

**Destination Selection** 



Who + Why = What + When + WHERE



### Domestic v. International







#### Domestic

- Currency
- Access & Options
- Language
- Expectations
- Culture

## Advantages

#### International

- Specialness
- Mind Broadening
- Adventure
- Exchange Rates



### Tier 1 Advantages



- Resources
- Appeal
- Travel Access



### Tier 3 Advantages



- Big Fish, Small Pond
- Take over venue
- Price!



### Tier 2 Advantages



Little bit of each



### **Destination Considerations**



Climate

Travel Complexity

Social Stability

City Calendar

Alignment



Venue Selection



### Venue Priorities



Meets Objectives

Fits Programming

Cost Considerations



### **Venue Considerations**



Ownership

Access Ease

Safety & Security

Style



### **Venue Considerations**



Services

Rooms

Negotiables



Site Inspections



### Site Visit: Locale



- Test run guest experience
- Tour city with experts
- Experience same time of day (year)
- Check guest routes
- Rely on DMC partners



#### Site Visit: Venue - Decision



- Get comfortable with space
- Walk without staff (good, bad, ugly)
- Rough SWOT for each element
- What you do/learn sets tone for negotiations

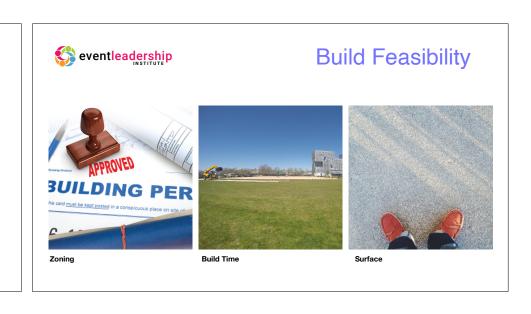


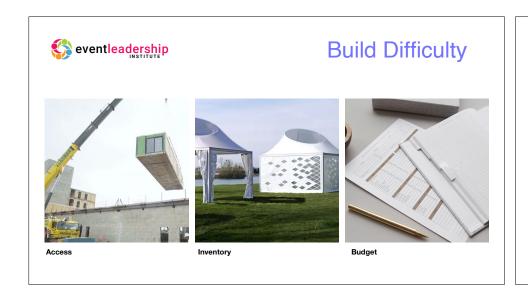
### Site Visit: Venue - Technical



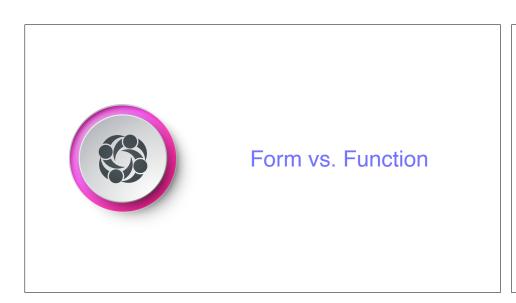
- Have your experts on hand
- See the space as you want it
- See EVERY space
- See ALL equipment
- Visit the unique/random

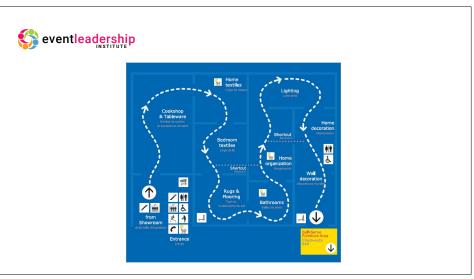


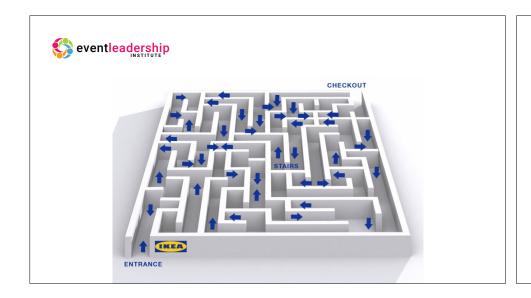














"design an event space to accommodate a specific program, experience, or intent"



### **Architectural Impacts**



- How we arrive
- Positive v. negative spaces
- Utilize all space



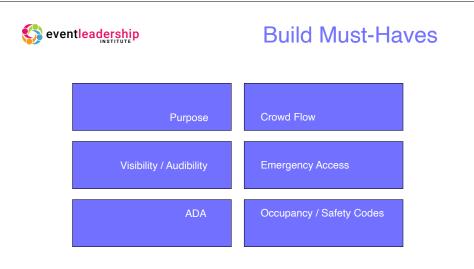


### **Objective Mapping**

- 1.List all that NEEDS to happen
- 2. How many people
- 3. Ideal enhancement
- 4. Build or turn time

NOW you can talk form.







### **Secondary Perception**



- Impacting Comfort
- Impacting Quality

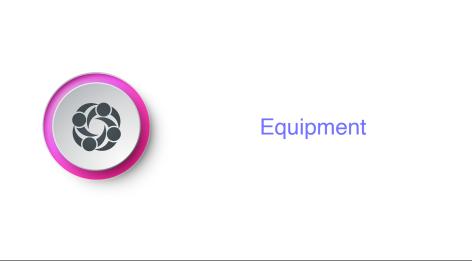


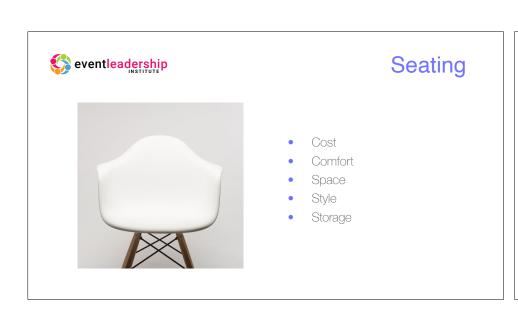
Indoor v. Outdoor

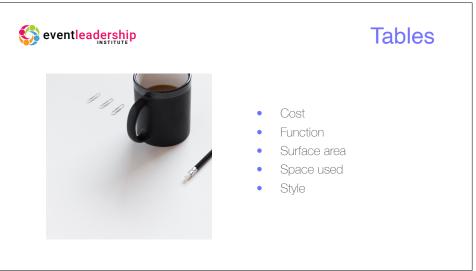


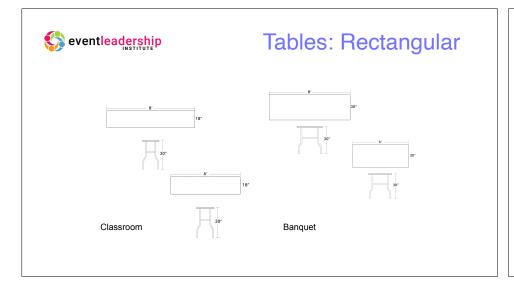


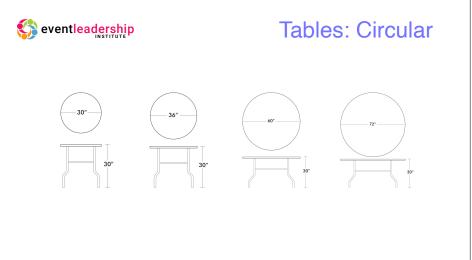


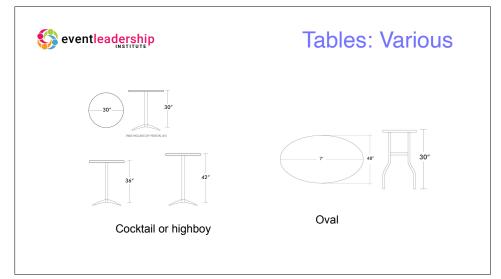


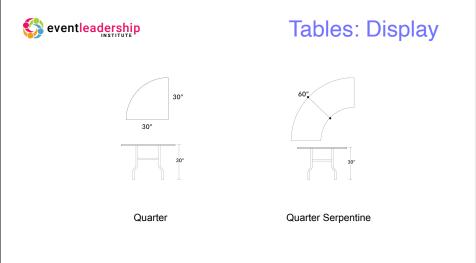
















### **Crowd Control**

- Barriers
- Temporary walls
- Pipe and drape
- Trees & hedges
- Gates & fencing
- People





### **HVAC**

- Comfort
- State of being
- Timing







- Ceiling height
- Wall surfaces
- Room materials
- Audit the room
- What is the message?





### Light

- Functional elements
- Decorative elements
- Where to place?
- Where is power?
- What is the mood?







- Have enough?
- Placement & cabling
- Fuel or venue cost



Standard Designs



### Consider: Visibility



Image quality

Centerpieces, Chandeliers, Columns

Amount of lighting

Movement of program

Timing of meals



### Consider: Access

Can you get to where you need to?

What do guests need to see, do?

Table, chair space

Kitchen access

Aisles, restrooms, exits

ADA





### Consider: Flow



Avoiding bottlenecks

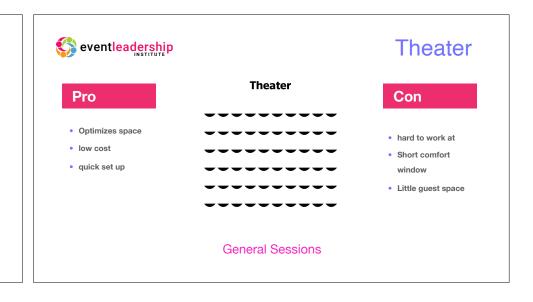
Lanes of movement

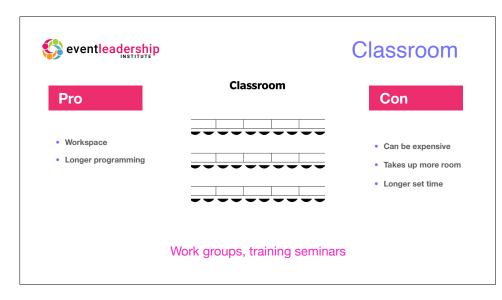
Registration

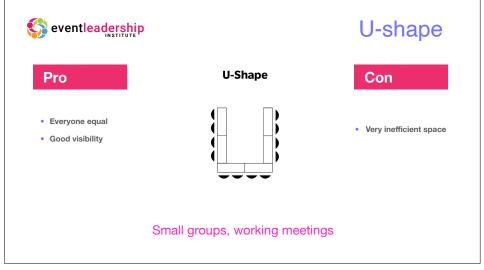
Control points

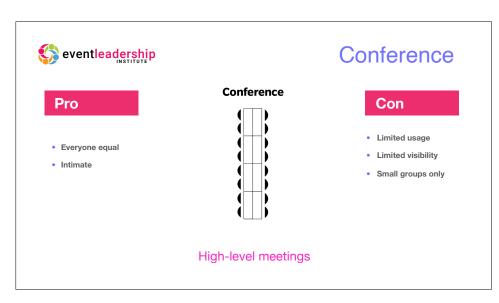
Bars / buffets

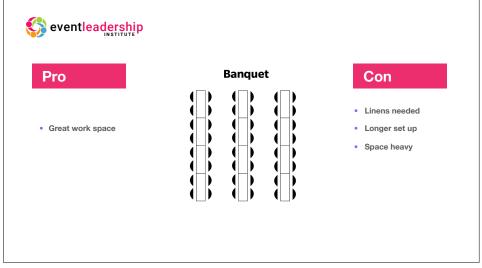
Hallways, elevators, stairwells

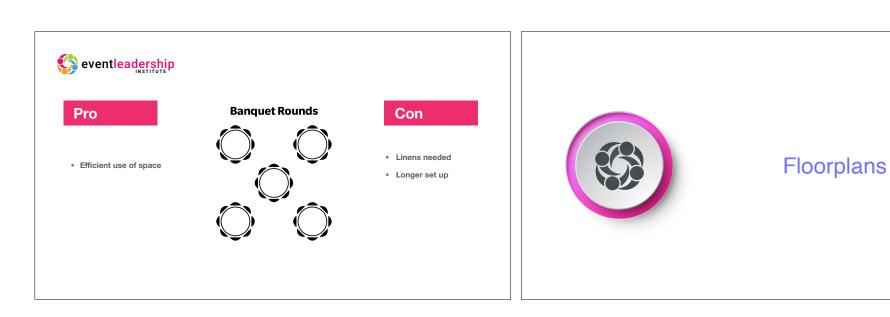






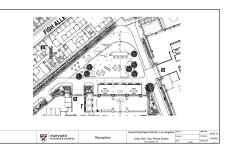








### Floorplans



Always create, always share

Fully defined icons

Correct scale used

Show all elements

Use version system



# Complexity of your needs

**CAD Considerations** 

Price

Learning curve

Functionality

Sharability / Integration