

# Guam Visitors Bureau

## Philippine Visitor Tracker Exit Profile & Market Segmentation Report

FY2018

QTR.2 (JAN – MAR 2018)

Prepared by: Anthology Research

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#instaGuam



# 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 **107** 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 **107** is +/- 9.3 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 +/- 9.3 percentage points.

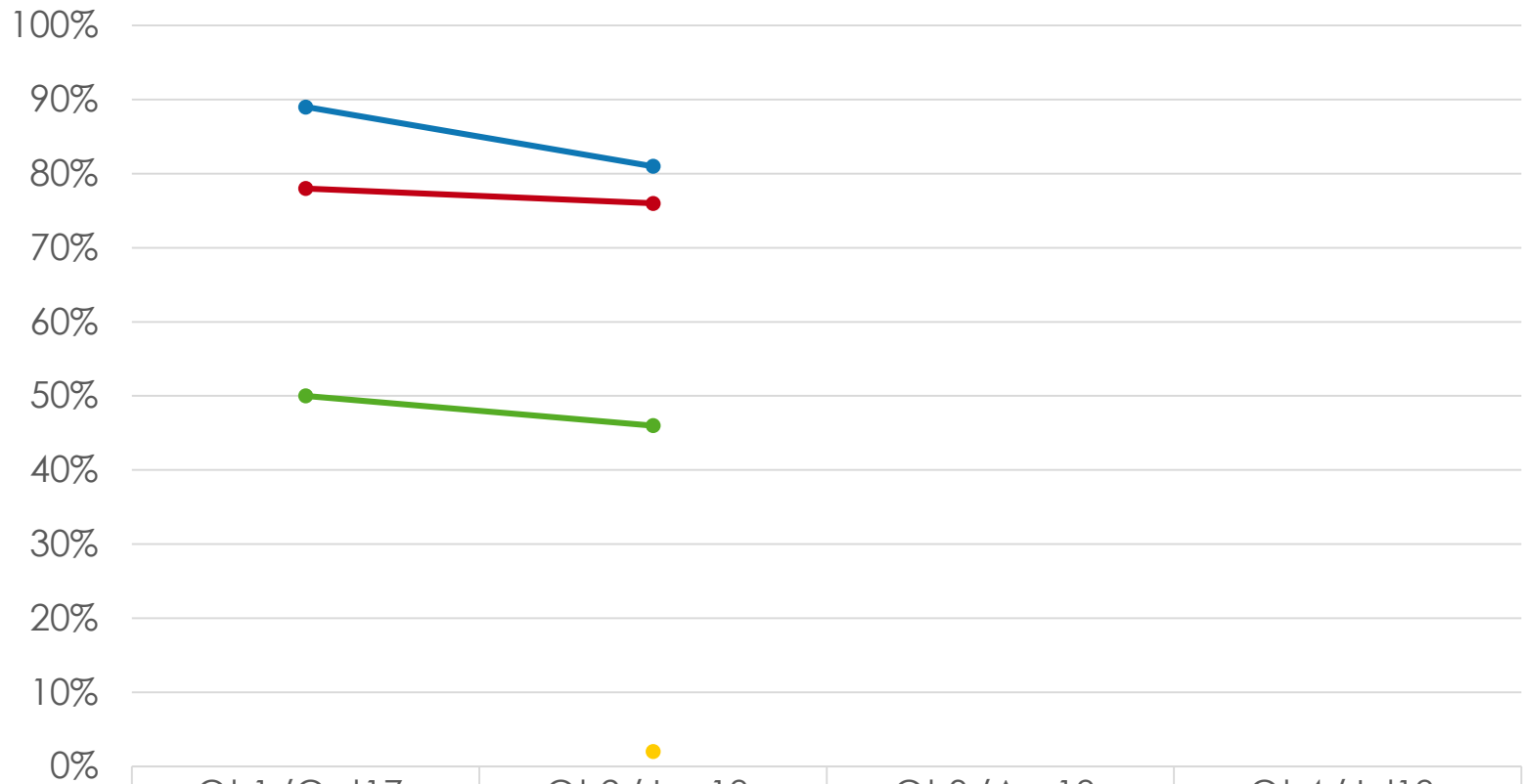
# Objectives

- 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 Philippine 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

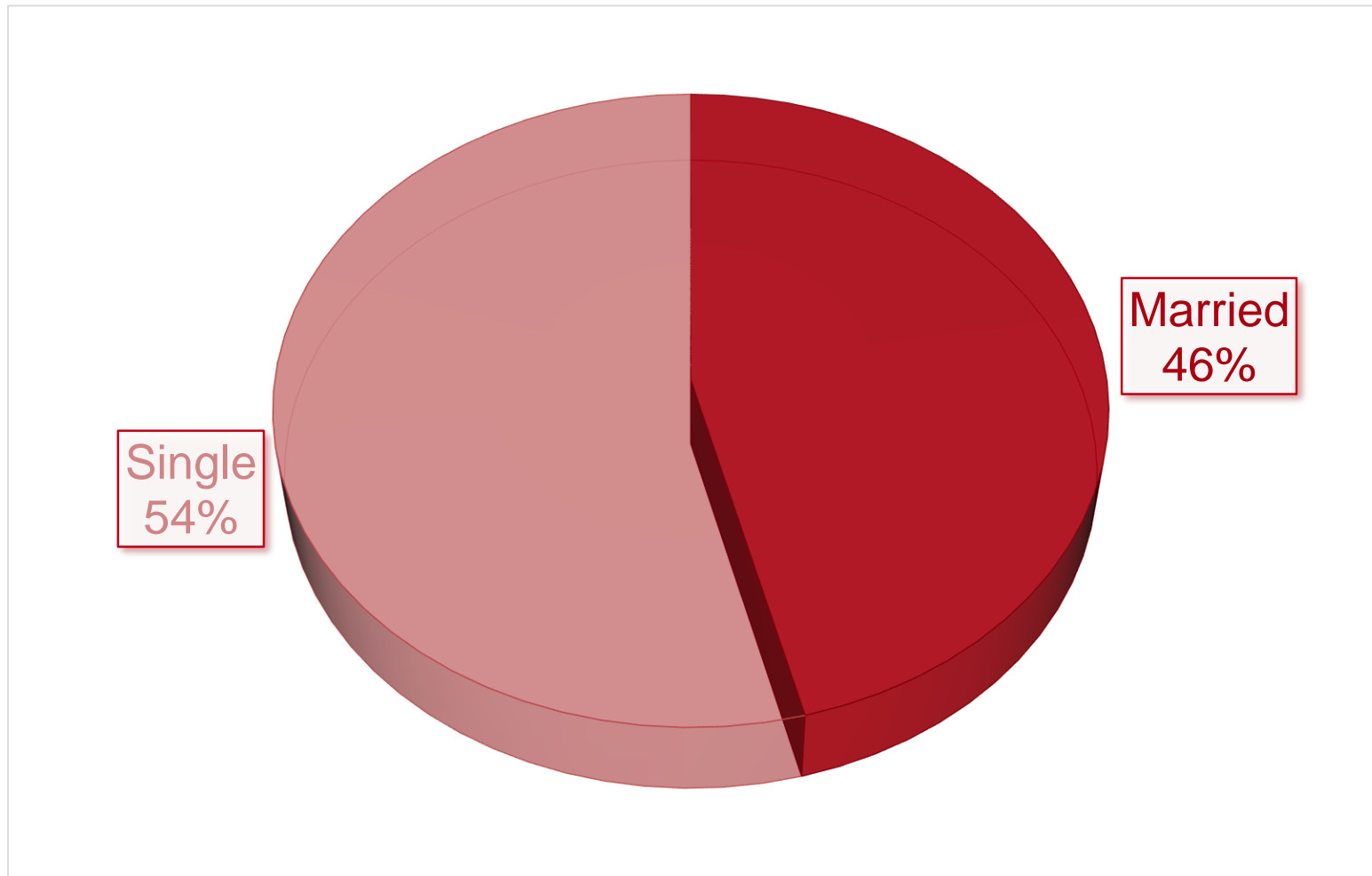


	Qtr1 (Oct17-Dec17)	Qtr2 (Jan18-Mar18)	Qtr3 (Apr18-Jun18)	Qtr4 (Jul18-Sept18)
—●— FITs	89%	81%		
—●— Leisure Trvl	78%	76%		
—●— Family	50%	46%		
—●— MICE		2%		

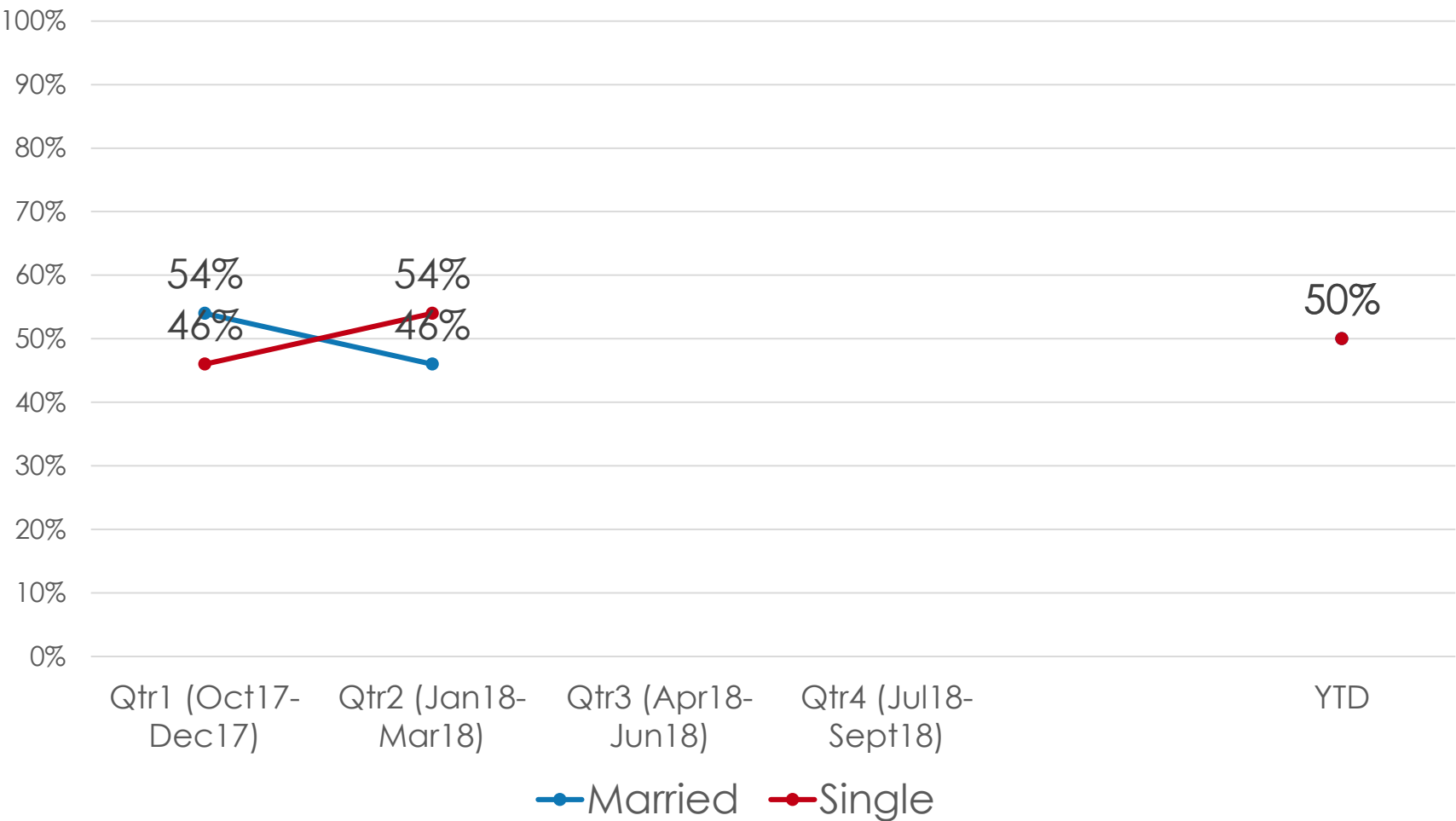
# SECTION 1

# PROFILE OF RESPONDENTS

# Marital Status



# Marital status – FY2018 Tracking





# Marital status – Key Segments

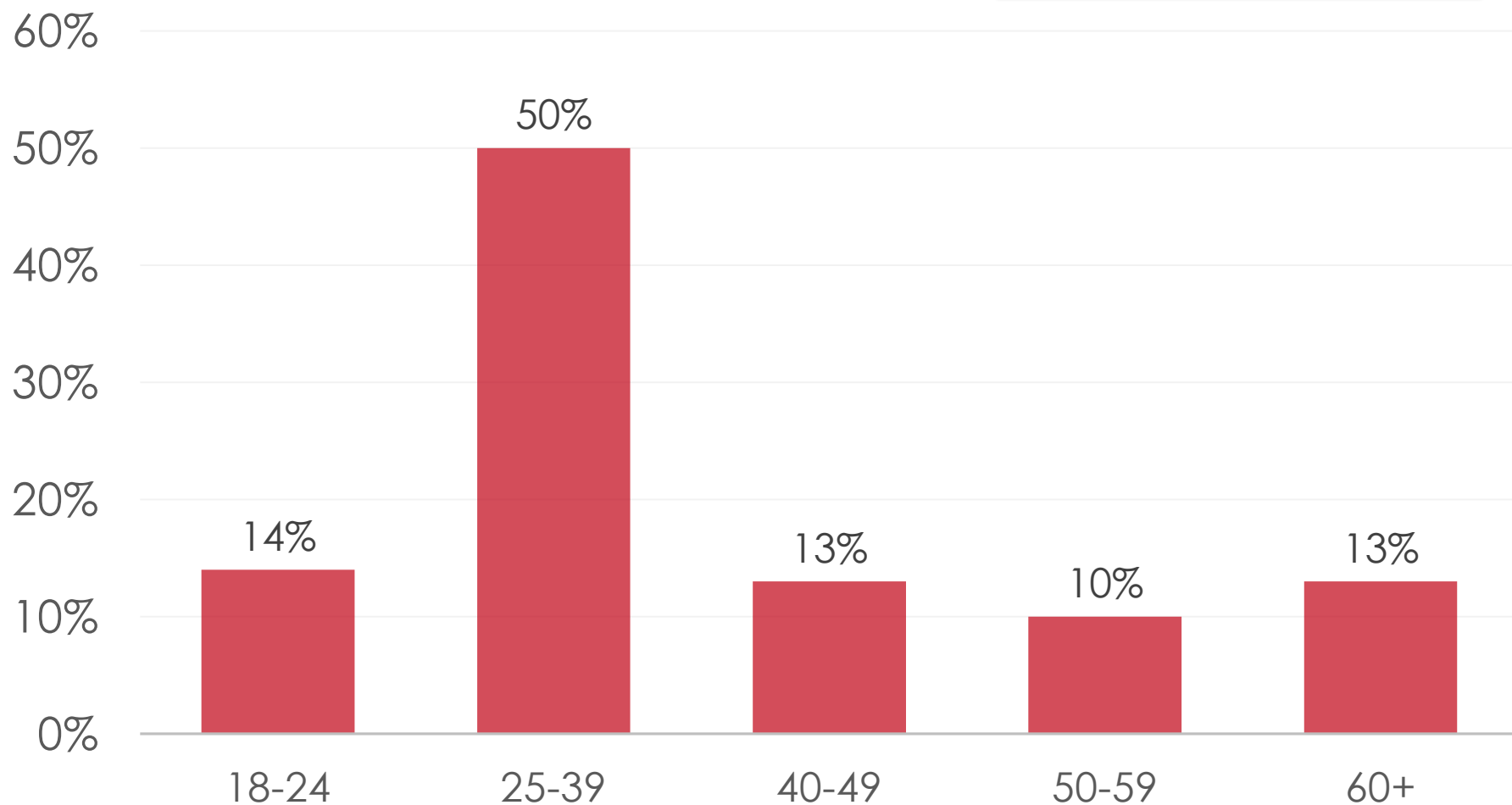
GVB EXIT SURVEY  
QE MARITAL STATUS

		TOTAL	MICE	LEISURE	FIT	FAMILY
		-	-	-	-	-
QE	Married	46%	50%	43%	46%	63%
	Single	54%	50%	57%	54%	37%
	Total	107	2	81	87	49

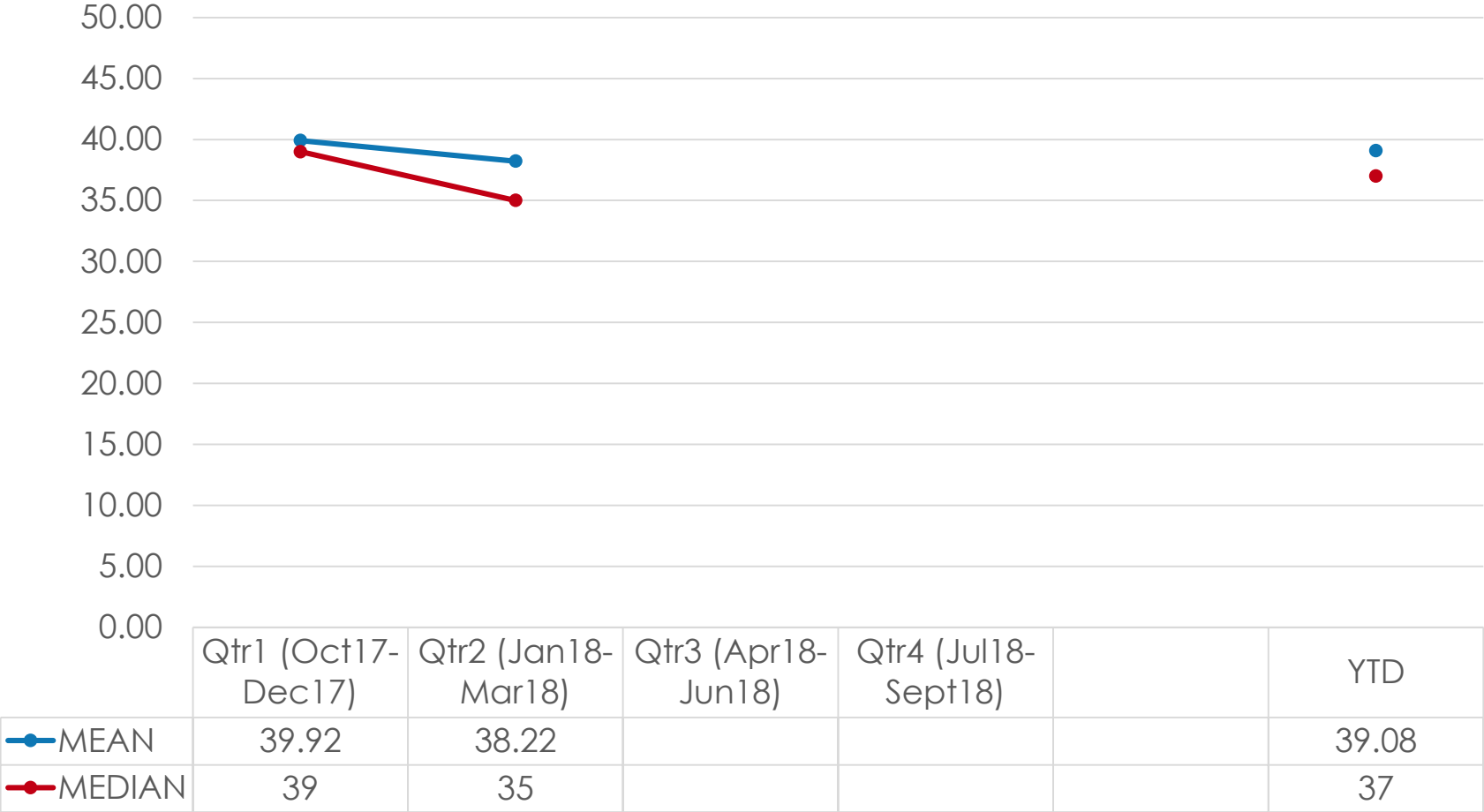
Prepared by Anthology Research

# Age

MEAN = 38.22  
MEDIAN = 35



# Age – FY2018 Tracking



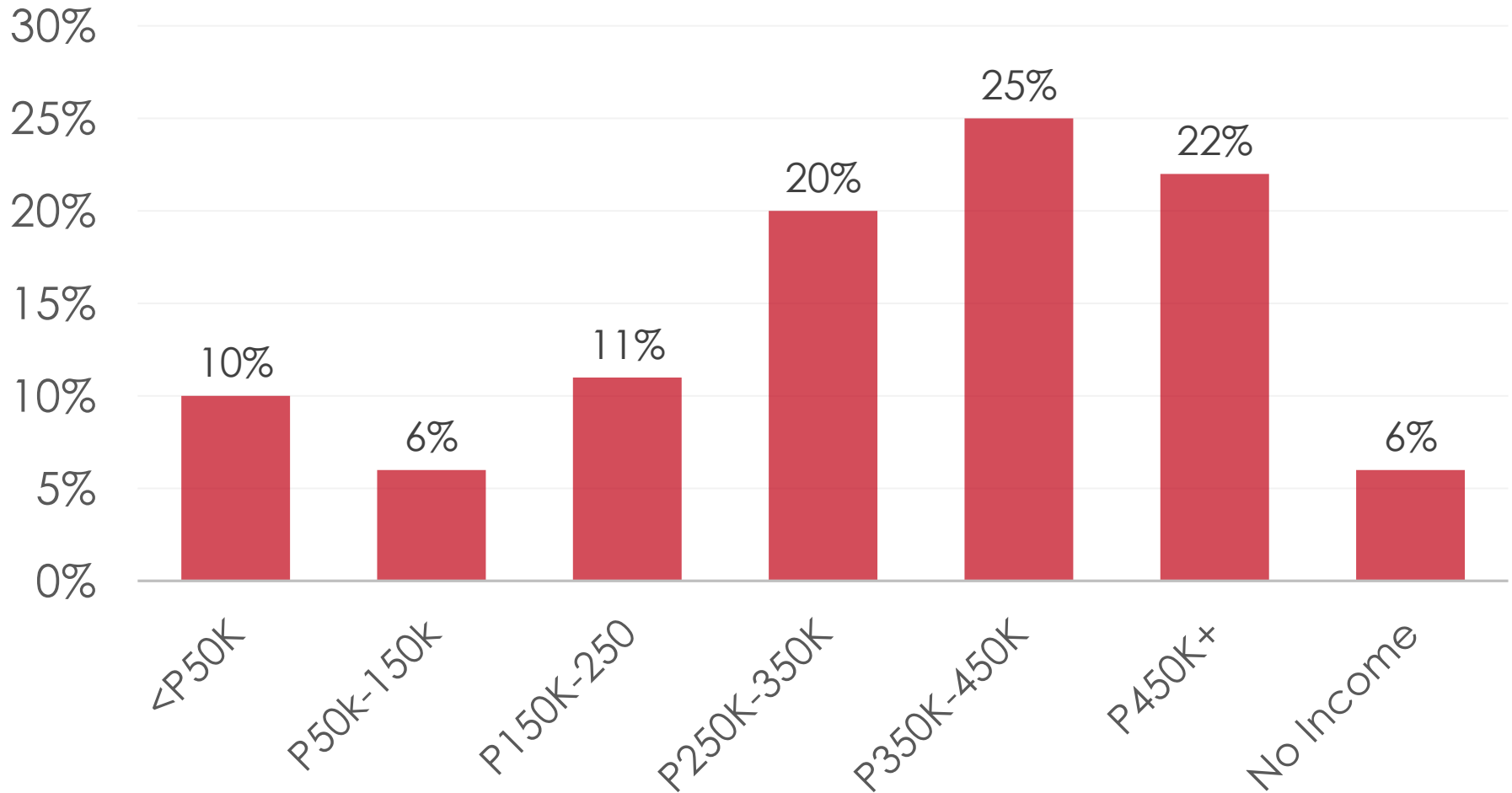
# Age – Key Segments

GVB EXIT SURVEY  
AGE

		TOTAL	MICE	LEISURE	FIT	FAMILY
		-	-	-	-	-
SD	18-24	14%		15%	11%	14%
	25-39	50%	50%	52%	49%	39%
	40-49	13%	50%	12%	13%	12%
	50-59	10%		11%	13%	16%
	60+	13%		10%	14%	18%
	Total	107	2	81	87	49
SD	Mean	38.22	40.50	37.48	39.17	41.35
	Median	35	41	35	35	39

Prepared by Anthology Research

# Annual Household Income



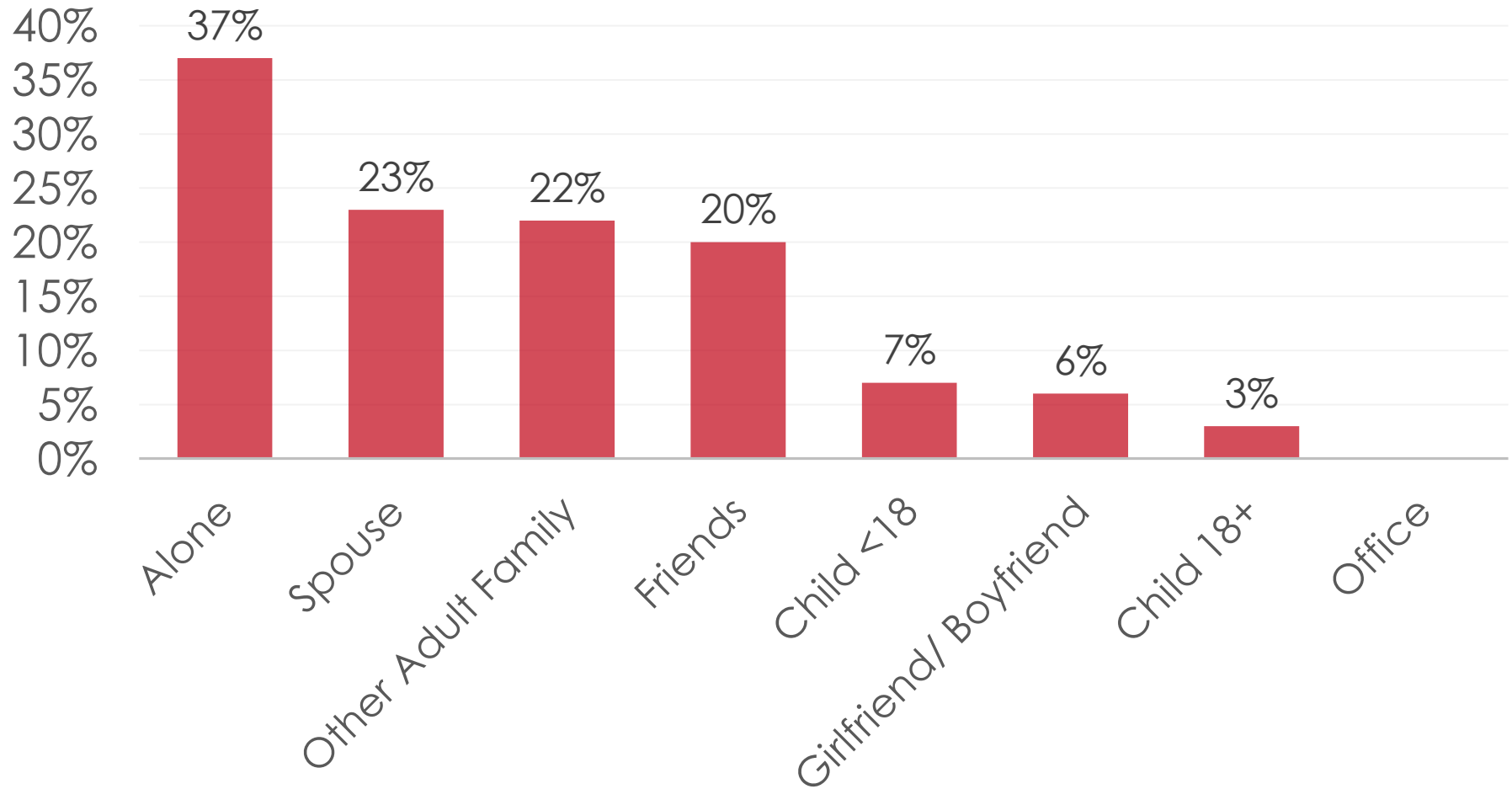
# Annual Household Income – Key Segments

**GVB EXIT SURVEY**  
**Q26 Household income:**

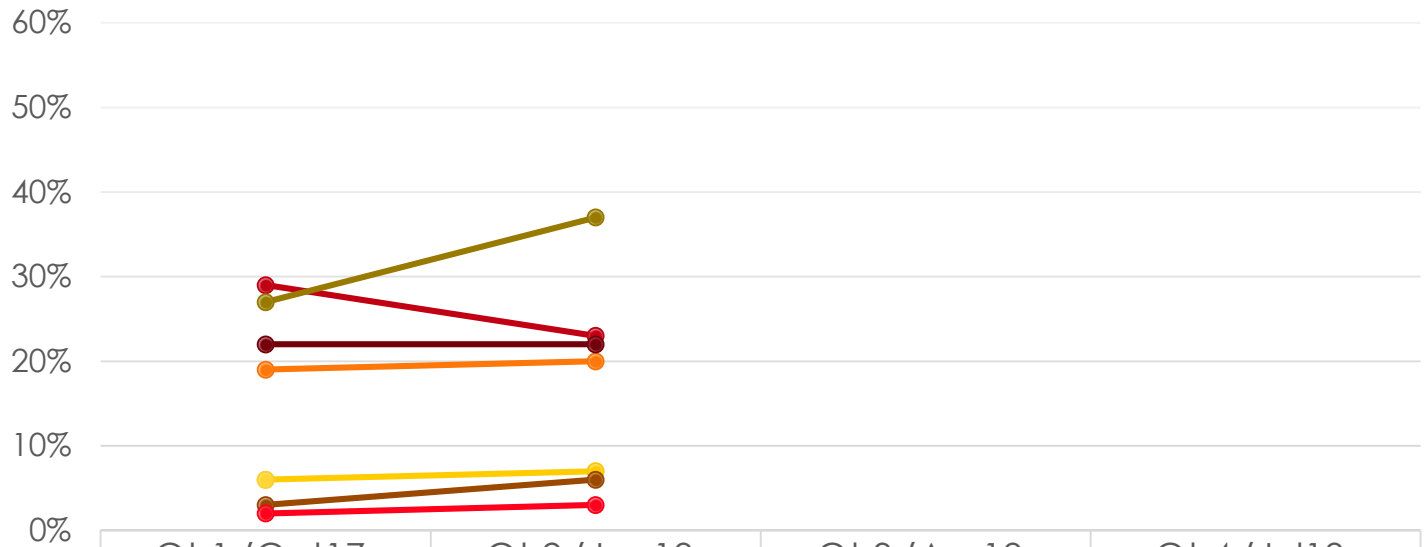
		TOTAL	MICE	LEISURE	FIT	FAMILY
		-	-	-	-	-
Q26	Up to P50K	10%	50%	10%	10%	8%
	P50K-P150K	6%		6%	5%	6%
	P150K-P250K	11%		10%	12%	13%
	P250K-P350K	20%		18%	20%	8%
	P350K-P450K	25%	50%	24%	24%	27%
	P450K+	22%		28%	24%	27%
	No Income	6%		5%	5%	10%
	Total	105	2	80	86	48

Prepared by Anthology Research

# Travel Party



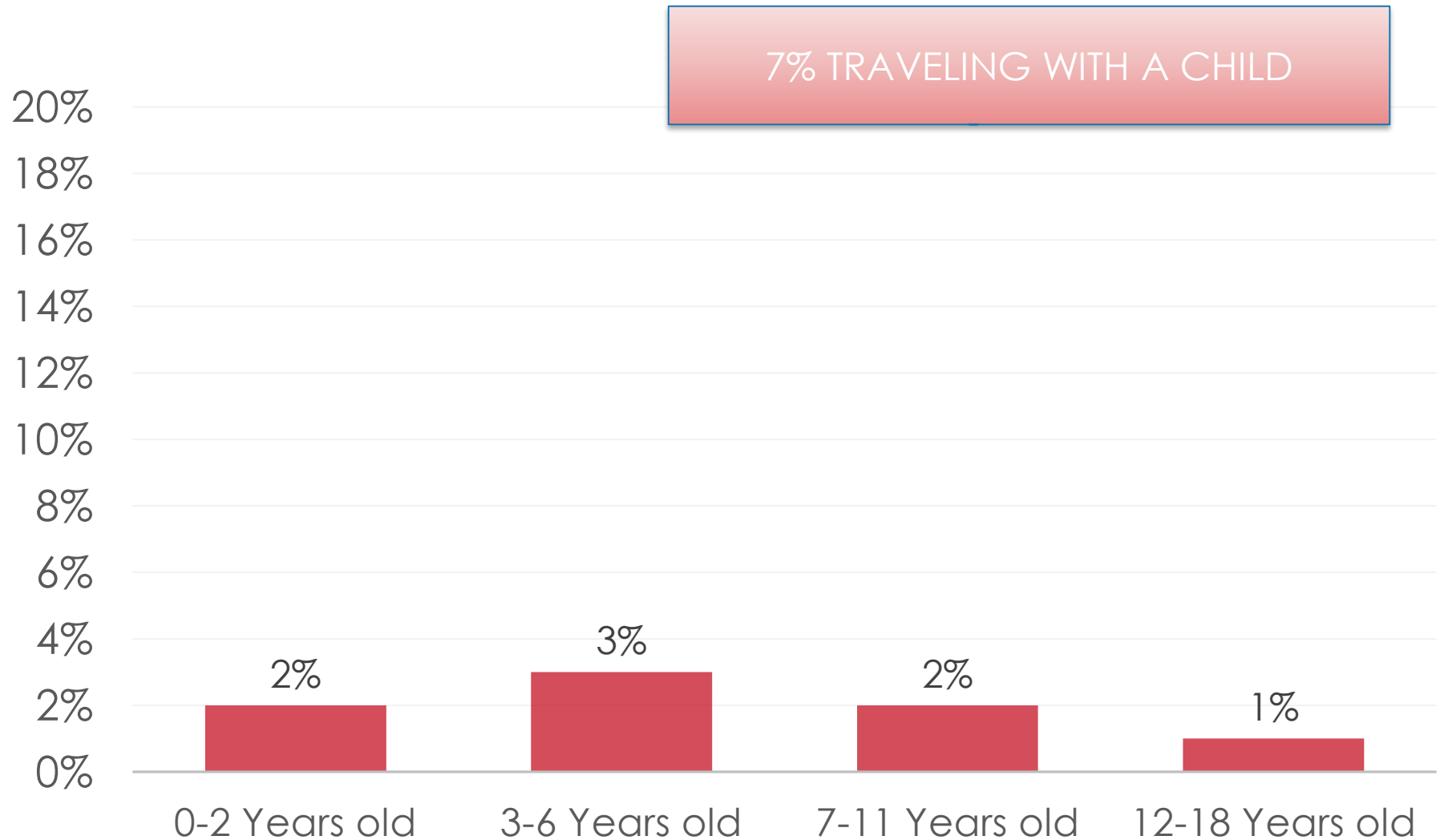
# Travel Party



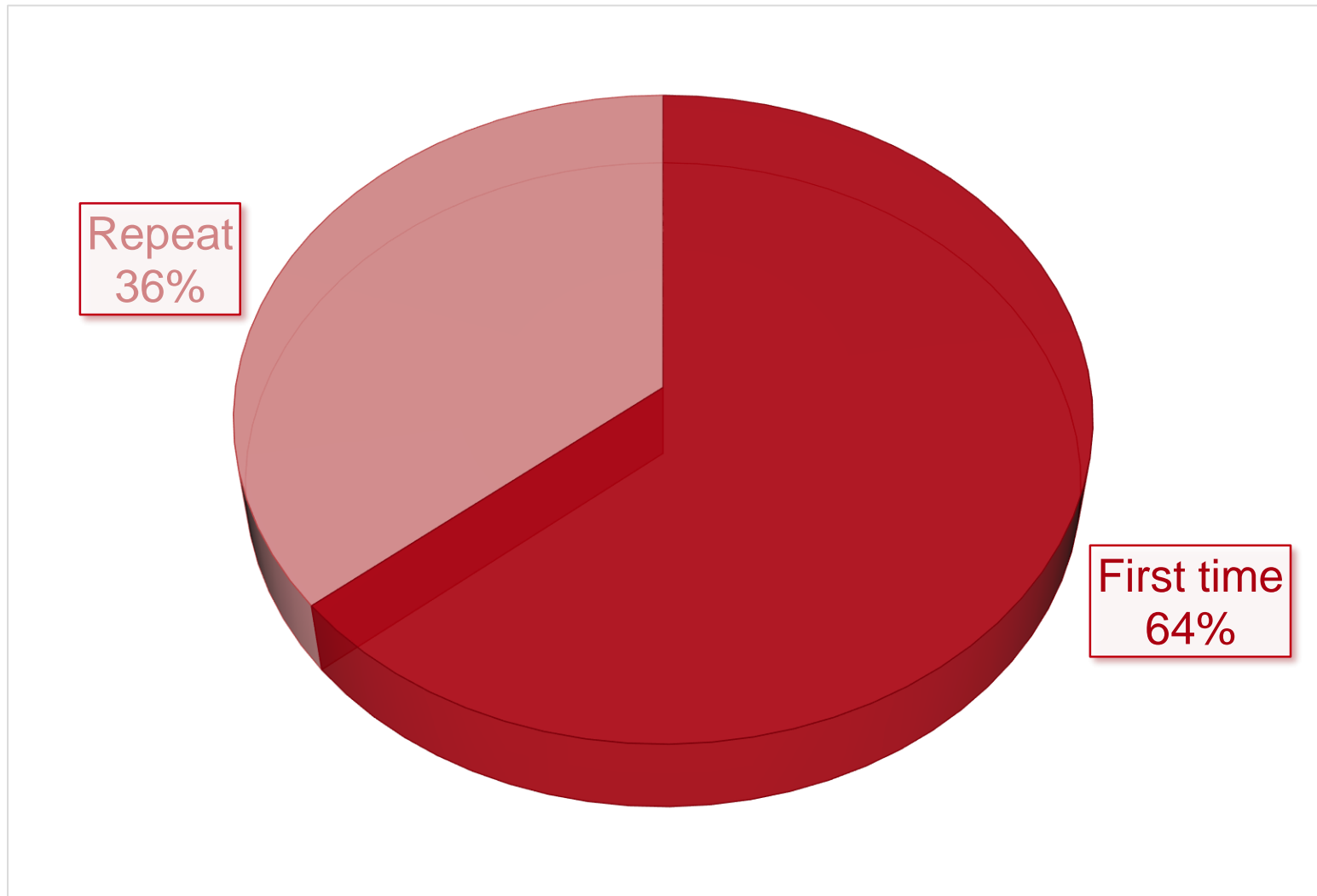
Spouse	29%	23%		
Child <18	6%	7%		
Friend/ Assoc	19%	20%		
Other Adult Family	22%	22%		
Alone	27%	37%		
Girlfriend/ Boyfriend	3%	6%		
Child- Adult	2%	3%		
Office	6%			



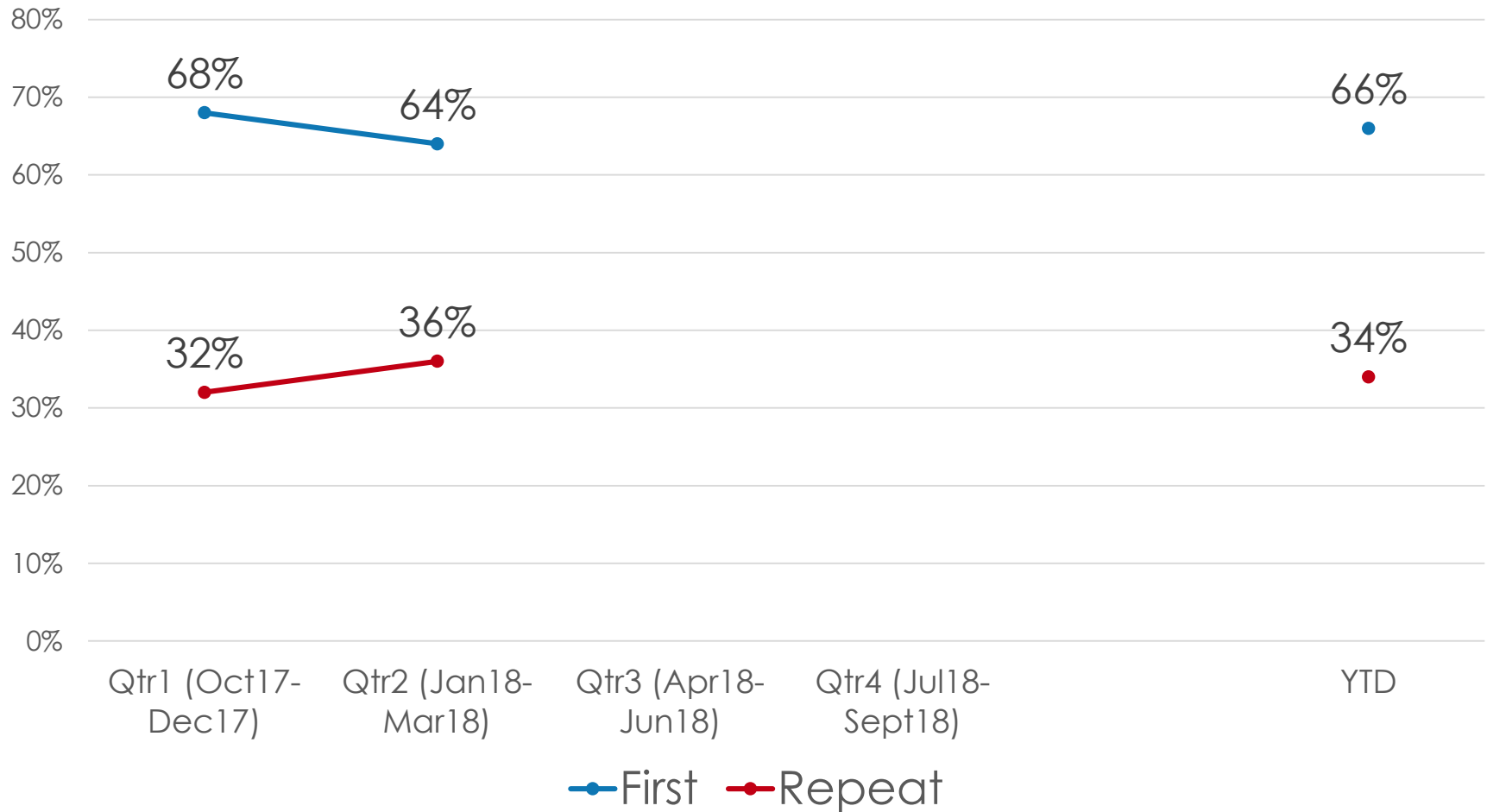
# Travel Party - Children



# Trips to Guam



# Trips to Guam – FY2018 Tracking



# Trips to Guam – Key Segments

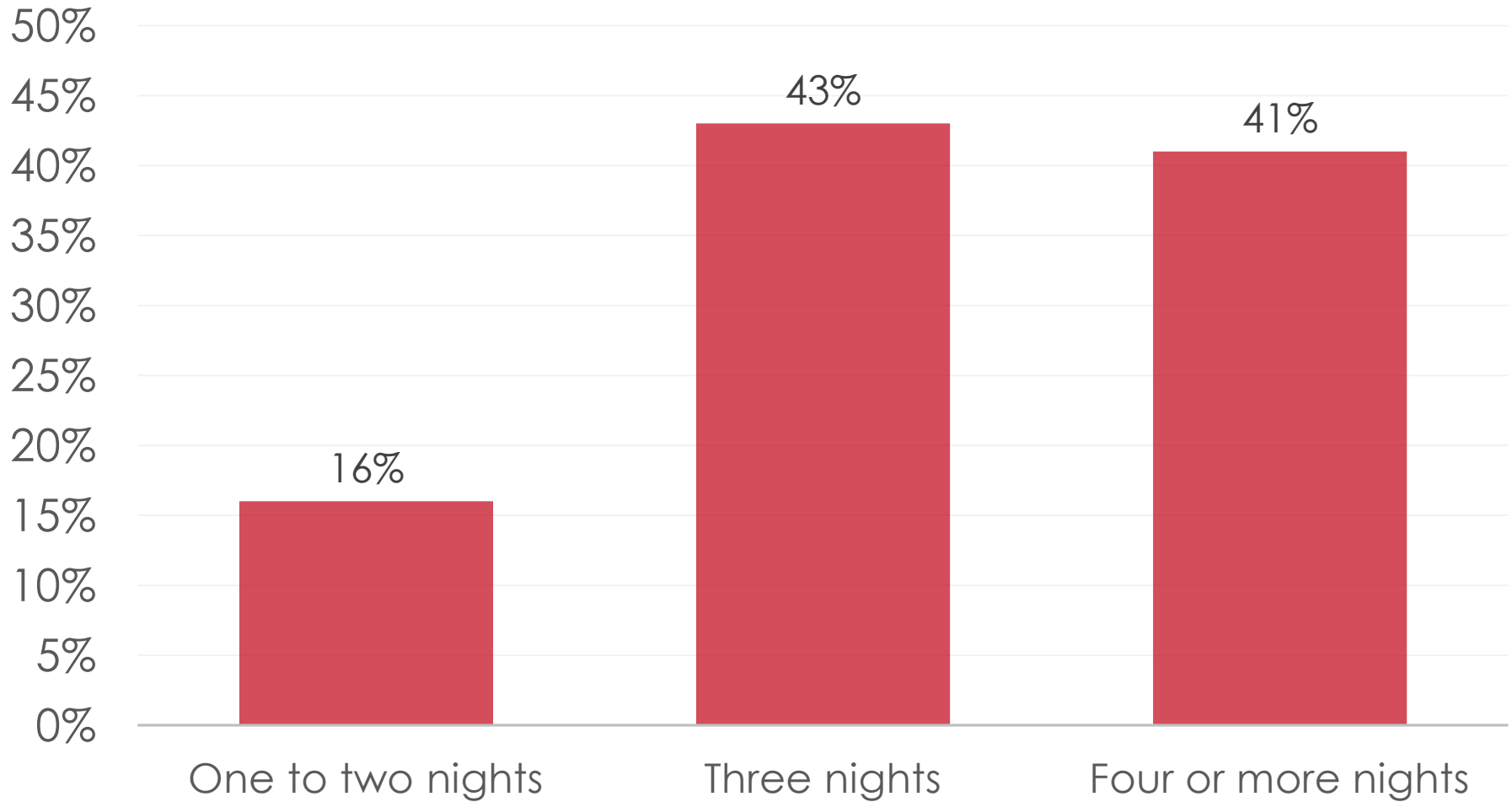
**GVB EXIT SURVEY**  
**Q3 Including this trip, how many times have you visited Guam?**

		TOTAL	MICE	LEISURE	FIT	FAMILY
		-	-	-	-	-
Q3	1st Time	64%	100%	70%	62%	65%
	Repeat	36%		30%	38%	35%
	Total	107	2	81	87	49
Q3A	Mean	1.68	1.00	1.52	1.66	1.65
	Median	1	1	1	1	1

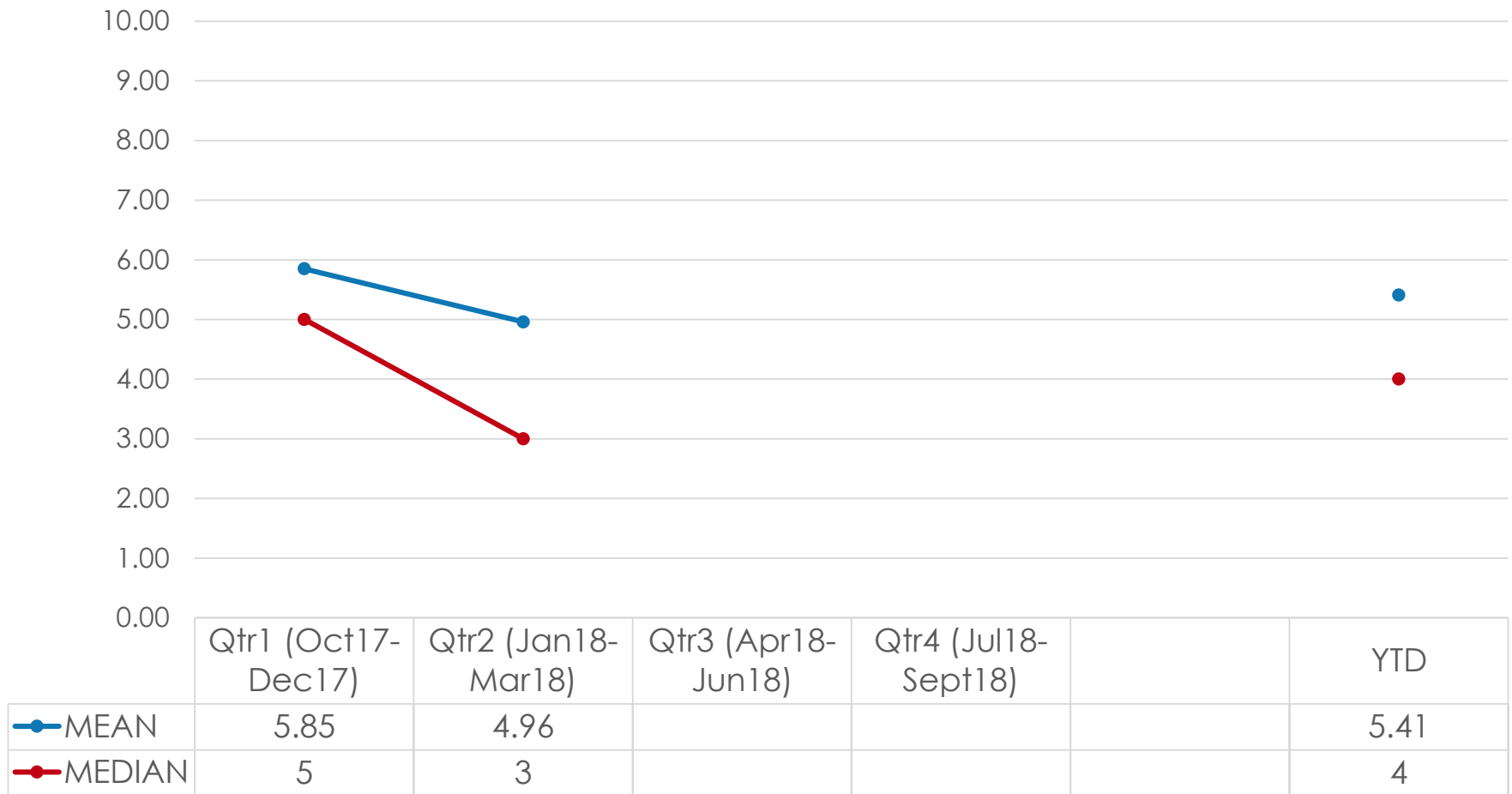
Prepared by Anthology Research

# Length of Stay

MEAN NUMBER OF NIGHTS = 4.96  
MEDIAN NUMBER OF NIGHTS = 3



# Length of Stay – FY2018 Tracking



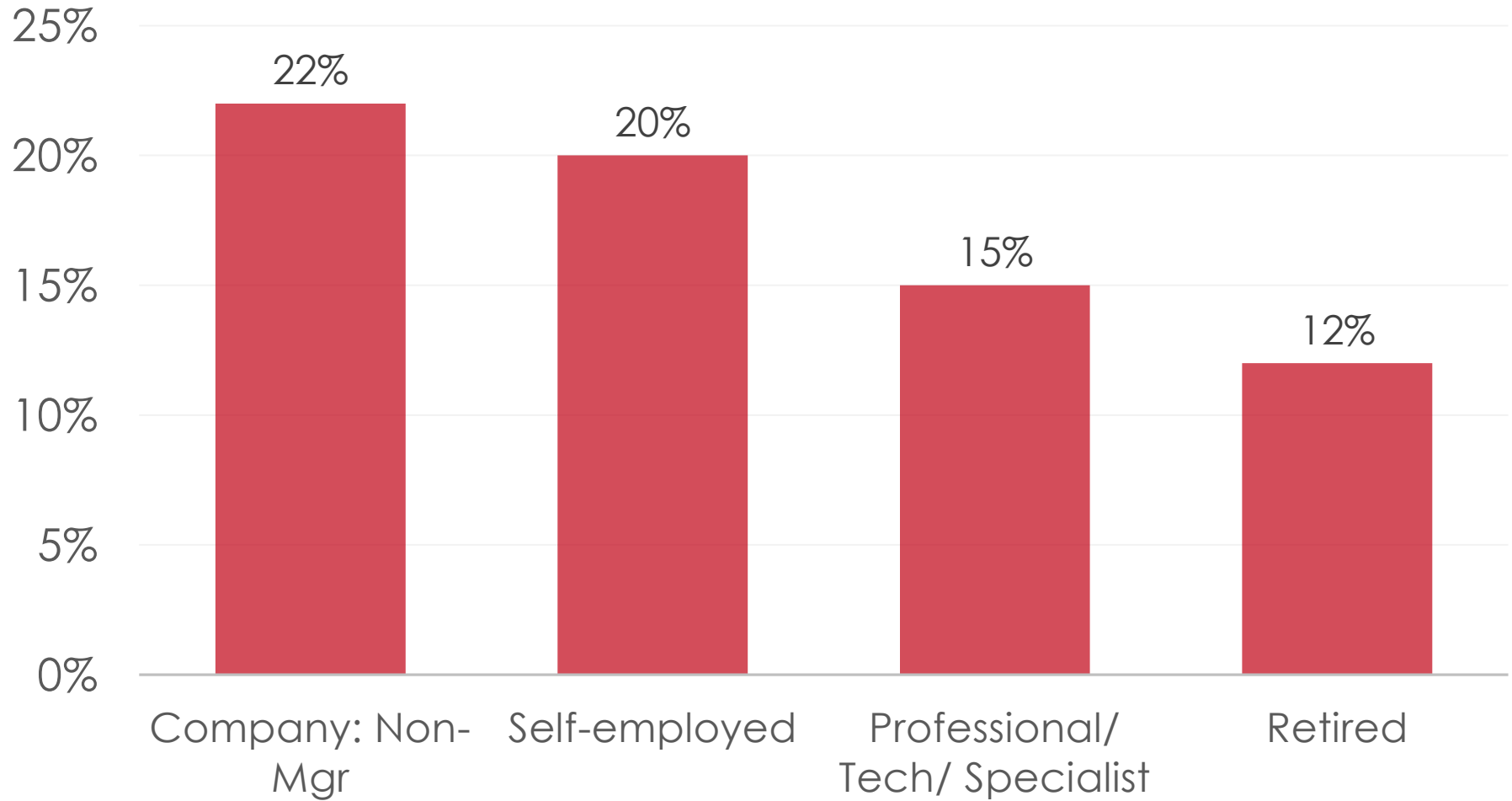
# Length of Stay – Key Segments

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

		TOTAL	MICE	LEISURE	FIT	FAMILY
		-	-	-	-	-
SA	1-2	16%		19%	16%	10%
	3	43%	50%	42%	45%	43%
	4+	41%	50%	40%	39%	47%
	Total	107	2	81	87	49
SA	Mean	4.96	4.00	4.51	4.52	4.63
	Median	3	4	3	3	3

Prepared by Anthology Research

# Occupation – Top Responses (10%+)

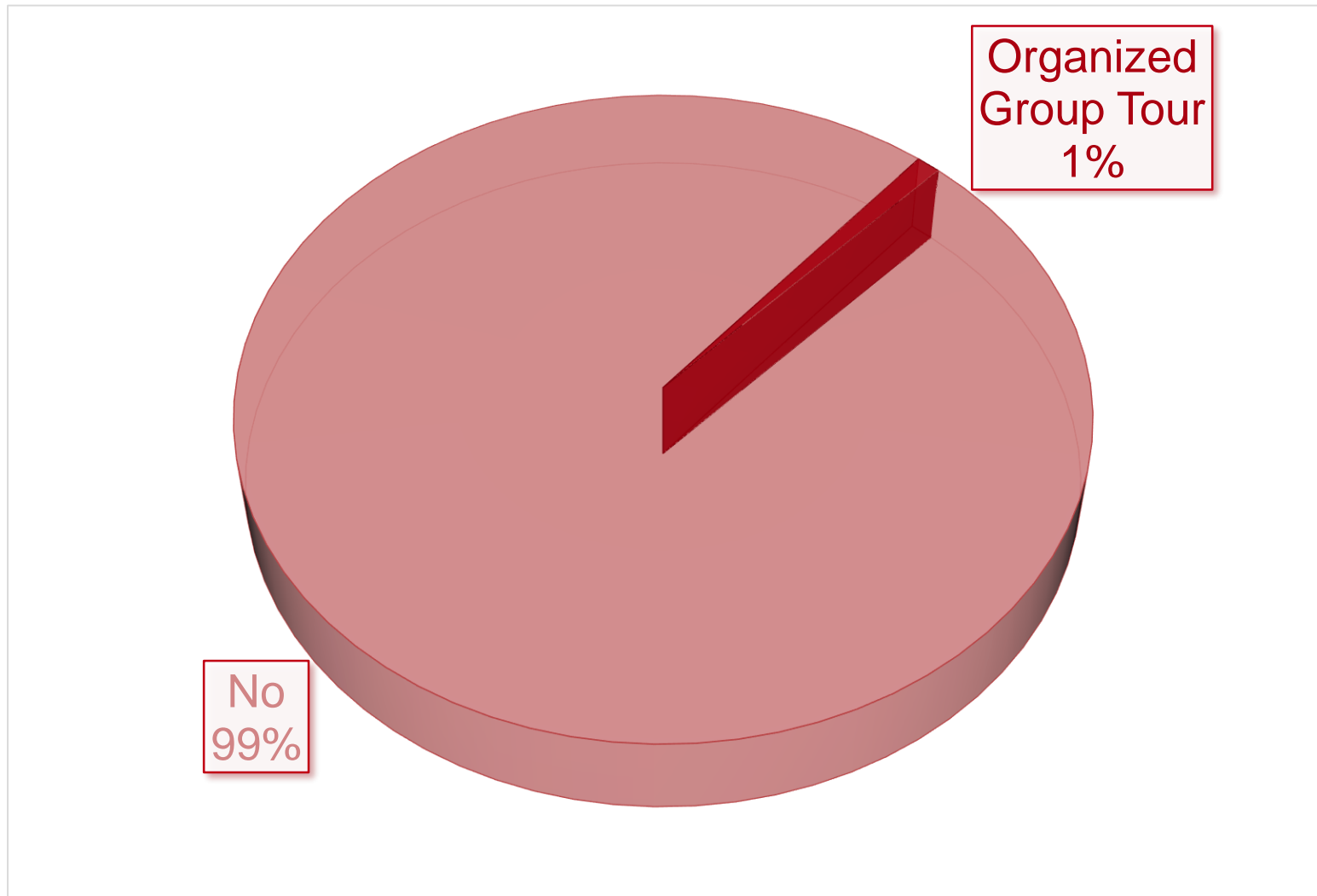




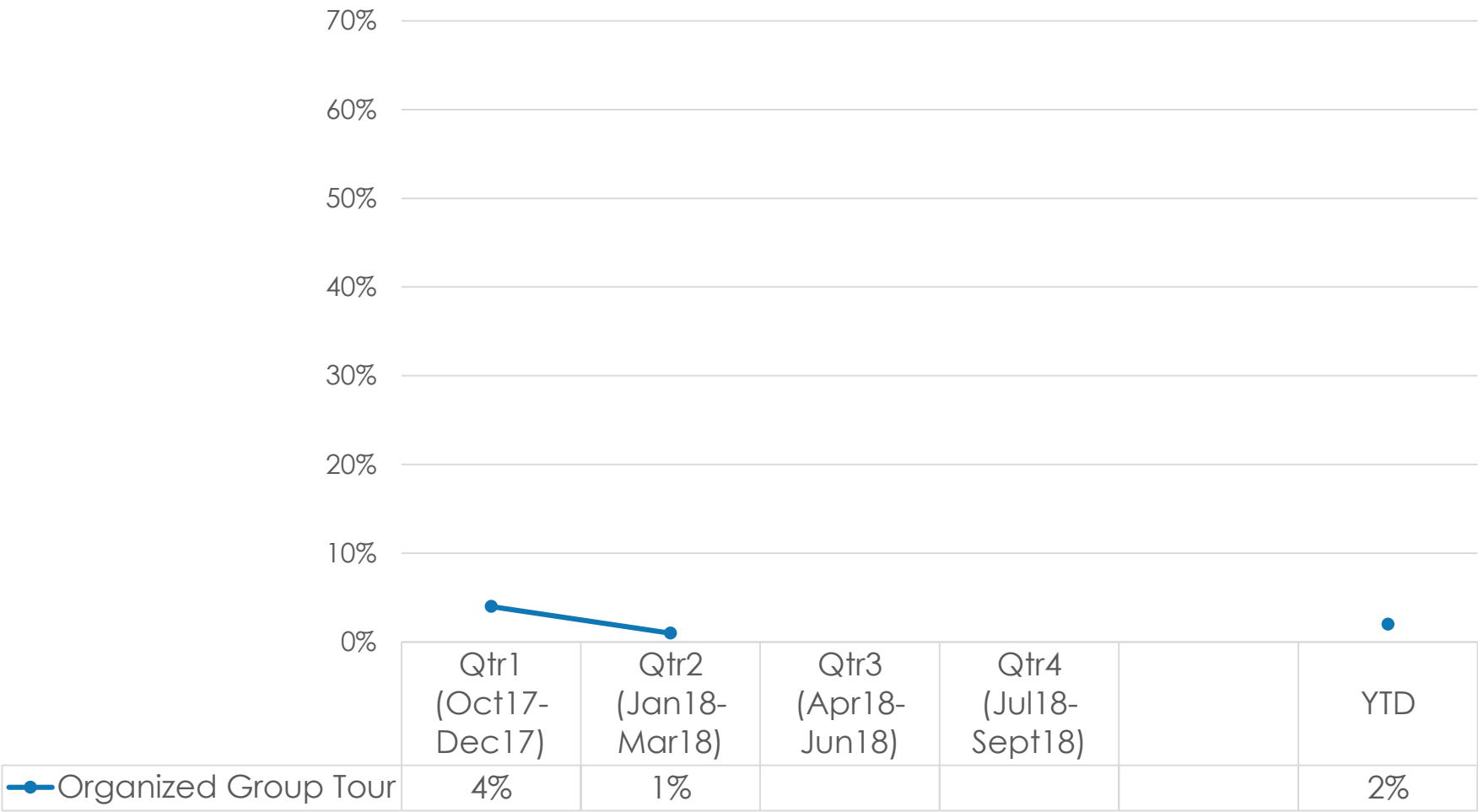
# SECTION 2

# TRAVEL PLANNING

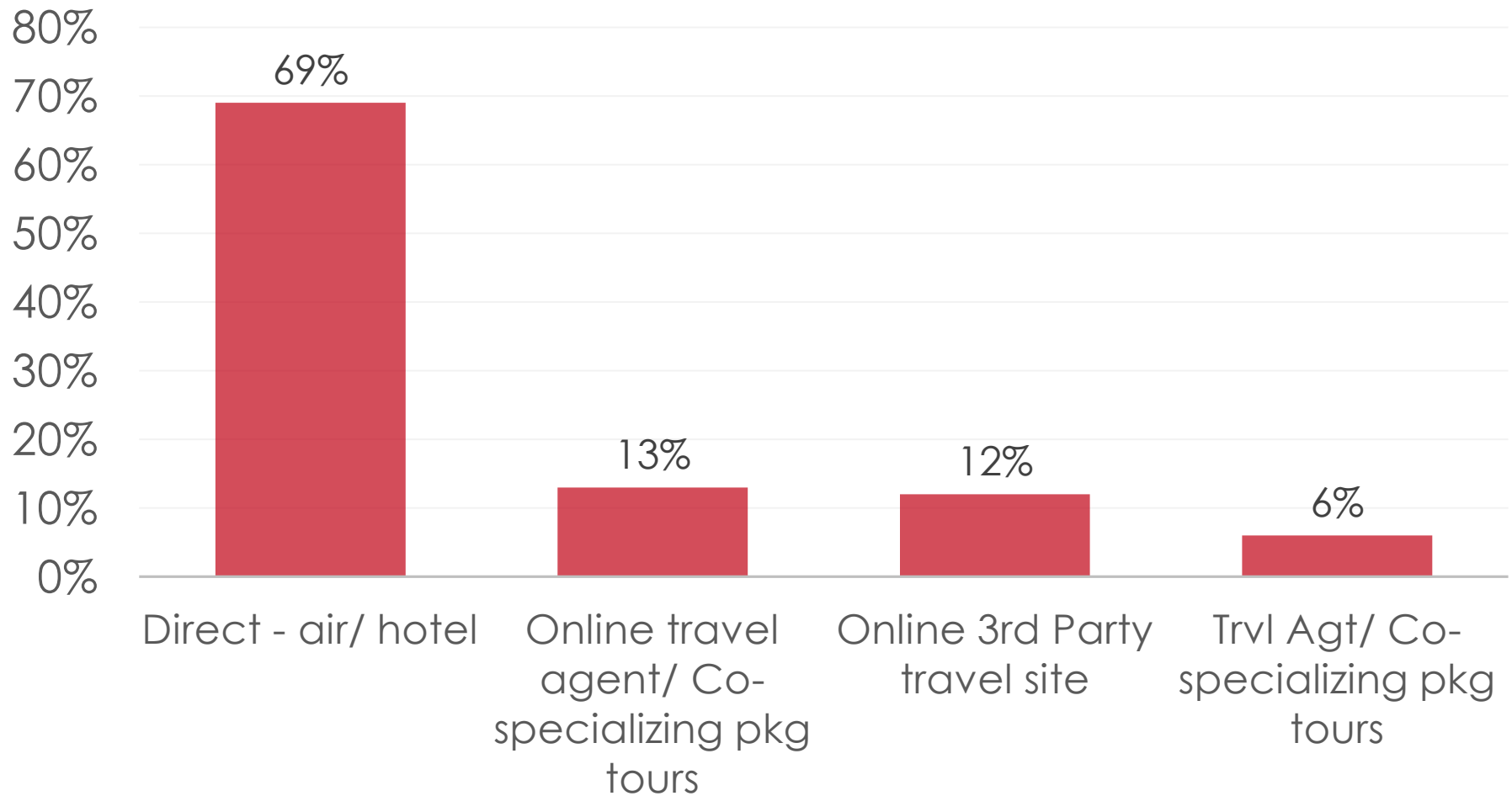
# Organized Group Tour



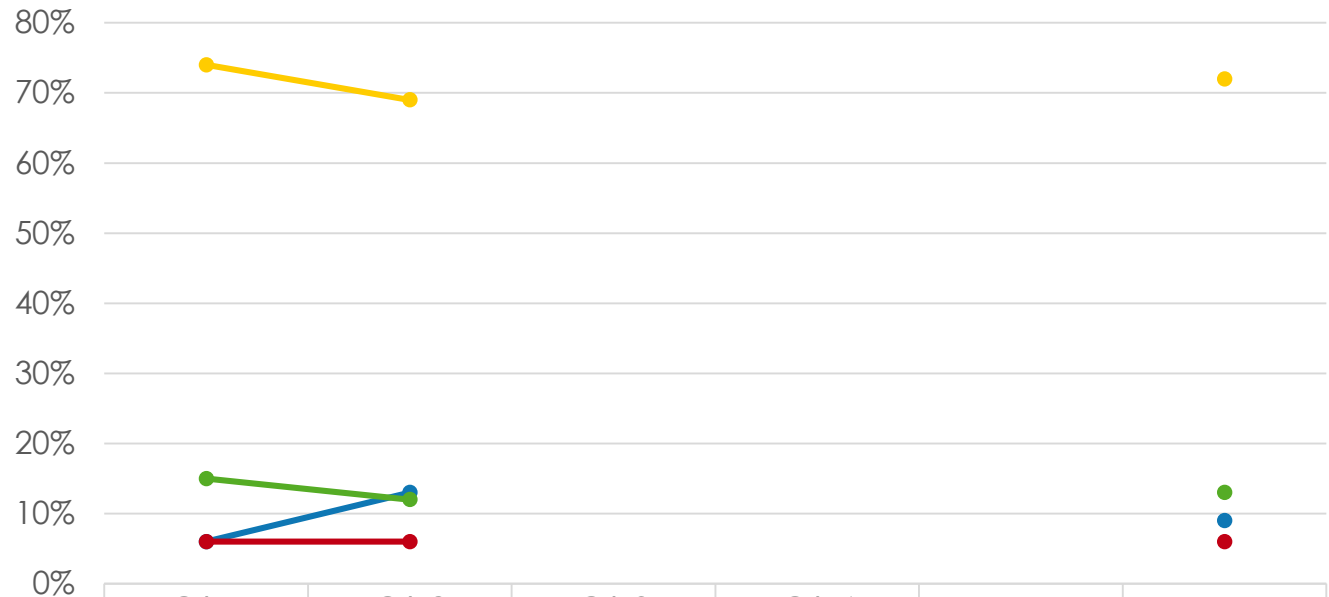
# Organized Group Tour



# Travel Arrangements Sources

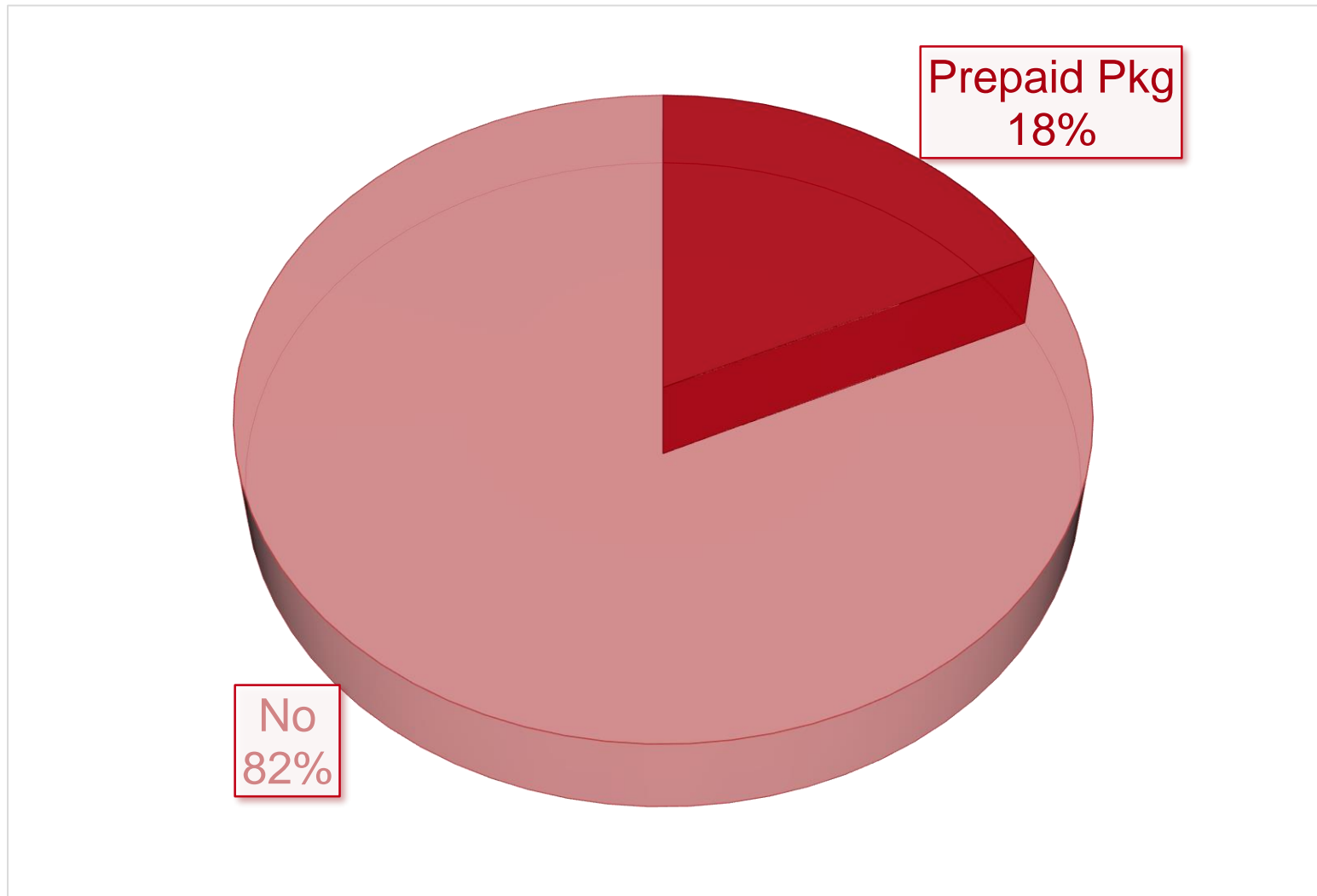


# Travel Arrangements Sources

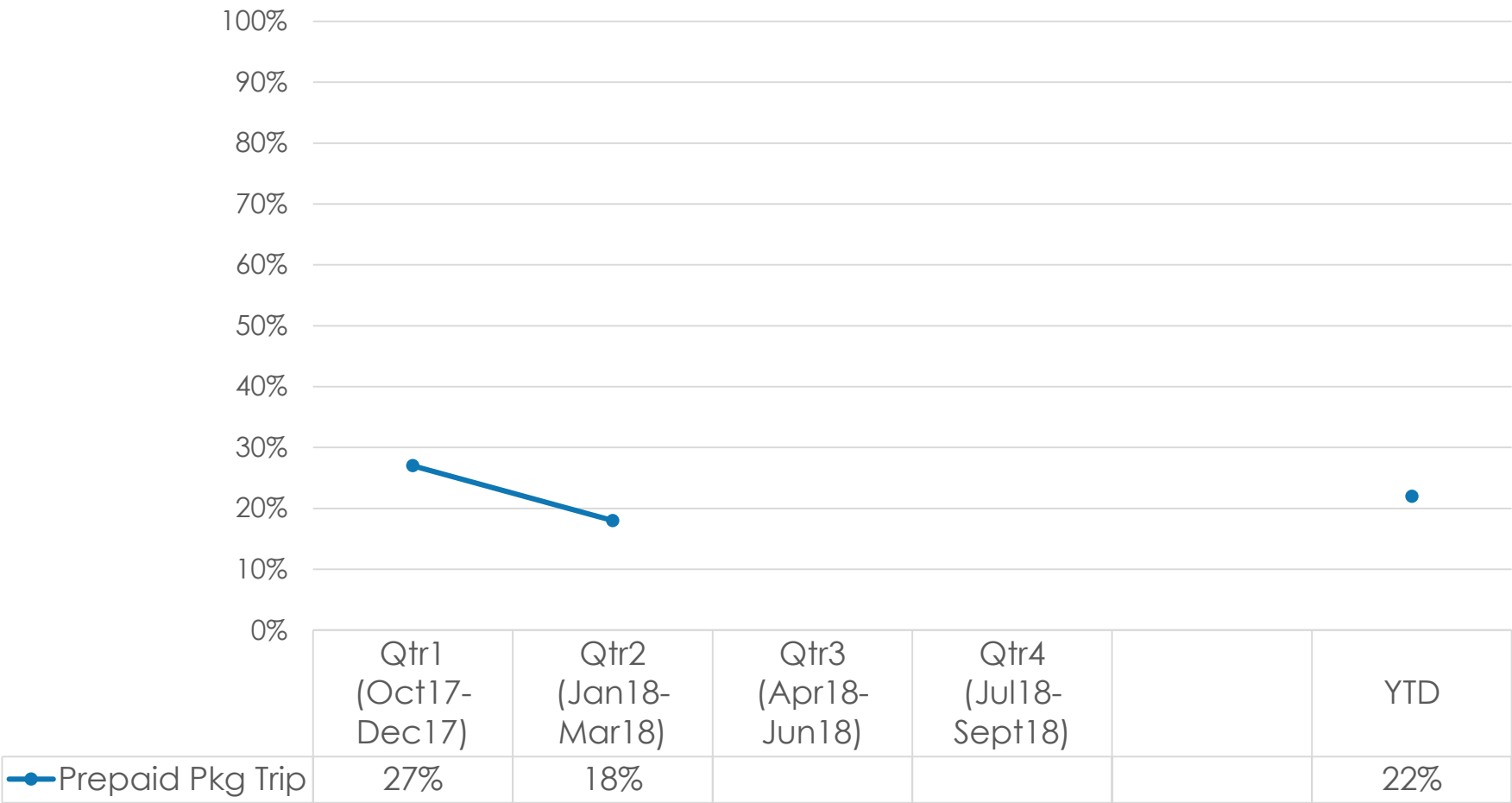


	Qtr1 (Oct17- Dec17)	Qtr2 (Jan18- Mar18)	Qtr3 (Apr18- Jun18)	Qtr4 (Jul18- Sept18)		YTD
Online travel agent	6%	13%				9%
Trvl Agt/ Co- Pkg Tour	6%	6%				6%
Online 3rd Party	15%	12%				13%
Direct Air/ Hotel	74%	69%				72%

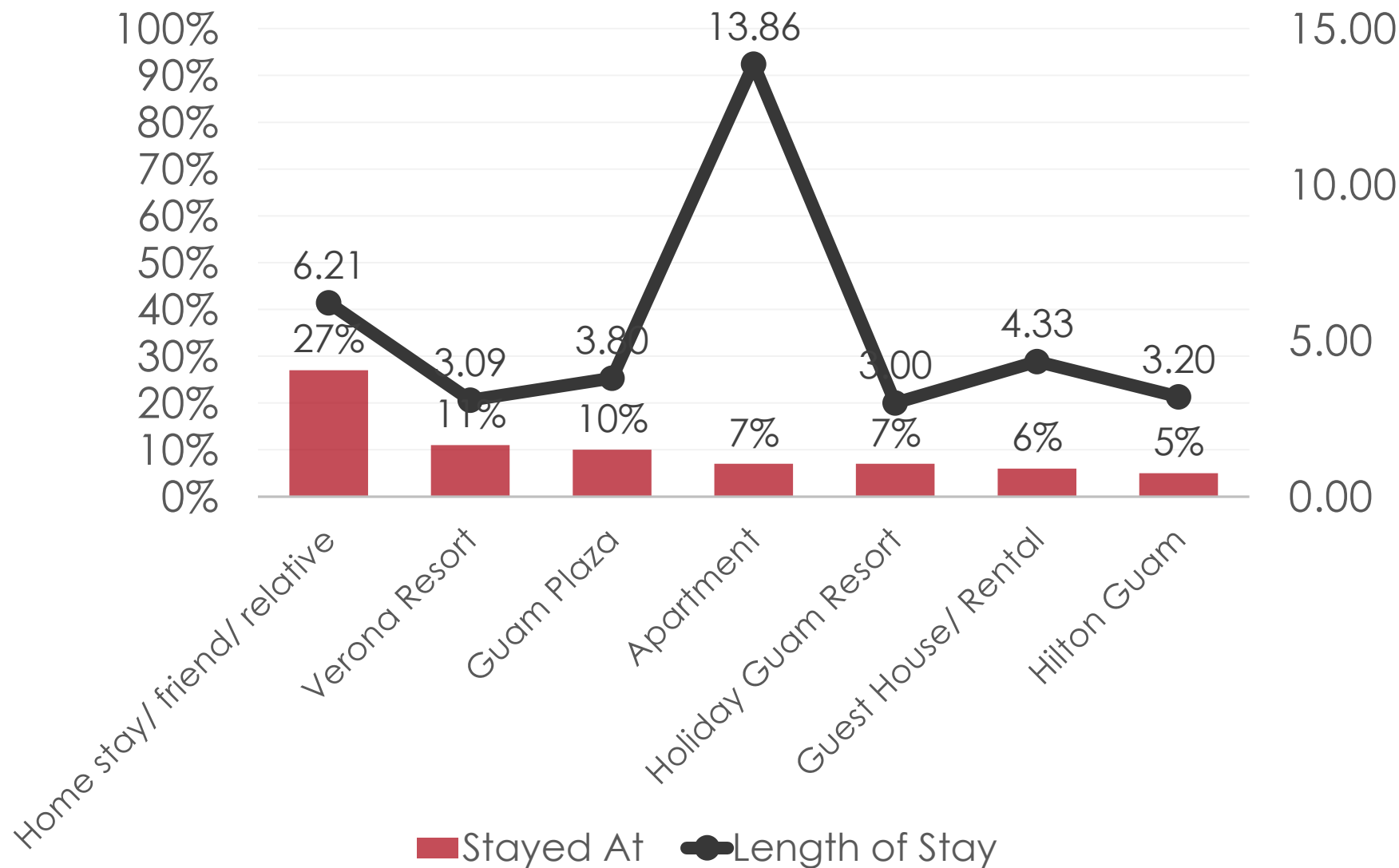
# Prepaid Package Trip



# Prepaid Package Trip

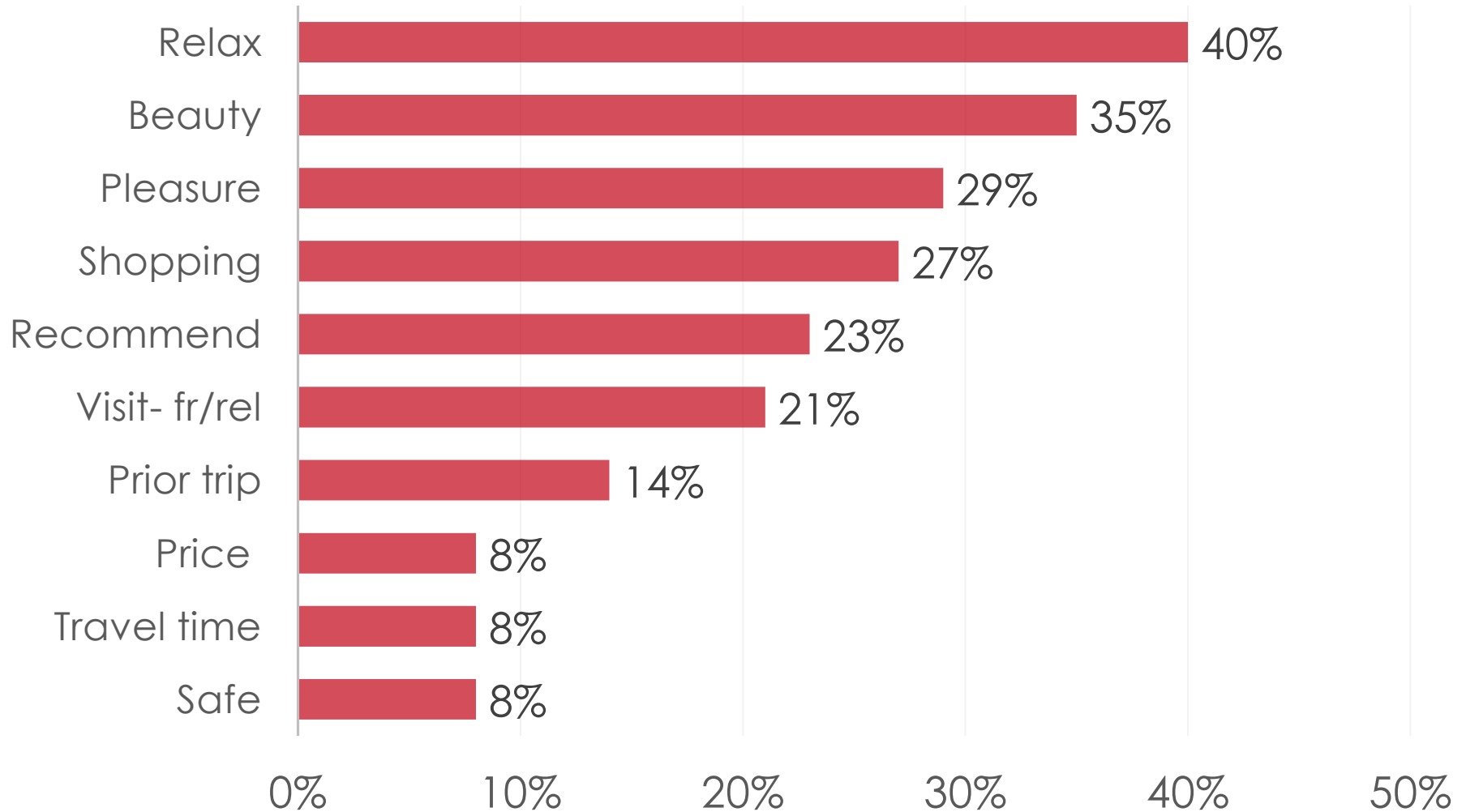


# Accommodations (Top Responses/ 5%+)





# 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 Just to relax	40%		52%	38%	39%
Beautiful seas, beaches, tropical climate	35%		46%	39%	41%
Pleasure/ vacation	29%		38%	33%	35%
Shopping	27%		32%	31%	33%
Recommendation of friend/ relative/ travel agency	23%		14%	26%	22%
To visit friends or relatives	21%		12%	17%	24%
A previous visit	14%		16%	14%	12%
Short travel time (not too far from home)	8%		9%	9%	14%
Price of the tour package	8%	50%	9%	7%	10%
It is a safe place to spend a vacation	8%		7%	8%	10%
Adventure	4%	50%	2%	5%	2%
Water sports (snorkeling, windsurfing, parasailing)	3%		2%	3%	4%
Company/ business trip	3%	100%		2%	2%
Career certification/ testing	2%			2%	2%
Incentive trip	2%	100%		1%	2%
Shop Guam e-Festival	1%		1%	1%	
Total	106	2	81	87	49

Prepared by Anthology Research

# SECTION 3

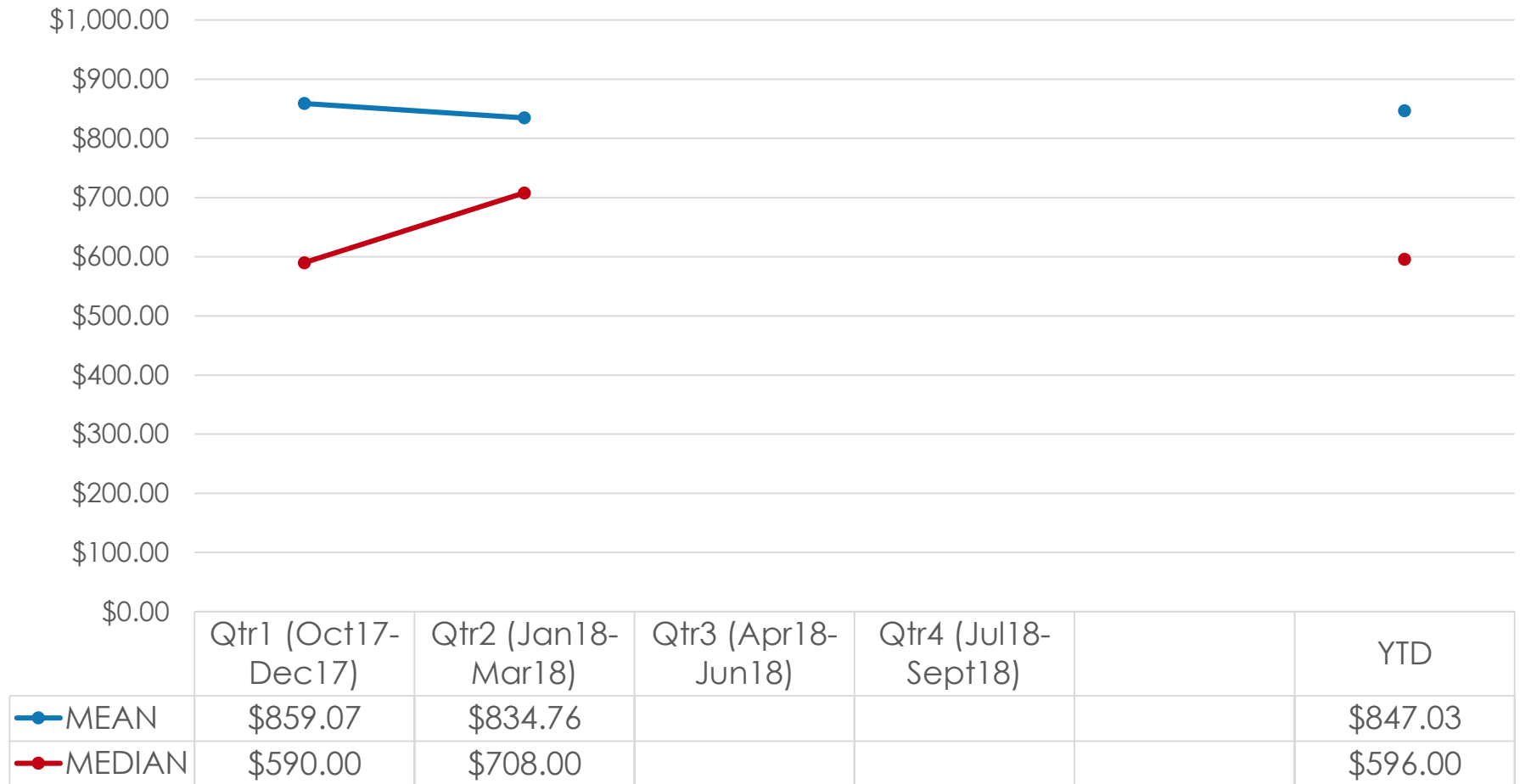
# EXPENDITURES

# Prepaid Expenditures

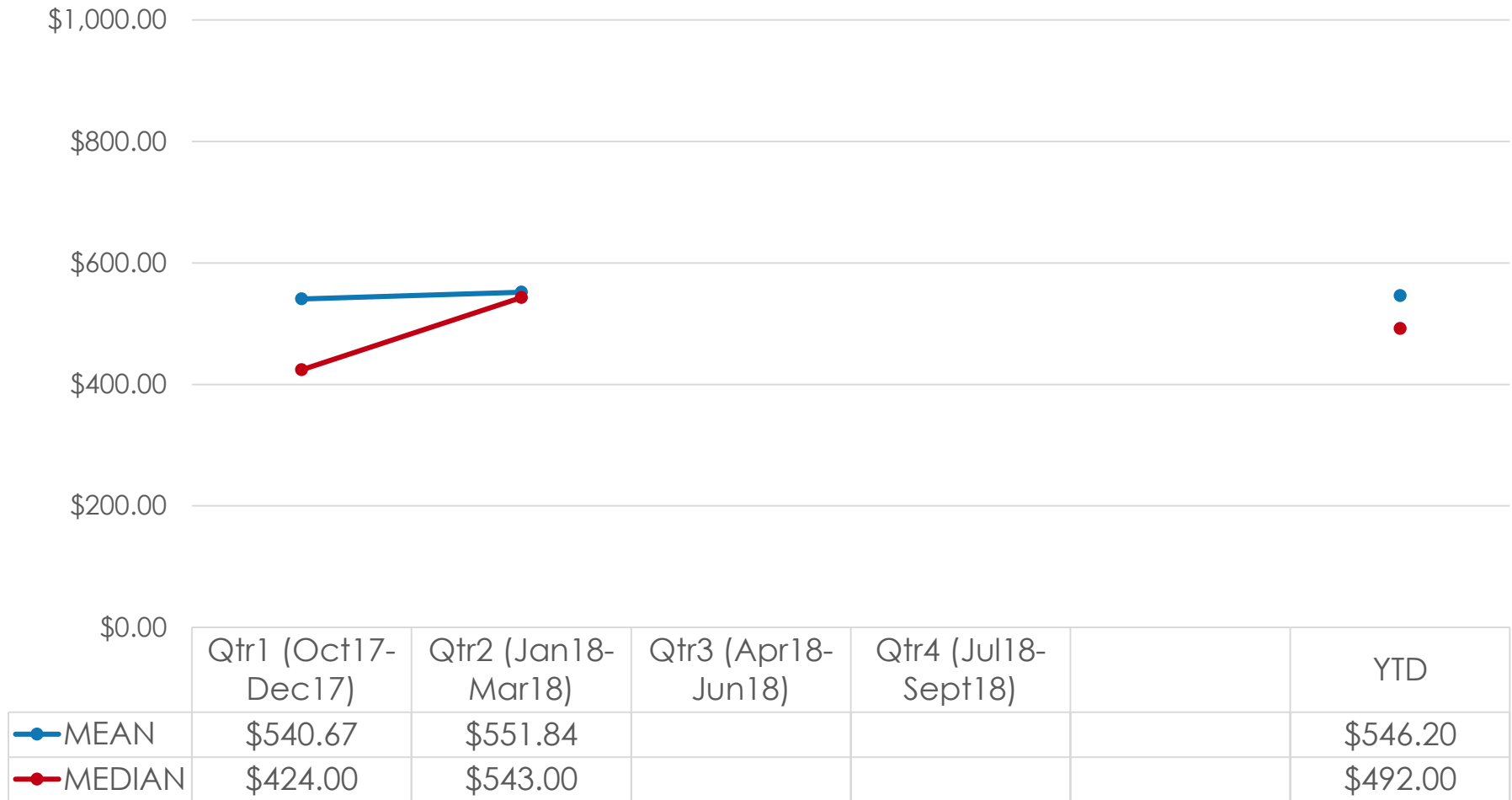
EXCHANGE RATE Peso 51.58=\$1

- \$834.76 = overall mean average prepaid expense (for entire travel party size) by respondent
- \$551.84 = overall mean average per person prepaid expenditures

# Prepaid Entire Travel Party – FY2018 Tracking



# Prepaid Per Person – FY2018 Tracking



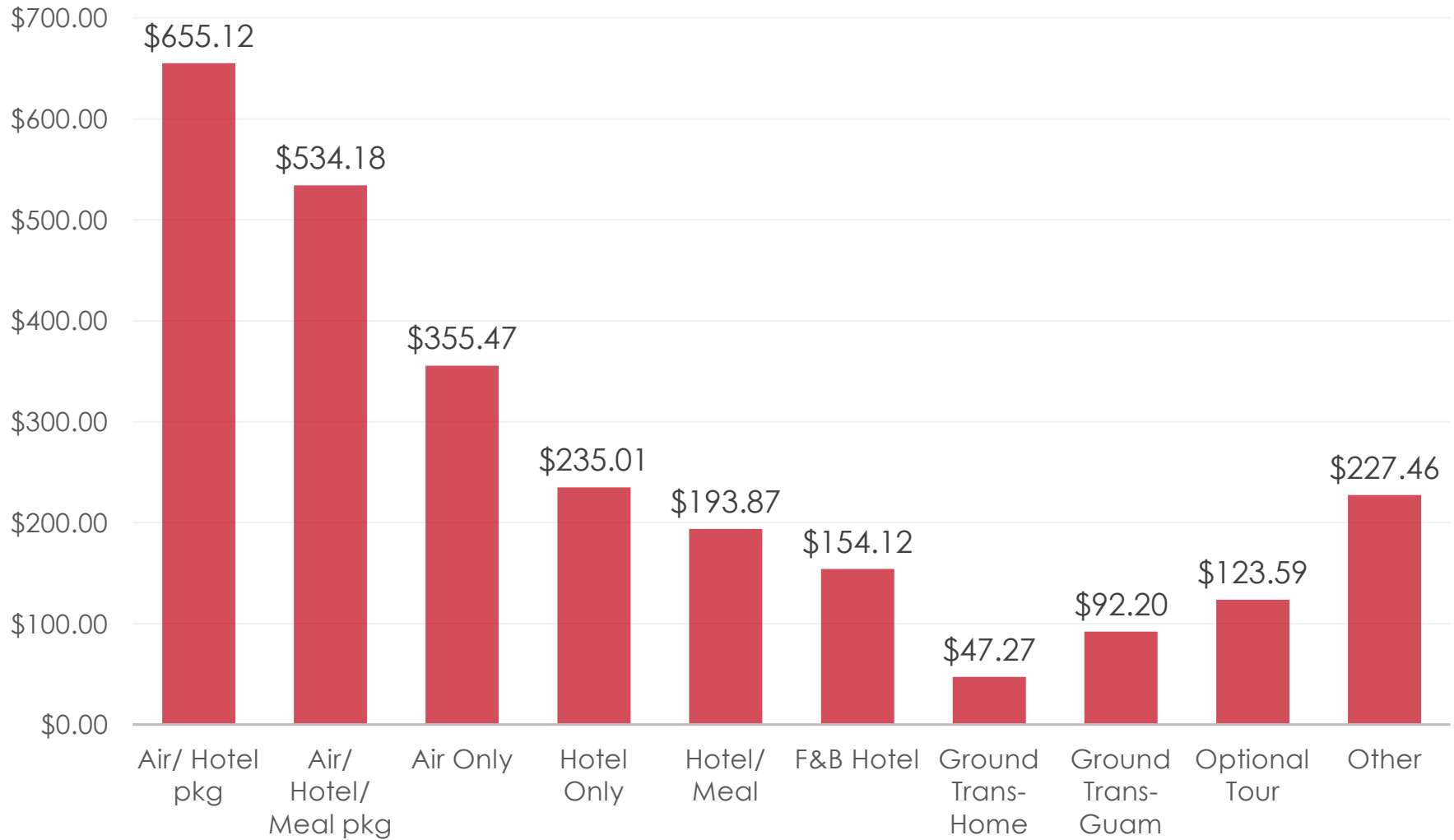
# Prepaid Per Person – Key Segments

**GVB EXIT SURVEY**  
**Q10A PREPAID - PER PERSON:**

		TOTAL	MICE	LEISURE	FIT	FAMILY
		-	-	-	-	-
PREPAID PP	Mean	\$551.84	\$591.31	\$548.50	\$525.30	\$441.88
	Median	\$543	\$591	\$523	\$523	\$485

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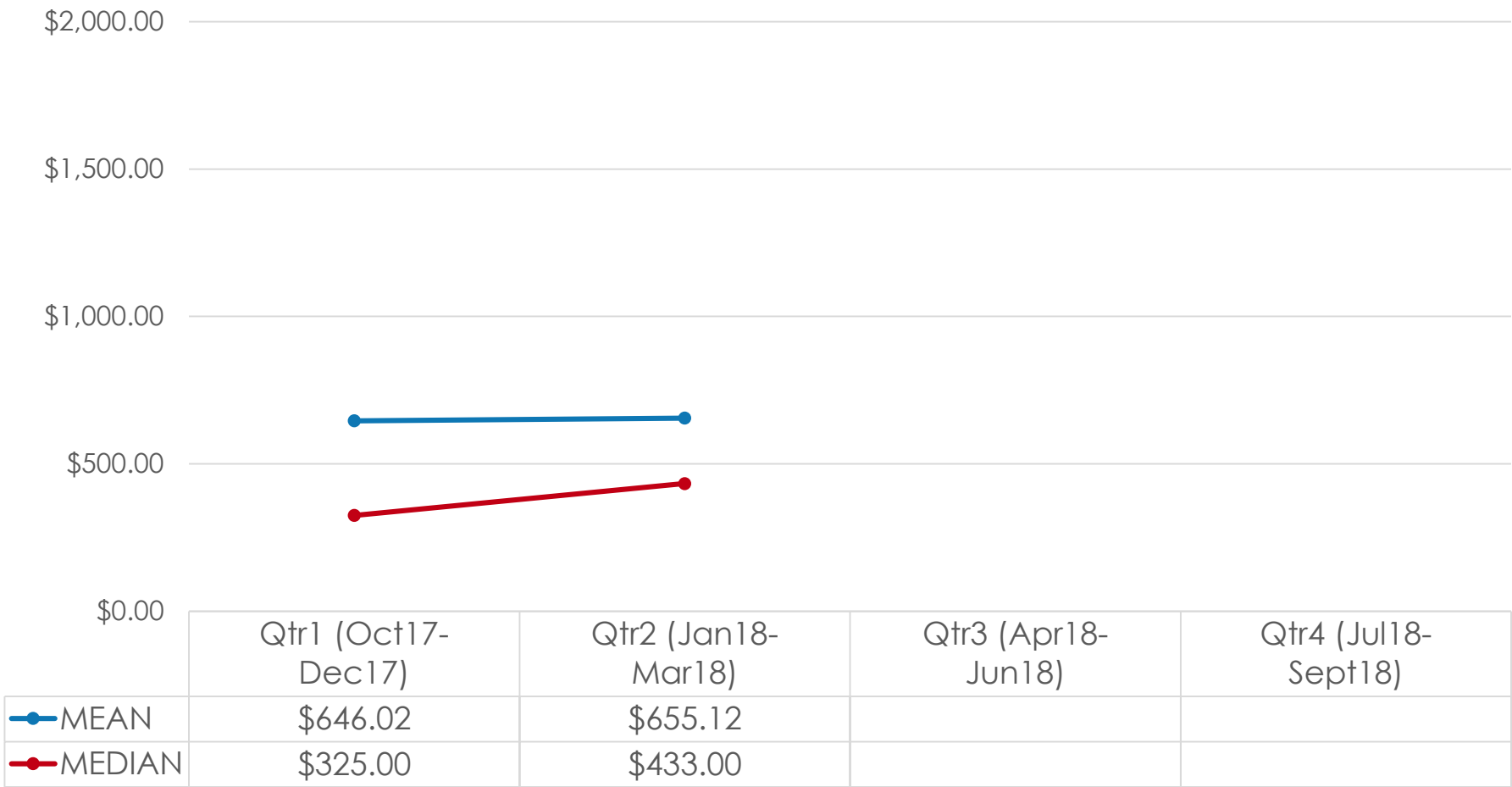
# Prepaid Expenses by Category – MEAN Entire Travel Party





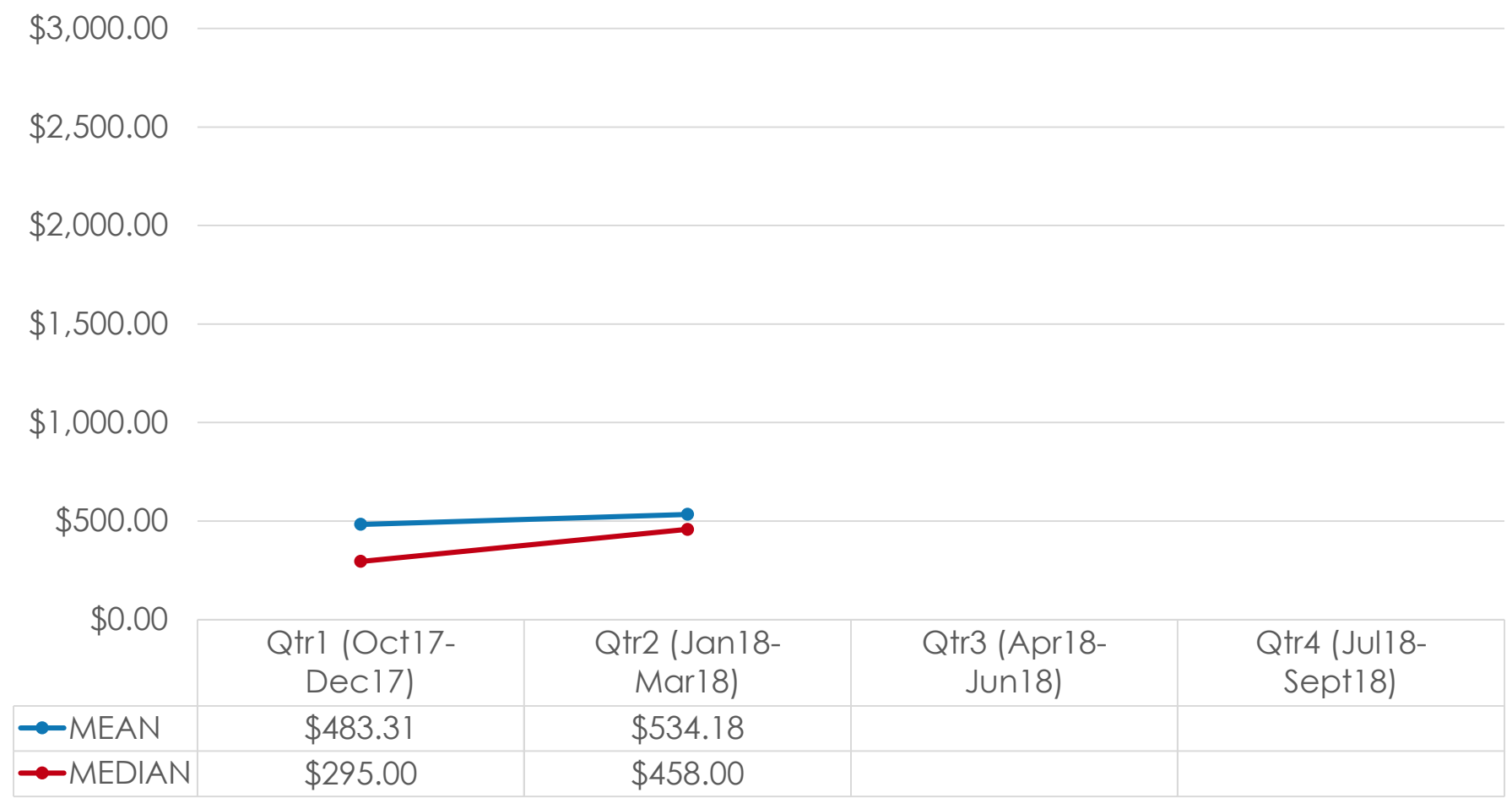
# Prepaid – FY2018 Tracking

## Airfare & Accommodation Packages



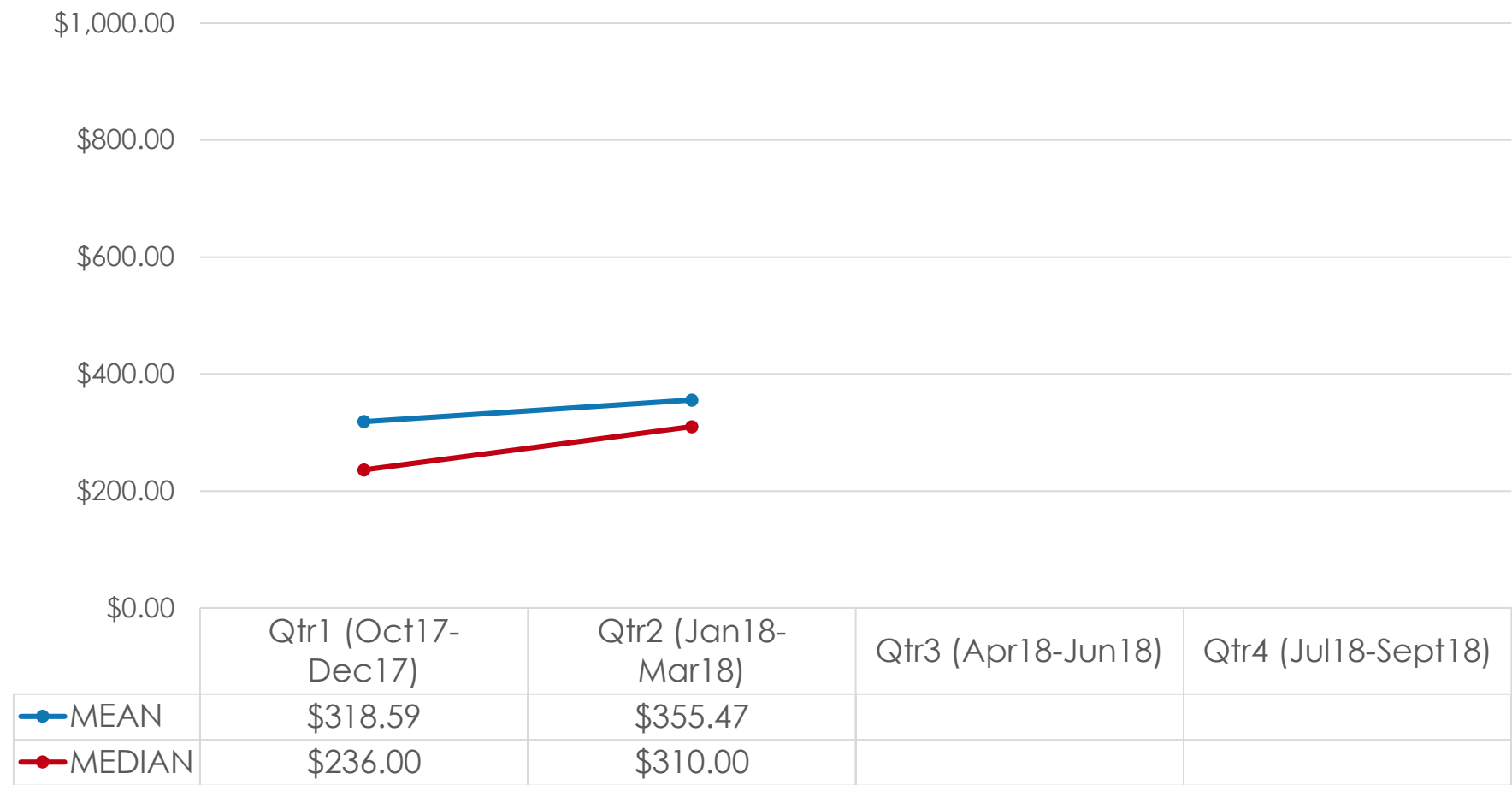
# Prepaid – FY2018 Tracking

## Airfare & Accommodation W/ Meal Packages



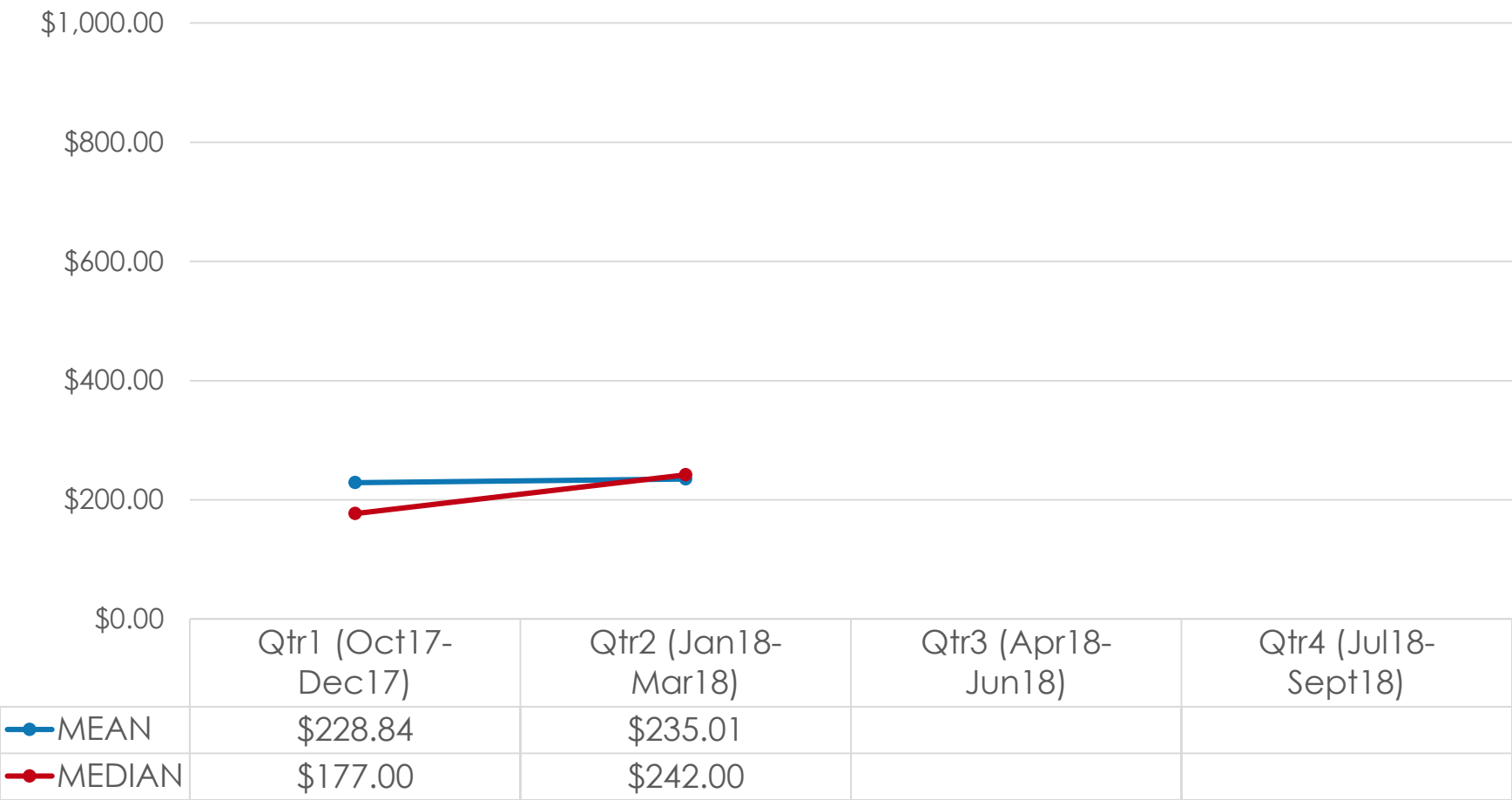
# Prepaid – FY2018 Tracking

## Airfare Only



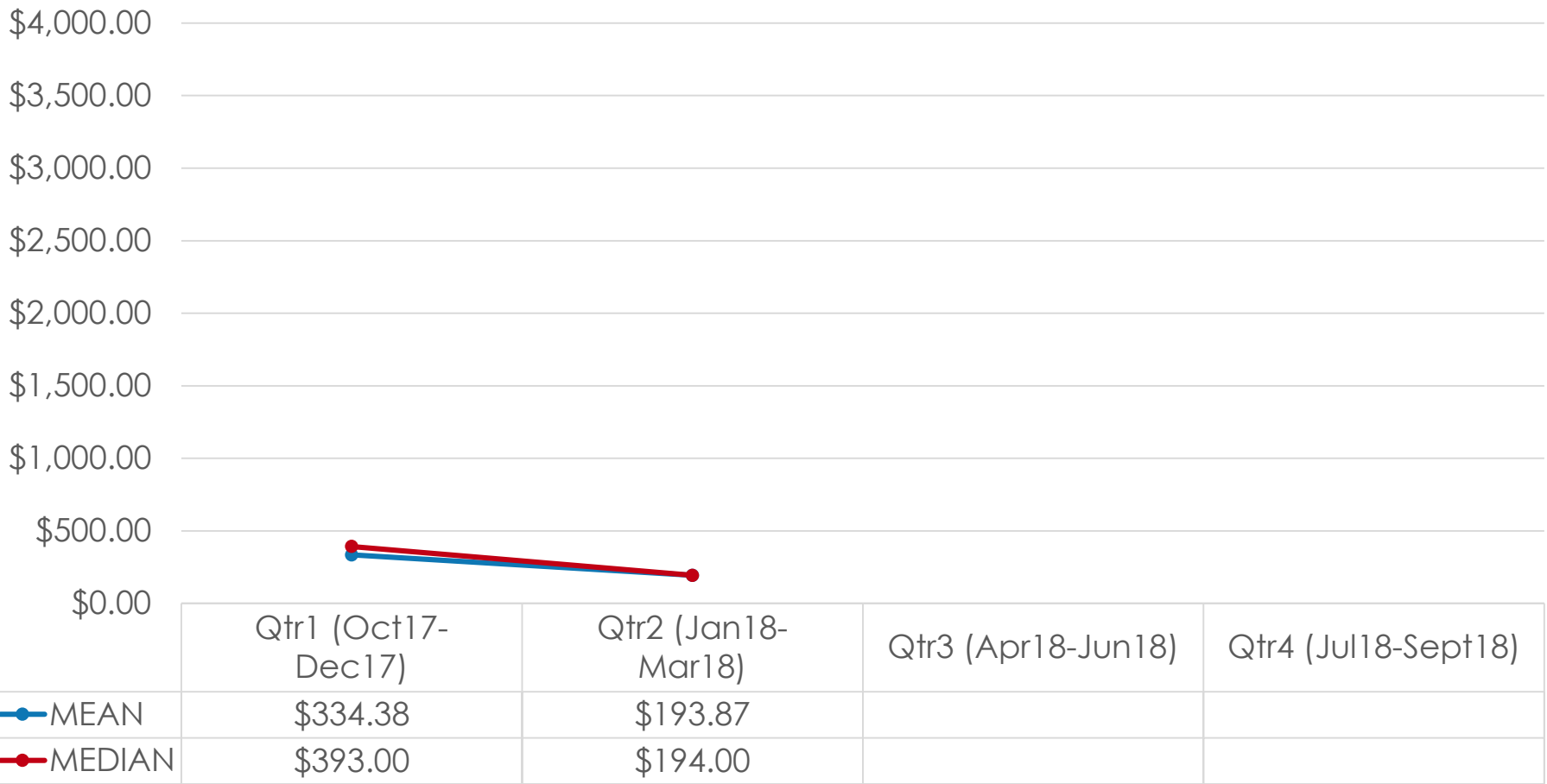
# Prepaid – FY2018 Tracking

## Accommodations Only



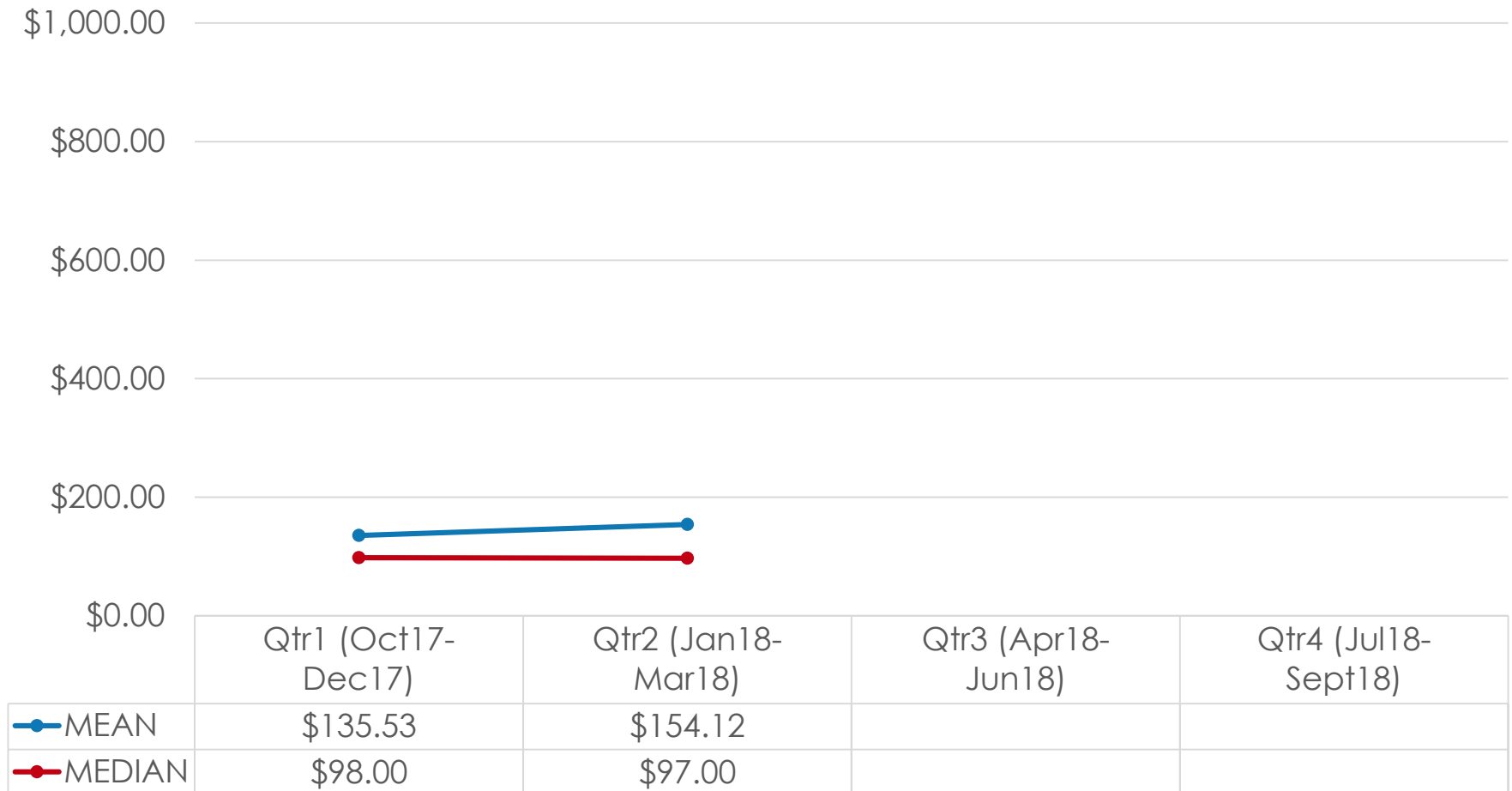
# Prepaid – FY2018 Tracking

## Accommodations w/ Meal Only



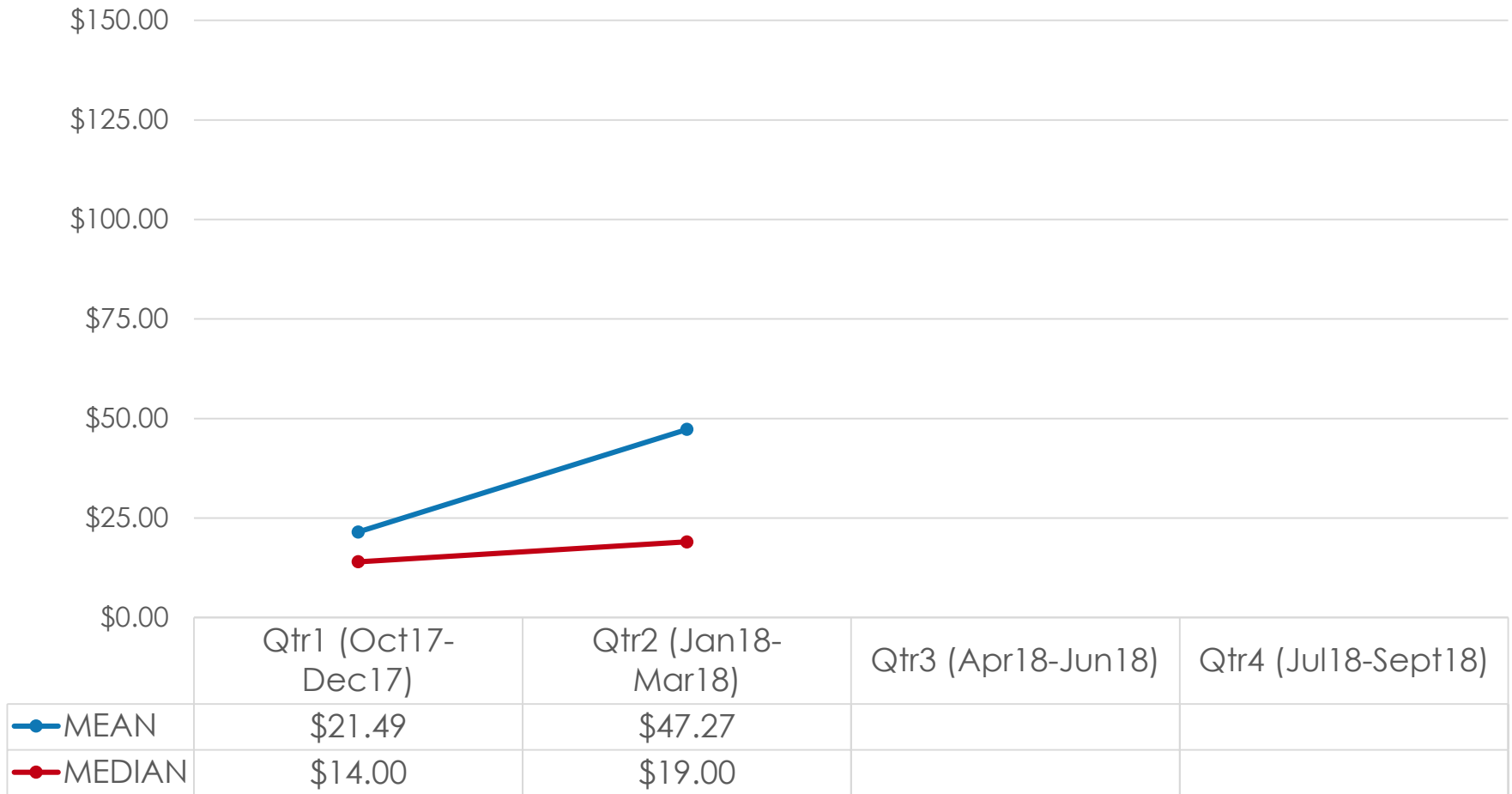
# Prepaid – FY2018 Tracking

## Food & Beverage in Hotel



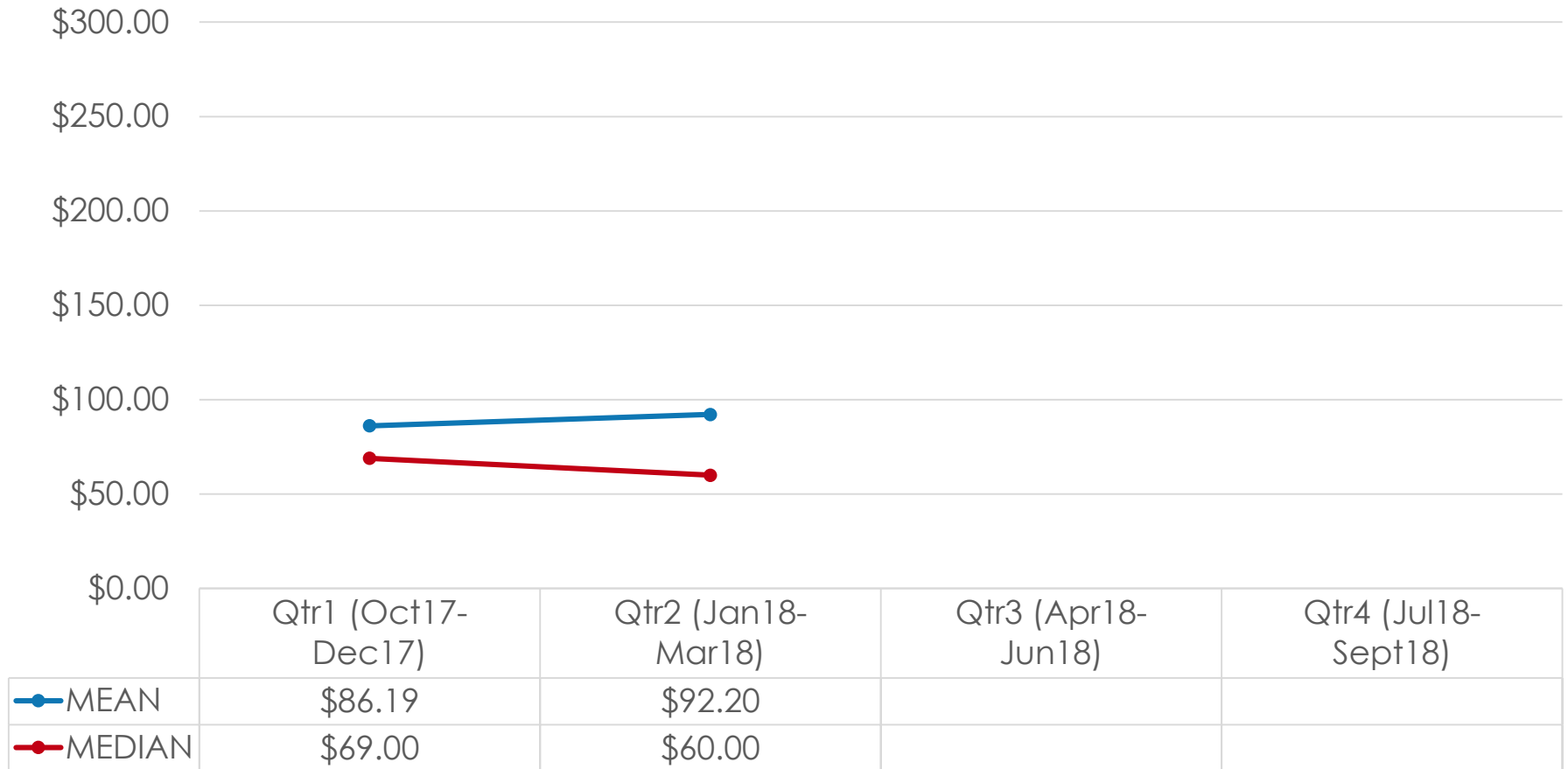
# Prepaid – FY2018 Tracking

## Ground Transportation - Philippines



# Prepaid – FY2018 Tracking

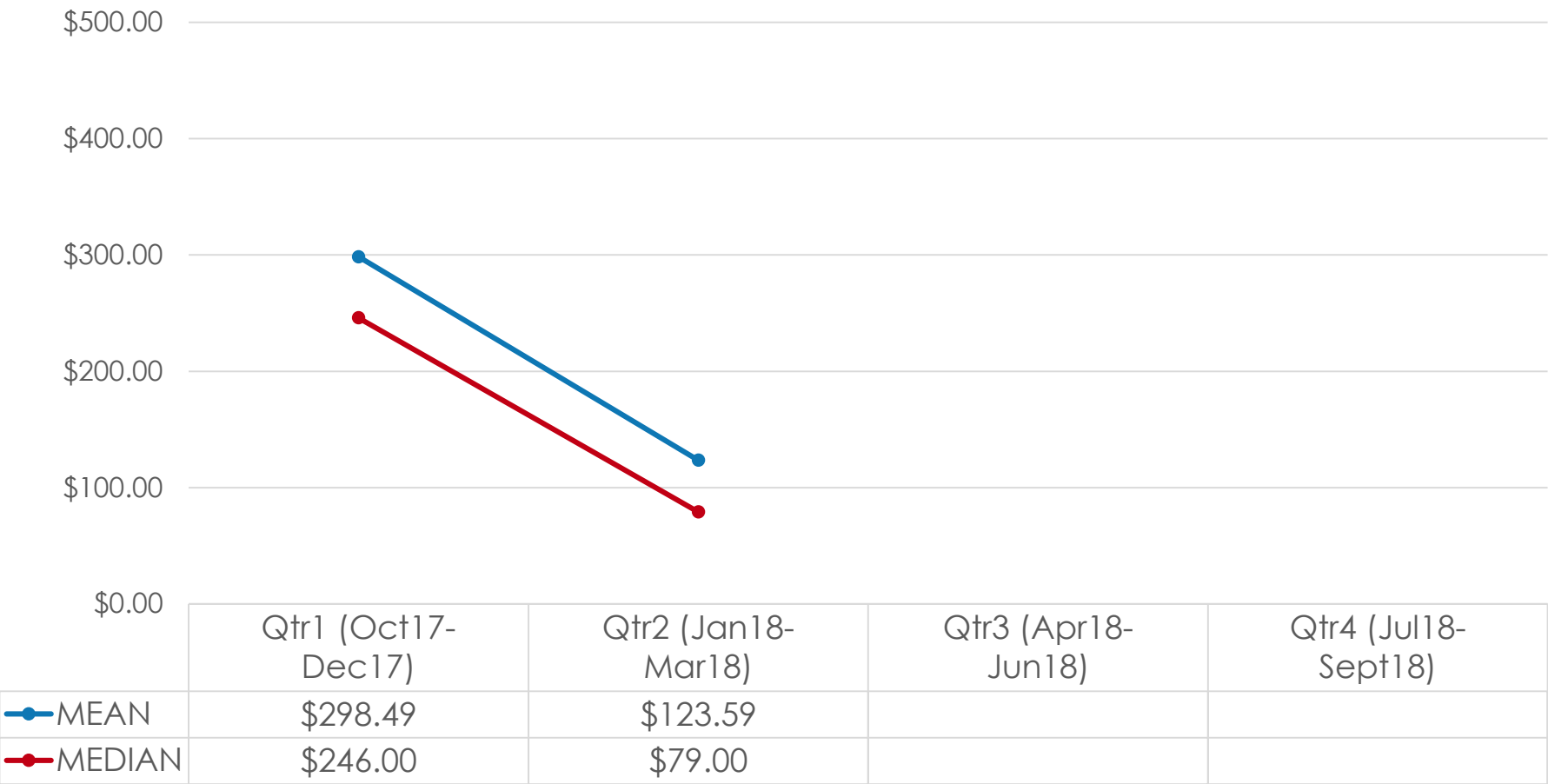
## Ground Transportation - Guam





# Prepaid – FY2018 Tracking

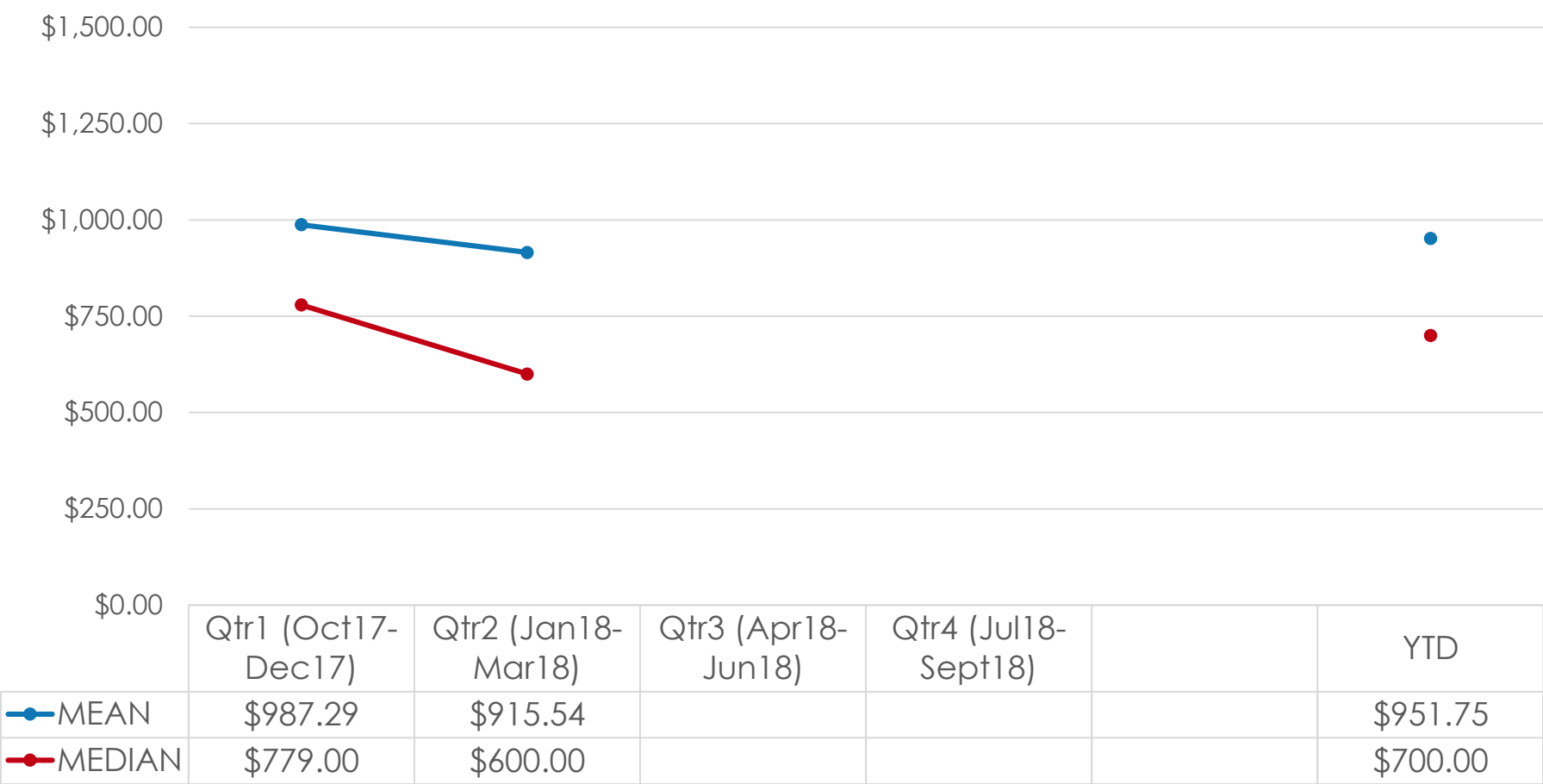
## Optional tours/ Activities



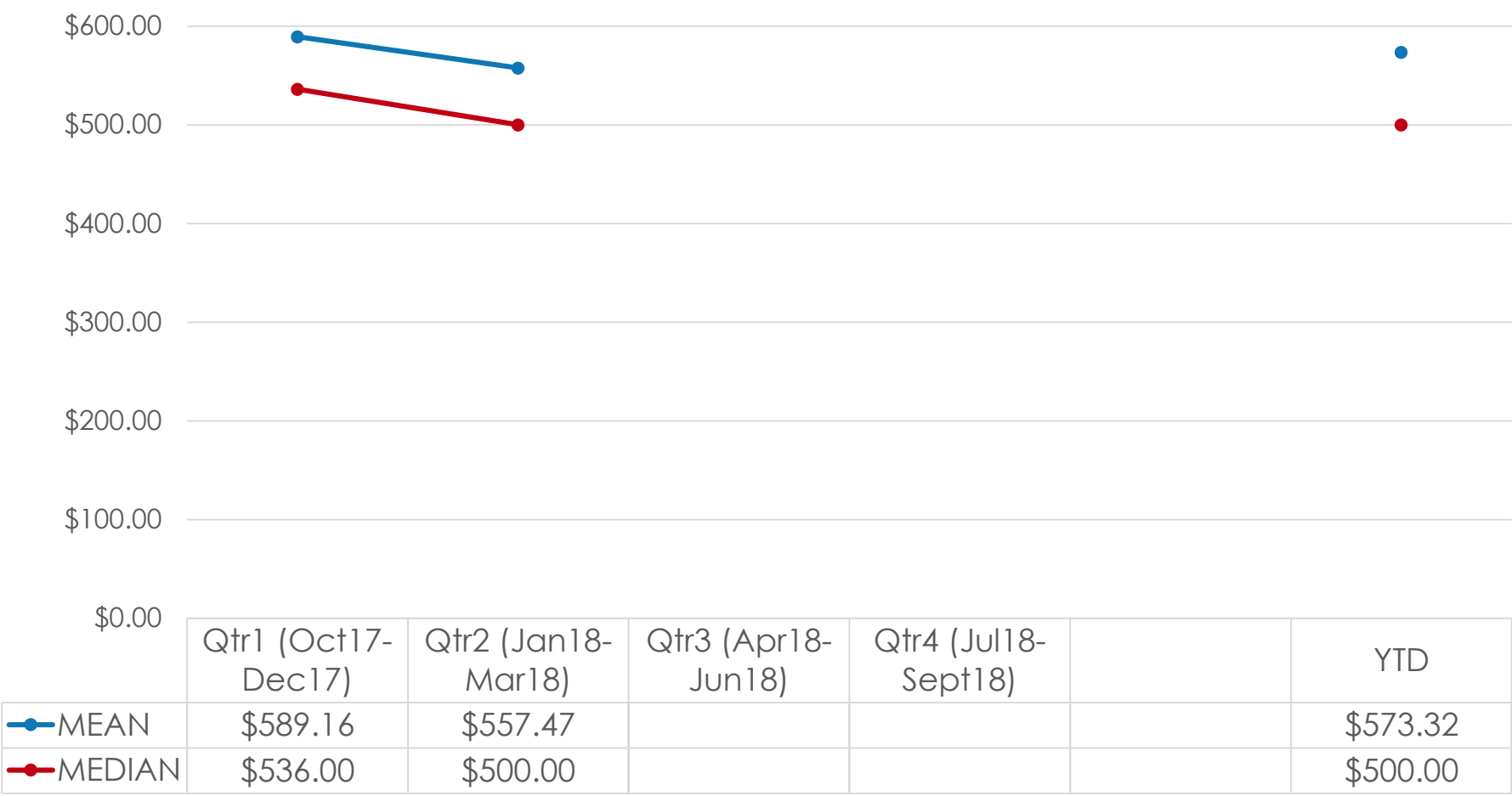
# On-Island Expenditures

- \$915.54 = overall mean average on-island expense (for entire travel party size) by respondent
- \$557.47 = overall mean average per person on-island expenditures

# On-Island Entire Travel Party – FY2018 Tracking



# On-Island Per Person – FY2018 Tracking



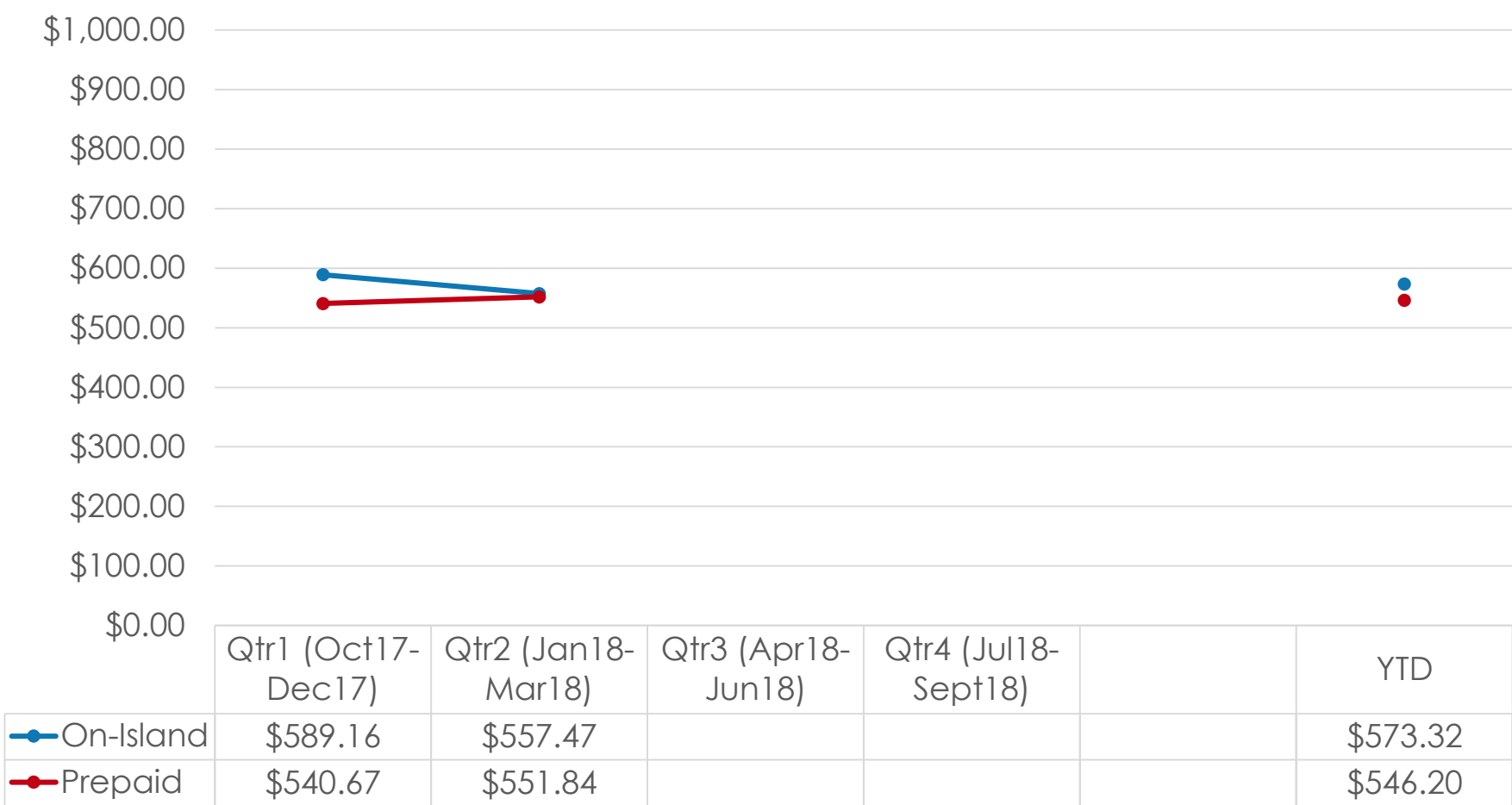
# On-Island Per Person – Key Segments

**GVB EXIT SURVEY**  
**Q11A ONISLE EXPENDITURE- PER PERSO**

		TOTAL	MICE	LEISURE	FIT	FAMILY
		-	-	-	-	-
ONISLE PP	Mean	\$557.47	\$575.00	\$579.85	\$575.90	\$480.20
	Median	\$500	\$575	\$500	\$500	\$327

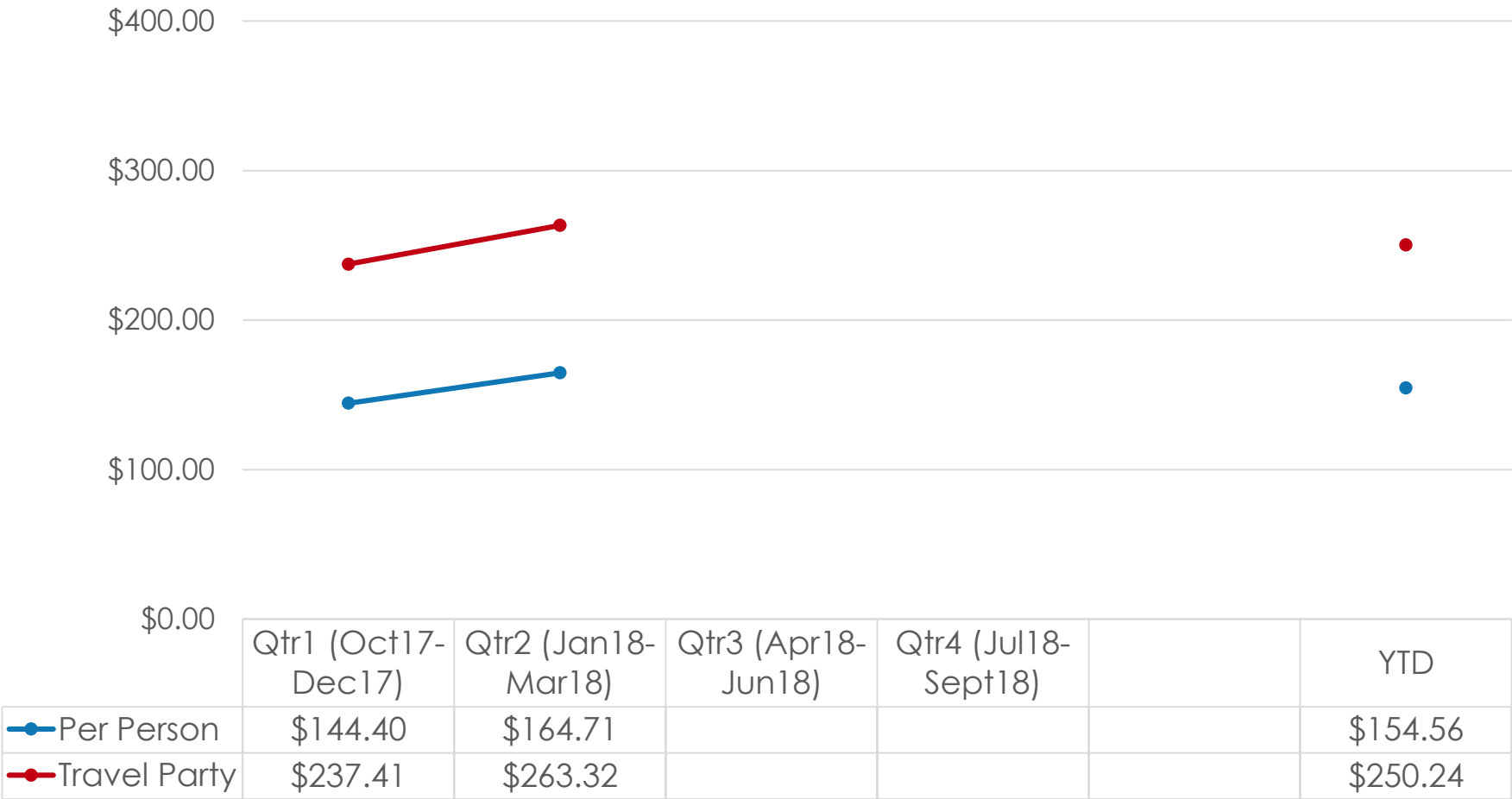
Prepared by Anthology Research

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

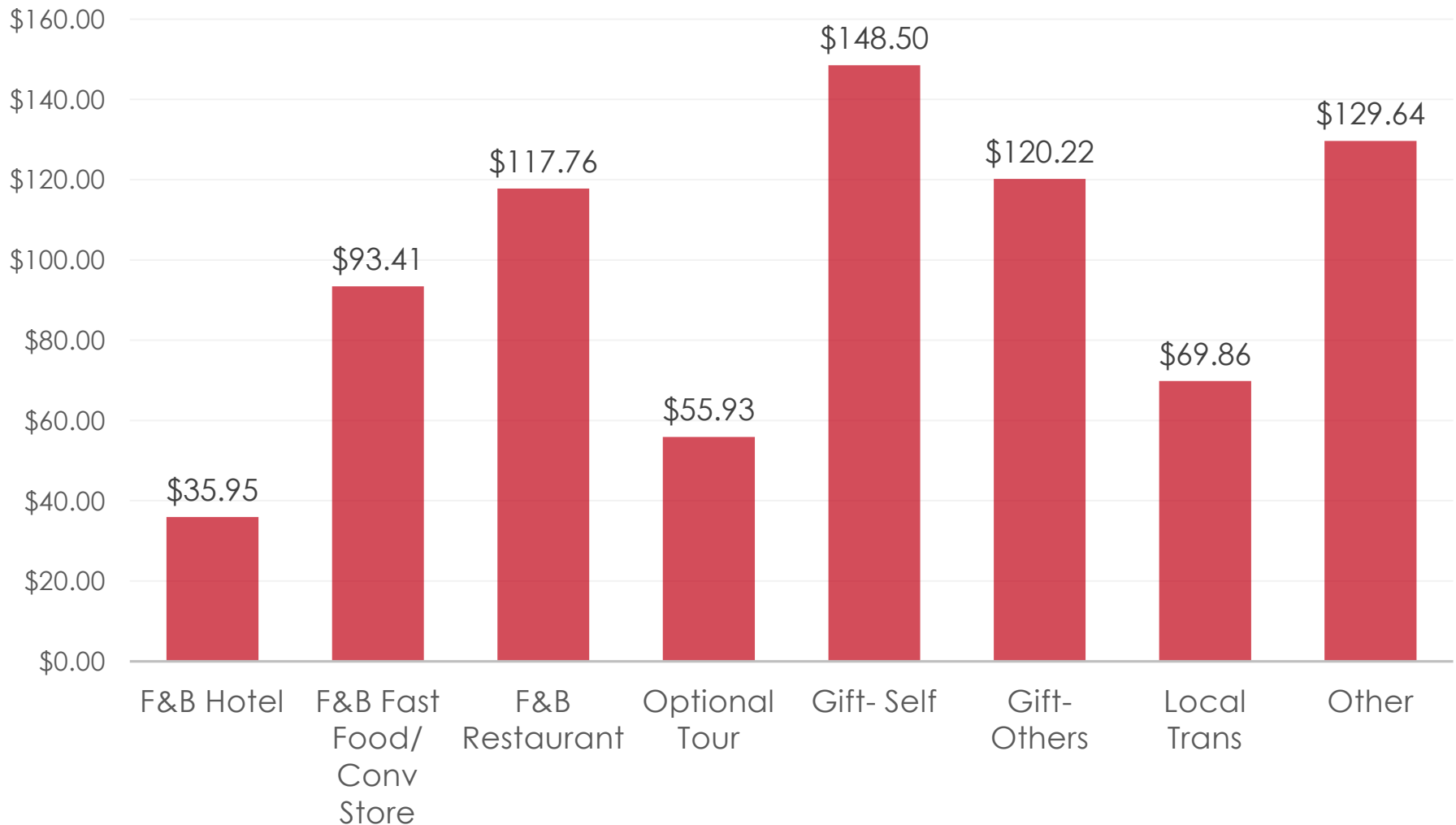


# On-Island Per Day Spending – FY2018 Tracking

## MEAN



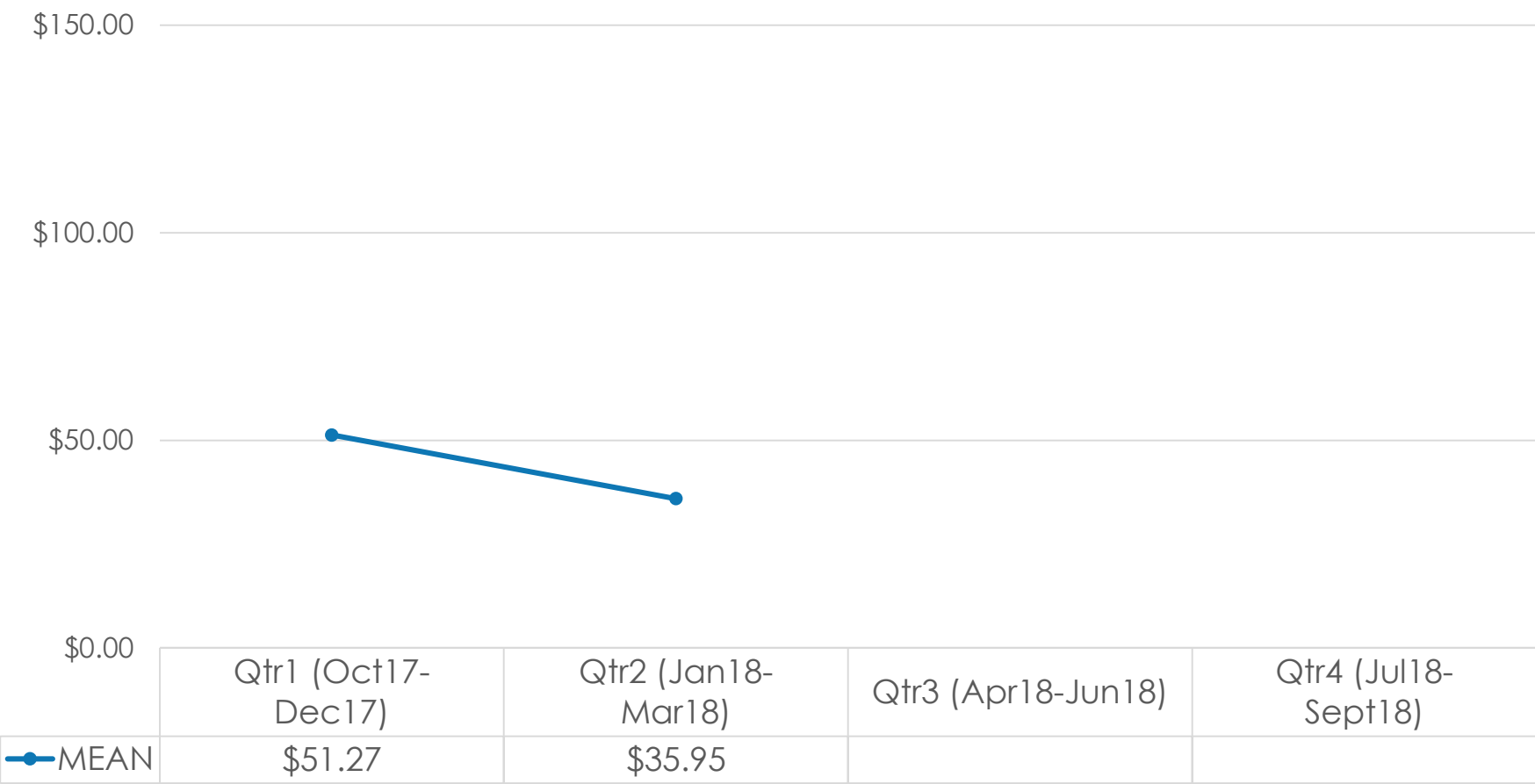
# On-Island Expenses by Category – MEAN Entire Travel Party





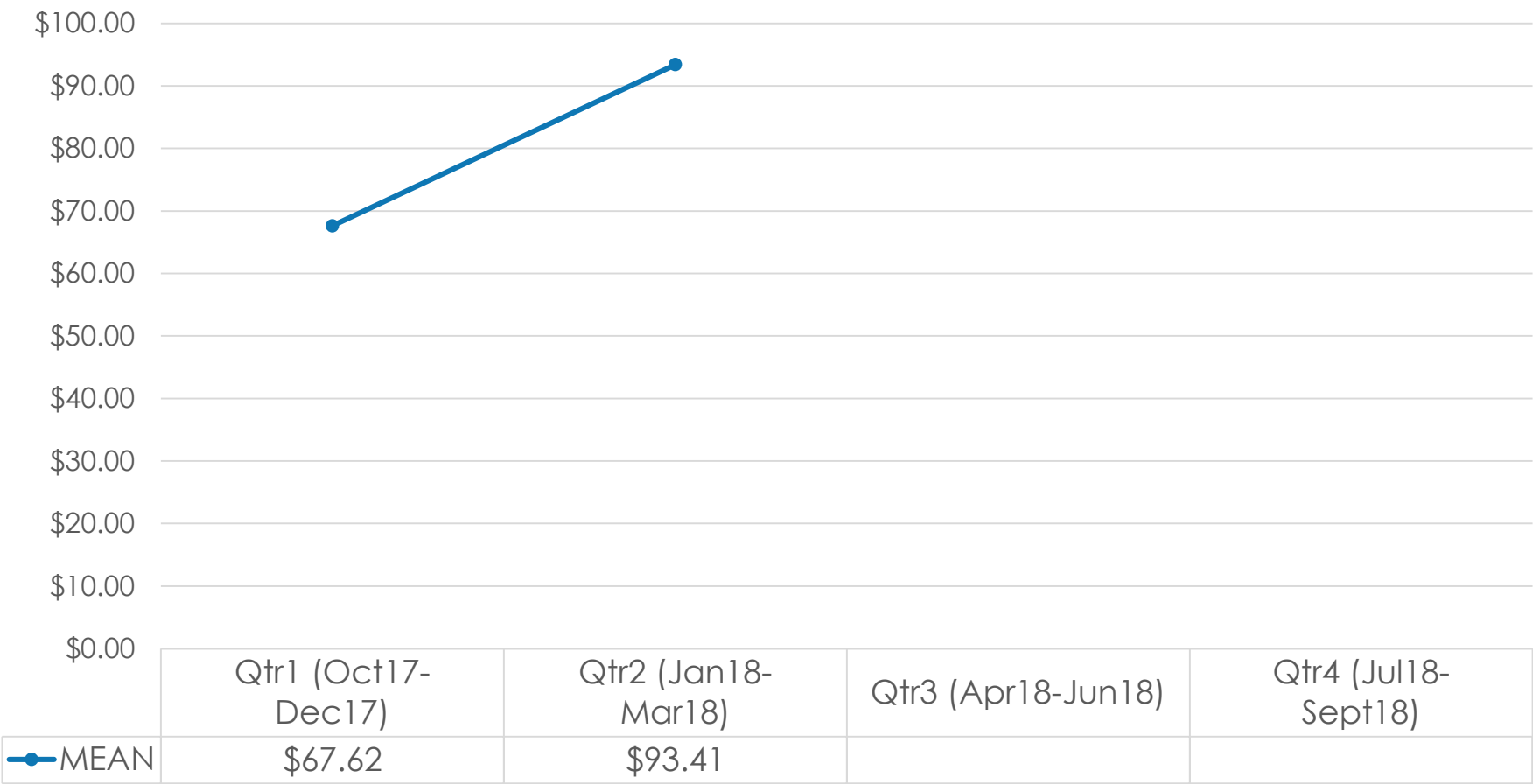
# On-Island – FY2018 Tracking

## Food & Beverage - Hotel



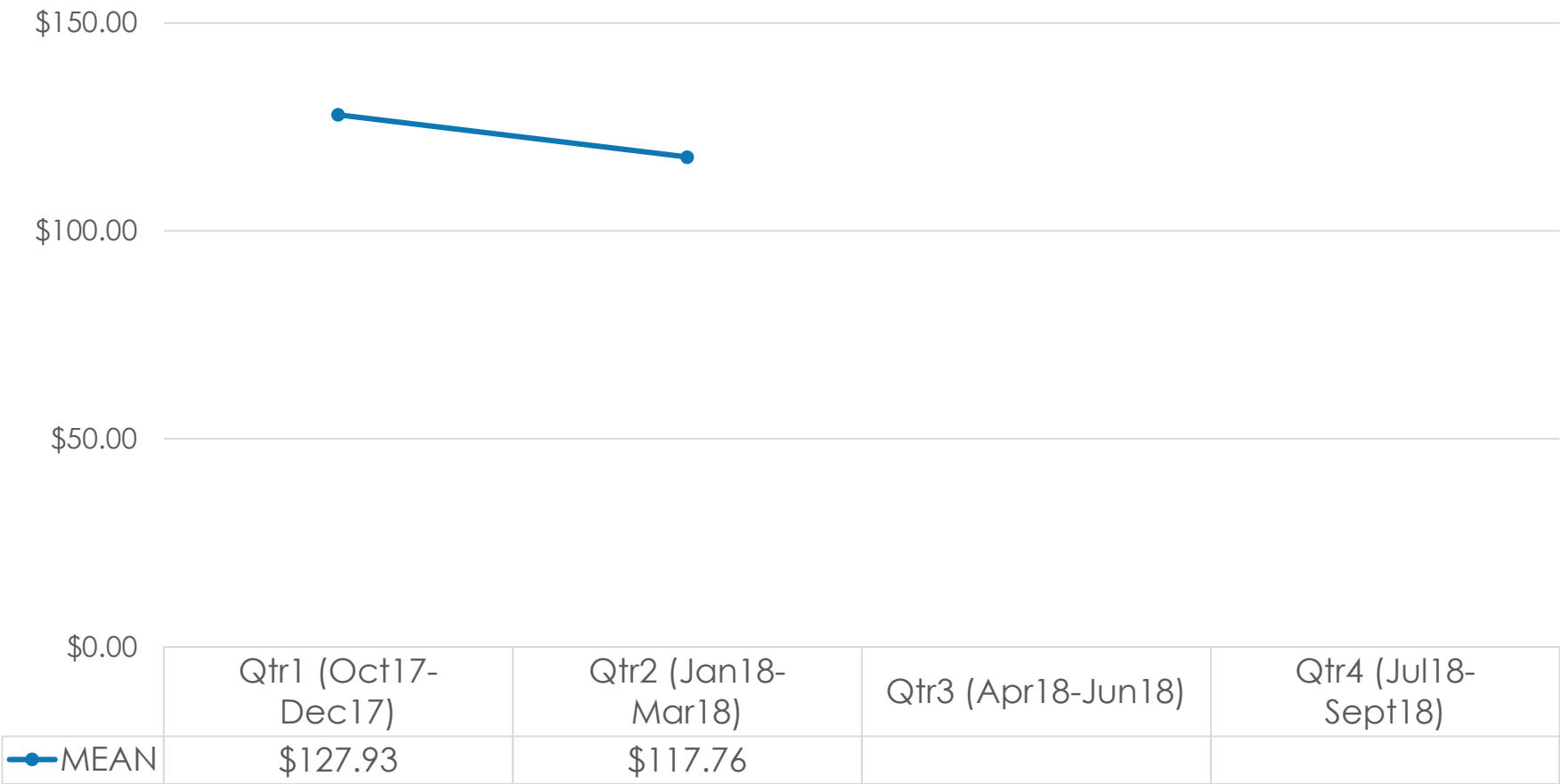
# On-Island – FY2018 Tracking

## Food & Beverage – Fast Food/ Convenience Store



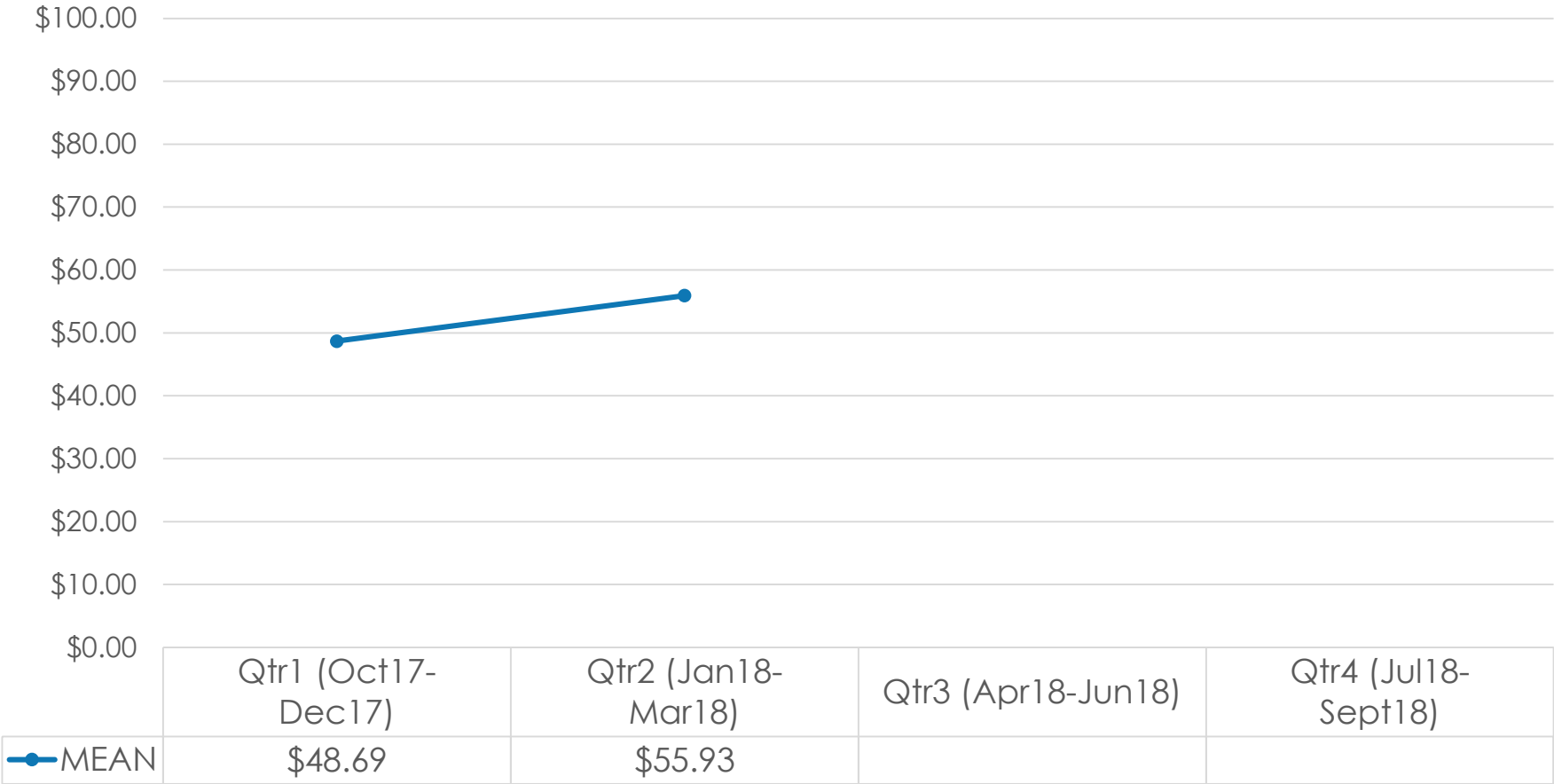
# On-Island – FY2018 Tracking

## Food & Beverage – Restaurant/ Drinking Est Outside Hotel



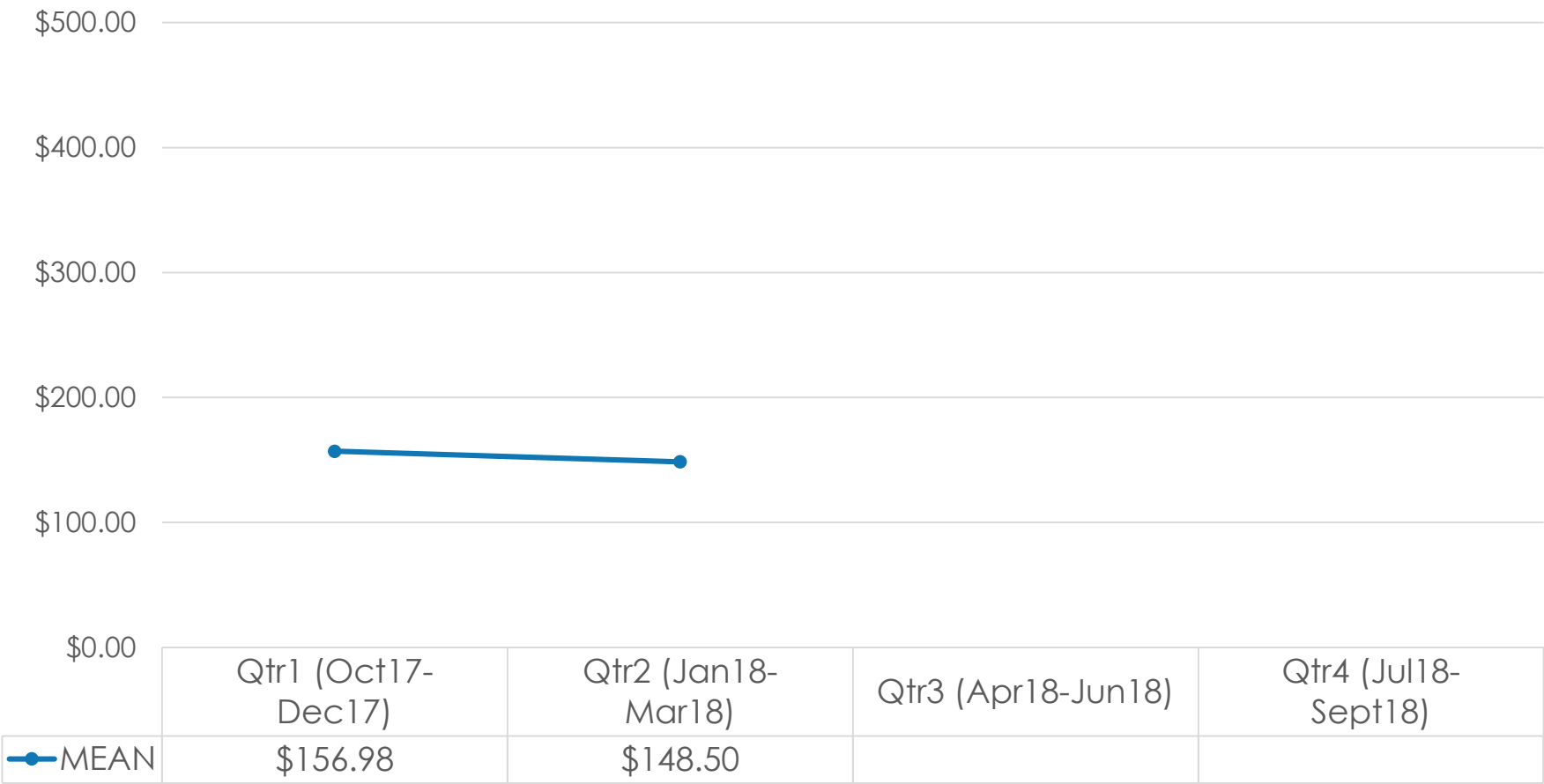
# On-Island – FY2018 Tracking

## Optional tour/ Activities



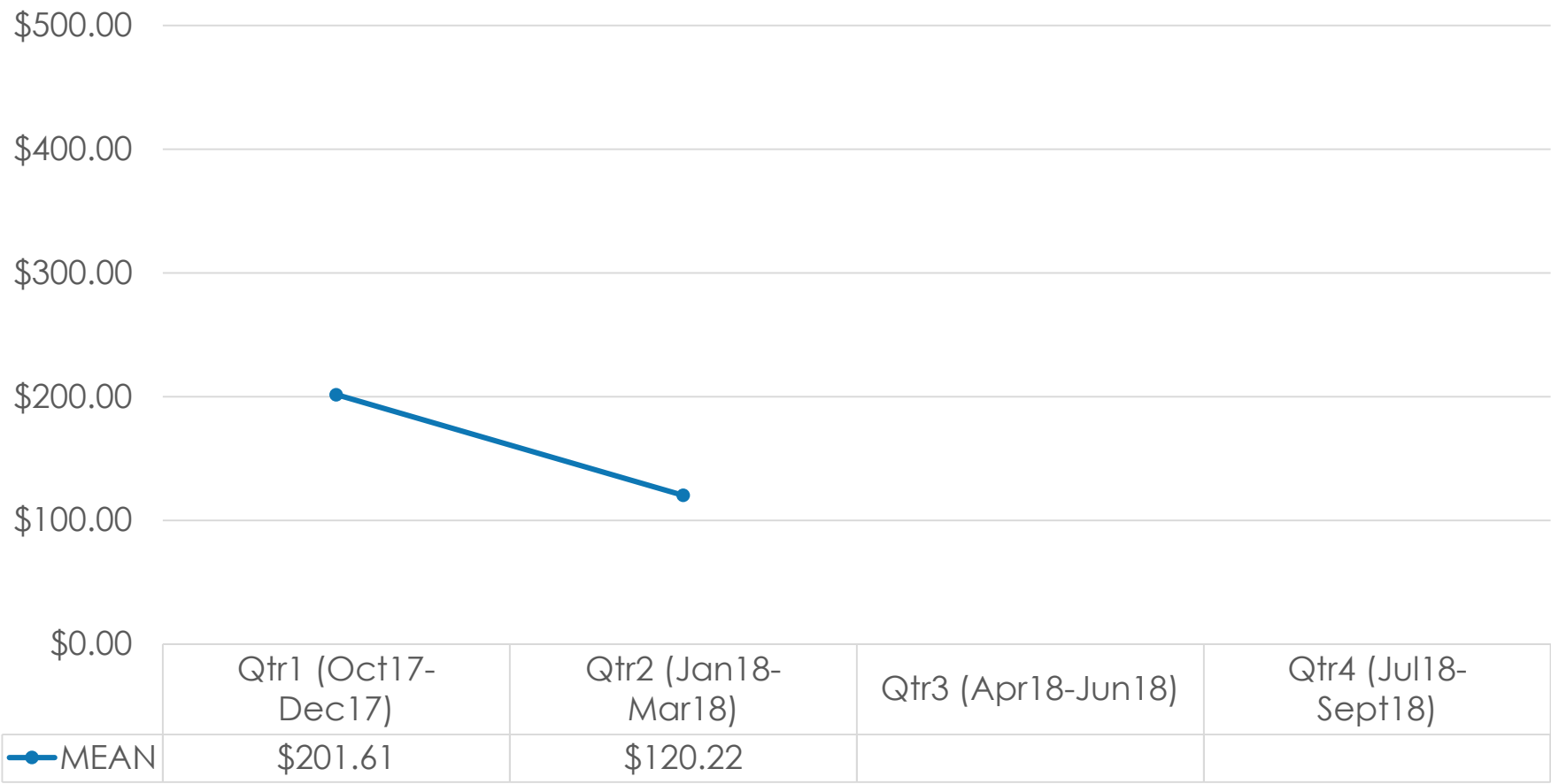
# On-Island – FY2018 Tracking

## Gift/ Souvenir – Self/ Companion



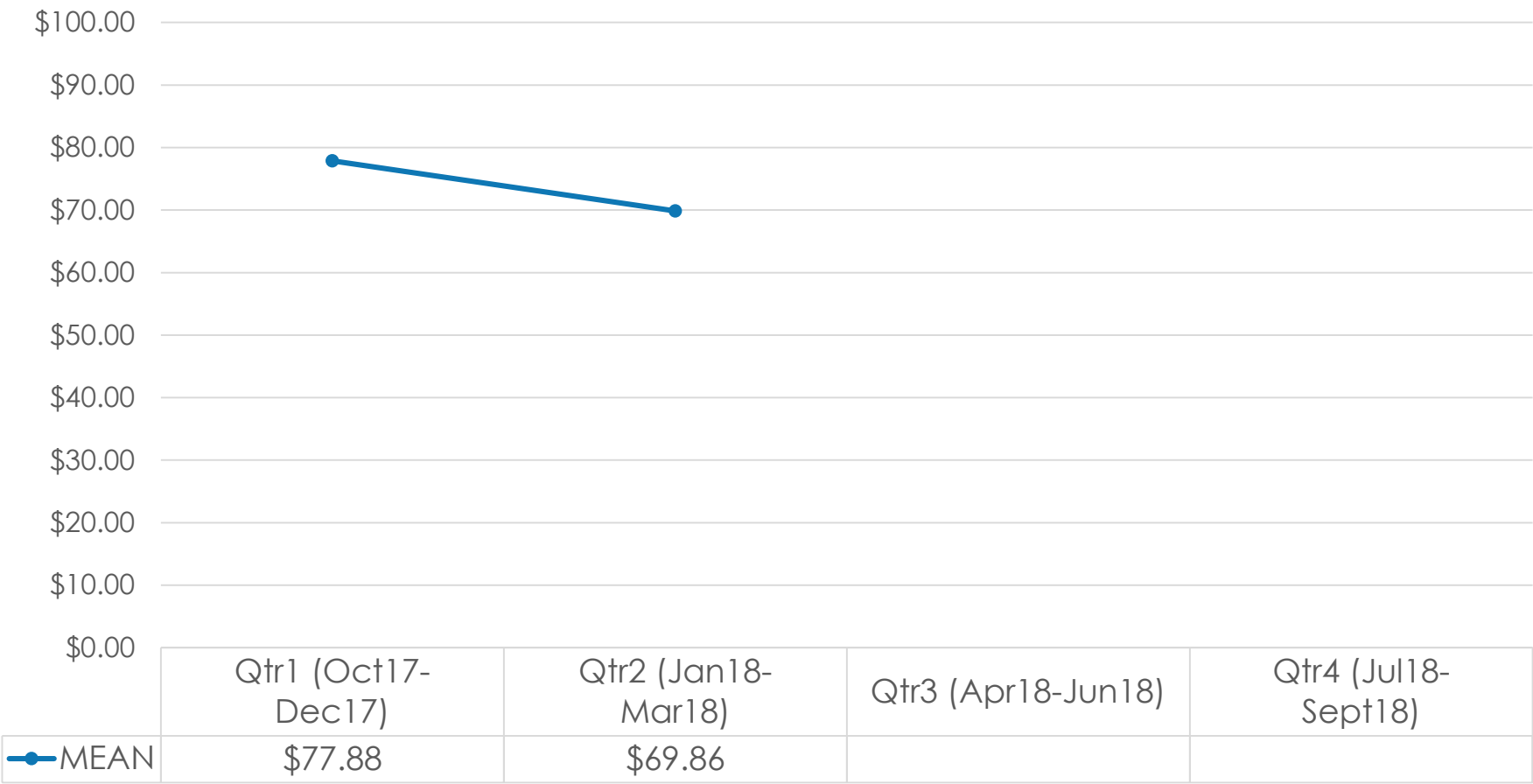
# On-Island – FY2018 Tracking

## Gift/ Souvenir – Friends/ Family



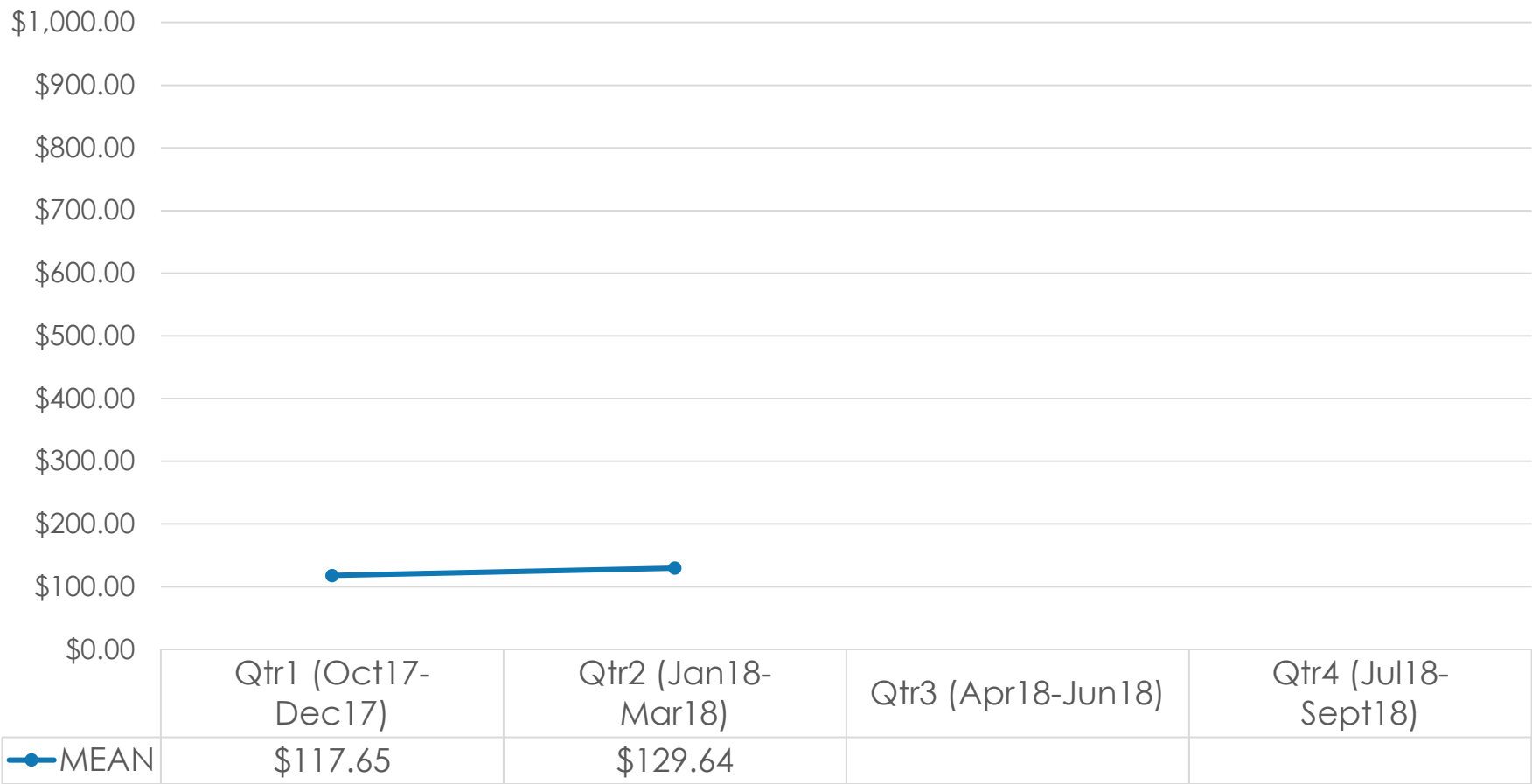
# On-Island – FY2018 Tracking

## Local Transportation



# On-Island – FY2018 Tracking

## Other Not Included

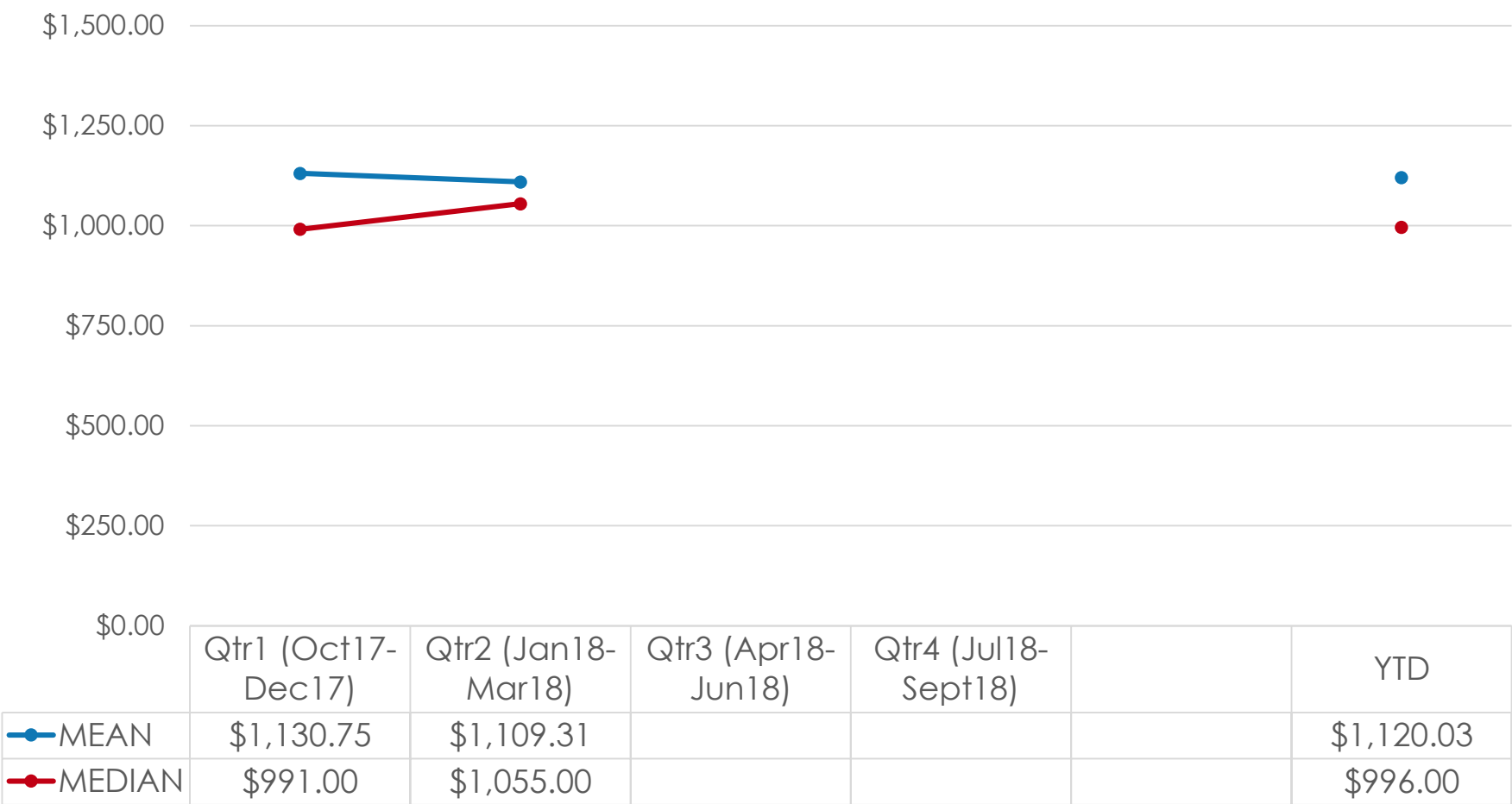




# TOTAL (On-Isle + Prepaid) Expenditures Per Person

- \$1,109.31 = overall mean average prepaid expense by respondent

# TOTAL Per Person Expenditures – FY2018 Tracking



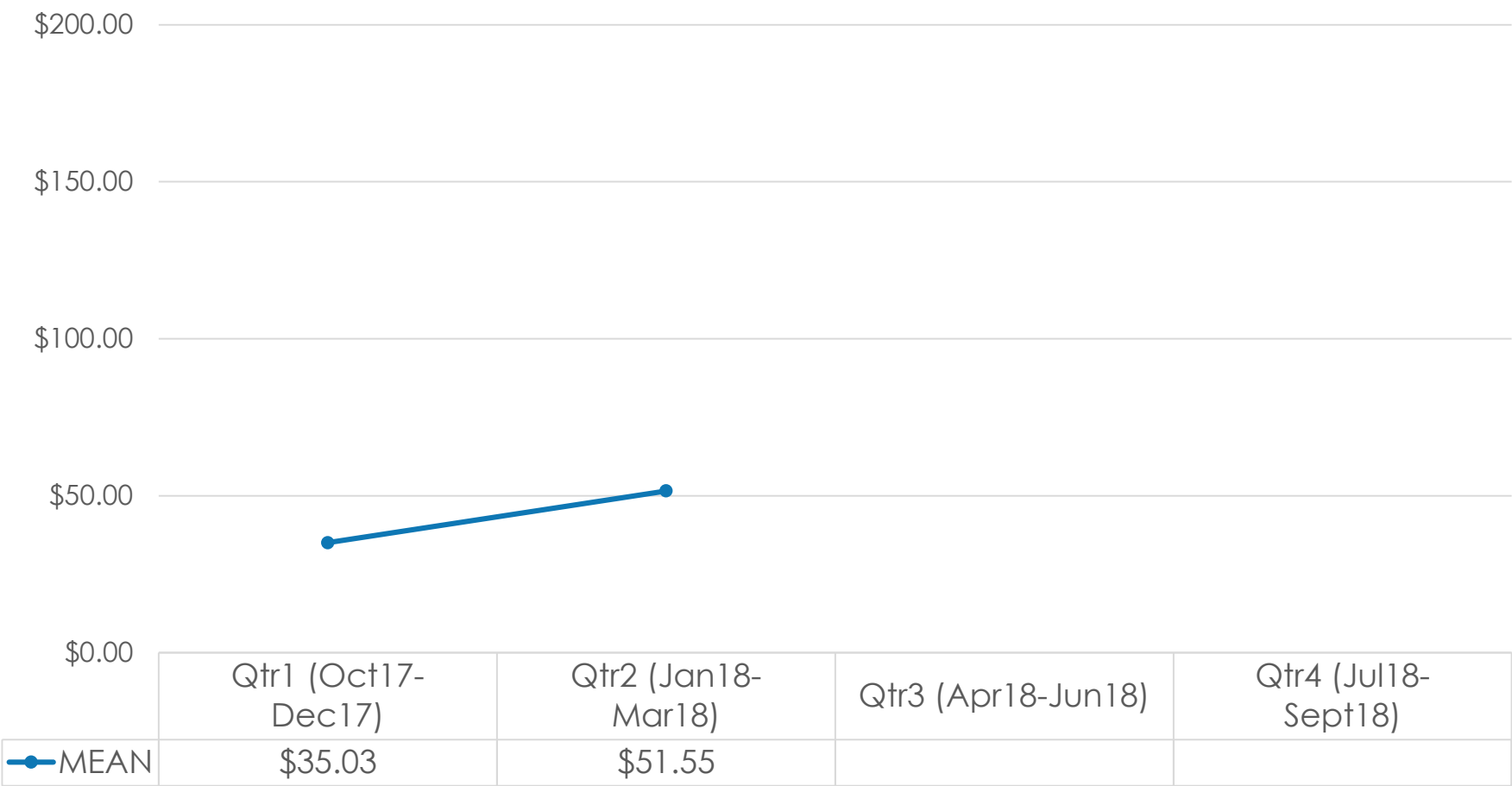
# TOTAL Per Person Expenditures – Key Segments

**GVB EXIT SURVEY  
TOTAL PER PERSON SPENDING:**

		TOTAL	MICE	LEISURE	FIT	FAMILY
		-	-	-	-	-
TOTAL PP	Mean	\$1,109.31	\$1,166.31	\$1,128.35	\$1,101.20	\$922.07
	Median	\$1,055	\$1,166	\$1,015	\$1,036	\$759

Prepared by Anthology Research

# GUAM AIRPORT EXPENDITURE – FY2018 Tracking

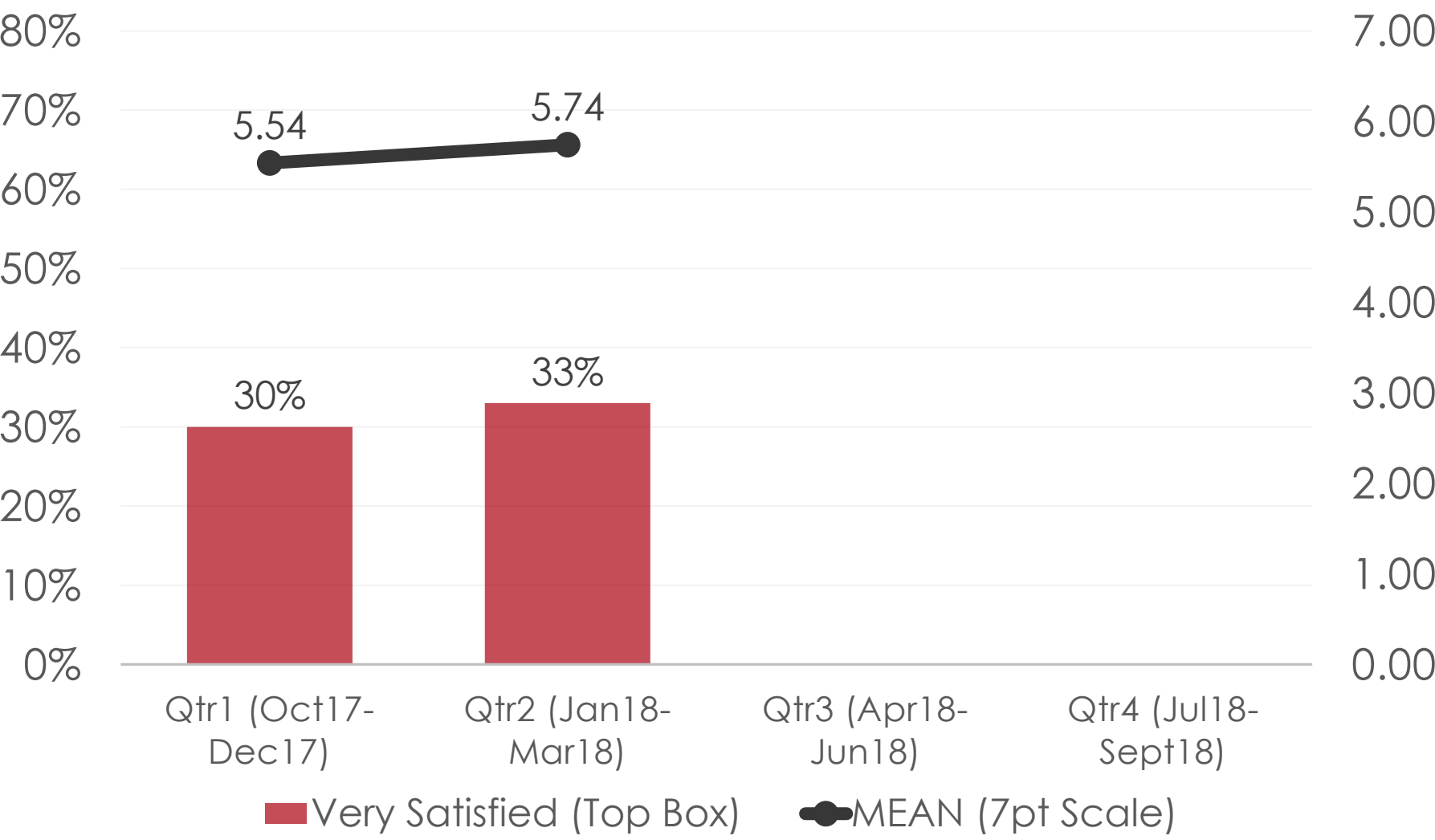


# SECTION 4

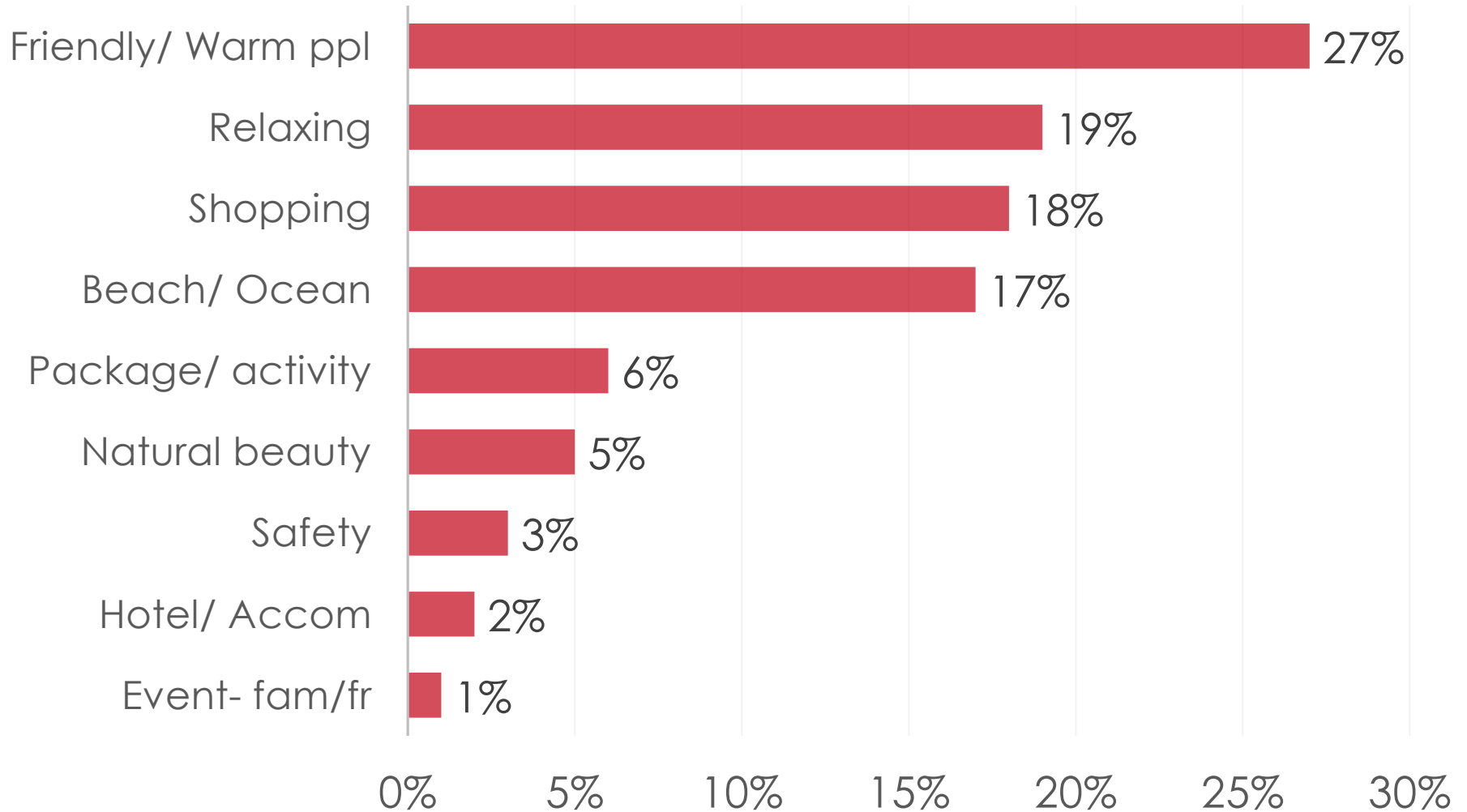
## VISITOR SATISFACTION

### BEHAVIOR

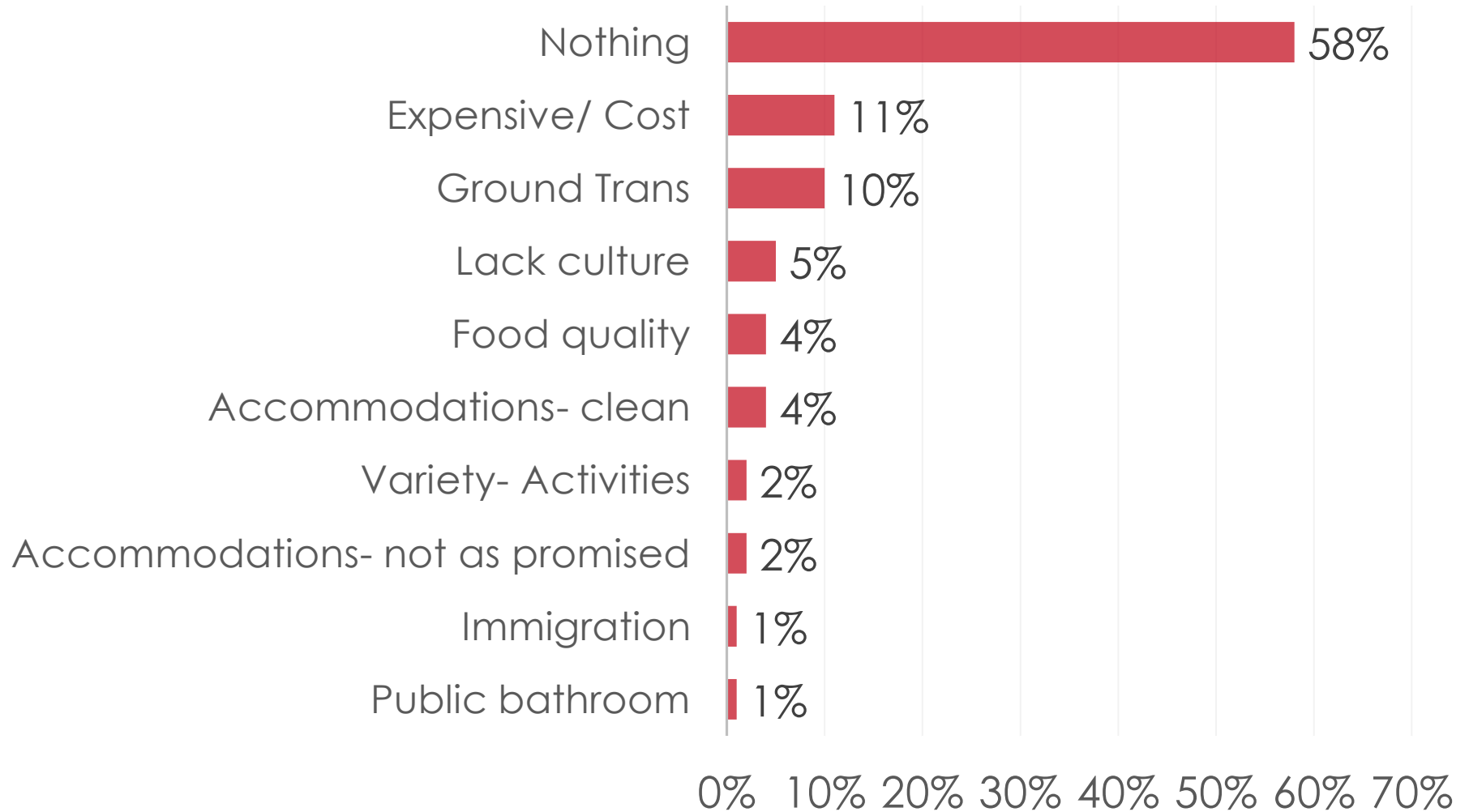
# OVERALL SATISFACTION



# Positive Aspect of Trip

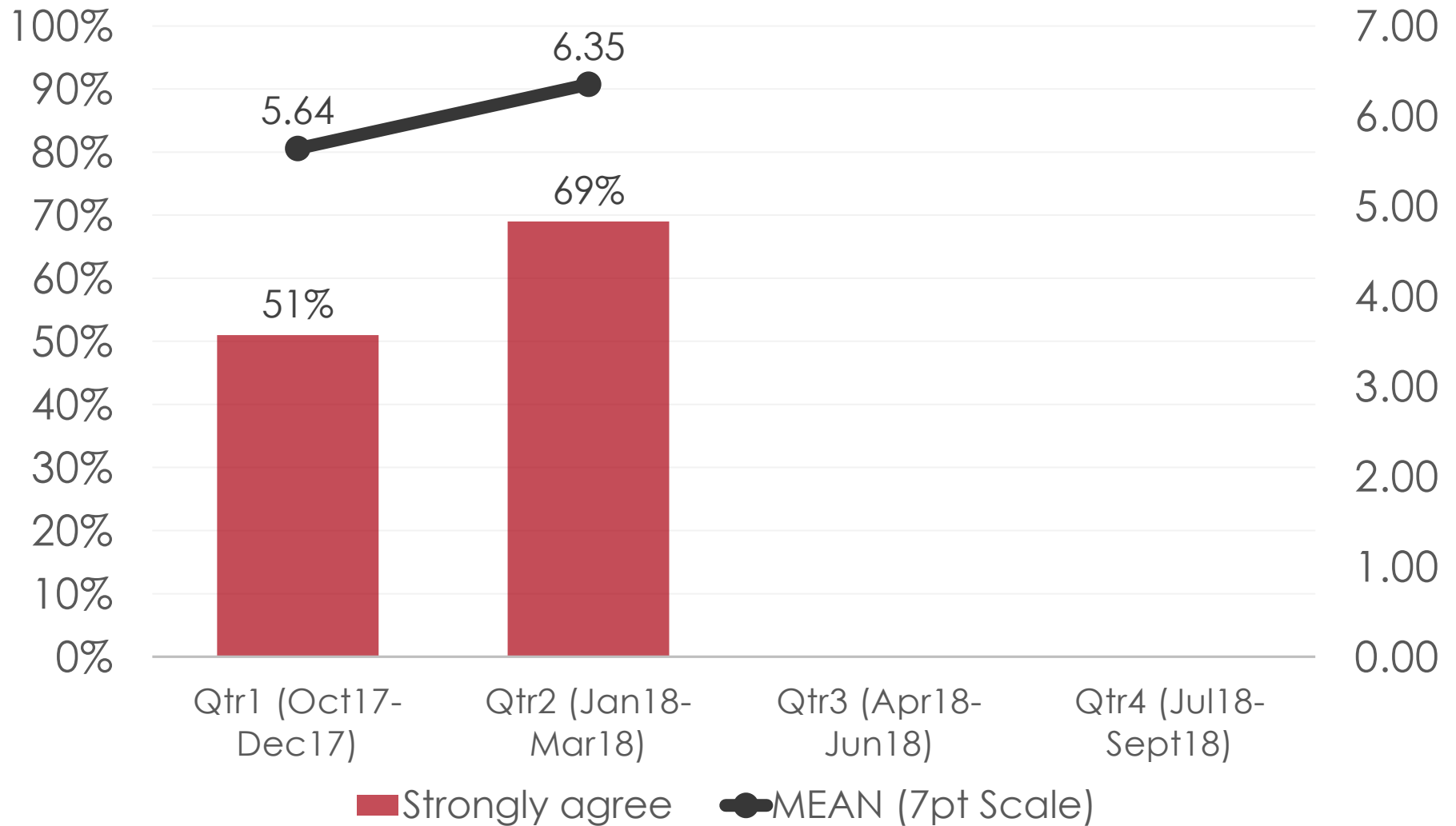


# Negative Aspect of Trip

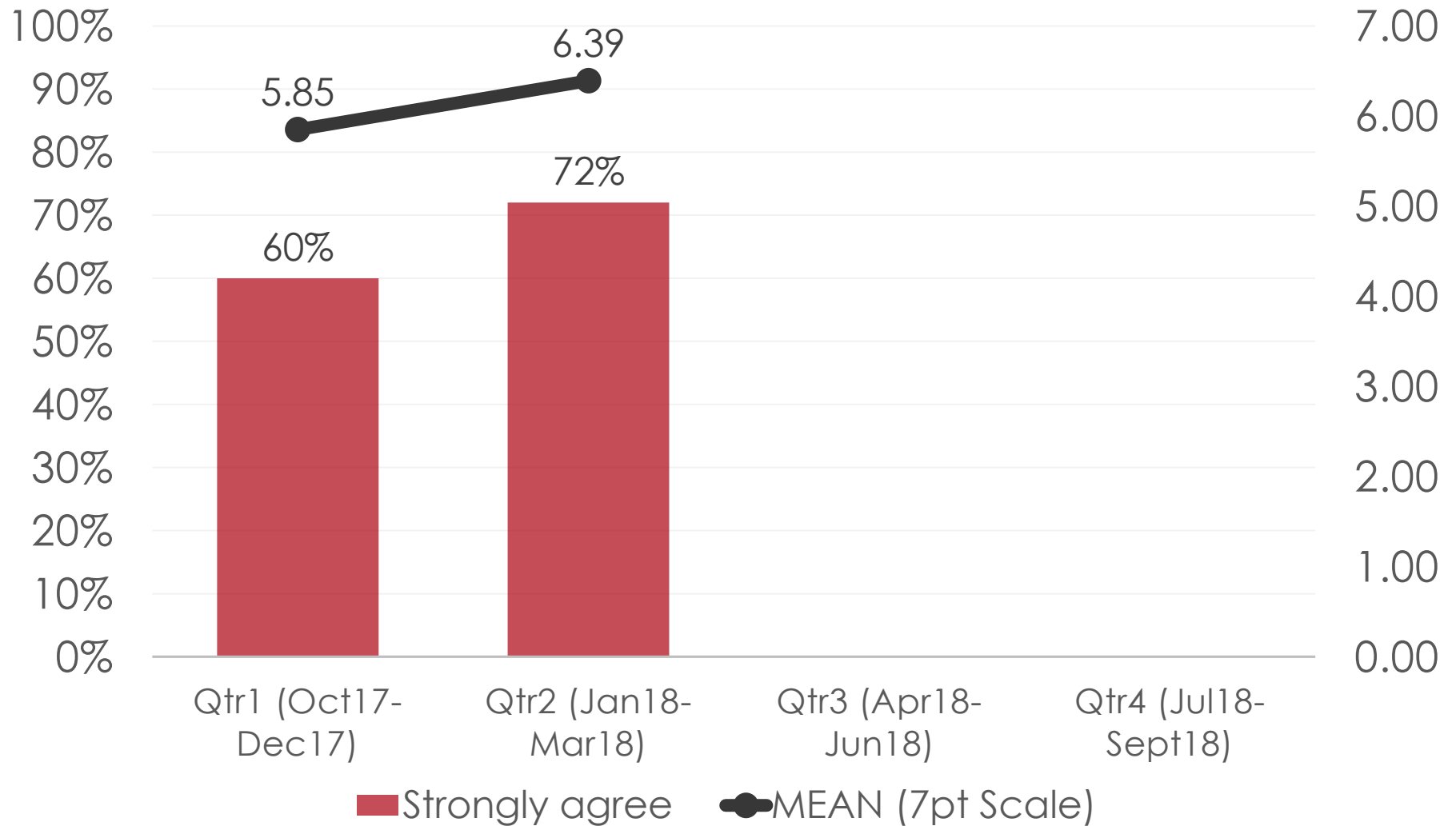




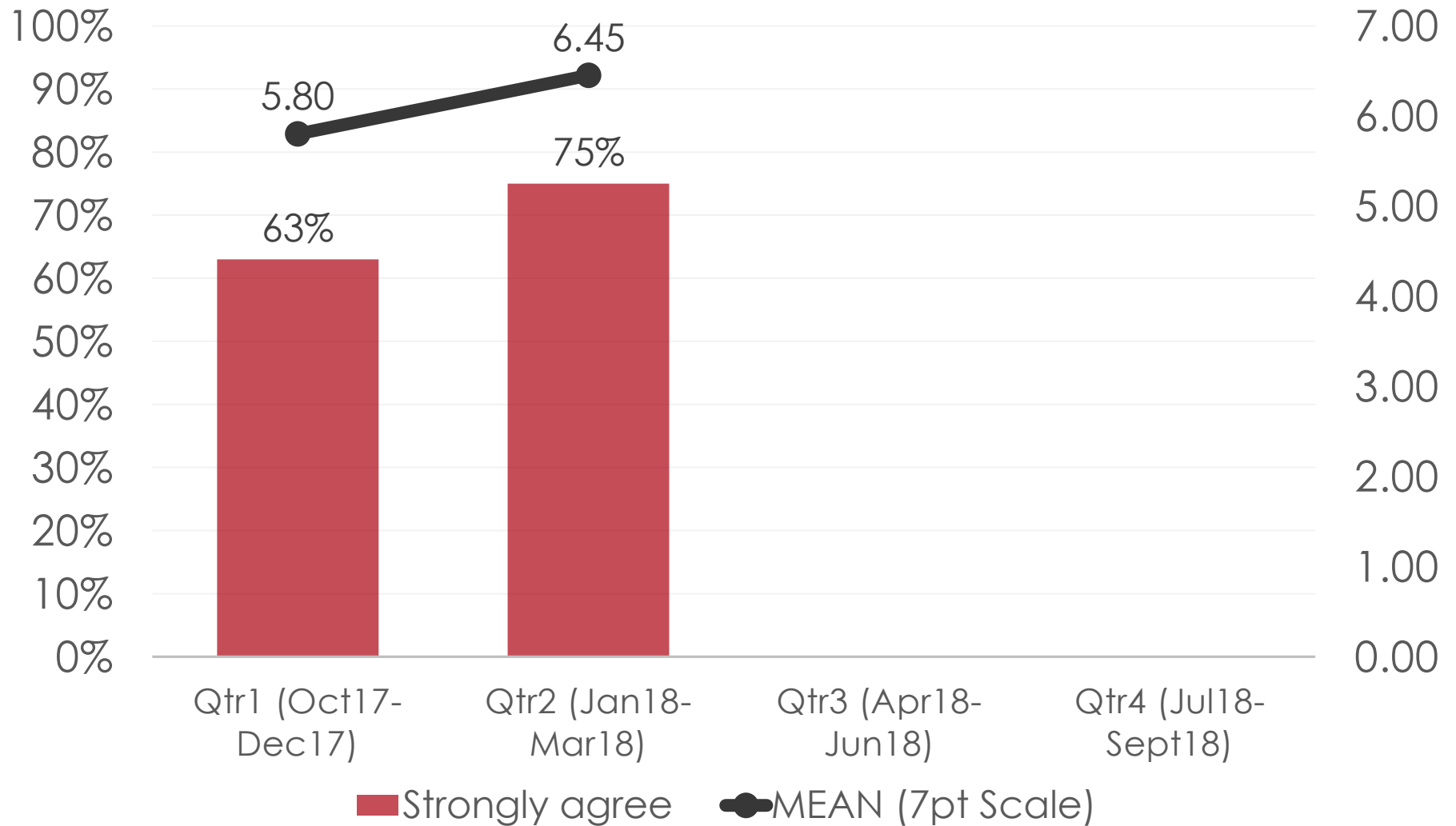
# Guam was better than expected



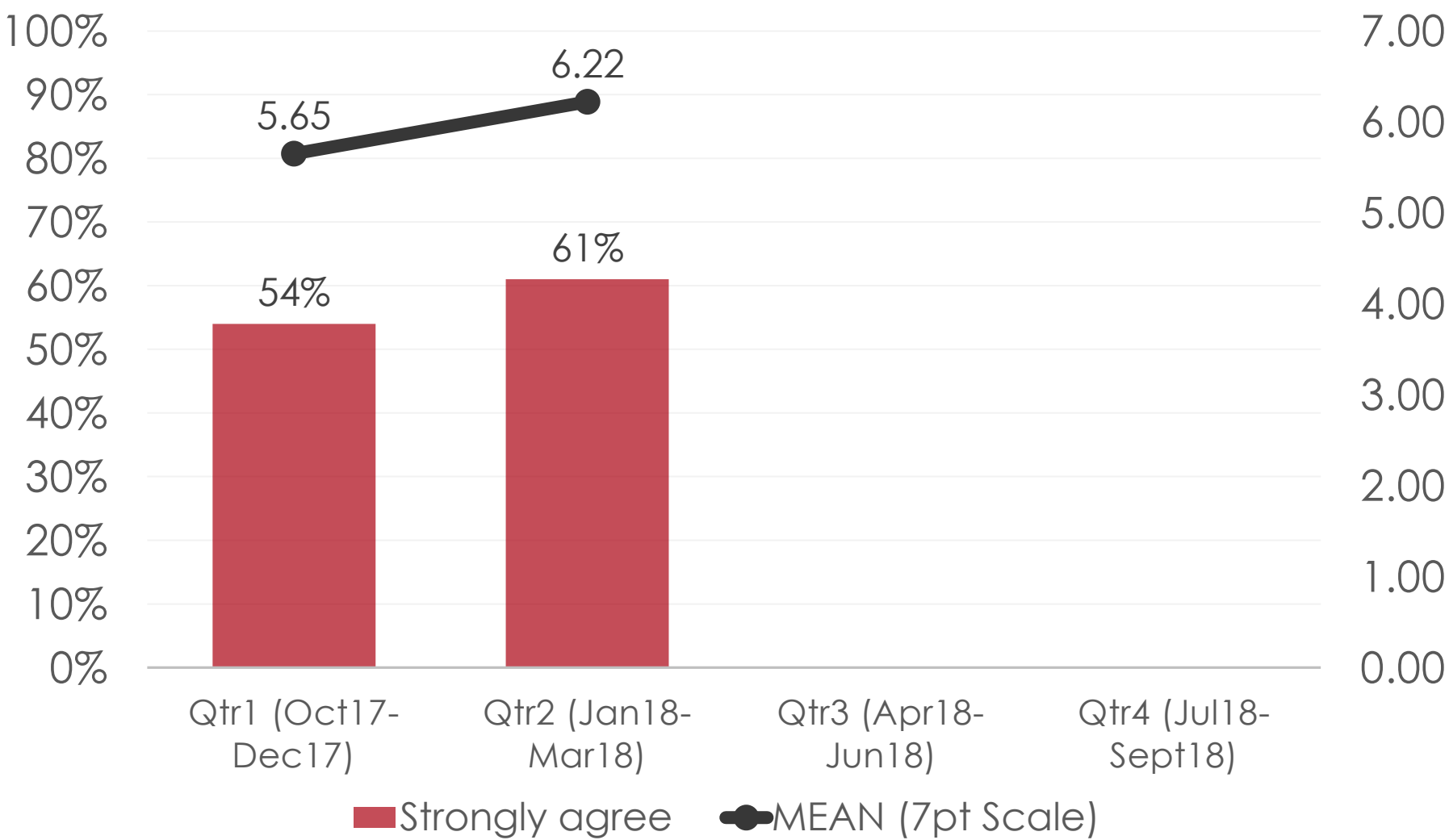
# I had no communication problems



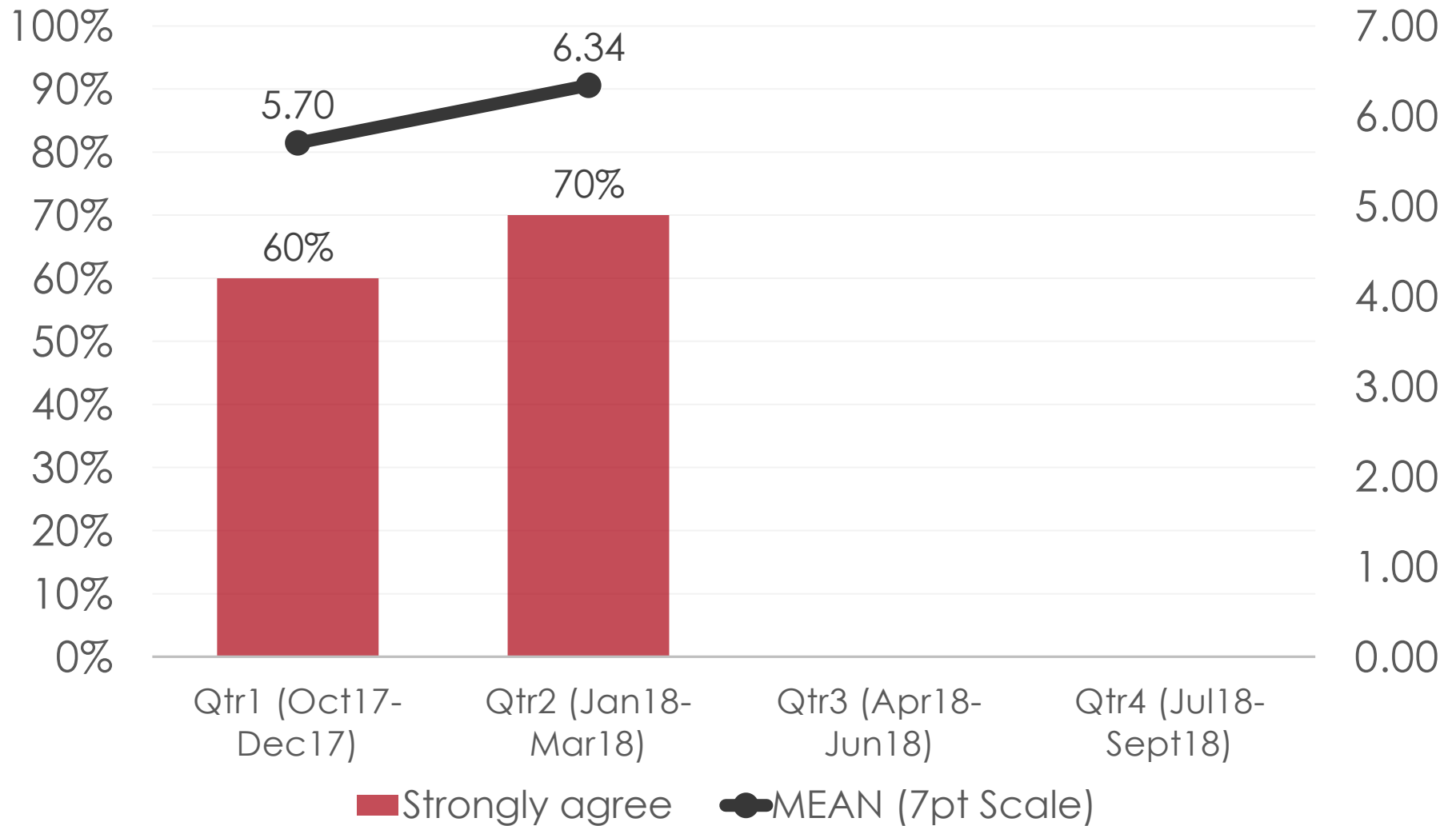
# I will recommend Guam to friends



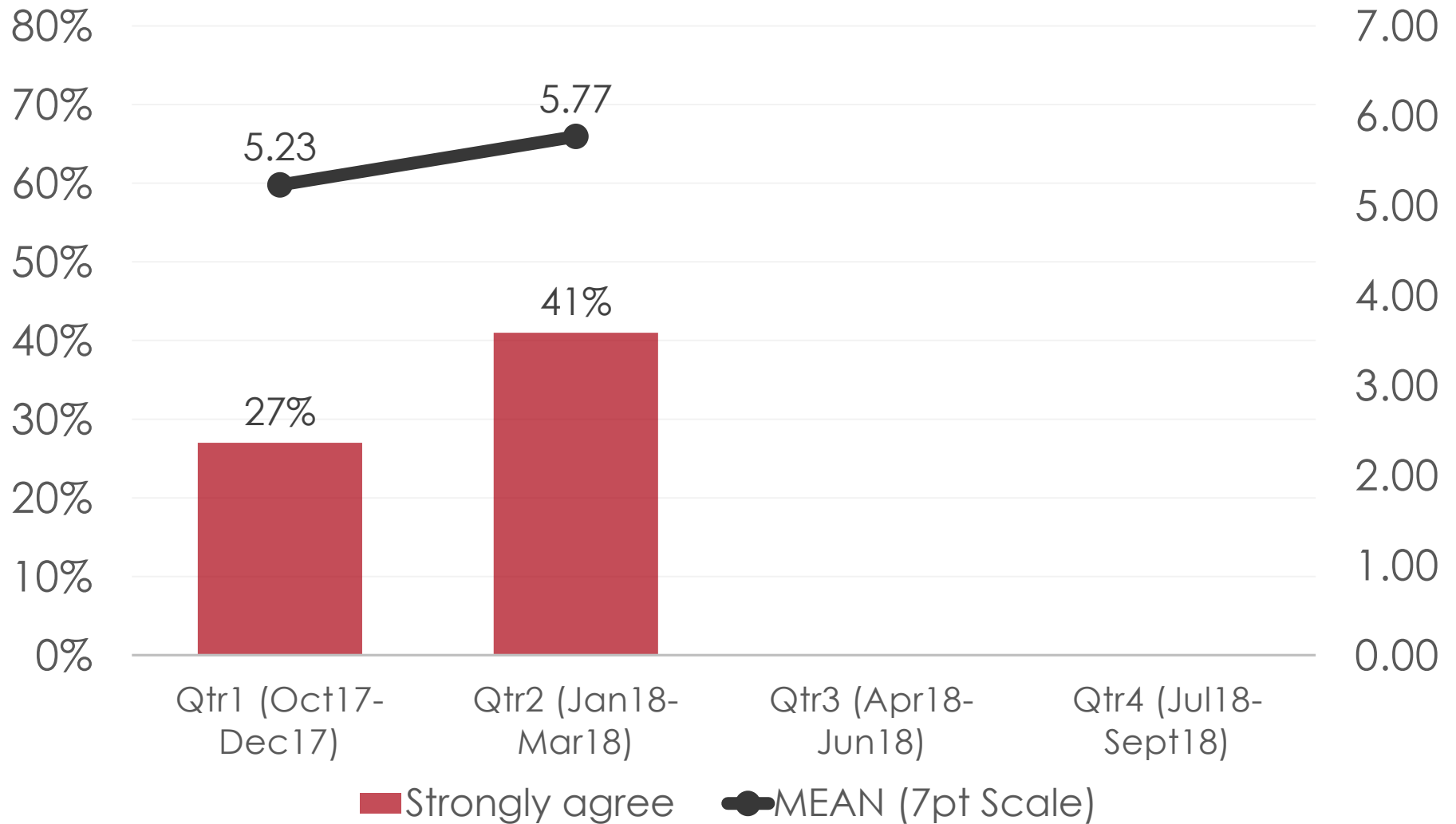
# Sites on Guam were attractive



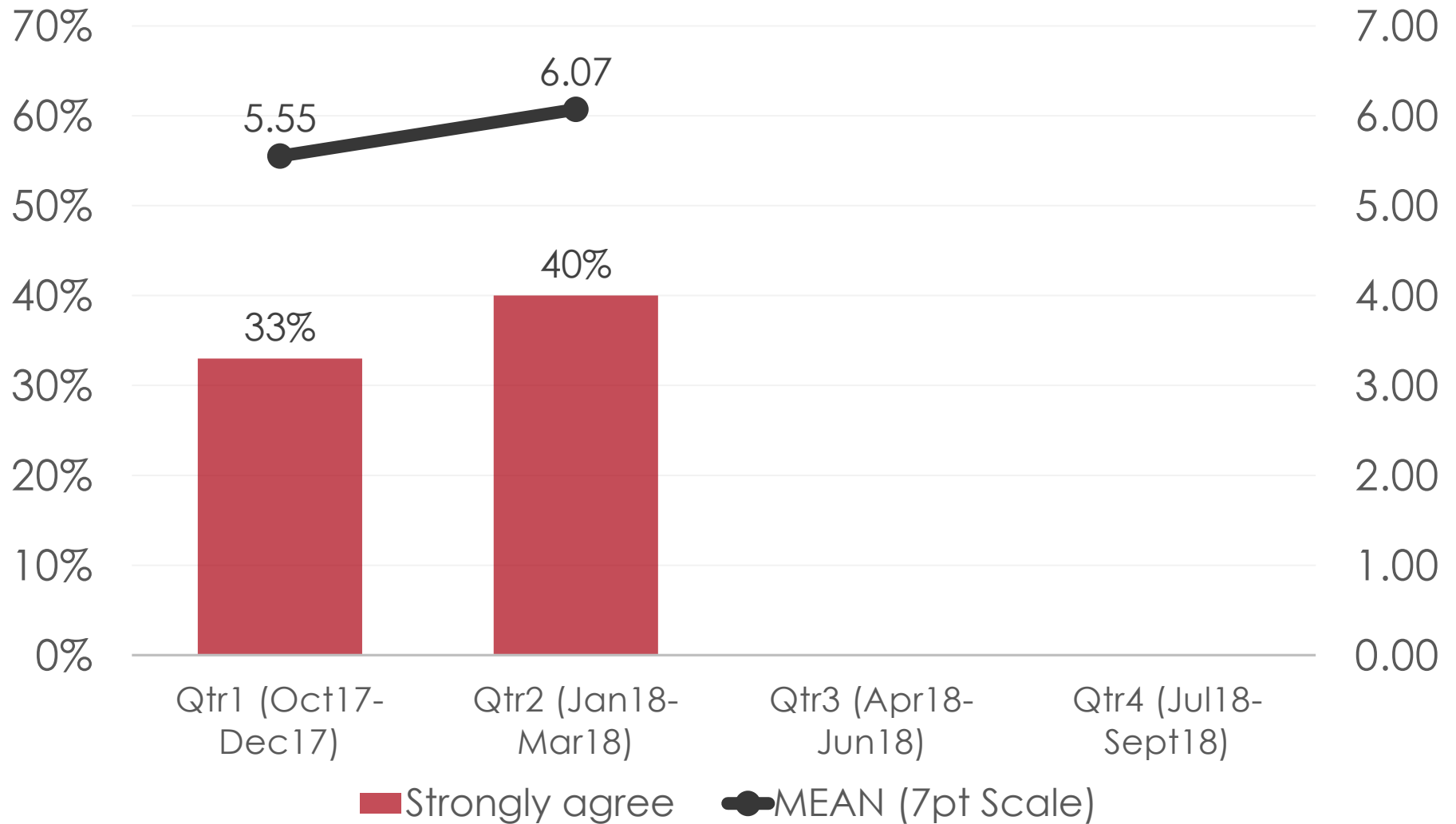
# I plan to visit Guam again



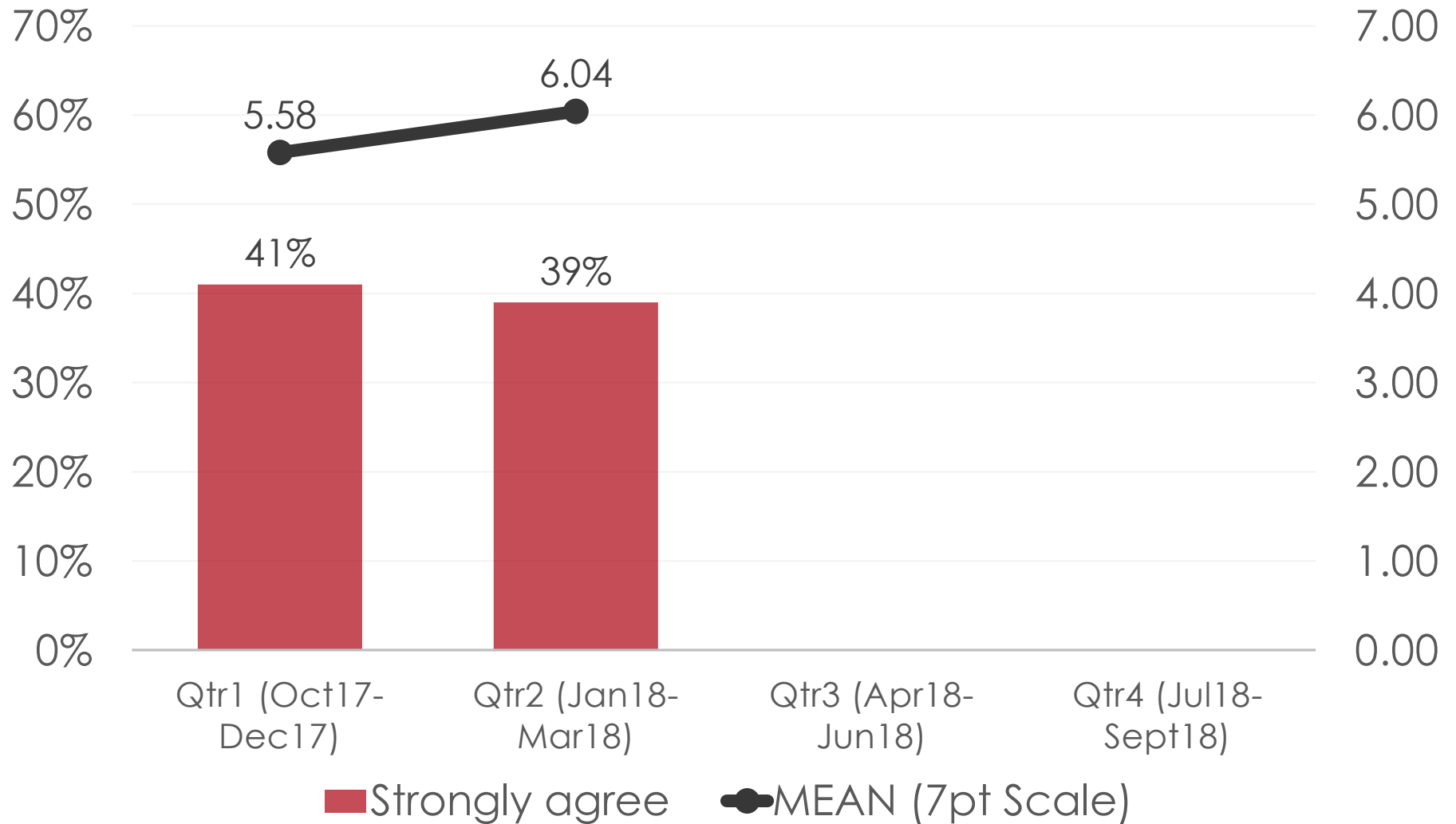
# Not enough night time activities



# Tour guides were professional

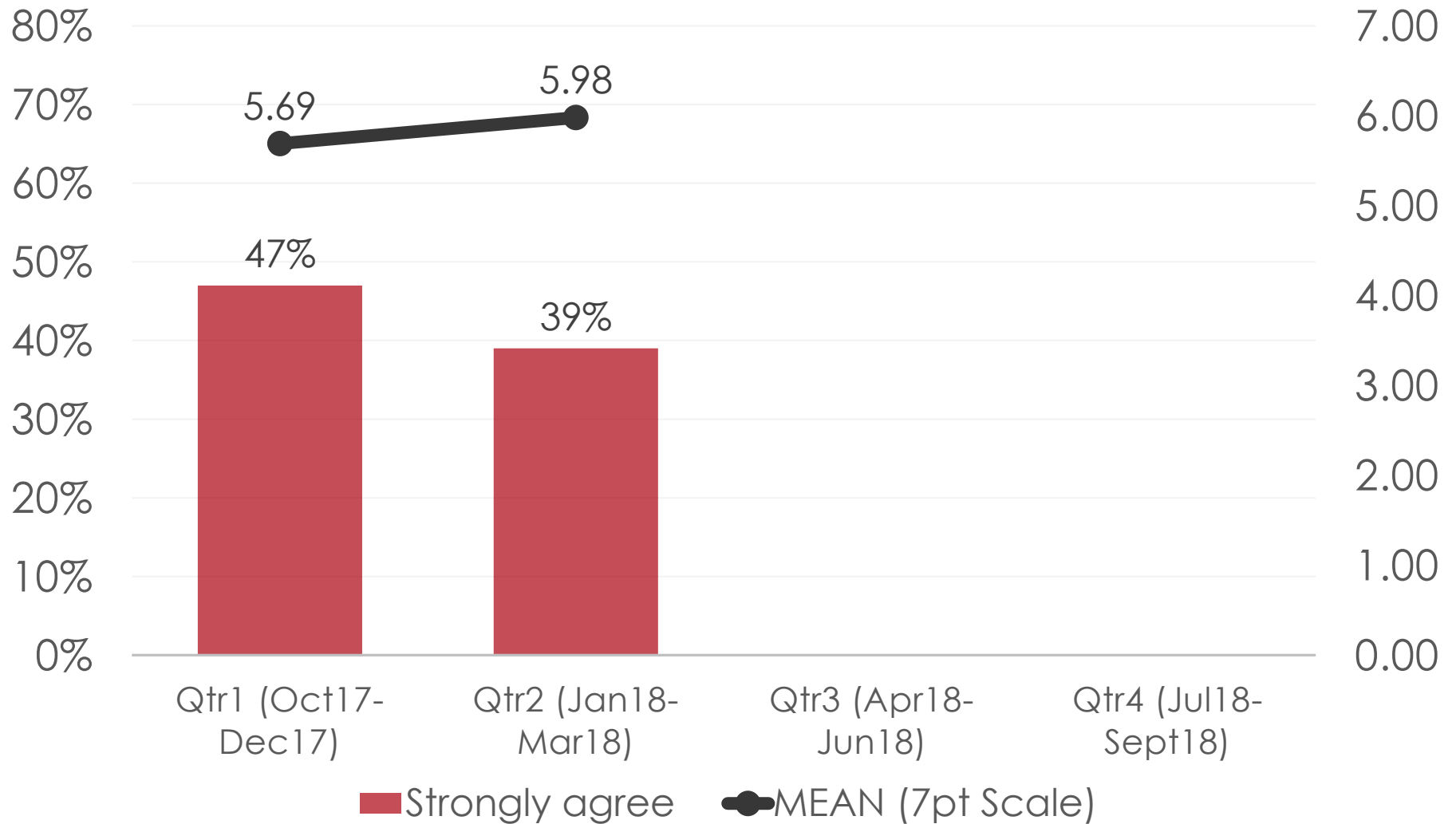


# Tour drivers were professional

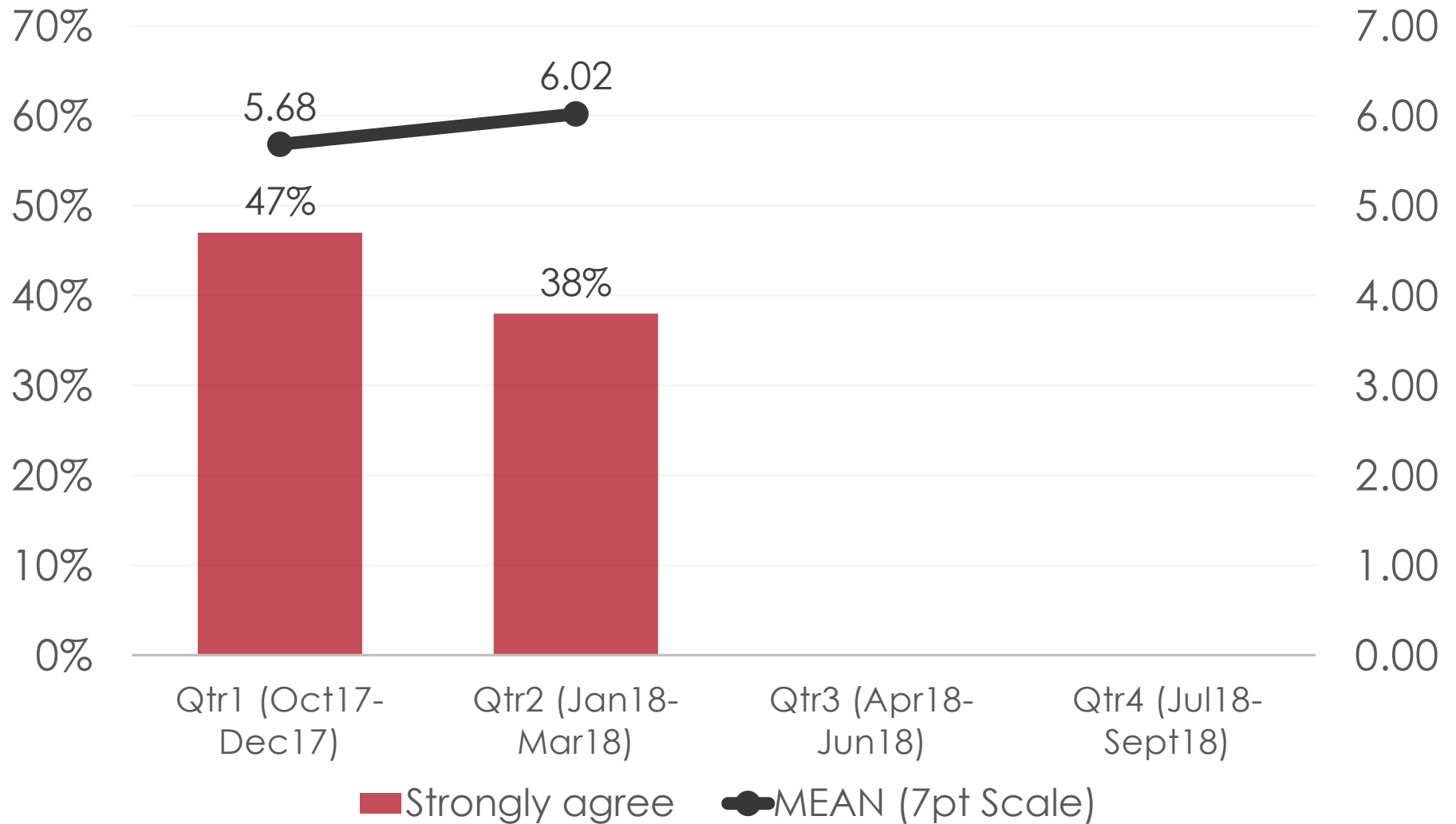




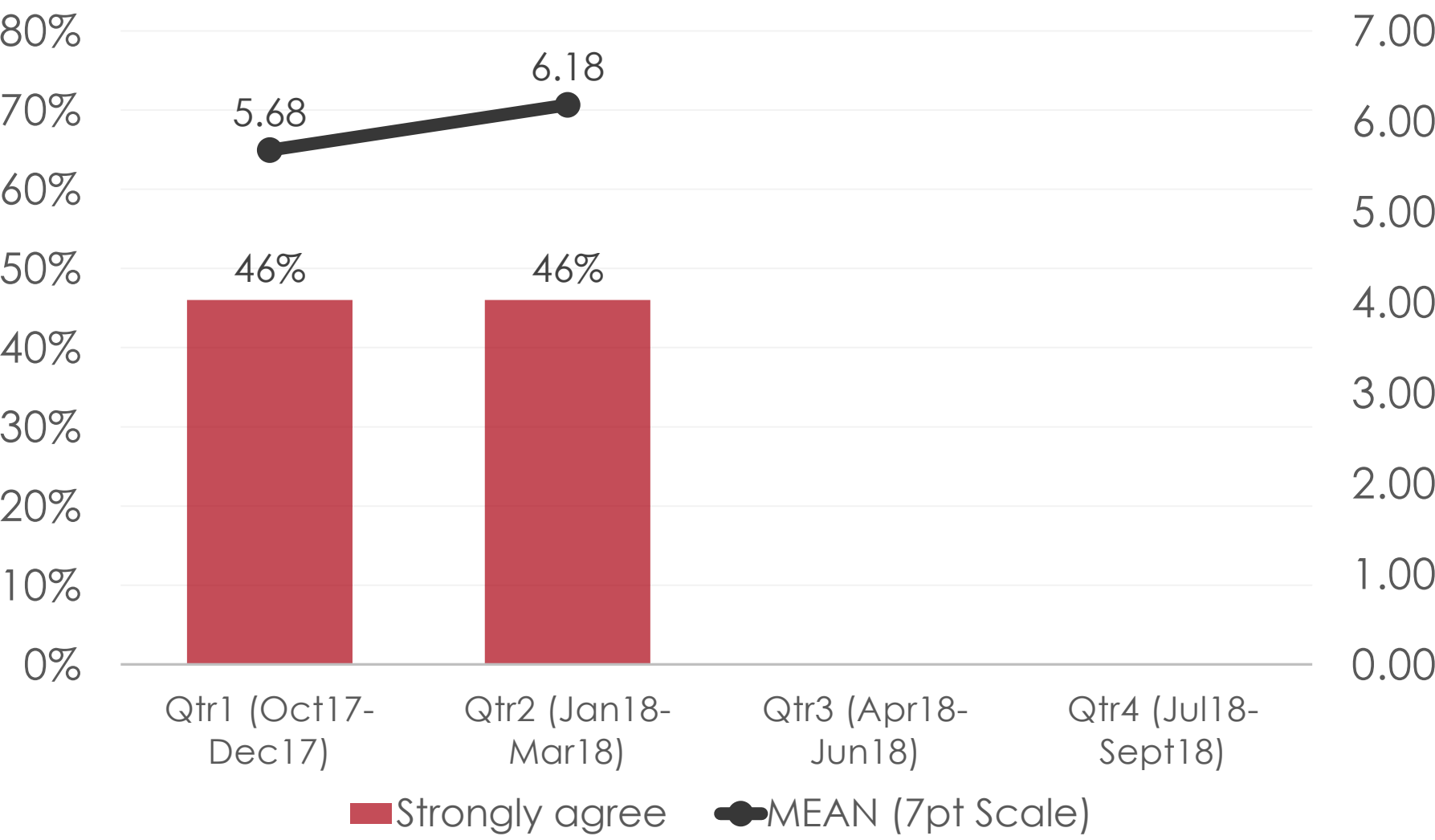
# Taxi drivers were professional



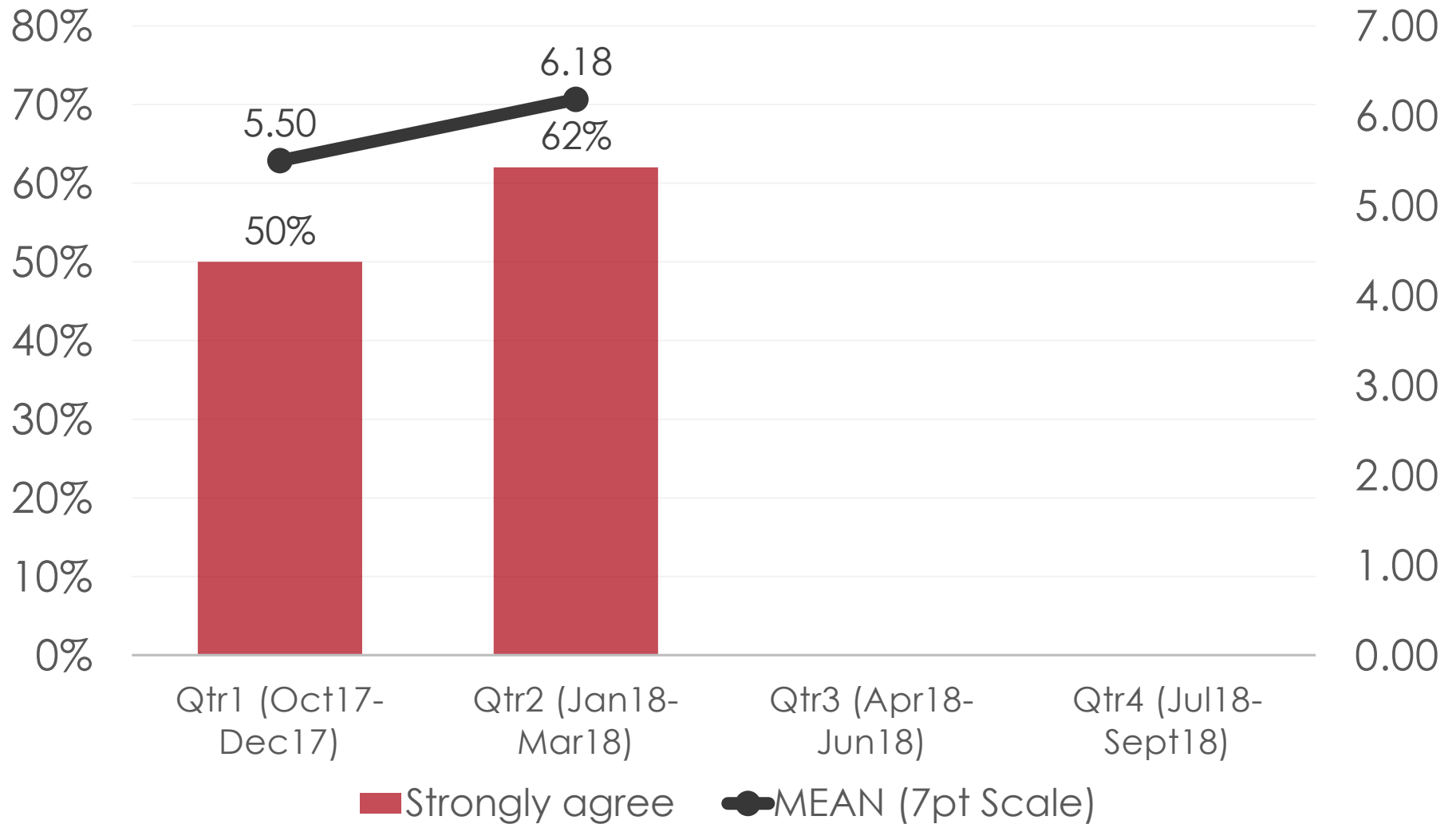
# Taxis were clean



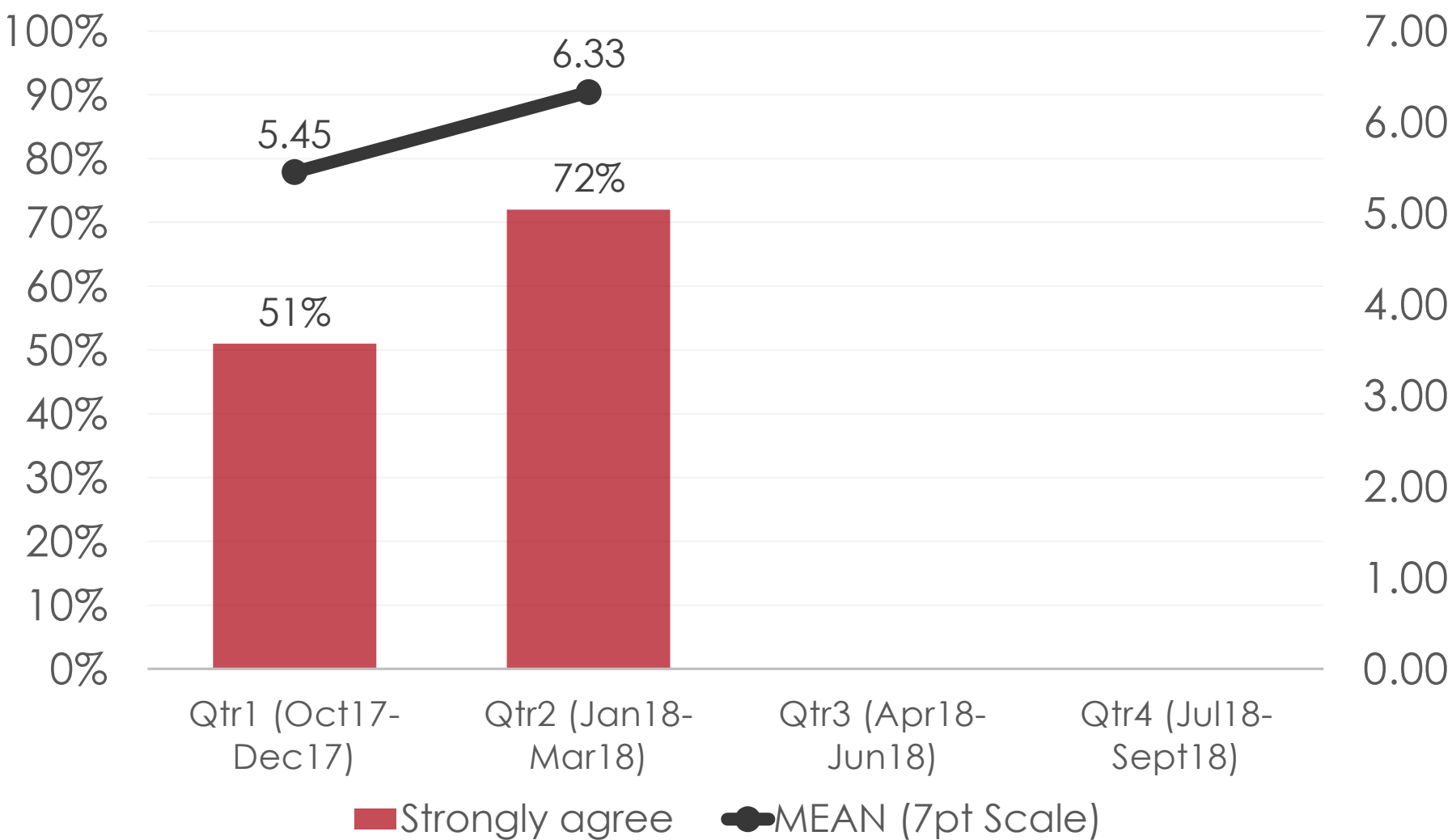
# Guam airport was clean



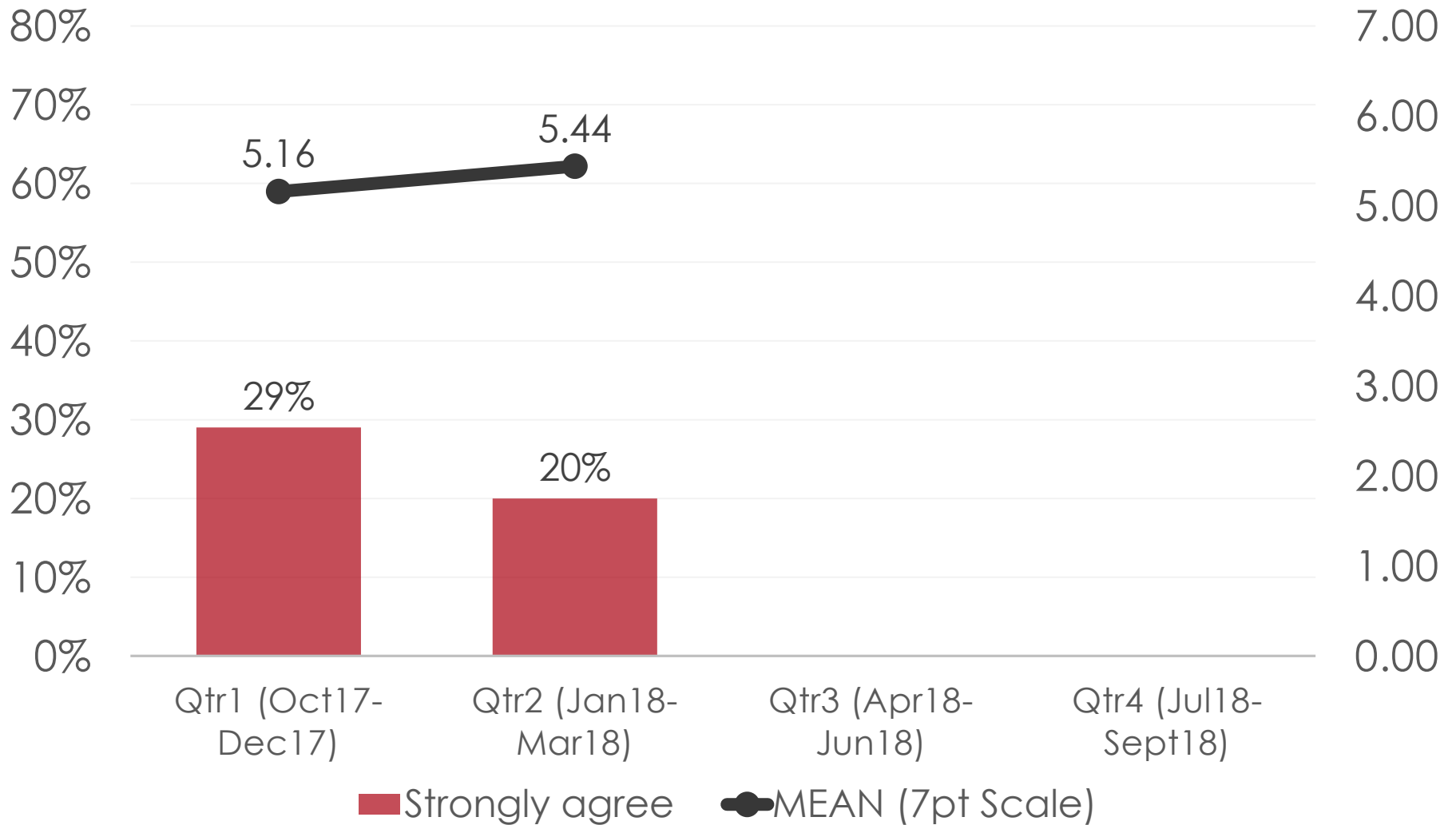
# Ease of getting around



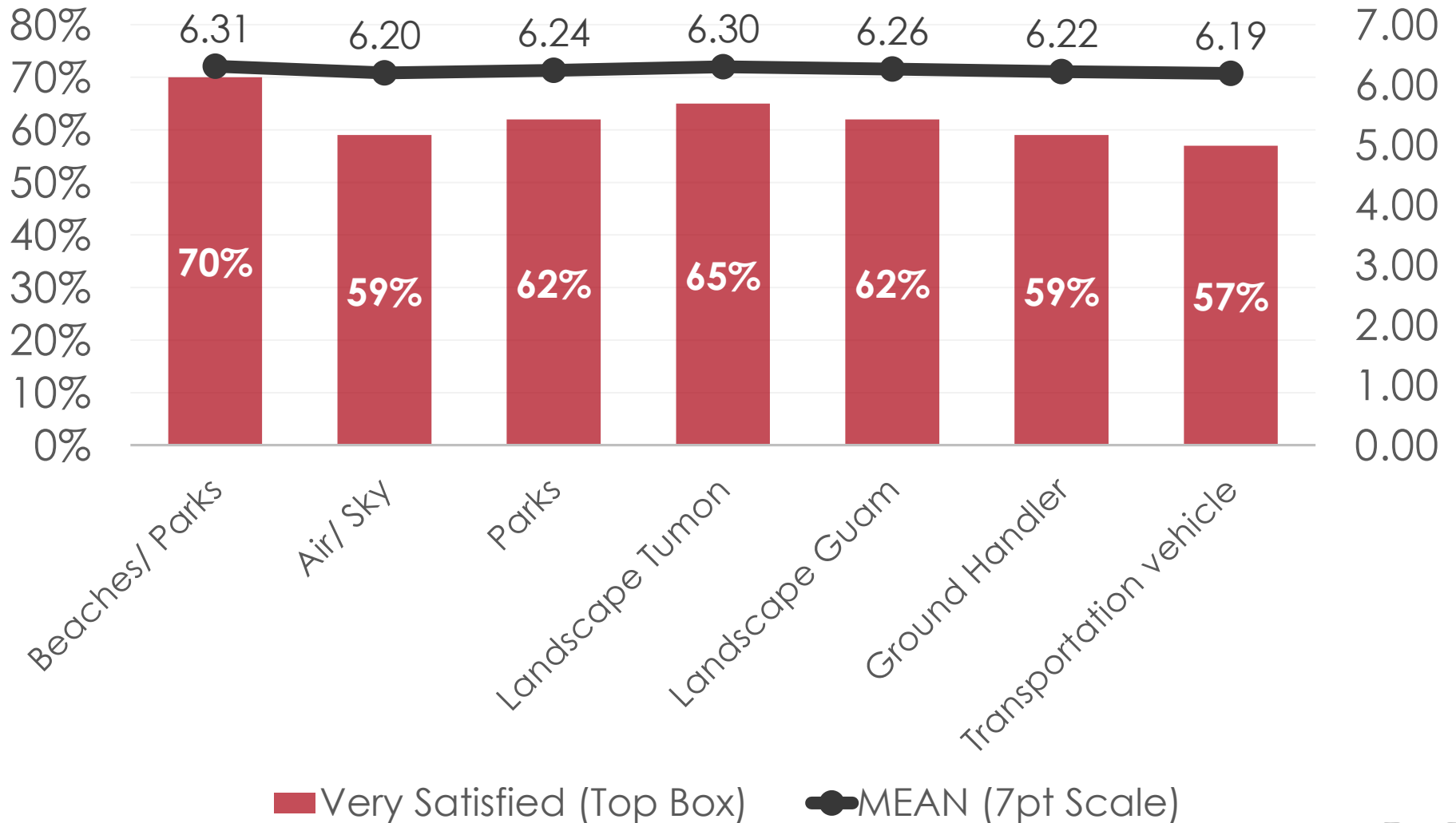
# Safety walking around at night



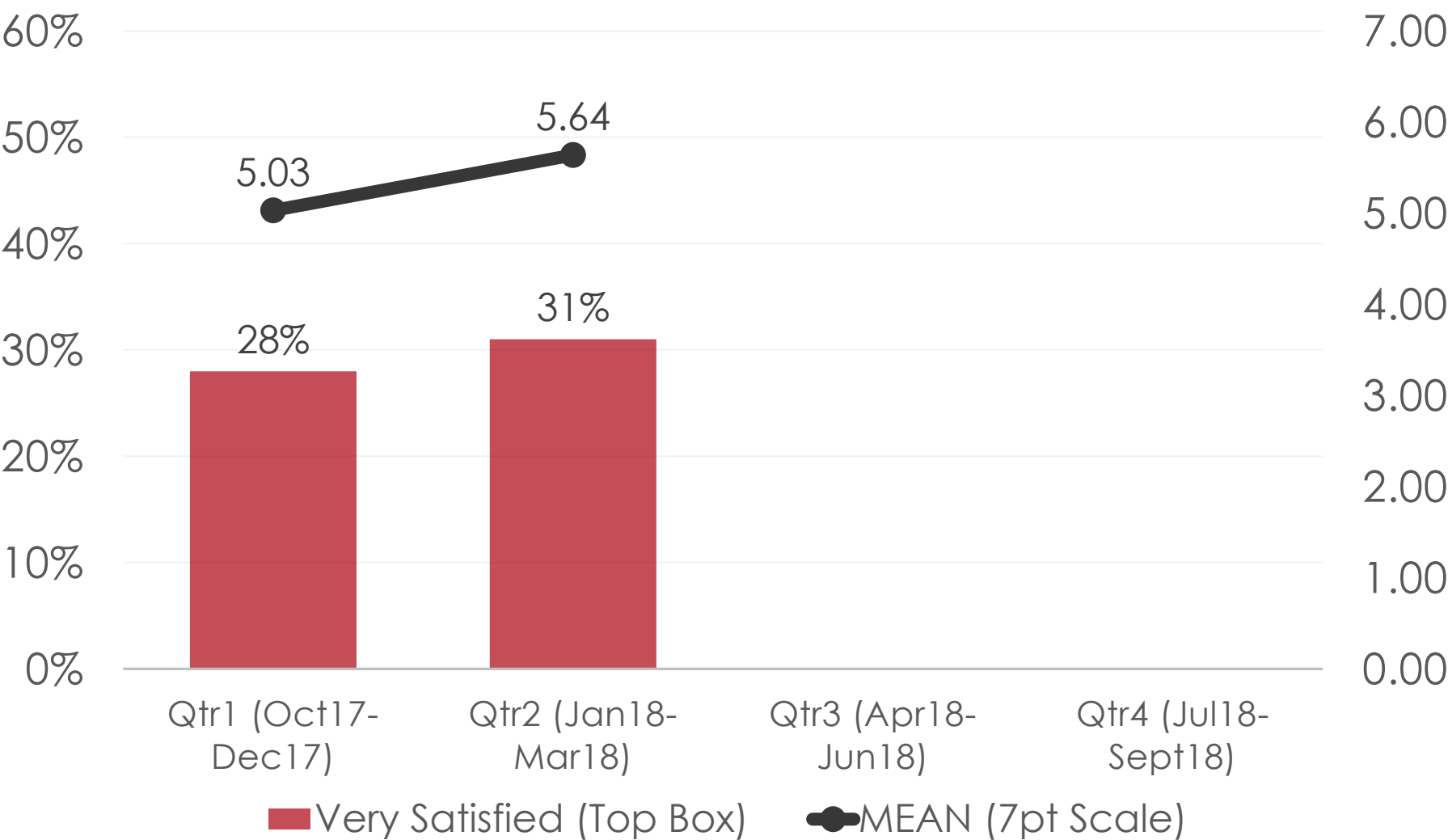
# Price of things on Guam



# GENERAL SATISFACTION – Quality/ Cleanliness



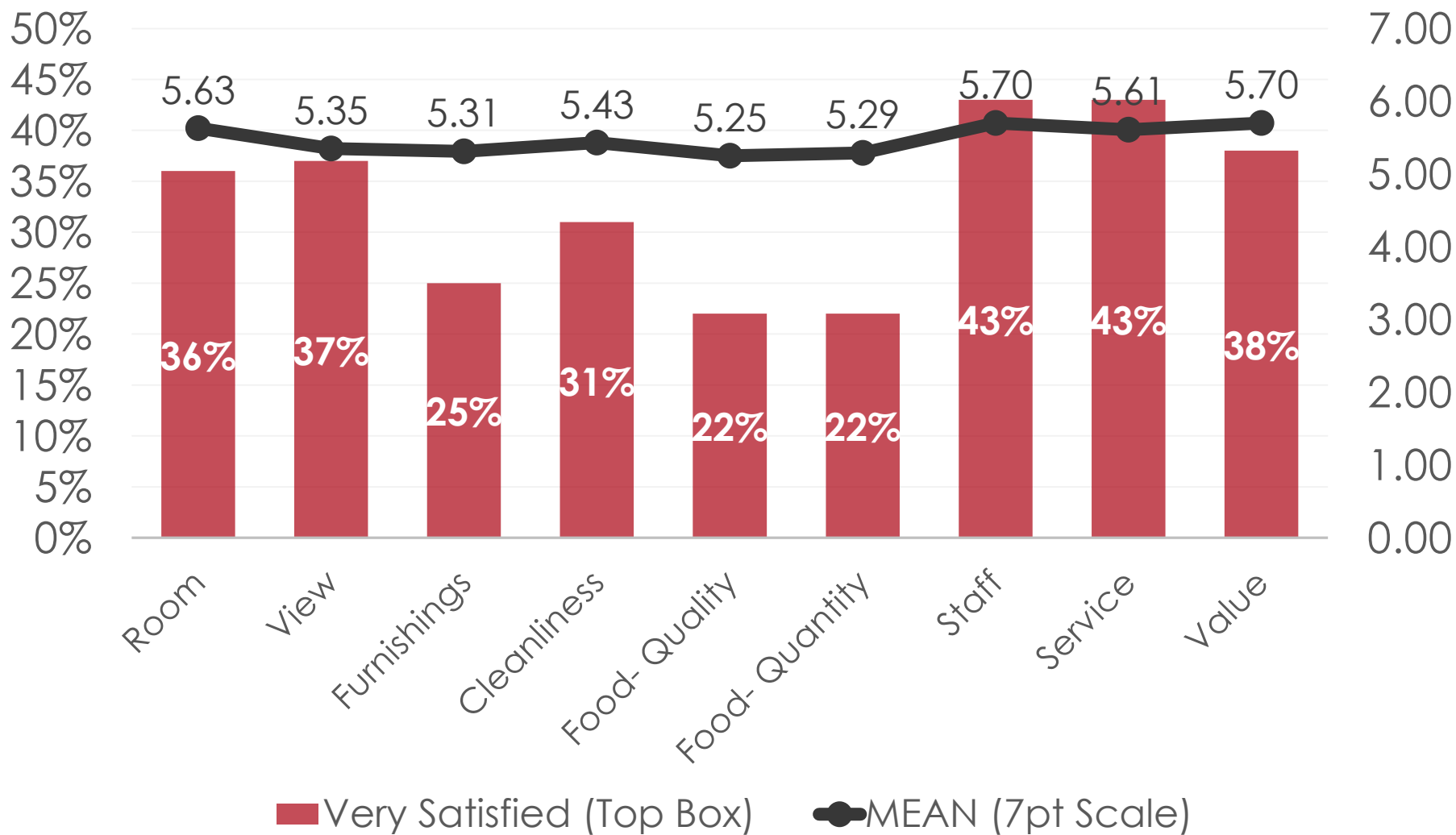
# ACCOMMODATIONS – OVERALL SATISFACTION



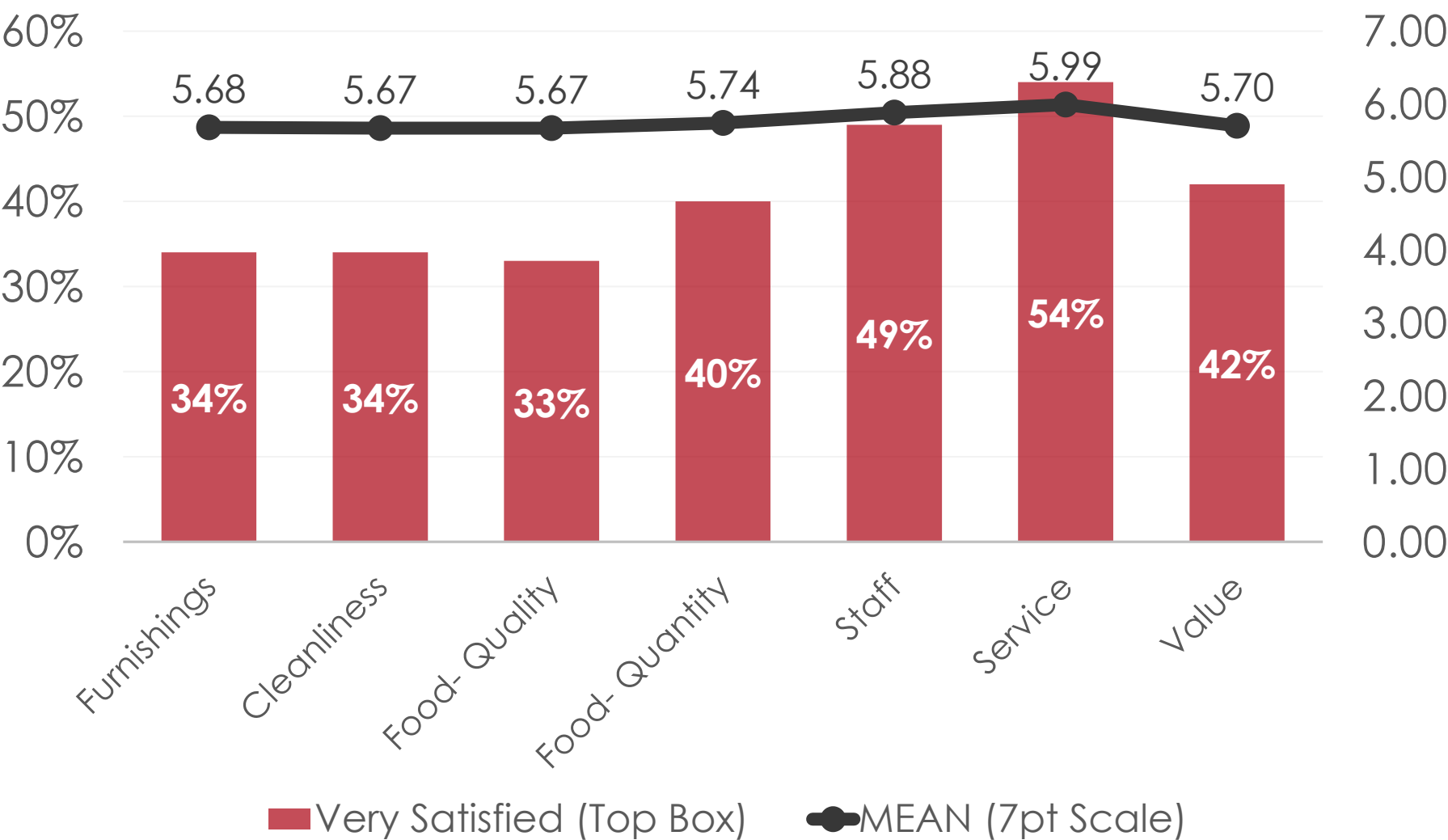


# ACCOMMODATIONS –

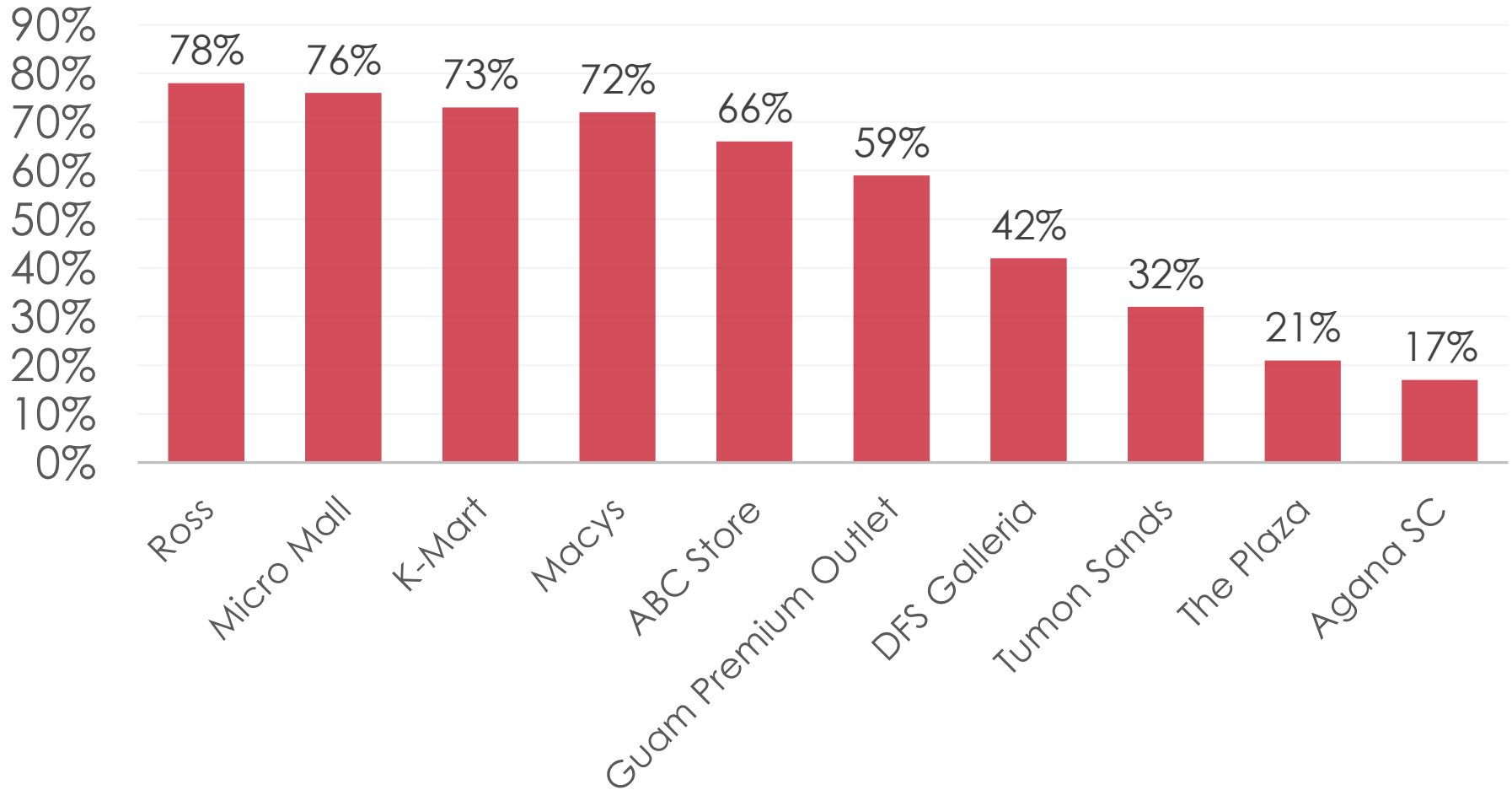
## Satisfaction by Category



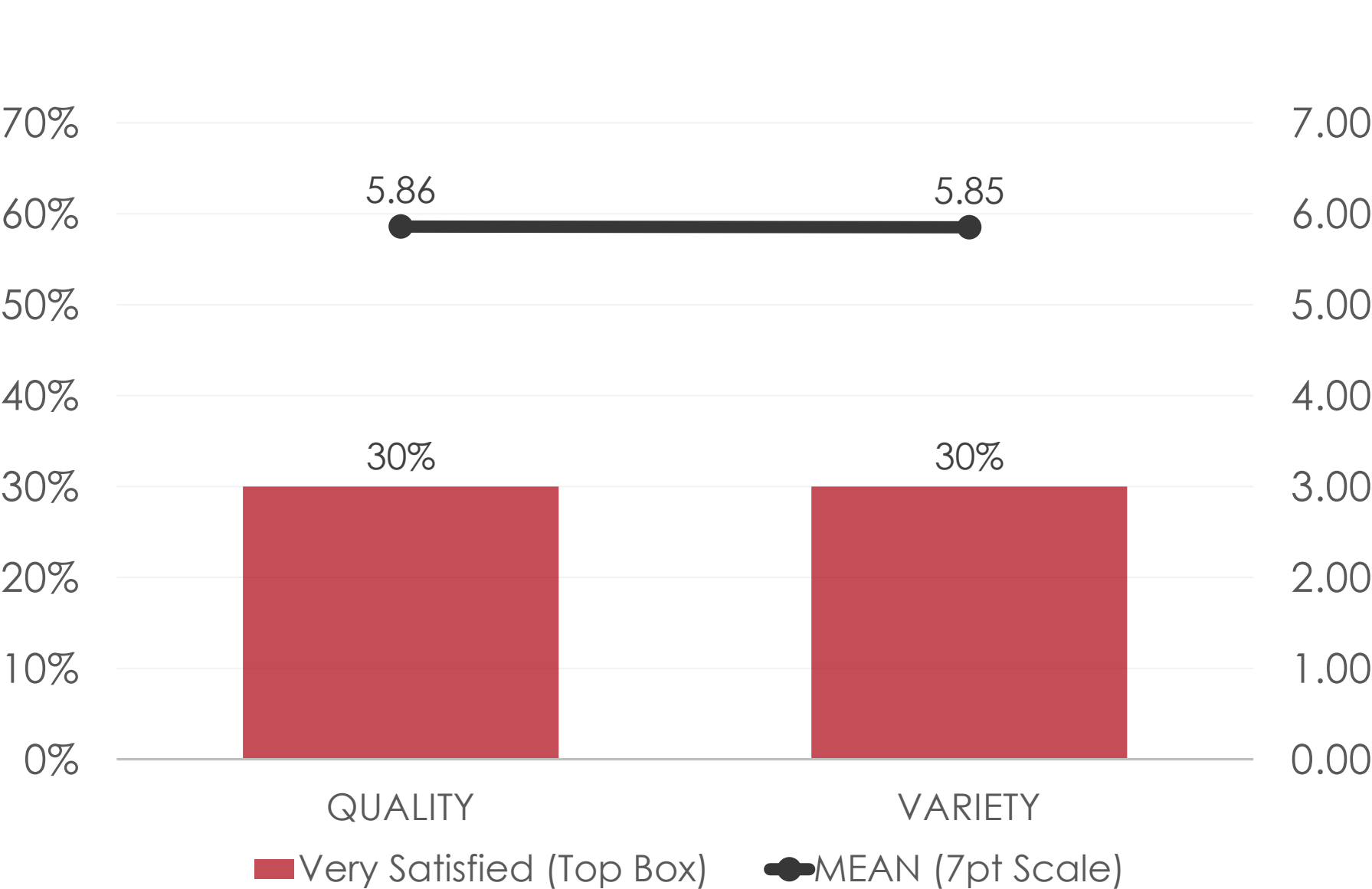
# DINING EXPERIENCE (Outside Hotel) – Satisfaction by Category



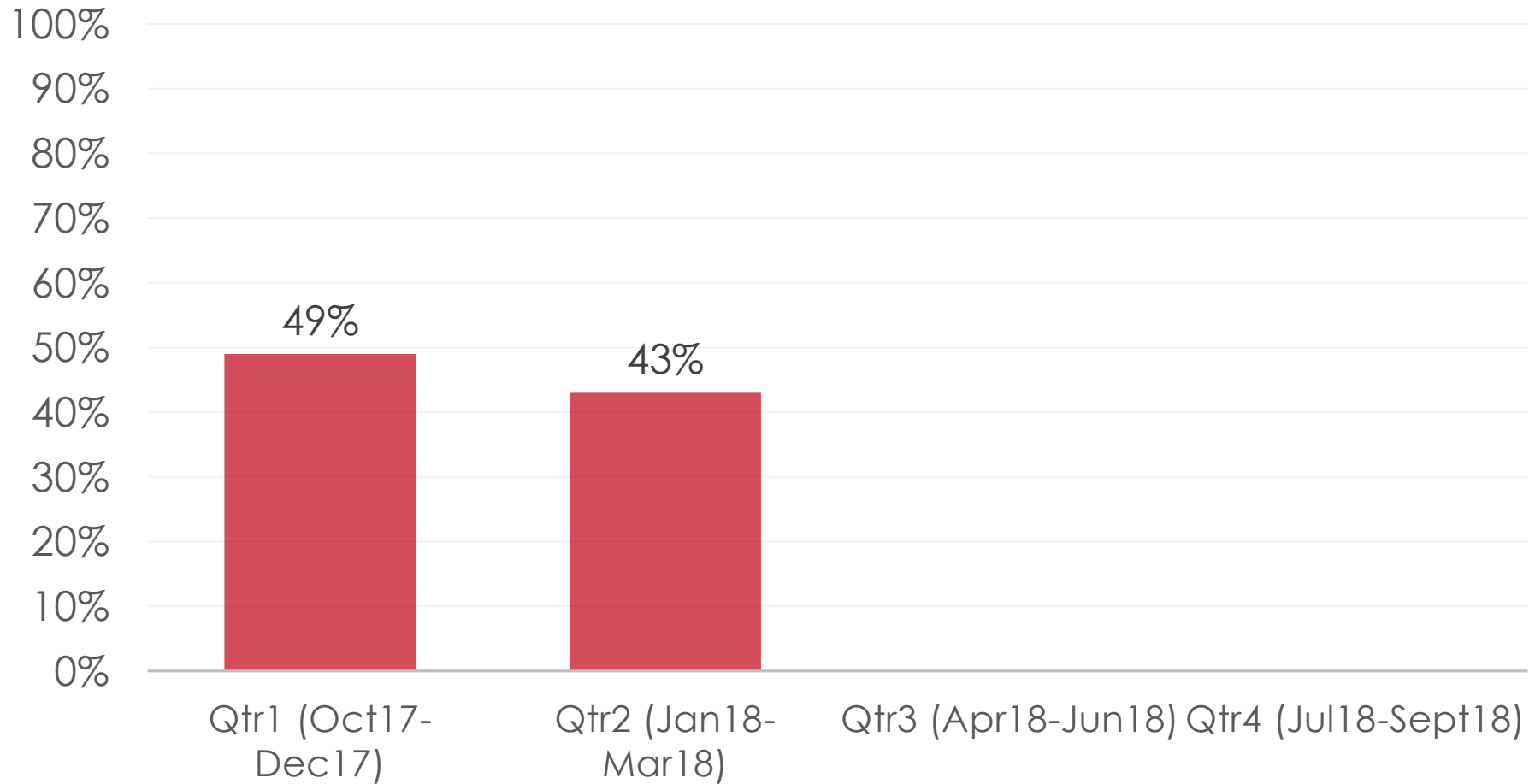
# Shopping Malls/ Stores (Top Responses)



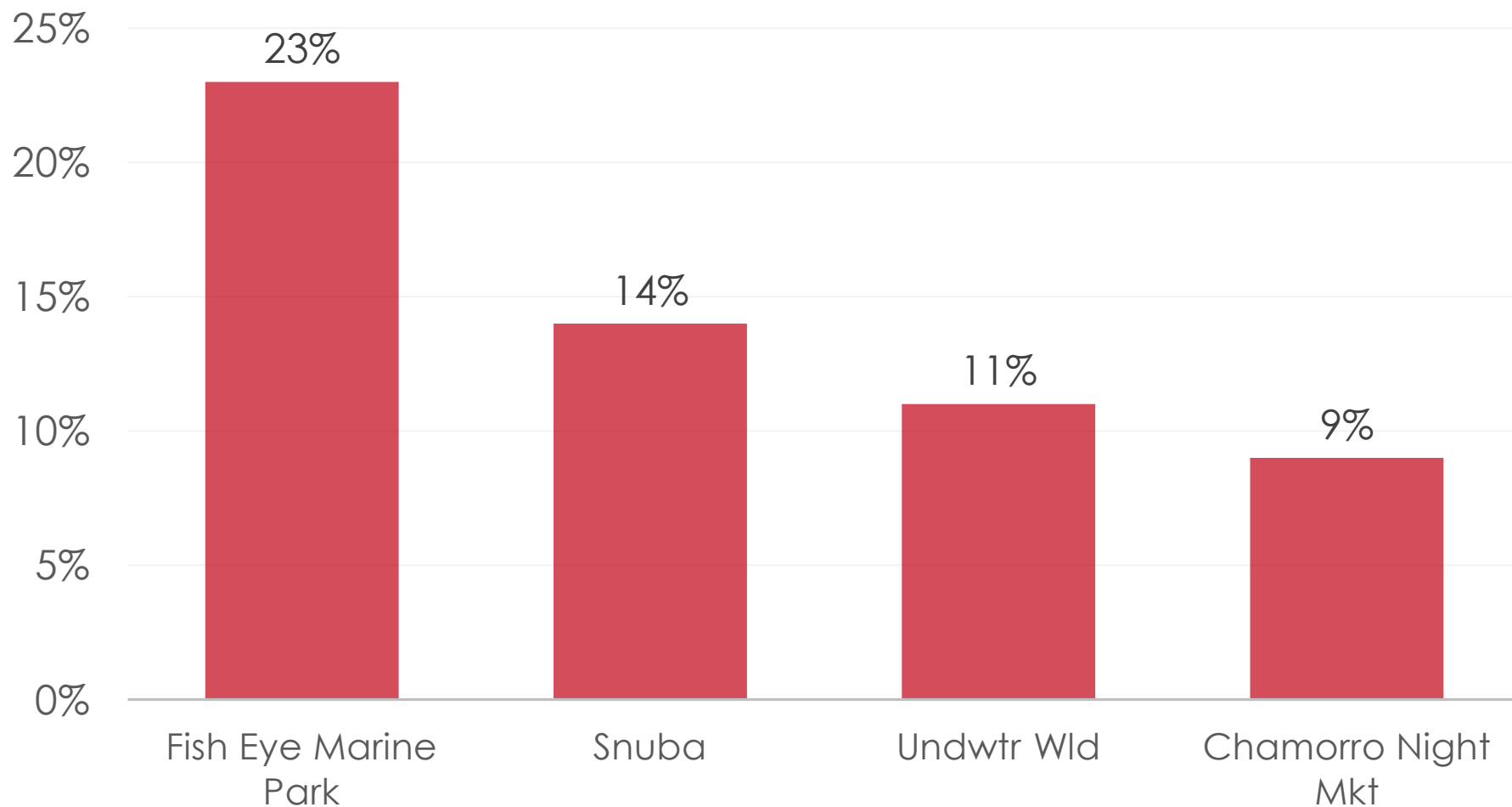
# SHOPPING - SATISFACTION



# OPTIONAL TOUR PARTICIPATION – FY2018 Tracking

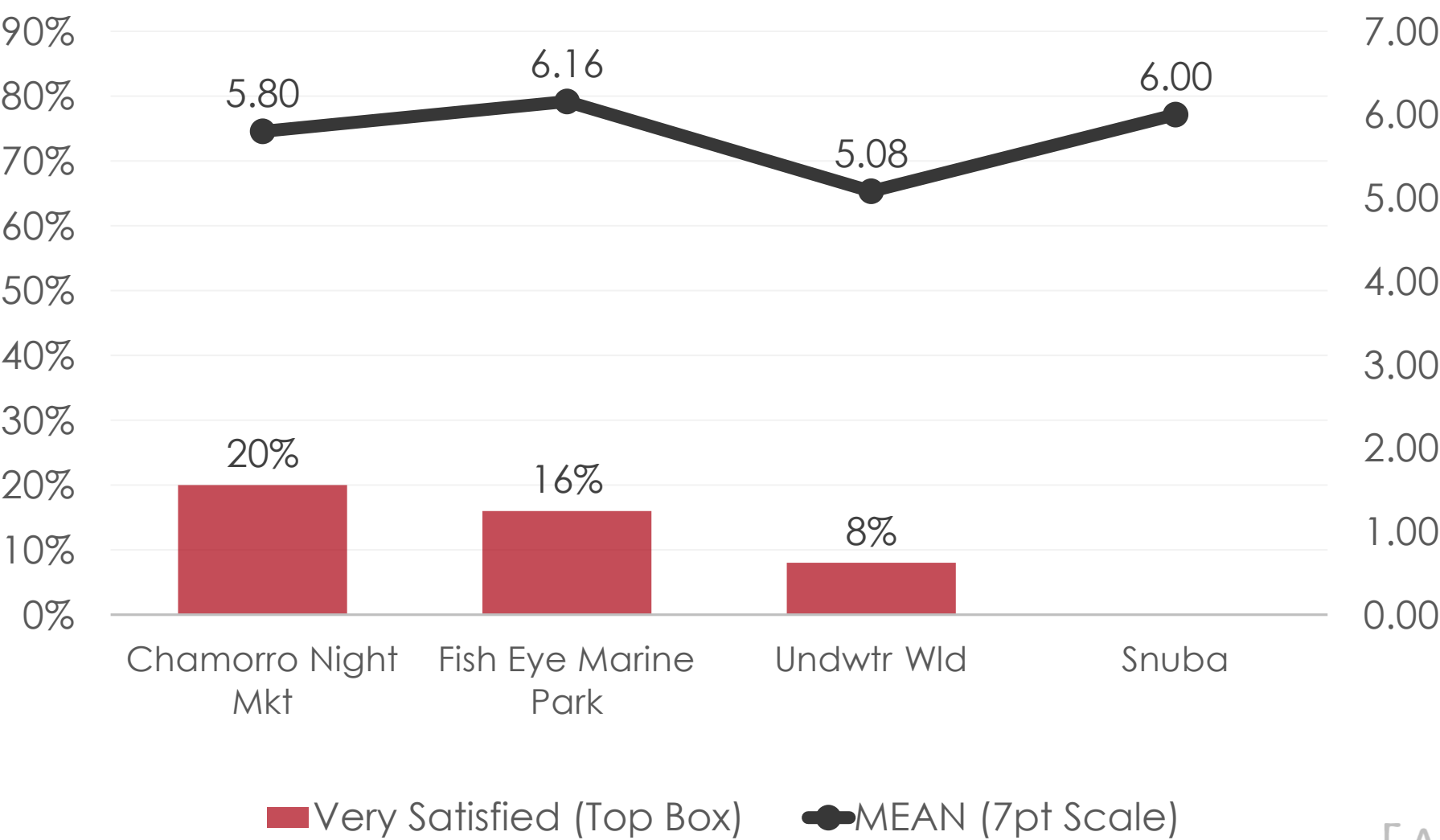


# Optional Tour Participation (Top Responses/ 5%+)

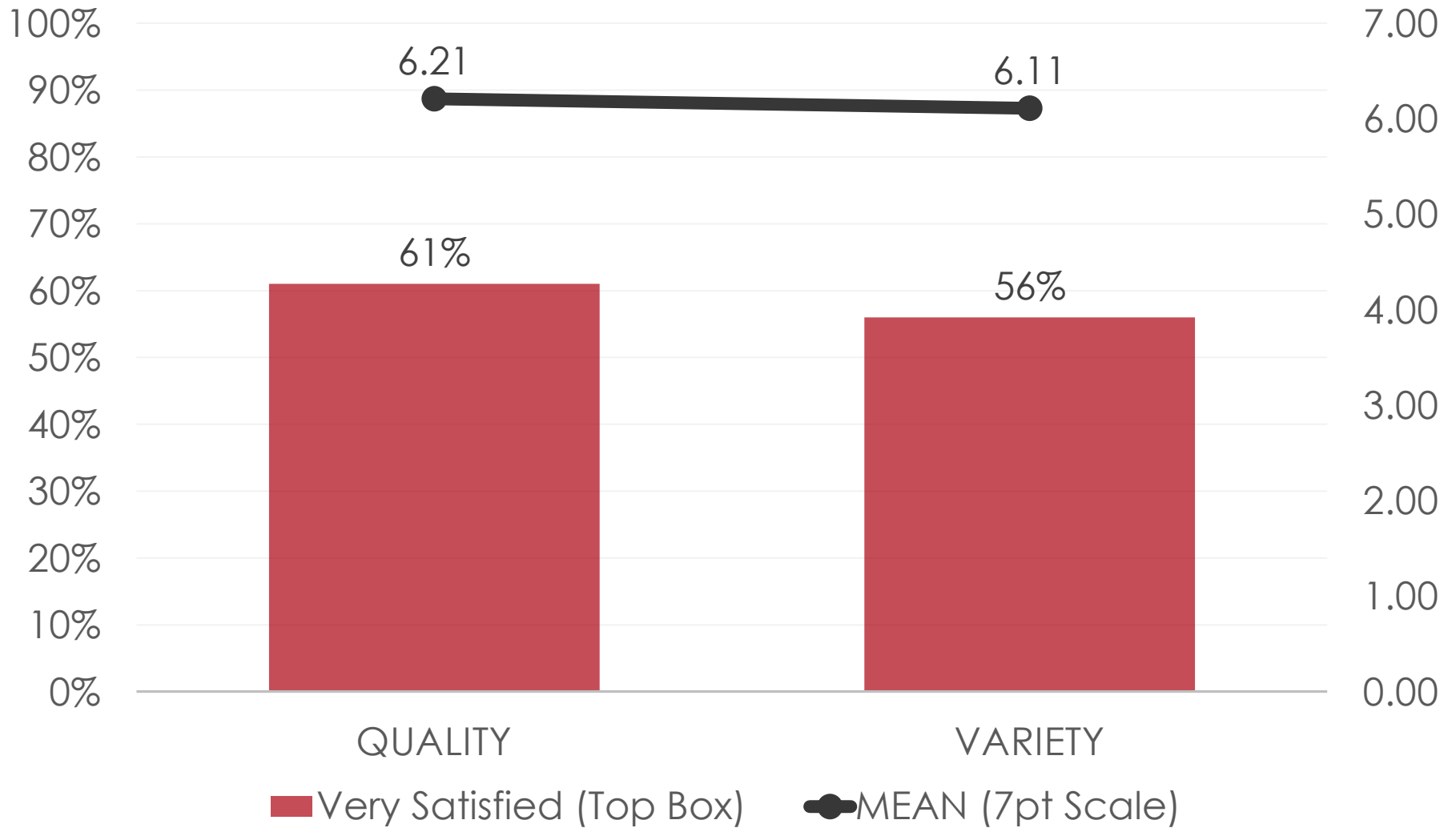


# Optional Tour Satisfaction

## Top Responses only - Participation (5%+)

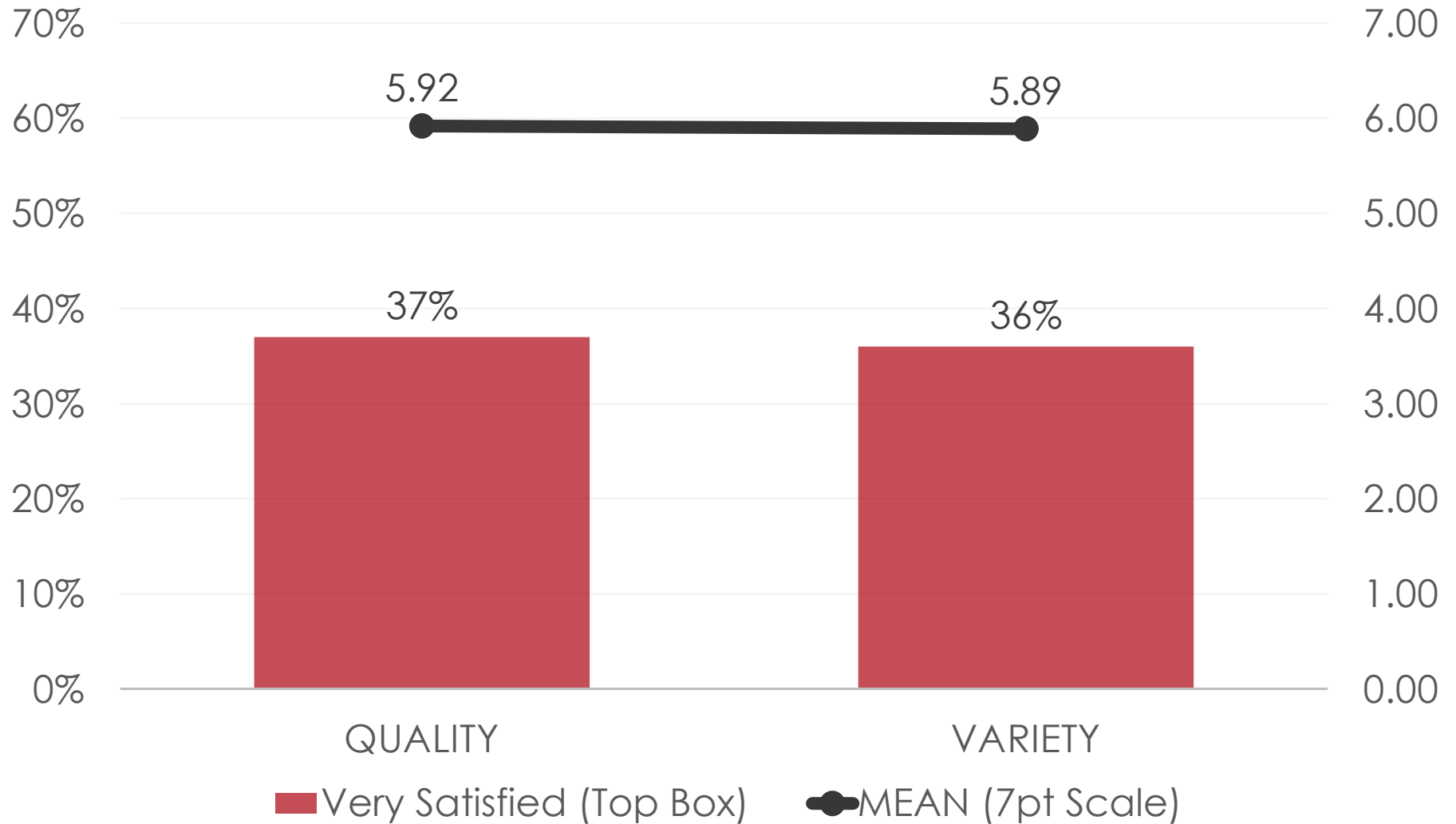


# DAY TOUR - SATISFACTION

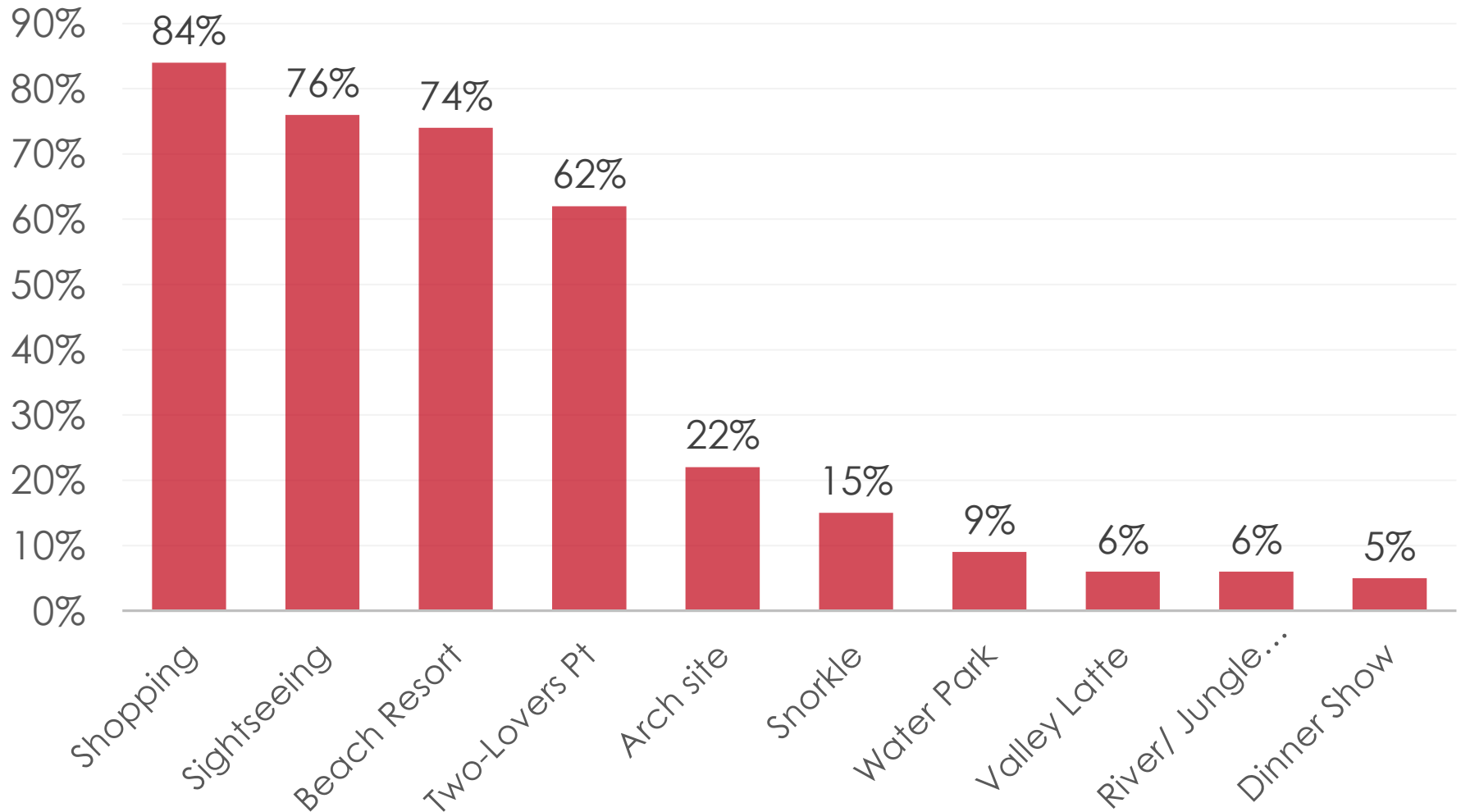




# NIGHT TOUR - SATISFACTION



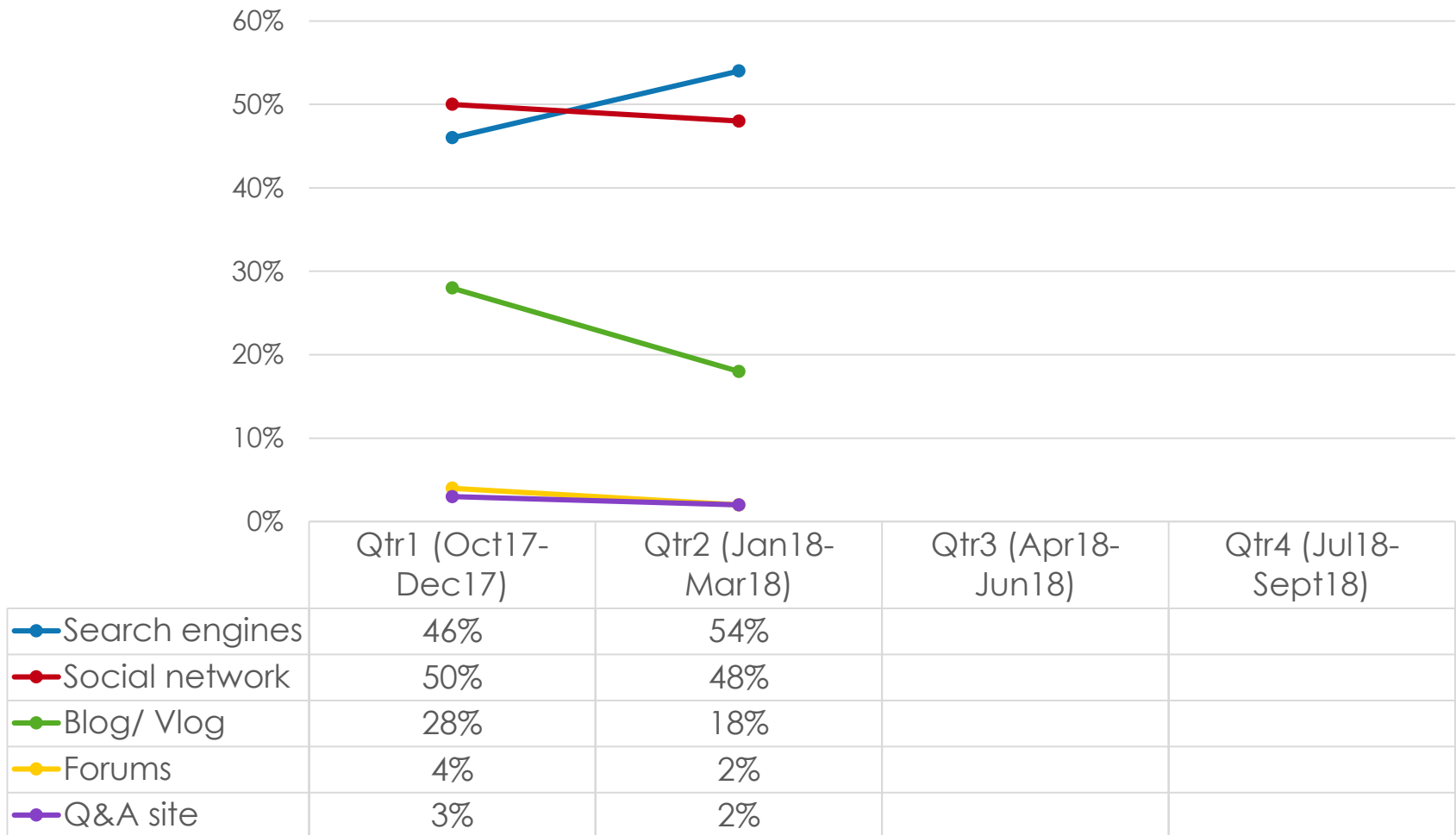
# Activities Participation (Top Responses)



# SECTION 5

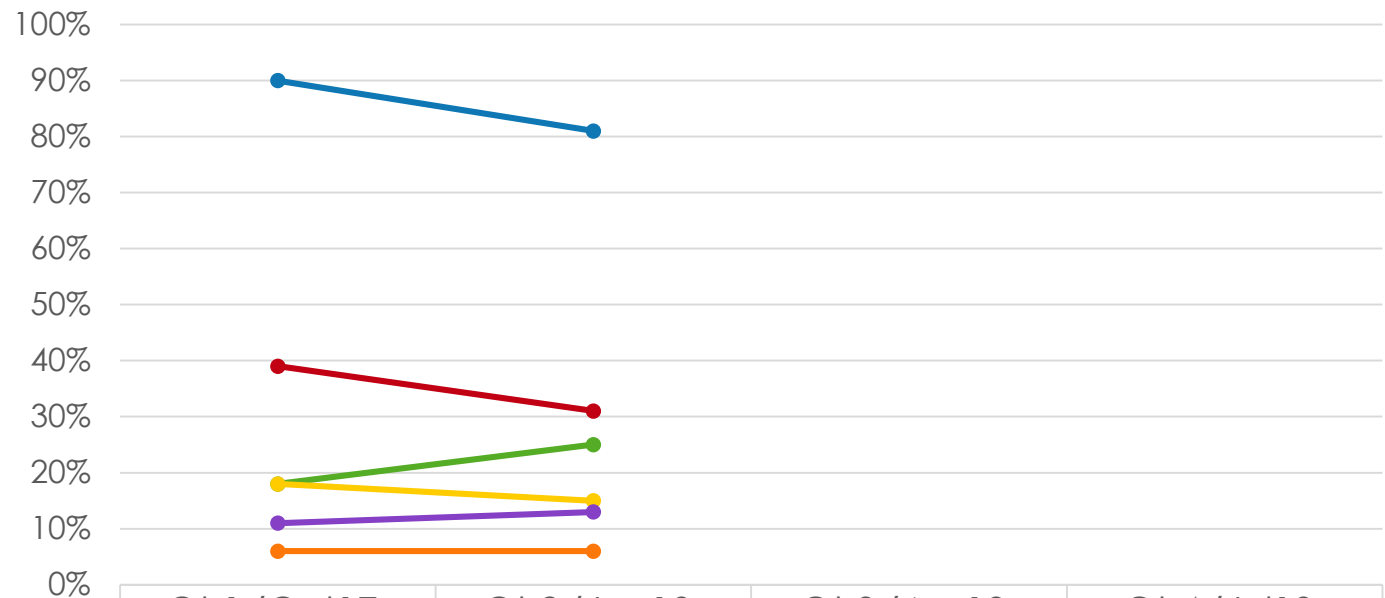
# PROMOTIONS

# INTERNET- GUAM SOURCES OF INFORMATION



# INTERNET- SOURCES OF INFORMATION

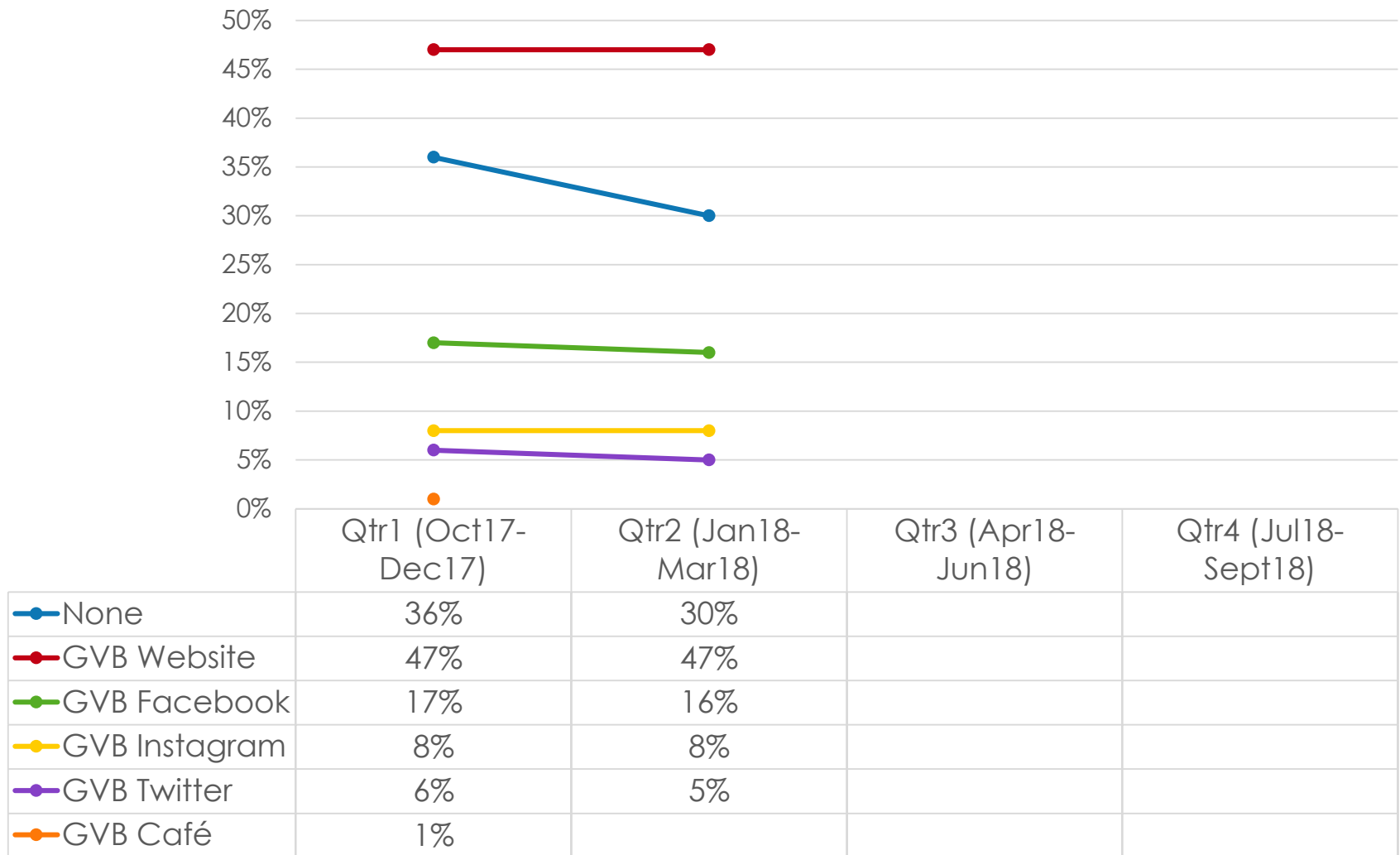
## Things to do on Guam



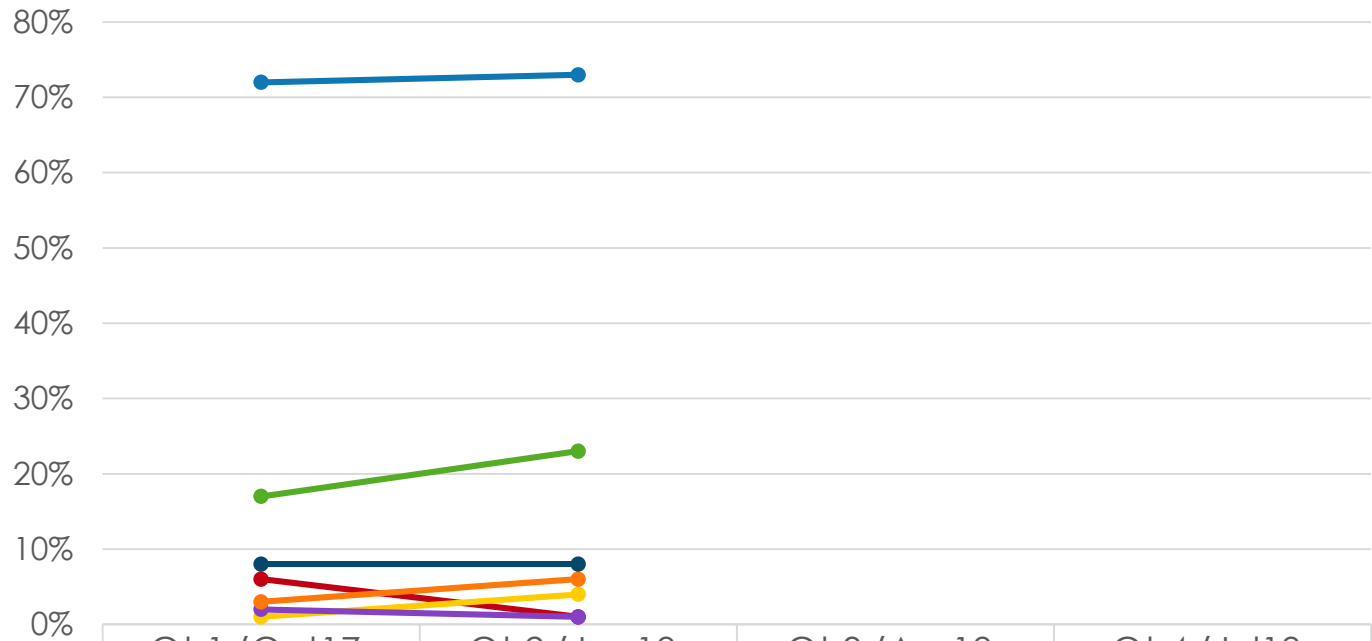
	Qtr1 (Oct17-Dec17)	Qtr2 (Jan18-Mar18)	Qtr3 (Apr18-Jun18)	Qtr4 (Jul18-Sept18)
Google	90%	81%		
Facebook	39%	31%		
Instagram	18%	25%		
Online booking site	18%	15%		
Yahoo	11%	13%		
Twitter	6%	6%		

# INTERNET- SOURCES OF INFORMATION

## GVB



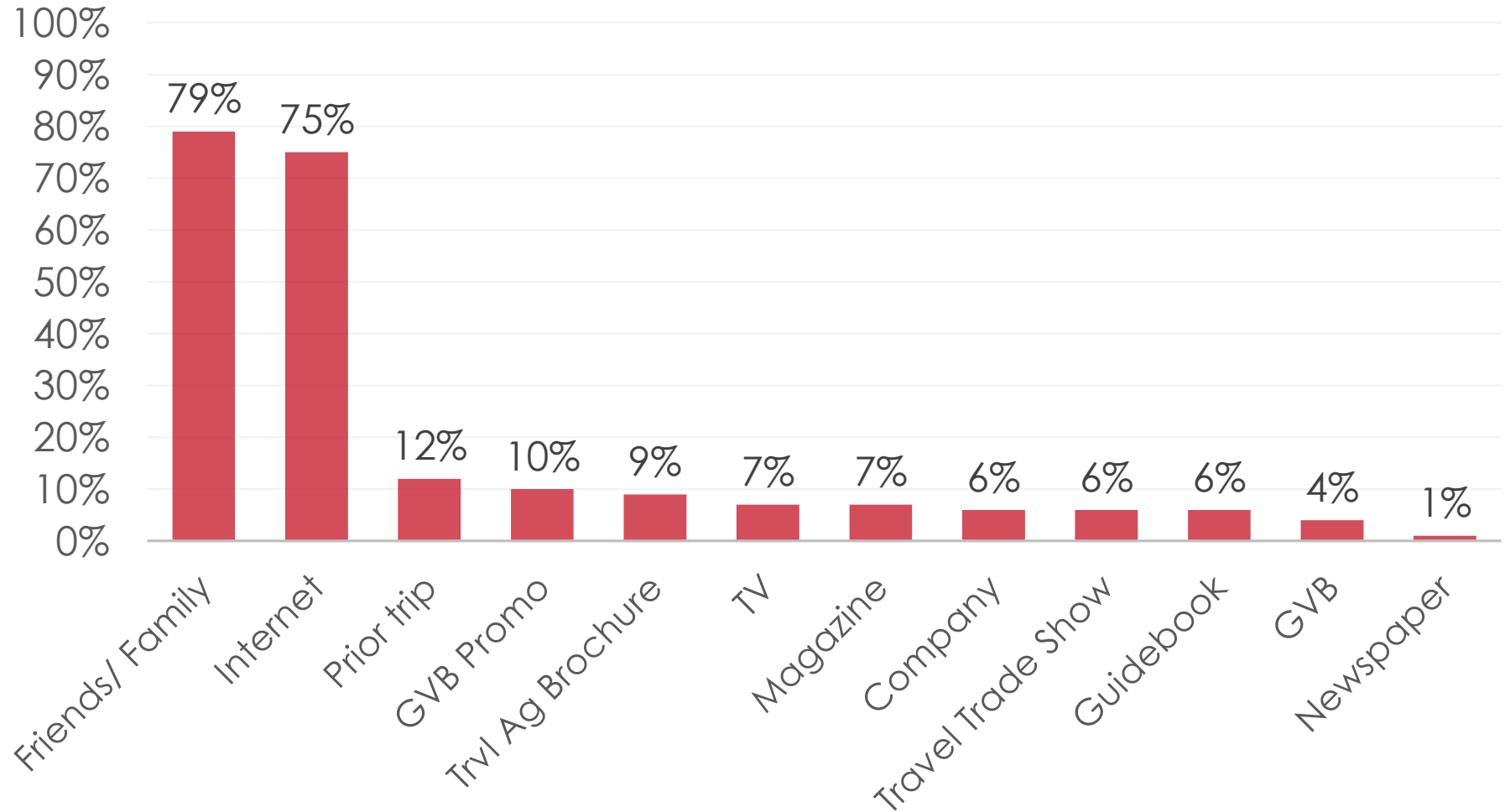
# TRAVEL MOTIVATION



Friends/ Family	72%	73%		
Company/ Bus Trip	6%	1%		
Internet	17%	23%		
Travel Show	1%	4%		
Travel Agent	2%	1%		
Print	3%	6%		
Social Media	8%	8%		

Qtr1 (Oct17-Dec17)	Qtr2 (Jan18-Mar18)	Qtr3 (Apr18-Jun18)	Qtr4 (Jul18-Sept18)
72%	73%		
6%	1%		
17%	23%		
1%	4%		
2%	1%		
3%	6%		
8%	8%		

# PRE-ARRIVAL SOURCES OF INFORMATION





# PRE-ARRIVAL SOURCES OF INFORMATION – Key Segments

## GVB EXIT SURVEY

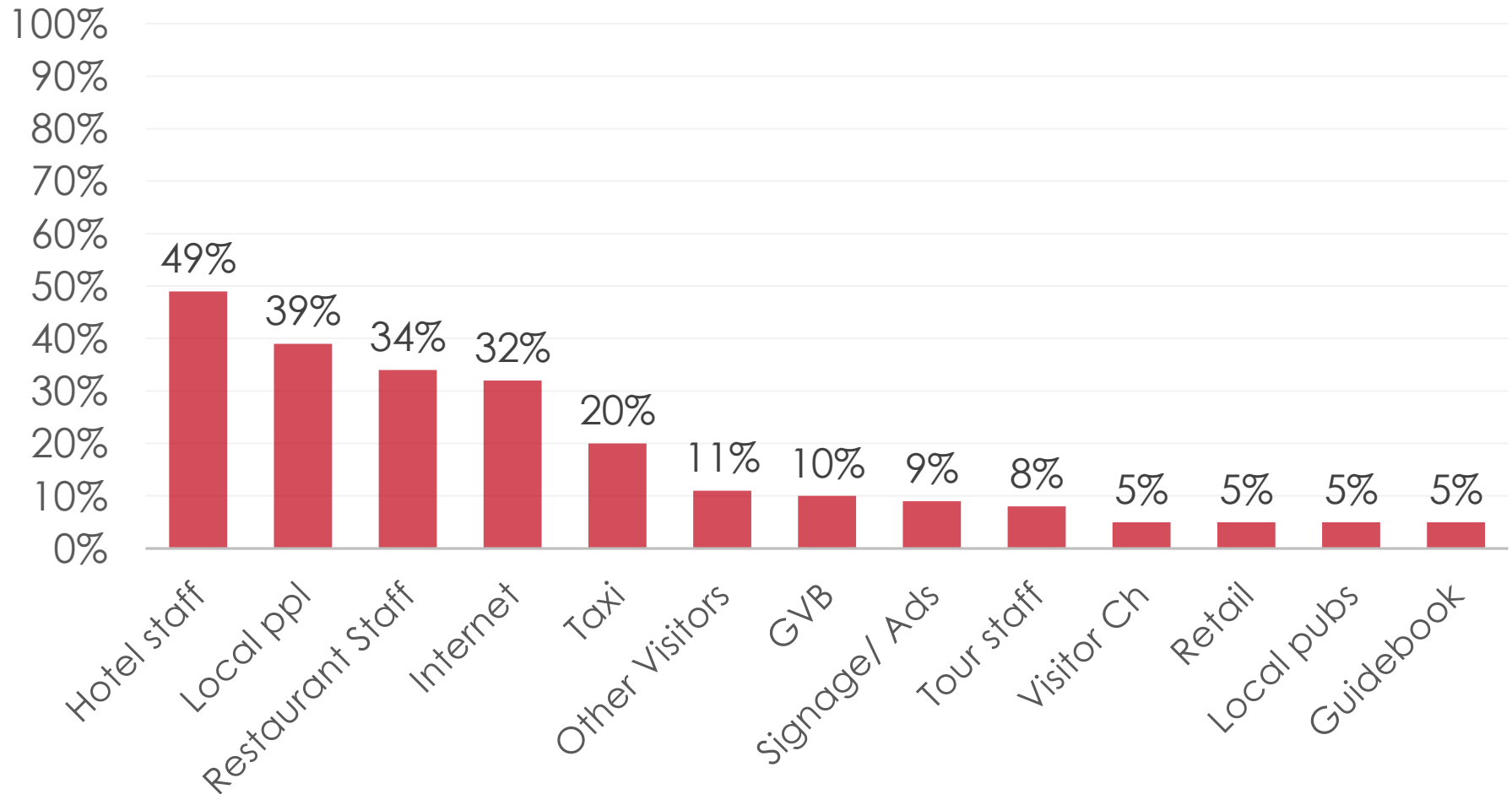
**Q1 Please select the top three sources of information you used to find out about Guam before your trip:**

		TOTAL	MICE	LEISURE	FIT	FAMILY
		-	-	-	-	-
Q1	Friend or relative	79%	50%	78%	82%	67%
	Internet/Mobile App	75%	50%	85%	77%	78%
	I have been to Guam before	12%		11%	11%	14%
	Guam Visitors Bureau promotional activities	10%		11%	10%	14%
	Travel agent brochure	9%	50%	10%	7%	16%
	Magazine (consumer)	7%		10%	9%	12%
	TV	7%		9%	7%	10%
	Travel guide book at bookstores	6%		5%	5%	4%
	Co-worker/ company travel department	6%	50%	6%	7%	2%
	Travel trade shows	6%		6%	7%	6%
	Guam Visitors Bureau office	4%		4%	5%	4%
	Newspaper	1%		1%	1%	2%
	Consumer travel shows	1%		1%		2%
	Total	107	2	81	87	49

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:**

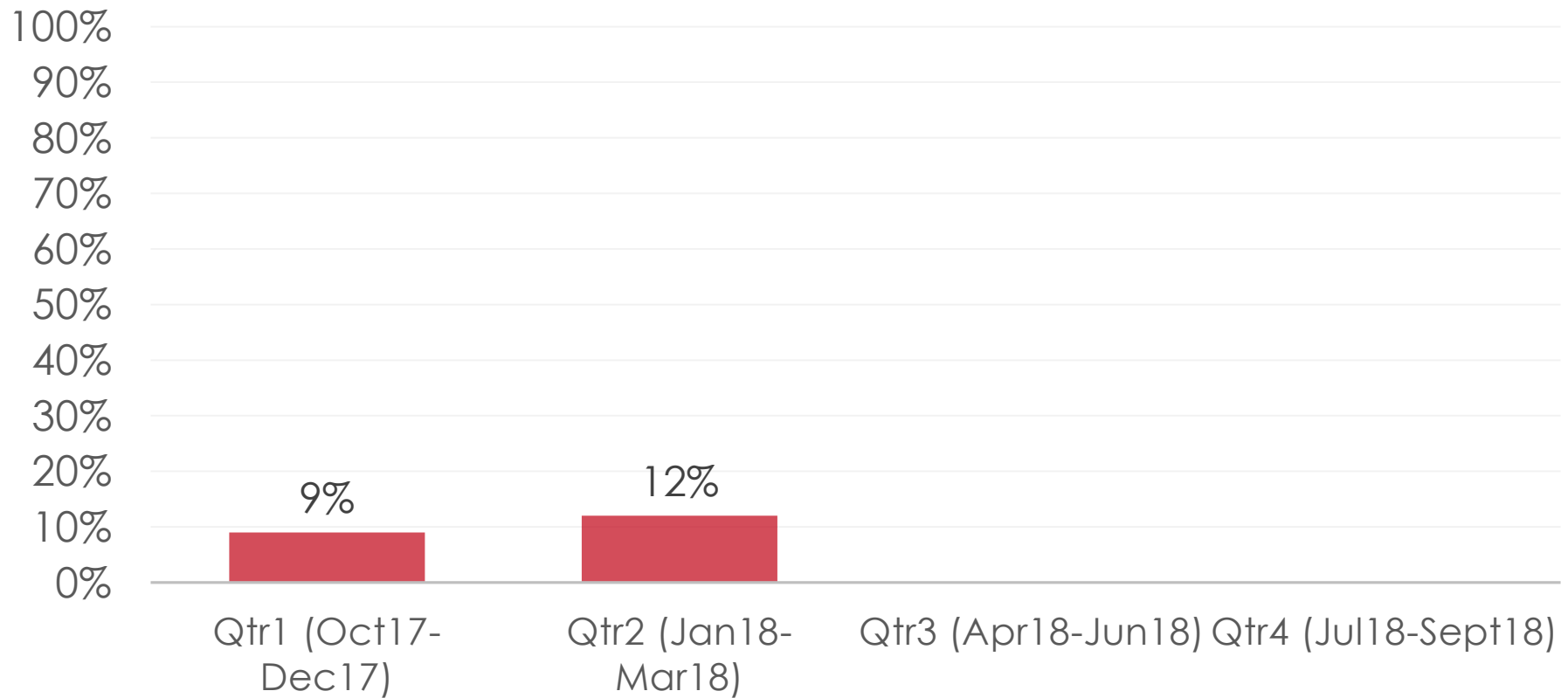
	TOTAL	MICE	LEISURE	FIT	FAMILY
	-	-	-	-	-
Q2 Hotel staff	49%	50%	56%	49%	52%
Local people	39%		36%	40%	33%
Restaurant staff (outside hotel)	34%		35%	34%	31%
Internet/Mobile App	32%	50%	34%	37%	42%
Taxi drivers	20%		21%	22%	29%
Other visitors	11%		11%	12%	15%
Guam Visitors Bureau	10%	50%	11%	12%	13%
Signs/ advertisement	9%	50%	11%	9%	15%
Tour staff	8%	50%	6%	9%	4%
Retail staff	5%		6%	5%	6%
Visitors channel	5%		4%	3%	
Local publication	5%		5%	5%	4%
Guide books I brought with me	5%		6%	6%	2%
Total	106	2	80	86	48

Prepared by Anthology Research

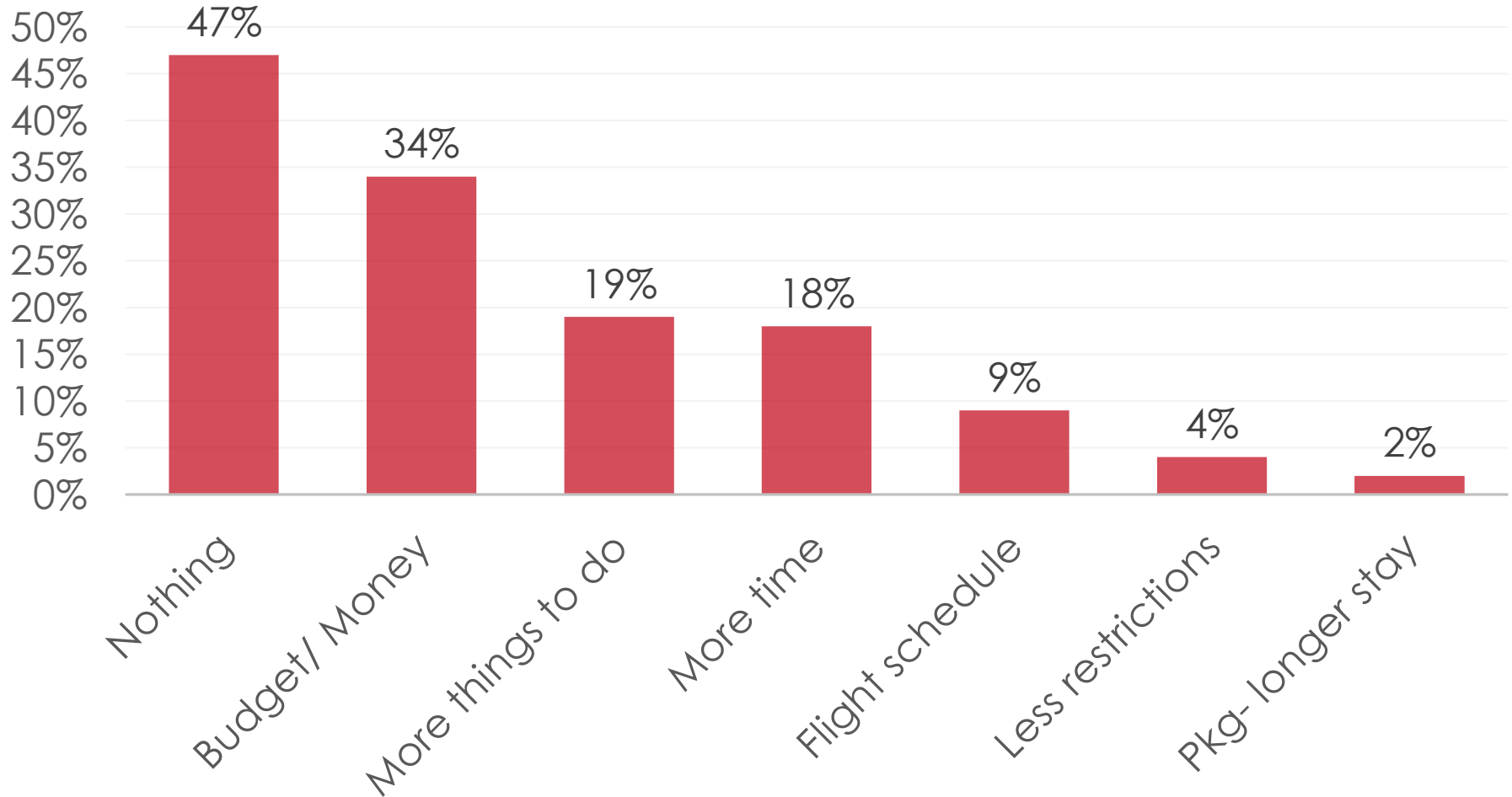
# SECTION 6

## FUTURE TRAVEL TO GUAM

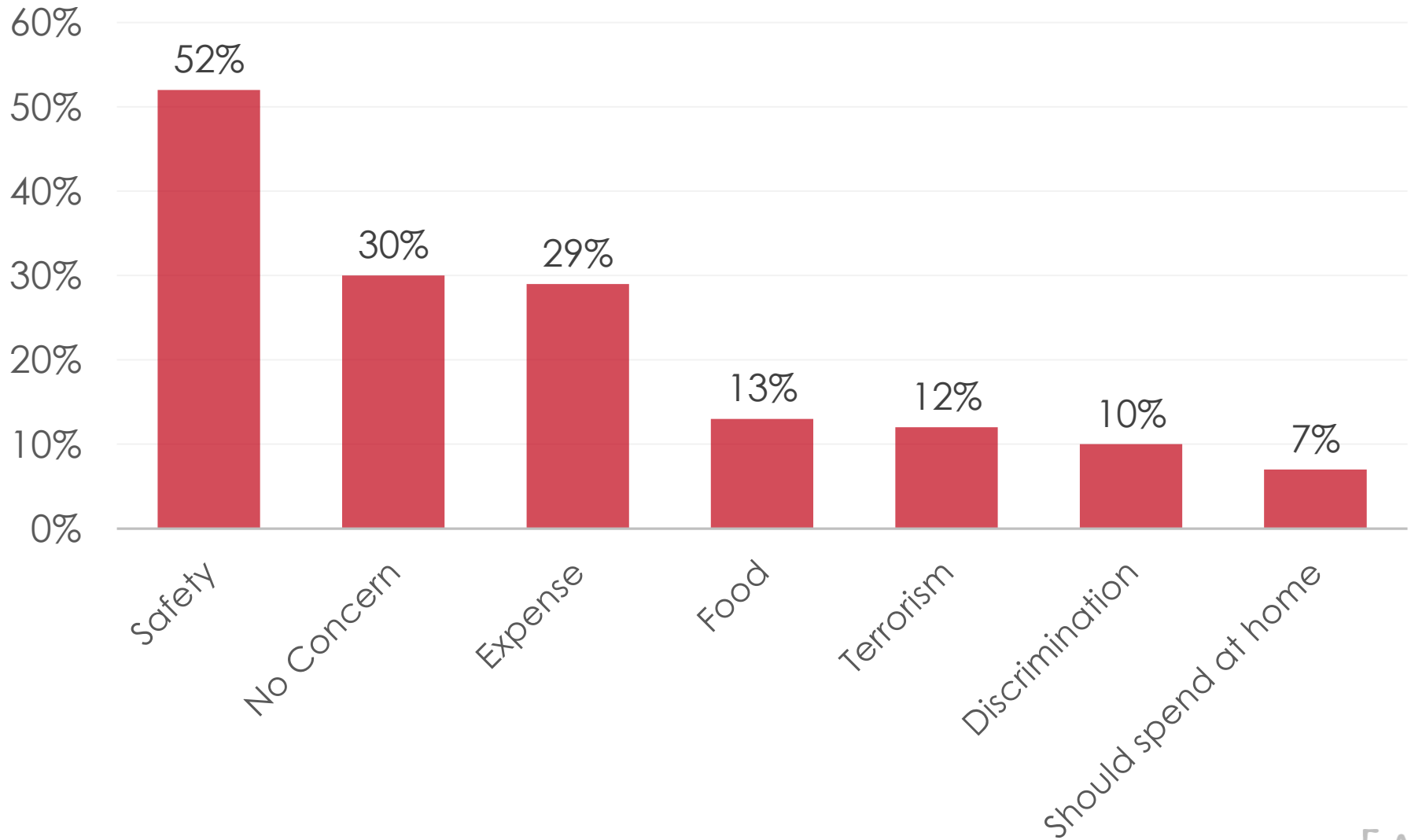
# Will security screening/ immigration at Guam Airport impact future travel to Guam?



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



# FUTURE TRAVEL CONCERNS

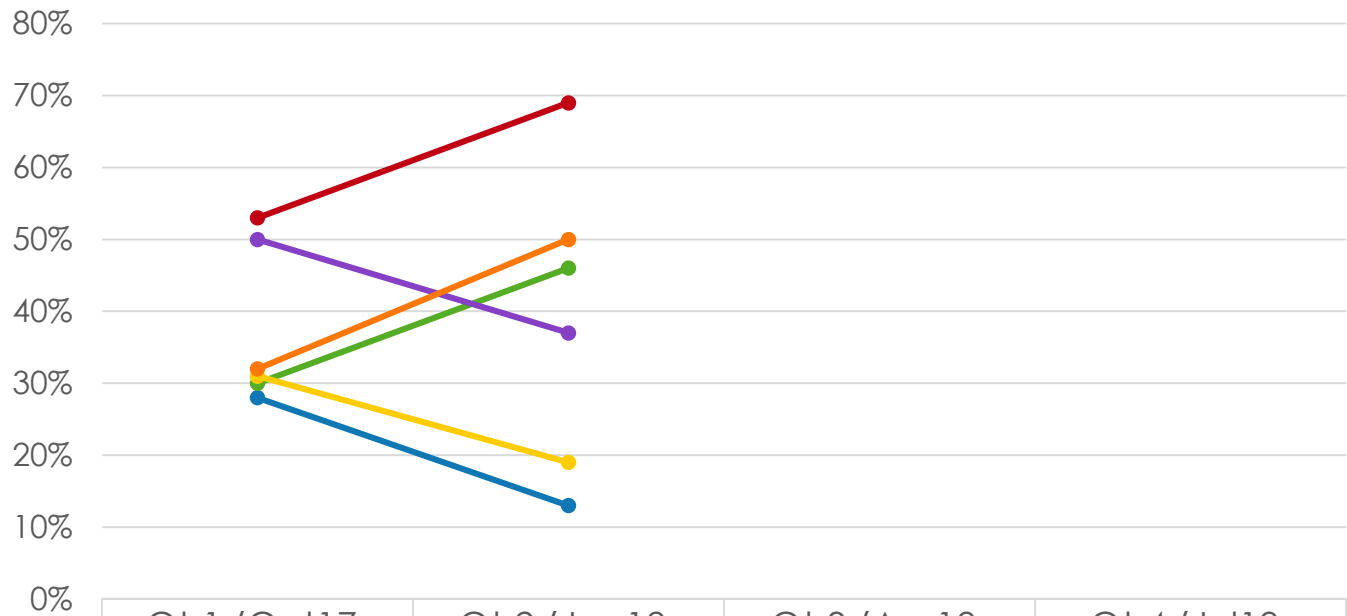


# SECTION 7

## GUAM CULTURE

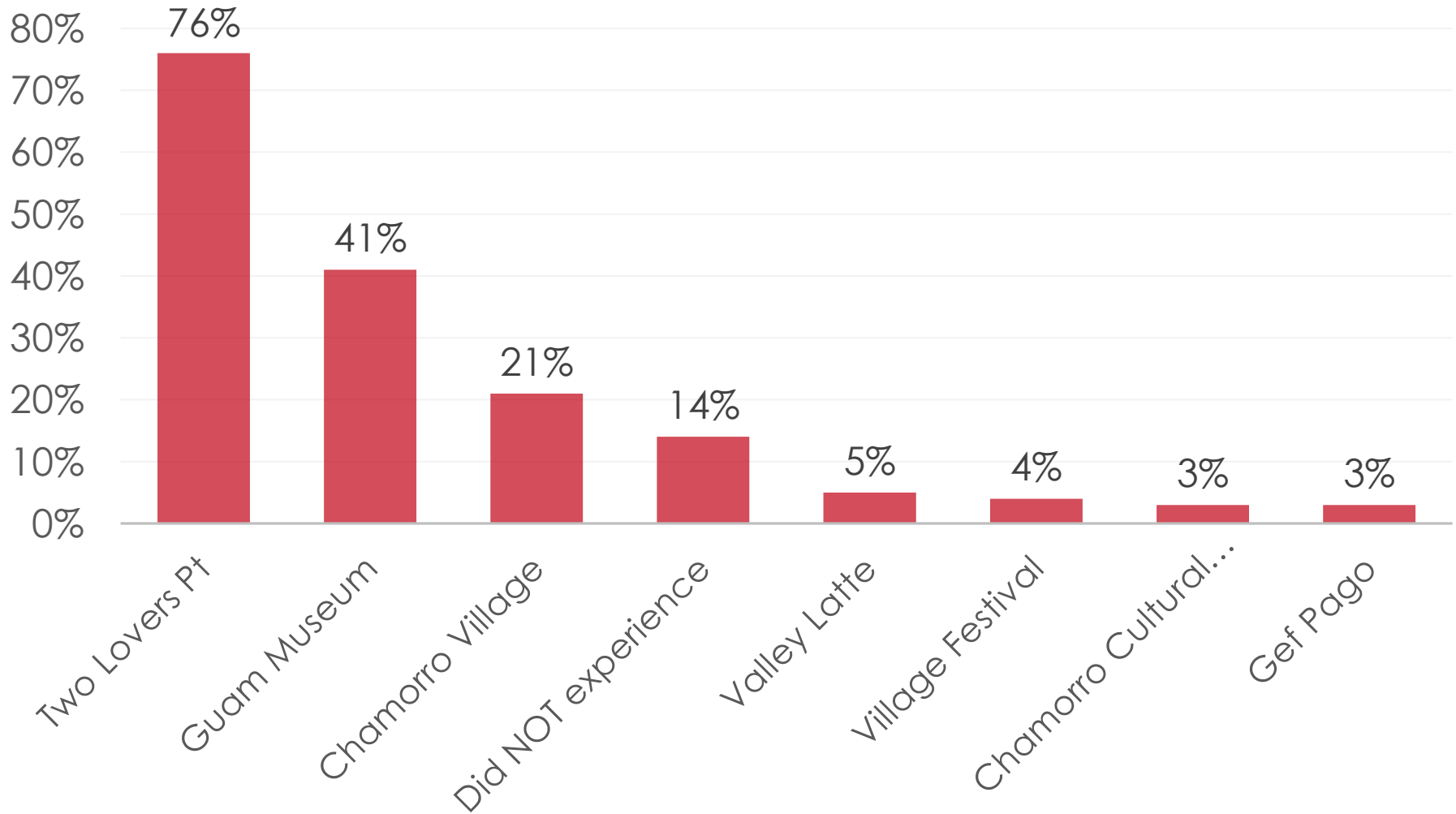


# EXPERIENCED- CHAMORRO/ HAFA ADAI SPIRIT

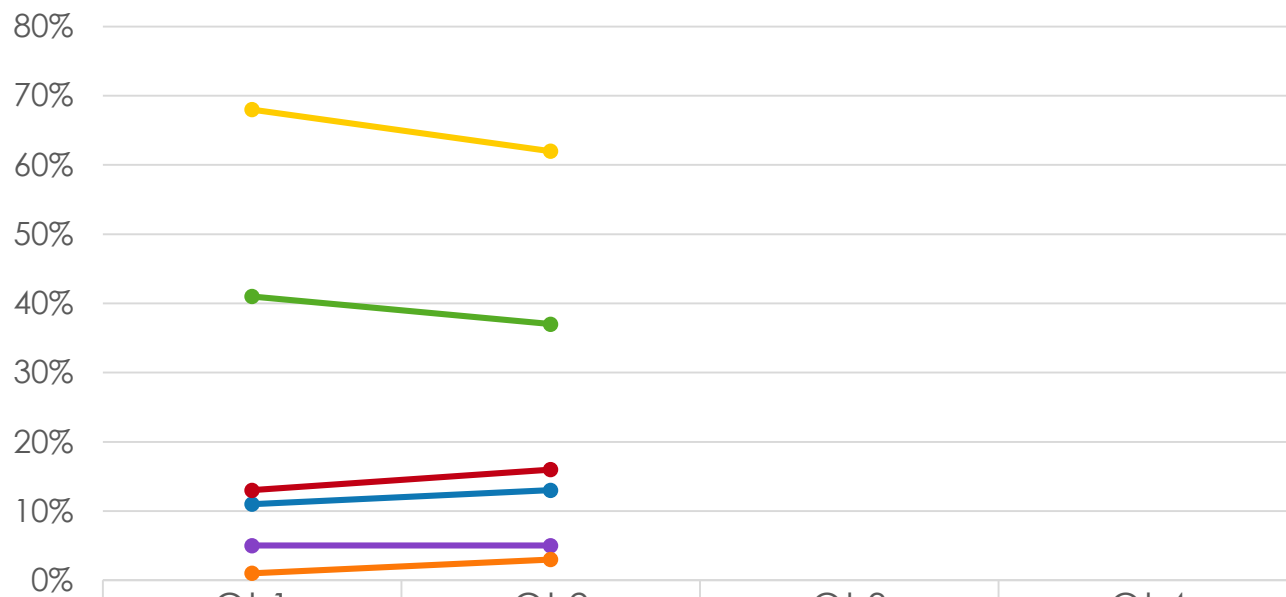


Did NOT experience	Qtr1 (Oct17-Dec17)	28%	Qtr2 (Jan18-Mar18)	13%	Qtr3 (Apr18-Jun18)		Qtr4 (Jul18-Sept18)	
Beaches		53%		69%				
Chamorro cuisine		30%		46%				
Night Market		31%		19%				
Socializing- locals		50%		37%				
Local Music		32%		50%				

# EXPERIENCED- OTHER CULTURAL ACTIVITY/EVENTS

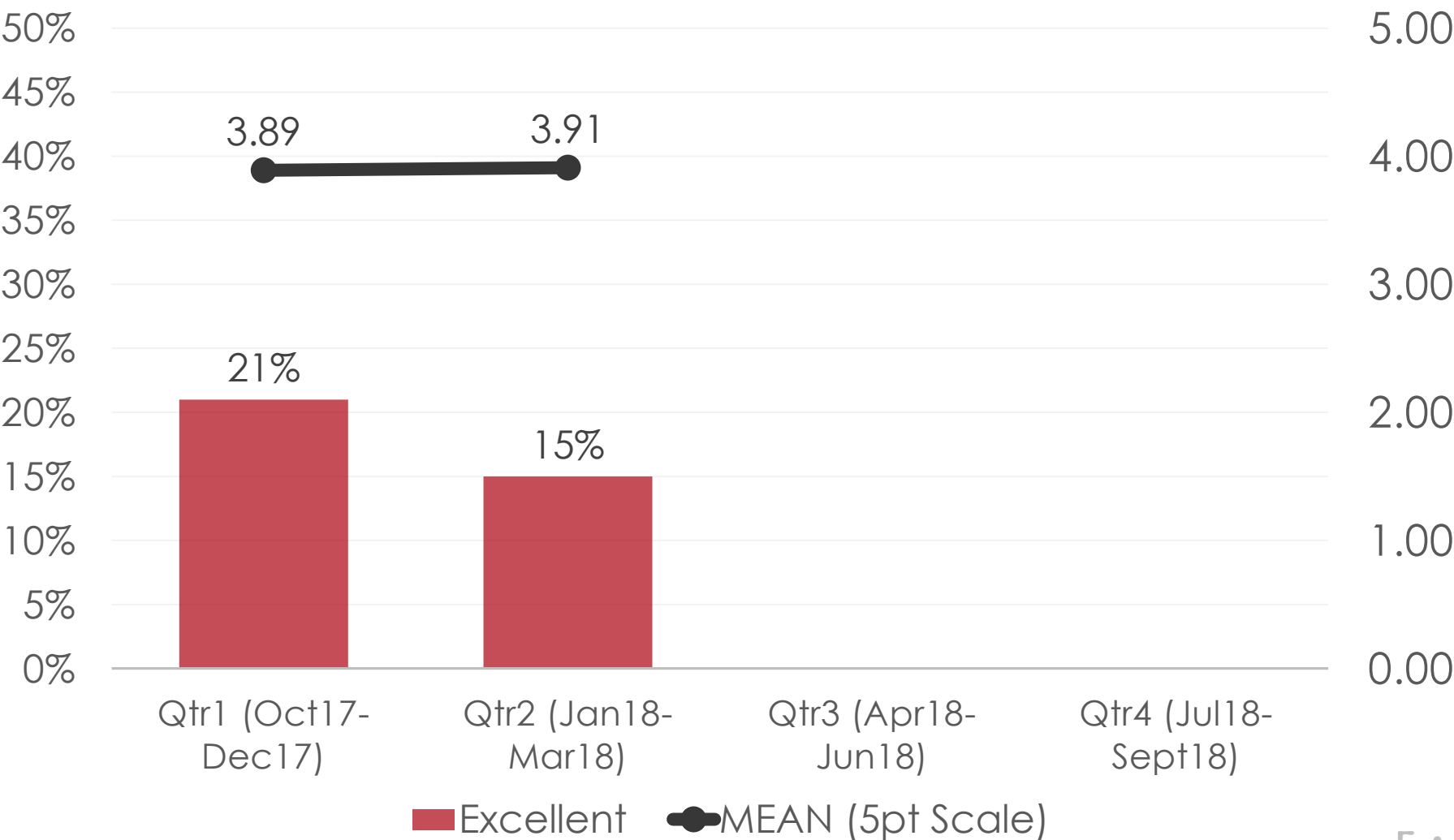


# SOURCES OF INFORMATION- CULTURAL ACTIVITY/EVENTS

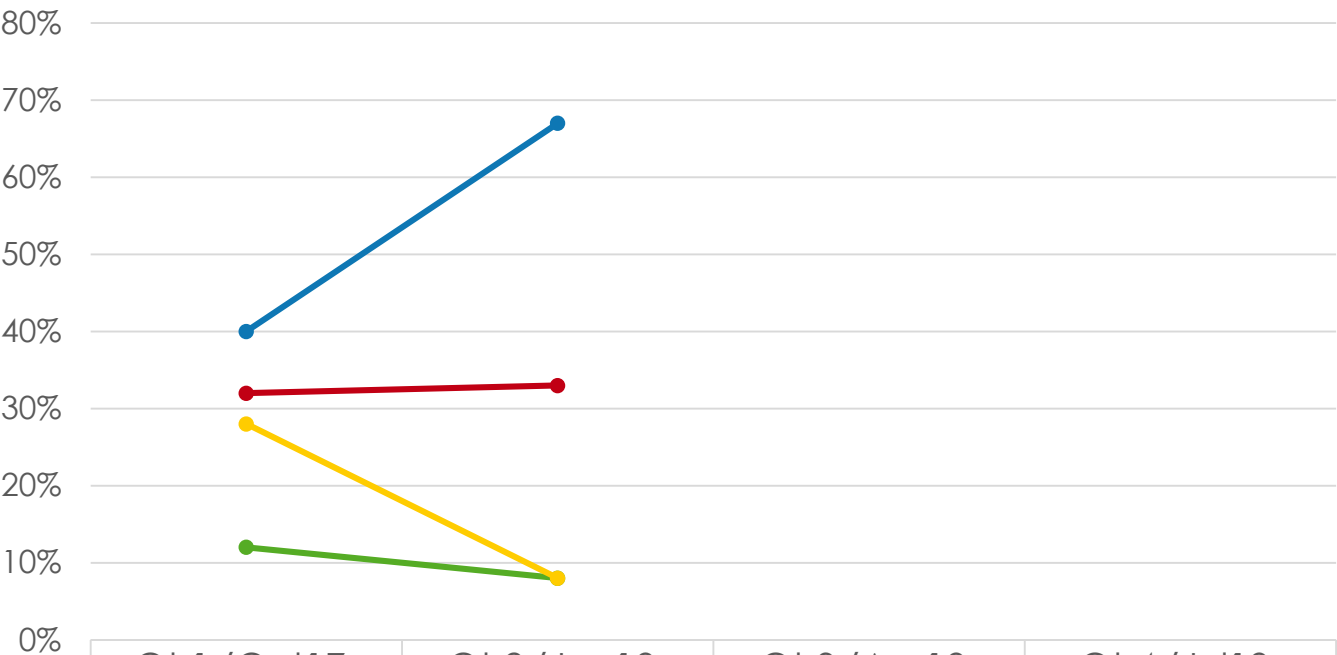


Travel guide/ brochure	11%	13%		
Travel agency	13%	16%		
Internet	41%	37%		
Family/ Friends	68%	62%		
Hotel staff	5%	5%		
Print	1%	3%		

# SATISFACTION- CULTURAL ACTIVITY/EVENTS



# OBSTACLES- CULTURAL ACTIVITY/EVENTS



—●— Schedule	40%	67%		
—●— Unaware	32%	33%		
—●— Did not want to	12%	8%		
—●— Did not know where	28%	8%		

# 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 ( $p \leq .05$ ) 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, 1st and 2nd Quarters 2018 and Overall 2018			
	1st Qtr 2018	2nd Qtr 2018	1-2 Qtr Overall 2018
Drivers:	rank	rank	rank
Quality & Cleanliness of beaches & parks			
Ease of getting around		<b>3</b>	
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			2
Price of things on Guam		<b>2</b>	
Quality of hotel accommodations			
Quality/cleanliness of air, sky			
Quality/cleanliness of parks	1		1
Quality of landscape in Tumon		<b>1</b>	
Quality of landscape in Guam			
Quality of ground handler			
Quality/cleanliness of transportation vehicles			
% of Per Person On Island Expenditures Accounted For	48.4%	<b>71.9%</b>	83.6%



# Drivers of Overall Satisfaction

- **Overall satisfaction** with Filipino visitor's experience on Guam is driven by three significant factors in the 2nd Quarter FY2018 Period. By rank order they are:
  - **Quality of landscape in Tumon,**
  - **Price of things in Guam, and**
  - **Ease of getting around.**
- With all three factors the overall  $r^2$  is .719 meaning that **71.9% of overall satisfaction is accounted for by these factors.**

# Drivers – On-Isle Expenditures

Drivers of Per Person On Island Expenditures, 1st and 2nd Qtr 2018 and Overall 2018			
	1st Qtr 2018	2nd Qtr 2018	1-2 Qtr Overall 2018
Drivers:	rank	rank	rank
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		<b>1</b>	
Quality of landscape in Guam		<b>2</b>	
Quality of ground handler			
Quality/cleanliness of transportation vehicles			
% of Per Person On Island Expenditures Accounted For	0.0%	<b>19.7%</b>	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 two significant factors in the 2nd Quarter FY2018 Period. By rank order they are:
  - **Quality of landscape in Tumon, and**
  - **Quality of landscape in Guam.**
- With all three factors the overall  $r^2$  is .197 meaning that **19.7% of per person on island expenditure is accounted for by these factors.**