



Guam Visitors Bureau

Philippine Visitor Tracker Exit Profile & Market Segmentation Report

FY2019 DATA AGGREGATION

[ANTHOLOGY®]
RESEARCH



Background and Methodology

- All surveys were partially interviewer administered. Upon completion of the surveys, Anthology's professional Filipino speaking interviewers double-checked each questionnaire for consistency and completeness, while the respondent was present.
- A total of 416 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 416 is +/- 4.80 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 +/- 4.80 percentage points.

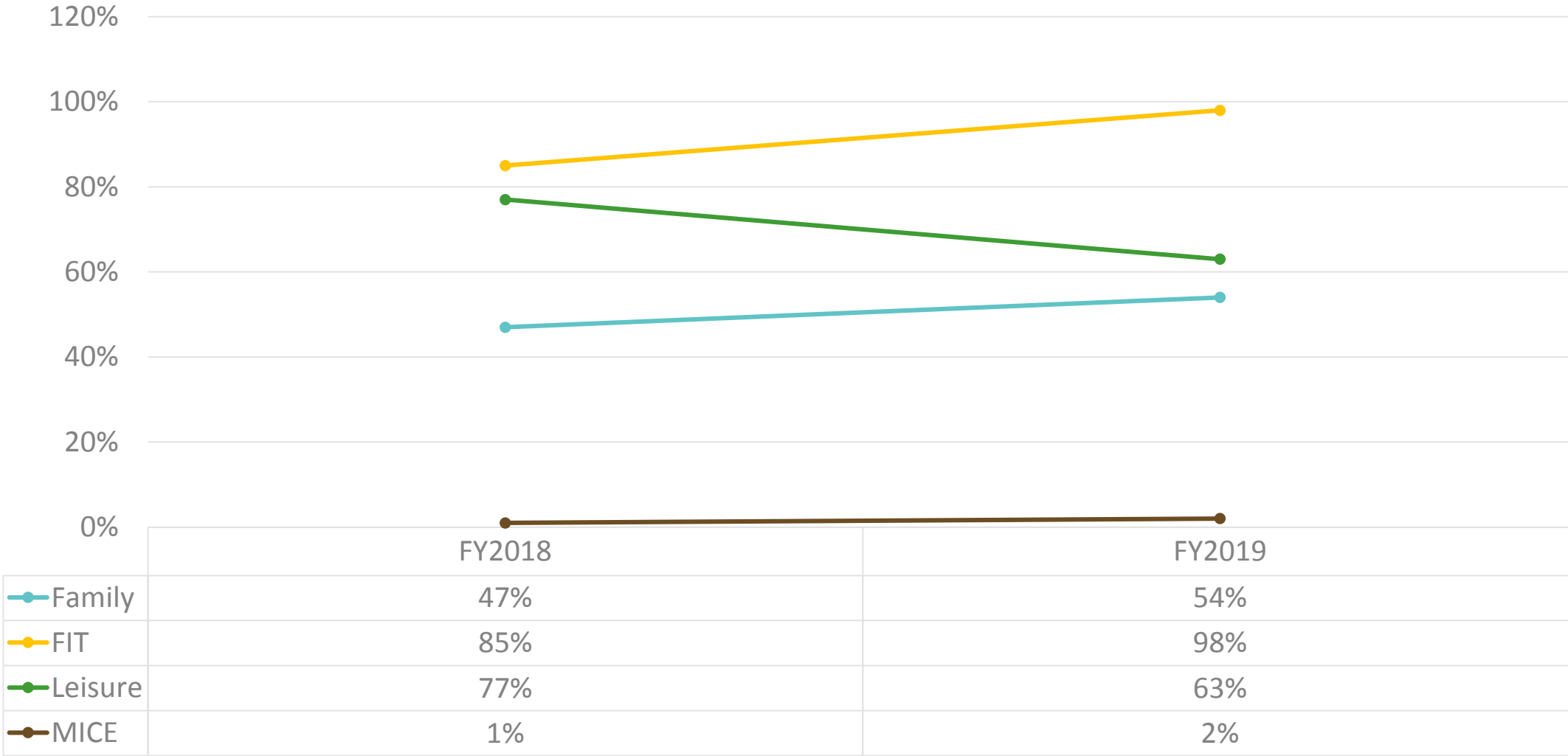
Objectives

- 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 (Q12 Not on Organized Group Tour or Q14 Direct booking w/ airline, hotel)
 - Leisure (Q8- relax, natural beauty, sightseeing, vacation)
 - Family (Q11)
 - MICE (Q8- Convention, conference, trade show, meeting, incentive trip)
 - To identify the most significant factors affecting overall visitor satisfaction.
 - To identify (for all visitors from Philippines) the most important determinants of on-island spending.

Key Highlighted Segments



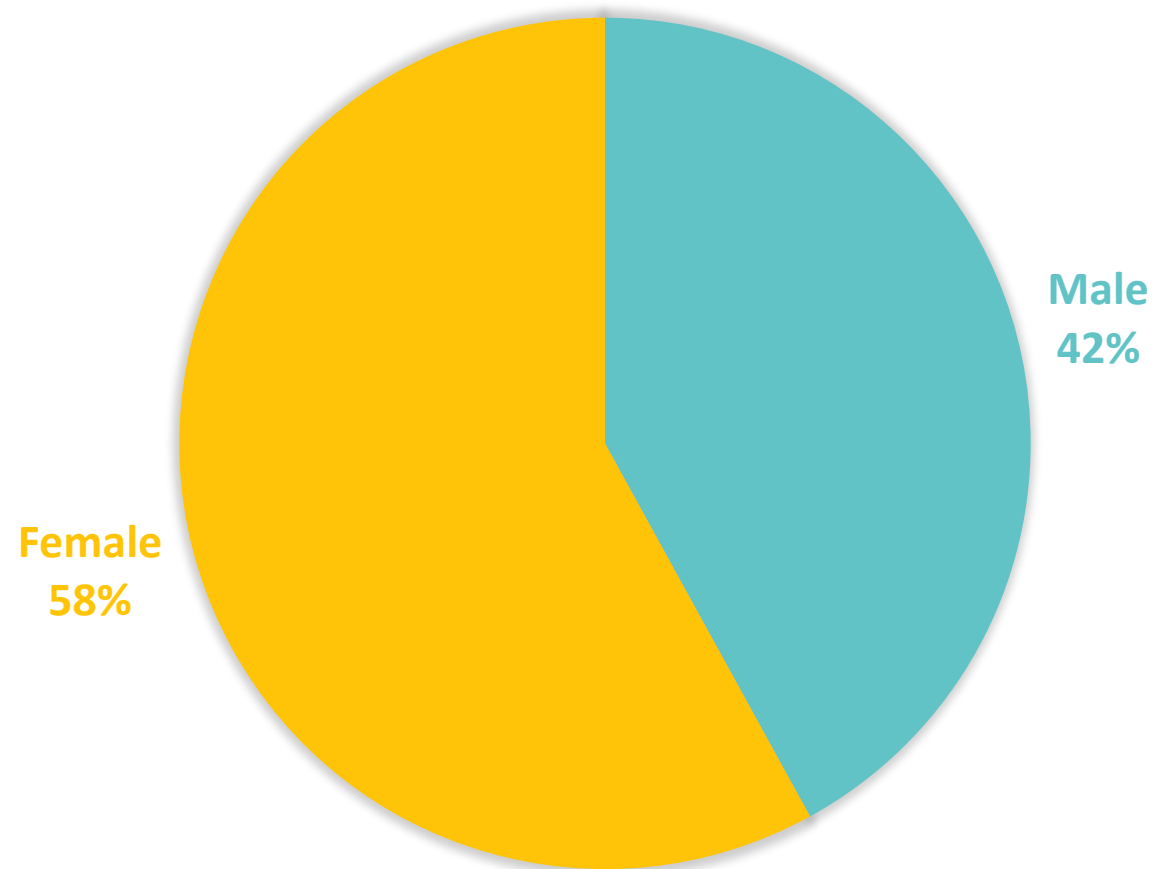


SECTION 1

PROFILE OF RESPONDENTS



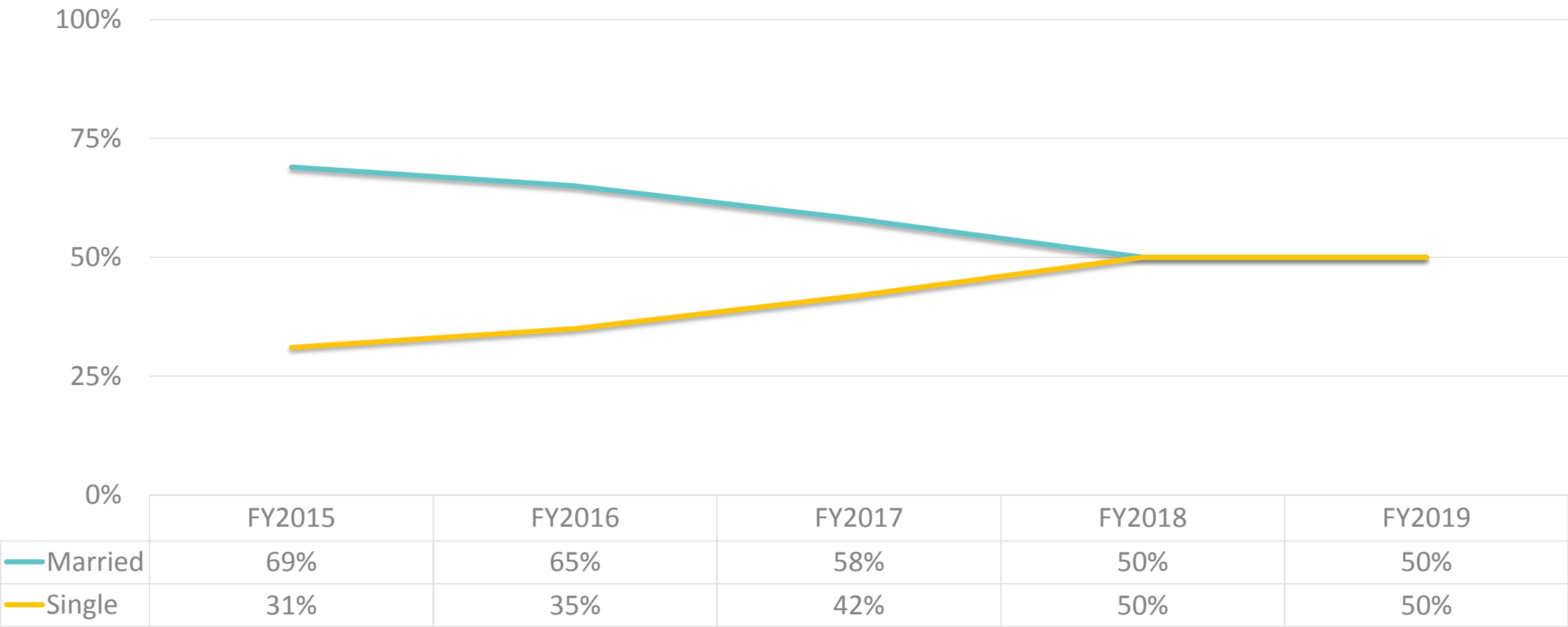
GENDER



MARITAL STATUS



MARITAL STATUS – TRACKING



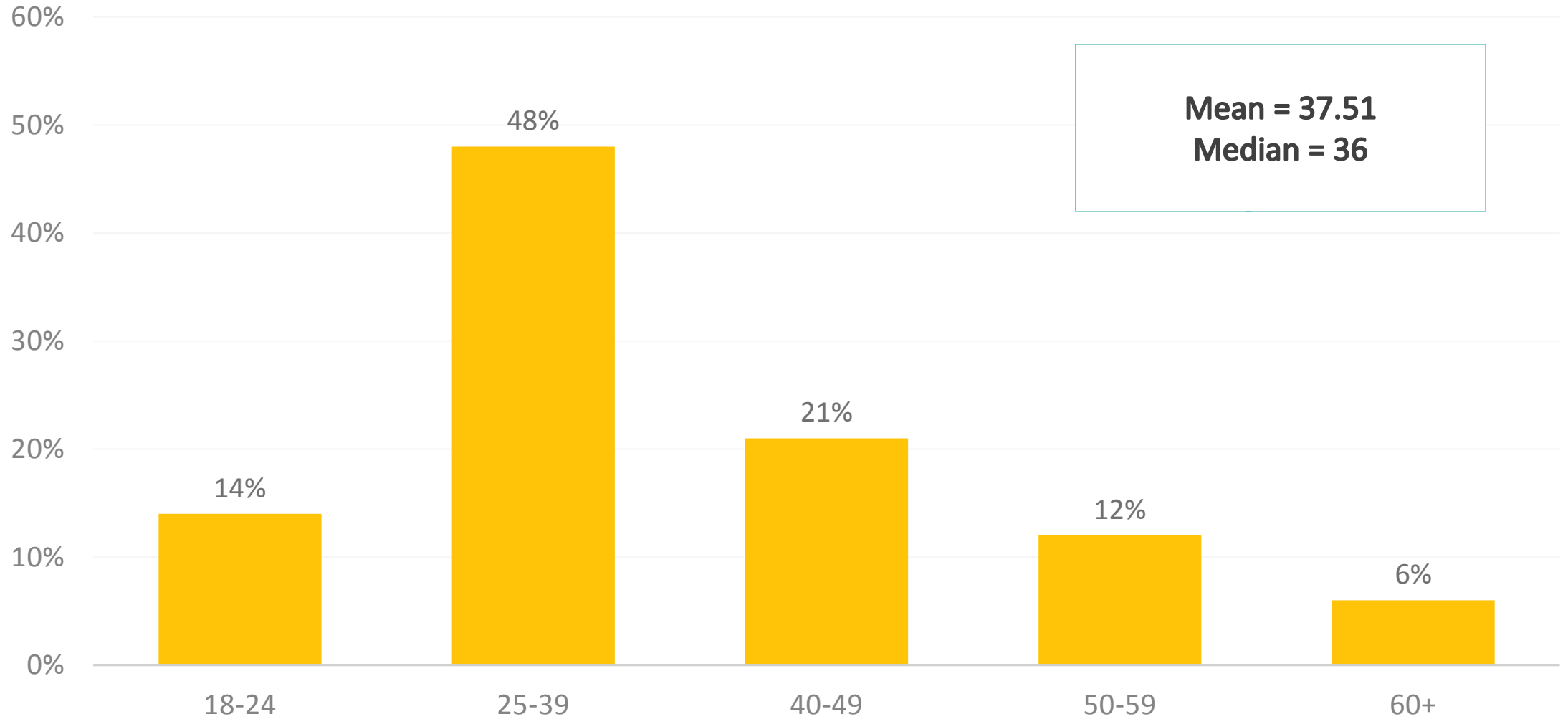
MARITAL STATUS – SEGMENTATION

GVB VISITOR SATISFACTION STUDY
QE Are you married or single?

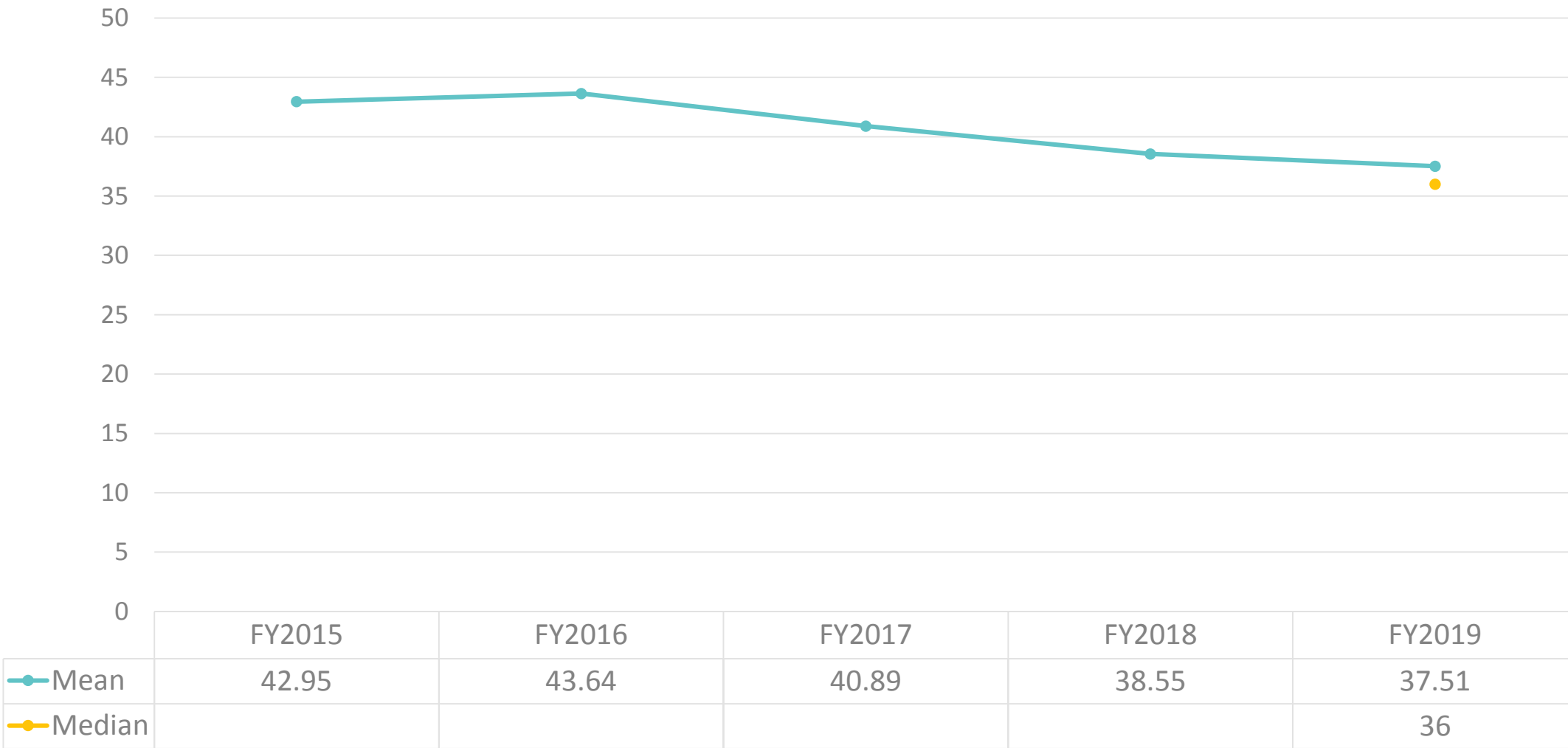
		TOTAL	FAMILY	FIT	MICE	LEISURE
		-	-	-	-	-
QE	Married	50%	69%	51%	86%	50%
	Single	50%	31%	49%	14%	50%
	Total	416	226	409	7	264

Prepared by Anthology Research

AGE



AGE – TRACKING



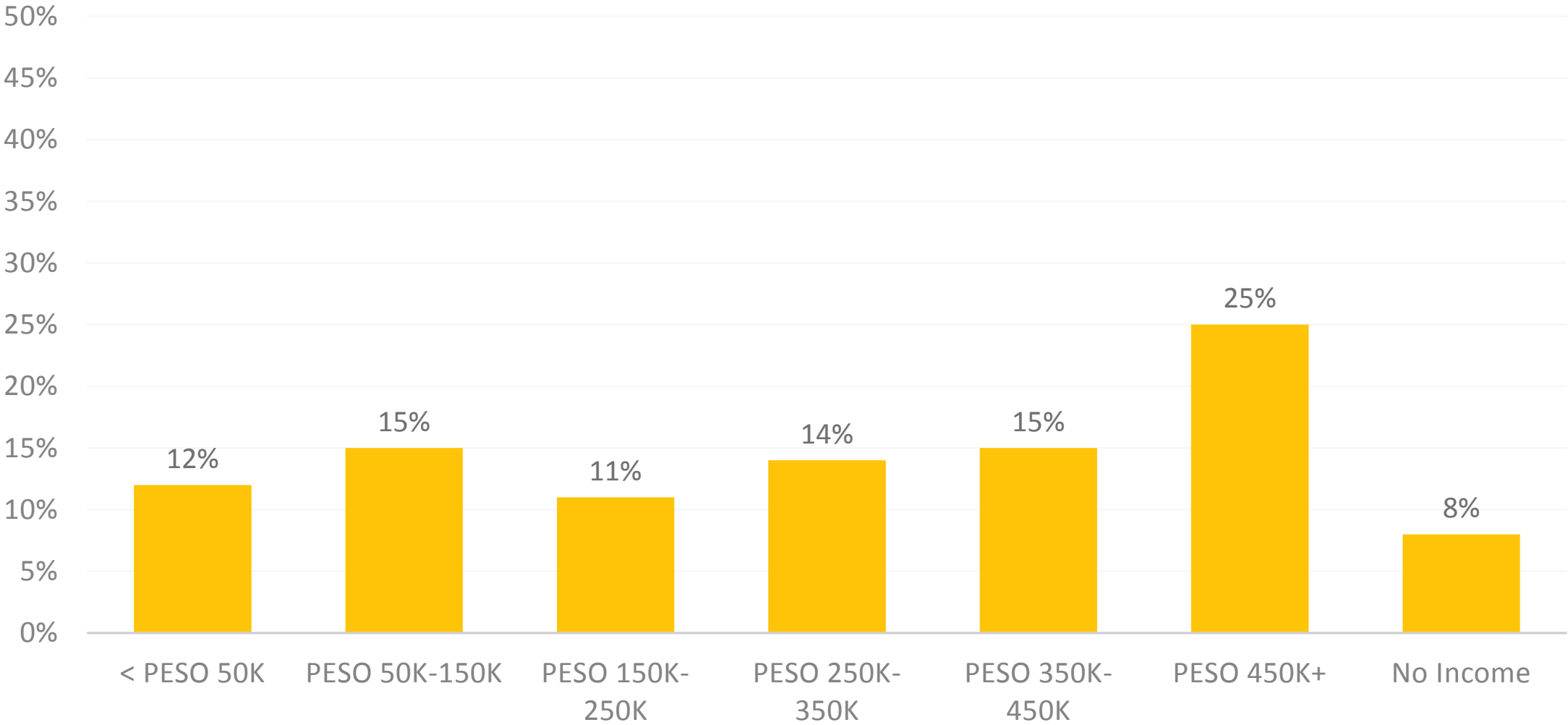
AGE – SEGMENTATION

GVB VISITOR SATISFACTION STUDY
QF What was your age on your last birthday?

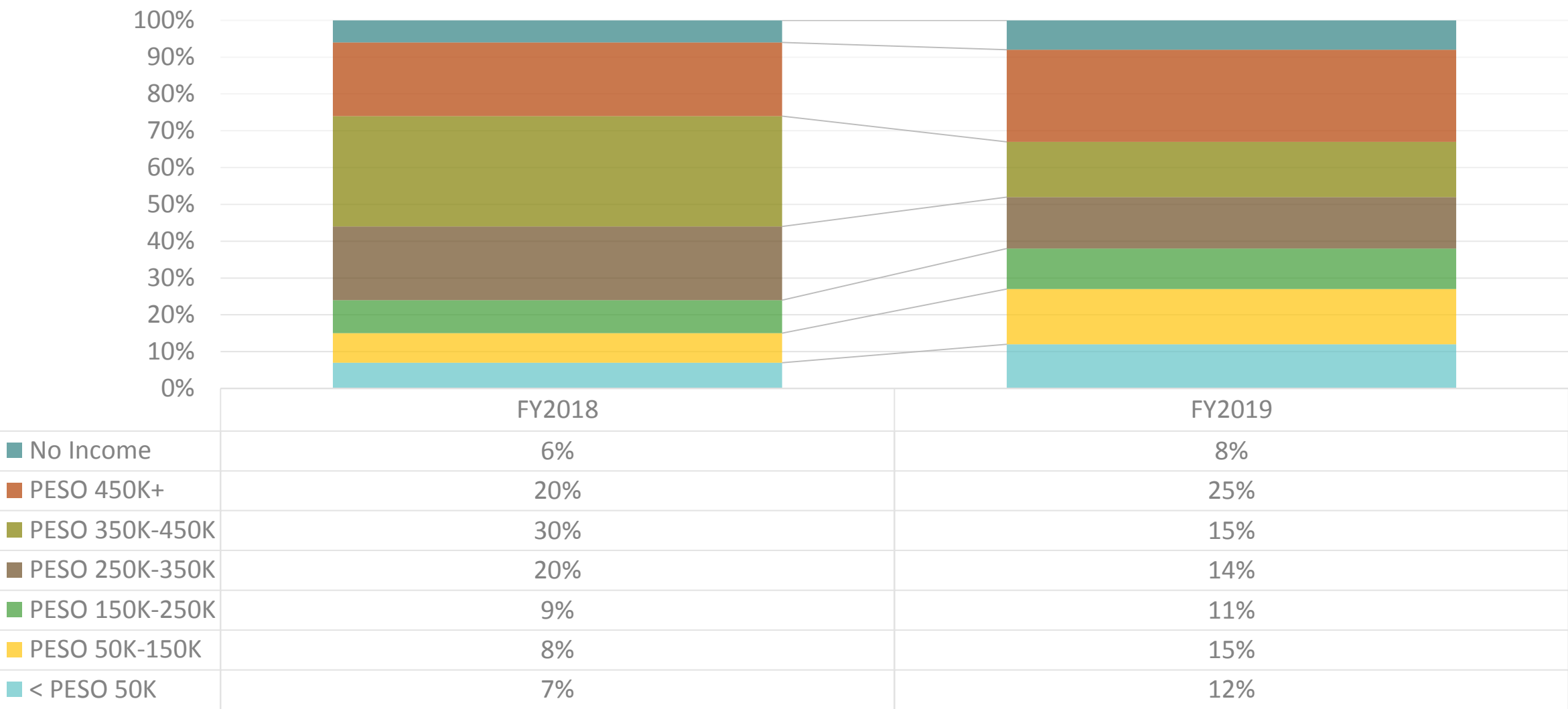
		TOTAL	FAMILY	FIT	MICE	LEISURE
		-	-	-	-	-
QF	18-24	14%	14%	14%	14%	12%
	25-39	48%	46%	47%	43%	50%
	40-49	21%	23%	21%	14%	19%
	50-59	12%	13%	12%	29%	14%
	60+	6%	4%	6%		5%
	Total	416	226	409	7	264
QF	Mean	37.51	37.76	37.47	39.43	37.60
	Median	36	36	36	39	36

Prepared by Anthology Research

HOUSEHOLD INCOME



HOUSEHOLD INCOME



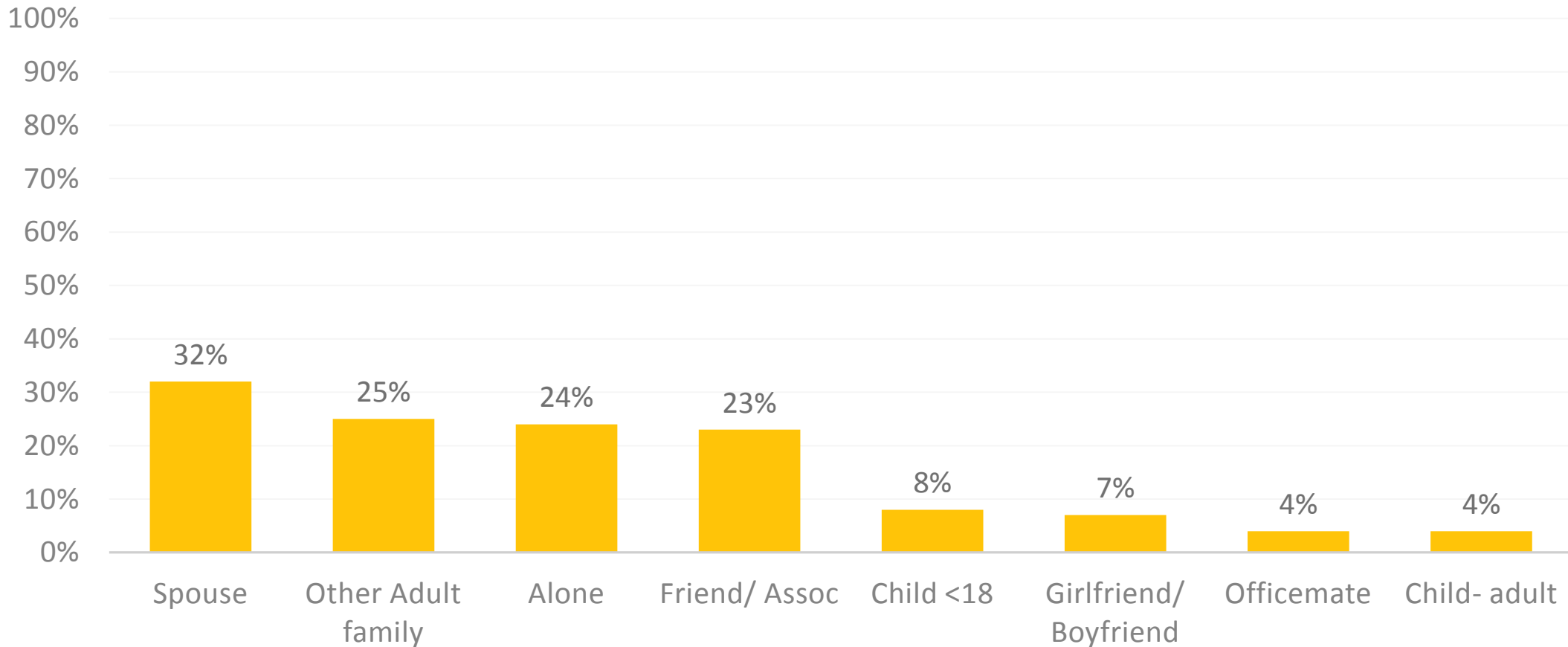
HOUSEHOLD INCOME – SEGMENTATION

GVB VISITOR SATISFACTION STUDY
QF What was your age on your last birthday?

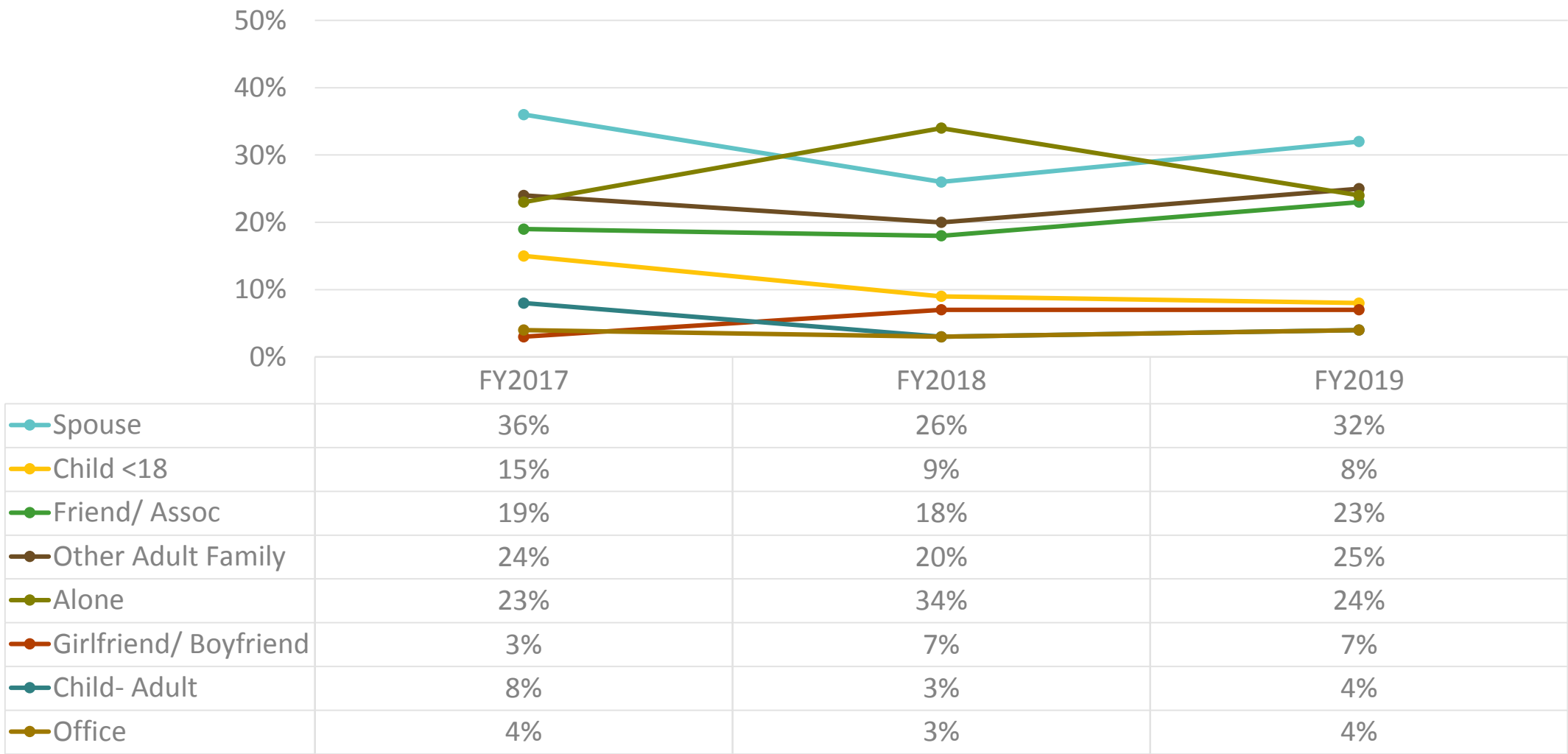
		TOTAL	FAMILY	FIT	MICE	LEISURE
		-	-	-	-	-
QF	18-24	14%	14%	14%	14%	12%
	25-39	48%	46%	47%	43%	50%
	40-49	21%	23%	21%	14%	19%
	50-59	12%	13%	12%	29%	14%
	60+	6%	4%	6%		5%
	Total	416	226	409	7	264
QF	Mean	37.51	37.76	37.47	39.43	37.60
	Median	36	36	36	39	36

Prepared by Anthology Research

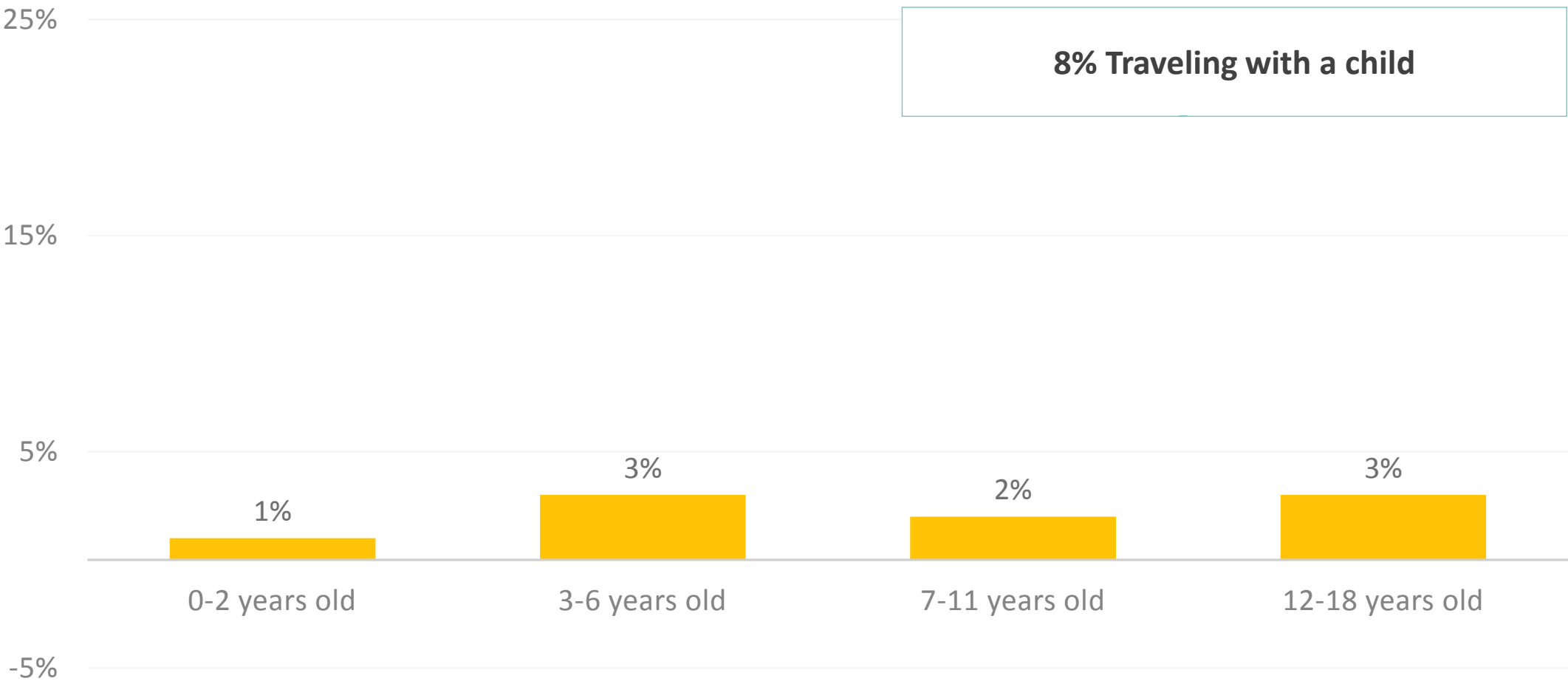
TRAVEL PARTY



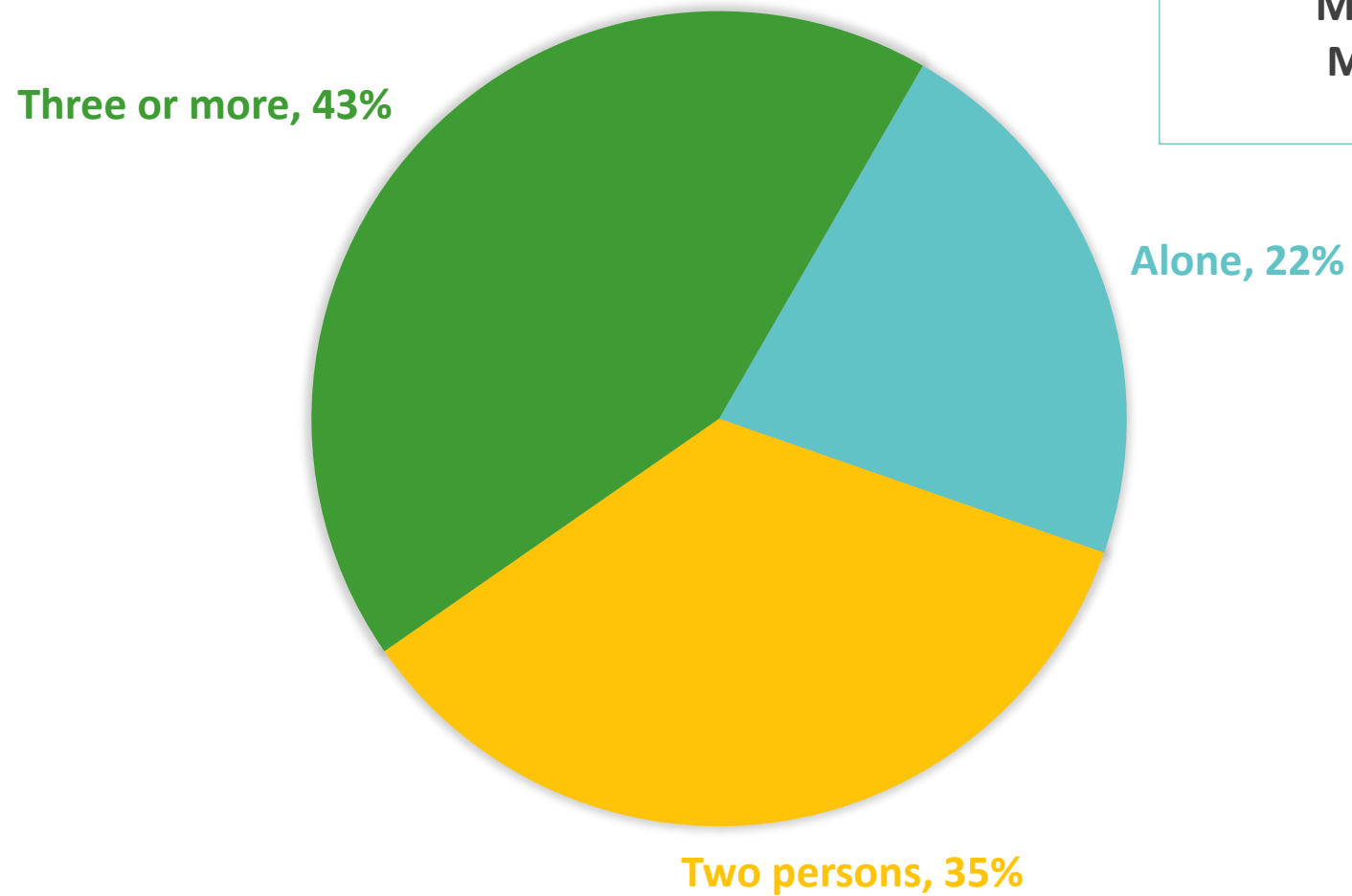
TRAVEL PARTY – TRACKING



TRAVEL PARTY – CHILD UNDER 18

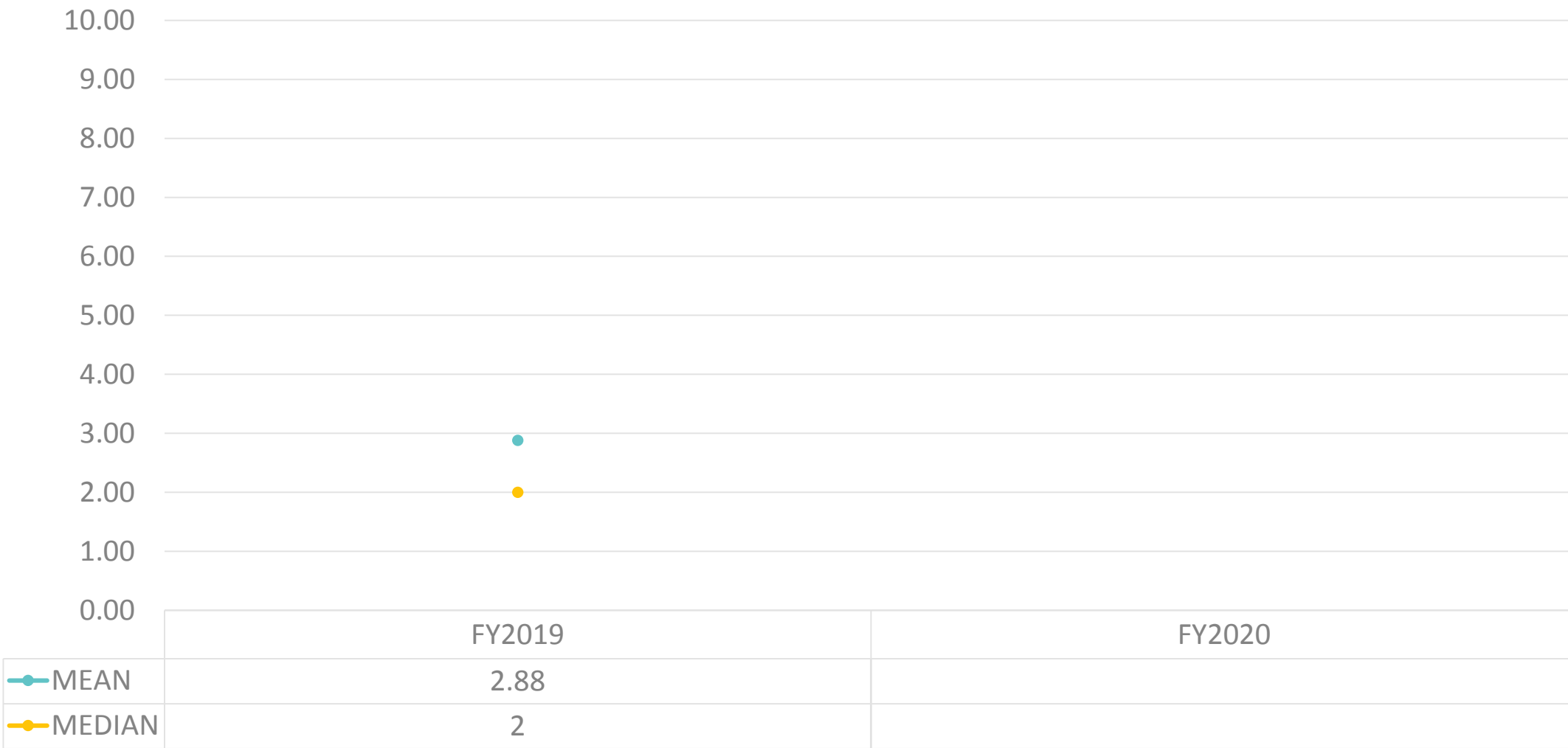


TRAVEL PARTY SIZE



Mean = 2.88
Median = 2

TRAVEL PARTY SIZE – TRACKING

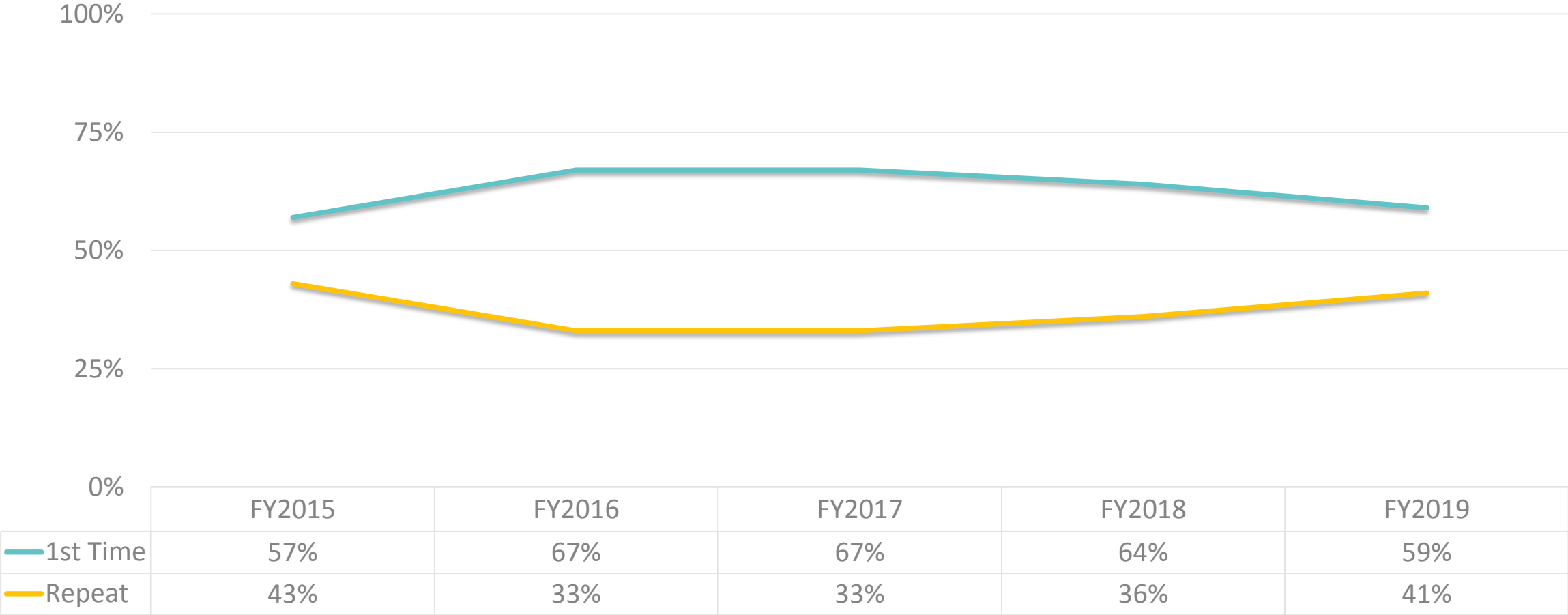


TRIPS TO GUAM



Mean = 2.18
Median = 1

TRIPS TO GUAM – TRACKING



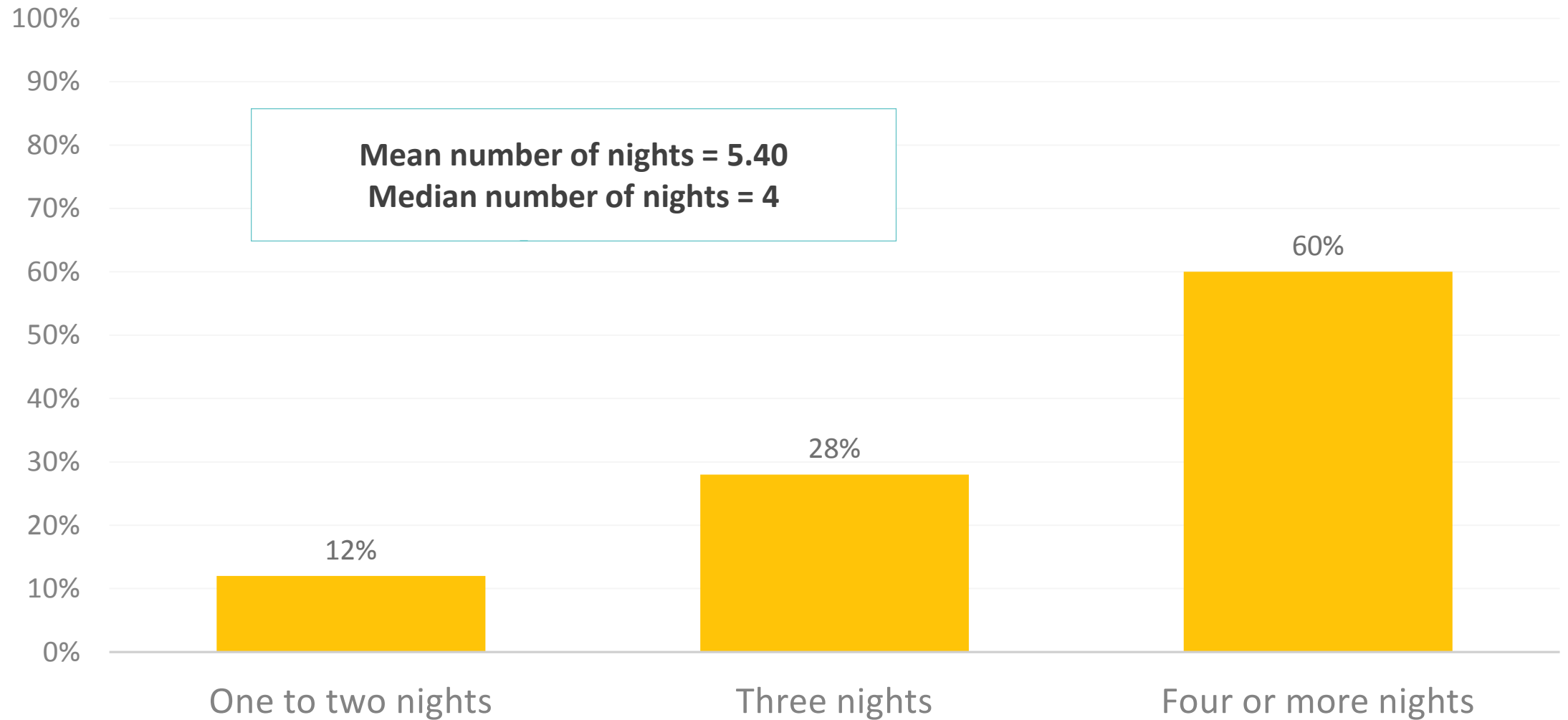
TRIPS TO GUAM – SEGMENTATION

GVB VISITOR SATISFACTION STUDY
Q9 Including this trip, how many times have you been to Guam?

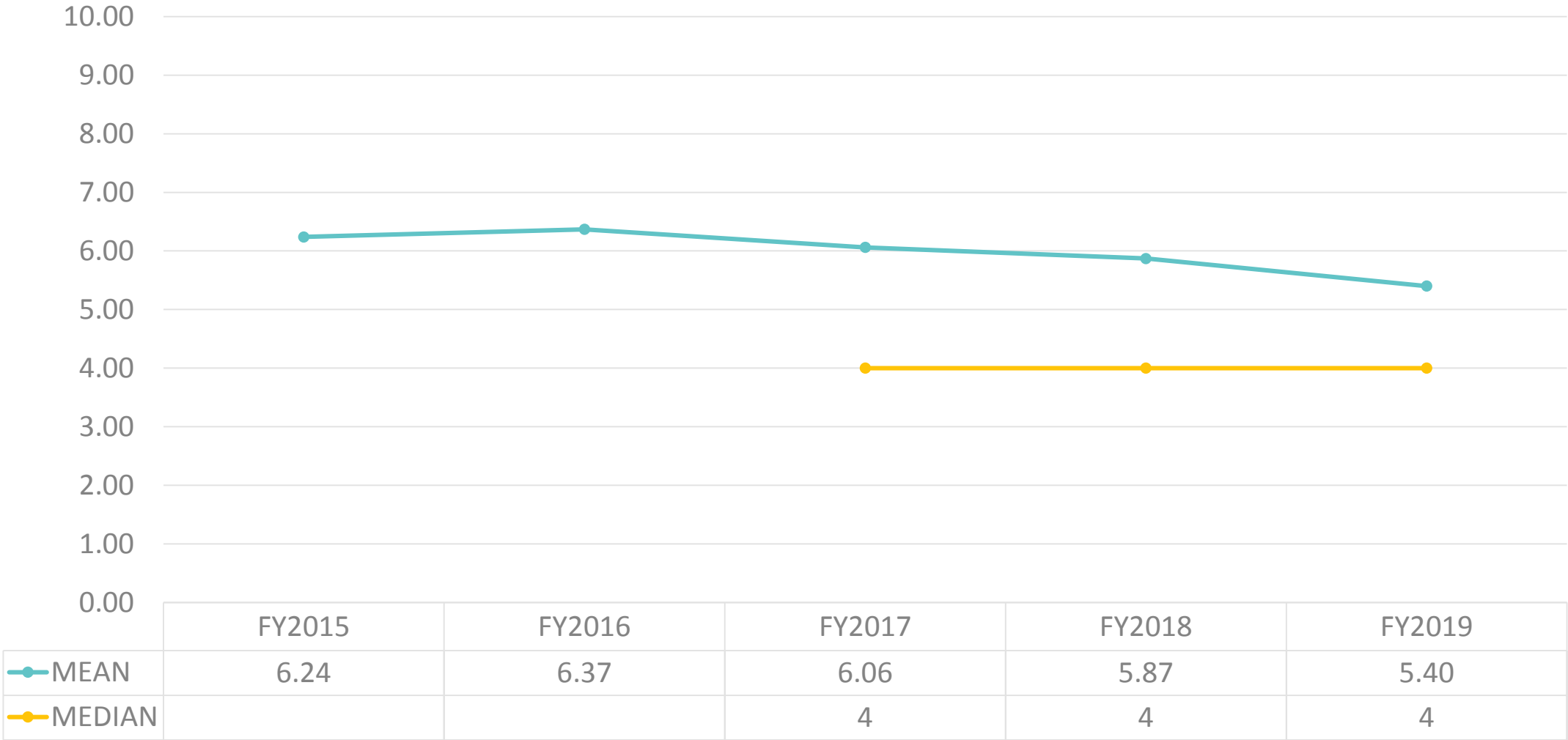
		TOTAL	FAMILY	FIT	MICE	LEISURE
		-	-	-	-	-
Q9	1st time	59%	57%	59%	29%	62%
	Repeat	41%	43%	41%	71%	38%
	Total	416	226	409	7	264
Q9	Mean	2.18	2.18	2.19	3.00	2.13
	Median	1	1	1	2	1

Prepared by Anthology Research

LENGTH OF STAY



LENGTH OF STAY – TRACKING



[A]



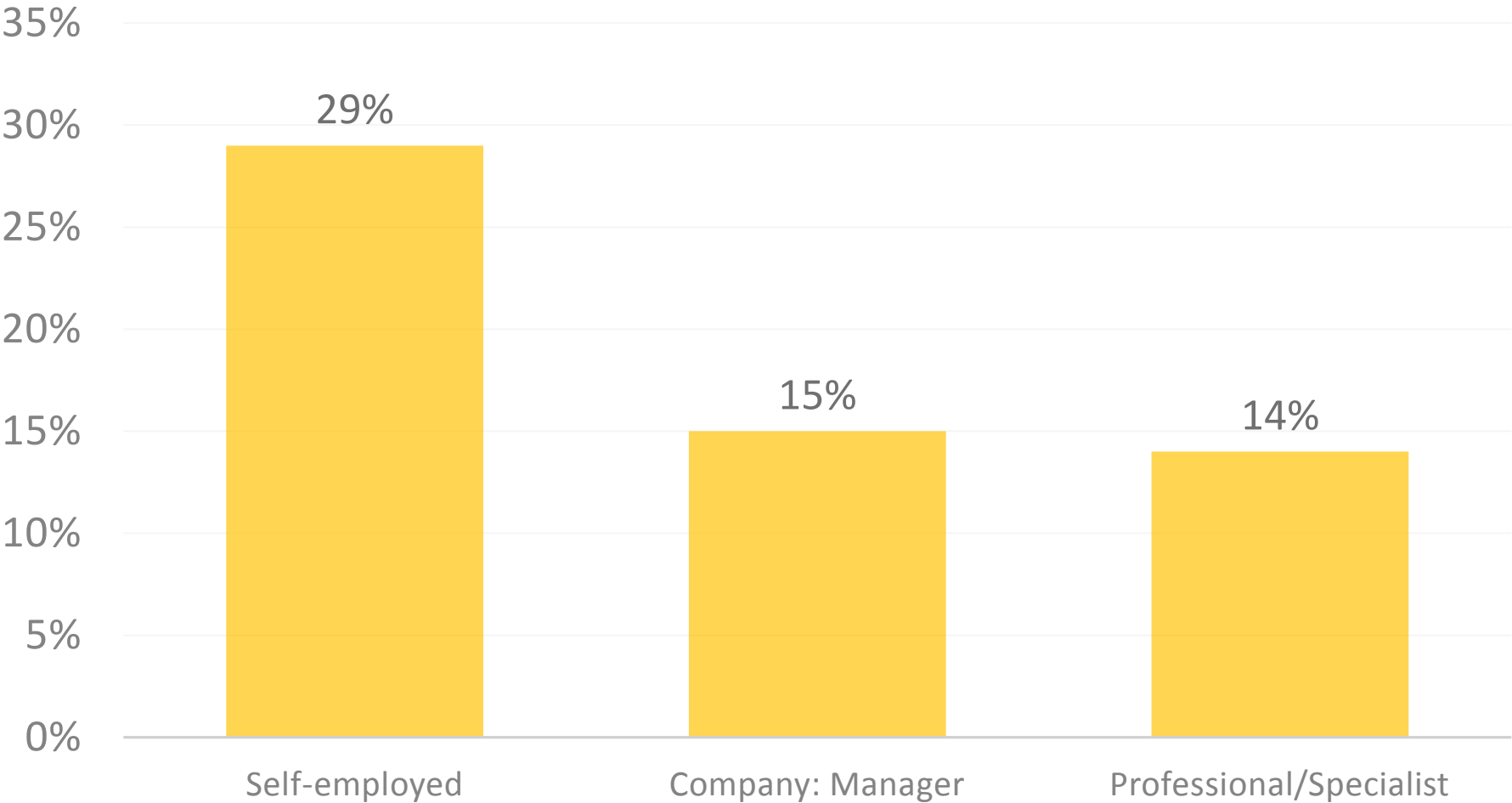
LENGTH OF STAY – SEGMENTATION

GVB VISITOR SATISFACTION STUDY
SA How many nights did you stay on Guam?

		TOTAL	FAMILY	FIT	MICE	LEISURE
		-	-	-	-	-
SA	1-2 nights	12%	12%	12%	14%	13%
	3 nights	28%	31%	28%	14%	28%
	4+	60%	58%	60%	71%	59%
	Total	416	226	409	7	264
SA	Mean	5.40	4.82	5.40	5.00	5.28
	Median	4	4	4	5	4

Prepared by Anthology Research

OCCUPATION – Top Responses (10%+)



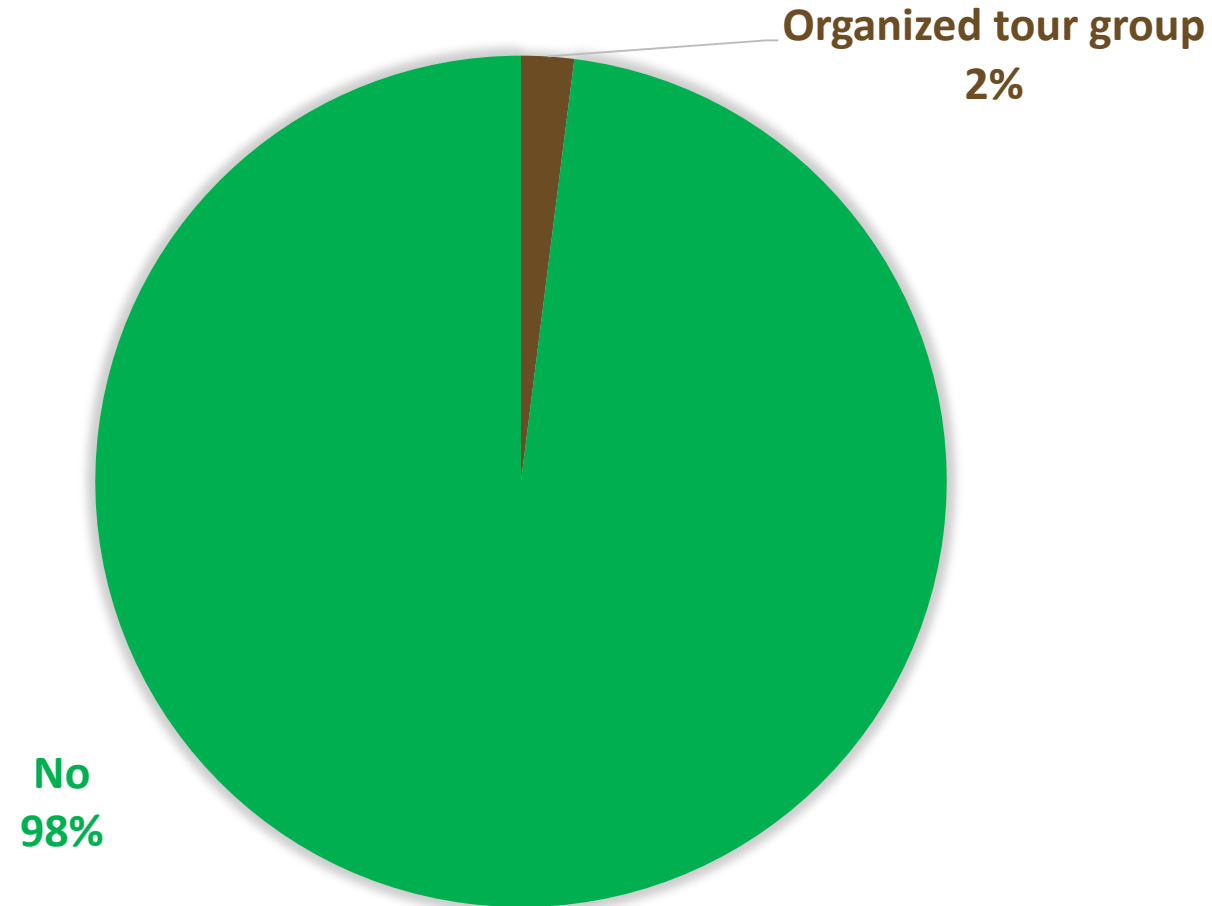


SECTION 2

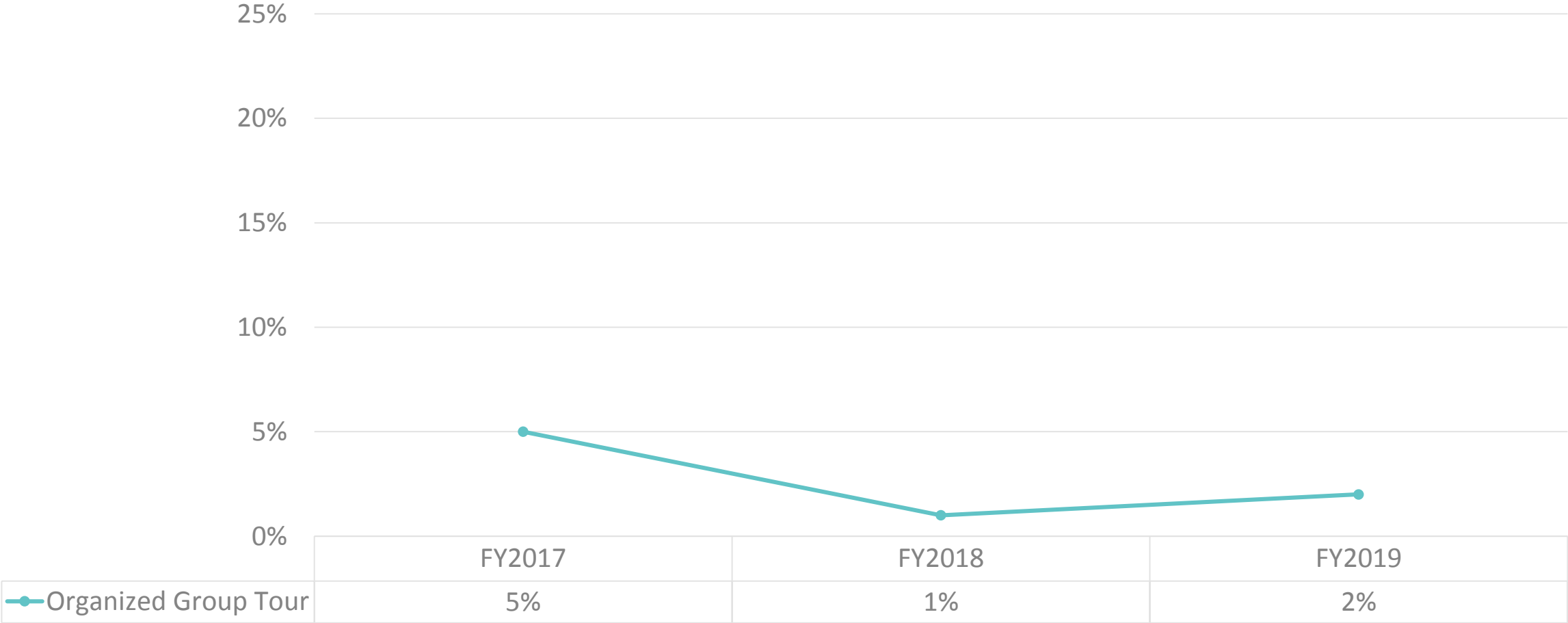
TRAVEL PLANNING



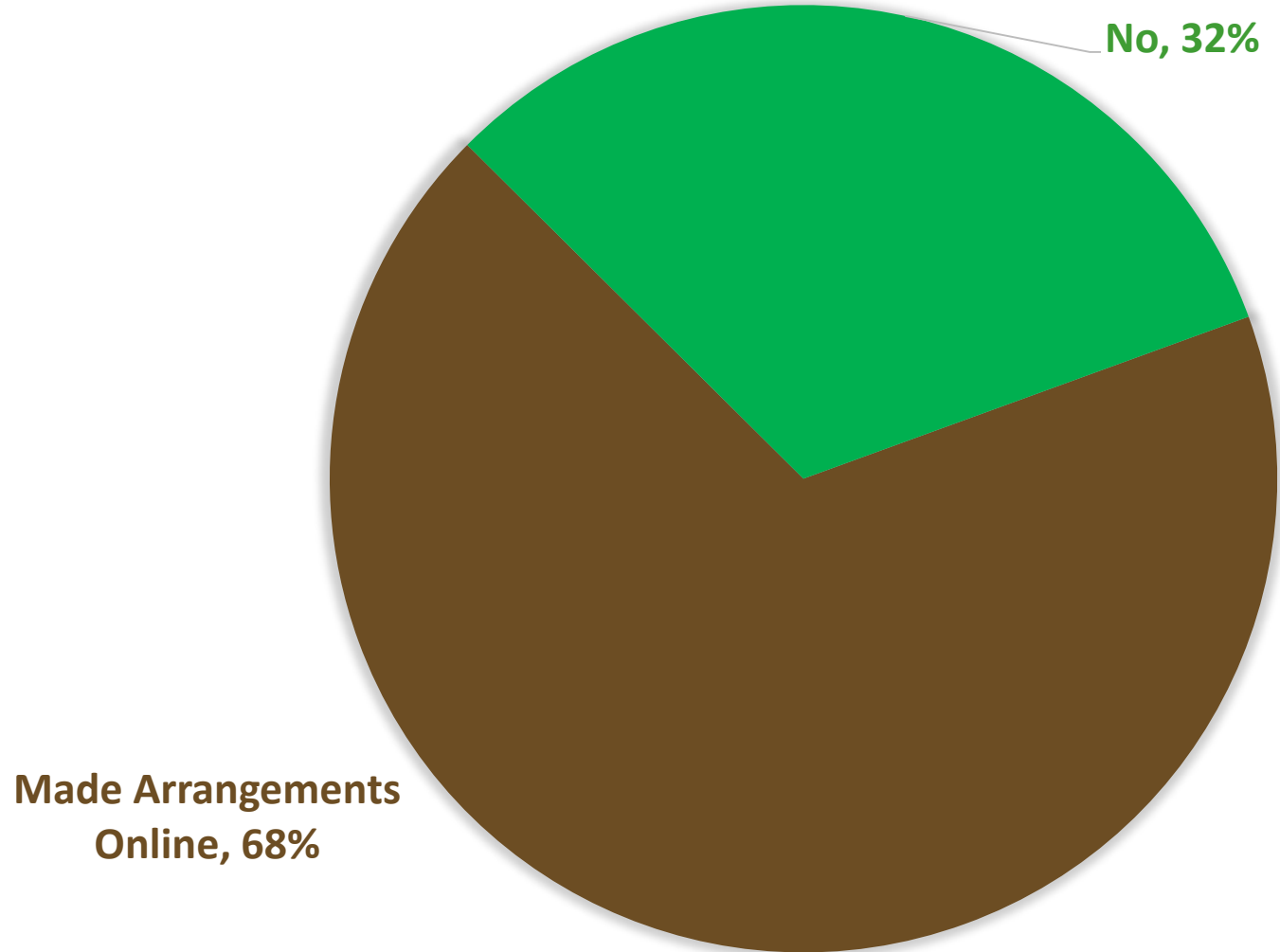
ORGANIZED TOUR GROUP



ORGANIZED TOUR GROUP – TRACKING



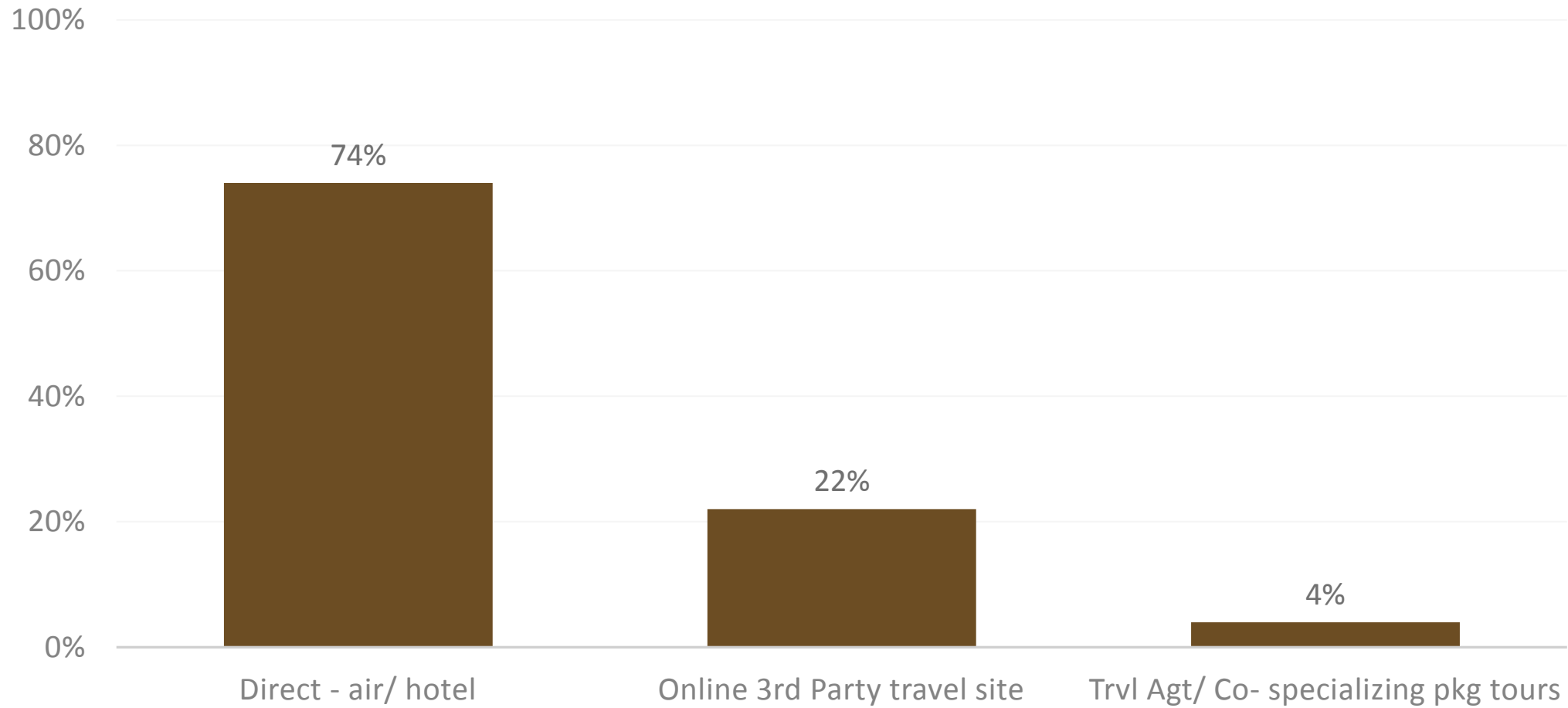
ONLINE BOOKING



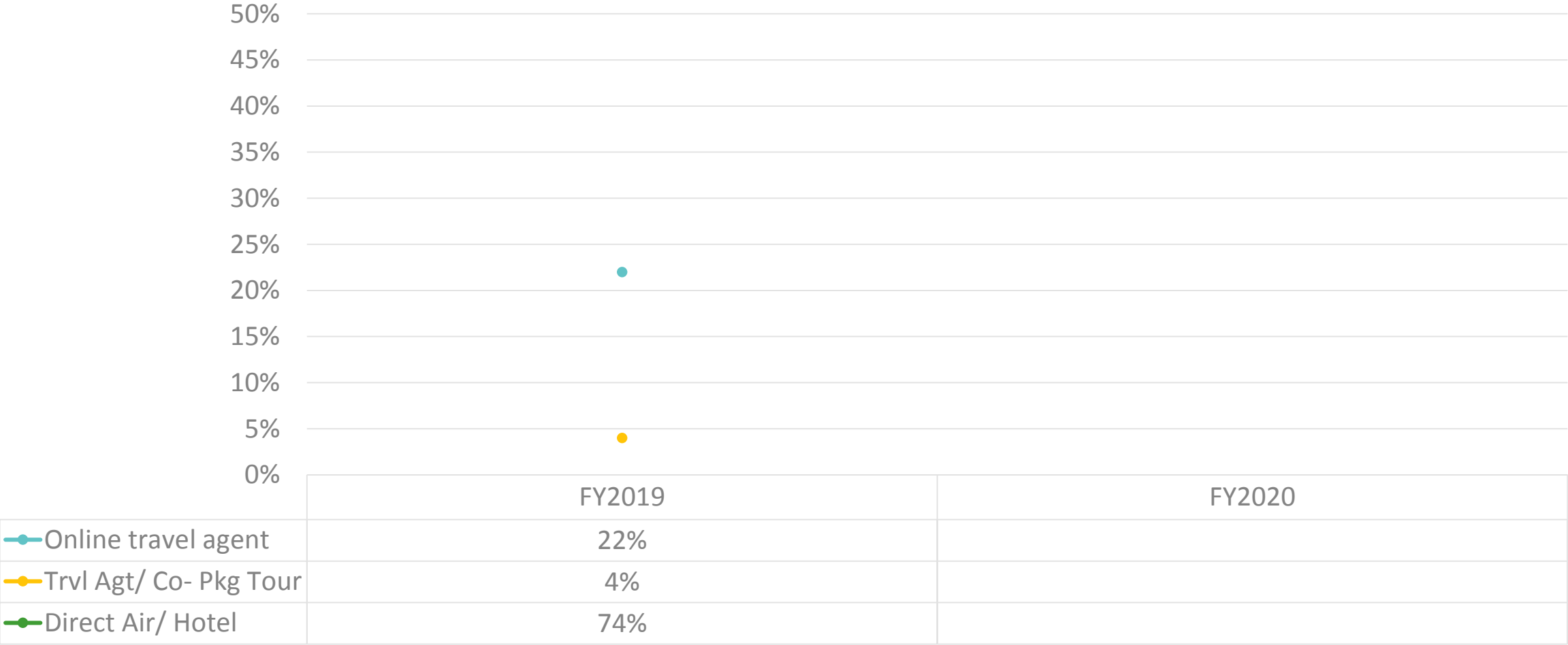
ONLINE BOOKING – TRACKING



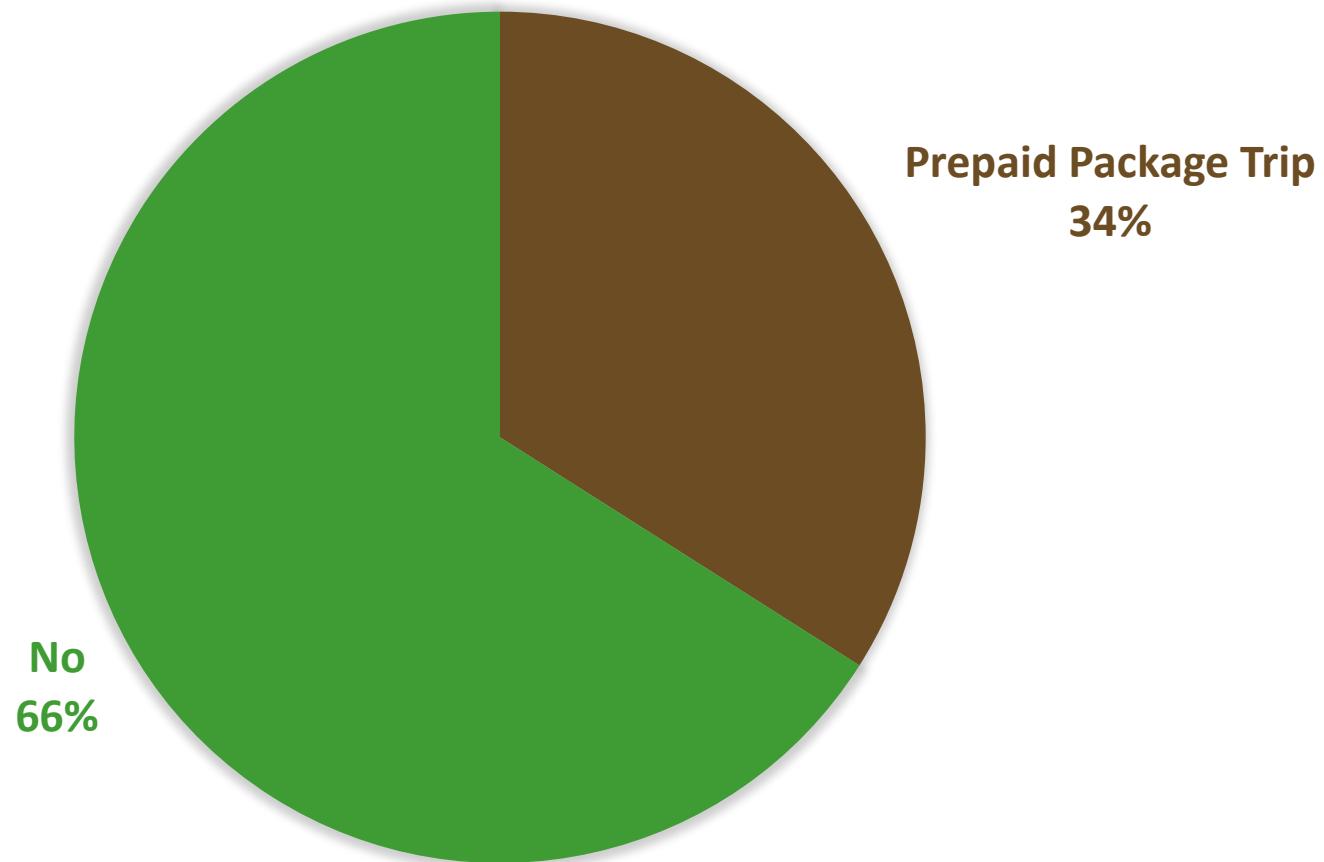
TRAVEL ARRANGEMENTS



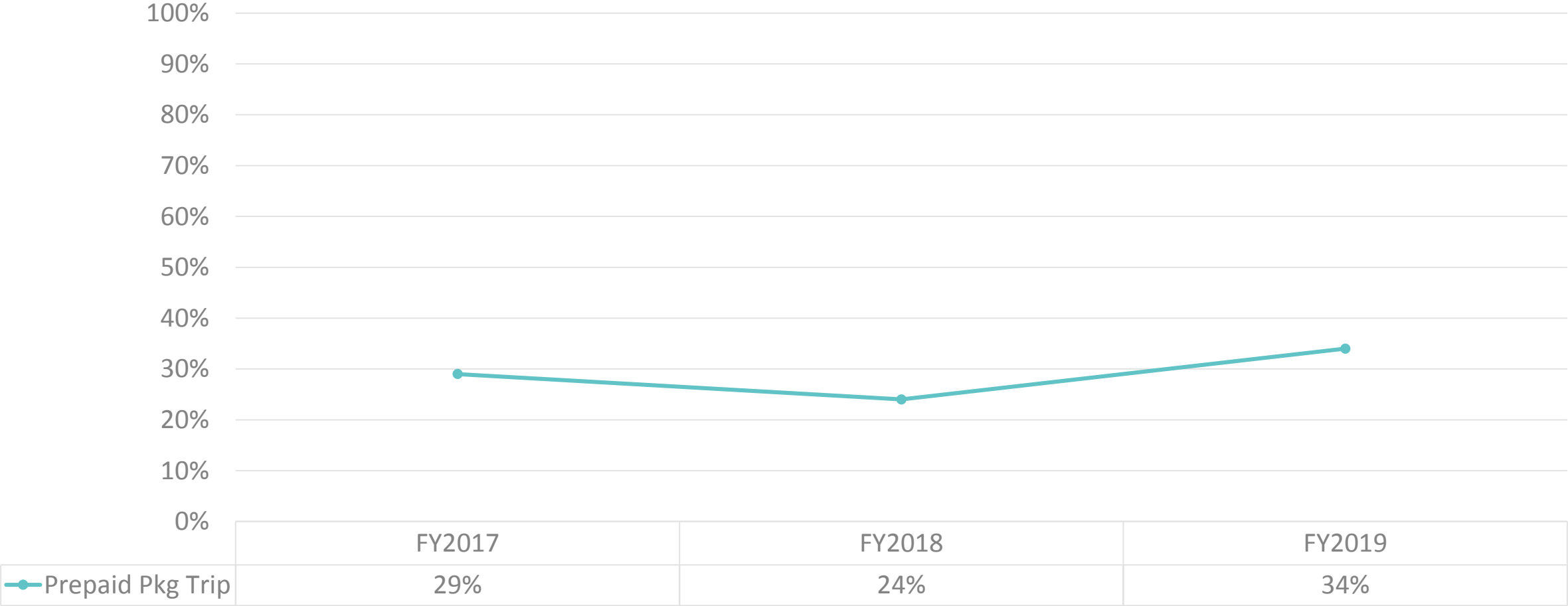
TRAVEL ARRANGEMENTS – TRACKING



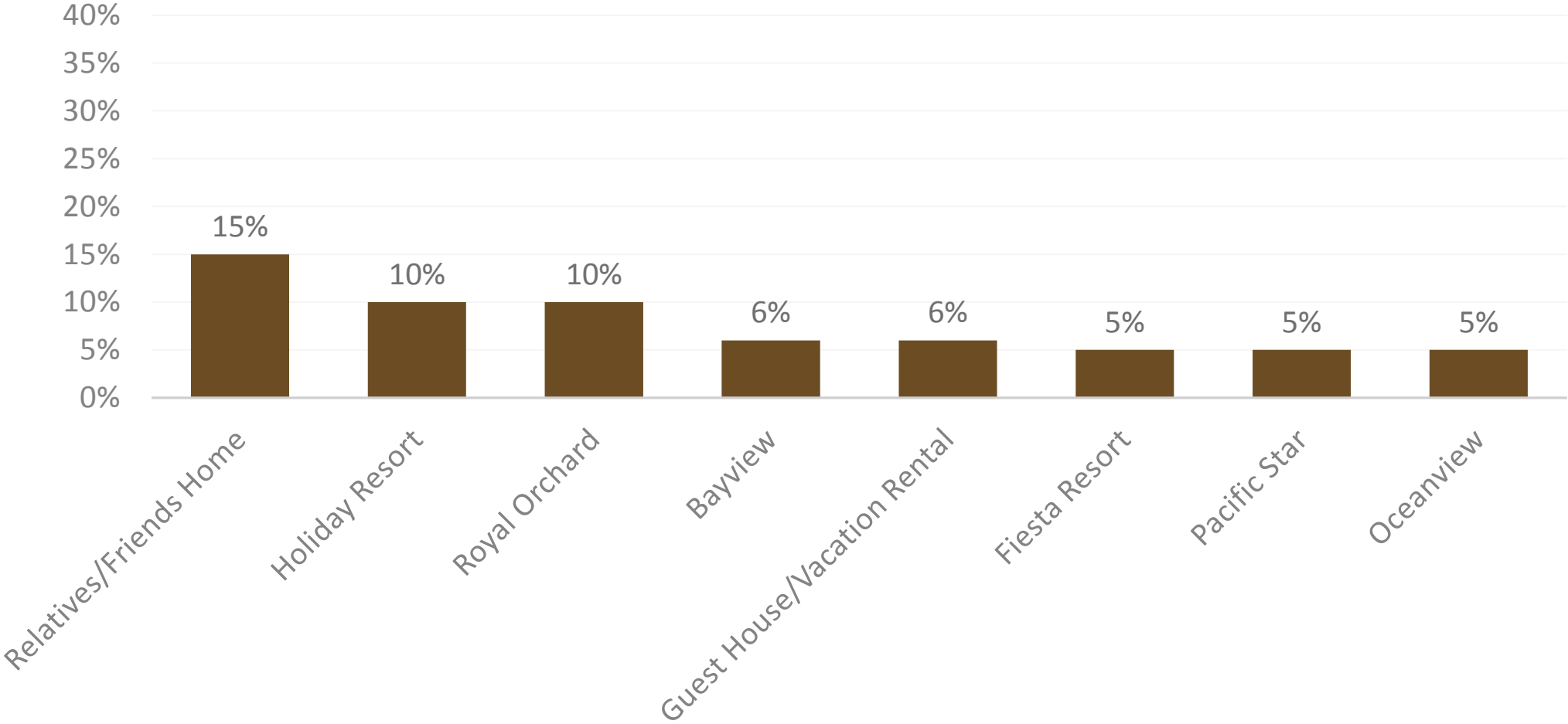
PREPAID PACKAGE TRIP



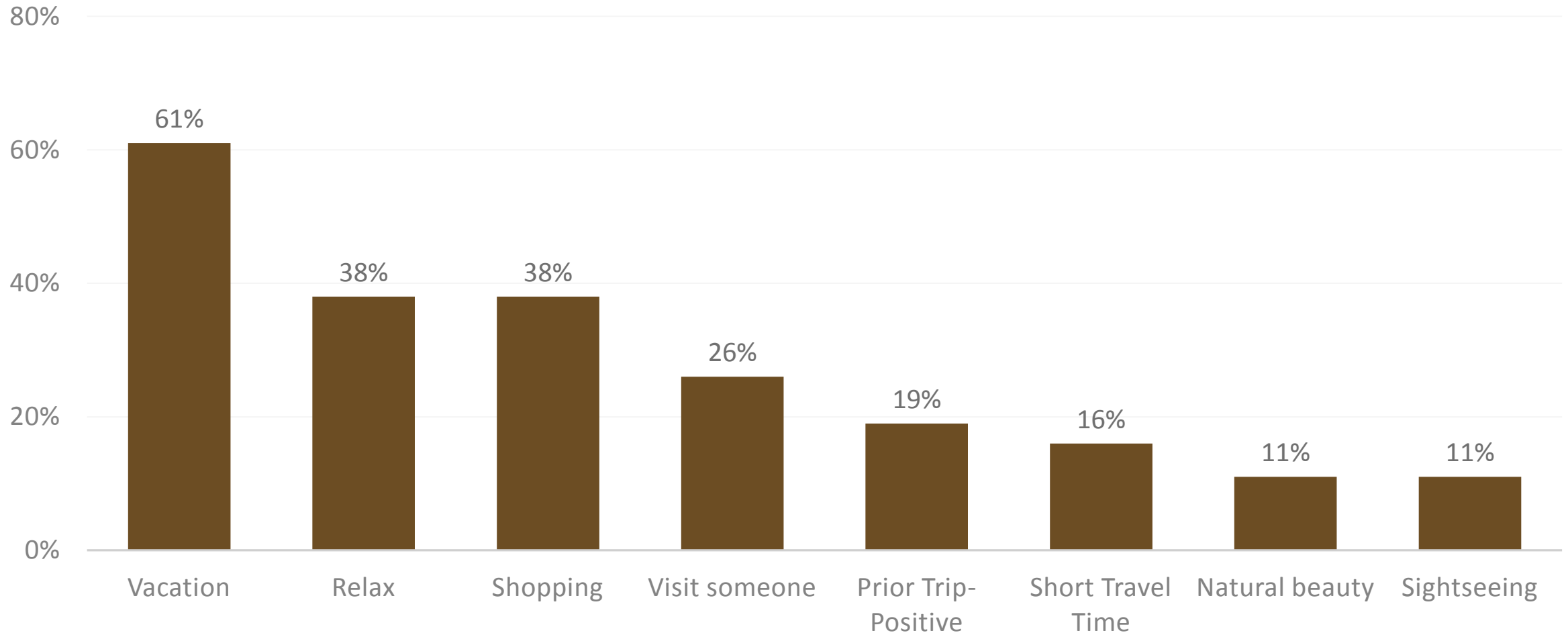
PREPAID PACKAGE TRIP



ACCOMMODATIONS (5%+)



TRAVEL MOTIVATIONS (10%+)



TRAVEL MOTIVATIONS – Top 3

FY2018	FY2019
42% Relax 39% Shopping 28% Vacation	61% Vacation 38% Shopping 38% Relax

TRAVEL MOTIVATIONS – SEGMENTATION

GVB VISITOR SATISFACTION STUDY
Q8 What top three reasons motivated you to travel to Guam on this trip?

	TOTAL	FAMILY	FIT	MICE	LEISURE
	-	-	-	-	-
Q8 Vacation	61%	65%	61%	43%	72%
Shopping	38%	39%	38%	29%	41%
Just to relax	38%	33%	38%	29%	45%
To visit friends or relatives	26%	24%	26%		23%
A previous visit	19%	24%	19%	43%	17%
Short travel time (not too far from home)	16%	16%	16%		15%
Beautiful seas, beaches, tropical climate	11%	10%	11%	14%	13%
Sightseeing/ visiting tourist spots	11%	13%	11%	14%	13%
Price of the tour package	7%	9%	7%		6%
Recommendation of friend/ relative/ travel agency	7%	6%	6%		6%
Adventure	6%	6%	6%		6%
It is a safe place to spend a vacation	4%	5%	4%		3%
Shop Guam e-Festival	4%	4%	4%	14%	4%
Career certification/ testing	3%	1%	3%		2%
Water sports (snorkeling, windsurfing, parasailing)	3%	2%	3%		2%
Company/ business trip	3%	2%	3%		2%
Honeymoon	2%	3%	2%		2%
Scuba diving	2%	2%	2%		2%
Convention/ conference/ trade show/ meeting	1%	2%	1%	57%	1%
Government or military	1%	1%	1%		1%
Social Media networks	1%	2%	1%		0%
Incentive trip	1%	1%	1%	43%	1%
To golf	1%		1%		0%
To Get Married/ attend Wedding	1%	1%	1%		0%
Organized sporting activity/ event	1%	1%	1%		
School trip	1%	1%	1%		0%
Total	312	176	308	7	264

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SECTION 3

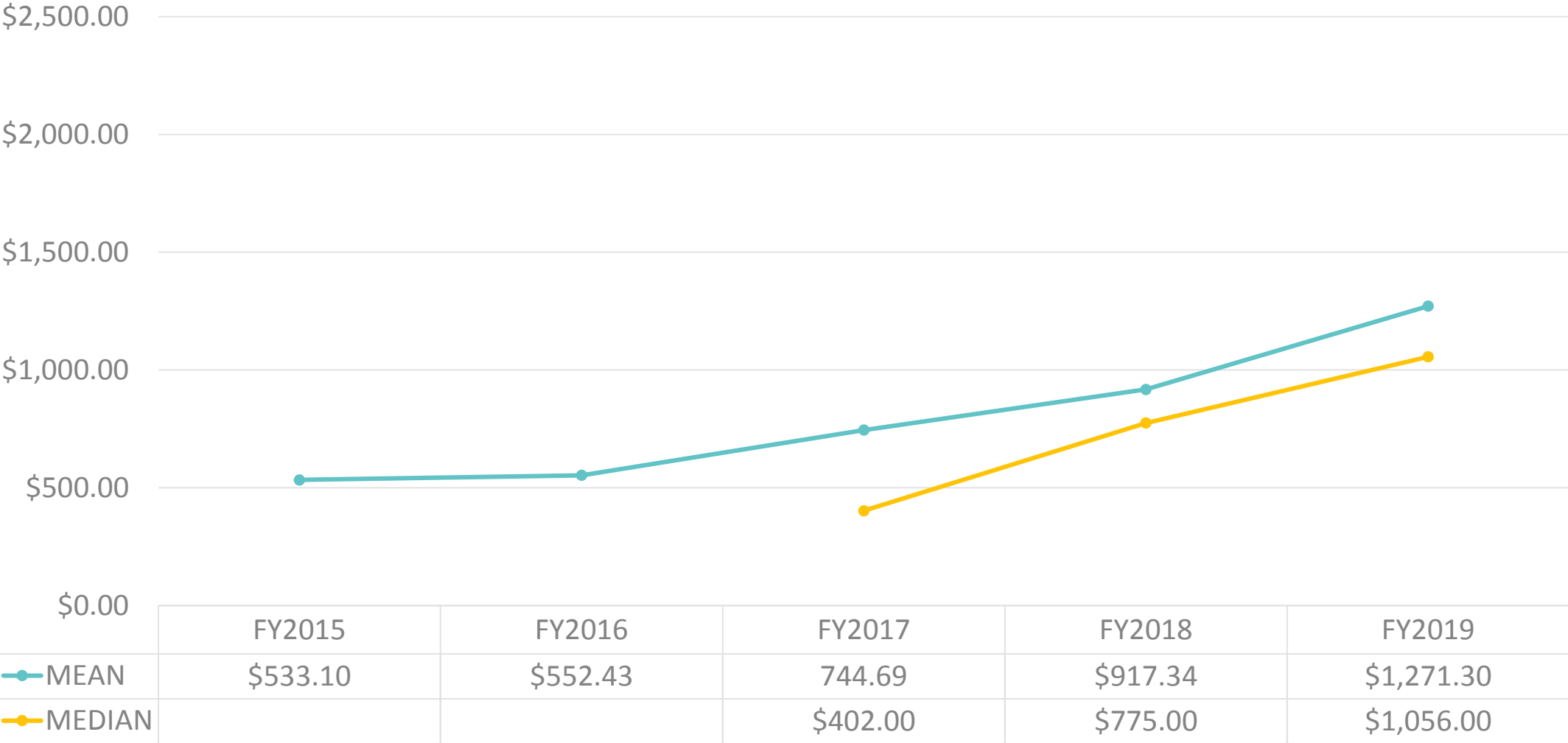
EXPENDITURES



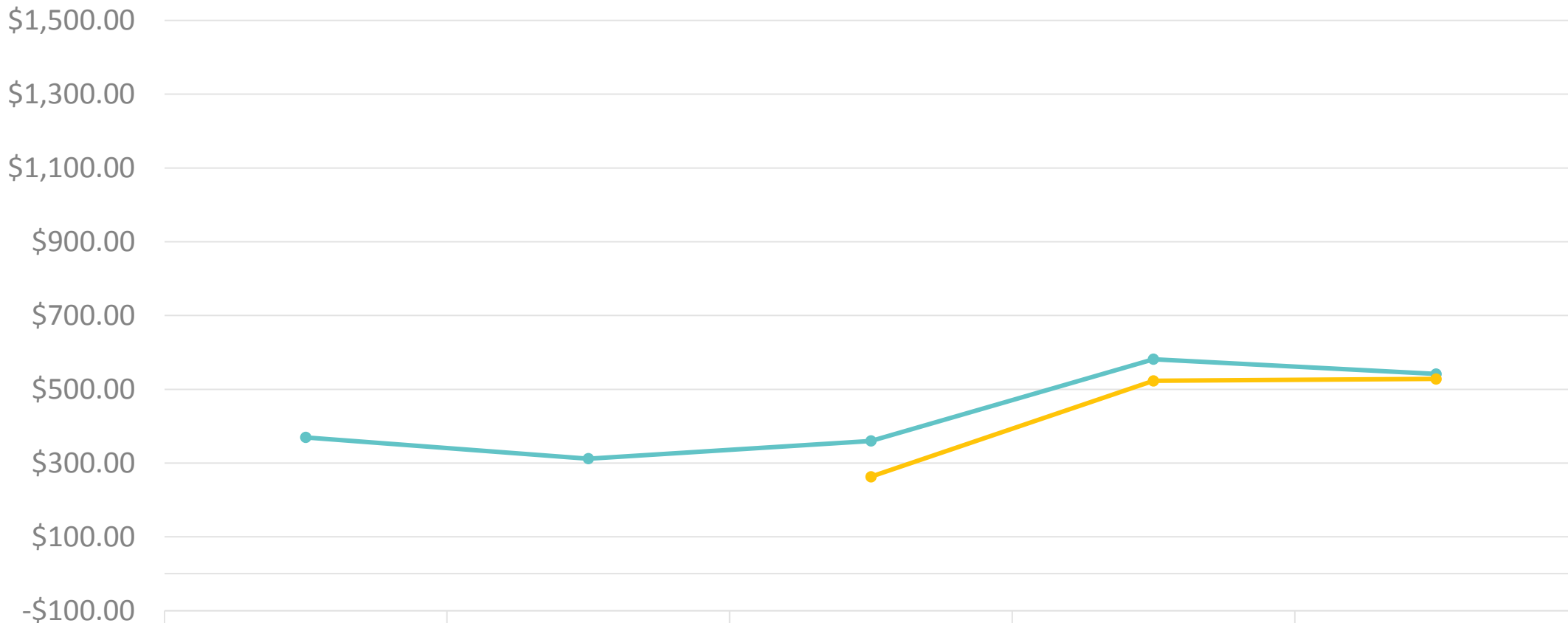
PREPAID PACKAGE EXPENDITURES

- \$1,271.30 = overall mean average prepaid package expense (for entire travel party) by respondent
- \$541.64 = overall mean average **per person** prepaid package expenditures

PREPAID PACKAGE – TRAVEL PARTY EXPENSE TRACKING



PREPAID PACKAGE – PER PERSON EXPENSE TRACKING



	FY2015	FY2016	FY2017	FY2018	FY2019
MEAN	\$369.46	\$312.10	359.87	\$581.65	\$541.64
MEDIAN			\$263.00	\$523.00	\$528.00

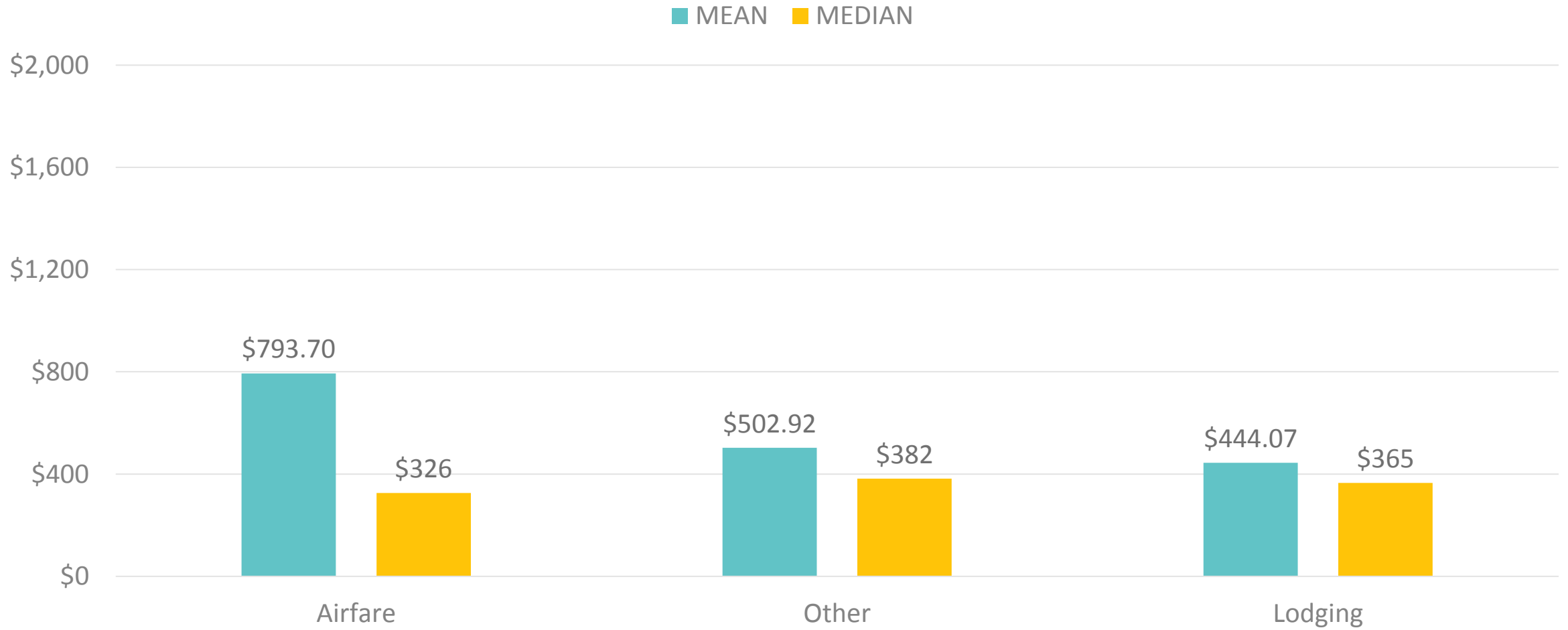
PREPAID PACKAGE – PER PERSON EXPENSE SEGMENTATION

GVB VISITOR SATISFACTION STUDY
Q20 How much did the total prepaid package trip cost for you and other members of your covered travel party? PER PERSON

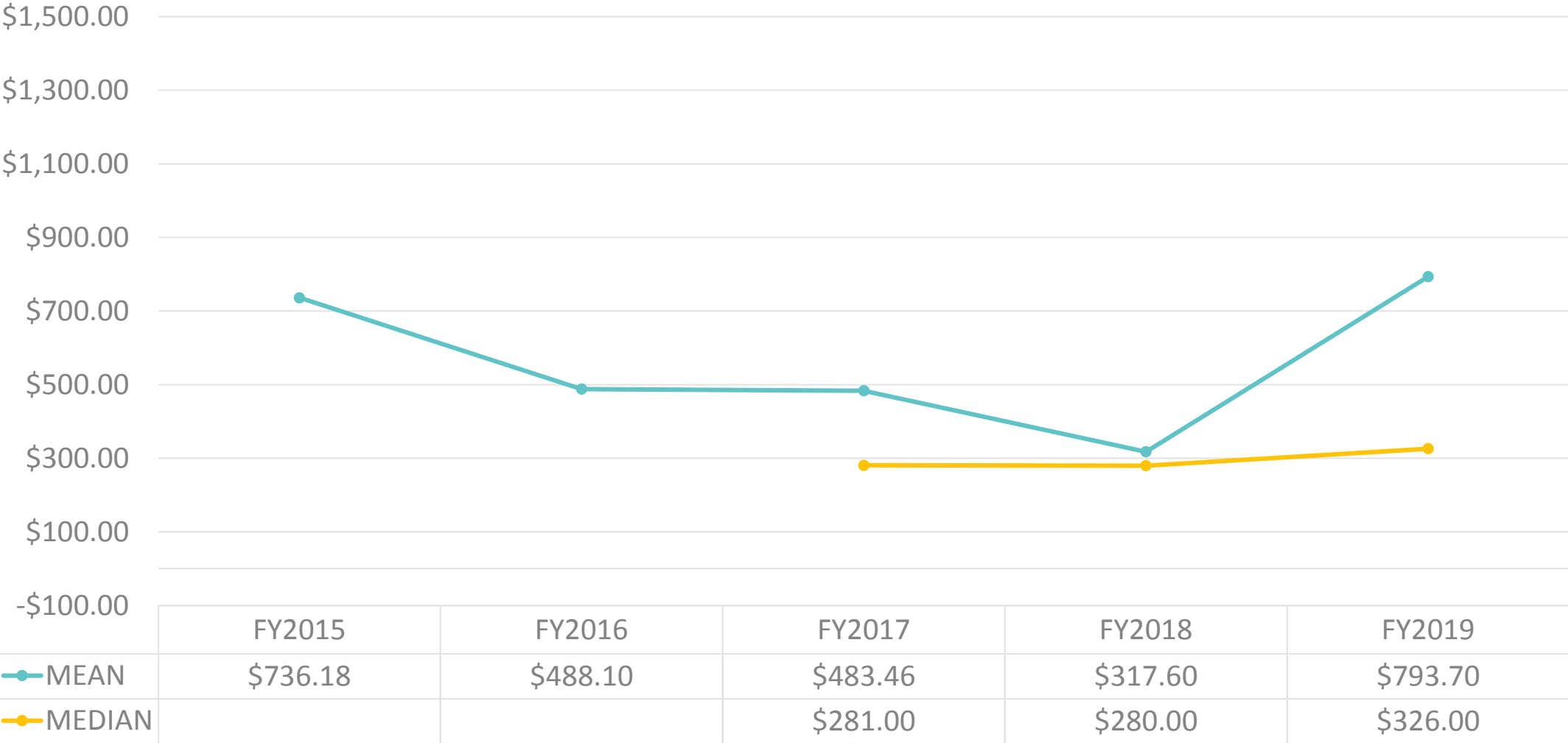
		TOTAL	FAMILY	FIT	MICE	LEISURE
		-	-	-	-	-
PREPAID PKG PER PERSON	Mean	\$541.64	\$533.15	\$541.64	.	\$554.93
	Median	\$528	\$531	\$528	.	\$536

Prepared by Anthology Research

PREPAID PACKAGE – BREAKDOWN



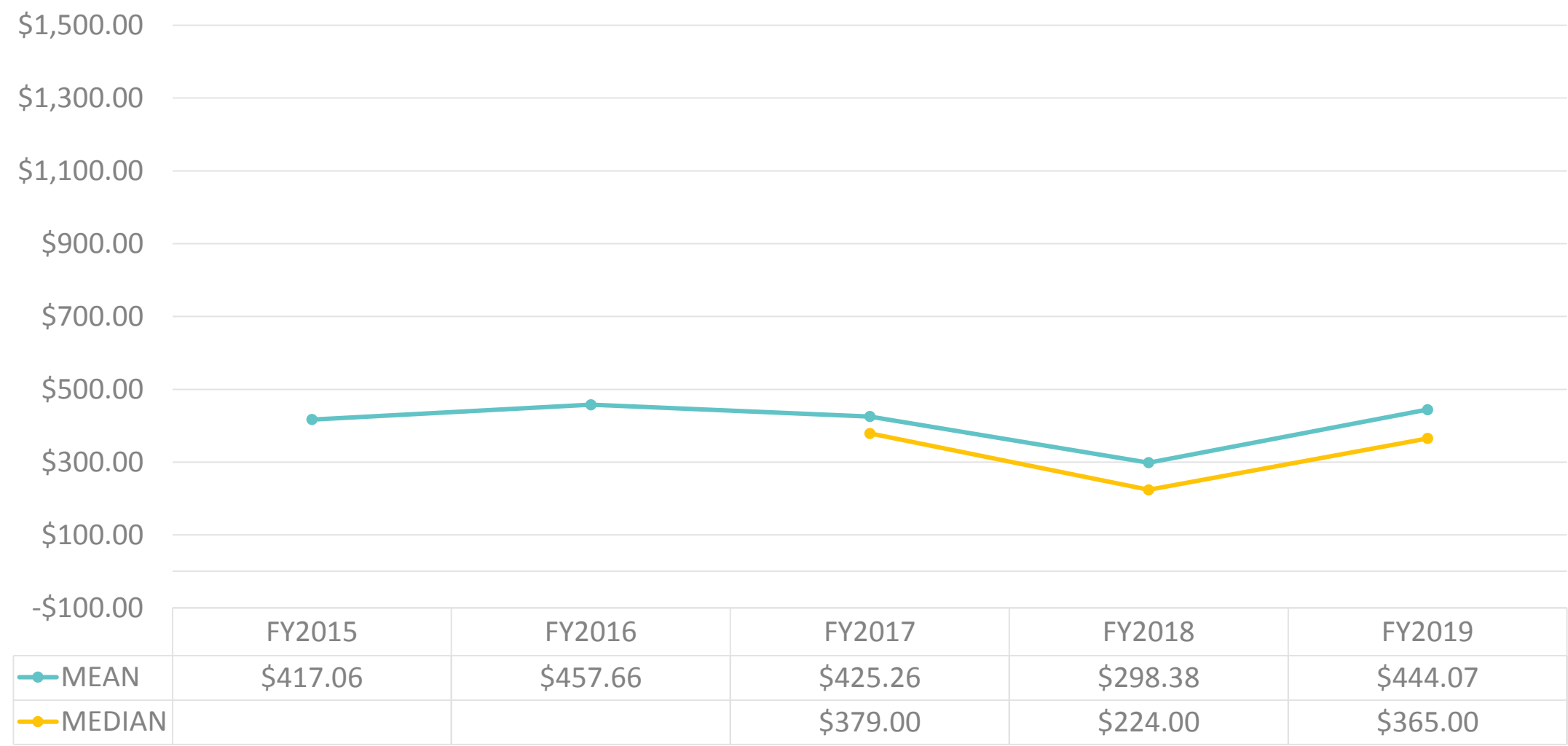
Prepaid–Tracking: Airfare



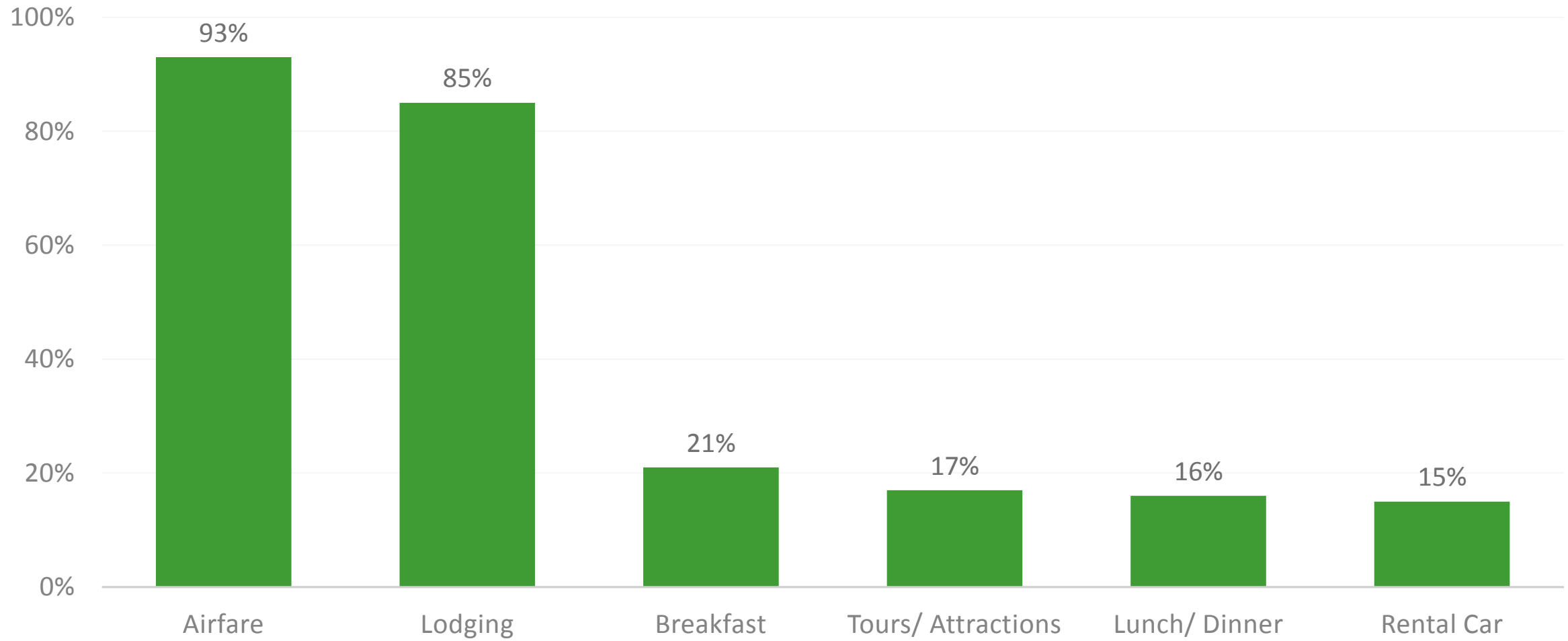
[A]



Prepaid–Tracking: Accommodations



PREPAID PACKAGE – BREAKDOWN



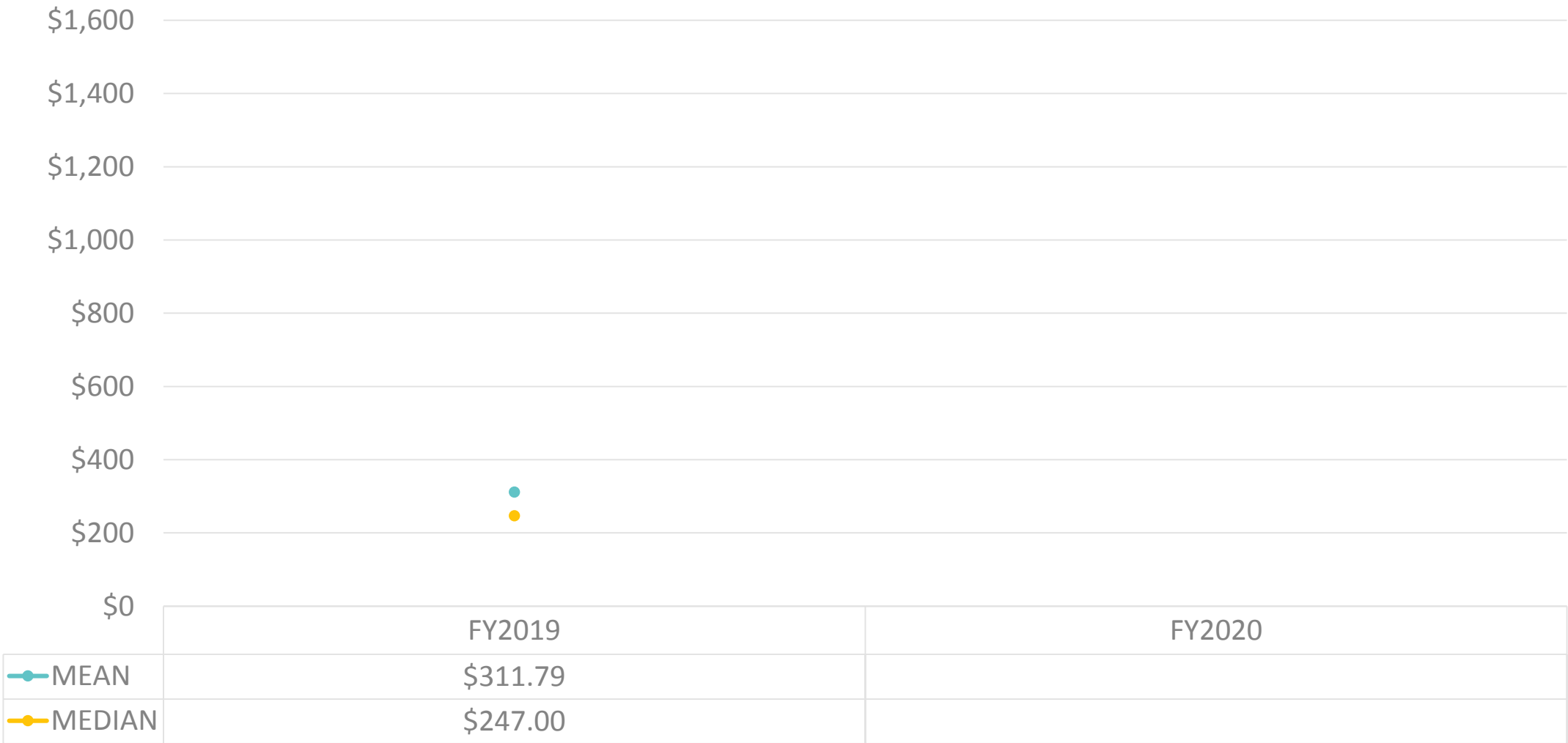
AIRFARE – FIT TRAVELER

- \$609.19 = overall mean average airfare expense (for entire travel party) by respondent
- \$311.79 = overall mean average **per person** airfare expenditures

AIRFARE – FIT TRAVELER (GROUP) TRACKING



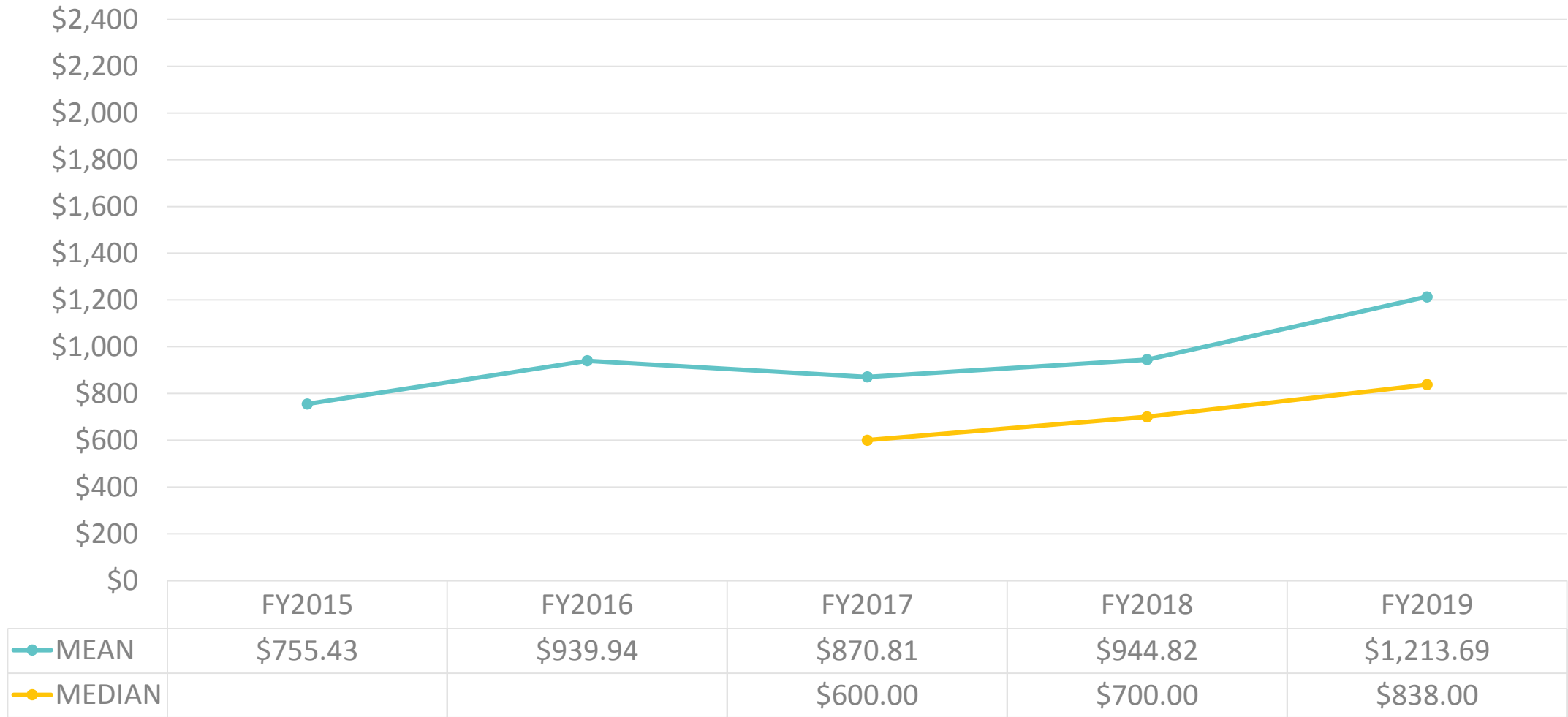
AIRFARE – FIT TRAVELER (Per Person) TRACKING



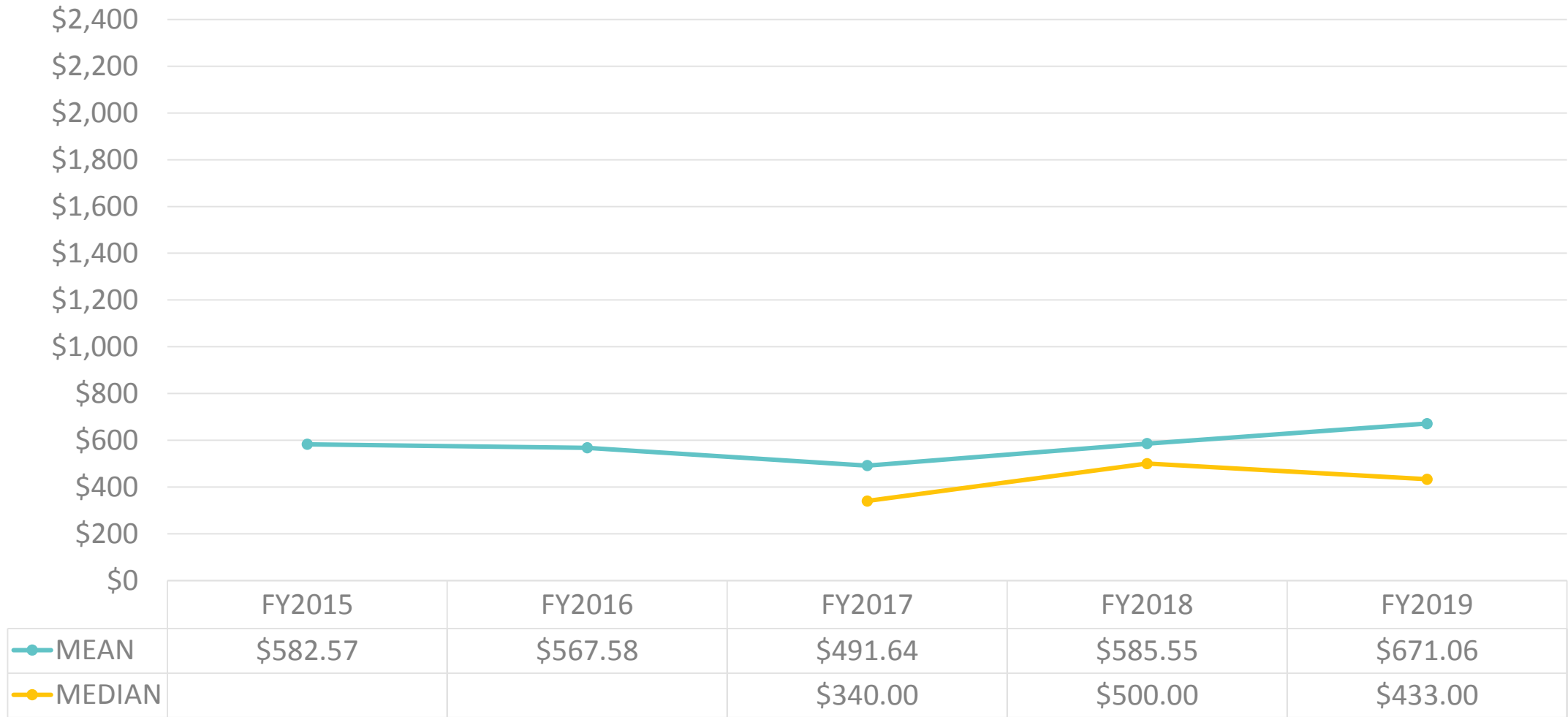
ONISLE EXPENDITURES

- \$1,213.69 = overall mean average expense (for entire travel party) by respondent
- \$671.06 = overall mean average **per person** expenditures

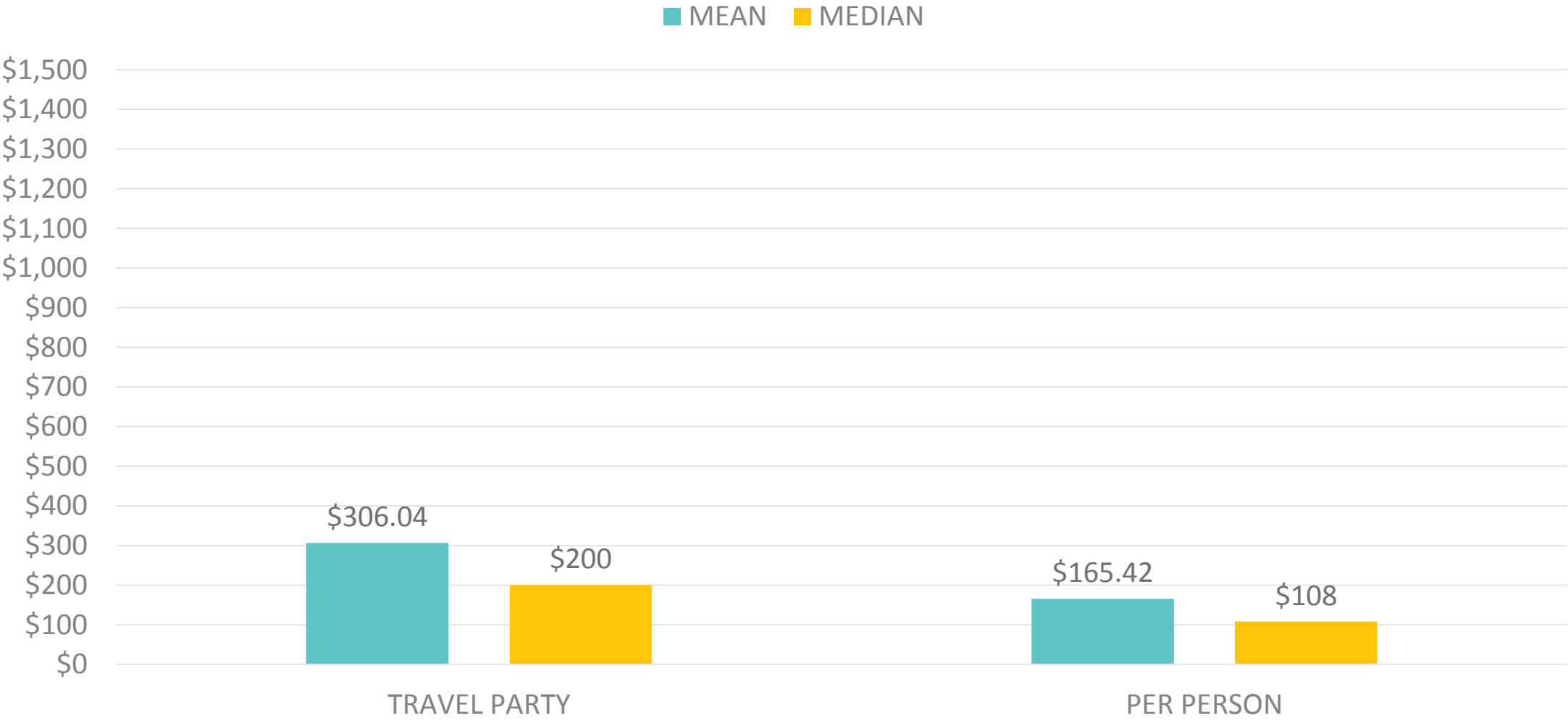
ONISLE – TRAVEL PARTY TRACKING



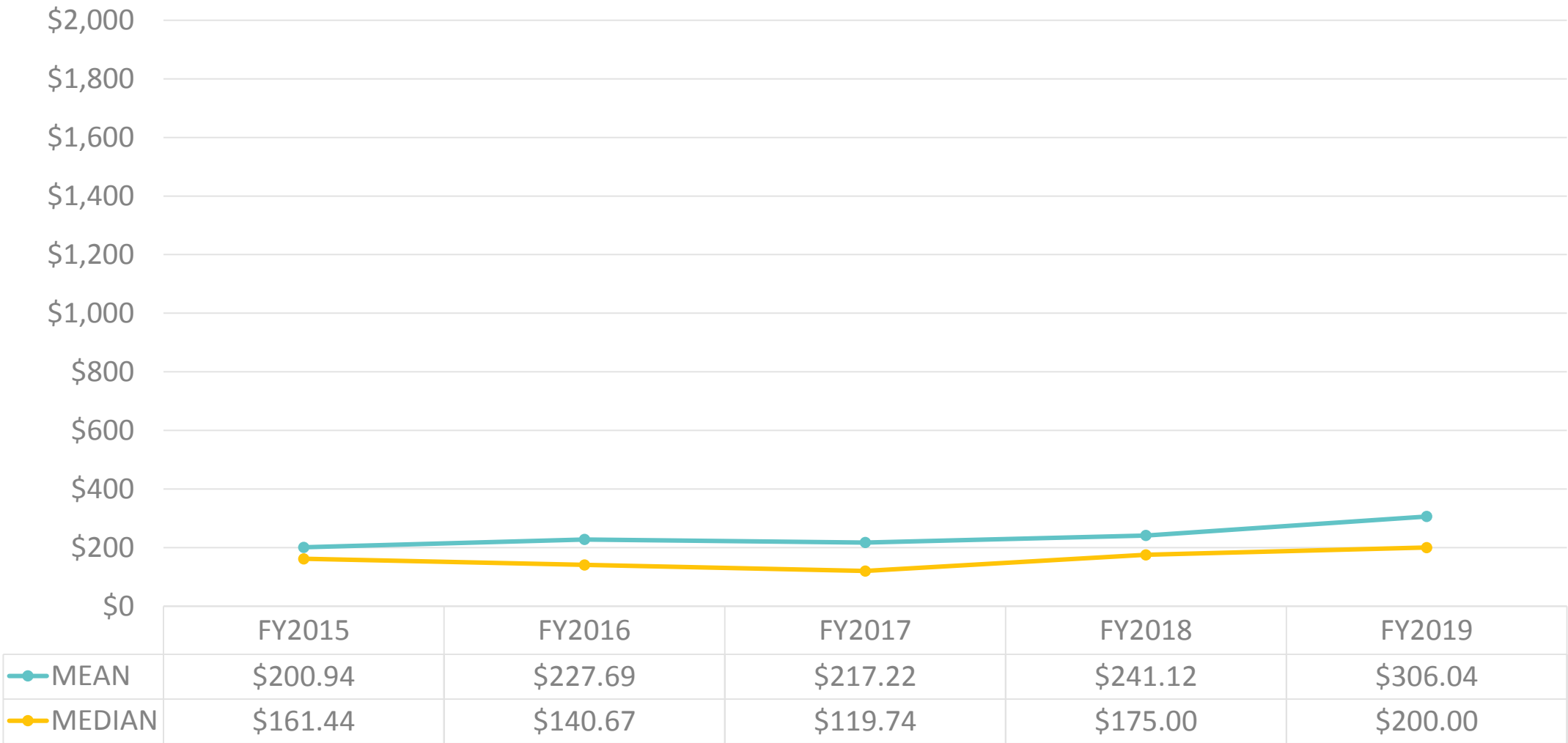
ONISLE – PER PERSON TRACKING



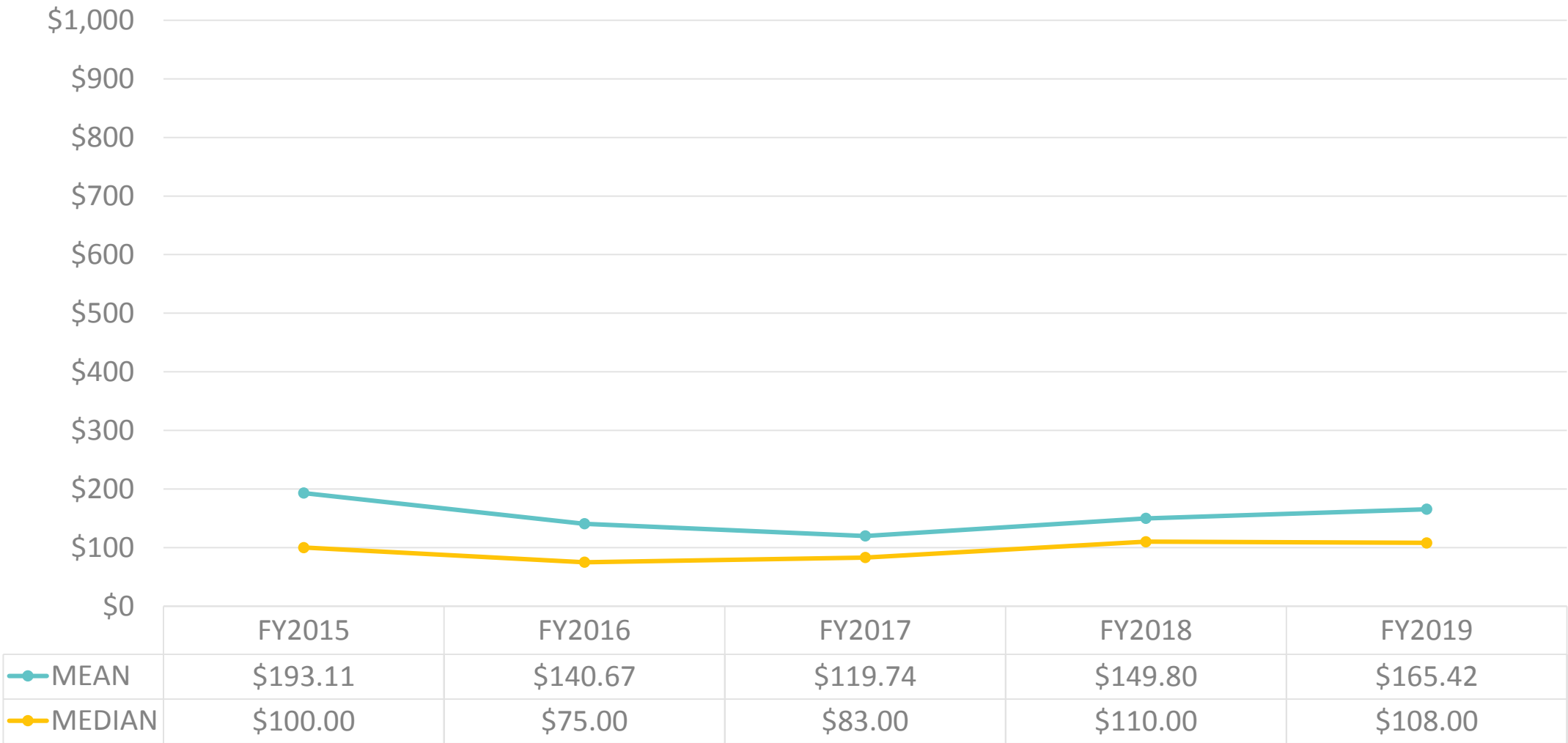
ONISLE – PER DAY SPENDING



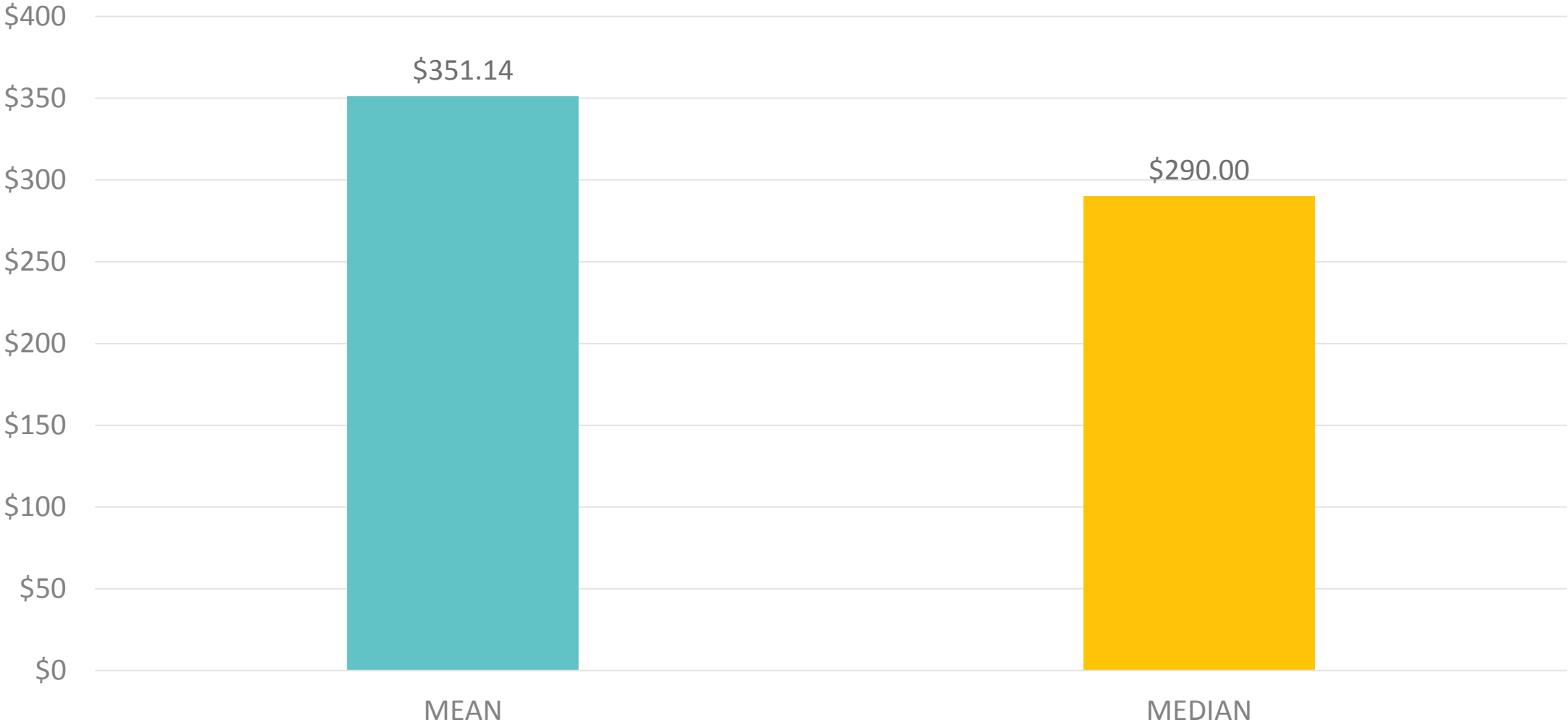
ONISLE – TRAVEL PARTY/ PER DAY TRACKING



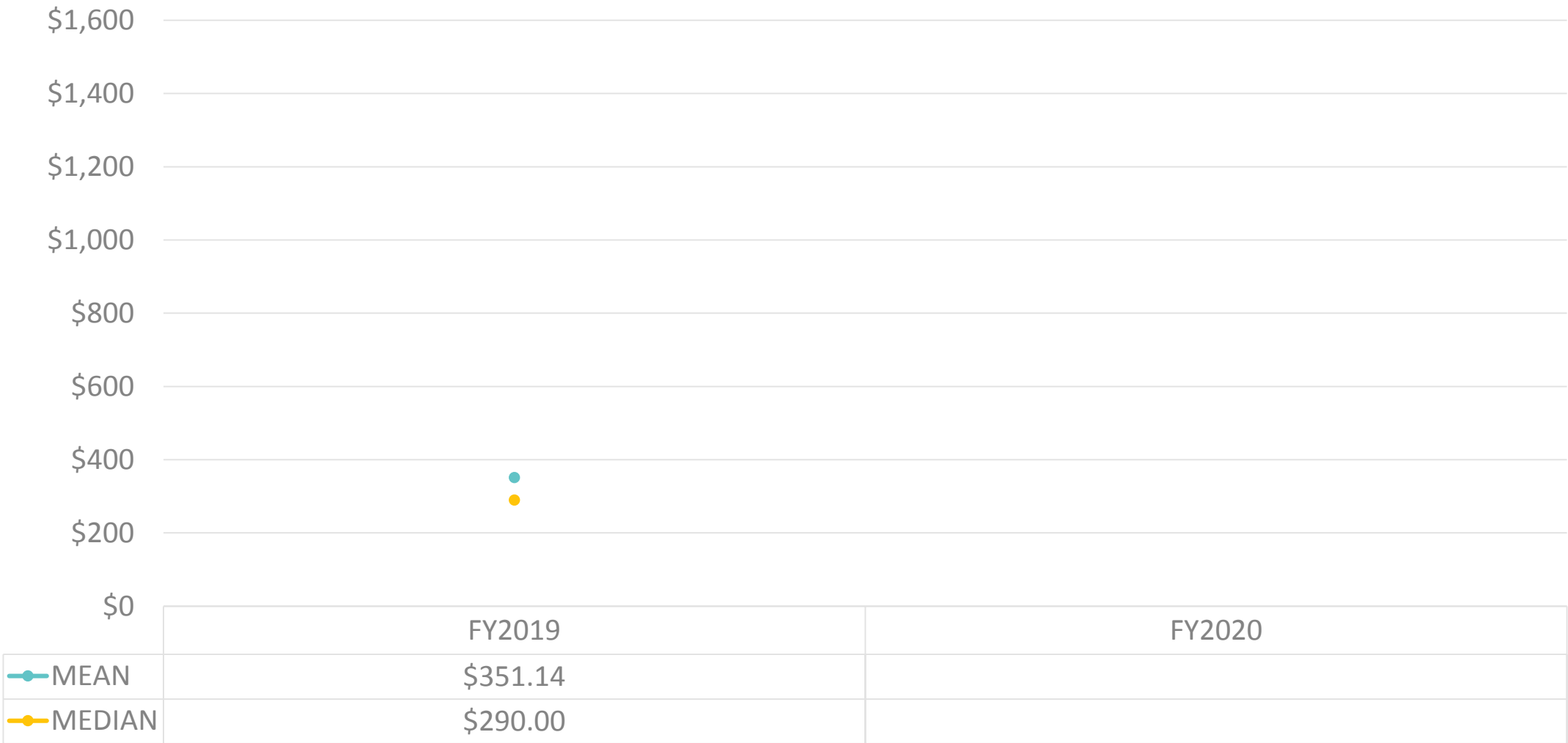
ONISLE – PER PERSON/ PER DAY TRACKING



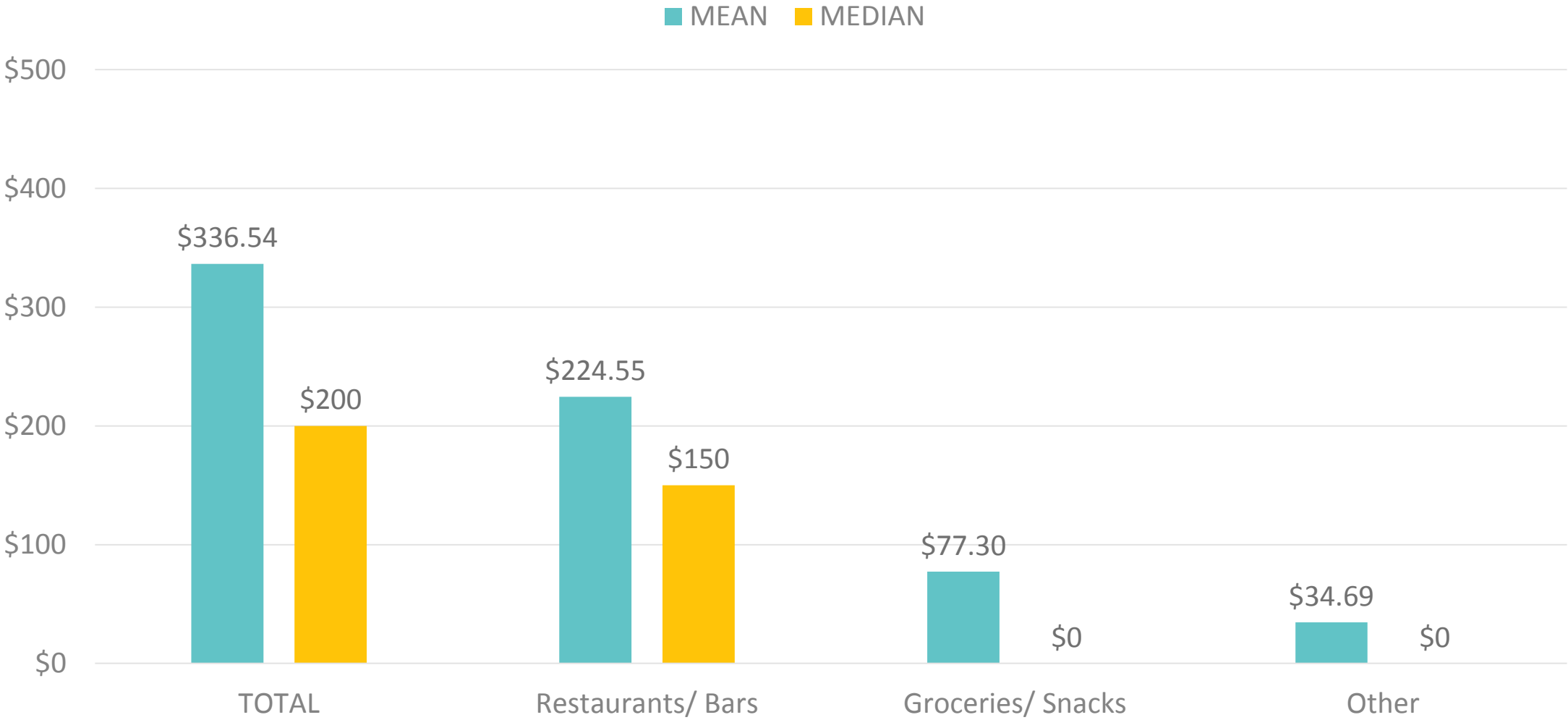
ONISLE – ACCOMMODATIONS



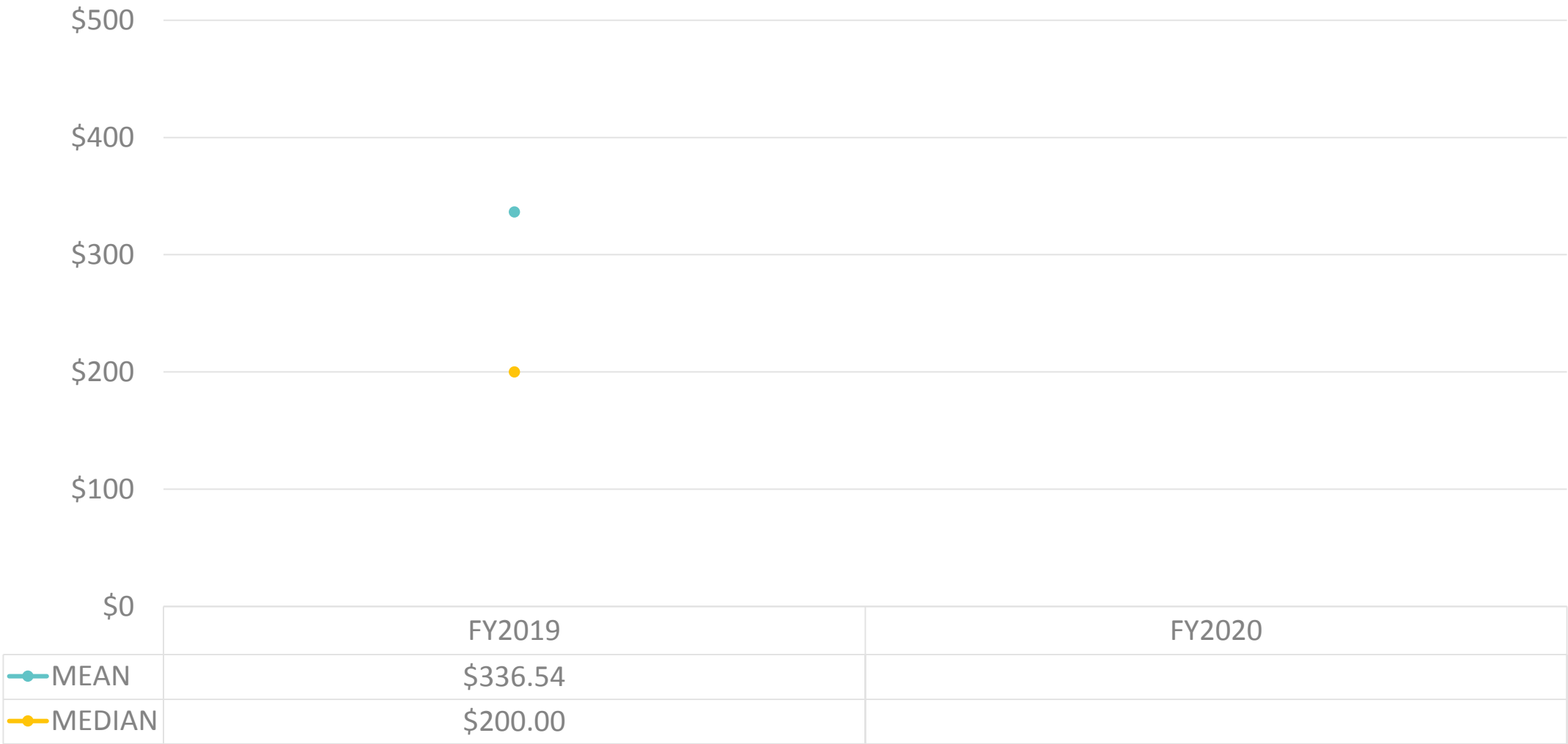
ONISLE – ACCOMMODATIONS TRACKING



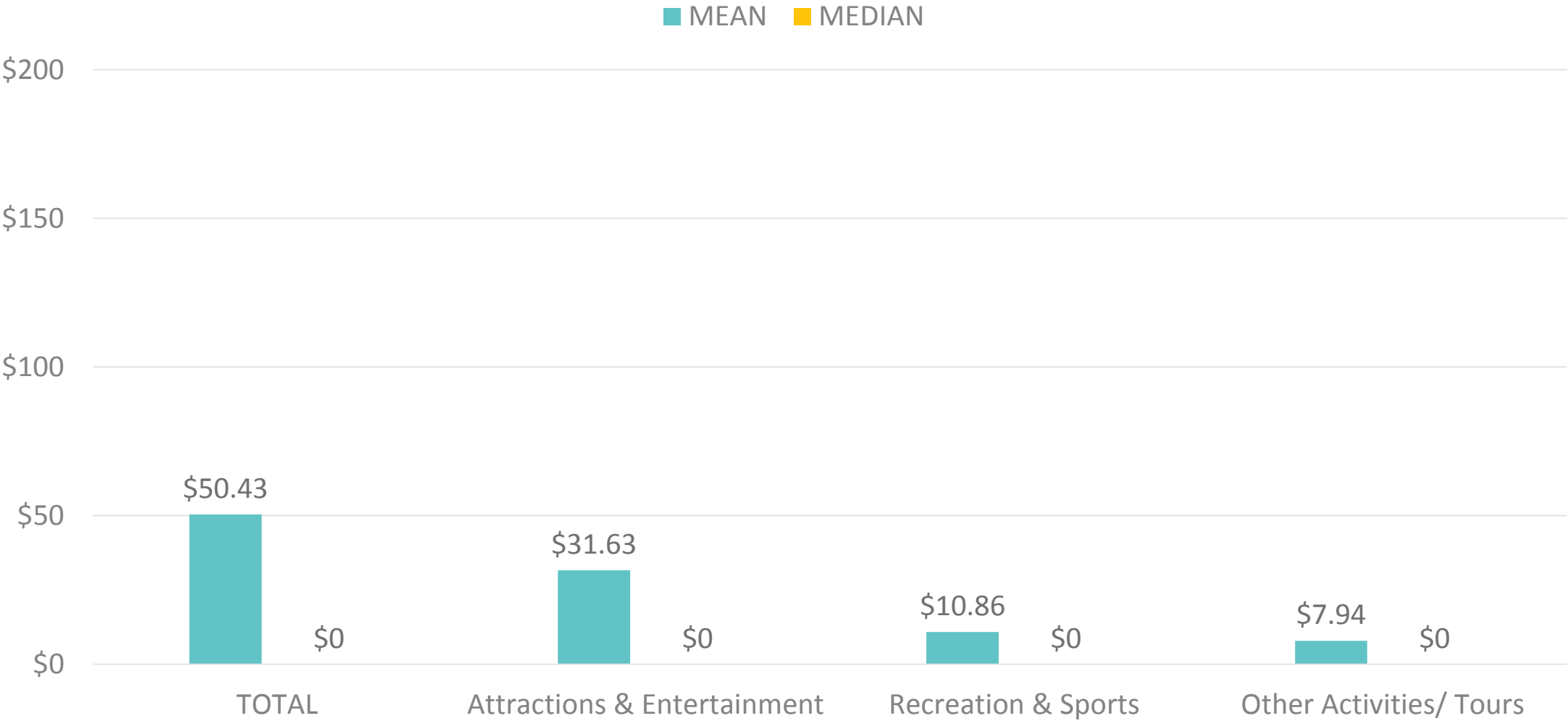
ONISLE – FOOD & BEVERAGE



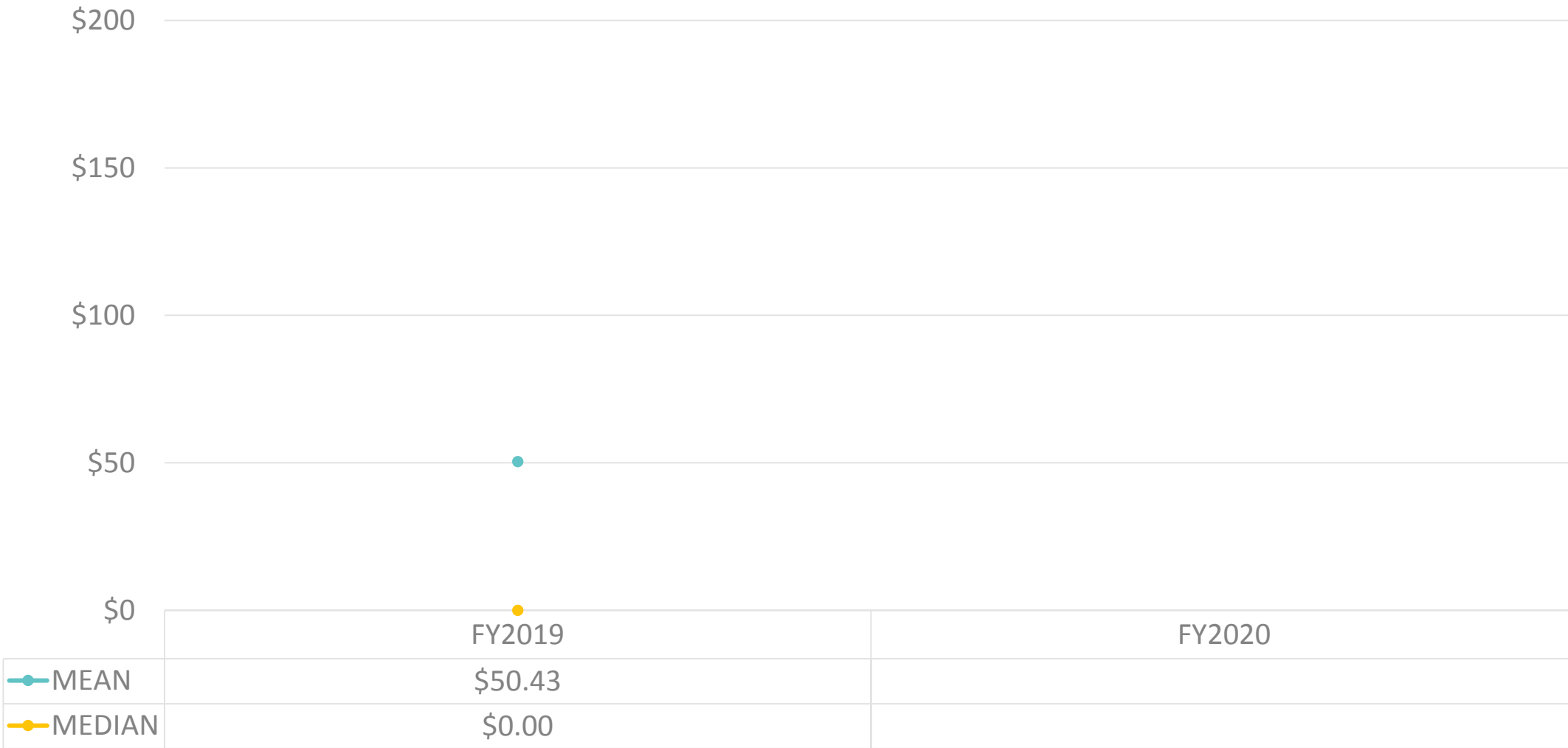
ONISLE – TOTAL FOOD & BEVERAGE TRACKING



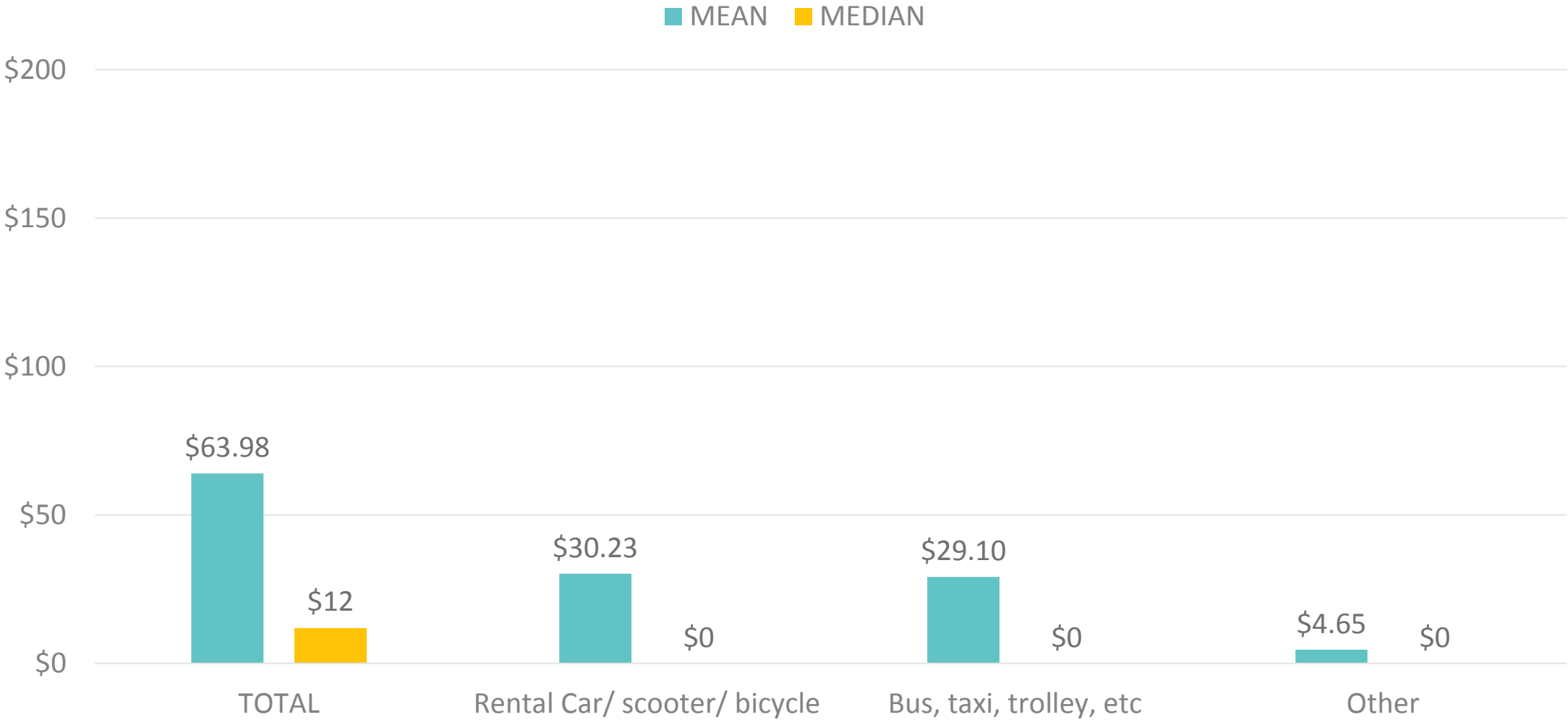
ONISLE – ENTERTAINMENT & RECREATION



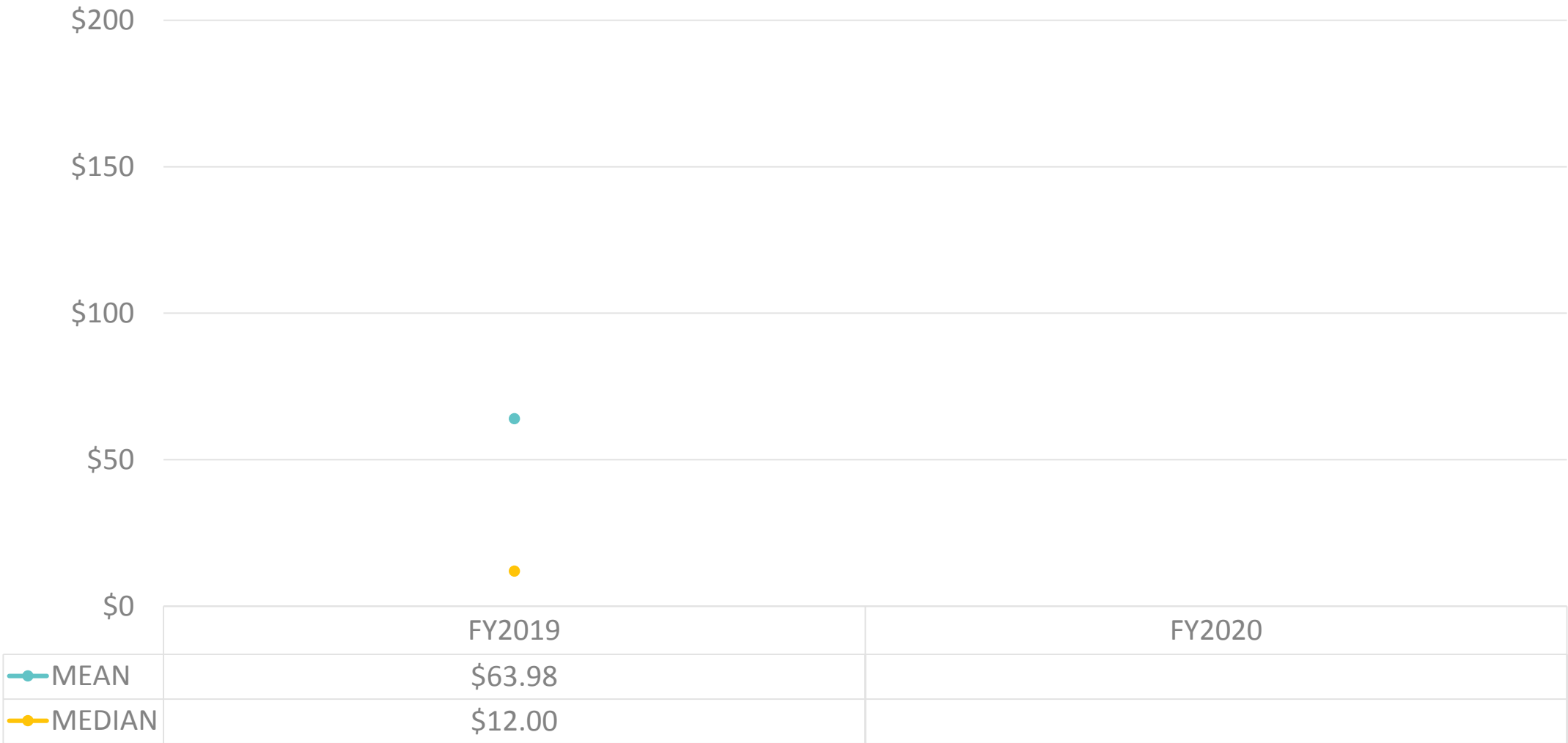
ONISLE – TOTAL ENTERTAINMENT & RECREATION TRACKING



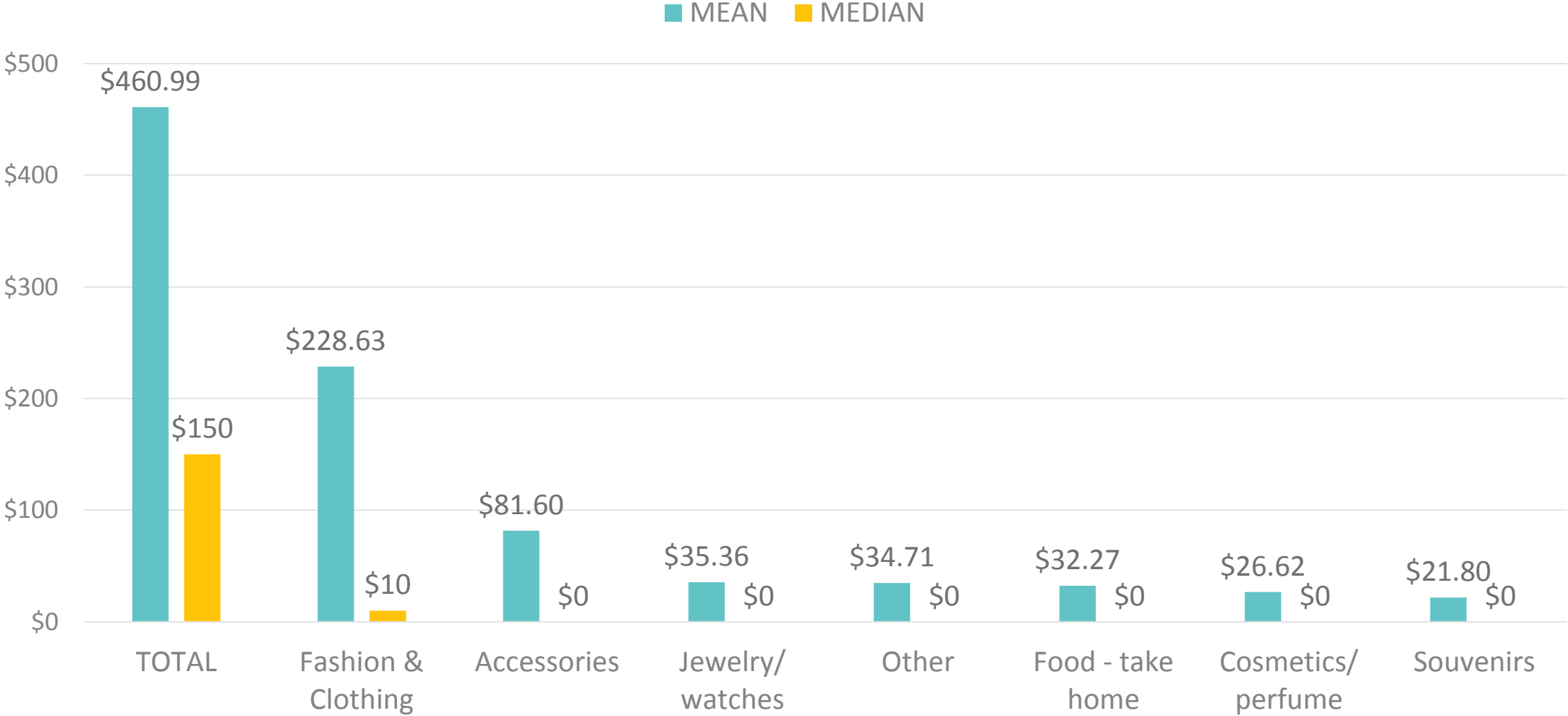
ONISLE – TRANSPORTATION



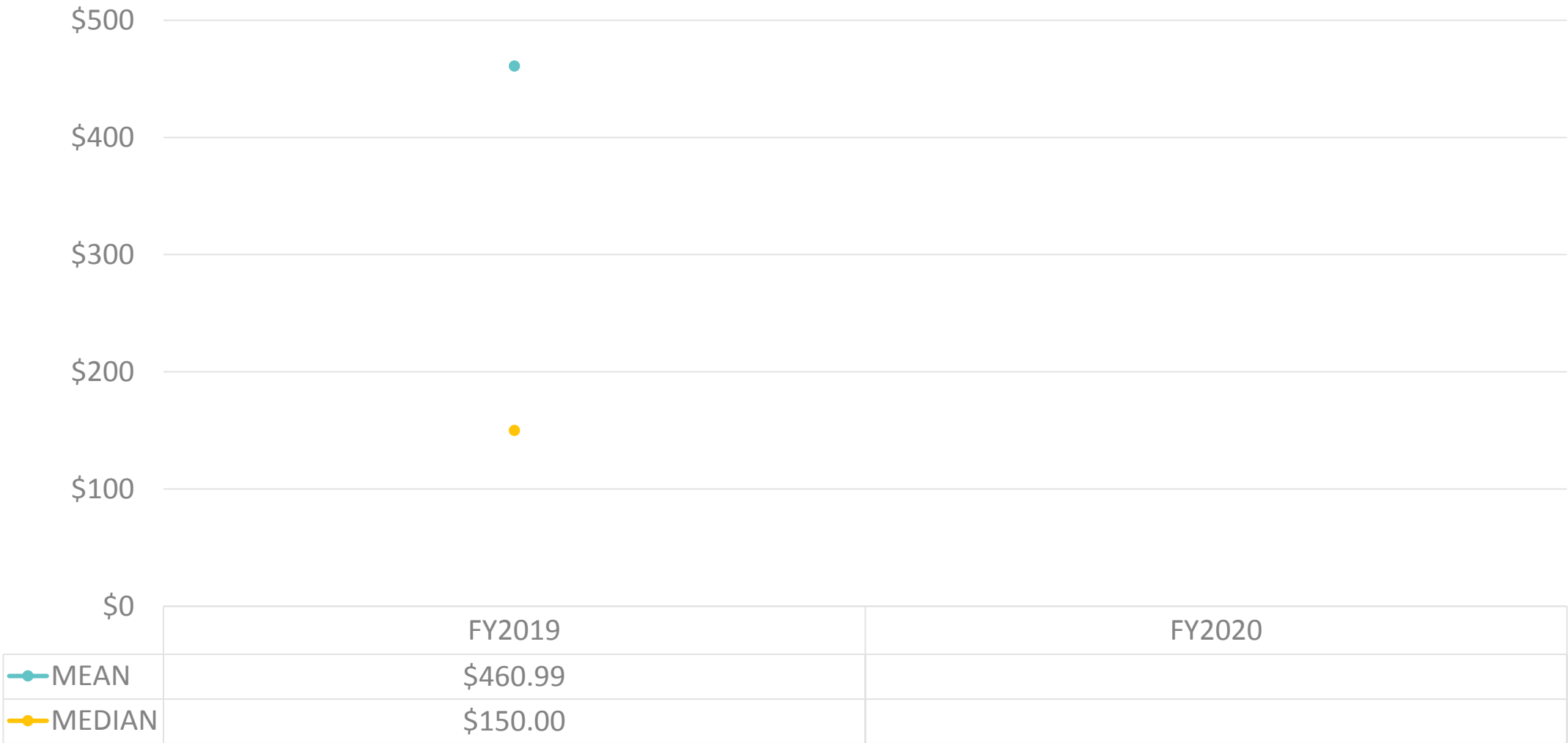
ONISLE – TOTAL TRANSPORTATION TRACKING



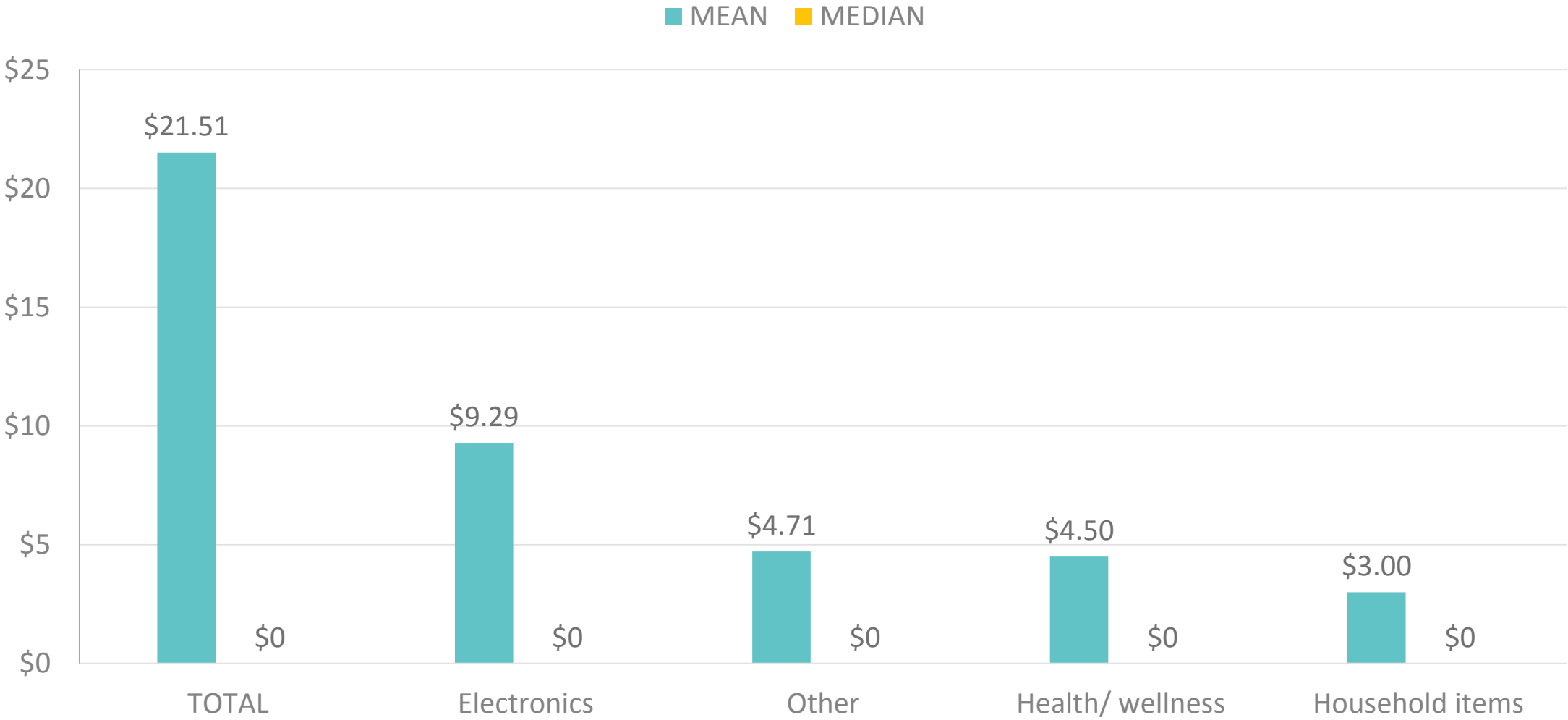
ONISLE – SHOPPING



ONISLE – TOTAL SHOPPING TRACKING



ONISLE – MISCELLANEOUS



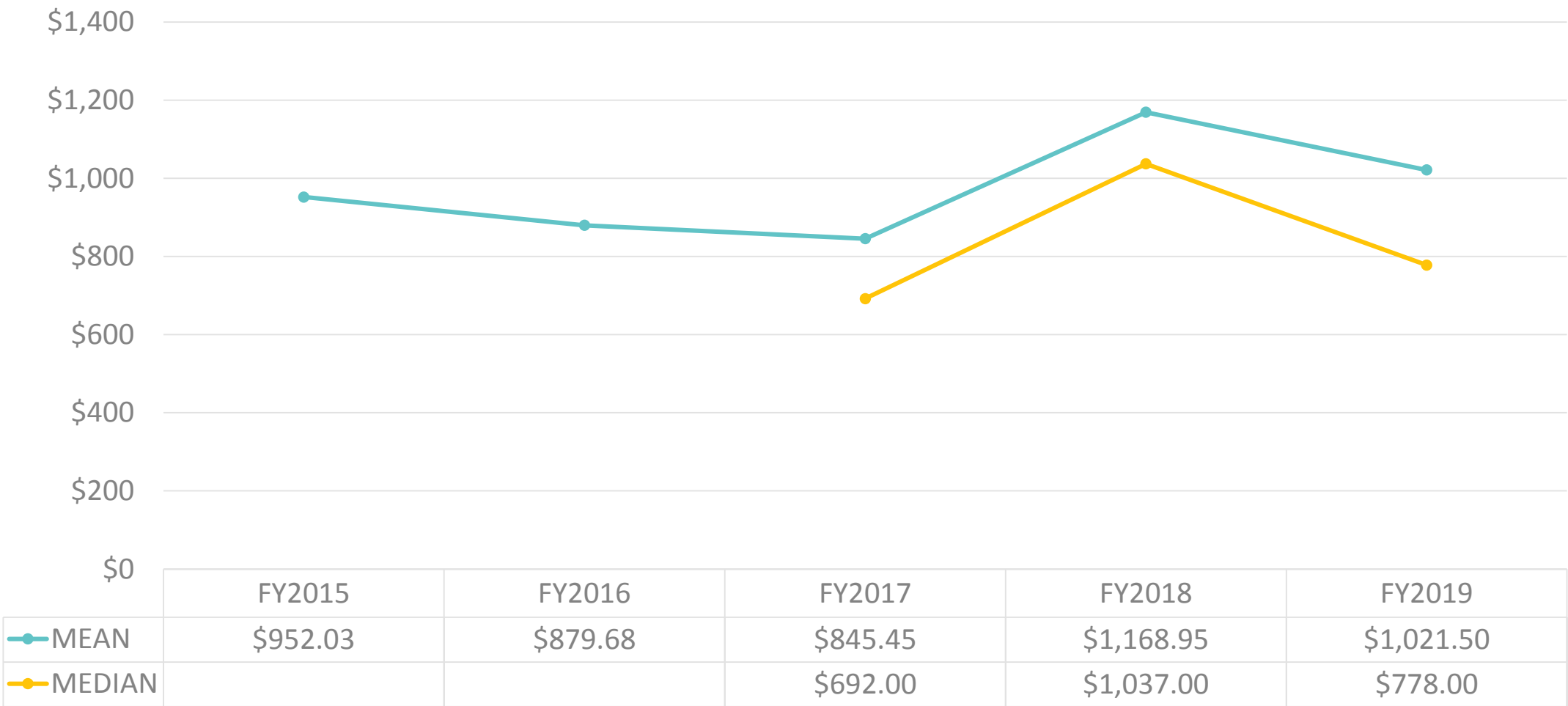
ONISLE – MISCELLANEOUS TRACKING



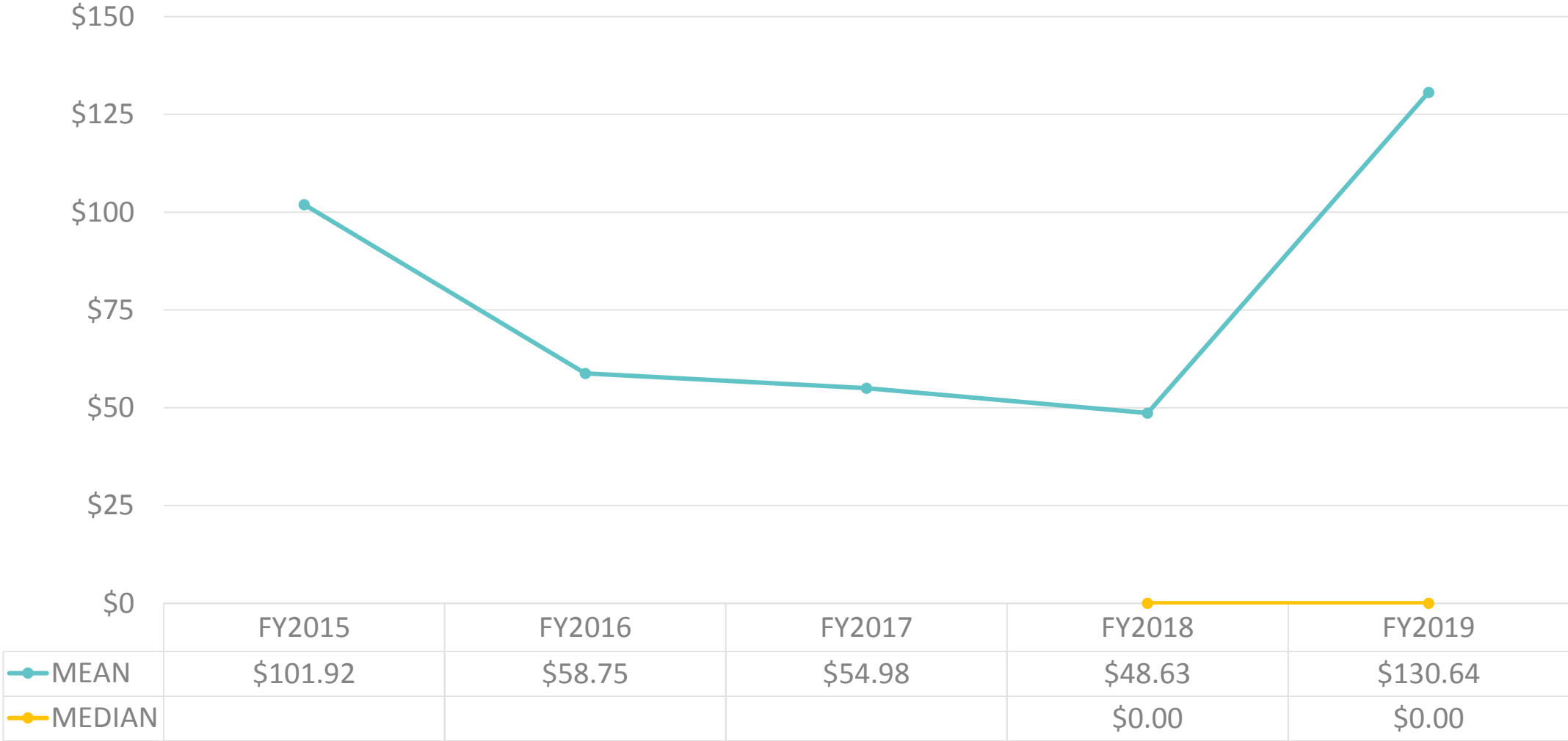
TOTAL EXPENDITURES PER PERSON (ONISLE + PREPAID)

- \$1,021.50 = Mean average per person
- \$778.00 = Median amount spent per person

TOTAL EXPENDITURES PER PERSON TRACKING



GUAM AIRPORT EXPENDITURE TRACKING



[A]



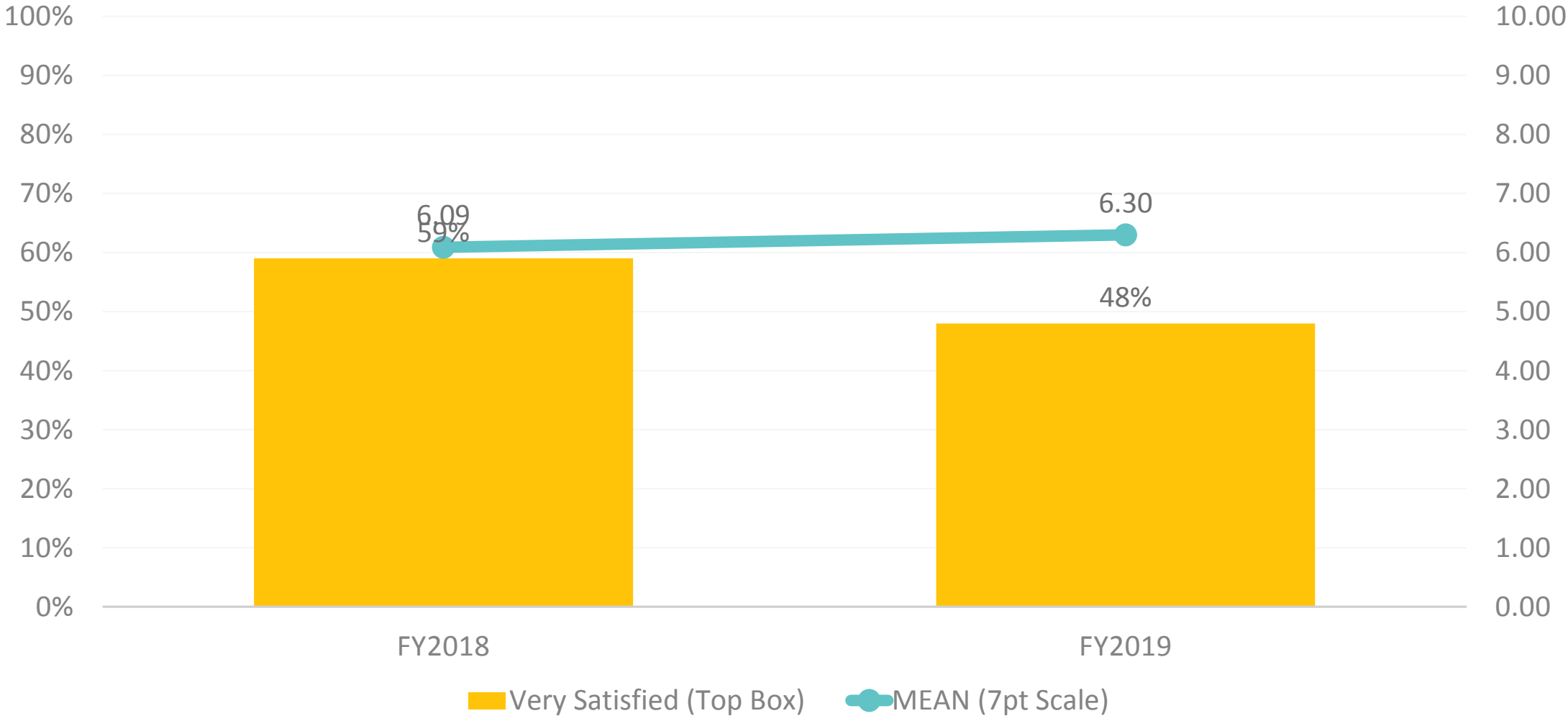


SECTION 4

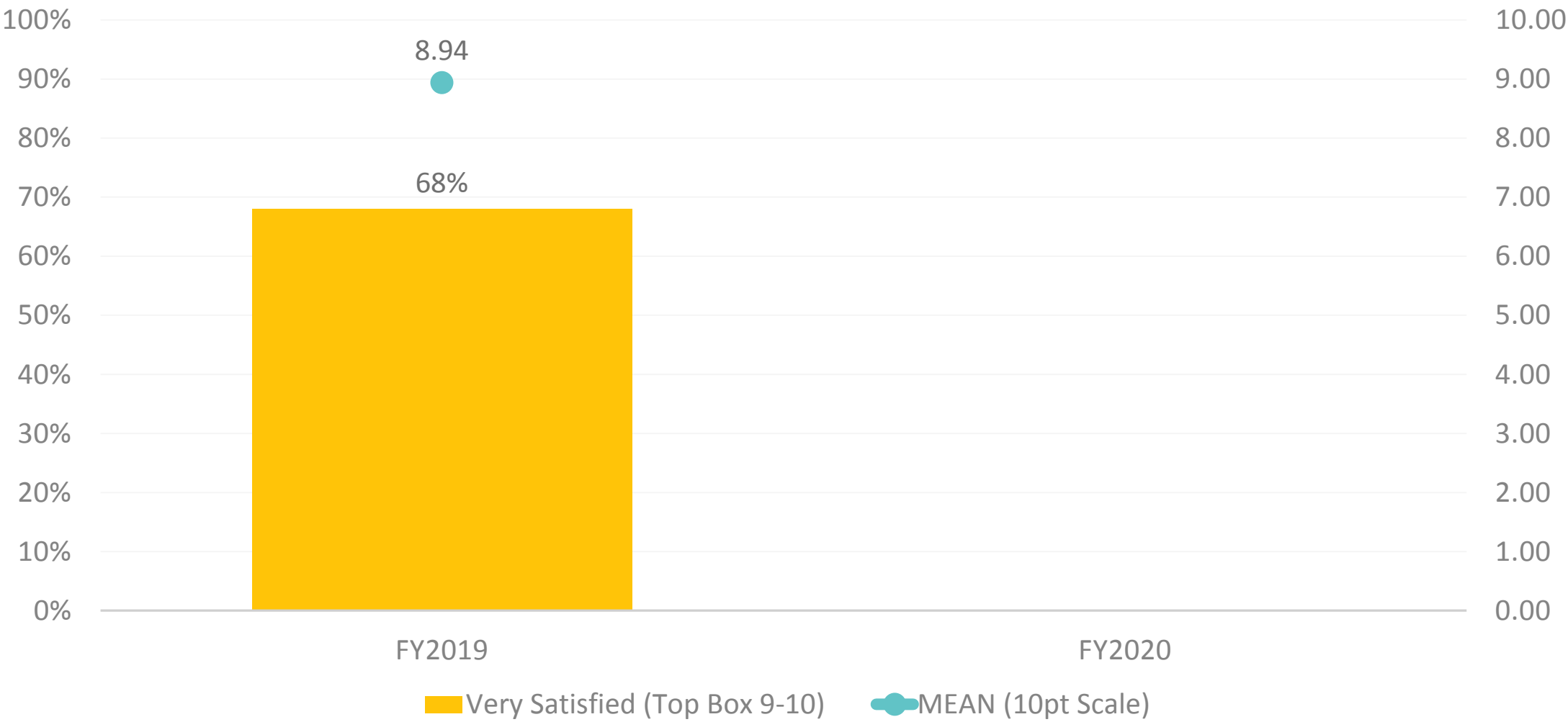
VISITOR SATISFACTION



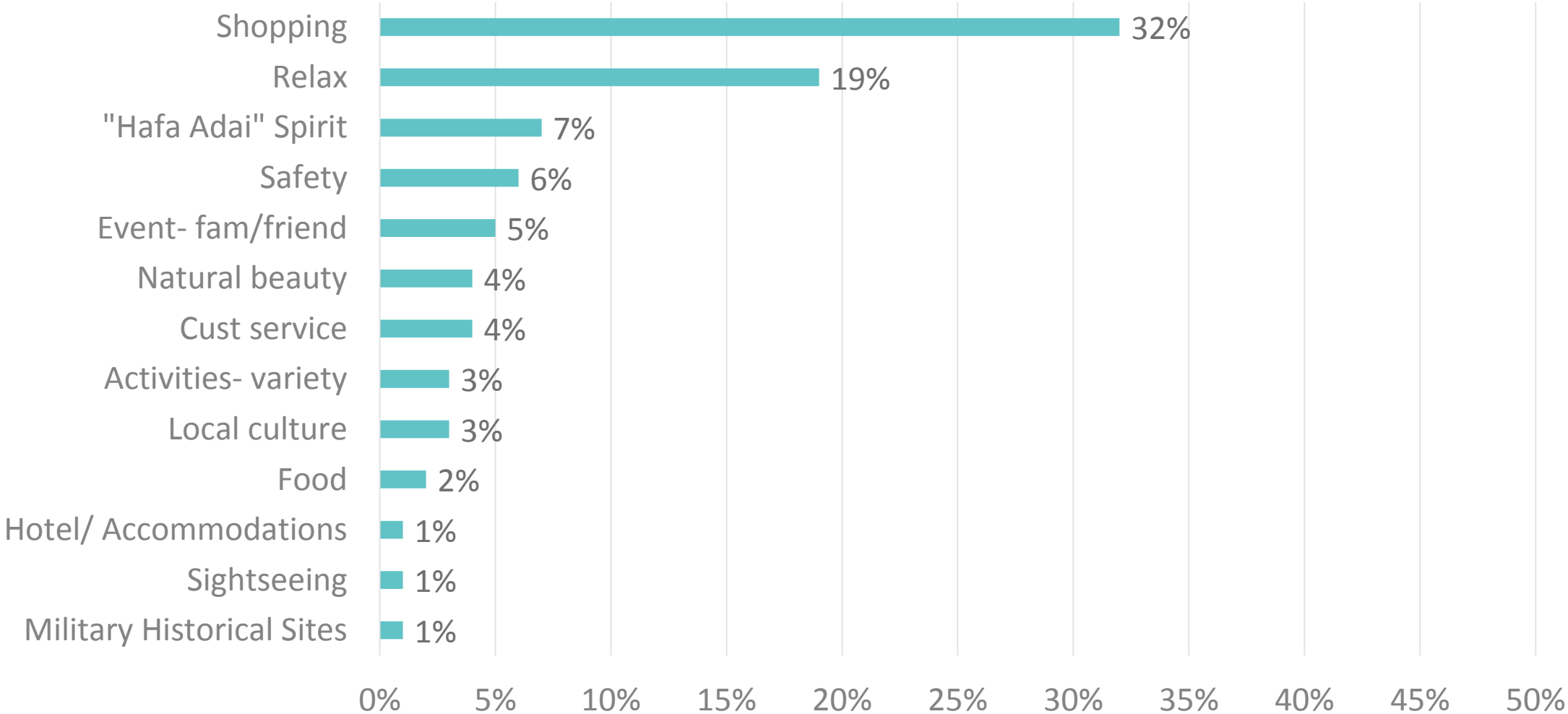
OVERALL SATISFACTION – 7PT SCALE



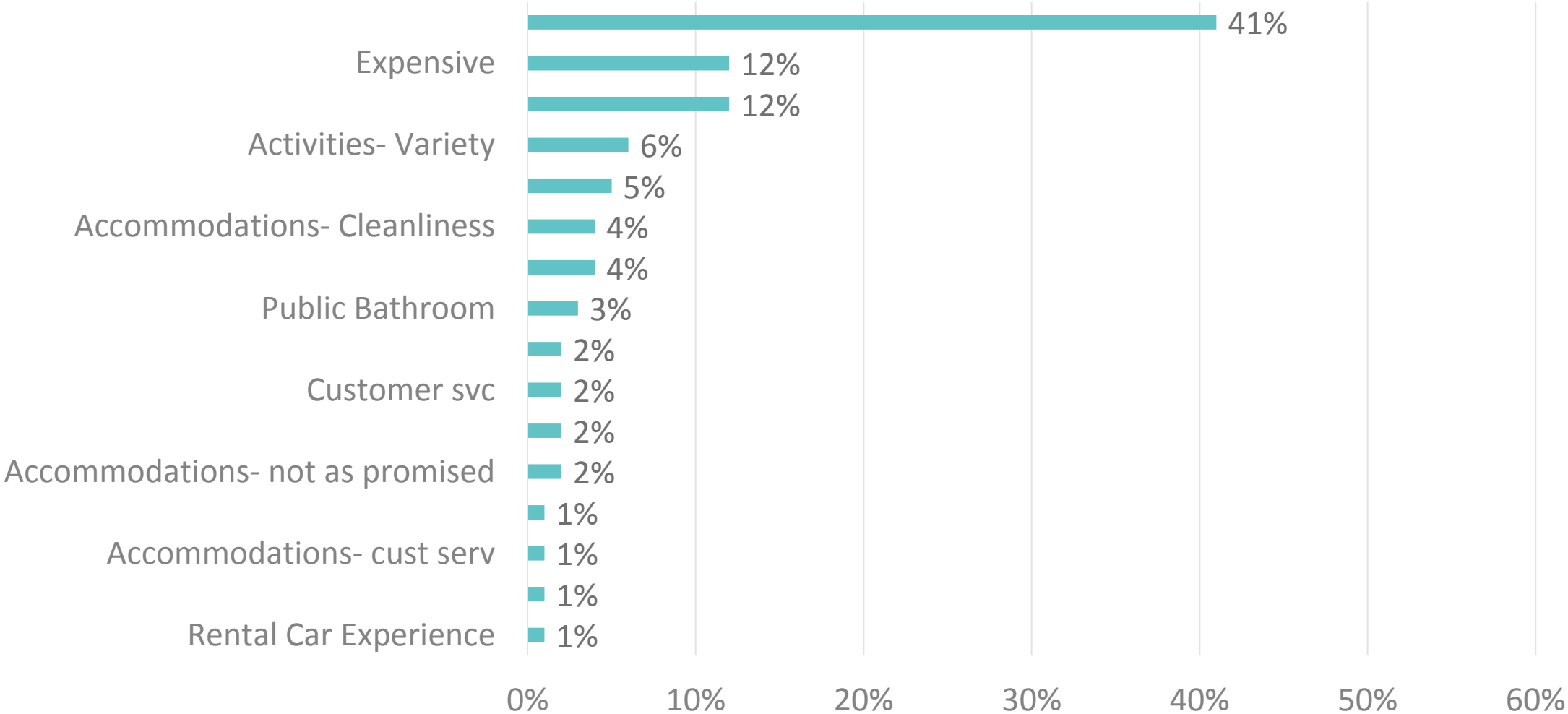
OVERALL SATISFACTION – 10PT SCALE



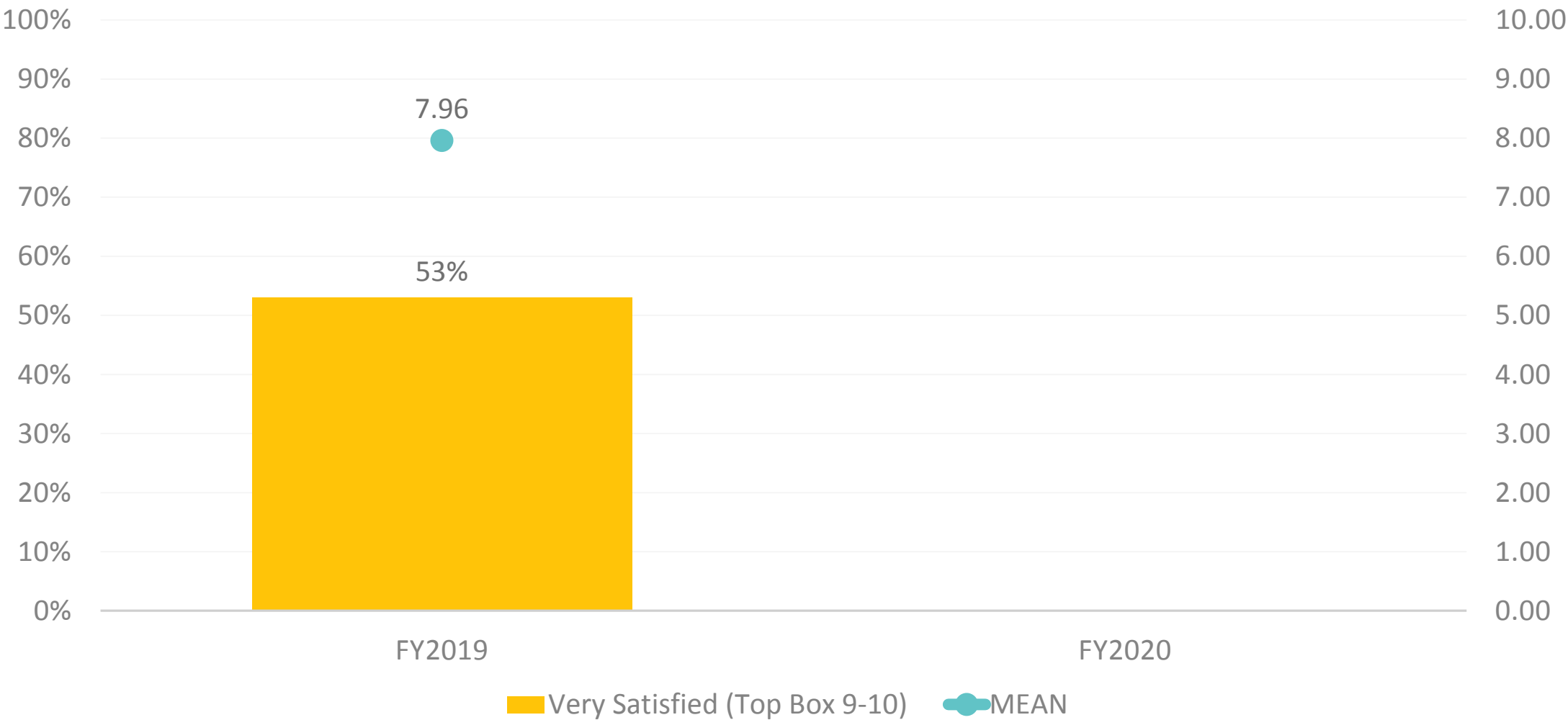
SWOT – POSITIVE ASPECT OF TRIP



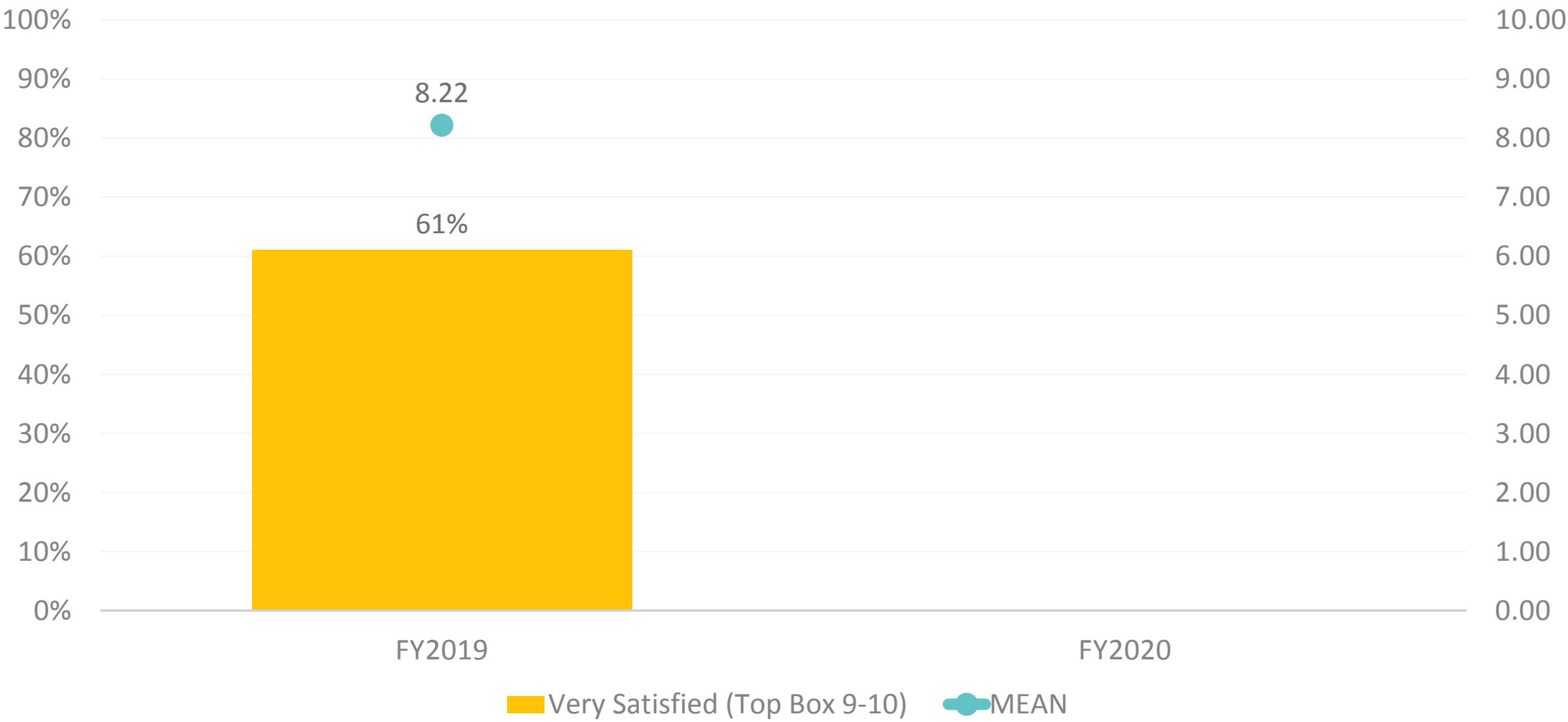
SWOT – NEGATIVE ASPECT OF TRIP



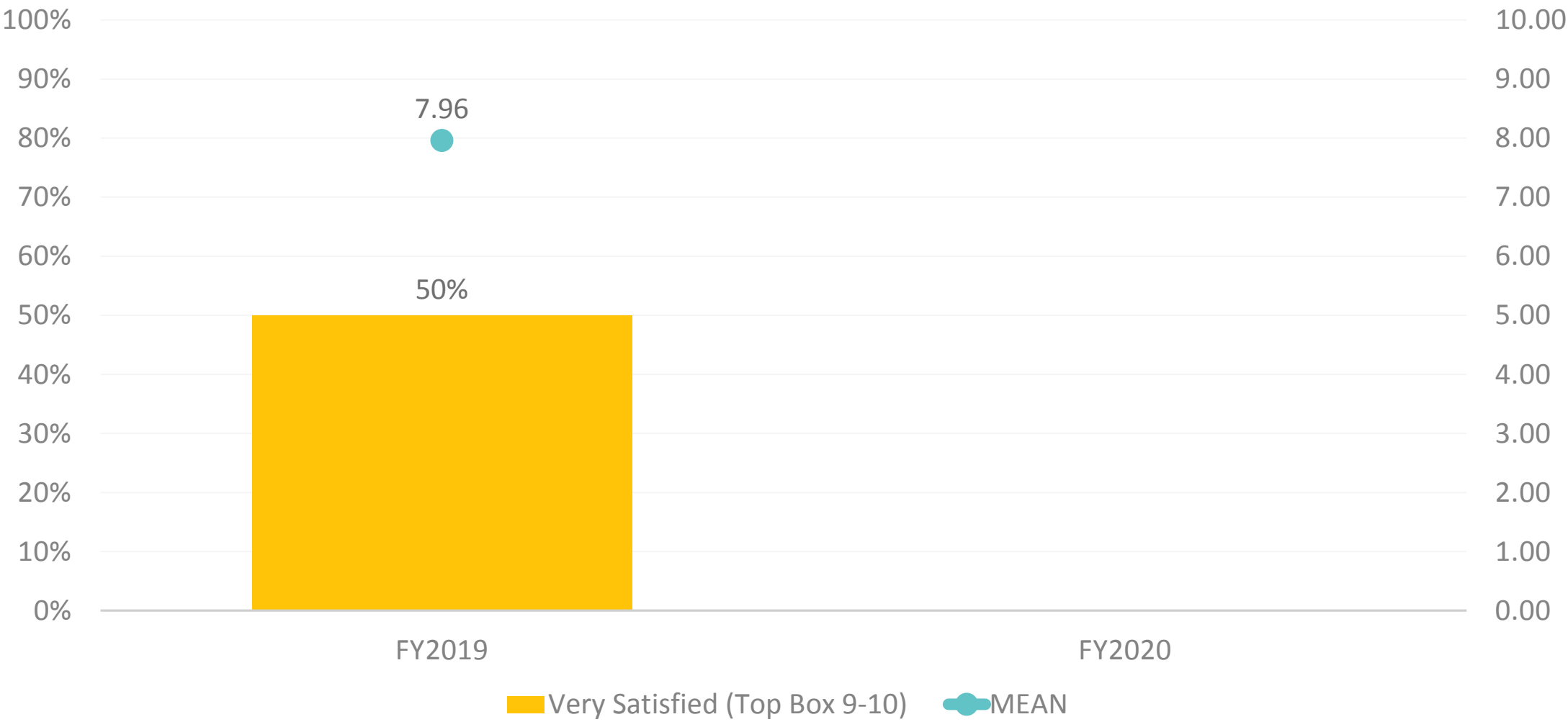
SATISFACTION – ENTERTAINMENT



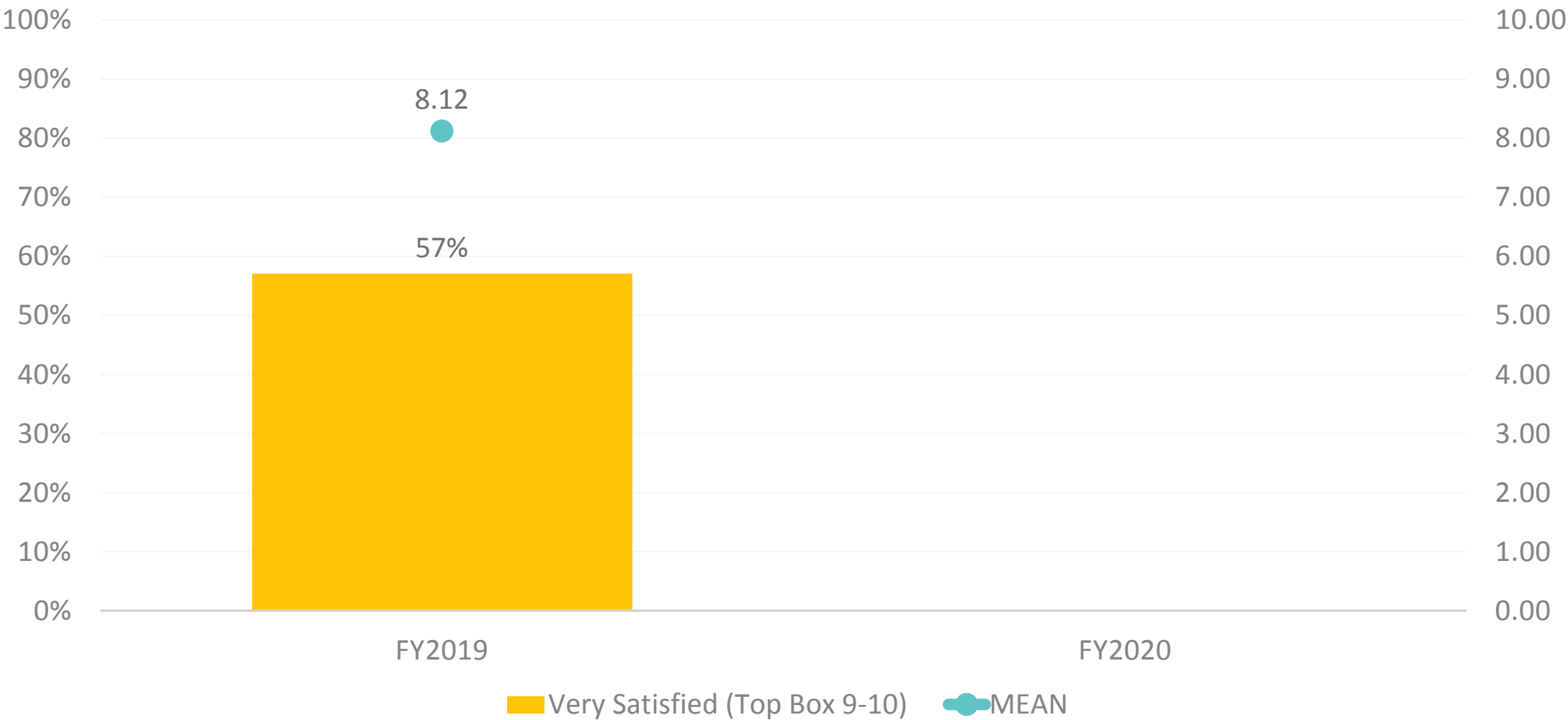
SATISFACTION – SHOPPING



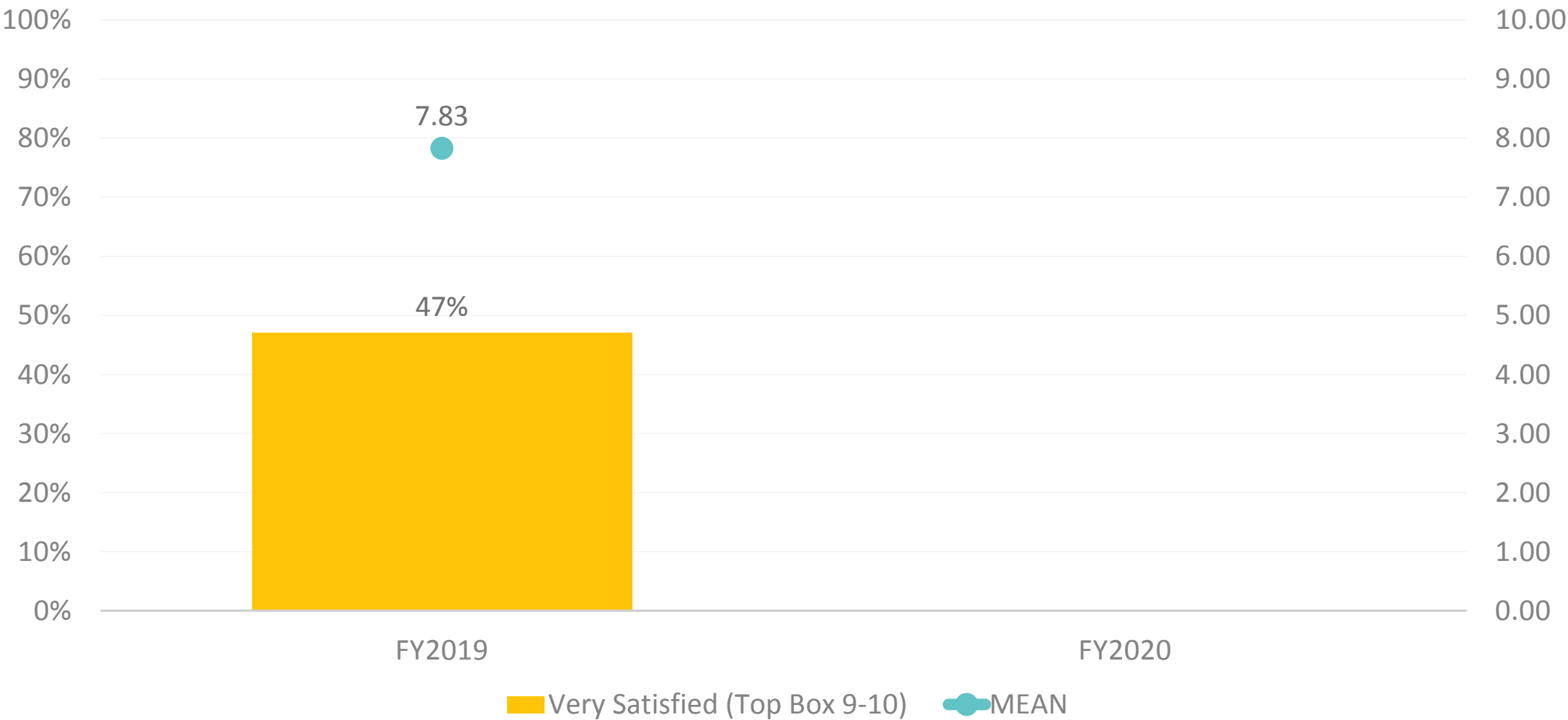
SATISFACTION – DINING



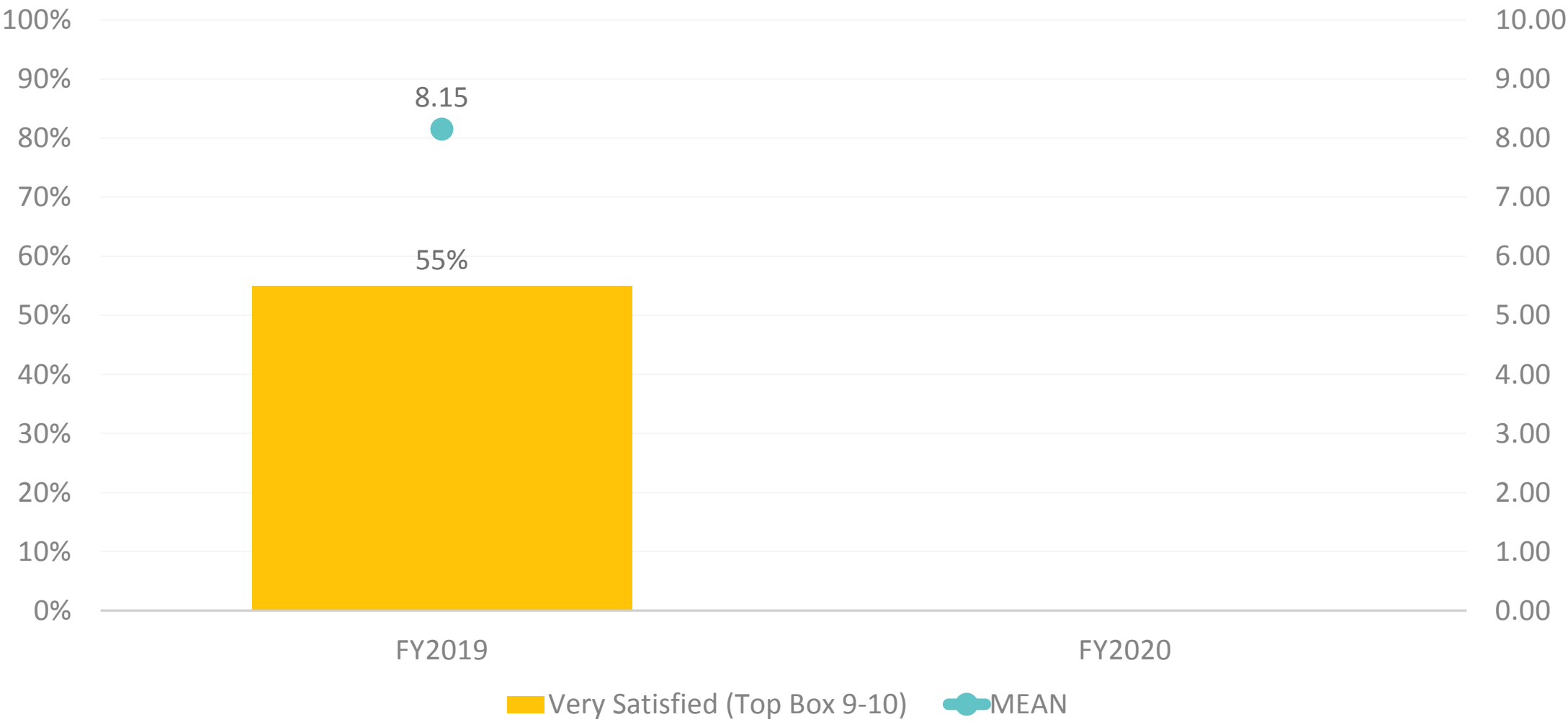
SATISFACTION – BEACHES



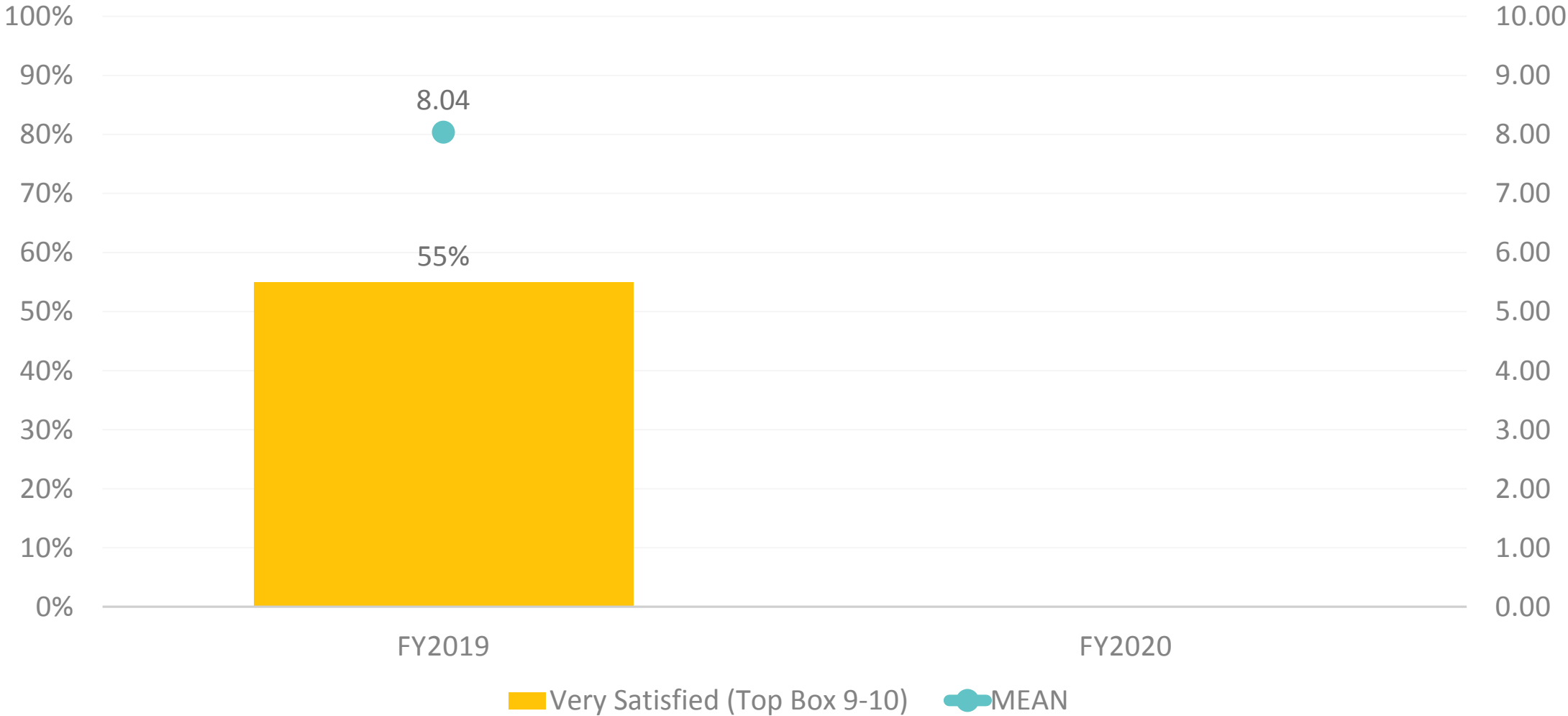
SATISFACTION – PARKS



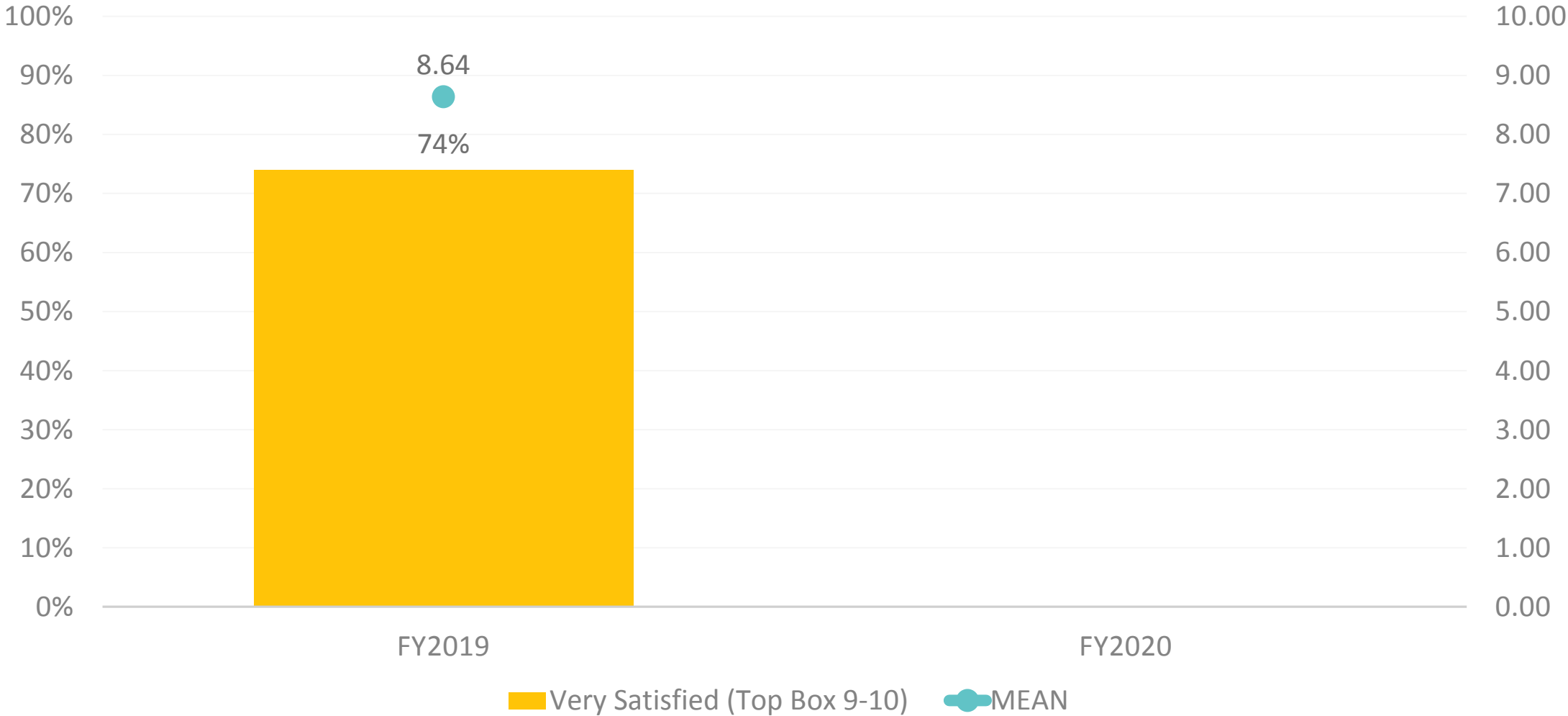
SATISFACTION – ROADS



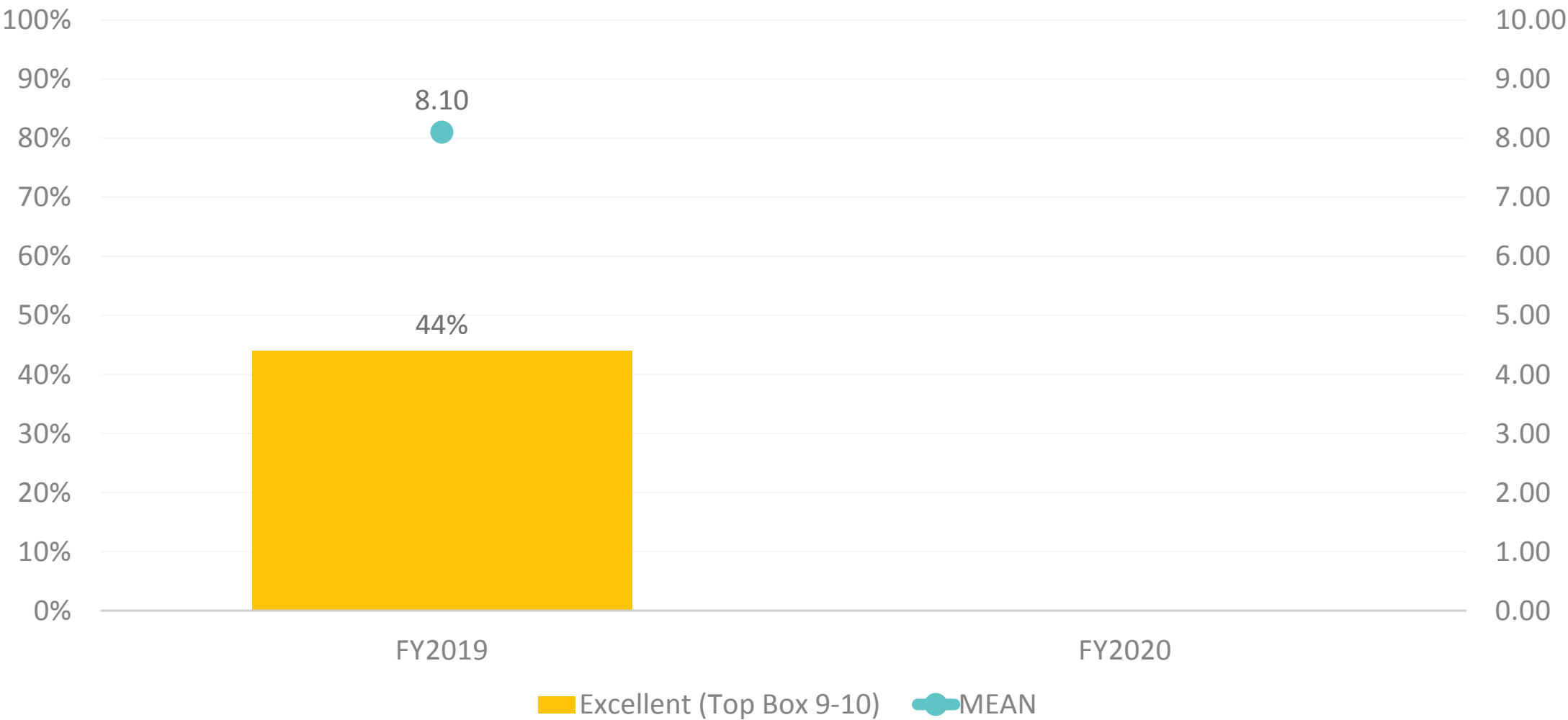
SATISFACTION – SIGHTSEEING AREAS



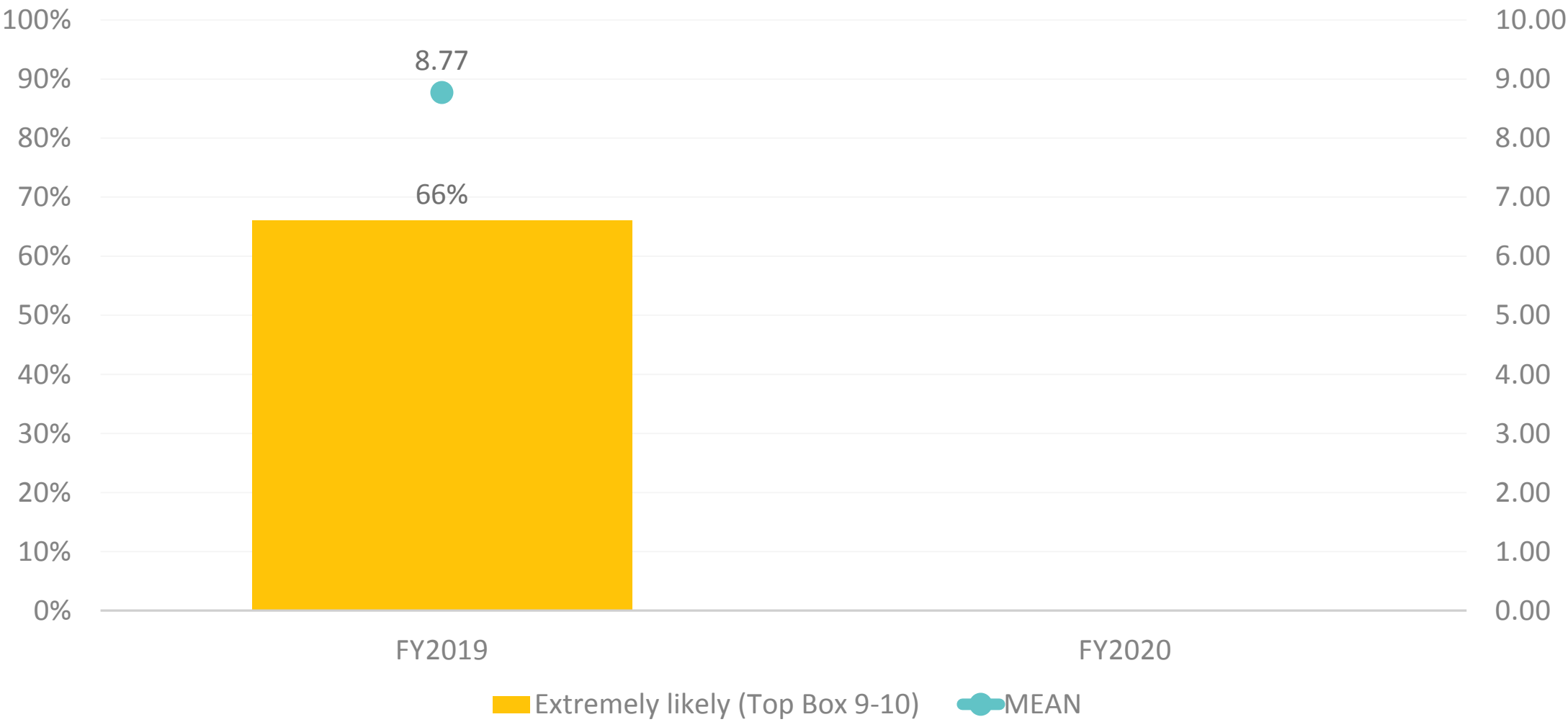
SATISFACTION – SAFETY & SECURITY



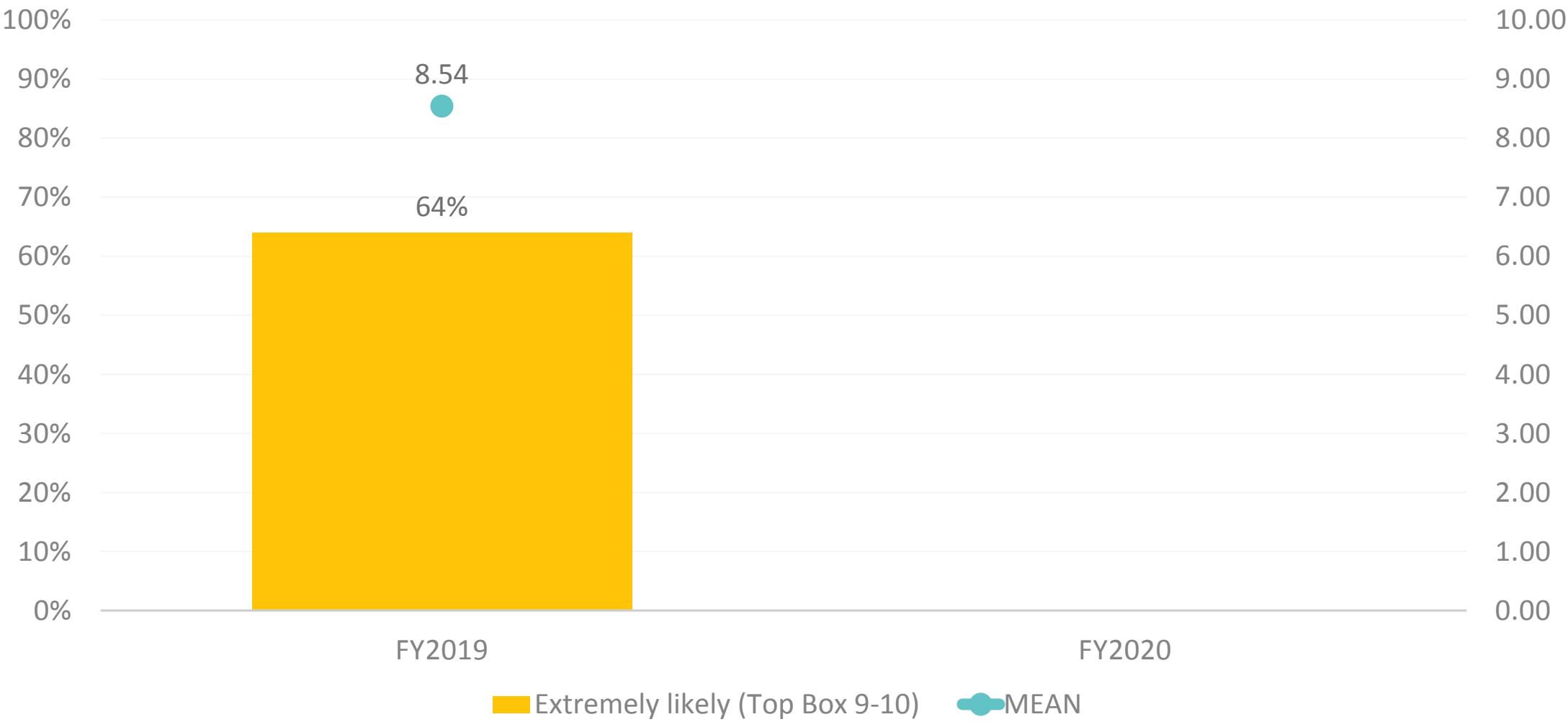
SATISFACTION – ACCOMMODATIONS



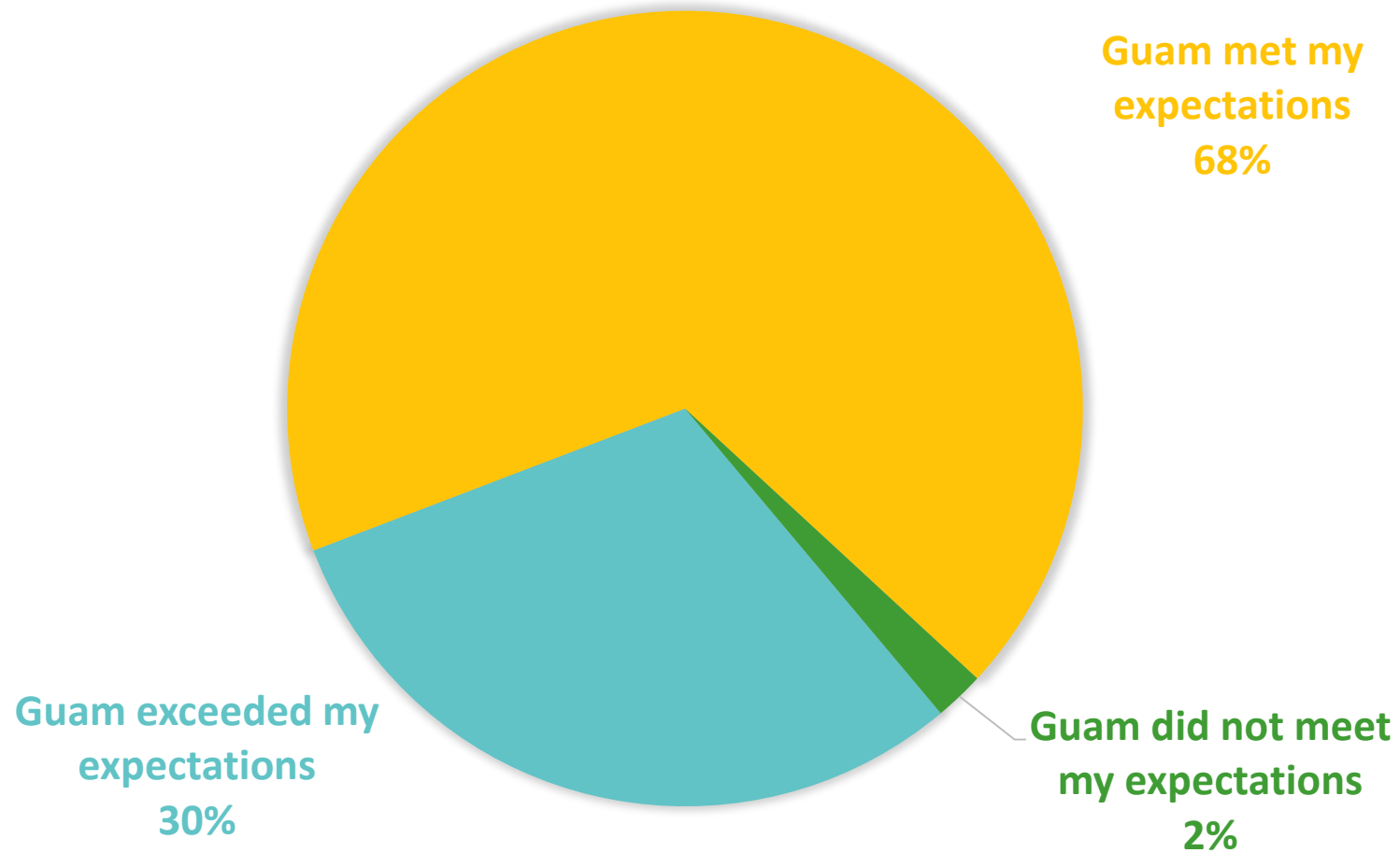
BRAND ADVOCACY



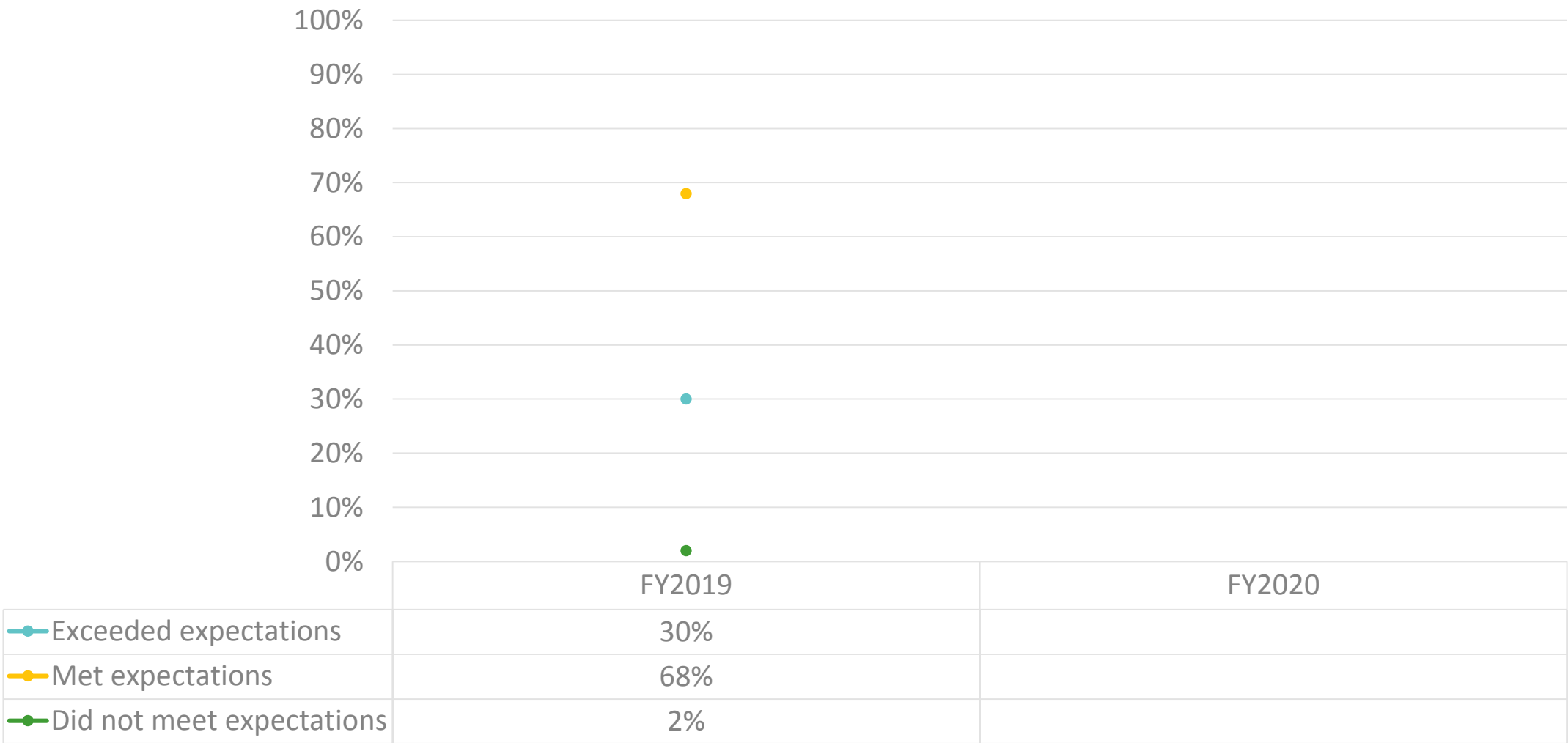
BRAND LOYALTY

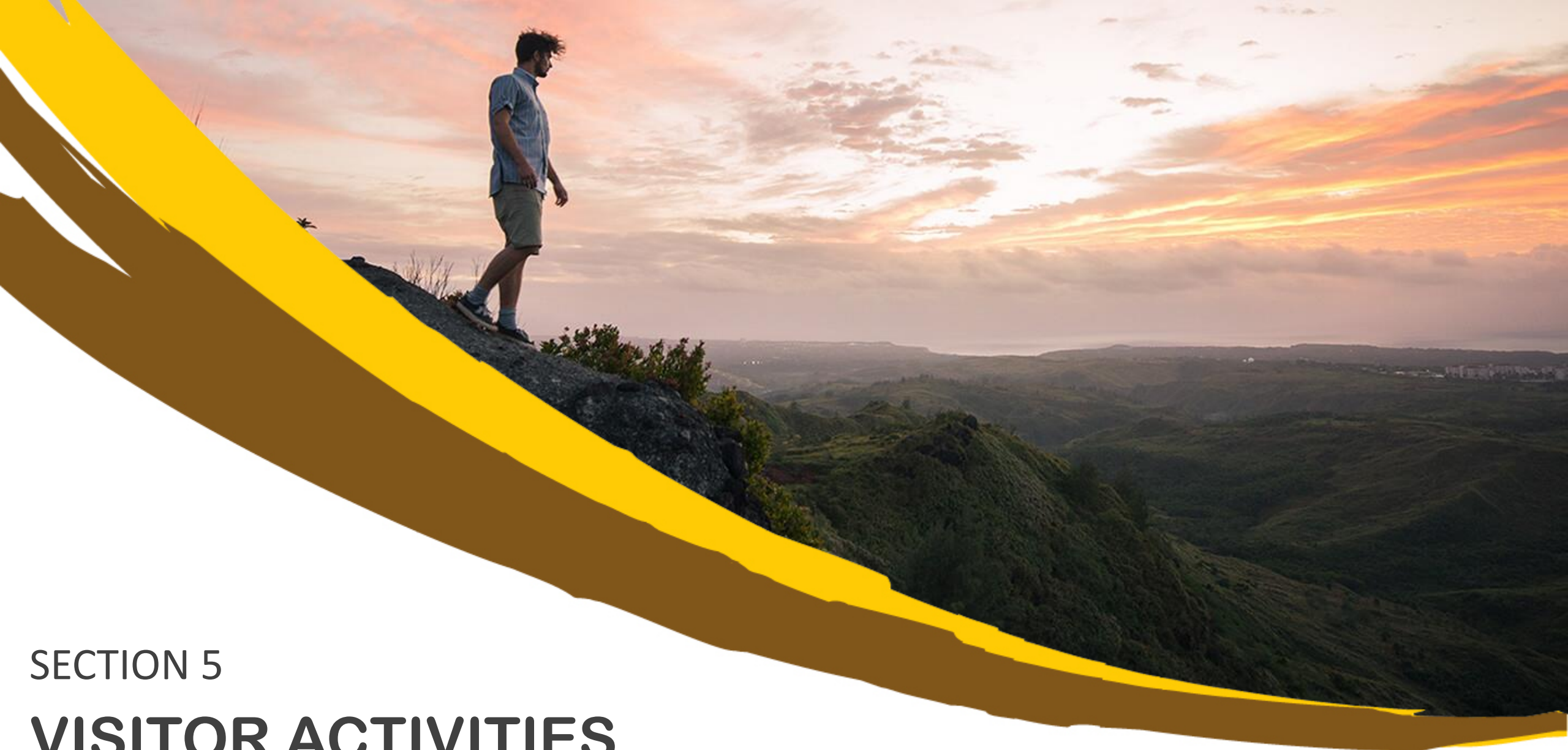


TRIP EXPECTATIONS



TRIP EXPECTATIONS – TRACKING



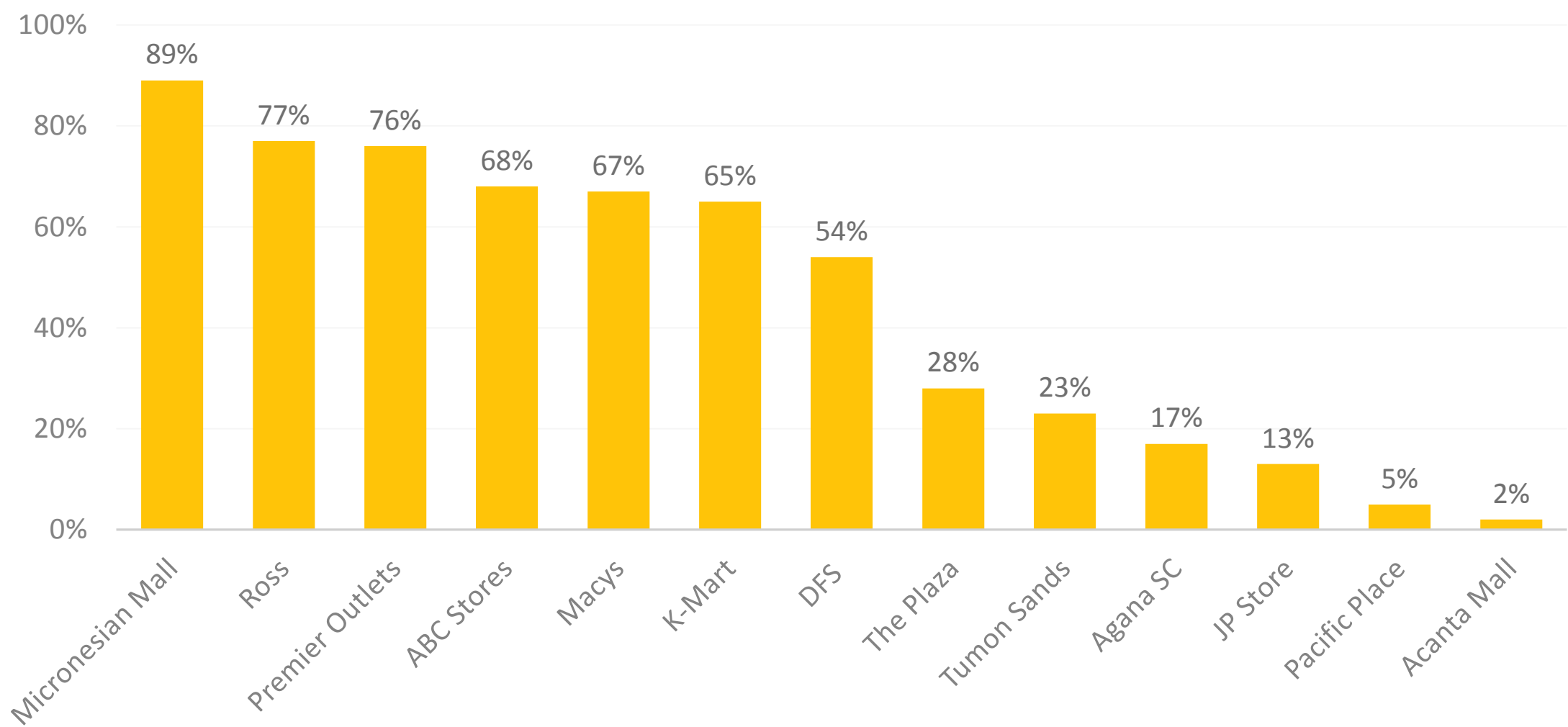


SECTION 5

VISITOR ACTIVITIES



SHOPPING AREAS – PENETRATION

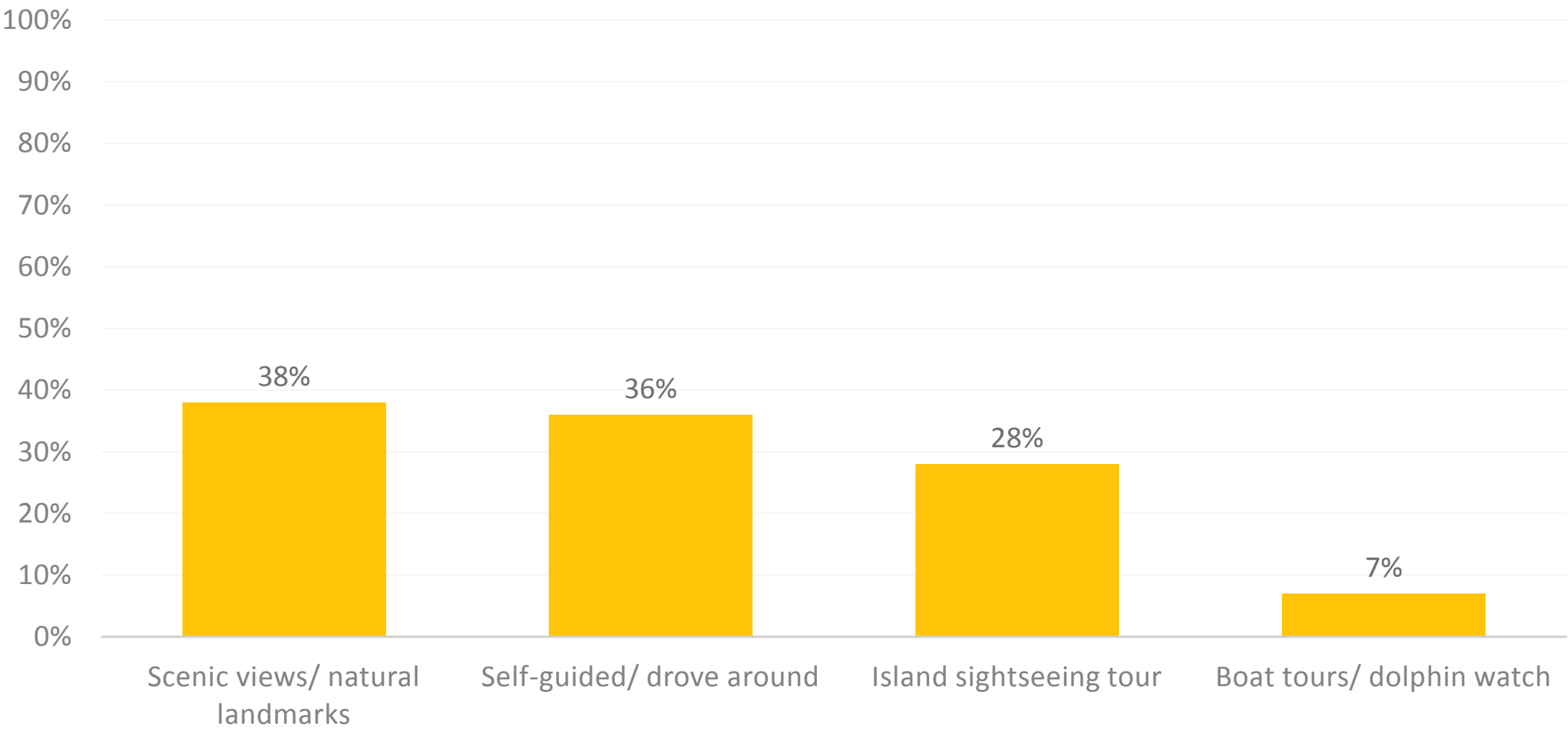


SHOPPING AREAS – TOP 3

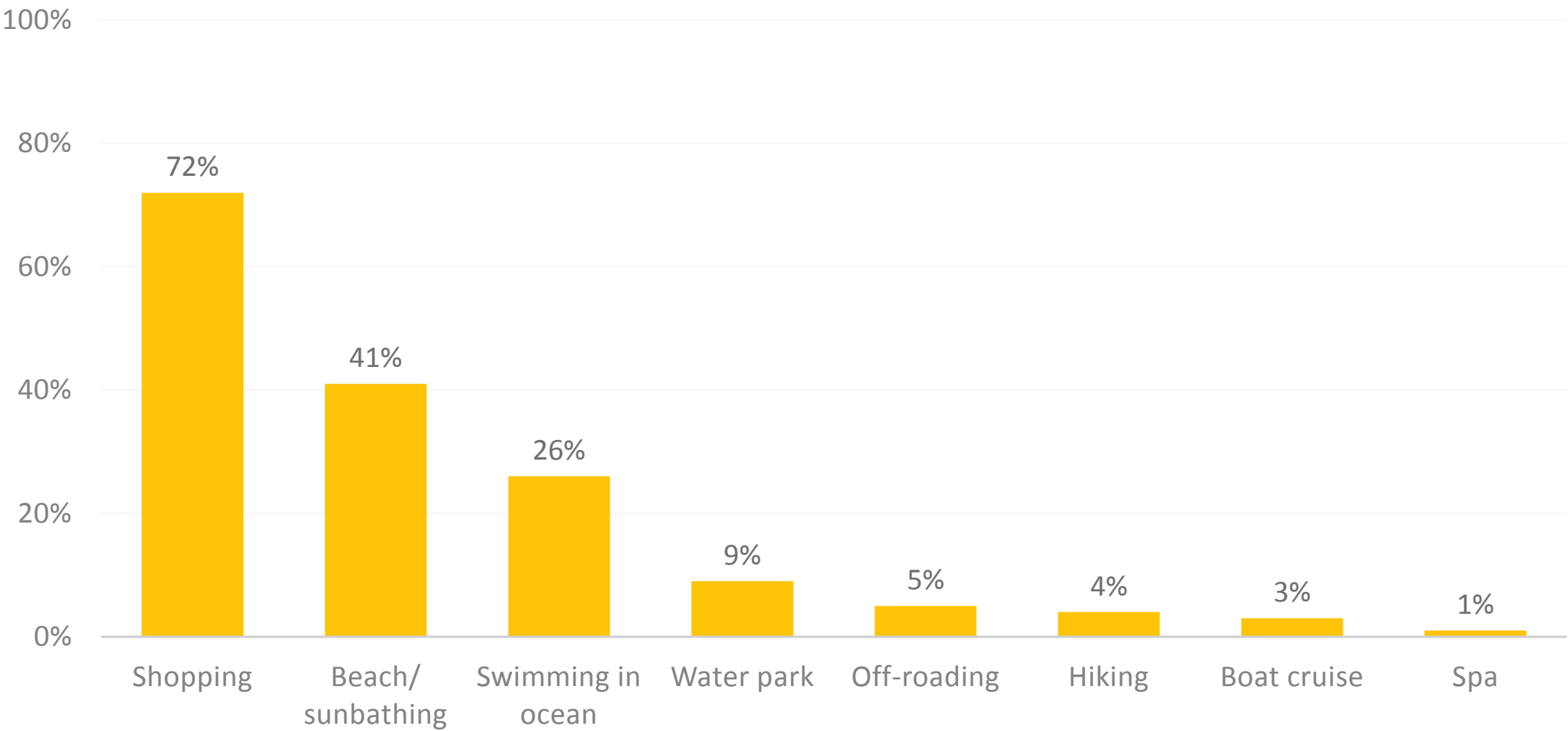
FY2018	FY2019
79% Micronesia Mall 76% Ross 74% Macy's	89% Micronesia Mall 77% Ross 76% Guam Premier Outlets



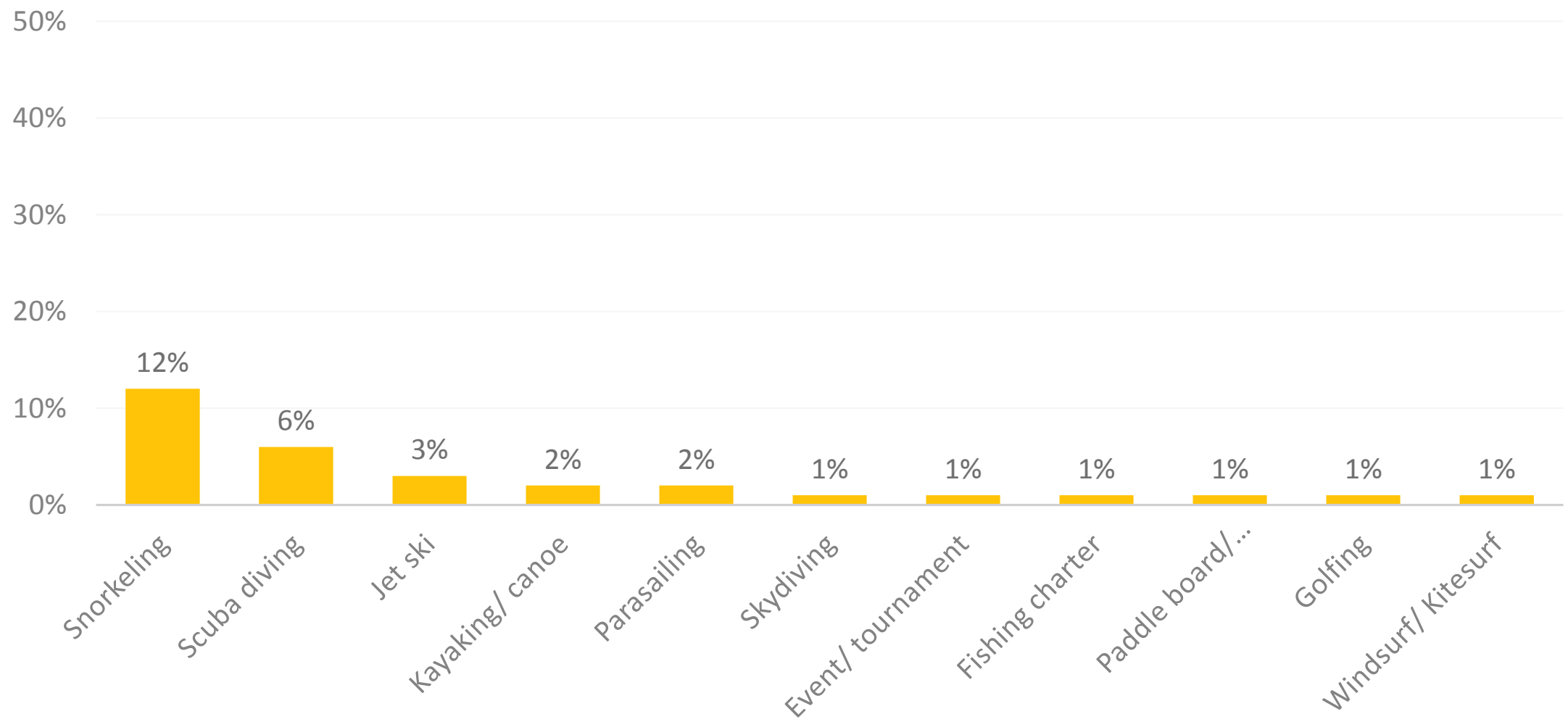
ACTIVITIES – SIGHTSEEING



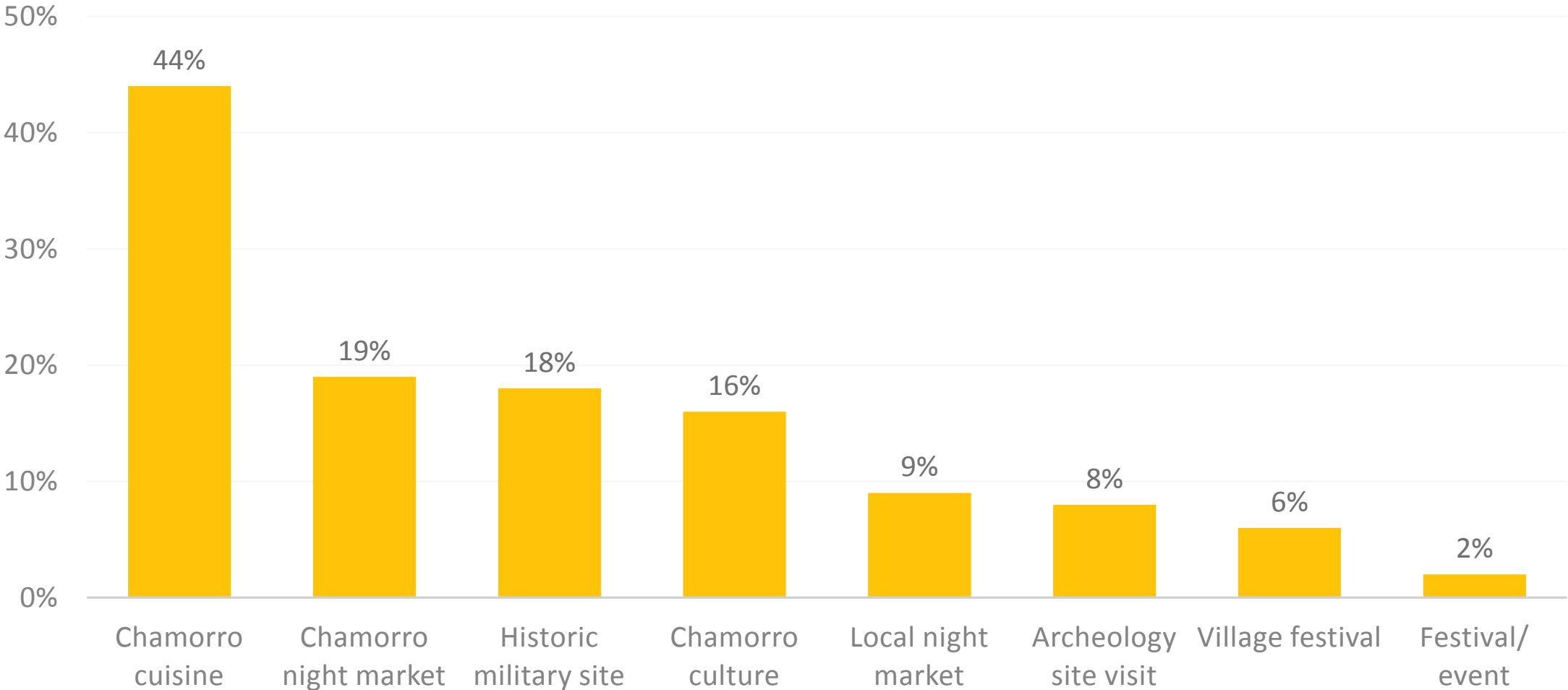
ACTIVITIES – RECREATION



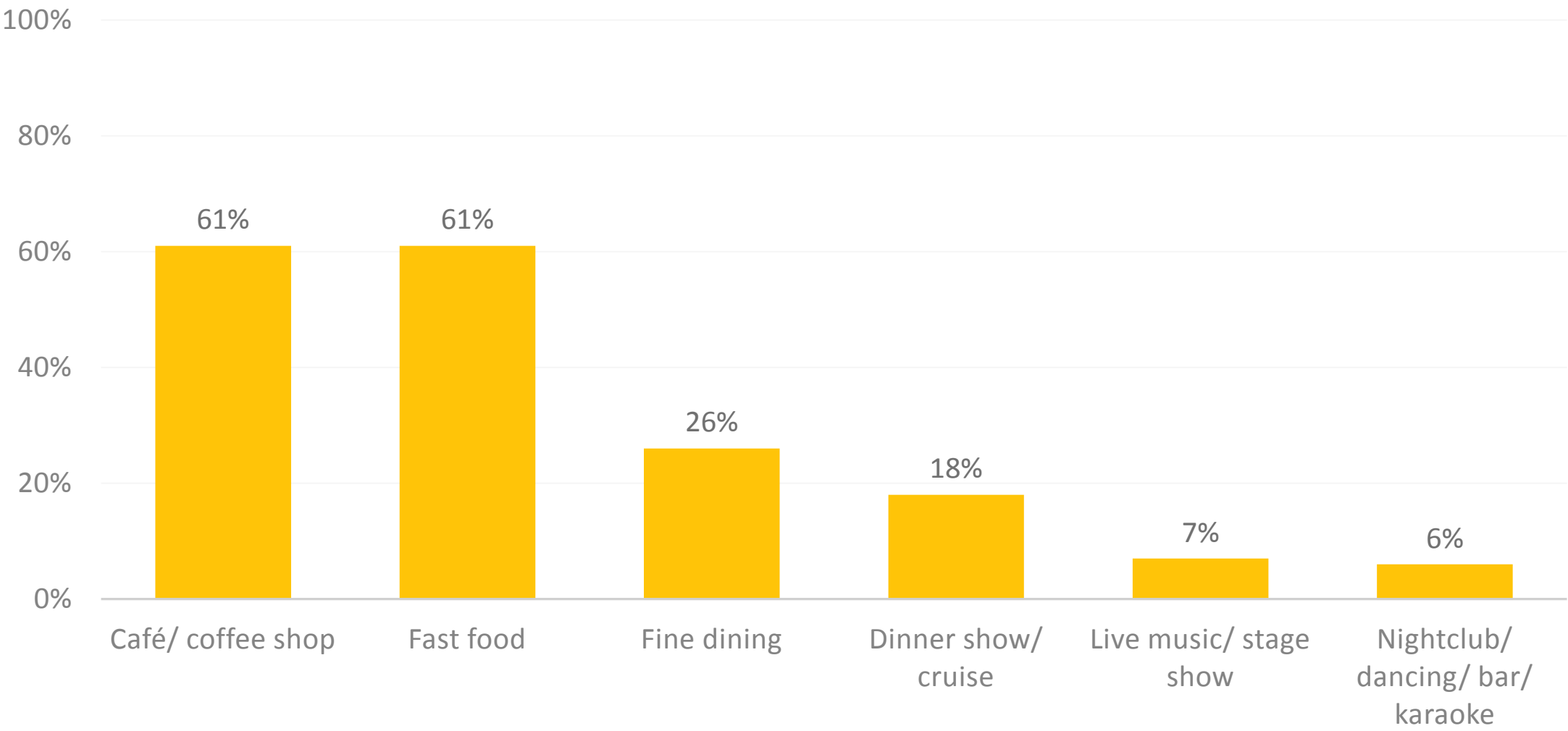
ACTIVITIES – SPORTS



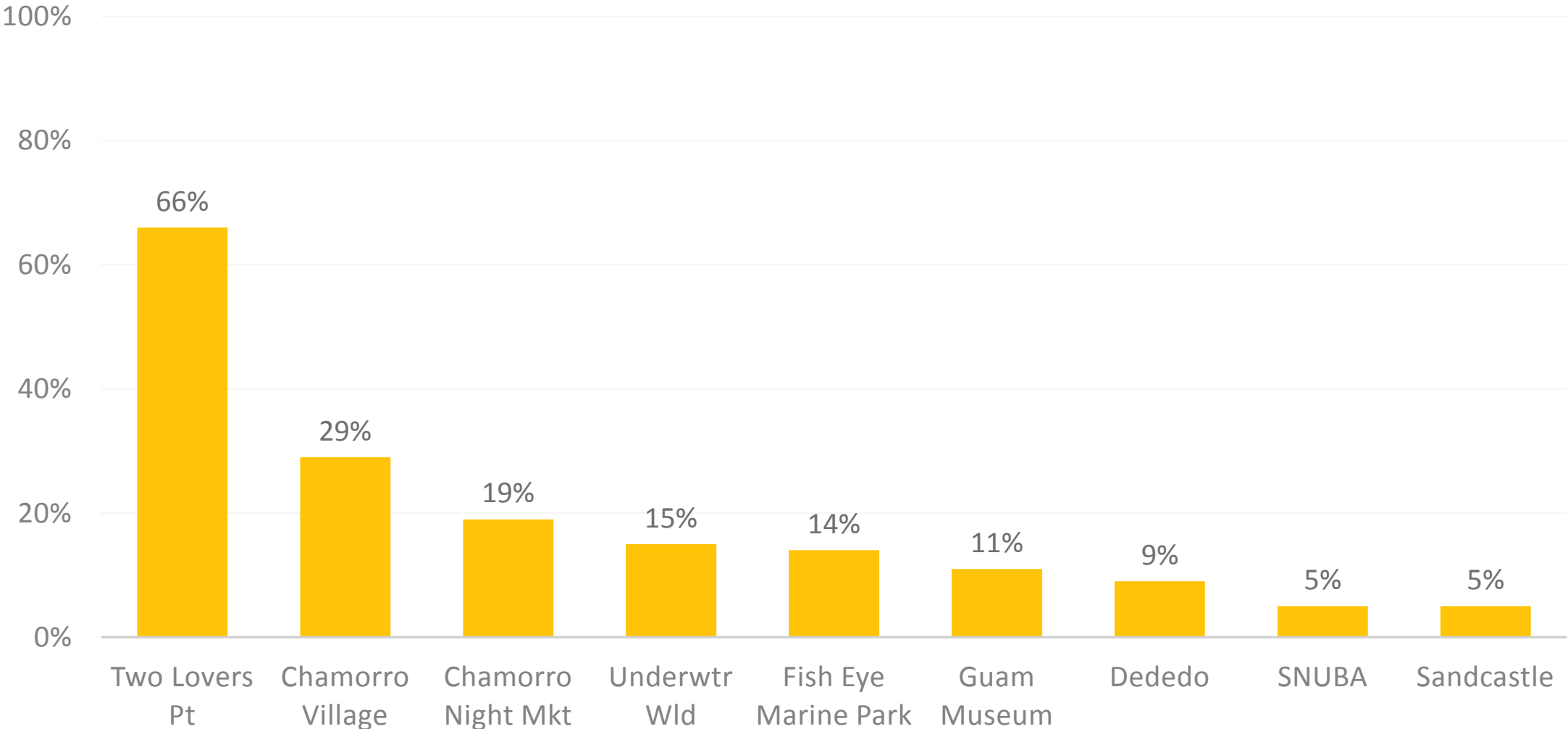
ACTIVITIES – HISTORY, CULTURE, ARTS



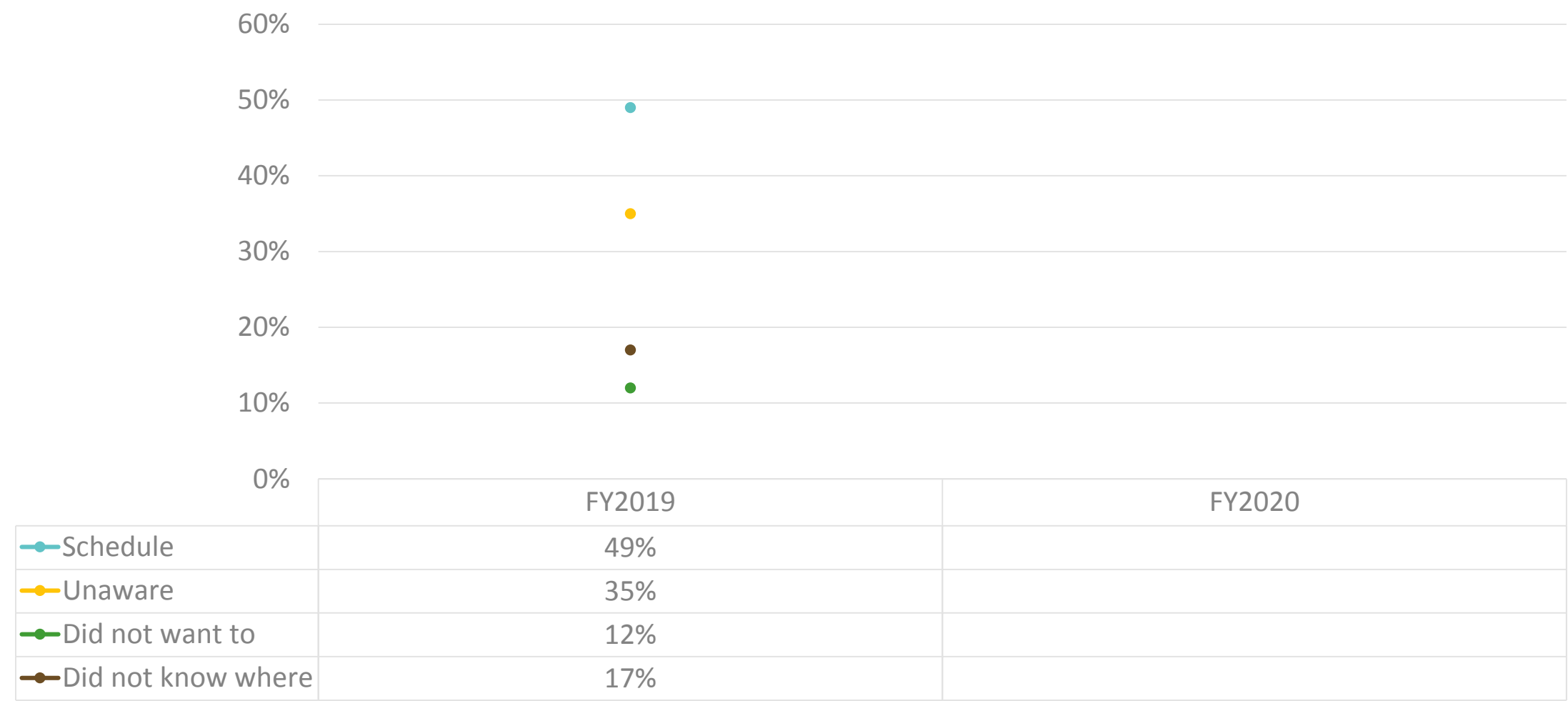
ACTIVITIES – ENTERTAINMENT & DINING



LOCAL ATTRACTIONS – TOP RESPONSES (5%+)



LOCAL CULTURE – OBSTACLES



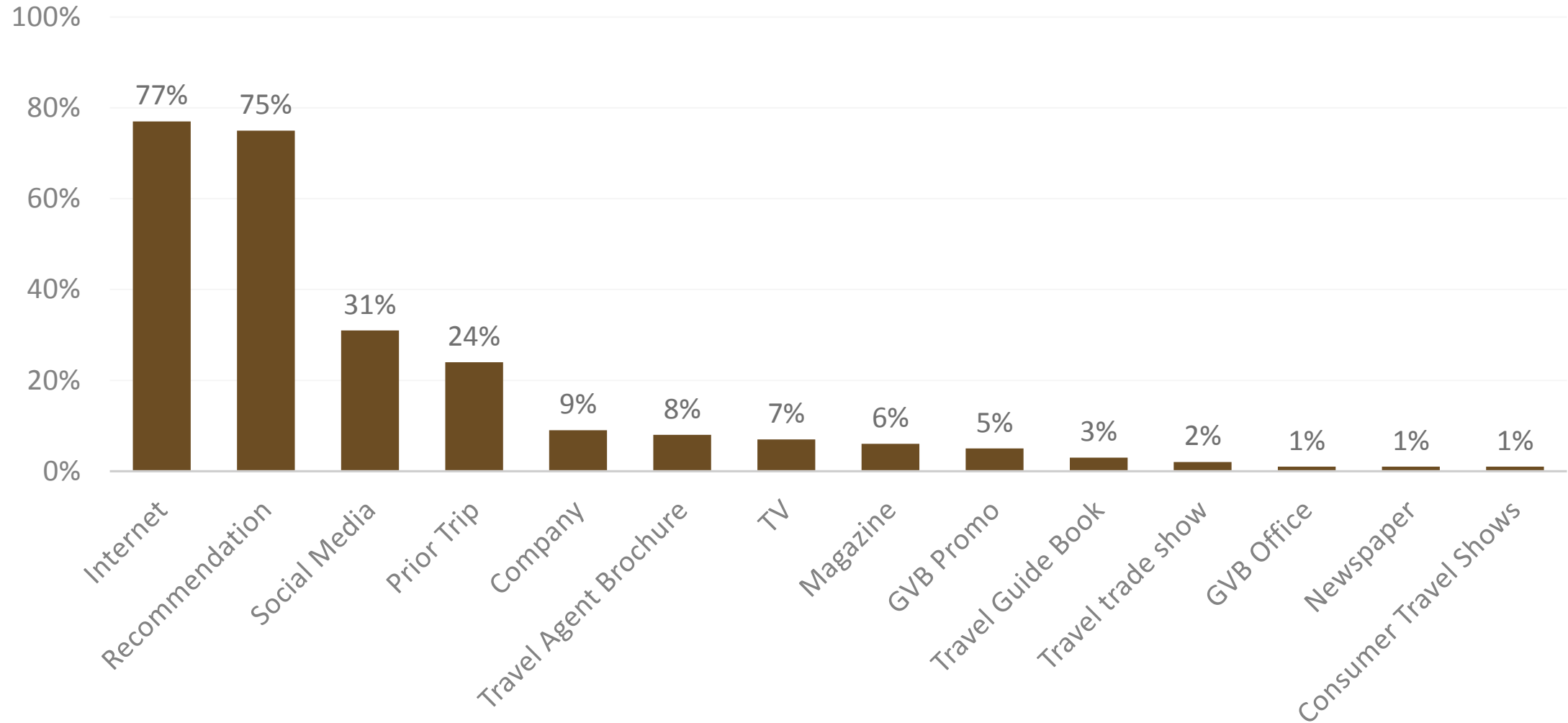


SECTION 6

SOURCES OF INFORMATION



PRE-ARRIVAL SOURCES OF INFORMATION



PRE-ARRIVAL SOURCES OF INFORMATION - SEGMENTATION

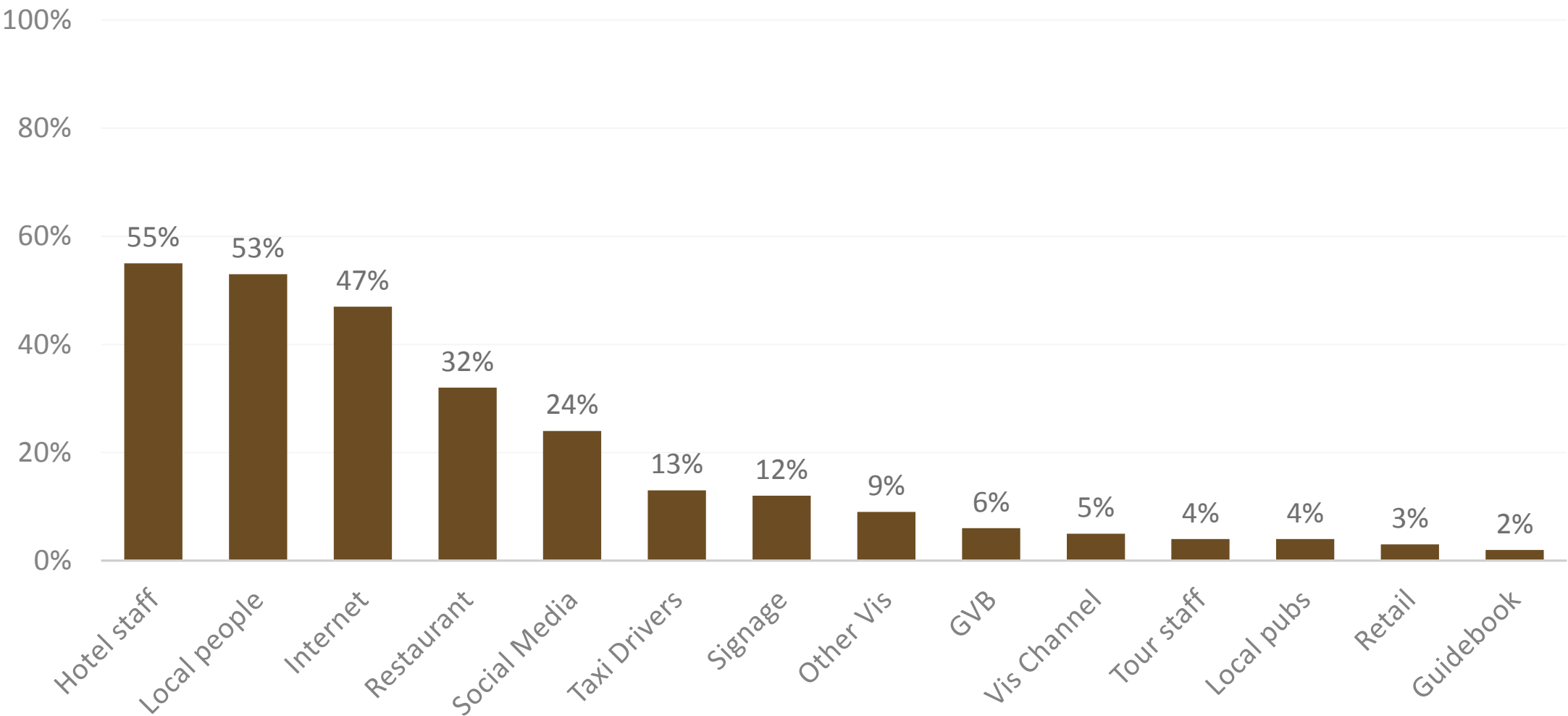
GVB VISITOR SATISFACTION STUDY

Q5 Please select the top three sources of information you used to find out about Guam before your trip

		TOTAL	FAMILY	FIT	MICE	LEISURE
		-	-	-	-	-
Q5	Internet/Mobile App	77%	80%	77%	100%	74%
	Friend or relative	75%	77%	75%	71%	75%
	Social media	31%	31%	31%	14%	41%
	I have been to Guam before	24%	27%	24%	57%	23%
	Co-worker/ company travel department	9%	5%	8%		6%
	Travel agent brochure	8%	8%	8%		8%
	TV	7%	6%	8%		6%
	Magazine (consumer)	6%	4%	5%		5%
	Guam Visitors Bureau promotional activities	5%	6%	5%		5%
	Travel guide book at bookstores	3%	2%	3%		3%
	Travel trade shows	2%	2%	2%		3%
	Consumer travel shows	1%	0%	1%		1%
	Guam Visitors Bureau office	1%	1%	1%		1%
	Newspaper	1%	1%	0%		1%
	Radio	0%	0%	0%		0%
	Total	416	226	409	7	264

Prepared by Anthology Research

ONISLE SOURCES OF INFORMATION



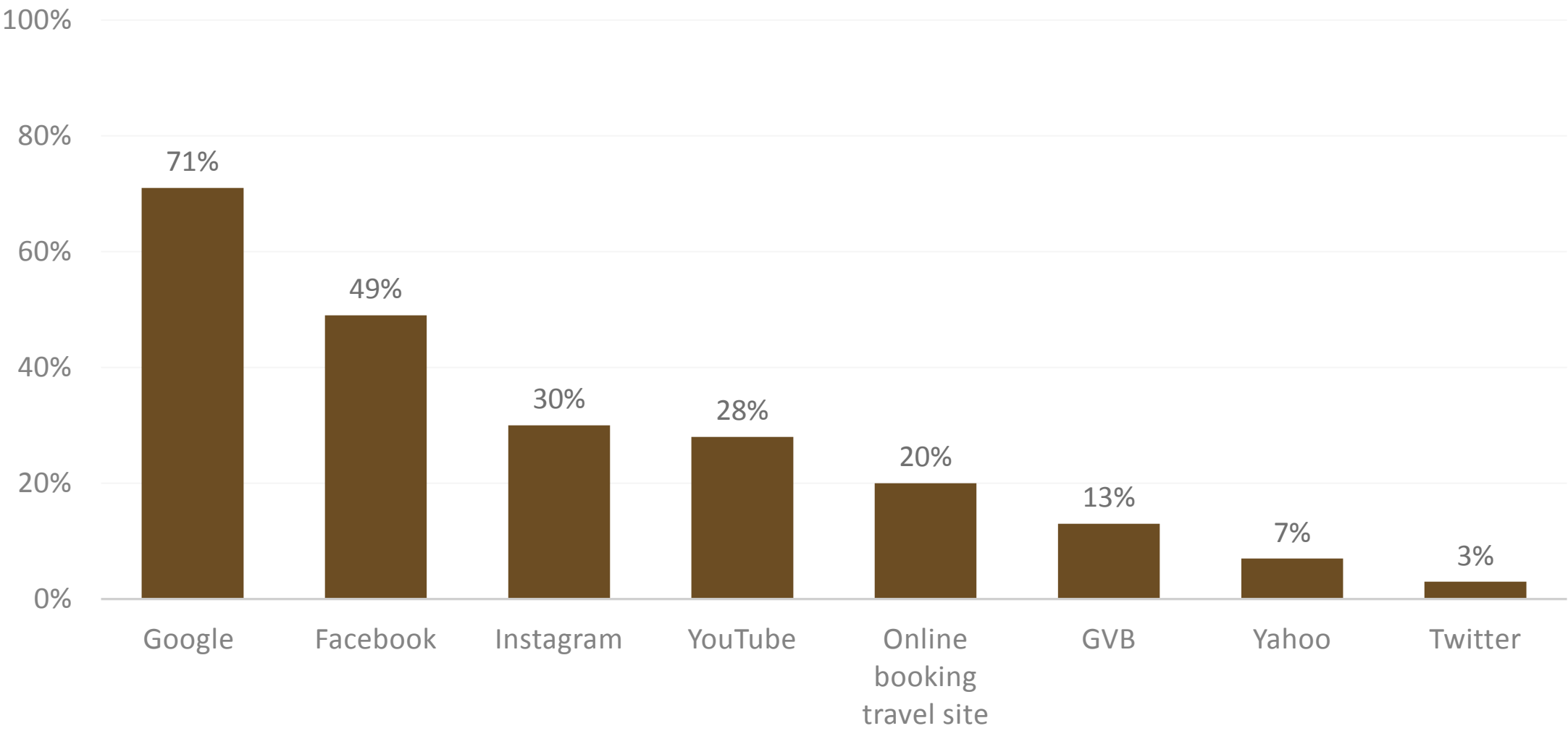
ONISLE SOURCES OF INFORMATION

GVB VISITOR SATISFACTION STUDY
Q6 Please select the top three sources of information you used to find out about Guam while you were here

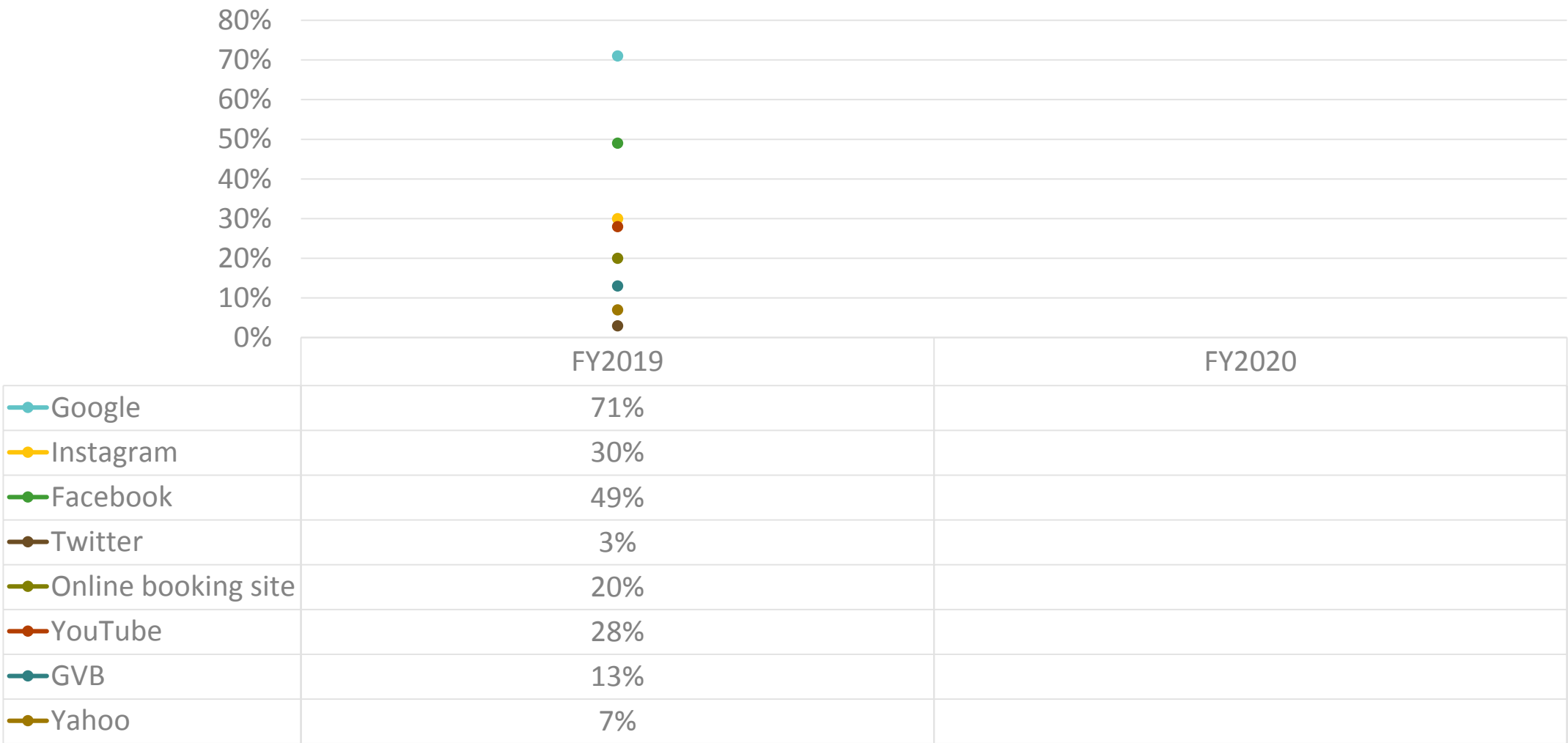
		TOTAL	FAMILY	FIT	MICE	LEISURE
		-	-	-	-	-
Q6	Hotel staff	55%	55%	56%	29%	54%
	Local people	53%	50%	53%	86%	54%
	Internet/ Mobile App	47%	48%	48%	71%	49%
	Restaurant staff (outside hotel)	32%	31%	32%	14%	30%
	Social Media	24%	28%	24%	29%	33%
	Taxi drivers	13%	16%	13%	29%	12%
	Signs/ advertisement	12%	11%	12%	14%	8%
	Other visitors	9%	7%	9%		10%
	Guam Visitors Bureau	6%	8%	6%		6%
	Visitors channel	5%	6%	5%		5%
	Local publication	4%	3%	4%		4%
	Tour staff	4%	5%	4%		4%
	Retail staff	3%	3%	3%		3%
	Guide books I brought with me	2%	1%	2%		1%
	Total	415	225	408	7	264

Prepared by Anthology Research

ONLINE SOURCES OF INFORMATION



ONLINE SOURCES OF INFORMATION



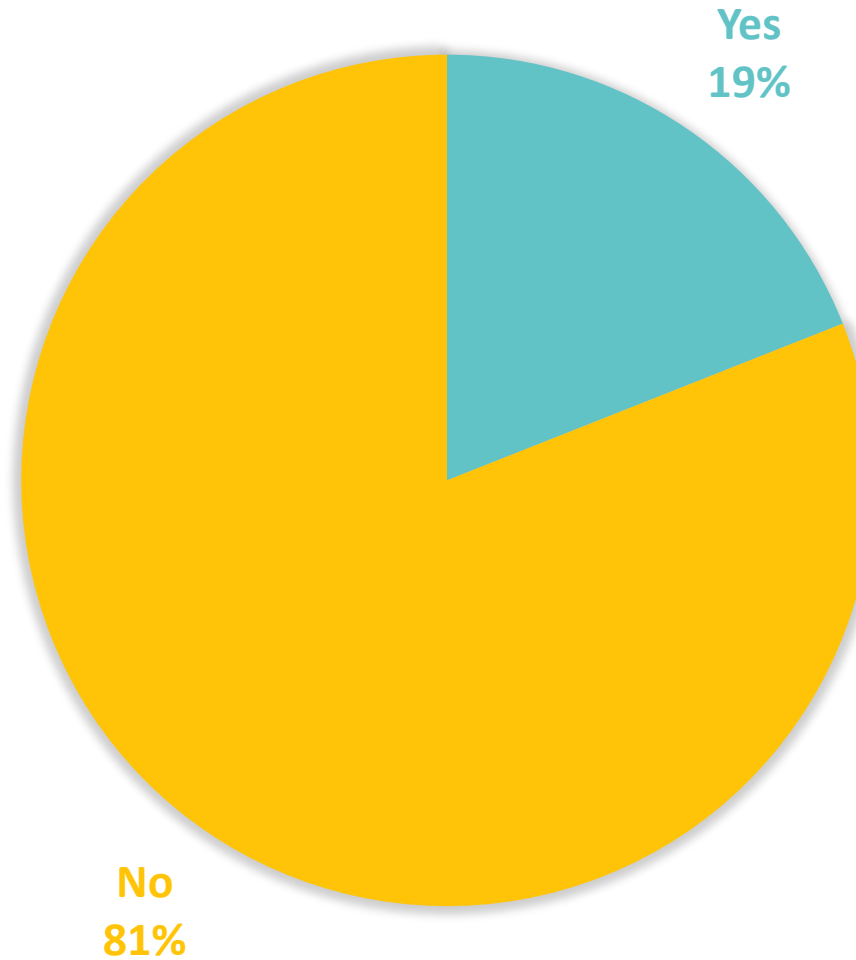


SECTION 7

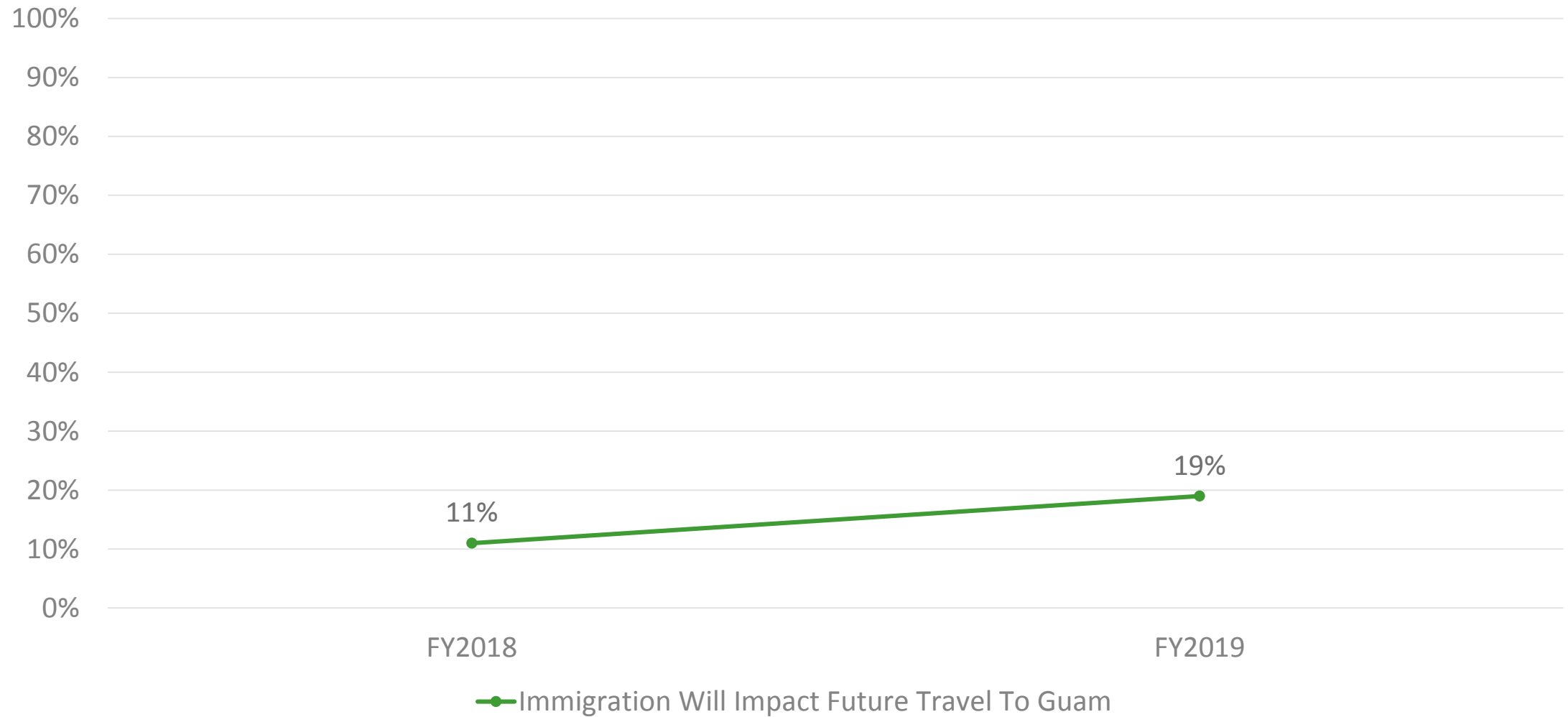
IMMIGRATION



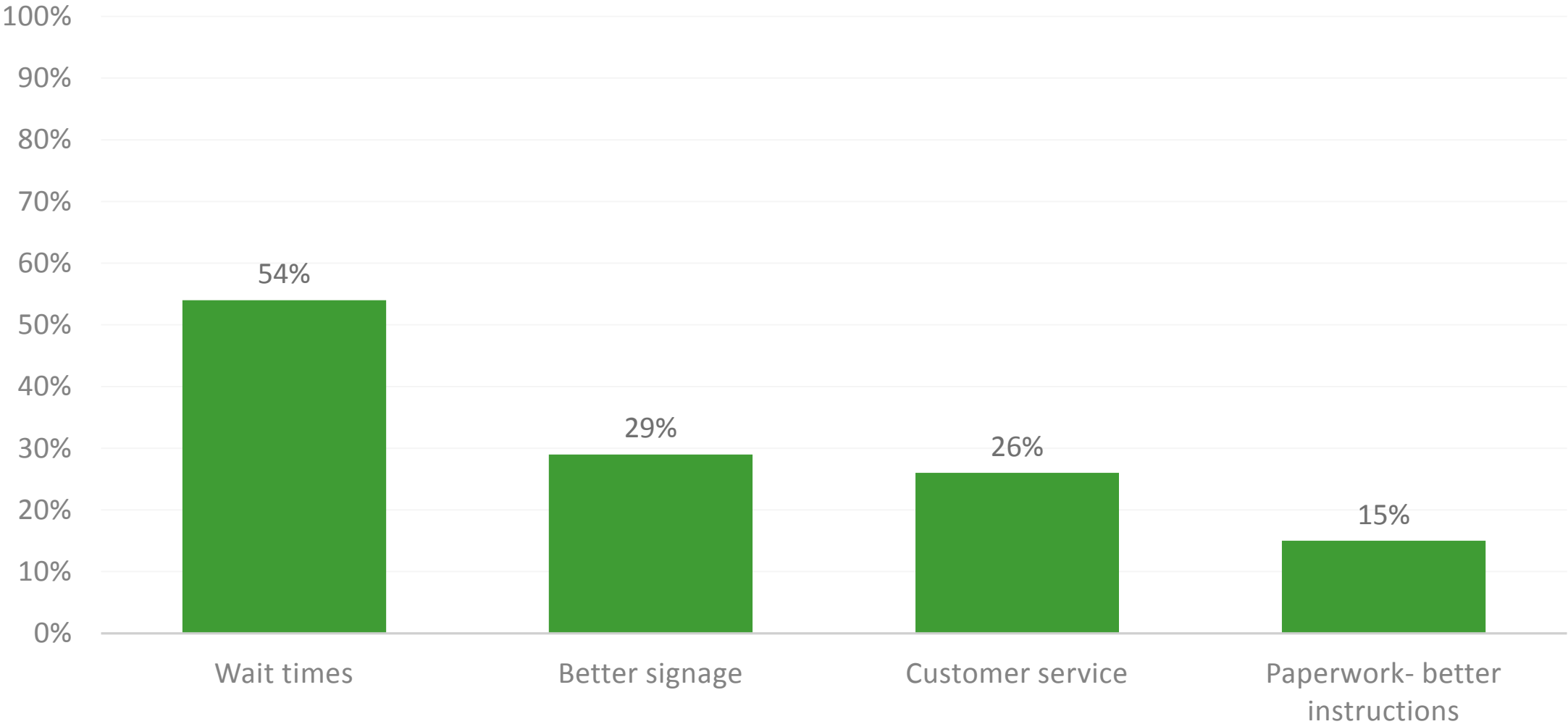
IMPACT OF AIRPORT IMMIGRATION SVC ON FUTURE TRAVEL TO GUAM



IMPACT OF AIRPORT IMMIGRATION SVC ON FUTURE TRAVEL TO GUAM



AIRPORT – SECURITY/ IMMIGRATION ISSUES





SECTION 8

ADVANCED STATS



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.
- The predictor variables (drivers) are ranked on the percentage they account for the dependent variable. The top two ranked independent variables generally account for the largest percentages of the dependent variable and are thus the best predictors (drivers) of the dependent variable.

DRIVERS – OVERALL SATISFACTION

Comparison of Drivers of Overall Satisfaction, Recap 2019

Drivers:	2019 rank
Entertainment	1
Shopping	
Dining	
Beaches	
Parks	
Roads	
Sightseeing Areas	
Being a safe and secure destination	
% of Overall Satisfaction Accounted For:	5.1%
NOTE: Only significant drivers are included.	

DRIVERS – OVERALL SATISFACTION

- **Overall satisfaction** with the Philippine visitor's experience on Guam is driven by one significant factor in the 2019 Period. It is:
 - **Entertainment.**
- With this factor, the overall r^2 is .051 meaning that **5.1% of overall satisfaction is accounted for by this factor.**

DRIVERS – ONISLE EXPENDITURES

Comparison of Drivers of Per Person On Island Expenditures, Recap 2019	
Drivers:	2019 rank
Entertainment	2
Shopping	
Dining	
Beaches	1
Parks	
Roads	
Sightseeing Areas	
Being a safe and secure destination	
% of Overall Satisfaction Accounted For:	6.9%
NOTE: Only significant drivers are included.	

DRIVERS – ONISLE EXPENDITURES

- **Per Person On Island Expenditure** of Philippine visitors on Guam is driven by two significant factors in the 2019 Period. In rank order they are:
 - **Beaches, and**
 - **Entertainment.**
- With these factors, the overall r^2 is .069 meaning that **6.9% of per person on island expenditure is accounted for by these factors.**