



# **Public Beach Entertainment Programme Design Training Course**

27 September – 1 October 2027  
Amsterdam

## Public Beach Entertainment Programme Design Training Course

**Ref:** 1556\_214808 **Date:** 27 September – 1 October 2027 **Location:** Amsterdam **Fees:** 5700 Euro

### Overview

Public Beach Entertainment Programme Design Training Course is a one-week advanced course for beach managers, municipal recreation planners, destination managers, coastal venue operators, and event coordinators who need a usable beach activity plan. It addresses audience analysis, activity portfolios, recreational zoning, safety interfaces, inclusive access, supplier coordination, scheduling, budgets, visitor experience, sustainability, and performance measurement through applied planning tools. Agile Leaders Training Center delivers this course on public beach entertainment programme design.

### Who Should Attend

- Teams responsible for public beach operations and visitor services
- Units that plan municipal recreation and community activities
- Destination teams that curate coastal visitor experiences
- Venue operators coordinating beach facilities, suppliers, and schedules
- Event teams managing crowds, performers, and activity delivery

The course assumes participants already coordinate visitor-facing operations or events and leaves out basic event-management theory.

### Departments and Industries

The course supports departments and industries that plan, operate, fund, or oversee public beach activities.

- Municipal recreation and public-space management
- Tourism destination development and visitor services
- Hospitality, resorts, and coastal venue operations
- Events, entertainment, and cultural programming
- Marine recreation and environmental education

### Learning Objectives

By the end of this course, participants will be able to:

- Analyze visitor segments and seasonal demand patterns
- Build balanced beach activity portfolios
- Apply recreational zoning and safety interface controls
- Use accessible service-design and supplier coordination tools
- Prioritize budgets, schedules, and sustainability measures



- Evaluate visitor experience and programme performance

## **Course Agenda**

### **Day 1: Visitor Needs and Programme Strategy**

- Visitor Segment Persona and Needs-Mapping Method
- Seasonal Demand Pattern Analysis Matrix
- Beach Experience Journey-Mapping Tool
- Activity Portfolio Value and Feasibility Grid
- Programme Objective and Benefit Logic Model

### **Day 2: Site Zoning and Safe Activity Design**

- ISO 13009 Beach Operation Requirements Map
- Recreational Zone and User-Conflict Mapping Method
- Activity Hazard Interface and Control Matrix
- Emergency Access and Incident Escalation Flowchart
- Weather Trigger and Activity Modification Protocol

### **Day 3: Inclusive and Sustainable Visitor Experience**

- Accessible Beach Service Blueprint
- Blue Flag Safety, Services, and Accessibility Criteria
- Environmental Education Activity Design Canvas
- Coastal Impact and Waste-Control Checklist
- Family and Multigenerational Experience Design Method

### **Day 4: Delivery Planning and Commercial Controls**

- Supplier Scope and Responsibility Assignment Matrix
- Programme Calendar and Capacity Scheduling Board
- Activity Budget and Break-Even Scenario Model
- Crowd Flow and Peak-Demand Control Plan
- Service Quality and Contractor Performance Scorecard

### **Day 5: Simulation and Capstone Design**

- Visitor Persona-to-Activity Portfolio Simulation
- Beach Zoning and Safety Conflict Tabletop Exercise
- Accessible Visitor Journey Redesign Exercise
- Budget, Supplier, and Schedule Integration Exercise
- Public Beach Entertainment Programme Capstone Plan

## Practical Exercises

The course includes suggested activities that turn the methods into workplace artifacts.

- Suggested activity: map visitor segments and select an activity portfolio for two seasonal demand scenarios.
- Suggested activity: create a recreational zoning plan that separates conflicting users and preserves emergency access.
- Suggested activity: build a supplier responsibility matrix, operating budget, and delivery calendar.
- Suggested activity: present a performance dashboard and improvement decision for a simulated beach programme.

## FAQs

### **Who is the Public Beach Entertainment Programme Design Training Course suitable for?**

It suits experienced managers and planners responsible for beach operations, recreation, destinations, venues, or events. Participants should already coordinate visitor-facing activities; introductory event-management principles are not repeated.

### **How does public beach entertainment programme design differ from general event management?**

Public beach entertainment programme design integrates coastal zoning, water-edge safety, weather triggers, accessibility, environmental impacts, and competing user groups, while general event management usually focuses on a defined venue and event cycle.

### **How can beach activity planning reduce conflicts between visitors?**

Beach activity planning uses demand profiles, time slots, buffers, directional flows, signage, and designated zones to separate incompatible activities while maintaining emergency routes and shared access.

### **How is visitor experience measured in public beach entertainment programmes?**

Visitor experience is measured through participation, dwell time, accessibility observations, complaints, safety indicators, satisfaction feedback, supplier performance, and environmental measures linked to programme objectives.

## Conclusion

Participants leave with a Public Beach Entertainment Programme Capstone Plan covering audiences, activities, zones, controls, suppliers, schedules, budgets, sustainability, and measures. The plan gives operating teams a shared basis for delivery decisions. It also supports consistent review of visitor experience, safety interfaces, commercial performance, and environmental effects.