



Recreational experiences as a guide for management and designing nature areas.

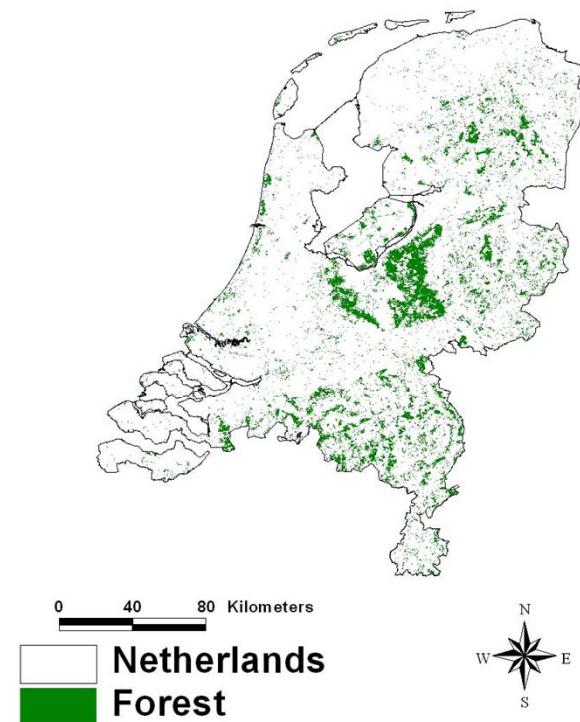
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Some figures of Dutch recreation:

- 370.000 ha forest (10%)
- 16 million people
- 41.500 km²
- walking/hiking most popular (76%)
- biking (68%)
- 20 National Parks
- Largest forest (Veluwe)
(98.000 ha)

Amount of Forest in
the Netherlands





People on a bike, but they differ in their behaviour:

- One is getting out of daily routine and getting fresh air
- One is sporting and tries to diminish his beer belly



Looking for different experiences in recreational behaviour

Theory of Elands and Lengkeek (Typical tourists, 2000):
Motives depends on:

- the extent to which people feel attached to their everyday life world
- the extent to which people are searching for meaningful experiences in non-ordinary realities



5 recreational motives

- Amusement
- Having a break
- Interest/Learn something
- Wilderness experience
- Physical challenge

Amusement

- Fun is the key word.
- Willingness to pay for activity.
- Going out to do something.
- Recreational activities are often organised.
- Activities are short, safe and not strenuous.
- To be with your friends or family is more important than the beauty or speciality of nature or forest.







Having a break

Get out of daily routine.

Enjoy and relax in the forest
Away from your home. Nothing to think off or
“have to do” things
No worries, needs and obligations
Stress disappear by visiting nature.
A forest is a good décor/scenery for recovery







Interest/Learn something



Hear the stories of the region or location

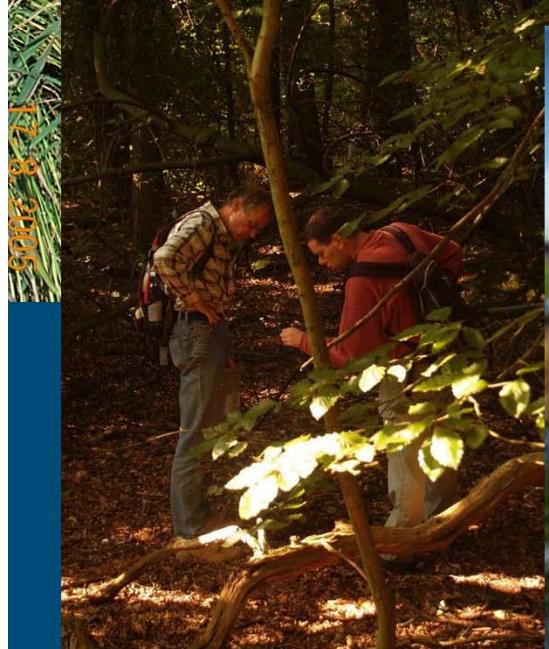
Having your recreational activity but learn something about the nature, culture, heritage, architecture etc. also Search for some authenticity and enriching experiences



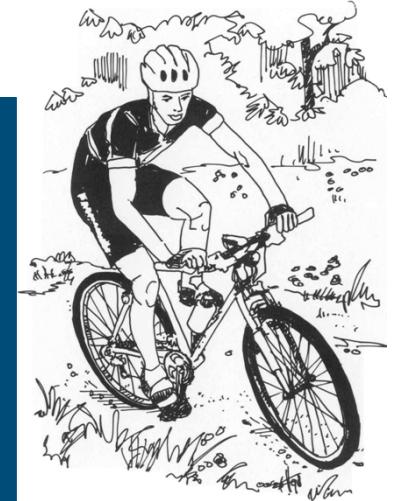
Wilderness experience

A strong love for nature
Wilderness is the other world
Nature refers to a world as it was or as it meant to be
Knowing everything of the flora and fauna
A nature guide and a binocular in backpack
Go out with person with same interests or alone





Physical challenge



Survival, mountain-biking, droppings, climbing;
all kinds of physical actions

Has to be exhausting, challenging or good for your health

Discover or expand personal boundaries

Forest is only a place to practice your sport

Having “a fight” with the nature elements



Motives	On location (%)				In-home (%)				
	A	B	C	D	E	F	G	H	I
Amusement	15	5	11	22	14	15	24	24	28
Having a break	45	40	40	56	37	66	39	30	34
Interest	68	25	59	72	22	3	13	19	14
Wilderness	12	12	33	19	20	-	12	17	15
Physical	33	30	17	19	7	12	12	10	9
N	360	600	426	542	400	664	360	3823	1016

A: Nat. Park; B: Forest ; C: car drivers NP; D: tourist in region
 E: national; F: city; G: city; H: inhabitants Nat. Landscapes; I: NL



People have more then one experience motives.
On average 4 motives for going out

Even during one day trip they can have different motives.
Starting with “having a break” and end on a terrace and
meet other persons in an “amusement” setting



Guiding with designing

the management of natural areas can guide the visitors
by the design and choice of activities, facilities and
information (Galloway, 2002)



Amusement

Landscape is functional, cultivated nature
Close to urban areas, good accessibility, Parking places
Safe
Well-ordered
Trends
Lively
Place for events
Meeting places
Barbecue-areas



Having a break

Landscape and nature are green scenery
Diverse, upraising vegetation
More or less cultivated nature
Close to urban areas, good accessibility
Not crowded, space, quietness
No man-made attribute (sky-line pollution, highways,
sign “keep out”, barbed wire)
High density of paths



Interest

Visibility of the characteristics of the landscape
Special flora and fauna
Archaeological monuments
Stories of writers or painters
Sight seeing with touring guide (a ranger)
Rural products
Info panels



Wilderness

Landscape as habitat for flora and fauna

Completely accessible

Foraging

Bird watch

Diverse fauna and flora

Marshland

All alone

No facilities



Physical challenge

Landscape/nature in the service of the sport
Facilities for the sport
Use nature elements



Design	Amusement	Break	Interest	Wilderness	Physical
Cultivated	0,223			-0,166	
Picnic area	0,140			-0,107	
Cycle path			0,111	-0,173	
Horse-riding path				-0,119	
Walking route		0,119		-0,188	-0,120
Jogging route					0,181
ATB-route		-0,159	-0,105		0,388
Cafe	0,269	-0,112	-0,115		
Nature study	-0,143	-0,133	0,230	0,297	
Playing ground	0,197				
Bird watch tower			0,299		-0,152
Info-panel			0,163		
Half paved path				-0,145	
Unpaved path			0,152		
Twisty path					-0,117
No facilities				0,220	
	0,01 level	0,05 level	0,01 level	0,05 level	



Design	Amusement	Break	Interest	Wilderness	Physical
Tranquility	-0,174	0,074	0,118	0,113	-0,136
Rare flora and fauna	-0,111	-0,059	0,148	0,176	-0,080
Biodiversity	-0,143		0,131	0,135	-0,146
NoSkyline disturbance	-0,104	0,108	0,072		-0,098
Not crowded	-0,151	0,060	0,097	0,077	-0,100
Accessible with car	0,201	-0,057	-0,091	-0,098	0,109
Areas for events	0,260	-0,100	-0,103	-0,104	0,161
Well maintained paths		0,077			
Tourists signs	0,063	0,067			
Swimming water	0,189		-0,123	-0,072	0,062
Barbeque area	0,267		-0,146	-0,111	0,070
	0,01 level	0,05 level	0,01 level	0,05 level	



Monitoring

- A) Distribution of motives in the region
(one question)
- B) how many people are using the nature area
- C) which motive do the users have and which area do they use for which motive
 - compare C with A
 - compare your area with other suppliers
 - decide at management level how the distribution between motives must be in your area.



- create per motive (together with landscape-architect and potential users) a set of design characteristics
- create designs per motive which are build with new multimedia techniques, so you can virtually walk in the design, using your PC and see the landscape.
- Via an online questionnaire asking a lot of (potential) users which design they prefer per motive
- outcome of the questionnaire is a set of most popular characteristics per motive. Landscape architect use those in final design
- evaluate the design after building



Amusement



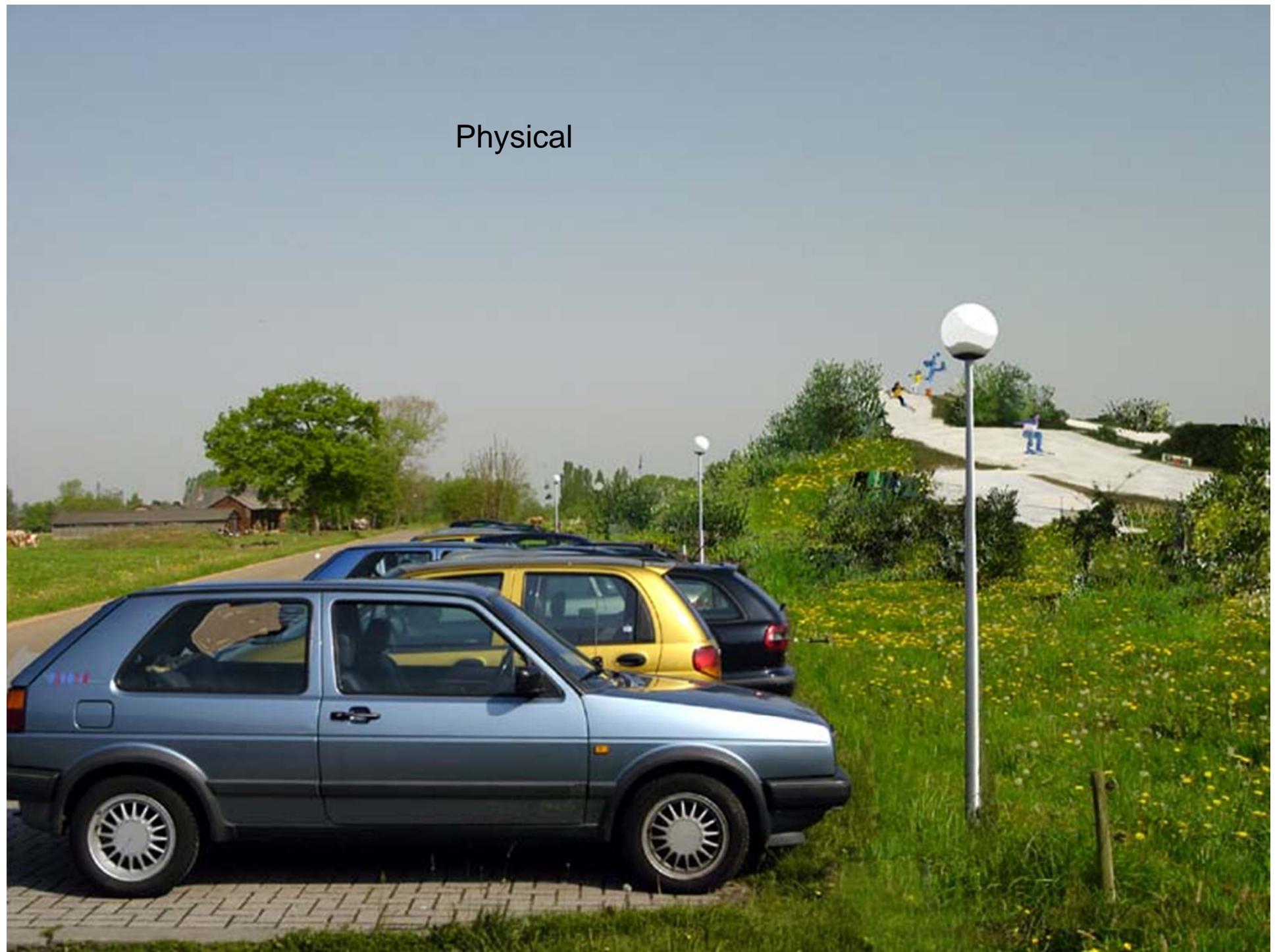
Having a break



Interest



Physical





Conclusions

- Different popularity in motives between visitors and in-home respondents
- Recreative zoning
multifunctional, but do not mix “having a break” with “amusement”
- More research on preferred design (elements)



Thank you for your attention

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