

Incentivising corporate travelers



Why consider behavior incentivisation?

- Traditional sourcing has its limits
- Millennials want to be in charge of their decisions
- Traveler experience is very personal
- Challenge on the value of corporate travel programs
- Importance of keeping travelers within the travel program

Psychology of incentives

Intrinsic/Internal

Difficult to influence due to personal preference

Extrinsic/External

Will vary from person to person, but can be influenced through rewards/incentives

Capability

+

Opportunity

e

Motivation

Behavior

Knowledge

and skills

All the factors that lie outside the individual that prompt the behavior or make it possible Conscious goals and decision-making as well as habits and emotional responses

These factors interact to produce behavior

Types of incentives



Money



Prizes



Recognitio praise



Mixture

79%

Companies using incentives reported a 79% success rate in achieving their established goals when the correct reward was offered.

What does this mean for your travel program?

Opportunity to:



Drive compliance



Deliver savings



Improve traveler/ employee satisfaction



Showcase innovation

Rewards could be earned:

For achieving current policy compliance

For going beyond current policy requirements

To compensate travelers who have a disappointing experience

Program options



Experience

Supplier-provided travel perks and experiences

- Lounge access
- Flight upgrades
- Room upgrades
- Double air miles



Rewards

Monetary rewards

- Travelers get to keep percentage of savings achieved over and above a "price to beat"
- Savings converted to gift cards or items with cash value

Pros



Rewards program is proven to drive material travel cost-savings (8-12% net reduction in air and hotel expense)



Talent acquisition and retention benefit



Duty of care – reduced program leakage

Cons



Behavior change for non-frequent travelers will be challenging



Experience option solution will need to be built



Administrative burden (tax events, managing reward inventory)