

John Riggins

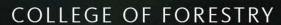
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## The Growing Threat of Invasive Pests

- USA
  - >450 tree-infesting species
  - ~ 2-3 ambrosia beetles / year
  - >\$4.5B in damages / year Aukema et al. (2010)
- Oregon
  - ~10 new non-native insects / year
  - ~30 new woodborers since 2007







## The Growing Threat of Invasive Pests

- Well-known examples
  - EAB
  - ALB
  - RAB/LWD











## Bridging Behavior and Biology

- Pest spread is driven by both human behavior and insect biology
- Past studies focused on one or the other
- This study connects camper choices with firewood's ecological risk







## Connecting Human Actions and Ecological Risk

- Objective 1: Quantify how firewood's physical properties—like moisture and provenance—contribute to the presence of insects.
- Objective 2: Investigate how campers' knowledge and attitudes influence their actions regarding firewood.

Biol Invasions (2025) 27:51 https://doi.org/10.1007/s10530-024-03518-9

ORIGINAL PAPER

Burning questions: how human behaviors and firewood characteristics influence the transport of wood-boring insects

Davide Nardi<sup>©</sup> · Costanza Geppert<sup>©</sup> · Matthew J. Thorn · Samuel F. Ward<sup>©</sup> · Richard L. Brown · Jason S. Gordon · John J. Riggins<sup>©</sup>



## **Surveying Campers**

- Four Mississippi state parks (two in the north, two in the south).
- 170 campers
  - demographics
  - where they obtained their firewood
  - how far they traveled

  - knowledge of pestsattitude toward the problem







- Campers exchanged firewood
- We split ~50% and reared the rest for emergence
- Recorded wood species, moisture and provenance
- Linked findings to survey responses



## Who Moves Firewood?

- •36% of campers brought firewood
  - •79% oak; 13 tree genera
- •Avg. transport: 92 km (57 mi)
- •67% brought from home
- •57% cut it themselves
- •44% cut from unhealthy trees







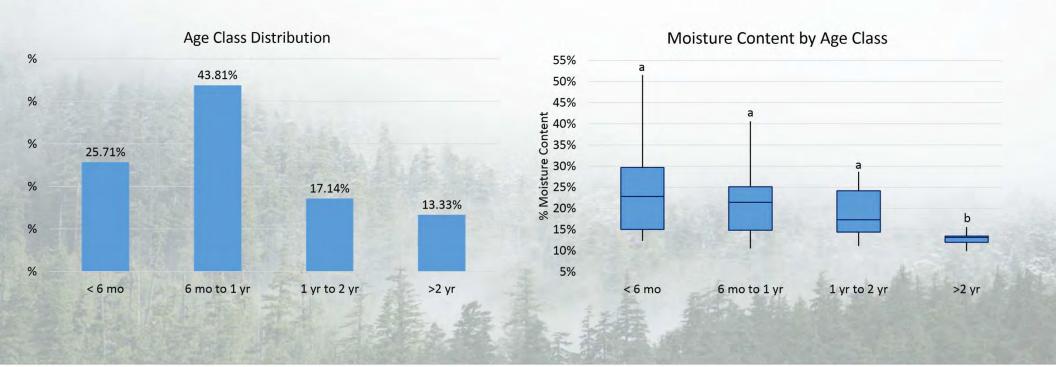
## Who Moves Firewood?

- •Older campers more likely to buy firewood
- •Most unaware of regulations (66%) and campaigns (78%)
- •Frequent transport: 40%
- >3x/year, 31% 2–3x/year



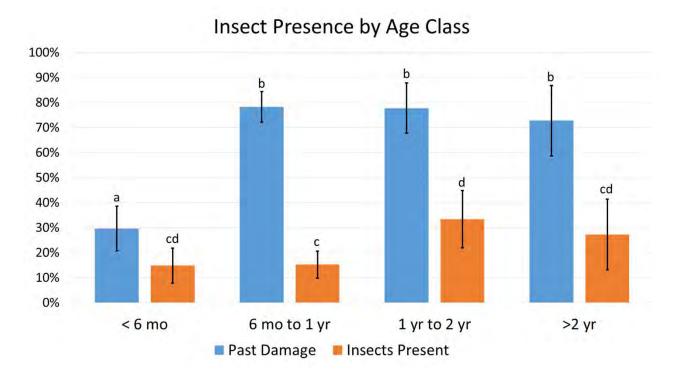


### What Were the Firewood Characteristics?





#### What Were the Firewood Characteristics?





## What Were the Contents of the Firewood?

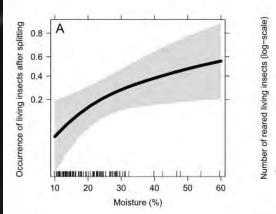
- 21% of the dissected logs brought by campers contained living insects.
- From the reared logs, we collected nearly 500 insects.
- We found no invasive spp.

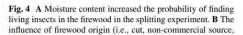


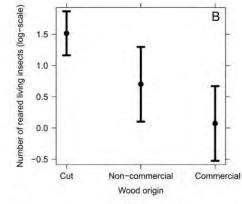


## What Makes Wood High-Risk?

- Moisture content: wetter logs = more live insects
- Source: cut/non-commercial wood = more moisture & insects
- Commercial wood = less risk







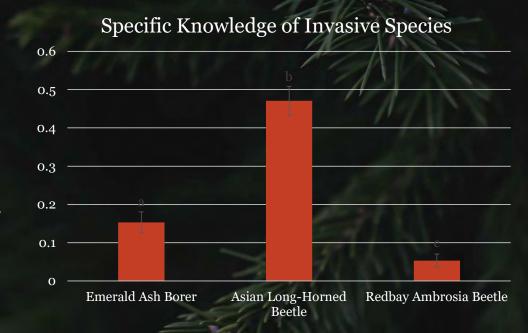
and commercial source) on the number of collected insects during the rearing experiment





# What Were the Drivers of Human Firewood Movement?

- Camper lack of general awareness:
  - 78% unaware of "Don't Move Firewood" message
  - 66% not aware some destinations regulate firewood movement

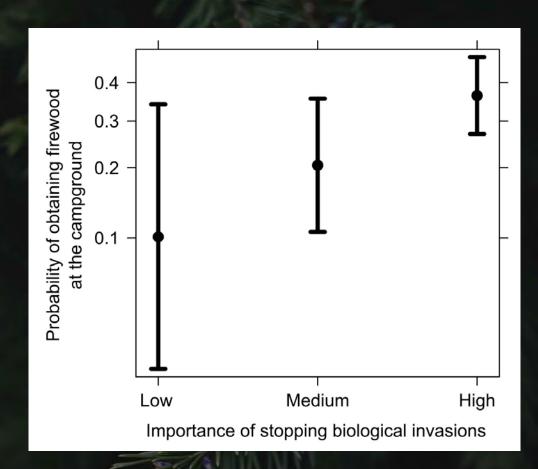






### **Attitude Drives Action**

- General knowledge about the problem and awareness of specific pests did not influence their behavior.
- A camper's **attitude** toward stopping invasive species was the **most important factor** in their decision to buy wood locally.





## Bridging the "Knowing-Doing Gap"

- Experiential learning influences behaviors more than knowledge acquisition
- Improve learning outcomes
- Make learning more accessible
- Simulate experiences

Hulme, Philip E. 2014. "EDITORIAL: Bridging the Knowing—Doing Gap: Know-Who, Know-What, Know-Why, Know-How and Know-When." *Journal of Applied Ecology* 51 (5): 1131–36. https://doi.org/10.1111/1365-2664.12321.





## Beyond Awareness: A New Approach

- Current awareness campaigns are a good starting point, but they are not enough to change behavior.
- We need to shift from simply providing facts to impacting people's attitudes through more emotional and personal messaging.
- Suggestion: Use different pedagogical approaches to enhance learning outcomes.
  - Gamification, Experiential Learning



Oregon State

#### Gamification

- Geocaching
  - Digital "treasure hunt"

#### The Journal of Extension

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Geocaching: A New Instructional Tool for Natural Resources Extension and Outreach

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#### Gamification

- Geocaching
  - Digital "treasure hunt"

# Table 2. Geocache and Travel Bug User Comment Examples Outreach source "Beautiful here!!! Traded TBs and on our way. A perfect example of why I love geocaching!" "TFTC! Very informative and fun find while camping." "We recently did a construction project near Mississippi State and enjoyed our stay there very much! Such friendly folks. This TB surely does tell a sobering tale. I will make an effort to be careful. Thanks for sharing." Travel bugs "Grabbed alby from the TB hotel and will assist in spreading awareness." "Lhate you ash borer."

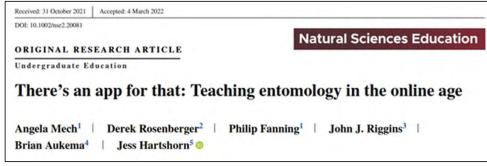
**Extension Geocaching** 

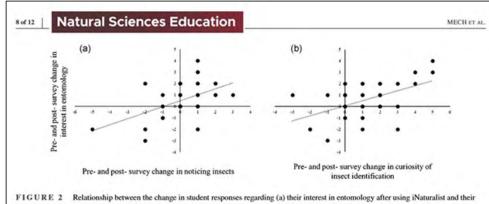
Note. TB = Travel Bug; TFTC = Thanks For The Cache.

Oregon State
University

#### Gamification

- iNaturalist
  - Forest insect and pathogen projects
    - Increase learner interest in subject matter
    - Added Benefit: Citizen science





F1GURE 2 Relationship between the change in student responses regarding (a) their interest in entomology after using iNaturalist and their observations of insects (p < .001) or (b) their curiosity regarding the identification of insects (p < .001). Positive values indicate a positive change (i.e., more agreement with the statement) between pre and post-surveys; negative values indicate less agreement with the statement in the post survey (i.e., after using iNaturalist)



## **Experiential Learning**

- VR headsets?
- Experiential learning influences behaviors more than knowledge acquisition
- Improve learning outcomes
- Make learning more accessible
- Simulate experiences





#### The Path Forward

- •Firewood movement spreads forest pests
- •Awareness alone doesn't change behavior
- •Combine regulations, safe firewood access, and new communication strategies





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## **Questions?**

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#### THANK YOU!!



