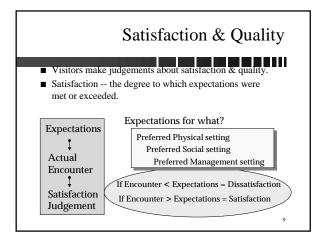


## Travel back

- Direct or Indirect?
- Multiple Goals?
- Same route or new route?
  Facilities needed? (pack it in, pack it out, laundry, food...)
- Pick up new information on the way?









## Two-Factor Theory of Satisfaction

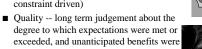
- Attributes can be "Satisfiers" and "Dissatisfiers"
- <u>"Satisfiers</u>" = positive attributes that add to our experience
   (Beautiful scenery, big fish, great surf, friendly staff, new experiences ...)
- "Dissatisfiers" = attributes that detract if present, but don't necessarily add to satisfaction if absent

to satisfaction if absent (Sunburn, dirty restrooms, bad weather, biting insects, injuries, nasty people ...)

## Satisfaction & Quality

## 

- People don't always seek to optimize recreation satisfaction (multiple goals).
- "Satisfice" -- the degree to which expectations just suffice (decisions often are constraint driven)





"I can't define quality, but I know it when I see it."

experienced.

