STORYTELLING **ATCF MEMBER INSIGHT**



Outside GRZYL



7 ATCF members were interviewed to discuss their storytelling needs. They spanned 3 different industries and professions: gear brands, international tour operator, and media. 2 interviewees were from marketing, 2 from sustainability department, and one journalist Each interview lasted more than one hour and provided dense data presented here. Following the interviews a future wheel and fishbone exercise was facilitated with the executive director and three board members.

WHAT DOES **STORYTELLING MEAN TO** YOU?

Protecting the planet Feature partners

Story arc **Positive**

Authenticity Global Originality Show support Stewardship

Intersection of people & planet Creating change

Details on asset type, messaging, and timing were

discussed. Members mentioned receiving a single batch of assets with a possible landing page hosted on

"This is about the community in general and I want to support coming together to

do something impactful."



COLLABORATING ON A UNIQUE DATE TO PROMOTE ATCF WAS SUGGESTED: THINK WORLD **TOURISM DAY OR BLACK FRIDAY**



A NEED FOR HIGH-QUALITY PHOTOS AND WILLINGNESS TO VIDEOS (UGC). SOME MEMBERS EXPRESSED **DESIRE FOR DIRECT INTRODUCTIONS WITH PROJECTS FOR SITE VISITS** AND STORY CREATION.

THERE WAS A SHARE **FUNDRAISING EFFORTS WITH** CUSTOMERS.



ATCF

57.1

%

Project-Based 28.6%

Co-Branded 14.3%

Consequence of Investing

in Storytelling

The Executive Director and three members of the board of directors brainstormed on the consequences of adopting storytelling. Each layer/color of circles represents a level of a consequence of the preceding action. Three ideas arew the majority of attention:

ATCF org Consume Behavior Change

IDENTIFYING WHO THEY ARE

ALLOCATION OF TIME & **RESOURCES**

CLARIFYING **GOAL OF** STORYTELLING: WHAT STORIES & WHY



⟨○₩₩⟨ Execution of Storytelling

Looking at the elements of storytelling from the perspective of ATCF ED and BOD, a fishbone diagram dissected the following categories related to production: People, Methods, Materials/Channels, Equipment, and Environment. Similarities appeared between the member interviews and brainstorming session including landing pages and a focus on important dates such as the anniversary of ATCF and World Tourism Day.

PEOPLE

18 DIFFERENT PARTIES WERE IDENTIFIED AS PLAYERS IN THE DISTRIBUTION PROCESS.

CHANNELS

A SIMILARITY APPEARED BETWEEN **INTERVIEWS AND BRAINSTORMING:** LANDING PAGES

EQUIPMENT

DATA STORAGE, MAIL CHIMP LIST MONITORING, STORY SUBSCRIPTIONS (CISION)

METHODS

INCLUDED PARTNERING WITH RESEARCH GROUPS, SPONSORED TRAININGS, THOUGHT LEADER SERIES

ENVIRONMENT

INCLUDED PARTNERING WITH RESEARCH GROUPS, SPONSORED TRAININGS, THOUGHT LEADER SERIES

M M M M