





The 'Sauna Mafia' and the 'Pyjama Raiders' Exploring the dynamics of guest to guest interaction on board cruise ships



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CRUISE AS A SOCIAL EXPERIENCE

Are social aspects of a cruise important?

Social Interaction and the Cruise Holiday

The Food was Great and the Route was Interesting, but...

"Small annoying thoughts occur sometimes when elderly guests go earlier to bed than me. I like to spend time at the bar during the evening, but because of the early sleepers it causes that the bar closes also early and I am constraint to go in my cabin as well"

There was a rather enthusiastic 'Sauna-group' on board, who was ould become pretty agitated and when the person when the rest of the set of t

Standing there lieception at 12:30 asking for making sure that no sun beds were 'reserved'... When the person who reserved the sun bed would come back from the sauna they would become pretty agitated and an argument would begin. Then the rest of the 'sauna-group' would get involved to go against the 'sun-bed booker'"

"Privacy means to me that I don't have to get in touch with other guests if I don't want to. I don't want to be accosted by other people all the time and I don't want to feel forced to talk to anybody. I like to decide on my own who I want to chat with and when. But if I felt sympathy for someone I could possibly imagine continuing a talk"

RESEARCH METHODOLOGY & FINDINGS

A Two-Phased Approach

Research Questions & Approach

What is the relative importance of a cruise's social elements (compared to catering, itinerary, facilities)?

- Quantitative approach
- Sample size: 173
- Analysis of cruise evaluation remarks (and associated incidents)
- Analysis of Variance between different age and consumption groups

Phase I: Relative importance of G2G

Phase II: Explore G2G Dynamics

- Qualitative approach
- Sample size: 76
- Semi-structured interviews
- Transcript coding and grouping -> Tentative hypotheses model

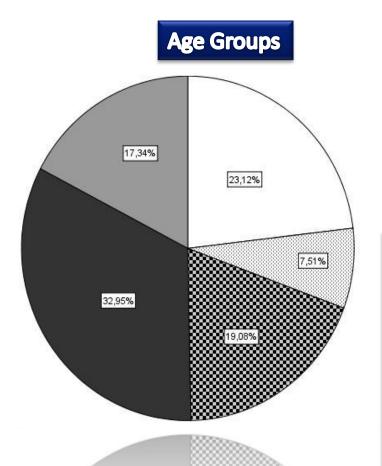
What does this mean for cruise professionals?

- Cruise Research
- •Role of culture (cruise culture vs. national culture)?
- Cruise Practice
- •Mega-liners?
- •Social engineering on board?
- •Cruise ship design?
- •Cruise marketing?
- •Role of staff?

What are the determinants of positive social experiences on board?

Discussion & Implications

Phase I – Sample Characteristics





Consumption Groups

Cruise			Cruise			Cruise			Information		
Experience	#	%	Segment	#	%	Туре	#	%	Intensity	#	%
First Cruise	94	54.3	Budget	37	21.4	Classic	88	50.9	One Source	133	76.9
Over 2 Cruises	54	31.2	Standard	97	56.1	Club	72	41.6	Two Sources	33	19.1
Over 5 Cruises	12	6.9	Premium	27	15.6	Specialist	13	7.5	Three Sources	4	2.3
Over 10 Cruises	11	6.4	Deluxe	11	6.4				Four Sources	2	1.2
Over 15 Cruises	2	1.2									
Total	173	100,0	Total	172	99,4	Total	173	100	Total	172	99,4

Phase I: Key Findings What is counted vs. what counts!

Remark Analysis:

- Measurement Aim:
 - Importance placed on social-related aspects of a cruise:
- Analysis of Variance:
 - No significant differences within cruise consumption groupings (Age, cruise experience, price segment, cruise type and information intensity)
- Implications:
 - Cruisers, regardless their segment-orientation, are primarily focus on typical features of the cruise product such as: facilities, catering, itinerary, and services
 - Social experiences appear to assume a secondary role in the recollections and post-hoc evaluations of cruisers

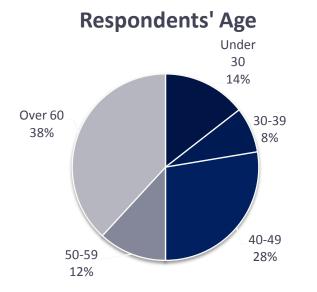
Incident Analysis:

- Measurement Aim
 - Recollection of memorable situations as an indication of the intensity of examined (Product and Social-related) aspects
- Content Analysis:
 - The vast majority incidents mentioned referred to a particular social situation (e.g. Captain's dinner, excursion experience with locals, individualised relationships with staff)
- Implications:
 - Social aspect seems to have a lasting, catalytic impact on cruisers' recollection and satisfaction

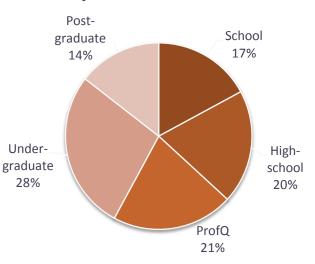
(What is counted) Aspects stated....

.... Aspects remembered (What counts)!

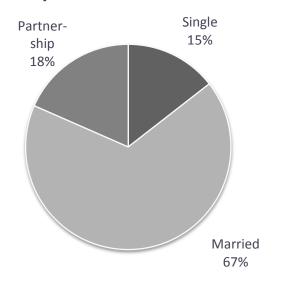
Phase II – Respondents' Characteristics



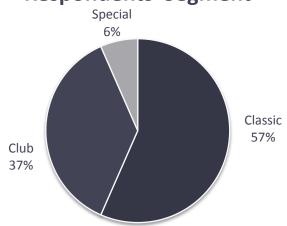
Respondents' Education

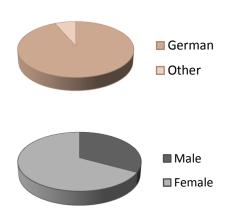


Respondent's Marital Status

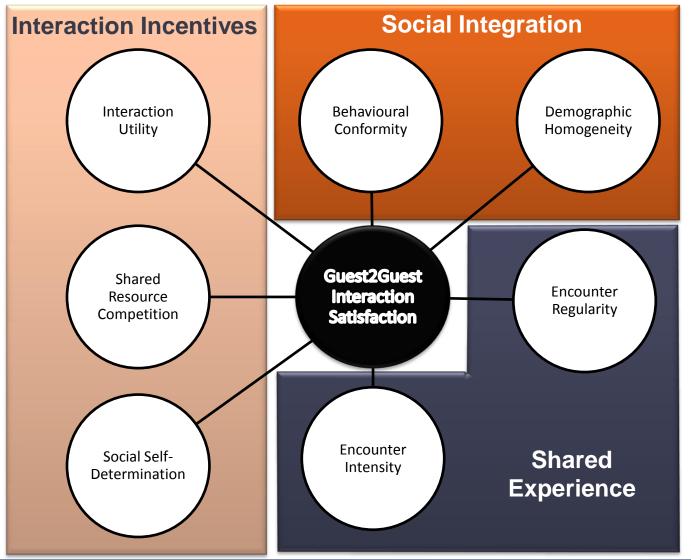


Respondents' Segment





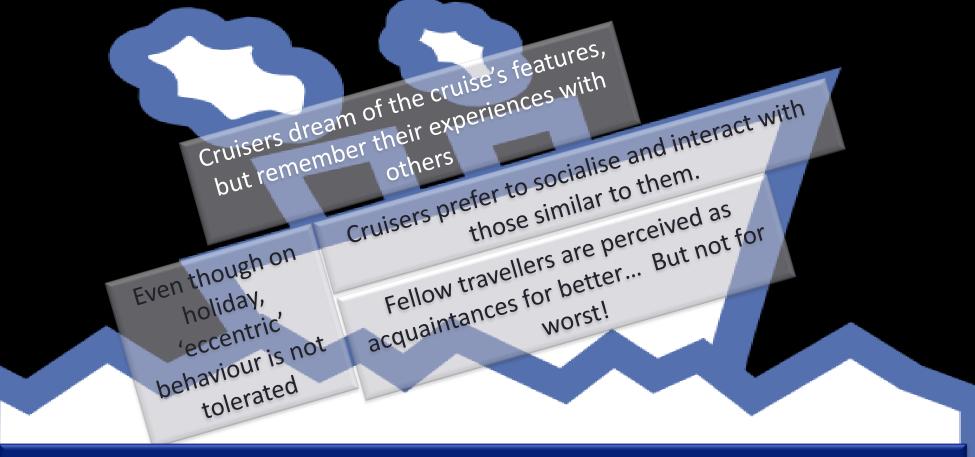
Phase II: Key Findings No Social Adventures!



- No 'Aliens': G2G interaction on board is positively affected from:
 - Behavioural conformity (i.e. informal rules of behaviour)
 - Demographic homogeneity (nationality and age)
- 'Quality instead of Quantity': Satisfying G2G interaction is encouraged by:
 - Regularity
 - Intensity of encounters (i.e. common interests, shared experiences)
 - Informational benefits (e.g. insider info, tips)
- 'Freedom & Peace': Satisfying G2G interaction required to be:
 - Voluntary
 - Non-competitive (sun beds, Buffet)

IMPLICATIONS & DISCUSSION

The 'Social Cruise Ship' Cruise as a Self-Centered, Socially-Secure, Visual Adventure...



Like a 'Butler', other guests are expected to be uniformed, available when needed, un-intrusive, pleasant, helpful and self-less

Discussion Points – Food for Thought

- Mega-liners:
 - Investment in cabin size vs. investment in public areas?
 - Many different social groups on board 'Holiday Ghetto-ing'?
- Practices on Board:
 - 'Yield Management' for Buffet / Sun-beds?
 - Role of cruise staff as social actors?
 - 'Free-Style Cruising' vs. 'Free Choice Cruising'?
- ► Marketing Practices
 - Theme-Based Segmentation (vs. Nationality) Measure for achieving higher homogeneity on board?
 - Balanced age mix Age quotas?
 - 'Compatible' Nationalities Hofstede's Cultural Dimensions as a Guideline

Thank You for your Attention



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Administrative Functions:

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- Chairman of the CIM Examinations Committee
- Member of the CIM Study Affairs Committee

APPENDIX

- ANOVA Tables
- Coding Table

Remarks

Total

1620,520

172

ANOVA Analysis

Sig. value > 0.05 => homogeneity of variance assumption has been met.

difference	between the groups teste	ed						variance a	ssumption	has been met.
			One Way A	NOVA – Cruise Experi	ence (Num. o	f cruises taken)		Homogeneity	y of Variances	s Test
		Sum of Squares	df	Mean Square	F	Sig.	Levene Statistic	df1	df2	Sig.
Social-related	Between Groups	22,471	4	5,618	1,552	,190	,163	4	168	,957
	Within Groups	608,200	168	3,620						
Remarks	Total	630,671	172							
Droduct Polated	Between Groups	28,413	4	7,103	,750	,560	1,463	4	168	,216
Product Related	Within Groups	1592,107	168	9,477						
Remarks	Total	1620,520	172							
		One Wa	y ANOVA –	Cruise Segments (Budg	get, Standard,	Premium, Deluz	xe)			
Social rolated	Between Groups	17,316	3	5,772	1,607	,190	,264	3	168	,852
Social-related	Within Groups	603,446	168	3,592						
Remarks	Total	620,762	171							
Droduct Delated	Between Groups	6,555	3	2,185	,228	,877	,475	3	168	,700
Product Related	Within Groups	1613,137	168	9,602						
Remarks	Total	1619,692	171							
			One Way A	NOVA – Cruise Type (Classic, Club,	Specialist)				
Carial and the	Between Groups	7,628	2	3,814	1,041	,355	,695	2	170	,500
Social-related	Within Groups	623,042	170	3,665						
Remarks	Total	630,671	172							
Duradicat Dallis	Between Groups	28,447	2	14,223	1,519	,222	,835	2	170	,436
Product Related	Within Groups	1592,074	170	9,365						
Remarks	Total	1620,520	172							
		One Way ANOVA	- Informatio	n Intensity (Num. of i	nformation so	ources utilised -	pre-booking)			
	Between Groups	24,079	4	6,020	1,667	,160	1,051	3	168	,372
Social-related	Within Groups	606,591	168	3,611						
Remarks	Total	630,671	172							
	Between Groups	18,005	4	4,501	,472	,756	,333	3	168	,801
Product Related	Within Groups	1602,515	168	9,539			,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,			
Remarks		1001,010	200	5,555						10

Phase II: Coding Summary

Categories	Code labels	# Sources	# Codes	Total # Codes		
	Adherence to Dressing Code	11	12			
	Adherence to Regulations	3	4			
Debasias and Conformative	Communication Manners	9	14			
	Complaining	11	12			
	Crime – Violence	4	70			
Behavioural Conformity	Eating Manners	4	4	70		
	Intoxication	4	4			
	Others Hygiene	2	2			
	Promiscuity - Jealousy - Harassment	5	5			
	Public Embarrassment	9	9			
	Age Similarity	19	25			
	Cultural Proximity	20	25	70		
Demographic Homogeneity	Economical-Educational Similarity	1	1			
	Stereotyping - Discrimination	13	19			
Encounter Intensity	Excursion Together	13	14	14		
Francisco Parislavita	Eating Together	17	18	24		
Encounter Regularity	Emerging Rituals	3	3	21		
	Advise – Support	3	3			
	Common Cruise Experience	18	20			
lute up eti po likilit.	Interest Sharing	11	11	40		
Interaction Utility	Motives – Expectations	9	12	49		
	Perceived Social Entertainment	1	1			
	Recognition	2	2			
	Buffet Queuing	7	7			
	Bus Crowding	1	1			
Resource Competition	Embarkation Queuing	on Queuing 2 2		36		
	Facility Reservation Conflicts	10	13			
	Public Facility Crowding	12	13			
Social self-determination	Degree of Interaction Control	17	22	22		