

Leisure Review - UK - December 2016

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"Social media has become increasingly image-based, which leisure venues need to take into account as they look to utilise social media for promotion and engagement. Leisure venues should be looking to offer creative, visually rich experiences that people will want to post pictures and videos of online."

- Rebecca McGrath, Research Analyst

This report looks at the following areas:

- Leisure venues look to boost app use
- Utilising online reviews and social media

The UK leisure industry has continued to grow in real terms as living standards improve and more consumers feel finically secure. The industry is expected to be worth just over £85 billion in 2016, some 15% higher than the 2011 total.

One of the biggest challenges facing the leisure industry currently, along with the economic uncertainty created by Brexit, is the introduction of the National Living Wage in 2016. The leisure industry is very labour-intensive with many low-paid workers, meaning that leisure operators may ultimately be forced to compensate by raising prices.

Technological innovations are, however, bringing interesting changes to leisure sectors, with apps continuing to open up many opportunities in terms of personalised promotion, engagement and sales. Virtual reality and augmented reality also continue to develop, presenting many options for leisure venues to integrate smartphones into leisure activities by creating exciting new immersive experiences.

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This report is part of a series of reports, produced to provide you with a more holistic view of this market



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