



### Transforming the fan, player, and employee experience

### Why This Matters



neurodivergent people globally<sup>1</sup>

Nearly

90%

of autistic people experience some form of sensory hypersensitivity. This can include touch, smell, and hearing.<sup>3</sup>



of autistic people report feeling socially isolated, with sensory overwhelm<sup>2</sup>

Gen Zs aged

25+

are more likely to overspend for convenience and accessibility<sup>4</sup>

### 1 in 5 people are neurodiverse<sup>5</sup>

## **Opportunities for Innovation**



### Where It Shows Up

# At the Stadium

- Visual "Know Before You Go" guides for ticket holders
- Sensory zoning in seating areas and concourses
- Branding experiential events with accessible entrances
- Inclusive signage and low-sensory concessions

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#### In the Locker Room

- Visual daily routines, quiet prep zones, modular game-day planning tools
- Coaching frameworks for routine flexibility and burnout prevention
- Customizable lighting and texture-safe uniforms

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### On the Field & Sidelines

- Non-verbal playbooks and alternative communication tools
- Real-time sensory
  support
- Visual cues for timing, drills, and pacing for ADHD support

## What Neuroverse Builds

As Havas' Center of Excellence for neurodivergent inclusion, the Neuroverse designs creative assets, fan-facing tools, and internal experiences that remove barriers across touchpoints:



### **The Future of Fandom**

Gen Z's attention is split, but they reward the brands that design for them. In sports and entertainment, this approach starts with experiences built around the full spectrum of minds.<sup>6</sup>

Let's turn passive fans into lifelong superfans through access—not assumptions.



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- <sup>4</sup> MERGE. (2024, September 10). FOMO fuels the fun: Gen Z confesses to event-driven overspending according to new MERGE study [Press release]. Business Wire. <u>https://www.businesswire.com/news/home/20240910671651/en</u>
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