

Fantasy is Reality; Fiction is Fact • Virtual lives Online personas, virtual gaming, imaginary online communities "Massively multi-player online role playing games" Celebrity culture Celebrities have filled the symbolic void left by real cultural role models
 Reality TV is fiction Rise of the gaming industry The ultimate fantasy destination: Las Vegas
 Lotteries - giant jackpots · Backlash: Search for authenticity, realness Can cultural programs and facilities become intermediary spaces where the virtual and real worlds meet?

#### Demand for more stimulation

- · Younger consumers are acclimated to multisensory engagement
  - Watching, hearing and reading simultaneously
  - Lighting at popular music concerts
- Experience learning, interactivity and edutainment
- Higher satisfaction thresholds
  - Expectation for immediate rewards and validation

## **Proliferation of Choice**

- Overwhelming number of leisure options in some markets
  - Glut of information about options
- Challenges our cognitive abilities
  - Cognitive chunking is the brain's responseDecision paralysis is likely
- Particularly troubling for arts groups with many diverse program offerings
- Implies greater need for "filters"
  - Unbiased recommendations, "guide to use"

## **Diffusion of Cultural Tastes**

- · Fragmentation and diversification of tastes, both narrowing and broadening
  - Cross-cultural influences
- Enabled by advances in technology

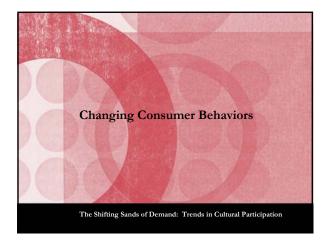
  - Global distribution at the speed of light
    Witness the impact of the download phenomenon on music preferences worldwide
- The net effect is rapid aesthetic development
  - More people enjoy more different kinds of art

## **Definitional Boundaries Around the** Art Forms have Blurred

- Consumers experience art along a continuum from "popular" to "high art"
  - What is dance?
  - What is classical music?
  - Whose definition matters?
- Rapid "remixing" of art, re-purposing of content
  - Slash fiction
- Consumers don't put us in the boxes we put ourselves into
- Decreasing relevance of institutions that use a narrow or rigid definition of art

## **Evolution of Cultural Norms**

- From "snob" to "omnivore"
  - Richard Peterson, Vanderbilt University
- · Shift in ideal: from fine arts sophisticate to world cultural citizen
  - A new kind of cosmopolitanism
  - Desire to make sense of the complicated world we live in
- · Increased access to the art and artists of diverse
- · Inevitable move towards one highly interconnected mosaic of global cultures



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## Shortened planning horizons

- Decline of advance commitment
  - Exceptions are highly desirable products, when scarcity is an issue
- Evidenced in later and later sales patterns for arts presenters
  - This trend is inconsistent with subscription marketing
- Increased premium on flexibility, as lives get more complicated
  - Keeping options open until the last minute; enabled by the availability of "perfect information"
  - Will people pay a premium for buying late?

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## Less loyalty

- Each cultural institution values its biggest spenders/donors the most; perks abound
  - But more and more younger consumers don't want to play the hierarchy game
- Not everyone wants to "get married"
  - Can we just date?
- How can we facilitate and encourage <u>infrequent use</u> and <u>late buying</u>?
  - Cooperative marketing solutions are implied

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## Increased demand for convenience

- Low threshold for opting out
  - Attractive, convenient alternatives
- Less willingness to drive, fight traffic More at-home entertainment options
- Slow shift in population away from arts facilities in urban centers
- One response is venue diversification
- Looking forward, the challenge is being relevant to people in a range of settings

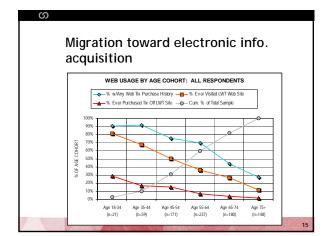
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#### The new calculus of risk and reward

- Less willingness to take risks, more willingness to pay large sums for a guaranteed "home run" experience
  - Evidenced by blockbuster phenomenon
  - Super-premium price points on Broadway
- Consistent with a pervasive trend towards "trading up"
- The rise of VIP culture or "the massification of luxury"
  - Creating the reality or illusion of exclusivity, status, prestige
  - The more everything becomes accessible, the more some people want to be separate
- · Suggests demand for value-added, premium arts experiences

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## Increased reliance on word-of-mouth

- Lower consumption of traditional media
  - Fragmentation of the media; absence of the critical voice - Proliferation of personal communications technologies
- Reaction to glut of information: hunger for "unbiased" filters
- Proliferation of online Word-of-Mouth tools
  - Peer-to-peer and viral marketing tactics
  - Online invitation tools, ticketing systems that integrate with Facebook; Instant Encore (iPhone apps)
- · Shifting focus to the 'total customer experience'

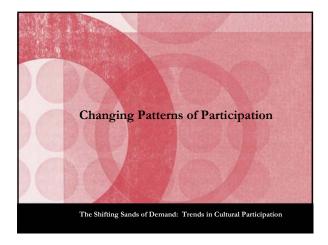
## The Online Social Networking Phenomenon

- Proliferation of online social spaces
  - Facebook.com MySpace.com, Twitter, Friendster.com, Care2Connect.com, CrowdFactory.com, Tribe.net, LinkedIn.com, Gather.com
- Still a new frontier for the arts sector
- · Concurrent rise in real life social networks
  - Book clubs, film clubs, play groups
  - The Cellular Church

Linked in . Relationships Matter

## Growing awareness that social context drives arts attendance

- Who do I want to spend time with?
- Absence of social context is a major barrier to participation
- Examples: 'spousal taste discordance'; new to the area
- · People construct all sorts of social groups around arts experiences
  - Groups of co-workers, college alumni groups, church groups, small family groups, friendship groups
- We are in the business of creating social experiences for people, a part of which is art
- · New emphasis on personal, direct selling



# The rise of personal creative expression

- The tools of everyday creativity: the living arts
  - Gardening, cooking, decorating oneself, designing attractive living spaces, collecting art and objects, writing letters and
- Mostly self-directed, home-based
- Add to this the user-generated content phenomenon
  - CafePress.com: "Shop, sell or create what's on your mind" Flickr.com: "Store, search, and share your photos"

  - YouTube.com: "Broadcast yourself"
- Off the radar map of most funders and arts institutions
  - A giant value disconnect

## Trend towards more customized experiences

- Deeply embedded in today's consumer environment
  - "Mass customization" or the "one-to-one future" in which every consumer gets unique treatment
- · A generation of consumers is accustomed to getting what they want, when they want it, where they want it
  - iTunes, NetFlix, TiVo, digital cable, satellite radio

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# More demand for active engagement opportunities

- Consumers are demanding more intense, more meaningful experiences
  - We are entertaining a generation of experience learners
- Evidenced in higher rates of "personal participation"
  - The rise in amateur art making, art collecting (e.g., home-made music recordings)
  - Part of the "Pro-Am Revolution" (i.e., professional amateurs such as bloggers, astronomers, singers)
- · Art for a compressed, impersonal, anxious society

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# Shift towards interpretation-rich arts experiences

- Overall trend towards engagement and "experience enhancement"
  - Slow, fitful innovation process
- · Improving "readiness to receive"
  - Martha Graham company introductory videos
  - Advance mailing of program notes, synopses
- More contextual programming
- Embedded interpretation
  - Audio guide content on cell phones
  - Supertitles at the Opera
  - Concert Companion at classical music concerts

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#### The Culture of Instant Feedback

- Consumers are more and more accustomed to being asked for feedback on everything
- Entire business models in the commercial sector are based on customer feedback (e.g., Amazon)
- New tools like Twitter serve as real-time feedback mechanisms

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