3.4 Tourism - Glossary

**Tourism** Is defined as a travel away from the home environment (a) for leisure, recreation and holidays (b) to visit friends and relation (c) and for business and professional reasons

**Globalization** Is the process of interaction and integration between people, companies, and governments worldwide

**Seasonality** is a characteristic of a time series in which the data experiences regular and predictable changes that recur every calendar year

**Inbound tourism** is defined as non-residents travelling to a country that is outside their usual environment, and staying there for leisure, business or other purpose

**Tourism industry** is the total of all businesses that directly provide goods or services to facilitate business, pleasure and leisure activities away from the home environment

**Growth pole** refers to the concentration of industries that stimulate economic development in linked (to tourism) businesses and industries

**Economic leakages** are the part of the money a tourist pays for foreign holiday that does not benefit the destination country because it goes elsewhere

**Multiplier effect** is the expansion of a country's money supply that results from banks being able to lend

**Sustainable tourism** is the concept of organizing tourism so the impact can be sustained in the future, so that it doesn’t create major damages to the environment, economy or the society

**Destination footprint** describes the environmental impact caused by an individual tourist

**Ecotourism** is a specialized form of tourism where tourists visit untouched natural environments e.g. coral reefs, tropical rainforests and remote mountain areas.

**Preservation** is maintaining a location exactly how it is and not allowing development

**Conservation** is allowing to develop an area so long it doesn’t damage the character of the location