

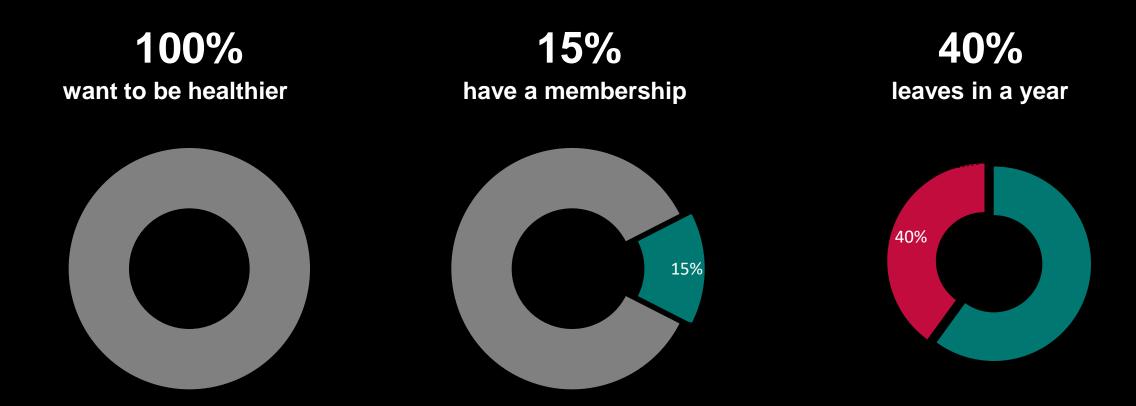








The industry did not fix the attraction and retention problem



And how to increase Customer Lifetime Value



Customer Lifetime Value

Average Value of Sale × Number of Transactions

× Retention Time Period



A 5% increase in retention produces a 25% increase in profit.*

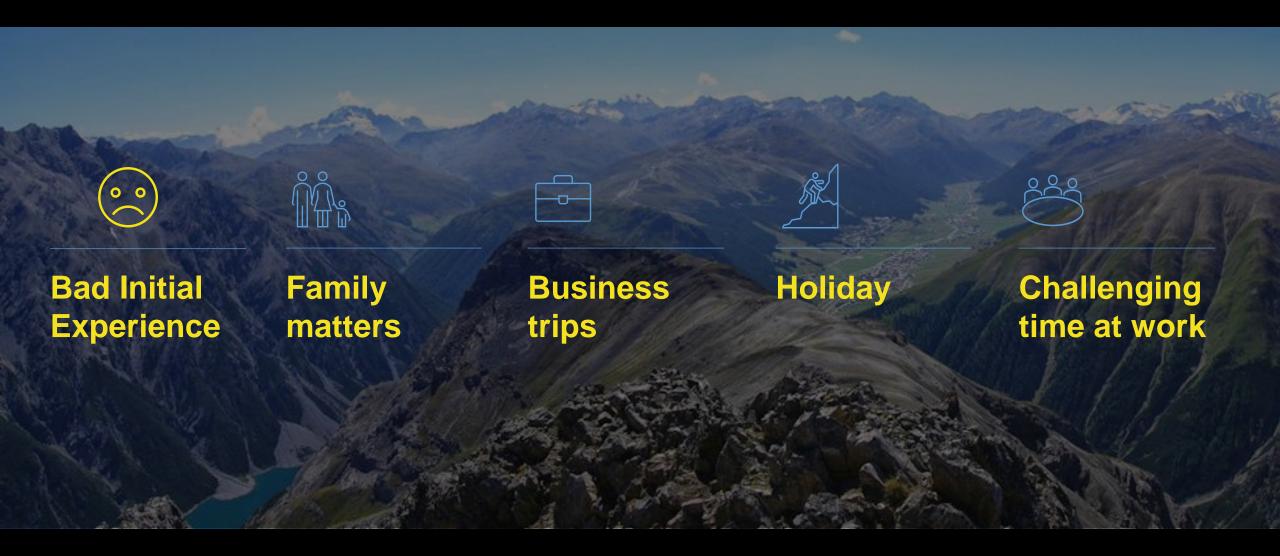
Acquiring a new customer is between 5x and 25x more expensive than retaining an existing customer.

The probability of converting an existing customer is between 60%-70%.*

Existing customers spend 67% more on average than new customers.*



Why they Stop?





The secret: always in movement, never stop!





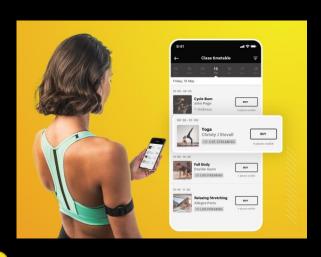




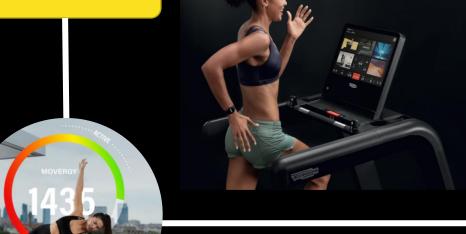


Own the ecosystem

Superior results faster anytime anywhere with Mobile Experience



COMMUNITY



Personalized content and training experience Technogym Live

DIGITAL

Professional tools to design personalized journeys and

> increase attraction and retention with **Mywellness**

> > **CRM**



WELLNESS HUB



PHYSICAL

Immersive group training experience with Technogym formats



Race to go "up" or new strategies to increase secondary spend?

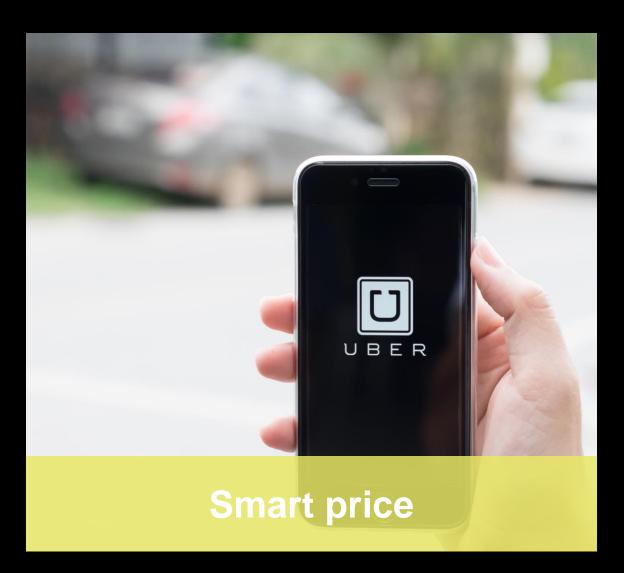




Convenience is attractive, but people are willing to spend more if they perceive value. Consumers pay for what they need.



Low cost





From location to experience

The Club → Hub

The training → Experience

The staff → community leaders



Flexible membership model (on-site/on-line)



Fun & engaging training experiences



Qualified and fast in communication



Fully digitalized environments



Tailor Made Training
Programs (On-site / On-line)



Analyse Members data



High quality programs & contents



Precision training experiences (satisfy specific needs: be in shape, improve performance, etc.)



Interaction and data tracking in one single app





Upsell experiences to increase Custumer Life Time Value









SKILLRUN CLASS

OMNIA CLASS

SKILLROW CLASS

SKILLMILL H.I.I.T









BIOCIRCUIT





CARDIO AND STRENGTH



SKILLRUN BOOTCAMP

