RECREATIONAL EXPERIENCES AS A GUIDE FOR MANAGEMENT AND DESIGNING NATURE AREAS

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Abstract
With Pine and Gilmore the recreational world seems to be changing into dynamic consumptive take-away products. Dutch time-research indicates this behavior; the Dutch undertake more recreational activities in their declining free time. But that is only a part of the modern recreational behavior. There is still a great amount of “continuous” behavior. To go out on a Sunday for hiking or biking remains very popular and is increasing. The modern recreationist has a lot of knowledge, he knows what he wants and asks for quality, also from nature areas. Experience (as party of this quality) seems to be the key-word of all this recreational use. There is a lot of research done in the Netherlands about these experiences. Five experiences are distinguished: amusement; having a break; interest in stories; wildlife experience and sports. Each recreationist wants to have more than one experience during a year, but “having a break” is the most popular one. To get out of the daily routine seems to be responsible for this continuous recreational behavior. Different Dutch researches demonstrate that these five experiences need their own management and design of nature area. Some experiences are even in conflict with other experiences in their design. A recreational zoning of nature areas is therefore essential.

Key Words
Recreation, experience, research, design and management nature

Key References