Transformation into a new corporate culture. Taking effective measures to increase employee satisfaction.





#### **History**

- Course hall was build in 1875.
- Opening of the Slot Gaming Hall in April 1995
- Opening of the Casino in 2002
  One of the first casions in Switzerland





#### **House of Entertainment**

- Extensive Entertainment program (>800 events)
- Restaurant "PLÜ" with 14 Gault Millau points, Restaurant Bugsy, 3 bars and Club Joy
- Over 300'000 visitors per year
- Loyalty program GRANDWINNERS with over 30'000 members





#### Highest standards of player protection

- One of the highest standards of player protection in the world
- Development of our own social concept with the University of Lucerne

Information + Sensibilisierung

Früherkennung Normal

> Früh -erkennung Intensiv





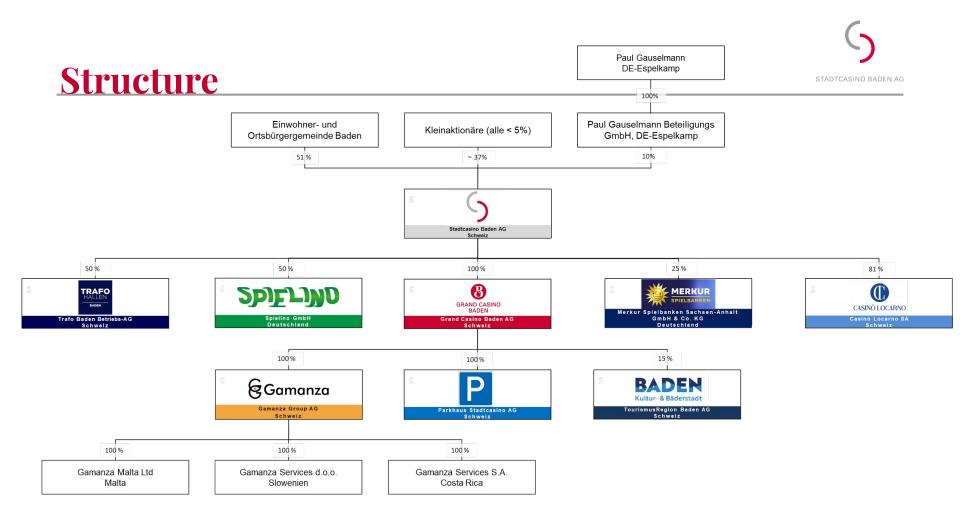
# From a classical Casino to a Tech Company



#### **Leader in Innovation**

- First legal online casino in Switzerland with jackpots.ch
- Market leader in Switzerland with the online casino platform (Gamanza Group)
- Ongoing development of own gaming offers (e.g. Big Shot, Air Racer)









## STADTCASINO BADEN

#### **Internal Challenges**

- Many long-time employees
- Influenced by old management culture and hierarchical thinking
- Set up a new Culture with new company values
- Uniting different brands and companies



#### Casino landscape Switzerland



- Casinos mit A-Konzession
- Casinos mit B-Konzession

## STADTCASINO BADEN A

#### **Concession phase**

- Major strategic challenge in the years 2022 to 2025
- Old licenses for all casinos in Switzerland expire by the end of 2024
- Application submitted for new concession as of 2025
- Decision expected by the end of 2023

#### **New Cooperation**











## TADTCASINO BADEN A

#### **Start and Mission**

- Meeting in person getting an impression
- Explaining current situation
- Similar survey to compare results
- Nice and fresh layout

#### **Preparation**



- Creating proposal with new look & feel
- Creating communication concept
- Presenting to Management Team
- Setting up a meeting for feedback
- Testing the survey
- Final discussion on wishes and timing

#### **Implementation**



- Presenting the company in Townhall Stream
- Announcing start of the survey few days before
- Sending invitation to survey through Screver
- Publishing an article on the same time on our intranet

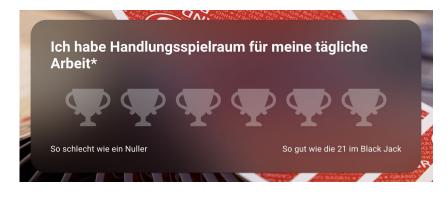




#### **Impressions**

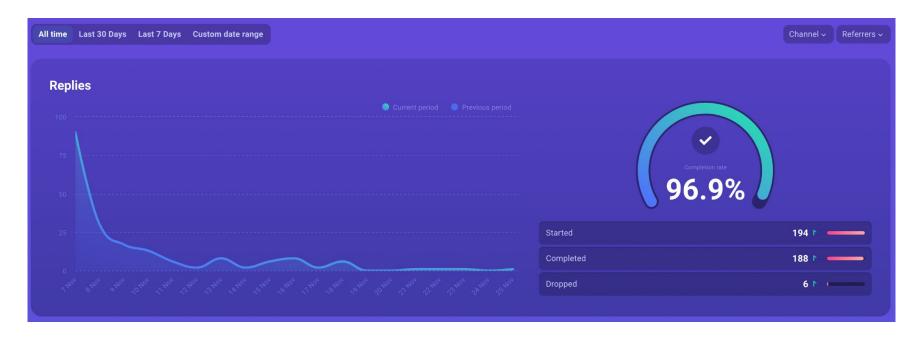








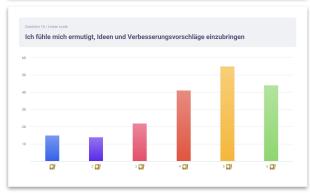
#### **Evaluation**

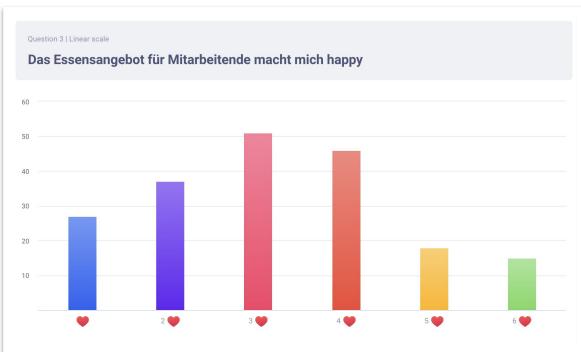




#### **Evaluation**



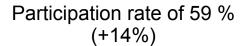














Completion rate of 97%



Reminder helped to improve the participation rate

# Success & Development

### 5

#### **Success Factors**

- Length of survey
- Nice layout
- Good questions better answers
- Great software
- Supporting communication



#### **Development Opportunities**

- Increase number of attendees
- Create courage for openness
- New survey frequency





#### We want more

- Implement Survey groupwide
- Use more options of the software
- Customer satisfaction



# The journey continues...

#### Follow us!

















# Thank you very much!