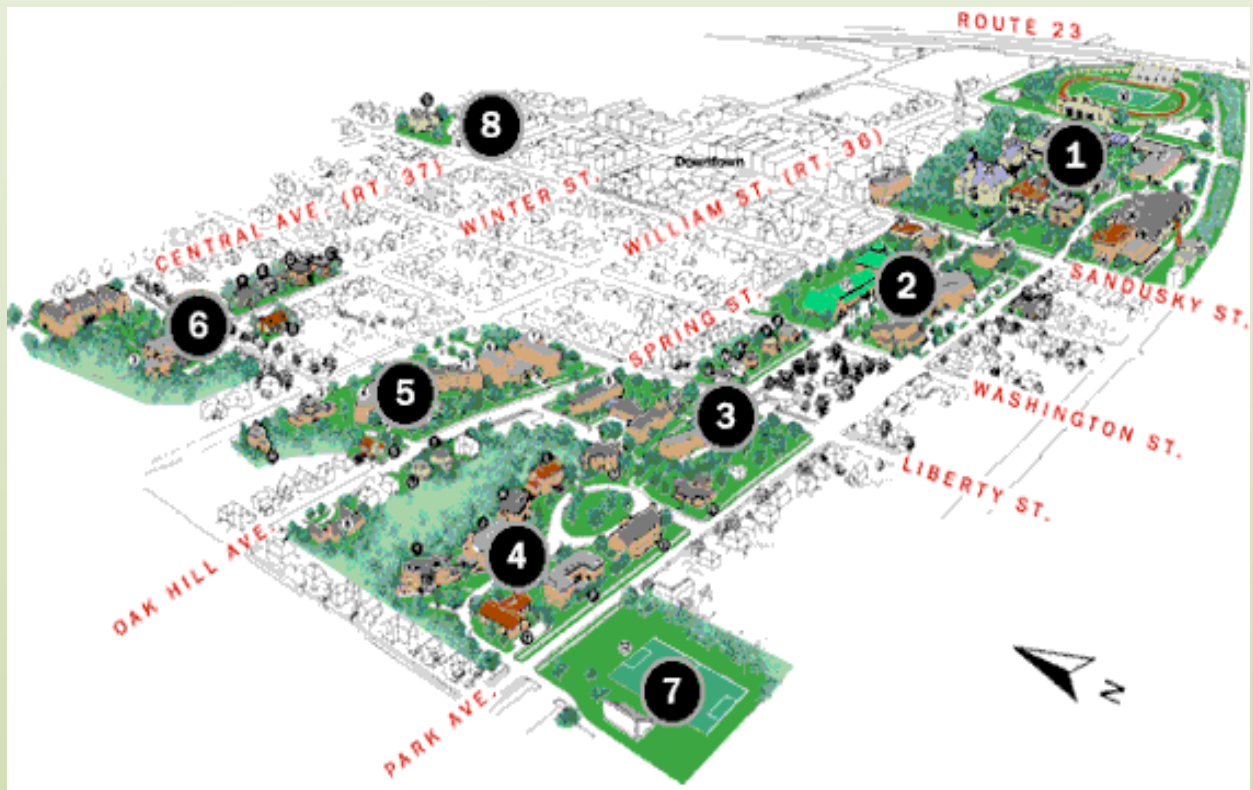


# Mapping Psychogeographies

Delaware, Ohio

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#### On- Campus Sites

- 1.) Beeghly Library
- 2.) Mowry Alumni Center
- 3.) Smith Hall West
- 4.) Phi Kappa Psi

#### Off- Campus Site

- 1.) Good-Year Tires
- 2.) Ollies
- 3.) City Hall
- 4.) Random backyard

### Beeghly Library



#### Soundscape:

##### 1<sup>st</sup> Floor:

- Relatively quite
- Noisy during 6 pm-10 pm when most people are in the library
- Whispering blends together and can tend to be noisy
- Noisiest in the Café area on the far left side of the first floor
- Clicking of keyboards from the computer area

##### 2<sup>nd</sup> Floor:

- Louder it is the closer you are to the stairs where group tables are located
- Quite towards back behind bookshelves where cubicles are located

##### 3<sup>rd</sup> Floor:

- Considered the Quite Floor
- No talking permitted

##### Basement:

- Rarely anyone down there, very quite

#### Smellscape:

##### 1<sup>st</sup> Floor:

- Smells like coffee and pastry aromas which tend to linger from outside the café
- Smells like coffee at night from students trying to get a healthy dose of caffeine

##### 2<sup>nd</sup> Floor:

- Smells like the paper when you open a book
- Hints of coffee in the air
- Occasional smell of soap or stink that lingers from bathroom located on 2<sup>nd</sup> floor

#### 3<sup>rd</sup> Floor:

- Smells like freshly mopped floor
- Lingering smell of coffee
- Has a clean smell to it

#### Basement:

- Bathroom give off soapy/ urinal smelling odor
- Smells like old books and newspapers

#### Touchscape:

- Would not recommend falling asleep on library floor even though the most of the floor is carpeted
- Couches in Library Studio on first floor are very comfortable for a quick nap
- The chairs are rigid and very uncomfortable to sit in for extended periods of time
- The railing on the steps is very cold to the touch
- Would not recommend walking barefoot, tile gets very cold

#### Tastescape:

- Didn't lick any books or attempts to eat a page out of a novel
- Ate at the café where they have really good pastries and sandwiches

#### Not Often Mapped:

- Best places to study would vary on what kind of worker you are
- For serious/limited interaction student the 3<sup>rd</sup> floor would be most suiting whereas the 1<sup>st</sup> floor study tables would best suit the worker who likes to interact with people

#### PsychoScape:

##### 1<sup>st</sup> Floor:

- Welcoming
- Old
- Comfortable
- Normal

##### 2<sup>nd</sup> Floor:

- Welcoming
- Old
- Comfortable
- Normal
- Boring

##### 3<sup>rd</sup> Floor:

- Trapped
- Empty
- Old
- Sad



- Ugly
- Hostile
- Serious

Basement:

- Hidden
- Tight
- Anitsocial
- Cold
- Dark

### Mowry Alumni Center



#### Soundscape:

- Relatively quite with occasional phone rings and conversations
- Meetings go on behind closed doors, muffled noise

#### Smellscape:

- Smelled very clean, a little like Windex and Lysol
- 2<sup>nd</sup> Floor smelled like carpet mixed with Car Freshner
- There was a sweet aroma coming from some of the offices almost smelled like candy

#### Touchscape:

- Very Cold distinguished feel
- Not very comfortable
- A few scattered cushioned chairs

#### Tastescape:

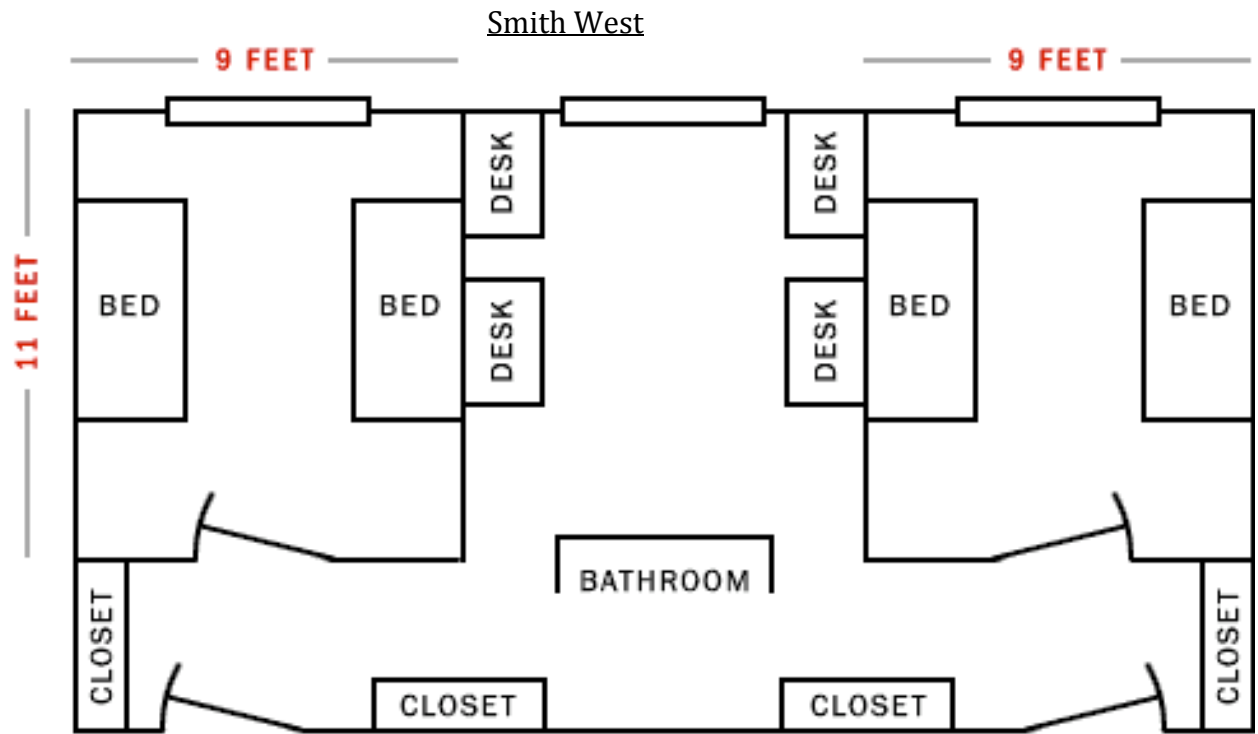
- Didn't lick or taste anything in Alumni Hall
- There were candies on some desks that I took with ease
- Mints were offered

### Not Often Mapped

- What Rooms are visited most
- Various offices around the building probably receive an equal number of people coming in and out daily
- Conference Room probably holds the most people but is not used regularly

### Psychoscape:

- Cool
- Boring
- Trapped
- Welcoming
- Antisocial
- Old



(Average Room in Smith West)

#### Soundscape:

- Soundscape is really dependant on the room you are in
- Stairwell is very echo prone. Easy to hear someone speaking on the 5<sup>th</sup> floor when you're on the 1<sup>st</sup> floor
- Dorm noise is dependant on the night. Friday being the loudest as well as Saturday
- 4<sup>th</sup> Floor of Smith West had very loud music playing
- Study Rooms were relatively quite with only 1 or 2 people in them
- On 2<sup>nd</sup> floor there is a lounge which connects Smith East and Smith West, the tv was on, people were playing pool and it was very noisy
- Laundry Room made a lot of noise on 2<sup>nd</sup> floor

#### Smellscape:

- smell varied from floor to floor
- The stairwell had an awful beer/old shoe smell to it
- The 2<sup>nd</sup> floor smelled like a Laundromat
- And on floors you could smell various smells coming from the Floor Kitchens where students had been cooking

#### Touchscape:

- Every floor in Smith West is tile so I wouldn't recommend walking around with bare feet the floor gets very cold
- The walls are large cement bricks which tend to get very cold as well

#### Tastescape:

- The dorms had a lot of crumbs laying around on the floor, Didn't eat any
- The Smith Hall Dining Hall is located on the first floor of Smith West which provides a wide array of food
- Students often cook their own food in the Student Kitchens leaving condiments and crackers behind ( Did eat a very stale cracker)

#### Not Often Mapped

- The best floor to study on would be a nice feature to map
- The loudest floors would have to be floor 2 with its proximity to noisy venues such as the laundry room, 2<sup>nd</sup> floor lounge and Smith Dining Hall.
- The least noise was floor 4
- The best study room was also on floor 4 making it probably the best floor to study on

#### Psychoscape:

- Felt trapped very cold and Block Like Architecture
- Hostile
- Cold
- Boring
- Unwelcoming





Phi Kappa Psi Fraternity



Soundscape:

- Noisiest on weekends
- Inside usually music playing on 2<sup>nd</sup> floor where everyone lives
- First floor relatively quite to the rest of the house

#### Smellscape:

- Kitchen is located on the bottom floor so you have cooking aromas lingering down there
- Showers are on 2<sup>nd</sup> floor so there is a damp shampoo smell on the 2<sup>nd</sup> floor
- This smell is often mixed with a faint beer smell coming from empty rooms or remnants of the weekend
- First Floor smells like a dorm, clean/ well maintained

#### Touchscape:

- Hallways carpeted
- Rooms varied on size and set-up
- Nice carpeted room living area on main floor with comfortable seating area along with couches
- Common room upstairs with two couches, not very comfortable
- Kitchen floor is tile and very cold

#### Tastescape

- Kitchen is located on bottom floor with a personal chef which makes very good food (had a chance to sample it)
- Open pizza left in the hallway (age of pizza undetermined)

#### Not often Mapped

- Best floor socialize on
- 1<sup>st</sup> floor is more of a common area
- 2<sup>nd</sup> floor would be the best floor for a party being that it has all the rooms

#### Psychoscape:

- Welcoming
- Friendly
- Old
- Very Nice
- Prestigious
- Ravenous
- Free



## Off- Campus Sites



### Soundscape:

- Relatively loud noises from passing cars and trucks.
- Loud drilling noises can be heard from the workshop.
- The inside is quieter with muffled noises coming from the road and an occasional phone ring.

### Smellscape:

- A heavy smell of oil and grease can be smelt from right outside.
- On the inside there is an overwhelming smell of new and burnt rubber due to the stacks of Goodyear tires.

### Touchscape:

- Very cold smooth, distinguishing walls.
- Rigid, Rubbery feel on the inside due to stacks of tires

### Tastescape:

- A strong mixture of oil and rubber overwhelm your senses.

### The Sadly Not Very Often Mapped:

- A great place to be if you are looking for unique combinations of smells and textures.

### The PsychoScape:

- Dark
- Cool
- Strong
- Boring



#### Soundscape:

- Relatively loud noises from passing cars and trucks constantly stopping at nearby stoplights.
- Quieter noises from passing people's conversations can be heard.
- The inside is much more quiet with muffled noises coming from the road and an occasional phone ring.

#### Smellscape:

- A heavy smell of grilled food can be smelt from the surrounding restaurants.
- On the inside there is a slight smell of copy toner and cigarette smoke.

#### Touchscape:

- Cold and somewhat rigid brick walls.
- Smooth, soft feel on the inside due to carpeting.

#### Tastescape:

- A strong smell and taste can be given off due to the surrounding restaurants.
- I licked a brick and it was extremely salty.

#### The Sadly Not Very Often Mapped:

- Since it is located at a busy intersection it is often tough to cross the street.

#### The PsychoScape:

- Beautiful
- Cold
- Fear
- Visible
- Tight



Soundscape:

- Very quite noises because few cars pass by.
- Noise from a nearby stream can be heard softly in the background.

Smellscape:

- A slight smell of evergreen can be smelt from the surrounding trees.
- There is a strong smell of freshly cut grass.

Touchscape:

- Very cold rigid, strong, brick walls.

Tastescape:

- A mixture of evergreen and fresh-cut grass fills your pallet.

The Sadly Not Very Often Mapped:

- A great quite place to take a walk and enjoy the open in Delaware.

The PsychoScape:

- Welcoming
- Comfortable
- Happy
- Relaxing
- Belong





Soundscape:

- Relatively soft noises from neighbors playing outside.
- The sound of basketball being dribbled can be heard.

Smellscape:

- Heavy smells of barbeques from the surrounding neighbors fill the street.

Touchscape:

- Cold and somewhat rigid brick walls.
- Soft, tender ground.

Tastescape:

- A strong smell and taste can be given off due to backyard barbeques.
- Delicious smells and tastes fill the air.

The Sadly Not Very Often Mapped:

- A great place to go for a barbeque or quiet bike ride.

The PsychoScape:

- Peaceful
- Light

Somewhat hidden

Names: Stephen, Barnett, Nick LaBranche, Matt Sommi, Trevor Forsyth

Geog. 222

2/5/12

## **Project Description**

Mapping out surroundings that you think are familiar to you is not as easy of a task as one might think. As a group we were not as familiar with many of the locations on this campus as we might have thought. Because we were surprised by the amount of things that were uncharted in our minds, we knew as a group we would have to split tasks up to fully chart our locations. Although we helped each other out as much as we could we assigned specific assignments to each group member. Our group was able to find time to explore our locations on Monday the 30<sup>th</sup> when we were given time during class to work on our projects. While exploring our locations we had Nick work on documenting our locations with pictures of our various locations. During that time Matt, Stephen, and Trevor worked on recording our thoughts on the six other categories. More specifically we assigned the Smellscape and the Tastescape to Matt, the Soundscape and Touchscape to Stephen, and the Psychoscape and the “Sadly Not Very Often Mapped” to Trevor. The results that we found were very interesting and different from what we had expected.

After gathering out information the next step of the process is to put together our maps together and finalize the project. To do this our group got together at the library so we could all work on the project at the same time. Here we again split up tasks in order to be efficient and effective in mapping our locations. We split into teams of two and had Stephen and Matt work on the on-campus locations and Nick and Trevor work on the off-

campus locations. In the end we all came together to finish this project description and finalize and put together the final product.

While we were walking around mapping out our locations everything did not always go smoothly, and we had some interesting experiences along the way. Some of these interesting experiences included some awkward moments. For example one of our off-campus locations included an ice cream shop that also doubled as a residence for the owners. Because it was still early in the day the shop was not open yet, and because the shop was not open, we preceded to walk around through the yard and around the house taking pictures and recording our information. After about five or so minutes on location an adult woman began to pass by the location on foot. With a confused look on her face she finally asked what we were doing with our camera and all of our notebooks, so we continued to explain that we were completing a project for one of our classes. Before we were able to finish our explanation she interrupted us by shouting out “take my picture, it is the best day of my life!” Confused and unsure how to respond, Nick proceeded to take her picture and she instantly left. Because she took off so quickly we were actually unable to even ask her why it was such a great day for her. Once the mysterious women left we all looked at each other confused about what had just happened, and we were all speechless, unable to fully understand the situation.

Looking back on the project as a whole we think our group did a good job splitting up tasks in order to stay effective. Also we thought that it was interesting how many things we did not know about the locations that we visited. As we went to the different places we had a visual picture of what it looked like, however many of the other things such as the

Touchscape and Psychoscape were previously uncharted for us. There is a lot that we can take away from this experience, and we think from now on we will be more aware of these other categories of mapping.

Maps With Designated On and Off Campus Sites



