

Hotel ICON

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### INTRODUCTION

On July 16, 2019, the School of Hotel and Tourism Management (SHTM) and the School of Design (SD) at the Hong Kong Polytechnic University organized a one-day Think Tank event to discuss "Smart Hotel Room" as a collaborative project between Tomorrow's Guestrooms (TGRs) and the Hospitality and Tourism Research Center.

The purposes of the think tank were to share/brainstorm insights about smart hotel room from the perspectives of various stakeholders, including government, academics, and industry (i.e., tech companies and hotels), and to come up with practical/feasible ideas to design "smart hotel rooms". A total of 24 participants representing stakeholders from the government sector (Hong Kong Hotels Association), five industry vendors, delegates from Hotel ICON, as well as a number of academics from SHTM and SD, joined the event.

The event comprised two sessions: knowledge sharing and knowledge co-creation. During the knowledge sharing session, two academics, Dr. Sangwon Park from SHTM and Mr. Bruce Wan from SD, shared their understanding of a "Smart Hotel" from the management and design perspectives, respectively. In the afternoon, workshops involving knowledge co-creation activities were led by Dr. Daniel Leung from SHTM. The design thinking, a process of human-centered approach to creative problem solving, was applied in these workshops. This approach enabled the participants to envision innovative solutions that contribute to smart hotel rooms. A detailed rundown of the think tank event is presented below.

This report summarizes the outcomes of the think tank. It is expected that this report will be useful (1) to share the findings of the think tank with people in the relevant fields, including academics, industry, and government sectors, and (2) to develop an action plan to implement the TGR project.

### **PARTICIPANTS**

#### Officiating Guests and Speakers at the Think Tank



(Front line from Left) Dr. Daniel Leung, SHTM; Dean Kun-Pyo Lee, SD; Dean Kaye Chon, SHTM

(2nd line from left) Mr. Bruce Wan, SD; Dr. Catherine Cheung, SHTM; Ms. Jenny Jia, Tuya Smart; Dr. Sangwon Park, SHTM; Mr. Patrick Kwok, HK Hotels Association; Mr. Horace Pan, SD

(3rd line from left) Dr. Ada Lo, SHTM; Ms. Hermans Lee, Hotel ICON; Mr. Steven Tsui, KACTUS; Dr. Ryuu Tam, Backers Experience; Mr. Carson Tsoi, HK Hotels Association

(4th line from left) Dr. Norman Au, SHTM; Dr. Sylvia Liu, SD; Mr. Damien NG, Backers Experience; Mr. Bower Chen, Tuya Smart; Mr. Nicholas Ho, KACTUS

(5th line from left) Ms. Susana Fork, Hotel ICON; Ms. Sangwon Lee, SD; Mr. Calvin Chan, Hotel ICON; Mr. Carson Lee, Hotel ICON; Dr. Brian Lee, SD; Mr. Patrick Ho, KACTUS

### **RUNDOWN**



### PARTI KNOWLEDGE SHARING

#### Conceptualizing Smart Hotel Rooms

In the knowledge sharing session, Dr. Sangwon Park gave the first presentation entitled "Conceptualizing Smart Hotel Rooms." He stated that a smart hotel is a part of service innovation along with technological evolution. In his presentation, he first emphasized that the Internet of Things can be the foundation to understanding a smart hotel room, which he defined as "a room that uses Internet-connected devices to enable remote monitoring and management of appliances and systems and automatic transmission of data between them."



Dr. Park then shared his views on the benefits of smart hotel rooms from the operations and guest perspectives.

According to him, the smart hotel will not only help hotel

operators reduce operating costs and enhance management efficiency but also increase guest comfort, offer ultra-personalized services, and ultimately improve guest experiences.

### PARTI KNOWLEDGE SHARING

#### Design for Tourism and Hospitality Experience

The next presentation was given by Mr. Bruce Wan and was entitled "Design for Tourism and Hospitality Experience." To guide the think tank participants to develop a "customercentric" design of the future guest room, Mr. Wan first outlined the theory and principles of "experience–centered design." As the prerequisite for experience–centered design is to acquire a thorough understanding of "what experiences to design for," he emphasized that identifying experiential factors (e.g., activities, benefits, and values) that lead to a positive experience is of utmost importance.

Besides understanding what experiences to design for, Mr. Wan summarized the design propositions need to address the three levels of human goals, namely be-goals, dogoals, and "motor-goals". The three levels of human goals, namely "motor-goals", "dogoals", and "be-goals". At the basic level, a design solution needs to be functional and accessible so that users can operate the device features. Besides, the solution also needs to be attractive and engaging so that it motivates users to take action. Lastly, it should resonate with users' psychological needs and values so that the outcomes are beneficial, desirable, and significant to them.



#### Method

The knowledge co-creation session adopted a design thinking approach—the cognitive, strategic, and working processes by which abstract experiential dimensions can be explored, valuable propositions can be generated, and innovations can be evaluated before commercialization. The application of design thinking allowed think tank members to explicitly discuss and strategically implement ideas so that smart hotel rooms could be conceptualized with a suitable design approach. The knowledge co-creation session included two co-design workshops.

#### Workshop I

Workshop I focused on exploring the desirable goals guests would expect in TGRs. To achieve this, the think tank participants were asked to brainstorm guests' possible needs and wants when they are staying in a hotel room. The needs and wants were expressed in two types of statements, starting with "I need" or "I wish." These statements should be related to a specific experience and/or activity.

To facilitate this co-design process, we prepared a large-scale summary table and provided the think tank participants with a deck of post-it notes (Fig. 1). The participants could then write their statements and post them on their corresponding team's board for further discussion. Workshop I was ended by inviting all teams to share their collective thoughts with the other teams (see Fig. 2).



Fig. 1 Needs and Wants Summary Table



Fig. 2 Short Presentations by the Think Tank Participants

#### Workshop II

In Workshop II, the think tank participants were asked to co-design innovative ideas (including technologies, facilities, or service procedures) to address the needs and wants identified in Workshop I. To provide clear guidelines to implement those innovative ideas, if applicable, participants were also asked to specify where those technologies and facilities should be installed/placed. To facilitate this session, a scale model of the guest room (Fig. 3) and a large-scale printed floor plan (Fig. 4) were provided to the participants. Similar to Workshop I, Workshop II was ended by inviting all teams to share their collective thoughts with the other teams.



Fig. 3 Scale Model of a TGR



Fig. 4 Floor Plan of a TGR

#### Key Insights from the Knowledge Co-creation Session



- a) Effectiveness When business travelers visit a destination for work-related purposes, they tend to stay in hotels to achieve those purposes. Time and resource efficiencies are some of the most important factors on their business trips. Smart technologies installed in the rooms can not only facilitate the completion of their tasks but also enhance their efficiency. For example, smart technologies (e.g., smart TVs and smart mirrors) can help business travelers check their meeting schedule, review the meeting materials, set up a video conference call, and pre-order hotel services (e.g., laundry and ironing).
- b) Connectedness/Connectivity Business travelers desire to frequently check updates of their e-mails and search for information online. Strong Internet connectivity can enable them to access the Internet uninterrupted and perform their work activates efficiently (e.g., accessing cloud servers and downloading documents). Moreover, business travelers generally have multiple phones. As phones get smarter and busier, their battery life gets shorter. It is thus important for

the smart hotel rooms to offer them enough convenient chargers (e.g., multiple functional sockets and wireless charging boards).

- c) Customization Business travelers tend to repeatedly visit a certain hotel brand/property and can have specific preferences for some settings in a hotel room such as amenities, beddings, and room services. A mobile hotel application can function as an active personal assistant for each guest that saves and remembers their preferences from previous settings or order histories and prepares the same or similar offers for them even before they arrive at the TGR. For example, a smart hotel can flexibly adjust a room setting based on travelers' preferences (e.g., levels of light brightness, room temperature, preferred TV channels, and room services), thus offering customized services to individual guests.
- d) Personal care Similar to customization, business travelers like to have personalized experiences and immediate assistance from hotels. By recognizing the staying patterns and preferences of a business traveler, a smart assistant (or concierge) installed in the room can address a request from that guest and provide personalized services (e.g., smartphone or voice activation systems). The assistant can also suggest ideas via the virtual assistants (e.g., Amazon Alexa, Google Home). The language of the virtual assistants can be matched with the guests' local language, so they need not to speak English or learn the local language of the destination. This will allow them to obtain personalized information more intuitively and effectively.

Business Travelers											
Moments	When entering a guest room	When staying in the guest room	When working in the room	When using the washroom	When returning to the room after work	When wanting to have food not available at the hotel	When going to bed	When leaving the room			
Technology	Sensors connected to the speakers, TV, lights, A/C, wayfinding	<ul> <li>Multiple chargers, wireless charger, smart sockets</li> <li>Voice activation system</li> <li>Motion and weather detector</li> </ul>	Smart mirror (conference call setting)	<ul> <li>Smart tub, smart mirror</li> <li>Smart mirror on the basin</li> </ul>	Smart wine dispenser, smart coffee machine, smart kindle	Smart mirror, personal concierge	Preference save feature of the hotel application	Sensors located near the door, Smart mirror			
Benefits	The hotel application can provide wayfinding function, so that the users would not be confused about the way to their TGR  Guests can get a warm welcome as the first impression.	A business guest who normally brings multiple technological devices can easily find enough sockets or chargers in the room.      Guests can get information about the TGR via the voice activation system.      Weather and motion detector can adjust the TGR's temperature to provide the most comfortable room settings.	The TGR can offer smart mirror as a tool for video conference calling for business travelers.	Aguest can easily adjust the water temperature so as to avoid experiencing unexpected water temperature.      This technology will help guests avoid using difficult temperature control adjustments.      Business guests can get updated information about their schedules or news as well as enjoy entertainment (listening music).	Business guests     can remotely     control the rooms.     For instance, they     can keep hot tea     and coffee ready     when they return     to the rooms.	Smart technology (e.g., smart mirror) can allow a hotel guest to order local food without any barrier (e.g., language difficulties).	A mobile hotel application can save the bedding settings for each guest.	The sensor can recognize the moment when the guest leaves the room. At that moment, the smart mirror can update and provide real-time information (e.g., weather) and remind the guest about taking necessary belongings (e.g., an umbrella)			

#### Insights from the Knowledge Co-creation Session



a) Empathy – As family travelers often travel with children and/or elderly, hotels should ensure that all in-room facilities and amenities are supportive to everyone to demonstrate their all-round empathy toward this customer segment. For instance, given that some elderly may need to access the washroom during the night because of nocturia, it would be helpful if the light in the washroom lit up automatically after sensing someone get up during the midnight. The height of the sink and other fixtures in the washroom is another area that can reflect the hotel's empathy toward children and elderly. Considering the differences in their heights, it would be helpful if the height of the sink and other fixtures in the washroom could be adjusted automatically. For families in which parents and children stay in separate rooms, the television in the parents' room could be connected with a surveillance system in the children's room. This design will allow the parents to seamlessly monitor their children's status while in a different room.

- b) Solidarity and Bonding As family trips are an opportunity to strengthen the bonding between family members, the design of a future hotel room should be supportive of fostering positive family relationships. One idea suggested by the participants was to provide a gaming console in the room so that the parents and kids can play video games together. Another idea was to replace the typical television with a projector and convert the guestroom into a mini-theatre so that the whole family can watch a movie together. If an interactive projector was installed in the guestroom, it could even allow both the parents and children to jointly participate in the tripplanning task.
- c) Balanced Several participants mentioned that striking a good balance between personal time and family time is important for family travelers. Personal time refers to the time when some members can focus on their own work or entertainment, whereas family time refers to time that can strengthen family bonds. To create this "balanced" atmosphere, a smart hotel room should have a flexible design that can provide "me time" and "we time" for family travelers. For instance, the in-room projector or television should be able to project entertainment separately (by showing one channel for children and another channel for parents) and jointly (by showing one channel for all occupants in the room). Similarly, the lighting system in the room should allow independent control. Although parents may wake up earlier (or sleep later), such a lighting system would allow them to turn on (or off) the light in their area so that their action will not disturb their children, or vice versa.

Family Tra		Manual and a state of	IAI an mia mia	Man planning to	Man weight	Man natural states	144	Manager of the set
Moments	When entering the guestroom	When staying in the guestroom	When planning a trip	When planning to buy some gifts/souvenirs for other family members	When using the washroom	When going to bed	When waking up and looking outside the window	When packing the luggage
Technology	<ul> <li>3D-virtual assistant</li> <li>Lighting signaling system</li> </ul>	<ul> <li>Projector/Interact ive projector</li> <li>Voice-activated assistant + speaker</li> </ul>	<ul> <li>Projector/Interact ive projector</li> <li>Virtual guide book (with searchable function)</li> <li>Smart mirror</li> </ul>	<ul> <li>Al-powered recommender system</li> <li>Voice-activated assistant + speaker</li> </ul>	<ul><li>Smart mirror</li><li>Smart tub</li><li>Voice-activated assistant</li></ul>	<ul><li>Smart lighting system</li><li>Smart pillow</li><li>Smart bed</li></ul>	<ul><li>Smart mirror</li><li>Smart kettle</li><li>Voice-activated system+speaker</li></ul>	Sensors located in the wardrobe drawer, and bathroom
Benefits	The virtual assistant and lighting signaling system can help guests understand:  • Where they can place their luggage  • Where the power sockets are located  • The functionality of all amenities in the room  • The functionality of all switches	Check what activities can be done in the hotel to spend time with kids  Check what restaurants and activities are recommended for family travelers  Check how to reach recommended attractions and restaurants  Jointly develop the travel plan using the interactive	Check and cross-check everything conveniently     Ensure that they do not miss the shuttle bus (if they want to take it)	Acquire suitable recommendation based on what past customers recommended/purchased     Ask the virtual assistant to place the order and ask the vendors to deliver the souvenirs to their rooms	Smart mirror can turn to "blurry mode" so that a private shower roomis created  Smart tub can adjust the water temperature and water pressure to the right level  Voice-activated assistant can control the shower time for kids so that they do not waste the water	Smart lighting system can sense and adjust the brightness according to parents' voice command/time  Smart pillow can adjust its firmness according to the guests' request  Smart bed can adjust its level of firmness or warmth to create a nice sleeping atmosphere	Smart mirror can adjust the blurry level to wake guests up comfortably  Smart kettle can pre-boil water for the parents to dissolve milk powder for baby feeding  Voice speaker can play soft music (e.g., bird sound) to wake guests up comfortably	Sensors can check and report whether the wardrobe (or other areas) contains any belongings of the guests