Governance

(21089) - PERSPECTIVES IN THE INVESTIGATION OF PERSON-ENVIRONMENT RELATIONSHIP FROM PERSONALITY PROCESSES TO PERCEPTIONS OF GLOBAL CHALLENGES

Bálint Balázs^{1,2}; Iván Zsolt Berze^{1,2}; Andrea Dúll^{3,4}; Célia Krisztina Farkas^{1,2}; Barbara Fogarasi^{1,2}; Edit Lippai²

1 - Doctoral School of Psychology, ELTE Eötvös Loránd University, Budapest, Hungary;
2 - Institute of People–Environment Transaction, ELTE Eötvös Loránd University, Budapest, Hungary;
3 - Institute of People-Environment Transaction, ELTE Eötvös Loránd University, Budapest, Hungary;
4 - Budapest University of Technology and Economics, Department of Sociology and Communication, Budapest, Hungary

Background and objectives

The research projects conducted in the Environmental Psychology Lab of the Institute of People-Environment Transaction in Hungary and presented in this symposium encompass the issues of the perceptions and relationship of the person towards their environment representing from the individual to the global, collective level. The understanding of the individual differences in person-environment interrelationship and fit can lead to a more subtle interpretation of people's individual and collective pro-environmental thinking and behavior and to refined intervention methods in influencing them.

Significance for the advancement of People-Environment relations

One of our lab's research projects aimed at a deeper understanding of place identity's aspects and place in the identity structure through interpreting it as identity orientation. Investigating the importance of the person-environment relationship and the associations of place identity on a personal level may also contribute to identifying intervention methods, which can be effective in encouraging pro-environmental behavior by as many people of different personalities as possible.

The investigation of gamers' relationship with their gaming environment can be helpfully applied in the understanding of individual connections to collectively used places. The second research presented in the symposium aimed to apply qualitative methodology, i.e., semi-structured interviews which can explore the personal meanings of and thus the intimate relationships with the two interpretations of a gaming environment. This knowledge can also contribute to elaborating such future initiatives which intend to apply gamification in influencing pro-environmental awareness.

The individual connections to collectively used places are mostly manifested in the people's settlement environment. Besides the characteristics of the population, developing governance in any desired field has another essential side of knowledge: the objective "urban performance". The third research set up a coherent analytical framework of the urban livability's objective, used by urbanists, indicators before combining them with psychological, i.e., perception-based indicators to create a quantified measurement of urban livability. This combination can contribute to understanding and facilitating the urban sustainability processes.

The settlements include elements that possess biographical, historical, or cultural meanings and values. These latent aspects of the individual connection to these built heritage sites differ between experts and laypersons. The aim of the fourth research was to develop a measurement tool in the form of a semantic differential scale, specifically for built heritage, to uncover these aspects and their differences between professionals and laypersons. The findings related to these preservation-related places can contribute to the understanding of sustainable-related thinking and behavior.

The general psychological fundamental of the formation of the people-environment relationship is perception. Since in introducing people to (and involving them in) such common public goals like climate change actions, it is essential to know their attentional patterns related to global changes. The research presented last in this symposium examined individuals' attentional patterns towards visual stimuli displaying environmental damage.

Palavras-chave: people-environment transaction, individual and global perceptions, place identity orientation, gaming environment, urban livability, connotative meaning of built heritage, visual attention