



## Unzoo an ctuary

Giving Control & Competence Back to Animals while Enriching Visitors

> 2023 Taipei Master Planning and Zoo Design Conference Jon Coe

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Zoo = coerced animals, cages

Evolving to...

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



# Think Differently!

Zoo:

With "cages" Without "cages" Physical barriers for animals Physical barriers for people Display based upon coercion Display based upon attraction, motivation, choice & control or limitation Managed captive animals Managed free-ranging rehabilitated and wild animals Animals forced to human People adapt to animal's schedule schedule with animals trained to broaden schedule Large animal shows Small naturalistic Habitat Theatre. Capital intensive Staff intensive

### **Zoos Evolving:**



- Humans dominate
- Cages
- Animals as objects

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



#### Animals dominate

- Hidden barriers
- Nature as model





- Animals & Nature Dominate
- Animals attracted rather than confined





#### **Existing Unzoo Examples**

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

These birds trained me to feed them



#### **Existing Unzoo Examples**



Dolphin swimming with people. Dolphin Controls the encounter.

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



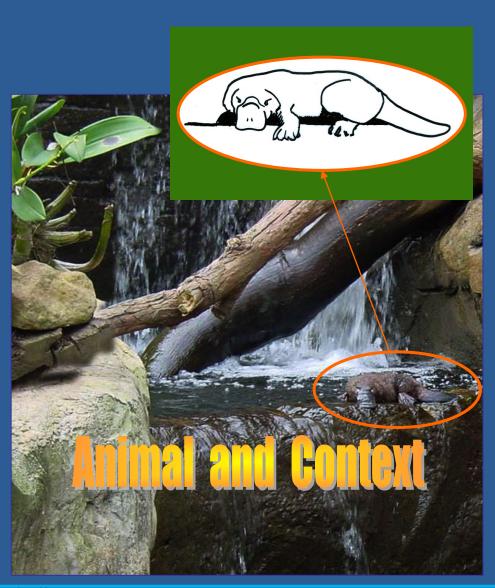
#### **Existing Unzoo Examples**



Conditioning Free-Ranging Water Dragon at Currumbin Sanctuary

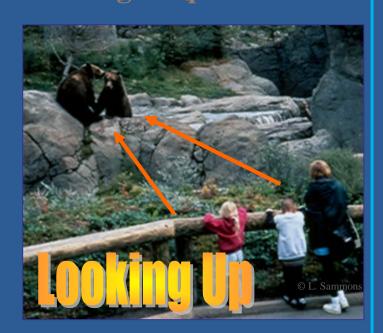


### Tools of Change: Immersion



#### **Immersed** in

- Sights,
- Sounds,
- Smells,
- Nature's Landscape
   ... The complete
   ecological picture.

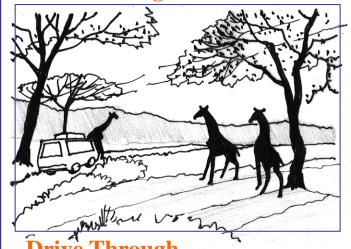


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## Tools of Change: Controlling People

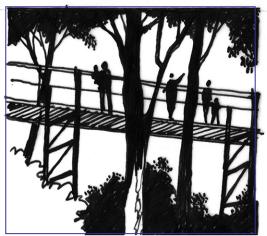


Walk Through





**Boardwalk** 



Sky Walk



## Tools of Change: Animal Training











Jon Coe



#### Tools of Change: Habitat Theatre

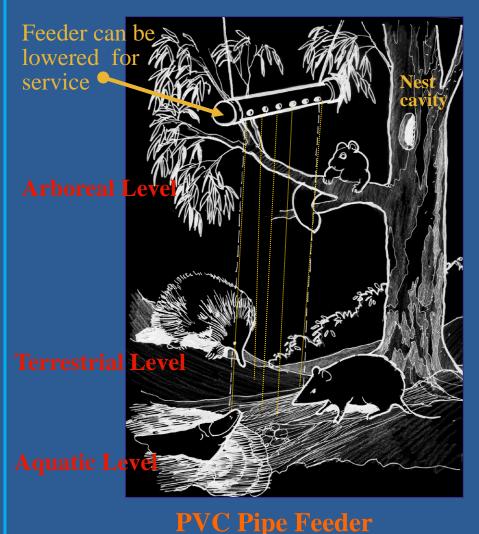




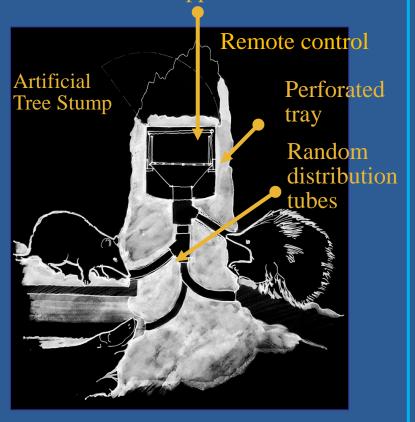




### Tools of Change: **Attracting Animals**



Place refrigerated meal worms, crickets etc. in removable food hopper



**Low Provisioning Station** 



### Tools of Change: Close Encounters





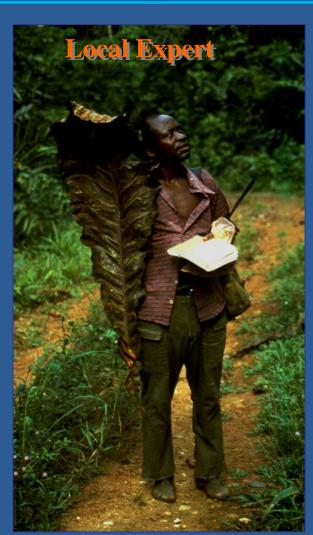


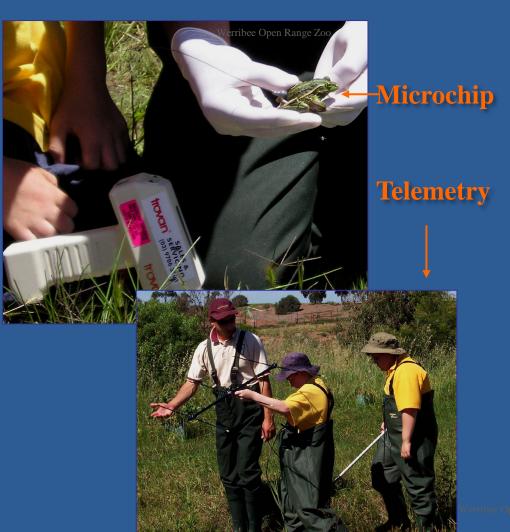




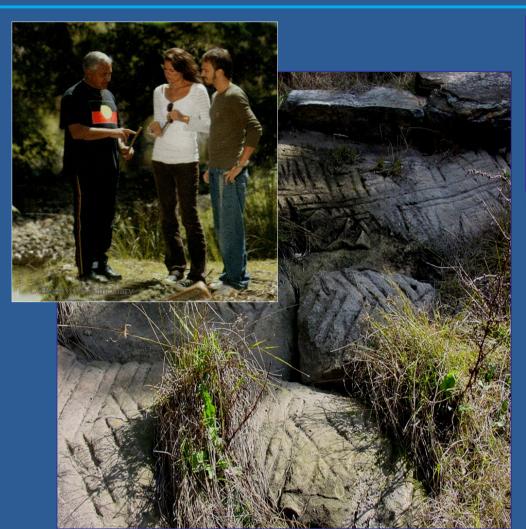


### Tools of Change: Expand the Senses





### Tools of Change: Ethnic Connections





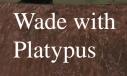




## Tools of Change: Night Events & Encounters









Animal rescue & treatment focus



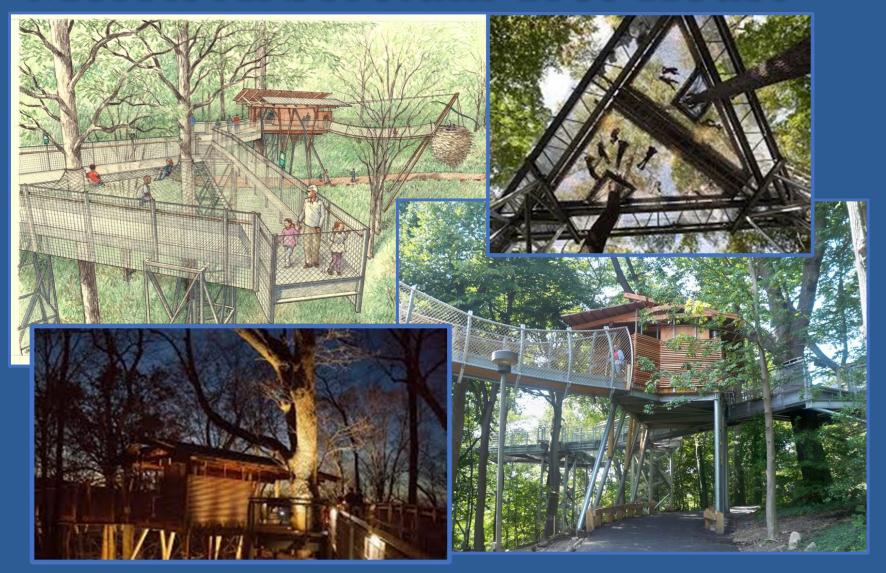
Inspiring Image
Currumbin
Sanctuary



Canopy trails for animals & visitors

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#### **Morris Arboretum Tree House**

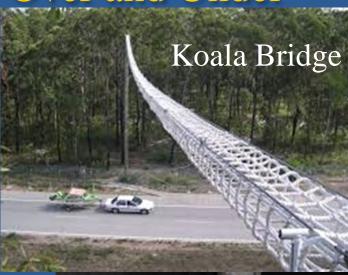


Canopy trails for animals & visitors

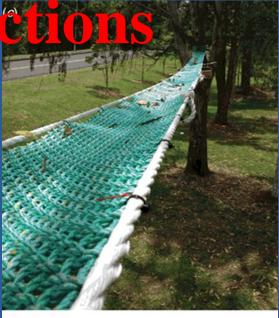
Jon Co

#### Wildlife Connections

Over and Under





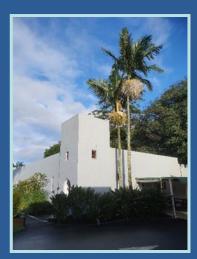




#### Tools of Change: Exotic to Native Animals

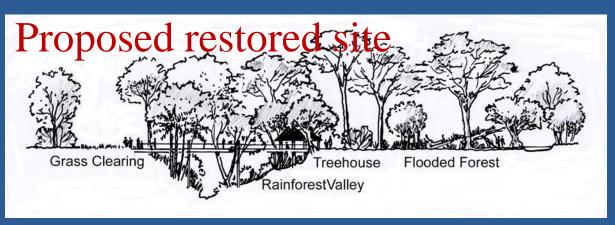
- From exotic to native animals & habitats.
- From breed & release to heal & release.
- From many small expensive exhibits to fewer, larger mixed-species natural areas.
- From bring outside looking in: to walk-through experiences.
- From passive to guided experiences.
- From emphasis on built facilities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

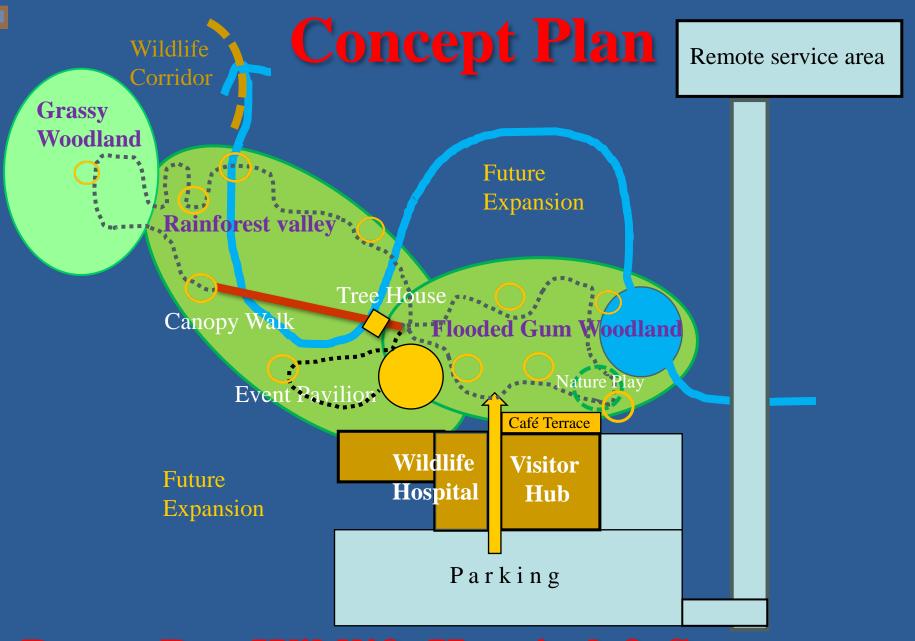
# Proposed Byron Bay Australia Wildlife Hospital & Sanctuary Case Study





Existing
Renovated
Macadamia
Castle Attraction





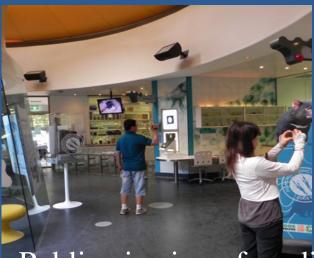
#### Byron Bay Wildlife Hospital & Sanctuary



#### Wildlife Hospital Concept







Public viewing of medical procedures



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#### 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!



