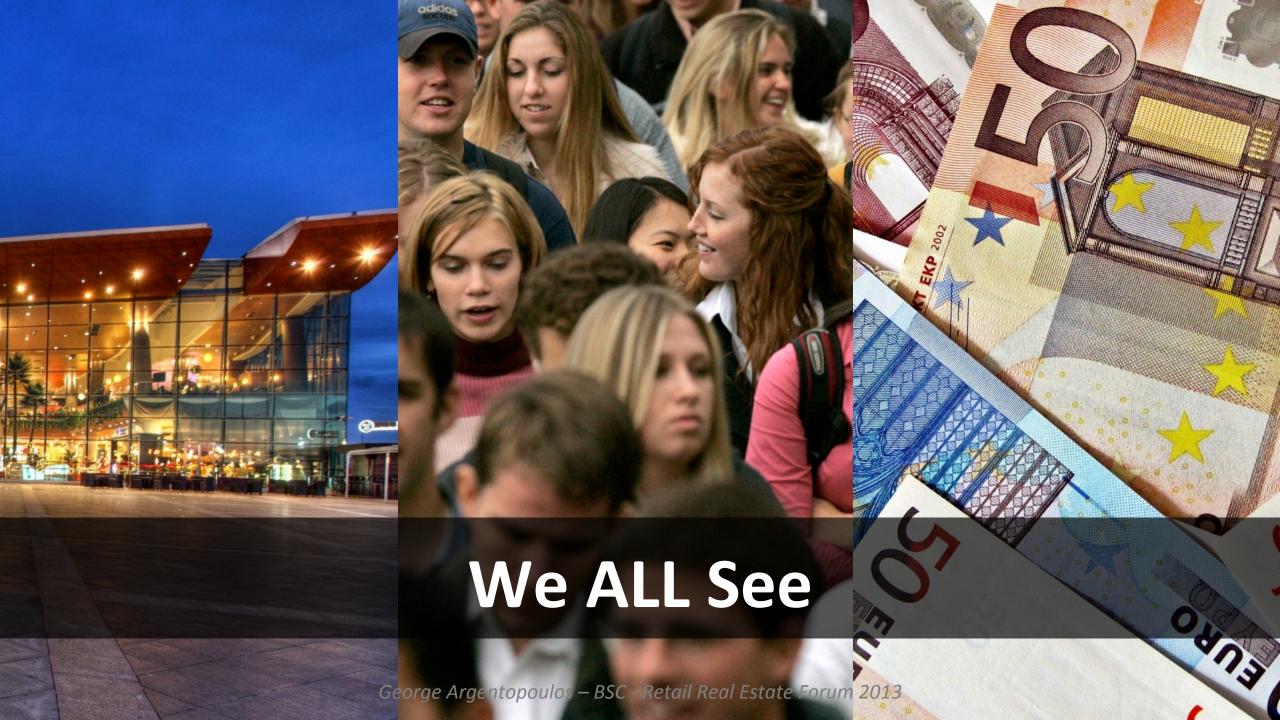




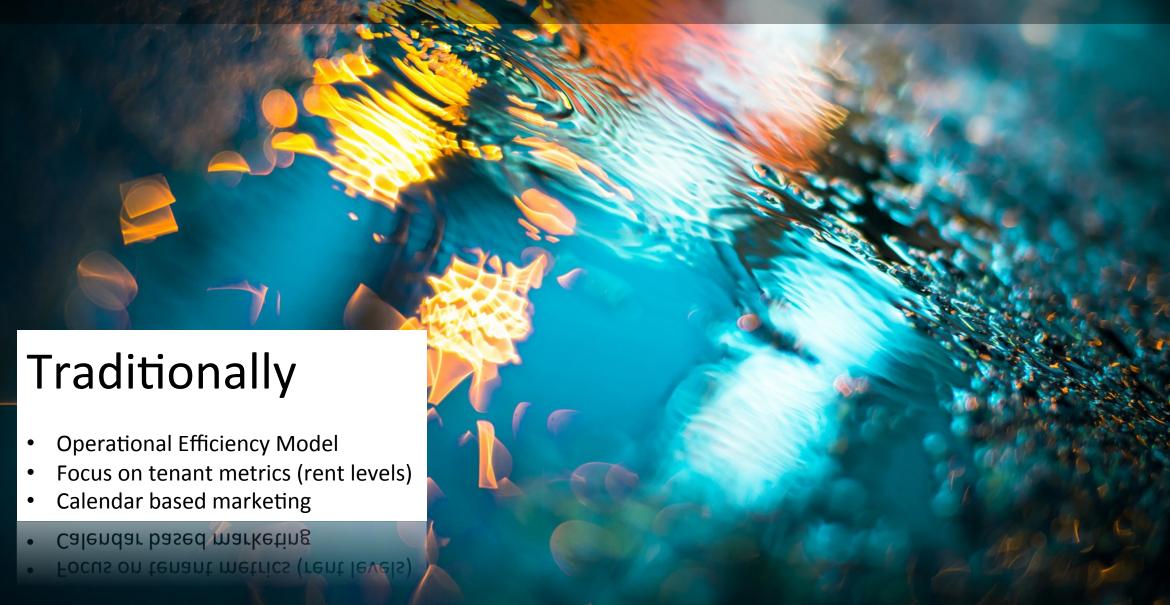
Innovate or Die Hard











The Fundamental Differences

Our Model

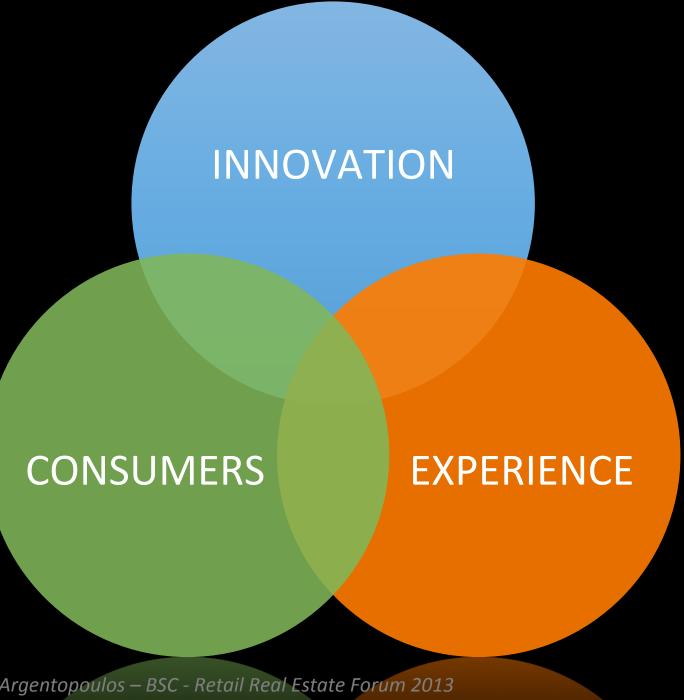
- Innovation Model
- Focus on customer metrics (center turnover)
- Experience Marketing

Experience Marketing





Use the Right Mix



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Technology is the Enabler



web



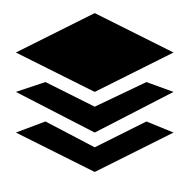
mobile devices



social media

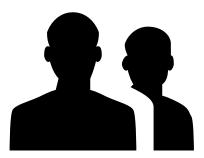


Through



Propositions

- Shopping
- Entertainment
- Food
- Value Added Services



Customer Service



Innovation & Experience

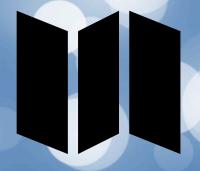




Experience Marketing programs allow Consumers to become Active Participants in a Marketing effort.

Well planned and executed Experience Marketing Programs can be very memorable and relevant and can result in a positive change in Consumer Behavior (such as making a purchase) and Attitudes (such as changing brand preference).

An Active Model



Experience Management Systems

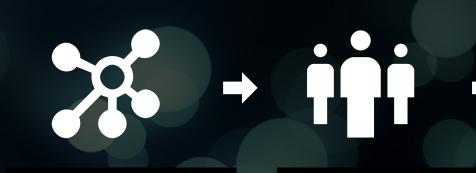


Structured Implementation Mechanics



Targeted
Optimized
Communication

Focus on Customer Metrics & Behavior





%

Visitors / Tribes

Number of Visits

Spending

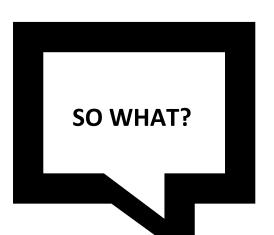
Center Turnover

Center Income

Who? What they want?

Give them experience (fun / service / unique features) Engage them Reward them Give the right propositions / offers to the various tribes

Successful Tenants Successful Landlord



Overall, when Brands try to build relationships with consumers, a simple plan is still the best plan. Brands must first put themselves in the eyes of the Consumer in order to understand the interaction process and the emotions they are trying to evoke from the consumer.

Fortunately, Technology can't do the job on its own, nor will our innovative spirit alone propel experiential activations to succeed. Creative ideas and emotional context remain critical for creating powerful and memorable Brand Experiences.



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