

## December 2013

### Entertainment Venues - US

“Live Nation and AEG have emerged as the dominant forces in live entertainment by controlling all aspects of the value chain. Yet, ticket prices have increased while ticket sales have remained relatively flat. There are opportunities for new business models to emerge to reduce ticket prices and increase attendance and ...

## November 2013

### Activities of Kids and Teens - US

“Compared to previous generations, kids and teens increasingly live a sedentary lifestyle. These digital natives are interconnected and tend to divide attentions across multiple platforms and channels, prompting impatient behaviors, quick-fix mentality, and instant gratification. Their loyalty is likely to mirror this trend, spreading thinly across brands, and easily switched ...

### Movie Theaters - US

“Going to the movies is an American pastime. However, movie theaters need to help moviegoers look beyond the cost of tickets by promoting the overall value of the theater experience. Advanced screen technology such as 3D and IMAX, new concession offerings, and loyalty promotions are likely to do this, especially ...

### Mobile Gaming - US

“The mobile gaming sector is new, widespread, and growing. Non-traditional demographics have taken to mobile gaming. App store listings and gaining good reviews at app stores are critical, and game makers exploring the optimum way to monetize of their product must keep in mind the increased likelihood of download if ...

## October 2013

### Cruises - US

“The cruise industry is the fastest growing travel segment and is expected to continue its expansion through added capacity. However, global per passenger revenues have remained essentially flat from 2008-13, which begs the question of whether growth is sustainable, and how cruise lines will ensure that demand—and revenues—will keep up ...