

Recreation Course
Assignment 3
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Student Name: RAM PRABESH SAH
Student ID: DE240026
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In no more than 500 words,

Explain how industrialization and urbanization increased the recreation demand.

Ans: The revolutionary changes that came with the Industrial Revolution changed the way the society used leisure and recreation. In the pre-industrialization era, the majority of the population followed agricultural jobs and lived in villages where there was close connection between work and life and seasonal patterns dictated the everyday actions. Due to changes brought about by industrial production mode, the requirements in the economic activities that pertained to recreation activities grew at an enormous scale.

Industrialization introduced the idea of organized working patterns whereby clearly outlined hours were put into place to bring a clear difference between working hours and recreational hours. Hard labor in the factory required a strict working schedule of 10-12 hours so that the leisure time was a valued item that had to be sought after. This time division transformed recreation into a matter of choices instead of a natural element of the everyday routine.

Urbanization brought about high population concentration in urban areas which were in most cases crowded and polluted. The working environment was noisy and cluttered with repetitive and monotonous work which aimed at arousing psychology stress and physical exhaustion to the factory workers. The extreme oppression of the industrialization environment in the city coupled with the romanticism portrayed in the countryside created great urge or longing to get

out of the city and be in sporting leisure time. Spending time in parks, gardens and countryside trips became a much needed ventilation to the industrial life of urban people.

Access to good wages albeit under straining conditions among working classes led to the creation of spending money that might be used on leisure and recreation activities. The new middle-income was even better placed in terms of purchase of different leisure activities such as theaters, sports, seaside resorts and other activities offered by people who organized entertainment.

Enhanced transport network, especially by rail increased the recreational travel to larger groups of the population. Rail transport linked city centers with country locations, resorts and beaches and allowed day trips and brief vacation that ordinary workers seldom took before. Such revolution on transportation made recreation a more democratic trait not prerogative of the elite.

Both physical and mental aspects of work life in industries provided a great incentive to engage in active recreation. Laborers were in search of exercises that exercised their body, their mind and their social life that could be lacked in factory work. Sports activities, outdoor activities and social clubs gained popularity as this was seen as a means of restoring the physical and psychological well being.

Urbanization has also resulted in new social relations in which recreation has been integrated as a way of social cultural interaction and community formation. Higher urban population density required planning of socialization spots and activities and there emerged the fabrication of parks, sports clubs, music halls, and all sorts of entertaining places.

Uniformity of work hours in various industries brought coordinated free time that made possible mass leisure. Concepts of weekends were developed, which offered organized recreation and entertainment on a regular basis which had the capacity to serve many people at a time.

Awareness by the government on the value of recreation in relation to the health and socio-economic stability of people prompted their investment in recreational facilities to the masses. The set of parks, libraries and recreation programs was designed to overcome urban social vices and enhance well being of industrial laborers.

This metamorphosis has turned recreation into a major part of our contemporary existence and has transformed recreation into a sign of need to the population of the urban industries rather than be a privilege of the rich. Industrialization patterns have remained to affect the modern pattern of recreation and tourism business.

Analyze the application of push and pull theory in tourist motivation for participating in recreational activities.

Ans: The Push and Pull Theory of Motivation of Tourist to Recreational Activities

The Push and pull theory helps to explain tourist motivation in exciting engineering in terms of internal driving forces (push factors) that push people towards seeking a recreation experience and external attractive factors (pull factors) that attract people towards a certain place or an adventure.

Internal Motivations Push Factors:

Push factors are caused by the psychological, physical, and social needs of individuals, which cause the formation of motivation to leave the regular settings and experience recreation. Psychological push factors- relieve stress, escapism (getting away pressures of a day to day life), and stimulation of the mind. The high tempo of modern life, working hours, and an urban situation put people under a certain amount of psychological pressure accelerating them to find a source of relief and cognitive rest in leisure activities.

Health and wellness motives are some of the physical push factors. The individuals undergoing deskbound lifestyle, physical exhaustion, or ill health are compelled to the fields of recreational sports that provide exercise, natural air, physical relaxation, and reinvigoration. Adventure seekers are motivated by the need to engage physically and the need of adrenaline rush.

The factors in social push are: social interactions, family integration and status elevations. People who are socially isolated or want to enhance relationship among them, are prompted to engage in group recreation activities. Others will be driven by social status attached to some leisure activities or places.

Existential push factors are more intrinsic aspects of human desire to discover themselves, self-development, and genuine experiences. Individuals can be driven into leisure activities of spiritual enlightenment, cultural enlightenment or self-discovery and growth.

External Attractions: Pull Factors:

Destination or activity specific features that motivate tourists to come to specific recreational opportunities are referred to as pull factors. Natural pull factors cover beautiful landscape, weather conditions, animals, and geographic peculiarities. Tourists on outdoor recreational activities are attracted to mountains, beaches, forests and natural parks.

Cultural pull factors include historical places, museums, festivals, local cultures and cultural shows that appeal to tourism tourists, wishing to entertain themselves with educational and

cultural recreation. These are some of the reasons which attract tourists there in search of the mind and culture.

The facility-based pull factors are the sport facility facility, theme parks, resorts, spa facility and the entertainment facility. Tourists with the desire to get comfort and convenience are attracted to quality apartments, restaurants and leisure facilities.

Pull factors are activity specific, or concerned with a particular recreational product such as a specific sport or an adventure activity or a wellness or an entertainment. There are specialized recreational opportunities which are not available elsewhere that generate strong pull effects.

Economic push factors to recreation are the low cost of recreation, value and special deals on recreation facilities or resorts.

Theory Application

The push-pull dynamics has to be understood to be able to develop effective recreational tourism. The push factors are useful in the determination of target market motivators whereas the pull factors are used in determining destination development and marketing strategies. Effective recreational destinations coordinate their capabilities in attraction with force deployments that are common in their business markets.

The illustration of this can be posed as an example, where, say, urban professionals, who are pressurized at work, and are tired of it and wish to put it behind (push factor), the pull can be pointed as the destinations having the features of natural beauty, relaxation centers, and stress-released activities. Excitement seeking is a motivation that forces adventure tourists to explore destinations that provide extreme sporting activities and other challenging activities