



smartEIZ

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Enhancing sustainable national tourism industry by instituting principles of fourth industrial revolution

SmartEIZ Conference

“Smart Specialization Strategies: Contemporary Challenges of its Design and Implementation”

Zagreb, 17 April 2018

Agenda

- global trends, industrial platforms evolution
- challenges in tourism industry, technology related
- assessment of the appropriateness and use, tourism vs. I4.0
- research methodology
- conclusions

Research question and goals

keywords: *tourism industry, fourth industrial revolution, digital economy, strategic positioning*

- **Multidisciplinary research approach (economy/business + technology)**
- **The research question:** how touristic sector can benefit from strategic foresighting in use of emerging technology development trends to establish itself as sustainable value added industry assisted by digital economy principles?
- **The main research goal** of this paper research is to offer an analytical techno-economic appropriateness assessing framework for the plausible and practical strategic implementation of I4.0 principles in the regional case of Croatian touristic sector, ... complemented with recommendations for its translation and generalization on other global locations.

- EU deindustrialization, Tregenna (2011)
- Continuous productivity decline (reports)
- China and parts of Asia have become a ‘world factory’
- Protectionism on the rise – trade war fear, EU stuck in the middle (Rana and Ji, 2018)
- Radical shifts in the global energy context (Wang et al, 2018)
- others
- **... we taught our children that production is not our business, ... that it happens somewhere else, distant !!**

Three current delineations of EU New Industrial Policies, Bramanti (2016):

- **‘Phoenix Industry’**, (UK, Midlands)
- **‘Industry 4.0’**, Germany, Baden-Württemberg
- **‘Smart Specialisation’**, Italy, Lombardia

Industry 4.0? But what is it?



- The term "Industrie 4.0" was revived in 2011 at the [Hannover Fair](#)
- **Industry 4.0** >> industrial platform of [automation](#), data exchange and SOA technology use in manufacturing technologies.

Amongst others It includes AI, Big Data, [cyber-physical systems](#), the [Internet of things](#), [cloud computing](#)^{[1][2][3][4]} and [cognitive computing](#).

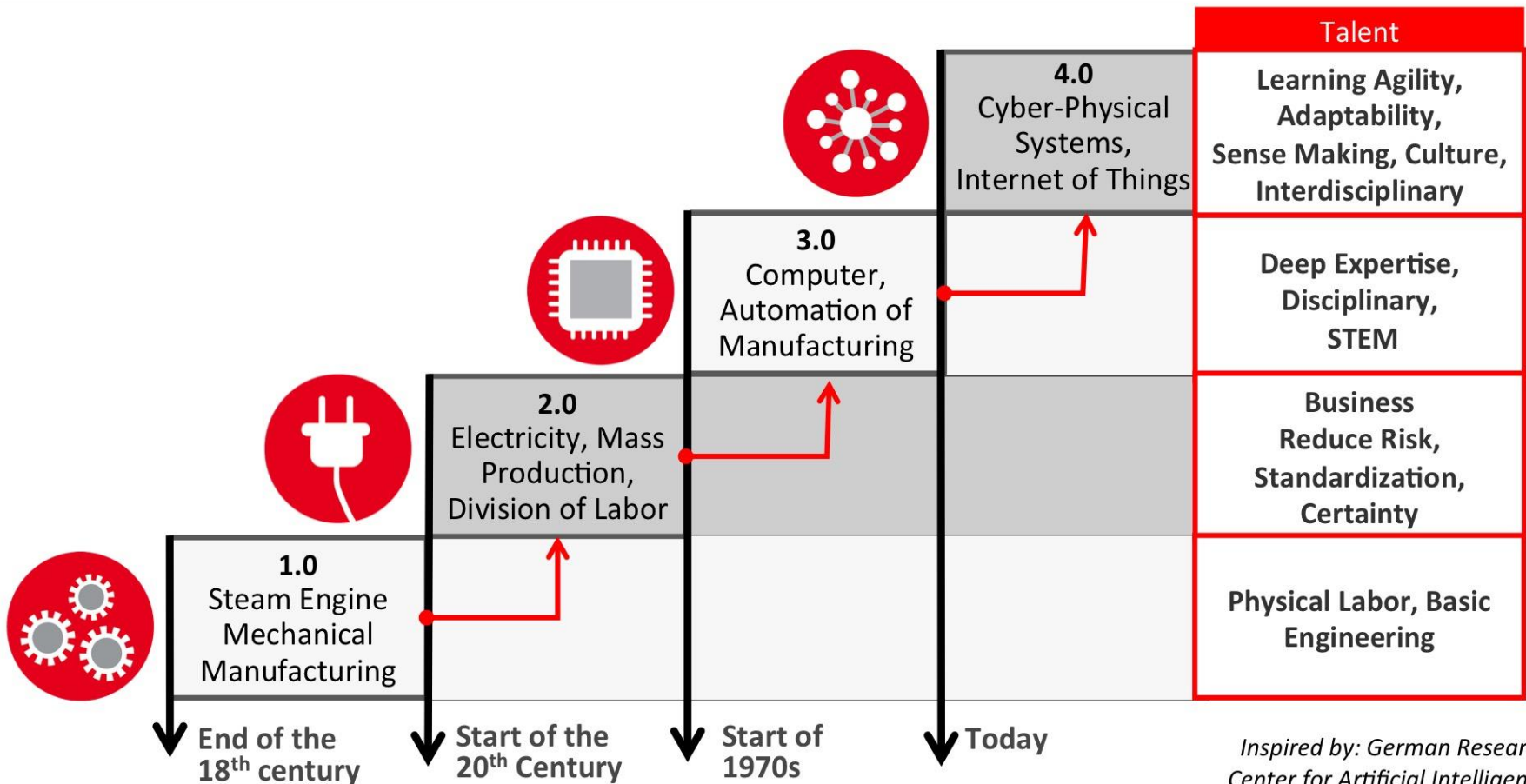
Industry 4.0 is commonly referred to as the [fourth industrial revolution](#).^[5]

Ref: Vogel-Heuser, Hess (2016); Roblek, Meško and Krapež (2016), others

4th Industrial revolution (Lukac, 2016), what it is? Needed talents and skills



The 4th Industrial Revolution



Inspired by: German Research Center for Artificial Intelligence

I4.0, main areas – pillars, Thames and Schaefer (2016)



Global industrial platforms

ref: <https://www.i-scoop.eu/industry-4-0/>



United States
Industrial Internet (Consortium)
Smart Manufacturing
Industry 4.0

- **Industrial Internet:** US concept (GE) but Industrial Internet Consortium global and collaborates with Industry 4.0 Platform.
- **UK:** Industry 4.0 and 4IR initiative. Post-Brexit unknown.
- **China:** Industry 4.0 the framework of "Made in China 2025"
- **Japan:** several initiatives, collaboration Industry 4.0 Platform.

EU / Western Europe

- Austria: Industrie 4.0 Österreich
- Belgium: Factories of the future
- Czech Republic: Průmysl 4.0
- Denmark: MADE
- France: L'Industrie du Futur
- Germany: Industrie 4.0
- Hungary: IPAR4.0
- Italy: Industria 4.0
- Netherlands: Smart Industry
- Portugal: Indústria 4.0
- Spain: Indústria Conectada 4.0
- Sweden: Smart Industry / Produktion 2030
- UK: Industry 4.0 / 4IR
- EU: aligning national plans

China
Made in China 2025

Japan
Robot Revolution Initiative
Society 5.0

Touristic sector, offering segments, basic taxonomy



- Hospitality / accommodation and catering
- Tour operators
- Transportation – for touristic purposes
- Travel agents
- Attractions
- Tourist information and guiding services

Ref: McKercher (2015) and others

Touristic sector, emerging offering segments taxonomy



- Medical - wellness
- Sport and adrenaline (golf, polo, adventures, ...)
- Rural and Eco
- Heritage
- Luxury
- Business related, events

Ref: McKercher (2015) and others

14.0/4thIR and tourism major challenges

Overtourism or tourismphobia

UNWTO, Sept. 2018

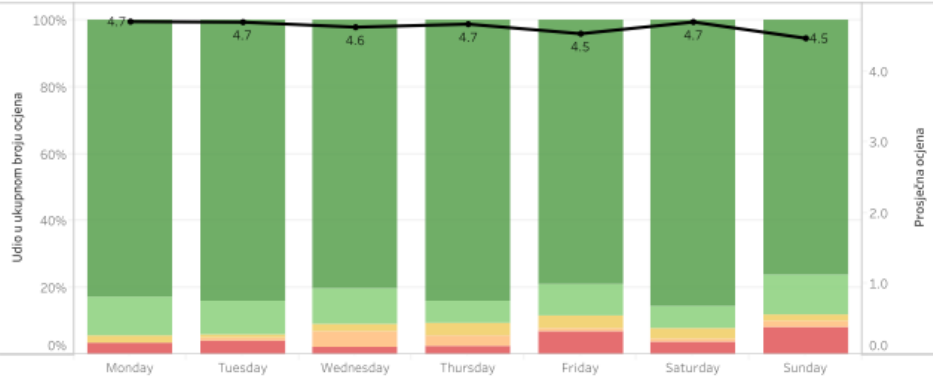


- congestion management
- reduction of seasonality

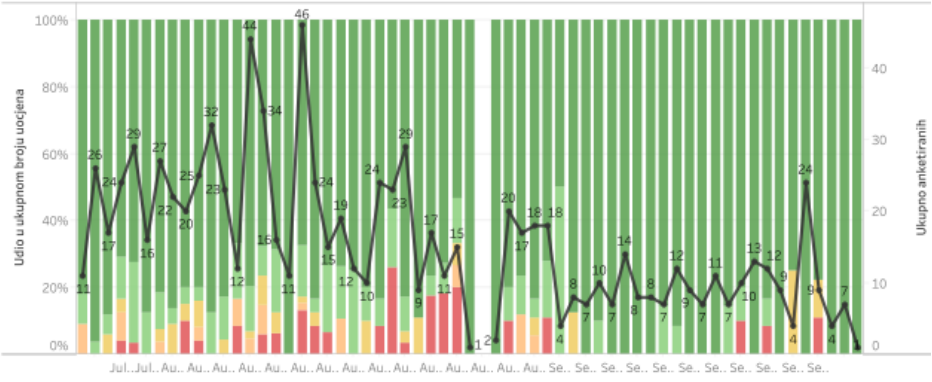
14.0/4thIR and tourism example



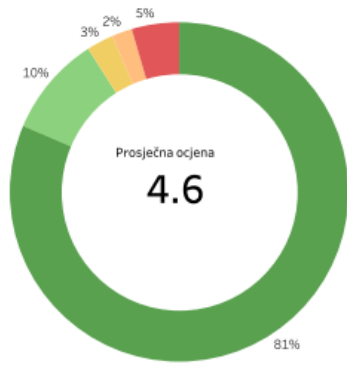
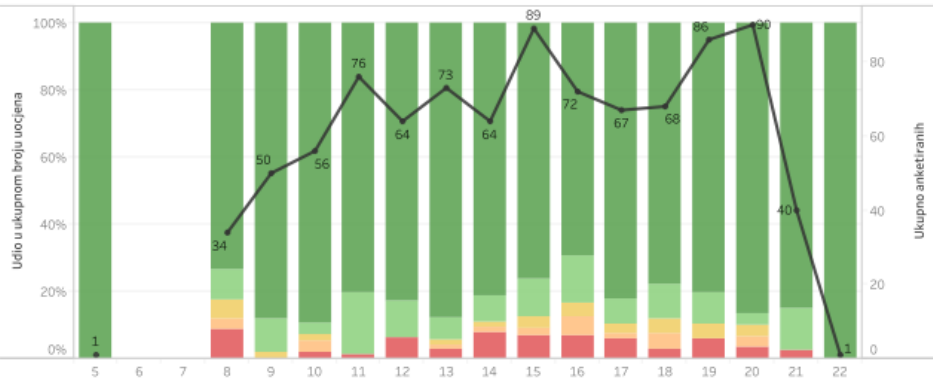
Prosječna ocjena / dan



Broj posjetitelja / dan



Broj posjetitelja / sat



Rating	1	2	3	4	5
Percentage	0%	0%	3%	2%	5%
Count	0	0	18	24	89
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14.0/4thIR and tourism tech related challenges



Tourism and FIR:
The challenges

1. In the long run – AI/Online travel technologies will narrow or bias people's choice of travel.
2. Tourist's curiosity reduces.
3. Human factor appreciation is decreased.
4. Tourism workforce – the guide has less information than the guest.

Ref: Ha Long, Viet Nam (2017)

Shamim, Cang, Yu and Li (2017)

- smart working
- digitalization, transformation/evolution
- efficient supply chain
- mass customizations
- ... also Ivanovic, Milojca, Robler, 2016 are discussing opportunities of I4.0 implementation in touristic sector

Research – the model



14.0 segments/ basic components	Accommodation/catering	Tourist operators	Adventures
Artificial intelligence				
Internet of things				
Big Data				
....				

14.0 segments/ emerging components	Sport and adventure	Rural and Eco	Medical - wellness
Artificial intelligence				
Internet of things				
Big Data				
....				

- **Analytic tools:** AHP (Analytic hierarchy process), SEM – optional
 - Criteria >> elements of Industry 4.0
 - Alternatives >> touristic components (basic, emerging)
 - multicriterial assessment factor **Influence** >> **appropriateness**
 - **Example:** ‘what is the appropriateness level of Artificial Intelligence vs. Internet of Things use in Accommodation/Hospitality/Catering component
- **Data collection:** semistructured interviews accompanied with questionnaire with decision and opinion makers, from both touristic and technology sector

Research – expected results



- Production of technology offering/segment need matching matrix (McKinsey, 2010; Manyika, et al, 2012)
- Practitioners recommendations, with generalization included aiming to
 - involved industries
 - policy makers, the institutional framework

Result example: The Diversity in Global Manufacturing, (McKinsey 2010)



● % of global manufacturing value added

□ Most significant factors for group

Intensity or density of given factor¹

■ Very high ■ High to moderate ■ Moderate to low ■ Very low

Group	Industry	R&D intensity	Labor intensity	Capital intensity	Energy intensity	Trade intensity	Value density
34% Global innovation for local markets	Chemicals	Very high	Moderate to low	Very high	High to moderate	High to moderate	Moderate to low
	Motor vehicles, trailers, parts	High to moderate	Moderate to low	Moderate to low	Moderate to low	High to moderate	Moderate to low
	Other transport equipment	Very high	High to moderate	Moderate to low	Moderate to low	High to moderate	Moderate to low
	Electrical machinery	High to moderate	Moderate to low	Moderate to low	Moderate to low	High to moderate	Moderate to low
	Machinery, equipment, appliances	High to moderate	Moderate to low	Moderate to low	Moderate to low	High to moderate	High to moderate
28% Regional processing	Rubber and plastics products	High to moderate	High to moderate	Moderate to low	High to moderate	Moderate to low	High to moderate
	Fabricated metal products	Moderate to low	Very high	Moderate to low	High to moderate	Moderate to low	Moderate to low
	Food, beverage, and tobacco	Moderate to low	Very high	Very high	High to moderate	Moderate to low	Moderate to low
	Printing and publishing	Moderate to low	High to moderate	Moderate to low	Moderate to low	Moderate to low	Moderate to low
22% Energy- and/or resource-intensive commodities	Wood products	Moderate to low	Very high	High to moderate	Very high	Moderate to low	Moderate to low
	Refined petroleum, coke, nuclear	Moderate to low	Moderate to low	Very high	Very high	Moderate to low	Moderate to low
	Paper and pulp	Moderate to low	High to moderate	High to moderate	Very high	Moderate to low	Moderate to low
	Mineral-based products	High to moderate	High to moderate	High to moderate	Very high	Moderate to low	Moderate to low
	Basic metals	Moderate to low	Moderate to low	Very high	Very high	Moderate to low	Moderate to low
9% Global technologies/innovators	Computers and office machinery	Very high	Moderate to low	Very high	Moderate to low	Very high	Very high
	Semiconductors and electronics	Very high	Moderate to low	High to moderate	Moderate to low	Very high	Very high
	Medical, precision, and optical	Very high	Moderate to low	High to moderate	Moderate to low	Very high	Very high
7% Labor-intensive tradables	Textiles, apparel, leather	Moderate to low	Very high	Moderate to low	High to moderate	Very high	High to moderate
	Furniture, jewelry, toys, other	Moderate to low	Very high	Moderate to low	High to moderate	Very high	High to moderate

For methodology, see *Manufacturing the Future: The next era of global growth and innovation* available on mckinsey.com.

Source: 2010 Annual Survey of Manufactures (ASM); 2007 Commodity Flow Survey, US Census; IHS Global Insight; Organisation for Economic Co-operation and Development (OECD); McKinsey Global Institute analysis

Recommendations and further work



- Deliver **tourism segments – I4.0 technology appropriateness** matching matrix, in order to enhance sector's competitiveness and efficiency
- Provide **practitioners recommendations** to both industries
- Generate **strategic technology foresight recommendations** to policy makers, in order to rearrange current national technology incentivizing strategies, or generate new ones
- Identify gaps in workforce needed for digital economy **evolution** (transformation)

Thank you...

questions/discussion?