

Factors Impacting Leisure in an Isolated Atlantic Community over the Past 30 Years

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Welcome to Newport

- Introduction- What & How we got started
 - Purpose- What was the purpose
- Methods- How do we know what we know
 - Results- What are the impacts
- Discussion- What are the implications of these impacts on the community
 - Future- Now what

What & How we got started.....

- Concerned community member
- The island expedition: who & where is Newport
- Meeting of the minds: discussion of current community situation with key community informants

What was the purpose

Investigate why leisure and cohesion have changed so drastically in Newport

How do we know what we know...

- Case Study Methodology
 - Multiple Methods
 - Historical content analysis
 - Painting the past and guiding the future methods
 - Semi-structured interviews
 - Leadership concerns (stakeholders)
 - Focus groups
 - Migrating stories (newcomers)
 - Household Survey
 - Technological amusement

What were the influencing impacts

- Economic shift
- Downturn in the fishery
- Reduced population
- Development of Eco-tourism
- Improved transportation & technology
- Women's changing role in the community

In what ways did the factors change Newport

- Fewer recreation opportunities
- Recreation in the home
- Looking outside their community for recreation supports
- Technology as recreation
- Youth & young adults are disconnected from the community
- Fractured social cohesion

Now what?

- Future Research
- Putting research to practice