



2023 Gift Card and Voucher Sales Data

Alastair Cowen

Data and Analytics, KPMG

Working together to assess industry performance



2023 headlines

£3.4bn

Face value sold by GCVA in 2023 by data submitting members

2x faster growth than Retail

3.6% from KPMG x Retail Sales Monitor

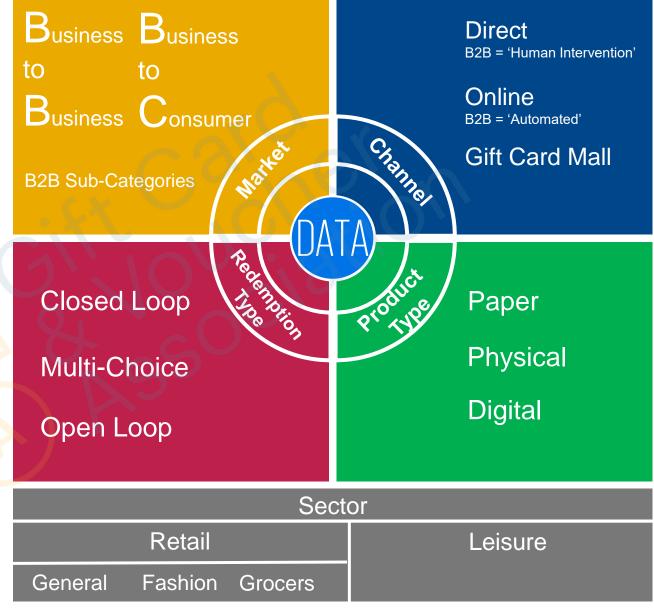
7.8%

Like-for-like growth vs 2022

B2B the largest driver

84% of the 2023 growth







Business Business
to to
Business Consumer

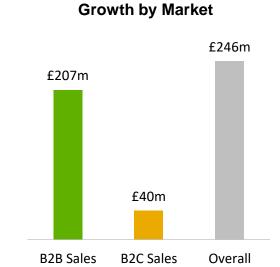
B2B Sub-Categories

Both B2B and B2C saw growth

B2B grew more strongly at 10.6%, increasing its majority share

Employee Benefits etc. contributed most growth – 59% of the overall uplift in all gift card sales

B2C's 3.2% growth more in line with Retail overall



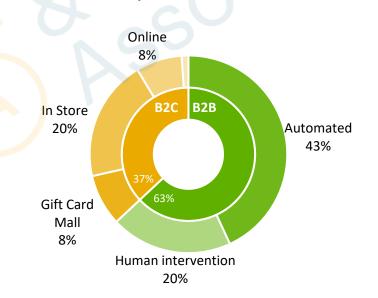


Traditional In Store saw a slight dip of 2%

More than offset by growth in Gift Card Malls of 16%



Share by Market and Channel



Online slower this year at just 3% growth

Both B2B channels contributed similarly to its growth of 10%

Fourth consecutive year of Automated increasing its share

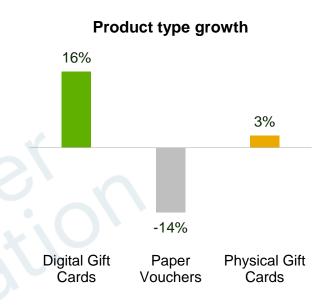


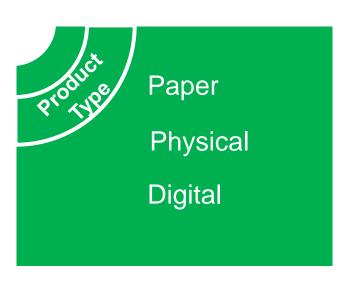
Digital Gift Cards the top growing product type, looking set to takeover

Paper vouchers are a small and waning component

Physical Gift Cards return to some modest growth

Physical Gift Cards 52% Paper Vouchers 3%







Strong growth in Closed Loop increases its overall share

Multi-Choice sees modest growth overall, boosted underneath by B2C, which saw 18% Open loop
8%

Multi-Choice
14%

Closed loop
78%

Redemption type share

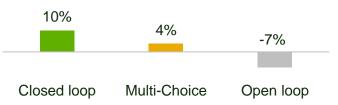
Closed Loop

Multi-Choice

Open Loop

Open Loop declined in the majority of categories, continuing a recent trends







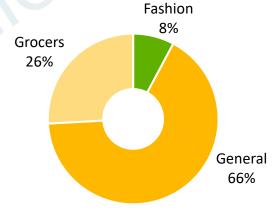
Most data submitting members do so to the Retail sector

General part of the sector grew just under 2% reflecting wider challenges

Grocers were the engine of growth, up by over 20%

Retail sector share by sub-sector

Fashion saw 6% overall, but a mixed picture amongst the data submitting members



| Sector | | | | | |
|---------|---------|---------|---------|--|--|
| | Retail | | Leisure | | |
| General | Fashion | Grocers | | | |

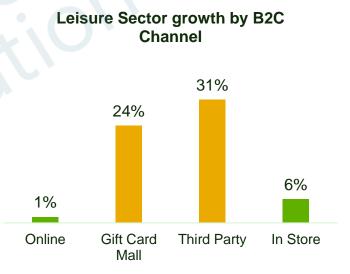


Leisure sees growth of 15% overall, but mixed amongst the submitting members

Digital Gift Cards did significantly well, growing over 43%

Third Party and Gift Card Malls driving growth in the consumer market

Online channel showing sign of maturity



| Sector | | | | | |
|---------|---------|---------|---------|--|--|
| | Retail | | Leisure | | |
| General | Fashion | Grocers | | | |

Some thoughts*

- 1. Partner with B2B platform providers
- 2. Invest in Gift Card Malls
- 3. Invest in Digital products
- 4. Understand and analyse your customers
- 5. Improve on convenience