STRESS & COPING

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What happens when the Actual ≠ Ideal? How do recreationists deal with situations where their actual experience does not meet their prior expectations? Overcrowding Low Satisfaction Recreational Conflicts They feel stress! DVERCROWDING GIVE ME AIR

Stress

 <u>Stress</u>: is defined as an unavoidable negative person-environment relationship (Lazarus, 2001)

3 Types of Stress:

- 1) <u>Prior Harm</u>, damage realized from past experiences;
- 2) <u>Threat</u>, anticipated harm; and
- 3) <u>Challenge</u>, difficulties dealing with demands.



Causes of Stress: Low Satisfaction

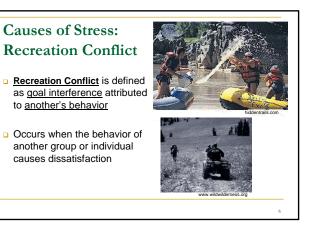
- <u>Satisfaction</u>: is a *positive or negative attitude* formed after experiencing a situation
- Discrepancy Model of Satisfaction says:
 - Consumers have preexisting expectations, before they participate,
 - They compare the performance to their expectations
- They ask if preexisting expectations were confirmed or disconfirmed, and then make a satisfaction judgment



Causes of Stress: Crowding

- Overcrowding causes feelings of unpleasantness
 - Loss of privacy
 - Loss of perceived control
 - Physiological arousal
 - Sensory overload



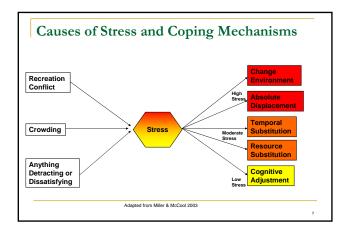


Coping

 <u>Coping</u>: the process of altering our circumstances, or our interpretation of circumstances, to make them appear more favorable (*Lazarus*, 2001)

Coping Strategies

- Problem-focused (external), where an individual changes the person-environment relationship for the better
- Emotion-focused (internal), where an individual changes the way they interpret a situation to make it seem more favorable
- "Both strategies are interdependent and work together, one supplementing the other in the overall coping process" (*Lazarus*, 2001).

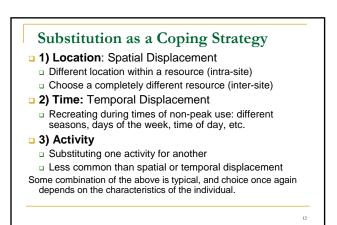


Cognitive Adjustments

- Product Shift: has been defined as a redefinition of the experience or standards of importance.
- Levels of Specificity:
 - □ 1) redefining the experience; and
 - 2) redefining the importance
- <u>Example</u>: "This probably is not a wilderness experience, but it's a beautiful hiking-camping experience."

Cognitive Adjustments

- <u>Rationalization</u>: is defined as "a process whereby recreationists re-evaluate an undesirable situation in a more favorable light" (*Hammitt & Patterson, 1991*)
 - "Everyone is surprised at the crowds launching on the Grand Canyon, but they quickly accept it and are overwhelmed by the scale of the rapids & the canyon scenery!"
- <u>Trade-off</u>: individual prioritizes certain key aspects of the experience and is willing to make concessions to preserve a higher order priority
- Which coping method is chosen depends on the individual.
 - personality, controllability, history of experience, place attachment, etc.



What if you're really, really stressed?

Absolute Displacement

- $\hfill\square$ Leaving and never coming back
- Quitting an activity
- Seek Environmental Change (Direct Action)
 - Confrontation with offending group or individual

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Complain to resource staff

Management Implications

- Hard to know if people are being displaced and how people are coping
- Some things we can "manage" & some are outside our control
- Set realistic visitor expectations
- Increased need for open communication between visitors and resource staff

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Management Implications

- Probe to find out what is underlying reported "conflict"
- Who do you manage for: the sensitive few or the majority?
- Addition of temporal and further spatial dimensions to the Recreation Opportunity Spectrum (Hells Canyon)
- Expect and plan for displacement (regional planning, increased use during non-peak times)