

沿岸域の住民による風力発電施設の景観印象評価とその要因 The impression of the coastal landscape with or without wind farm by the inhabitants of the coastal area and its factors

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近年、再生可能エネルギーの中でも特に風力発電が注目されている。特に北海道の沿岸部は風力発電の建設適地として、全国的にも高いポテンシャルを有することが知られており、風力発電施設による次世代エネルギーパークへの期待は高い。一方で、風力発電施設を導入することにより、景観への影響、鳥類を中心とした生態系への影響、騒音、低周波音やシャドーフリッカーによる近隣住民への健康被害への懸念も指摘されており、日本でもしばしば近隣住民との軋轢が生じている。しかし、鳥類や健康被害については注目されるものの、景観に関しては可視・不可視のみが注目され、見えることの景観的影響まで考慮された研究は少ない。本研究は、日常で風車との関わりが異なる4つの地域において、風車のある景観に対する印象評価について、回答者の属性や風力発電施設に対する考え方の違いとの関連を明らかにし、景観の印象評価に影響する要因を明らかにすることを目的とした。

11基の風車群が町のシンボルである寿都町の本町地区および歌棄地区、これから風力発電施設が建設予定の札幌市手稲区、3基の市民風車を有する石狩市を調査対象地とし、「風車のある写真の印象評価」、「風車に対する考え方」、「回答者の属性」に関するアンケート調査を行った。

写真の印象評価では、いずれの地域でも遠景、中景、近景と風車が大きくなるにつれて評価が下がる傾向がみられた。次に風車に対する考え方の設問では、寿都は風車に肯定的な考え方、手稲は風車に否定的な考え方を持つ傾向があり、石狩はその中間の考え方を持つ傾向が見られた。この得点を用いて写真の評価に影響を与えている要因を因子分析で特定したところ、「人体・環境に及ぼす影響」と「風車の能力・特性」という2つの因子が得られた。さらにこの因子得点を用いて回答者を4つのクラスターに分類した。風車に対して肯定的な考え方を持つグループは風車のない写真よりも風車のある写真の方が好ましいと評価していた。また風車に対して否定的な考え方を持つグループは風車がある写真はいずれも好ましくないと評価した。

本研究の結果から、風車の可視・不可視や見えの大きさも景観の印象評価に影響を与えていたが、「風車に対する考え方の違い」も景観の印象評価に影響することが明らかとなった。風力発電施設の新設に際して、景観面からはこのような考え方の違いが景観の印象評価に影響することを考慮して、丁寧な住民説明会や事後対応の十分な議論を行うことが重要だと考えられた。

キーワード: 風力発電, 海岸景観, 属性, 印象評価, 住民, 再生可能エネルギー

Keywords: wind farm, coastal landscape, attributes, impression evaluation, inhabitants, renewable energy

Study of Correlation between the Existences of Landscape Elements to People Preference of Landscape Quality

Study of Correlation between the Existences of Landscape Elements to People Preference of Landscape Quality

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1. Introduction

The existence of landscape elements is very important to be considered as decision makers in each landscape planning and managements because it influences the people perceptions for its landscape quality. The objective of this study is identifying the people preferences of landscape quality from the existence of elements inside. The objective of this study is investigating the influence of existence of landscape elements to people preference of landscape quality.

2. Study Method

The study was conducted by using online-descriptive method with respondents group, which consisted of students and alumni of Landscape Architecture Department of Bogor Agricultural University Indonesia. This respondent group was selected because they already had studied about landscape. The investigated objects are landscape images that had been already investigated in previous research and had high value of preference and exotics in Pratiwi, et al (2014). The selected landscape images were modified and erased its several landscape elements. The software used to modify landscape images is GIMP software. There are 6 pairs of Original and fake images, with total images are 13 (picture number 2 was modified twice and it has 2 fake images). Those images were put on an online questionnaire with the random order between Original and fake images. Each uploaded images were followed by descriptive questions, those were dislike-prefer, usual-exotic, monotonous-various, no focal point-strong focal point, common-magnificent, bad-good composition, plain-colorful, dark-bright, and ordinary-beautiful. Beside the descriptive questions, there were also questions about what landscape elements were preferred the most in the image by using the online hotspot image tool.

3. Results and Consideration

The number of respondents is 130 people; consist of 57 students and 73 alumni of Landscape Architecture Department Bogor Agricultural University. The number of male respondents is 56 and female respondents are 74 People. All of them already have basic knowledge of landscape from the subject Fundamentals of Landscape Architecture while they study in Bogor Agricultural University.

The result shows that respondents have different preference between Original and fake images in 3 paired images, those are picture number 2 (Original) and 7 and 10 (fake), picture number 4 (Original) and 8 (fake), and picture number 12 (Original) and 5 (fake). The picture number 2, 7 and 10 are picture of a Fuji-Hakone-Izu National Park, Kanagawa Prefecture with Mt. Fuji as a background (Figure 1). In the Original picture (pic 2), the very prefer answer is 50% and prefer is 46.15%. The dislike answer is 3.08% and very dislike 0.77%. The hotspot click detector shows that Mt. Fuji is the most clicked by respondents. In the picture number 7, where Mt. Fuji was erased, the number of very prefer answer decreased to 33.08% but the prefer answer increased to 58.46%. The dislike answer is increased to 7.69% but the very dislike still 0.77%. In this picture, the hotspot detector shows most respondents clicked on Red Shrine Gate on the lakeside. In the picture number 10, the Mt. Fuji was emerged but the Red Shrine was erased. The very prefer answer increased to 55.38% but the prefer answer decreased to 41.54%. The number of dislike answer decreased to 2.31% and the very dislike answer still 0.77%. The hotspot detector shows that the most respondents clicked on Mt. Fuji again.

4. Conclusion

The existence of landscape elements is very important in a landscape. For example in Fuji-Hakone-Izu National Park, the existence of Mount Fuji as background view can emerge high value of people's preference of total landscape. The view to Mount Fuji is important for visitors and affects people perceptions the Fuji-Hakone-Izu National Park.

HGG01-02

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キーワード: Preference, Landscape, landscape element, Landscape Quality
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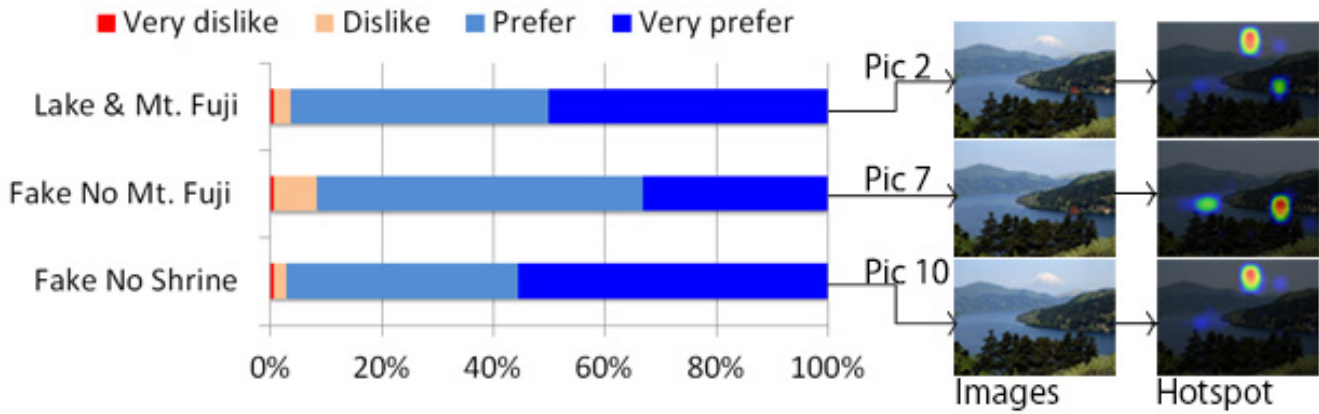


Figure 1. Respondents Preference of Real & Fake Pictures of Lake & Mount Fuji

インドネシアの伝統的オープンスペース alun-alun における空間構成別の印象について —ボゴール農科大学学生を対象として— Impression by Spatial Structure At Indonesia's Traditional Open Space Alun-Alun — University Students As Study Subject

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1. はじめに

世界第4位の人口を有しているインドネシアでは、その豊富な人口を源とした経済成長が目覚ましい。首都の Jakarta を中心に都市の拡張が進んでおり、現在、オープンスペースの整備が課題とされている。本研究では、インドネシアの伝統的なオープンスペースである alun-alun を対象とした。alun-alun は、広大な敷地の中に芝生と数本の木のみが存在する空間である。近年、政府が主導して alun-alun を City Garden に造り直している。City Garden とは、花や樹木を植栽したオープンスペースである。本研究では、人々の持つ alun-alun に対する印象を、伝統的な alun-alun と、空間構成が変化した alun-alun の間で比較することを目的とした。

2. 研究方法

本研究では、インドネシアのジャワ島西部に位置するボゴール農科大学の学生を対象に、alun-alun に対する印象を調査した。調査は7段階の評定尺度を用い、15種類の設問を設けた。設問は1) 親しみのない—親しみのある、2) 人工的—自然、3) 嫌い—好き、4) 美しくない—美しい、5) つまらない—楽しい、6) 静か—活気のある、7) 西洋的—インドネシア的、8) 居心地の悪い—居心地の良い、9) 地味—派手、10) 緑が少ない—緑が多い、11) 現代的—伝統的、12) 平凡—独特、13) 汚い—きれい、14) 行動の制限—行動の自由、15) 単純—複雑である。7段階の評定尺度は、非常に、かなり、やや、どちらでもない、やや、かなり、非常にを用いた。本論中では非常に、かなり、ややを合計した回答者パーセントを使用した。調査は2013年5月に実施し、357名から回答を得た。分析には Steel-Dwass 検定を用いた。Steel-Dwass 検定は、タイプ1とタイプ2、タイプ1とタイプ3、タイプ1とタイプ4の3通りの組み合わせを15の設問で行った。また、本研究では alun-alun を空間構成より、伝統的なタイプ1、プランター設置のタイプ2、テーマパークのタイプ3、西洋式公園のタイプ4に分けた。タイプ2、3、4は、タイプ1から空間構成が変化したものである。

3. 結果と考察

タイプ1は、1) 親しみのある (90.5 %), 3) 好き (87.4 %), 2) 自然 (85.7 %), 7) インドネシア的 (85.2 %), 11) 伝統的 (83.5 %), 4) 美しい (82.9 %), 14) 行動の自由 (82.9 %), 8) 居心地の良い (82.4 %), 10) 緑が多い (81.8 %) 空間であった。Steel-Dwass 検定の結果、全体45通りの組み合わせのうち、41通りで有意差が見られた ($p < .01$)。有意差が見られなかったのは、タイプ1とタイプ2の6) 静か—活気のある、12) 平凡—独特、13) 汚い—きれいの組み合わせと、タイプ1とタイプ4の4) 美しくない—美しいの組み合わせであった。これより伝統的なタイプ1は、空間構成が変化したタイプと異なる印象を学生に持たれていることが分かる。

設問の10) 緑が多いでは、タイプ1 (81.8 %), タイプ2 (48.5 %), タイプ3 (30.3 %), タイプ4 (48.5 %) であった。これより伝統的なタイプ1の方が、空間構成が変化したタイプより、緑が多い空間として学生に捉えられていることが分かる。

4. 結論

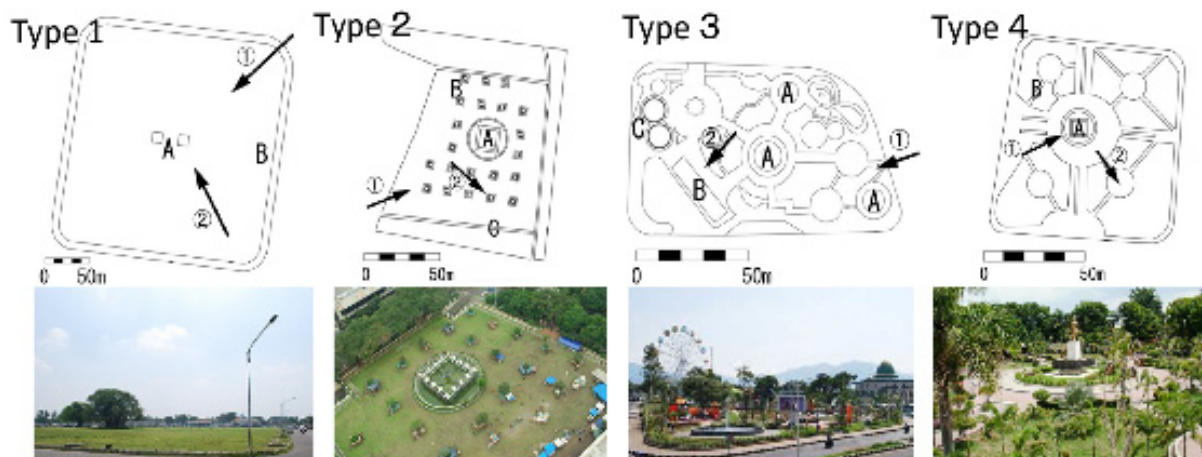
ボゴール農科大学の学生は、タイプ1の alun-alun を、自然で美しく親しみが持てる居心地の良い空間と感じ、インドネシアの伝統的な空間として好んでいた。広大な敷地の中に芝生と数本の木のみが存在する伝統的な alun-alun の方が、花や樹木を植栽した City Garden より、緑が多く感じられているようである。

キーワード: インドネシア, 伝統的緑地, Alun-Alun, 大学生
Keywords: Indonesia, Traditional Open Space, Alun-Alun, University students

HGG01-03

会場:101B

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弱度間伐はある程度整備された針葉樹林の風景評価と心理的回復効果にどのような影響を与えるのか
The Effect of Slight Thinning of Managed Coniferous Forest on Landscape Appreciation and Psychological Restoration

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We investigated the influence of slight thinning (number of woods: 16.6%, basal area: 9.3%) on landscape appreciation and on psychological restorative effect in an on-site setting by exposing respondents for a particular period to an ordinarily managed coniferous woodland (Japanese larch and Japanese red pine in a second-growth forest).

The experiments were conducted in an experimental plot (0.25 ha; 50 m x 50 m) in the coniferous woodland in Fuji Iyashinomoroi Woodland Study Center in May (before thinning) and October 2013 (after thinning), with the mean temperature and relative humidity being almost constant during the two experimental periods. The respondents were the same fifteen individuals (eleven males, four female; aged twenties to forties) for the two experiments.

The respondents were individually exposed to the control setting (enclosed session), which was enclosed by a large tarp in a large tent, and the experimental setting (opened session), which was opened without the tarp in the same tent, at random for 15 min. In both the sessions, the respondents were required to answer three questionnaires to investigate the psychological restorative effect before and only after the experiment (feeling; POMS, affect; PANAS, subjective restorativeness; ROS). For landscape appreciation, the respondents were required to answer other two questionnaires after the experiment (scene appreciation (SD) restorative property of environment (PRS)).

As a result of the analysis, there was a statistical difference in subjective restorativeness before and after thinning ($p < .05$), however, not for the other parameters such as feeling and affect before and after thinning in the psychological restorative effect. For the parameter of landscape appreciation, there was no statistical difference in scene appreciation and the restorative property of the environment, except for some indices (thermal sensation ($p < .01$) and brightness ($p < .05$)).

Thus, to add to our current knowledge of psyops theory, when a planner wants to control the user's landscape appreciation and/or psychological restorative effect in the ordinarily managed coniferous woodland such as focused on this research, it is suggested that stronger thinning would be necessary. On the other hand, as the meaningful knowledge, although there is a possibility that scene appreciation, which was relatively warm and bright before thinning, would influence the score of the psychological restorative effect, if the weak thinning is conducted, the psychological effect is not always enhanced; in contrast, it might decrease the subjective restorativeness of the user.

Lastly, this study provides new information about relationship of thinning with forest management and the possibility of it demonstrating health rest functions such as forest recreation and forest bathing.

キーワード: 風景評価, 心理的回復, 間伐, 森林管理, 森林浴, レクリエーション利用

Keywords: Landscape appreciation, Psychological restoration, Thinning, Forest management, Forest bathing, Recreational use

Study of People Perceptions about Four Parks in Jakarta

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1.Introduction

City parks are important spaces for people amenities and conserving biodiversity. People are main user of city parks who has different perception and preferences about parks. Each parks has different characteristics that composed by its elements. In this research, the correlation between composition of landscape elements and people’s perceptions about the parks was investigated. The purpose of this research is investigating people’s perceptions and preferences of the visual landscape in some city parks in Central of Jakarta.

2.Study Method

The study was conducted from January to February 2015. The study sites were located in Menteng Park, Kodok Park, Suropati Park, and Situ Lembang Park, Central Jakarta. The fourth park was chosen because they close to residential area. Method of data collection was done by field observation. And people perceptions were obtained by using online questionnaire. The data were analyzed by using Chi-square method.

3.Results and Consideration

The number of respondents 87 people, consisting of 46 male and 41 female. The number of teenagers is 18 and adult is 69 people. Chi-square test results showed that age is significantly influences to level of preference of Situ Lembang Park. The result shows that adult respondents prefer to park that has water features. The Suropati Park has highest value of preference, beauty and well element composition compared with other parks (Figure 1). The hotspot image detector indicates that the preferred landscape element in Situ Lembang Park is a water fountain (20% respondents). That is similar with Menteng Park that the most preferred element is a water fountain (19% respondents). In Kodok Park, the most preferred element is a plaza (33,3% respondents). But in Suropati Park, it is a row of trees (19% respondents) (Figure 1).

4.Conclusion

The park that has the most value of preference, beauty and well composition of elements is Suropati Park. The most preferred landscape element among four parks is water feature. Although Suropati Park is the most preferred park, people do not prefer to water feature, but more prefer to composition of row trees.

キーワード: Park, Preference, Perceptions, Visual Landscape, Landscape Elements
 Keywords: Park, Preference, Perceptions, Visual Landscape, Landscape Elements

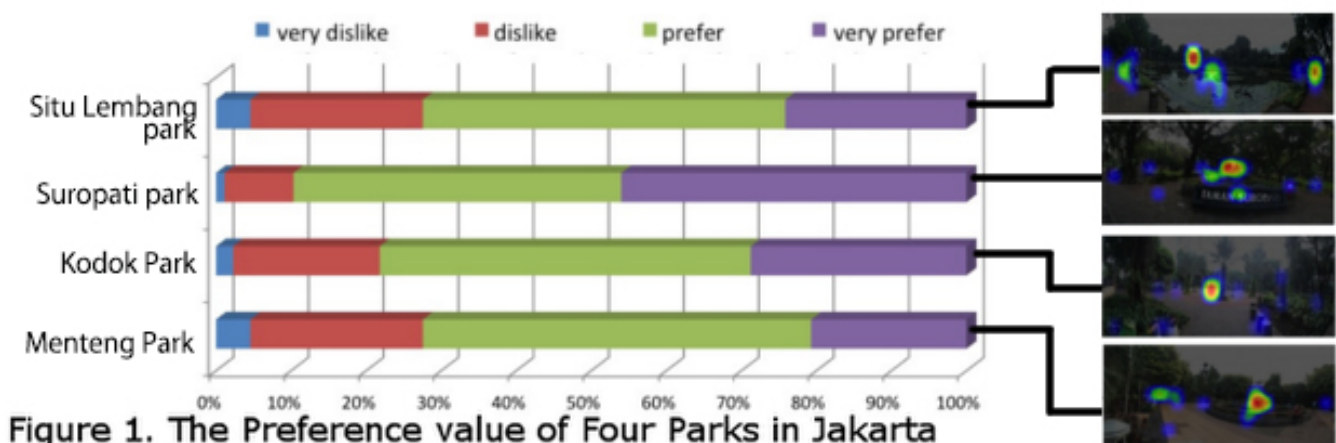


Figure 1. The Preference value of Four Parks in Jakarta

ボゴール農科大学生の持つ緑地保全活動に対する意識 Survey about Bogor Agricultural University Students' Opinions of Green Space Conservation Activities

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1. Introduction

Most of green open spaces in Jakarta are easy to be changed into other land use. In fact, green open spaces in Jakarta have changed rapidly in recent years. It is necessary to increase protected area in the future. The objective of this study was to define students' attitude toward green space conservation activities and students' participation opinions. A survey was conducted with university students in Bogor Agricultural University (n=614).

2. Study Methods

A survey was conducted from September until October, 2014, using questionnaire tested to 614 university students of Bogor Agricultural University. The following four items were surveyed: 1) students' attributes (gender, undergraduate or graduate, participation experience in green space conservation activities, and willingness to participate), 2) impression of green space conservation activities, 3) green space conservation activities that have been participated, and 4) desirable green space conservation activities.

3. Results and Considerations

1) Regarding respondents' attributes

The number of valid responses was 614, with 251 male students (41%) and 354 female students (58%). The number of undergraduate students was 495 students (81%). The number of them who are studying in graduate school was 119 students (19%). The number of students who had participation experience in green space conservation activities was 406 students (66%). While, the number of students who didn't have participation experience in green space conservation activities was 205 students (33%). The number of students who are willing to participate in those activities was 548 students (89%), whereas, the number of them who are not willing to participate in those activities was 61 students (10%).

2) Opinion about green space conservation activities (The number of valid responses was 614)

Survey about opinion of green space conservation activities were divided into four levels, *strongly agree*, *agree*, *disagree*, and *strongly disagree*. More than 95% respondents thought *seem to produce a chance to find about nature newly* (98.4%), *plants seem to make you feel better* (96.9%), *seem to be good exercise* (96.7%), and *seem to make friends and meet various people* (96.2%). Moreover, many respondents also thought *seem to be few attractive activities that promote your participation* (97.9%). The percentage of students who thought *have doubt that activities can conserve natural environment* was 20.6%. The percentage of students who thought *can't understand how to find information and can't find information that you need* was 49.7%. More than 80% students thought *seem to be early in the morning* and *seem to high cost to join*. Among the 810 answers (plural answer) of survey about activities that had been participated and desirable activities, the activities organized by student organization of university was 142 answers. While the activities organized by school was 269 answers, such as picking up garbage in the park and cleaning work. Among the 810 answers, 235 answers were activities whose the information was found by themselves.

4. Conclusion

The students of Bogor Agricultural University who have interest in participation of green space conservation activities are 548 students (89%). While students who have participation experience are 406 students (66%). Students took positive attitude toward green space conservation activities and recognized the advantage of those. However, students also indicated that there are very few activities that have attraction and it is difficult to get information. Therefore, it is important to establish surrounding environment which encourage students to participate green space conservation activity easily by providing information about activities which is agreed by students through desirable activities and activities that had been participated.

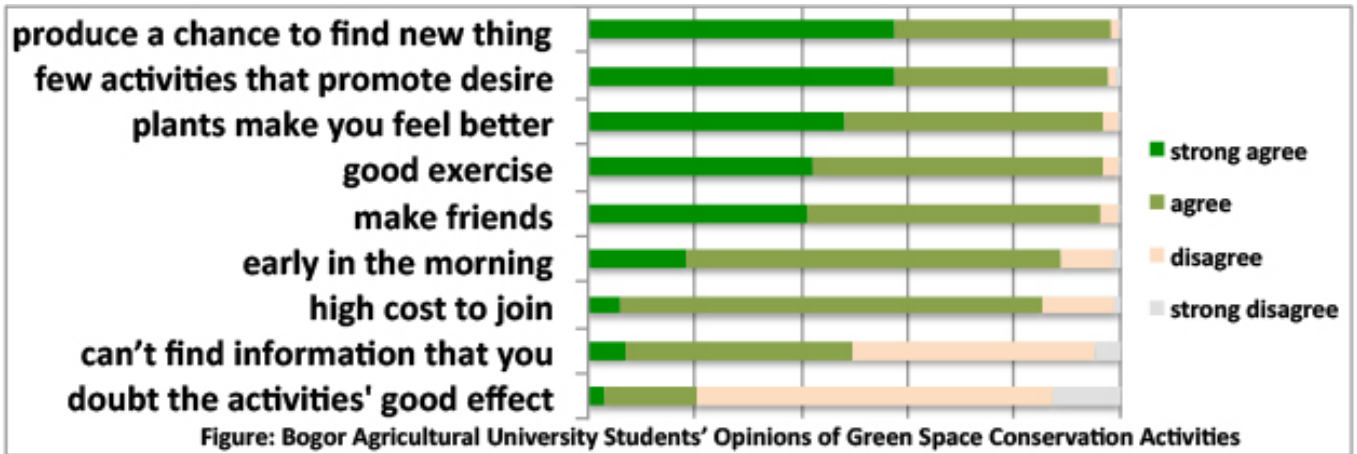
キーワード: 緑地保全活動, ボゴール農科大学, 質問紙調査

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時間:5月28日 10:15-10:30

Keywords: green space conservation activities, Bogor Agricultural University, questionnaire survey



Remembering vacant lots: how residents used informal urban greenspace as children and teenagers in Japan and Australia

Remembering vacant lots: how residents used informal urban greenspace as children and teenagers in Japan and Australia

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Contact with nature is vital for the development of children and teenagers. In urban areas, formal greenspace such as parks should provide opportunities for such contact. But research suggests parks are often failing to satisfy young people's needs, because park space is not always available and activities are restricted. In the past, informal urban greenspaces (IGS) such as vacant lots were used to avoid restrictions in play. However, children and teenagers today seem less free in choosing how and where to spend their time. Moreover, outdoor play time is declining. To make sure young people today can also enjoy the social, mental, emotional and physical health benefits of IGS, we need to understand better how previous generations used it.

Our study quantitatively compared how adult residents remembered using IGS in their childhood and teen age years in two geographically and culturally distinct cities: Brisbane, Australia and Sapporo, Japan. Questions we asked included: What kind of activities did you use IGS for as a child or teenager? Why did you use IGS and not a park or garden? Did you experience any problems using IGS? We also analyzed how IGS use, reasons and problems differed between genders and the two survey locations.

The results showed most respondents (>70%) remembered using IGS in the past, and preferred it over other greenspace because it was easily accessible. Most (>70%) recalled experiencing no problems (e.g. danger of injury) when using IGS. These results are in contrast with recently increasing parental concern for children's safety. Such trends may limit present IGS use and prevent it from fulfilling the important role it played for previous generations' recreation.

キーワード: city nature, childhood, unstructured play, wildscapes, international comparison, wilderness

Keywords: city nature, childhood, unstructured play, wildscapes, international comparison, wilderness

Understanding values in landscape evaluation: a geographic perspective Understanding values in landscape evaluation: a geographic perspective

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Much has been written about how the values people hold affect their environmental perception, especially in the field of social psychology. Although the concept of landscape has played a central role in geography for over a century, studies about the values people hold and how they affect perception of, and attitudes towards, landscapes are surprisingly scarce. This paper discusses the role of values, attitudes and perception in shaping how people use urban national parks in the United States and Australia. The paper examines how geographic insights into values and landscape evaluation can help scholars to better understand how and why people use urban green spaces like national parks. Theoretical models are explored and results from empirical research are used to appraise the utility of these models for future research.

キーワード: landscape, urban, geography, values, parks, green space
Keywords: landscape, urban, geography, values, parks, green space

Reevaluating spaces and locations of everyday urban life in Tokyo as environments of memory, nostalgia and emotions
Reevaluating spaces and locations of everyday urban life in Tokyo as environments of memory, nostalgia and emotions

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In recent years low-rise tenement neighborhoods such as Tsukudajima, Yanaka, Nezu, Sendagi, Asakusa and other areas are being reevaluated as locations where one can still explore Tokyo's historic urban fabric. They have been elevated as genius loci of Tokyo, i.e. unique places possessing an auratic atmosphere, which is regarded as an expression of the essential spirit of the city. Irrespective of their diverse local histories, these areas are considered as embodiments of the history of modern Tokyo, in particular of past forms of urban living and culture. However, the more such urban fabric is disappearing due to the impact of modernization and globalization, the more they are filled with emotions of nostalgia. These diverse processes and the tensions that come along with them are reflected in the visual and literary representations of Tokyo. Very often feelings of disconnection from the past are combined with a longing for spaces and places that maintain a sense of continuity with the past. The focus is often on unspectacular, small-scale areas of everyday life in Tokyo and the transformations ? from modernization to erasure ? inscribed in these places. To explore such tensions, I will examine recent examples of what I call *spatial (auto)biographies*, including Fukuda Kazuya's *Tokyo style* (2008), Ishizeki Zenjiro's *Yoshimoto Takaaki Tokyo* (2005) and Kobayashi Nobuhiko's *My map of Tokyo* (2013). These works are centered on the intense interplay between an individual's life in Tokyo and memories that incorporate appropriations of the built environment and representations of history. Through inscribing an individual's life into the city's historical, cultural and topographical layers of Tokyo can be unveiled. Refracted by memory, feelings of nostalgia and melancholy, the (auto)biographies shed light on each author's own place in the history of Tokyo.

キーワード: Tokyo, neighbourhoods, spatial autobiography, emotions, nostalgia

Keywords: Tokyo, neighbourhoods, spatial autobiography, emotions, nostalgia

夏目漱石の漢詩における風景の描写 Description of Sceneries in Chinese Poetries Written by Soseki Natsume

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1. はじめに

夏目漱石は中国・台湾・韓国などの東アジアで著名な文学者である。彼の漢詩は、中国語で吟じられても美しいと言われている。本研究では、夏目漱石の漢詩の単語を分析することにより、彼の風景観を考察することを目的とした。

2. 研究方法

夏目漱石の漢詩は全部で208首あり、吉川幸次郎『漱石詩注』(1967年(昭和42年))に掲載された漢詩を対象とした。主に風景に関係する単語を集計した。調査には、花や柳などの植物、鳥や馬などの動物、風や雲などの気候、水や山、月などの自然に関する単語を集計した。2回以上出現した単語のみを集計した。本文中のパーセントは208首に対する出現割合である。分析には、クラスター分析(ウォード法)を用いた。統計分析にはSPSSを使用した。

3. 結果

3.1. 風景に関する単語の出現頻度

208首のうち出現数の多い順に、風(34%)、水(31%)、雲(30%)、山(23%)、花(22%)、雨(20%)、月(19%)、秋(17%)、柳(13%)、鳥(13%)、空(13%)などが用いられていた。出現した単語数は923単語であった。

植物に関する単語では、花(22%)、柳(13%)、竹(11%)、木(8%)、松(8%)、紅葉(7%)、草(7%)、林(6%)、苔(5%)などが使用されていた。植物に関する単語は合計で219単語出現し、風景に関する出現単語中24%を占めた。動物に関する単語では、鳥(13%)、馬(5%)、鶴(4%)、魚(4%)などであり、合計で77単語(8%)出現した。天候に関する単語では、風(34%)、雲(30%)、雨(20%)、秋(17%)、春(12%)、夕日(11%)、太陽(8%)、煙(8%)などであり、合計で320単語(35%)出現した。自然に関する単語では、水(31%)、山(23%)、月(19%)、空(13%)などであり、合計307単語(33%)であった。

3.2. 風景に関する単語のクラスター分析

調査結果をクラスター分析した結果、出現頻度の順に1位から11位までと12位以下に分けることができた。1位から11位は、水、山、雲のまとまりと、風、花、雨、月、秋、柳、鳥、空のまとまりから構成されていた。

4. 考察

夏目漱石の漢詩に出現する風景に関する単語を分析した。彼は、天候(35%)や自然(33%)、植物(24%)の単語を使用していた。特に、水、山、雲のまとまりでは、遠くの山並みに雲がたなびき、手前には水の風景が広がる風景が想像される。次に、風、花、雨、月、秋、柳、鳥、空のまとまりでは、日本の風景に関する四字熟語である花鳥風月を想像できた。

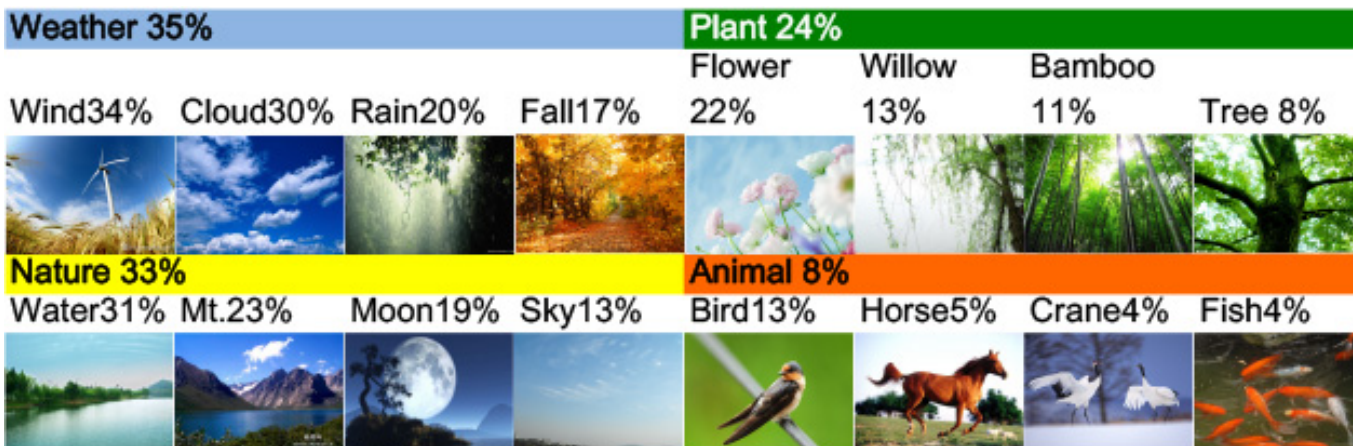
キーワード: 漢詩, 風景, 夏目漱石, 単語

Keywords: Chinese poetry, Scenery, Soseki Natsume, Vocabulary

HGG01-10

会場:101B

時間:5月28日 12:00-12:15



A Comparison of Camper Psychological Well-being in Taiwan A Comparison of Camper Psychological Well-being in Taiwan

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The literature on psychological well-being has progressed rapidly in the past few decades. The recent studies have taken huge steps in understanding the factors influencing psychological well-being. However, few studies of this line have focused on the context of campers. Camping is one of the most popular outdoor recreation activities in western countries; however it has not been the case in Taiwan. Understanding the factors such as visitor psychological well-being can help recreation managers tailor the services to meet the needs for their diverse clientele. The purpose of this study was to explore the differences of psychological well-being among campers who were from different living circles, travel distances, regions and cultural groups in Taiwan.

Psychological well-being served as the dependent variable in this study. Psychological well-being refers to how people evaluate their lives and these evaluations may be in the form of cognition or in the form of affect. The cognitive part is an information based appraisal of one's life; that is, when a person gives conscious evaluative judgments about one's satisfaction with life as a whole. The affective part is a hedonic evaluation guided by emotions and feelings such as frequency with which people experience pleasant/unpleasant moods in reaction to their lives. There were four independent variables in this study including living circle, travel distance, region and cultural group. Based on previous cross-cultural research, I hypothesize that campers from different living circles, travel distances, regions and cultural groups have different psychological well-being.

In 2013 and 2014, campers to the Wuling National Forest Recreation Area and Xitou Nature Education Area in Taiwan were surveyed. I intended to include two settings, one considerably remote and the other closer to urban area, to better represent diverse recreation locations. The researchers stayed at the Wuling and Xitou campgrounds and asked if the campers encountered were willing to take a 15-minute survey. Overall, 797 campers were approached and 771 campers responded to the surveys, resulting in a 97% response rate and 701 valid surveys.

In the questionnaire, there were 23 items to measure psychological well-being. Exploratory factor analyses were used to reduce the data and find possible factors from the psychological well-being items. Eventually, 5 factors were identified for the psychological well-being measures. The validity and reliability analysis showed the factors derived possessed acceptable measurement criteria. I asked hikers' residential zip code and, accordingly, calculated hikers' living circles, travel distances, and regions. For testing the psychological well-being differences, the results showed that 3 out of 5, 2 out of 5 and 1 out of 5 psychological well-being factors differed with living circles, regions and travel distance, respectively. The cultural group was not significantly different from camper psychological well-being.

The findings have implications for recreation management. Managers may tailor their services to meet the diverse backgrounds of their campers. For instance, this study found that campers who lived closer and travelled shorter distance to the campground had higher levels of psychological well-being. Campers from the northern region of Taiwan however perceived lower levels of psychological well-being. This is especially true for the warm relationship and new experience aspects of psychological well-being. Accordingly, I suggest that managers may provide more campgrounds closer to campers' residential areas, and provide a setting with welcome, kind, friendly, decent, dedicated, modern, fresh and unique service atmosphere so as to promote the psychological well-being of their clientele. Discussion and suggestions for future research of this line are also provided.

キーワード: psychological well-being, living circle, travel distance, region, cultural group, camper
Keywords: psychological well-being, living circle, travel distance, region, cultural group, camper

Landscape Appreciation as a Technology of the Imagination Landscape Appreciation as a Technology of the Imagination

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”...take chunks of reality and use [them] as raw materials...”
(George Herms, Assemblage Artist)

Rubble, conglomerates, piles of junk. Landscapes of ‘stuff’ drive us to continuously “acknowledg[e] and interpretively organis[e] the mobile density of the material world” (Smith, 2012). This is evidenced by the increasingly diverse range of activities that emerge from a consideration of stuff, including media geology (e.g. Parikka), speculative realism (e.g. Morton, Harman), artistic practice (Smith, 2012, 2013), design anthropology (e.g. Ingold, Braiterman) and alternative childhood education (e.g. Ward) to list a short selection. Viewed in this way the landscape can be considered a particularly fertile social/material means of generating imaginations (a ‘technology of the imagination’ - to use the terminology of Sneath et al., 2009).

As an illustration, this paper presents a personal account of how an emergent appreciation of the Tokyo landscape has acted as a technology of the imagination. This initially casual appreciation concurrently coalesced into a focused line of inquiry and splintered off into related projects over five years of piecemeal fieldwork. The landscape appreciation is depicted in a meshwork (e.g. Ingold) terrain of projects with localized swellings (nodes). These include research and related activities in Tokyo (collaborative mapping workshops, walking tours with international research groups, spin-off research projects, media interviews, presentations, invited lectures and publications, and a graduate course at the University of Tokyo) and emergent and increasingly divergent interdisciplinary collaborative art and design projects in Auckland, New Zealand (including participatory public art projects, exhibitions, art education, public space design, and interdisciplinary academic pursuits).

In this context, this paper outlines a ‘method of appreciation’ which builds on actor-network theory (e.g. Mol’s (2010), phenomenology (e.g. Merleau-Ponty) and gentleness (e.g. McCann) - aligning itself with a queer or ‘wild’ methodological approach which works with resources at hand and considers that ‘everything is in everything’ (e.g. Halberstam, Ranciere). This is an artistic research frame that values democracy of experiences and methodological abundance (e.g. Hannula et al., 2014) and attempts to follow “and rid[e] upon the forces of examples and projects, using their immanent energy or intensity, rather than building impregnable walls around the proposed practice” (von Busch, 2008).

More specifically, this paper presents an emerging model for interdisciplinary work and collaboration where appreciating (or ‘caring about’ - Sennett, 1970) one’s environment forms a technology of the imagination (Halse, 2013) that generates footholds (sometimes unexpected and only tangentially related) for the ongoing pleasure of research, work and life. This is a contribution to a view of creativity which is less about innovation (as the production of novel solutions) and more about the ability to improvise with flexibility and foresight (e.g. Gatt and Ingold, 2013) as a way of working.

The paper concludes with a discussion of the implications of the ‘method of appreciation’ for academics, professionals, amateurs and the general public and presents a challenge to disciplinary egocentrism.

NOTE: In addition to the presentation, the author also proposes an open off-site (after hours) walking-based workshop for JpGu Meeting participants to explore the generative possibilities of experiencing the landscape together as a diverse and interdisciplinary group of researchers and practitioners.

キーワード: non-intentional landscape, generativity, improvisation, experimental methodology
Keywords: non-intentional landscape, generativity, improvisation, experimental methodology

Comparing 3D Animation and 3D Virtual Reality in Landscape Design Presentation Comparing 3D Animation and 3D Virtual Reality in Landscape Design Presentation

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1. Introduction

The 3D digital model is recently widely used in landscape design presentation. In this research, the two types of 3D presentation model are compared; those are 3D animation and 3D Real-time virtual reality model. Those types are compared because people are getting familiar with both 3D models' type, such as in animation movie, television programs, digital games, etc. The objective of this research is obtaining respondents' preferences about the use of 3D presentations in VR and animation for landscape design presentation.

2. Study Method

The respondents are the landscape architecture students of Chiba University and Bogor Agricultural University who have already studied about fundamentals of landscape architecture and are familiar with landscape design presentation. The 3D model is landscape design of North Sunter Reservoir Forest of Jakarta Indonesia. The design was presented in 3D animation and 3D Real-time Virtual Reality (VR) model. The respondents were asked to play the 3D animation and operate the 3D VR in Windows-based computer. Afterwards, the respondents were asked to fulfill the questionnaire. In the questionnaire, there are descriptive questions to investigate respondents' perception about both 3D models.

3. Result and Considerations

There are 140 respondents consists of 57 respondents who are Chiba University students and 83 Respondents who are Bogor Agricultural University students. Both of Japanese and Indonesian students are already familiar with 3D game operation. The result shows that Japanese students more interest to VR Model than Indonesian students ($p < .01$), and the Indonesian students more interest to 3D Animation than Japanese students ($p < .05$) (Figure 1). Indonesian students more prefer to 3D Animation because it is more natural looks than 3D VR Model ($p < .01$). Indonesian students also more understand about the design in 3D animation comparing with 3D VR presentation ($p < .01$). Japanese students more interested in 3D VR presentation because it is easier to operate ($p < .01$). The last question is about the respondents opinion as a young landscape architects and scientists. In relation with the use of landscape design presentation, the proportion of Japanese students who prefer to use 3D VR presentation is more than proportion of Indonesian students who prefer to use 3D VR presentation. Indonesian students prefer to use 3D animation than 3D VR presentation.

4. Conclusion

The viewer perception of using 3D VR presentation and 3D Animation presentation can be influenced by nationality background. The Indonesian students more prefer to 3D Animation because of natural-like performance of 3D animation, and Japanese students more prefer to 3D VR because of the ease of operation. The difference of respondents' preferences is not influenced by the experience of playing 3D game, but is influenced by the performance and ease of 3D presentations.

キーワード: Design Presentation, Virtual Reality, Animation, 3D
Keywords: Design Presentation, Virtual Reality, Animation, 3D

HGG01-13

会場:101B

時間:5月28日 14:45-15:00

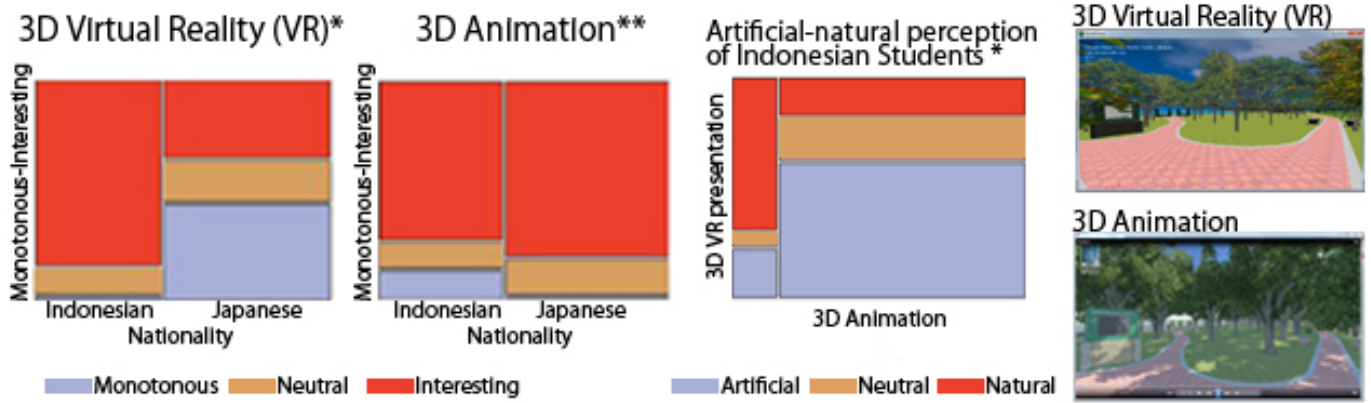


Figure 1. Respondents Preference of 3D VR and 3D Animation Presentation * p<.01 **p<.05

Geoplastics as a method of disturbed landscapes reclamation Geoplastics as a method of disturbed landscapes reclamation

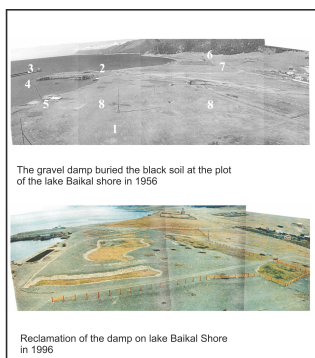
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The landscape, architecture, urban design factors allows you to restore the man-made landscaping are shown. The folded surface, that has right proportion of convex and concave cells, paved plots and live covers starts the processes of ecological restoration, aesthetic and functional ordering of the human activities space. The cases the authors geoplastics methods use are considered. 1.Reclamation of the damp on the shore of Lake Baikal; reclamation of the shallow recess in a high groundwater level; reclamation of upland-terraced granite quarry. 2. Coastal are landscaping in a major city. 3.The park design and realization at the degraded industrial area. These cases has confirmed that the new geoplastics technique is worked well. *AndreyBolshakov*

キーワード: geoplastics method, recovery relief, disturbed landscape, cases of reclamation, landscape planning of the coastal area, park at the degraded industrial area

Keywords: geoplastics method, recovery relief, disturbed landscape, cases of reclamation, landscape planning of the coastal area, park at the degraded industrial area



杭州市における井戸の変遷 History of Wells in Hangzhou City

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1. 研究の目的と背景

井戸は都市における人々の生活を支える水源地として都市の発展に影響した。しかし、水道の普及や都市再開発事業によって、井戸は人々の視線から姿を消しつつある。近年、中国では、井戸を保護し、まちづくりに活用することが呼びかけられている。本論では、杭州市を事例として、井戸の変遷について明らかにすることを目的とした。

2. 研究方法

杭州市は中国中東部浙江省の沿海地域に位置し、約 1700 年前から井戸を利用はじめた都市である。本研究は、都市の変化による井戸の変遷を分析するため、地誌、地図など既存資料及びインターネットを利用し、杭州市の井戸の位置、数及び人口、都市計画について調査した。

3. 杭州市の井戸の変遷

3.1 形成期

杭州市は潮の浸食によって形成したまちであるため、古代の杭州は淡水資源が不足であった。杭州最初の井戸は三国時代 (220 年-265 年) に作られた杭州市の西湖の西側にある龍井である。しかし、龍井と名付けられるのは明代の正徳年間 (1711 年-1716 年) で、東晋時期 (317 年- 420 年) で上城区呉山近くの大井巷で現れた郭婆井は市街地に近い、水量も多い井戸で、杭州市市民にとっては初の公共的な井戸である。

3.2 発展期

8 世紀初頭、杭州は繊維産業 (絹) と造船業の発展により、町の規模も大きくなり、世代数は 7 世紀の 15000 戸から 86000 戸に上り、生活用水の使用量が急増した。市民の飲料水の問題を解決するため、杭州の刺史 (市の長官) 李泌 (722 年- 789 年) が暗渠を用いて、西湖から水を引く、人口が最も多い湧金門と銭塘門の間 (現在の上城区) に、「六井戸」と呼ばれる相国井、西井、方井、金牛池、白亀井、小方井六つの井戸を掘り、城下町の生活用水が確保され、市民の居住範囲も広がった。

3.3 成熟期

南宋時代 (1127 年- 1279 年)、宋王朝は北の金の勢力に押され、長安 (西安) から杭州へ遷都し、1139 年に南宋の首都「臨安」(リンアン) が置かれた。政治、経済、文化の発展によって杭州の人口は 190.5 万人に達し、大量な井戸が掘られた。

民国時期 (1912 年-1949 年) 杭州全市内井戸が 4842 本があり、平均 20 軒の家に当たり井戸が 1 本があった。

3.4 衰退期

1970 s、水道水の普及、地下水の汚染、都市計画などによって、杭州の井戸の水質は急激に悪化し、多くの井戸が埋められ、井戸は段々使わなくなり、多数な古井戸が消えた。

2009 年、杭州市政府は井戸の数量と形成の年代について調査によると、杭州市では 1950s 以前に作られた井戸は 211 本がある。そのうち、1900s 前の井戸はわずか 78 本である。以前統計した 4842 本の数と比べると、古井戸は約 1.61% しか残っていないという厳しい現況が明らかになった。

3.5 再興期

2009 年、杭州市は「古井戸保存条例」を策定し、古井戸と周辺環境の整備及び水質浄化を行った。一部の井戸は文化財として保護され、使用できるように井筒の修復と周辺環境の整備が行われた。

4. まとめ

本論では、井戸は人々の生活を潤うために掘られ、生活水準の向上によって消えていくという過程が見られた。しかし、井戸はまちの経済と文化に影響し、地域の風景を形成させ、自然豊かな都市環境を創出したものである。井戸をまちづくりに活用することによって、我々の生活はより便利になるはずである。

キーワード: 井戸, 杭州, 変遷

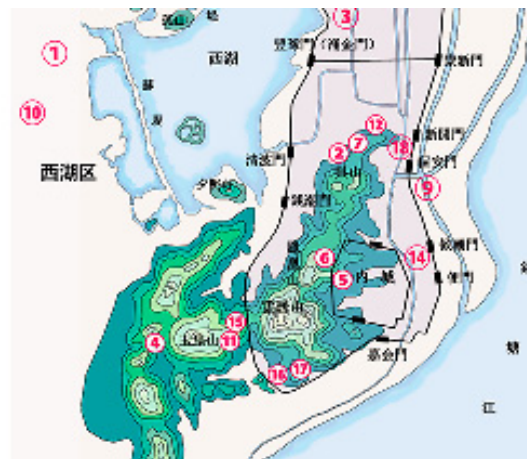
Keywords: Well, Hangzhou City, History

HGG01-15

会場:101B

時間:5月28日 15:30-15:45

- ① 220-265
- ② 317-420
- ③ 781-784
- ④ 781-784
- ⑤ 907-960
- ⑥ 907-960
- ⑦ 907-978
- ⑧ 907-978
- ⑨ 960-1279
- ⑩ 1127-1279
- ⑪ 1127-1279
- ⑫ 1127-1279
- ⑬ 1368-1644
- ⑭ 1644-1912
- ⑮ 1644-1912
- ⑯ 1920s
- ⑰ 1930s
- ⑱ 1912-1949
- ㉔ 1912-1949



サーベイ論文から見た景観評価研究の最近の動向 Recent trend of psychological evaluation of landscape from view point of survey paper

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サーベイ論文から見た景観評価研究の最近の動向

青木陽二・ルブレヒト・クリストフ・高山範理

1967年に始まった計量心理学的景観評価研究は1970-1990年代に隆盛を迎え、最近では研究が減少傾向にある。そのことは図1に示すように、発表論文数とサーベイ論文が少なくなったことから分かる。この間に多くの研究上の発達が見られた。1969年に、Shaferにより、最初の景観評価を説明する研究が発表され、多くの類似の研究が発表された。一方でCarlson(1977)はこのような景観評価予測モデルの有効性に疑問を投げかけた。しかし、この批判は具体的な解決法を示さなかった。そして、図のような減衰傾向となり、景観評価研究が世界的に大きな壁に突き当たったことを示した。

日本と米国が景観評価研究をリードしていた1970年代には、日本では景観評価の計量化や結果の適用が進み、計画案の提案にまで進んでいた。一方、米国では、民族や文化の多様性を背景に、人種や属性による評価結果の違いに関して研究が進んだ。日本では比較的単純な民族、文化的背景で、景観評価の結果はどこでも誰でも同じになるという考えで、評価結果の現場での適用が提案されていた。しかし、米国では多様なステークホルダーが社会には存在し、安易な計画案適用は進まなかった。そして、むしろ景観評価の多様性を研究する方向へ進んでいった。

景観評価研究が日本や米国から欧州や世界へと広がるに従って、米国で進んでいた民族や文化的背景による、評価結果の違いが大きな問題となってきた。そして、景観評価とは何を調べているのかという問題に突き当たった。すなわち、景観評価という現象は、人類のみに与えられた、大部分は後天的に作られた人間の精神的側面の一部であることが理解されるようになった。

これにより景観評価の時代的変遷や地域における普遍性について考える研究が生まれて来た。物的計画により景観を形作って来た計画者は、現在得られた景観評価結果がいつまで続くのか何処で適用可能なのか不安を持つようになった。ここで、景観評価研究は大きな壁にぶつかったのである。

しかし、景観評価研究は最近では、発展途上国で盛んに研究されるようになり、論文数が2011年より再び増加してきた。これらの途上国の研究から現在の景観評価研究の壁を突破する研究が生まれる可能性が出て来た。JpGU2013、2014での議論を踏まえ、JpGU2015の研究集会の成果がこれらの研究を支えることを希望する。

キーワード: サーベイ論文, 景観評価研究, 最近の動向

Keywords: survey papers, landscape evaluation research, recent trend

