# REVO FUTURE INSIGHT



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**RETAIL DESTINATION** 



# **Revo Future Insight** The Forces Driving Retail and Leisure Places in 2034.

Retail. Property. Community.

# Welcome



Managing Director Lunson Mitchenall Revo Board Me<u>mber</u>



#### **Alex McCulloch**

Director of Property & Innovation Lead CACI Ltd



# **Retail Future Insight 2034**





# The rules of the game.

- 1. Use the RDLive app to play. Your goal is to **be the last one standing.**
- 2. We will present 3 future scenarios for 2034: the next normal, the good, and the bad
- 3. In each scenario there is a view on AI, the consumer, and placemaking
- 4. Each time you vote for the outcome YOU think is most likely to happen
- 5. If you get the answer right (i.e. you agree with us), you stay alive



# **About The Poll**



# **The Three Scenarios**

#### **A 'CORE' SCENARIO**

#### **TWO 'WILDCARD' SCENARIOS**





#### **GREEN, GOOD, SMART PLACES**





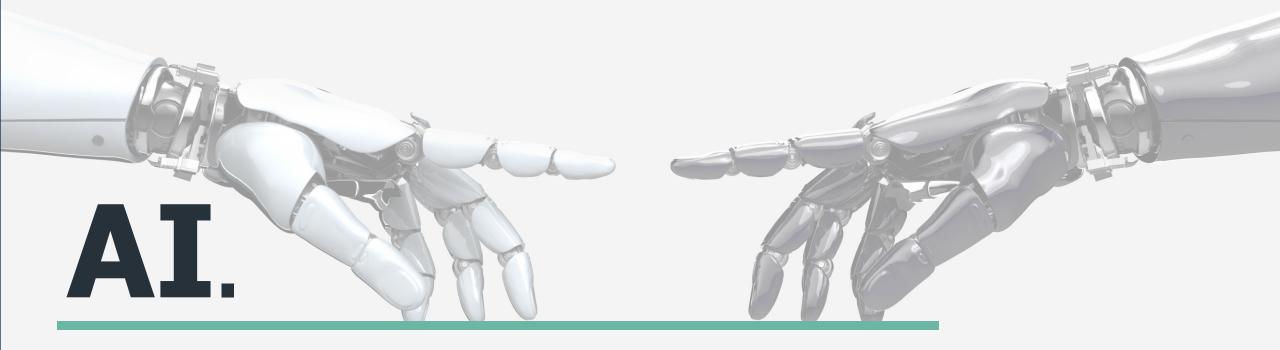
# **Retail Future Insight 2034**













# AI will be transformative... but which is most likely?

#### **NEXT NORMAL**

- Significant investment in automation with significant efficiencies and productivity
  - Energy and waste reduction
  - Inventory management, customer insight, asset management
- Some displacement of workers and cultural and societal resistance
- AI helps physical retailers compete with online competitors through increased efficiencies and better customer interaction.





## AI will be transformative... but which is most likely?

- GOOD, GREEN, SMART PLACES
- A decade of stability has encouraged investment in innovation which has created a new tech paradigm.
- By the late 2020's AI has been remarkably transformative, creating 'smart' cities that make towns places to be.
- The public begin to embrace change with Agentic AI transforming shopping and leisure habits.
- Retail space evolution speeds up with showrooms and leisure playing a major role.





# AI will be transformative... but which is most likely?

#### POLARISED BRITAIN

- AI has accelerated online growth after a post-covid plateau
  - Technology investment has focussed on reducing costs at the expense of experience and physical store consolidation.
  - Consumers typically stay at home and shop via social media and online platforms to find the cheapest pricing.
  - Hyper-fast pure play online retailers dominate, cost cutting has reduced innovative investment. Nomadic retailers move from location to location.





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# AI will be transformative... but which is most likely?



# CONSUMERS.



# **Consumers...which is most likely?**

#### **NEXT NORMAL**

- Gen Z & Alpha consumers are more demanding and tech-savvy.
- Retailers adapting with innovative use of tech including facial recognition, interactive and personalised signage, follow up wish lists & smart changing rooms.
- Increased house building and home ownership results in growth in town furniture, homeware and DIY provision. Filling the gaps left by department stores.





## **Consumers...which is most likely?**

#### **GOOD, GREEN, SMART PLACES**

- Consumers make fewer purely functional shopping trips but ATV's and conversion are higher.
- Improved deliveries including by drones allow for more efficient stocking and an enhanced and immediate home delivery network. Consumers have more time (and fewer bags) allowing increased F&B/leisure spend.
- Green & Healthier consumers eat better, exercise more & drink less.
- Competitive socialising takes over from Wetherspoon's Curry Club.





## **Consumers...which is most likely?**

#### POLARISED BRITAIN

3

- A polarised society leads to a fractured retail market. Big affluent cites grow at the expense of sub-regional and local towns.
- Public support for net zero targets is limited, largely driven by cost.
- Average disposable income has not grown for 10 years, whilst inequality and deprivation are at an all time high.





#### **Consumers... but which is most likely?**





# Placemaking...which is most likely?

#### 1)

#### **NEXT NORMAL**

- Government focus on street safety, interconnectivity, energy security, simplified planning and business rates reform.
- Growth of new sectors including health, wellbeing & financial services add vitality to High Streets.
- Continued climate change drive consumers to covered shopping environments.





## **Placemaking...which is most likely?**

#### **GOOD, GREEN, SMART PLACES**

- Most major cities are 'smart'. Improving consumer experience.
- Digital Twin Cities allows planners and developers to build accurate models to ensure successful and more viable projects.
- National Wealth Fund helps create a virtuous cycle of innovation and investment in infrastructure and civic places.





# Placemaking...which is most likely?

#### 3

#### **POLARISED BRITAIN**

- Social unrest and culture wars lead to increased protests, more street crime and high levels of vandalism.
- Some towns have been taken over by community action groups, social enterprises and larger employers.
- Rebased rents and increased local authority ownership allows for non-traditional uses such as Museums, Galleries and cultural institutions to become the new "anchors".





### **Placemaking... but which is most likely?**



# **Revo 2025**



### The new world order, according to us



AI

**Good, Green, Smart Places** 

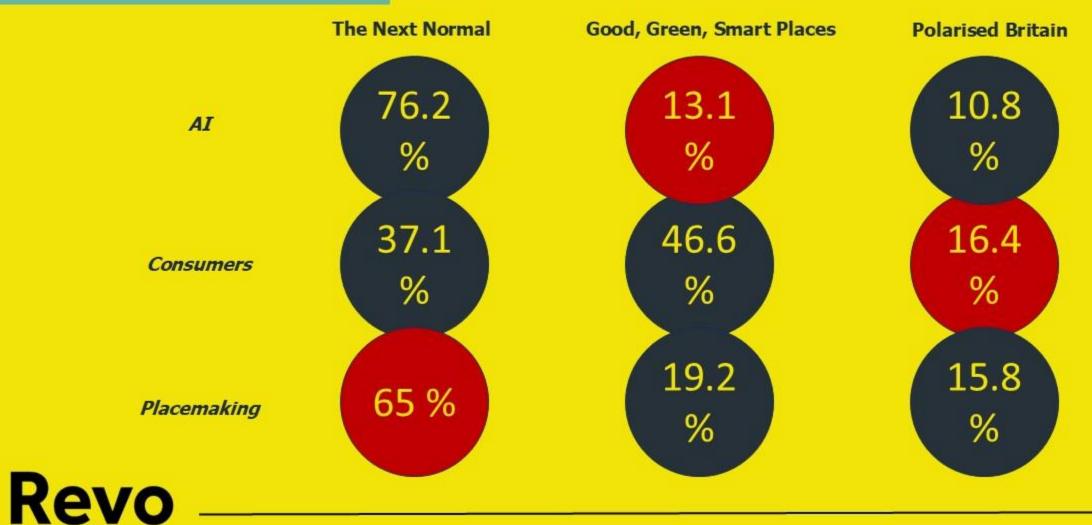


**Polarised Britain** 



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#### These are your answers, now time for questions...



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# **Find out more**



The Forces Driving Retail and Leisure Places in 2034





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# **RETAIL DESTINATION**