

Designing and delivering sport to engage people who are less active

2019 VAAP Research and Practice Forum Melanie Chisholm, Manager, Physical Activity, Sport and Healthy Eating, VicHealth







1. Our work in social sport – targeting less active Victorians

2. What we have learnt: 6 key principles

3. Where you can find more information



VicHealth *The world's first health promotion foundation*

Our five strategic imperatives

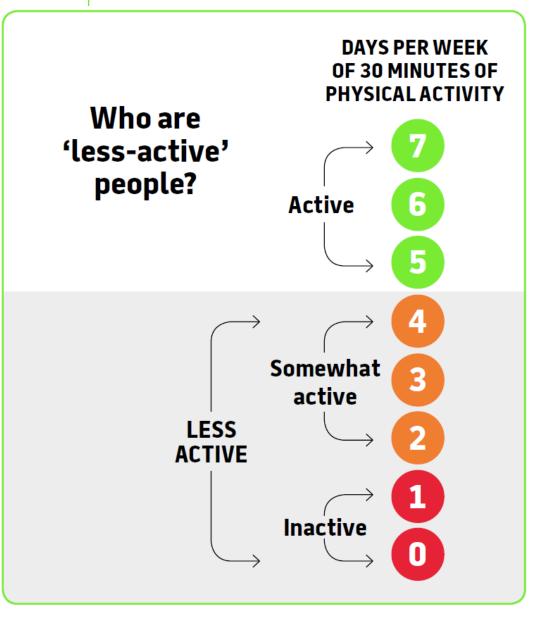


Trends in physical activity and sport participation are shifting.

Nearly half of Australians do not do enough physical activity to benefit their health



Who we targeted

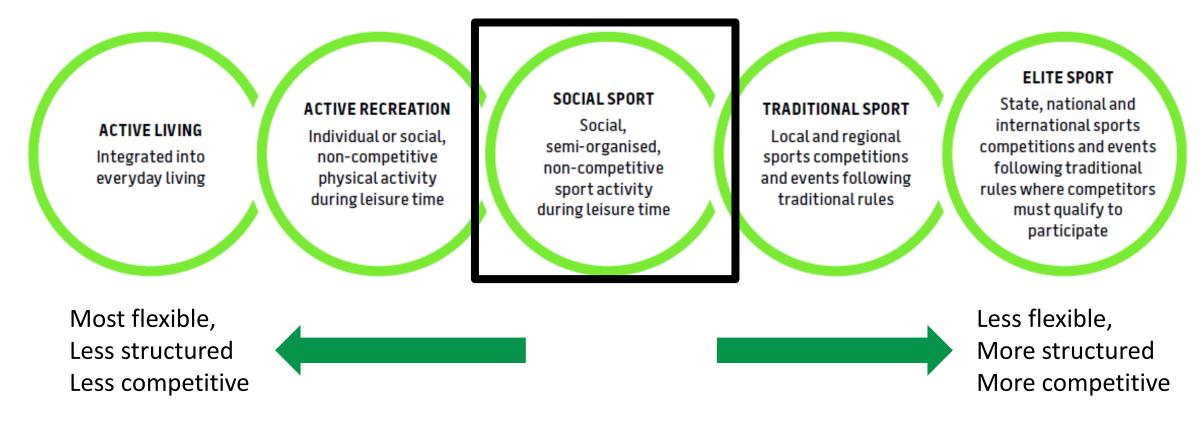






Social Sport

The spectrum of opportunities for physical activity as part of everyday life



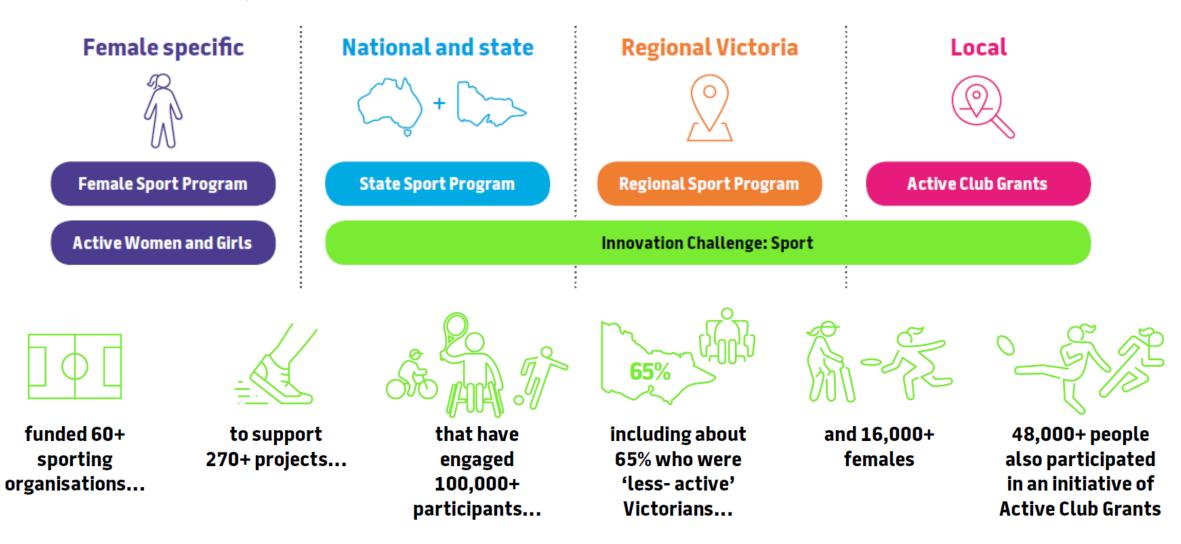






an initiative of **VicHealth**TM

Our sport investments 2015-18



Six principles

that can help sport organisations attract larger and more diverse audiences

1 Engage with the target market throughout the design process to reduce barriers and fulfil motivations.



The deliverer is the most vital person to participants' experience and retention.



Think about participants as customers and consider their total experience.



5 Participants need a clear pathway for retention or transition as their skill, fitness or interest changes.



Participation should cater to different levels of skill, ability and fitness.



6

Best-practice project management and delivery will enable scale and sustainability.



PRINCIPLE 1: ENGAGE WITH THE TARGET MARKET THROUGHOUT THE DESIGN PROCESS TO REDUCE BARRIERS AND FULFIL MOTIVATIONS



Barriers Motivations I want to get fit! l don't I can meet up I'd like to It's too have time I don't like l can't with friends! make new expensive sport do It frlends! I want to Ø have fun!



Participant feedback



"My body isn't up to playing outdoor soccer any more.



Mixed sevens was a great format ... that was still at an intensity I could handle."



Participant feedback







"I liked that it was at the same place every week so we didn't have to drive all over town to get to games"



PRINCIPLE 2: THINK ABOUT PARTICIPANTS AS CUSTOMERS AND CONSIDER THEIR TOTAL EXPERIENCE

Five key customer experience touchpoints





PRINCIPLE 3: PARTICIPATION SHOULD CATER TO DIFFERENT LEVELS OF SKILL, ABILITY AND FITNESS





Top 5 motivations for participating

- having fun
- spending time with friends
- improving fitness levels
- learning new skills
- meeting new people





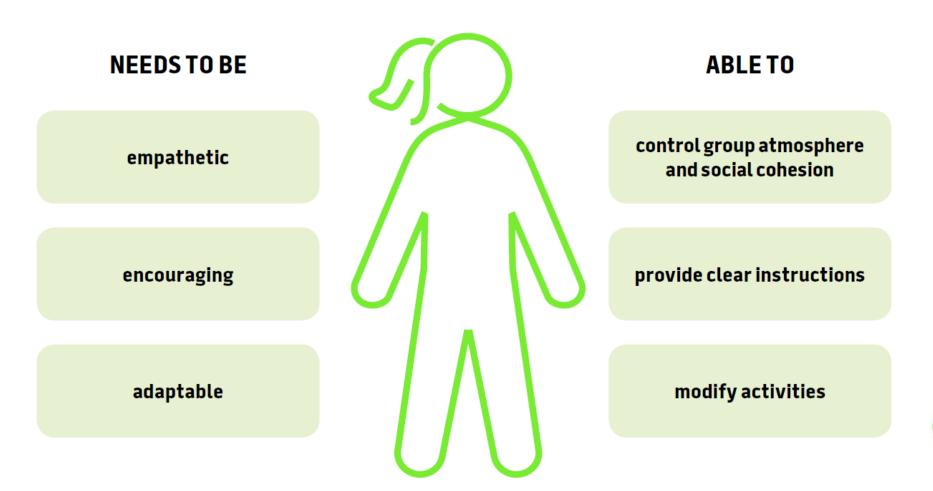
Walking Football Come and Try Day!

Welcome!

PRINCIPLE 4: THE DELIVERER IS THE MOST VITAL PERSON TO PARTICIPANTS' EXPERIENCE AND RETENTION



Deliverer





Participant feedback



"It was not an intimidating experience.



It was lots of fun and the deliverers were very helpful and encouraging"



Participant feedback



"The wonderful sense of humour and calm wisdom of the instructor inspired confidence.

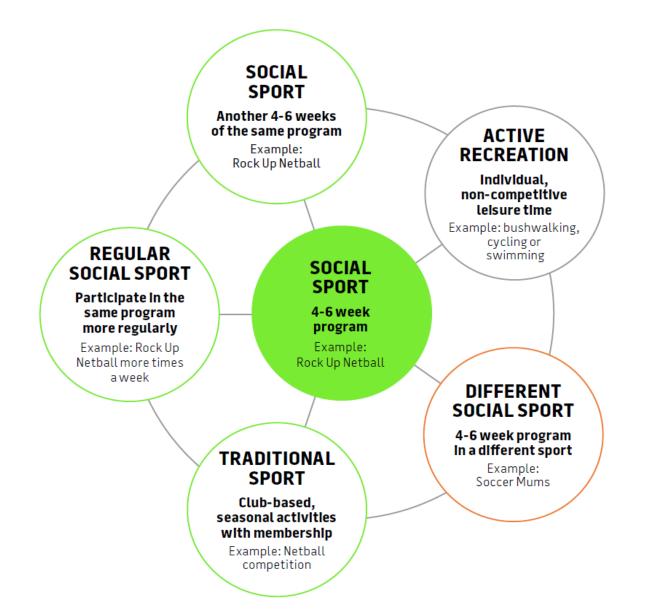
J.S.

My partner and I thoroughly enjoyed the experience."



PRINCIPLE 5: PARTICIPANTS NEED A CLEAR PATHWAY FOR RETENTION OR TRANSITION AS THEIR SKILL, FITNESS OR INTEREST CHANGES







PRINCIPLE 6: BEST-PRACTICE PROJECT MANAGEMENT AND DELIVERY WILL ENABLE SCALE AND SUSTAINABILITY





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Best-practice project management and delivery will enable scale and sustainability.



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Insights Forum

September 18th

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