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)
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
<table>
<thead>
<tr>
<th>Motives</th>
<th>On location (%)</th>
<th>In-home (%)</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>A</td>
<td>B</td>
</tr>
<tr>
<td>Amusement</td>
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<td>5</td>
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<tr>
<td>Having a break</td>
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<td>40</td>
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<tr>
<td>Interest</td>
<td>68</td>
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<td>Wilderness</td>
<td>12</td>
<td>12</td>
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<tr>
<td>Physical</td>
<td>33</td>
<td>30</td>
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<tr>
<td>N</td>
<td>360</td>
<td>600</td>
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</tbody>
</table>

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 than 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
<table>
<thead>
<tr>
<th>Design</th>
<th>Amusement</th>
<th>Break</th>
<th>Interest</th>
<th>Wilderness</th>
<th>Physical</th>
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<tbody>
<tr>
<td>Cultivated</td>
<td>0.223</td>
<td>0.140</td>
<td>0.111</td>
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<td>Picnic area</td>
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<td>Cycle path</td>
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<td>-0.173</td>
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<td>Horse-riding path</td>
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<td>Walking route</td>
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<td>Jogging route</td>
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<td>ATB-route</td>
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<td>-0.159</td>
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<td>Cafe</td>
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<td>Playing ground</td>
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<td>Info-panel</td>
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<td>Half paved path</td>
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<td>Unpaved path</td>
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<td>No facilities</td>
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<tr>
<td>Design</td>
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<td>Tranquility</td>
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<td>Not crowded</td>
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<td>Accessible with car</td>
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<td>Areas for events</td>
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<td>Well maintained paths</td>
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<td>Tourists signs</td>
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<td>Barbeque area</td>
<td>0,267</td>
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<td>-0,146</td>
<td>-0,111</td>
<td>0,070</td>
</tr>
</tbody>
</table>

-0,01 level  0,05 level  0,01 level  0,05 level
Monitoring

A) Distribution of motives in the region
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 you 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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