# Reward Program Research & Trends





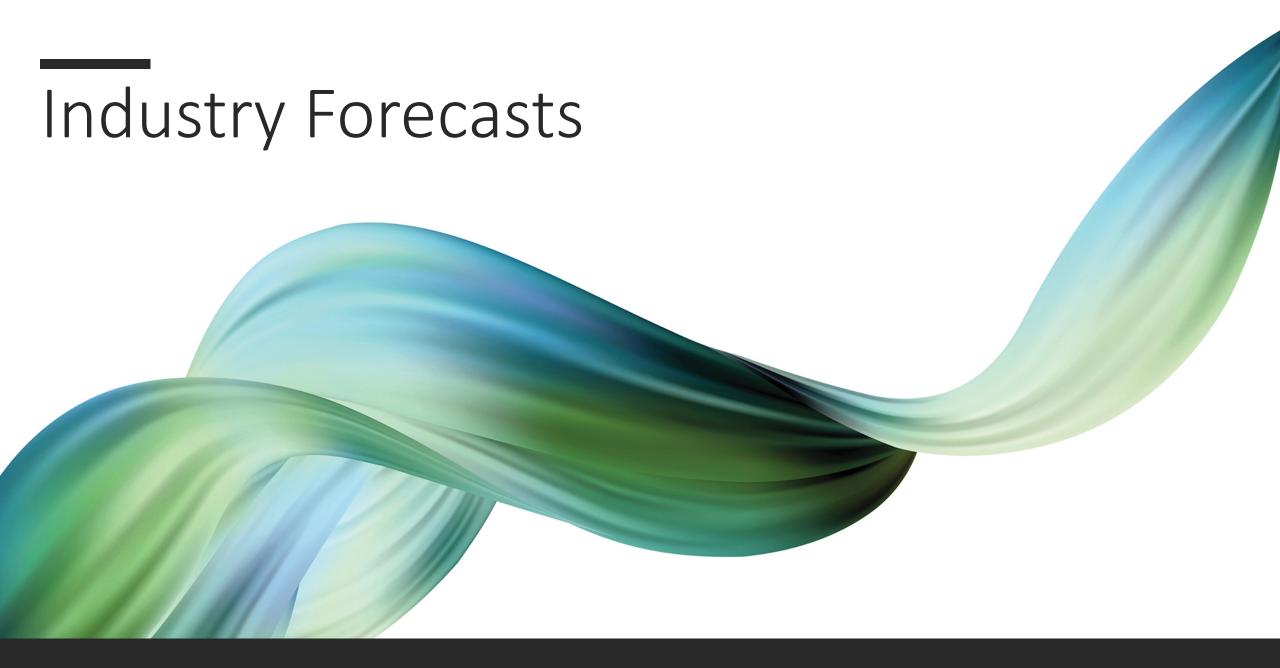
Presented by: Theresa McEndree

# Welcome!



# **Theresa McEndree**

VP, Marketing Blackhawk Network



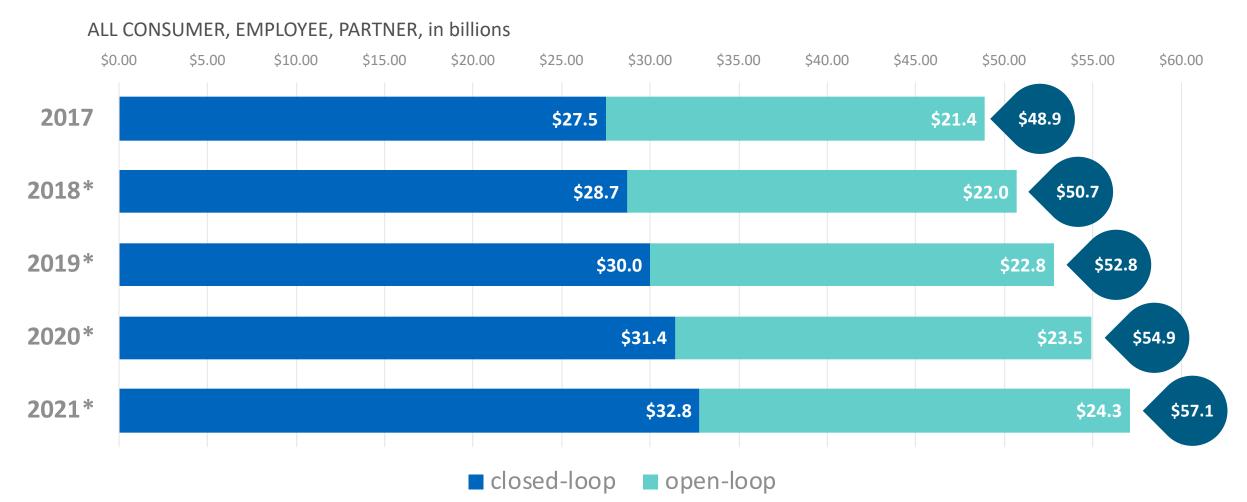
# National Retail Federation Forecast

- NRF forecasts that 2019 retail sales will increase 3.8%–4.4%, to more than \$3.8T
- Estimates show that 2018 retail sales grew 4.6% over 2017 to \$3.68T, exceeding NRF's forecast of at least 4.5% growth
- Online is expected to grow in the same 10-12% range as 2018, to total between \$751.1B-\$764.8B

#### What to watch for: ongoing trade wars and volatile stock market

Source: NRF Press Release "NRF says 'state of economy is sound' and forecasts retail sales will grow between 3.8% and 4.4%," Feb 5, 2019, https://nrf.com/media-center/press-releases/nrf-says-state-economy-sound-and-forecasts-retail-sales-will-grow

# Gift Card Industry Forecast: All Incentives



#### \*Forecast

Source: 15th Annual U.S. Open-Loop and Closed-Loop Prepaid Cards Market Forecasts, 2017–2021, Sept & Nov 2018

# How Generations Engage

# Methodology

#### **20-minute online survey**

- Total Respondents: n=10,126
- Not employed in a sensitive industry
- Ages 18–75
- Primary or shared responsibility for household shopping
- Purchased in relevant categories within last 6 months
- Field dates: 2/4/19–2/12/19

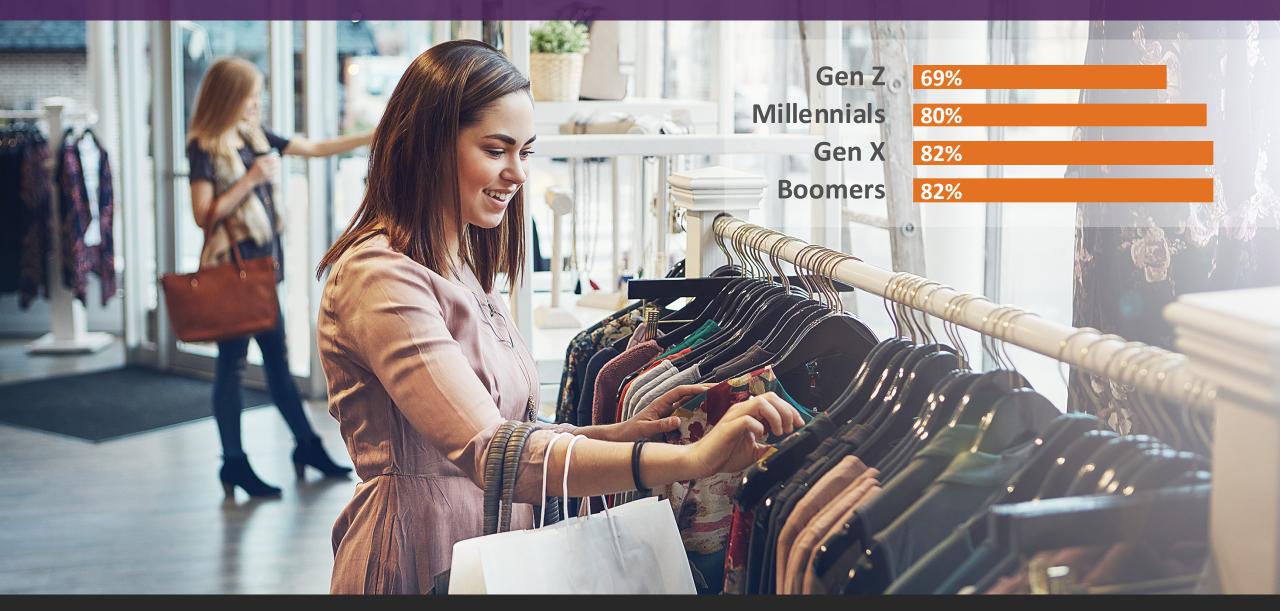
# The Role of New Technology

#### Gen Z and Millennials lead the charge for innovation.

Millennials use mobile	<b>46%</b>	<b>56%</b>	<b>54%</b>
shopping more often	Place orders via mobile phone and	Would place an order on a mobile	Have purchased groceries on a
than other generations	have it delivered at least monthly	app and pick up in-store	mobile browser and had it delivered
<b>Gen Z</b> is more likely to	<b>47%</b>	<b>33%</b>	<b>27%</b>
use new technology in	Would purchase a	Would use	Would use virtual
shopping	digital gift card online	pop-up stores	reality shopping
Both are more receptive to <b>online grocery</b> <b>delivery and cashier-less</b> <b>check out</b>	<b>44%</b> Of Gen Z is interested in cashier-less check out	<b>29%</b> Of Gen Z are interested in social commerce	<b>54%</b> Of Millennials are interested in ordering groceries online for delivery

Source: Blackhawk Network Retail Trends and Transformations Study, conducted by Murphy Research, March 2019

# In-Store Shopping Is Still Popular



# Shopping Innovations Are Most Popular With Gen Z

Voice shopping Pop-up stores VR shopping

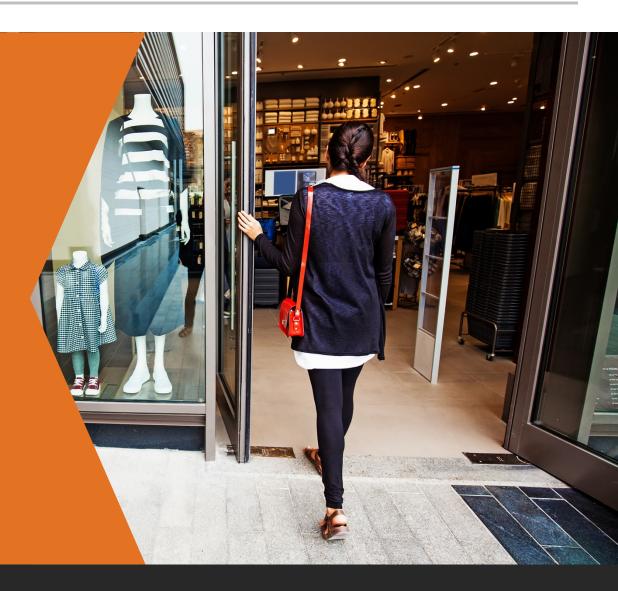
20%	
21%	
17%	

# Brand Loyalty is Important

## 55% Millennials v 47% Boomers

Reward cards keep them most engaged with a brand.

65% of Millennials prefer digital gift cards in loyalty.



# Brand Categories They Like the Most



## Gen Z

Entertainment brands

**78%** 



Millennial

Electronics brands

77%



## Gen X

Restaurant, online retailer & home improvement

**79%** 



## Boomer

Home improvement brands & online retailer

83%

# Gift Card Attitudes

Millennials are more likely than other generations to view gift cards as an opportunity to spend more and try something new.



# Millennials More Enthusiastic About Receiving Gift Cards

Getting a Getting a reward reward makes me encourages me feel valued to **purchase** I would rather more often receive a gift card from the instead of a brand/retailer The reward discount, coupon, bonus dollars or increases my loyalty to the other offer The reward motivates brand/retailer me to **spend more** 



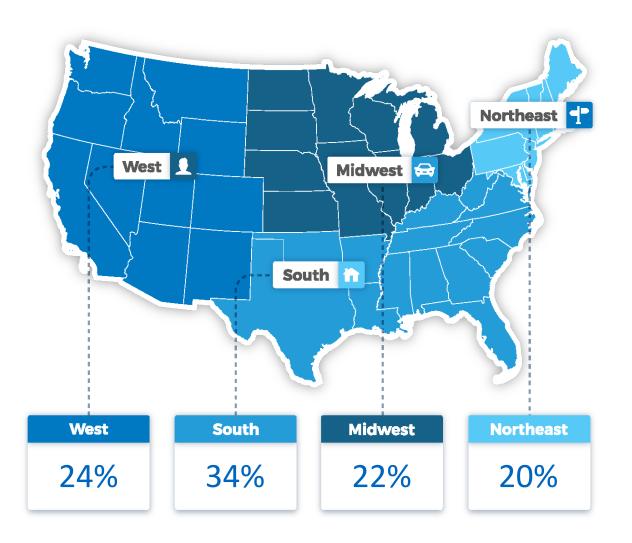
Brands and payments have deep, different meanings for each generation

# Trends in the Incentive Industry



# Methodology

- Surveyed 1,000+ businesses across multiple industries
- Explore trends & usage
- Understand the importance of incentive programs, interest, behaviors, attitudes, motivations, purchase drivers and barriers



### 79% of program managers agree that **rewards impact business performance**

# The **majority** of companies offer **employee incentives**



Only about **half offer customer incentives**, but 91% agree that rewards make **customers feel valued**, **posing opportunity** 

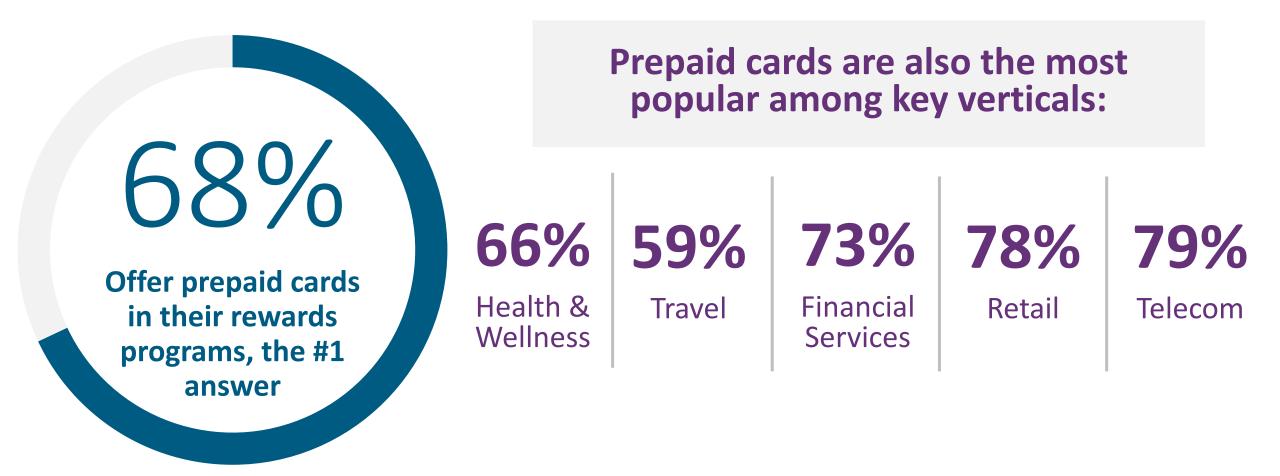


#### Few offer channel incentives



Source: Blackhawk Network, Incentives Gift Card State of the Union, conducted by Murphy Research, March 2019

# Prepaid Cards are the Most Popular Reward



Reward Program Value & Impact

"What is the value of your reward program to your business objectives and the impact of the reward itself?"



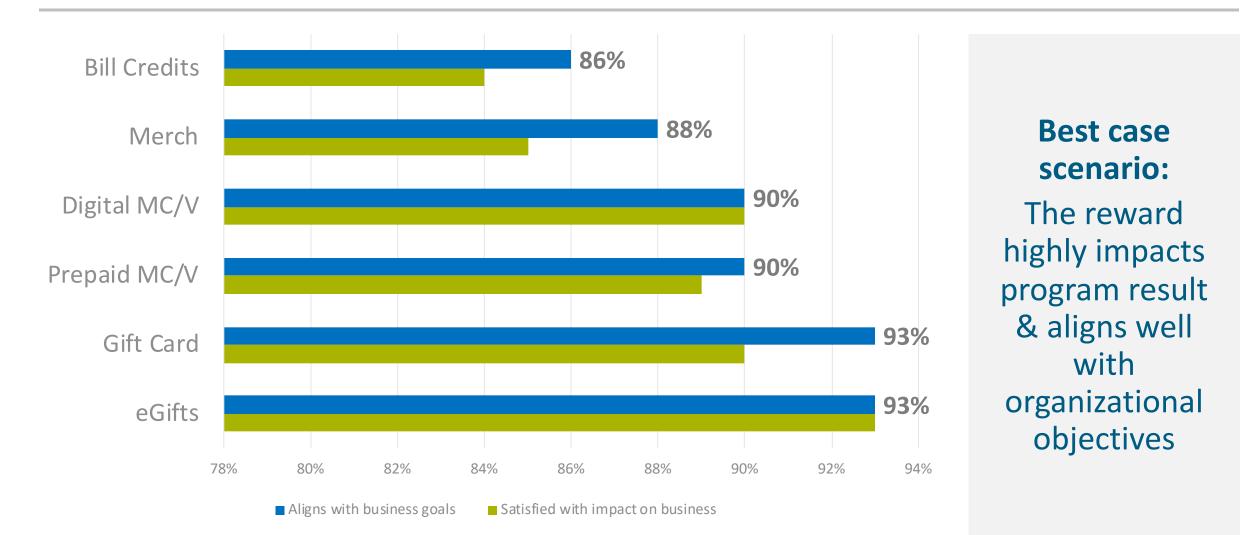
# Convenience Tops the Reasons Prepaid Cards are Chosen as Rewards

**Criteria program managers consider when choosing Prepaid Cards** 



Source: Blackhawk Network, Incentives Gift Card State of the Union, conducted by Murphy Research, March 2019

# Performance of Rewards Types



Interest in Prepaid Rewards Features

#### **Top 5 Prepaid Reward Card Features**



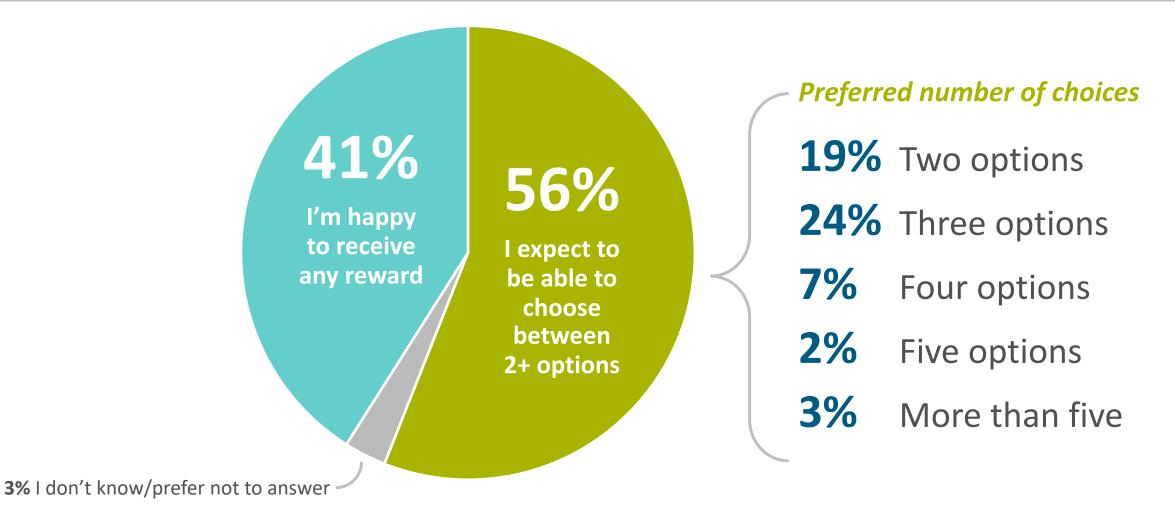
Source: Blackhawk Network, Incentives Gift Card State of the Union, conducted by Murphy Research, March 2019

# Digital Rewards Play an Important Role

Program managers said these features are important to their business objectives



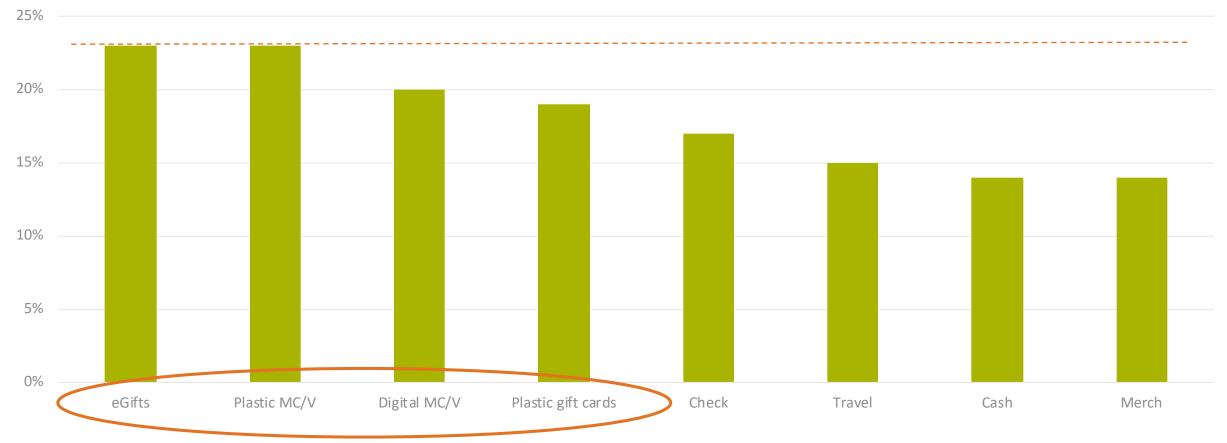
# People Prefer Reward Choice



Source: The Consumer Verticals Study is an online survey of 1,515 Americans that was completed between January 25 and February 05, 2018, using Leger's online panel, LegerWeb. The margin of error for this study was +/-2.5%, 19 times out of 20.

# Top Rewards to Offer in Future Programs

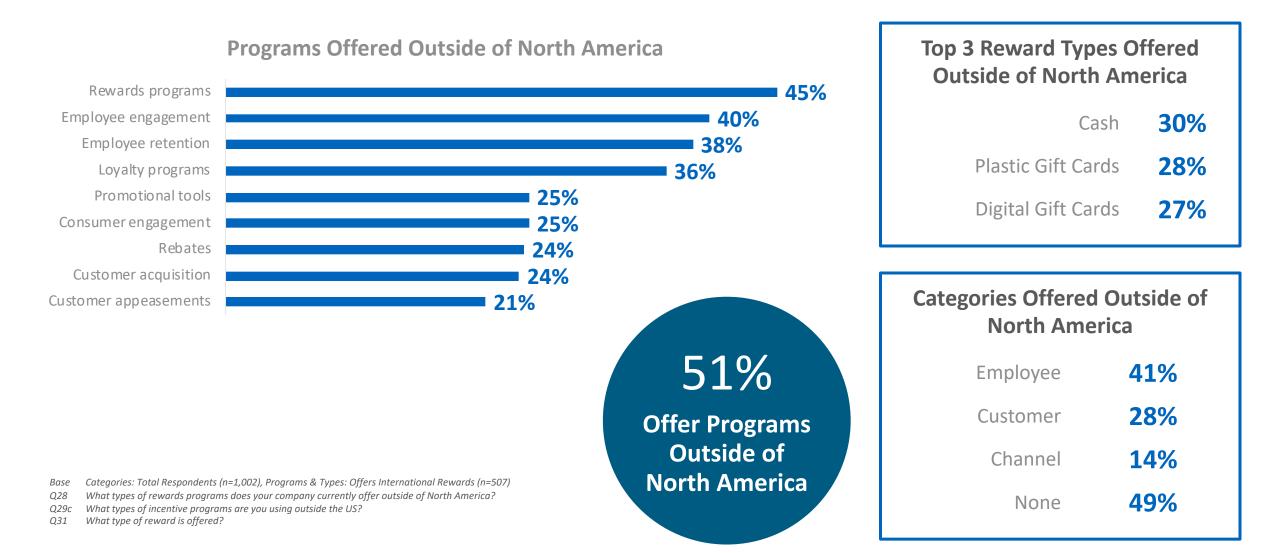
#### Net New Interest in offering rewards in the future



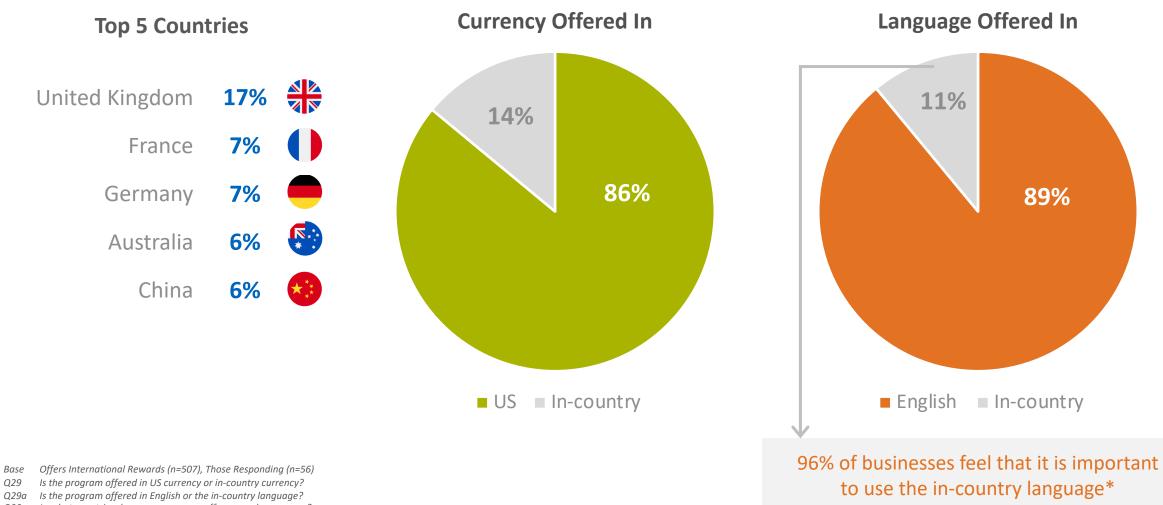
Source: Murphy Research, "Trends in the Incentive Industry, 2019"

# International Outlook

# International Reward Program Offerings

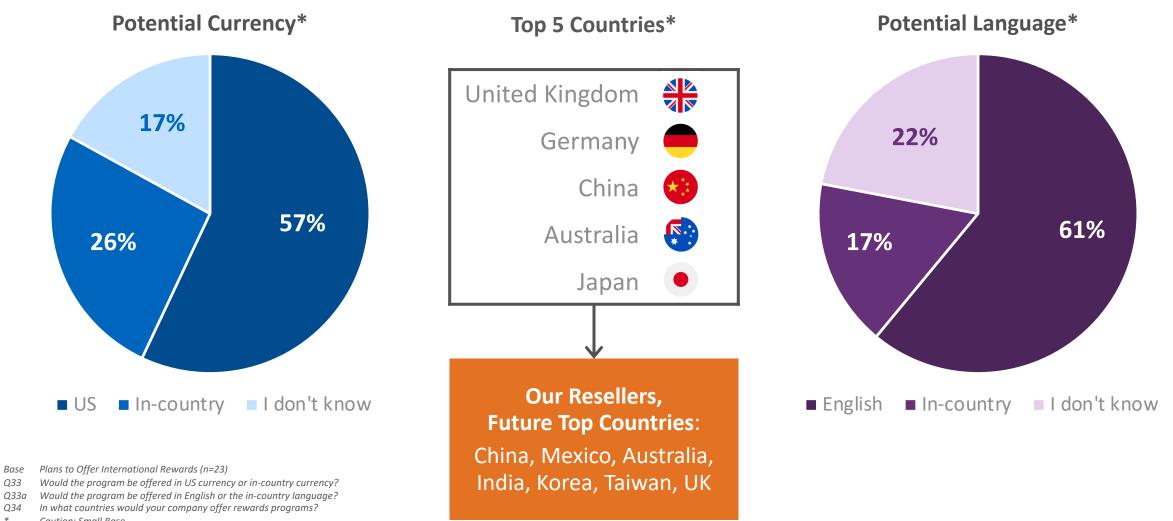


# International Rewards



- Q30 In what countries does your company offer rewards programs?
- \* Small base size

# Prospective International Logistics



\* Caution: Small Base

# Future Intentions for International Reward Offerings

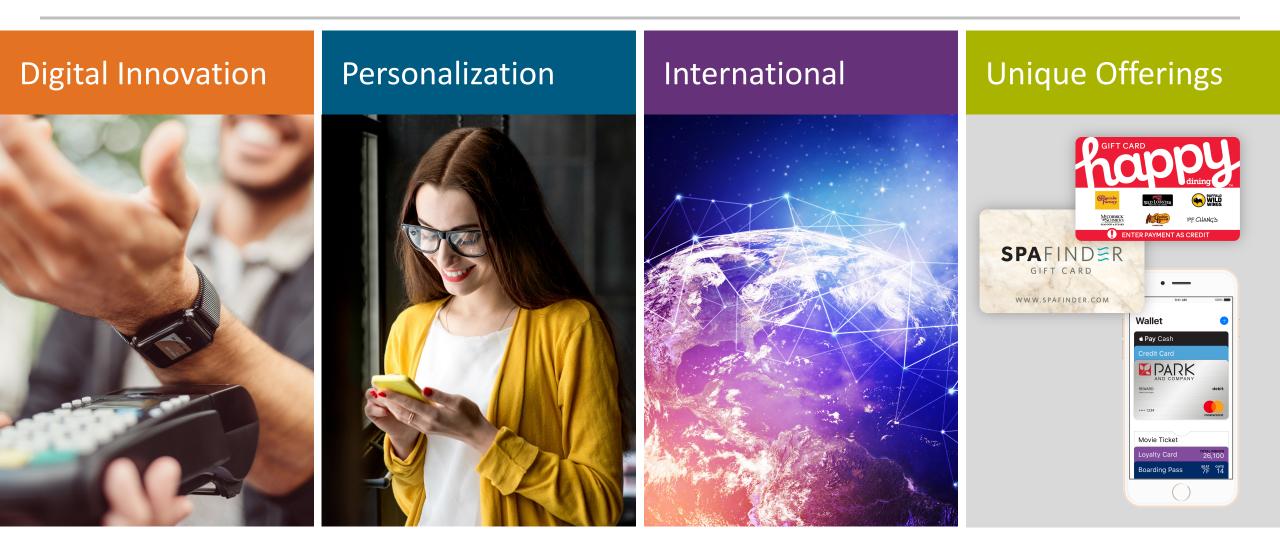
Top 3 Types of Rewards*			
<b>Digital Gift Cards</b>	61% ^		
Plastic Gift Cards	26% ^		
Merchandise	26% ^		
Online code catalog	26% ^		

Base Plans to Offer: Does Not Offer International Rewards (n=495), Types: Plans to Offer International Rewards (n=23)

- Q32 Does your company currently have plans to offer a rewards program outside North America in the next 1-3 years?
- Q35 What type of reward would be offered?
- \* Caution: Small Base
- ^ Tied

# How Blackhawk Network is Meeting the Market

# Shaping the Future



# Key Takeaways

- Digital is the future. Top performing & desired reward offering, today & into the near future driving impact and alignment to business goals
- Consumers are channel agnostic, seamlessly switches between physical & digital environments—and expects instant gratification
- People prefer choice—not a lot—two to three will do
- International programs are here. USD & English are the leading formats
- Time to consider pivoting to highly personal, individualized rewards. When armed with the right data and resources, you can provide the right messages to the right audience at the right time.





# Thank You