Guam Visitors Bureau

Philippine Visitor Tracker Exit Profile & Market Segmentation Report FY2018

QTR.1 (OCTOBER-DECEMBER 2017)

Prepared by: Anthology Research

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Background and Methodology

- All surveys were partially interviewer administered, as well as self-administered. Upon completion of the surveys, Anthology's professional Filipino speaking interviewers double-checked each questionnaire for consistency and completeness, while the respondent is present.
- A total of **109** departing Filipino visitors were randomly interviewed at the Guam A.B. Wonpat International Airport's departure and waiting areas.
- The margin of error for a sample of **109** is +/- 9.34 percentage points with a 95% confidence level. That is, if all Filipino visitors who traveled to Guam in the same time period were asked these questions, we can be 95% certain that their responses would not differ by +/- 9.34 percentage points.

Objectives

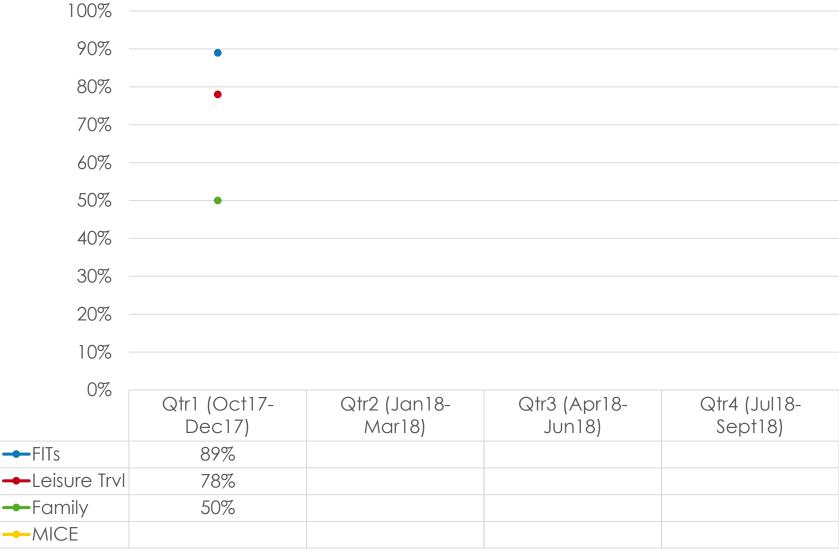
- To monitor the effectiveness of the Philippine seasonal campaigns in attracting Filipino visitors, refresh certain baseline data, to better understand the nature, and economic value or impact of each of the targeted segments in the Philippines marketing plan.
- Identify significant determinants of visitor satisfaction, expenditures and the desire to return to Guam.

Key Highlighted Segments

The specific objectives were:

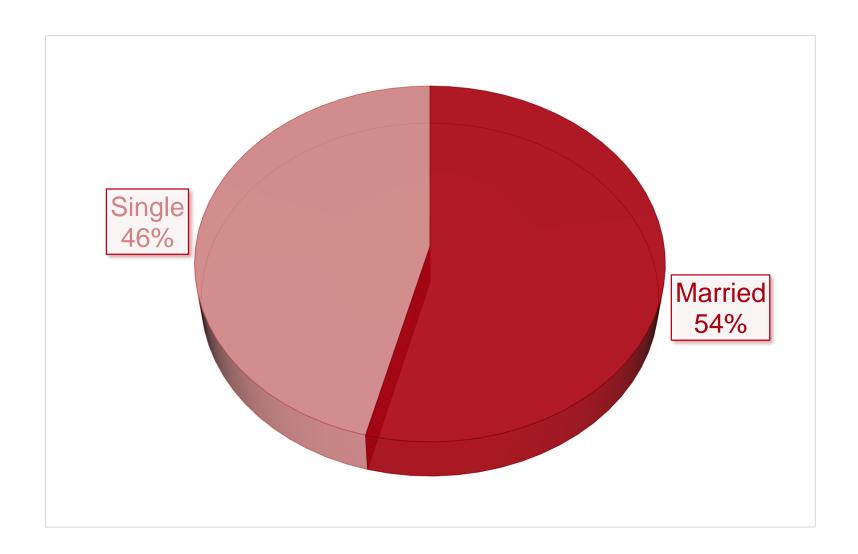
- To determine the relative size and expenditure behavior of the following market segments:
 - FITs (Q7)
 - Leisure traveler (Q5A Here to relax/ Here to see beaches, tropical climate, here for pleasure)
 - Family (Q6)
 - MICE (Q5A Convention/ Conference/ Trade Show/ Company sponsored)
- To identify the most significant factors affecting overall visitor satisfaction.
- To identify (for all Filipino visitors) the most important determinants of on-island spending

Key Highlighted Segments



SECTION 1 PROFILE OF RESPONDENTS

Marital Status



Marital status – FY2018 Tracking





Marital status – Key Segments

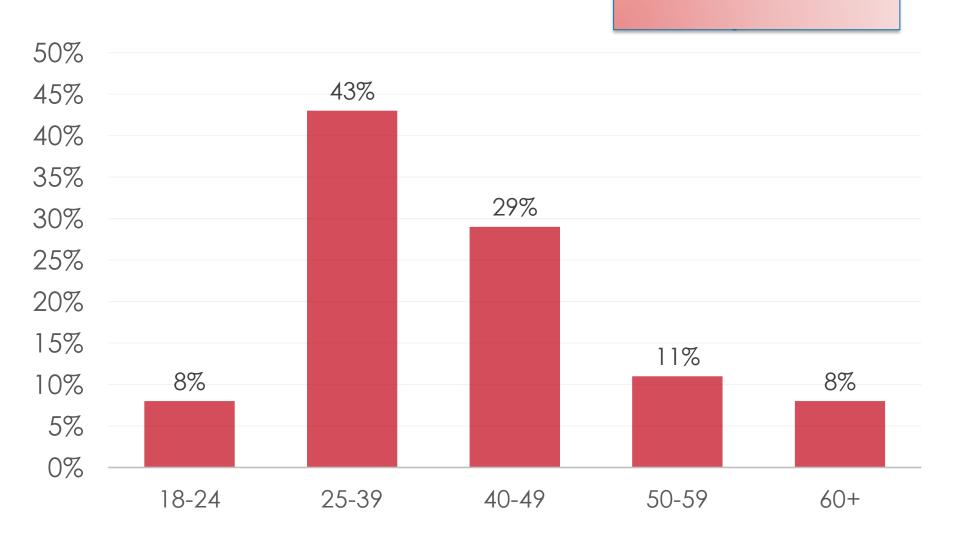
GVB EXIT SURVEY QE MARITAL STATUS

		TOTAL	MICE	LEISURE	FIT	FAMILY
		1	•	-	•	-
QE	Married	54%		54%	53%	69%
	Single	46%		46%	47%	31%
	Total	109		85	97	55

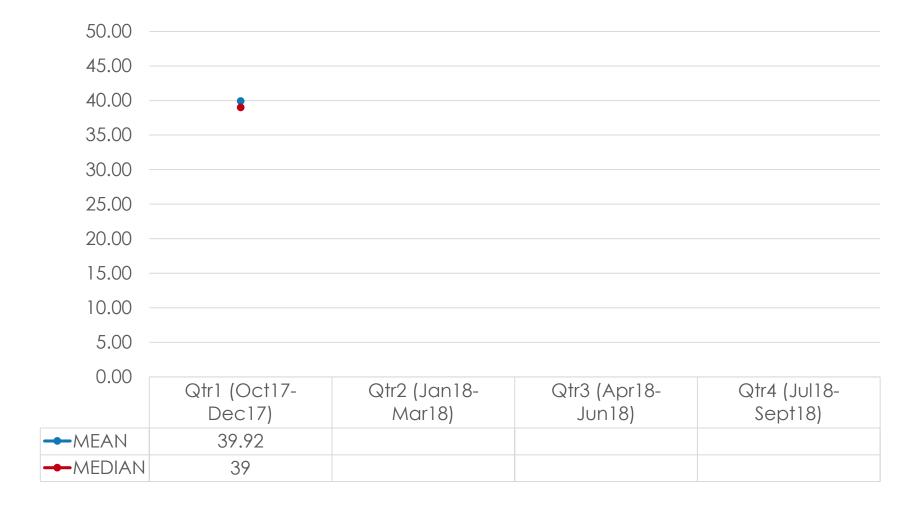
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Age

MEAN = 39.92 MEDIAN = 39



Age - FY2018 Tracking



Age – Key Segments

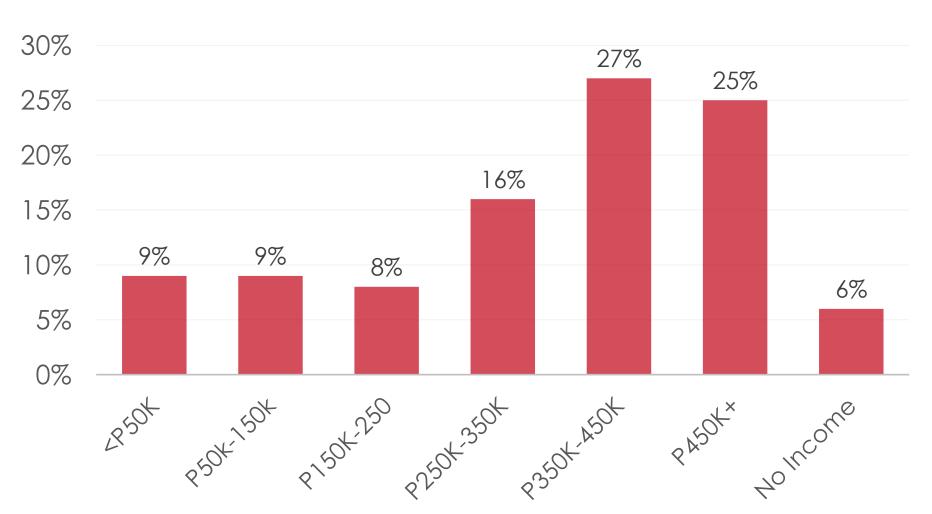
GVB EXIT SURVEY AGE

		TOTAL	MICE	LEISURE	FIT	FAMILY
		1	1	1	1	-
SD	18-24	8%		11%	6%	9%
	25-39	43%		45%	45%	35%
	40-49	29%		28%	30%	35%
	50-59	11%		13%	10%	15%
	60+	8%		4%	8%	7%
	Total	109		85	97	55
SD	Mean	39.92		38.58	40.16	40.91
	Median	39		39	39	40

Prepared by Anthology Research

Annual Household Income

EXCHANGE RATE Peso 50.84=\$1



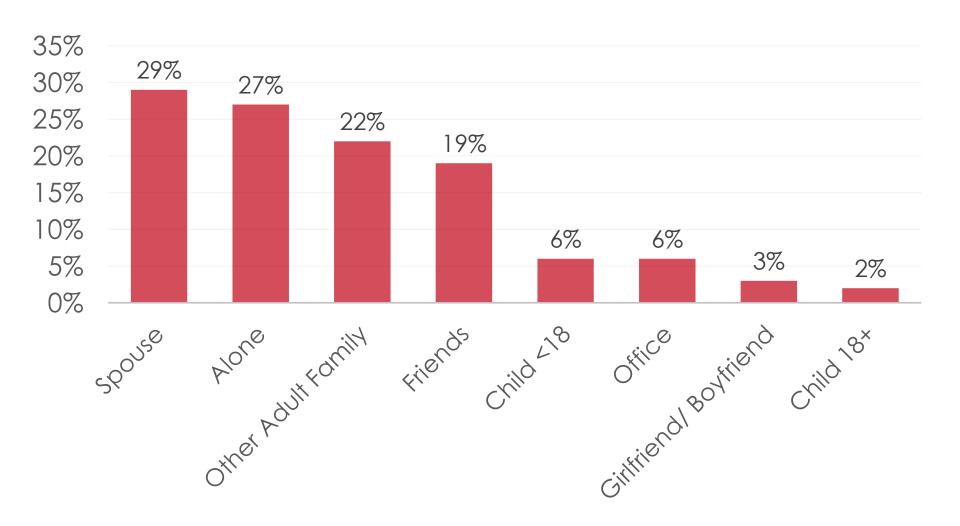
Annual Household Income – Key Segments

GVB EXIT SURVEY Q26 Household income:

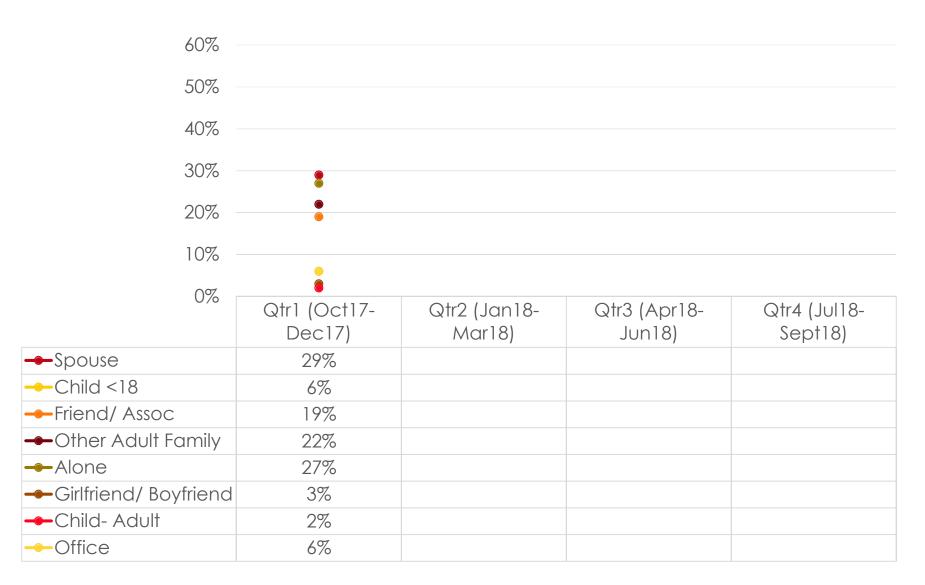
		TOTAL	MICE	LEISURE	FIT	FAMILY
		ı	1	1	-	-
Q26	Up to P50K	9%		10%	9%	13%
	P50K-P150K	9%		9%	7%	11%
	P150K-P250K	8%		7%	7%	9%
	P250K-P350K	16%		13%	17%	17%
	P350K-P450K	27%		27%	27%	28%
	P450K+	25%		27%	26%	13%
	No Income	6%		7%	5%	8%
	Total	106		82	95	53

Prepared by Anthology Research

Travel Party



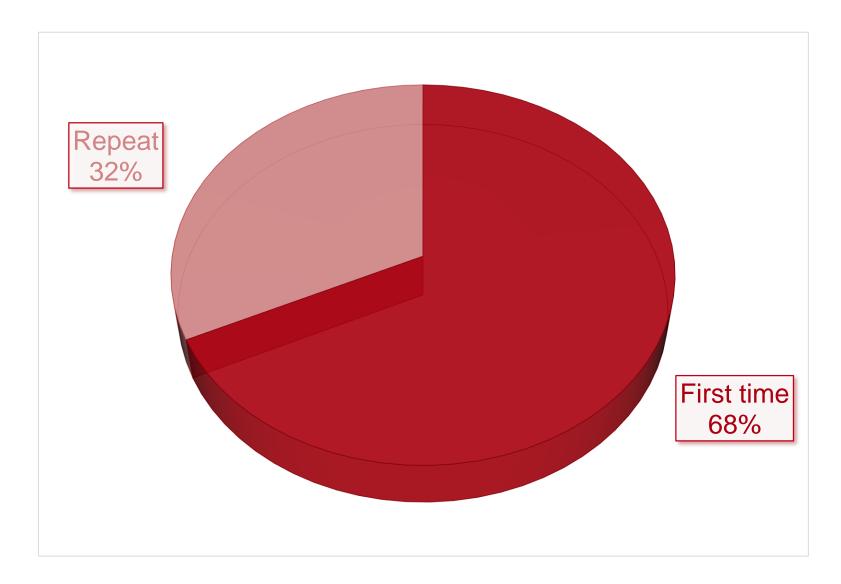
Travel Party



Travel Party - Children



Trips to Guam



Trips to Guam – FY2018 Tracking





Trips to Guam – Key Segments

GVB EXIT SURVEY

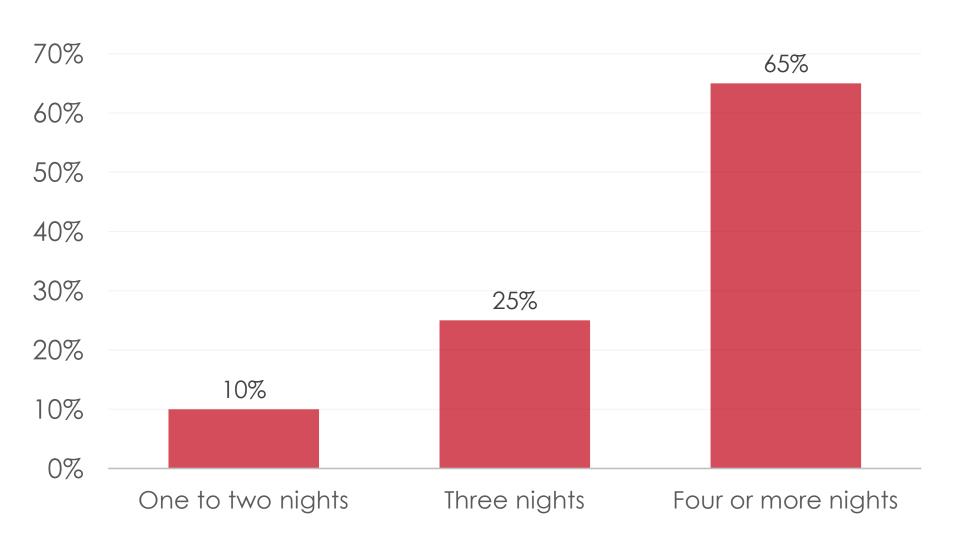
Q3 Including this trip, how many times have you visited Guam?

		TOTAL	MICE	LEISURE	FIT	FAMILY
		1	-	-	1	-
Q3	1 st Time	68%		76%	68%	76%
	Repeat	32%		24%	32%	24%
	Total	109		85	97	55
Q3A	Mean	1.85		1.68	1.81	1.62
	Median	1		1	1	1

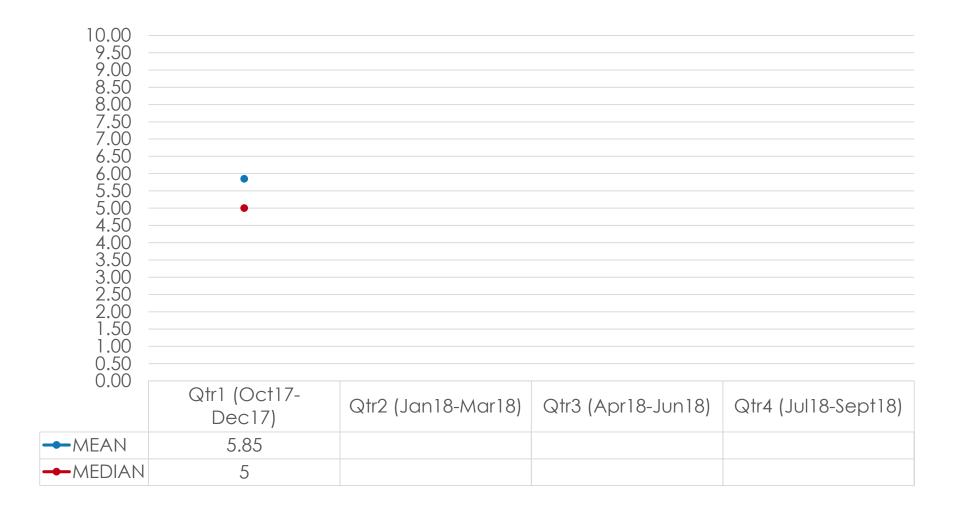
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Length of Stay

MEAN NUMBER OF NIGHTS = 5.85 MEDIAN NUMBER OF NIGHTS = 5



Length of Stay - FY2018 Tracking



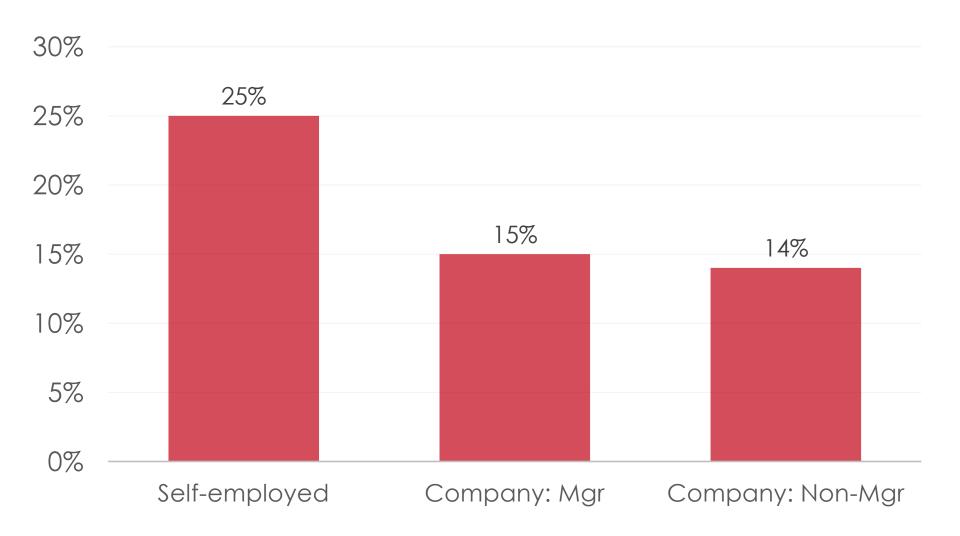
Length of Stay – Key Segments

GVB EXIT SURVEY
SA How many nights did you stay on Guam?

		TOTAL	MICE	LEISURE	FIT	FAMILY
		1	1	-	1	-
SA	1-2	10%		9%	11%	4%
	3	25%		25%	27%	29%
	4+	65%		66%	62%	67%
	Total	109		85	97	55
SA	Mean	5.85		5.47	5.58	5.15
	Median	5		5	5	5

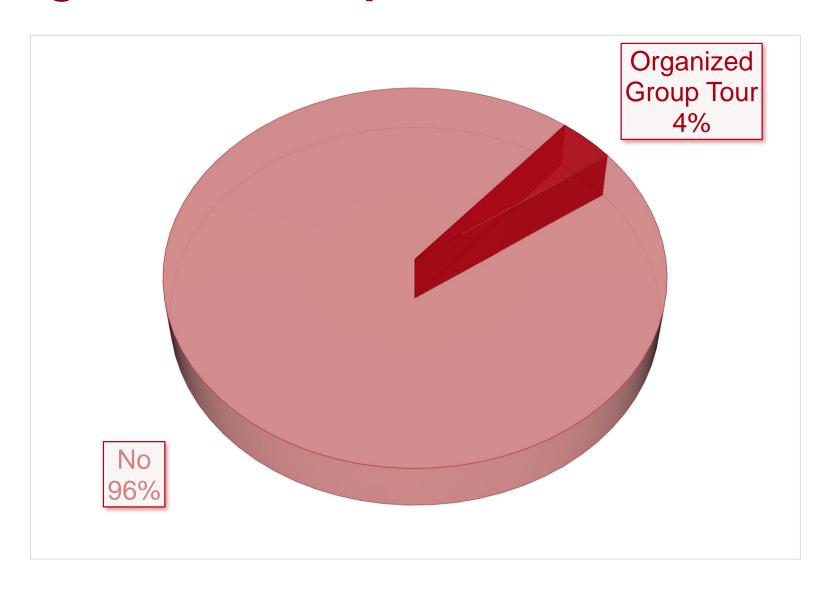
Prepared by Anthology Research

Occupation – Top Responses (10%+)

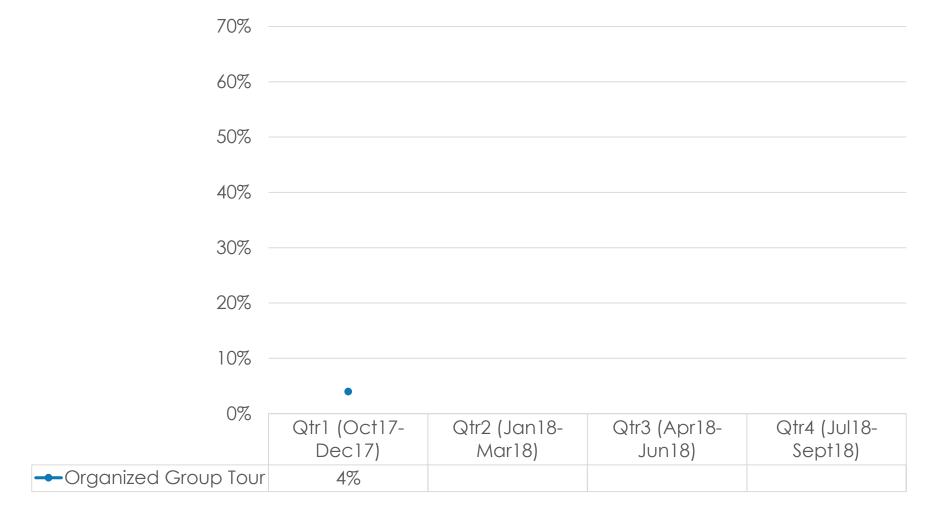


SECTION 2 TRAVEL PLANNING

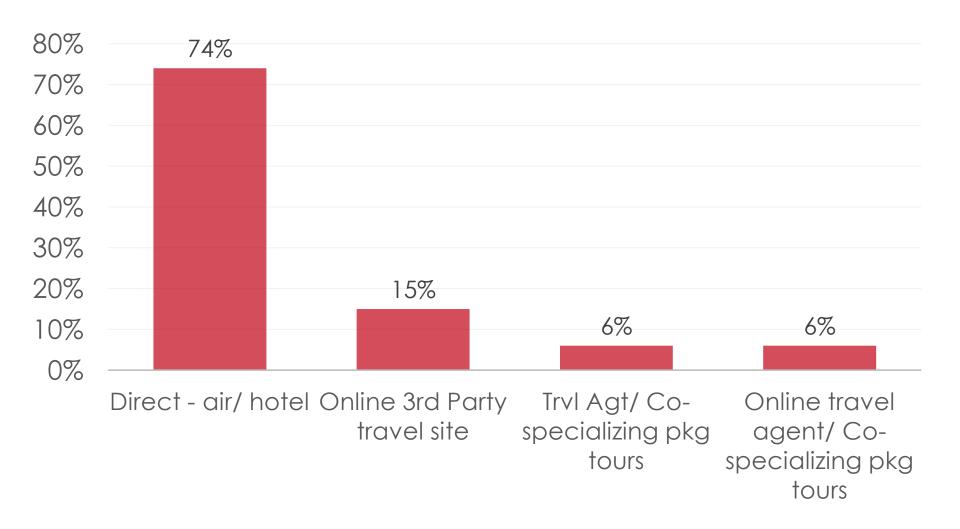
Organized Group Tour



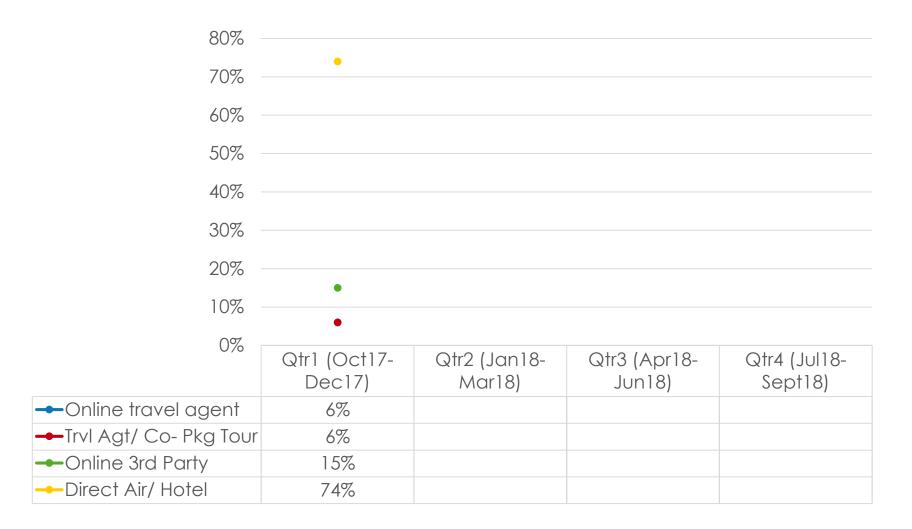
Organized Group Tour



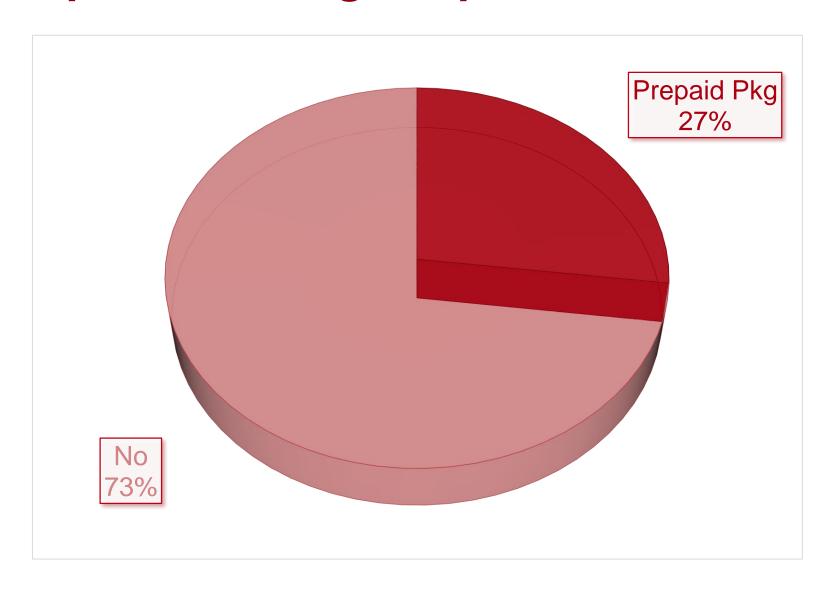
Travel Arrangements Sources



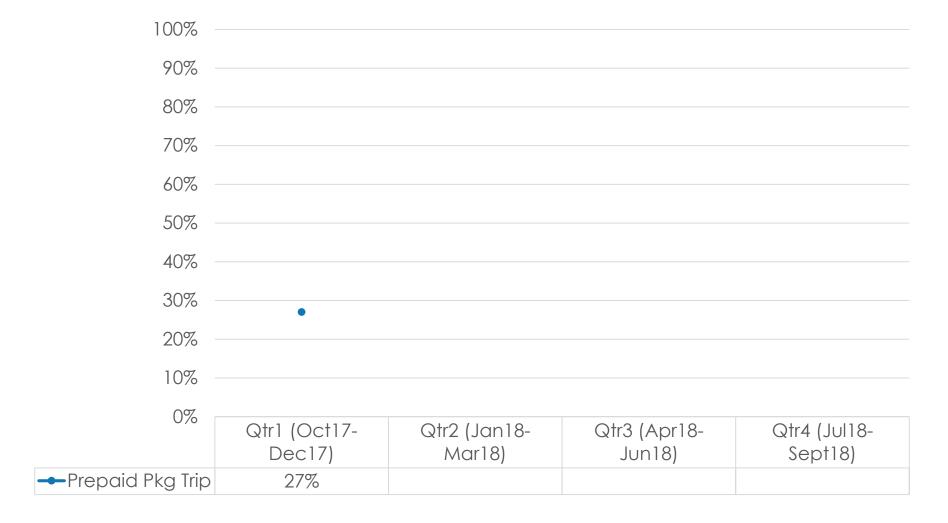
Travel Arrangements Sources



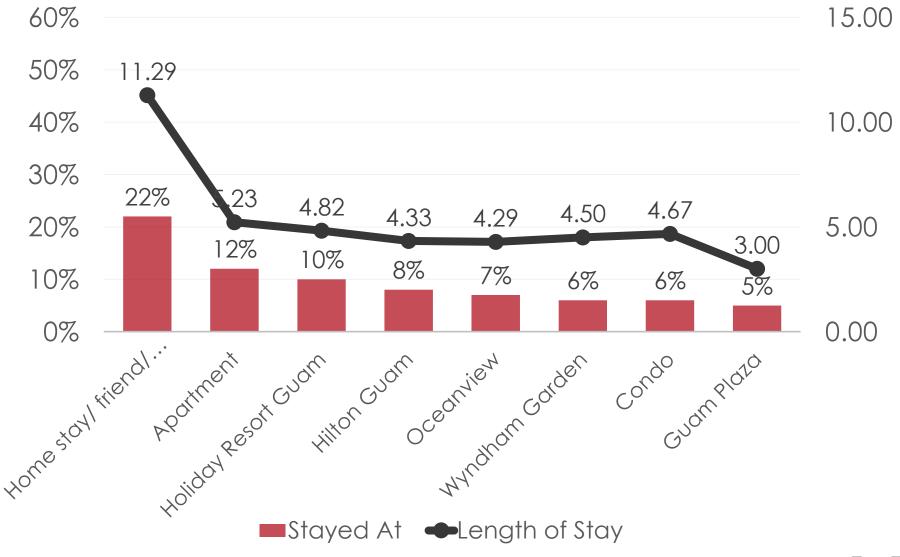
Prepaid Package Trip



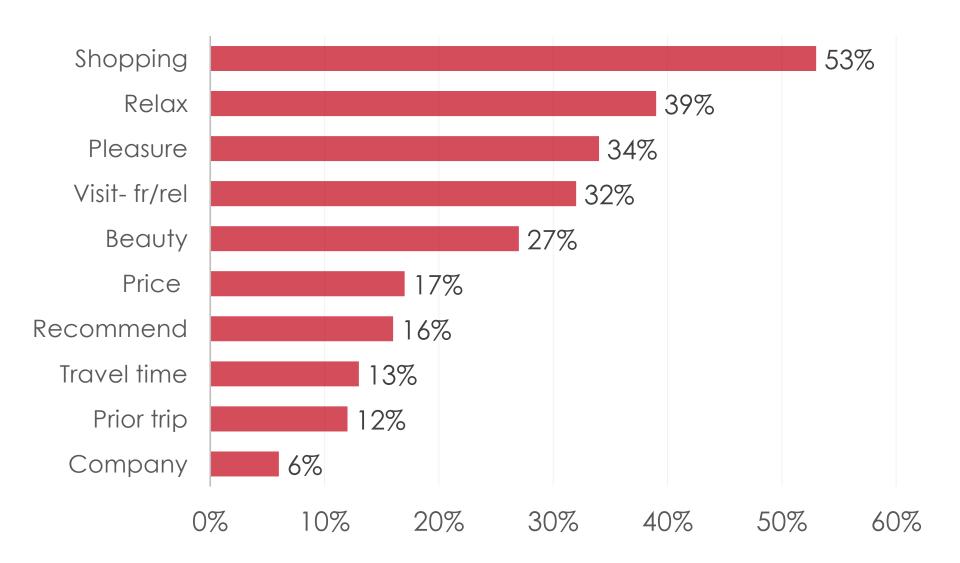
Prepaid Package Trip



Accommodations (Top Responses/ 5%+)



Travel Motivation (Top Responses)





Travel Motivation – Key Segments

GVB EXIT SURVEY

Q5A Please select the top three reasons that motivated you to travel to Guam?

		TOTAL	MICE	LEISURE	FIT	FAMILY
		-	-	-	-	-
Q5A	Shopping	53%		55%	56%	56%
	Just to relax	39%		51%	36%	49%
	Pleasure/ vacation	34%		44%	34%	35%
	To visit friends or relatives	32%		21%	31%	31%
	Beautiful seas, beaches, tropical climate	27%		34%	25%	25%
	Price of the tour package	17%		16%	15%	22%
	Recommendation of friend/ relative/ travel agency	16%		15%	14%	20%
	Short travel time (not too far from home)	13%		12%	14%	11%
	A previous visit	12%		12%	13%	13%
	Company/ business trip	6%		4%	5%	
	Water sports (snorkeling, windsurfing, parasailing)	3%		2%	3%	2%
	Organized sporting activity/ event	3%		2%	3%	
	It is a safe place to spend a vacation	2%		1%	2%	2%
	My company sponsored me	1%			1%	
	Government or military	1%		1%	1%	
	Total	109		85	97	55

Prepared by Anthology Research

SECTION 3 EXPENDITURES

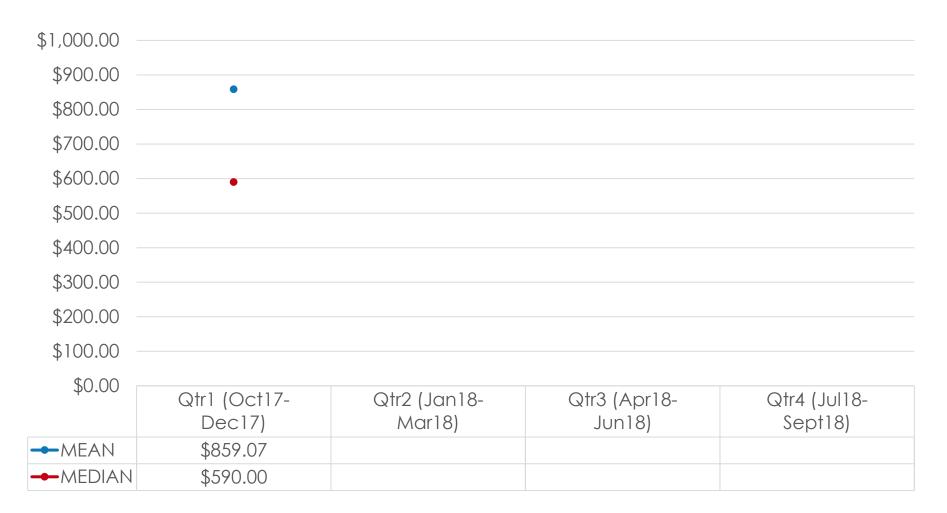
Prepaid Expenditures

EXCHANGE RATE Peso 50.84=\$1

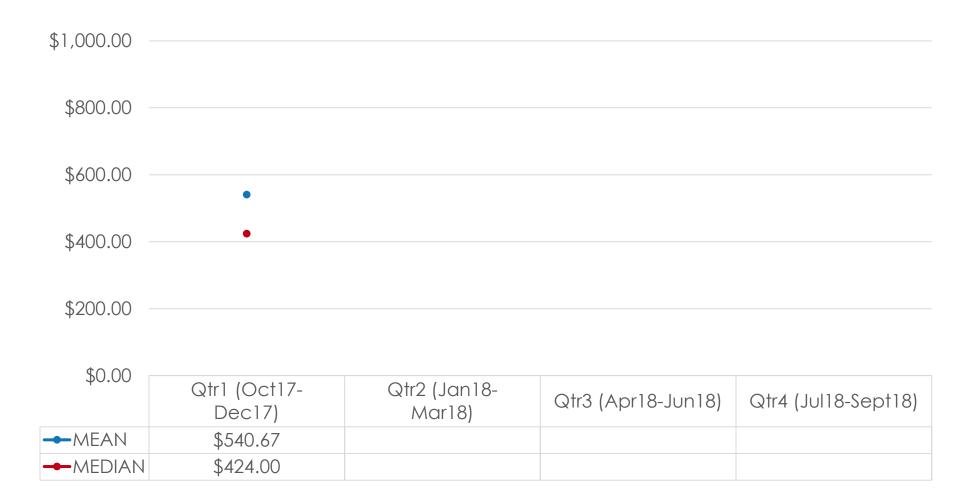
 \$859.07 = overall mean average prepaid expense (for entire travel party size) by respondent

 \$540.67 = overall mean average <u>per person</u> prepaid expenditures

Prepaid Entire Travel Party – FY2018 Tracking



Prepaid Per Person-FY2018 Tracking



Prepaid Per Person– Key Segments

GVB EXIT SURVEY Q10A PREPAID - PER PERSON:

		TOTAL	MICE	LEISURE	FIT	FAMILY
		1	1	1	ı	-
PREPAID PP	Mean	\$540.67		\$543.69	\$510.26	\$496.95
	Median	\$424		\$416	\$408	\$393

Prepared by Anthology Research

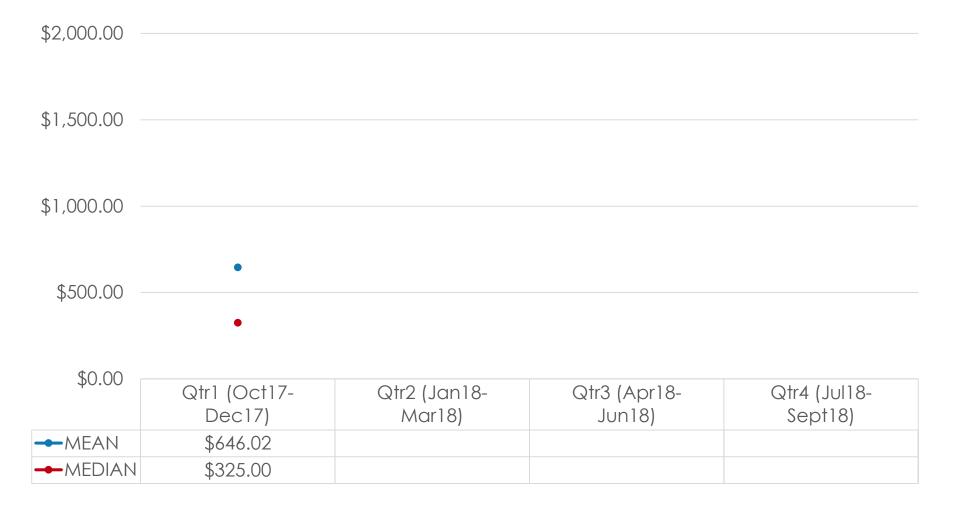


Prepaid Expenses by Category – MEAN Entire Travel Party



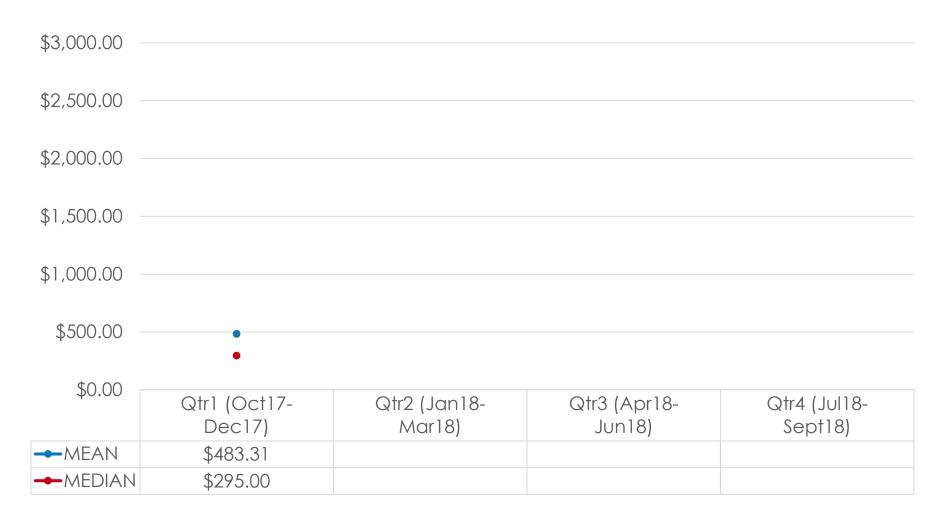
Prepaid-FY2018 Tracking

Airfare & Accommodation Packages

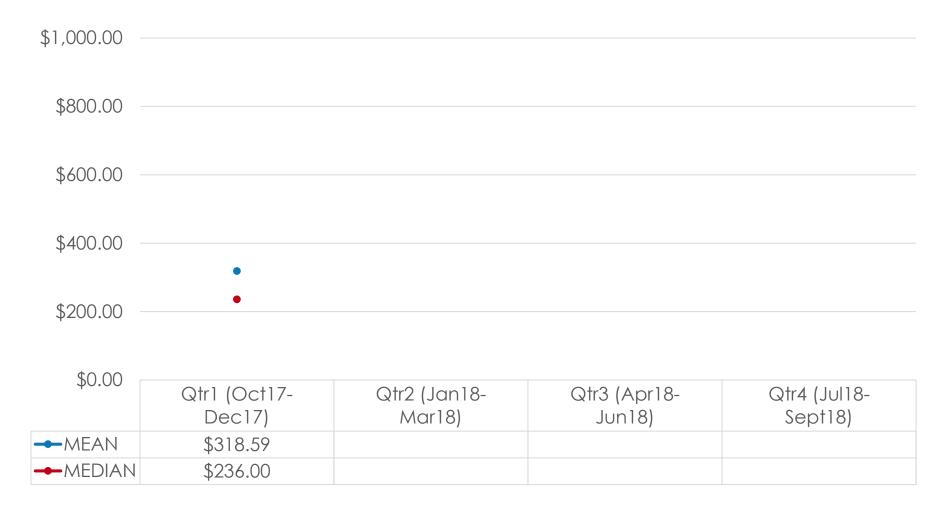


Prepaid-FY2018 Tracking

Airfare & Accommodation W/ Meal Packages

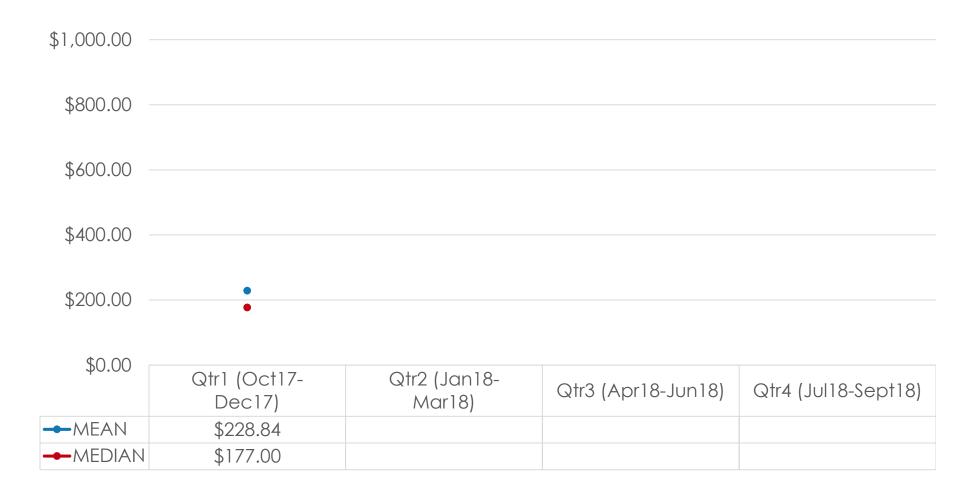


Prepaid- FY2018 Tracking Airfare Only



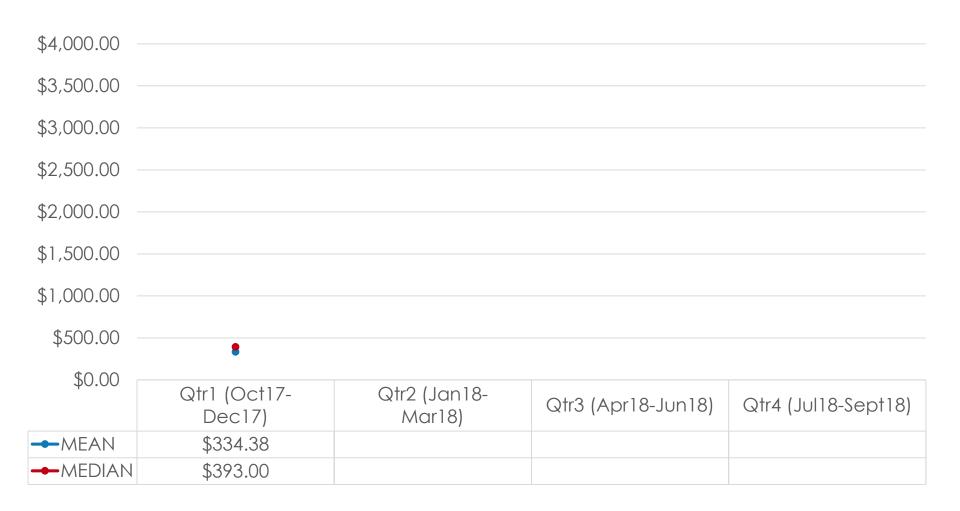
Prepaid-FY2018 Tracking

Accommodations Only

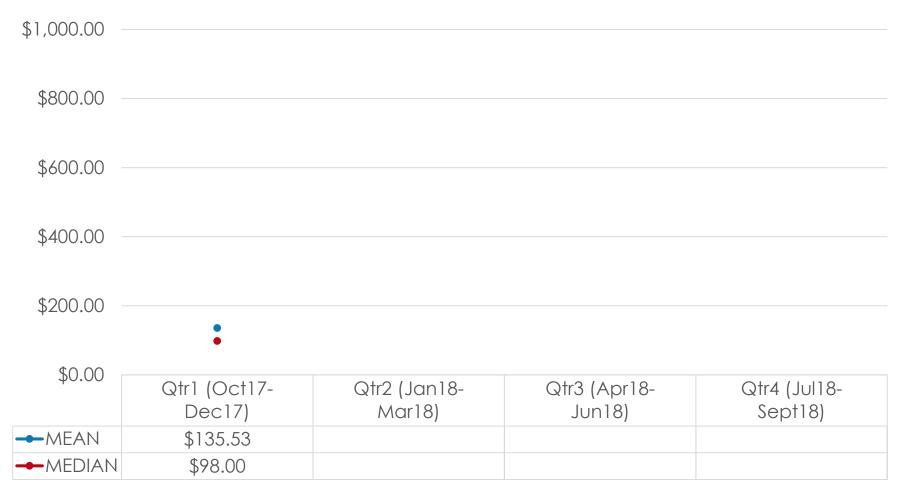


Prepaid-FY2018 Tracking

Accommodations w/ Meal Only

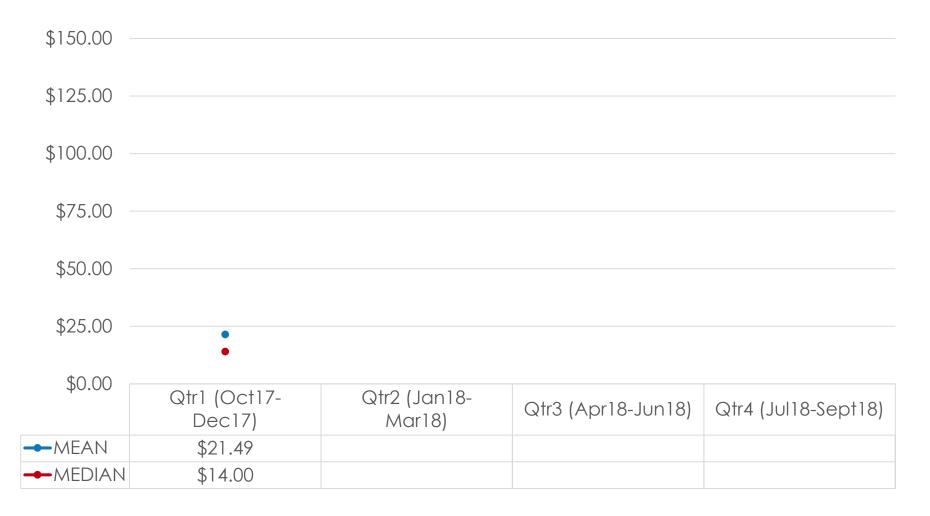


Prepaid - FY2018 Tracking Food & Beverage in Hotel

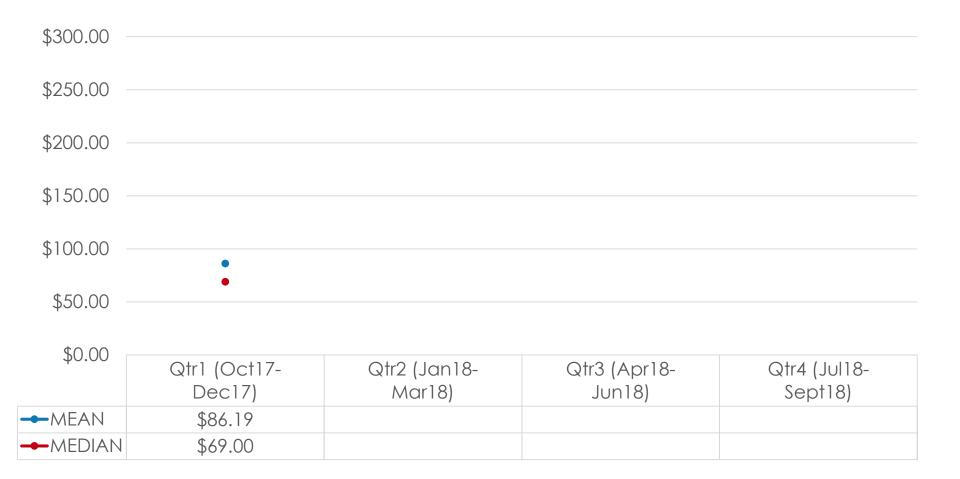


Prepaid- FY2018 Tracking

Ground Transportation - Philippines



Prepaid - FY2018 Tracking Ground Transportation - Guam

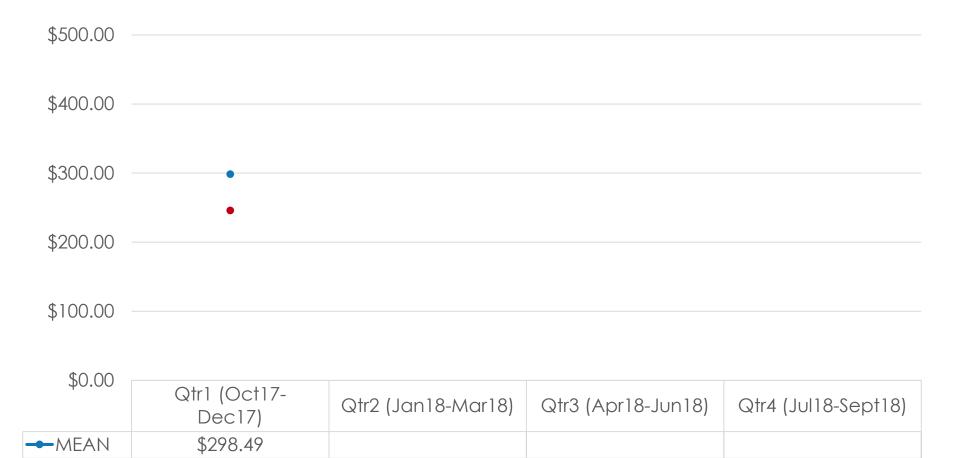


Prepaid- FY2018 Tracking

Optional tours/ Activities

\$246.00

-MEDIAN

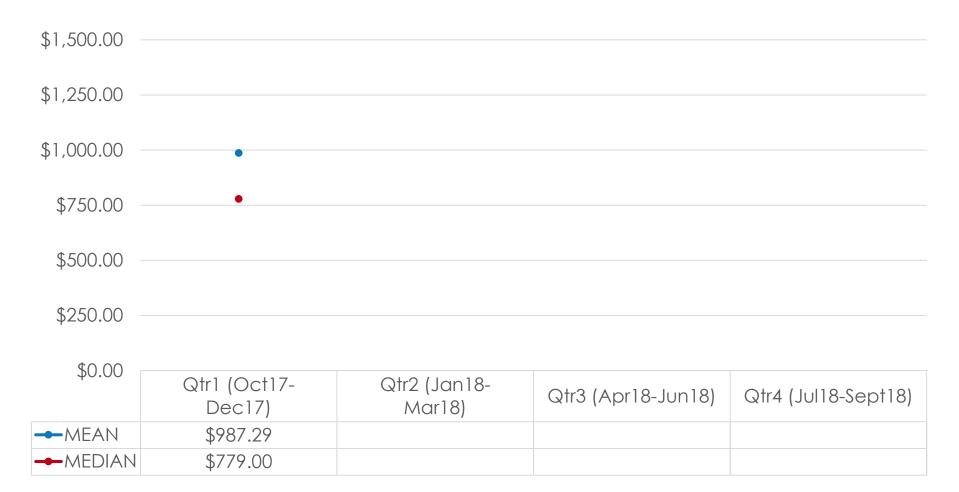


On-Island Expenditures

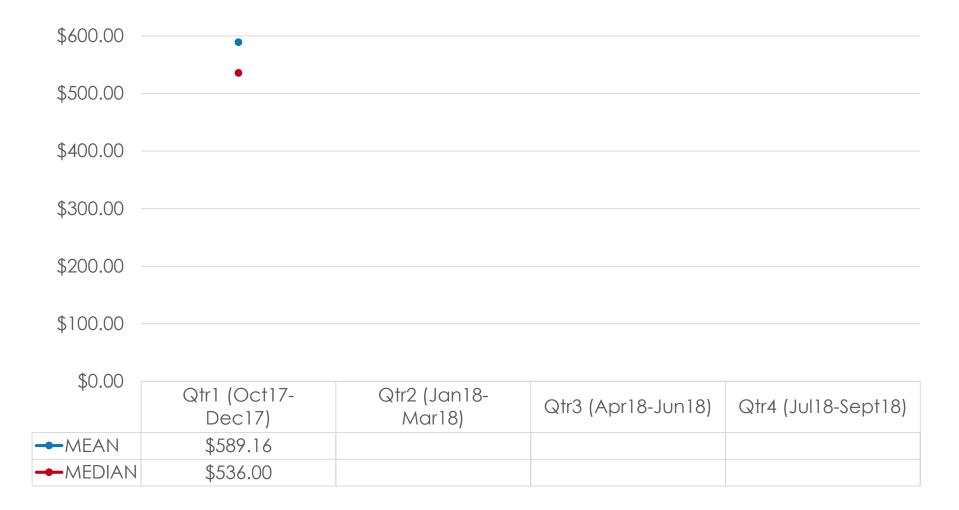
 \$987.29 = overall mean average prepaid expense (for entire travel party size) by respondent

 \$589.16 = overall mean average <u>per person</u> prepaid expenditures

On-Island Entire Travel Party – FY2018 Tracking



On-Island Per Person – FY2018 Tracking



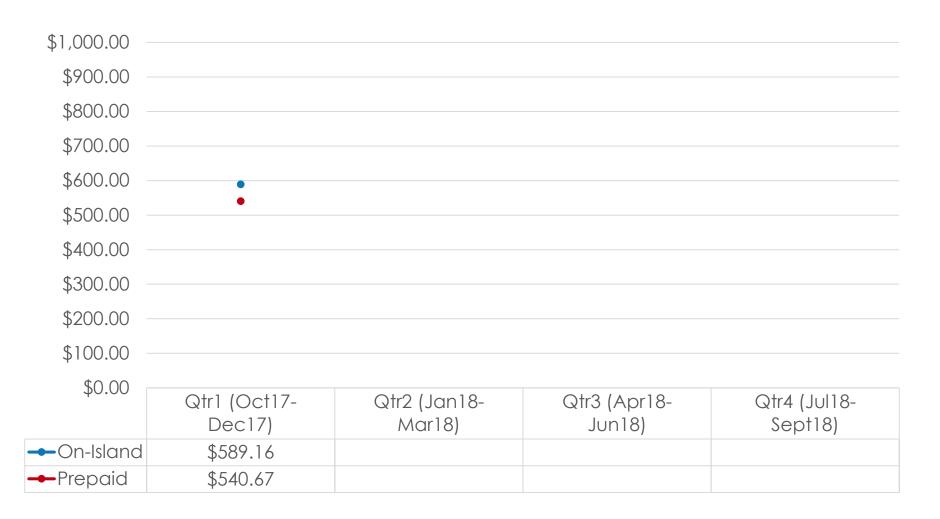
On-Island Per Person – Key Segments

GVB EXIT SURVEY
Q11A ONISLE EXPENDITURE- PER PERSO

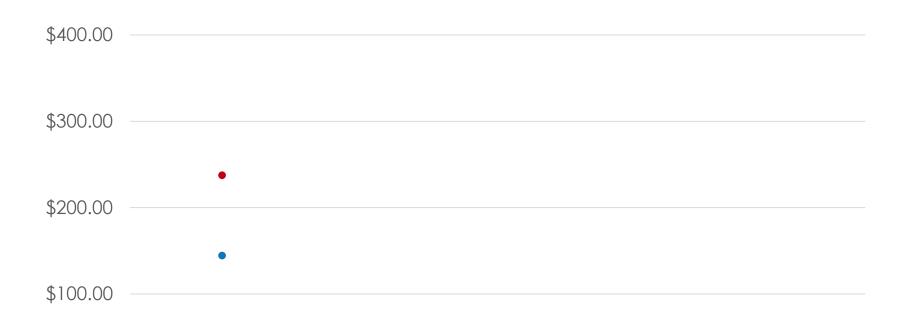
		TOTAL	MICE	LEISURE	FIT	FAMILY
		1	ı	-	1	-
ONISLE PP	Mean	\$589.16		\$587.52	\$597.12	\$488.24
	Median	\$536		\$ 526	\$550	\$450

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Per Person MEAN expenditures – FY2018 Tracking On-Island/ Prepaid



On-Island Per Day Spending – FY2018 Tracking MEAN

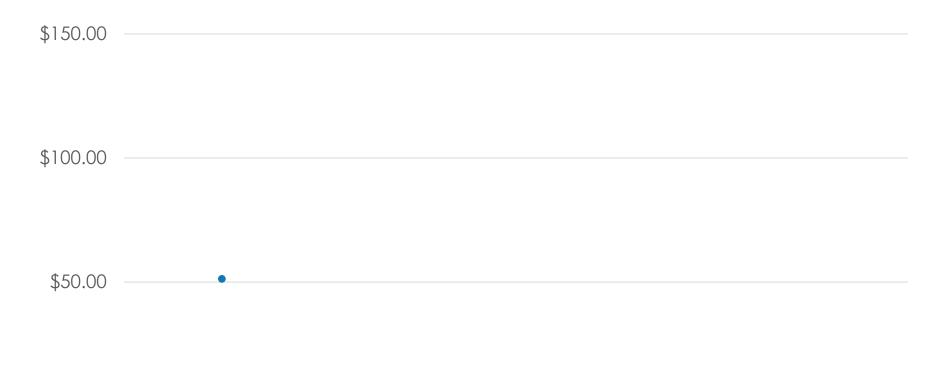


\$0.00				
φ0.00	Qtr1 (Oct17- Dec17)	Qtr2 (Jan18- Mar18)	Qtr3 (Apr18- Jun18)	Qtr4 (Jul18- Sept18)
→ Per Person	\$144.40			
→ Travel Party	\$237.41			

On-Island Expenses by Category – MEAN Entire Travel Party

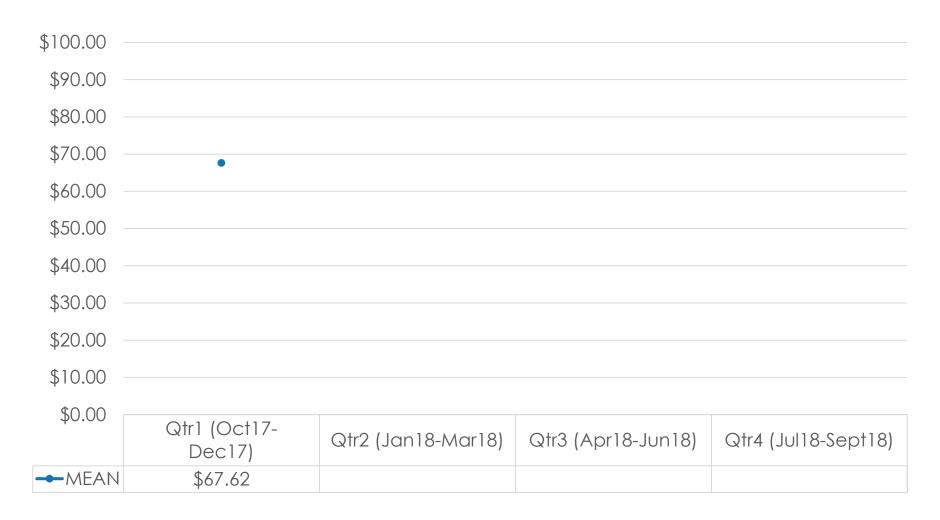


On-Island – FY2018 Tracking Food & Beverage - Hotel



\$0.00				
\$0.00	Qtr1 (Oct17- Dec17)	Qtr2 (Jan18-Mar18)	Qtr3 (Apr18-Jun18)	Qtr4 (Jul18-Sept18)
→ MEAN	\$51.27			

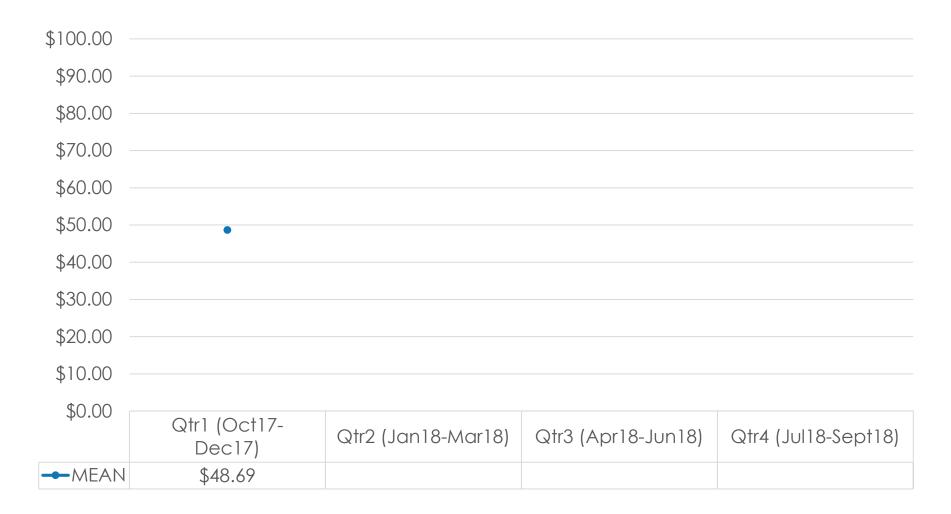
Food & Beverage – Fast Food/ Convenience Store



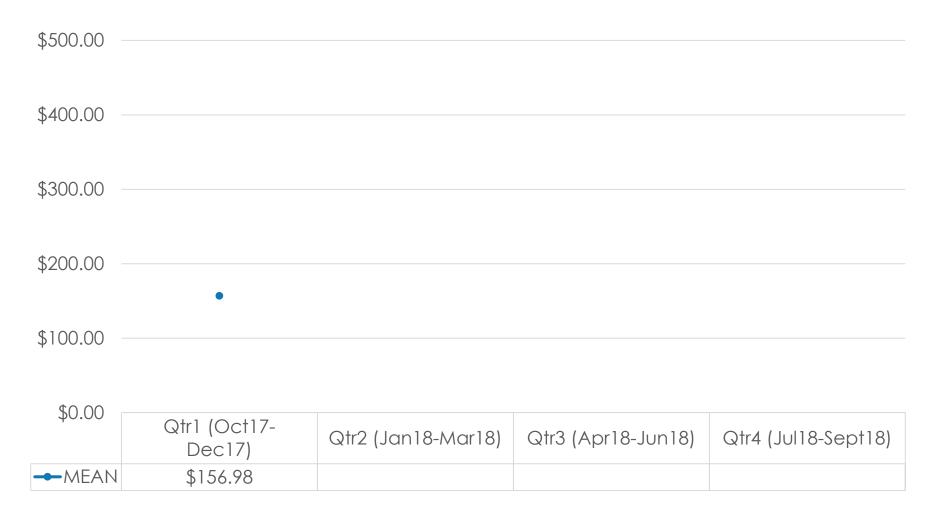
Food & Beverage - Restaurant/ Drinking Est Outside Hotel



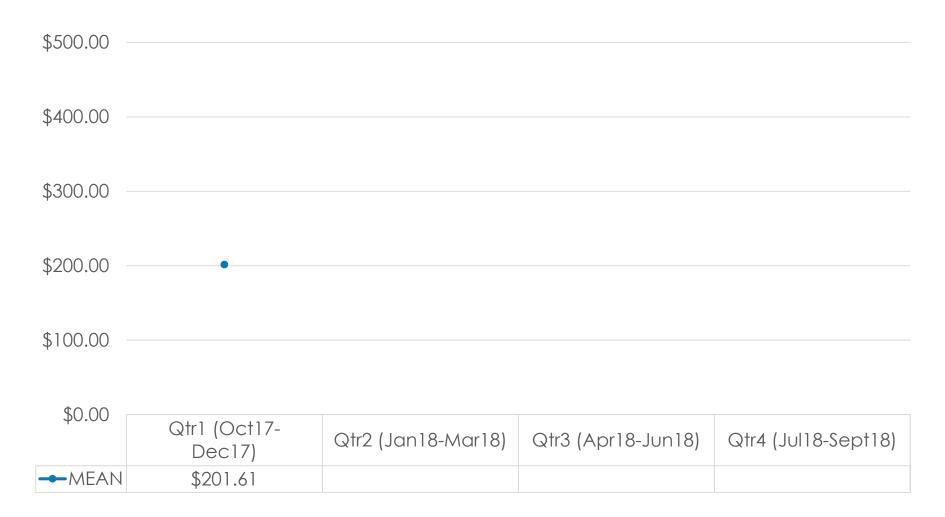
Optional tour/ Activities



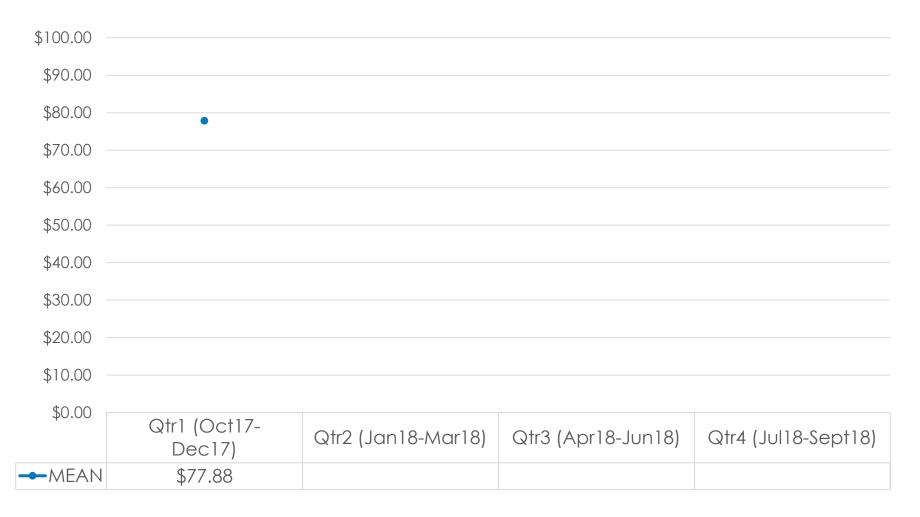
Gift/ Souvenir - Self/ Companion



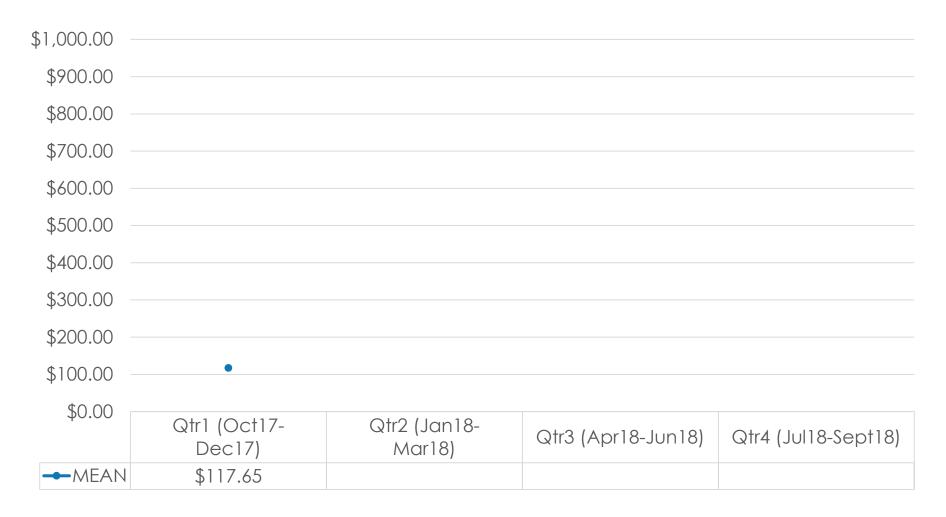
Gift/ Souvenir – Friends/ Family



Local Transportation



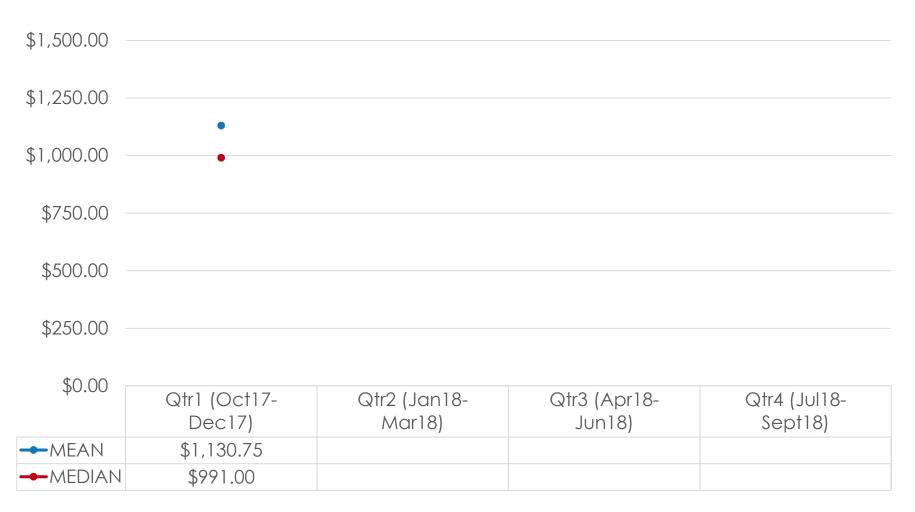
Other Not Included



TOTAL (On-Isle + Prepaid) Expenditures Per Person

• \$1,130.75 = overall mean average prepaid expense by respondent/ Per Person

TOTAL Per Person Expenditures – FY2018 Tracking



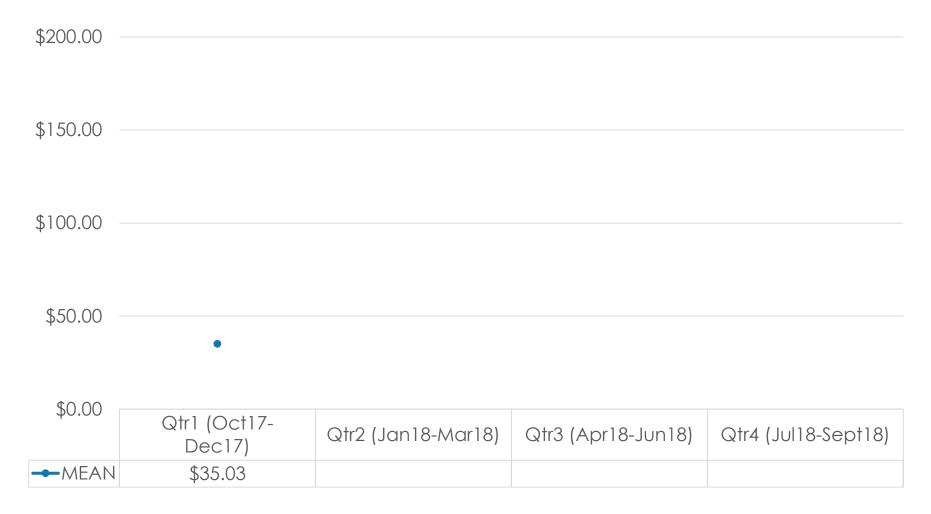
TOTAL Per Person Expenditures – Key Segments

GVB EXIT SURVEY TOTAL PER PERSON SPENDING:

		TOTAL	MICE	LEISURE	FIT	FAMILY
		•	ı	-	•	-
TOTAL PP	Mean	\$1,130.75		\$1,131.21	\$1,107.77	\$987.11
	Median	\$991		\$983	\$983	\$886

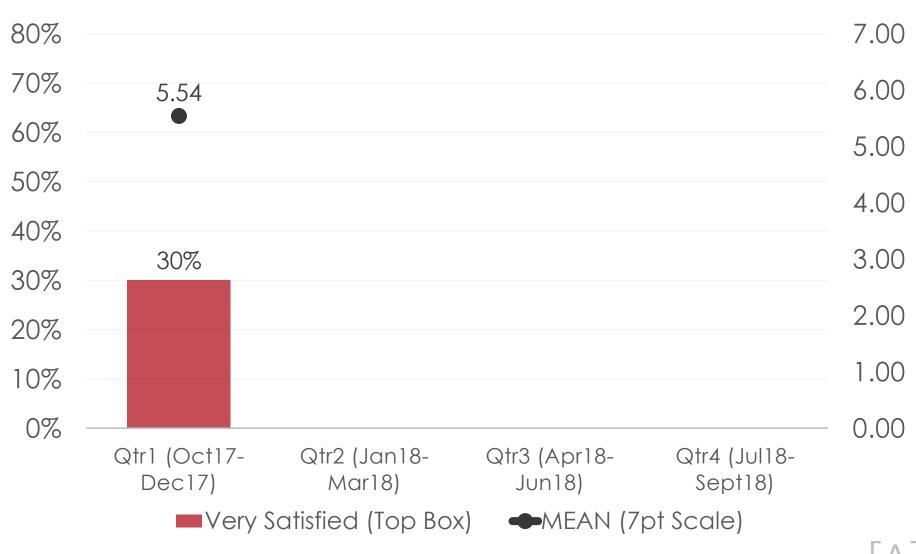
Prepared by Anthology Research

GUAM AIRPORT EXPENDITURE – FY2018 Tracking

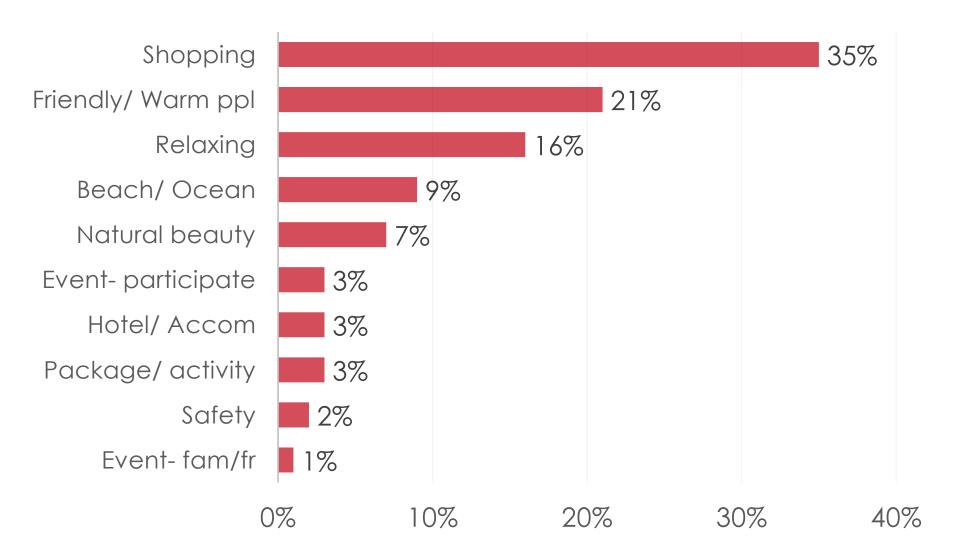


SECTION 4 VISITOR SATISFACTION BEHAVIOR

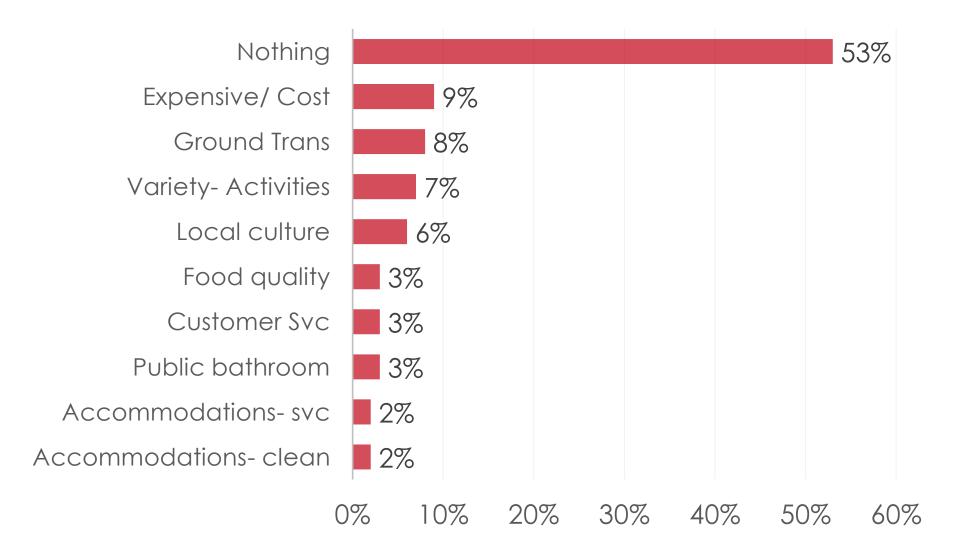
OVERALL SATISFACTION



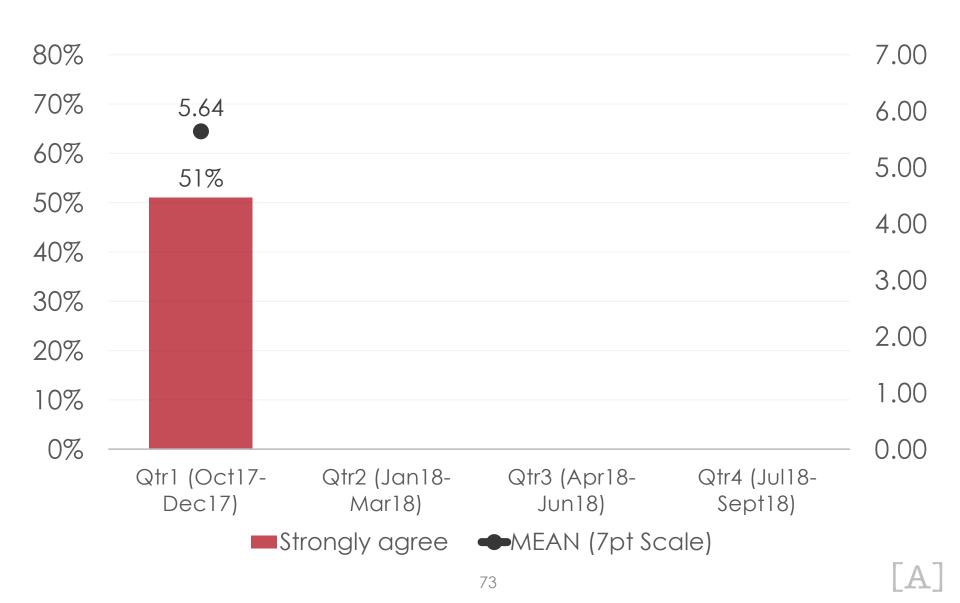
Positive Aspect of Trip



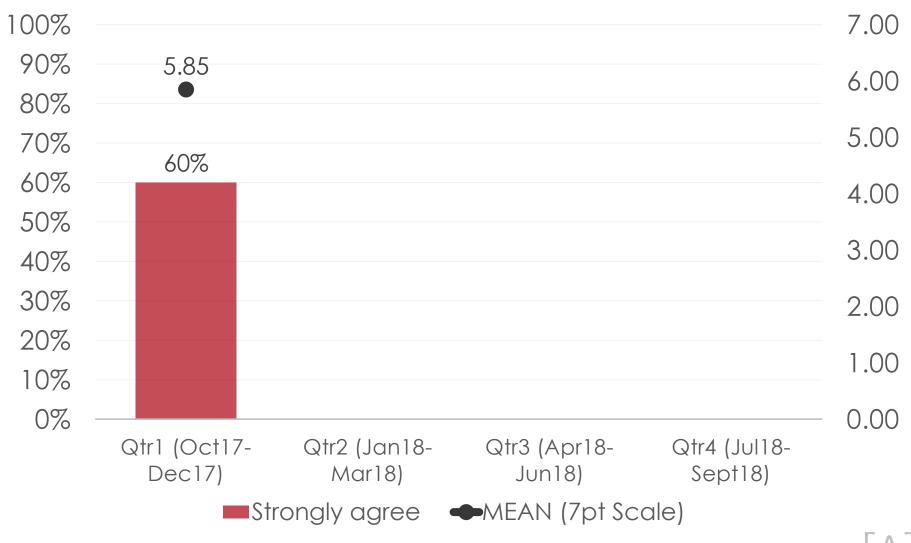
Negative Aspect of Trip



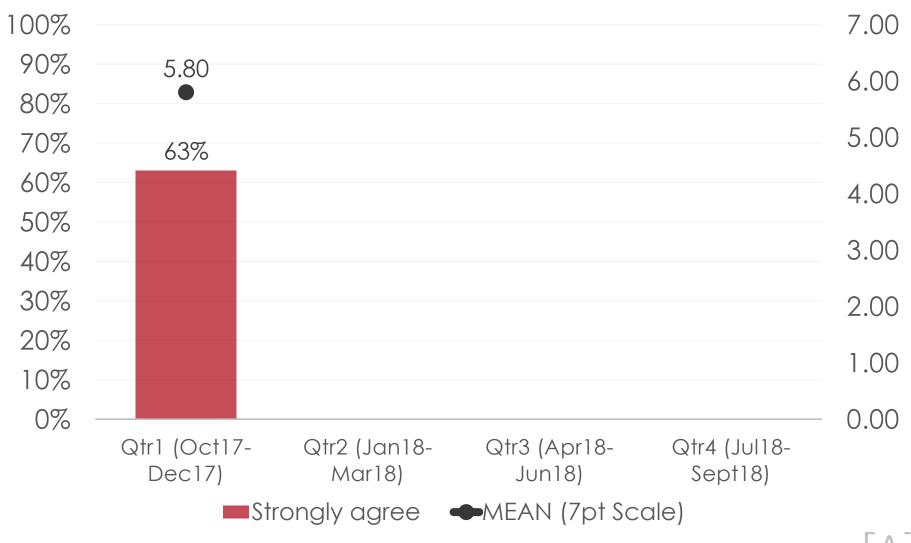
Guam was better than expected



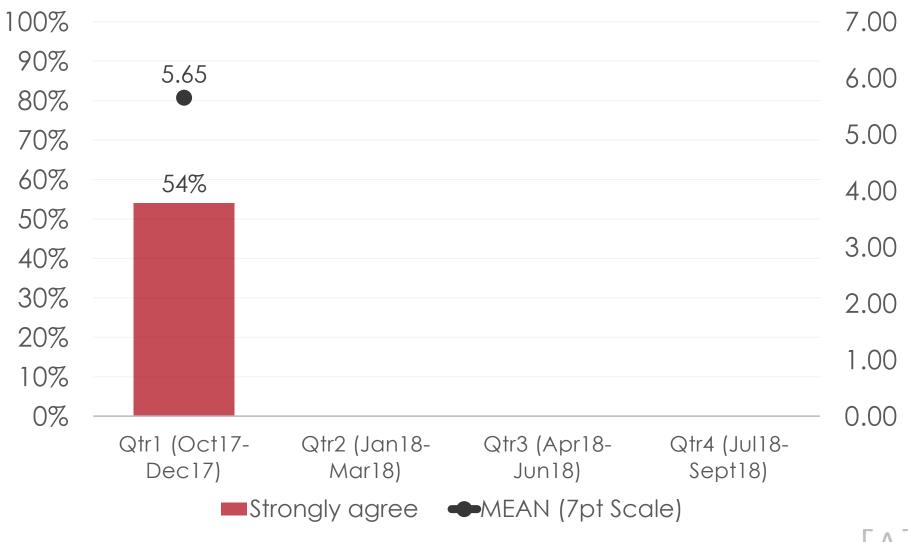
I had no communication problems



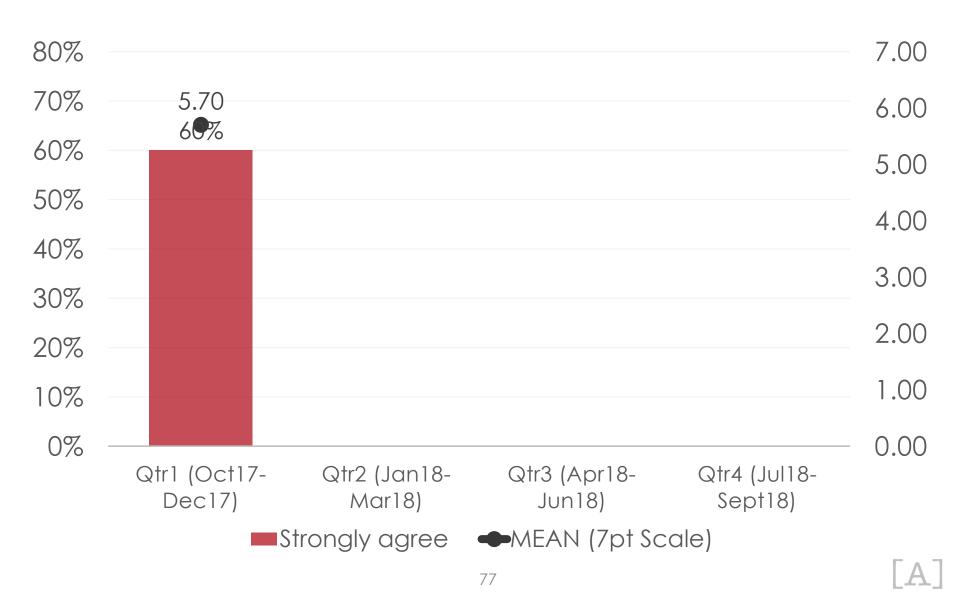
I will recommend Guam to friends



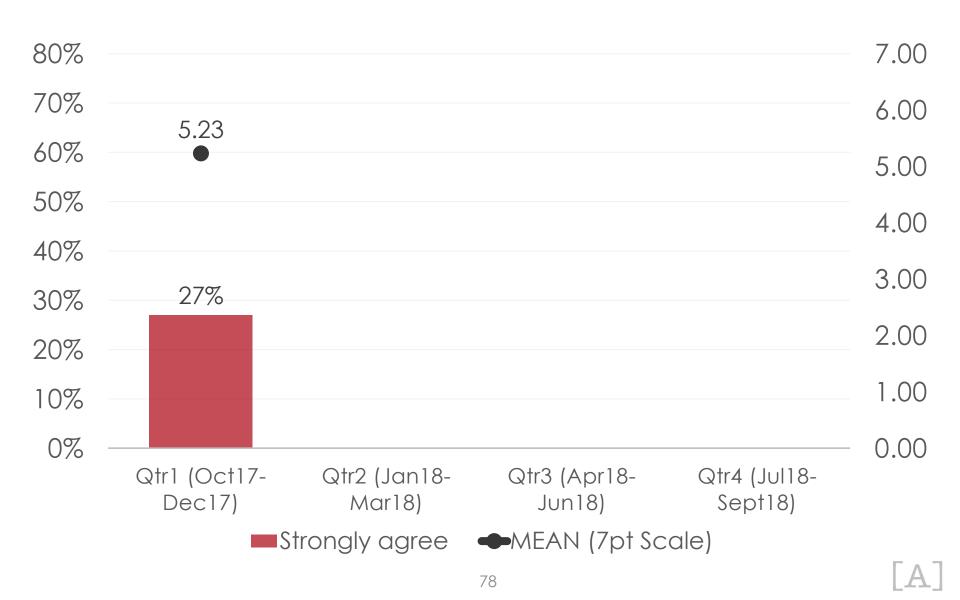
Sites on Guam were attractive



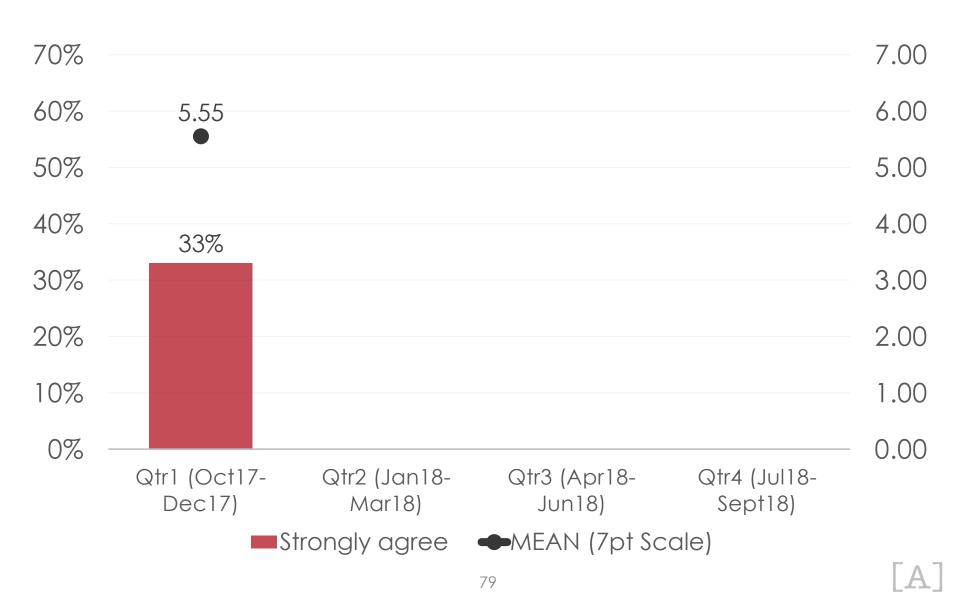
I plan to visit Guam again



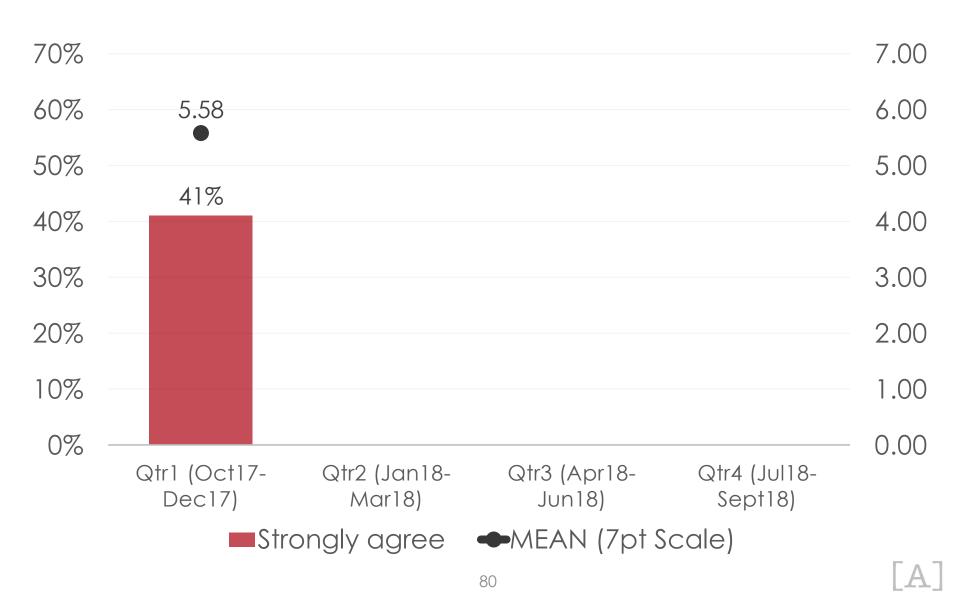
Not enough night time activities



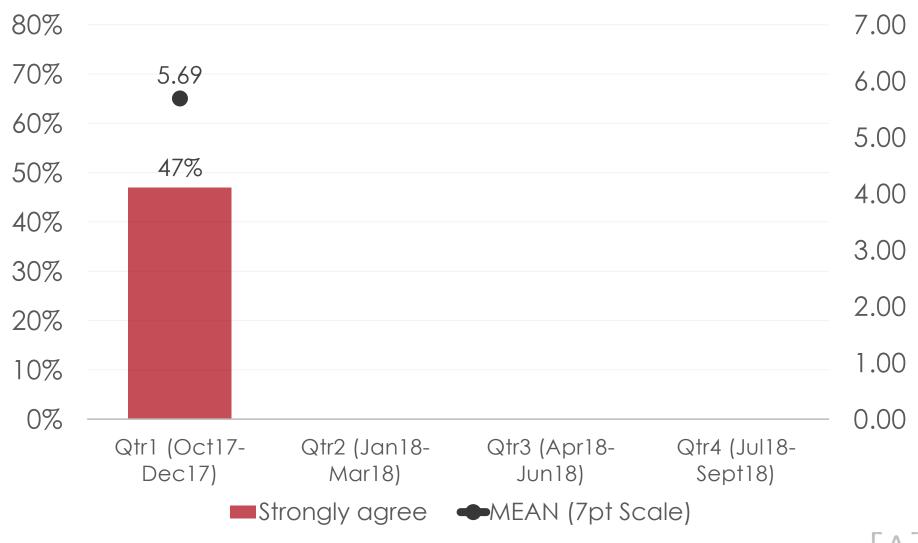
Tour guides were professional



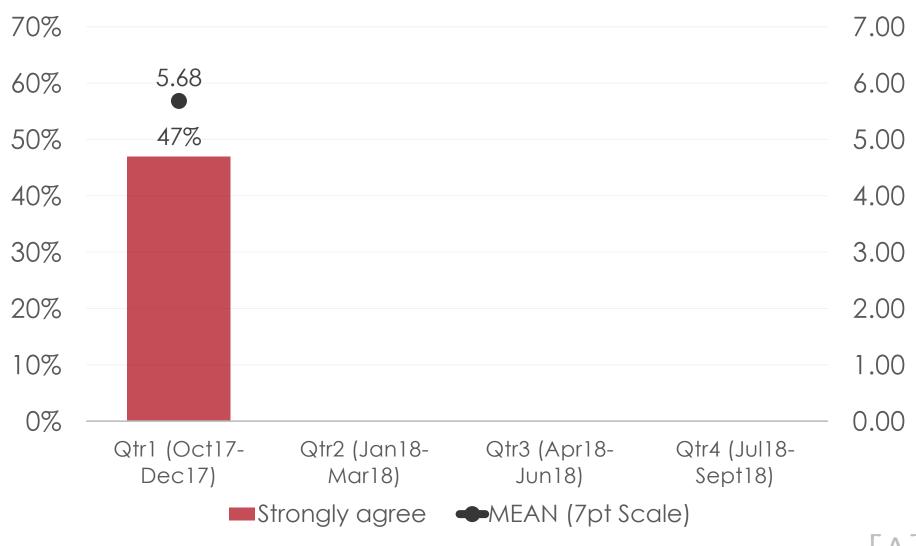
Tour drivers were professional



Taxi drivers were professional

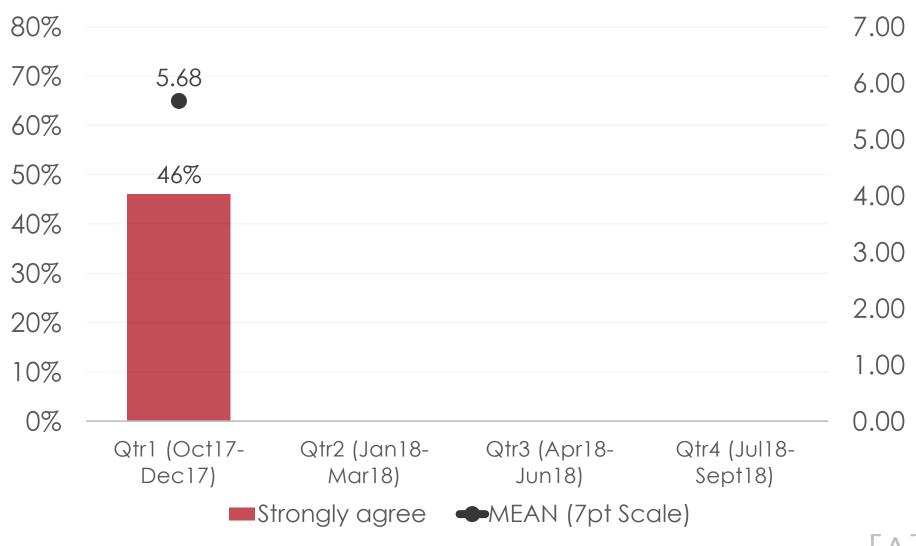


Taxis were clean

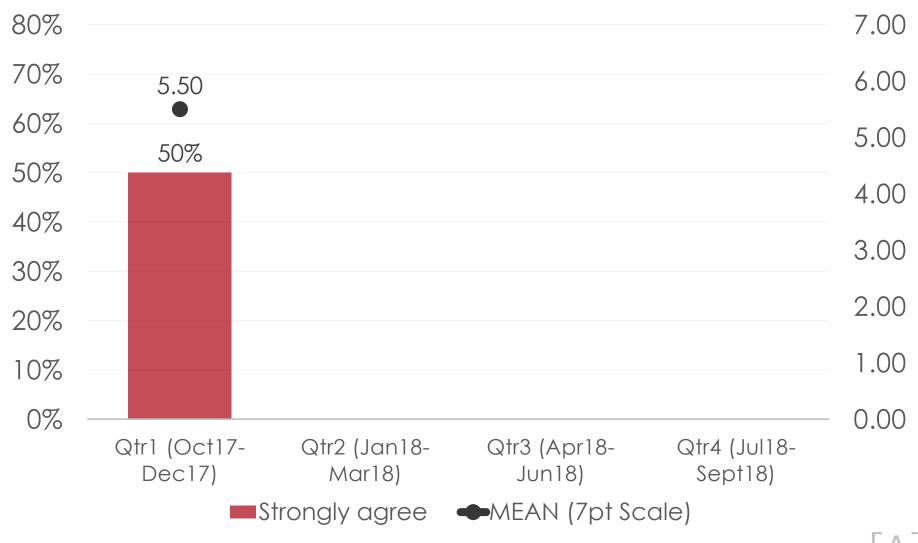


[A]

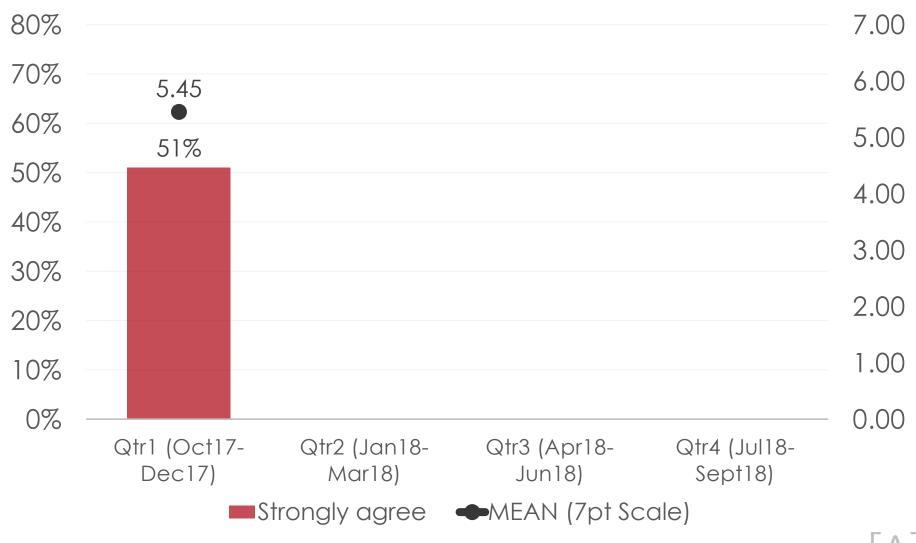
Guam airport was clean



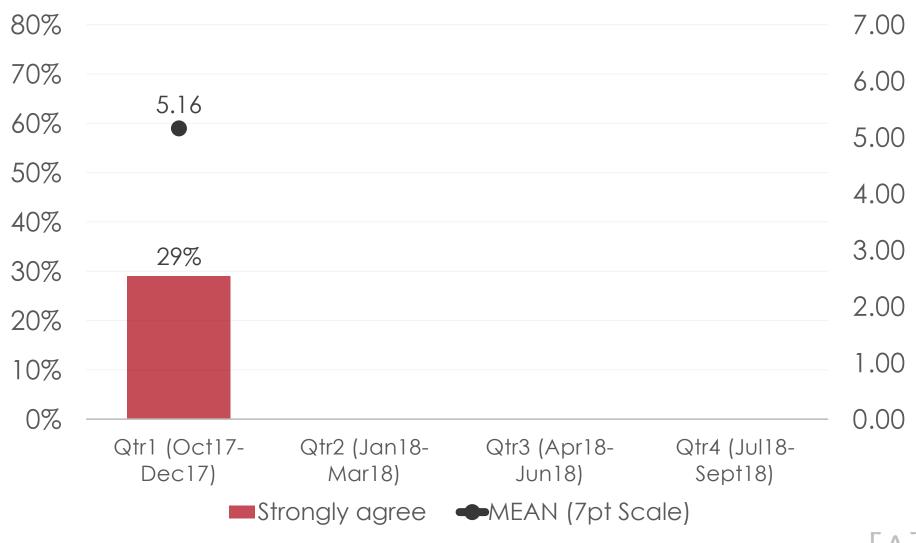
Ease of getting around



Safety walking around at night

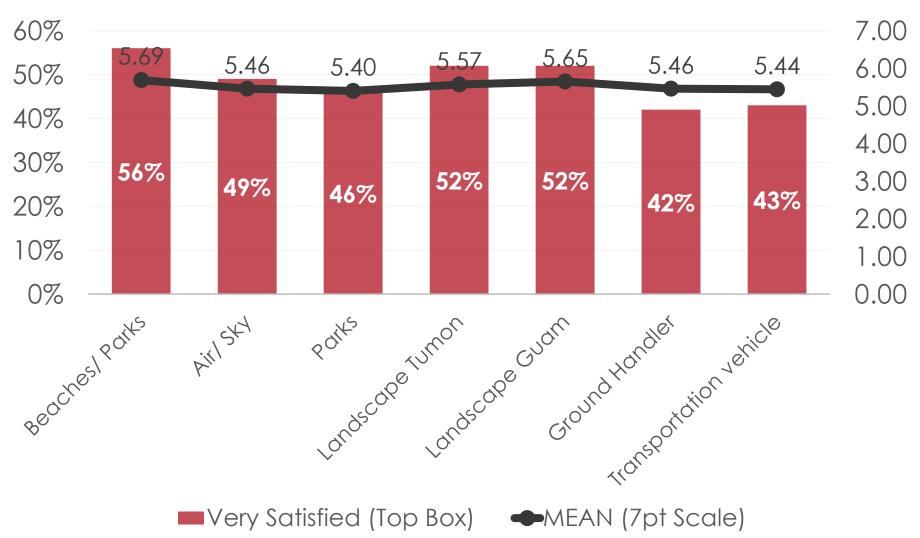


Price of things on Guam

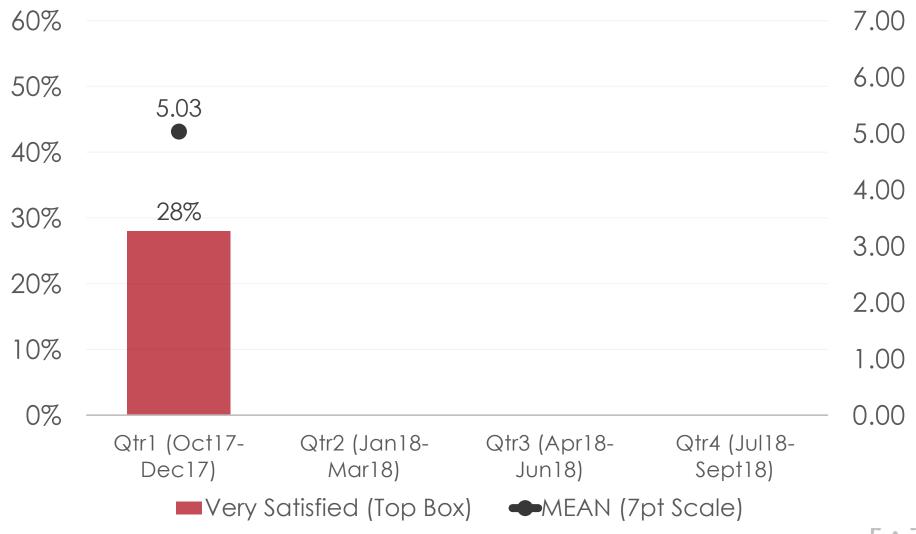


GENERAL SATISFACTION -

Quality/ Cleanliness

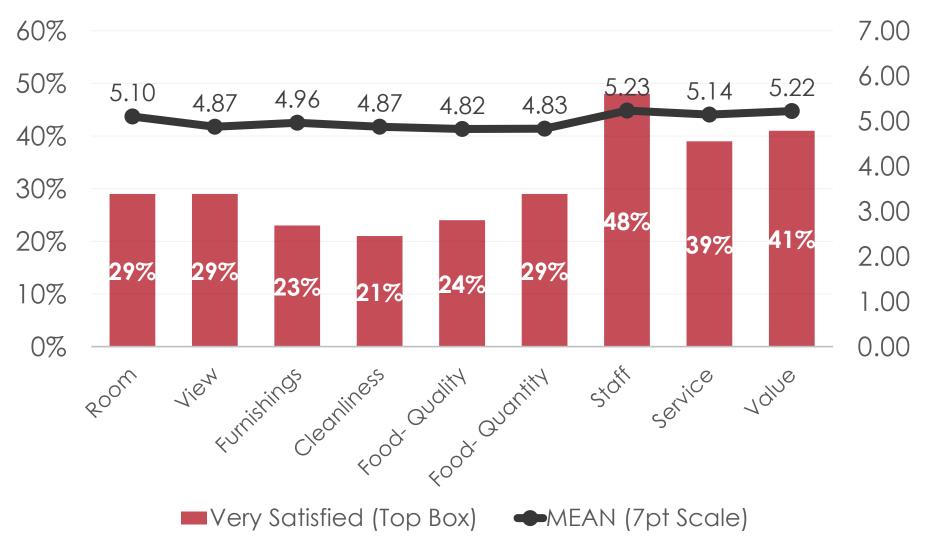


ACCOMMODATIONS – OVERALL SATISFACTION



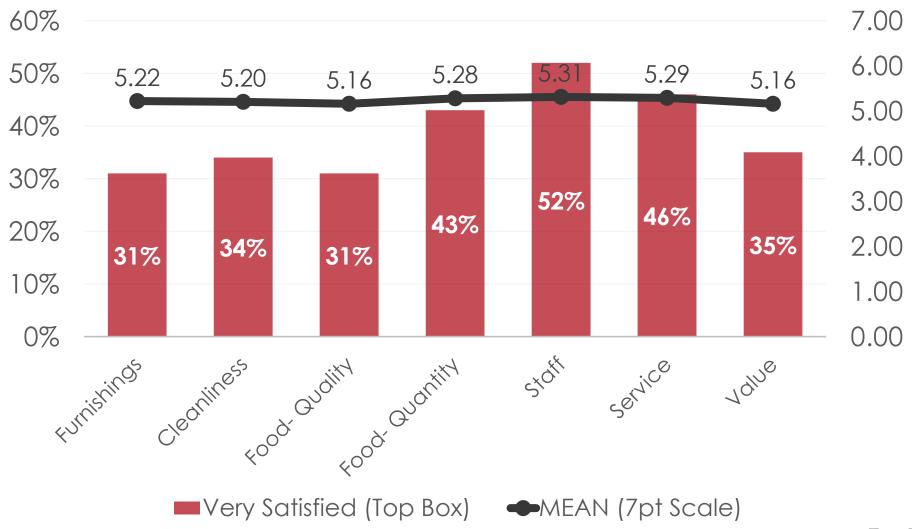
ACCOMMODATIONS –

Satisfaction by Category

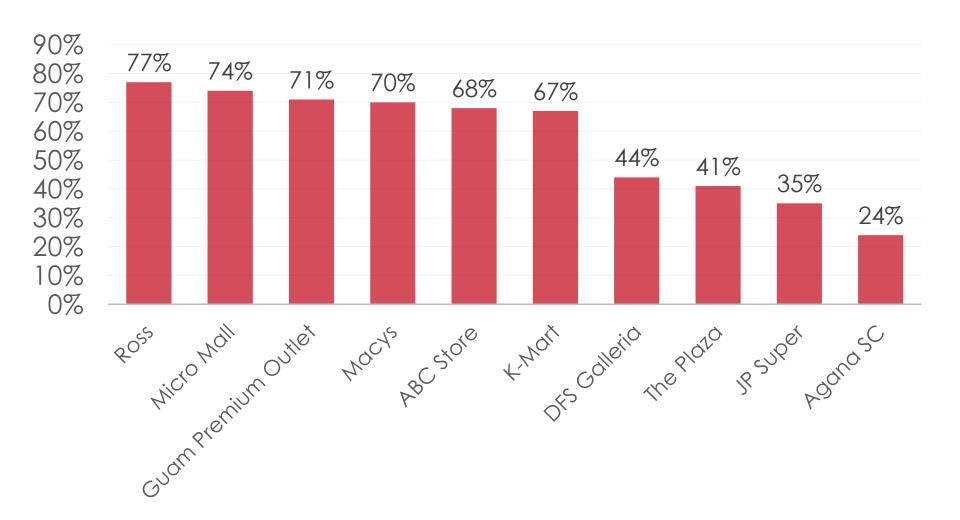


DINING EXPERIENCE (Outside Hotel) –

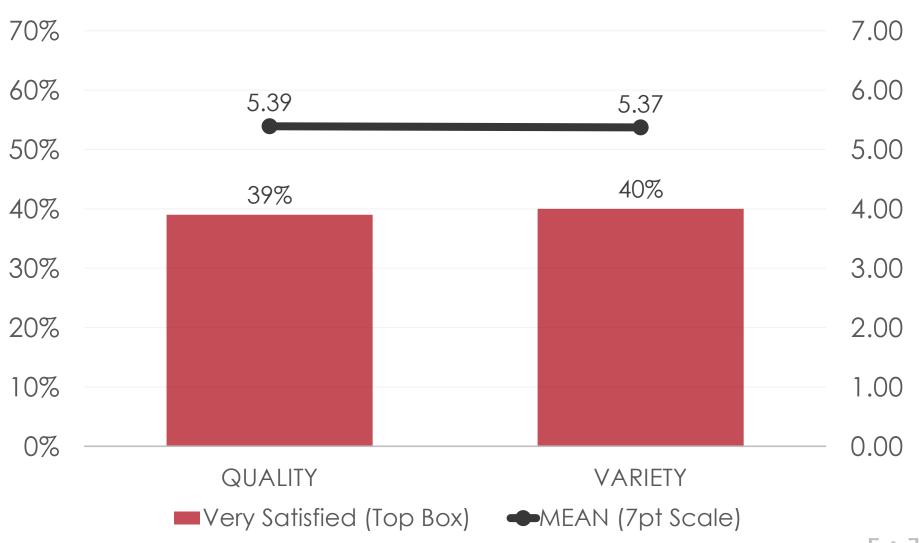
Satisfaction by Category



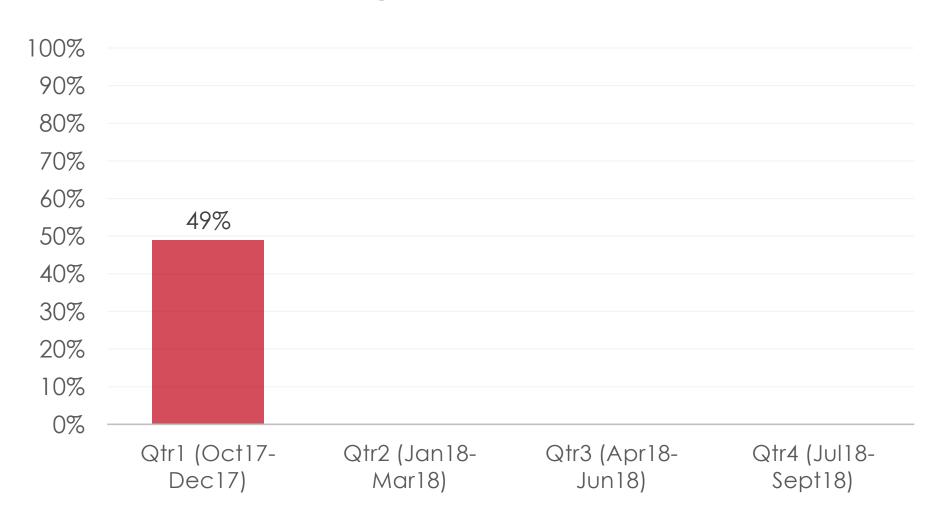
Shopping Malls/ Stores (Top Responses)



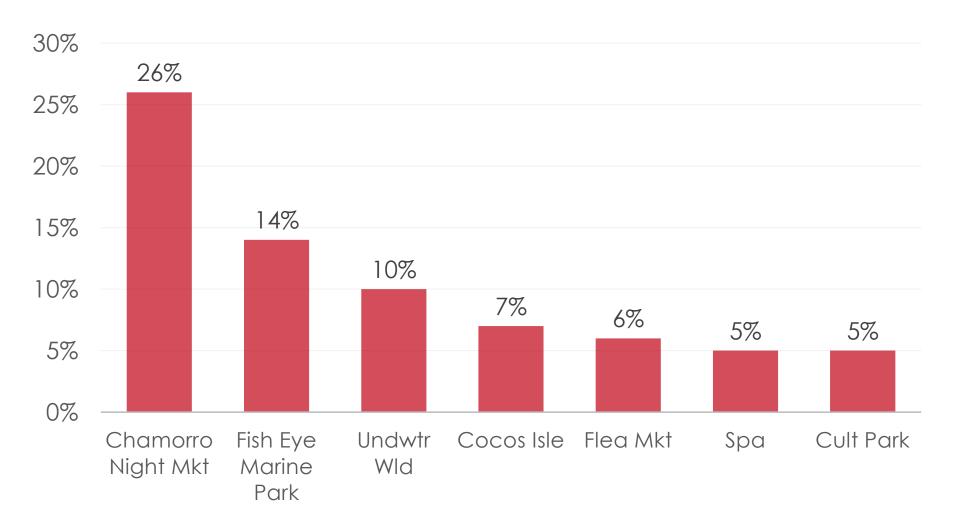
SHOPPING - SATISFACTION



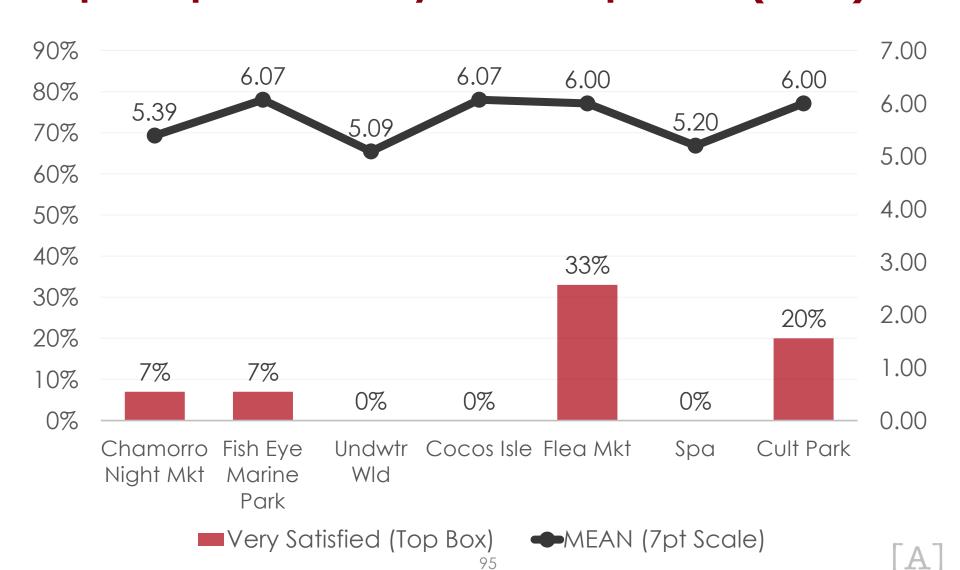
OPTIONAL TOUR PARTICIPATION – FY2018 Tracking



Optional Tour Participation (Top Responses/ 5%+)



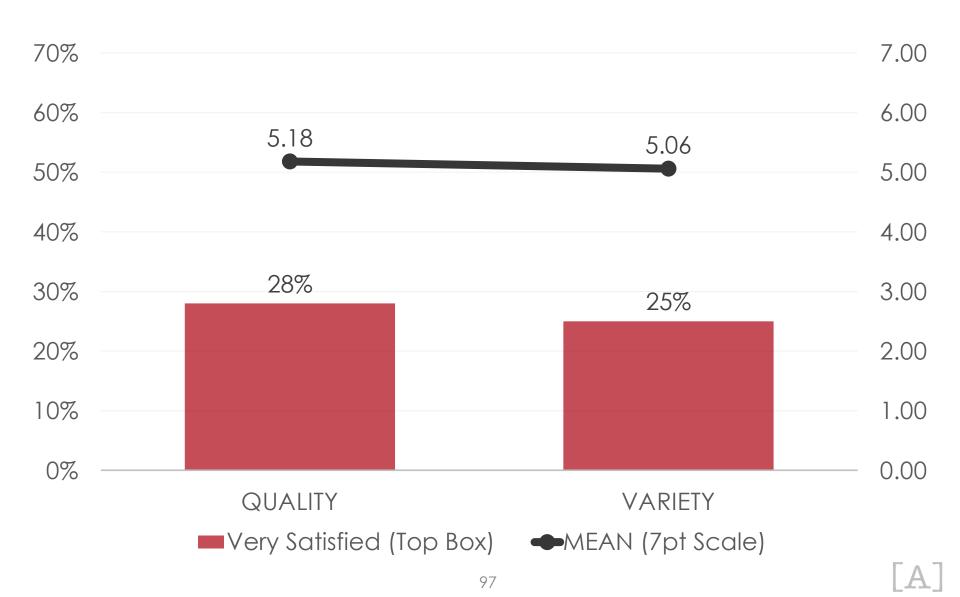
Optional Tour Satisfaction Top Responses only - Participation (5%+)



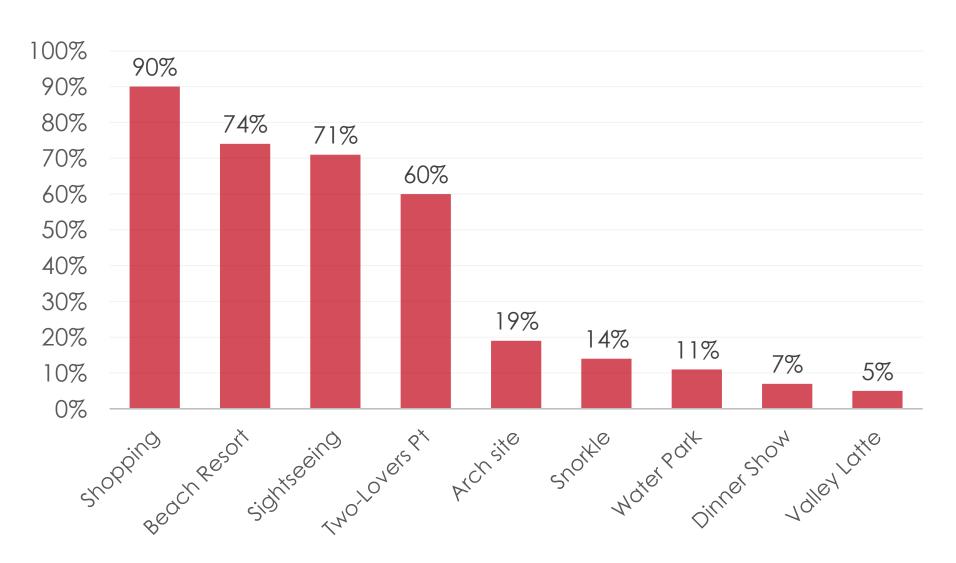
DAY TOUR - SATISFACTION



NIGHT TOUR - SATISFACTION

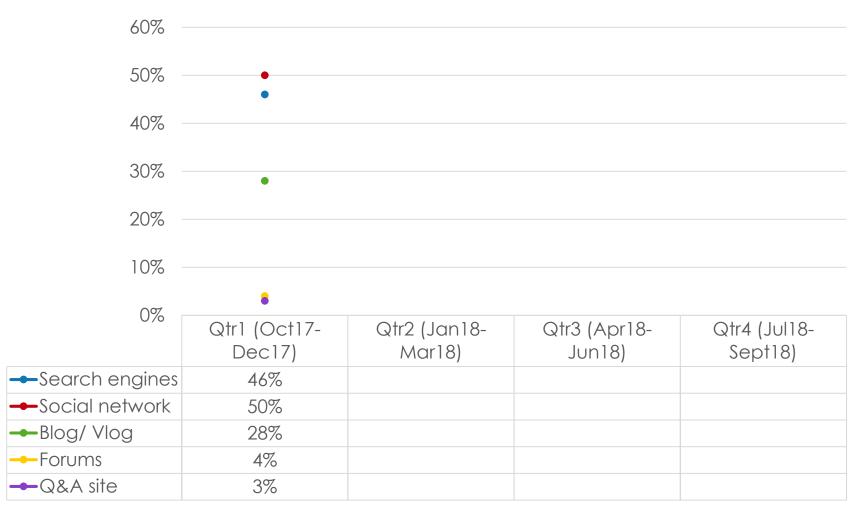


Activities Participation (Top Responses)

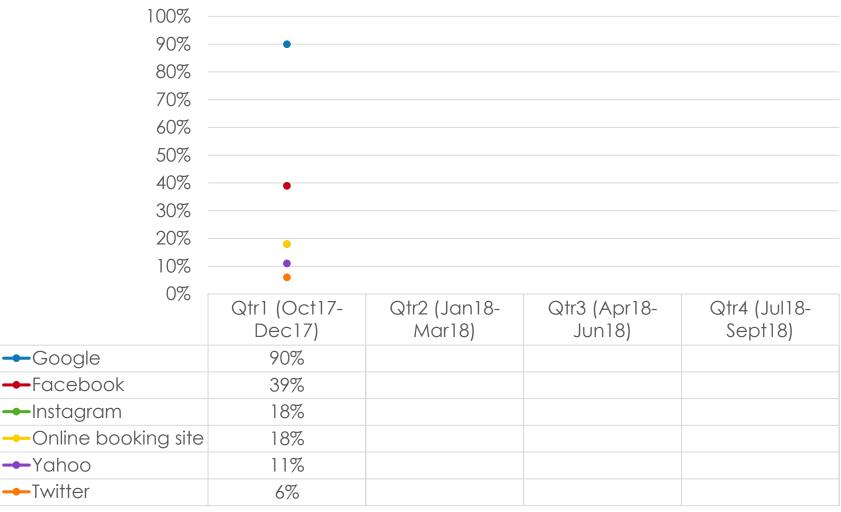


SECTION 5 PROMOTIONS

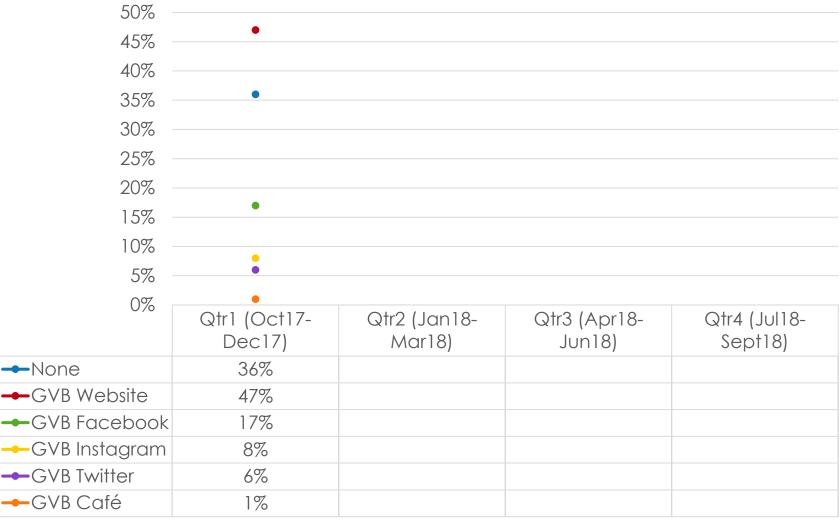
INTERNET- GUAM SOURCES OF INFORMATION



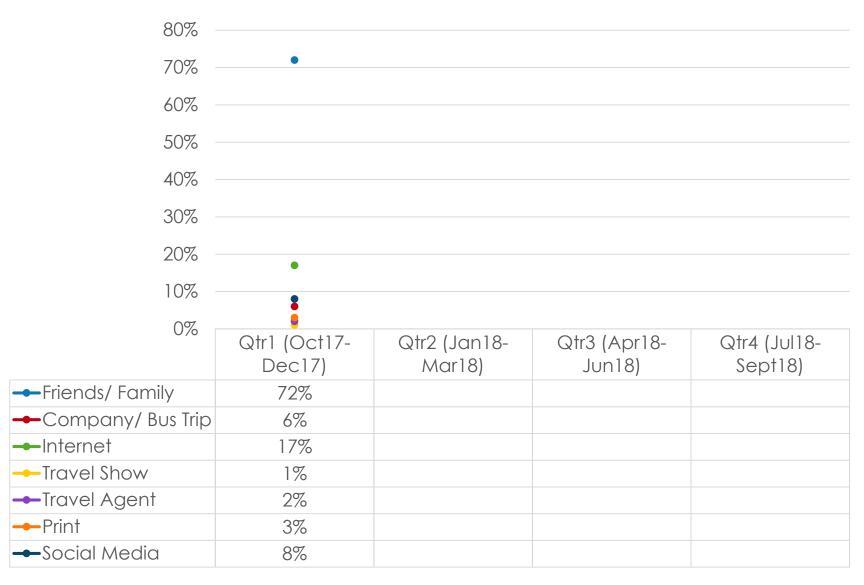
INTERNET- SOURCES OF INFORMATION Things to do on Guam



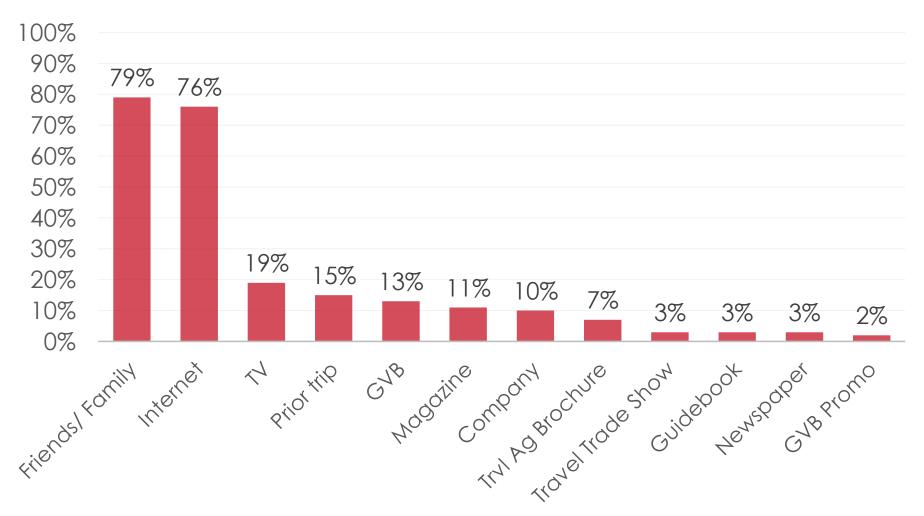
INTERNET- SOURCES OF INFORMATION GVB



TRAVEL MOTIVATION



PRE-ARRIVAL SOURCES OF INFORMATION



PRE-ARRIVAL SOURCES OF INFORMATION – Key Segments

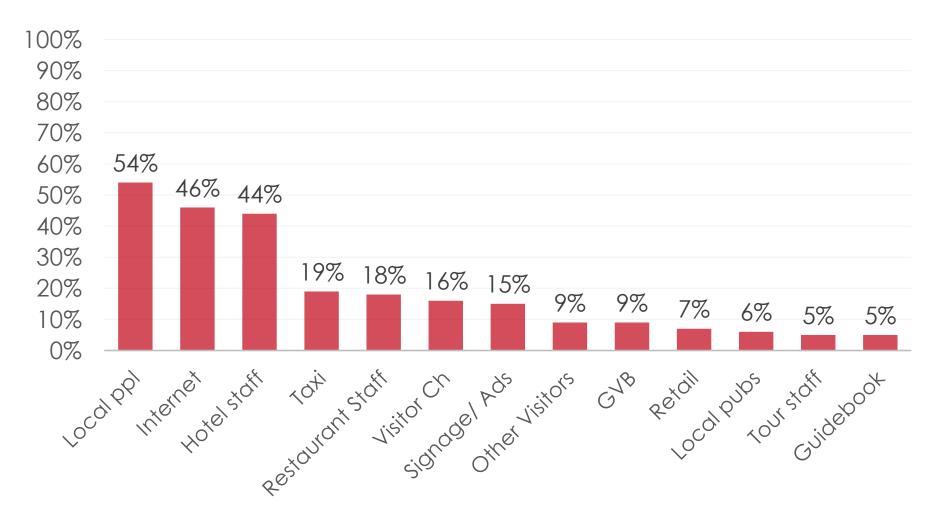
GVB EXIT SURVEY
Q1 Please select the top three sources of information you used to find out about Guam before your trip:

		TOTAL	MICE	LEISURE	FIT	FAMILY
		-	-	-	-	-
Q1	Friend or relative	79%		78%	78%	78%
	Internet/Mobile App	76%		82%	77%	84%
	TV	19%		18%	19%	25%
	I have been to Guam before	15%		12%	15%	15%
	Guam Visitors Bureau promotional activities	13%		14%	12%	15%
	Magazine (consumer)	11%		11%	8%	13%
	Co-worker/ company travel department	10%		9%	11%	4%
	Travel agent brochure	7%		8%	4%	9%
	Newspaper	3%		4%	2%	4%
	Travel guide book at bookstores	3%		4%	2%	4%
	Travel trade shows	3%		4%	2%	2%
	Guam Visitors Bureau office	2%		2%	2%	4%
	Radio	1%		1%	1%	
	Consumer travel shows	1%		1%	1%	2%
	Total	109		85	97	55

Prepared by Anthology Research



ONISLE SOURCES OF INFORMATION



ON-ISLE SOURCES OF INFORMATION – Key Segments

GVB EXIT SURVEY

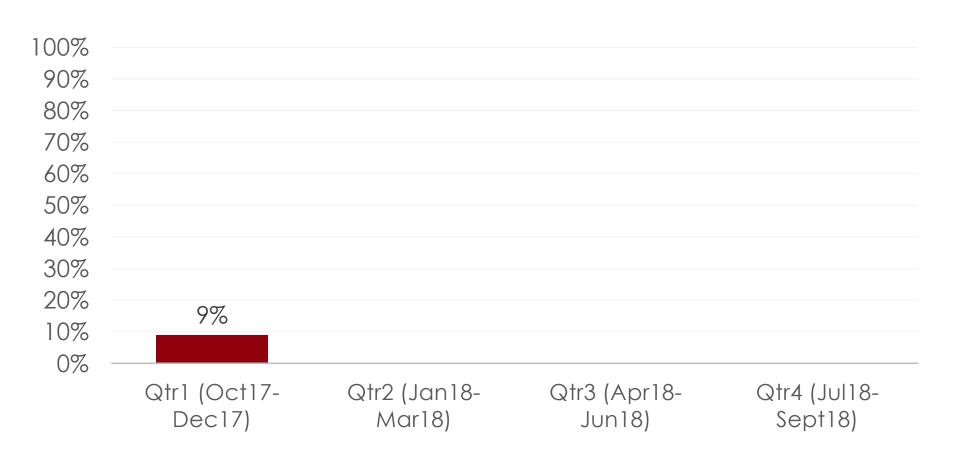
Q2 Please select the top three sources of information you used to find out about Guam while you were here:

		TOTAL	MICE	LEISURE	FIT	FAMILY
		-	-	-	-	-
Q2	Local people	54%		55%	53%	55%
	Internet/Mobile App	46%		53%	45%	44%
	Hotel staff	44%		45%	44%	47%
	Taxi drivers	19%		20%	19%	18%
	Restaurant staff (outside hotel)	18%		18%	15%	18%
	Visitors channel	16%		12%	16%	9%
	Signs/ advertisement	15%		16%	12%	24%
	Other visitors	9%		11%	10%	7%
	Guam Visitors Bureau	9%		11%	10%	13%
	Retail staff	7%		8%	8%	7%
	Local publication	6%		7%	4%	7%
	Tour staff	5%		5%	4%	7%
	Guide books I brought with me	5%		6%	5%	2%
	Total	109		85	97	55

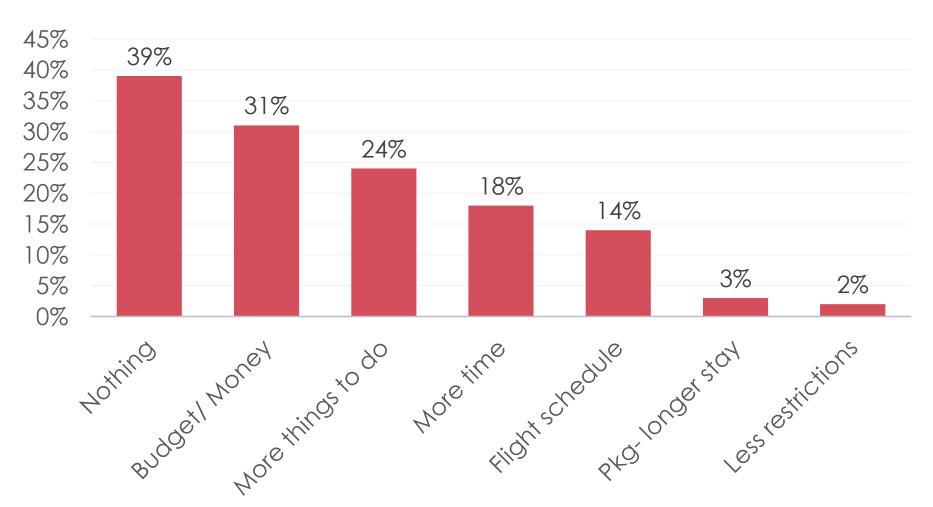
Prepared by Anthology Research

SECTION 6 FUTURE TRAVEL TO GUAM

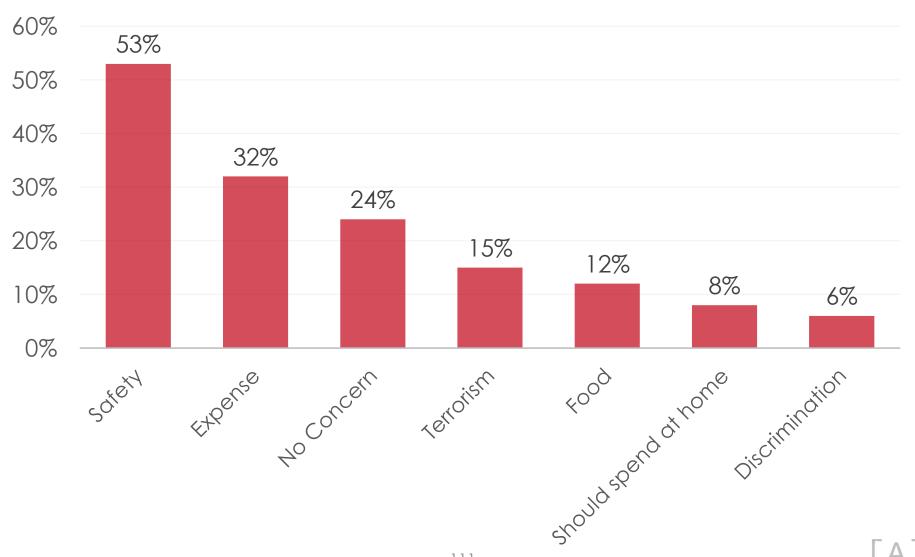
Will security screening/ immigration at Guam Airport impact future travel to Guam?



What would it take to make you stay an extra day on Guam?

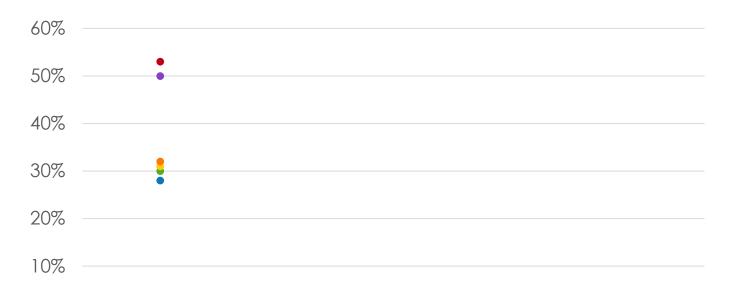


FUTURE TRAVEL CONCERNS



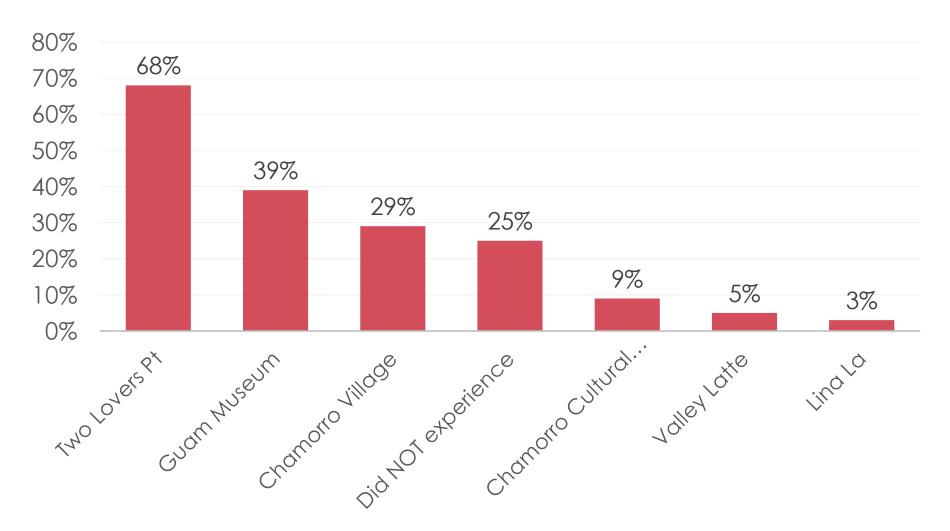
SECTION 7 GUAM CULTURE

EXPERIENCED-CHAMORRO/ HAFA ADAI SPIRIT

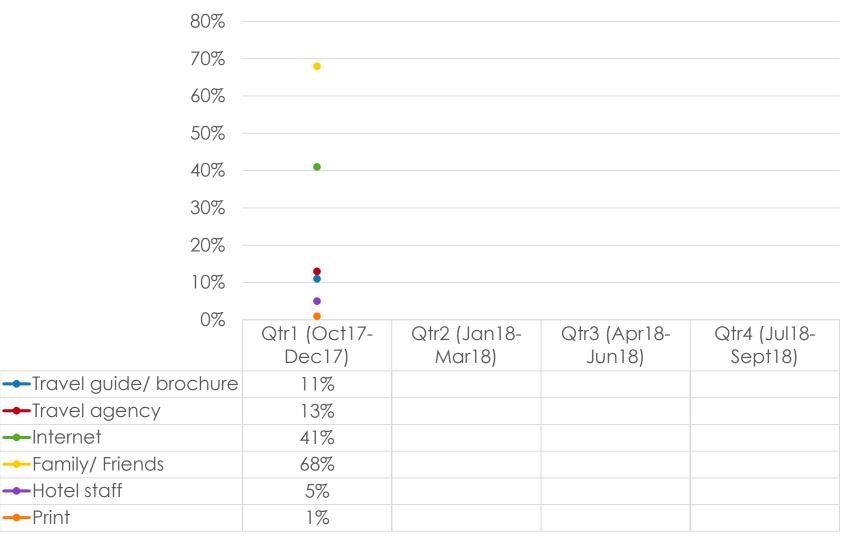


0%	Qtr1 (Oct17- Dec17)	Qtr2 (Jan18- Mar18)	Qtr3 (Apr18- Jun18)	Qtr4 (Jul18- Sept18)
→ Did NOT experience	28%			
→ Beaches	53%			
→ Chamorro cuisine	30%			
→Night Market	31%			
→ Socializing- locals	50%			
→ Local Music	32%			

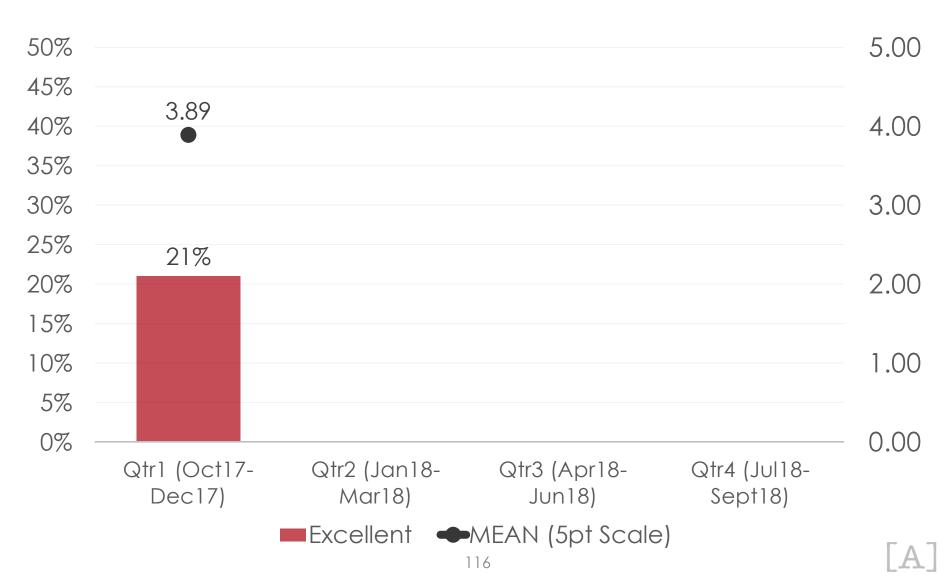
EXPERIENCEDOTHER CULTURAL ACTIVITY/EVENTS



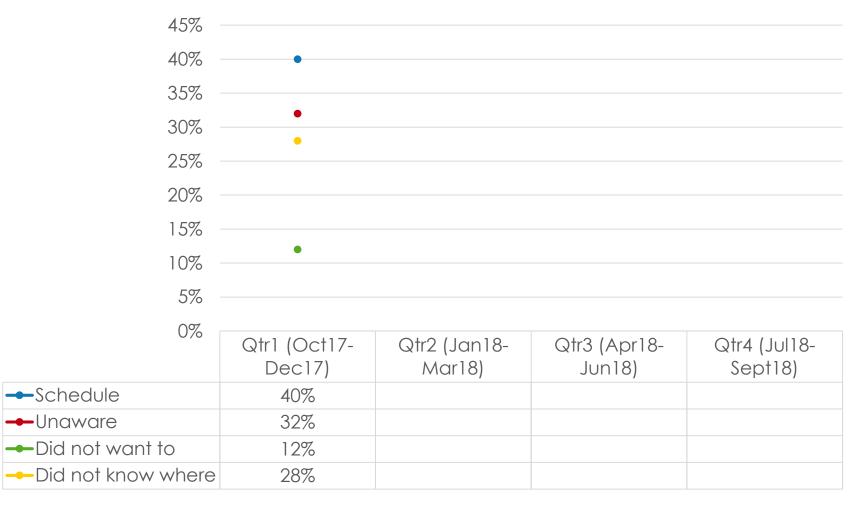
SOURCES OF INFORMATION-CULTURAL ACTIVITY/EVENTS



SATISFACTION-CULTURAL ACTIVITY/EVENTS



OBSTACLES-CULTURAL ACTIVITY/EVENTS



ADVANCED STATISTICS

Analysis Technique

- Dependent variables: total per person on island expenditure and overall satisfaction (numeric)
- Independent variables are satisfaction with different aspects of trip to Guam (numeric).
- Use of linear stepwise regression to derive predictors (drivers) of on-island expenditure and overall satisfaction, Since both the independent and dependent variables are numeric.
- This determines the significant (p=<.05) drivers and the percentage of the dependent variables accounted for by each significant predictor and by all of them combined.

Drivers- Overall Satisfaction

Drivers of Overall Satisfaction, (Oct-Dec 2017)1st Qtr. FY2018		
	1st Qtr. 2018	
Drivers:	rank	
Quality & Cleanliness of beaches & parks		
Ease of getting around		
Safety walking around at night	2	
Quality of daytime tours		
Variety of daytime tours		
Quality of nighttime tours		
Variety of nighttime tours		
Quality of shopping	3	
Variety of shopping		
Price of things on Guam		
Quality of hotel accommodations		
Quality/cleanliness of air, sky		
Quality/cleanliness of parks	1	
Quality of landscape in Tumon		
Quality of landscape in Guam		
Quality of ground handler		
Quality/cleanliness of transportation vehicles		
% of Per Person On Island Expenditures		
Accounted For	48.4%	

Drivers of Overall Satisfaction

- Overall satisfaction with Filipino visitor's experience on Guam is driven by three significant factors in the 1st Quarter FY2018 Period. By rank order they are:
 - Quality/cleanliness of parks,
 - Safety walking around at night, and
 - Quality of shopping.
- With all three factors the overall r² is .484 meaning that 48.4% of overall satisfaction is accounted for by these factors.

Drivers – On-Isle Expenditures

Drivers of Per Person On Island Expenditures, (Oct-Dec 2017) 1st Qtr. FY2018		
Drivers:	rank	
Quality & Cleanliness of beaches & parks		
Ease of getting around		
Safety walking around at night		
Quality of daytime tours		
Variety of daytime tours		
Quality of nighttime tours		
Variety of nighttime tours		
Quality of shopping		
Variety of shopping		
Price of things on Guam		
Quality of hotel accommodations		
Quality/cleanliness of air, sky		
Quality/cleanliness of parks		
Quality of landscape in Tumon		
Quality of landscape in Guam		
Quality of ground handler		
Quality/cleanliness of transportation		
vehicles		
% of Per Person On Island Expenditures		
Accounted For	0.0%	
NOTE: Only significant drivers are included.		

Drivers of On-Isle Expenditures

• Per Person On Island Expenditure of Filipino visitors on Guam is driven by no significant factor in the 1st Quarter FY2018 period.