

# EVENT & EXPERIENCE DESIGN

Don't hold just another event! Delight your attendees with experiences that thrill and teach.



#### **EVENTS**

Planned public or social occasion Time and location specific Focused on specific activities/sessions

Composed of a series of Experiences

### **EXPERIENCES**



Leaves an impression Solicits an emotion

Focused on engagement and impact

#### **OBJECTIVES**

EFORE

THE

EVEZI

**DURING THE** 

EVEZ1

**AFTER THE** 

**MVMZ** 

LOGISTICS

**AGENDAS** 

VISUALS

**Key Elements:** 

- Define Goals
- Determine Format
- Set Realistic Schedules
- Include Networking Opportunities
- Confirm Speakers, Guests, and Staff
- Plan for Teachnical Needs
- Prepare Contingency Plans

#### **Key Considerations:**

- Audience Engagement
- Time Zones (for Virtual Events)
- Variety and Diversity
- Location and Logistics

#### FLOW

**PIVOTING** 

**FACILITATION** 

REFLECTION

## **BE FLEXIBLE**

Plans Can Change Quickly!

**AGENDA CREATION** 



Keep Calm and Carry On



Assess the Situation



**Engage Your Event Team** 



Problem-Solve and Adapt



Implement **Contingency Plans** 



Review and Improve





Follow Up

## STICK THE LANDING

THE ENDING?

REPORTING

#### STICKING THE LANDING



What Makes a Good Ending?



- Don't end on a keynote, end on the attendees
- · Have your highlight moment that feels like the high-water mark at the end of the day
- · Then end the event



Want to learn more or chat about how we can help you #makeadifference?

Contact us at Rusty@CustomED.org