



### **GENERATIONS, LEISURE AND TOURISM**

The tourism and leisure markets need to constantly adapt to customers' consumer patterns. They must simultaneously satisfy **several generations of consumers**, each of which have their own expectations and a different view of leisure and tourism.

### BEHAVIOUR, NOT AGE

A generation is defined by **behavioural similarities** among the individuals comprising it. Ways of being and of doing resulting from multiple factors such as access to technology, changing values and shared life experiences have a significant impact on members of the same generation.

### CHILDREN, TEENAGERS, YOUNG ADULTS AND FAMILIES

After the baby boomers – the most analysed generation in terms of tourism patterns – and generation X (aged 43-59) – currently the majority of customers. What are the behaviour patterns of new and future customers? What are their expectations?

The purpose of this presentation is to give you some answers



### WHO ARE GENERATION Y?



### AGE?

Born between 1980 and 1999: the oldest are aged 42, the youngest 23. Also known as millennials.
Often the parents of generations Z and Alpha

### **HOW MANY?**









32% of the global population



### **KEY EVENTS**

- world opening up and European construction (Erasmus, euro, etc.)
- Aids virus arrives in France (1982)
- Working week reduced to 35 hours (2000)
- Attacks of 11 September 2001
- Democratisation of the internet, video games, social media, etc.
- Subprime economic crisis
- Soaring unemployment
- Beginning of environmental activism

# UNDERSTANDING YOUR CUSTOMER

Understanding the behaviour and expectations of individuals in a generation and the values that set them apart from others means that you can also devise offerings specifically for them and accommodate them physically or virtually.





GENERATION Z 13-22 age cohort

GENERATION Y 23-42 age cohort





GENERATION ALPHA 0-12 age cohort

### FEATURES TO TAKE INTO CONSIDERATION

Less materialistic: more than 8 out of 10 millermials prefer to spend money on experiences than on acquiring stuff

Digital natives, grew up with the internet, video games, social media, etc. Always logged on, use their smartphone at least 2 hours a day. 49% spend up to 6 hours a day in front of a screen.

Sensitive to environmental and social issues favour eco-friendly brands in line with their values.

Different perspective on work to previous generations: 55% see work as a source of personal fulfilment rather than an imposition. Look for work that has meaning and where they can work independently.

Crave experiences and discoveries:

86% "don"t want to miss out on life" and travel 5 times a year, much more than older generations.



Sources: Agence Signe des Temps - Côtes d'Armor Destination

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**EXPECTATIONS** 

### EXPECTATIONS OF GENERATION Y IN TERMS OF LEISURE AND CULTURE



Immersive and entertaining experience where visitors can dive deep into a story and play an active part in interactive, authentic activities.

Educational dimension: teach children something, develop sensory and cognitive ability, fitness and/or knowledge, instil values, etc.

Interaction is one of the main draws for parents visiting a site: they are looking to reconnect, to create memories together and share emotions. To attract this cohort, offer activities that can be shared by all ages.

Keen on new technologies and on sharing family outings (81% share photos of their children on social media). And yet millennials are keen on slow tourism, on switching off. Focus on authenticity, on living in the moment.

**Venue accessibility, prices and child safety** are key factors when choosing family holidays and activities. According to Booking, offering junior and family rates can increase bookings by 15%.

### **FAMILY FOCUSED**

**SOCIAL MEDIA** 

PREFERRED PLATFORMS:

LOCAL, DELICIOUS FOOD

social media

- Family packages should be different to school packages: families visit cultural or leisure venues to learn and discover but most of all to do stuff together. Offer collaborative activities or games that involve both parents and children.
- ⇒ Exploit generational differences to your advantage: offer tours, attractions, games or exhibitions with a range of references, where siblings can interact with each other, with their parents, their grandparents, etc.
- ☐ Immersion and interaction don't necessarily need new technology: play tools, fun signage, tours that generate questions, puzzles to solve, challenges to meet, comparing works of art with everyday life.





### THEIR CENTRES OF INTEREST



### **TRAVEL**

- 5 Trips a year on average
  - 78% Check online travel review sites
    (TripAdvisor, Google) before booking a holiday or activity
- 92% Would trust what an influencer says more than a destination or brand



### **SPORT**

of the 15-34 cohort who enjoy playing sport have at least one sport-related account on social media

Watch live sport at least once a week (24% for generation Z)

of the 18-34 cohort buy local products or products with a short supply chain

89% of millennials are online every day on

YouTube

**Facebook** 

Instagram

56% See eating mainly as a pleasurable activity (43% for French people as a whole)

### **VIDEO GAMES**



88%

Men aged 25-34 play video games (86% of women)

### **SERIES**



71% Watch a series at least once a week

**51**%

Say they watch one **every day or** almost

Sources: Diplomeo & le Blog du Modérateur, Instagram Trend Report 2022, Think With Google, DeloitteBlog du Modérateur, Instagram Trend Report 2022, Think With Google, Deloitte LSA

### VHERE DO THEY GETTHEIR INFORMATION? WHAT ARE THEIR INFLUENCES?









Although relied on less and less, television is still a source of information for this generation, whose choice of media is not exclusive: 49% still watch the news on television







## GENERATION Z IN CÔTES D'ARMOR - SOME STATISTICS

### SHARE OF POPULATION IN CÔTES D'ARMOR

Adults aged 23-42 make up 18% of the population in Côtes d'Armor<sup>1</sup>

- about 97,000 people



### GENERATION Y IN CÔTES D'ARMOR

Generally living with a partner (72%) and in most cases with Alpha and Z generation children (on average 2 children per family).

Most live in urban areas (Saint-Brieuc, Dinan, Lamballe, Lannion, etc.) in the north.

### AND IN TERMS OF REGIONAL TOURISM?

Generation Y makes up about 25% of tourists staying in Côtes d'Armor<sup>2</sup>

- about 900,000 young tourists a year

Families with children	Indicators
Group size	4.1 people
Length of stay	7 nights
Spending per day per person	€40

<sup>1</sup>Source: INSEE population census - 2019

<sup>2</sup>Source: REFLET survey 2016 - Brittany Tourist Board

### **GENERATION Y FOR TOURISTS**

Most are from the greater Paris region (23%), followed by Brittany (12%), and stay for about 7 days. First came here in summer with their parents or friends, renting or camping.

Generation Y families with children: 1.9 million tourists a year

16% of generation Y families go cycling, visit museums and/or exhibitions during their holiday. More than 10% do water sports or visit leisure parks.

Holiday budget

May

### IN 2023, A NEW COLLECTION OF DOCUMENTS

### PROVISIONAL SCHEDULE 2023: PRESENTATION ON TOURISM AND LEISURE CUSTOMERS

March/April Presentation on Generation Alpha, Z and Y based on analysis by Agence Signe des Temps

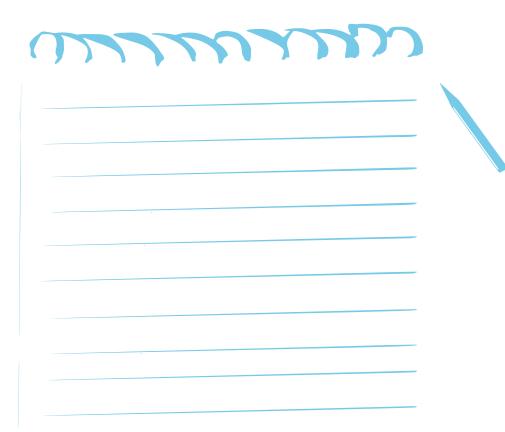
> Experience analysis in Côtes d'Armor based on online customer posts by season and type of service - TRAVELSAT

Tourism customers and day trippers by profile in Côtes d'Armor lune/December Results of the new REFLET 2022 study - Brittany Tourist Board ф



Generation Y (aged 23-42) - Customers and their expectation

OVER TO YOU! WHAT CAN YOU DO TO ATTRACT AND RETAIN THESE CUSTOMERS?



### SEE CÔTES D'ARMOR DESTINATION FOR CASE STUDIES

- Key tourism trends and figures
- → Accommodation and leisure activities
- → Tourist and day tripper flows Orange Flux Vision data analytics
- Regional monitoring centres



**Côtes d'Armor Destination:** www.cad22.com

> studies on tourism www.armorstat.com

