



<mark>Ju</mark>ne 2015

Loyalty and Trust in Travel Markets - UK

This report will help you to uncover opportunities and understand the key issues affecting your market. How? By giving you instant access to analysis and critical recommendations. It will also challenge routine thinking by providing fresh, new perspectives that energizes your thought processes.

May 2015

The Customer Journey in Travel - UK

Domestic UK holidays have fallen 7% over the last five years and this is expected to descend further. Over the next five years, Mintel expects a continued rise in overseas holidays coupled with a dip in domestic trips. Outbound trips are forecast to rise by around 3% in 2015 and ...

Holiday Car Hire - UK

The holiday hire car market is forecast to grow steadily, supported by a strong holiday market, a resilient Pound against the euro and low petrol prices. There are a number of opportunities for car hire companies to engage with younger consumers particularly for shorter hire terms and alternative fuel cars ...

April 2015

Package vs Independent Holidays - UK

The overseas holiday market has a positive outlook for 2015 and beyond. Package holiday volumes are rising at a higher rate than independent holidays. Consumer confidence improvements will see increases in the value of holidays, however habits developed during the recession to save costs continue to be part of the ...

Winter Holidays Abroad - UK

"The ageing of the population and the growing importance of affluent Baby Boomers to the travel market are strong plus-factors for winter holidays abroad in the coming years. Holidays with a 'soft wellness' angle (ie 'winter tonic' breaks with the emphasis on general wellbeing and revitalisation), as well as more ...

Consumers and the Economic Outlook: Quarterly Update - UK

"Economic improvements are finally beginning to be felt at the consumer level. Falling prices of essentials and rising wages are helping incomes go further and there are indications that people are beginning to relax their budgets and spend on items and experiences that have been out of reach during the ...