

Eduard Kušen

A system of tourism attractions

Abstract

Although tourism attractions are a basic resource for long term tourism developments, they are not given the proper attention, both, theoretical and practical. Therefore, rare studies of tourism attractions, especially those with the ambition of creating a functional system of tourism attractions, attract special attention. The aim of this paper is to present a new system of tourism attractions. This new system is based on the review of published research on tourism attractions, particularly those dealing with their definitions, on the one hand, and, on the other hand, it is the result of the research agenda with an aim to propose functional classification of tourism attractions and test it through the series of case studies. This newly proposed system provides a number of novel features: it has developed an innovative tourism system in part dealing with the tourist destination (with an emphasis on tourism attractions); it ensures the functionality of their internal attraction structure, but also with all aspects of the wider tourism system; it is useful tool for many processes in the tourism theory and practice; it contains a functional classification of tourism attractions and a method of determining their characteristics; it offers a three-dimensional model showing the internal connection between components of this system. All these features are overshadowed by its capabilities to serve as the basis for creating a Tourism Cadastre, initially and, especially, the Cadastre of tourism attractions.

Keyword:

tourism attraction; inventory of tourism attractions; classification of tourism attraction; evaluation of tourism attractions; Cadastre/Atlas of Tourism Attractions

Introduction

The tourism theory and practice rarely gives appropriate attention to tourism attractions that they, as basic tourism resources, deserve. Due to the semantic neglect, the complex of tourism attraction has been reduced mainly to the attractions accessible to tourists or, in other words, to the market ready or real tourism attractions. Even for those market ready attractions, only basic, descriptive and mostly superficial information is available, such as the name, location, photos and number of visitors. In practice, this group of real tourism attractions has become synonymous with the tourism attractions in general, although they can only be used for the purpose of tourism marketing and, in particular, in tourism promotion.

On the other hand, potential tourism attractions, which are largely unknown, unevaluated and unprotected from destruction, damage and unintended use, remain out of serious interest in tourism theory and practice. This can partly be explained as a result of continuing negative attitude toward long-term development planning in the tourism sec-

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tor. Another question is why, due to the neglect of its long-term development, tourism is often not treated equally with other sectors in the integrated development planning and, consequently, it optimal sustainable development is distracted.

In this context, the importance of the tourism potential of unused tourism attractions has been occasionally discussed (Kušen & Tadej, 1989). On occasions, in case studies focused on long term tourism development in primary destinations or destinations of higher order, some authors (ie. Lew, 1987; Leiper, 1990) developed their own classifications and evaluation of tourism attractions in order to complete inventory of available attractions and evaluate the overall destination attractiveness. However, lacking sufficient financial and human resources, as well as support from the wider professional and research community, they could not make a significant step forward in creation of a comprehensive and well-rounded system of tourism attractions.

One of the few studies of phenomenology of tourism attractions was conducted during the nineties by Kušen in his doctoral dissertation on "The methodology of spatial valorization of tourism attraction" (1999). The proposed methodology was subsequently tested in several case studies. The insights gained through the testing phase were published in the book "Tourism attraction base" (Kušen, 2002) and clearly presented in the article "Functional classification of tourism attractions" (Kušen & Tadej, 2003).

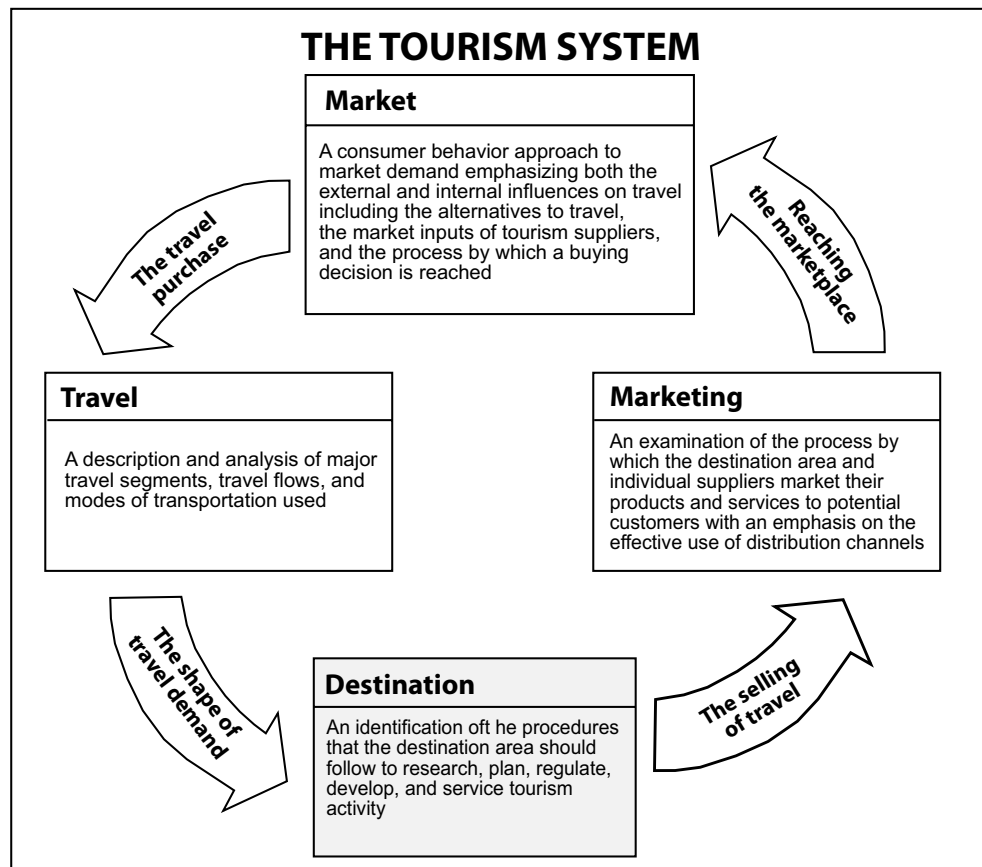
The book gives an overview of the available literature on the topic of tourism attractions, particularly with regard to their definition and classification. The book also identifies often untested and unacceptable stereotypes about tourism attractions and stereotypes about other characteristics of tourism that significantly determine the perceptions of tourism attractions and defines objectives for systematic investigation of the phenomenology of tourism attractions. With a few functionally redefined stereotypes, the book contains the *Original basic functional classification of tourism attractions*, completely elaborated *Contribution to the functional structuring of tourism resources base*, *Basic classification of tourist motives/activities* and original classification of key data for description and evaluation of each attraction through *Draft cadastre attraction record sheet*.

Although the book presents and analyzes all the constituent parts of a tourism attraction system, it lack the final synthesis. Meanwhile, through several case studies two key components of such a synthesis were further tested - the *Basic functional classification of tourism attractions* and *Classification of key data for each tourism attraction*. These tests facilitated the creation of the integrated system of tourism attractions. The primary requirement of this new system of tourism attractions was that the system is functional, both, in its internal structure and in regards to all aspects of the overall tourism system. The final version of the system is defined in 2009, and clearly presented in the form of three-dimensional model, consisting of a combination of the functional classification of tourism attractions and classification of key data (features) needed for each attraction. The aim of this paper is to present the fully completed *System of tourism attractions*.

Theoretical framework

Theoretically, the System of tourism attraction was placed within the broadly defined and well developed tourism system. According to Mill and Morrisson (1985), the tourism system is made of four key segments, presented in four quadrants: the market - travel - tourist destinations - marketing. In this system, tourism attractions occupy a respectable place in the quadrant of the tourism destination (Figure 1). Moreover, Gunn (1988) in his interpretation of the tourism system, in part dealing with tourism destinations, highlights the role of tourism attractions (tourist – traffic – attraction – information and signposting), adding also tourism services (accommodation, food and beverage, merchandise). Therefore, tourism attractions, as an essential part of the tourism destinations, are one of four key segments of the tourism system.

Figure 1
TOURISM SYSTEM OF MILL AND MORRISON



Source: Mill and Morrisson (1985)

Functional subsystem of tourism attractions, which would primarily meet the needs of a tourism attraction base management and the need for long-term development and marketing planning, has not yet been fully defined. In any case, such a system should be developed within the framework of a tourism destination since attractions are located within a destination where they form the basis of the destination tourism product and determine the basic features of this product. Therefore, it is firstly necessary to analyze the mechanisms that influence the process of the destination product de-

velopment, so that these mechanisms could be explained within the integrated tourism system.

TOURISM DESTINATION

Definitions of tourism destinations currently in use are mainly of marketing and less of physical, geographical, and long-term developmental origin and purpose. To create a functional system of tourism attractions, some aspects of the tourism destination should be clarified, defined and redefined. In this regard, for the purpose of development of the System, some completely new and some less known views on some of the features of tourism destinations are presented, without which the optimal design of the tourism attractions system would be impossible.

Tourism destination is clearly defined geographical area; it is always a part of the area strongly marked by distinctive physical features, potential and real tourism attractions and spatial relations between them and other tourism attractions. A difference should be made between primary tourism destination (in which the primary tourism metabolism occurs and which cannot be further subdivided) from the tourism destinations of higher order (which are, depending on the level, marked by the sum of common features and effects of their primary tourism destinations).

The primary tourism destination consists of the area of one or more tourism sites located in close proximity together with surrounding functional area. Theoretically, the limits of the primary tourism destinations are changeable, and the changes depend on the features of the development of their tourism sites and surrounding functional areas. Nevertheless, for the purpose of the tourism resource base management and identification of their tourism development potential, the boundaries of the primary tourism destination are often fixed and adapted to the administrative territorial division (city or municipality). The real tourism attractions with their tourism infra and superstructure within the primary tourism destination determine the actual tourism product of a destination. The potential tourism attractions, together with other resources directly or indirectly supporting tourism, determine the type and structure of the tourism development possible within a destination.

An area without potential and real tourism attractions cannot be developed into a tourism destination. However, an underdeveloped tourism area that has significant potential tourism attractions can be considered as a potential tourism destination whose attraction base should be evaluated, protected and prepared for tourism. Existing primary tourism destinations can be categorized according to the value and quality of their tourism destination product. In practice, such categorizations of destination already occur, for example by star system or ratings from 1 to 5. It is also desirable that all the primary tourism destinations are categorized according to their tourism potential (especially taking into consideration their potential tourism attractions). It is only possible if the prior identification and evaluation of all potential and real tourism attractions within a tourism destination is conducted.

TOURISM RESOURCES

All tourism attractions are tourism resources, but all tourism resources are not tourism attractions. Indiscriminate use of the term tourism resource instead of a tourism attraction is, in principle, correct, but does not contribute to a systematic approach to tourism attractions. The term tourism resource in such case can become a synonym for potential tourism attractions, while the term tourism attraction is used when reference is made to the real tourism attractions. Such terminological confusion, however benign, becomes an obstacle in building the functional system of tourism attraction in relation to the objectives and tasks of the system. Therefore, the utmost attention should be paid to the classification of tourism resources, as shown in Table 1.

Table 1

FUNCTIONAL STRUCTURE OF THE TOURISM RESOURCE BASE

A. Fundamental tourism resources (Tourism attraction base)

1. Potential tourism attractions
 2. Real tourism attractions
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B. Other direct tourism resources

1. Tourism accommodation and catering facilities
 2. Supporting tourism facilities
 3. Human resources for tourism
 4. Tourism development zones
 5. Tourist sites
 6. Tourism destinations
 7. Travel agencies
 8. Organization of tourism (tourism boards and associations)
 9. Tourism information and promotion
 10. Tourist information system
 11. Local residence knowledge of tourism
 12. Tourism attractiveness of the surrounding destinations
-

C. Indirect tourism resources

1. Level of environmental preservation
 2. Geographical location
 3. Transport connections
 4. Communal and social infrastructure
 5. Quality of spatial planning
 6. Appearance of buildings, street and parks
 7. Political stability
 8. Others
-

Source: Kušen (2002, p. 17)

TOURISM ATTRACTIONS

There are different types of attraction. However, only some of them can be used for tourism purposes and, therefore, these should be specifically marked as a tourism attraction. Tourism attractions can be considered as the reason why tourists and excursionists visit a tourism destination and, as such, are considered as basic tourism resources. They may be potential and real. Potential tourism attraction becomes real only

when it can provide general visitor accessibility (physical access, public access, signage, sightseeing, touring, interpretation, printed information). Only the real tourism attractions can be placed on the tourism market and be promoted. A particular type of tourism attraction corresponds only with certain travel motivations and allows only certain activities, and therefore encourages and enables development of only certain types of tourism. Functional classification of tourism motives and activities is one of the bases for determining the classification and evaluation of tourism attraction (Table 2).

Table 2

FUNDAMENTAL CLASSIFICATION OF TOURIST MOTIVES/ACTIVITIES

LEISURE MOTIVES - fun and entertainment

- rest/relaxation
- sport recreation
- leisure education
- enjoyment

NON-LEISURE MOTIVES – duties and responsibilities

- business travel
 - professional education
 - medical treatments
 - transit
 - other duties
-

Some type of tourism attractions is akin only to motives not related to leisure or recreation such as business travel, medical treatment, professional education or similar. Although these motives and actions are contrary to the usual leisure travel motives/activities, they are, according to the Classification of international visitors by the UN-WTO, classified as "Business and professional trips and other travel motives (study, treatment, transit, miscellaneous)" and, thus, officially recognized as travel motives and activities equal to those related to leisure and recreation. Therefore, this kind of tourism attractions is defined as tourism para-attractions. In the analysis and evaluation, the tourism attractions are decomposed to the elemental level (e.g., flora, fauna, geological features of the space, air, water). In the second stage, if necessary, they can be aggregate into higher order groups (forests, mountains, sea, national park). They can also be subdivided depending on the ways they can be used, so there is a group of attractions that can be enjoyed by watching or listening (to see) and those that need to be physically used (to do).

The existing classification of tourism attractions are one-dimensional (cover only real tourism attraction), they are formal (with a basic division between natural and anthropogenic), highly descriptive (without basis for quantification and evaluation), unsystematic (without articulated vertical and horizontal hierarchy) and are highly un-functional (cannot be used in the contemporary documentation system or in the process of managing tourism resources, or in the planning process for long-term sustainable development of tourism), but, above all, they do not reflect theoretical level

achieved in the field of tourism. The prevailing simplistic classification of tourism attractions into natural and artificial, with the possible addition of events, is the main obstacle to a systematic approach to tourism attractions. It is a formal division, which some authors attempted to segment further: Baud-Bovy and Lawson (1977); Cazes (1978); Defert (1972); Gunn (1972, 1998); Hu and Richie (1993); Hunziker and Krapf (1942); Koščak (1998); Krippendorf (1975, 1986); Leiper (1990); Lew (1987); Mill and Morrisson (1985); Müller (1994); Nyberg (1994); Travis (1989, 1994).

Although these authors have expanded the range of tourism attractions, they have not reached a complete and closed functional tourism attractions system that would include key multidimensional relations between class of attractions and their characteristics. For example, Leiper's system of tourism attractions is built exclusively on the real tourism attractions and, consequently, it is formed only through the relationship tourist – attraction. This is very important for tourism marketing, but it is neglecting potential tourism attractions and the evaluation of the entire tourism attraction base what is of extreme importance for the long term tourism planning and development or, in other words, for striking balance between the short term marketing and long-term development planning.

Since the tourism attraction base is a foundation of any tourism development, it must first be identified, then recorded, systematized, evaluated and presented (Cadastre and Atlas of tourism attractions) at the level of primary tourism destination. This is impossible to achieve without help of the appropriate functional classification of tourism attractions and methods for their evaluation. Due to competition of other sectors in aspirations to take control over parts of an area, tourism attractions as the basic tourism resources, and part of the area, should be protected from destruction, degradation and unintended use. The problem is compounded by the fact that, individually, they are undiscovered and non-recorded, unknown to the tourism sector, omitted from the process of long-term tourism planning and, therefore, remain completely unprotected.

LONG TERM TOURISM PLANNING

Planning of tourism is increasingly reduced to the short and medium term planning. Expression 'preparations for next season " has become the main task of the Croatian tourism planning, which is good, but not good enough if it is the only type of tourism planning conducted. From the attractions point of view, only "superficial and shallow" information limited to the real tourism attractions is needed. Therefore, due to such approach to planning and focus on seasonal activities, potential tourism attractions are almost completely neglected.

True long-term tourism development planning, for the period of more than 10 years, but mostly for 20-30 years (Marković, 1980, 1987), is not conducted under various pretexts. Instead, the new practice has reduced long-term planning of tourism to a time span of around 10 years. This preference for short and mid-term planning brings

tourism in an unequal position with other sectors as these sectors continue to keep the planning time horizon of 20-30 years, and in some areas, up to 50 years.

Even these quasi long term tourism development plans, regardless whether they are called the master plan of tourism, tourism development strategy, or otherwise, are based on inappropriate methods for long-term planning, for example, relying on the extrapolation of existing trends and on different development visions proposed by stakeholders. The true long-term development plans should be based on well articulated development concept, based on a thorough analysis of available resources, especially the analysis of potential tourism attractions. However, without a systematic approach to tourism attractions identification and evaluations, it is difficult to conduct the analysis of available resources and propose a sound development concept.

TOURISM ECONOMICS

Only tourism has the property to convert potential tourism attractions, natural and cultural assets, even those intangible, to commercial property and, in the process, not substantially changing or altering them (under conditions that the principles of sustainable tourism development are followed). Conversion function of tourism is such that it allows many assets, which otherwise have no exchange values, to participate in the economic process. In this way, such non-economic goods are converted to economic resources (Marković, 1972).

Conversion function of tourism affects the part of the tangible assets which have no character of the commercial goods and the great number of material goods without the exchange value. Tourism is almost the only way that these assets and goods can be converted into economic assets, exploited commercially, and transformed into income generating goods. Such is the case, primarily, with the potential and real tourism attractions, but also with such assets as, for example, the population with its living standard, tourism awareness and tourism culture. One of the features of tourism conversion is the fundamental invariance of these goods in the process of conversion, but only provided that the tourism uses good management practices, that is, to use these assets and resources rationally. Unfortunately, due to short-term, short-sighted and profiteering development policy or out of ignorance, tourism sometimes destroys parts of the foundations of tourism attractiveness of an area.

The conversion function of tourism operates in terms of economic valuation of those goods that cannot be converted into a commodity in any other way. It transforms into economic resources the cultural, historical and other social values that often do not exist as a tangible phenomenon; much less have an exchange value. In such cases, tourism is almost the only possibility of their conversion into a source of earning. Rational exploitation of the majority of these goods, such as natural, would not cause their depletion, while in other cases, such as the cultural and historical monuments, the danger of damaging them through use is mediated by the proper management and conservation practice. It can be argued that economic exploitations, under condition of the

proper management, increases rather than reduces their original values, although this relationship is mediated by the market forces. Most of these resources has pronounced spatial features which are, therefore, not transferable and replicable. Therefore, alongside with their tourism conversion into commercial goods, these goods are turned into monopolistic category. Such tourism goods are creating tourism rent that appears on the market as an independent good with a price, but its value is also transferred and build in the prices of other tourism products and services (Kunst, 2009).

Aims

In accordance with the theoretical framework presented, the goal of development of a new system of tourism attractions includes several objectives. First of all, it is the complete analysis of the entire tourism system, in part related to the tourism attractions, ensuring functionality of its internal attraction structure and its relationship with all aspects of the wider tourism system. Furthermore, the system should be applicable to, both, tourism theory and practice, in particular be able to provide creative and rational management of tourism resources with emphasis on tourism attractions, to give input into long-term planning of sustainable tourism development and to facilitate the establishment and management of documentation system of tourism attractions. The system should contain, in particular, the functional classification of tourism attractions and a method for determining their properties, which will create three-dimensional model showing the internal connection between components of the system.

The proposed tourism system and the model

New *Original functional system of tourism attraction (potential or real)* contains a series of precisely defined relationships among the tourism attractions, between them and other tourism resources, and between all tourism attractions and the basic components of the non-tourism elements of a tourism destination. It is presented as a three-dimensional tabular model in the shape of a square, with five tables. The system features: functional classification of tourism attractions, the classification of key data for each tourism attraction, the explanation on how to conduct synthesis of the system and the system model.

FUNCTIONAL CLASSIFICATION OF TOURISM ATTRACTIONS

The first step in creating a system was a development of the original *Basic functional classification (potential or real) of tourism attractions*, with the division of tourism attractions along the vertical axis. This classification includes sixteen basic types of tourism attractions, arranged in an order that reflects the approximate sequence of their genesis (Table 3). In addition, this order also contains or reflects other divisions of tourism attractions, for example, natural and created, original and upgraded, the tangible and intangible, and the leisure and non-leisure related tourism attractions. Each of these basic types of tourism attractions can be further divided indefinitely into sub-types.

Table 3

**BASIC FUNCTIONAL CLASSIFICATION
OF TOURISM ATTRACTIONS**

1. Geological features
 2. Climate
 3. Water
 4. Flora
 5. Fauna
 6. Protected natural heritage
 7. Protected cultural heritage
 8. The culture of life and work
 9. Famous persons and historical events
 10. Special events/happenings
 11. Cultural and religious institutions
 12. Natural spas/sanitariums
 13. Sport and recreation facilities
 14. Tourism paths, trails and roads
 15. Attractions for attractions
 16. Tourism para-attractions
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Source: Kušen (2002, p. 61)

Basic and detailed functional classification of tourism attractions is the two-dimensional system which contains the key to allocating a unique number (code) for each type of tourism attractions. Simply put, it is a "highly organized system tray" in which tourism attractions in a primary tourism destination and the tourism destination of higher order are classified by types.

CLASSIFICATION OF KEY DATA FOR EACH TOURIST ATTRACTION

The second step in creating a System is the subsequently developed *Original classification of key data for each tourism attraction*. It shows the type of data required for each attraction and it is presented horizontally (Table 4). Therefore, for each attractions information is collected according to the sixteen fields through which a complete "blood count" for each attractions is obtained.

Part of these data are obtained directly (name, location and condition on the day), some of them need interpretation (basic type it belongs to, natural/created, tangible/intangible, potential/actual, related activities and special features), while a part is obtained through professional evaluation of each attraction (category, seasonality, visitation regime, carrying capacity, position within the wider system of attractions, tourist access and degree of usage). Key data and evaluation results represent another, new dimension to the System. Simply put, this time it is a "highly organized compartments in the system tray".

Table 4

**CLASSIFICATION OF KEY DATA (CHARACTERISTICS)
FOR EACH TOURISM ATTRACTION**

Key data	Obtained directly	Inter- preted	Evalu- ated
1. Name	X		
2. Type/code		X	
3. Location	X		
4. Natural/created		X	
5. Tangible/intangible		X	
6. Potential/real		X	
7. Category of importance			X
8. Seasonality			X
9. Excursionist /residential attraction			X
10. Carrying capacity			X
11. Wider system of tourism attractions			X
12. Tourist accessibility		X	
13. Degree of usage			X
14. Activities			X
15. Special features		X	
16. Condition on a given day	X		

Izvor: Kušen (2002)

THE SYSTEM

By connecting these two classifications (Basic functional classification of tourism attractions and Classification of key data for each tourism attraction) and through clarification of the relationship between the sensitive elements of the tourism system, a three-dimensional system of tourism attractions is created. The System provides a precisely defined position for each tourism attraction by the type it belongs to and by the characteristics which make the attraction recognizable. In both of these classifications and the System as a whole, a number of relationships arising from the previously systematized and redefined elements of the tourism system is integrated, such as, for example, the basic classification of tourism resources, the basic classification of tourist motives and activities, the tourism destinations, tourism economics, sustainable development of tourism and similar.

The system is fully "open", meaning that it can, if needed, be expanded in all directions through the same principles. However, without knowing its internal structure, any arbitrary change could destroy its internal logic and original purpose. In addition, the knowledge of its internal structure is necessary in order to overcome any difficulties in the application that may be due to some specific type of tourism attraction encountered.

Finally, the system can be applied in a number of cases and is of great practical use. It provides the framework for keeping records of tourism attractions (creation of Cadastre of tourism attractions and Atlas of tourism attractions). For the need of true long-term tourism development planning it provides a comprehensive overview of basic tourism resources (real and potential tourism attractions), enables an optimal design of destinations' tourism product based on a complete understanding of the destination's attraction base. For various authorities, within their scope of work, it enables a quality decision making on issues of strategic importance for tourism development and helps tourism to achieve an equal position with other sectors, especially in long-term integrated planning and creative management of space. The system allows local communities to effectively participate in the creation of economic, socio-cultural and physical development of its environment.

Furthermore, the System gives entrepreneurs an insight into the structure of tourism potential of a tourism destination, while it helps tourism boards to efficiently fulfill a large part of the allocated tasks. It replaces the previous practice whereby many very important and expensive tourism plans were drafted but which have given only a scant attention to tourism attraction base, as attractions were only partially identified, classified ad hoc, insufficiently or improperly valued and, in general, inadequately archived and mostly not properly saved.

MODEL

The concept of the System is visually illustrated and materialized in the form of three-dimensional ceramic models (rectangular 6.0 x 8.8 x 22.5 cm), which is graphically presented in Figure 2, and Figure 3, that presents the model sheath. According to this concept, each tourism attraction and its key features are precisely specified by the coordinates in the model (system).

The table on the front page of the Model shows the basic functional classification of tourism attractions and a table on the right side their detailed classification. On the back is a table showing the different groups of attraction (i.e. natural/created, tangible/intangible) to which individual attractions can belong. The table on the upper side of the model contains Classification of key data (characteristics) for each tourism attraction. The page on the left side contains the table network where you crossover relationships between the data on the front and upper side of the Model can be presented. An example of such relationships is shown in a model sheath with marked lanes, for example, for seasonality, carrying capacity and degree of usage.

PROTECTION OF THE SYSTEM

In the last decade, the concept of the System concept was tested within fifteen scientific and technical research projects, largely at the Institute for Tourism in Zagreb. The final version of the system was defined by the end of 2009. and clearly presented in the form of the aforementioned three-dimensional ceramic model, titled "KUŠEN'S© SYSTEM OF TOURISM ATTRACTION, 2009". On the basis of consultations with

the National Intellectual Property Office, the application for registration of industrial design product "Three-dimensional tabular model of tourism attraction" was made. The application was accompanied by three graphical displays, two photographs and the model sheath, as presented in this paper.

Figure 2
THE MODEL "KUŠEN'S© SYSTEM OF TOURISM ATTRACTIONS, 2009"

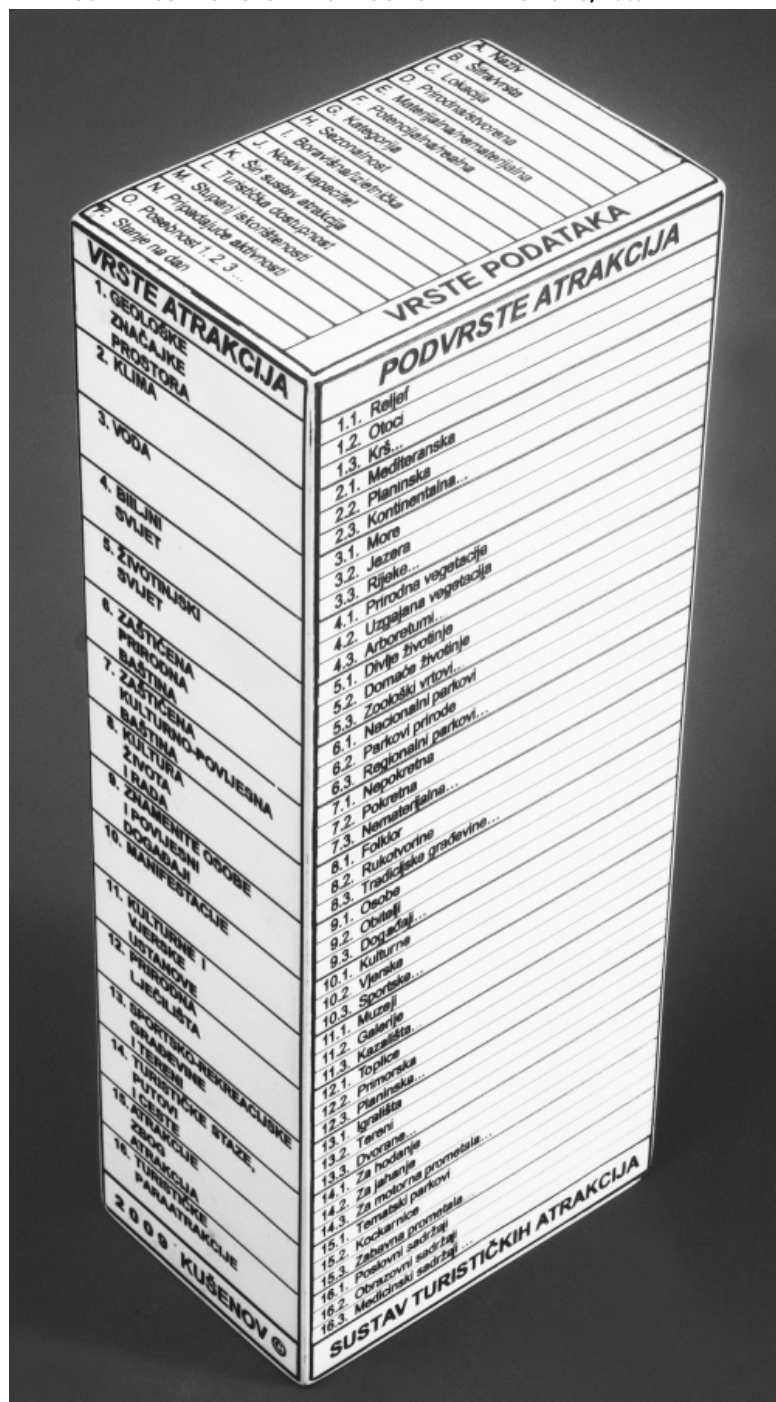


Figure 3
THE MODEL SHEATH

TYPE OF DATA															SYSTEM OF TOURISM ATTRACTIONS		2 0 0 9		SYSTEM OF TOURISM ATTRACTIONS		2 0 0 9		SYSTEM OF TOURISM ATTRACTIONS		KUŠEN'S ©																							
A. Name	B. Type/code	C. Location	D. Natural/created	E. Tangible/intangible	F. Potential/real	G. Category of importance	H. Seasonality	I. Excursionist/residential attraction	J. Carrying capacity	K. Wider system of tourism attraction	L. Tourism accessibility	M. Degree of usage	N. Activities	O. Special features	P. Condition on a given day	TYPE OF ATTRACTION	SUB. TYPES	GROUP OF ATTRACTIONS	GROUP OF ATTRACTIONS	GROUP OF ATTRACTIONS	GROUP OF ATTRACTIONS	GROUP OF ATTRACTIONS	GROUP OF ATTRACTIONS	GROUP OF ATTRACTIONS	GROUP OF ATTRACTIONS																							
															1. GEOLOGICAL FEATURES	1.1. Relief 1.2. Islands 1.3. Karst...																																
															2. CLIMATE	2.1. Mediterranean climate 2.2. Mountain climate 2.3. Continental climate...																																
															3. WATER	3.1. Sea 3.2. Lakes 3.3. Rivers...																																
															4. FLORA	4.1. Natural vegetation 4.2. Cultivated vegetation 4.3. Arboretums...																																
															5. FAUNA	5.1. Wild animals 5.2. Domestic animals 5.3. Zoos...																																
															6. PROTECTED NATURAL HERITAGE	6.1. National parks 6.2. Nature parks 6.3. Regional parks...																																
															7. PROTECTED CULTURAL HERITAGE	7.1. Imovable heritage 7.2. Movable heritage 7.3. Intangible heritage...																																
															8. THE CULTURE OF LIFE AND WORK AND HISTORICAL EVENTS	8.1. Folklore 8.2. Handcraft 8.3. Traditional constructions...																																
															9. FAMOUS PERSONS AND HISTORICAL EVENTS	9.1. Persons 9.2. Families 9.3. Historical events																																
															10. EVENTS/SHEPPENINGS	10.1. Cultural events 10.2. Religious events 10.3. Sport events																																
															11. CULTURAL AND RELIGIOUS INSTITUTIONS	11.1. Museums 11.2. Galleries 11.3. Theatres...																																
															12. NATURAL SPAS SANITARIUMS	12.1. Spas 12.2. Seaside sanitariums 12.3. Mountain sanitariums																																
															13. SPORT AND RECREATION FACILITIES	13.1. Sport and recreation grounds 13.2. Ballparks 13.3. Gyms...																																
															14. TOURISM PATHS, TRAILS AND ROADS	14.1. For walking 14.2. For riding 14.3. For motor vehicles...																																
															15. ATTRACTIONS FOR	15.1. Theme parks 15.2. Casinos 15.3. Fun and leisure vehicles...																																
															16. TOURISM PARA-ATTRACTIONS	16.1. Business facilities 16.2. Educational facilities 16.3. Medical facilities...																																

Tourism Cadaster

The elements of the System tested through the last decade, and the System as the whole tested during 2009, have indicated that the System could play a pivotal role in creating the modern Tourism Cadastre of Croatia, initially in analog form, and then unlimited possibilities are presented when translated in digital form.

Tourism Cadastre is documentation system of keeping written records of all potential and real tourism attractions (the basic tourism resources) in a certain area; as a rule, for a primary tourism destination or tourism destination of a higher order. Its functionality stems from the multidimensional coupling between the entered data in the analog version, and added interactive capabilities in the digital version. The Cadastre is open for extension in all directions, including the management of data on other direct and indirect tourism resources. However, it is also open for linkages with a cartographic system of data management through which an Atlas of tourism attractions can also be created and maintained. In this way, Tourism Cadastre can change the prevailing practice over the last 20 years, where vast amounts of financial resources were invested in identification of tourism attractions within the process of destination tourism planning, which have, due to the lack of a unified approach and method, remained largely non-systematized and have not been preserved for future use.

Conclusion

The new System of tourism attractions achieved the majority of partially defined objectives. For example, it has developed a general tourism system of a tourism destination with an emphasis on tourism attractions. It has achieved the functionality in its internal structure, but also in respect to all aspects of the wider tourism system. Its applicability has been tested continuously and refined accordingly, so it is now widely applicable in tourism theory and practice. It contains a functional classification of tourism attractions and a method of determining their characteristics. It offers a three-dimensional model showing the internal relationships between its components.

All these important properties of the system are overshadowed by its capacity to form the basis for creation of a Tourism Cadastre, initially focusing on the tourism attractions.

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