

# FUTURE MEETING SPACE

WHAT DOES THE FUTURE OF THE MEETINGS SECTOR LOOK LIKE?

IDENTIFIED REQUIREMENTS FOR FUTURE EVENTS

- INTERACTION
- TIME
- FLEXIBILITY
- SECURITY
- SHORT-TERM
- EXPERIENCE

SCENARIO

## 1 INTERACTIVE FORUM

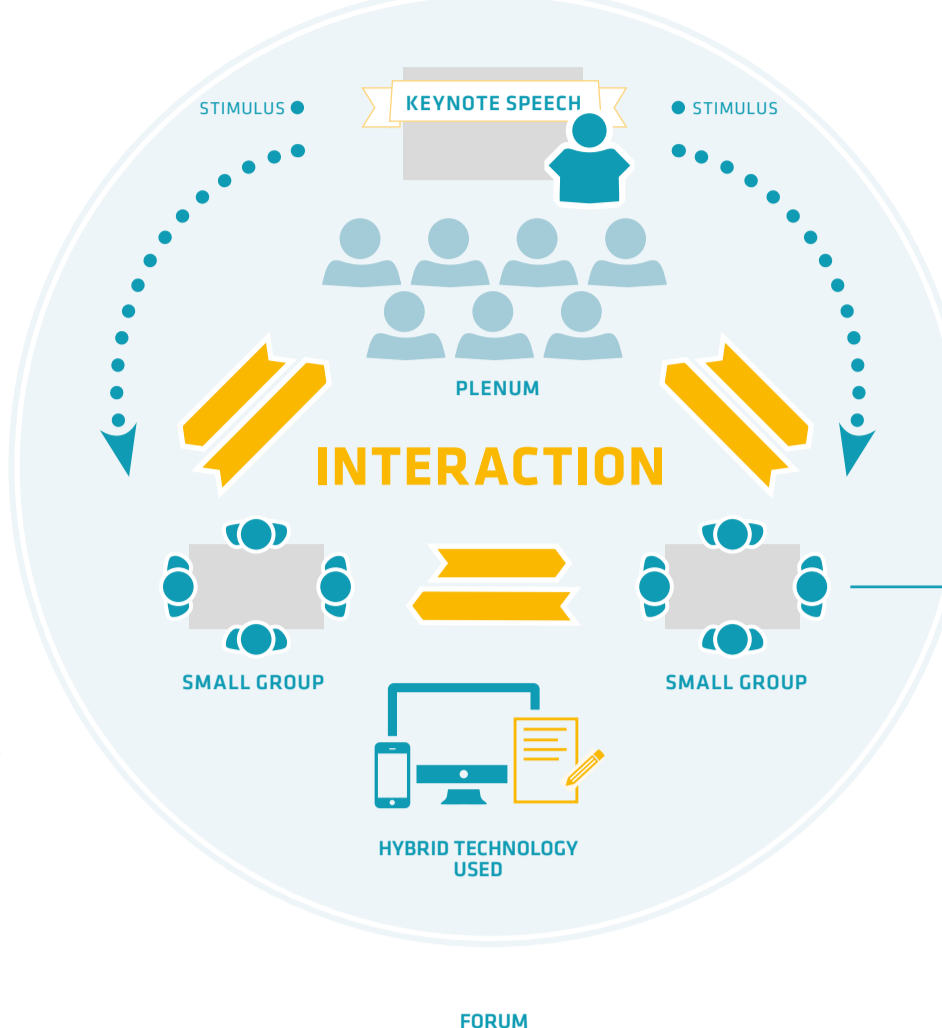
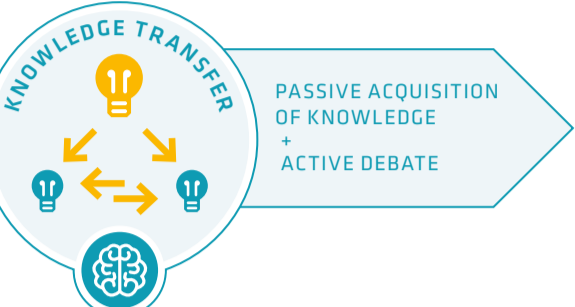
REQUIREMENTS

50-200 PARTICIPANTS

1-2 DAYS TIMEFRAME



CENTRAL EVENT LOCATION



- WORKSHOP
- WORLD CAFE
- GAMIFICATION
- DESIGN THINKING

SCENARIO

## 2 MULTISITE CONFERENCE

REQUIREMENTS

MAX 50 PARTICIPANTS

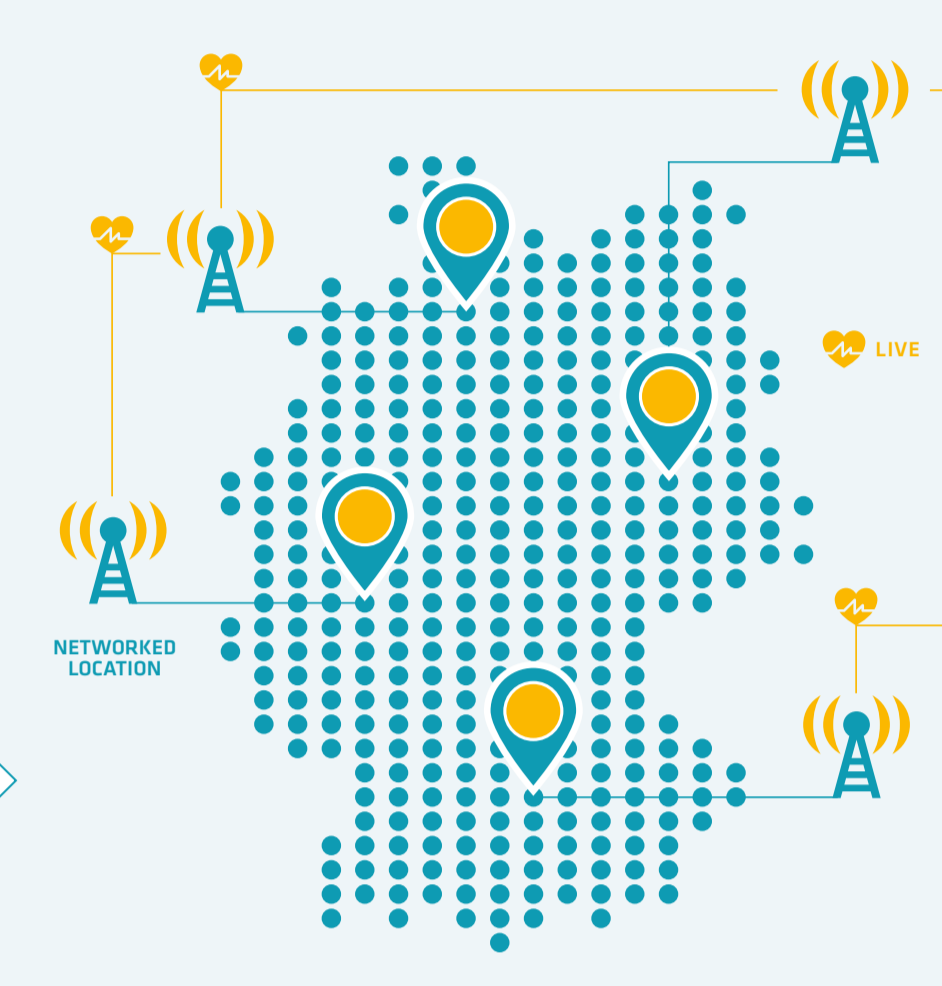
1/2 DAY TIMEFRAME



MULTIPLE EVENT LOCATIONS



SIMULTANEOUS EVENTS



- VIDEOCONFERENCE TRANSMISSION
- ONLINE PLATFORM
- HOLOGRAMS
- ROBOTS

SCENARIO

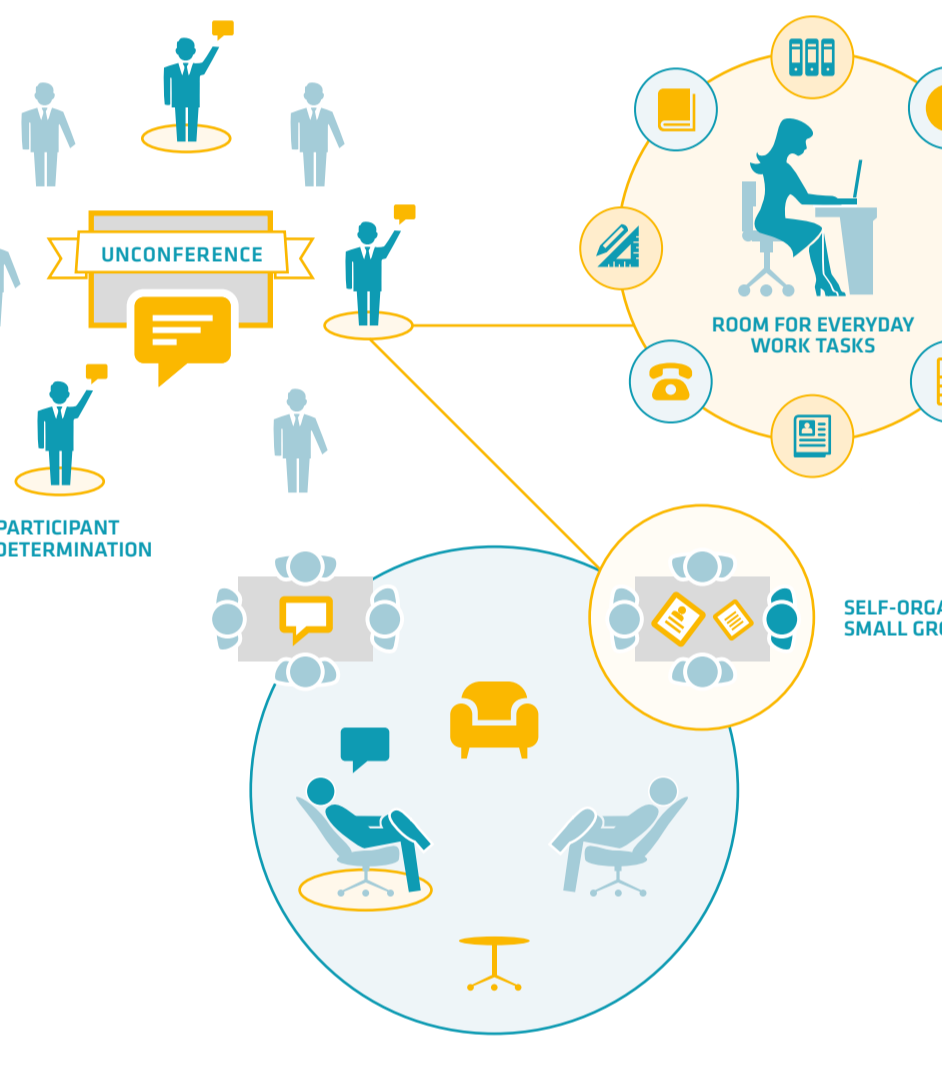
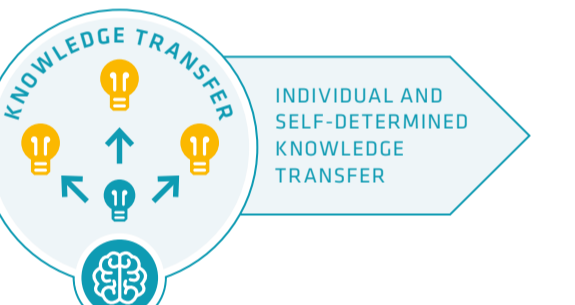
## 3 CO-WORKING CONFERENCE

REQUIREMENTS

7 DAYS TIMEFRAME



ACCESSIBLE



- LONG-TERM CONFERENCE
- SET FOCUS
- INDIVIDUALISATION + SELF-DETERMINATION
- TIME IS MONEY

SCENARIO

## 4 UNPLUGGED CONFERENCE

REQUIREMENTS

MAX 50 PARTICIPANTS

1-2 DAYS TIMEFRAME



RURAL AREAS NON-URBAN LOCATIONS



- PUBLIC TRANSPORT
- SHARING TRANSPORT
- AUTONOMOUS DRIVING
- FOCUSING ON PARTICIPANTS

SCENARIO

## 5 HYBRID CONFERENCE

REQUIREMENTS

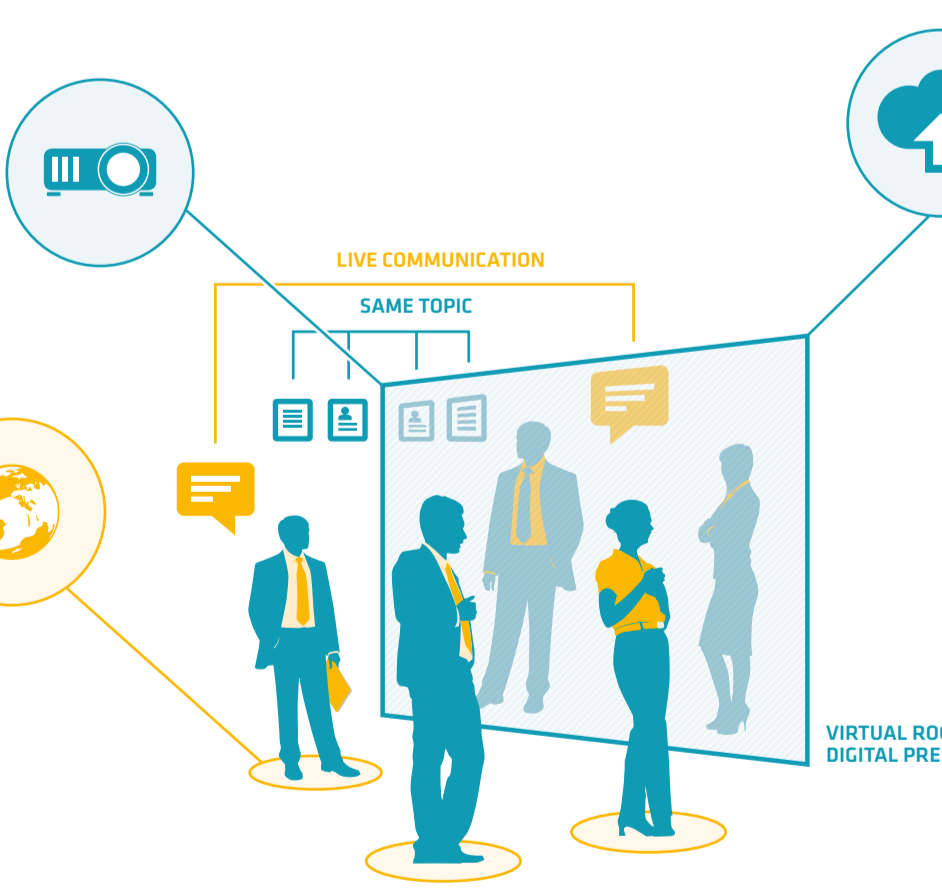
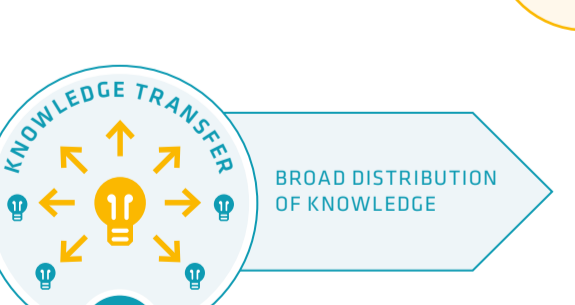
1 DAY TIMEFRAME



LOCATION INDEPENDENT



REAL TIME ANALOG - DIGITAL



- BLUESCAPE CONNECTION FOR VARIOUS LOCATIONS
- DIGITAL DEVICES FOR SIMULTANEOUS WORK
- EQUIVALENT CONTENT
- TIME AND COST SAVING FOR THE PARTICIPANT

SCENARIO

## 6 VIRTUAL GOES LIVE

REQUIREMENTS

1 DAY TIMEFRAME



PERSONAL EXCHANGE OF KNOWLEDGE AND INTERACTION



- TRAINING REAL COMMUNITY
- REAL EXPERIENCE
- PERSONAL CONTACT AND EXCHANGE
- COMMON OBJECTIVE