

Added Value in Today's Economy: It's All About the EXPERIENCE

Randy White, CEO



Kansas City, Missouri

February 4, 2014





My farm direct marketing roots











500+ clients

16 first-place design awards









Feasibility, design, production & consulting for:

- Agritainment/agri-tourism projects
- Family entertainment centers
- Hybrid bowling centers
- Children's edutainment (play & discovery) centers
- At-home mom play cafes
- Adventure & discovery play gardens (playgrounds)
- Children's enrichment & informal learning venues
- Mixed-use entertainment, retail & dining projects







Feasibility, design & consulting services :

- Market feasibility
- Financial feasibility & pro formas
- Master plans
- Concept & mix development
- Full site, architectural & interior design
- Full food service design & set-up
- Management consulting
- Business audits





A Few of our Agritainment/Agri-tourism Clients





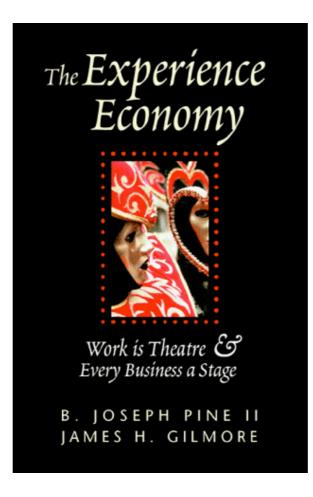
The only 5 ways to grow your business

- 1. Decrease defections
- 2. Increase per capita expenditures
- 3. Increase frequency of visits
- 4. Get new customers from existing geographic trade area
- 5. Expand the geographic market area





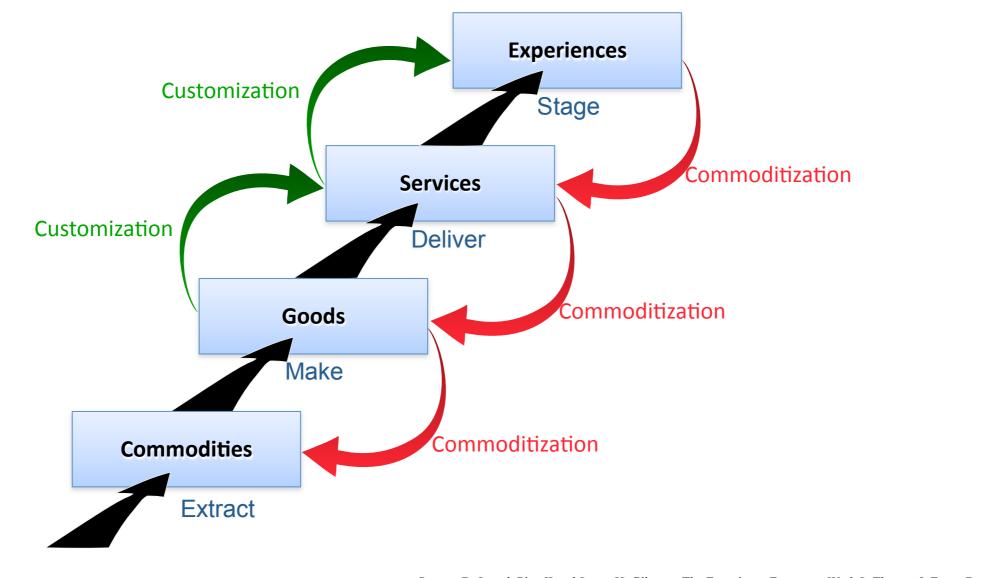
Progression of economic value







The Progression of Economic Value



© 1999 Strategic Horizons LLP

Source: B. Joseph Pine II and James H. Gilmore, The Experience Economy: Work Is Theatre & Every Business a Stage, (Boston: Harvard Business School Press, 1999), p. 22.

















Research shows that spending money on EXPERIENCES, especially shared ones, make people happier than spending money on Stuff

Stuff is less important to people today. They are looking for sharable & memorable EXPERIENCES.





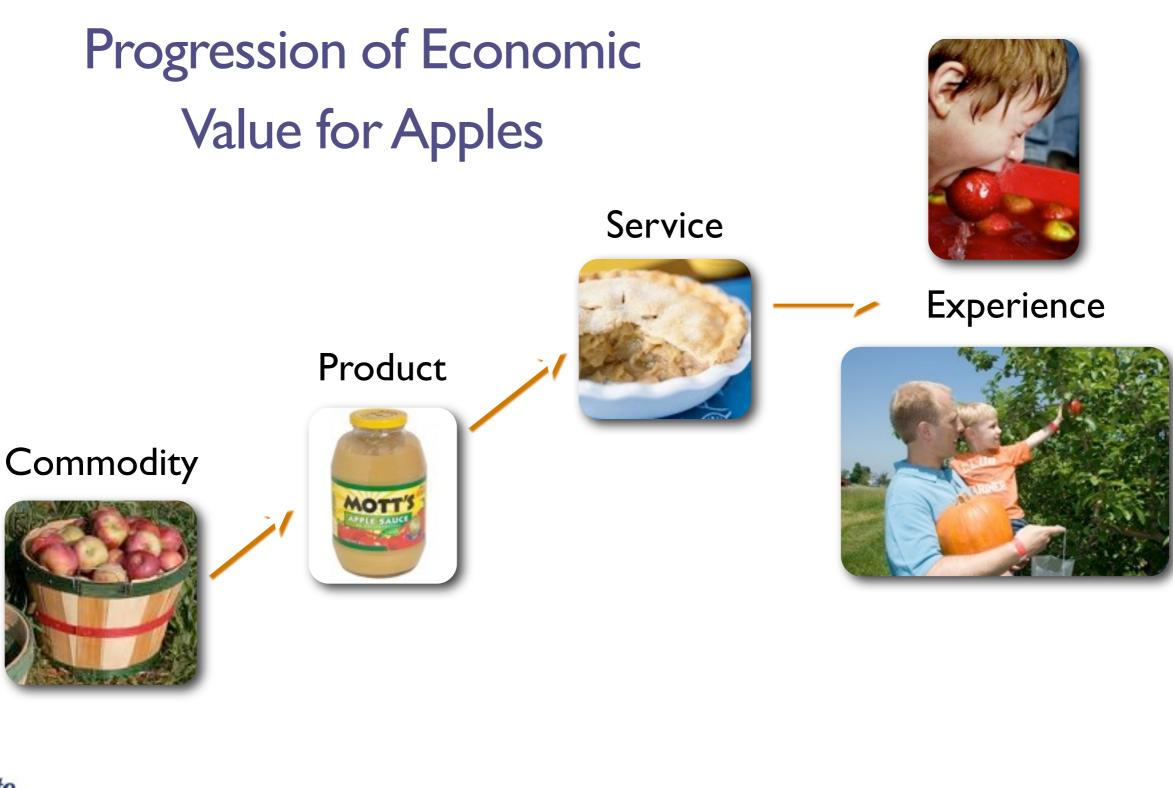
Agritainment paradigm shift:

Move from selling commodities, goods & services to:

Redefining agritainment at the 4th level of economic value: Producing EXPERIENCES











Transportation = Service



Narration/storytelling/ demonstration = EXPERIENCE





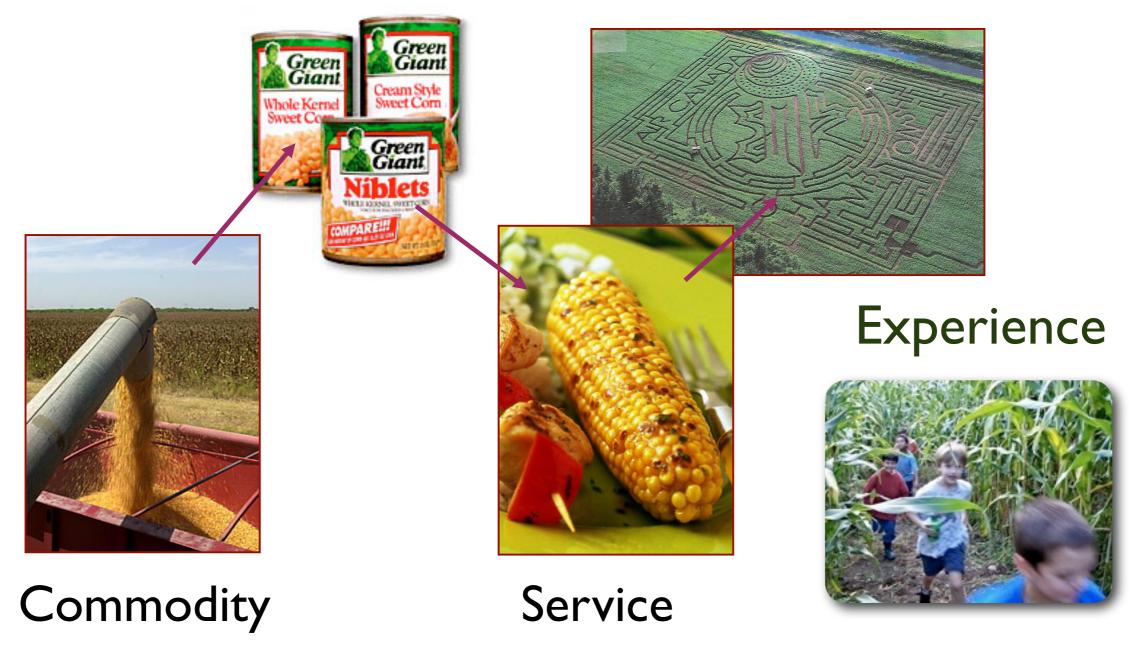
When can a commodity be turned into an experience and then be sold as a commodity?





Economic progression of corn

Product





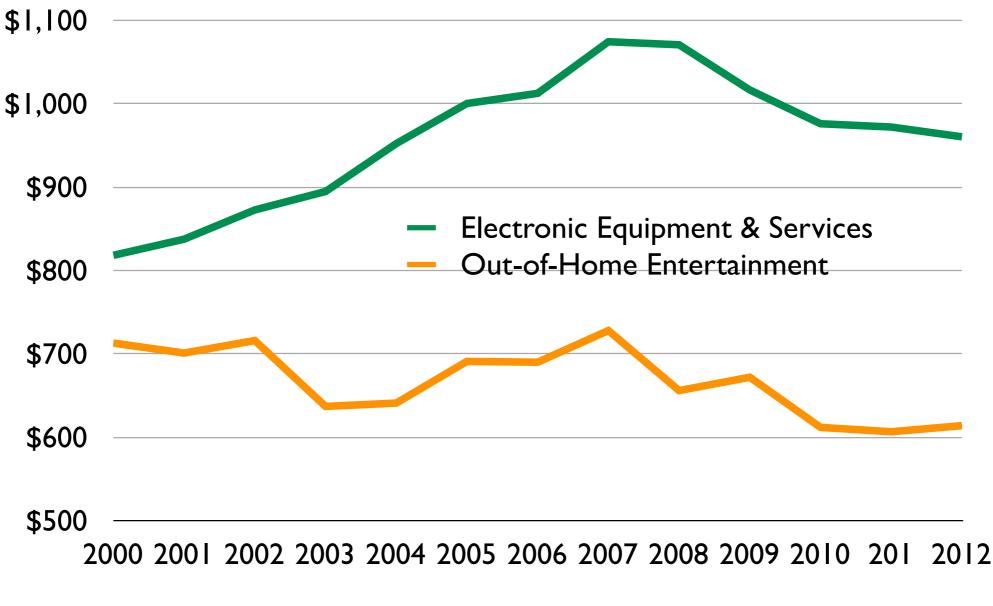


Trends in Out-of-Home Entertainment Spending





Average Annual Household Expenditures in 2012 Dollars

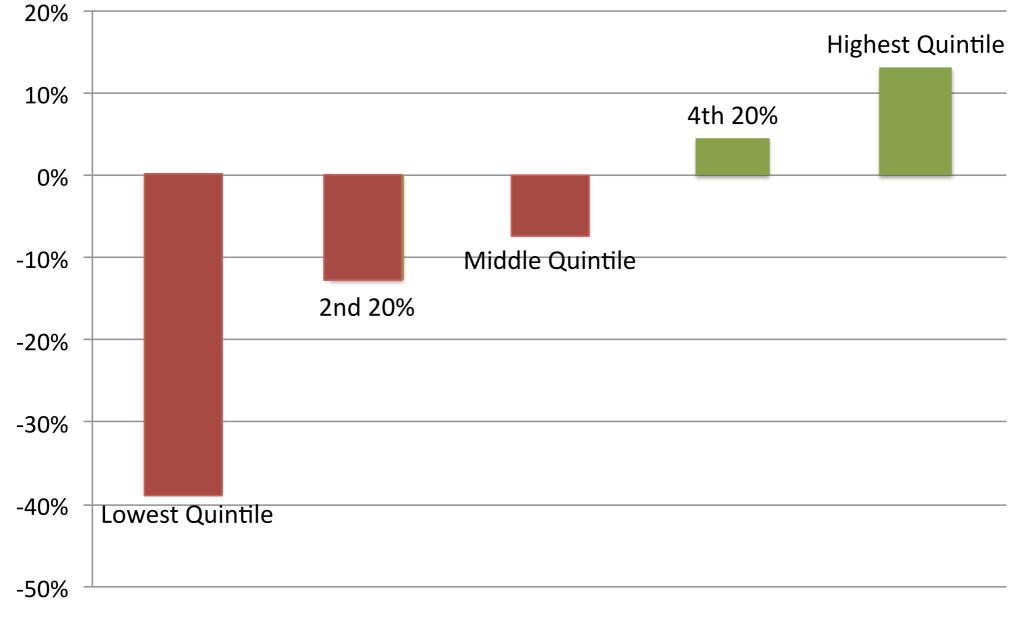


Source: US Department of Labor, Consumer Expenditure Survey



2000-2012 Change to Average Annual Household Community-Based Entertainment Spending by Income Quintiles

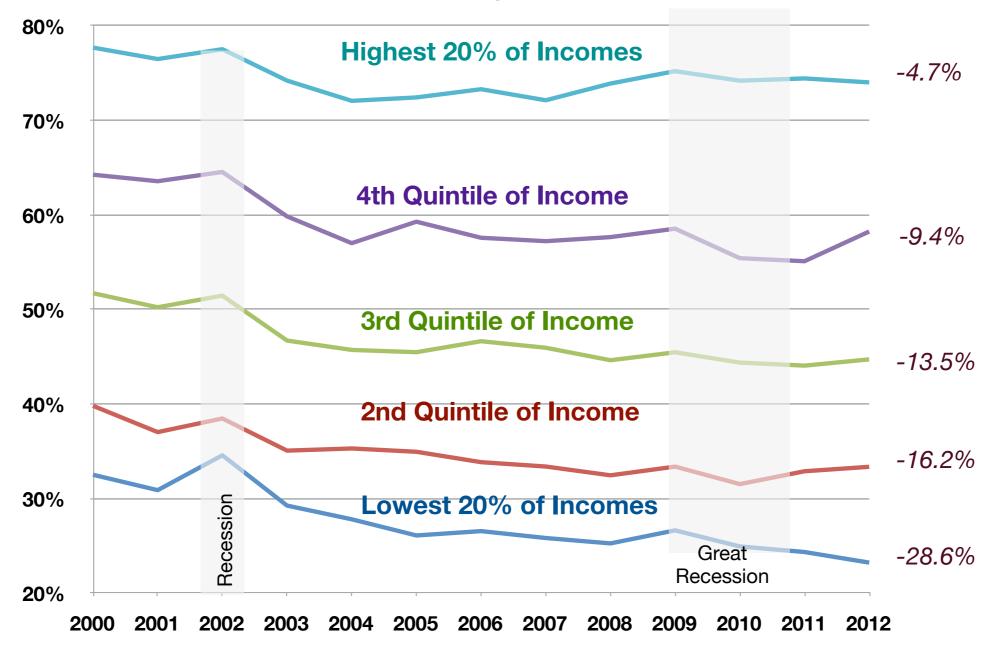
(inflation-adjusted \$)

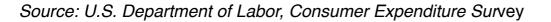






Percentage of Households Who Spent on Entertainment Fees & Admissions by Quintiles of Income

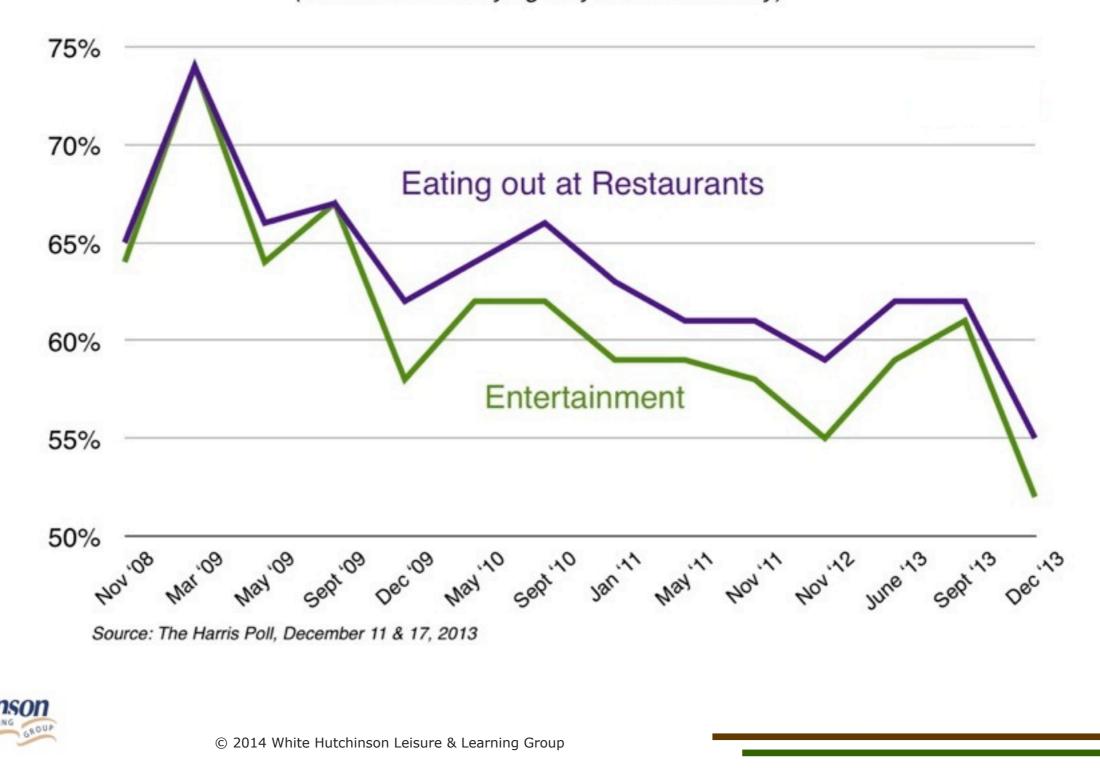




/hite



How Likely Will You Be to Decrease Spending on the Following Over the Next Six Months (Percent adults saying very/somewhat likely)

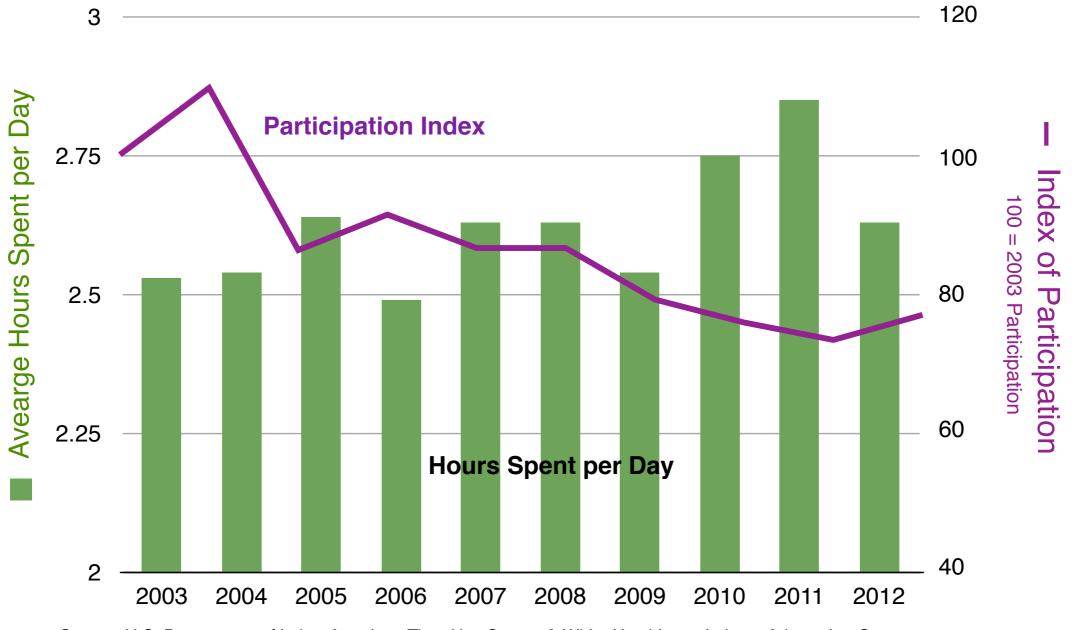


White

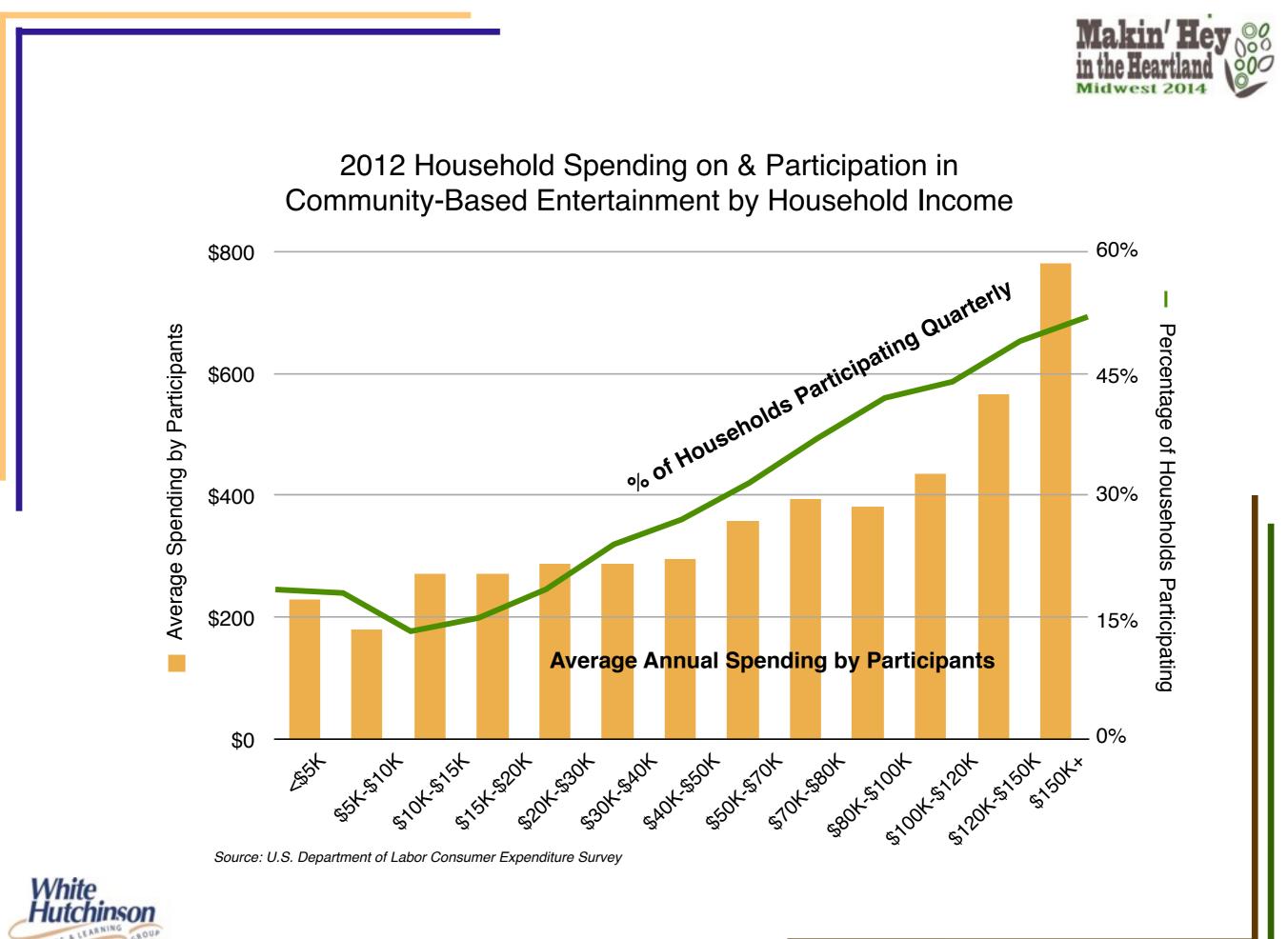
LEISURE



Average Time Spent by Participants and Index of Participation in Out-of-Home Entertainment (excludes sports)



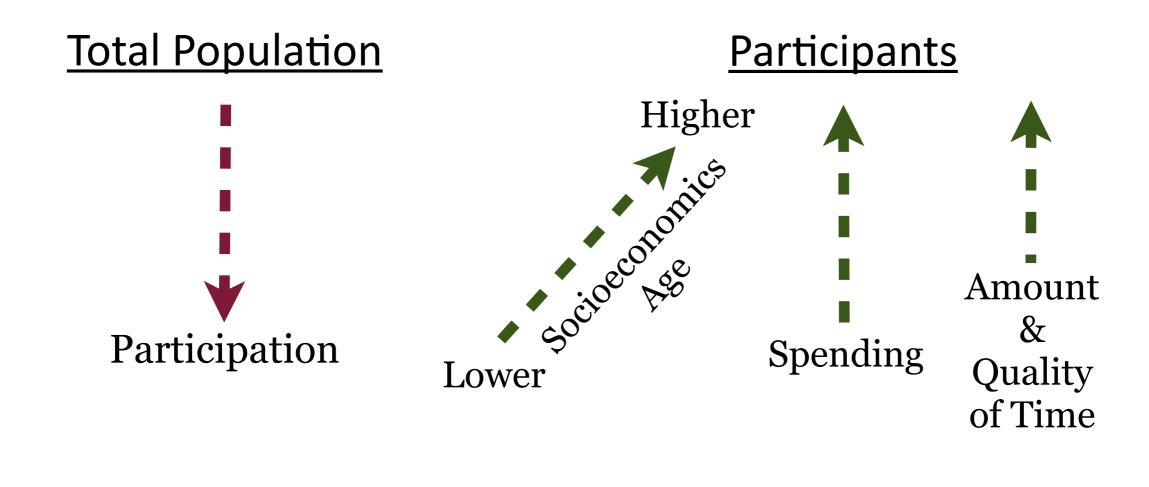
Source: U.S. Department of Labor American Time Use Survey & White Hutchinson Leisure & Learning Group



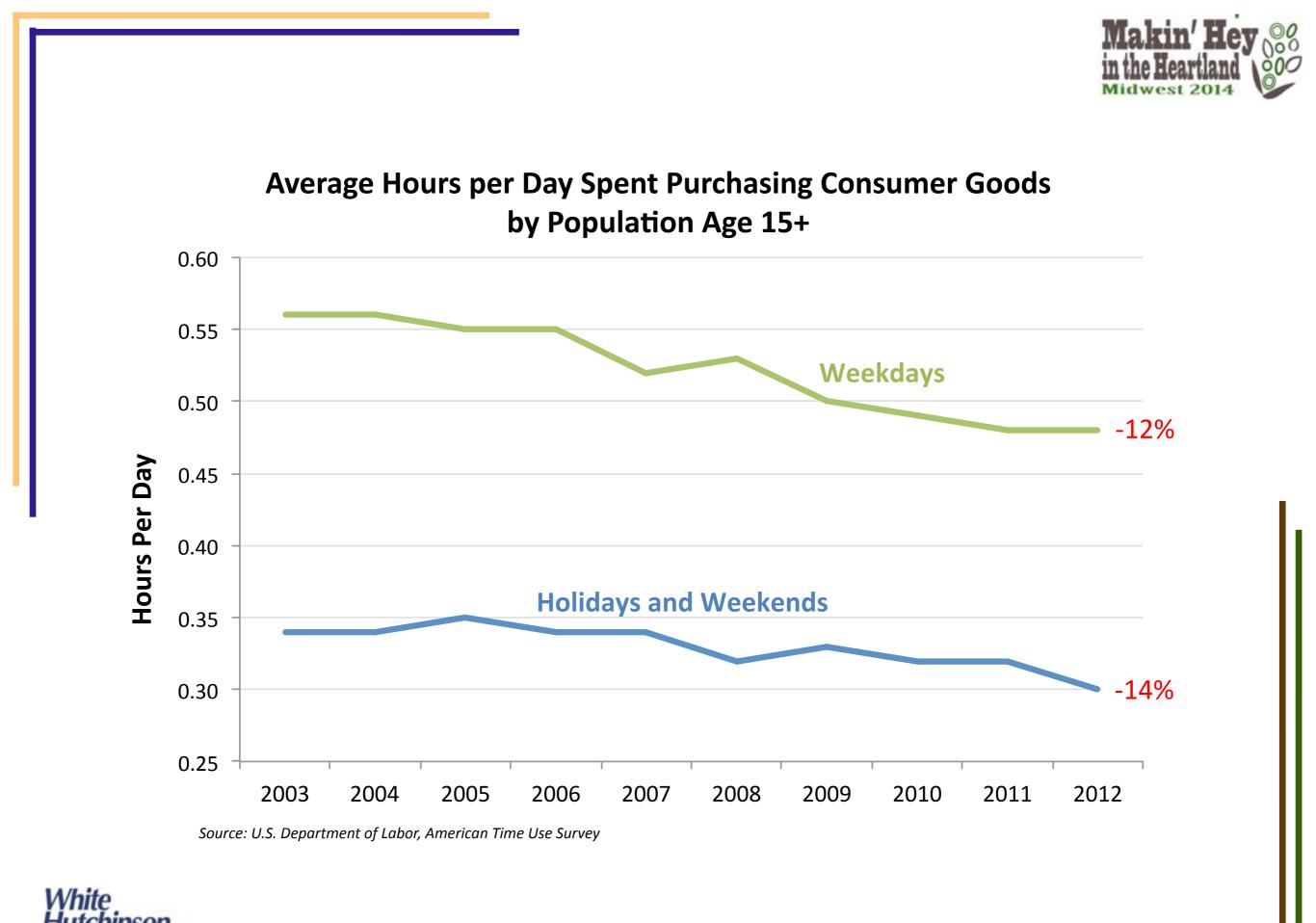




Increasing Social Stratification of Location-Based Leisure







LEISURE



Big Issue Today

Creating a compelling HIGH FIDELITY unachievable at-home or mobile experience to compete with







Today It's all about Creating HIGH FIDELITY EXPERIENCES





The Fidelity Trade-off High Convenience Fidelity Belly HIGH FIDELITY



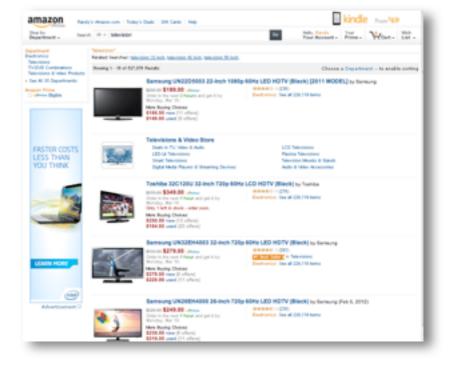


Trade Off - The Fidelity Swap

NORDSTROM







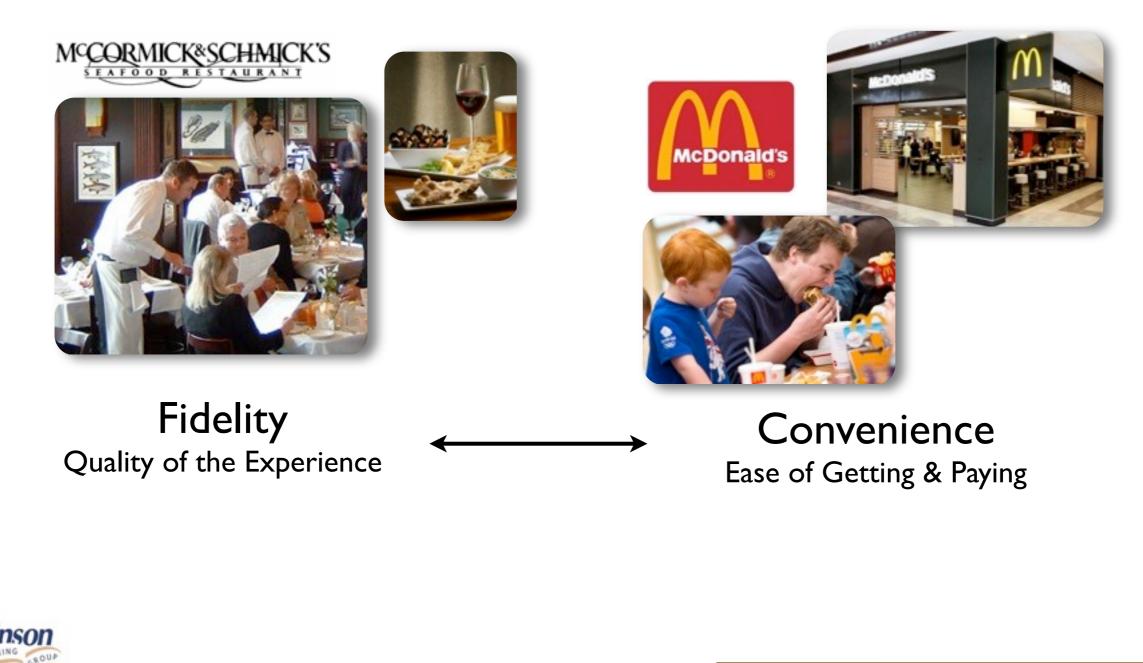
Fidelity Quality of the Experience

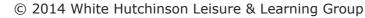
Convenience Ease of Getting & Paying





Trade Off - The Fidelity Swap

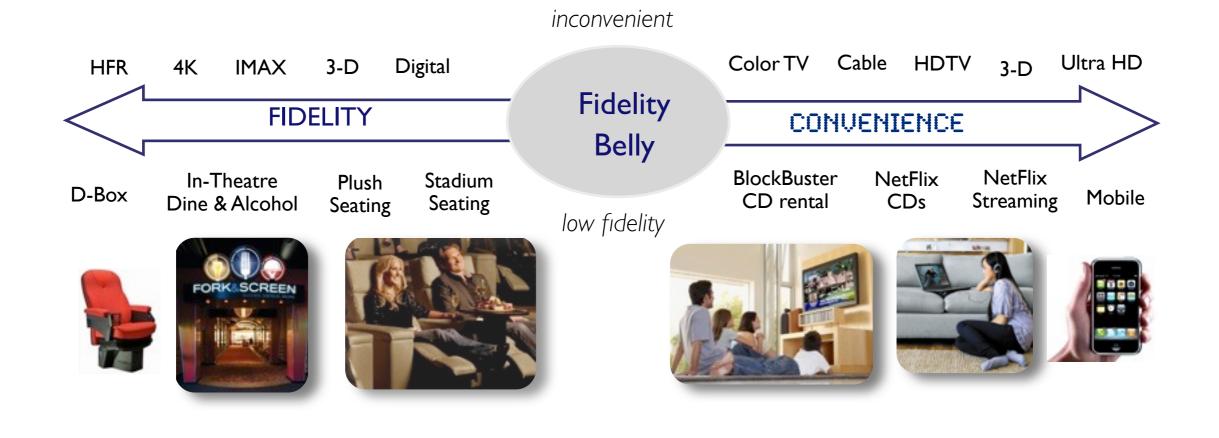




White

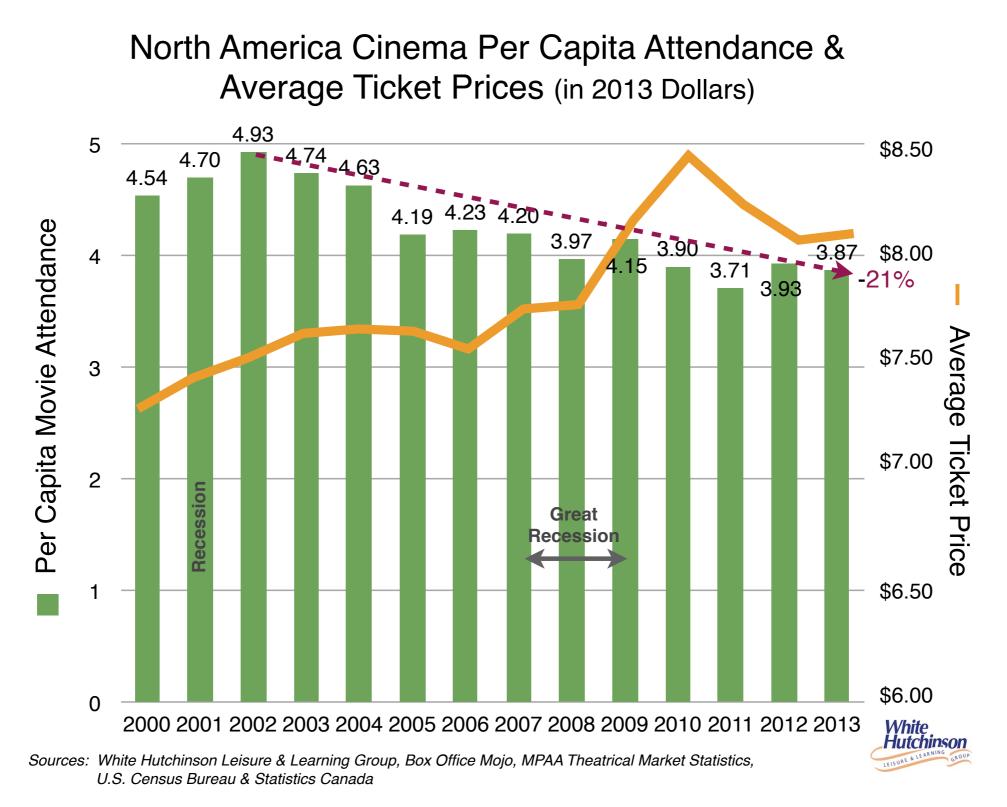


Increasing Convenience Drives Increasing Fidelity













AMC Theaters raises the Fidelity of the moviegoing Experience





Decrease # of seats by 64% = Attendance up 84%



+ \$6.15 per capita F&B





HIGH FIDELITY



Wizarding World of Harry Potter

Fidelity Belly





Convenience



In-Home & Mobile Digital Entertainment





Framework for Understanding What is Happening: It's a Bifurcated Market

Premium/High Fidelity

Convenient



Premium Price

Low or No Price





For today's higher socioeconomic customer, value means much more than price.

Disposable leisure time typically has greater value than disposable income.

Rising expectations. Bar to entry much higher today than in the past.





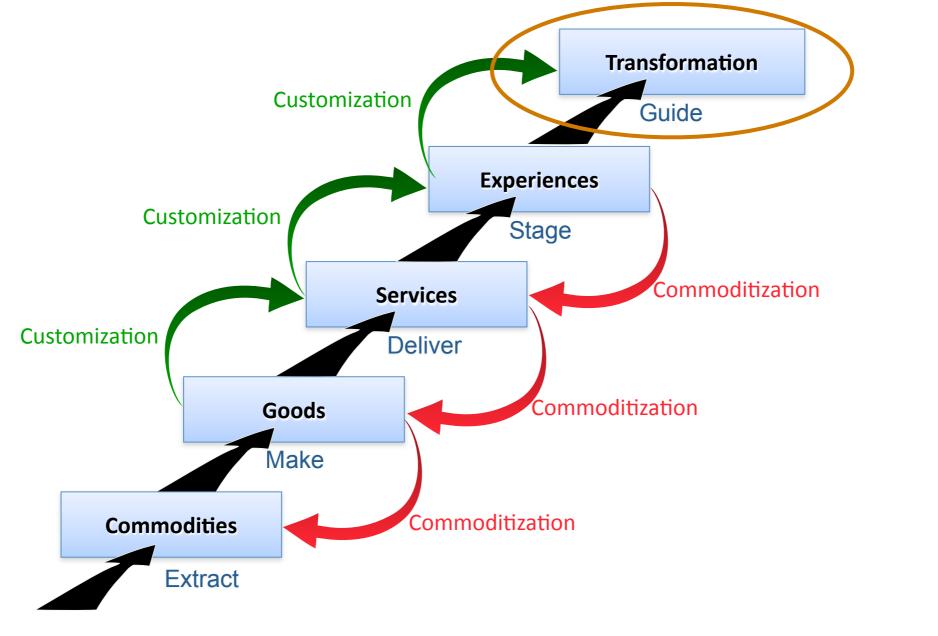
Today, we have a new attitude about leisure

- Opportunity to improve ourselves and our children
- Opportunity to do worthwhile things





The Progression of Economic Value



© 1999 Strategic Horizons LLP

Source: B. Joseph Pine II and James H. Gilmore, The Experience Economy: Work Is Theatre & Every Business a Stage, (Boston: Harvard Business School Press, 1999), p. 22.





Transformational Experiences

Permanently change people in some way, offering them more than just the memory of an experience that may fade in time





Progression of Economic Value for Experiences

Passive Entertainment





Interactive Entertainment



Transformational Experiences









We seek out multi-task leisure experiences

Having **fun** and **learning** at the same time has twice the value as spending our valuable time on only one alone





Some other examples of High Fidelity Experiences





Experiential Retail (retail-tainment)

Mega Recreation Stores

















Experiential Retail (retail-tainment)

Adrenalina





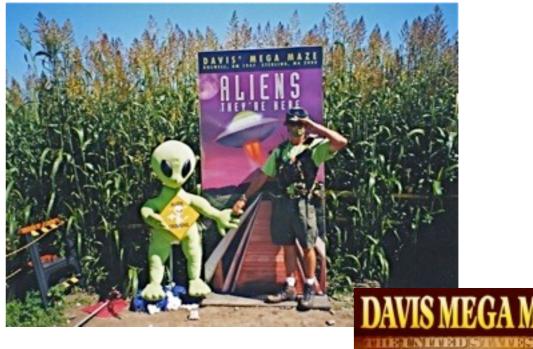
White Hutchinson

Build-A-Bear Workshop

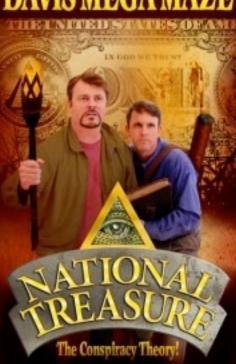




High Fidelity Maze



















Display Cooking





Sampling with humor



Sampling with story



Hands-on Demonstration





Cooking Class





Tour with Story









Farm to Table Dinners









The EXPERIENCE needs to be 24/7







Customer's first EXPERIENCE is usually digital

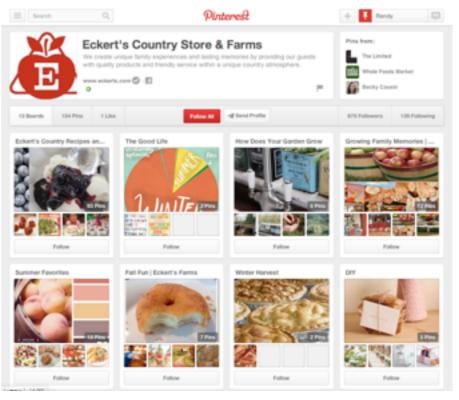
Your business are only as desirables as your website and social media portray it.











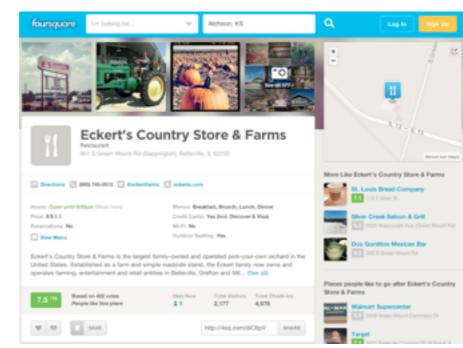


White

Hutchinson

GROUP

LEISURE & LEARNING







Important

- Keep it 'farm' authentic
- Tell your story
- Not too slick
- Maximize the appeal of the setting -outdoors & nature, a 'farm' experience
- Emphasis fresh, local food & local economy





It's all about the Experience!!!

Make sure it is







The End







Thank You

randy@whitehutchinson.com 816.931-1040, ext 100

Our agritainment web page

www.whitehutchinson.com/leisure/agritainment.shtml



www.whitehutchinson.com/subscribe/lenews/

www.whitehutchinson.com/blog/

https://twitter.com/whitehutchinson

