

# **Next Tourism Generation:**

European research into tourism skills gaps in the field of digital, green and social

'Upskilling and reskilling in tourism: Pact for Skills'

NTG public event, 18 December 2020

Dr Corné Dijkmans
Breda University of Applied Sciences,
The Netherlands









# **Today**

- I. NTG research into tourism skills needs:
  - Skills Needs Assessment
  - Skills Assessment Methodology
- II. Effect of COVID-19 on skills from NTG perspective







# I. NTG research into tourism skills needs







# Context: the future of tourism

The tourism industry will change dramatically due to:

- (Health) safety and security measures
- Enabling digital technologies
- Changing visitor demand
- Sustainable tourism needs

Sources: e.g., WTTC, OECD, UNWTO, ETC, EU



A humanoid robot at a hotel reception (Japan)







### The Next Tourism Generation Alliance



ITALY, UK, IRELAND, SPAIN, HUNGARY, GERMANY, NETHERLANDS, BULGARIA

The NTG Alliance aims to improve the relationship between education, governments and industry. It will provide employees, employers, entrepreneurs, teachers, trainers and students with a set of core modules in digital, green and social skills.







# Sectors and skills sets

# Sectors Accommodation Food & Beverage Operations Travel Agencies & Tour Operators Destination Management Visitor Attractions

# Skills sets





Digital skills







# **Research Output**

### 1. Tourism Skills Needs Assessment

Research into tourism skills gaps and (future) industry needs.

# 2. Tourism Skills Assessment Methodology

A methodology to continuously monitor (changing) skills needs and gaps.

All output available on Nexttourismgeneration.eu







# Skills Needs Assessment Survey /1

	Current	Future	GAP	GAP%
Scores per skills group				
Green skills	3,16	3,75	0,59	19%
Social skills: Personal skills	3,97	4,40	0,44	11%
Social skills: Communication skills	3,72	4,26	0,54	14%
Social skills: Diversity skills	3,60	4,16	0,56	16%
Digital skills	3,02	3,77	0,75	25%







# Skills Needs Assessment Survey /2



Artificial Intelligence (AI) and robotics skills  Skills related to applying digital hardware technologies, such as Augmented and	1,87 2,02 2,73 2,58	3,04 3,19 3,69	63% 58%
	2,73		58%
Virtual Reality		3.69	
Data analytics, business intelligence, big data skills	2 52	3,03	35%
Website development skills	2,30	3,46	34%
Computer programming skills	2,28	3,01	32%
Skills for implementing online safety procedures	3,24	4,01	24%
Conservation of biodiversity	2,84	3,51	24%
Ability to speak foreign languages	3,28	4,05	23%
Promotion of sustainable forms of transport (e.g. public transport)	2,98	3,67	23%
Skills to monitor online reviews	3,36	4,12	23%
Social media skills	3,45	4,21	22%
Desk top publishing skills (for designing brochures, catalogues, etc.)	3,08	3,74	21%
Online marketing and communication skills	3,49	4,22	21%
Skills related to disabilities and appropriate infrastructure	3,49	4,18	20%
Skills related to diversity in religious beliefs	3,37	3,99	18%
Promotion of environmentally friendly activities and products	3,34	3,95	18%
Skills related to cultural awareness and expression	3,61	4,26	18%
Ability to minimise the use and maximise efficiency of energy and water consumption	3,19	3,76	18%
Diets and allergy needs skills	3,51	4,08	16%
Skills to adjust digital equipment such as Wi-Fi connectivity, sound / video systems	3,41	3,95	16%
Ability to manage waste, sewage, recycling and composting	3,24	3,75	16%
Willingness to change	3,77	4,36	16%







# Skills Needs Assessment Survey /3

Gap (in %)	Green skills	Social: personal	Social: communic.	Social: diversity	Digital skills	TOTAL
Destination management	22	15	17	21	30	23
Food & beverage	21	12	18	15	25	19
Visitor attractions	15	10	12	14	22	16
Travel agents/Tour Operators	18	8	13	15	24	17
Accommodations	18	10	13	14	23	17











- Higher levels of education in general needed
- Shift from "job & professions" to "learning & developing skills": i.e., general skills preferred above tourism-specific skills
- "High Tech with a Human Touch"
- Better general understanding of digitization: AI, VR, AR, data analytics

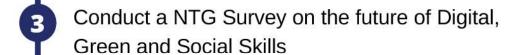




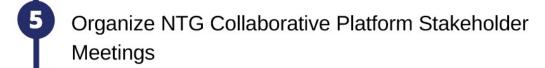
# **NTG SKILLS ASSESSMENT METHODOLOGY**



- 1 Establish a NTG Skills Collaborative Platform
- Create a Country / Region / Destination Skills
  Profile







6 Formulate Skills Assessment Response Strategies















# II. Effects of COVID-19 on skills needs from an NTG perspective







# Social skills /1

## Soft skills / transversal skills:

- Adaptability and flexibility/agility
- Critical thinking and problem-solving
- Cooperation and creativity
- Interpersonal skills: emotional intelligence, empathy (dealing with overcoming anxiety, risk aversion, uncomfortable situations)
- Continuous professional development, life-long learning

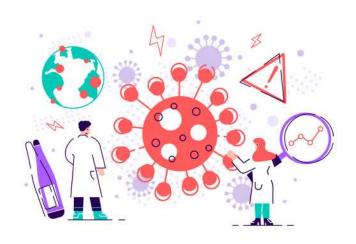




# Breda University OF APPLIED SCIENCES

# Social skills /2

# Basic health and sanitary risk awareness skills



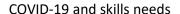




# Social skills /3

# **Emergency/crisis management and communication skills**



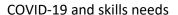






- Modelling of scenarios and simulations
- Data analysis skills to transform data into product improvements









Online, digital, distance work environments (e.g., online events and collaboration)







- Use of VR, AR, AI to create distance and digital experiences
- Online design and communication tools









# Dealing with online opinions, reviews, (fake) news







# Green skills /1

- Circular economy skills: foster sustainability and green growth
- Working with local/domestic supply chains and integration





# Breda University

# Green skills /2

# Visitor flow monitoring, control and management



# Please see **Nexttourismgeneration.eu**Thank you!

# **Corné Dijkmans**

dijkmans.c@buas.nl





www.nexttourismgeneration.eu

