

Butler: Tourism Area Life Cycle

# Iceland: Future Scenario?



## 4.

# Destination Management Planning



- **≻What is it?**
- **≻Why is it important?**



What is destination management?



- Making a plan
- People working together ......
  - for the benefit of <u>visitors</u>,
  - and the good of the <u>community</u>



#### What is destination management?



"Destination Management is a process of **leading**, **influencing** and **coordinating** the management of **all the aspects of a destination** that contribute to a visitor's experience,

taking account of the needs of visitors, local residents, businesses and the environment."



**Destination management: "the virtuous circle"** 







#### What is a destination management plan?



"A Destination Management Plan (DMP) is a shared statement of intent

to manage a destination over a stated period of time, articulating the roles of the different stakeholders and identifying clear actions that they will take and the apportionment of resources."

Visit England

A DMP is a dynamic never-ending process!



#### **Key elements of a DMP**

- Defined area
- Assessment of current tourism performance and impact (positive and negative)
- Destination appeal, access, infrastructure, landscape, built heritage, public realm, visitor facilities and services
- Destination image, brand and marketing prioritised
- Visitor products and experiences + development priorities
- Skills needs
- Governance structure and communications
- Vision





#### **Benefits of a DMP**



- Regional cooperation
- Stronger together
- Shared resources
- Efficiency/joined up approach
- Local solutions
- Focused approach priorities

- Mutually desired result (increase benefits & reduce negatives)
  - Better visitor experience
- Enhanced quality of life
- Improved competitiveness
- Better business
- Reduced costs



The customer journey: from arrival to departure

Arrival, Welcome, Access,



'Sense of place'/

'Destination feel'





The customer journey: from arrival to departure



experiences,



#### The customer journey: from arrival to departure

Arrival,
Welcome,
Access,
Signage (directional)

Landscape,

Built environment,

Visitor facilities (toilets, parking etc.)



Interpretation, information



'Sense of place'/

'Destination feel'

- How easy?
- How good?
- How efficient?
- How engaging
- How appealing?
- How distinctive?
- How "us"?

Attractions, tours, guides, events, activities, experiences, Accommodation

Restaurants,

Cafes/bars

Shops



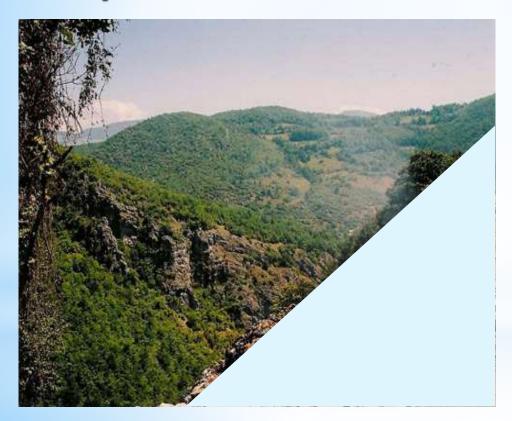
Internal transport
Infrastructure





## **DMP: Details Matter**

#### **Unspoilt nature**





## **DMP: Details Matter**

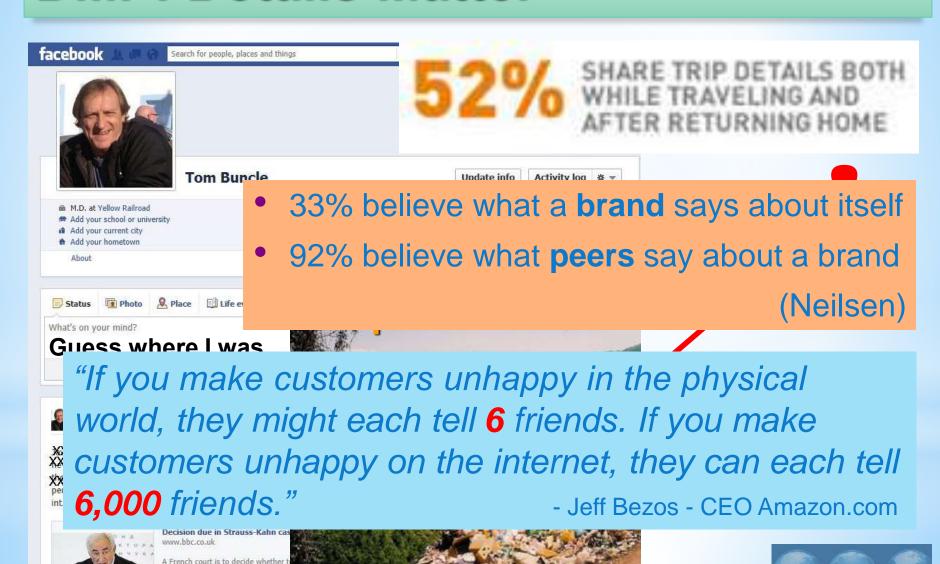
#### **Unspoilt nature**

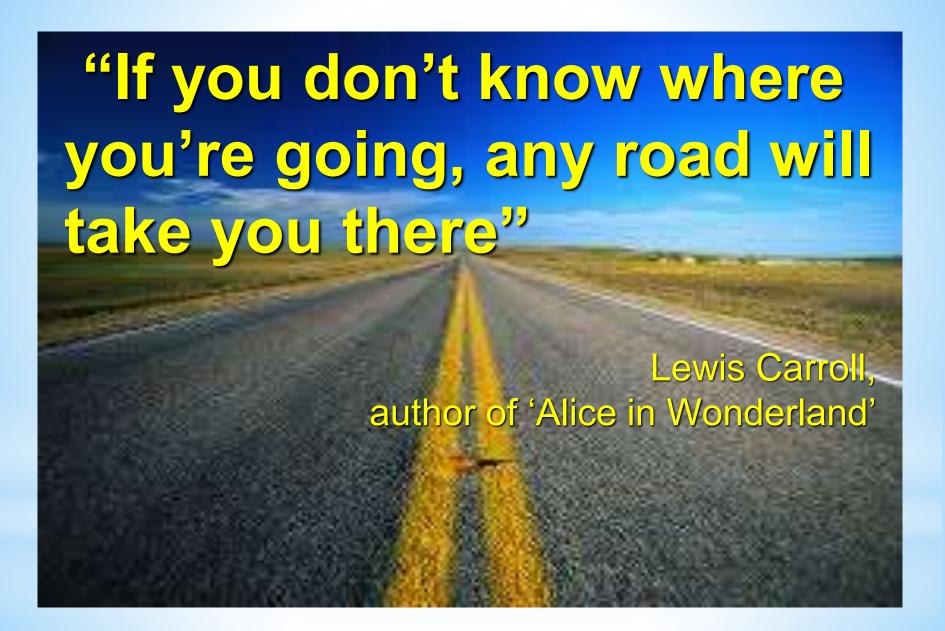




#### **DMP: Details Matter**

Kahn to trial on pimping charges.











#### **DMP: Critical Success Factors**

- Clearly defined area
- Knowing what you (& the community) want
  - Volume vs. spend, quality vs. diversity, short-term vs. sustainability
  - Type of tourism = type of visitors
- Understanding your markets
  - Who they are/might be
  - Why they travel & what they want
  - Honest appraisal of your product
    - Strengths & deficiencies
    - Development needs
    - Leadership & governance
    - Cooperation
      - Focus on common goal
      - Shared commitment = joint effort + pooled resources
      - Human relationships !!!



## 5.

## Case Studies: What Others Have Done





## Dorset, England – Collaboration











#### **Municipality structure:**

- Dorset county council
- 2 unitary authorities: Bournemouth & Poole
- 6 districts
- Population: 412,905
- Area: 2,653 km²



## Dorset, England - Collaboration

#### **Challenges:**

- Mixed business fortunes
- Need more off-peak business
- Spare capacity in high season
- Economic uncertainty
- Lack of capital to invest in refurbishment / upgrading
- Need better skills training in marketing, customer care and product knowledge
- Inadequate basic visitor services (e.g. car parking / toilets)
- Improve marketing, market research and information services
- Recognition local authorities need to work together



## Dorset, England – Collaboration

#### 5 strategic objectives:

- Raise the profile of Dorset as a visitor destination
- Capitalise on Dorset's inherent resources manage & enhance access to coast and countryside
- Enhance quality and distinctiveness: accommodation,
   attractions, customer service, food, culture, events, environment
- Support tourism businesses and human resource development
- Strengthen delivery structures and processes (DMO, DMP)



## Dorset, England - Collaboration

#### **Results:**

- Shared vision
- Combined resources
- Clear focus
- Greater impact



### Lochaber, Scotland: Season Extension

#### **Challenge:**

- Snow unreliable
- Ski days declining

Result:

- Year-round tourism
- 12 x host to Mountain Bike World Cup
- 1x host to Mountain Bike World Championships
- Also orienteering

utumn



## Cinque Terre, Italy: Visitor Management



### Cinque Terre, Italy: Visitor Management

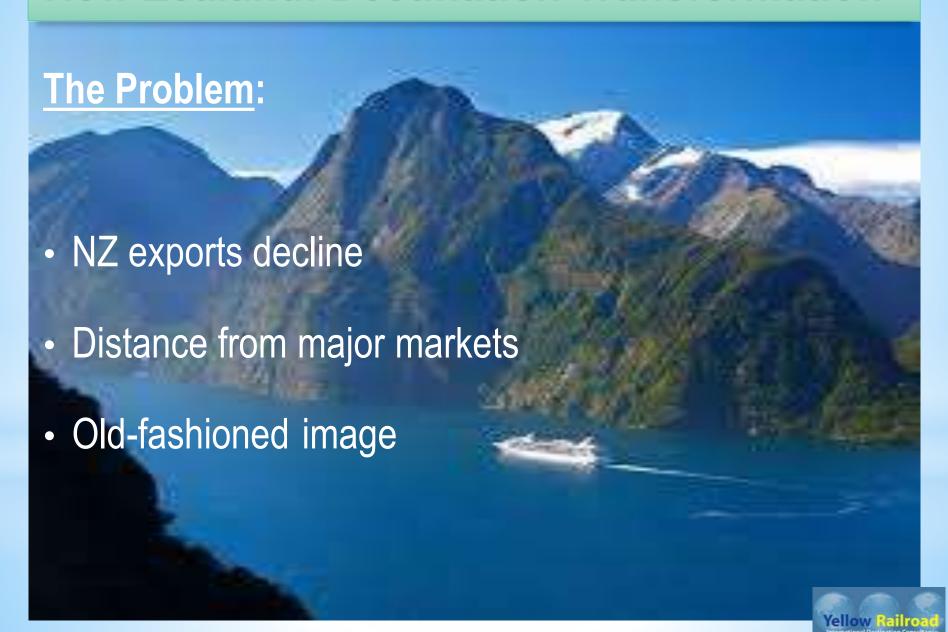
#### **Challenge:**

- 5 fishing villages UNESCO connected by cliff trails
- 2.5 m visitors in 2015 cruise & coach pressure
- Environmental damage
- Congestion residents' & visitor tolerance

#### Solution:

- Cinque Terre card: access to paths & sites + train & bus
- Conservation guidelines for tourists
- Limit = 1.5 m visitors (2016) counter devices on roads
- Advance ticket sales
- App for visitors showing congestion levels





#### **Solution**:

- Distance: focus on Asia
- Distinctiveness: natural environment = quality
- Destination + products: tourism, food & drink









#### **Destination Transformation: New Zealand**

#### **Results**:

- Differentiation on basis of quality
- Changed attitudes: from dull to 'cool'





- Competitiveness increase in produce sales
- Rejuvenated tourism product
- Tourism growth
- Tourism image drives country image
- Synergy between tourism, produce, sport and diplomacy



## Spain: New Image, New Products



International Destination Consultancy

## Iceland: Progress at Home



#### **Iceland: Austurland**

#### **Challenge**:

To attract visitors "outside the circle"

#### Approach:

EAST

Marketing

ICELAND

- Brand

- WONDERS
- Market segmentation
- Signage design
- Audit of municipalities' investment

(e.g. hiking trails, rest stops etc.)



#### Iceland: Snaefellsnes

#### **Challenge**:

- To manage visitors in a sensitive environment
- To attract visitors \_\_\_ outside the main season
- Attitudes:

traditional industries vs. tourism

#### Approach:

- Systems to reduce visitor congestion
- Traffic management
- Visitor management: 'welcome' vs. 'no-go' areas
- Brand development
- Link with other plans 5 municipalities



## Iceland: Katla Geopark

#### **Challenge**:

- To persuade visitors to stay longer and spend more
- To enable access while protecting the environment

#### Approach:

- Designate visitor sites
- Restrict access to others
  - Partnership
    - Geopark



## Iceland: Reykjanes

#### **Challenge**:

- To address negative perceptions
- To attract visitors

## Approach:

- Geopark
- Product development
- Signage and interpretation
  - Partnership



6.

# Iceland: The Way Forward





## Iceland: The Way Forward



## Iceland: The Way Forward

- Shared vision of the future
- Collaborate on planning at local & national levels
- Decide what kind of tourism you want
- Understand who will deliver this and what they want
- Develop suitable, sustainable, products & experiences
- Don't be afraid to manage access
- Monitor success and be alive to market trends
- Keep the faith..... the road will be Icelandic!



## 'Spirit of Iceland'











## Takk fyrir!

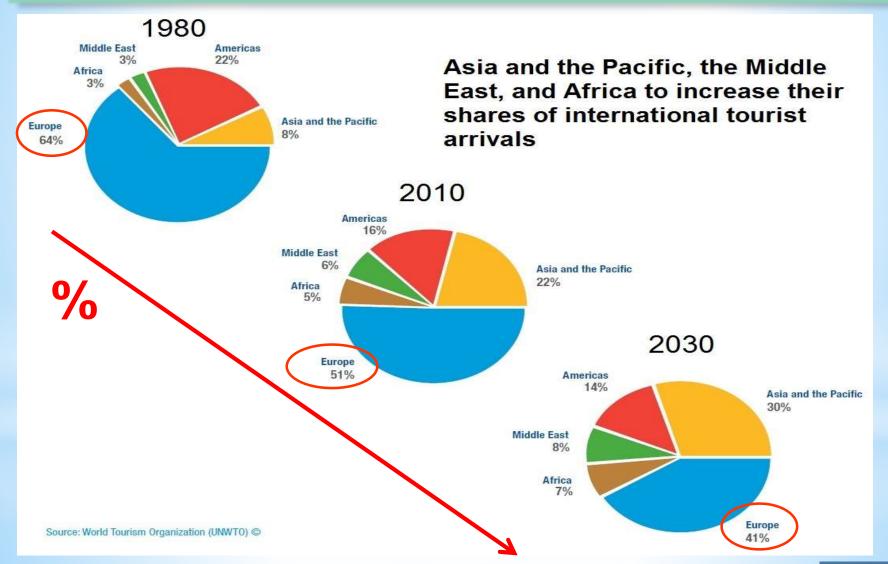
Tom Buncle **Managing Director** 

www.yellowrailroad.com



@TomYellowRail

#### **Tourism Forecast - 2030**





#### **Tourism Forecast**

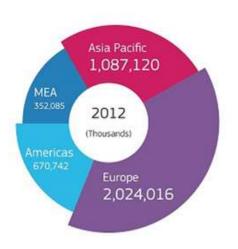
Overnight Tourism Flows By Region

But volume

overnight

growing Continues

to Europe







## Brecon Beacons, Wales

- Private sector led
- · Focus:
  - Area distinctiveness brand
  - Marketing, esp. PR
  - Booking system

#### **Result:**

- Collaboration
- -Business growth



## Cumbria, England – DMP









#### **Municipality structure:**

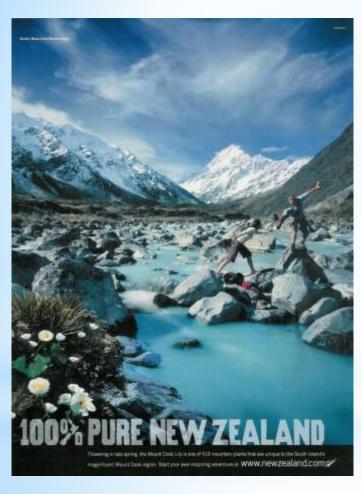
- Cumbria county council
- 6 districts
- Population: 498,000
- Area: 6,768 km²

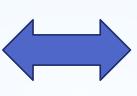


## Cumbria DMP: Approach



#### **Destination Transformation: New Zealand**











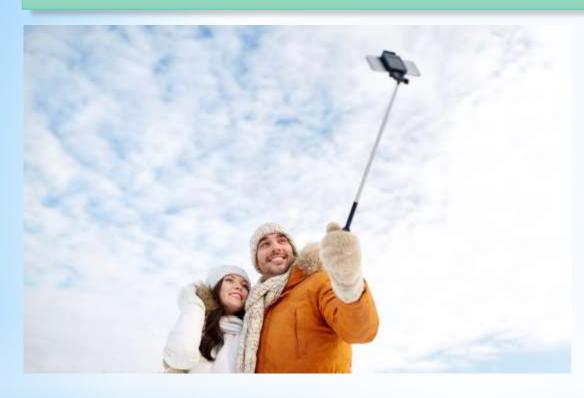








## Travel Motivation: "Selfie-Sticker"



- Iconic destination collector
- "Look where I've been"
- "Been there done that"

Low repeat tendency?

