Tourism Wayfinding Design, Implementation and Evaluation Training Course

31 October – 4 November 2027
Amman

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Training Center

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Ref: 1602_218282 **Date:** 31 October – 4 November 2027 **Location:** Amman **Fees:** 4100 Euro

Overview

Tourism Wayfinding Design, Implementation and Evaluation Training Course is a one-week intermediate course for destination managers, visitor-experience teams, tourism planners, attraction operators, transport-interface coordinators, and signage project teams who leave with a Tourism Wayfinding Strategy and Evaluation Pack. Participants practice visitor journey mapping, information hierarchy, sign-family planning, maps, digital guidance, accessibility, multilingual content, placement, implementation, field testing, maintenance, and evaluation. Agile Leaders Training Center develops tourism wayfinding capability.

Who Should Attend

- Teams responsible for destination navigation and visitor journeys
- Functions responsible for signs, maps, digital guidance, and information content
- Teams responsible for accessible routes and multilingual visitor information
- Functions responsible for wayfinding procurement, installation, and maintenance
- Leaders responsible for field testing and visitor-experience evaluation

The course assumes participants already coordinate visitor destinations, attractions, public spaces, or signage projects, and it leaves architectural licensing, road-sign authorization, and graphic-software instruction outside its scope.

Departments and Industries

The course supports visitor wayfinding across tourism, culture, transport, healthcare, and public venues.

- Destinations, attractions, resorts, and visitor centers
- Museums, heritage places, and cultural venues
- Airports, stations, and transport interchanges
- Healthcare campuses and public-service facilities
- Events, parks, and leisure destinations

Learning Objectives

By the end of this course, participants will be able to:

- Apply visitor-journey and decision-point analysis
- Use information hierarchy and sign-family tools
- Build accessible multilingual guidance plans
- Analyze placement and implementation requirements
- Diagnose wayfinding failures through field testing
- Evaluate system performance and maintenance needs

Course Agenda

Day 1: Visitor Journeys and Spatial Decisions

- Visitor Journey and Arrival Map
- Destination Zone and Route Diagram
- Decision-Point Audit Checklist
- Landmark and Sightline Inventory
- Wayfinding Problem Definition Brief

Day 2: Information and Sign Systems

- Wayfinding Information Hierarchy
- Destination Naming and Message Schedule
- Sign-Family and Function Matrix
- Map Orientation and You-Are-Here Standard
- Physical and Digital Guidance Coordination Map

Day 3: Accessibility and Multilingual Content

- Accessible Route Information Plan
- Visual Legibility Review Checklist
- Tactile and Audible Guidance Options Matrix
- Plain-Language Message Editing Guide
- Multilingual Content Governance Log

Day 4: Implementation and Evaluation

- Sign Location and Placement Schedule
- Wayfinding Installation Coordination Plan
- Field Walkthrough Test Script
- User Observation and Navigation Error Log
- Maintenance and Content Update Register

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Day 5: Tourism Wayfinding Practice

- Visitor Journey and Decision-Point Exercise
- Information Hierarchy and Sign-Family Exercise
- Accessible Multilingual Guidance Simulation
- Field Evaluation and Improvement Exercise
- Tourism Wayfinding Strategy and Evaluation Pack Capstone

Practical Exercises

The course uses suggested activities to turn visitor navigation needs into coordinated physical and digital guidance controls.

- Suggested activity: map a visitor journey and identify route decision points
- Suggested activity: prepare a sign family, message schedule, and map hierarchy
- Suggested activity: test an accessible multilingual route through a field walkthrough
- Suggested activity: present a Tourism Wayfinding Strategy and Evaluation Pack

FAQs

Who suits tourism wayfinding design training, and what does it assume?

Destination managers, visitor-experience teams, planners, attraction operators, transport coordinators, and signage project teams suit the training when they already coordinate visitor environments or guidance projects.

How does tourism wayfinding design differ from graphic signage design training?

Tourism wayfinding design connects visitor journeys, routes, decision points, architecture, signs, maps, digital information, accessibility, implementation, and evaluation rather than concentrating mainly on graphic styling or production software.

How should a tourism destination begin a wayfinding project?

A destination begins by defining visitor groups, arrival points, destinations, routes, decision points, accessibility needs, information gaps, existing assets, project ownership, and evaluation criteria before selecting sign formats.

What makes tourism wayfinding accessible?

Accessible tourism wayfinding combines clear routes, legible messages, consistent symbols, suitable contrast and placement, step-free information, plain language, and coordinated visual, tactile, audible, and digital guidance where appropriate.

How can tourism wayfinding performance be evaluated?

Tourism wayfinding performance can be evaluated through task-based walkthroughs, observation of navigation errors, decision-point checks, visitor feedback, message accuracy, visibility and legibility reviews, maintenance findings, and documented improvement actions.

Conclusion

Participants take back a Tourism Wayfinding Strategy and Evaluation Pack. The work product connects visitor journeys, information hierarchy, signs, maps, digital guidance, accessibility, multilingual content, implementation, testing, and maintenance. It supports clearer navigation decisions, coordinated delivery, evidence-based improvement, and consistent visitor information across tourism destinations.