

Giving Control & Competence Back to Animals while Enriching Visitors

2023 Taipei Master Planning and Zoo Design Conference Jon Coe

Zoo = coerced animals, cages

Evolving to...

Unzoo = Attracted Animals, Choice, Control, Competence No Cages!

Think Differently! Zoo:

With "cages" Physical barriers for animals

Display based upon coercion or limitation

Managed captive animals

Animals forced to human schedule

Large animal shows

Capital intensive

Without "cages" Physical barriers for people

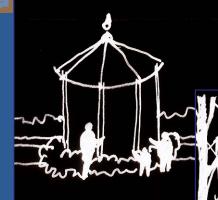
Display based upon attraction, motivation, choice & control

Managed free-ranging rehabilitated and wild animals

People adapt to animal's schedule with animals trained to broaden schedule

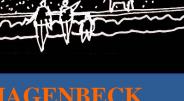
Small naturalistic Habitat Theatre.

Staff intensive



VICTORIAN EXHIBIT

- Humans dominate
- Cages
- Animals as objects



HAGENBECK EXHIBIT 1907

- Humans dominate
- Barriers "naturalistic"
- Zoo as model

IMMERSION EXHIBIT 1976

Zoos Evolving:

- Animals dominate
- Hidden barriers
- Nature as model

UNZOO 2004

- Animals & Nature Dominate
- Animals attracted rather than confined

Existing Unzoo Examples



These birds trained me to feed them

People and birds exploit each other, creating vital and lasting bonds with 'nature'



Existing Unzoo Examples



Dolphin swimming with people. Dolphin Controls the encounter.



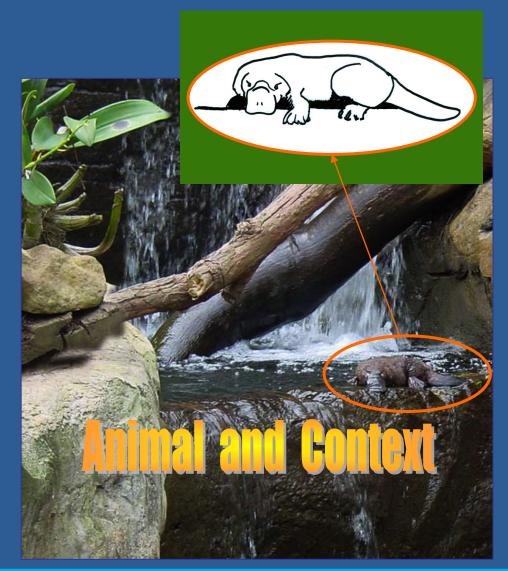
Sea lions took over San Francisco's Pier 39, creating a tourist attraction.

Existing Unzoo Examples



Conditioning Free-Ranging Water Dragon at Currumbin Sanctuary

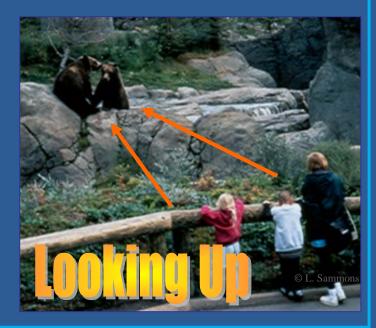
Tools of Change: Immersion



Immersed in

- Sights,
- Sounds,
- Smells,
- Nature's Landscape

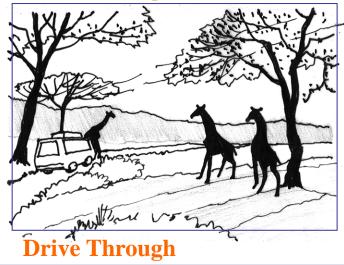
 The complete
 ecological picture.



Tools of Change: Controlling People

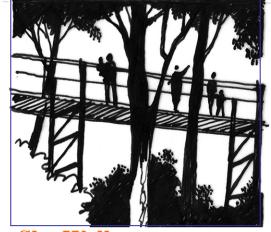


Walk Through





Boardwalk



Sky Walk

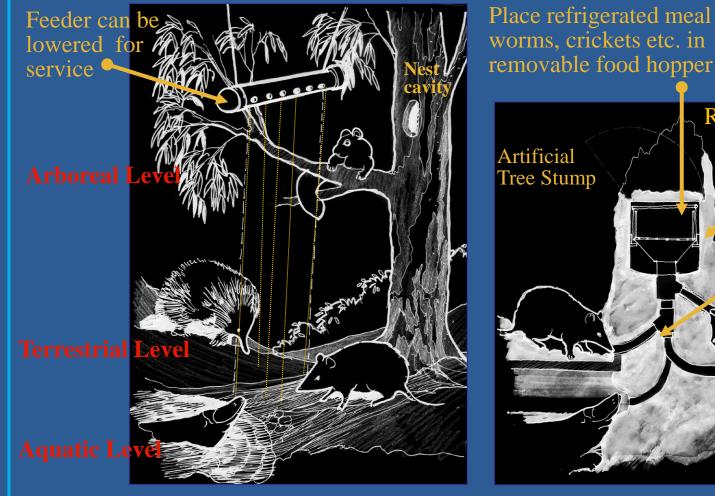
Tools of Change: **Animal Training**



Tools of Change: Habitat Theatre



Tools of Change: Attracting Animals



PVC Pipe Feeder

Low Provisioning Station

Remote control

tray

Perforated

Random

tubes

distribution

Tools of Change: Close Encounters







Tools of Change: Expand the Senses



Tools of Change: Ethnic Connections



Tools of Change: Night Events & Encounters





Werribee Open Range Z







Inspiring Images Healesville Sanctuary









Wade with Platypus

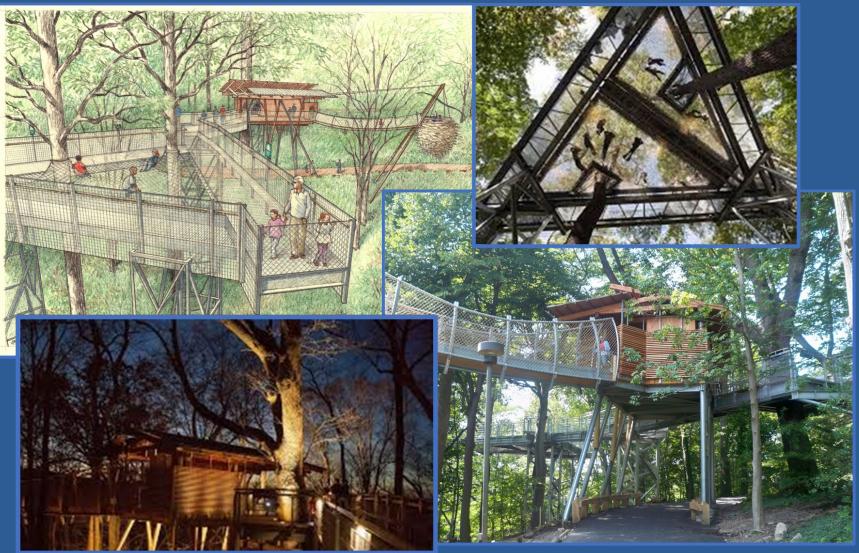
Animal rescue & treatment focus

Inspiring Image Currumbin Sanctuary

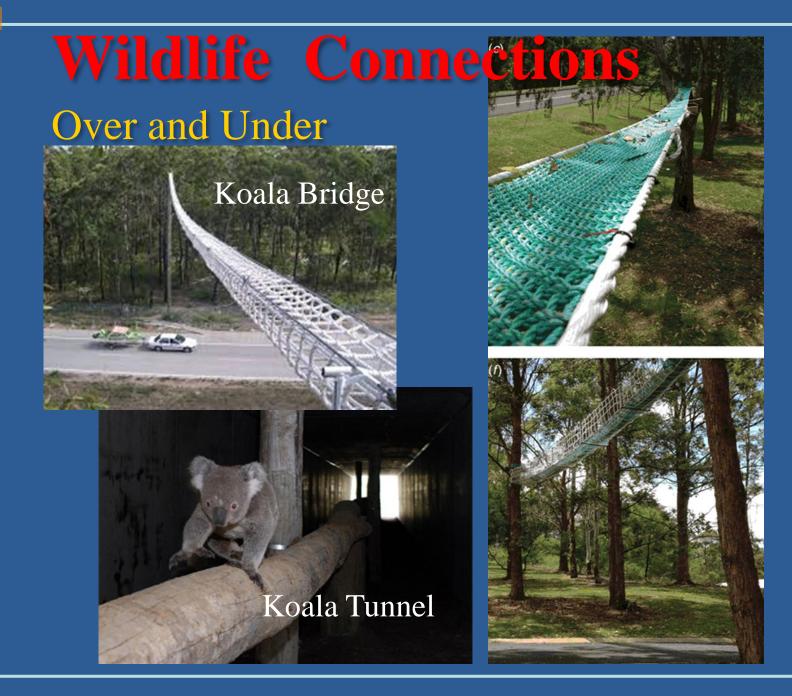


Canopy trails for animals & visitors

Morris Arboretum Tree House



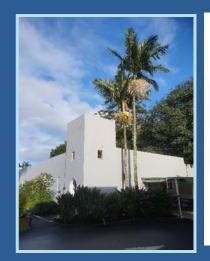
Canopy trails for animals & visitors



Tools of Change: **Exotic to Native Animals**

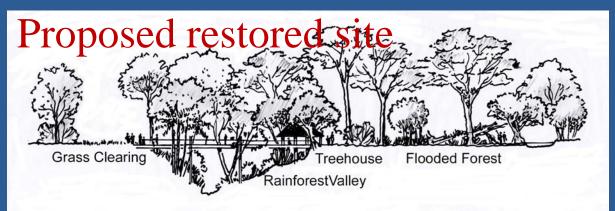
- From exotic to native animals & habitats.
- From breed & release to heal & release.
- From many small expensive exhibits to fewer, larger mixed-species natural areas.
- From bring outside looking in: to walkthrough experiences.
- From passive to guided experiences.
- From emphasis on built facilities to focus on staff & animal training and abilities.

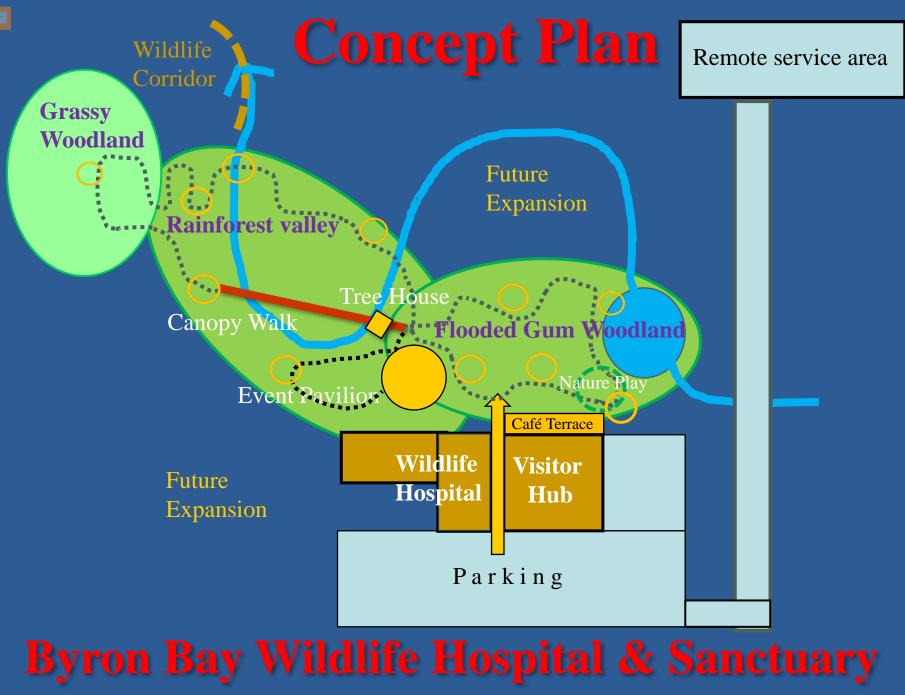
Proposed Byron Bay Australia Wildlife Hospital & Sanctuary Case Study



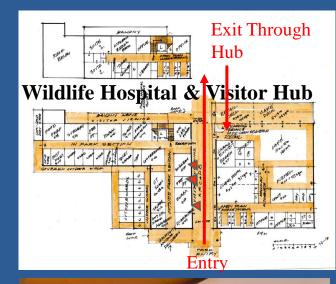


Existing Renovated Macadamia Castle Attraction





Wildlife Hospital Concept







Public viewing of medical procedures

The Unzoo Sanctuary Case Study Proposed Byron Bay Wildlife Hospital & Sanctuary

- Ecological restoration of a disturbed site.
- Wildlife hospital for rescue, treatment & release.
- Support some non-releasable wildlife in sanctuary.
- Connect to wildlife corridors.
- Condition local wildlife to accommodate visitors.
- Night experiences when wild mammals are active.
- Fewer visitors, "elite" experiences.
- Fewer buildings, more staff.
- Supporting events, conferences, retreats.
 - Earned revenue to support hospital.

Strategic Concept: Will it work?

Based upon the novel proposition that visitors will be more satisfied discovering fewer **free-ranging** birds, mammals & reptiles trained to do natural behaviours, including semi-scripted "surprise encounters," throughout restored natural landscapes compared to seeing more contained animals in a traditional zoo.

Tools of Change Summary

- Immersion Design
- Positive Training
- Habitat Theatre
- Control People Attract Animals
- Provide Close Encounters
- Expand the Senses
- Night Encounters
- Ethnic Connections
- Invest in People, Not Facilities
- Evolve!

