

a presentation by Jason Broadwater

Millennials & The New Economy

Assumption

We want **millennials** to choose to **live, work, and play** here as part of **our community**.

Why?

They are the next generation.

“

This year, the Millennial generation (18-34) is projected to surpass the Baby Boom generation as the nation's largest living generation

— *US Census Bureau*

”

Outline of Presentation

- **Millennials:**
Overview of the millennial generation
- **The Connected Village:**
How a community can attract and retain millennials

The Millennial Generation

Defining Characteristics of Millennials

Defining Characteristics of Millennials

- Digital & Social Connectivity

Mobile Connectivity

A New Dimension to the Human Experience

JAN
2015

MOBILE CONNECTIONS BY DEVICE

BASED ON THE TOTAL NUMBER OF SMARTPHONE CONNECTIONS AROUND THE WORLD

TOTAL NUMBER
OF GLOBAL MOBILE
CONNECTIONS



7.1B

TOTAL NUMBER
OF SMARTPHONE
CONNECTIONS



2.7B

SMARTPHONE
CONNECTIONS AS A
PERCENTAGE OF TOTAL
CONNECTIONS



38%

TOTAL NUMBER
OF FEATURE-PHONE
CONNECTIONS



4.1B

FEATURE-PHONE
CONNECTIONS AS A
PERCENTAGE OF TOTAL
CONNECTIONS



58%

We Are Social • Source: Ericsson Mobility Report, Q4 2014. Note that other devices such as tablets account for 300 million connections (4% of total)

@wearesocialsg • 40

Social Workers

At-Work, 3rd Place



JasonBroadwater.com

Defining Characteristics of Millennials

- Digital & Social Connectivity
- Extended Adolescence

Extended Adolescence

“

...a recent Pew study put the percentage of people 18 to 31 living at home at 36%

— *Forbes*

”

Defining Characteristics of Millennials

- Digital & Social Connectivity
- Extended Adolescence
- Local Culture, Global Citizen

Social, Responsible Consumers

3rd Place, Local, Craft, Environmentally and Socially Conscious



Defining Characteristics of Millennials

- Digital & Social **Connectivity**
- Extended **Adolescence**
- **Local Culture, Global Citizen**

Assumption

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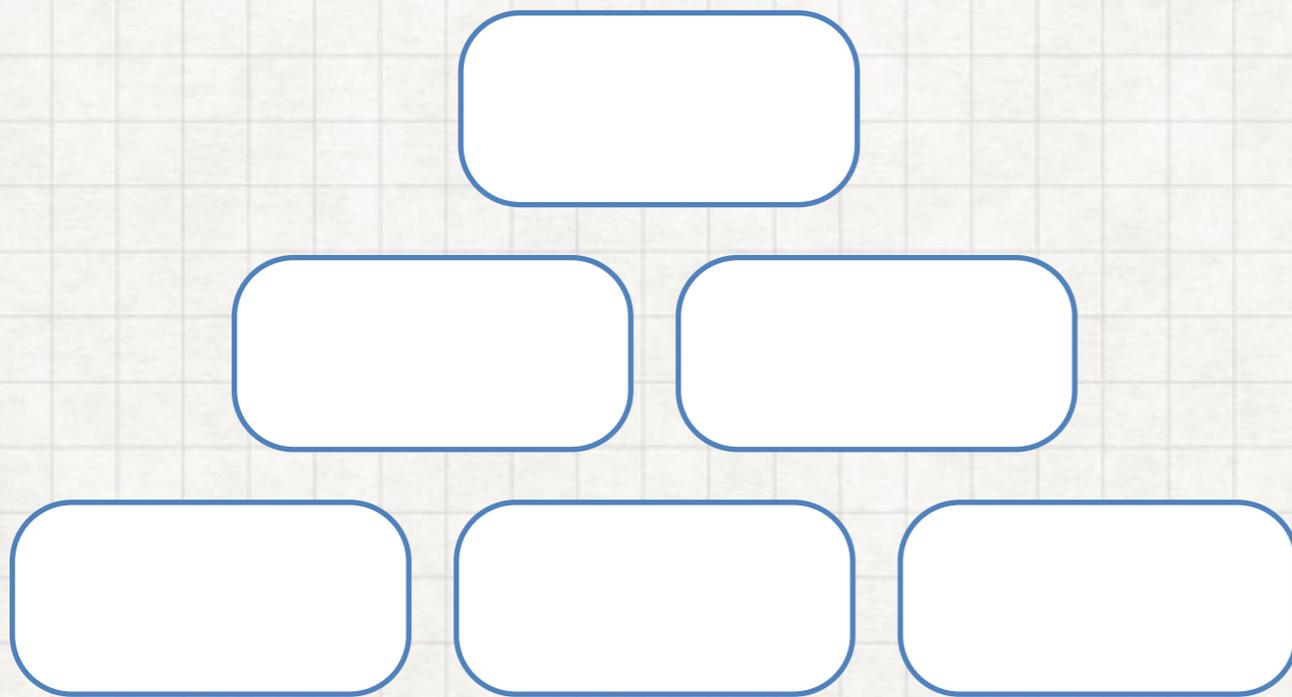
The Connected Village

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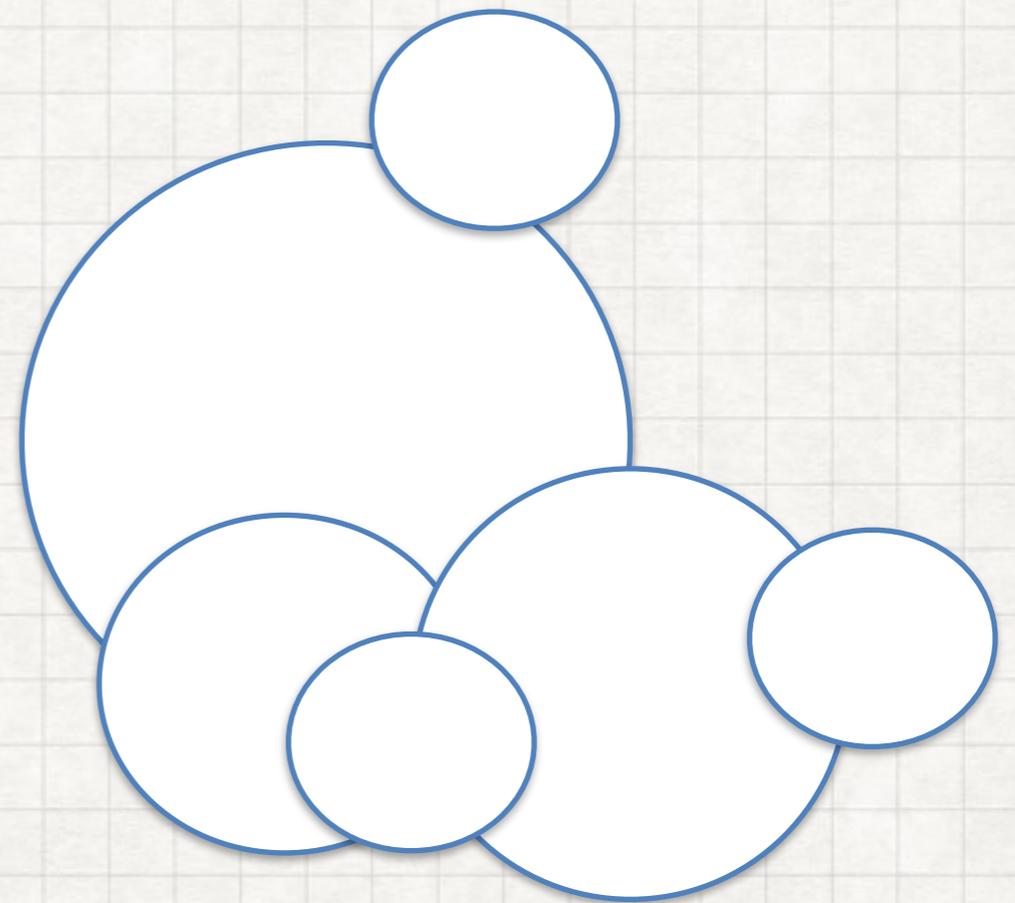
THE CONNECTED VILLAGE



Work in the Connected Village



Old



New

Play (Travel) in the Connected Village

“

What's motivating people 18-24 to travel?

- experiencing a new culture (86%)
- eating local foods (69%)
- partying (44%)
- shopping (28%)

— *Forbes, reporting on 31k-pop survey*

”

Living in the Connected Village

“

Overall roughly 30% of all millennials live in core counties, which means 70% live somewhere else.

— *Forbes*

”

Play, Live, Work in the Connected Village

- Experience
- Culture
- Opportunity

What can be done?

What can be done?

- Placemaking

Placemaking

A place's success is measured in how long people stay there.



— *Picture by Cool Adventures*

What can be done?

- Placemaking
- Connectivity Infrastructure

Connectivity

Connectivity is the underlying principle of the New Economy.

Physical

- Moving People

Virtual

- Internet

Social

- 3rd Place

Public Transportation

Walkable Environments

Environmentally Friendly

Free/Cheap Ubiquitous
Internet

Pizza, Pubs, Coffee Shops

Learning / Engaging

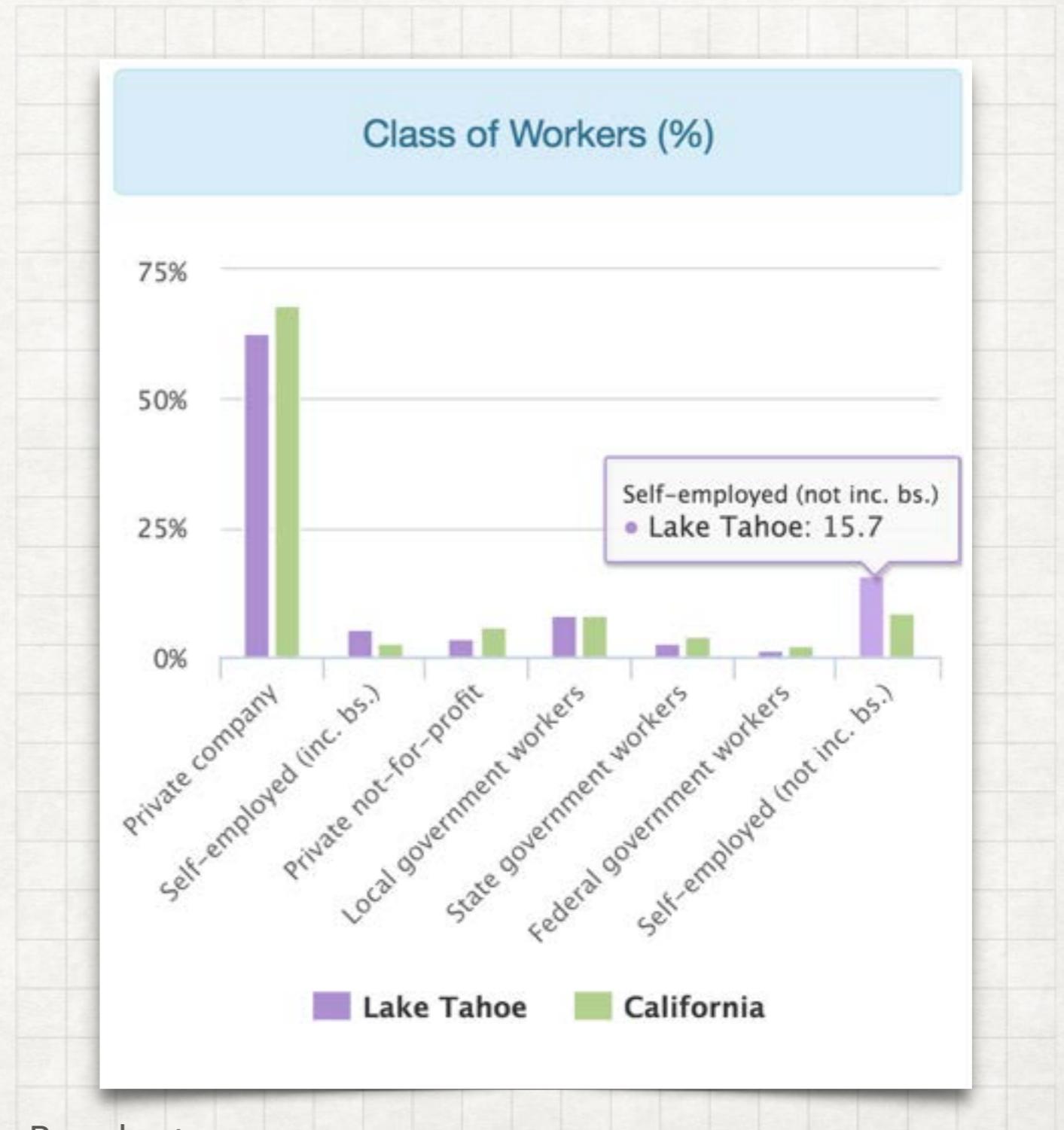
Social Work Environments

What can be done?

- Placemaking
- Connectivity Infrastructure
- Entrepreneur Ecosystem

Work Not Jobs

- The "entrepreneur"
- The "freelancer"
- 1099
- Passion projects
- Flexibility
- Fractional services



Affordable Space

How Asheville, NC was redeveloped by the “fringe” population.



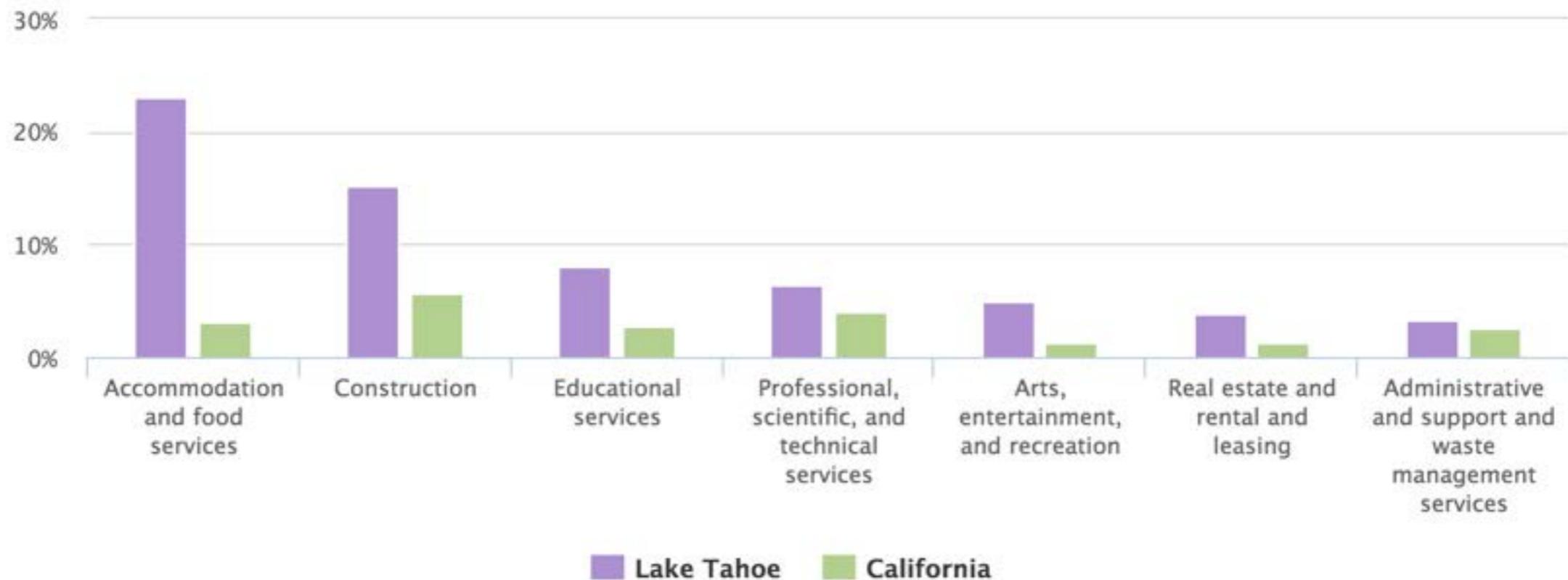
— *Picture by Michael Sulock*

What can be done?

- Placemaking
- Connectivity Infrastructure
- Entrepreneur Ecosystem
- Creative/Tech Services

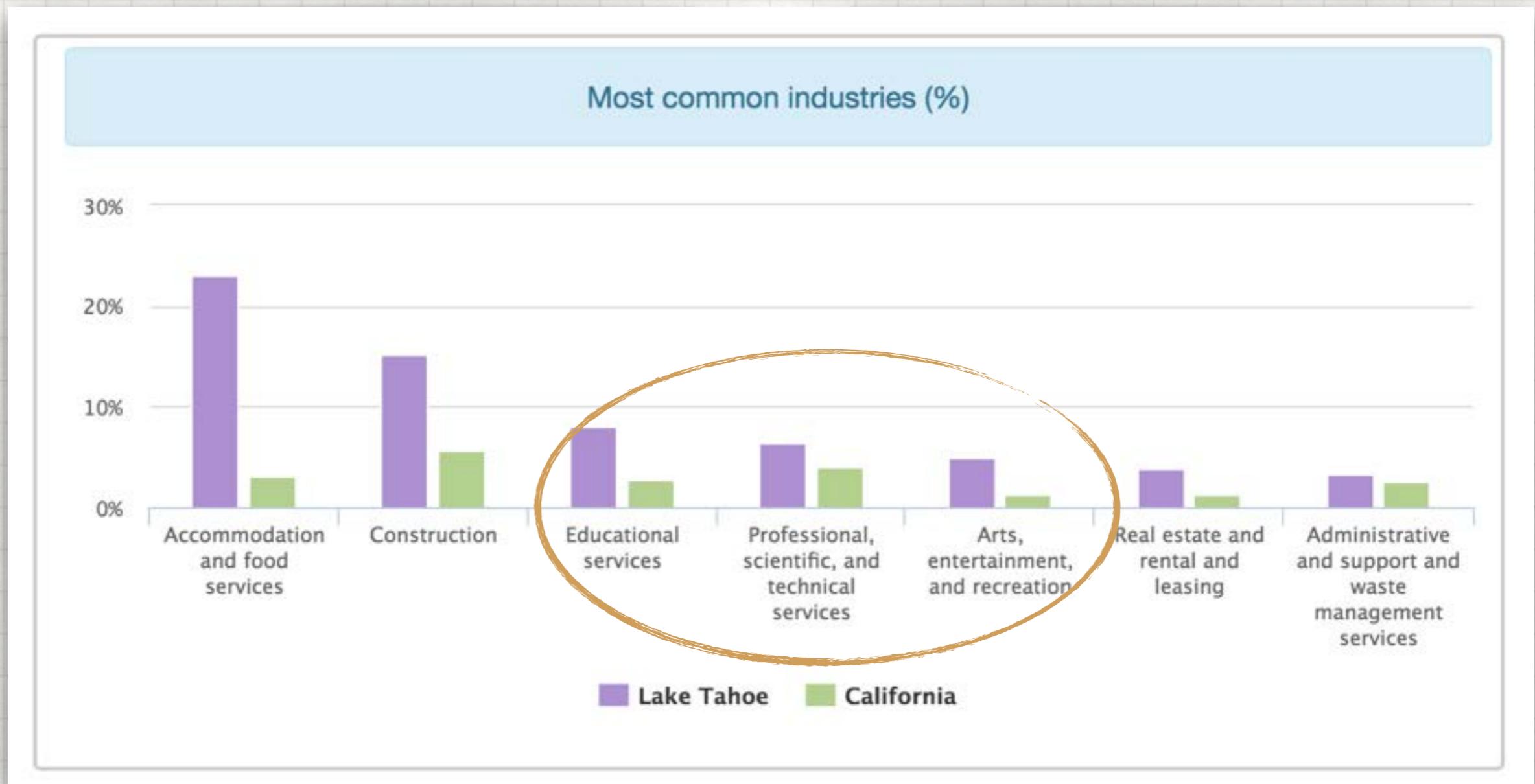
Industries of Lake Tahoe

Most common industries (%)



Industries of Lake Tahoe

What are the drivers of the Connected Village?



Creative & Technical Services

- Arts, Entertainment, and Recreation Services
- Professional, Scientific, and Technical Services
- Educational Services

What can be done?

- Placemaking
- Connectivity Infrastructure
- Entrepreneur Ecosystem
- Creative/Tech Services
- Projects and Programming

The Hive

An experiment in community workforce development



— *Picture from OldTownNewWorld.com*

Aday Remus

The creative prototyping of space in the village.



— *Picture from AdayRemus.com*

Technology Incubator

A knowledge-centric project, not a real estate project.



— *Picture from KnowledgeParkRockHill.com*

What can be done?

- Placemaking
- Connectivity Infrastructure
- Entrepreneur Ecosystem
- Creative/Tech Services
- Projects and Programming
- Authentic Story-Telling

Authentic Story-Based Marketing

Tell the stories that matter in ways that engage a social audience.

- Highlight and show real people doing compelling things.
- Use the Internet heavily (social, video, content marketing).
- Conduct/facilitate/support events, happenings, etc. (and document them using the principles/tools above).
- Encourage input, participation, and shared experience in all of the above.

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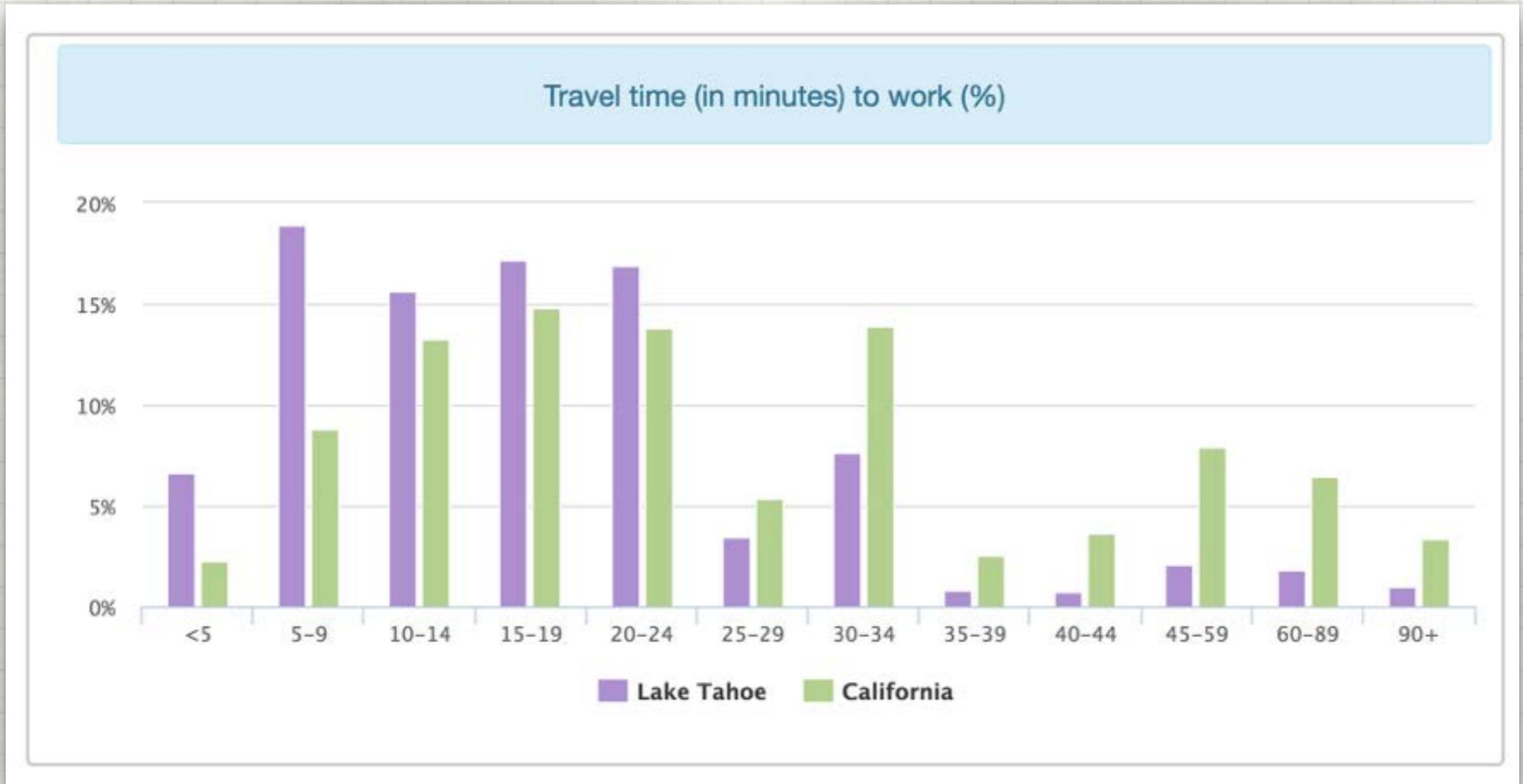
Millennials prefer walking over driving, living within walking distance of shops and restaurants, short work commutes, and are most likely to use public transportation.

— *Realtor.org, reporting on transportation preferences survey*

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Commuting

How do you humanize this story and tell it in a compelling way?



Conclusion

Defining Characteristics of Millennials

- Digital & Social **Connectivity**
- Extended **Adolescence**
- **Local Culture, Global Citizen**

What can be done?

- Placemaking
- Connectivity Infrastructure
- Entrepreneur Ecosystem
- Creative/Tech Services
- Projects and Programming
- Authentic Story-Telling

“

The Connected Village
recruits and retains
the Millennial.

— *Jason Broadwater*

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JasonBroadwater.com = Blog, Podcast, Books, and More