



RSA Research Workshop The experience turn in local development and planning September 16-17, 2010 University of Aalborg

Food Experiences – The case of Bornholm

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Purpose:

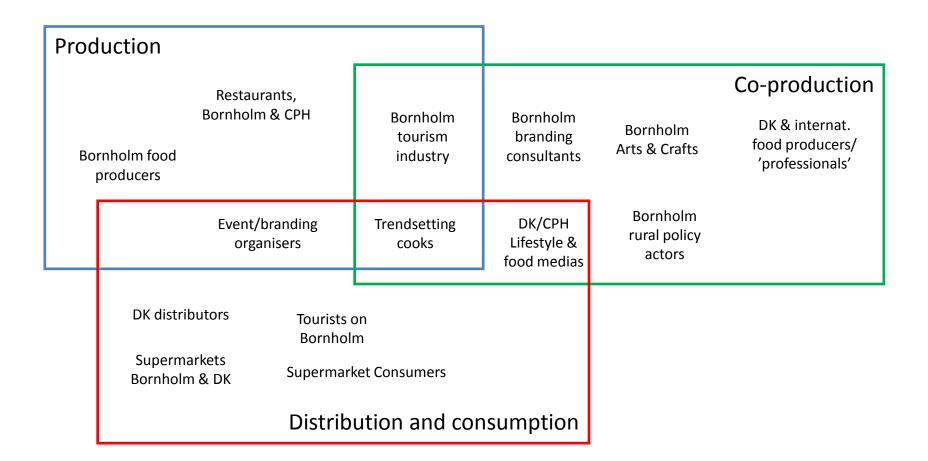
- To define (commercial) 'food experiences' and the possible roles of 'place' in a Danish context
- To identify important actors in the production-distribution system of Bornholm food experiences
- To identify (types of) relations between producers and consumers and the role of these in experience production

Taxonomy of food experiences on the basis of production and distribution forms – examples from Bornholm (inspired by Samuelson 2010)

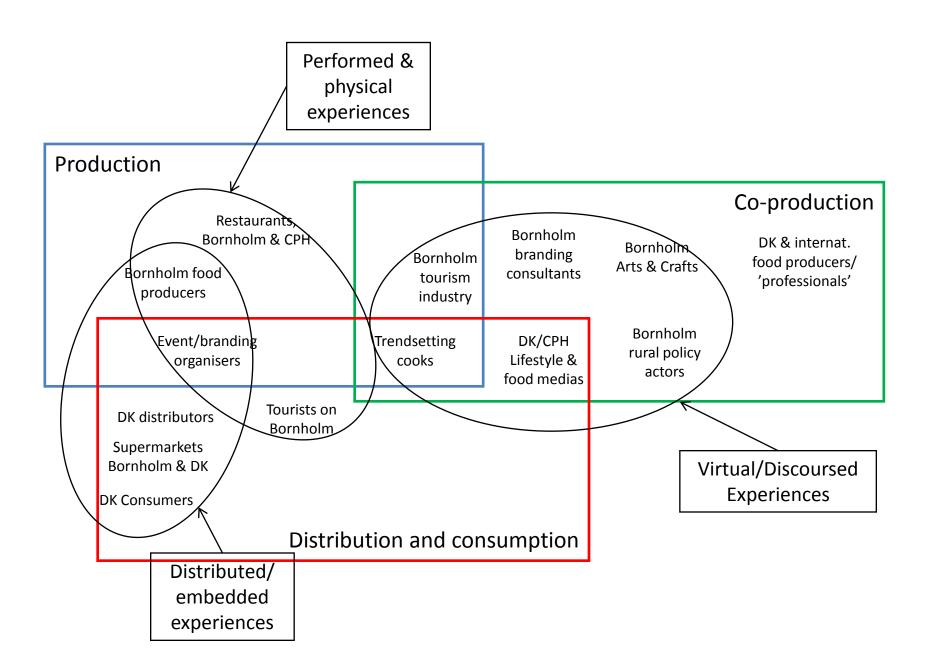
Experiences	Interpersonal/Immaterial	Material/physical
Attendance-based	Human performance	Physical interaction
	Face-to-face producer-consumer	Experiencing the production in physical space
	interaction (guided tours, direct sale, fairs, etc.)	(open production, self picking, etc.)
	Vineyard	The "Smoke house concept"
	Bornholm Christmas Ship, food festival, events	Restaurants
	CVCIICS	
	Mainly collectively organized	Firm-specific
Distributed	Virtual interaction	Mass distribution/ Displacement
	Mediated/discoursed experiences	Sensorial/perceived experiences embedded in
	Personalized producer-consumer dialogue	products or packaging ('the taste of
	in virtual space	Bornholm')
	Customized distribution	Cultural identity formation of shopping and
	Storytelling in marketing materials	consuming
	Cooks/journalists in medias	Food fetischism
	Regional place-branding (rural policy	
	actors)	Firm-specific
	Individual firms and collectively organized	

Production-distribution system of Bornholm Food Experiences

(inspired by Jeannerat & Crevoisier)



Production-distribution system of Bornholm Food Experiences



Producer-consumer relations and interaction

Producers generally have many and relations and rich interaction with customers....

but they do not systematically organize and use it for development of products/experiences.

Why?

They don't need to due to easy accessible markets? Education, advisory and support systems focus on production-side? Which methods for dialogue are feasible and affordable?

Conclusions:

Food experiences are developed and produced by extremely complicated dynamics, involving many intermediating actors

Moreover, also consumers' pre-understanding of Bornholm is factor to take into account – how was it developed and how does it change?

Food Experiences are difficult to study and map.

More research especially on consumer-side is needed

(perceptions/preferences) - Do consumers care at all about specific places or can 'local' be replaced with other qualities such as 'artisanal', 'gourmet', 'traditions', 'organic', 'healthy'?

One thing seems clear from the story of Bornholm food: it is NOT about finding back to an 'authentic' culinary heritage – but rather about defining a new regional identity.