

The STELLA computer model I built is designed to simulate the relationships b/w OHV use, the condition of the environment, and direct management. In addition, this is then linked to user satisfaction. When looking at the model, it is best to highlight it and enlarge it using Microsoft word. Each box and bubble is named, and some include graphs inside of them to imitate real life situations (i.e. as density increases, crowding may increase & as density increases impacts will increase). Also some bubbles include “sliders” which can imitate the amount of management. I used these on erosion management and waste management. As you look at the graphs that follow the model you can see the “sliders” at the bottom of each graph. With the increase in direct management comes the increase in “state of the environment”, “perceived satisfaction”, and the maintaining of “OHV users”. All of these are defined through mathematical equations, which follow directly after the graph. This model is very abstract, but is an introduction, and if desired real data inputs could be added. The interesting outcome of this model shows that OHV use and satisfaction is directly linked to the “state of the environment”, which in turn is linked to direct management. So, unlike the thought of many resource managers, direct management can indeed lead to increased user satisfaction, especially when the resource is being “loved to death”.

If you're interested in computer simulation models check out the computer programs STELLA or Recreation Behavior Simulator (this one may be best for resource management).