Interagency Visitor Use Management Council

Glossary of Key Terms

<u>Visitor use</u> refers to human presence in an area for recreational purposes, including education, interpretation, inspiration, and physical and mental health.

<u>Characteristics of visitor use</u> include the amount, type, timing, and distribution of visitor activities and behaviors.

<u>Visitor use management</u> is the proactive and adaptive process for managing characteristics of visitor use and the natural and managerial setting, using a variety of strategies and tools to achieve and maintain desired resource conditions and visitor experiences.

<u>Visitor capacity</u>, a component of visitor use management, is the maximum amounts and types of visitor use that an area can accommodate while achieving and maintaining desired resource conditions and visitor experiences consistent with the purposes for which the area was established.

Desired conditions are statements of aspiration that describe resource conditions, visitor experiences and opportunities, and facilities and services that an agency strives to achieve and maintain in a particular area.

<u>Visitor experience</u> is the perceptions, feelings, and reactions that a visitor has before, during, and after a visit to an area.

Indicators are specific resource or experiential attributes that can be measured to track changes in conditions so that progress toward achieving and maintaining desired conditions can be assessed.

Thresholds are minimally acceptable conditions associated with each indicator.

A <u>**Trigger**</u> is a point that reflects a condition of concern for an indicator that is enough to prompt a management response to ensure that desired conditions continue to be maintained before the threshold is crossed.