

5 Steps to Ethical Problem Solving - Gamified

DATE: Thursday, September 11, 2025
LOCATION: Des Moines, Iowa, US

Event Description

5 Steps to Ethical Problem Solving - Gamified is a premier expos event in Des Moines. This event attracts visitors from around the world and significantly impacts local hotel demand, creating opportunities for strategic revenue management and guest experience optimization.

Key Information

Category: expos

Importance Rank: 30/100

Expected Attendance: 100 people

Event ID: HiDUV6W2KrztPLxksc

Hotel Demand Indicators

ADR Impact Index: 4.1x baseline (varies by property tier & location)

Occupancy Impact: +60 percentage points over baseline

Booking Lead Time: Demand begins 30 days before event

Impact Radius: 15km from venue

Estimated Room Nights: 40 across all properties

Note: Actual impact varies by property location, star rating, and local market conditions.
