

RETHINKING TOURISM IN A COASTAL CITY DESIGN INTERVENTION AS METHOD FOR UNDERSTANDING, RE- FRAMING AND REDESIGNING

MATHIAS MELDGAARD

Tourism is a significant and growing economic sector and a primary transformative driver.

The research focus is on the relationship between tourism and the coastal area of Ringkøbing Skjern municipality, an area with 3.3 mio annual tourists (2016). I am interested in the positive and negative interference that occurs at this intersection, and I seek to explore and describe creative methods of investigating this field of interference. The urban territory of the small coastal town Hvide Sande is selected as a situation of interest for further in-depth study.

This Ph.D. is part of a trans-disciplinary research project that, through qualitative methods seeks to investigate and decode place-based behaviors, situations, controversies, and potentials as a contribution to

a more nuanced debate on coastal tourism development. The hypothesis is that a transition within tourism development, from the predominant focus on tourist demand (often shortsighted trends) towards a focus on place-based affordances, is beneficial for both coastal communities as well as an attractor of tourist. We want to investigate how such tourism development can be used as positive spatial transformation strategies in urban coastal territories. The strategic purpose of such a maneuver is to create denser and more ambiguous coastal cities holding a greater programmatic complexity. The desired outcome is coastal cities which are less negatively impacted by standardized tourist gazes and damaging seasonal fluctuation.

The entry to abovementioned is an explorative Research by Design

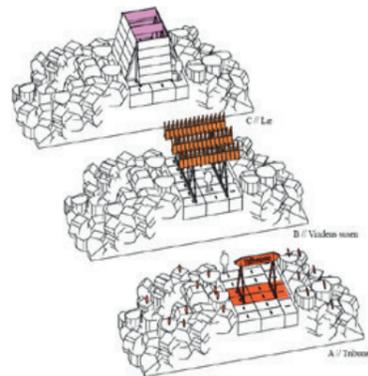
approach. Central to the research is a collaborative development and establishment of a series of site-specific design interventions that will function as laboratories for collecting qualitative empirical data. The design-interventions are developed, tested and refined in an iterative process in dialogue with local actors. In relation to the abovementioned research focus, it is investigated how the design processes revolving the experiments affect the construction, destabilization, and reorganization of actor networks and how design experiments articulate a discussion about, and actuation of the affordances of a place.

The research and preliminary conclusions will be presented in a PP presentation, supported by physical material (scale models, image boards, maps).

B // Tyskerhavnen og garnpøle



C1, C2, C3 // Sydmølen



D // Isværkets pier og transportbånd

