

## STAKEHOLDER ANALYSIS





"Devise strategies to reach **net-zero operations**, preserve the *true Oktoberfest experience*, and enhance its *presence* in a **global community**"

## **AGENDA**

- 1. Overview
- 2. Background Analysis
- 3. Decision Analysis
- 4. Plan of Action
- 5. Financials

#### What is Oktoberfest?

- The Experience
- Bavarian Traditions
- Celebration of History

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### Why Oktoberfest?

- Preservation of tradition
- Cultural immersion
- Local tastes
- Inclusive community
- "Bucket List" item

#### What is Oktoberfest?

- The Experience
- Bavarian Traditions
- Celebration of History

## IT'S THE **PEOPLE** THAT MATTER

### Why Oktoberfest?

- Preservation of tradition
- Cultural immersion
- Local tastes
- Inclusive community
- "Bucket List" item





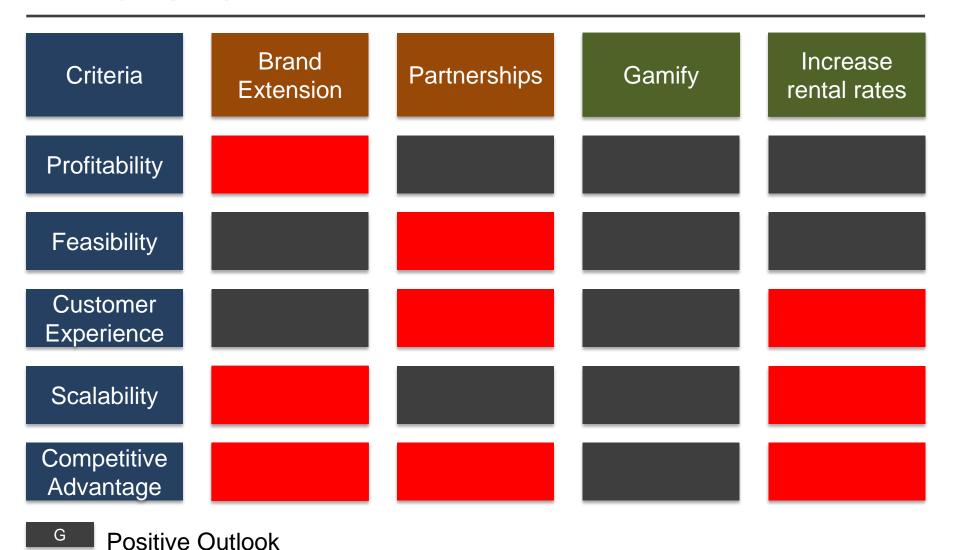
- BRAND EXTENSIONS
- PARTNERSHIPS



- GAMIFY
- INCREASE RENTAL RATES

## **DECISION MATRIX**

**Negative Outlook** 



## **RECOMMENDATION A:**

### **PARTNERSHIP**

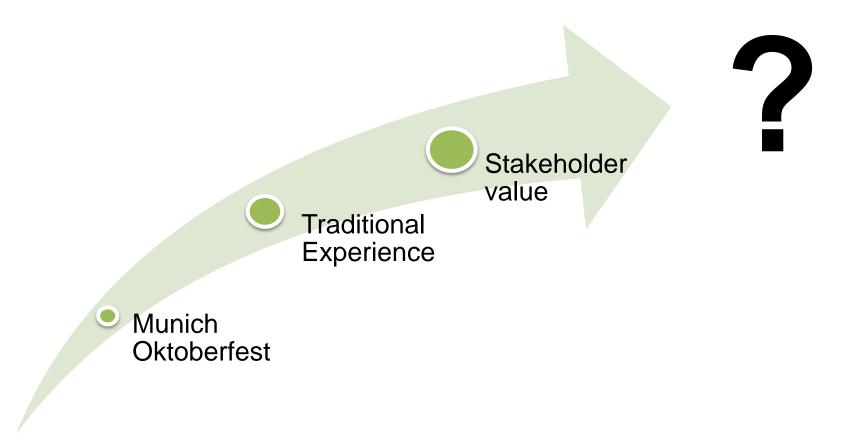
**PROS** 

**CONS** 

- Revenue growth
- New market opportunities

- Quality assurance
- Transaction cost of int'l expansion
- Cannibalization
- Learning curve costs

## **ADDRESSING PROBLEMS**



# MUNICH BLITZ 2015 #BEATTHEBLITZ

#### FEW WILL SUCCEED. WILL YOUR TEAM BE ONE?

Grab a team, come to Germany, and give it your best shot.



#### TEAMS OF UP TO 8

Friends, family, or fellow travelers and adventurers. We've also partnered with the most popular hostels nearby. Come with a team or we'll pair you up with one!



#### 10 CLUES

Your team will need to figure out a clue in order to advance to each stage. The clues will get harder the further along the race you get. How far can your team make it?



#### 10 CHALLENGES

Bring your A game - from trying all of Munich's best beers to crossbow competitions to riding the scariest rides, be prepared to get the full Oktoberfest experience.



#### #BEATTHEBLITZ2015

Get creative, because we're introducing a social media element to our contest. Let's just say you should come prepared to document your experience!





#### **TARGET MARKET:**

World Travelers



#### **TARGET MARKET:**

World Travelers

Ages 16-30



#### **TARGET MARKET:**

World Travelers

Ages 16-30

"Bucket List"

## MEDIA MARKETING EFFORTS







## NPV METHODOLOGY

#### **REVENUES**

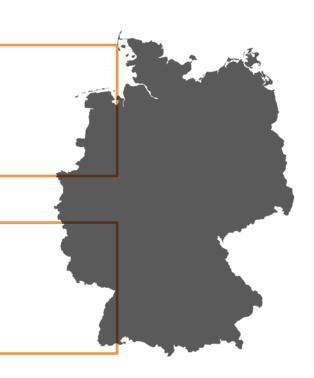
- RENT
- GAMIFICATION

#### COST

- MARKETING
- WAGES

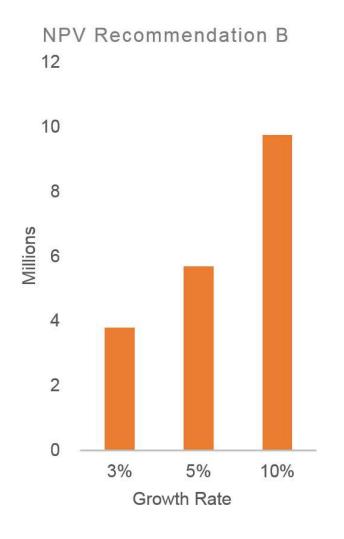
#### **MACRO FACTORS**

- GROWTH POTENTIAL
- INFLATION





## **FINANCIALS: B**



### Sensitivity Analysis:

Worse Case Scenario: \$3.8M NPV

Expected Case Scenario: \$5.7M NPV

Best Case Scenario: \$9.8M NPV

## RECOMMENDATION B

PROS CONS

- Scalability
- Increased value to the customer
- Feasibility

- Missed market potential
- Slower revenue growth

## **RISKS & MITIGATION**

Slower Revenue Growth



Efficiencies in operations and marketing

Missed Market Potential



Competitors are missing the "special sauce"

## IMPLEMENTATION TIMELINE

FY15	FY16	FY17	FY18
MARKET GAMIFICATION	IDENTIFY AREAS FOR IMPROVEMENT	IMPLEMENT IMPROVEMENTS	RE-EVALUATE INTERNATIONAL EXPANSION
INTRODUCE MUNICH BLITZ	CAPTURE MARKET SHARE		

## **RECAP**



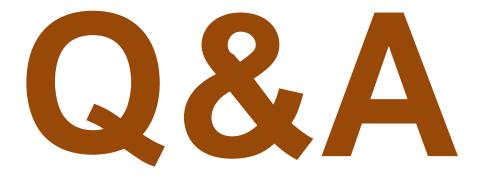


A vs. B Comparison



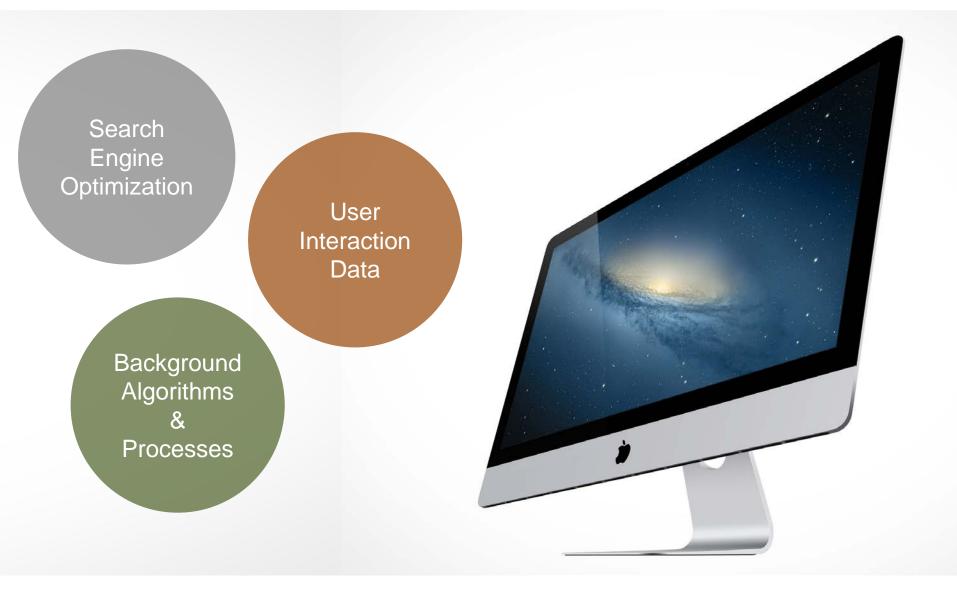






Stakeholders	Decision	Long-Term Strategy	Measuring Success
Expansion Criteria	Domestic Risk	International Risks	Security/Health Concerns
Recommendation A: Data Analysis	Recommendation B: Data Analysis	Stakeholder Analysis	Background Analysis
A vs. B	Decision Matrix	Recommendation A	Addressing the Problems
Web Analytics	Munich Blitz - Munich Blitz Rules -		Munich Blitz Target Market
Media Marketing	NPV Explanation:	NPV Explanation: B	Parallax Websites
NPV Assumptions:	NPV Assumptions:	NPV: A	NPV: B

## **WEB ANALYTICS**



## **MUNICH BLITZ**

80 EUROS / PERSON: What does this cover?	Program/challenge fees     Iliter of beer from each tent (6 liters total)     4 chicken legs     7 rides
	- Crossbow game - Munich Blitz Swag - The Munich Blitz Experience!
REWARD: What's in it if we win?	<ul> <li>Package fee reimbursement</li> <li>"I Beat The Munich Blitz" t-shirts, stickers, and awards</li> <li>Picture feature on all social media and during Oktoberfest</li> </ul>
RULES & GUIDELINES	<ul> <li>24-hour expiration</li> <li>Teams of up to 8, min. of 2</li> <li>10 stages of clues &amp; challenges</li> <li>Punch cards to track every stage</li> <li>No cheating!</li> </ul>

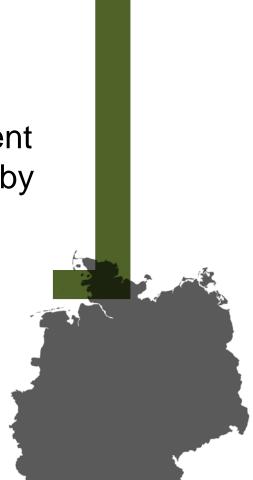
## **NPV ASSUMPTIONS: A**

- Wage and Marketing Expenses are proportionate to Oktoberfest
- 20% revenue share for endorsing the partner event
- 3% inflation rate in US



## **NPV ASSUMPTIONS: B**

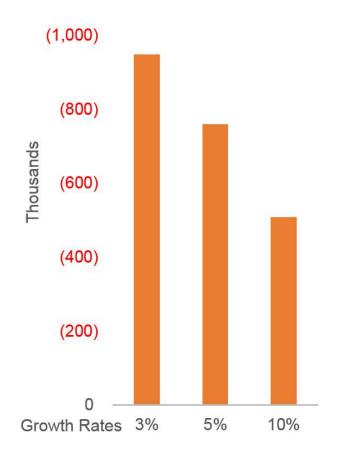
- 30% vender market share
  - 10% revenue share
- 47% of attendees are aged 16-30
  - 95% are not families with children
- Acquire 25% market share of this segment
- 20% of Oktoberfest employees are paid by city of Munich
- 1% Inflation rate





## **FINANCIALS: A**





### Sensitivity Analysis:

Worse Case Scenario: (\$950K) NPV

Expected Case Scenario: (\$760K) NPV

Best Case Scenario: (\$510K) NPV

## **RECOMMENDATION A**

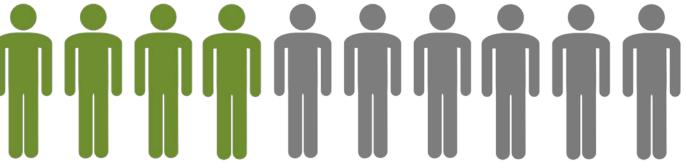
19% Of Oktoberfest attendees are international

85% View Oktoberfest as a traditional festival





# RECOMMENDATION B: FOCUS ON MUNICH



\*45% of international attendees do not return in a different year



# RECOMMENDATION B: FOCUS ON MUNICH



\*47% of attendees are teenage to 30 years



# RECOMMENDATION B: FOCUS ON MUNICH



\*65% of international attendees view it as a community event



# RECOMMENDATION B: FOCUS ON MUNICH

\*85% of total attendees view it as a safe event

#### THE VALUES

- Bavaria Brand/Image
- City of Munich Increased patronage, increased profit
- Breweries & Restaurants Building brand equity, higher volume sales
- Consumers Experience

## STAKEHOLDERS

- City of Munich
  - Brand/Image
- Surrounding hospitality businesses (hotels, hostels, airlines)
  - increased patronage, increased profit
- Breweries and Restaurants
  - Building brand equity, higher volume sales,
- Consumers
  - Experience

## **DECISION CRITERIA**

- Profitability
  - Allow Munich stakeholders to reach net-zero
- Feasability
  - Can this be done with reasonable time and capital investment
- Customer Experience
  - Is the Bavarian culture preserved through the event
- Scalability
  - Can this be replicated with predictable results
- Competitive Advantage
  - Can we compete in our targeted market

## LONG-TERM STRATEGY

- Expanding internationally is still an option
- Reach breakeven in our current model before partnering
  - Protects brand equity
  - Don't commit to higher costs without higher return
  - Lower risk
- Protect intellectual property surrounding the Blitz experience
  - Potentially license long-term if we decide to expand internationally to improve revenues

## **MEASURING SUCCESS**

- Perpetual break-even
  - Are we reaching net-zero in a sustainable manner?
- Percentage of participants that return in following years
  - Does the Munich Blitz incentivize participants to return after the first year of participation?
- Increase in foreign attendees
  - Does the volume

### **EXPANSION CRITERIA**

- Size of current market
  - What is the size of the market for large festivals?
- Size of festival relative to size of city
  - Large ratio indicates that many attendees travel from outside the city
- Ease of expansion
  - Are there any barriers to entry (e.g. competitive landscape, political hurdles)

### **DOMESTIC RISKS**

- Duration limitations
  - Workers are available for no more than 2 weeks
- Space limitations
  - Total capacity is limited by size and city regulations
- Operator limitations
  - Strong barriers to entry due to existing ties and network between operators

### INTERNATIONAL RISKS

- Transaction costs in dealing with international business
- Other (knockoff) events may hurt brand and reputation of Munich Oktoberfest, especially if unsuccessful
  - Mitigate via marketing efforts highlighting that Munich Oktoberfest is the original festival
- Other international festivals in competitive landscape
  - Mitigate via value prop and marketing

### SECURITY/HEALTH CONCERNS

- Introduce a sober area on the grounds
  - Encourages cooling down and relaxation
  - Helps to discourage brawls and arguments
- Potentially sell miscellaneous non-food items (medication, weather, apparel)
- Lost and Found area

### **NPV EXPLANATION: A**

### **NPV EXPLANATION: B**

### A: NPV ANALYSIS

Replicate the festival abroad. If so, where? Describe what you would keep the same and what would you change

Most Likely - 5% growth rate	2014	2015	2016	2017	2018	2019
Projected Revenue	234,375	246,094	258,398	271,318	284,884	299,128
20% Revenue Share w/ Munich	46,875	49,219	51,680	54,264	56,977	59,826
Wages Expense	326,250	336,038	346,119	356,502	367,197	378,213
Marketing Expense	3,000	3,150	3,308	3,473	3,647	3,829
TOTAL	(141,750)	(142,313)	(142,707)	(142,920)	(142,936)	(142,739)

Growth Rate	3%	5%	10%
NPV discounting at 5%	(948,917)	(759,619)	(509,119)

#### **Assumptions**

Wage and Marketing expenses are proportionate to Munich based on attendees

Munich will take a 20% share of all revenue from Cincinatti for endorsing the event

Used 1.5%,3%, and 5% discount rates to increase wages

#### Scenarios

Most Likely - Conservative estimate for growth per business as usual

Pessimistic - Ineffective partnership

Optimistic - Stronger than expected response to Bavarian authenticity

### **B: NPV ANALYSIS**

Keep Festival in Munich, Increase profitability. Suggest some new ways to create value and generate profits

Most Likely - 5% growth rate	2014	2015	2016	2017	2018	2019
Projected Revenue:	-		101			
Tent Rentals	2,400,000	2,424,000	2,448,240	2,472,722	2,497,450	2,522,424
Carnival Rentals	2,400,000	2,424,000	2,448,240	2,472,722	2,497,450	2,522,424
Merchandising	2,082,500	2,082,500	2,082,500	2,082,500	2,082,500	2,082,500
Gamification	7,520,000	7,896,000	8,290,800	8,705,340	9,140,607	9,597,637
Costs:	(10)	1000	1000	188000	5.000	16/26/8
Wage Expense	12,960,000	13,089,600	13,220,496	13,352,701	13,486,228	13,621,090
Marketing	1,000,000	1,050,000	1,102,500	1,157,625	1,215,506	1,276,282
TOTAL	442,500	686,900	946,784	1,222,959	1,516,272	1,827,614

Growth Rate	3%	5%	10%
NPV discounting at 5%	3,796,882	5,691,313	9,765,618

#### Assumptions

Venders have a 30% market capture rate and we take 10% revenue share 47% aged 16-30 due to being younger than 30 and 95% are not families w/ children

We can acquire 25% market share of the 16-30 segment for gamification

20% of Oktoberfest employees are paid by city of Munich

Assume 1% inflation rate and wages are pegged to inflation

-	
Scene	TELOC
30 -111	111111

Most Likely - Conservative estimate for growth per accurate assumptions

Pessimistic - Ineffective marketing campaign to advertise new value proposition

Optimistic - Stronger than expected response to gamification

Variables		
30.00%	47.00%	20.00%
10.00%	25.00%	1.00%
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