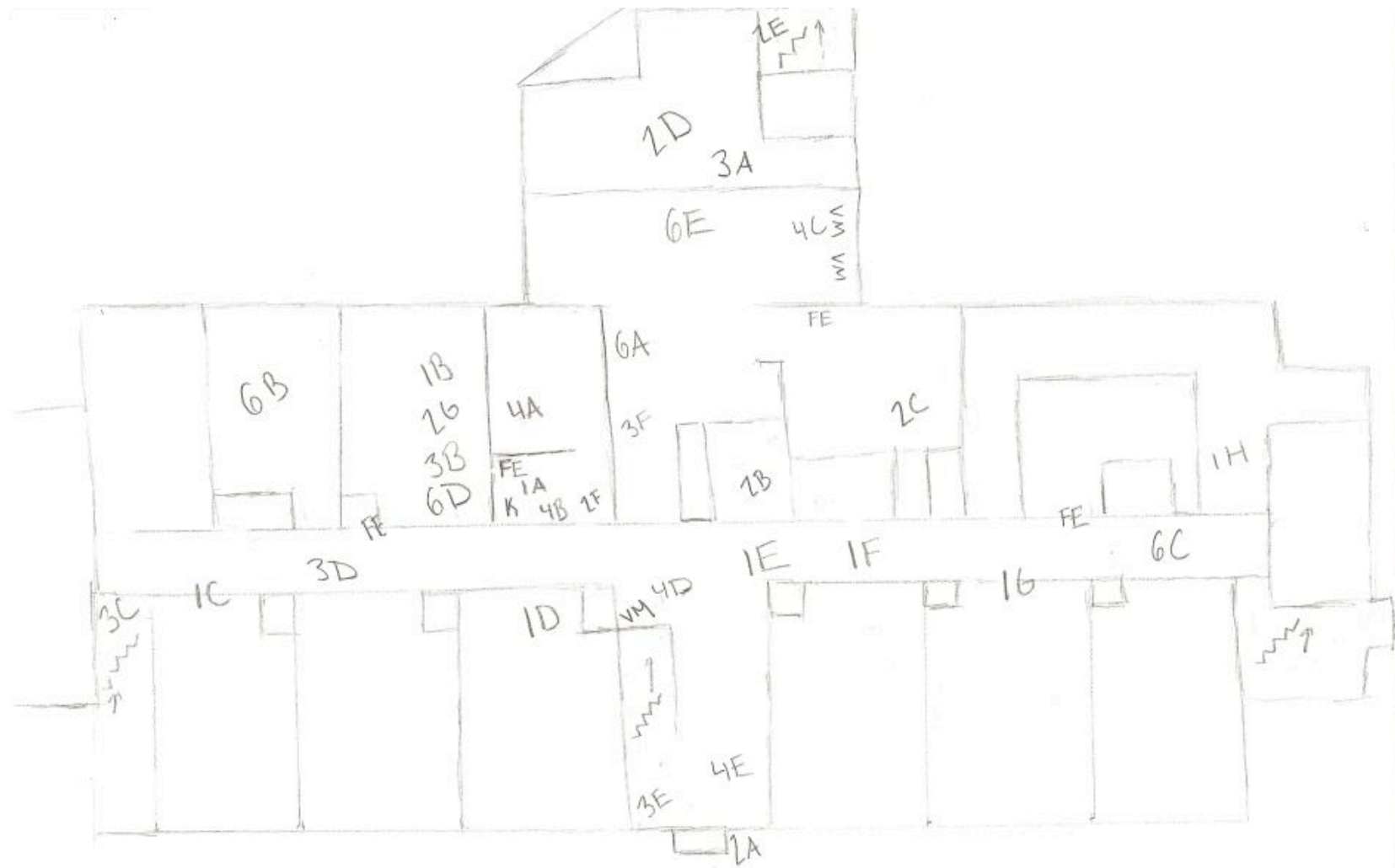


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Psycho Geography
Dr. Krygier
2/2/10



Welch Hall Ground Floor

Welch Hall Map Key

1 – The Soundscape

- 1A: Microwave buzzing
- 1B: Computers droning, printer noise
- 1C: TV sounds – possibly Little Rascals
- 1D: Loud talking (female voice)
- 1E: Doors banging from afar
- 1F: Indoor-voice level speech (male)
- 1G: Explosive laughter (both sexes)
- 1H: Rumbling machinery

2 – The Smellscape

- 2A: A bit of cigarette smoke
- 2B: A little like bleach, a little like handsoap
- 2C: Strong scent of laundry detergent
- 2D: Musty smell of a closed-up room
- 2E: Strong scent of pizza
- 2F: Smelled slightly of trash
- 2G: Reeked of body odor

3 – The Touchscape

- 3A: Rough, thin carpet
- 3B: Oily, grimy keyboards
- 3C: Very, very cold draft
- 3D: Dry, cold floor
- 3E: Prickly cushions
- 3F: Coarse felt

4 – The Tastescape

- 4A: Unappetizing microwavable Mexican dish
- 4B: Bag of garlic cloves in refrigerator
- 4C: Oversweetened soft drinks
- 4D: Lots of junk food, a few healthier choices
- 4E: Some guy eating a candy bar

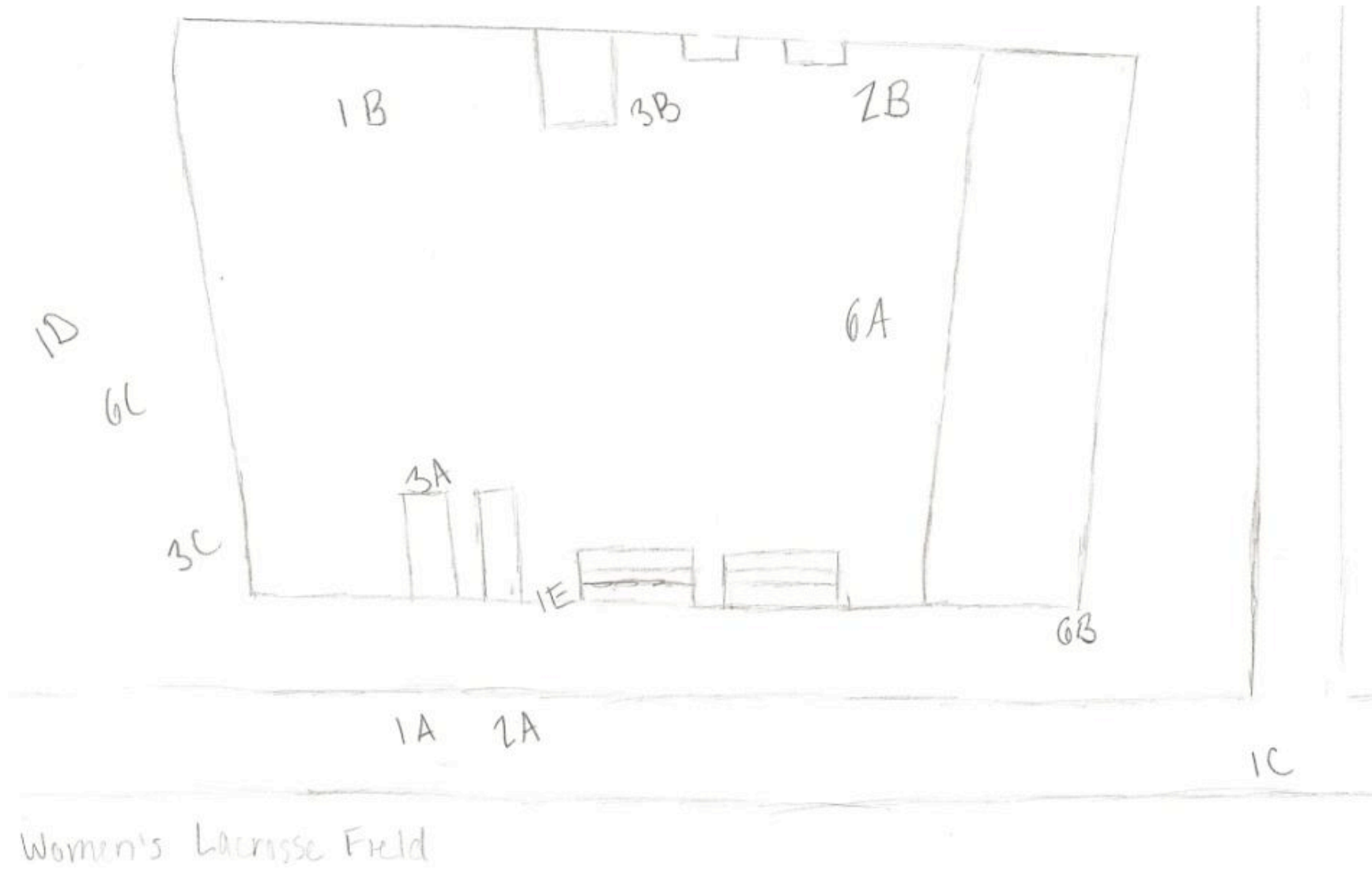
5 – The Sadly Not Very Often Mapped

- FE: Fire extinguishers
- VM / K: Vending machine / Kitchen (Places to get food)

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- 6 – The Psychoscape
6A: Nice colors
6B: Oppressive
6C: Lonely
6D: Awkward
6E: Welcoming





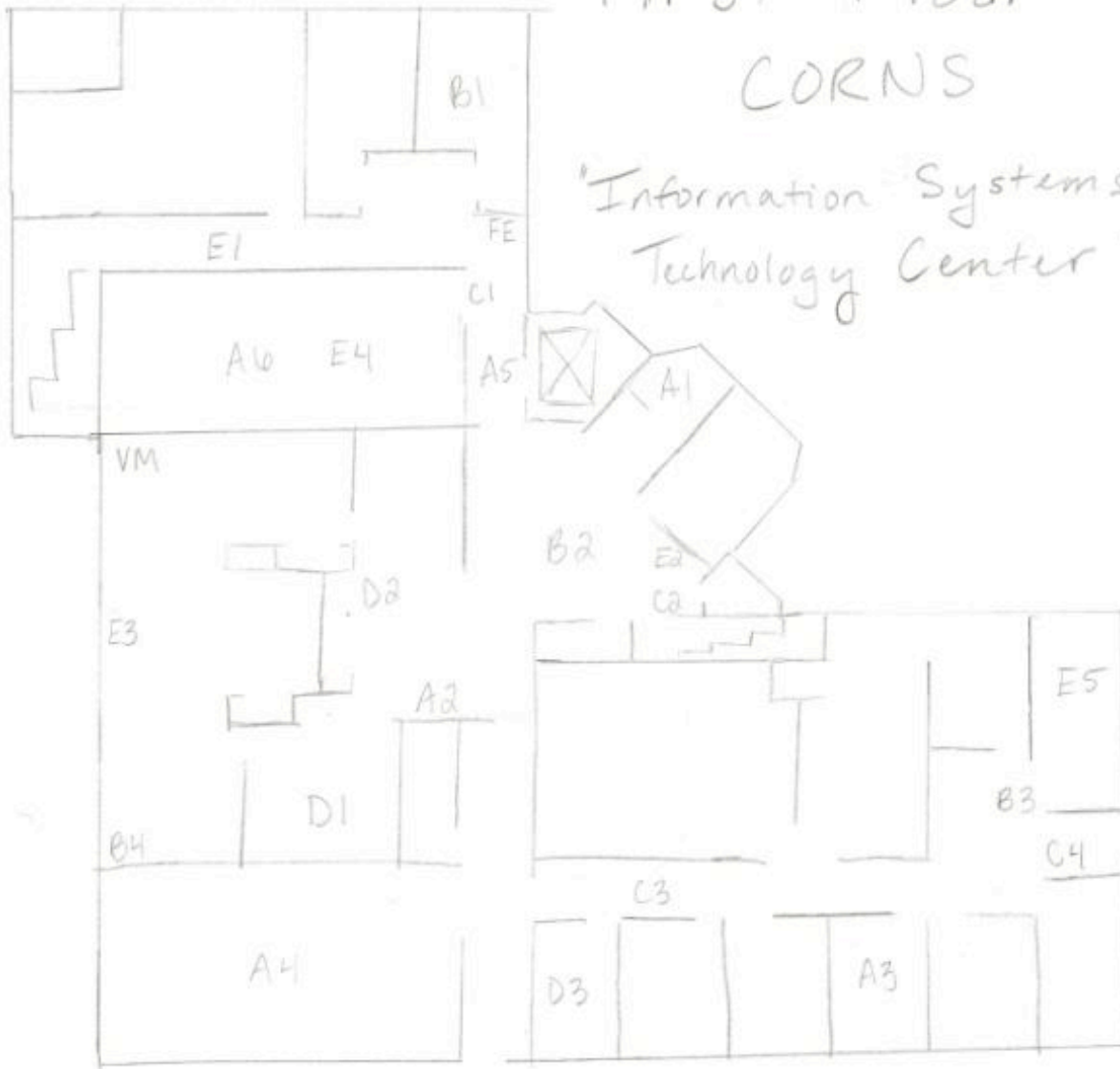
Women's Lacrosse Field Map Key

- 1 – The Soundscape
 - 1A: Car engines humming
 - 1B: Wind blowing
 - 1C: Horn honking
 - 1D: Tree branches creaking
 - 1E: Gate rattling
- 2 – The Smellscape
 - 2A: Exhaust
 - 2B: Something unpleasant, source unknown
- 3 – The Touchscape
 - 3A: Cold, smooth metal
 - 3B: Rough wood
 - 3C: Hard, frozen ground
- 4 – The Tastescape
 - None!
- 5 – The Sadly Not Very Often Mapped
 - None.
- 6 – The Psychoscape
 - 6A: Boring
 - 6B: Arctic
 - 6C: Lonely



First Floor CORNERS

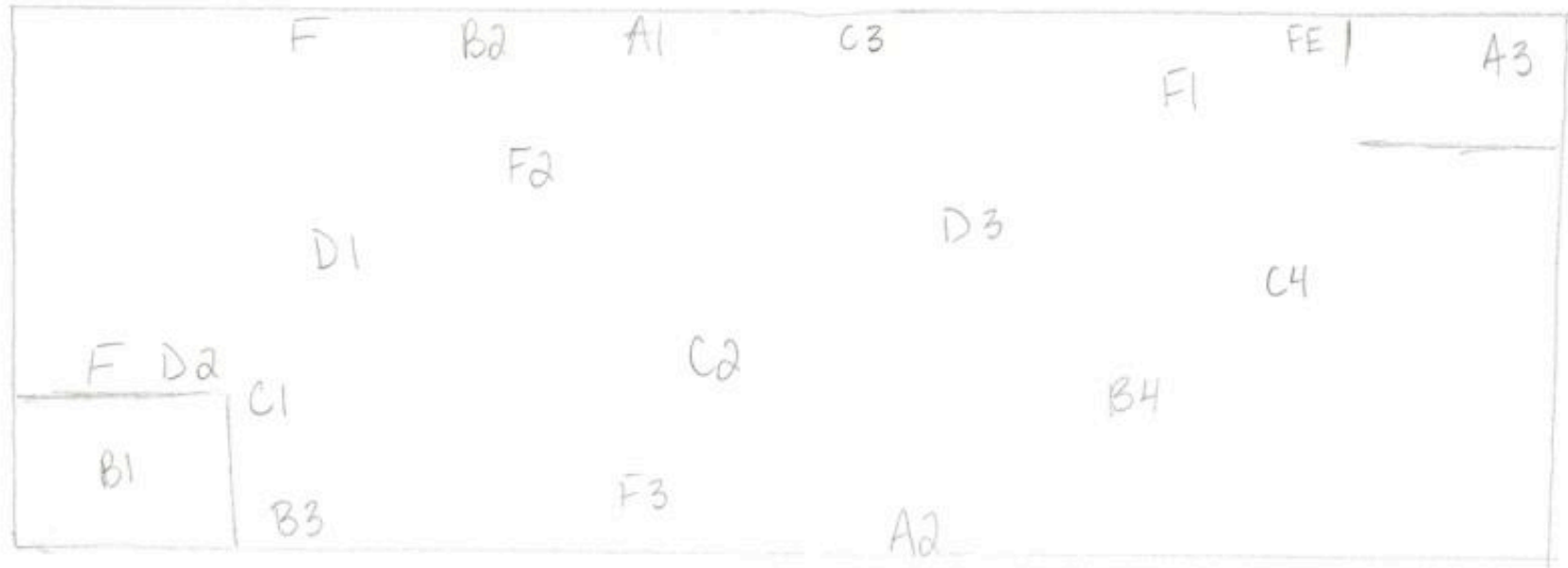
"Information Systems/
Technology Center"



Corns – Information Systems /Technology Center

- 1 – The Soundscape
 - A1: Elevator Hiss
 - A2: Copy machine
 - A3: Phone ringing
 - A4: Heating system
 - A5: Elevator ding
- 2 – The Smellscape
 - B1: Aerosol (floral-scented)
 - B2: Dry, humid air
 - B3: Strong plastic smell
 - B4: Air freshener (cherry-scented)
- 3 – The Touchscape
 - C1: Tingle of hand sanitizer
 - C2: Dirty, smooth floor
 - C3: Cool air blowing from vents
 - C4: Warm air blowing from vents
- 4 – The Tastescape
 - D1: Student eating chocolate chip cookies
 - D2: Office worker chewing gum
 - D3: Bowl filled with hard candy
- 5 – The Sadly Not Often Very Mapped
 - FE: Fire extinguisher
 - VM: Vending machine
- 6 – The Psychoscape
 - E1: Boring
 - E2: Dim lighting
 - E3: Paintings, lots of color
 - E4: Safe – many computers
 - E5: Very serious – offices

The Mean Bean

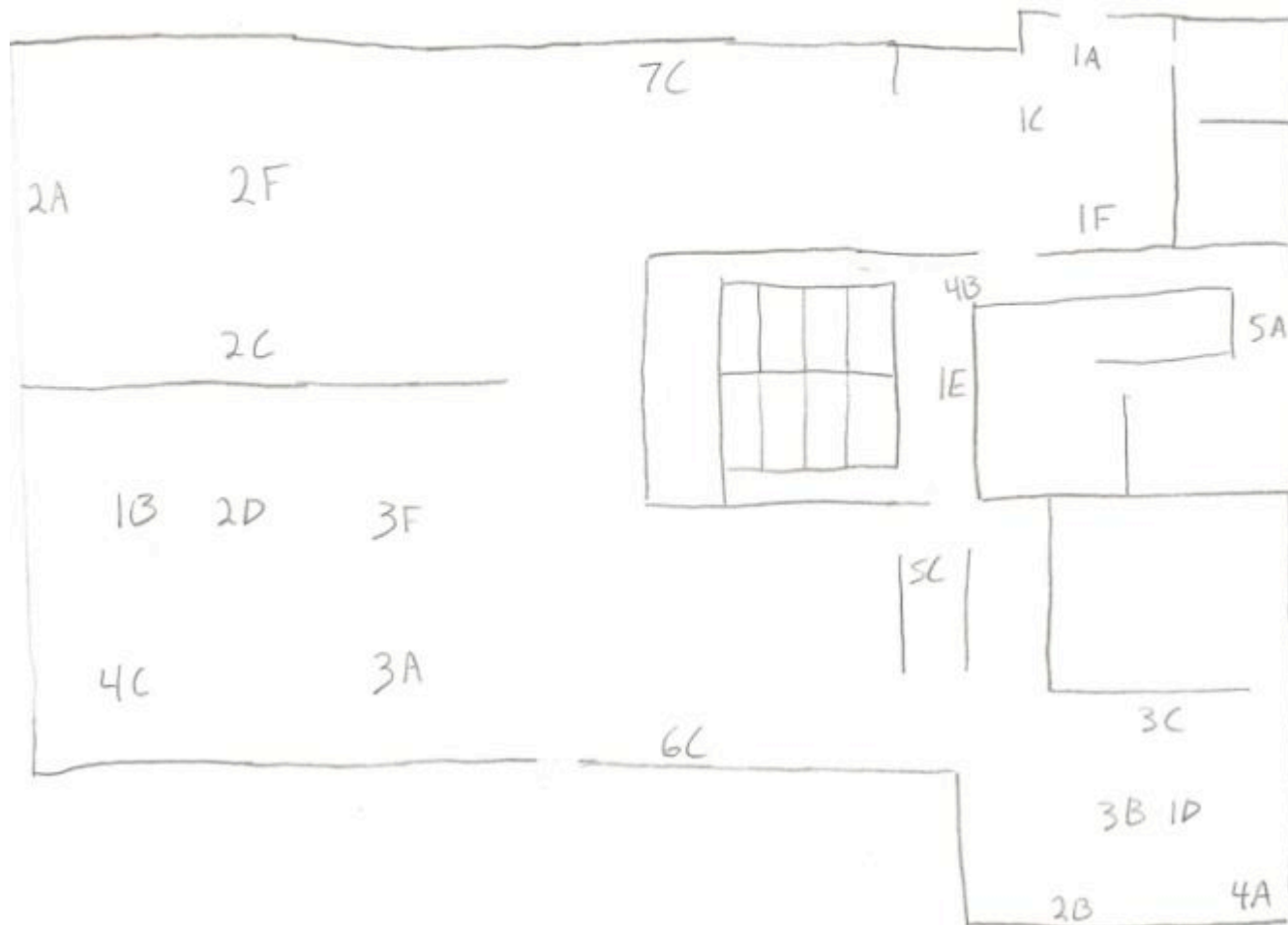


Mean Bean Map Key

- 1 – The Soundscape
 - A1: Speakers
 - A2: Annoying, obnoxious couple
 - A3: Screaming younger teenage girls
- 2 – The Smellscape
 - B1: Freshly ground coffee
 - B2: Cleaning chemicals
 - B3: Freshly baked goods
 - B4: Cigarette smoke
- 3 – The Touchscape
 - C1: Hot coffee cup
 - C2: Puffy couch cushions
 - C3: Rough and smooth pole (different rocks)
 - C4: Tree leaves
- 4 – The Tastescape
 - D1: Sweet coffee
 - D2: Delicious cookies
 - D3: Girls drinking fruit smoothies
- 5 – The Sadly Not Very Often Mapped
 - FE: Fire extinguisher
 - F: Food displays
- 6 – The Psychoscape
 - F1: Very colorful
 - F2: Cozy
 - F3: Cute



Alpha Sigma Phi

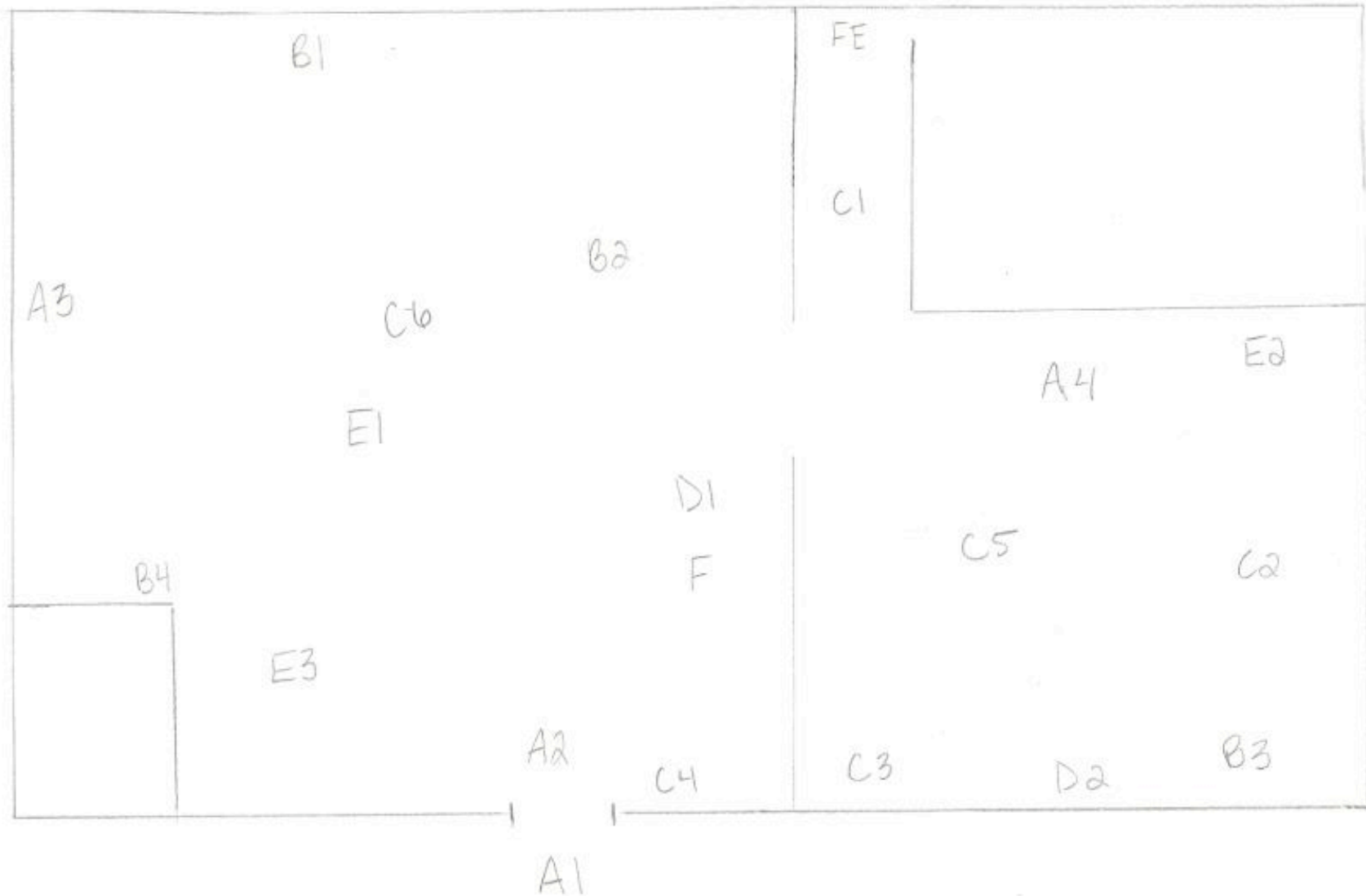


Key for Alpha Sig

- 1 - The Soundscape:
 - 1A: Buzzing of lights
 - 2A: Crackling of fireplace
 - 3A: Smacking of lips
 - 4A: Oven buzzing
 - 5A: Creaking door
- 2 - The Smellscape:
 - 1B: Fresh-cooked broccoli
 - 2B: Burnt popcorn
 - 3B: The sweet smell of fresh-baked cookies
 - 4B: Rotten garbage
- 3 - The Touchscape:
 - 1C: Crusty mud
 - 2C: Soft leather
 - 3C: Cold refrigerator
 - 4C: Greasy tables
 - 5C: Scalding dishwasher
 - 6C: Prickly wreath
 - 7C: Ridiculously cozy chair
- 4 - The Tastescape:
 - 1D: Savory cookies
 - 2D: Flavorful Philly cheesesteak sandwich
- 5 - The Sadly Not Very Often Mapped:
 - 1E: Fire Extinguisher
- 6 - The Psychoscape:
 - 1F: Elite, exclusive
 - 2F: Coziness
 - 3F: Intimidating



Goodwill



Goodwill Key

- 1 – The Smellscape
 - A1: Fast food
 - A2: Musty odor
 - A3: Smell of old clothes
 - A4: Cigarette smoke on person passing by
- 2 – The Touchscape
 - B1: A dirty sweater
 - B2: Baby clothes
 - B3: Smooth feel of glassware
 - B4: Rough denim
- 3 – The Soundscape
 - C1: Employee speaking (female)
 - C2: "Hey Jude" on radio
 - C3: A sneeze
 - C4: Cash register dinging
 - C5: Car toy beeping
 - C6: A couple talking
- 4 – The Tastescape
 - D1: Potato chips
 - D2: Valentine's Day candy
- 5 – The Sadly Not Very Often Mapped
 - FE: Fire Extinguisher
 - F: Food
- 6 – The Psychoscape
 - E1: Excited because of memories
 - E2: Nostalgic – 8-track tapes
 - E3: Uncomfortable



Hannah Benzing, Jillian Prusa, Jon Rux
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2/2/10

Mapping PsychoGeographies

To begin our project, we started walking over to Corns. Hannah was the primary mapper for Corns. She chose the basement, which is essentially a technology center. When she first walked in, she thought it was a little dirty. She noticed dirt build-up in the corners of the hallways, and the tiling appeared a little gross. The dim-lighting also made it seem unwelcoming. When Hannah asked to delve deeper into the depths of the basement, the receptionist would not allow her to pass. He eventually acquiesced and gave her a floor map, which made the process a little smoother, even if it meant not really experiencing the true feeling of the assignment.

Besides that, we didn't encounter too many issues regarding access to buildings. I live in one of the buildings (Alpha Sigma Phi) we documented, so I had access to just about everything. It was funny watching Hannah's face as she encountered twenty-five loud singing brothers. She was a little intimidated. Jillian spent a long time mapping out Welch. She wasn't too thrilled to do it: she dealt with some creepy individuals whilst the process. However, she found the building to be clean and welcoming. Another location we found that (technically) didn't allow entry was the women's lacrosse field. I jumped the fence to get a better feel for my surroundings. It was cold, dreary, and not all too interesting.

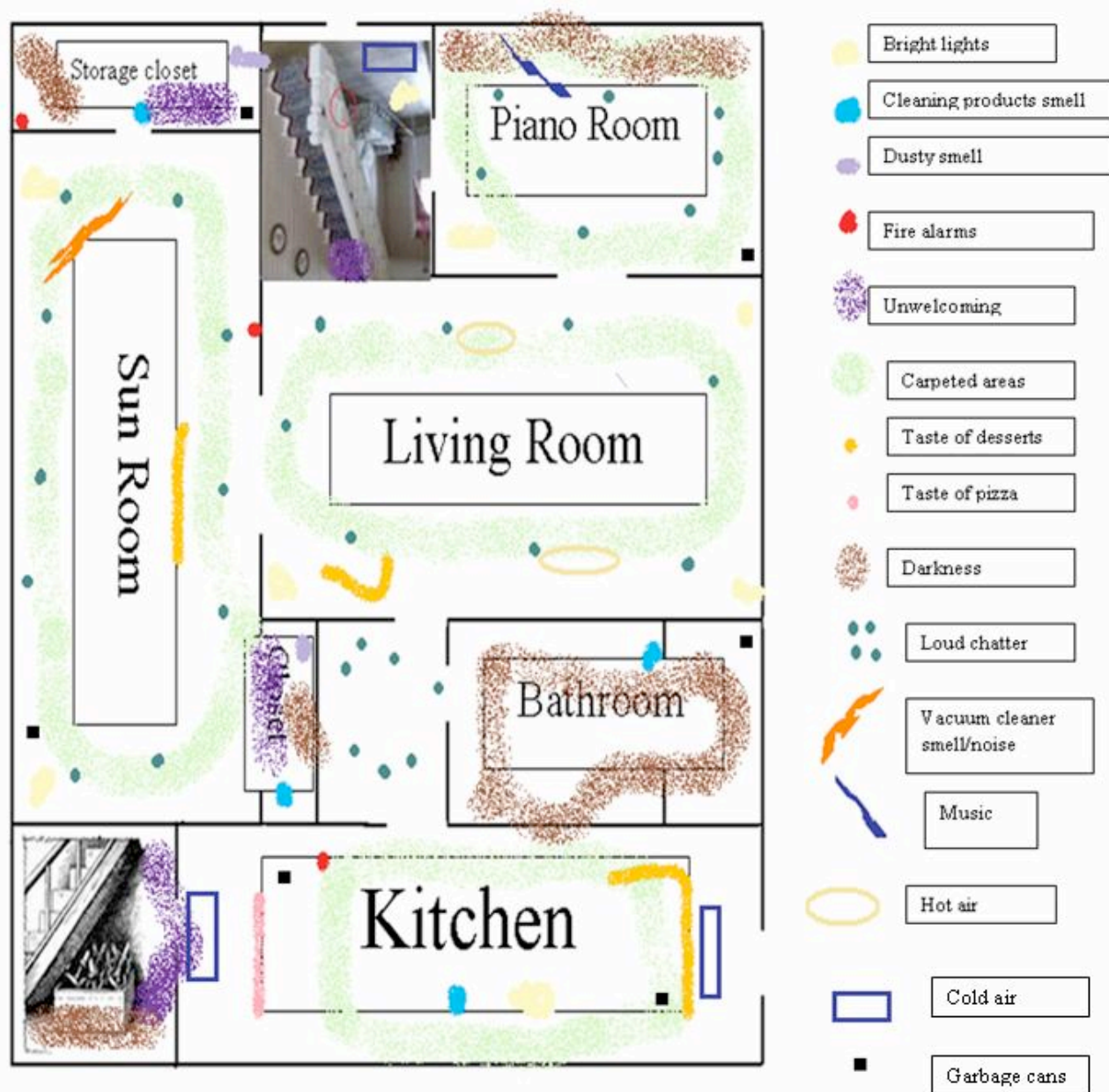
For our off-campus locations, we visited the Mean Bean and Goodwill. Within our group, there were differing opinions regarding how we felt inside Goodwill. Hannah was extremely excited: she felt lots of memories flooding from her high-school days. Jillian felt nostalgic, while I was creeped out by being in a thrift store. In contrast, we all felt very comfortable in the Mean Bean.

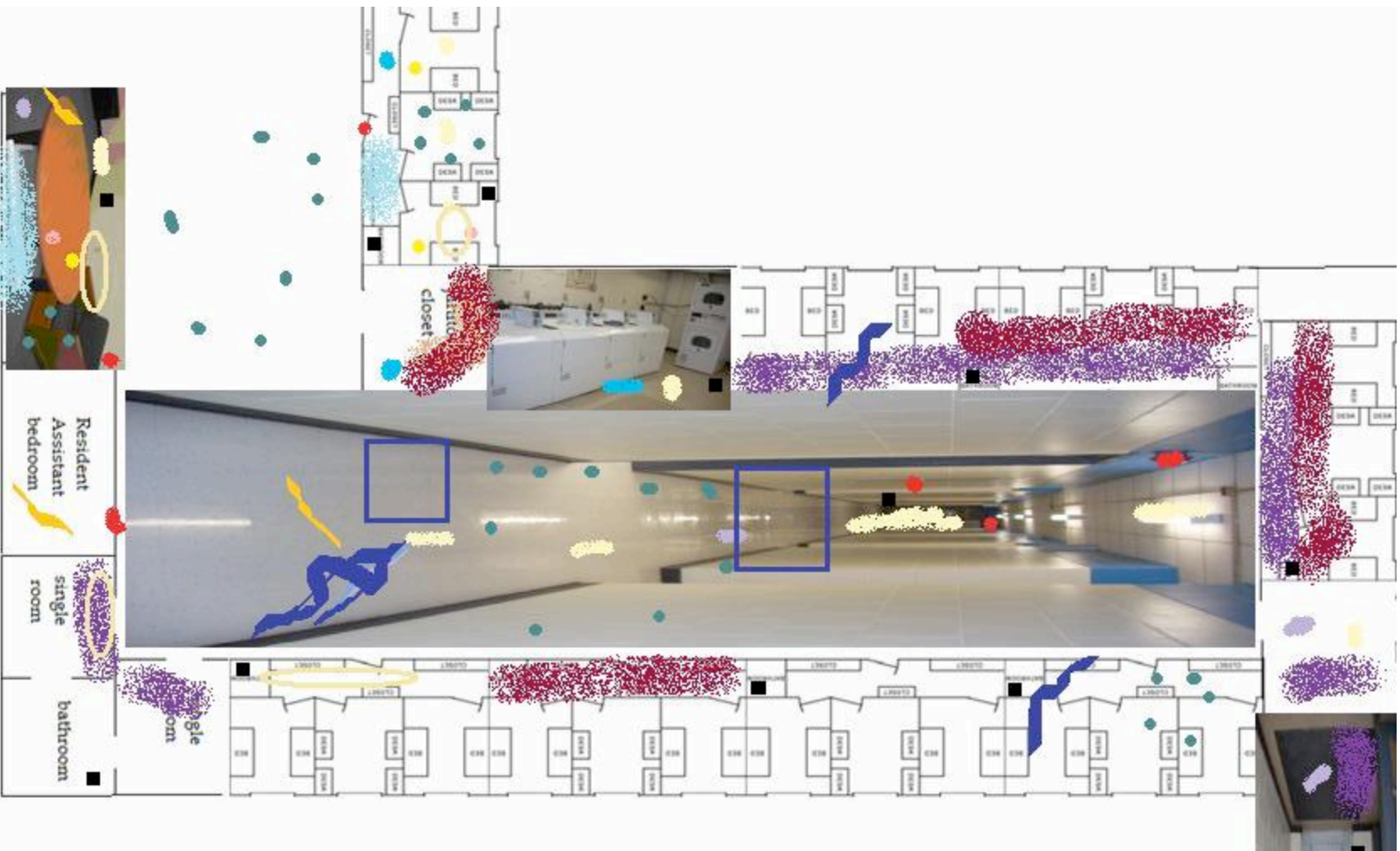
The whole experience was a lot of fun. It was enlightening thinking about our senses as a means to mapping, and also considering those things which you normally would not map. We enjoyed exploring Delaware, even if it was in sub-freezing temperatures and I realized how much I don't like thrift stores. All in all, the project allowed us to view maps in a completely different way.

Power of Maps

exercise 1

- Maps of Smith East, Tridelta, UDF, Tim Hortons, Stuy, and Hayes
- By: Addie, Hussain, Kelly





- smells like gasoline
- loud cars
- not eye appealing

- Cold Air
- tastes like donuts
- looks quaint

- tastes like ice cream
- smells like pizza



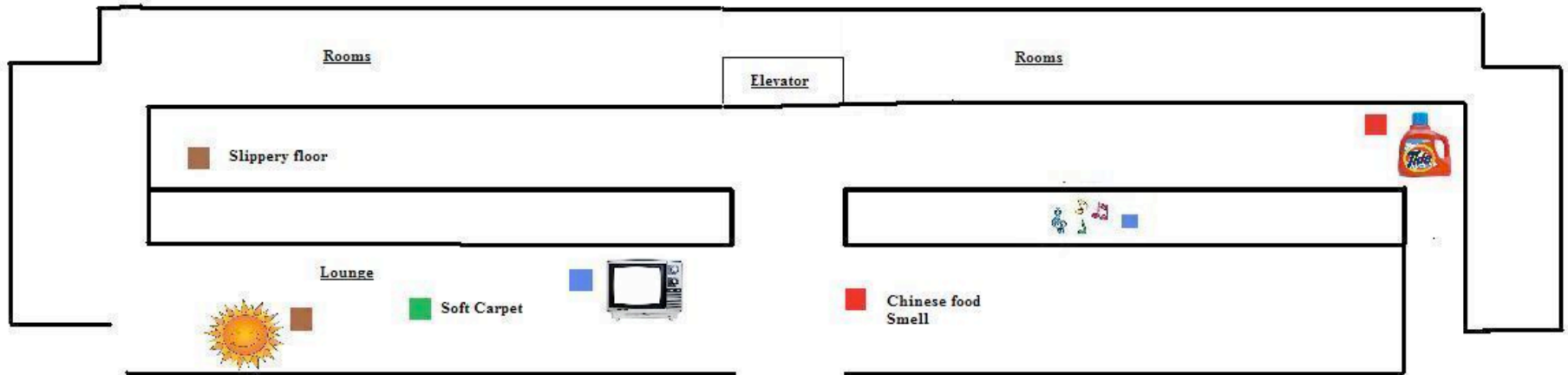
William Street

Liberty Street

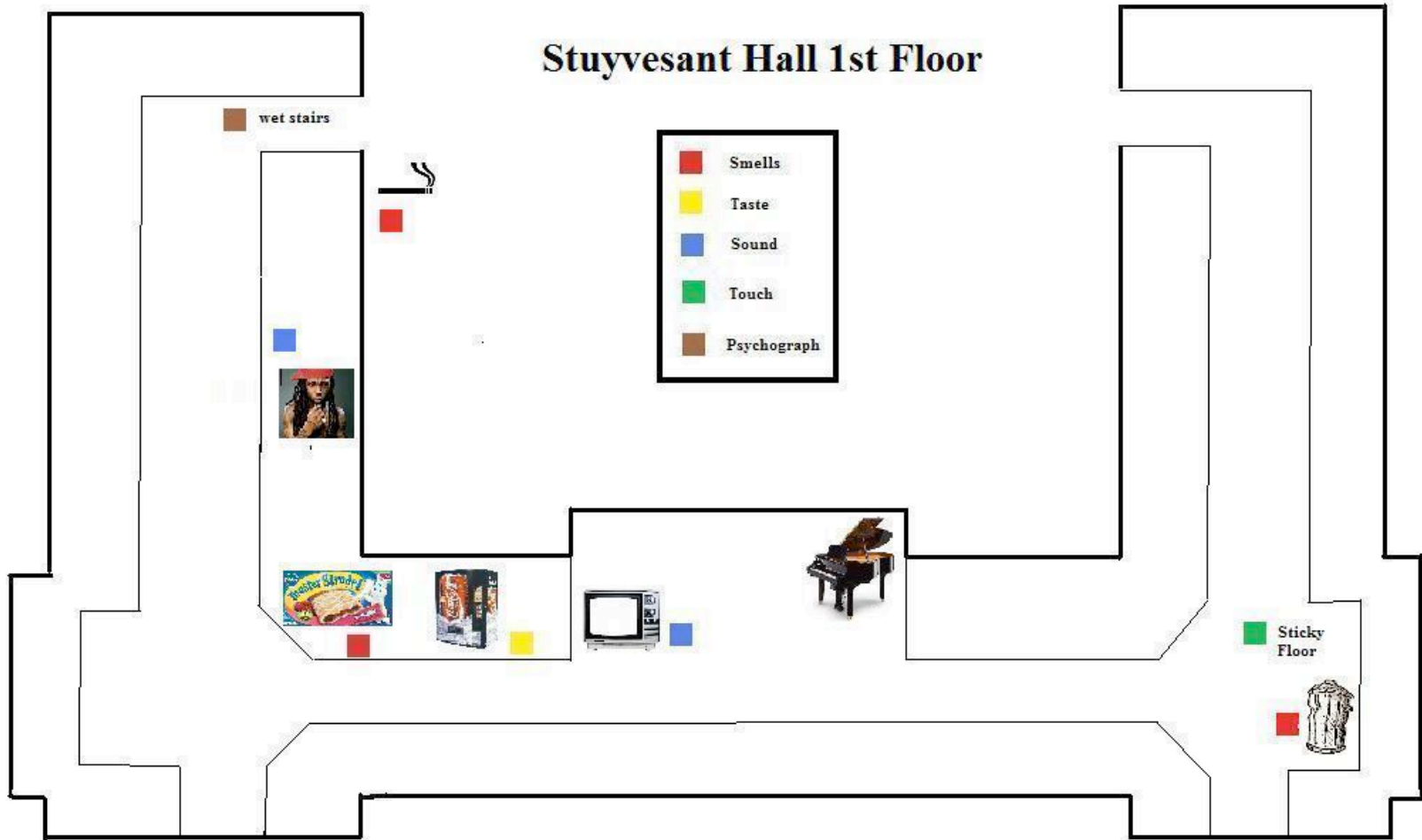


Washington Street

Hayes Hall 1st Floor



Stuyvesant Hall 1st Floor



Write Up

- Power of Maps
- Exercise 1
- The group walked around the first floor of Smith East, and the house of Delta Delta Delta on Ohio Wesleyan's campus. While walking around, Addie found that there were many more things to map than she ever would have thought. While walking on the first floor of Smith East, I (Addie) realized that it was a small area, but that there were many senses being activated while I walked. There were many distinct smells, touches, tastes, sounds, and sights. It was hard to find things that were rarely mapped, but walking around Smith gave me the idea to map fire alarms and garbage cans, because they are both things that I have never seen on maps before. When I walked through the Tridelt house, which was a familiar place to be walking through for me, I still found many things that I do not normally pay attention to that would be good things to put on a map, such as feelings I get while in each room, and noises that I have not noticed before. I mapped all of the things that are on the Smith and the Tridelt house.
- Kelly (while blindfolded) picked two off campus points from on the map; her locations were the intersection of W. William Street and S. Washington Street, and the intersection of W. William Street and S. Liberty Street. The group and I (Kelly) went from Smith to the intersection of W. William Street and S. Liberty Street. At the intersection it was very loud and busy with cars. United Dairy Farmers (UDF) was located at the intersection and in order to use all my senses I bought and ate some ice cream. Outside UDF the air smelled strongly of gasoline, and felt very cold. On the walk from UDF to the intersection of W. William Street and S. Washington Street, we passed a few houses on both sides of the street that looked like quaint offices. We walked outside of Tim Horton's and I couldn't smell anything outside because I was so cold and my nose was running, so we went inside Tim Horton's. Inside I bought a donut and hot chocolate to warm myself up and thought Tim Horton's tastes like donuts. After we were all warmed up we crossed W. William Street to the other side of the intersection where Domino's Pizza is located. Outside of Domino's Pizza I could smell the pizza and it smelled very good. On the walk back we were all freezing and the air felt so cold! We passed by a few unappealing buildings such as "Franco Alexanders" and the Smith Residence Hall.

- I (Hussain) selected Hayes and Stuy. As I walked into Hayes with the group I could smell chinese food. The lounge on the left looked sunny and warm. As we walked further, one of the group members noticed that all the curtains and sofas in hayes were pink. While walking through the hallways, I heard faint music playing in one of the rooms. One part of the hallways smelled like fresh laundry. In another area the floor was wet and slippery. The hallways looked narrow but bright. On the way out I could hear the TV in the lounge. After Hayes we walked to Stuy and I saw some people smoking cigarettes near the entrance. When I entered I realized the stairs were wet and dirty. I the hallway I could hear loud music from one of the rooms. In the kitchen I saw a person making toaster strudel and I could smell the strudel inside the toaster. I bought a coke from the wending machine and walked further. In the lounge the small TV was on. At the end of the hallway the floor was sticky near the trash cans which were full and smelled nasty. The hallways were dimly lit and unwelcoming.

Blue Limestone Park

Delaware County, Ohio

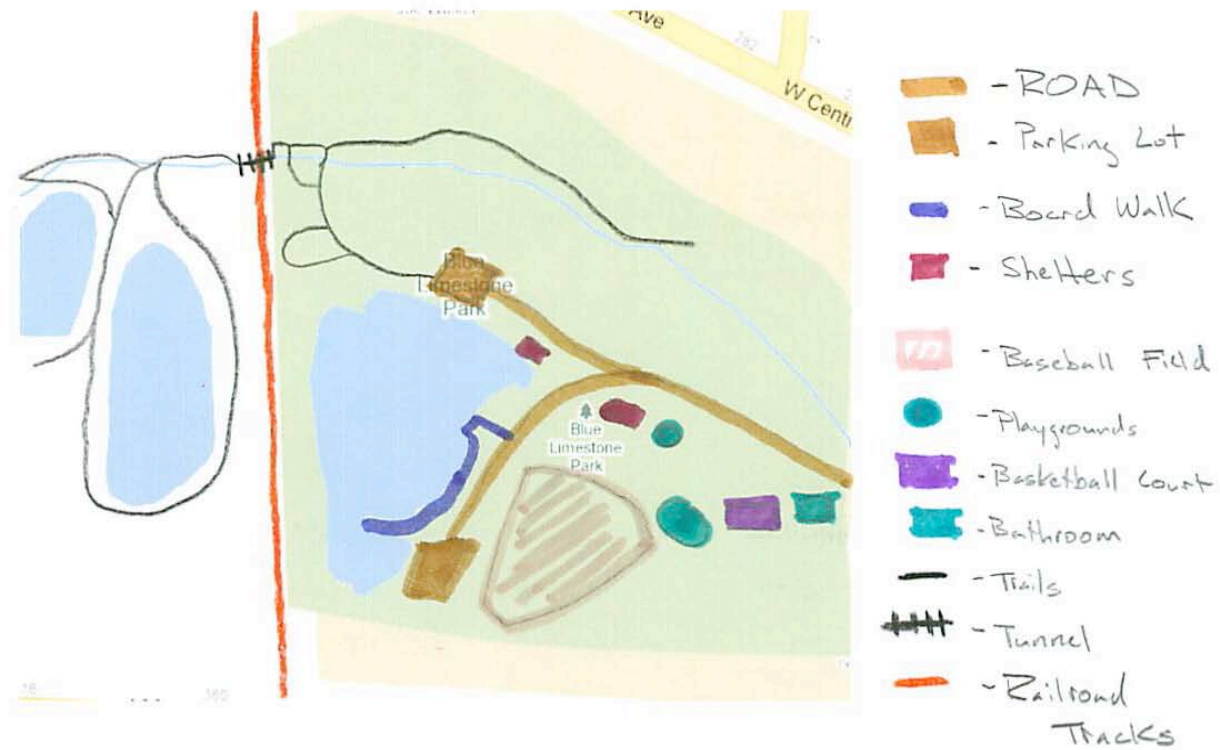
Alex Razzolini

Kenneth Callahan

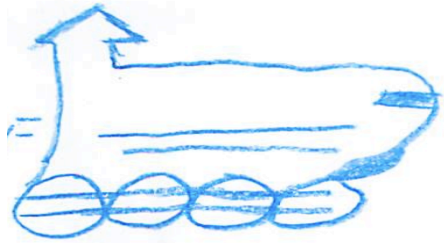
Matthew Di Rubio

Jocelyn Horelik

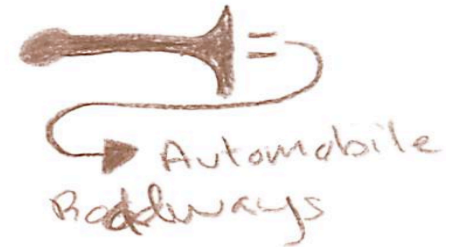
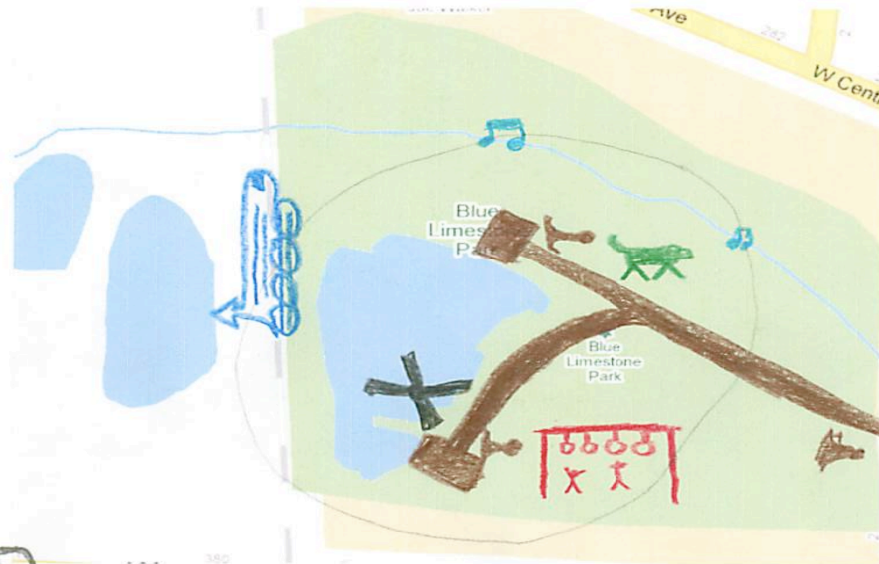
Sightscape



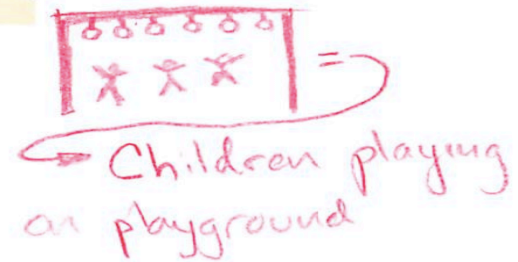
Soundscape



→ Passing Locomotive



SoundScape



Tastescape

4

Taste Scape



- ▲ - Tree branch
- Bland, Cold
- - Water
- Cold, Refreshing
- - Snow
- cold, dirty, gritty
- - Woodchips on Physground
- Chewy, Gross
- - Dirt
- Earthy, Gritty

Tree Line



 - Trees

Photographical Journal

Talk about having some bark in your bite!



Photo Journal

Rejoicing within the symphony of Blue Limestone's meadow.



Photo Journal

Blue Limestone's Tunnel of Hope



Photo Journal

Spending the day out on the Pier with Millie...what a world!



Exercise 1

Alex Razzolini

2/2/10

Matt Dirubio

Kenneth Callahan

Jocie Horelik

Our group traveled to Blue Limestone Park in Delaware, Ohio in order to create a set of maps that illustrated distinct senses that we used within the park.

We split the tasks up evenly; Matt was blindfolded most of the time in order to use his sense of sound to its fullest potential. He was only the man in charge of tasting different objects that we presented to him while he was blindfolded as to not lead him on to anything he tasted. Jocie was in charge of recording down on the maps the different points in which we stopped along our path. Kenneth was also helping Jocie record the events that unfolded and he also helped walk Mathew throughout the park so he didn't trip on anything. Alex's job was to control the dog that we brought along with us in order to help us with our smellscape. It was too cold out for us humans to try and smell so we took Alex's dog with us to help with this. However it was too difficult to map out the million different locations that the dog stopped to smell. And we also found out that the dog was unable to let us know what she smelled.

We all then gathered at the library as a group and worked on cleaning up the maps, scanning them in order to make the digital file and did the write up together. All in all the jobs associated with the project were split up as evenly as possible.

2/3/10 The most interesting part of the trip besides watching Matt and Kenneth taste things and walk around blindfolded, was finding the tunnel that goes underneath the railroad tracks. It seems to be a local

Patrick Embeton

John Warrell

Trey Stalnaker

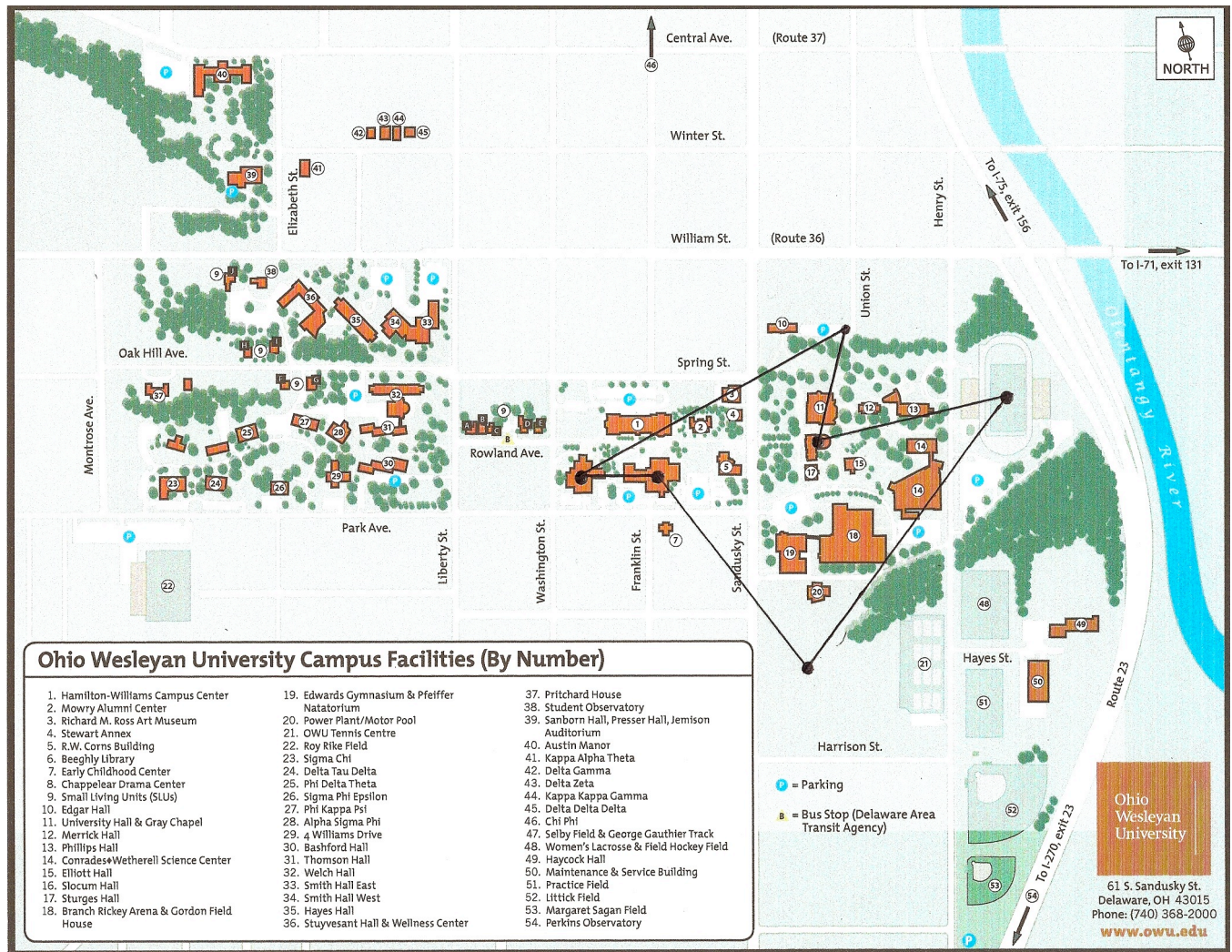
February 2, 2010

For our project we chose option 2 mainly because it was a better choice to stay warm then partake outside. As this being a group project we tried to divide the work evenly. The three of us also tried to do things mainly as a group, but some instances occurred where individuals had to do things without the group. The names of the group are as followed as well as their responsibilities. Trey Stalnaker, John Warrell, and Patrick Embeton.

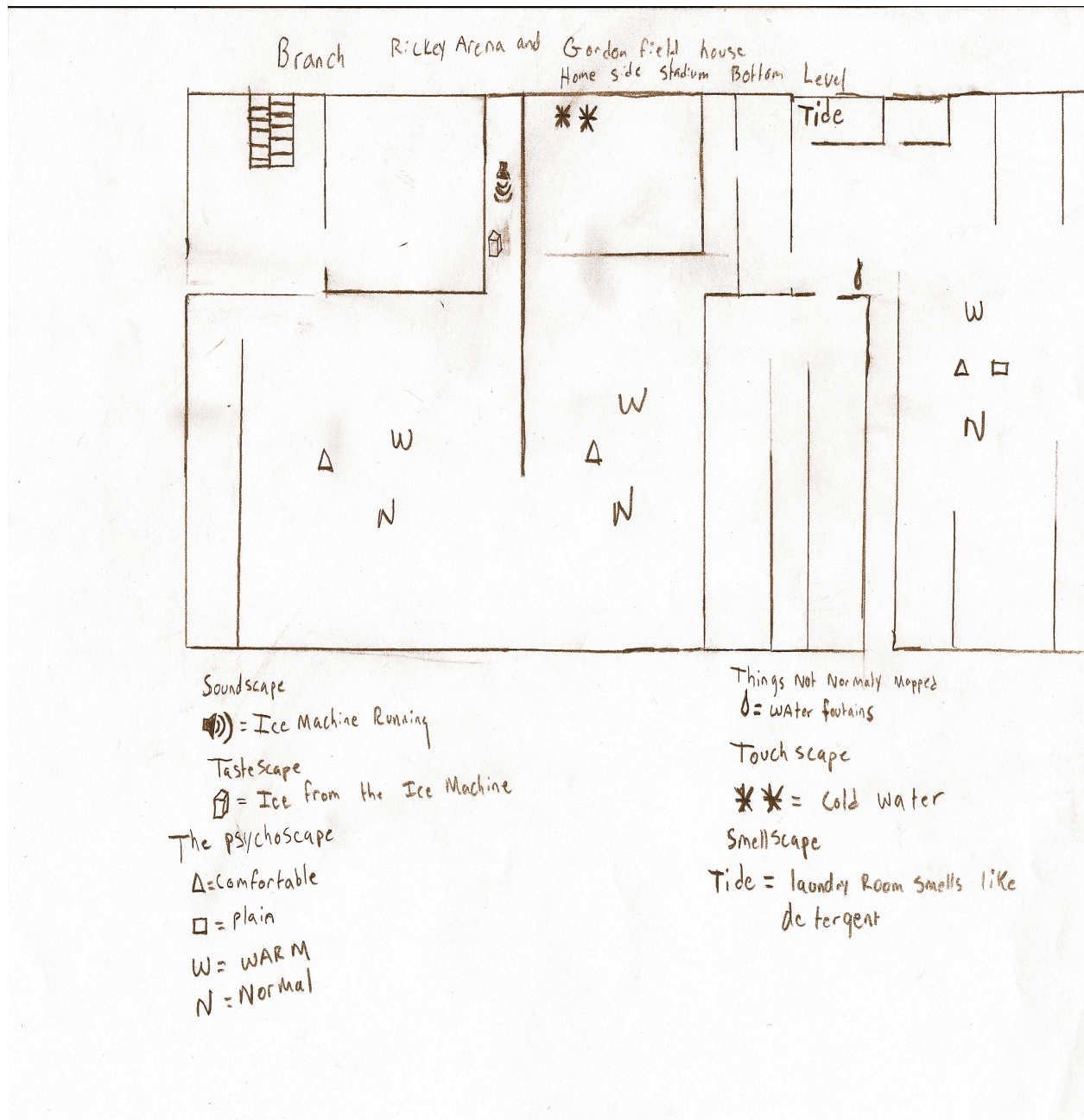
Trey Stalnaker acted as the organizer of the group. He randomly dropped the two points that fell off campus, and he also chose the four numbers that corresponded to the buildings that we chose. He drew the map of Beeghly Library and the Stadium, and helped organize the final project.

Patrick Embeton was the writer of the group. He drew the map of the Drama Center and wrote the responsibilities paper. He also helped in randomly choosing the places to map out.

John Warrell was the master artist of the group. He drew the map of Slocum, and helped draw the map of the Drama Center. He also partook in randomly choosing the places to map out.

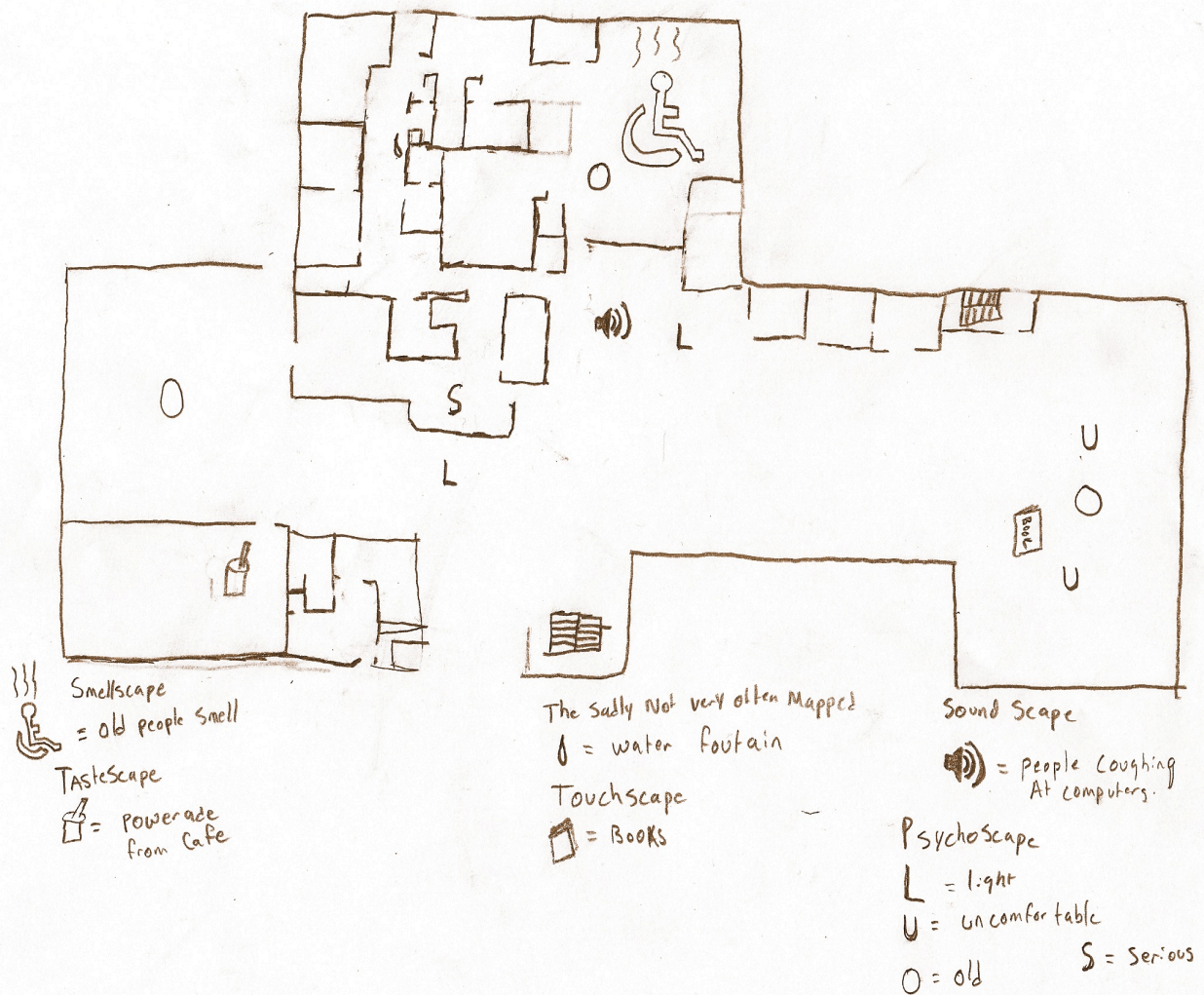


This is the route that we traveled in order to complete the project.



This is the bottom level of Branch Rickey Field the picture includes the training room and the locker rooms.

LA Beeghly Library 1st floor



This is the entry level of the Beeghly Library.

- Chair = Old Furniture

Taste scape

- D = Dusty

SoundScape

-Ia² = People talking

Chappelcar Drama Center

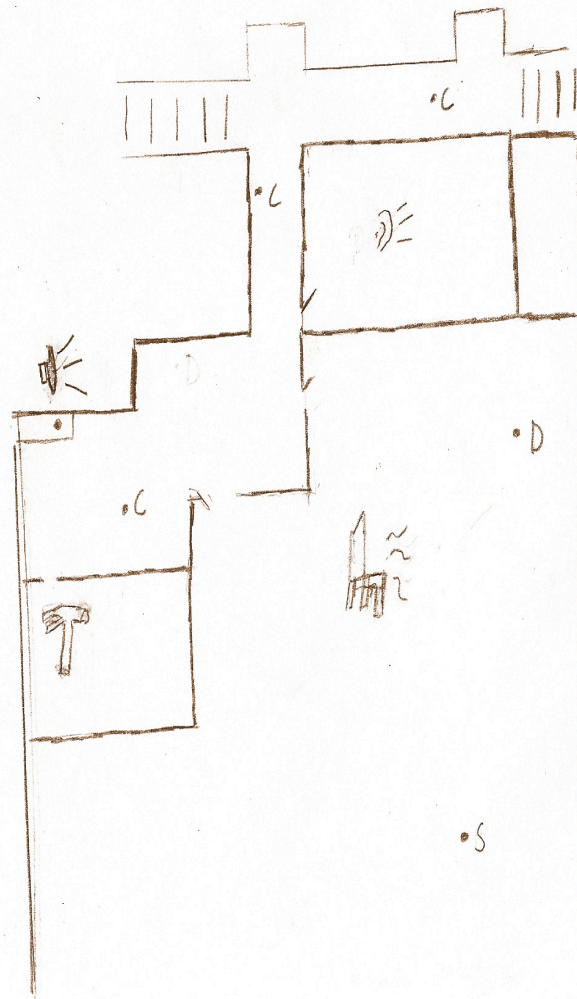
Phyloscape

- $\bullet S$ = Dark scary Area

- C = Cold

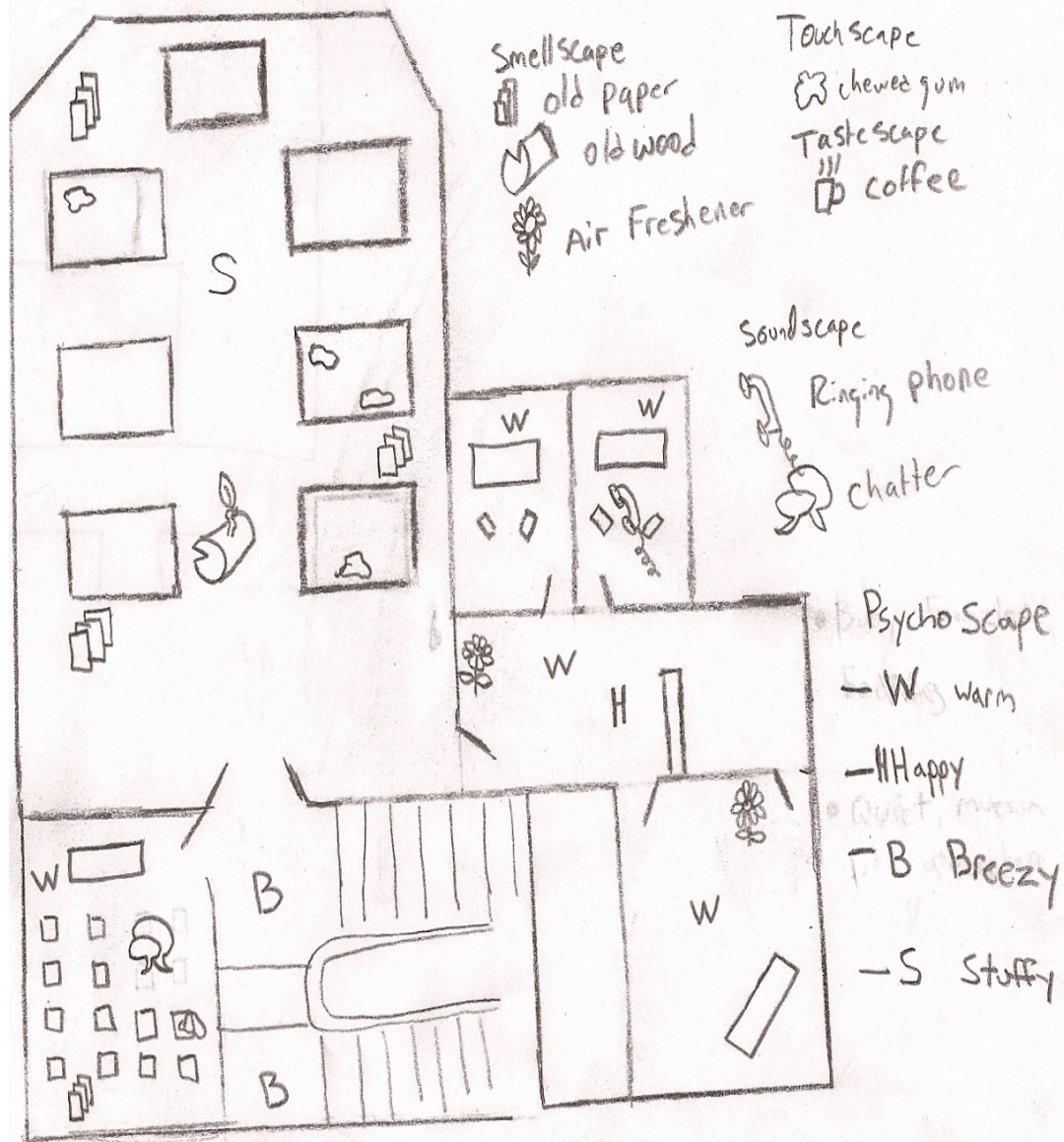
Touch Scape

- Hammer = mechanical Room

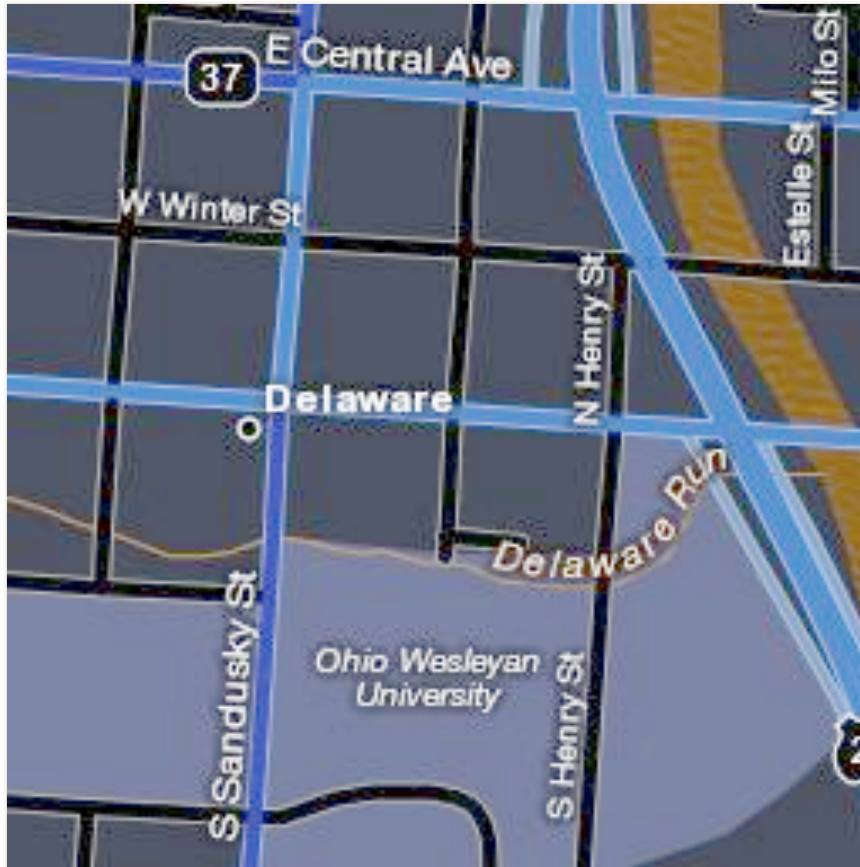


This is the basement level of the Drama center.

Slocum Fl 2



Tastescape Sadly not very
This is the second floor of slocum.



The Black Line above Delaware Run is where our spot fell on the map.

The Area had these certain attributes to it

Soundscape: The sounds of a small brook or stream

Smellscape: Nasty garbage coming from a dumpster in the area

Touchscape: Cold Pavement of the parking lot we were standing in

Tastescape : A beer from a friends house on the same place

The Psychoscape: Comfortable light familiar and friendly.



The Second off campus point was across the street from Bernard Avenue in the parking lot where the old Kroger used to be.

The area had these certain attributes.

Soundscape: Cars going down Sandusky.

Smellscape: We smelled oil Stains in the parking lot which didn't smell too good

Tastescape: We all got a wendy's Jr. bacon Cheeseburger

Touchscape: we felt the coldness of the snow and the strength of the wind in our faces

The Psychoscape: Familiar comfortable cold Light and plain

Geography 222 - The Power of Maps

Exercise 1

Group: David Ordosch

Matt Ensler

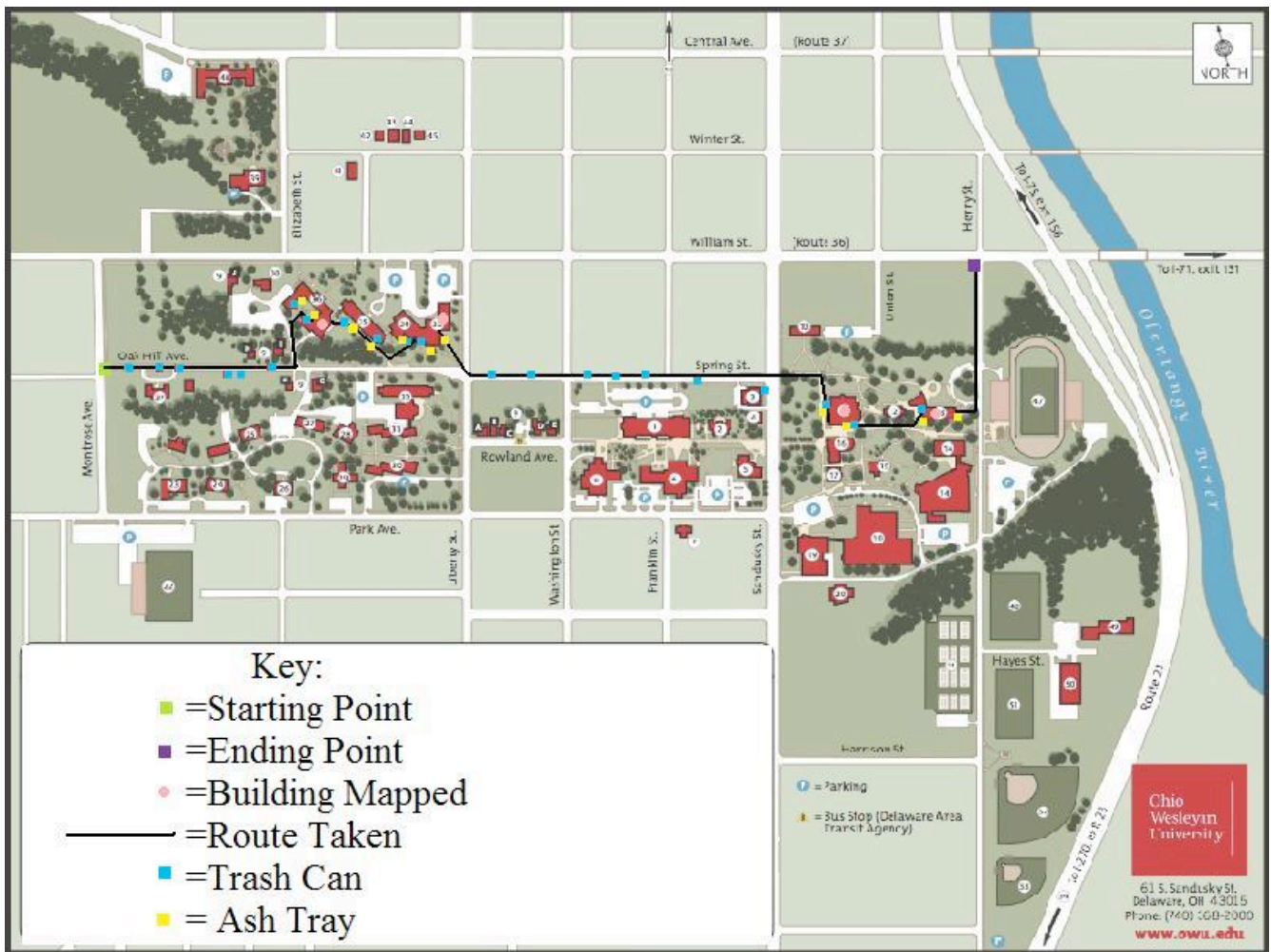
Project Description

David:

Matt and I traveled around campus together over the course of two days. We started at Montrose Avenue and ended at Henry Street. Along the way, we explored Stuyvesant Hall, Smith Hall East, University Hall, and Phillips Hall. While traveling, we each focused on two different senses. The senses I focused on were smell and taste. I also took pictures during our journey. After we collected data, I annotated the maps for Stuyvesant, University Hall, and Phillips Hall. I also drew the map for Stuyvesant.


Matt:


Dave and I explored our route on foot. I focused on the senses of touch and sound. We both documented emotions. In order to document touch I walked the entire route on foot. I drew the first drafts of all of the maps, which and I documented our experience on. I finalized the drafts of all of the maps except Stuyvesant and annotated the Smith East map.







Floor Key :  = basement floor


 = 1st floor


 = 2nd floor


 = 3rd floor


Symbols

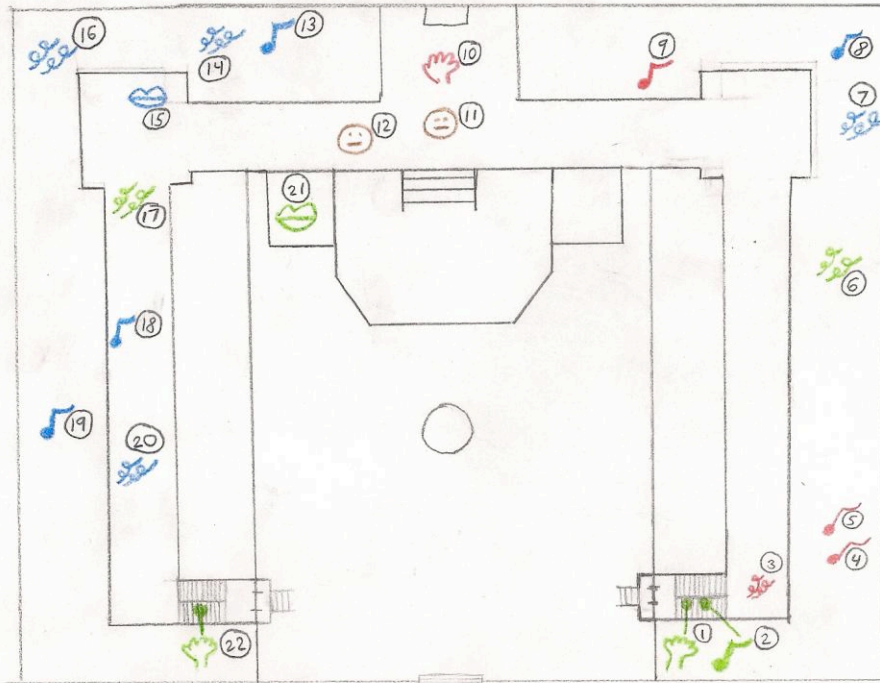
 = sound

 = emotion

 = smell

 = touch

 = taste



① Remarkably warm ground

② "Monkey Gone to Heaven" - Pixies

③ Rotten pizza in trash

④ Microwave beeps

⑤ Mythbusters narrator

⑥ Nasty toilet smell

⑦ Beer & Doritos

⑧ Loud rap

⑨ Girl making evil cackles

⑩ Floor feels dirty

⑪ Anxious - Stay Smoker

⑫ Creeped out - creepy hallway

⑬ Loud rap

⑭ Marijuana

⑮ Drinking fountain

⑯ Cigarettes

⑰ Clean smell

⑱ Guy on phone

⑲ Terrible violin player

⑳ Marijuana trying to be masked

㉑ Snack machine

㉒ Warm temperature



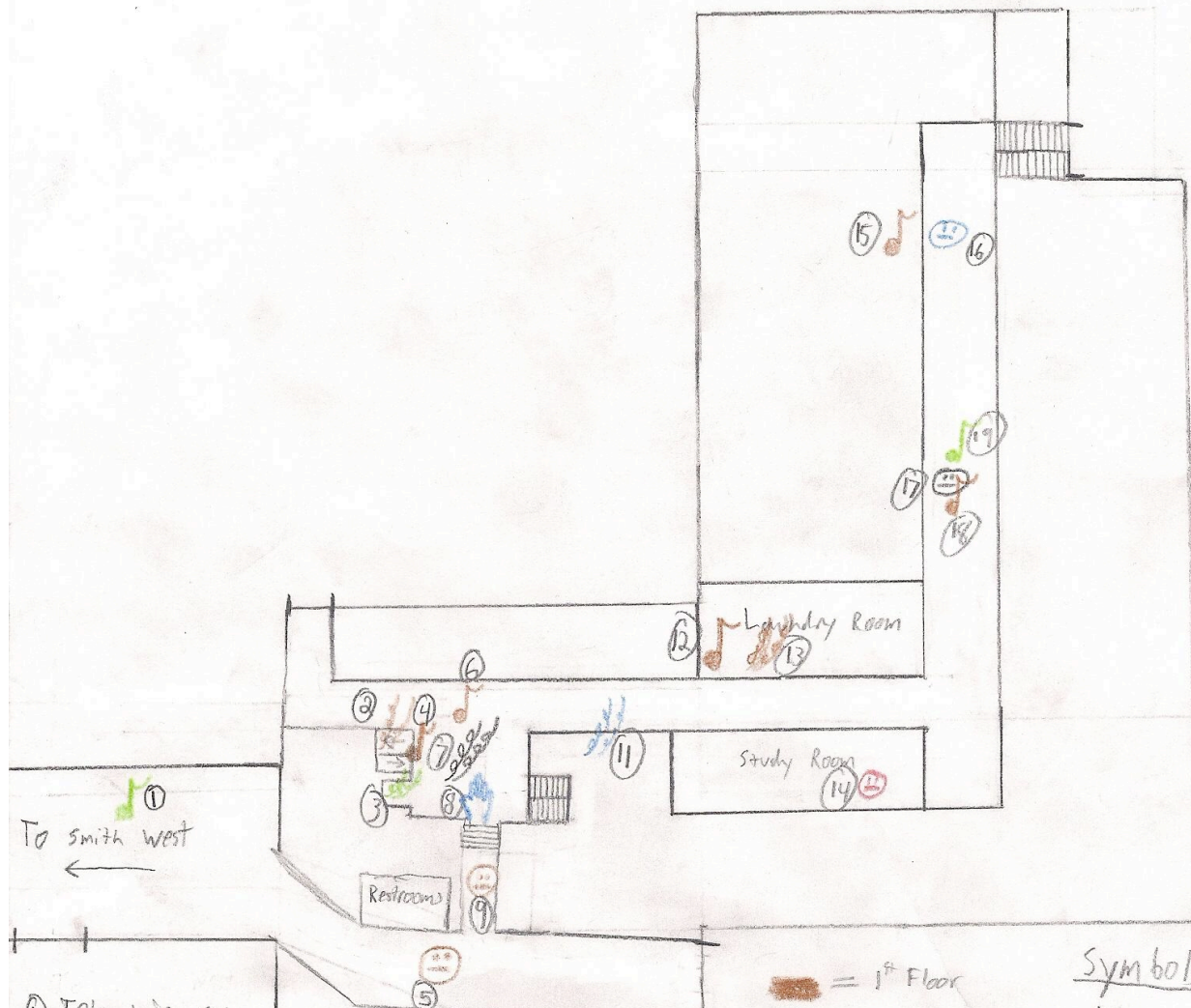








Smith East (Not to scale)



- ① Television set
- ② Slight Urine Smell
- ③ Trash smell
- ④ Sound of elevator dinging.
- ⑤ Feels busy
- ⑥ Strangely quiet
- ⑦ Trash smell in hallway
- ⑧ Floor feels dirty
- ⑨ Safe feeling, at home feeling
- ⑩ Country music
- ⑪ Smells like pizza

P.S. Offices

- ⑫ sound of Laundry machines
- ⑬ smells like clean laundry
- ⑭ studios feeling
- ⑮ People talking loudly
- ⑯ Nostalgia

- = 1st Floor
- = 2nd Floor
- = 3rd Floor
- = 4th Floor
- = 5th Floor

Symbols

- = sound
- = emotion
- = smell
- = touch
- = taste

= Elevator

- ⑰ Excited by passing our room
- ⑱ Strangely quiet
- ⑲ Bouncy Ball

① Noisy students leaving class

② Soup smell

③ Creaking wooden floors

④ Cleaning supplies

⑤ Warped wood turned into smooth tile

⑥ Nostalgic - old spanish classroom

⑦ Lonely; empty - empty rooms

⑧ Very quiet

⑨ Feel fresh - new floors

⑩ Water fountain

⑪ Loud vending machine

⑫ Felt restricted, as if we needed permission to be in Chapel

⑬ Scared - creepy bathroom - toilet flushed by itself

⑭ Musky, old smell

⑮ Felt French

Floor Key: - basement floor

- 1st floor

- 2nd floor

- 3rd floor

symbols

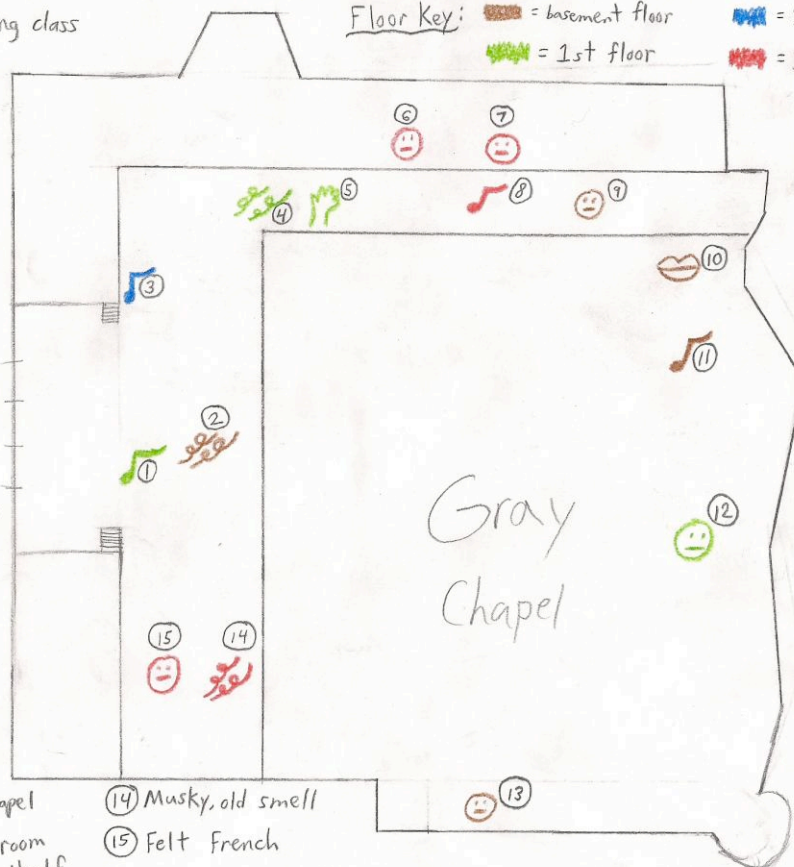
♪ = sound

😊 = emotion

👃 = smell

✋ = touch

👄 = taste







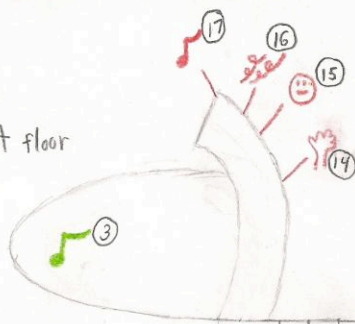


Floor Key

- = 1st floor
- = 2nd floor
- = basement floor

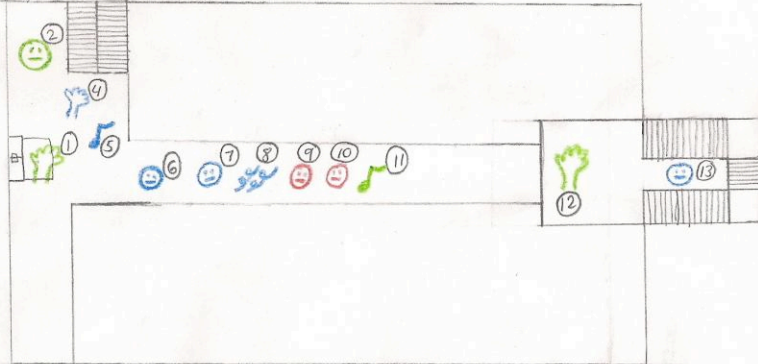
Symbols

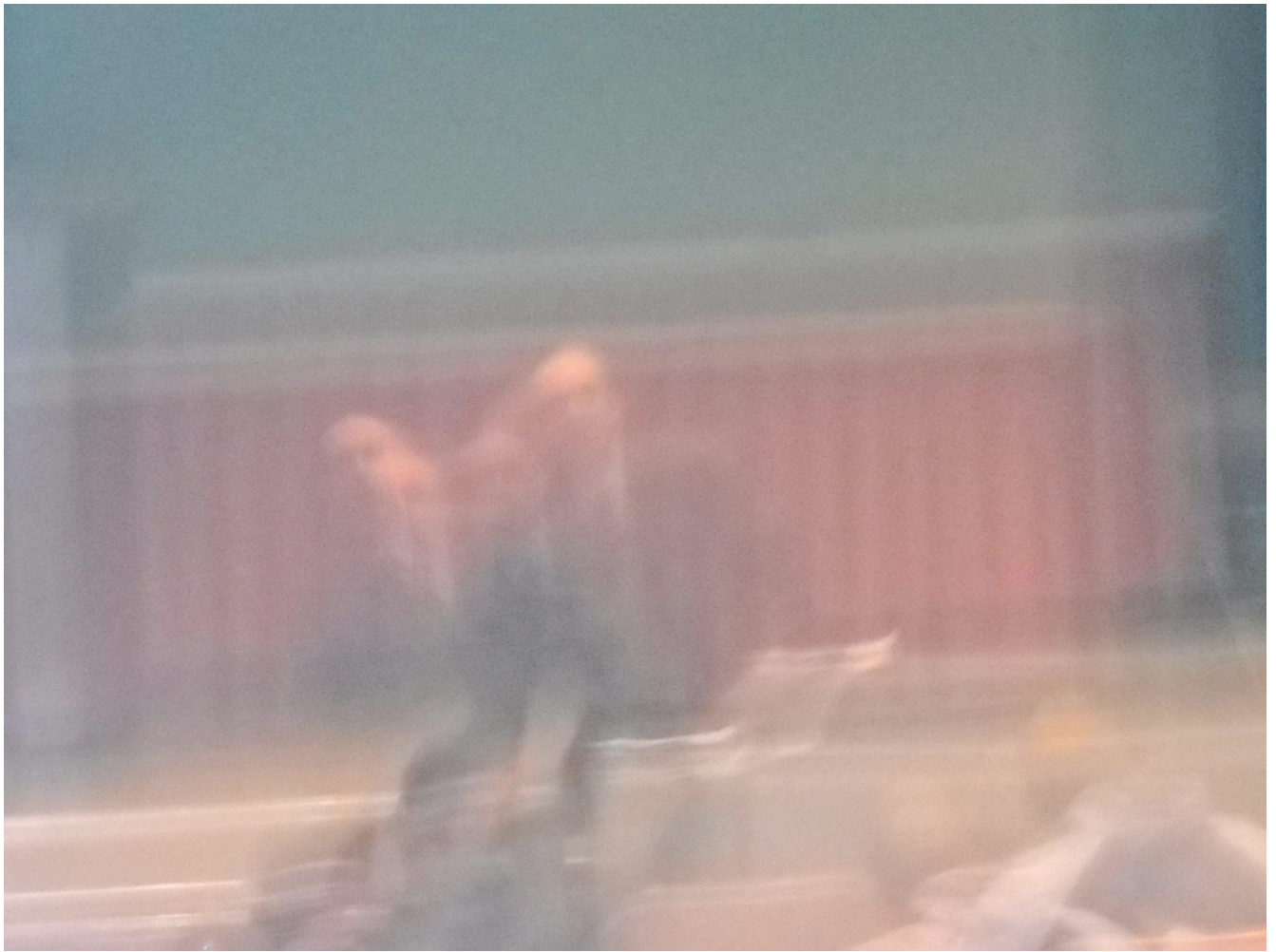
- = sound
- = touch
- = emotion
- = taste
- = smell



- ① Rough rug
- ② Awkward
- ③ Lecture
- ④ Hard floor
- ⑤ Loud buzzing light
- ⑥ Feel cozy, relaxed
- couches
- ⑦ Feel like a little kid
- ⑧ Soup
- ⑨ Nostalgic
- old psych class

- ⑩ Scientific
- Experiment room
- ⑪ Students talking
in class
- ⑫ Cold floor
- ⑬ Rebellious
- ⑭ Soft carpet
- ⑮ Anxious, waiting feeling
- ⑯ Doctor's office smell
- ⑰ Typing









Brandon Luttinger
Peter Joyce
Syed Danial Rehman

Power of Maps and GIS

Project 1: Mapping Psycho-Geographies

Introduction

The area that our group selected to map was a circular segment of Delaware, stretching roughly from Oak Hill Avenue to West Central Avenue south to north, and from Toledo Street to Elizabeth Street east to west. The group decided on a weekday (Wednesday) to derive the circle and the time chosen was just before sunset (4:00 p.m.). The data collection responsibilities were divided amongst the group as follows:

Brandon selected the circular path to follow on our map. Additionally, he recorded the soundscape and the sadly not very often mapped Port-a-Johns and basketball hoops.

Peter recorded the touchscape and tastescape.

Danial recorded the smellscape and the psychoscape.

The process that we used as we walked along the path was to intermittently stop and review the data as well as to attune ourselves to the surroundings better. This enabled us to not only immerse ourselves in the environment but also to view the data already collected in context. We faced a few problems while walking along the circle, such as differences in terrain and well as natural obstacles such as the Delaware run which prevented us from walking the exact circle but in our estimation our route was very close.

When we compiled the project, it was decided that the best way to represent the data we collected was to use a non standardized form of notation and instead each represent our portion according to the legends and notation we had originally made as it would enable us to

portray the original experience better. Some aspects of mapping, such as psychoscape and tastescape, that required a little more description than a map with a legend could provide, have descriptions provided after the map.

The Soundscape and The Sadly Not Very Often Mapped



Soundscape

! = cars driving

~ = running water

++++ = moving train

~~~~ = walking on gravel

### Random

□ = Port-a-John

⊕ = Basketball Hoop

## The Touchscape and Tastescape



### Touchscape

- 1 - Smooth Brick on fraternity house
- 3 - Rough asphalt trail leading to Rt 36
- 4 & 5 - Finely broken pieces of concrete, used as a path
- 7 - smooth Limestone, spared from the quarry
- 8 - chain linked fence
- 10 - very cold metal rails

### Tastescape

- 2 - Beer, could be psychological
- 6 - Pine tree/mint flavor
- 9 - Soot/coal/pollution taste from the passing train
- 11 - Tomato plants

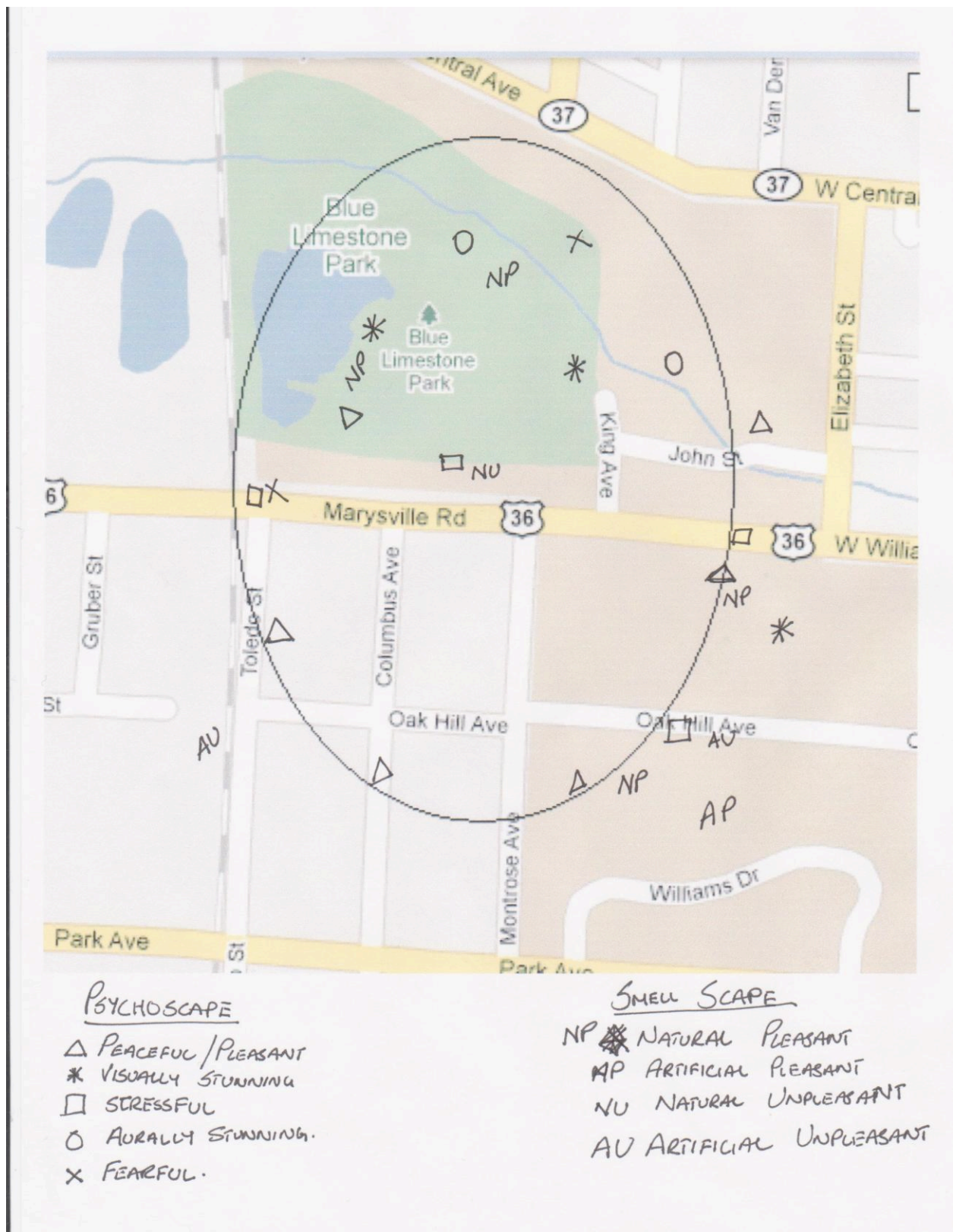
The touchscape was based on feeling different objects we ran into during our walk. I did not limit touch to my hands, some of the data, such as the two rocky roads, were felt mostly

through my feet. From the smooth railway tracks to the coarse and abrasive chain linked fence, there was great variation in the textures.

Compiling a tastescape was tough, especially during the winter where there are fewer potent smells and even fewer plants to taste than during the warmer months. However, I went along with whatever I thought I smelled. Medical research has commonly shown that patients often report feeling better during clinical trials if they are given a placebo. Therefore, I allowed myself to believe whatever I tasted. This was most likely the case when I tasted beer by Stuyvesant Hall because of all the psychological memories that associate Stuyvesant with beer.



## The Psychoscape and Smellscape



The psychoscape is possibly the hardest item to map on the agenda as it is completely open to personal interpretation of the area that is being presented to the person. However,



three degrees of emotion were used (stress, fear and pleasant) and for a clearer understanding by the reader, a visual and aural category was also used to explain the feelings being felt. The smellscape required a legend that differentiated between natural and artificial smells that were both pleasant and unpleasant. In the legend provided the natural category refers to anything that had a smell that was not manmade (i.e. grass, trees, brush, decay, animal droppings etc.). The artificial category includes all smells that are manmade (i.e. food, smoke from vehicles, perfumes, sewage etc.).

### Images

-A view of the quarry in Blue Limestone Park-



-A view of an incoming train-



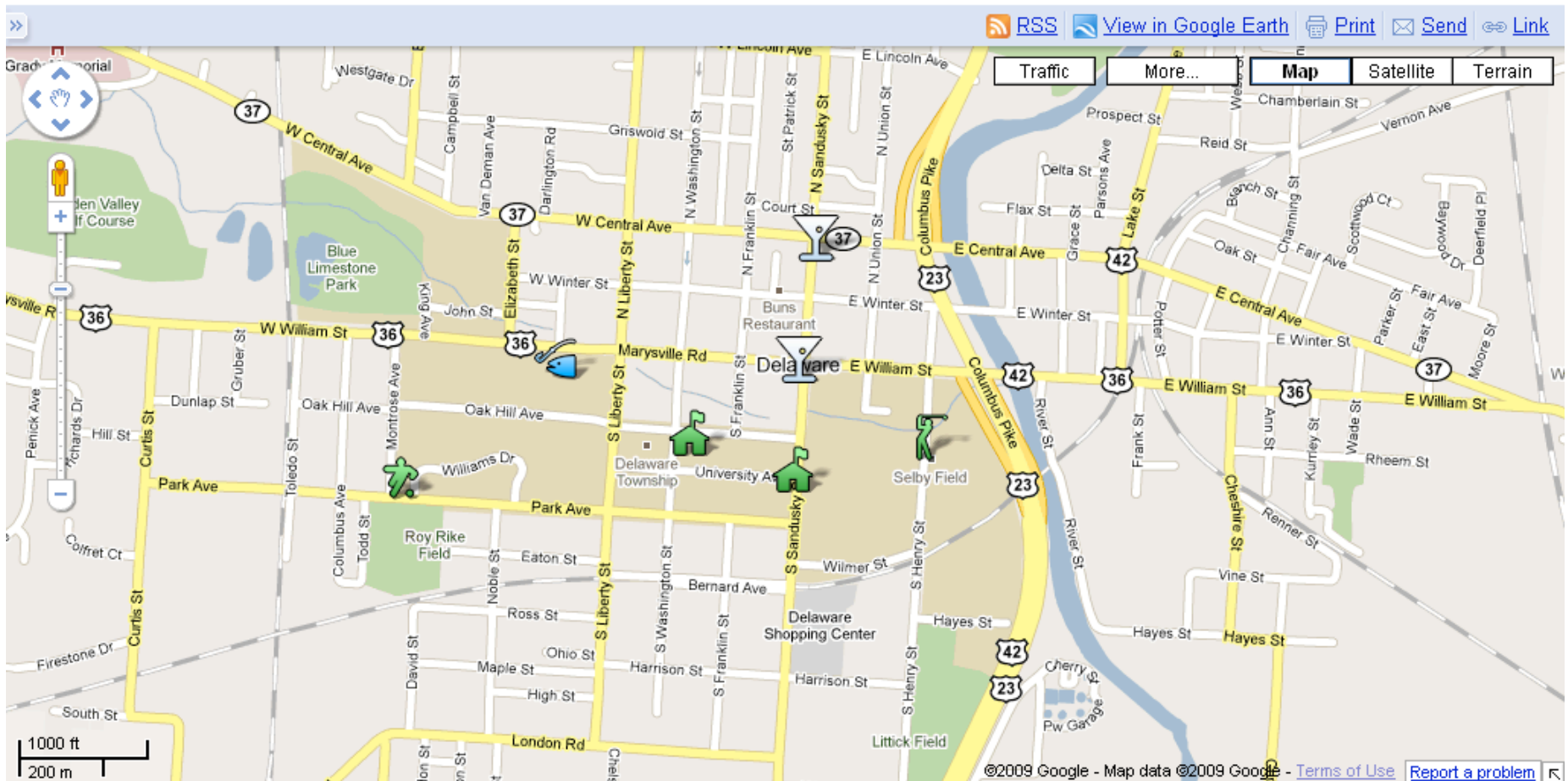
Newhouse\_Newton\_Sullivan\_Williams

Google maps

Search Maps

Show search options

Find businesses, addresses and places of interest.



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sound-  
scape. We heard birds  
singing, it sounded like it  
was coming from the south  
west.



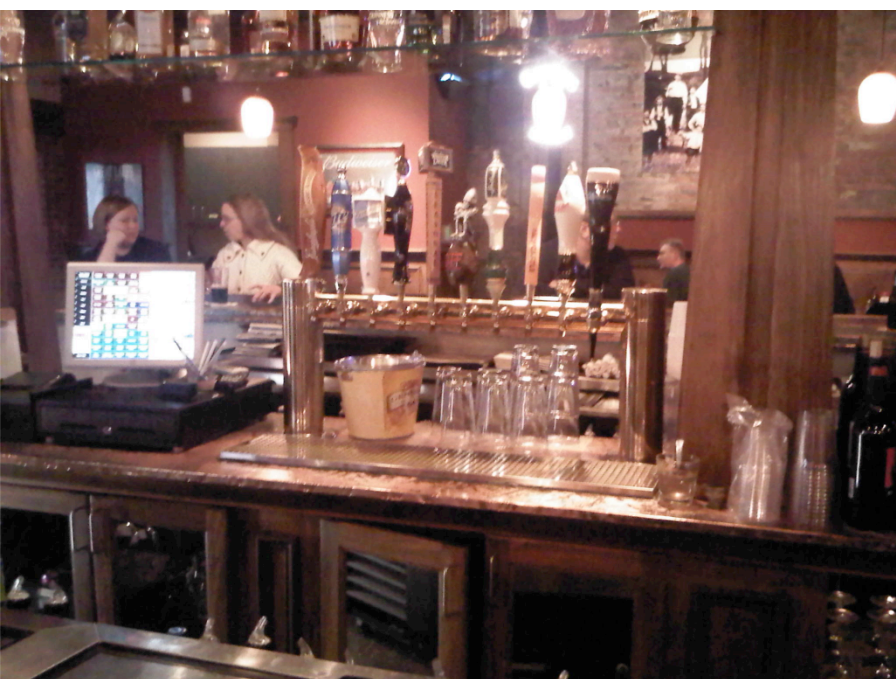








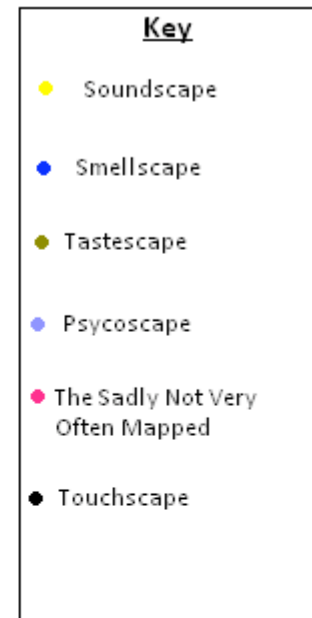
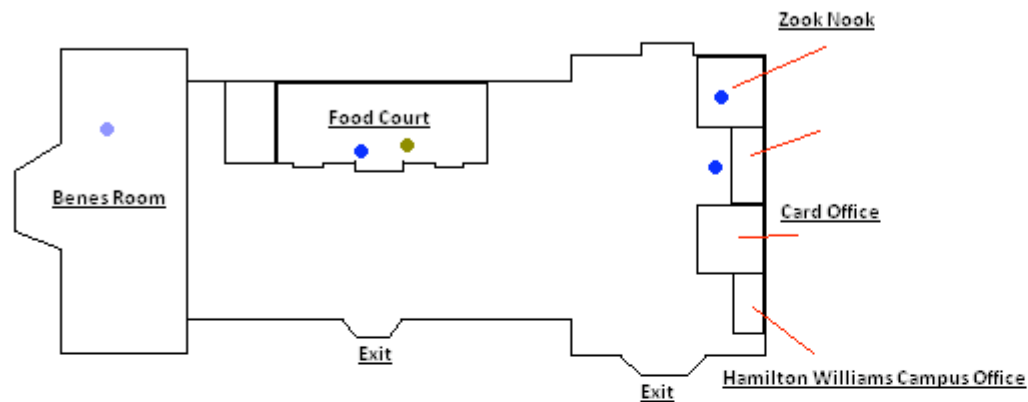




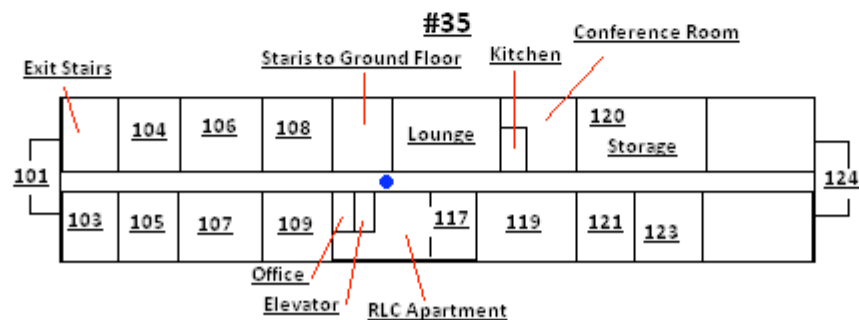




# Hamilton-Williams Campus Center #1



## Hayes Hall

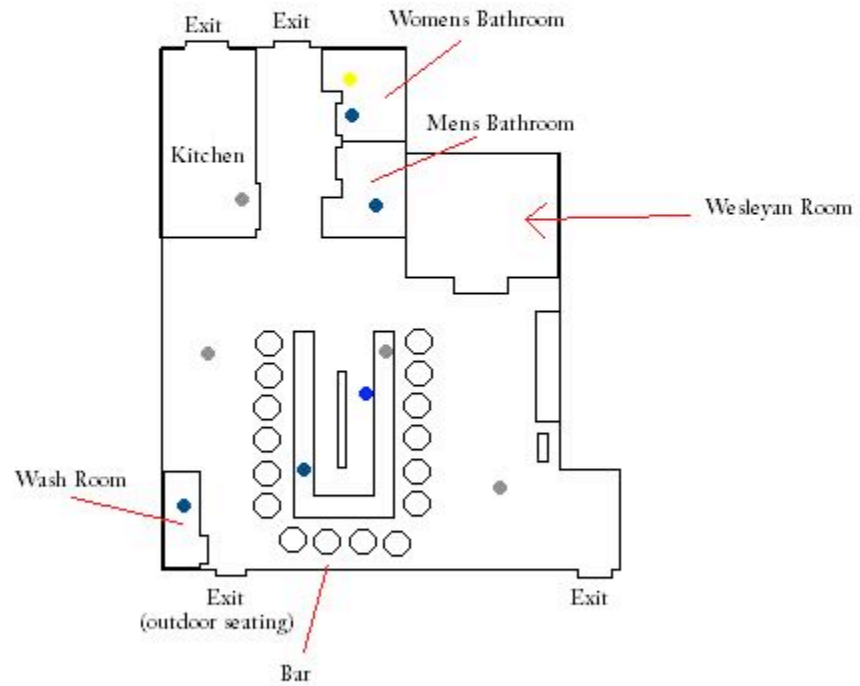




## Old Bag of Nails

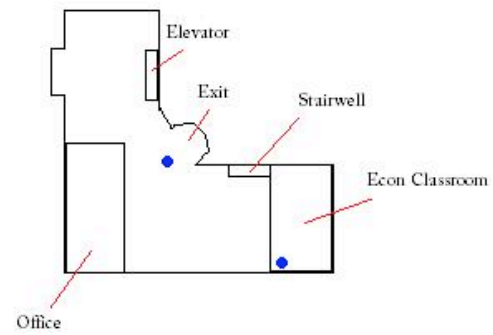
### Smell-Scape Key

- Alcohol
- Urine
- Cleaning Product
- Fried Food/ Food



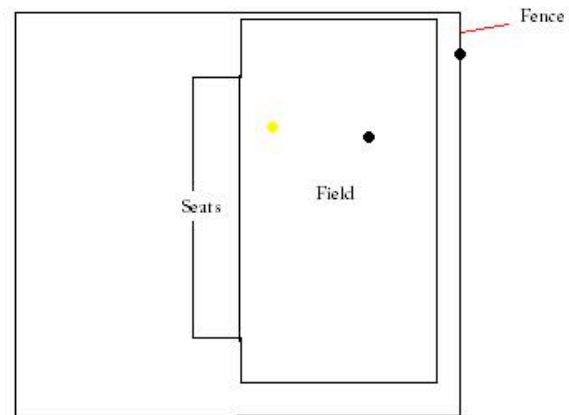
**R.W. Corns Building**

**#5**

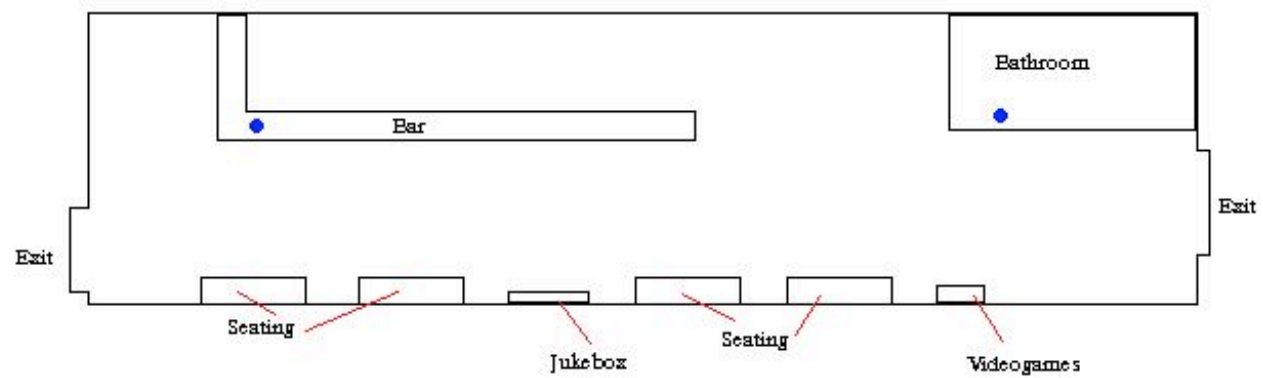


**Roy Rike Field**

**#22**



## BACKSTRECH BAR















Tim Prindle

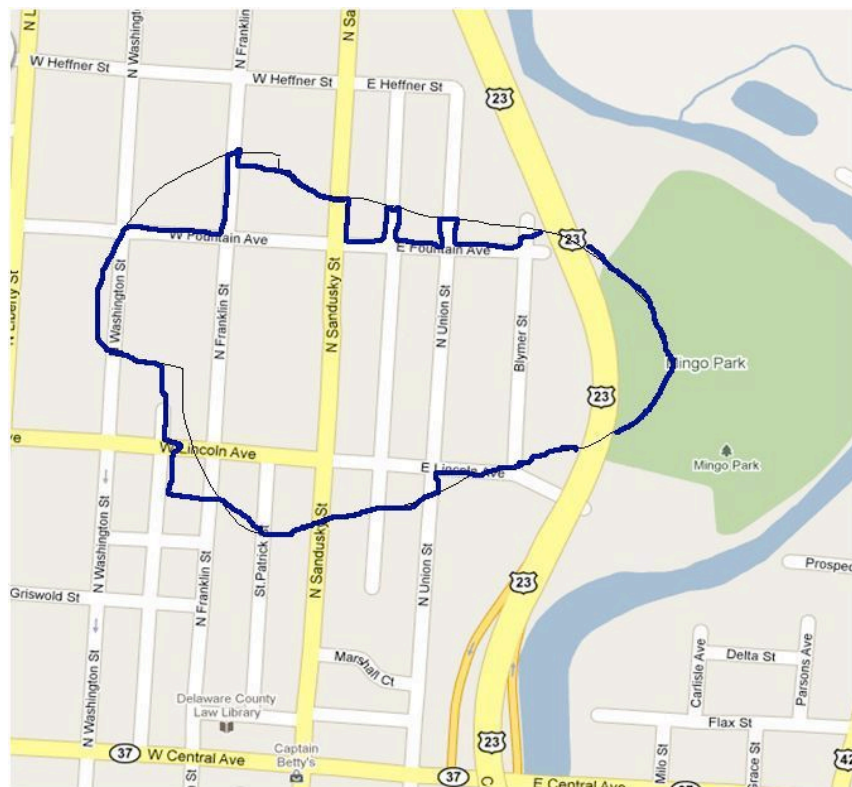
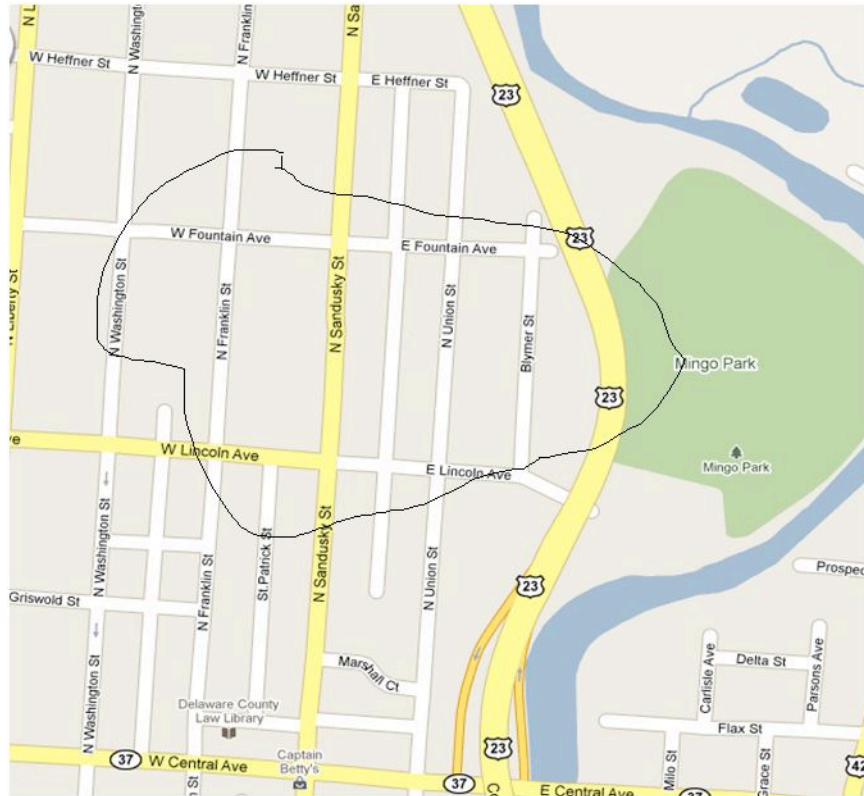
Exercise 1

GEOG222

### A Psychogeography of Our Neighborhood

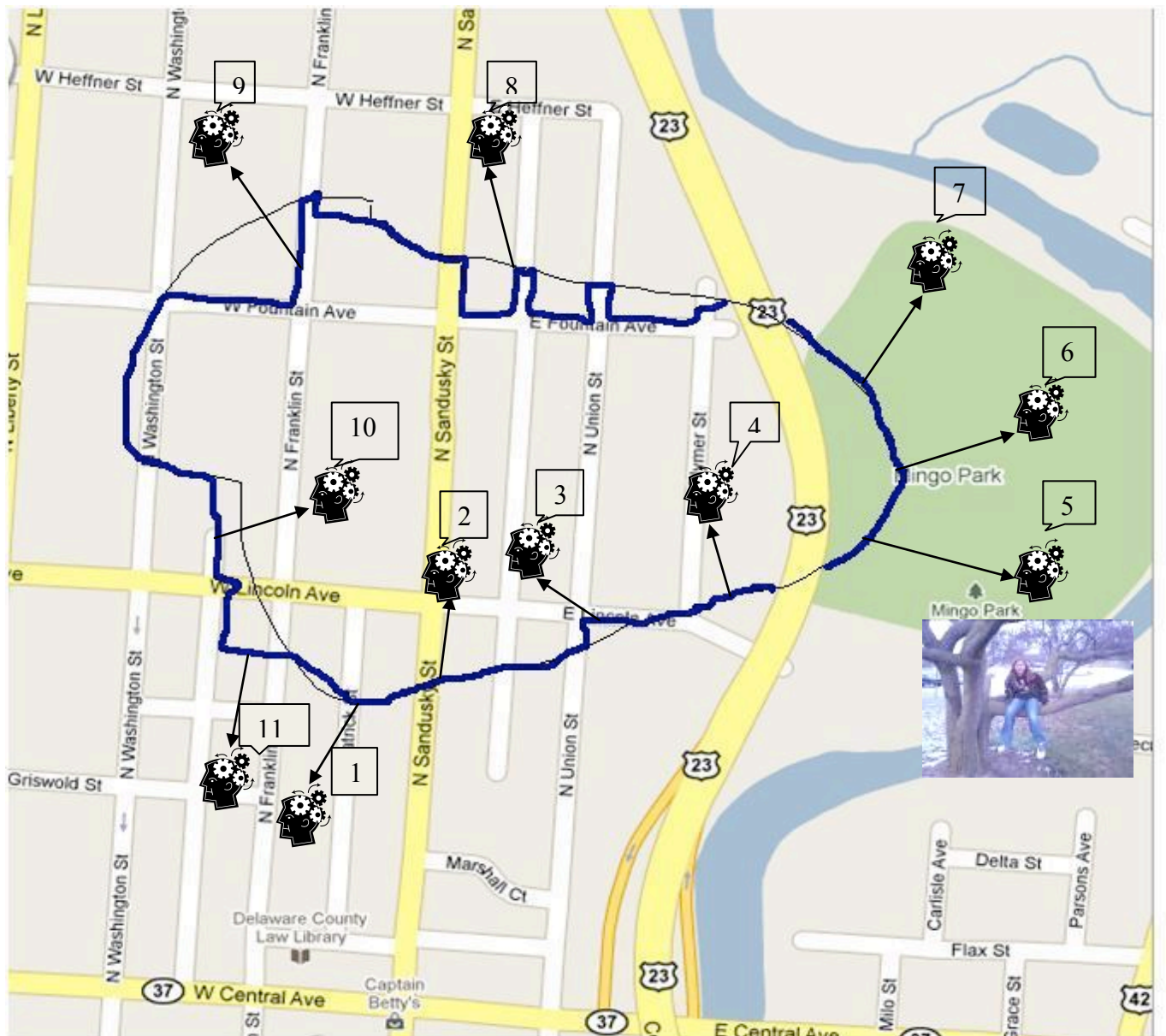
Our group consisted of myself, my sons Colin (11) and Liam (8), and my wife Heather. We began by drawing a rough circle over a map of our neighborhood just north of downtown Delaware. After planning to divide the senses between our group members and rotate assigned senses we found, almost immediately, that the kids were more comfortable using all their senses at once. Although we did blindfold ourselves in turns, our group worked best when sharing the duties of sensory data collection, although individual preferences emerged as we walked: Heather for smell and texture, Colin and I for taste and psychoscape, Liam for touch and sound. The day was bitter cold and windy and our route was entirely outdoors which had the overall effect of hurrying the process while reducing smells and natural sounds as well as numbing our hands, sometimes requiring sight to help characterize textures in our touchscape. The kids did discover that a stick suitable for hitting things helped with the lack of ambient sounds and was much more satisfying than listening quietly.

Our individual psychogeographies varied quite a bit, though all were affected by the cold, which made places increasingly less attractive as we moved on, although the wind did die down towards the end of our *derive*. When we started out we had no clear plan for our “not usually mapped” items but a theme of strange front yard decoration emerged, partly due to the large number of six-foot privacy fences we encountered, requiring several detours along sidewalks. In fact, one block turned out to be a virtual fortress of fences, garages and hedgerows. Our senses of humor also informed what we chose as unusual to map and we passed by many lawn ornaments and other kitsch that we deemed too ordinary or just not funny.



Original drawn path: \_\_\_\_\_

Actual path taken: \_\_\_\_\_

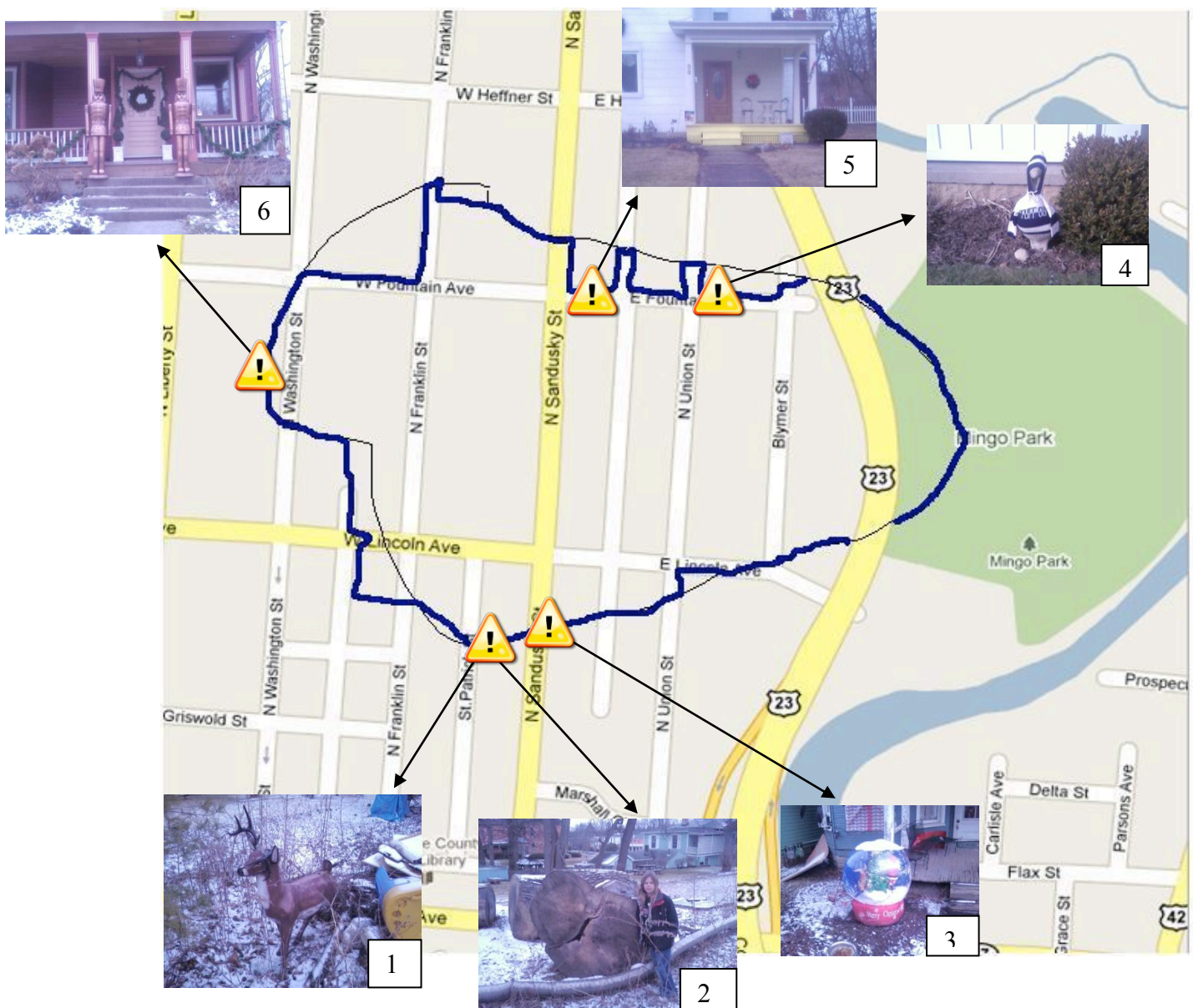


# Psychoscape

1. Interested by hidden stuff
2. Amused by Christmas decorations
3. House we watched SWAT raid last summer (curiosity)
4. Weird grove of trees
5. Tree begging to be sat in
6. Open park space (COLD)
7. Chin ups
8. Nostalgia (old babysitter's house)
9. Good sliding ice on a hill
10. Noticed a "catscape"
11. Empty parking lot, strange after close alley



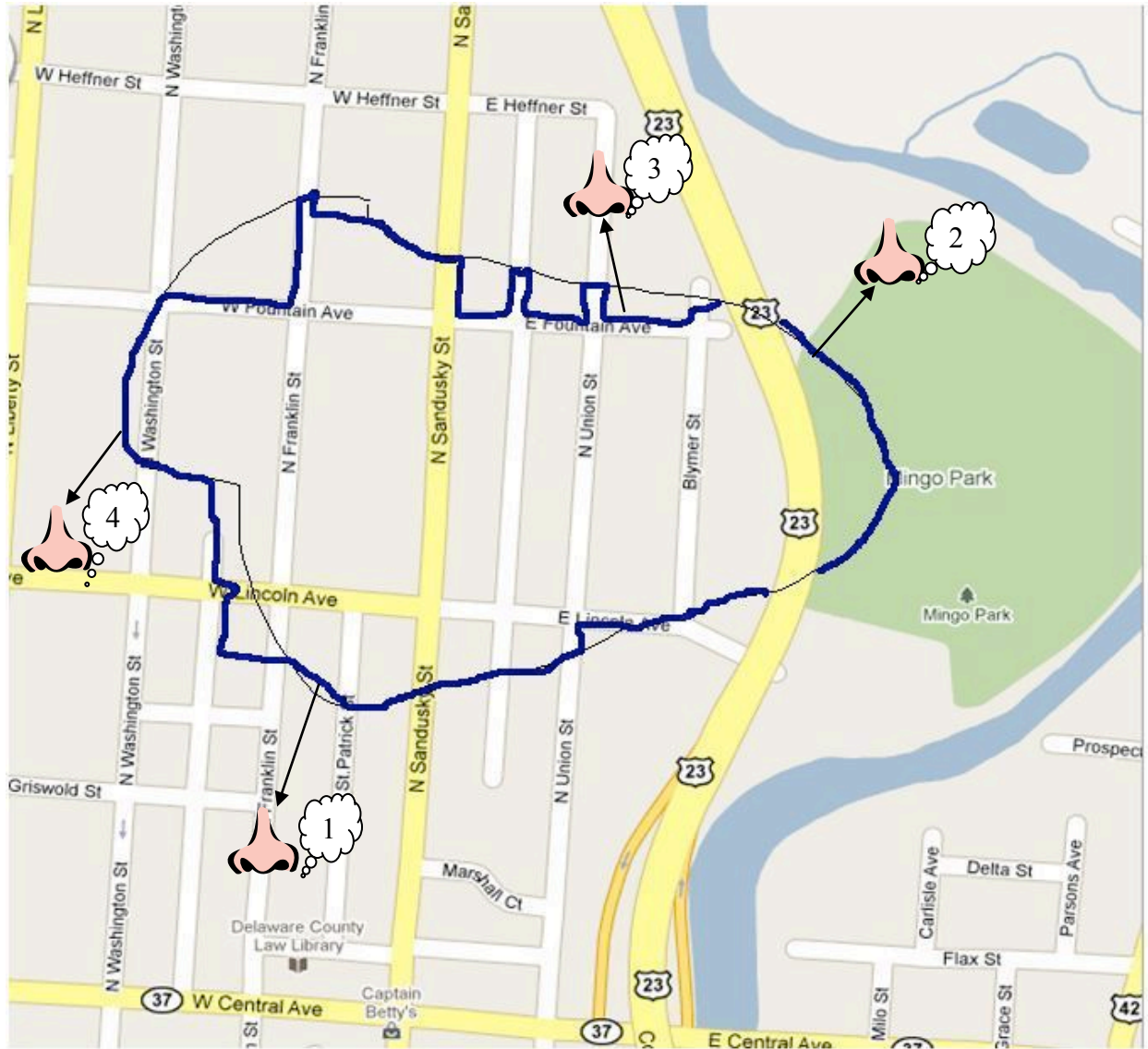




# The Sadly Not Very Often Mapped

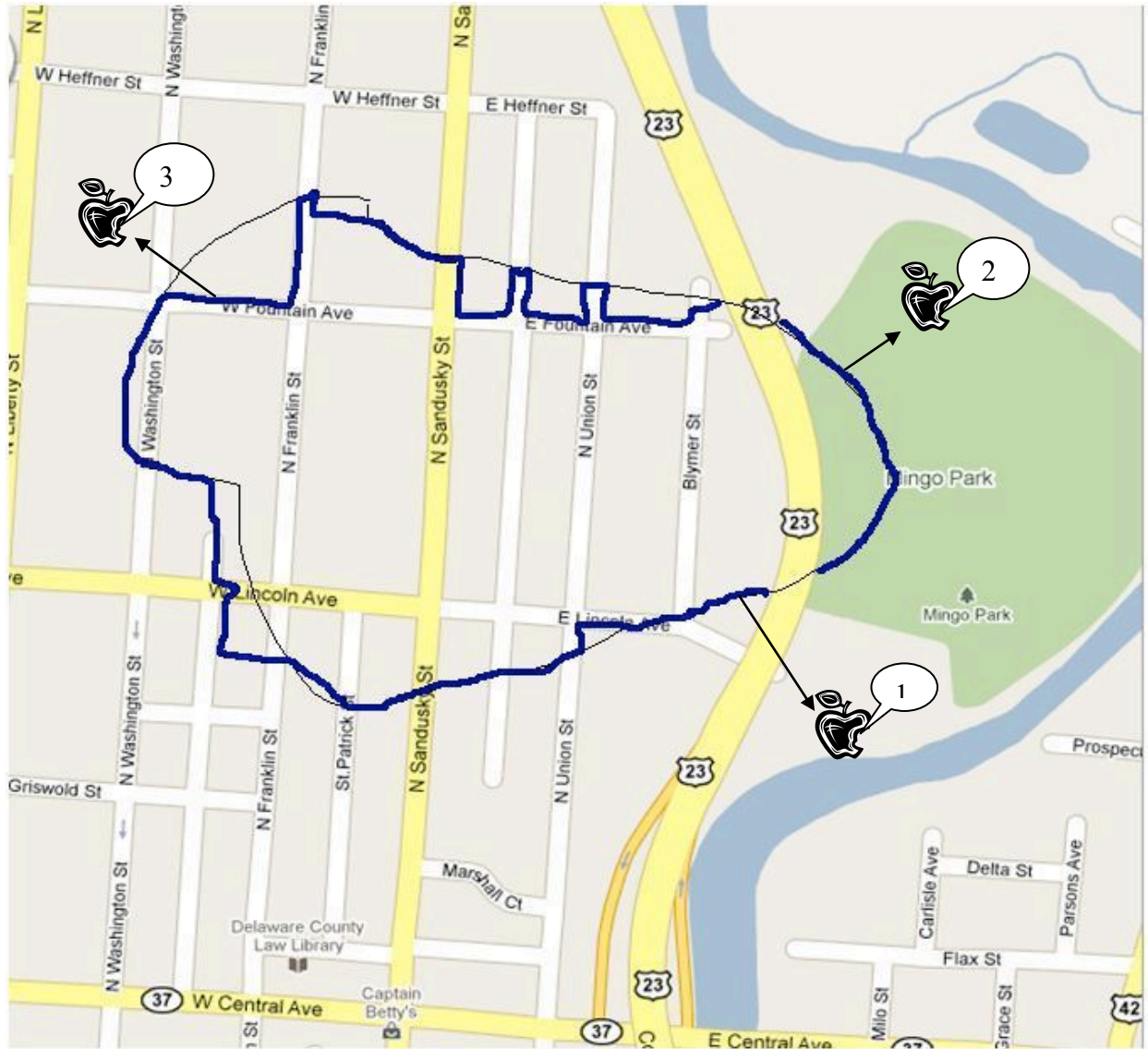
(The Oddscape)

1. One-antlered deer statue in the bushes
2. Huge log
3. Fan powered Christmas snow globe
4. Tuff Guy the Goose
5. Neon yellow porch
6. Scary nutcracker porch guards



# Smellscape

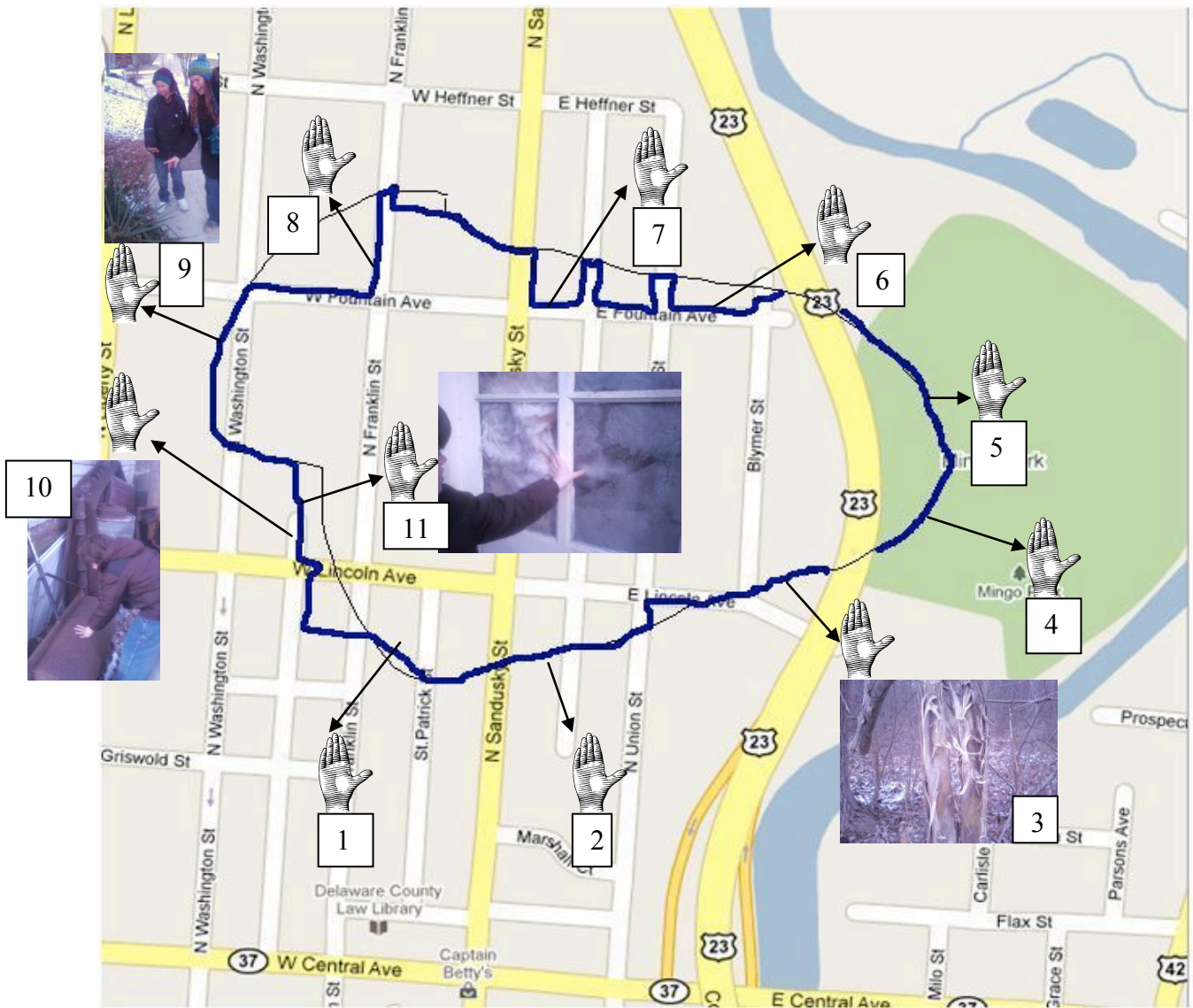
1. Hot Dogs
2. Smelly drainage ditch with something dead in it
3. Butterscotch cookies
4. Wood smoke



# Tastescape

1. Bud of a young Maple- nutty and Asparagus-y
2. Pine needles- Bitter, slightly sweet
3. Leaf of evergreen shrub- Peppery and bitter





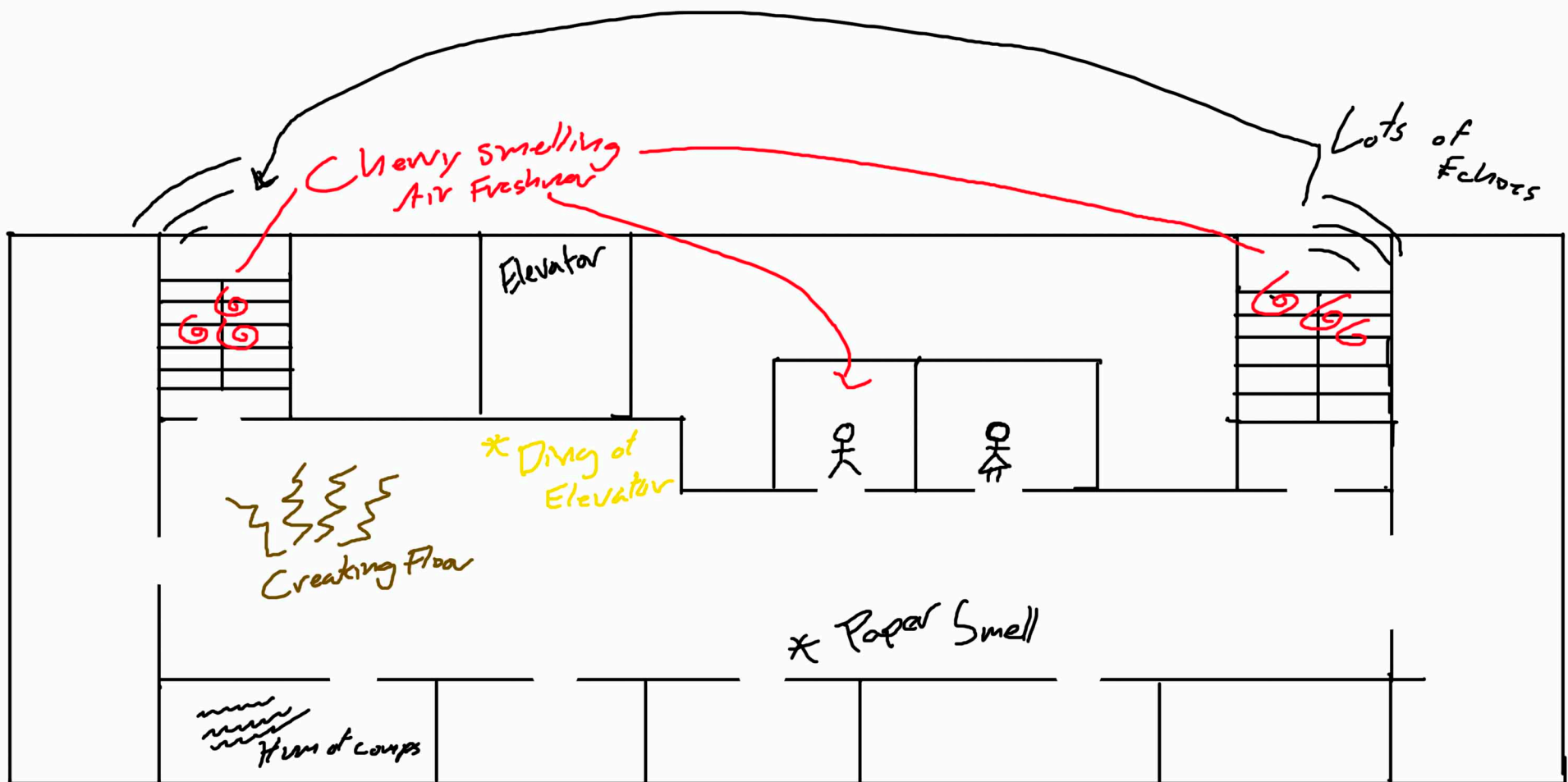
# Touchscape

- |                                         |                                      |
|-----------------------------------------|--------------------------------------|
| 1. Crunchy, frozen mud underfoot        | 7. Velvety moss                      |
| 2. Thorns                               | 8. Slippery, bumpy ice               |
| 3. Papery, hairy bark strips            | 9. Extremely sharp Yucca leaves      |
| 4. Engraved sign- smooth, rough, cold   | 10. Rough, flaky, rusted iron        |
| 5. Rough tree bark through numb fingers | 11. Hairy insulation, next to smooth |
| 6. Splintery split-rail fence           | glass pane                           |

All Maps:

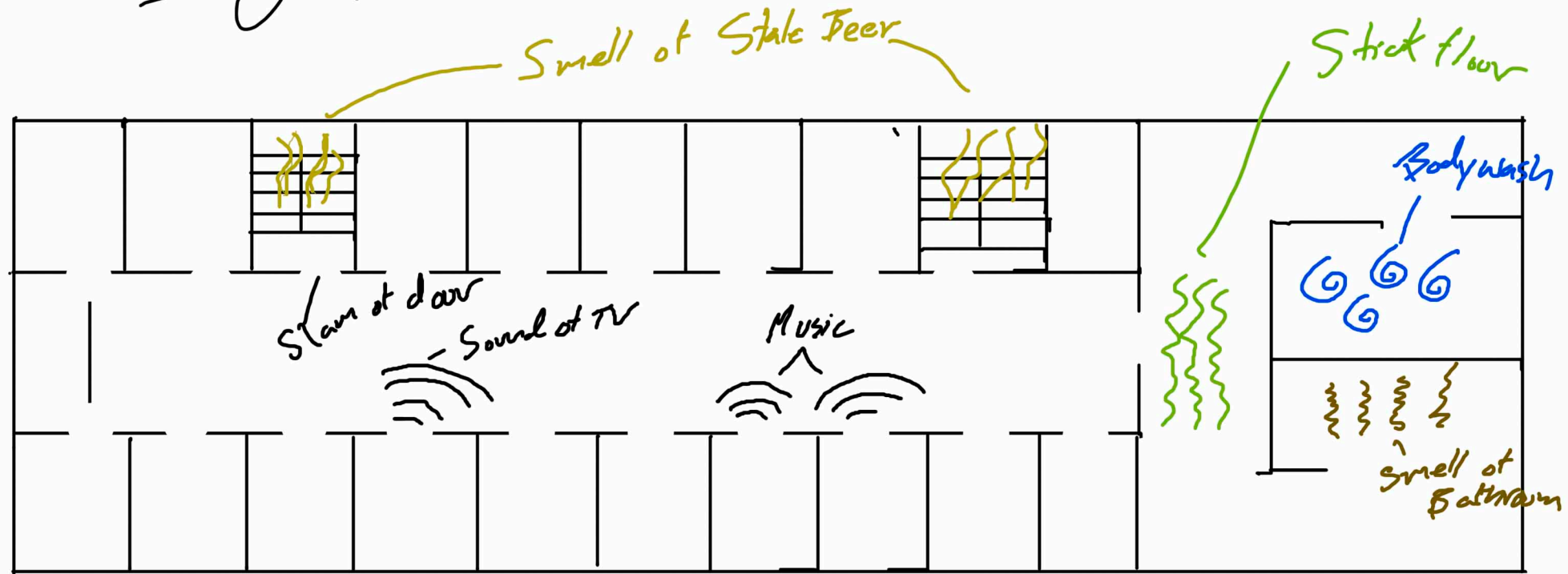
*Delaware, OH* [Map]. 2010. Scale undetermined; generated by Tim Prindle; using "Google.com, Inc".  
<http://maps.google.com/maps?client=firefox-a&rls=org.mozilla:en-US:official&hl=en&tab=wl> (25 January 2010)





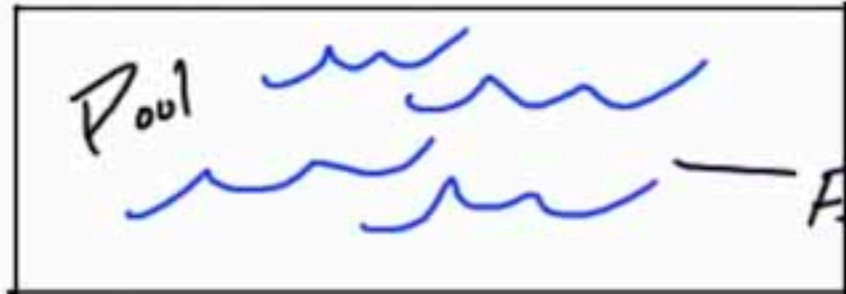
Edgar Art Building-Third Floor

# Sig Ep Floor Plan



Pool

Smell & taste of chlorine

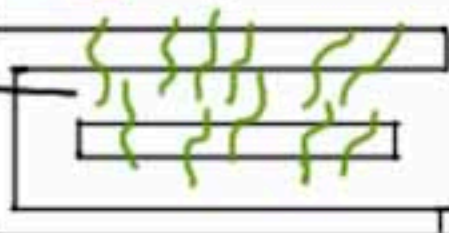


Feel of water

Slippery Pool Deck

Smell of Bathroom

Nasty B.O.



Fresh Air Smell

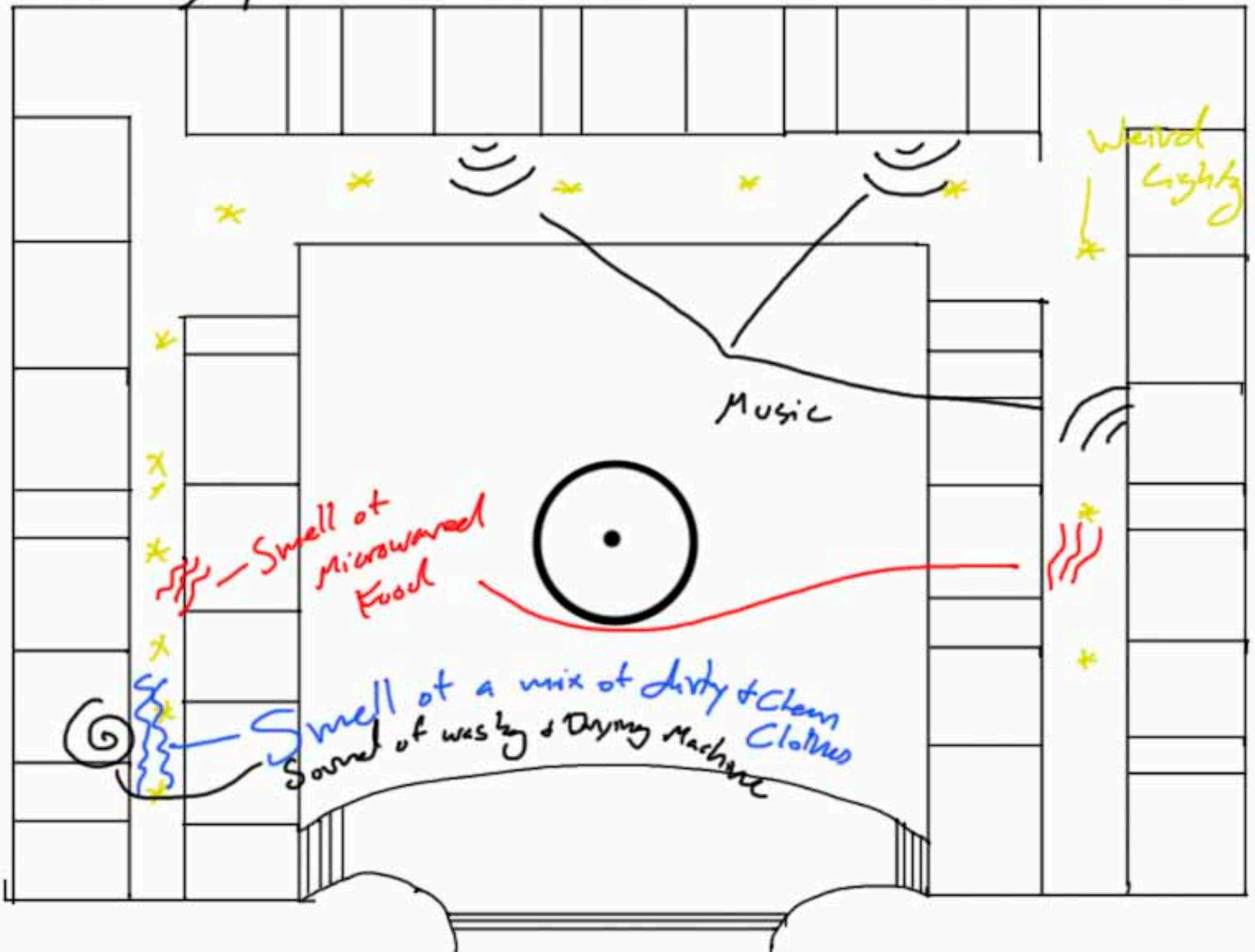
Squeaky floor

Funky Smell

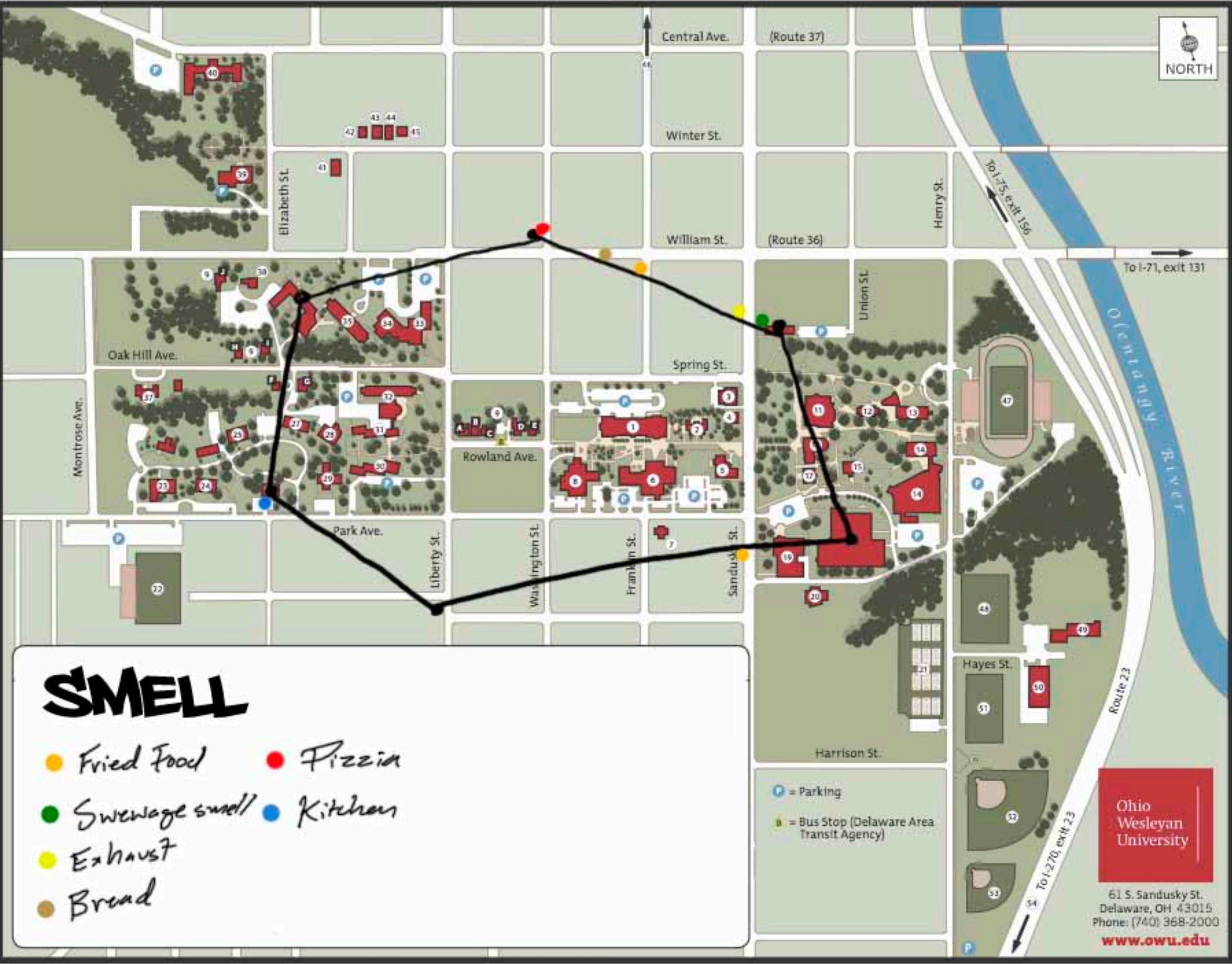


Creaky Stairs

Sty. Hall







# SMELL

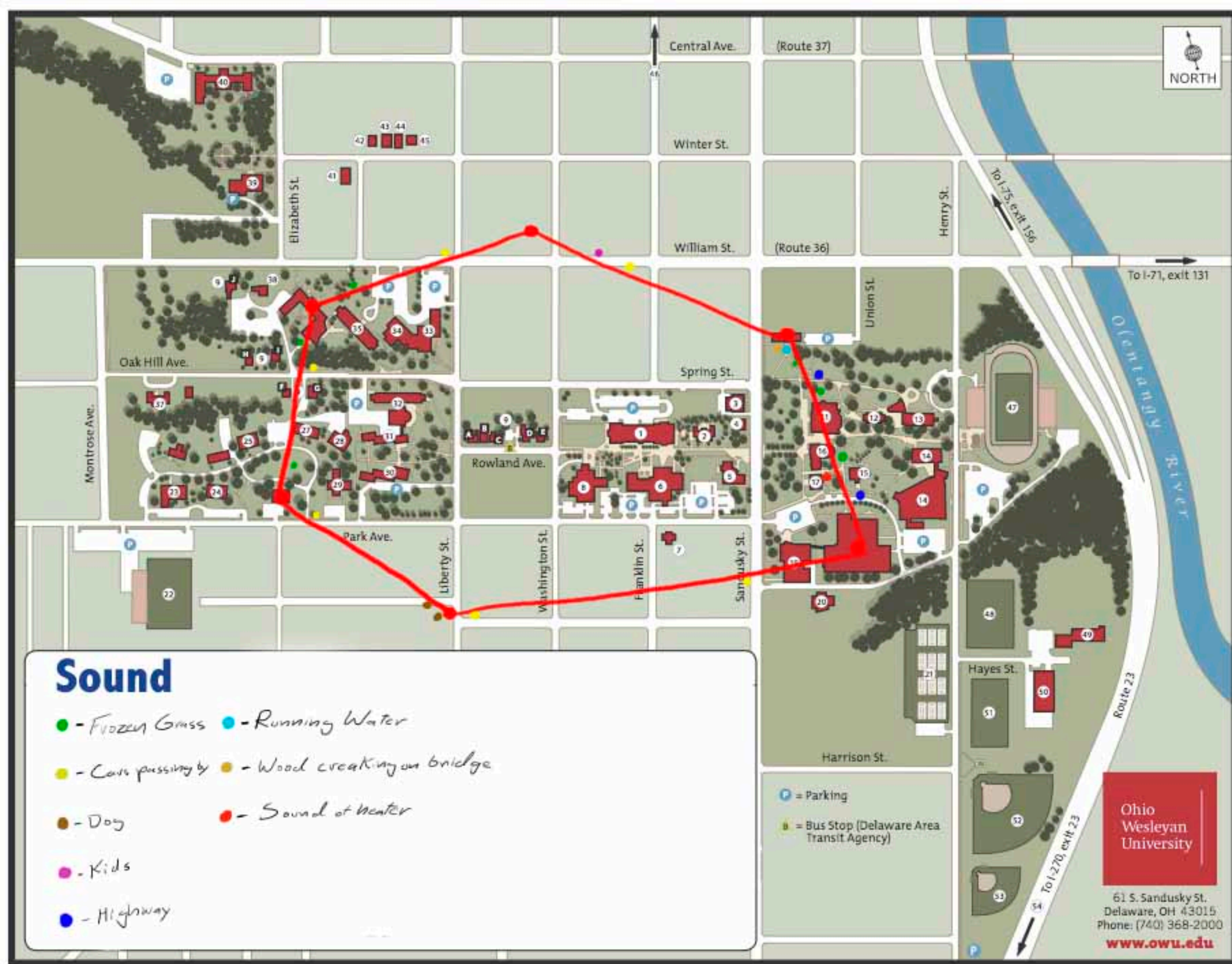
- Fried Food
- Pizza
- Sewage smell
- Kitchen
- Exhaust
- Bread

- P = Parking
- B = Bus Stop (Delaware Area Transit Agency)



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## Sound

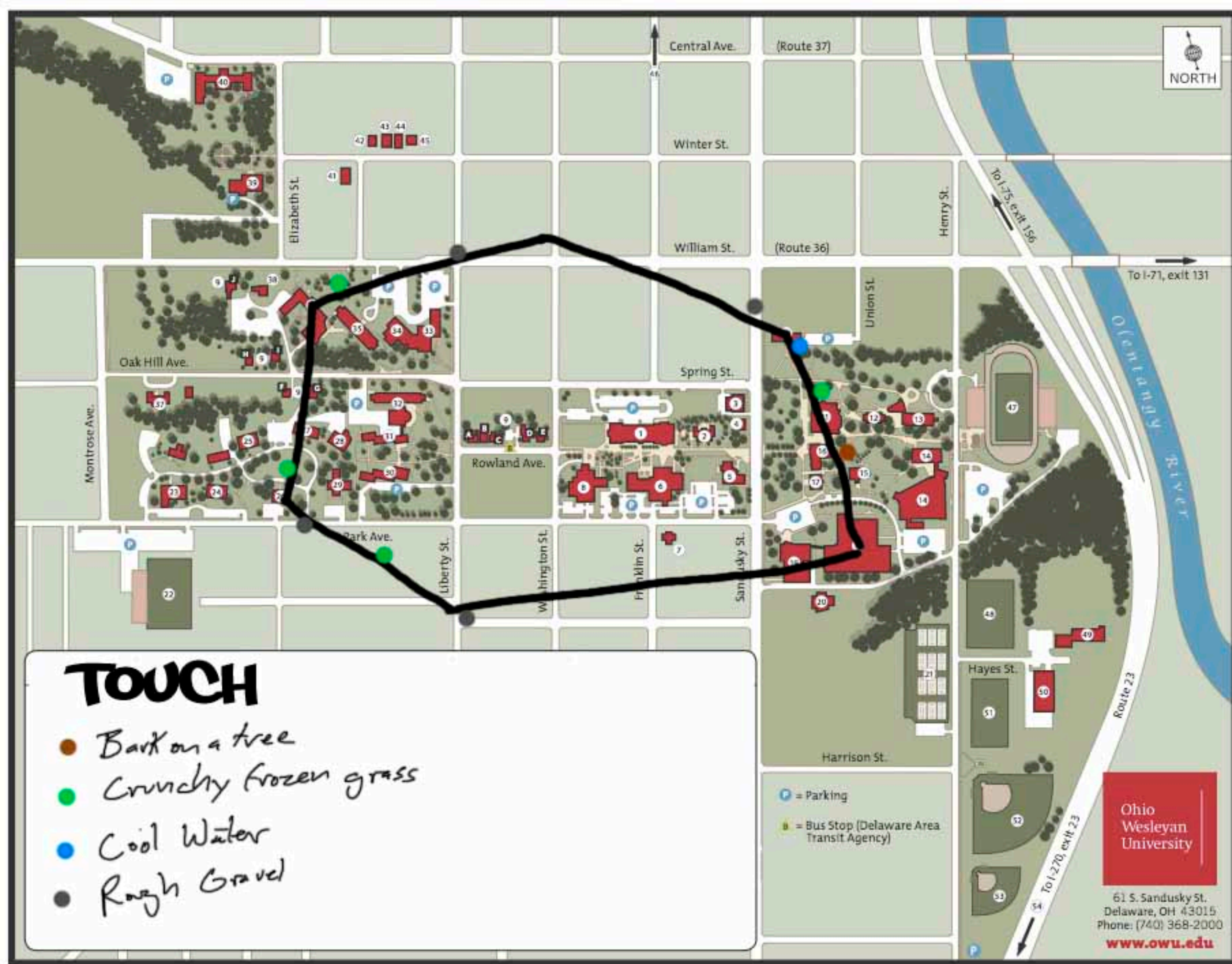
- - Frozen Grass
- - Running Water
- - Cars passing by
- - Wood creaking on bridge
- - Dog
- - Sound of heater
- - Kids
- - Highway

P = Parking  
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# TOUCH

- Bark on a tree
- Crunchy frozen grass
- Cool Water
- Rough Gravel

P = Parking

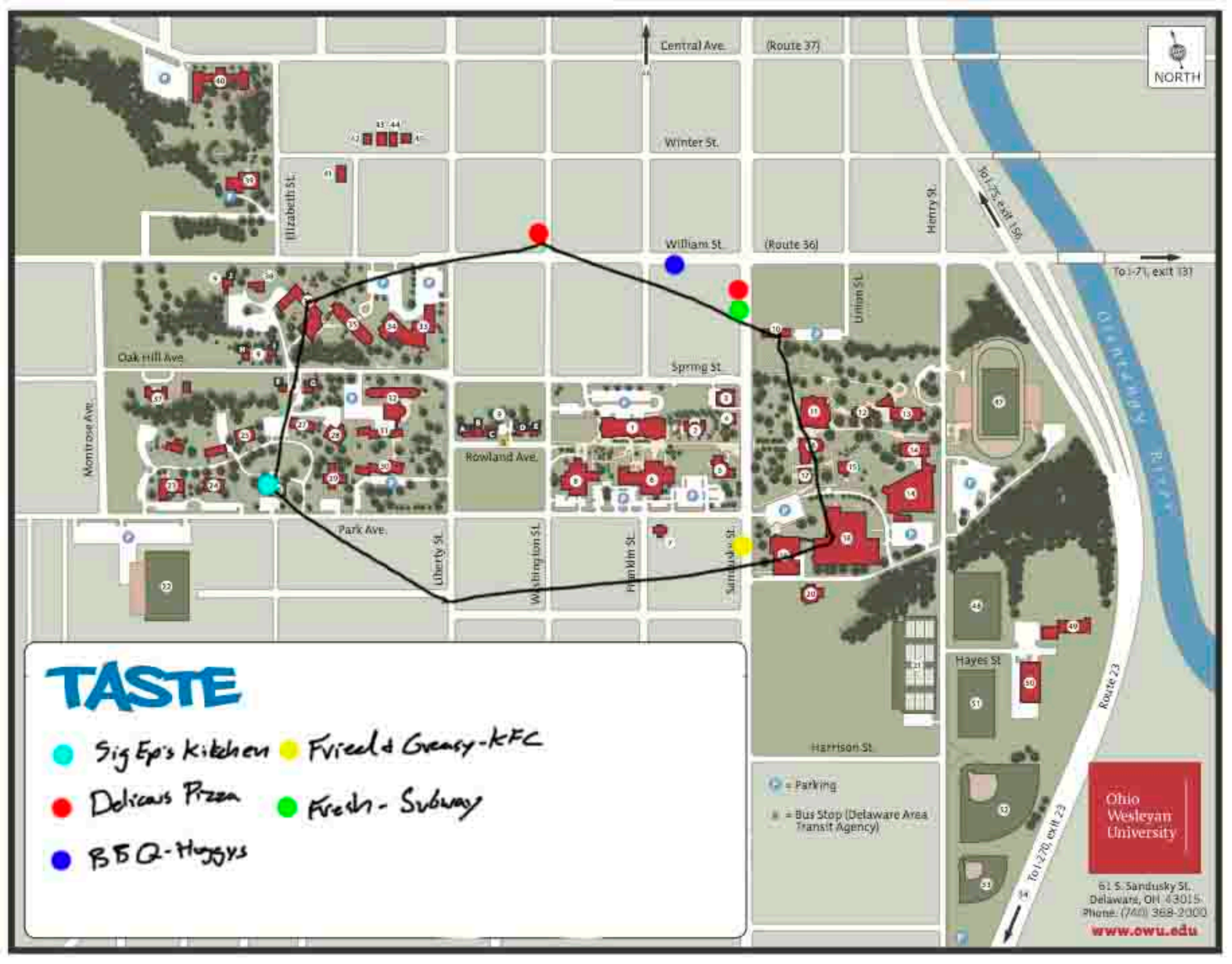
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# TASTE

- Sig Ep's Kitchen
- Delicous Pizza
- BBQ-Huggys
- Fried & Greasy-KFC
- Fresh-Subway

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