

Spreading the Word: Audience Engagement in a Post-Print World

Why Apps Win in a Post-Print World

August 8th, 1pm
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Smartphone penetration

95 to 98%

In November 2024 91% of all US residents owned a smartphone.*

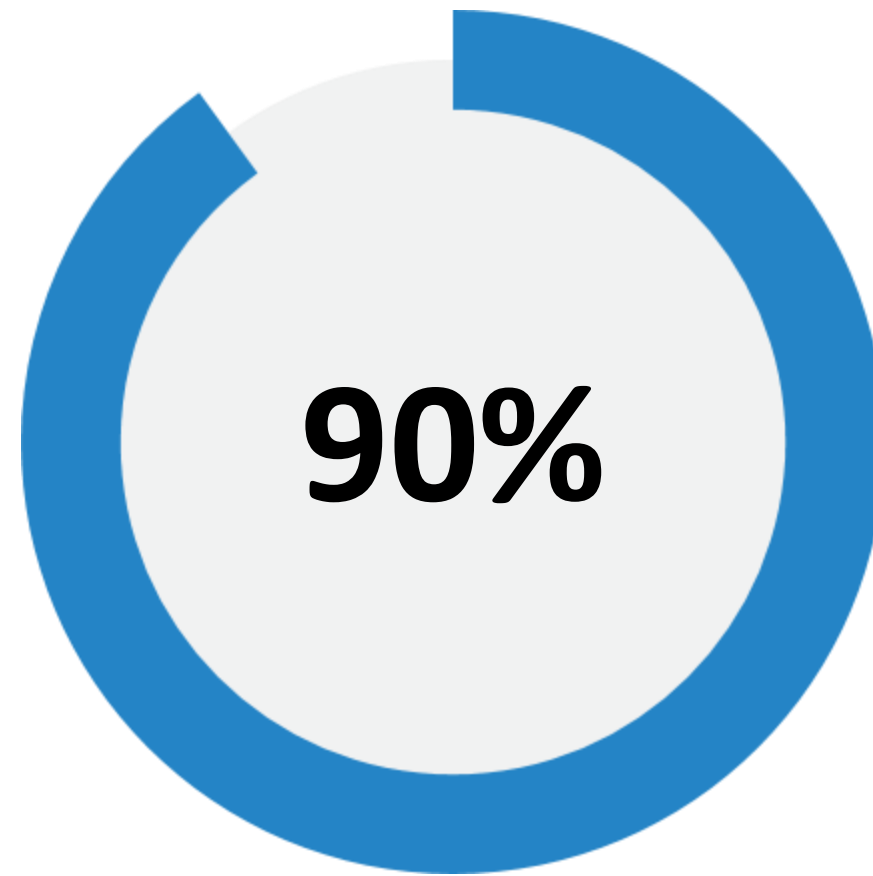
Recent studies of early 2025 show numbers over 95%, up to 98%.

* Pew Research Center





**4 hours
each day**



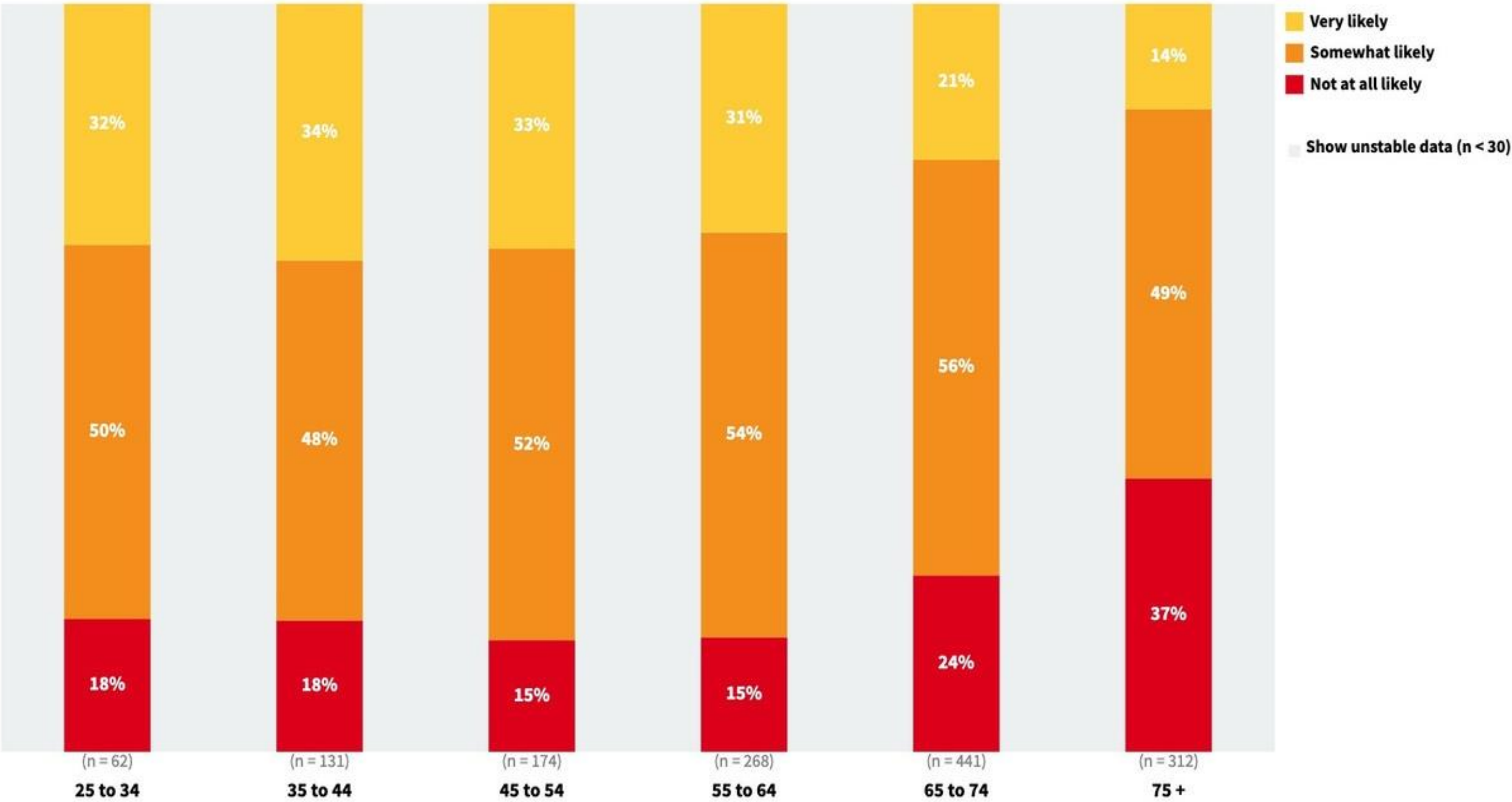
nearly 90% of mobile internet usage is spent in apps, owing to the better user experience apps provide for mobile web users



Respondents across age cohorts, and especially ‘Initiators,’ are open to using apps for cultural events...

If cultural organizations in your community were to offer an app that allows you to discover cultural events and buy tickets, how likely would you be to use that service?

Filter: Age (7 cohorts)



This chart courtesy of
WolfBrown Consultancy
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Consumers trust people more than brands

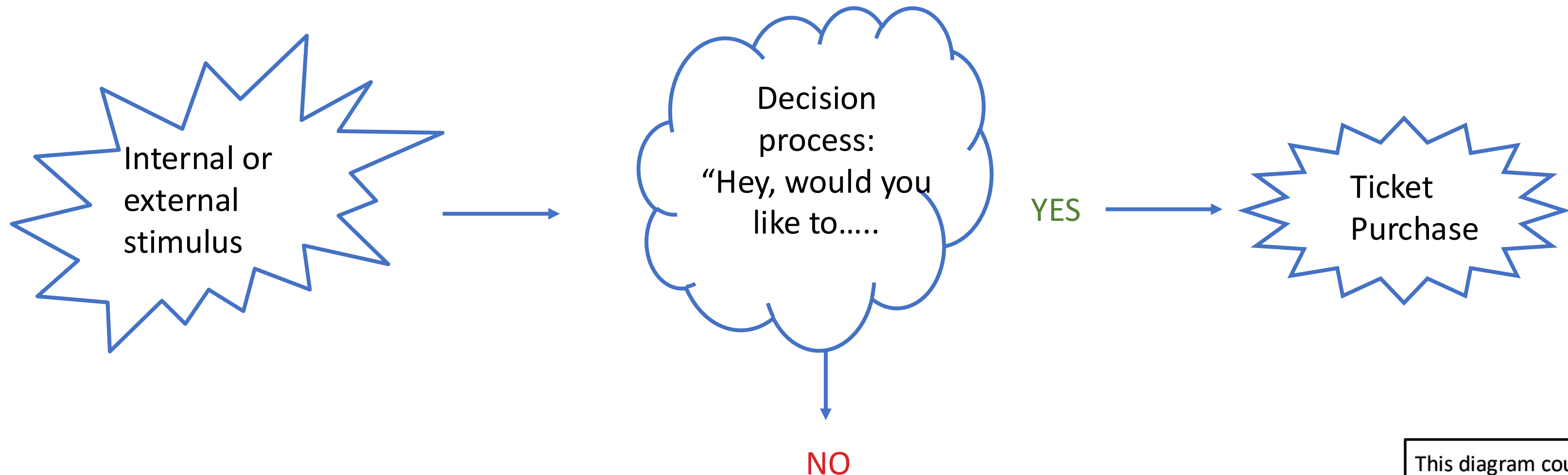
98%

of consumers believe recommendations
from friends and family over all forms of
advertising*

* according to Nielson

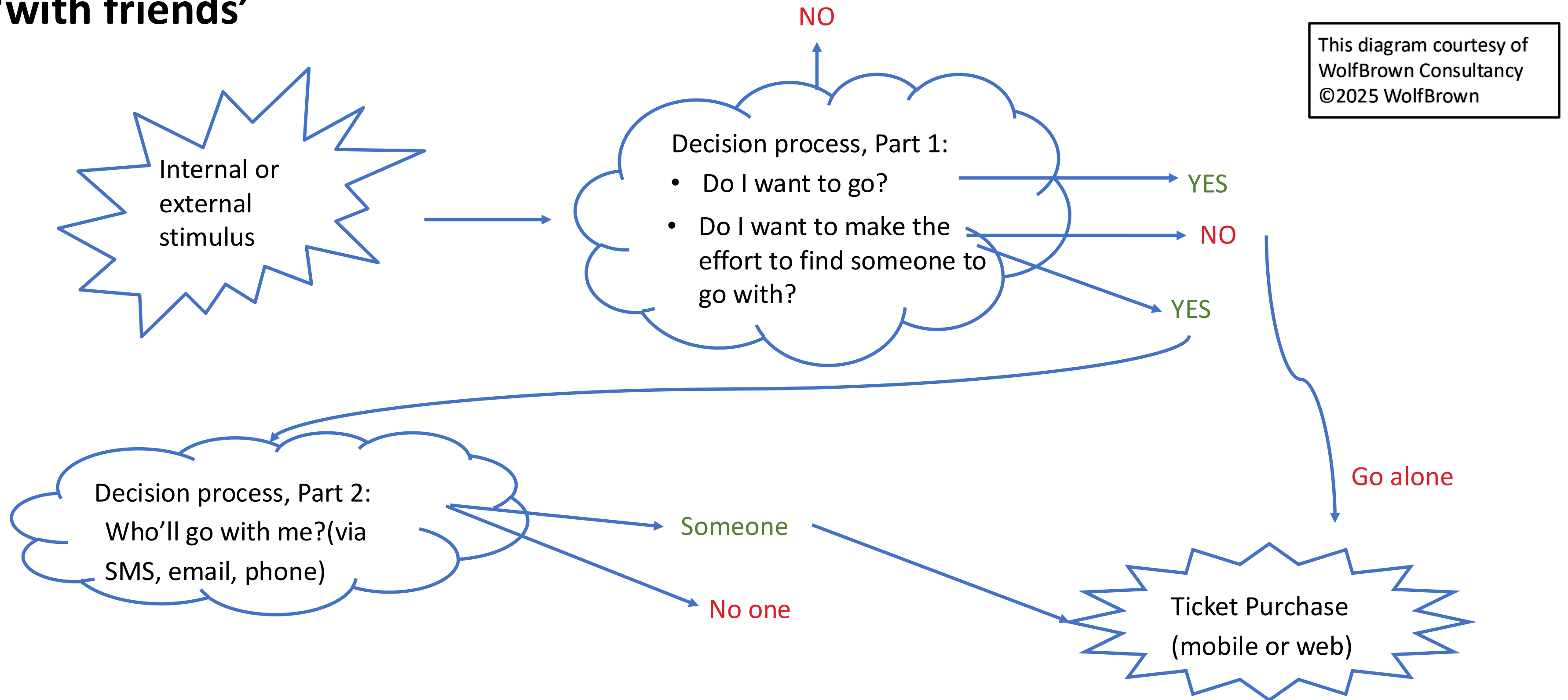


Purchase process for those in a relationship, who do not attend 'with friends'



This diagram courtesy of
WolfBrown Consultancy
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Purchase process for those not in a relationship, or who want to attend 'with friends'



Key elements of digital engagement strategies

1. Meet your audience and influencers where they are – smartphones and apps
2. Make it easy – no log-ins, direct connection to CRM, and as few clicks as possible
3. Friends trust friends – make it easy to invite, coordinate, and share
4. Know before they go – rich media, podcasts, FAQ's

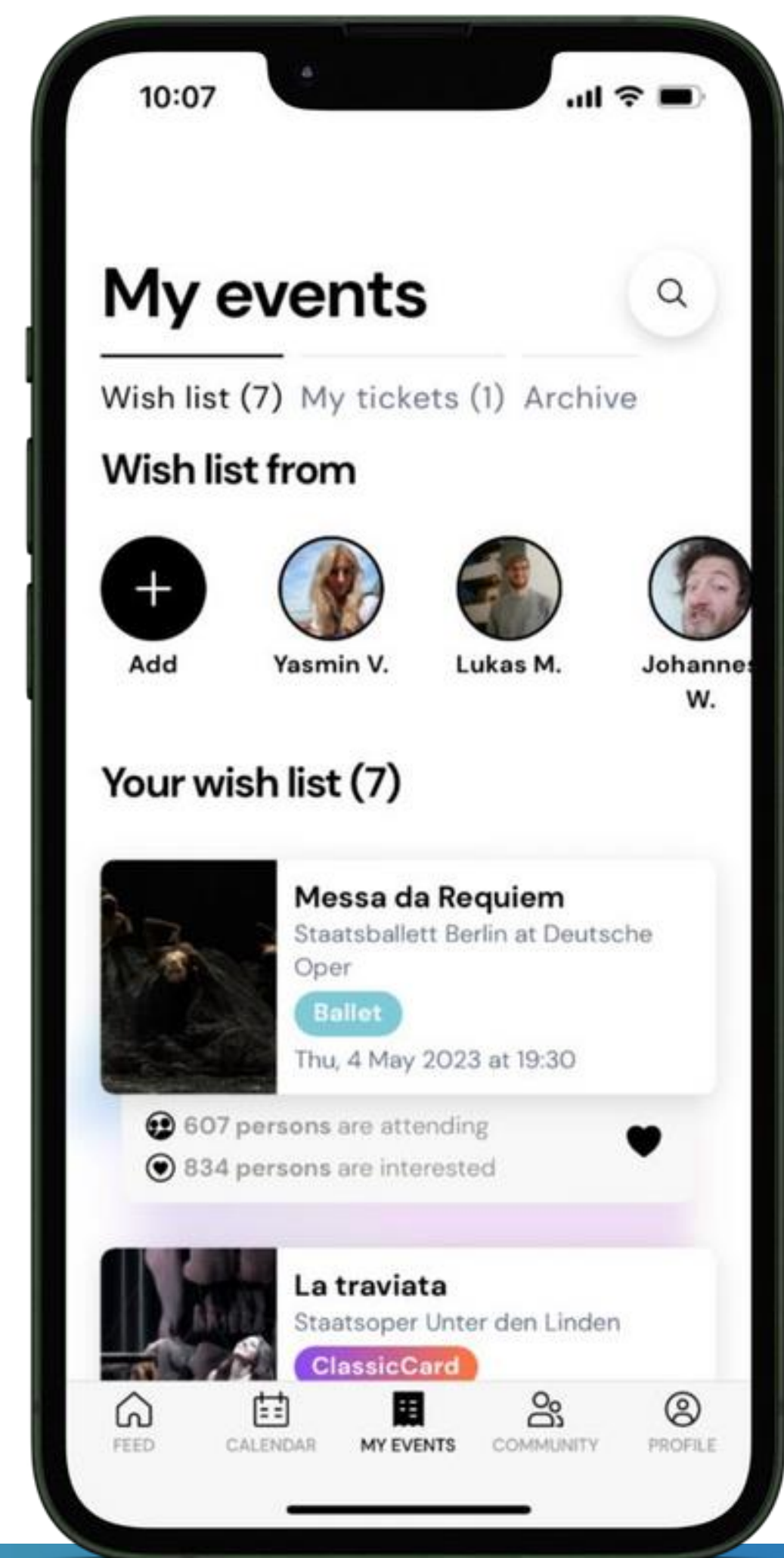


233%

3x

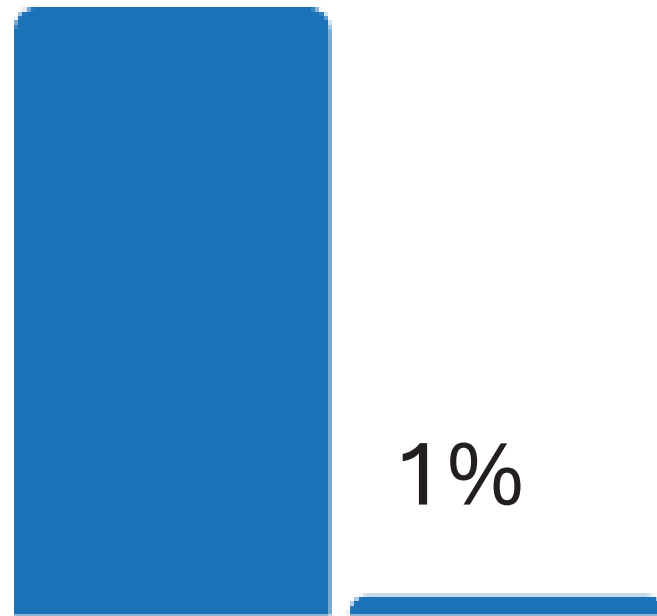


Conversion rates on apps are 3x higher than mobile websites



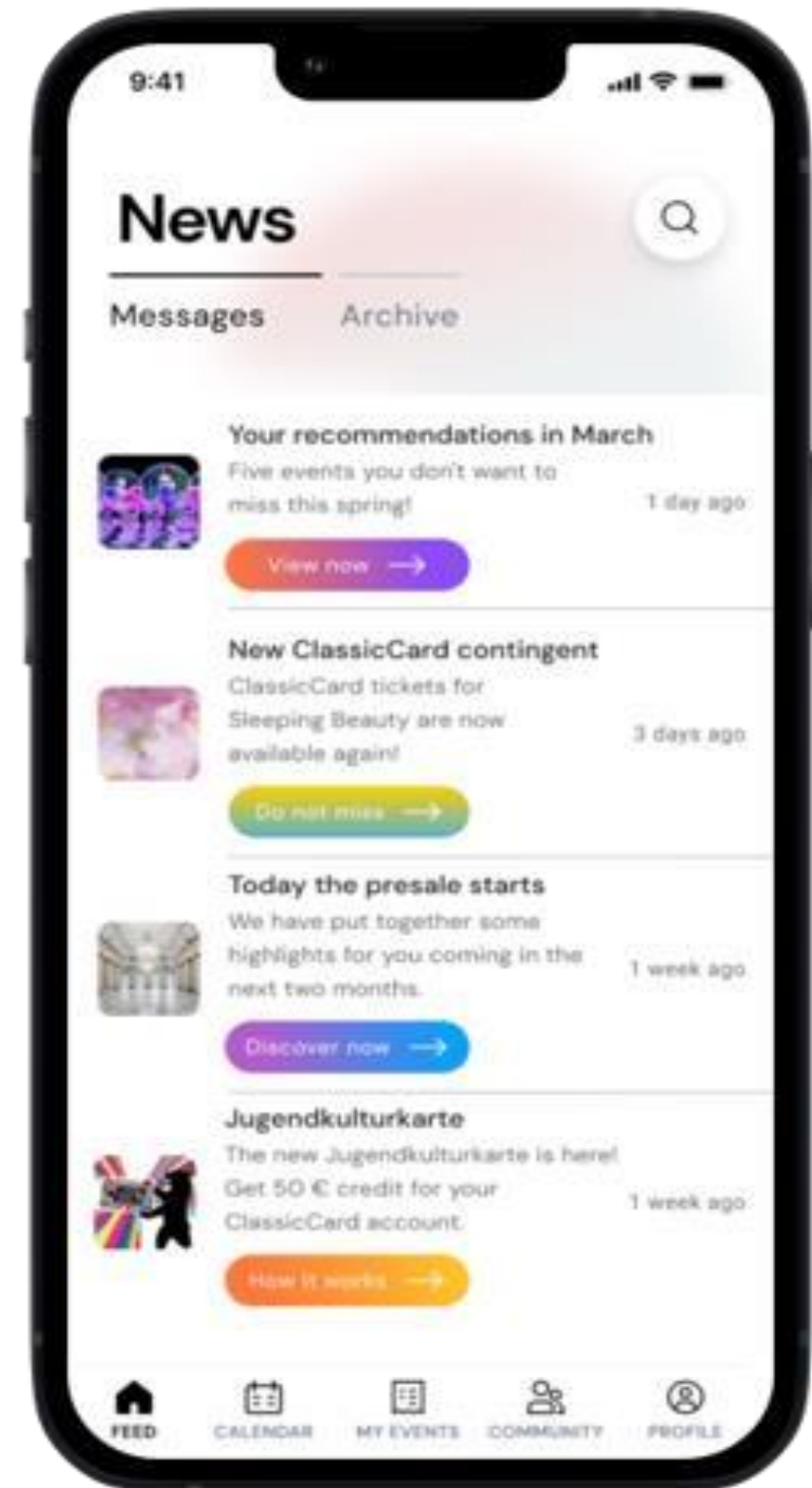
30% vs 1%

30%



1%

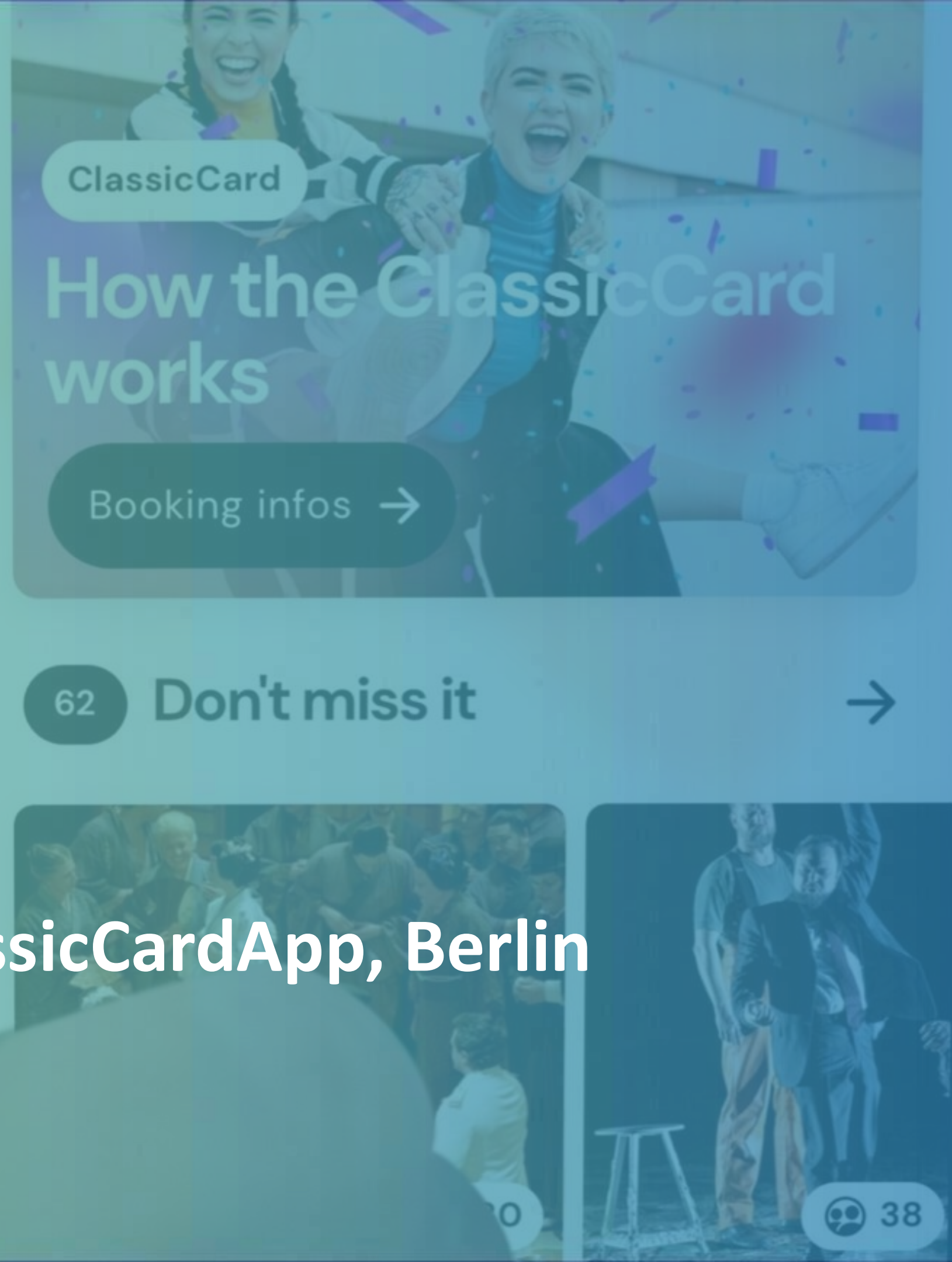
Personalized Push notifications have a click-through rate of up to 30%, significantly higher than the 1-3% rate for emails*

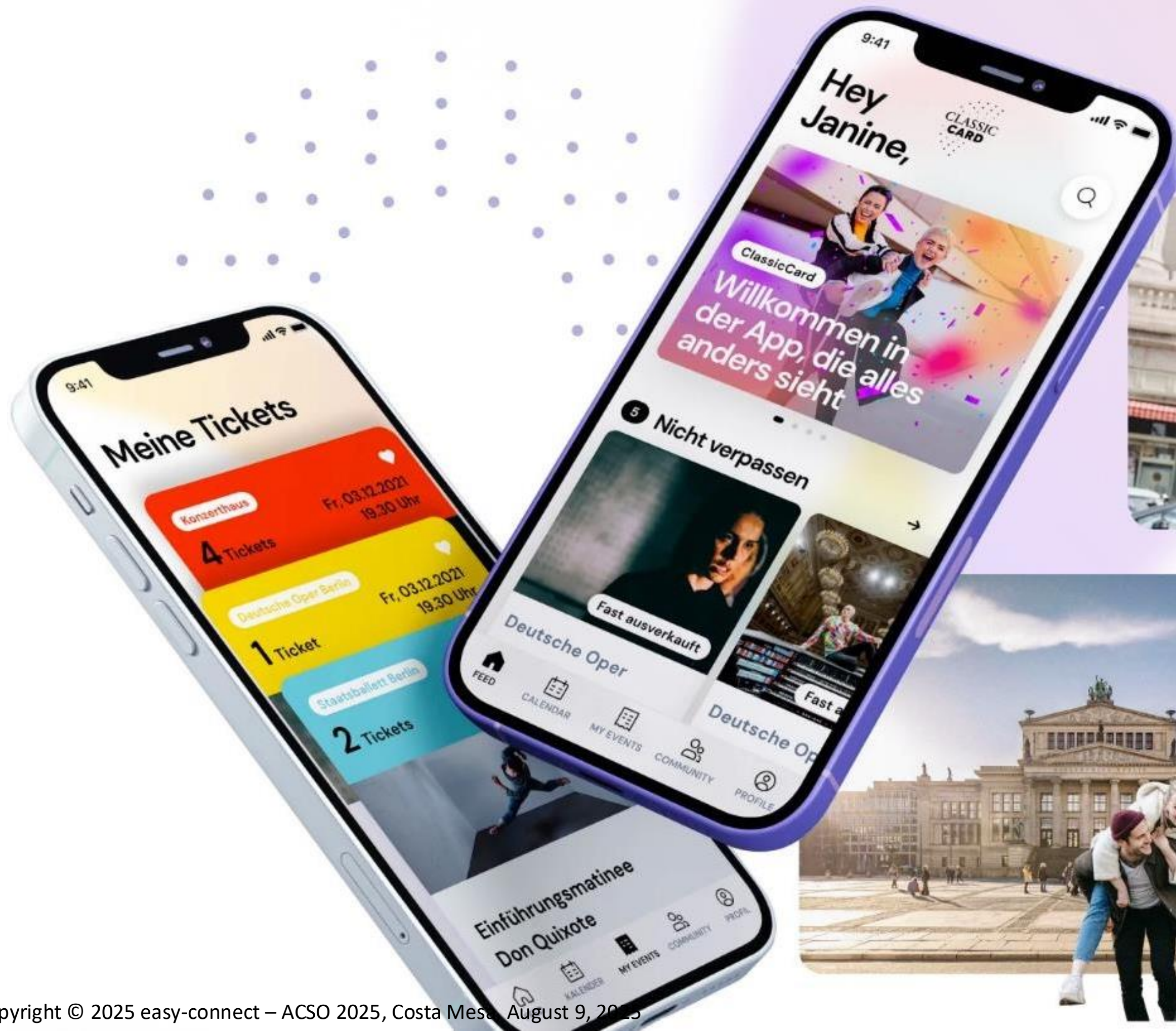


Apps vs Mobile Websites

	PUSH NOTIFICATION & IN-APP MESSAGING	FAST PURCHASE PATH	PERSONALIZED CONTENT	YOUNG AUDIENCE PROGRAMS	A PLATFORM FOR FANDOM
Mobile Website App	✗	⚠	⚠	⚠	✗
Nextgen Apps	✓	✓	✓	✓	✓

Best Practice Example: ClassicCardApp, Berlin





ClassicCard study: Barriers of entry for new audiences:



With whom to go?



What to expect?



Hassle to get tickets.

To watch the demo video
use the following link:



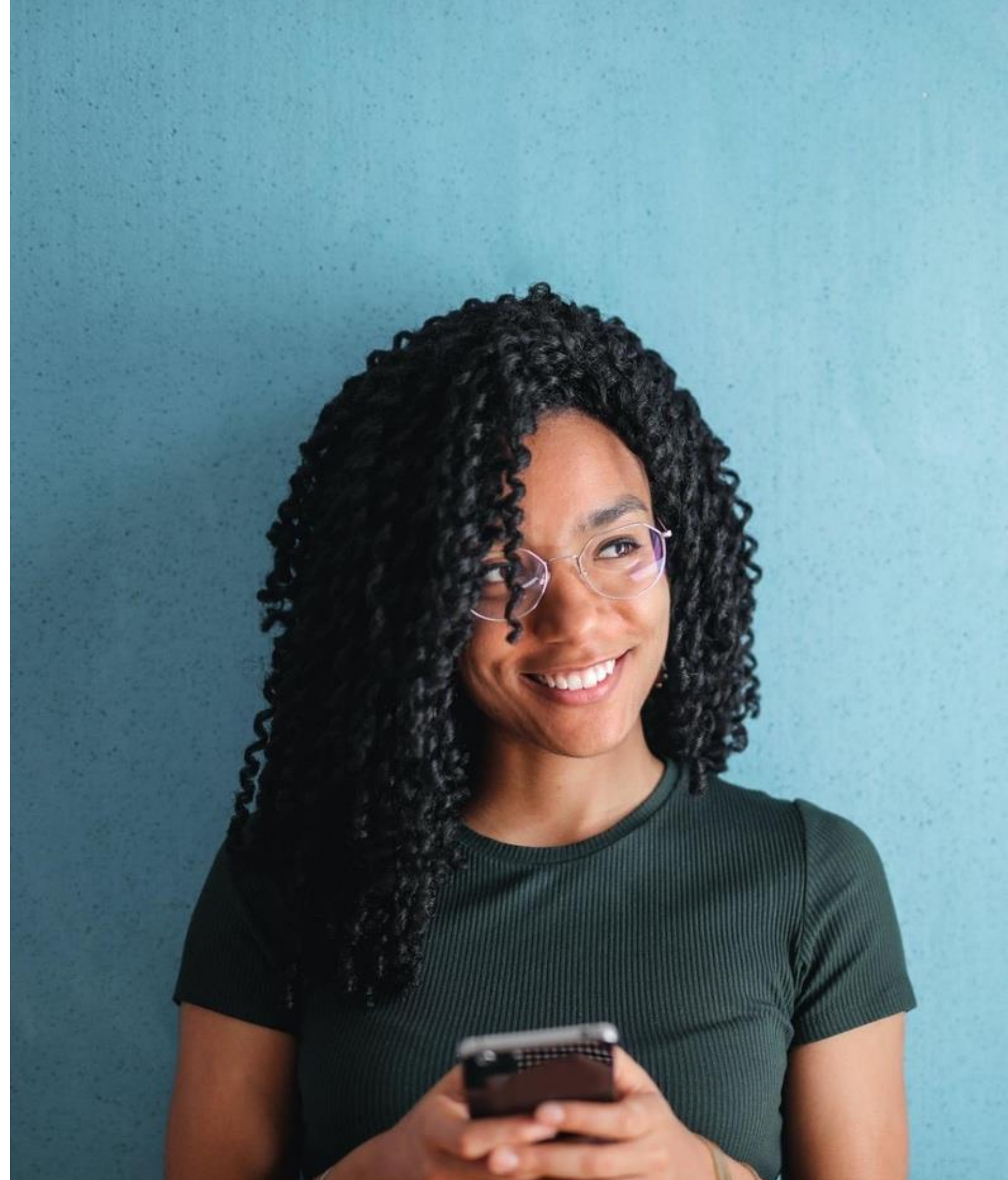
ClassicCard App –KPI's

 65% of downloads convert to registered users

 76% Monthly active users

 5.3 tickets per customer within one season

 30% of turnover from full price tickets



ClassicCard App –Building an Arts & Culture Community



On average every visitor brings ~**1.5** new people to the venue



Outliers have motivated up **to 15 new people** per season



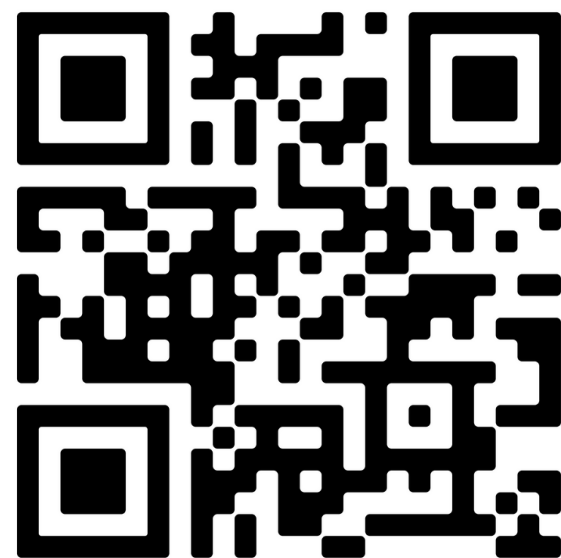
On average **76%** new to file (up to 90%)



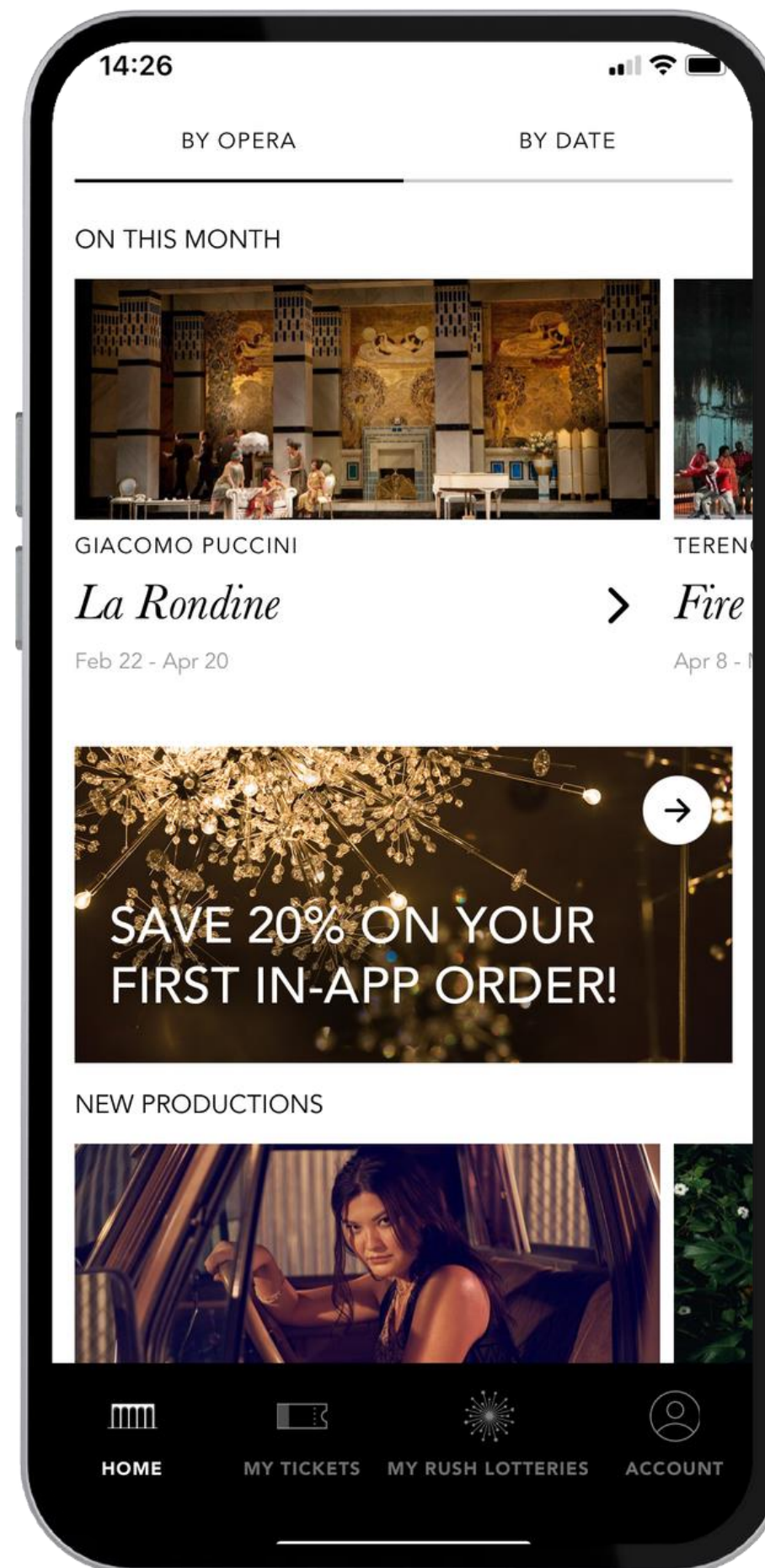
Best Practice Example: The Met Opera App, NYC



To download the app use the following link:



The Met
ropolitan
Opera

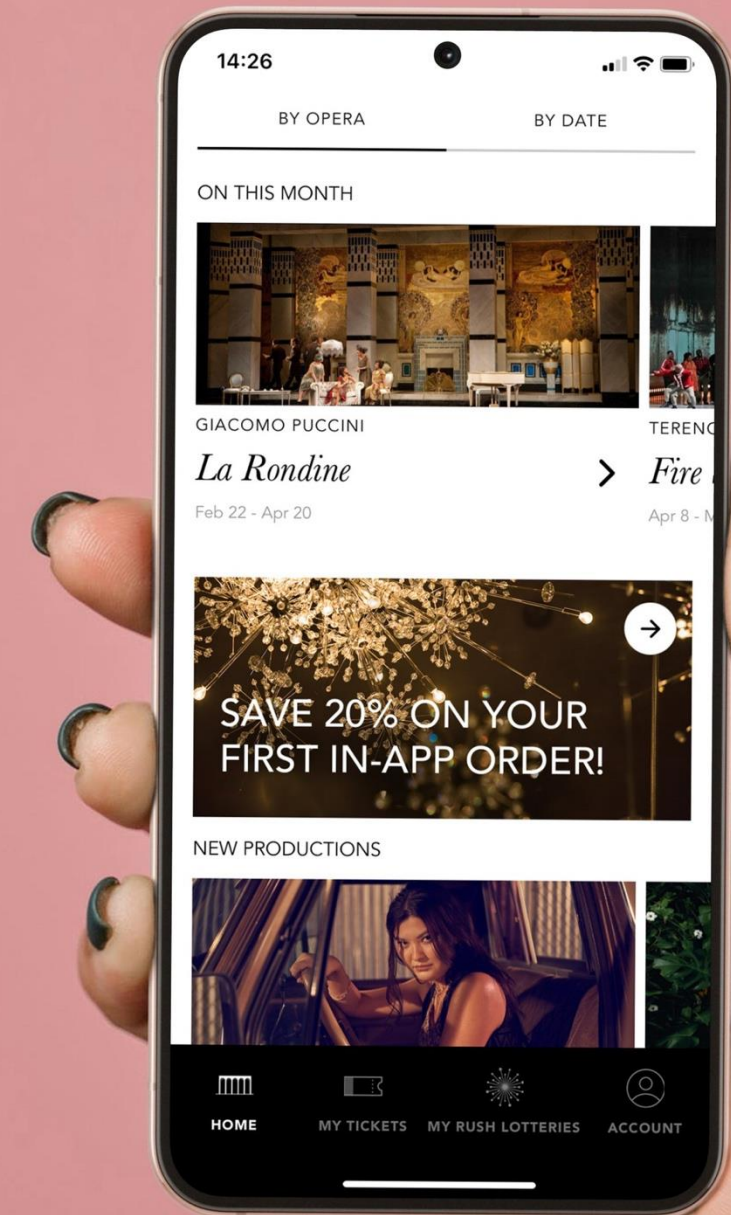


- Rush Lottery
- Real-time integration with Ticketing, CRM & CMS systems
- Seamless In-App ticketing with support for Apple & Google Wallet
- Integration of card payments, Apple & Google Pay
- Digitization of youth tickets

The Met Opera App

- \$500k Revenue in first 6 weeks of soft-launch
- 40% New-to-file customers
- 80% Revenue from regular/near-regular pricing
- 40% App users are regular buyers via app - 60% are lottery buyers

The Met
ropolitan
Opera



Summary:

We need digital tools that consolidate event discovery + ticketing, and reduce friction from crossing platforms



THANK YOU!



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