

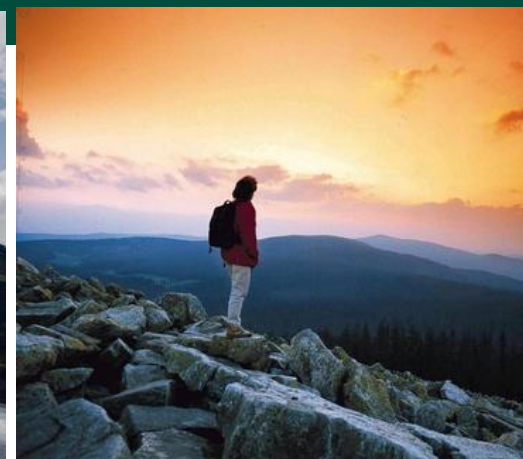


**Eberswalde University
for Sustainable
Development**

The extinction of experience

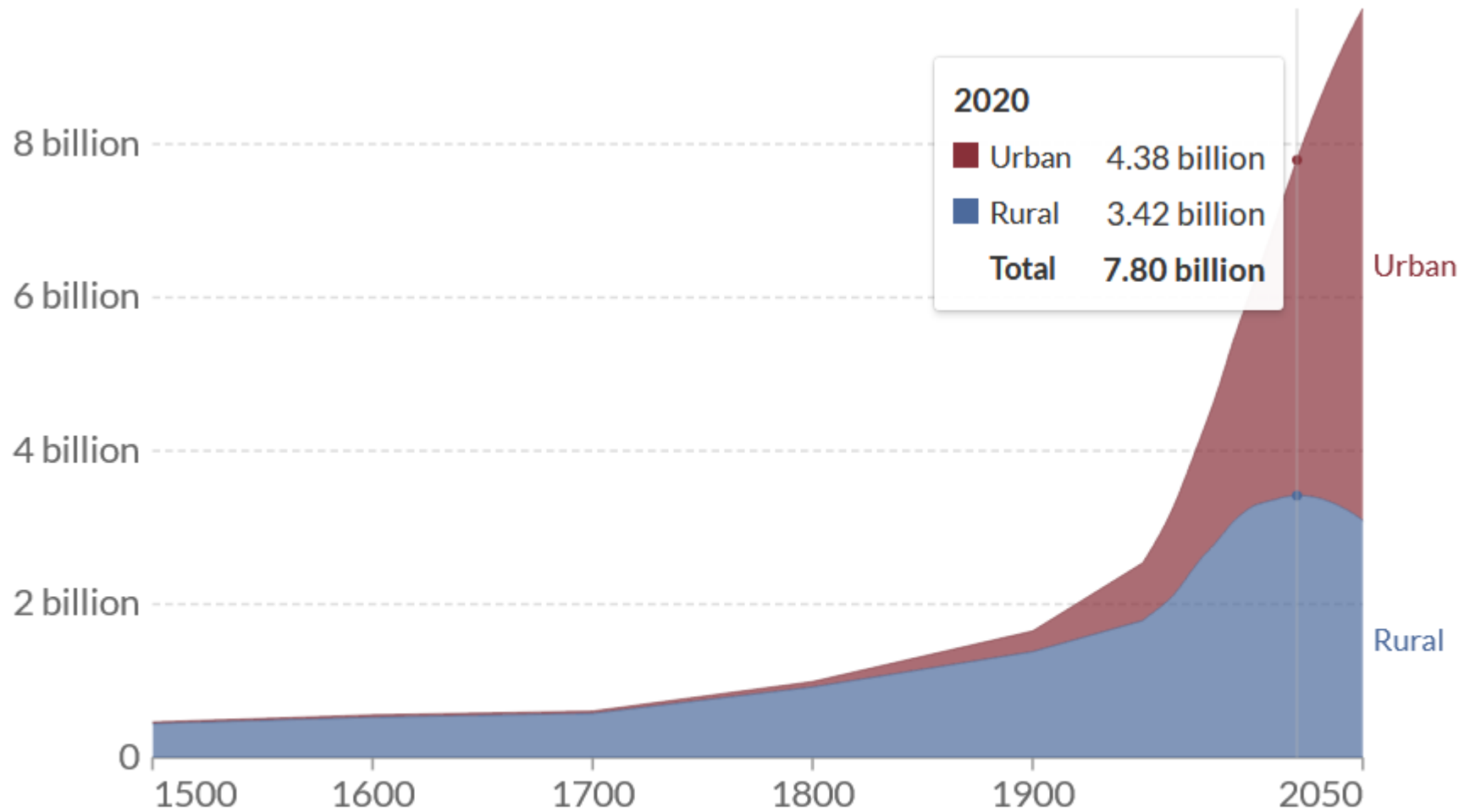
Biosphere Reserves Management

Prof. Dr. Erik Aschenbrand



Quelle (alle Bilder): Wikinger Reisen 2017

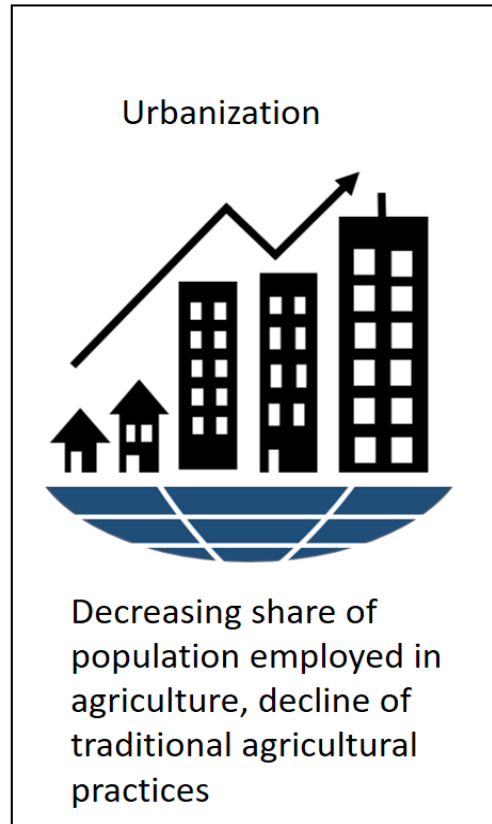
Urbanization: UN-prognosis



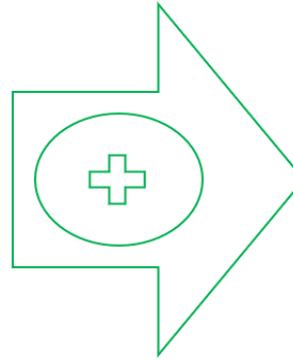
Source: OWID based on UN World Urbanization Prospects 2018 and historical sources (see Sources)
OurWorldInData.org/urbanization • CC BY



Social change

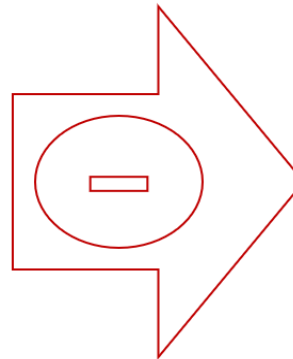


Changing Experiences of Nature (EoN)



Aesthetic EoN (experience-driven)

Appreciative, contemplative, touristic EoN are increasing. More people experience nature in their leisure time.

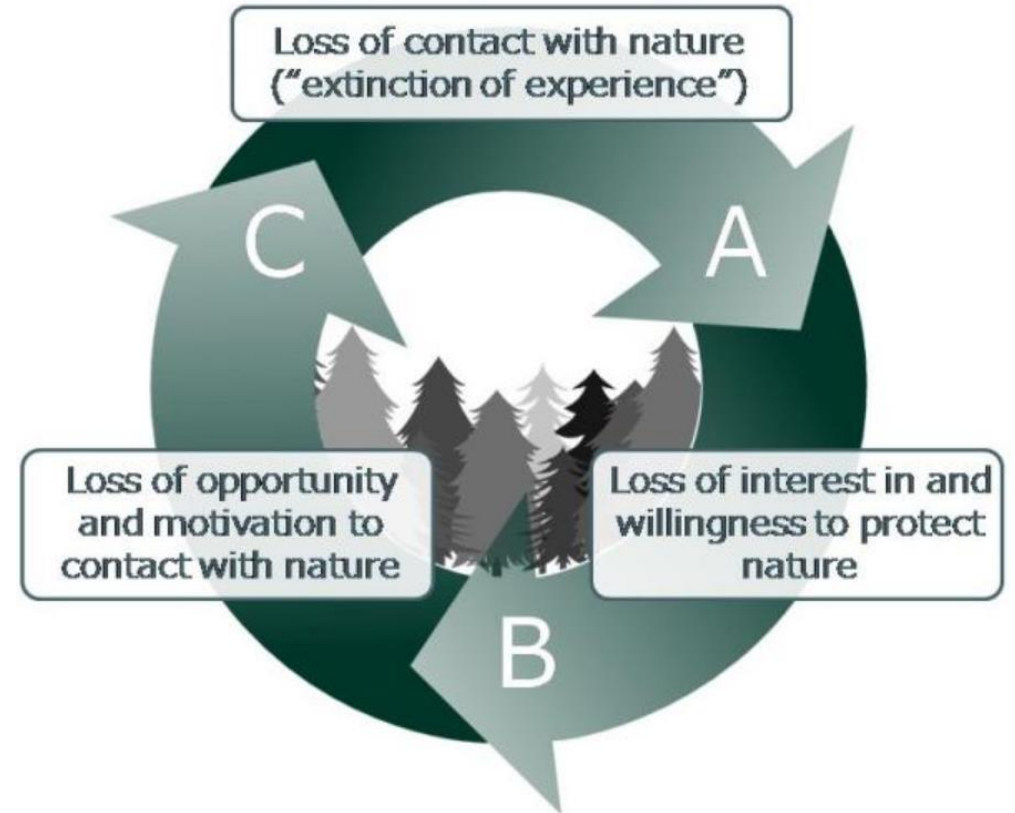
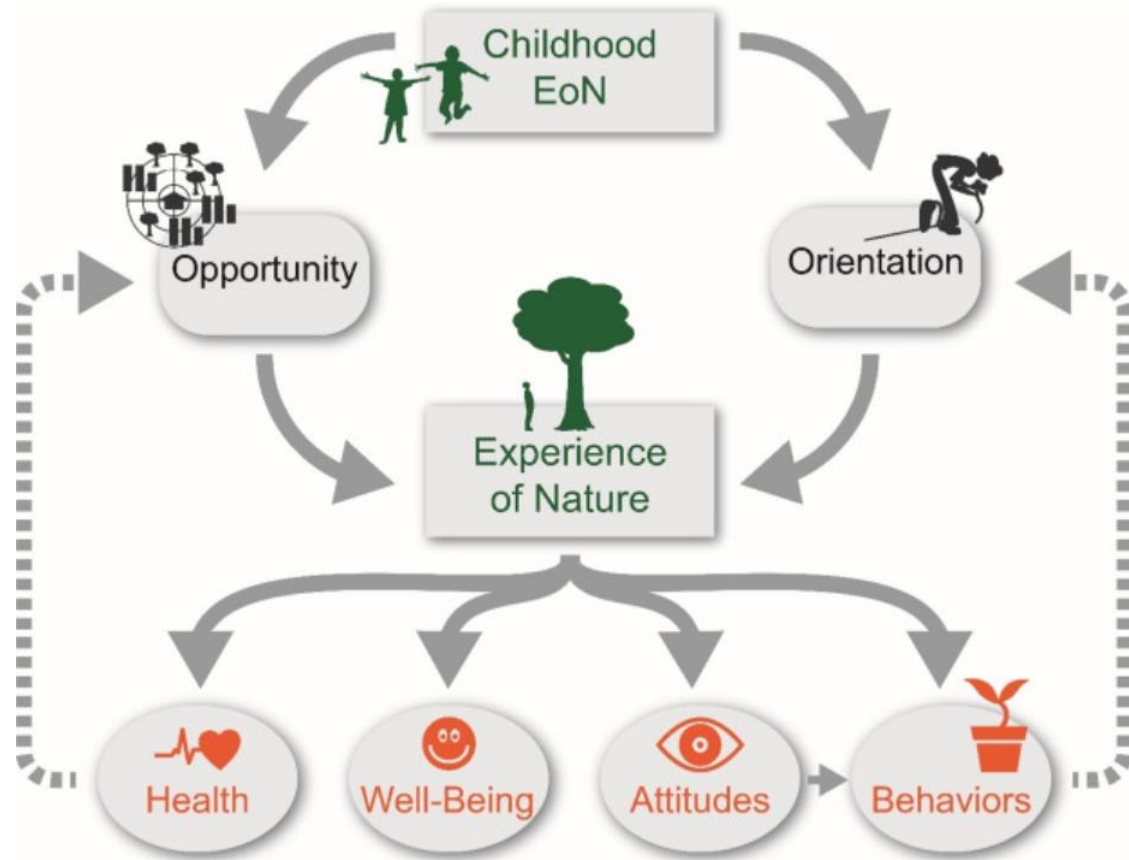


Consumptive EoN (purpose-oriented)

Consumptive, productive, work-related EoN are decreasing. Associated knowledge and skills decline or are lost.



Urbanization and Experience of Nature (EoN)



Colleony, Cohen-Seffer, Schwartz (2020): Unpacking the causes and consequences of the extinction of experience. Biological conservation.

Experience of Nature

TABLE 1 A typology of different forms of extinction of experience, based on three characteristics: the breadth of the definition of nature, the timing of the loss of experience and whether the focus is on nature interactions or on experience

| Nature | | Narrow | | Broad | |
|---------------------------|-------------|--|---|---|--|
| | | Childhood | Lifetime | Childhood | Lifetime |
| Timing | | Childhood | Lifetime | Childhood | Lifetime |
| Interaction or experience | Interaction | <i>Type 1</i> Loss of childhood interactions with wild nature | <i>Type 2</i> Loss of lifetime interactions with wild nature | <i>Type 3</i> Loss of childhood interactions with living organisms | <i>Type 4</i> Loss of lifetime interactions with living organisms |
| | Experience | <i>Type 5</i> Loss of childhood experiences with wild nature | <i>Type 6</i> Loss of lifetime experiences with wild nature | <i>Type 7</i> Loss of childhood experiences with living organisms | <i>Type 8</i> Loss of lifetime experiences with living organisms |

How to create (touristic) offers to counter the extinction of experience?

- Traditional agriculture EoN
- Hobbies
- Citizen science
- Design of urban green space



**How to design
Infrastructure and
events?
Activating role,
Not passive**

Giant Sequoia tree with museumlike touristic infrastructure: signposted name, paved trail and fencing.

Photography by m01229/Wikimedia commons, 2016