



Key Performance Indicators

Key Performance Indicators for Danish tourism

- Bed nights
- Revenue
- Export
- Market share
- Nation Brand Index/World tourism competitiveness index
- Preference fro Denmark as holiday destination

Key Performance Indicators for VisitDenmark

- Campaign effects
- Tourism effects
- Press/editorial coverage
- Investments and partners
- Effective organization
- Return on investment
- Partner satisfaction
- Partner investment percentage
- International communication platform
- Employee satisfaction
- Social media buzz
- Corporate media coverage in Denmark

Marketing excellence model

Two purposes:

- 1. Impact measurement
- 2. Continuous learning





Everybody wants something different!

Stakeholders

The Ministry of Business and Growth

Board of Directors/Management

VisitDenmark project managers

Private partners

Regional partners

Need for results

Jobs, Tourism Revenue, Added value

Bed Nights, Tourism Revenue, ROI

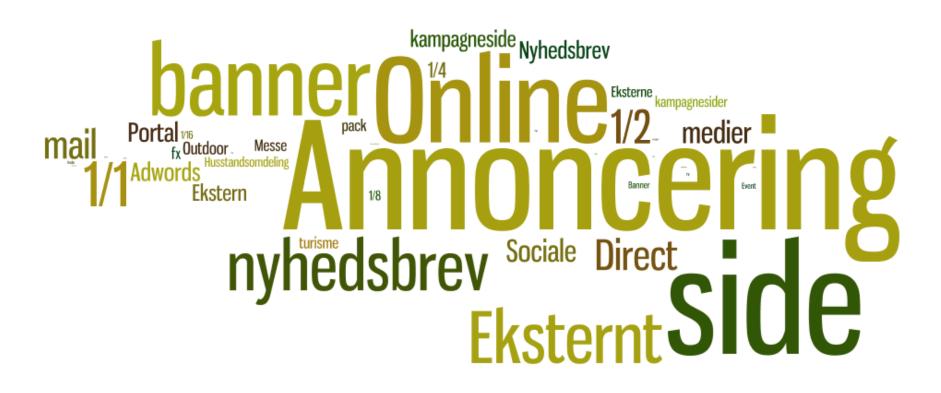
Campaign results, Campaign efficiency

Campaign results, Sales, Bed Nights

Local tourism revenue, local jobs



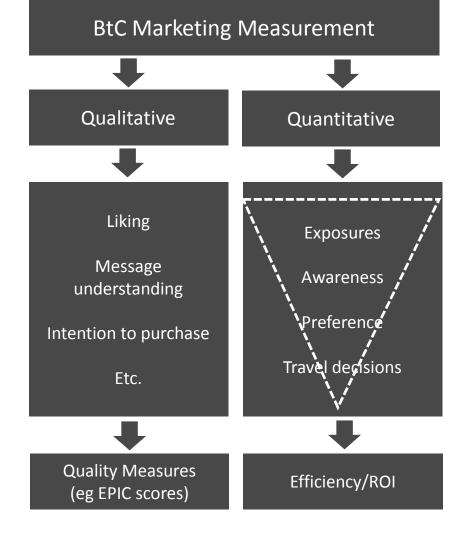
+ 550 BtC activities, + 200 BtC projects

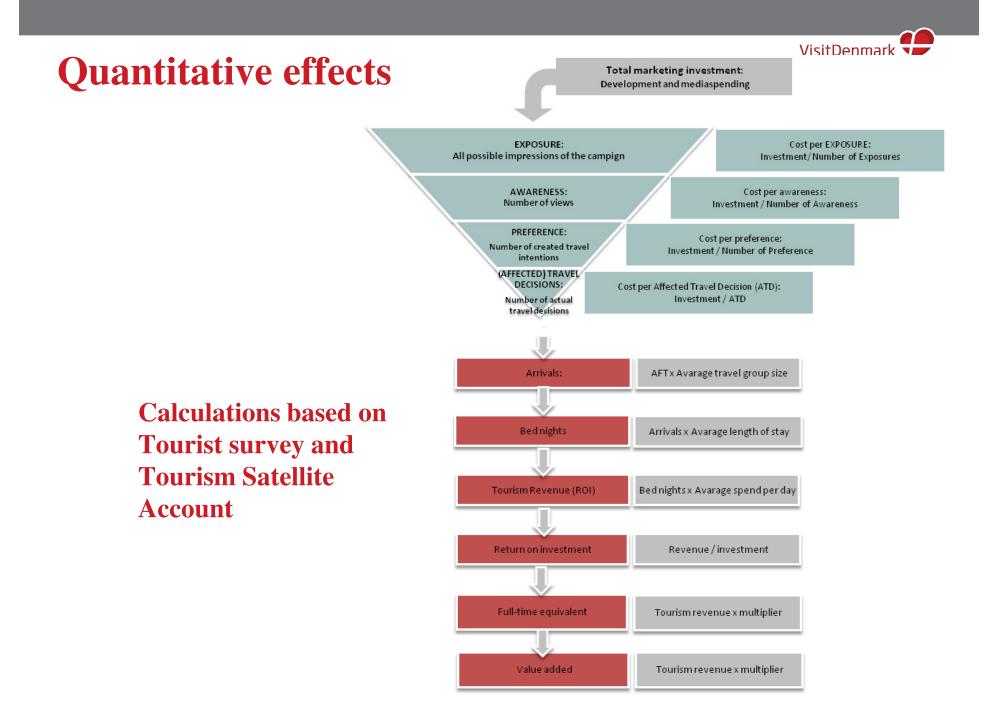


+ 20 markets, 3 main target groups

VisitDenmark

Measuring marketing activities in a quantitative and qualitative perspective





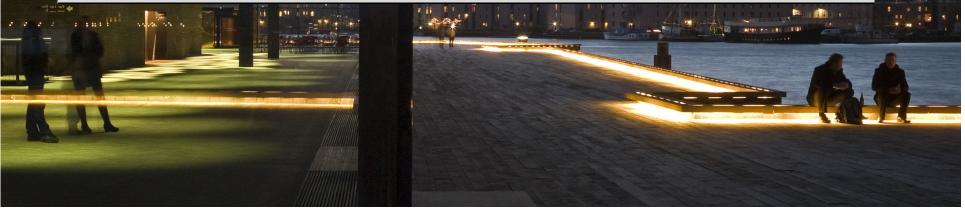


Conversion table – very much ceteris paribus

Sweden					
Media used	Gross exposure	Net eksposure/Net Coverage	Awareness	Preference	Affected travel decisions
Adwords (Google)	100%		0,27%	15%	13%
Print advertisement 1/1 page	100%	44%	46%	17%	11%
Print advertisement 1/16 page	100%	44%	9%	3%	2%
Print advertisement 1/2 page	100%	44%	30%	11%	7%
Print advertisement 1/4 page	100%	44%	20%	7%	5%
Print advertisement 1/8 page	100%	44%	13%	5%	3%
Direct mail	100%		64%	26%	17%
Campaign site	100%	50%	85%	15%	13%
Newsletter	100%		32%	15%	13%
Event	100%		75%	31%	22%
Google Network	100%		0,27%	15%	13%
Household distributed	100%	-	32%	17%	11%
Exhibition	100%	-	25%	28%	19%
Non turism (fx on pack)	100%	-	10%	5%	2%
Online banner	100%	-	0,20%	15%	13%
Outdoor	100%	15%	15%	5%	5%
Radio	100%	20%	25%	5%	3%
Social media (views ,freinds, etc.)	-		100%	15%	13%
TV	100%	25%	50%	17%	11%
Other (Average)	100%	30%	10%	5%	2%
Definition of measuring point (for media- specific definition of exposure and knowledge see the overview <i>Definition of exposure and</i> <i>knowledge</i> in media)	All exposures	All exposures divided by the frequency. This means people who may have seen the advertising.	All people who have seen/heard/participat ed in the advertising.	All people who have gained preference for Denmark because of the advertising.	All affected decisions about travelling to Denmark on vacation

56% truth

Measured vs. Estimated	Exposure	Awareness	Preference	Travel decision
Measured activities	550	306	54	3
Estimated activities	0	244	496	547
BtC activities in 2011	550	550	550	550
Share measured	100%	56%	10%	1%
Share estimated	0%	44%	90%	99%





Qualitative campaign measurement – Nielsen EPIC model

- National/geographical representative online interviews.
- Between 1.000 and 2.000 interviews.
- Interviews conducted online through Nielsen's online panels.
- Comparison to Nielsen's International benchmark
- Comparison VisitDenmark's internal benchmark
- The campaign is scored in relation to 4 basic elements of advertisments







Defining success via benchmarks

- Quantitative benchamarks are based on 72 campaigns.
- Qualitative benchmarks are based on 8 surveys conducted in 2011 and 2012
- The benchmarks are adjusted quarterly

Connementalist Investoring and Kompogner i 2012			
Gennemsnitligt Investering pr. kampagner i 2012			
Gennemsnitlig investering		1.340.960 kr.	
Kvantitative benchmarks - gennemsnit af 72	Effekter	Effektivitet	
kampagner		Literative	
Visninger	33.000.000	0,05 kr.	
Kendskab	475.000	2,82 kr.	
Præference	61.000	22 kr.	
Påvirkede rejsebeslutninger	5.300	254 kr.	
Kvalitative becnhmarks - gennemsnit af 8 kampagner		EPIC	
Empathy		2,98	
Persuasion		3,14	
Impact		2,52	
Communication		3,21	
EPIC total snit		2,96	

• Qualitative and quantitative results are classified red, yellow or green according to the VisitDenmark benchmark!

Farvekoder - kvalitative og kvantitative kampagneresultater

RØD - Væsentligt dårligere VDK 2011 gennemsnit



GUL - På/omkring VDK 2011 gennemsnit

GRØN - Væsentligt bedre end VDK 2011 gennemsnit

VisitDenmark

Example: Satisfaction Web film Norway (Partner: Colorline)













Quantitative results

Investment (VisitDenmark and partner):

• 957.000 DKK.

Exposures:

- The campaign created more than 12 mill. exposures.
- Cost per exposure: 0,08 DKK. Right on VDK benchmark.

Awareness:

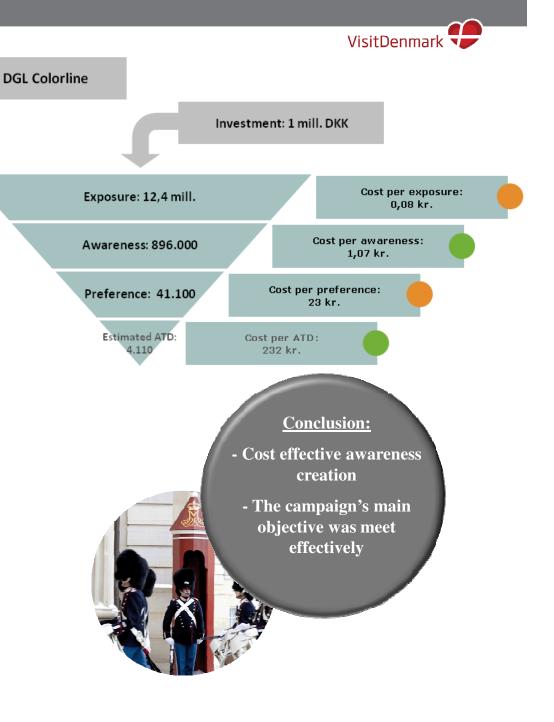
- The campaign was seen almost 900.000 times.
- Cost per awareness: 1,07 DKK., much better than VDK benchmark.

Preference:

- 41.100 a preference for holiday in Denmark was created.
- Cost per preference 23 DKK. Right on VDK benchmark.

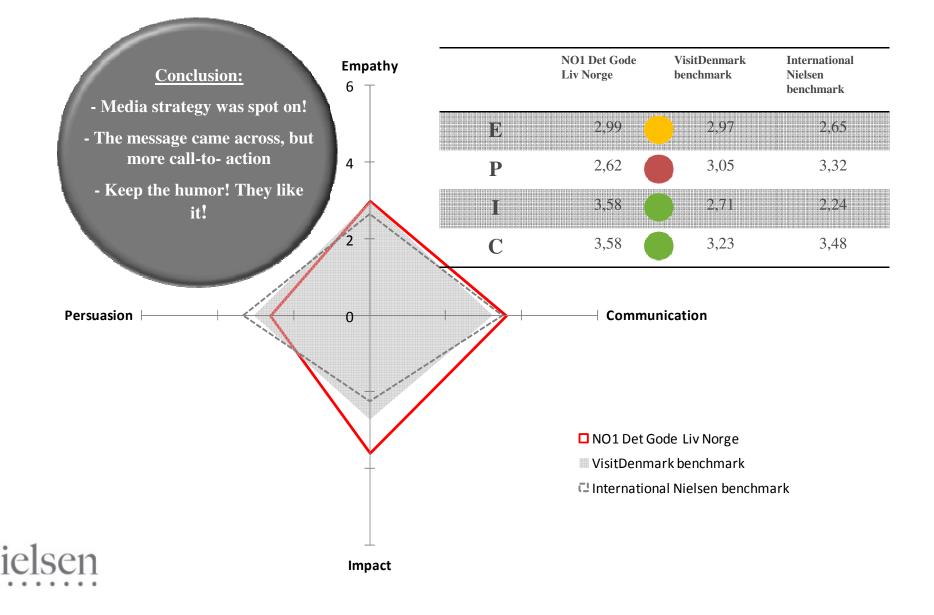
Affected Travel Decisions:

- Estimated will 4.110 decide to travel to Denmark on holiday with family, friends or alone.
- Cost per ATD 232 DKK., 22 DKK. better than VDK benchmark.



Qualitative results - EPIC total

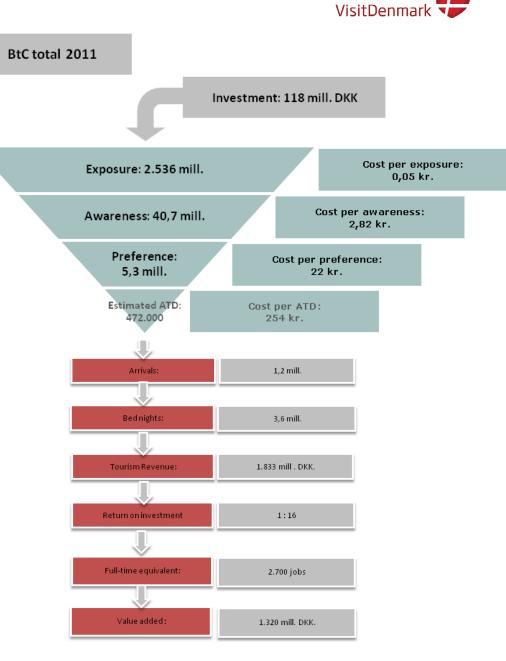




Total quantitative effects 2011

• 550 unique BtC marketing activities







Major challenges



- Estimates are ... ceteris paribus.... estimates
- EPIC surveys are costly
- Add on effect can seem arbitrary
- Defined measures define success!
- As much a process as an analysis







- Define the system
 - Accept the weaknesses
 - Be honest
- Build the results bottom up
- Be pragmatic

A word of caution! "If all you have is a hammer every thing looks like a nail! "

> - Law of instruments Maslow



Thank you

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