# visit STECMULA time after time

# The Digital Visitor Economy

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#### Agenda

- 1. Visit Greenwich overview
- 2. Smart destination aspiration
- 3. Adding value
- 4. Current good practice
- 5. The future





#### Visit Greenwich

Set up in May 2013



- Board
- Partners
- Vision



#### Visit Greenwich Board























#### **Partners**































artFix



#### **Commercial partners**





**EVENTS** 





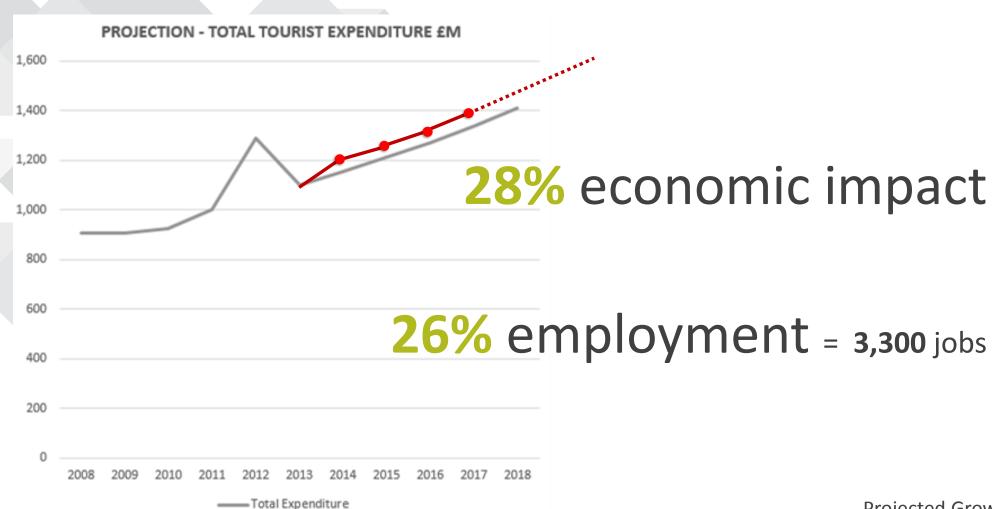








#### Vision to 2019





#### Progress





VISITLONDON.COM

OFFICIAL VISITOR GUIDE



# £40m

additionality





#### Vision 2019-23

"The best destination for Heritage, Culture and Entertainment by 2023."



#### **Ambition 2019-23**





#### Aspiration

To be a "Smart Destination" –

to enhance the customer

experience at every

touchpoint through the usage

of Digital Technologies.





#### Strategic Digital Partners











# **Building Smart Cities Network** LONDON WARSAW BORDEAUX MILAN BURGAS ( LISBON

#### Addressing Market Failure

The visitor economy has 4 key market failures:

- Information
- Co-ordination
- Intelligence
- Leadership

Can digital solutions enhance the first 3?



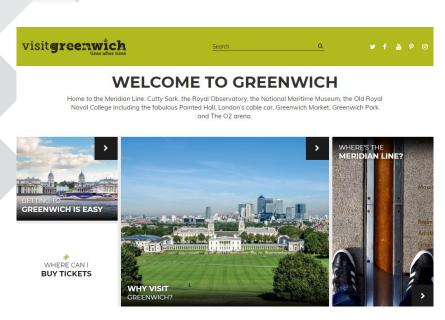
# Added Value? The role of the DMO





#### The role of the DMO

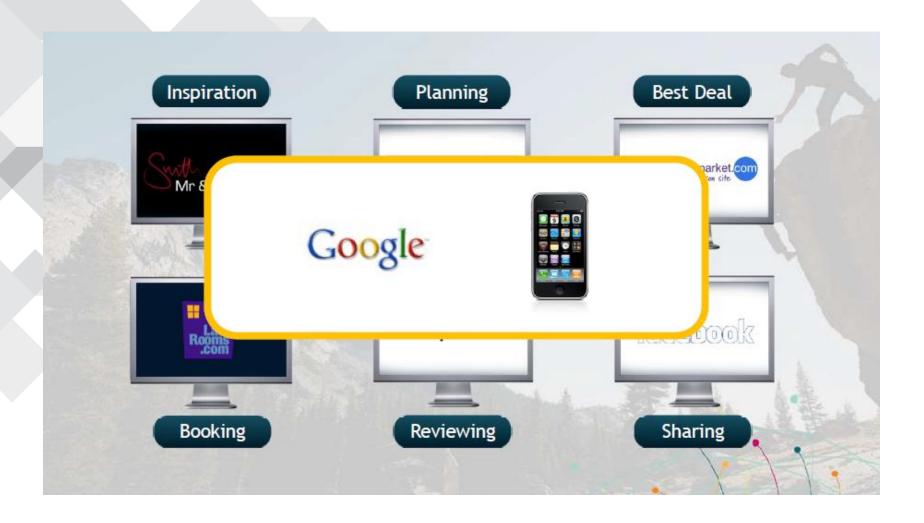








#### The customer journey



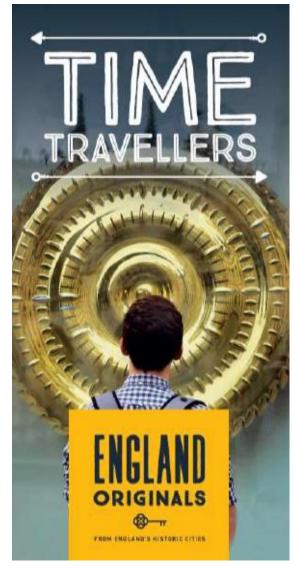


# Good practice examples?



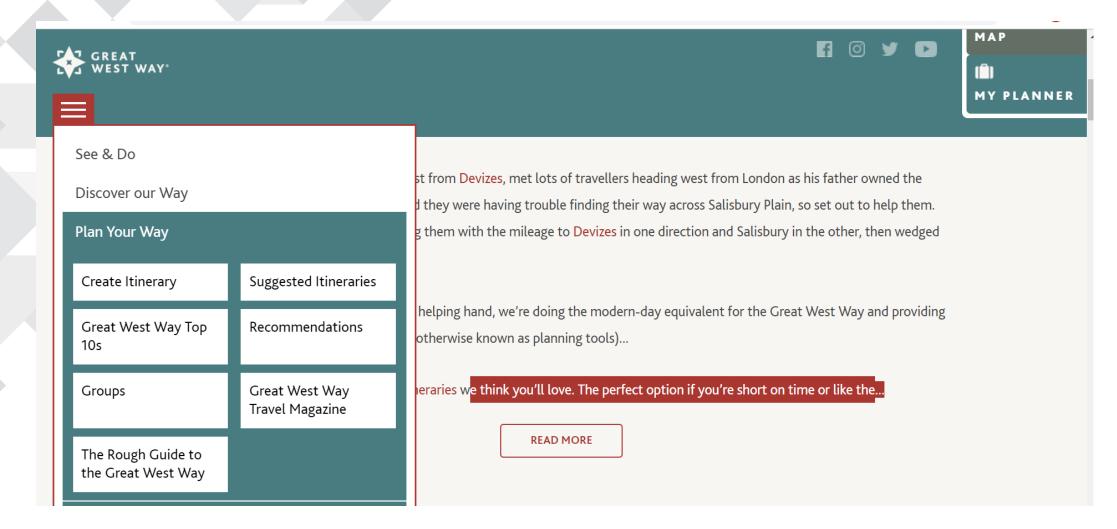
# **England Originals**





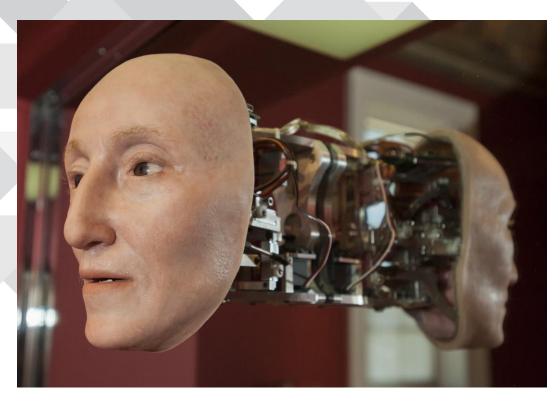


#### **Great West Way**





# Royal Museums Greenwich



Mask of Youth



Cutty Sark Pepper's Ghost effect



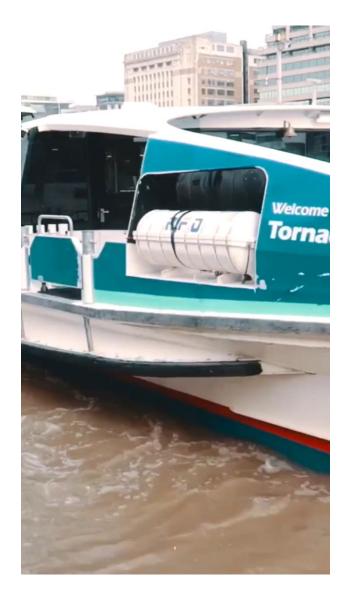
#### The Future

- The changing nature of destination marketing
- Improve planning and booking tools
- Improved digital infrastructure at gateways
- Real-time packaging and distribution
- Final mile transport
- Augmented/virtual/mixed reality overlays



#### The changing nature of destination marketing







#### Improved planning and booking tools



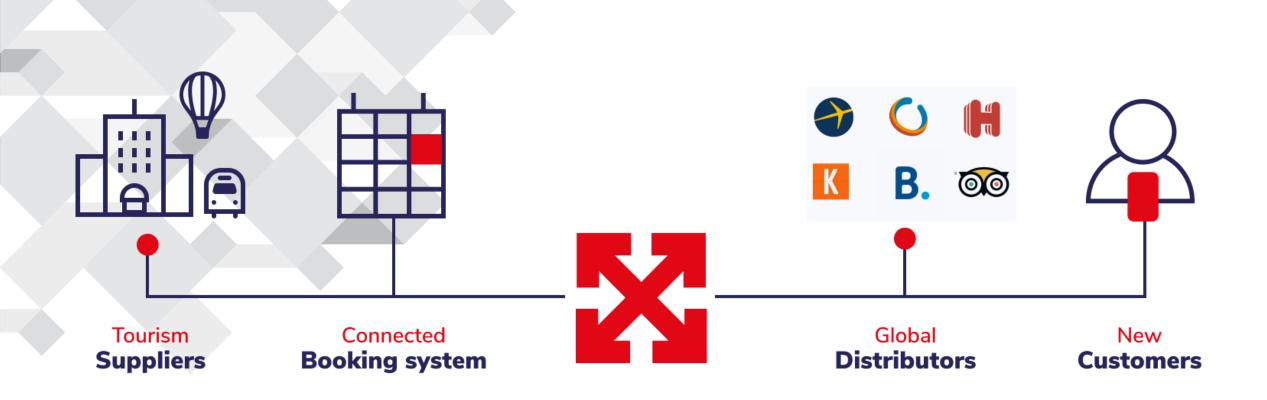


### Improved digital infrastructure at gateways





#### Real-time packaging and distribution





#### Final mile solutions







#### Augmented/virtual/mixed reality overlays

#### **ANIMATION LECTURER**



Experience in feature animation, games and education. Creative content provider, storyteller and brand strategist Visual solutions for heritage, public spaces and installations.

#### National Maritime Museum Panorama



To celebrate the 400th anniversary of the building of the Queen's House, Our Stories created a two-minute panoramic movie installation. Based on the 1637 panorama etched by Wenceslas Hollar, 'On the banks of the Thames at Greenwich',



#### Augmented/virtual/mixed reality overlays



Early visualisations and concepts. Possibilities. Options. Communicating ideas to collaborators and at presentations.

#### Augmented/virtual/mixed reality overlays

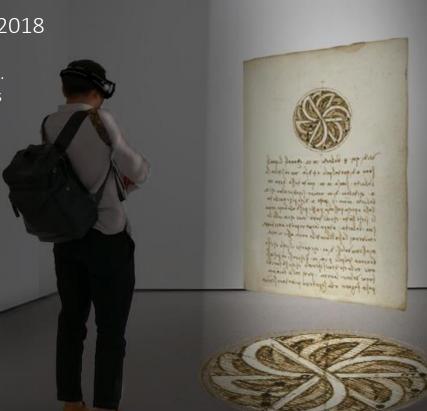
#### Drawn & Captured Realities

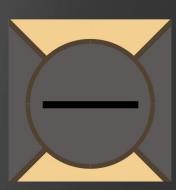
Visualisation completed May 2018

Choreographing the visitor experience. Initially imagined as a wall installations Then finally realised as located in a Central position to allow the visitor To fully appreciate both designs.

Fully utilising gallery space.

Challenging the user to explore the space and fully utilise the AR Experience.





#### In conclusion

 Digital can enhance the value of the visitor economy at every touch point.

#### **BUT**

- We are a people industry!
- You still need the basics—a great product, great content and great partnerships.
- Just because you can does not mean there will be demand!



# Thank you for listening!

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