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Research on the Construction of Nostalgia Experience Space in Rural Tourism Destinations under Scene Theory

-- Take Lijiayuan Village in Liyang Jiangsu as an Example

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ABSTRACT

In recent years, "local tourism" and "micro-vacation mode" have gradually emerged and become the favored travel choices of many tourists, which has greatly promoted the vigorous development of rural tourism. Nowadays, more and more tourists go to the countryside for tourism. A large part of the tourism motivation is to find the appearance of the countryside in memory and satisfy the nostalgia appeal. From the perspective of spatial construction, in-depth discussion on their perception of homesickness landscape is still insufficient. Therefore, research on the perception and construction of homesickness experience space in rural tourism destinations has important theoretical and practical significance for the development of rural tourism. Taking Lijiayuan Village in Liyang as a case, this paper firstly uses literature analysis to sort out and summarize the academic viewpoints on the nostalgia experience space in existing studies. Then, through in-depth interviews with the villagers in Lijiayuan Village, it studies the classification and composition of nostalgia memory points, and summarizes the memory points carrying villagers' nostalgia into four theme categories by using scene theory. They are natural environment, activity crowd, custom activities and characteristic facilities. Based on this, it constructs facility experience space, natural environment space, characteristic activity space and folk culture space, and finally puts forward suggestions for the construction of nostalgia experience space to further enhance the construction of nostalgia experience spaces in rural tourism destinations.

KEYWORDS

Scene Theory; Nostalgia Experience Space; Rural Tourism; Spatial Construction; Lijiayuan Village.

1. INTRODUCTION

Rural tourism is a representative component of rural specialty industries. It is difficult to encapsulate rural tourism as a single, homogeneous type of tourist activity; rather, it encompasses a variety of both long-term and temporary activities, such as agricultural sightseeing, wellness retreats, and holiday sojourns[1–2]. Consequently, rural tourism is inherently pluralistic. It has become an important means for urban residents to escape the hustle and bustle of city life and to reconnect with nostalgic memories of the countryside. Nostalgia (xiangchou) is no longer merely a poetic sentiment but has emerged as a prominent travel motivation and market demand. Zhou (2014), from a psychological perspective, argues that nostalgia represents a form of collective memory shared by specific cultural groups[3]. Nostalgia embodies an individual's particular emotions and place-based memories, reflecting an affective attachment to a place[4]. At its core, nostalgia is a psychological longing for one's familiar homeland. This deeply rooted individual memory fosters a stable and profound emotional bond between a person and their travel destination and overall tourism experience[5]. Increasingly, a significant proportion of tourists visiting rural areas are motivated by

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the desire to rediscover the countryside as preserved in their memory and to experience nostalgia. In light of this, this study selects Li Jiayuan Village in Liyang, a representative tourist village, as a case study to investigate the following core research questions: (1) To which specific spatial elements are villagers' nostalgic memories attached? (2) How can a tourism space be systematically constructed based on these elements to effectively evoke and satisfy the nostalgic experience? This research not only contributes to a deeper understanding of the spatial nature of nostalgic emotions but also offers concrete theoretical guidance and practical pathways for the planning and enhancement of Li Jiayuan Village and other similar rural tourism destinations.

2. LITERATURE REVIEW

Against the backdrop of the prevailing popularity of rural tourism, the "nostalgia experience space"—a comprehensive physical and non-physical field that carries and evokes nostalgic emotions—has become increasingly important to construct. Existing research has approached this issue from multiple perspectives. On the one hand, scholars have emphasized that nostalgic culture provides rich material for creative tourism product design[6] and have validated the mediating role of nostalgic identity in tourist satisfaction and consumption intention[7]. On the other hand, studies have indicated that nostalgia is rooted in geographical concepts and spatiotemporal memories and is closely associated with sense of place belonging and cultural identity (Zhou Shangyi, 2015)[8]. However, most extant research adopts marketing or psychological perspectives. Consequently, the systematic constitutive elements of the nostalgia experience space—and how such a space can be "constructed" through deliberate spatial planning—remain underexplored.

Scene theory offers a novel analytical framework for addressing this issue. Proposed by Clark and associated with the Neo-Chicago School, scene theory posits that when an area becomes a specific scene, it nurtures diverse forms of spirit and ethos. Abstract symbols and information coalesce into cultural values, which are then transmitted through architecture, community, and human activities, thereby shaping a distinctive spatial image and cultural connotation [9]. Chinese scholars have further conceptualized space as a composite "scene" composed of amenities, people, activities, and the cultural values they convey[10] . This perspective provides clear dimensions for deconstructing the "nostalgia experience space": namely, nostalgia depends on an integrated scene co-constituted by specific physical carriers (amenities), specific groups of people and their activities, and specific customary practices. Scene theory has been successfully applied to the cultural spatial construction and regeneration of both urban and rural settings, including urban districts[11], public libraries[12], and rural public cultural spaces[13]. Nevertheless, its potential to illuminate the production of emotional space in rural tourism destinations has yet to be fully explored. The theory treats space as a composite of amenities, people, activities, and cultural values, emphasizing the role of consumption symbols and cultural practices in shaping the spirit of place. This aligns precisely with the material carriers and social interactions upon which the experience of nostalgia depends.

3. RESEARCH DESIGN

3.1. Overview of Li Jiayuan Village, Liyang

Li Jiayuan Village is located at the southern junction of the Nanshan Scenic Area Management Committee and Daibu Town in Liyang City. Its name reflects its geographical position at the intersection of Jiangsu, Zhejiang, and Anhui Provinces. The village is backed by two national 5A tourist attractions—the Nanshan Bamboo Sea and the Yushui Hot Springs—and thus boasts a beautiful natural environment and abundant tourism resources.

The village covers an area of 15.50 km² and comprises 15 natural villages with 22 villager groups. Its permanent resident population is 3,766, of which 3,577 hold agricultural household registration.

Currently, due to rapid tourism development, the village's traditional layout and historical features have been partially compromised, leaving very few places capable of evoking tourists' nostalgic emotions. This situation highlights the necessity of the present study.

3.2. Data Sources and Processing

All research data were obtained from interviews with residents of Li Jiayuan Village. The study primarily employs thematic analysis, which requires sufficient interview data to support analysis and theme identification. During the period from April 24 to April 25, 2024, the research team conducted face-to-face interviews with local villagers in Li Jiayuan Village, Liyang, and audio-recorded the conversations to collect relevant data. This fieldwork aimed to obtain primary data to robustly inform subsequent research analysis.

The interview content was divided into two main parts. First, basic information about the respondents was collected, including key items such as "whether you are a local resident" and "age group," to provide foundational data for further analysis. Second, the interviews elicited information about places within Li Jiayuan Village that still evoke nostalgic emotions among villagers. Guiding questions included: "Which place in the village do you miss the most?" and "Why does that place make you feel nostalgic?" A total of 21 local residents of Li Jiayuan Village were interviewed. To ensure the validity of the interview data, preference was given to older villagers who had resided in Li Jiayuan Village for an extended period. After a rigorous screening process, 18 high-quality interview transcripts were successfully obtained for analysis.

4. FINDINGS

4.1. Summary of Keywords for Nostalgia Memory Points in Interview Transcripts

Table 1. Keywords of Nostalgia Spots

Keywords	Frequency	Keywords	Frequency
Boiling Water Pond	16	Tea Picking	13
Jianjian River	12	Bamboo Shoot Digging	10
Old Ginkgo Tree	8	Bamboo Cutting	12
Osmanthus Tree	6	Clothes Washing	8
Farmland	5	Fish Head Soup Cooking	5
Chestnut Tree	6	Lotus Seed Picking	6
Bamboo Forest	10	Lotus Root Digging	6
Farmers	11	Crayfish Catching	5
Bamboo Cutters	8	Bamboo Shoot Drying	7
Village Children	5	Old Temple	12
Tea Pickers	8	Flagstone Path	7
Shopkeeper	5	Village Committee	6
Rattan Chair	4	Viewing Platform	5

This study conducted semi-structured interviews with local residents of Li Jiayuan Village. The interviews lasted between 10 and 30 minutes each and were audio-recorded. In each interview, the researcher remained open to participants' perspectives, some of which were expected, while others were unexpected yet highly relevant to the research questions. The interview recordings were transcribed and converted into textual data, from which keywords related to nostalgic memory points were extracted. Data collection ceased when the researcher perceived that data saturation had been reached. The concept of saturation provides guidance for determining sample size in qualitative interviews (Guest et al., 2006)[14]. Although there is no hard-and-fast rule for estimating the sample size required to achieve saturation, saturation can be detected by observing when little or no new information emerges from the interviews (Walters, 2016)[15]. In this study, the researcher first noted

saturation after the 21st interview, with the last three interviews offering almost no new information or perspectives. Table 1 presents a detailed summary of the keywords for nostalgic memory points extracted from the interview transcripts.

4.2. Thematic Analysis of Nostalgia Perception Categories in Li Jiayuan Village

The researcher immersed herself in the data by repeatedly reading the transcripts and listening to the audio recordings. After transcribing and converting the interview recordings, keywords related to nostalgic memory points were extracted. During this initial process of immersion, initial codes were generated. These codes were then expanded into themes, thereby fully identifying the categories of nostalgic memory points in Li Jiayuan Village. A textual analysis was conducted on the 18 high-quality interview transcripts. Based on the locations mentioned by the respondents and their accompanying descriptions, the places capable of carrying villagers' nostalgia were grouped into four thematic categories: natural environment, activity-related groups of people, customary activities, and characteristic amenities. Table 2 presents an example of the thematic analysis process.

Table 2. Example of Thematic Analysis Process

Open Coding (Quotes from respondents)	Sub-theme	Theme
"When I was a kid, I often caught small fish and shrimp in this kind of Jianjian River. The water was so clear and refreshingly cool."(FT-02)	Close to Nature	Natural Environment
"Quite a bit of farmland is still preserved here. The production team used to work there. In the past, there were many people working in the fields, and some parents even brought their children along." (FT-11)	Villagers Farming	Active Groups
"The tea mountains have always been there. When we used to live up in the mountains, when it was time for tea picking, we would carry bamboo baskets on our backs and go up the mountain with our parents."(FT-12)	Fruit and Vegetable Picking	Folk Customs and Activities
"The viewing platform is also somewhat of a landmark in the village. In the past, the elderly used to graze sheep there. The scenery is still very beautiful." (FT-15)	Historical Remains	Rural Facilities and Historical Remains

From the perspective of scene theory, the objective analytical framework of scene theory revolves precisely around four elements: environment (milieu), people (amenities/users), activities, and facilities. Within the nostalgia experience space, various facilities, people, and activities can evoke tourists' nostalgic emotions. Therefore, this study analyzes the perception of the nostalgia experience space from these four dimensions: environment, people, activities, and facilities.

4.2.1. Natural Environment

The natural environment not only constitutes the foundation of a village but also provides recreational spaces for its residents. Simultaneously, it serves as material support enabling multiple social functions, including cultural, social, and interpersonal interactions. From a micro perspective, memories attached to the natural environment are often closely associated with specific places. The interactions and activities between humans and nature within these places provide important anchors and reference points for residents' subsequent recollections.

4.2.2. Local People

"People" include children, friends, merchants, relatives, the elderly, and the young. People constitute an essential component of the nostalgia experience space. Human activities often trigger memories of specific events or places; therefore, the perception of certain groups of people can also facilitate the construction of the nostalgia experience space.

The primary group of people capable of evoking local villagers' nostalgic emotions remains the farmers. During the interviews, villagers noted that most of the current local residents who live in Li

Jiayuan Village are descendants of people who originally moved down from the mountains. Many of them engage in agricultural work, with most households owning some land for cultivation. Consequently, the sight of elderly people working in the farmlands within Li Jiayuan Village can also evoke memories among the older generation.

4.2.3. Customary Activities

The activities that play a significant role in constructing the nostalgia experience space refer primarily to the customary activities of Li Jiayuan Village. Customary activities reflect the cultural characteristics of a village. For Li Jiayuan Village, the main customary activities are "tea picking" and "bamboo shoot digging." Therefore, the tea hills and bamboo forests of Li Jiayuan Village serve as spaces that carry the memory of people's activities.

4.2.4. Characteristic Amenities

The amenities that evoke nostalgic emotions in Li Jiayuan Village are mainly concentrated in the areas of livelihood support, historical heritage, historical commemoration, and cultural leisure. Some living places, due to their unique charm and distinctive characteristics, have become symbolic representations of the hometown. They vividly and brightly display certain qualities of the hometown, leaving deep and indelible impressions in people's memories. With tourism development, the historical monuments in Li Jiayuan Village have become few and far between. Nevertheless, those that remain still carry the accumulated memories of several generations of villagers.

5. CONSTRUCTION OF NOSTALGIA EXPERIENCE SPACE

Based on the results of villagers' interviews and previous literature, this study attempts to construct a typology of nostalgia experience spaces. The aim is to summarize how different types of nostalgia experience spaces influence villagers' perception of nostalgia, thereby facilitating better rural construction and the preservation of nostalgia.

5.1. Facility-Based Experience Space

The interview data indicate that villagers are also highly attentive to the facilities within the four main thematic categories. As the village undergoes continuous renovation and new construction, many previously existing infrastructure and public facilities have gradually disappeared, and most villagers express deep regret over this situation. Accordingly, with respect to the facility-based experience space, this study focuses on three key areas for significant improvement: public infrastructure, recreational facilities, and activity facilities.

5.1.1. Public Infrastructure

1) Rural roads. Within the village, the most important component of public infrastructure is transportation, which serves as the link connecting the village interior with the outside world. In the past, rural roads were mainly dirt roads and mountain paths. However, for better development and to prevent safety hazards, most roads have been extensively reconstructed. To better construct the nostalgia experience space, the rural landscape background can be fully utilized when building rural roads. By connecting mountains, lakes, and buildings through road construction, transportation and landscape art can be effectively integrated and presented in a more artistic manner, thereby fostering interaction between villagers and the distinctive landscapes along the route. The village contains numerous spaces, including farmlands, water bodies, and hills, allowing villagers to experience the characteristic rural landscape while enjoying convenient transportation.

2) Fitness facilities. These facilities mainly cater to villagers' daily exercise and group calisthenics. Many old fitness facilities and venues have gradually disappeared due to tourism development, which represents another major blow to villagers' nostalgic memory points. One solution is to consider

placing fitness facilities in the village's tree-lined plazas or surrounding areas planted with tall trees, maintaining visual permeability while providing shade and access to sunlight. Basketball courts, soccer fields, and gateball courts within the village could also be simply renovated, enabling villagers to recall sports and activities they participated in the past.

5.1.2. Recreational Facilities

Recreational facilities mainly refer to small street-corner gardens established within the village. In bygone days, villagers enjoyed taking walks and resting in the village squares and parks after meals. Several villagers would gather together in pavilions, verandas, and other rest buildings; some would play the flute, others would play chess, enjoying tranquil and pleasant moments. Therefore, with respect to recreational facilities, the primary focus should be on genuinely serving the villagers. When establishing such recreational facilities, they could be coordinated with the village's plant species—planting trees such as goldenrain trees, camphor trees, and ginkgoes—and integrated with the surrounding natural mountain and water scenery to truly allow villagers to relax both body and mind.

5.1.3. Activity Facilities

Activity facilities here refer primarily to those necessary for villagers to conduct collective activities within the village. Most collective activities engaged in by villagers can reflect a simple and authentic nostalgic spirit. Examples include the village entrance, viewing platforms, ancient temples, opera stages, and ancestral halls. These spaces are generally relatively open and can accommodate villagers' daily activities, gathering and dispersal, cultural publicity, and other functions. Regarding these places and facilities required for villagers' collective activities, the primary pursuit should be restoration and preservation as much as possible. Major repairs, extensive modifications, or new construction are not recommended; rather, the original appearance should be retained, with only appropriate repair and protection for damaged parts.

5.2. Natural Environment Space

Based on the interview data, natural environment accounts for a relatively large proportion of the high-frequency keywords mentioned by villagers in relation to nostalgic memory points. This indicates that the natural environment plays a significant role in constructing the nostalgia experience space. Within rural areas, mountain landscapes, water landscapes, and vegetation landscapes are the most typical.

5.2.1. Mountain Landscapes

1) Emphasizing the regional character of the landscape. In geographical research, southern Chinese mountains are renowned for their distinctive elegance and gentle topographic features. In contrast, northern Chinese mountains exhibit a markedly different geomorphological character, notable for their imposing height, grandeur, and majestic momentum. The vegetation planted on the mountains also differs: southern mountains feature bamboo, loquat, and orange trees, while northern mountains are planted with fruit trees such as cherries and apples.

2) Enhancing the richness of experiential landscapes. Against the backdrop of the mountains, different seasons provide villagers with a rich variety of activity experiences. These experiences are unique and diverse due to seasonal changes. In spring, when everything revives, villagers can engage in sowing and planting in the mountains. In summer, when everything grows, winding mountain paths and well-proportioned homestay pavilions offer pleasant retreats. In autumn, with its clear and crisp air, villagers can take children camping in the mountains to enjoy parent-child time. In winter, when snow covers the land, villagers can experience skiing and promote local characteristics. Therefore, attention should be paid to the seasonal experiential changes of the mountains, enabling villagers to interact with the mountain landscape throughout the different seasons.

5.2.2. Water Landscapes

For water feature design aimed at evoking nostalgic emotions, the core principle is to combine the natural morphological characteristics of various water bodies to create uniquely tailored experiences for villagers, thereby triggering deep-seated childhood nostalgic memories. Pond landscapes are generally static. Villagers recall catching crayfish, fishing for small fish, and engaging in aquaculture in the ponds. Stream landscapes, with their winding and cool waters, allow small fish and shrimp to be seen swimming beneath the surface. Villagers can camp by the streams, and children can wade into the water to catch fish and shrimp, enjoying tranquil moments in contact with nature. Valley and lake landscapes are mostly dynamic. Villagers can follow the flowing water, listening to the birdsong of nature, smelling its fragrances, and recalling childhood moments of contact with nature. Nostalgic water bodies represent a universally attractive tourism resource within nostalgic landscapes. Water elements also play an important role in promoting the sustainable development of nostalgic landscapes.

5.2.3. Vegetation Landscapes

The configuration of plants within a village often occupies an important place in people's nostalgic emotions. From the interview data, when villagers mention childhood memories, most recall the "old ginkgo trees" and "osmanthus trees" that still grow well today. Therefore, under suitable climatic and locational conditions, plants with well-developed root systems and strong vitality can be selected for planting, thereby creating an ecologically green environment and enhancing ecological benefits. Moreover, because vegetation can survive for a long time, it can persist within people's nostalgic scenes for extended periods.

5.3. Characteristic Activity Space

In addition to the natural scenery, which provides villagers with the most direct nostalgic experience, participation in related rural characteristic activities can also evoke indirect nostalgic experiences. Based on the current state of rural tourism development and with reference to relevant literature, the characteristic activities that are relatively typical in evoking villagers' memories of rural life include field walks, farming activities, and fruit and vegetable cultivation.

5.3.1. Field Walks

Fields provide villagers with spaces for sightseeing, exercise, rest, and other recreational activities. As children, villagers often followed their family members to work in the fields. However, because they were too young to engage in actual farming, they would often chase butterflies and run through the fields, finding their own enjoyment. Currently, some agricultural fields in rural tourism destinations face the problems of low accessibility and monotonous functionality, which limit villagers' ability to enter the fields and directly experience the tranquility and comfort offered by vast expanses of farmland. To improve this situation, emphasis should be placed on enhancing the functional diversity of farmland landscapes, thereby evoking villagers' fond memories and enjoyment of their childhood field life.

5.3.2. Farming Activities

Within extensive farmland landscapes, farming activities are widely practiced. Villagers use traditional farming tools such as rakes, shovels, thorn brooms, and chao (a soil-leveling implement) for cultivation. While emphasizing practicality, farming activities also underscore the continuity of the site's history and cultural context embedded in the rural landscape. During the process of farm work, villagers can stroll along the dirt paths in the fields, personally experiencing and feeling the most authentic rural customs and cultural atmosphere.

5.3.3. Fruit and Vegetable Cultivation

The cultivation and picking of fruits and vegetables are relatively common in villagers' childhood memories. During the interviews, villagers also mentioned activities such as "climbing trees to pick fruits, picking cherries and mulberries" as evoking indirect nostalgic experiences. Vegetables are essential elements in people's daily diet. As orchards develop, vegetable picking should also keep pace. One example is the vegetable corridor landscape, which uses vegetables such as loofah and pumpkin to climb along corridor frameworks. The cultivation of these vegetables and fruits can evoke nostalgic feelings among villagers. Seeing the abundant vegetables and fruits planted, villagers can recall childhood scenes of following their parents to work in their small family vegetable gardens.

5.4. Folk Culture Space

As carriers of rural history and culture, folk cultural landscapes are deeply imprinted with the developmental memories of rural areas over thousands of years. They not only carry the historical memories of the older generation of rural residents but also emanate a profound and tranquil sense of nostalgic emotion, reflecting the unique charm of rural culture. Based on the analysis of human elements in the preceding sections, the construction of folk culture space can be developed around three dimensions: cultural exchange, transmission of traditional crafts, and experience of festive customs.

5.4.1. Festivals and Customs

With contemporary tourism development, previously disappeared festival activities in the village have gradually been revived. Examples include lantern festival gatherings on the Lantern Festival and dragon boat races on the Dragon Boat Festival. Given the differences in local customs and practices across regions, villagers can integrate into and participate in traditional activities that possess local characteristics, thereby deepening their experience and understanding of local culture. They can wear distinctive local costumes and prepare ingredients together. At the same time, villagers can also engage in conversations with one another, recalling childhood holiday scenes and evoking nostalgic emotions. Amid the upsurge of thriving folk tourism activities, myths and legends, traditional recreations, and folk customs not only preserve the marks of agricultural civilization but also reflect the enduring beauty and contemporary value of nostalgic landscapes.

5.4.2. Traditional Crafts

The simple and traditional lifestyle of villagers has enabled them to master certain traditional crafts. The transmission of these traditional crafts represents a way for villagers to preserve their nostalgic memories. Examples include traditional crafts such as weaving and weaving bamboo artworks. Villagers master these techniques, and the finished products resemble those from their childhood memories. These crafts also provide a means for villagers to gather together and reminisce about the past. Traditional crafts require transmission. To this end, many villagers have attempted to offer teaching sessions or experiential activities for other villagers or tourists, thereby promoting the dissemination of traditional crafts. From the perspective of nostalgic landscapes, through detailed examination of the origins and evolutionary processes of these crafts, combined with comprehensive analysis of the villages and historical contexts in which they are situated, we can extract landscape elements closely associated with these crafts. Subsequently, landscape spaces for displaying and transmitting traditional crafts that exhibit unique regional characteristics can be constructed. Such spaces not only facilitate the transmission and development of traditional crafts but also deepen people's understanding and experience of nostalgic culture.

5.4.3. Cultural Exchange

For cultural heritage sites with cultural exchange value within the village—such as ancient temples and ancient trees—in situ conservation measures should be implemented to ensure that these heritage sites are naturally integrated into their surrounding environment. During the construction process,

design approaches should remain simple and avoid excessive complexity, so as to maintain the authenticity of the cultural heritage and its harmonious unity with the environment. For example, villagers often gather under ancient trees to chat and exchange ideas. In such cases, seating made of red bricks can be arranged around the ancient trees, forming simple and plain rest-and-exchange landscape spaces where villagers can engage in activities. Similarly, regarding the ancient temples frequently mentioned by villagers—around which villagers often conduct festival activities and related events—the culture of the ancient temples can be activated and utilized to meet tourists' demand for nostalgic emotions. With tourism development, these can also be integrated into tourism activities. Locally characteristic daily-use items and handicrafts can be sold as cultural tourism products. The experience of cultural products is a necessary requirement for cultural consumption practices. Therefore, it is essential to design and develop innovative new cultural and tourism consumption products that not only feature novelty but also enhance tourists' sense of participation and experience.

6. CONCLUSION AND DISCUSSION

6.1. Conclusion

This study primarily employed semi-structured interviews, taking villagers of Li Jiayuan Village in Liyang as the interview subjects, to identify nostalgic memory points and subsequently analyze and construct a nostalgia experience space. Thematic analysis was used to examine the collected interview data. In conjunction with the application of scene theory, the places carrying villagers' nostalgia were grouped into four thematic categories: natural environment, activity-related groups of people, customary activities, and characteristic amenities. After analyzing the types of nostalgic memory points, the study constructed four types of nostalgia experience spaces—namely, facility-based experience space, natural environment space, characteristic activity space, and folk culture space—to further satisfy villagers' needs for nostalgia experience spaces.

6.2. Discussion

Although this study possesses a certain depth and breadth, there remain several unresolved issues and limitations. First, regarding data collection, we faced certain challenges and constraints. Due to time limitations, no new data were identified within a short period. Moreover, the number of elderly villagers in Li Jiayuan Village who have lived there for an extended period is relatively small. Ultimately, only 18 villagers were interviewed, resulting in a lack of richness in the interview case materials. Second, the interview protocol itself had certain shortcomings. The number of interview questions was relatively limited, and the perspective of the interviews was rather narrow, which could not guide villagers to think from multiple angles. The study did not fully anticipate the different situations that might arise when interviewing different villagers. For talkative villagers, richer interview data were obtained, and the interviews lasted longer. Conversely, for villagers with limited proficiency in Mandarin or those with more introverted personalities, the amount of valid data that could be obtained was relatively small.

In the study of nostalgia in traditional villages, a dynamic and comprehensive perspective should be adopted to continuously track and explore changes in villagers' nostalgic memories and emotions, thereby summarizing the patterns of their development. Given the author's potential limitations in knowledge and experience, the precision of textual analysis and coding may have been affected to some extent. Furthermore, the understanding of nostalgia should address different subjects. It is necessary not only to study the nostalgia of local populations but also to understand the nostalgia of virtuous local figures living outside the village. The dimensions and breadth of research need to be further expanded to better construct different types of nostalgia experience spaces. Therefore, in

future research, the author will need to conduct further in-depth exploration and make improvements in these areas.

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