# WALT DISNEY COMPANY

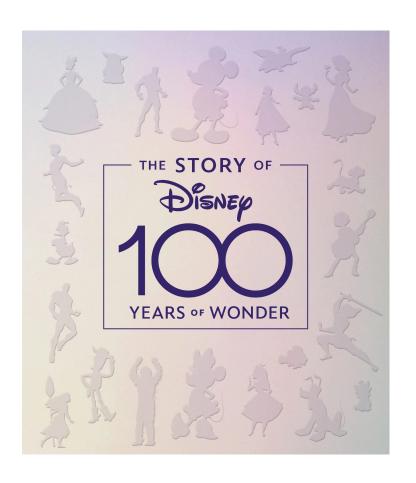
EUROPE EXPANSION

#### GROUP 10

- · ALEXANDER MASY · SANIKA BHOSALE
- HARSH MOHAN
- MERCEDES MARTINEZ
- WEIGHE CHEN
- MERVE SEKERCIĞILLER



### BACKGROUND



- Founded in 1923 as Disnep Brother Studios
  - Walt, the creative brother, focused on storptelling
  - · CREATED MICKEP MOUSE AND HIS TRAIN TRIP FROM NEW YORK
  - · BECAME AN INTERNATIONAL SENSATION OVERNIGHT
- BECAME SUCH A DIVERSE COMPAND WITH BUSINESS UNITS IN ALMOST ALL ASPECTS OF ENTERTAINMENT INDUSTRO
  - THEME PARKS, HOTELS AND RESORTS, CRUISE LINES
  - Motions pictures, design and film studios
  - MERCHANDISE AND STREAMING

# MISSION & VISION

#### · Mission

To entertain, inform and inspire people around the globe through the power of unparalleled storptelling, reflecting the iconic brands, creative minds and innovative technologies that make ours the world's premier entertainment company

#### • VISION

To be one of the world's leading producers and providers of entertainment and information





### EUROPE EXPANSION

- THE NAME "EURO DISNEPLAND".
- · (Alloring a theme park for a collection of cultures.
- FRANCE WAS CONCERNED ABOUT CULTURAL ÎMPERÎALÎSM.
- Protests against the expansion.
- Ads targeted towards children.

### EUROPE EXPANSION

- Misunderstanding of European culture
  - · CHALLENGES IN ADAPTATION
- · INCORRECT DESIGN CONCEPTS
  - · ELEMENTS AND ATTRACTIONS
- · CLASH OF VALUES
  - · CONFLICTS
- · CULTURAL Appropriation Concerns
  - · Superficial and lack authenticity



#### CHALLENGES/MISTAKES

- THE EXPANSION WAS A REFLECTION OF THE US THEME PARK MAKING IT AN ETHNOCENTRIC APPROACH.
- GEOGRAPHIC LOCATION CHALLENGES:
  - LANGUAGE BARRIERS
  - Cultural norms and values
    - FOOD PREFERENCES
    - · HOLIDAP AND VACATION
- Misunderstanding of Laws



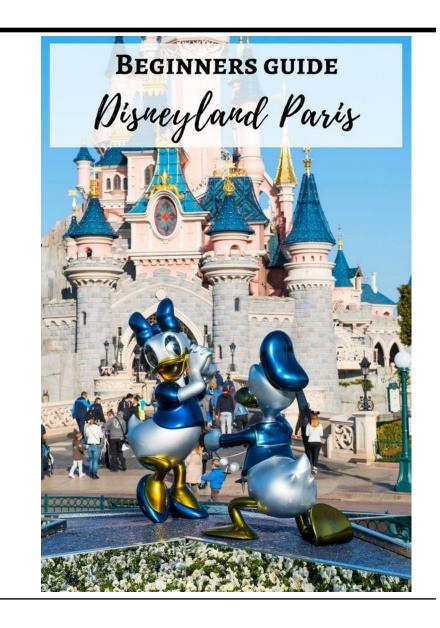
# WHAT COULD HAVE BEEN DONE



- · LANGUAGE DIVERSIFICATION
- · More oriented towards European culture
- Promoted more localized services or partnerships
- BETTER MARKETING AND COMMUNICATION
- Comprehensive financial analysis

# DOS AND DON'TS

- DØ5
  - THROUGH MARKET RESEARCH
  - BETTER UNDERSTANDING OF THE TARGET MARKET'S CULTURE
  - . DIVERSITY IN STAFF
- DON'TS
  - Expand before doing a full research
  - Make assumptions about culture
  - Assume it would be a success based on past expansions



## CONCLUSION

- Founded in 1923 as Disnep Brother Studios
  - · 1sy Disnepland park open July 17, 1955 (Anaheim, CA)
- · EURO DISNEP OPENED 1992 (PARIS)
  - Disnep's 2ND LOCATION OUTSIDE OF THE US
  - · FAILED UPON OPENING
- · REASONS FOR FAILURE
  - "Foreignness"
    - · Distance, Difference, Distrust, Discrimination
  - FAILED TO UTILIZE "CHOICE OF PRODUCTS" ET "CHOICE OF STRATEGIC MARKETS"
    - · Couldn't exploit the market
- · No Adaptation





YEARS OF WONDER

THANK YOU
FOR
LISTENING

