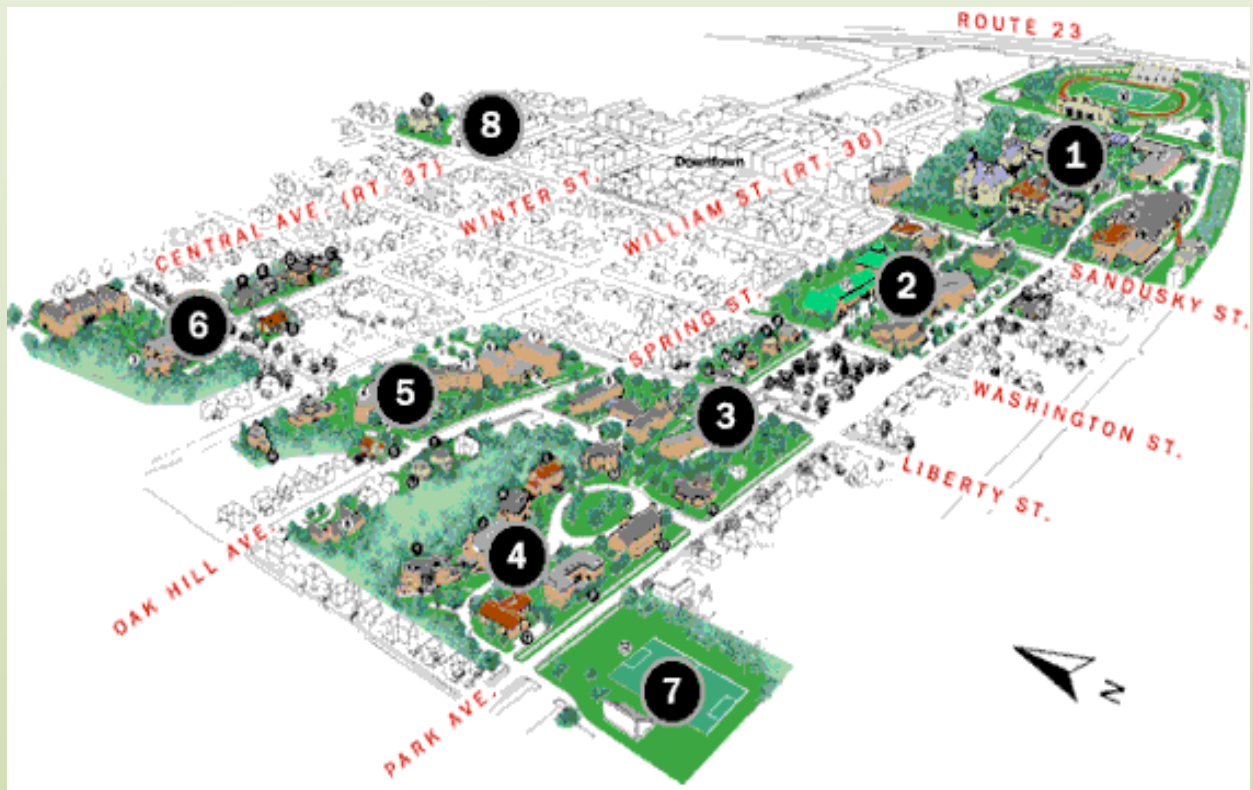


Mapping Psychogeographies

Delaware, Ohio

Matt Sommi, Nicholas LaBranche, Steve Barnett, Trevor Forsyth



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:

1st 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

2nd 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

3rd Floor:

- Considered the Quite Floor
- No talking permitted

Basement:

- Rarely anyone down there, very quite

Smellscape:

1st 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

2nd 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 2nd floor

3rd 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 3rd floor would be most suiting whereas the 1st floor study tables would best suit the worker who likes to interact with people

PsychoScape:

1st Floor:

- Welcoming
- Old
- Comfortable
- Normal

2nd Floor:

- Welcoming
- Old
- Comfortable
- Normal
- Boring

3rd 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
- 2nd 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:

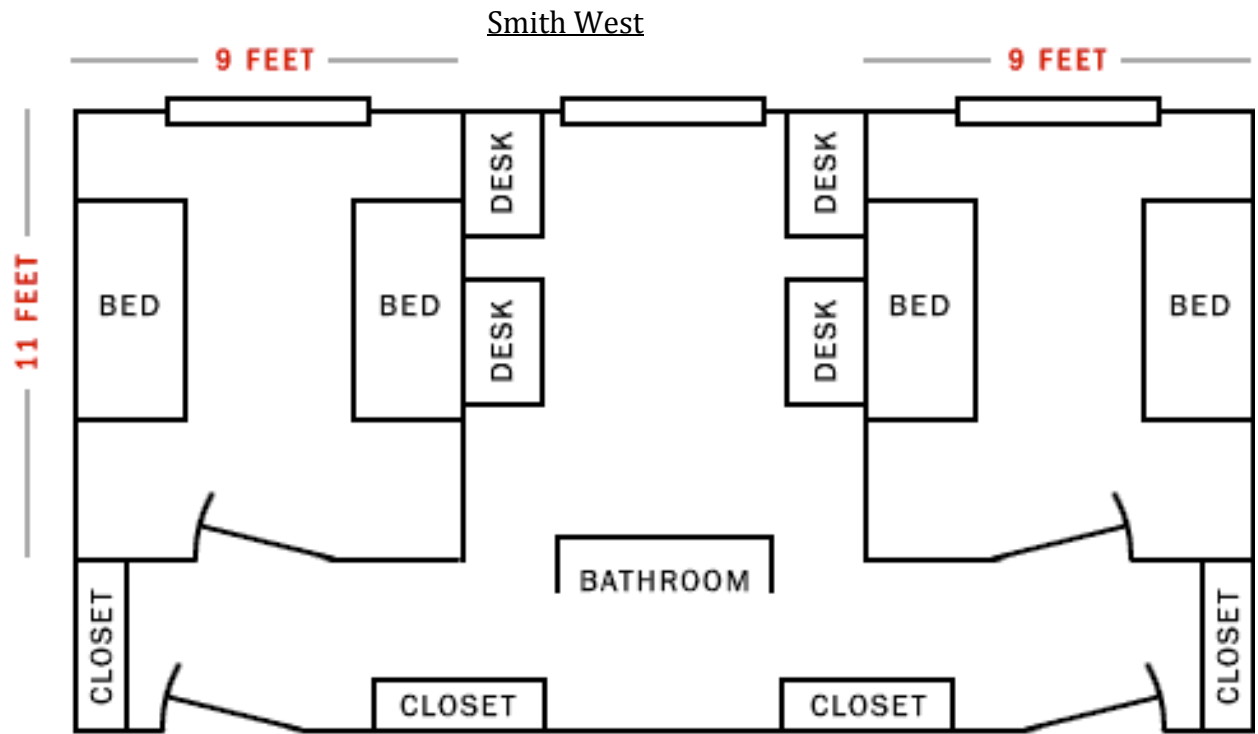
- Didn't lick or taste anything in Alumni Hall
- There were candies on some desks that I took with ease
- Mints were offered

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 5th floor when you're on the 1st floor
- Dorm noise is dependant on the night. Friday being the loudest as well as Saturday
- 4th Floor of Smith West had very loud music playing
- Study Rooms were relatively quite with only 1 or 2 people in them
- On 2nd 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 2nd floor

Smellscape:

- smell varied from floor to floor
- The stairwell had an awful beer/old shoe smell to it
- The 2nd 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, 2nd 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 2nd 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 2nd floor so there is a damp shampoo smell on the 2nd 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
- 1st floor is more of a common area
- 2nd 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.

Tastescap:

- 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 had 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 assignment specific assignments to each group member. Our group was able to find time to explore out locations on Monday the 30th 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 assignment 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 had we expected.

After gathering out information the next step of the process is the 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-

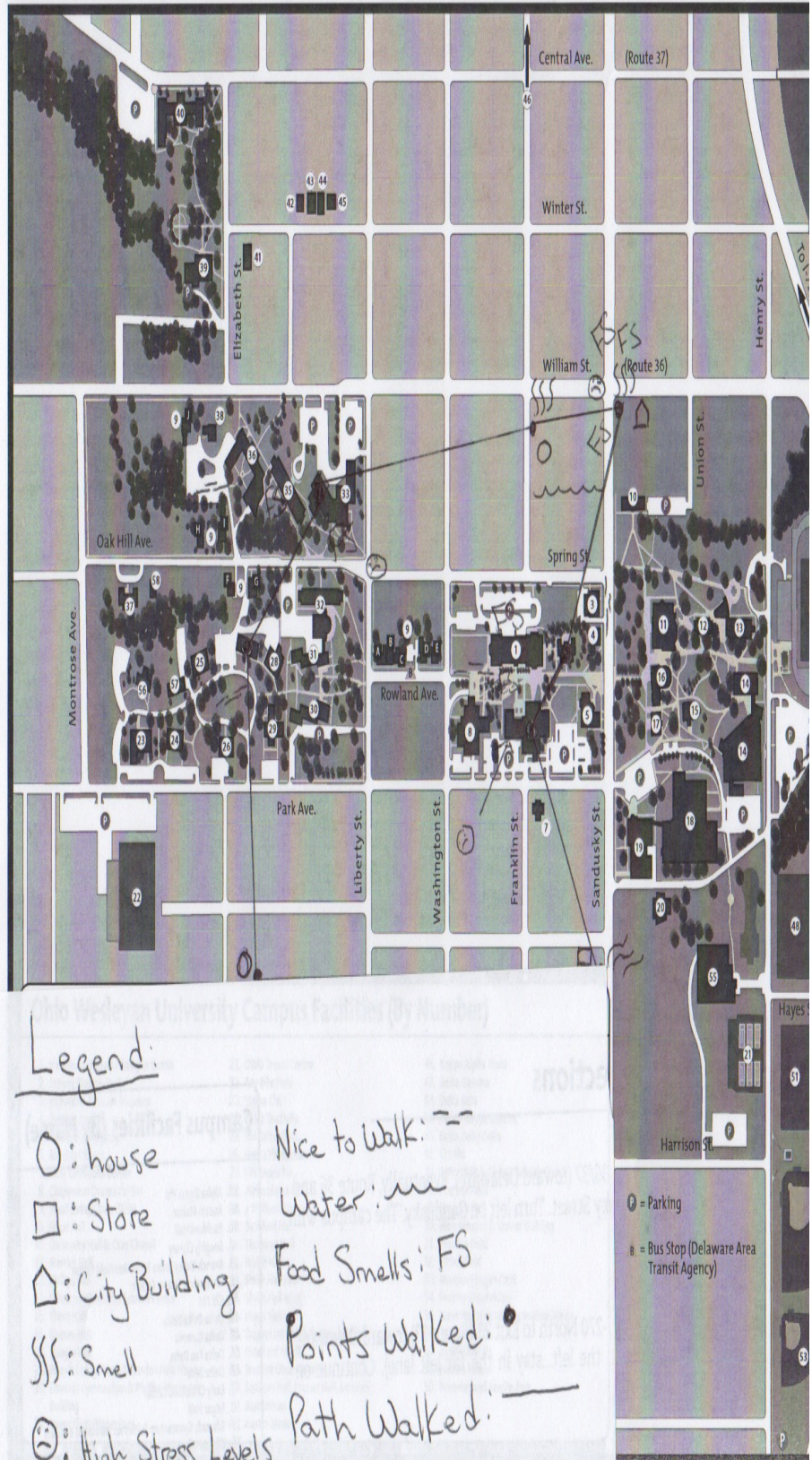
campus locations. In the end we all came together to finish this project description and finalize and put together the final product.

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



Mars-Lumograph Group

John Rinaldi – Phi Psi House and Martin's Shoe Repair

Kumail Habib – Clancey's Pub and Hamilton-Williams Campus Center

Ibrahim Saeed-SigEp and Subway

Ariel Koiman- Beehly Library and Bun's Restaurant

OBSERVATIONS

The library is relatively silent, compared to other locales on campus, and rightly so, save for some students congregating together to work on assignments. It was fairly well lit, and no odor was particularly discernible. While the environment was certainly not meant for tasting, there is a great deal to be touched and observed. Most people mind their business quietly, maintaining the atmosphere of a place that is meant primarily to encourage studiousness. All books on the first floor are either government documents, occupying a vast wing of the library, or reference works.

Bun's Restaurant is awash with the conversations of diners, varying both in volume and nature. To the side, one youth enthusiastically relates a story to his fellow diners, punctuated by a loud slam on the table. At the bar on the far right side of the establishment, elderly patrons mull over their beverages while reacting underwhelmingly to the college basketball game on TV. A welcoming aroma native to the typical American eatery permeates the room, evoking the restaurant's namesake as the redolence of cooked meat wafts from the kitchen. A glass is laden with ice water, cold to the touch as beads of the liquid cascade down past the contours of the glass onto the table. A side salad arrives, and the establishment's disregard for the dish becomes evident as the preparation thereof appears to have consisted of little more than opening a package of salad lettuce and a cut tomato. The leaves' waxiness is barely mitigated by an accompaniment of vinaigrette, regretfully. The arrival of the burger is heralded by the pungent presence of sweet pickles, whose putridity diminishes the otherwise sumptuous scent of bacon emanating from the dish. Notably, the burger's bun distinguishes itself with its protruding grains; truly, it is a bun like no other. The meat is cooked properly as per my specifications, albeit strikingly bland. The burger is palatable enough, however, to finish in short order. The atmosphere, initially comfortable and welcoming, quickly turns hostile as the management realizes that I am looking around the entirety of their establishment, and consequently, I am expelled from their eatery by a gruff, impatient looking fellow. I had no intention of returning to such a mediocre locale anyway, but the evening's events had established the restaurant's psychoscape as an unpleasant one to be actively avoided.

The journey down to Winter St was on a cold, brisk afternoon. The destination was Martin's Shoe repair. Entering the repair shop you were struck by a potent smell of shoe polish. Heading down to the basement of the shop was somewhat creepy but as you reach the bottom step you noticed the area to be organized with not much occupying space other than storage boxes full of repair tools, polish, and other shop supplies. In the side room to the basement there was a foosball table, big screen TV and a small wooden table. This basement had a band of pipes clanging and a strong musty smell to it.

The top floor to Martin's Shoe Repair is a 3 bedroom apartment. The apartment had a strong smell of beer, smoke. The kitchen had a stench of mac and cheese from what the college bachelors were currently cooking up. Around the kitchen were plates and some beer cans on the floor. The living room was full of chairs and couches with some trash on the ground, along

with a nice TV aside the fireplace. This apartment was a bit hazy.

The destination following Martin's Show Repair was to Phi Kappa Psi Fraternity House. The top floor to Phi Si has (10) rooms. These rooms were not able to be accessible because the students living in these rooms were not present. There is one bathroom on the top floor, with a strong scent of urine, and the rest of the floor smelt like stale smoke and beer. The basement floor is the kitchen area. The basement also has a brotherhood room with couches and soon to be a "theater chill" room. The kitchen area had 4 larger tables with seats around them. The kitchen room was a typical kitchen setting, but looking rather organized by the brothers. This floor had a mix a different foods lingering around along with yet another place with a beer scent.

HAMILTON-WILLIAMS CAMPUS CENTER

The Soundscape

- Students talking and laughing.
- Piano.
- Sound of students opening and closing their mailboxes.
- Coffee machine.

The Smellscape

- Food.
- Newspaper/smell of boxes and books.
- Cologne.

The Touchscape

- Concrete.

The PsychoScape

Social.

-

Playful.

-

Cozy (people laying down and reading/ resting)

-

Comfortable.

-

CLANCEY'S PUB

The Soundscape

- Music.
- Opening of beer bottles.
- People chatting and enjoying themselves.

The Smellscape

- Beer.
- Old wood.
- Sweat.

The Touchscape

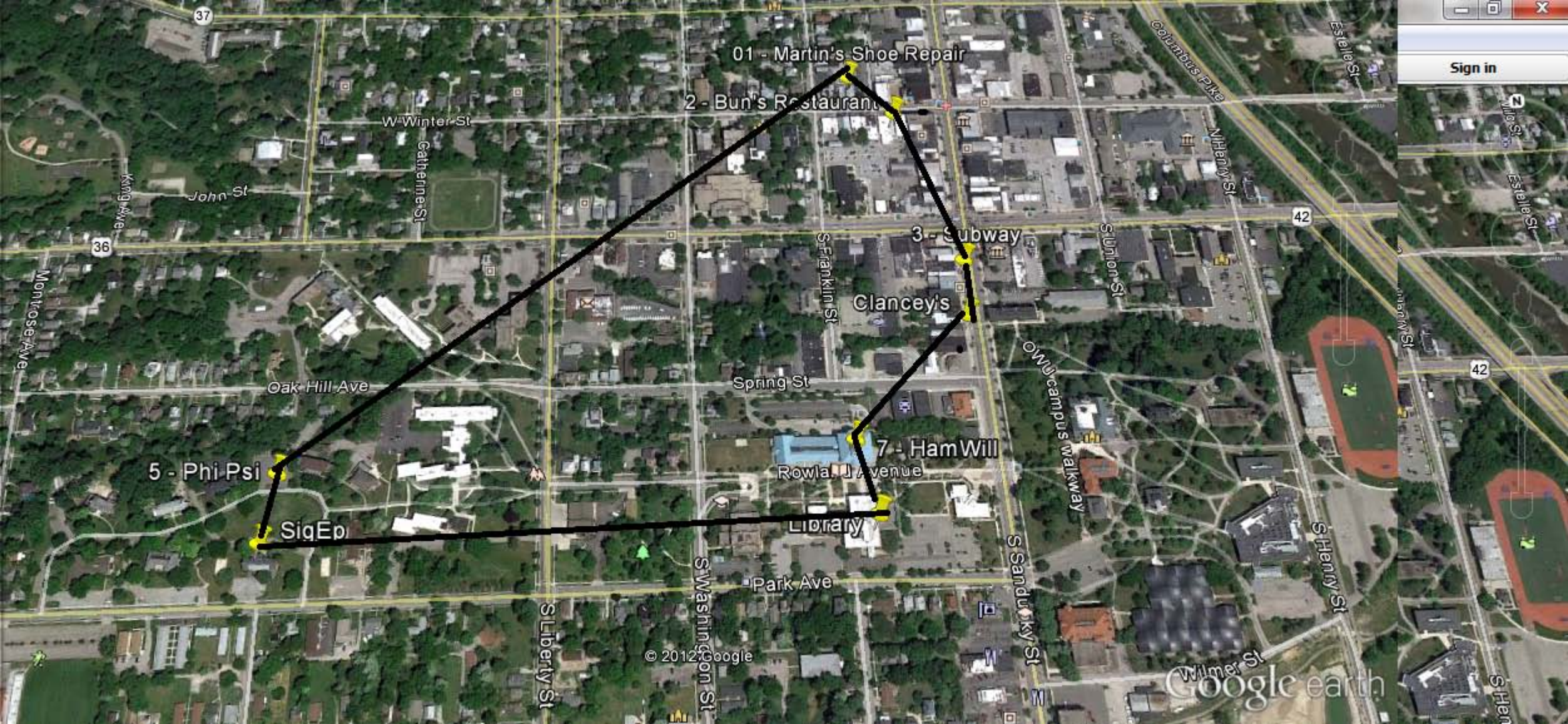
- Wooden and concrete.

The Tastescape

- Salty.

The PsychoScape

- Dark.
- Congested/claustrophobic.
- Old.
- Social.



01 - Martin's Shoe Repair

2 - Bun's Restaurant

3 - Subway

Clancey's

7 - Ham Will

Rowland Avenue

Library

Park Ave

5 - Phi Psi

SigEp

Oak Hill Ave

Spring St

W Winter St

John St

36

37

42

42

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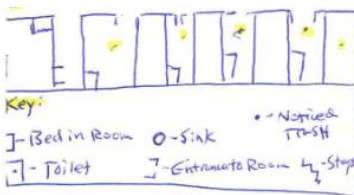
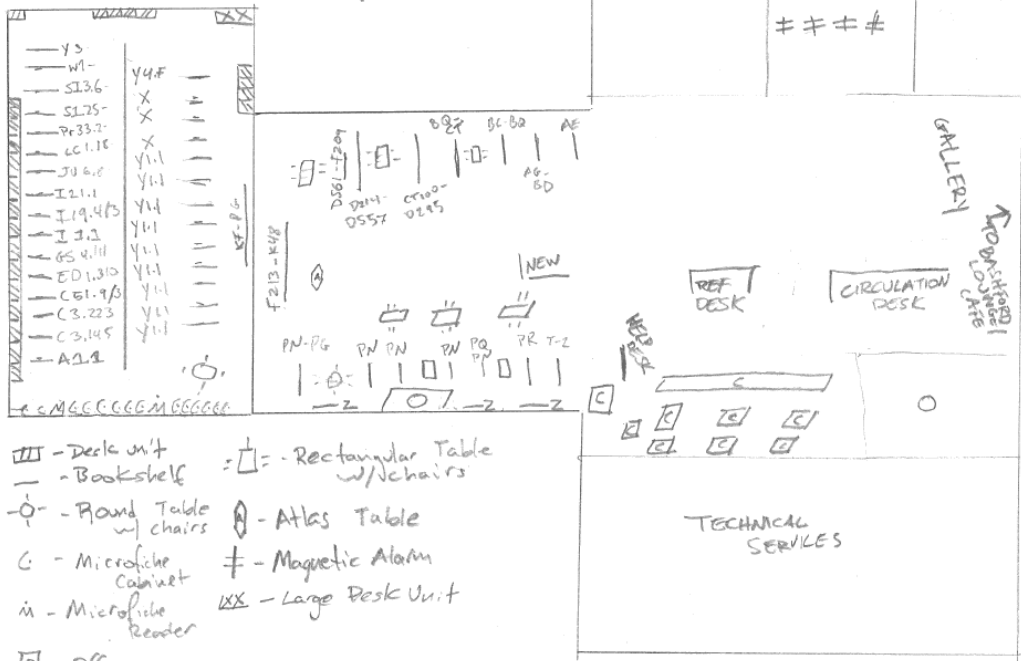
Google earth

Sign in

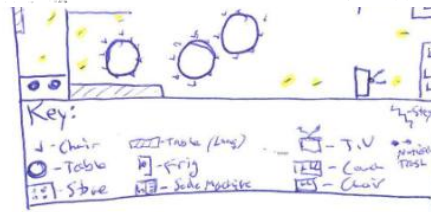
MAPS

BEECHLY LIBRARY 1ST FLOOR

- Fred S. Kaiman



TOP FLOOR



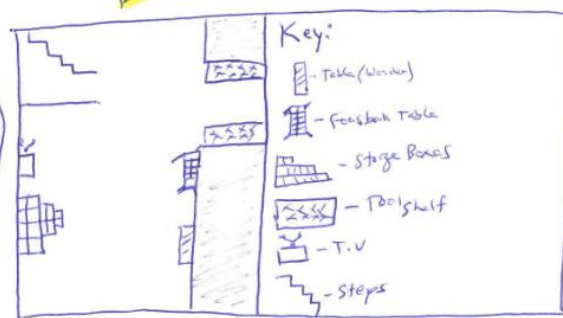
FLOOR MAPS

IN'S SHOE REPAIR

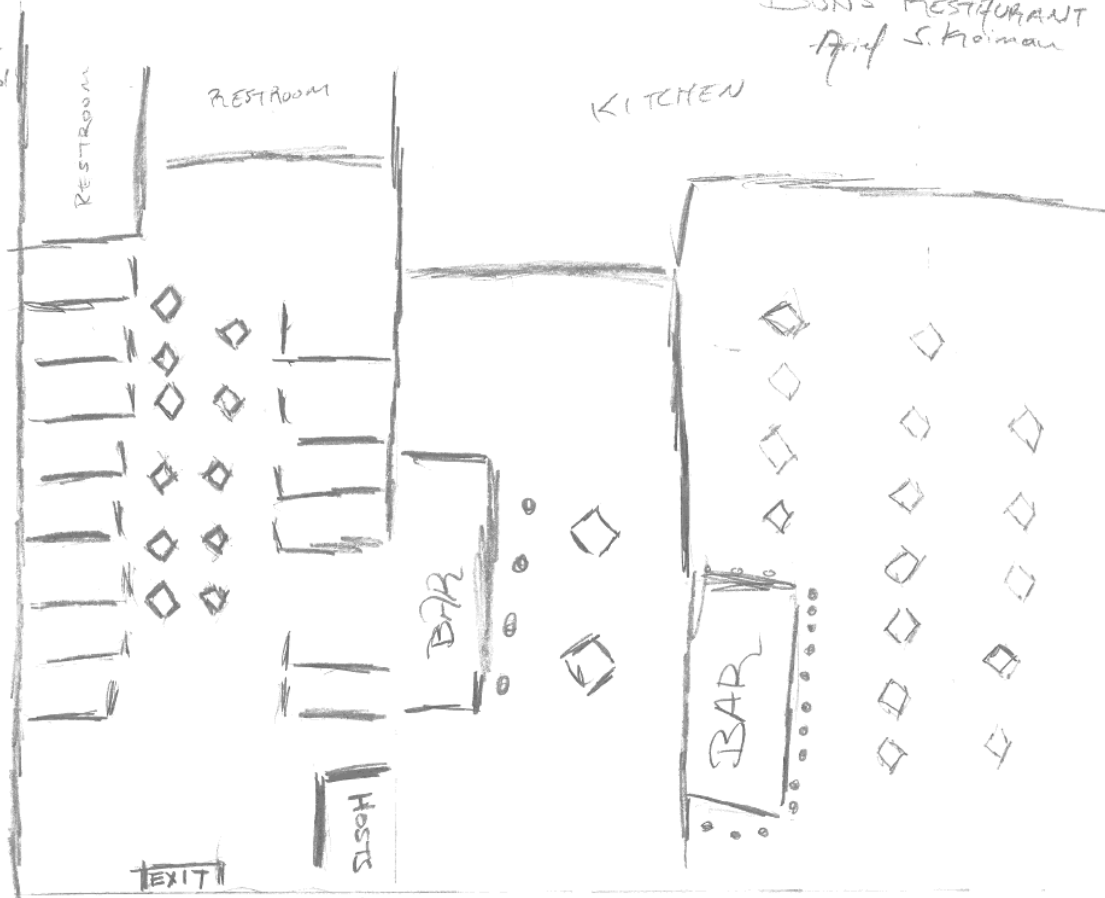


TOP FLOOR

Bottom Floor



◇ - Table
○ - Bar stool
└ Booth



BUNK RESTAURANT
April S. Holman

STORAGE AREA

STAIR
CASE

WOMEN'S
BATHROOM

MEN'S
BATHROOM

CLANCEY'S PUB

BAR

SITTING AREA

DANCE FLOOR

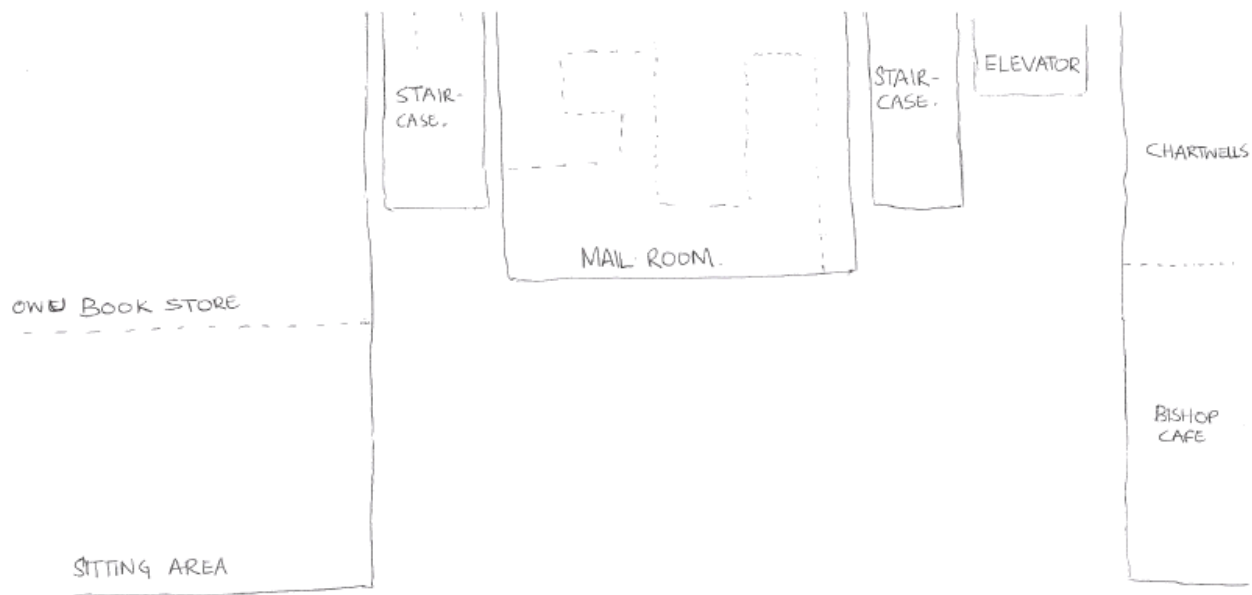
PERFORMANCE
STAGE

TABLES

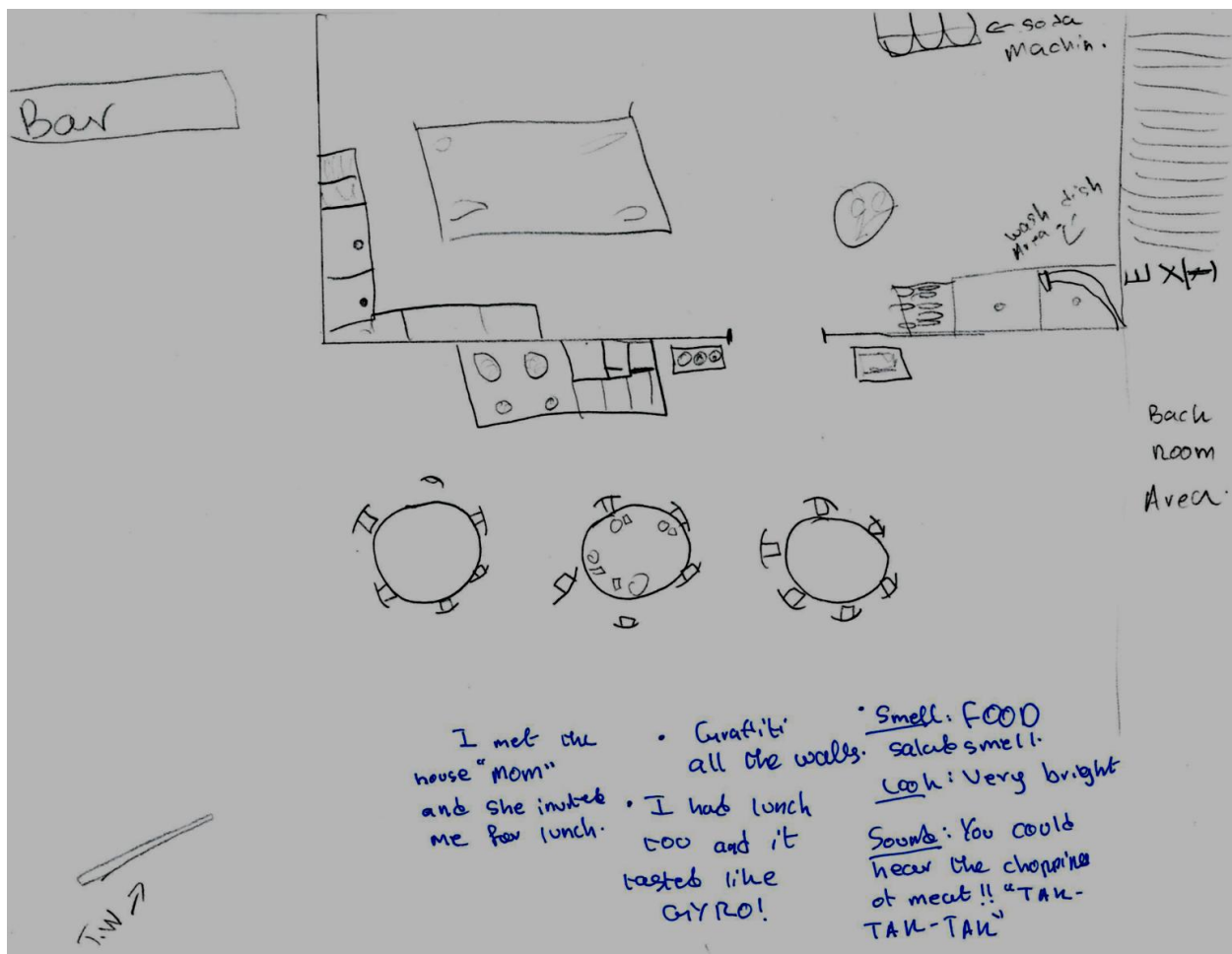
POOL TABLES

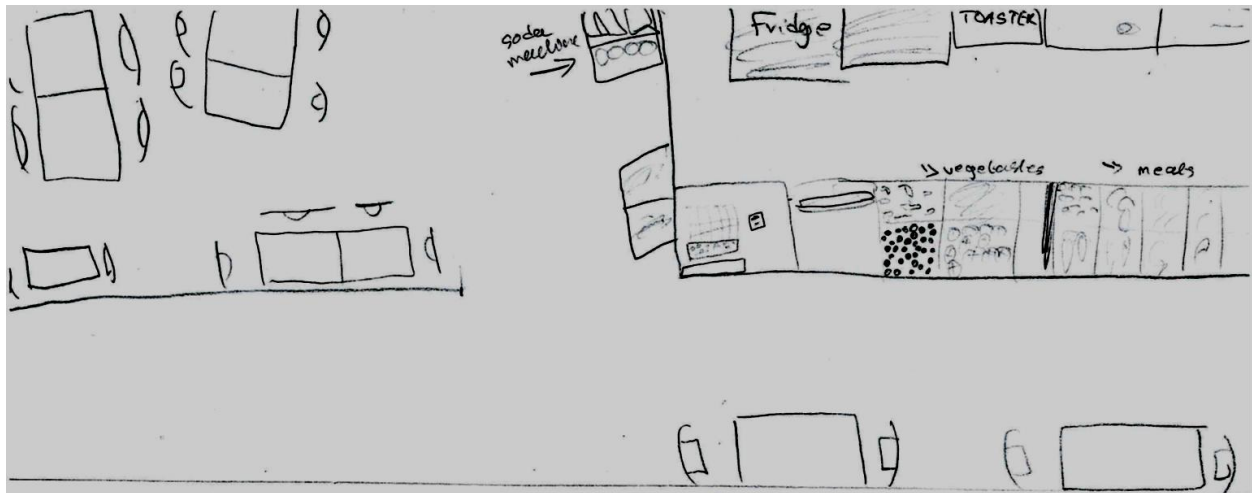
DARTS AREA

SITTING AREA



HAMILTON-WILLIAMS CAMPUS CENTER
GROUND FLOOR.





SUBWAY

Things ended up becoming slightly awkward since I wasn't a customer and just wanted to take photos. Some of the employees were trying to hide their faces. I'm guessing they don't want to be in photos.

Sound: machines, toaster sound of door opening and closing. Music. Customers talking. Smell: Subtle smell of meat but prominent smell of bread and cheese.

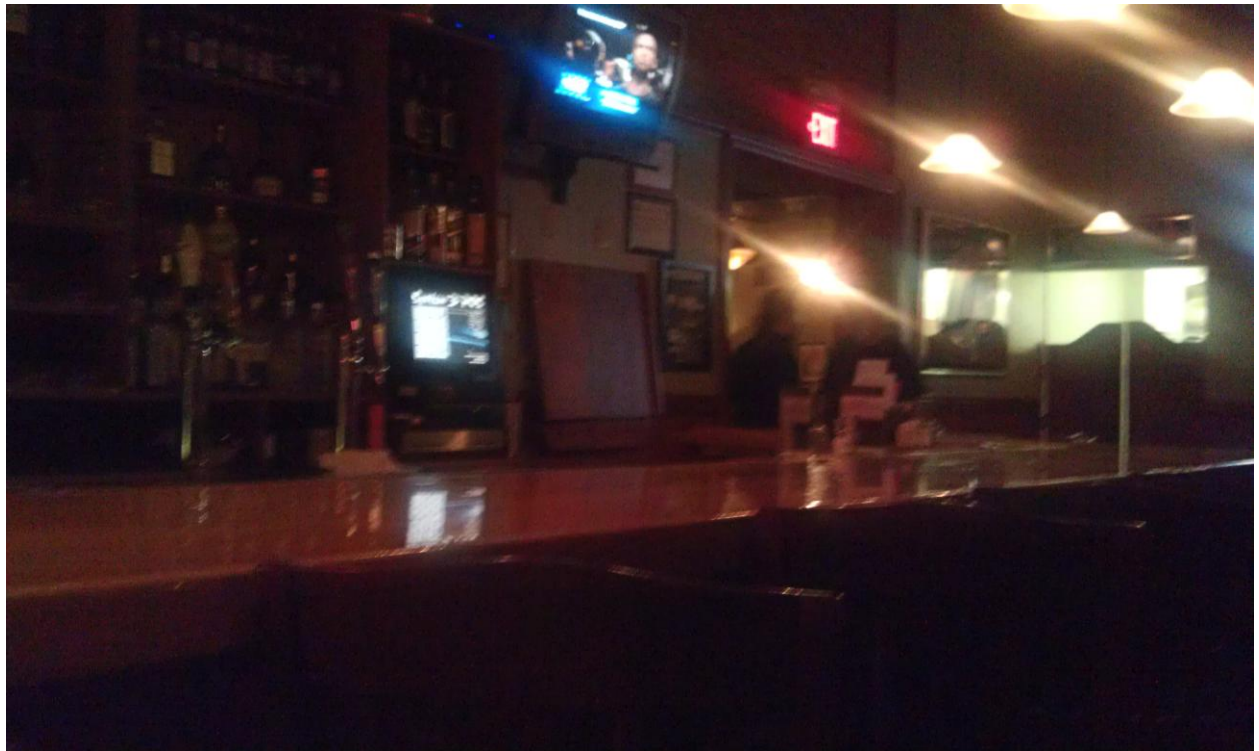
Look: Bright Yellow light.

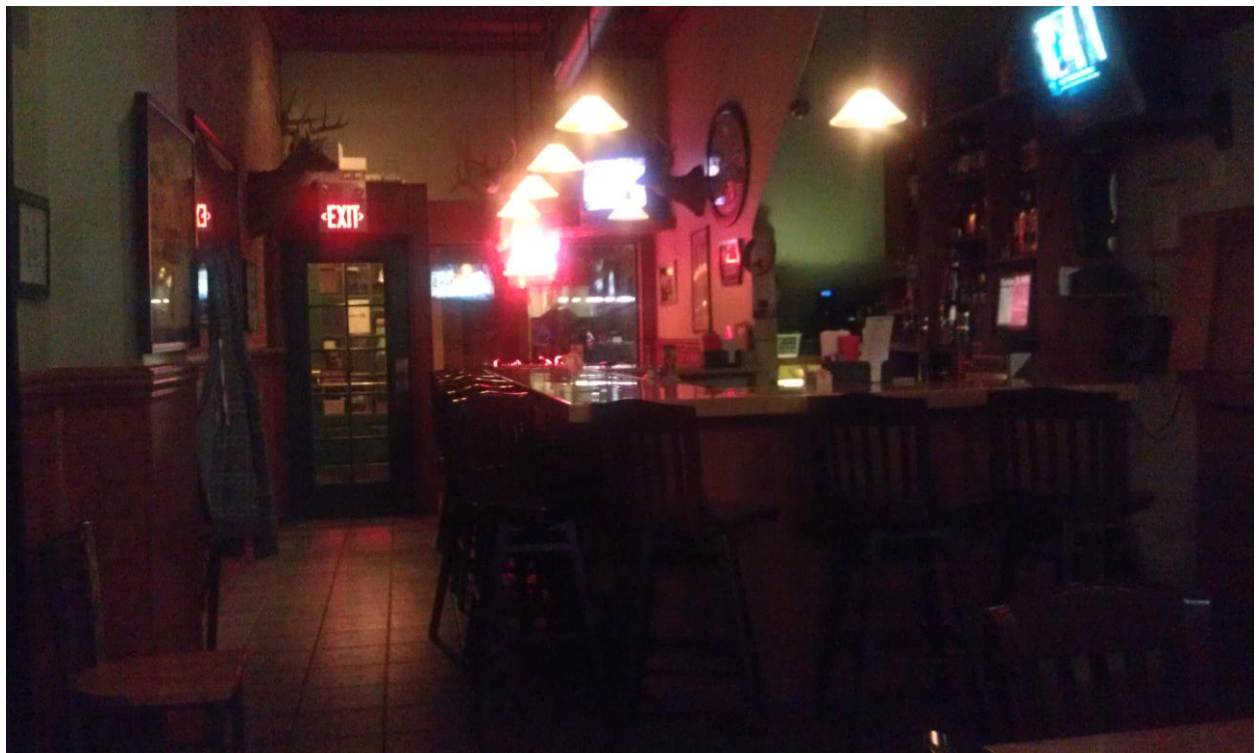
touchscape: things items were of medium temperature.

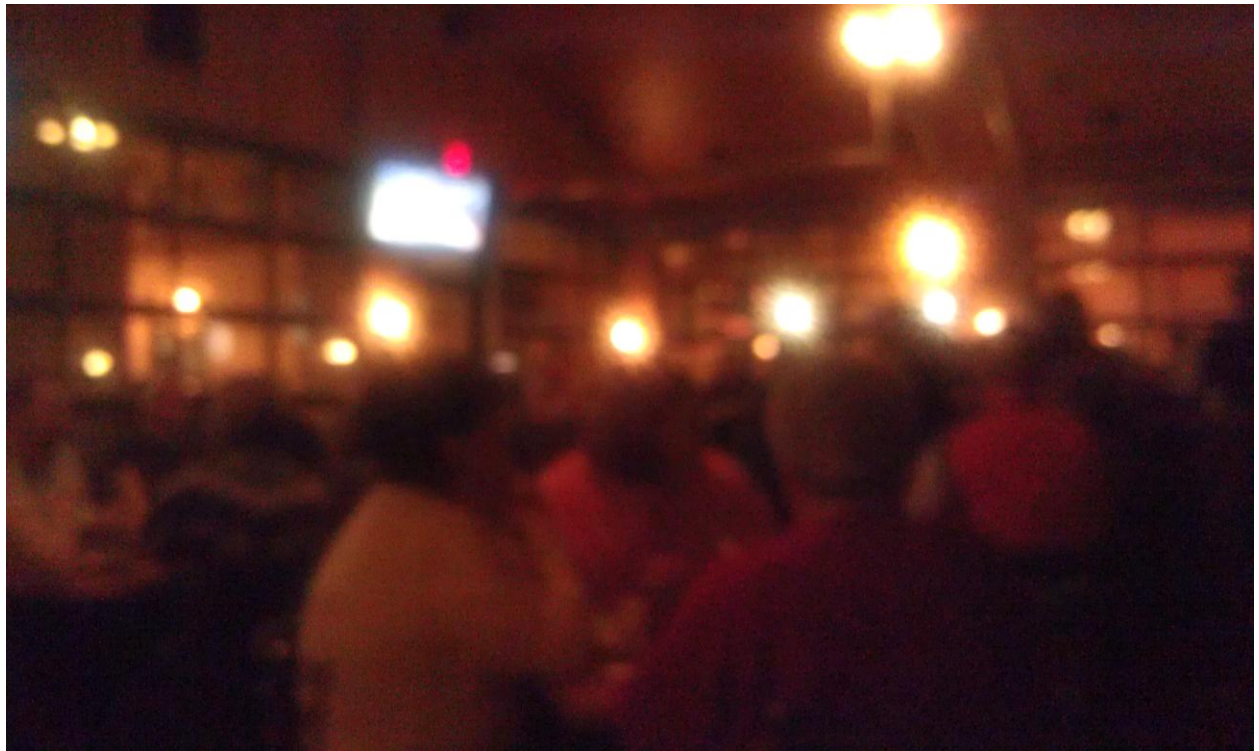


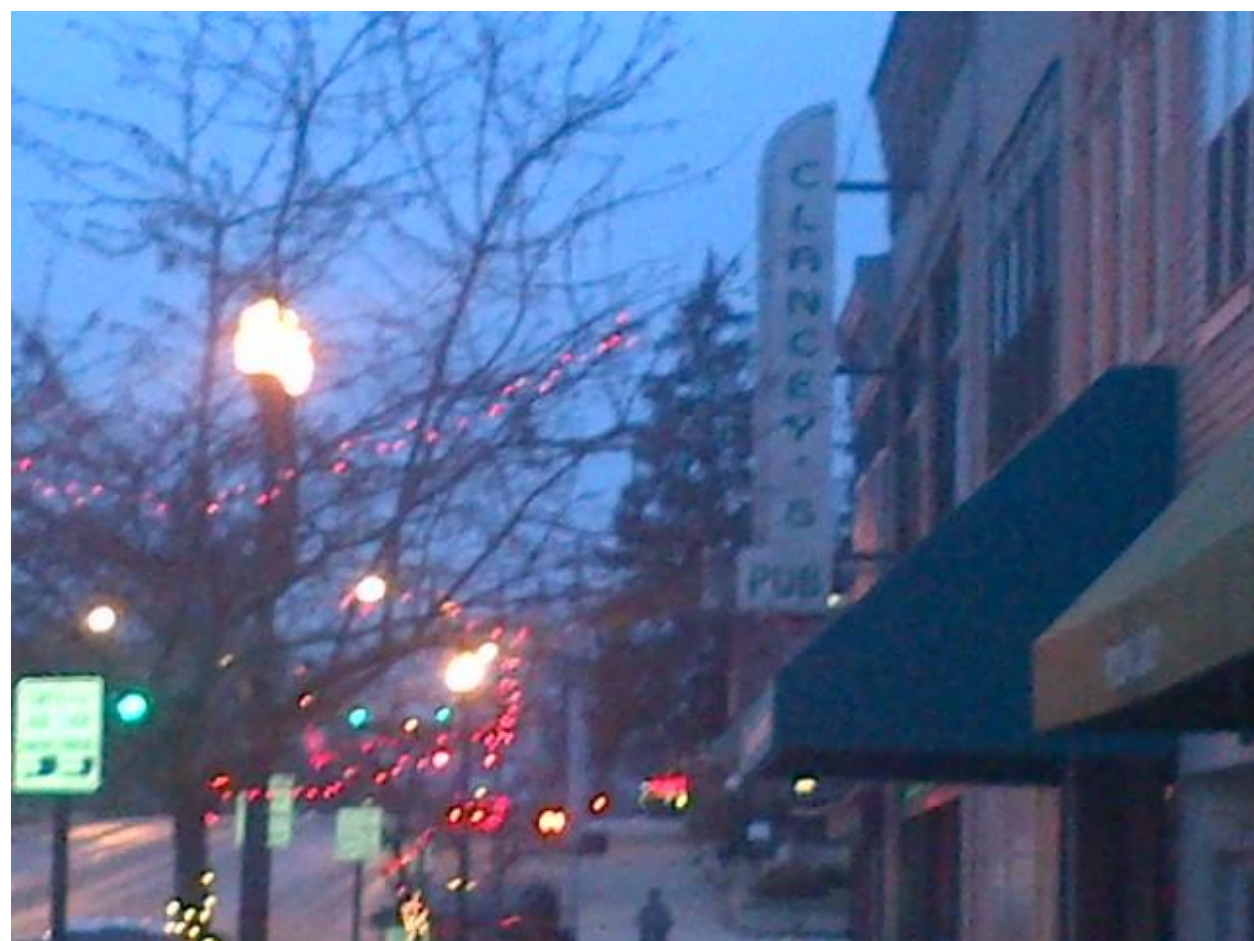


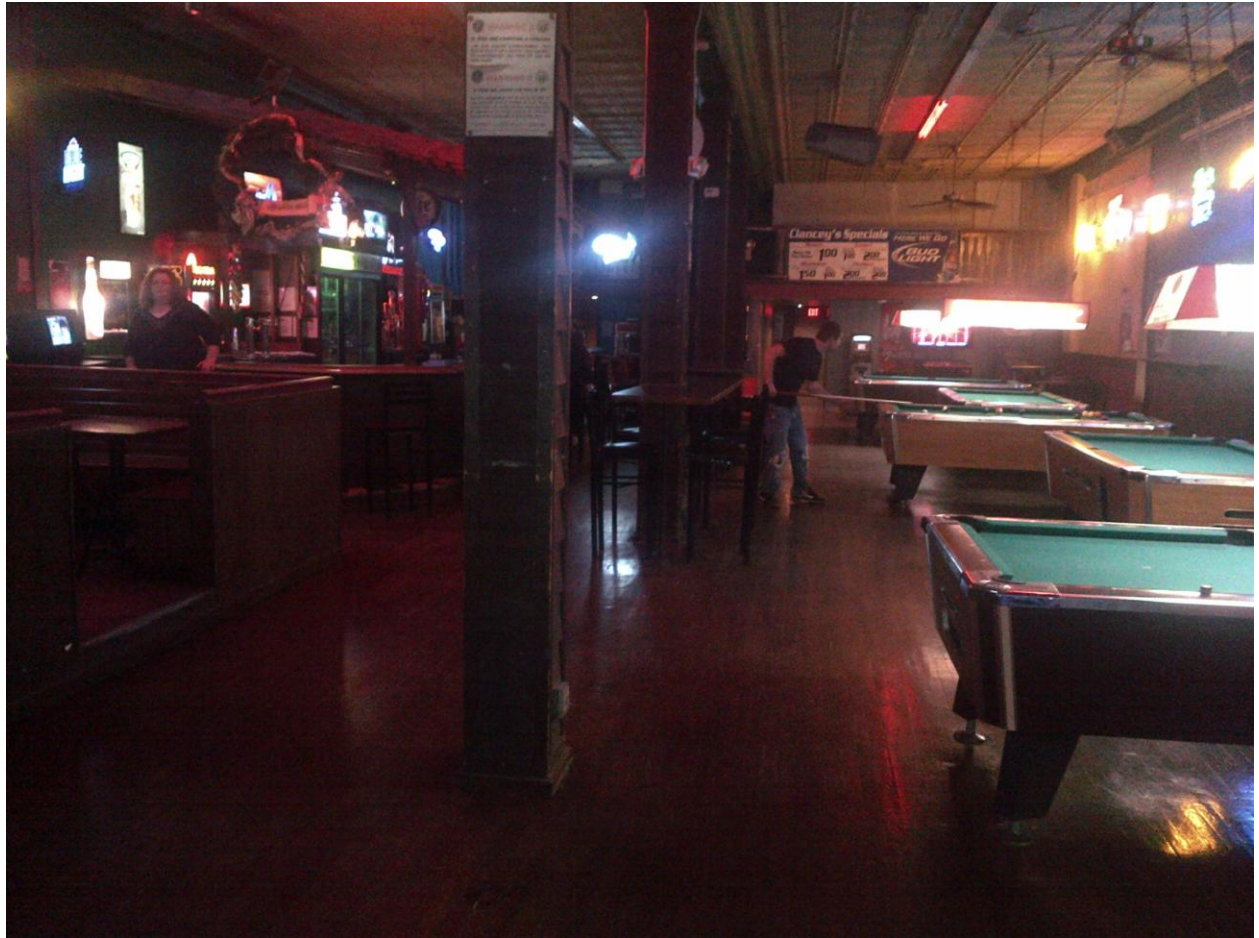




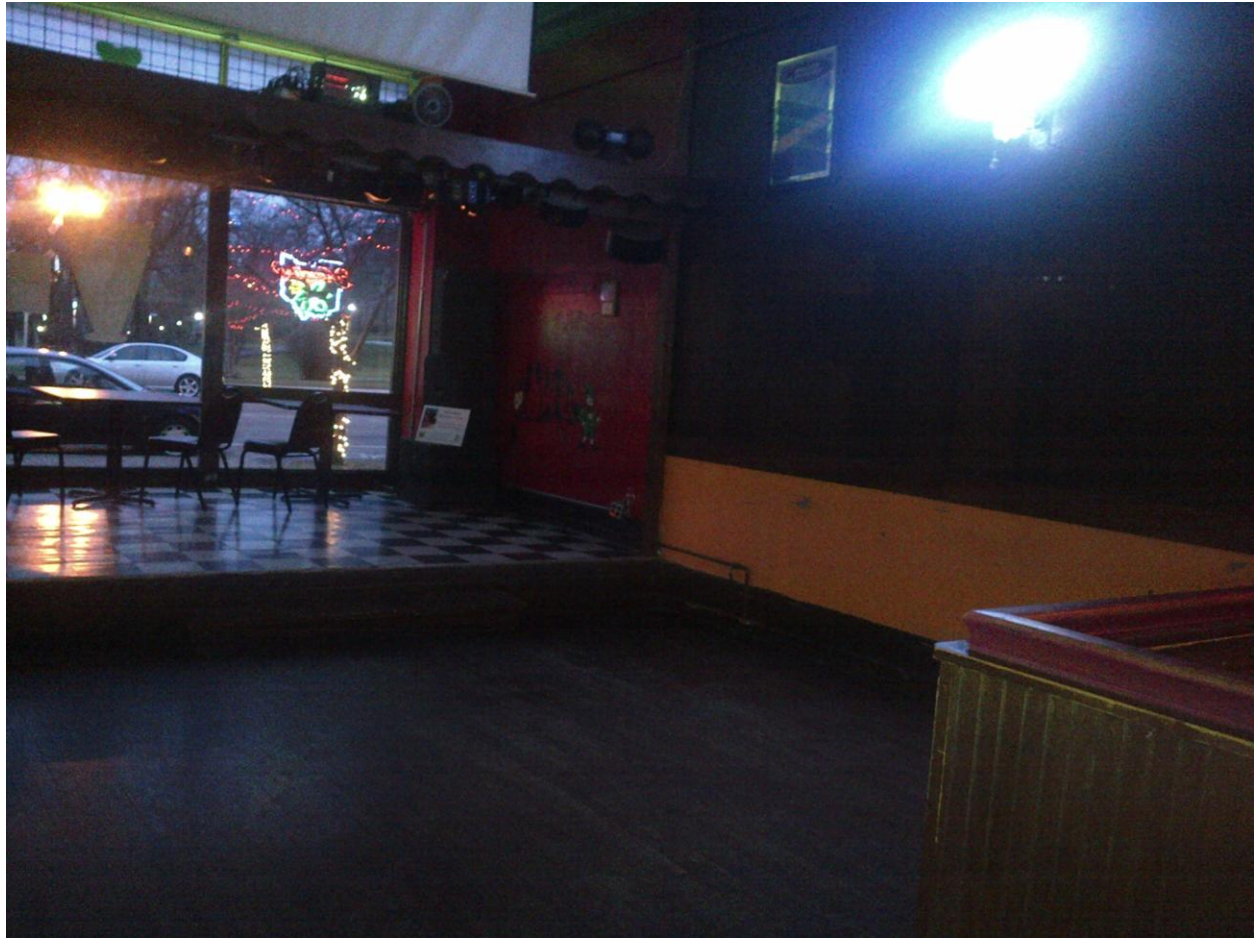
































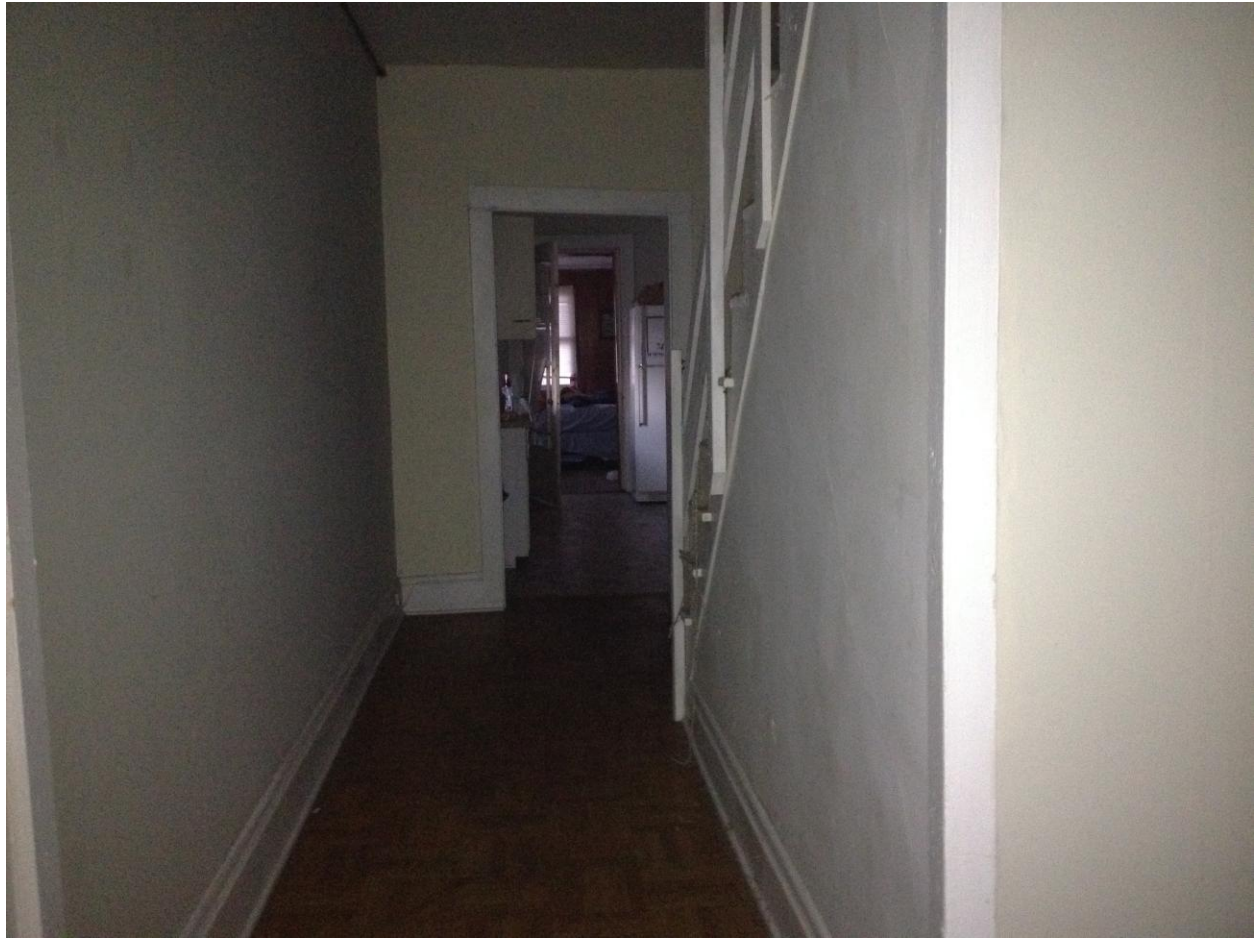


















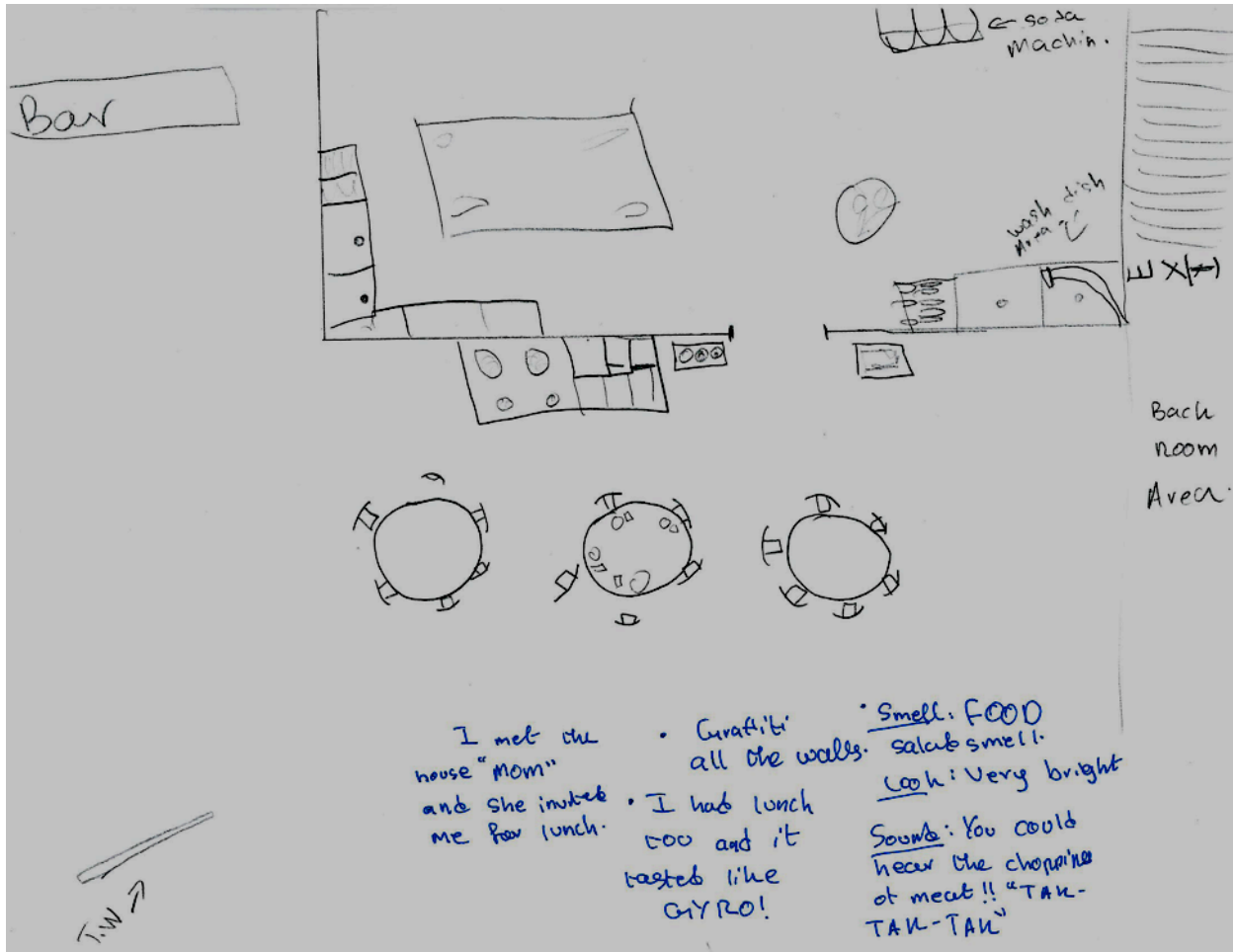








Sig Ep's basement looked something like this:



Here are the round tables where all the brothers have lunch.
You could smell food and hear the chopping of meat.

IBRAHIM SAEED



This is the bar area as marked on the floor map.



Wandering in the kitchen I stumbled upon this refrigerating room full of food!

Top floor SigEp



This was an interesting time to be here where you saw left over from last night. Beer cans all around. It was grim and dark.

Smell: Very prominent smell of vanilla incense.
Touchscape: Things we felt cold.

Looks: Dark and Messy
Sound: was very quiet since I went in the morning. However you could hear a hum. It was the sound of a large fan in room 1.

Top Floor.

ΣΦE



This room is heavily decorated with posters. Trash from the night before this is their hang-out room. walls decorated with road signs and funny posters.

The top floor was dark and messy. Pong tables in the hallways and there were rooms at each end which were hang out rooms while the 2 rooms on the side were bed rooms. The Tv rooms at each end had couches. One had a huge tv and couches all over. Left over snacks and drinks all over. Decorated with road signs and posters.

Sound of ventilator or a hum sounded like an air conditioner but it was the sounds of the fan. There were

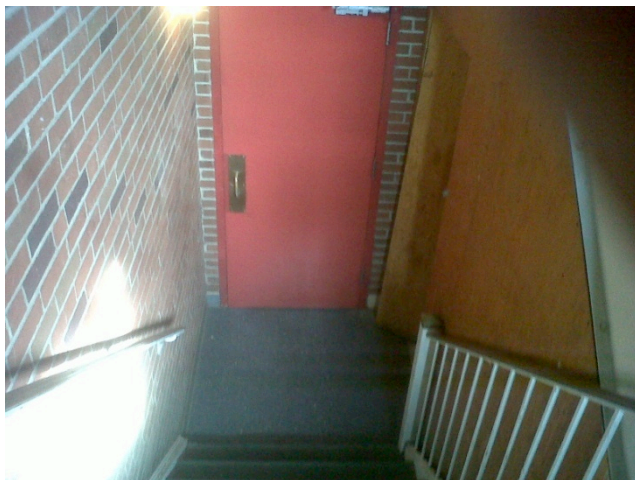
IBRAHIM SAEED

Posters everywhere. Very quiet but one of the rooms was loud and sound of the fan was prominent.



This is one of the tv rooms!

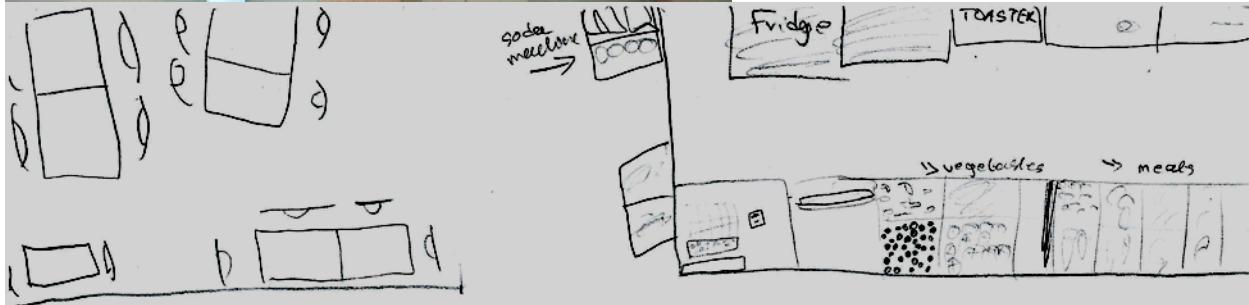
Below shown are the exit pathways, and they all look the same!



IBRAHIM SAEED

SUBWAY



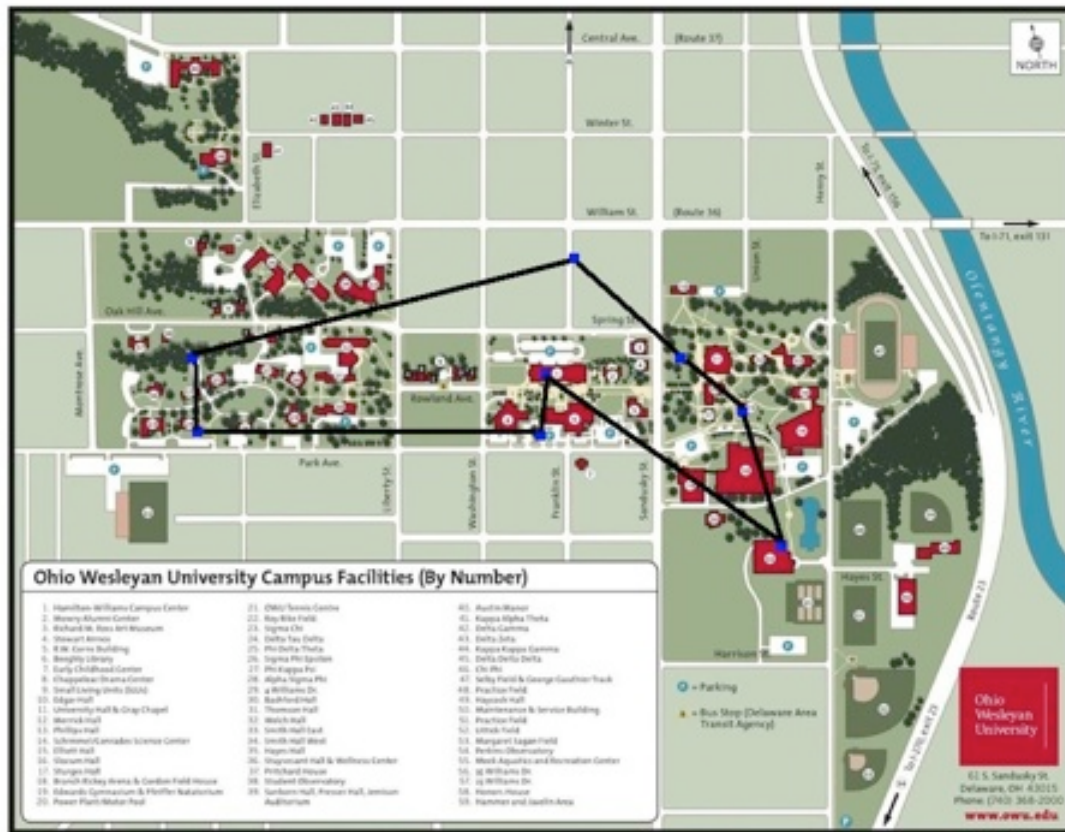


SUBWAY

This ended up becoming slightly awkward since I wasn't a customer and just wanted to take photos. Some of the employees were trying to hide their faces. I'm guessing they don't want to be in photos.

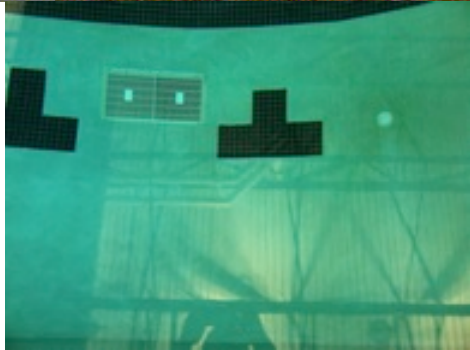
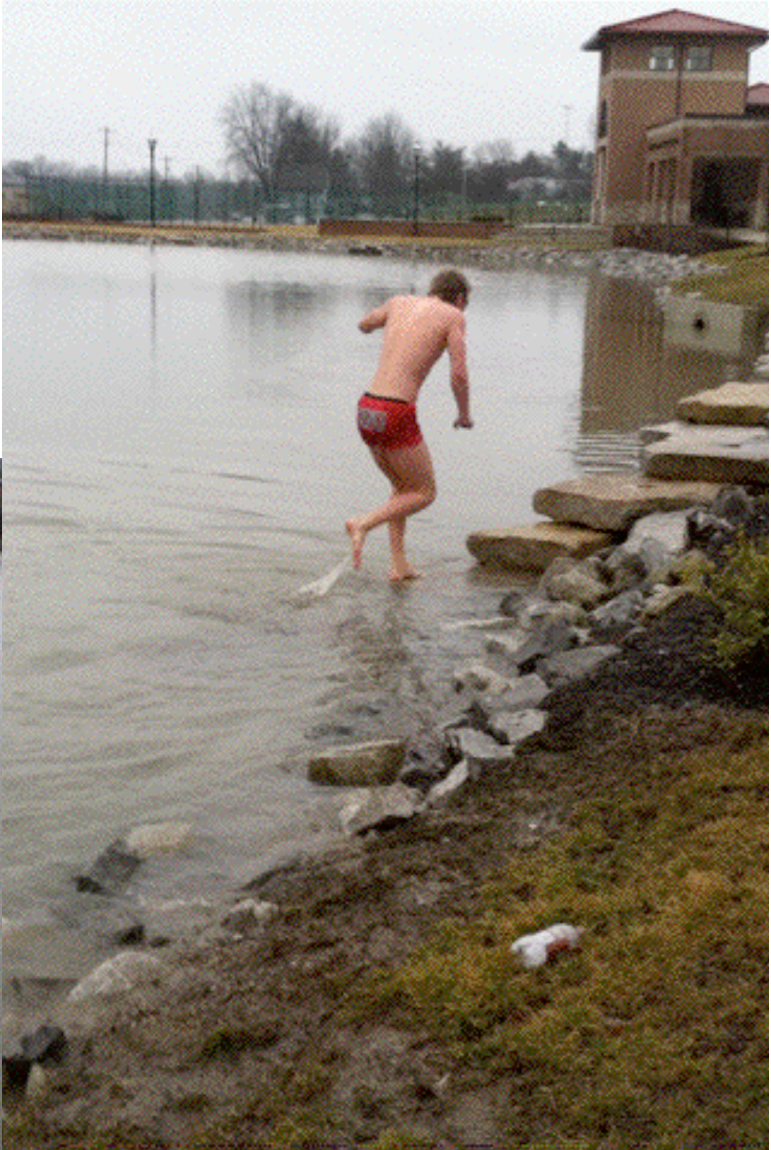
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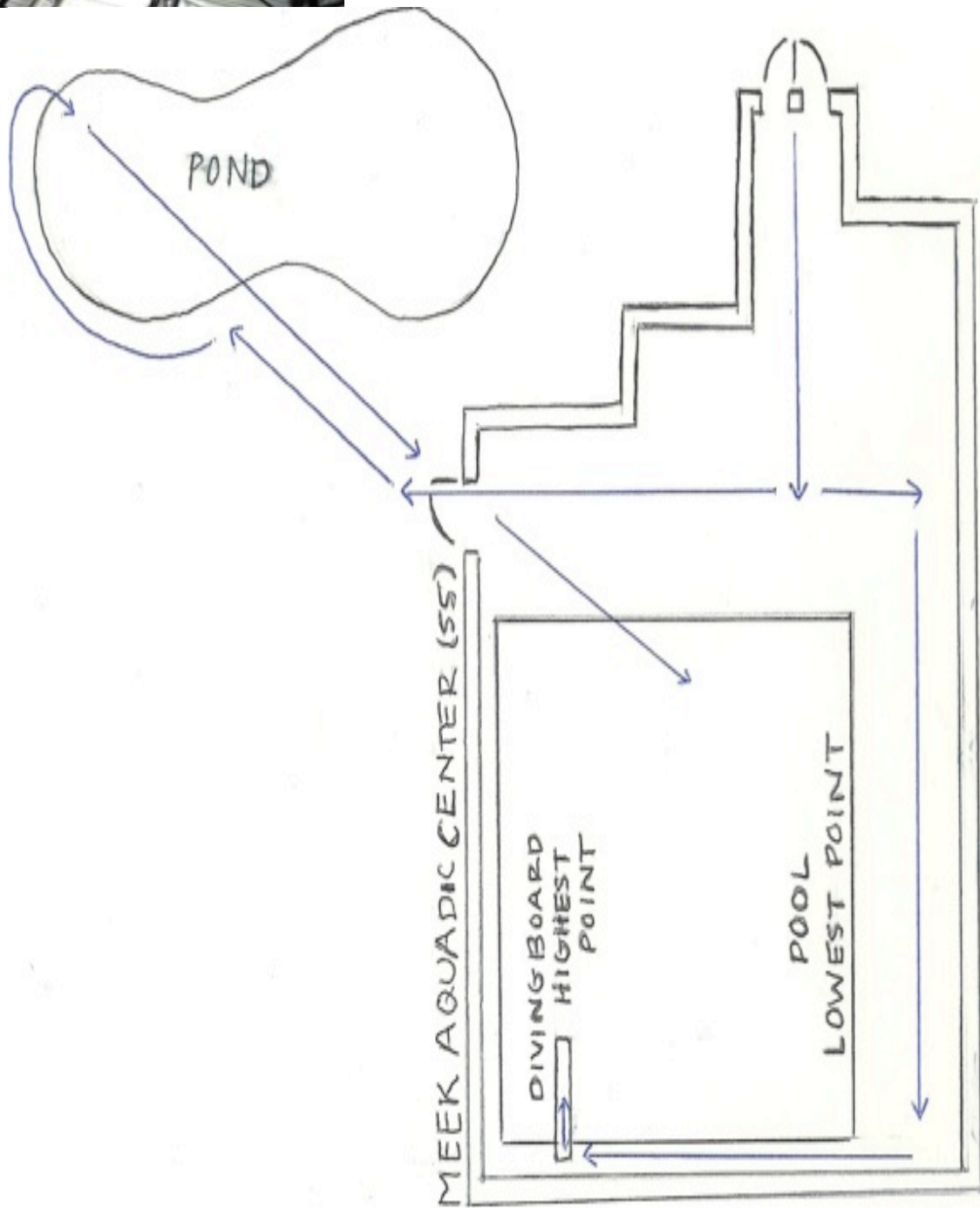
Microtomic: Erin Gregory & Nathan Hennessy & Addison Miller & Derek Smith



Site 1:Meek







Observations from the Meek Aquatic Center -

- Smell of Chlorine is overpowering

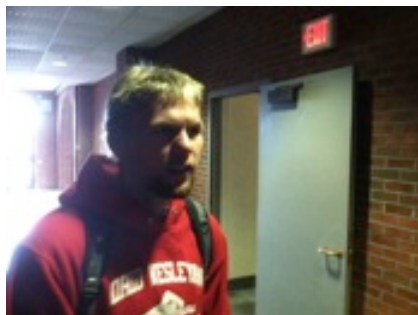
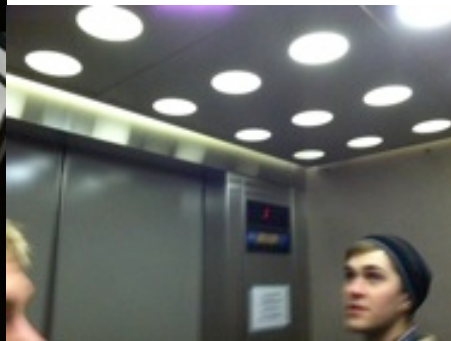
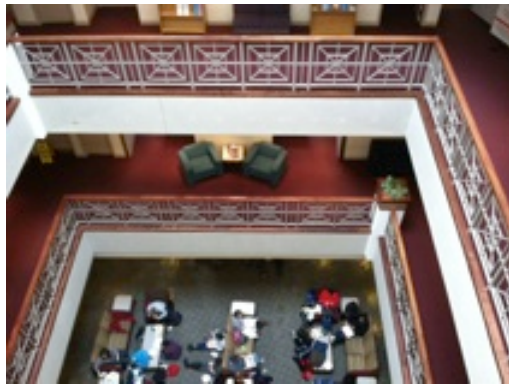
- looks like a very clean pool area

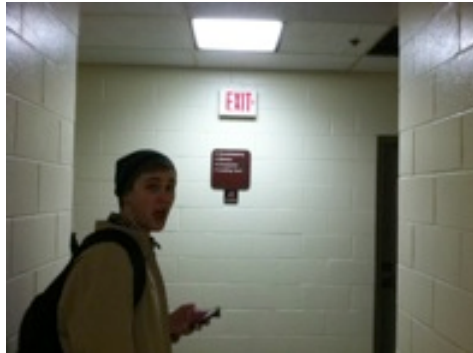
- The mud and grass was cold making our bare feet go slightly numb, once in the water the numbness was instant, sound of geese. 38 degrees.

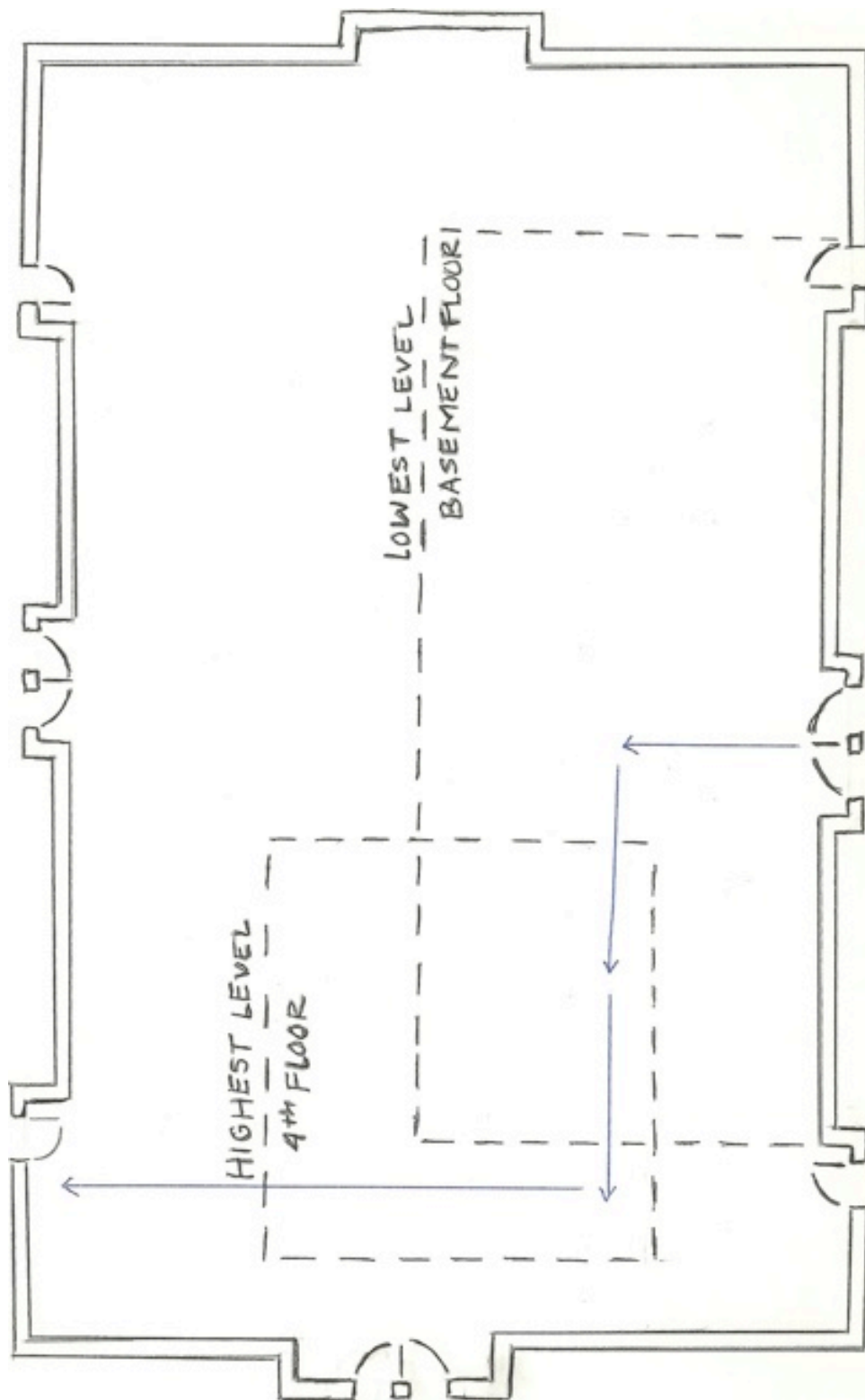
- High point is the 3 meter high dive

- Low point is the the bottom of the deep end, 12ft deep

Site 2: Hamwil







Hamwil Observations

-In most areas of Hamwil it smelled like lunch foods and sounded like the loud conversations of students

- The bricks of the wall in the basement are hard and rough and taste chalky
- Once under Hamwil we could smell chemicals and garbage
- Highpoint was the fourth floor
- Low point was the area by the trash room back beside the mail room

Site 3: Beeghly Parking Lot

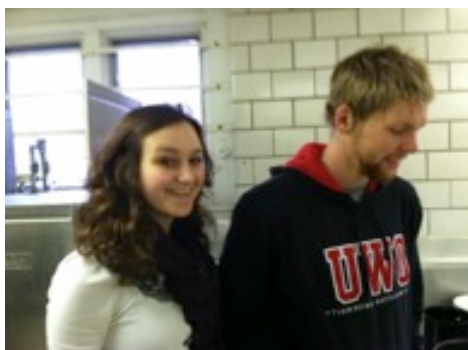
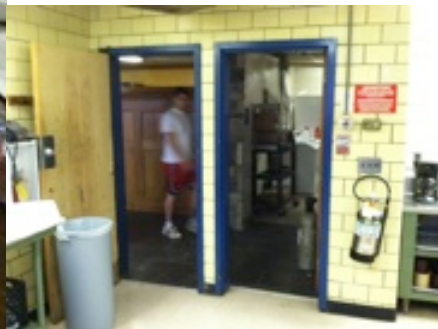




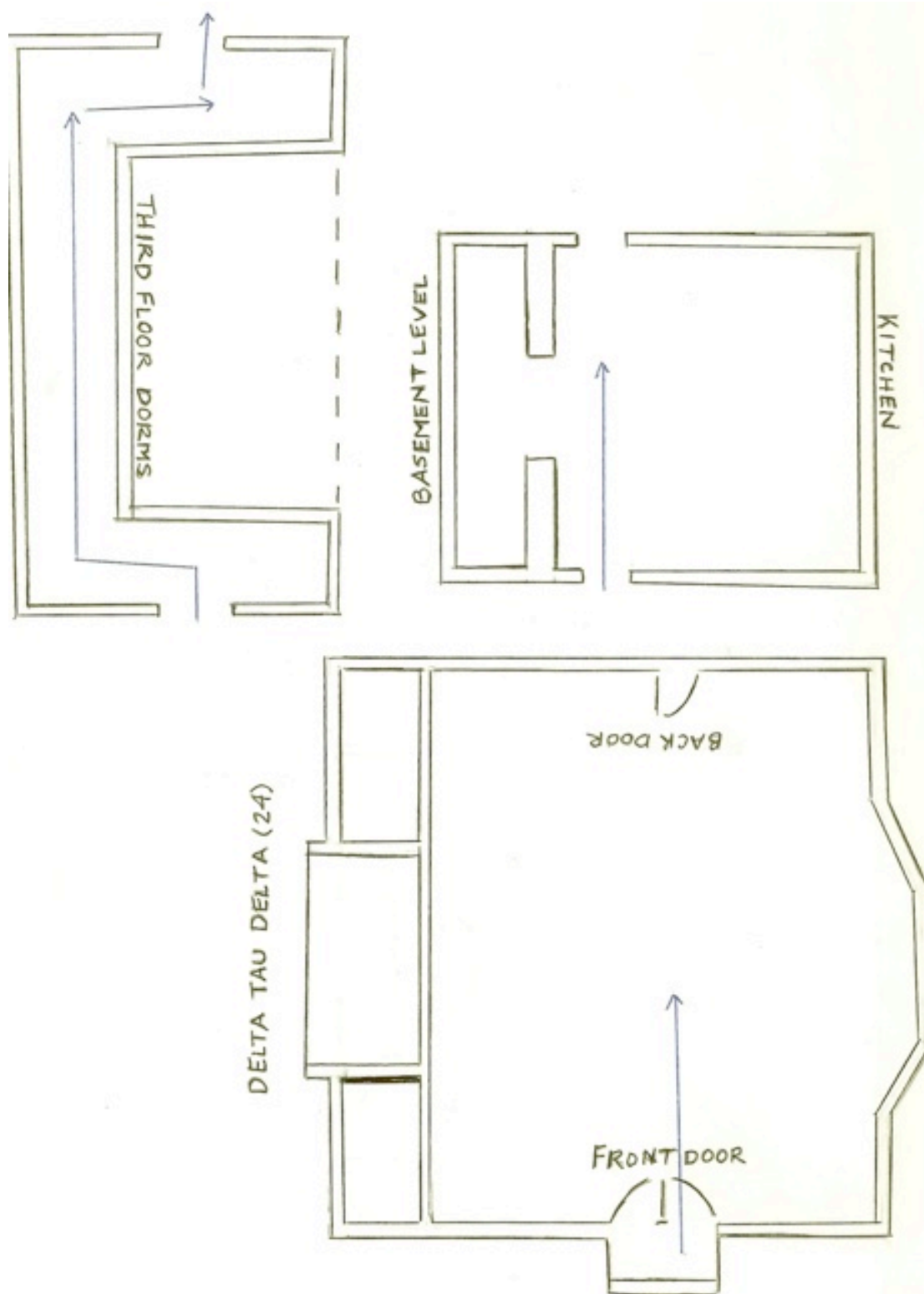
Beeghly Parking Lot observations

- No real discernible smells
- The pine tree tastes like the smell of pine needles
- The grass is wet, slimy, and damp
- Sounded like cars, people talking, and wind
- Fairly even ground, no real high or low point

Site 4: Delta Tau Delta







Delta Tau Delta Fraternity

-Sounds of talking and lighthearted conversation, also ice being made in ice machine after the kitchen begins to clear

-Delicious taste of bratwurst and curry rice cooked by chef Marry Ellen

-Got to see amazing new kitchen

-The low point was the kitchen

-The high point is the third floor

Site 5: Phi Delta Theta Parking lot



Observations Phi Delta Theta Parking Lot

- Overpowering smell is the smell of garbage coming from the dumpster
- Car window has no real taste, possibly vaguely like dirt
- Blacktop feels hard and rough
- Sound of wind rustling trees
- High point is the top of the ditch next to the parking lot
- Low point is the bottom of the ditch

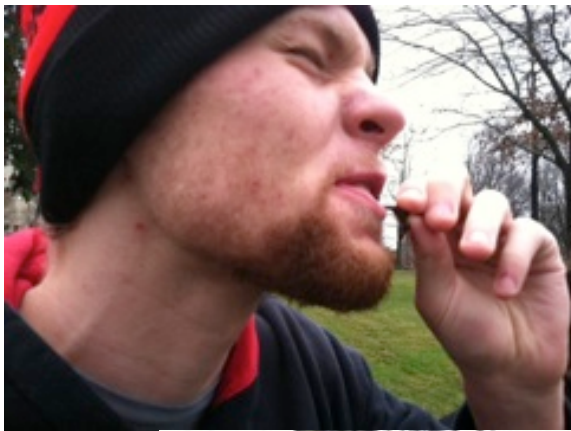
Site 6: Spring Street



Observations of Spring Street

- The sign was cold and slick and tastes metallic
- It feels hard, cold and flimsy to the touch
- We could hear cars and kids playing nearby
- The high point is the back of the parking lot
- The low point is where entrance to the lot meets the street

Site 7: University Hall



Outside University Hall observations

- The tree twig had no taste at first, but after some chewing released an extreme bitter taste
- The area was wet and the tree was slightly mushy
- Cold and windy feel
- Sound of kids going to class in the distance
- High point is in the tree
- Low point is the ground

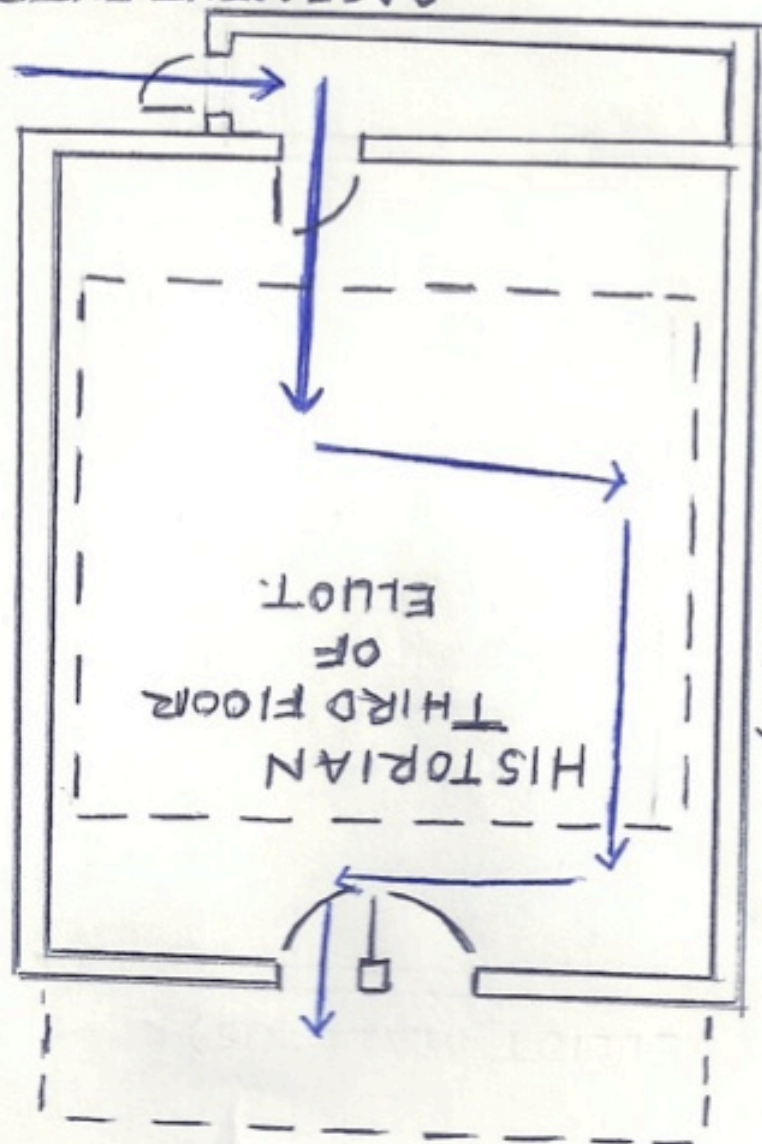
Site 8: Elliott Hall







BASEMENT ENTRANCE
TO COMMUNICATIONS
DEPARTMENT.



ELLIOT HALL (15)

FRONT ENTRANCE

Elliot Hall Observations

- The basement is the Communications department, lots of cluster and papers on shelves, otherwise looks clean
- The back boiler room is dusty and looks mostly unused
- The chair tastes like dust
- In the historian again there is a paper cluster
- Many books scattered throughout
- The phone tastes like plastic
- High point is in the historian
- Low point is the communications department

Each of our group members participated in various roles depending on each location we visited during our long expedition. We each chose several objects to taste, smell, feel and otherwise experience. Nate "Dawg" Hennessy played a crucial photography role graciously allowing the group to use his Iphone for its 5.00 megapixel lens. At the Meek Aquatic Center, Nate partook in the pond experiment along with Derek Smith. The purpose of which being to juxtapose the temperature of the pool with the temperature of the outdoor 38 degree pond (3 degrees Celsius, 276 degrees Calvin). Nate also volunteered his refined taste buds for the sampling of a dusty old chair in Elliot basement. Nate also sampled Marry Ellen's cooking who is the resident chef of Delta Tau Delta Mu Chapter Fraternity. Following the days events Nate became a martyr for the group, vomiting profusely as a result of the pond swim. The likely cause is the fecal matter of the geese who make the pond their home and toilet.

Addison Vernon Paul Miller joined up with the group on the second day of the expedition. He made up for his absence by becoming the official taster on the second day. His accomplishments include taking a bite of a blue pine tree, licking a brick wall in Hamwil, and cleaning a portion of the entrance sign for the bank with his tongue. Addison's acute hearing allowed the group to identify the subtle sounds of the surrounding environment. Without Addison's insightful observations the group would have likely fallen for making shallow, trite, and meaningless observations of the environments they studied.

Derek McLaren Smith began his duties by going for a refreshing dip in the pond with Nate Dawg. However, Derek did not succumb to the desire to stick his face in the frigid, goose infested water during the swim, and therefore did not fall ill like his comrade Nate. Following the swim Derek further provided toward the group effort by tasting a piece of tree outside of University Hall. He showed great persistence and fortitude, for while at first he did not taste much he continued to chew the twig of the tree until it released its full bitter and repulsive taste into his mouth. Following this scarring incident Derek also partook in the fine meal laid out at Delta Tau Delta Fraternity. On the Second day, Derek again showed great mental fortitude by tasting the dirt spattered window of a car

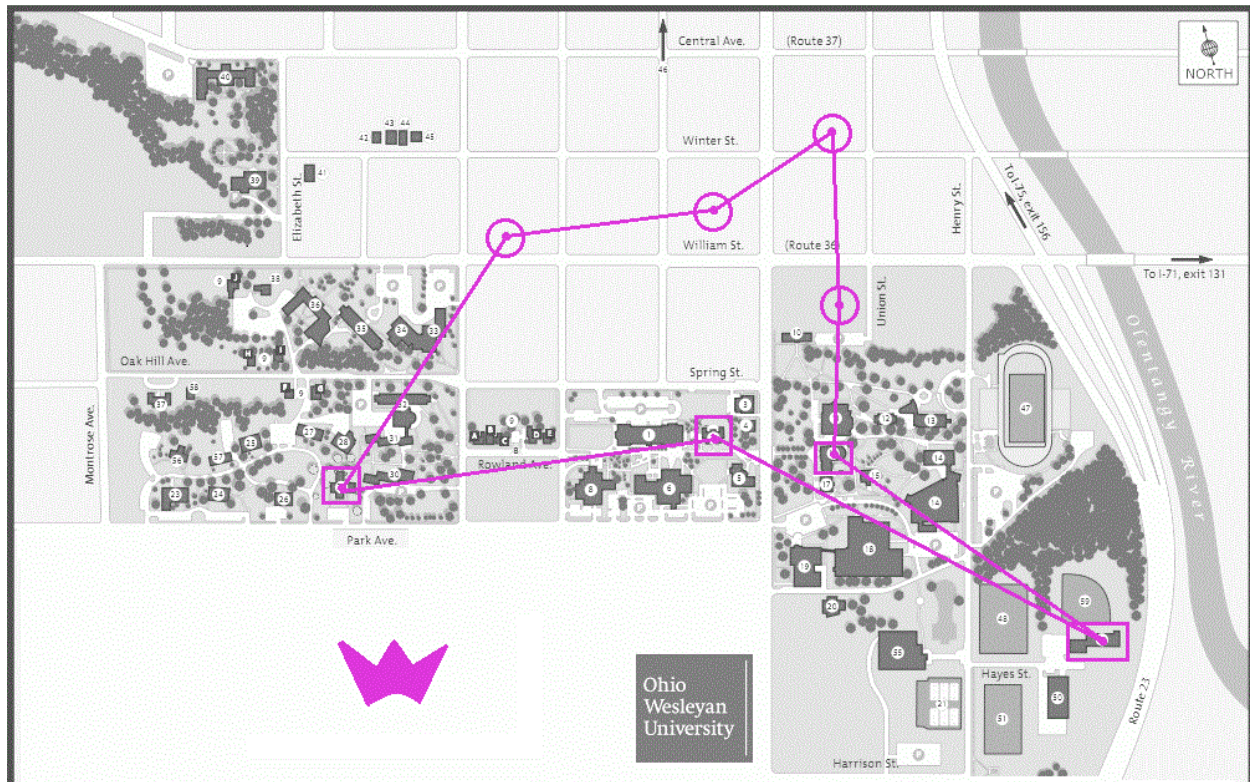
behind Phi Delta Theta. Derek's brave leadership allowed the group to venture into the depths of Hamwil and emerge with a great many observations from the unknown regions of the basement area.

Erin Gregory tagged along through the adventure for the group knew it was not yet her time to participate in the dangerous and strenuous tasks they must perform. To her credit Erin showed a willingness to experience the hardships of the other group members by licking a phone in the Historian. She also managed to climb a small tree. However, her time of glory would come during the final phase of the group project. For like a scientist among a herd of dumb monkeys, Erin's contributions were purely intellectual. Using the power of her immense vocabulary Erin was able to correctly identify and articulate the many sensations of the environment. Furthermore, when it came time to put the final project together, Erin's artistic skills were extremely important in putting together a great many maps of all the areas the group explored during their heroic escapade. Without Erin the group would never have pulled together any kind of visual presentation comprehensible to most human audiences. As one can clearly tell this project allowed each group members to work to each of their strengths in order to bring about the optimal project at the time of completion.

Royal Sovereign

Hira Idrees, Katasha Ross, Suzy Stephens, and Amanthi Weerasinghe

Geog 222 Exercise 1: Mapping PsychoGeographies



Haycock Hall

Soundscape

- cars on Henry St
- no birds chirping
- splashing when walking through puddles
- chains rattling
- traffic on US23
- crunching of gravel beneath feet
- exhaust fans running
- footsteps
- chatter
- jingling of keys on a professor
- doors opening and closing
- professor lecturing
- whirring/spinning of flex shaft
- running water
- loud industrial sound
- squeaky chair
- squeaky chalkboard
- pop! sound from torch
- scratch of spark lighter



Smellscape

- car exhaust
- musty
- saw dust
- oiled tools
- metals studio and 3D room mostly odorless due to ventilation
- torches strong sharp smell
- felting table soapy scent



Touchscape

- rusty chain outside
- smooth concrete floors
- bumpy homasote walls
- rough surface of wood pile
- soft fibers on felting table



Tastescape

- rusty
- woody (saw dust)

Sadly Not Very Often Mapped

- no fireplaces, but multiple sources of fire

PsychoScape

- safe at crosswalk, traffic not busy
- exhilarated breaking into tennis court
- disappointed to have hurt leg
- isolated on tennis court
- trapped from realization that opposite side of court is too closed off to break through
- happy to be inside and warm
- nervous from interaction with Professor Cindy Cetlin
- inspired from looking at student sculpture
- curiosity about what purpose different tools and spaces serve
- intimidated by large machines in wood shop
- lonely in studios late at night



Slocum Hall

Soundscape

- footsteps of people walking on the stairs
- whirring of vending machine
- air moving through ventilation
- echo-like
- creaking of the stairs
- music playing in the admissions office
- chatter of people talking
- constant beeping sound on top floor
- lights buzzing on top floor

Smellscape

- rose-scented reed diffuser in bathroom
- cool and musty upstairs in radio room

Touchscape

- hard lumps of frozen dirt under feet outside
- highly textured bathroom window
- waxy fake plant
- jammed keys on old computer keyboard

Tastescape

- outside wall tasted salty

Sadly Not Very Often Mapped

- Two Fireplaces

PsychoScape

- felt inhibited – needed to be quiet because of offices
- school spirit to bring in prospective students
- felt unwelcome in admissions office from clerk asking what we were doing
- uncomfortable from warm temperature
- felt creeped out by bizarre baseball mask



Colony House Apartment Building 21 South Sandusky Street

Soundscape

- church bell
- streaming water
- stomping sound on bridge
- guy talking on cell phone



Smellscape

- smelled like dinner cooking
- smelled like cigarettes had been smoked around door
- industrial smell of loading dock of building

Touchscape

- cold metal fire escape
- dirty cement blocks
- cool, smooth (locked) door
- smooth, rubber door flaps



Tastescape

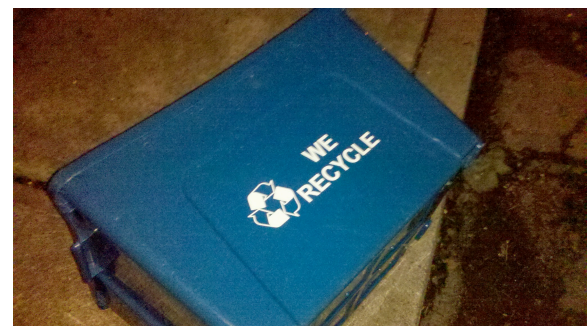
- iron from rusted fire escape

Sadly Not Very Often Mapped

- no fireplaces that we could tell - could not gain access

PsychoScape

- feel silly going under bridge near Edgar Hall
 - worried I will fall or get wet
 - want to be interesting, worried I'm wasting time
- afraid to be on fire escape because fear of heights
- like to be on fire escape because of nice weather and view



Parking Lot 27 East Winter St

Soundscape

- traffic from surrounding streets, especially Union St.
- otherwise quiet, no traffic in or out of lot
- ventilation buzzing behind restaurants

Smellscape

- cooking smoke
- cooking oil
- car exhaust

Touchscape

- rough asphalt
- smooth exterior of cars
- rough brick sides of buildings

Tastescape

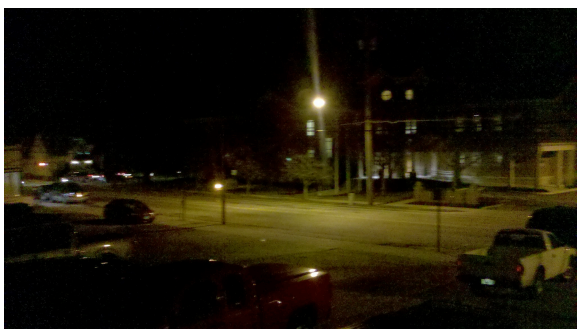
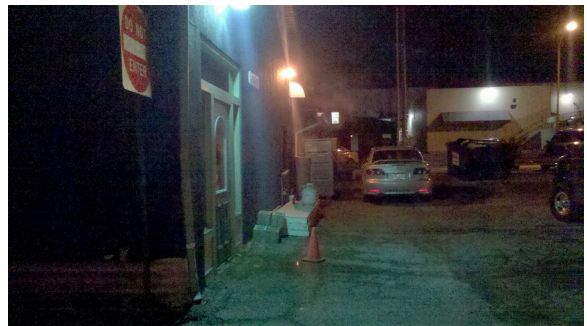
- metal pole tasted smokey

Sadly Not Very Often Mapped

- cooking fires inside each restaurant

PsychoScape

- lonely because no people were around, but we knew they were there inside the buildings around us
- creepy while walking through dark empty alleys to get there
- saw police station – appeared creepy and empty at night



Parking Lot

20 West William Street

Soundscape

- quiet
- some cars driving by
- crunch of gravel beneath feet
- meowing of a cat

Smellscape

- putrid dumpster

Touchscape

- splintery picnic table

Tastescape

- smokey 'taste' in the air

Sadly Not Very Often Mapped

- odd arrangement of dumpsters and picnic tables

PsychoScape

- hope not to get run over
- wonder where man is going and if he is dangerous
- why are there picnic tables? Are these peoples homes?
- don't feel as terrible because of group

Delaware Chiropractic
104 West William Street

Soundscape

- train in the distance
- oddly silent

Smellscape

- hard to detect smells in cold weather - nothing obvious

Touchscape

- mud squished beneath feet
- cold smooth chain
- paint flaking off of walls

Tastescape

- wall paint - chalky

Sadly Not Very Often Mapped

- no fireplace we could see
- blinding light

PsychoScape

- bare branches of trees were very ominous against the bright street lights
- wide open but empty space unnerving, felt paranoid someone was watching us

Health Center

Soundscape

- ventilation and rattling pipes in basement
- other floors very quiet, residential

Smellscape

- main floors no noticeable smell
- basement musty
- laundry room smelled like detergent
- pungent inside health center

Touchscape

- main floor rough brick walls
- smooth laminate flooring
- residential areas rough cinder block walls

Tastescape

- cool clean water
- cherry sucker

Sadly Not Very Often Mapped

- one fireplace

PsychoScape

- felt as though intruding on senior housing
- unusual exploring the basement
- starting to feel hot because it was getting warm outside



Mowry Alumni Center

Soundscape

- talking inside offices
- footsteps on stairs
- phones ringing
- microwave

Smellscape

- no noticeable smell - quite clean
- bathroom air freshener scented
- food being cooked

Touchscape

- smooth painted walls
- dusty railing
- hardwood floor smooth under feet
- plush rugs in other rooms
- comfortable couches and seating

Tastescape

- water fountain warm

Sadly Not Very Often Mapped

- one fireplace

PsychoScape

- felt curious - never been inside before
- professional environment, felt the need to be quiet and respectful



Group Responsibilities

Within our group, each person equally contributed to the project. We started together by mapping 4 points on-campus, 4 points off-campus and a path connecting the 8 points. We went out in groups of at least 2 or 3 people to walk the path and explore the buildings on our route: we explored Haycock and Slocum Hall together as a group; Katasha, Suzy and Amanthi explored the 4 off-campus points at night; Hira and Amanthi explored Mowry Alumni Centre and the Health Centre. While each member was assigned to focus on a particular sense, we also collectively discussed the experience, took pictures and recorded data; we paid attention to each other in case someone missed something. After conducting our fieldwork, we met together to discuss the data we had collected and put together the final project. We equally divided up the responsibilities: Suzy worked on inputting the data; Katasha worked on formatting and organizing the data and photographs; Amanthi typed up the 2-page report and inputted data and Hira looked over and edited the final product.

Group Experiences

Walking on our route was an interesting experience. Inside Haycock we met the metals professor Cindy Cetlin. At first, we were somewhat nervous as we feared that she would be protective of her studio and would not want anyone to go in there, but because she knew one of the members of our group, she let us continue with our explorations and went off to teach her class. At Slocum hall, we met someone in the admissions office who, although forbade us from going in further, was friendly and offered to answer any questions. When we asked, she informed us that there was no access to the basement due to safety reasons. On the third floor, we found a radio station room which was interesting and we were curious to explore. As soon as we entered the room, it felt cold and had old computer equipment lying on the floor. We also heard the fluorescent lights buzzing. Walking through the room, we exited and went back down to the first floor through the back stairwell. We decided to compare day and night exploration data: we explored Slocum Hall and Haycock Hall during both day and night; half of the path was walked during the daytime and the other half, which included the 4 off-campus points, at night-time. Walking the path was not always pleasant, as it was sometimes cold and windy. We climbed the fire escape of Grey Chapel because it caught our interest. We found it be shaky but provided a good view of the academic side of campus. It was scary and creepy to walk the path at night but we felt safer because we went as a group—it was particularly unsettling though to walk through the dark, back alleyways at night. We sometimes felt we were being watched because we were alone and out in the open. Despite this, we still enjoyed the exercise as we got to explore parts of the campus and Delaware. We learned a lot from exploring places, which we thought we knew, but still had more to discover. All in all, it was a fun and interesting experience.

Thomas Cary Boucher
Haley Leber
Ikhide

Semi Hex

Cartography Sensory Mapping 1.

University Hall:

Smell- old, somewhat musty, wood

Taste- University cart downstairs

Sight- wood, stairs, professors, students, appears older and worn, unique architecture

Sound- Creaks, language classes

We tried going to the top of university while with the trustee we brought around with us, although we could not find anyone with a key to the locked door.

2. Meek Aquatic Center:

Smell- chlorine/bromine is over-powering, newish scent

Taste- pool water

Sight- swimmers, water, newer building, reds, blacks and blues

Sound - whistle, echoing, splashing, intensified sounds, water

We walked around the aquatics center, went to top of bleachers, locker rooms and outside patio by the pond.

3. Drama Center:

Smell- old, paint, wood

Taste- none

Sight- wood, costumes, paint, seating, high ceilings, rope, old metal stairs,

interesting/odd architecture

Sound- tech machines, singing

4. Edwards Gym:

Smell-sweat, musty, old, wood, body odor

Taste- I would never touch anything that touches that gym “Haley Leber”

Despite crappy weight room Cary and Ikhide touch things in the gym.

Sight- sports equipment, athletes, locker rooms, gyms, and weights

Sound- whistle, loud music, televisions, weights clashing, running (stomping), creaking

5. Hayes Hall:

Smell- laundry, perfume, paint, rain

Taste- vending machine

Sight- girls, blues, greens and oranges, dorm rooms

Sound: girls laughing/talking/screaming



Drama center: upstairs



Drama center: view from upstairs



Drama center: view of seating from upstairs

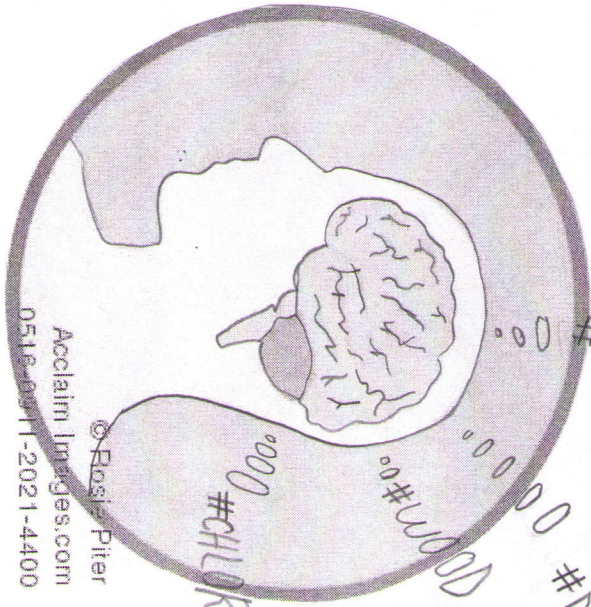
strongest sensory responses

J = smell

(()) = sound

☞ = sight

@OWUSensory Map



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Acclaim Images.com
0518-0011-2021-4400

#GIRLS



#LAUNDRY

#SALTY

#INTERESTING

#CREAKY

#ARCHITECTURE

#DUSTY



#LANGUAGES

#OLD

#ECHOING

#SLIPPERY

#WATER



#SCREAMING

#COACHES



#STAIRS

#MUSIC



#NEW

#Semi-hex

Justin Bellassai

Joe Waldron

GEOG 222

Exercise 1

The sensory part of the project wasn't divided up, but rather a mutual effort was put forth and we would spend some time at each point and both take notes. Our collaboration allowed for two unique perspectives at all of the locations. It was decided that for the final presentation Justin would create the maps and Joe would write the reflective essay. The way we came up with our random path was by printing a map of Delaware and using it as a *graphical coordinate* system. We defined an x and y axis and used random.org to generate 4 random points. We then connected these points with our four on campus locations to develop our walk line. The on campus sites were again chosen through random.org . The chosen sites were 4[Annex], 8[Drama Center], 49[Haycock Hall], 55[Meek Aquatic.] The way we mapped out each building was by going through everywhere we could get to and mapping out each room.

Our first day was nice as it was the Alumni visit day and our group and another group walked with Jim Kri to a couple buildings. Our first stop was at Meek Aquatic and there was a class in session, which added to the environment, though no one splashed us. The drama center was especially interesting as Justin has access to some special areas. There were no Phantom of the Opera rooms but the group found the catwalk above the audience to be very interesting all the same.

Many interesting things took place on day two. Starting at the church, we saw a 'K of C' crest on the opposite house, which stands for the Knights of Columbus and is an organization of catholic men. Moving towards Haycock Hall, which turned out to be one of the art/design buildings. Within Haycock Hall there was heavy machinery and students filled rooms. Out behind Haycock hall we

caught sight of some litter, and dumpsters which made us glad it was winter. Down on S. Sandusky, we never realized how strong the smell was of Delaware's pizza plethora was. Another interesting part of the houses were the things on peoples' lawns; there were everything from stop signs to old cars. When we went onto someone's lawn to get to our location, we were yelled at, "Nuh-uh, this is a no trespassing property." People smoking on the front porch watched.

On the last day, from the Drama Center to St. Mary's, we walked behind the graffiti tagged alumni center to get to the Annex. The Annex turned out to be locked, so we resorted to our fifth choice, the Ross Art Museum. Cameras were watching but that didn't stop us from going into the kitchen and the back areas. Consequently, we were questioned by the staff. After we left and were on the way to our last point we were crossing the bridge over the creek that is next to Edgar Hall, and we saw a card in the water which looked like an OWU ID card. Justin was curious so he proceeded to wade into the creek, which was very cold, to retrieve the card. It turned out to be an expired Gamestop gift card. We were disappointed that it turned out not to be an OWU ID card but it was still a fun end to our walk.



Pile of signs behind Haycock Hall ^



Dumpsters behind Haycock Hall ^



Graffiti on the back of the Alumni Center. Who graffiti's the back of a building where almost no one will ever see it?



< Old stop signs on an old road that was behind some houses.



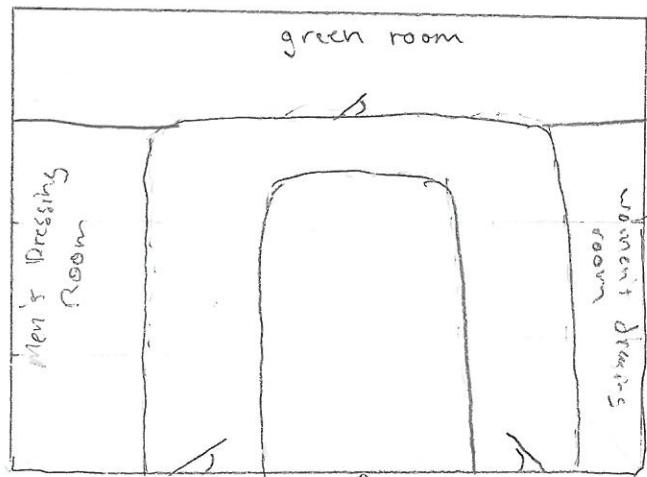
< The old road the stop signs were on.

Where the Gamestop giftcard was found

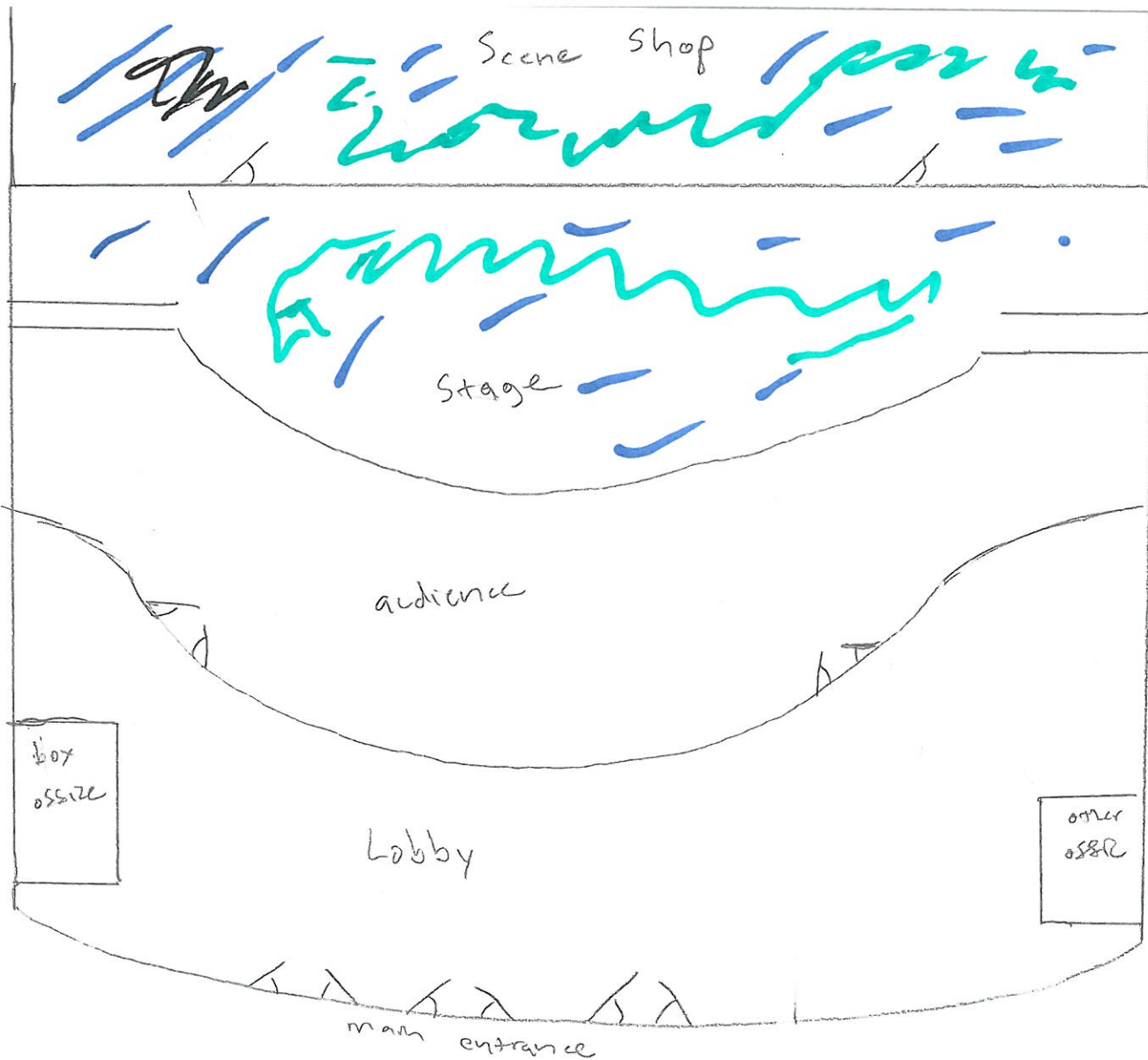
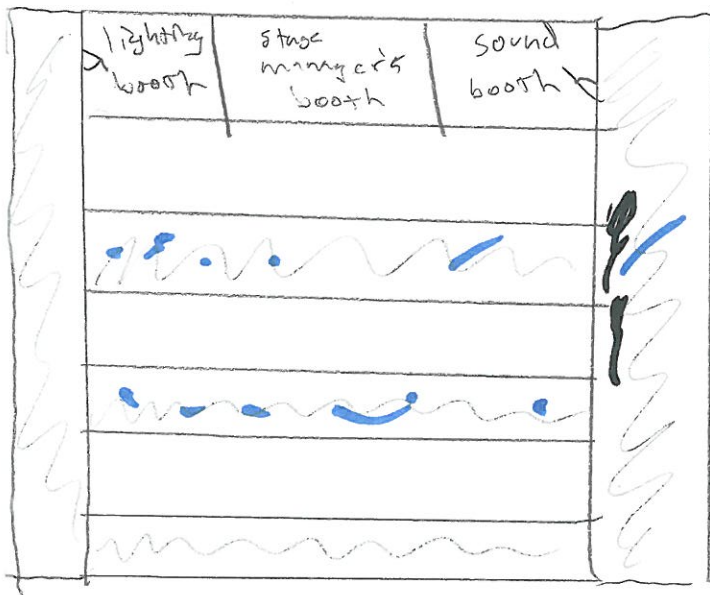


Chappellear Drama Center

Basement

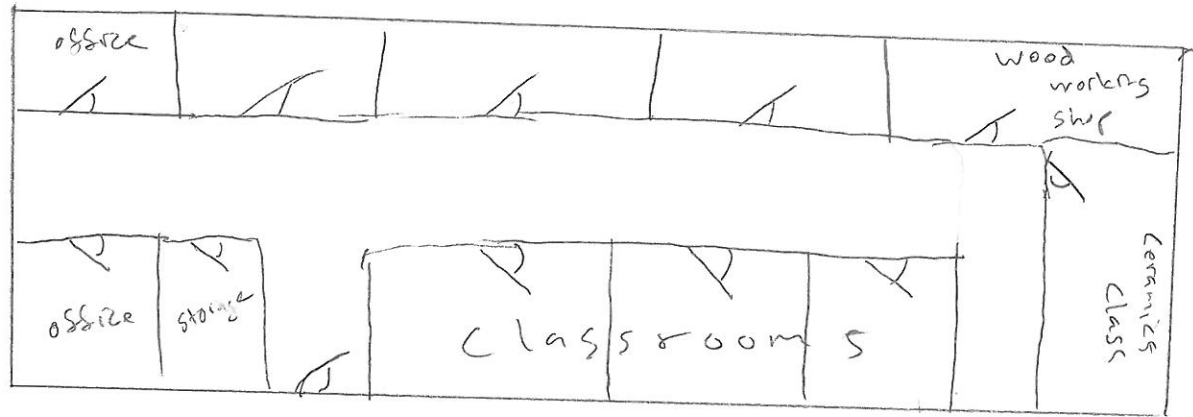


Catwalk



- sound: people talking, power tools, steam radiators
- smell: wood, sawdust
- psychoscape: impressive, bustling, exhilarating (catwalk), complex
- taste: wood, metal
- touch: smooth metal railings, soft carpet, hard stage & steps

Haycock Hall



sound: people talking otherwise very quiet

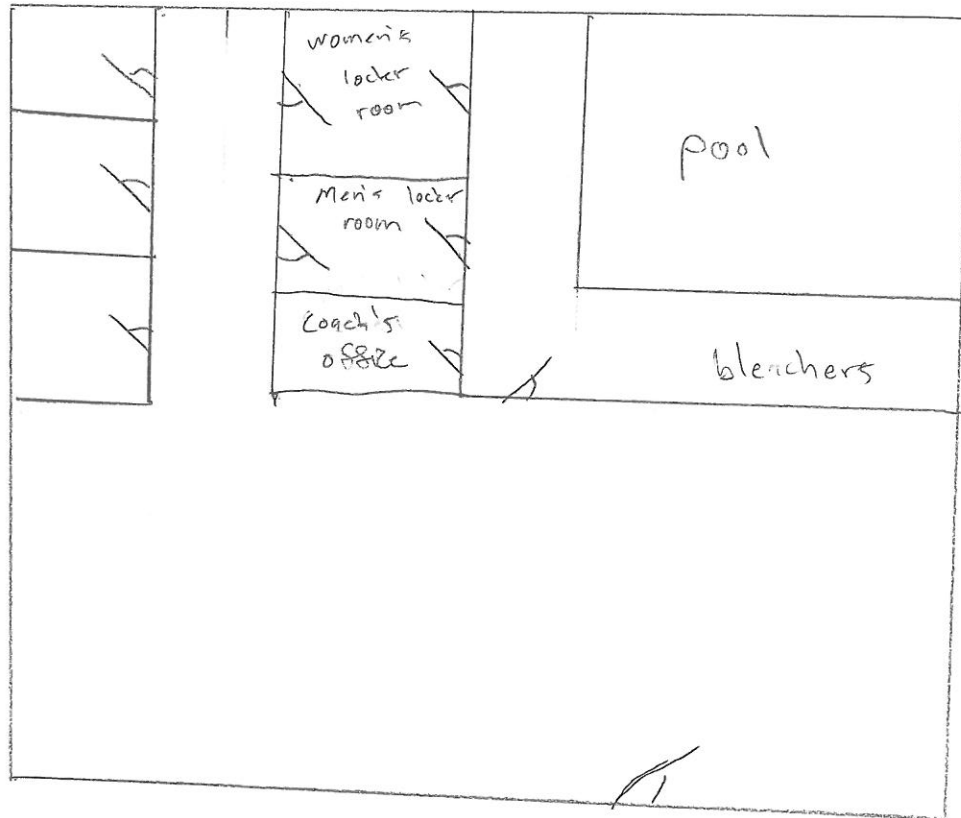
smell: wood, clay, paint

touch: smooth, industrial, clean

psychoscape: artsy, modern, feelings of a place of creativity, slightly cluttered

* looked for stairs to a basement or upper floor, were unable to locate any

Meek Aquatics Center



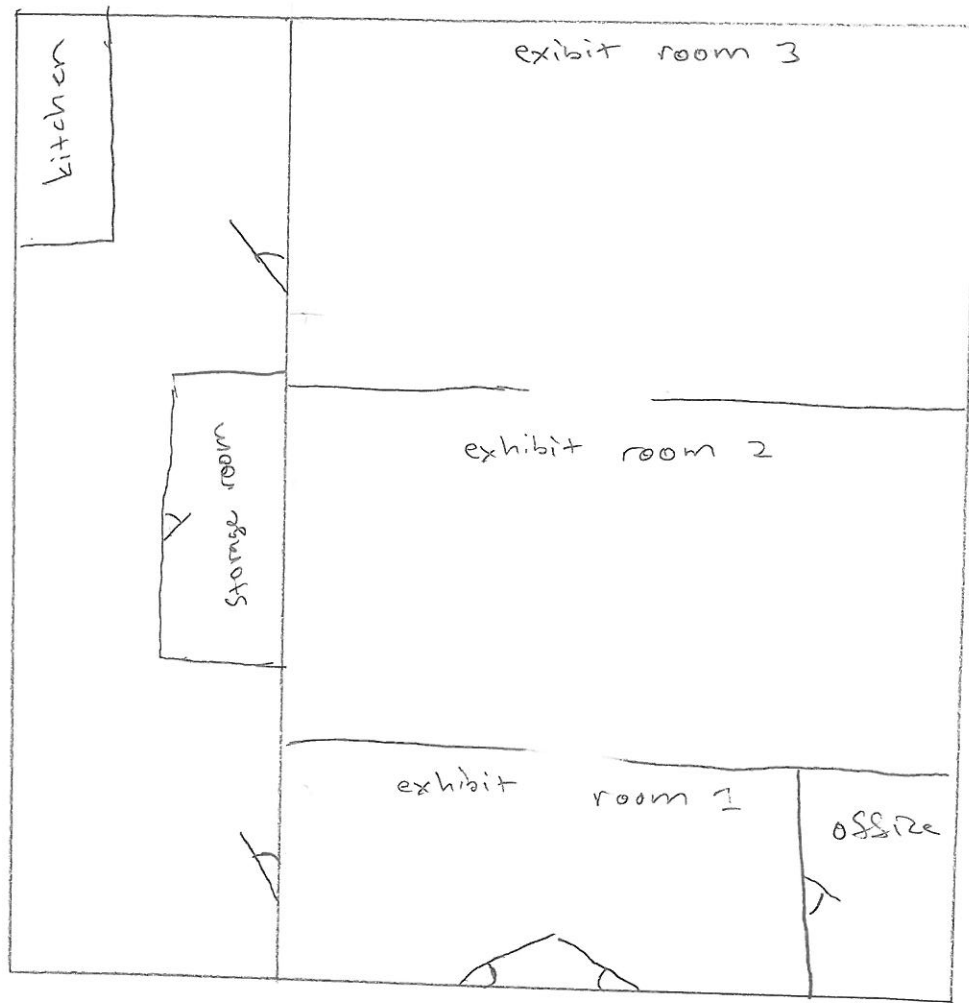
Sound: splashing, talking, not much activity

smell: water, chemicals

touch: smooth surfaces, area next to pool was damp

psychoscape: modern, place of sport, new, well built, impressive

Ross Art Museum



sound: just us walking and talking,
nothing else, very quiet

smell: neutral, didn't smell like
anything really

touch: of the surfaces we were
allowed to touch they were
smooth and sterile

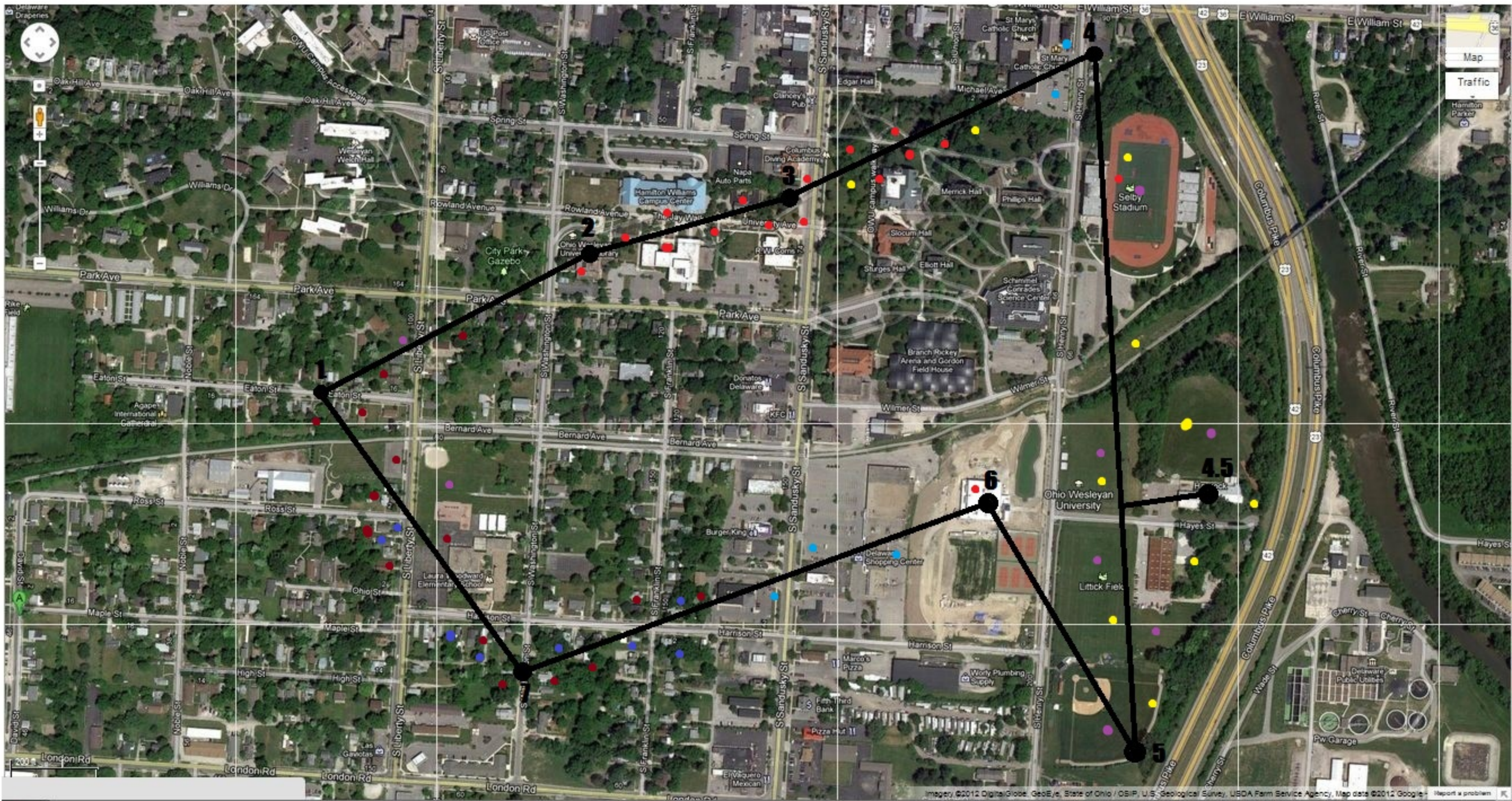
psychoscope: serene, calm, uplifting,
intriguing, clean, very
focused

* looked for stairs to an
upper floor or basement,
sound none

Legend

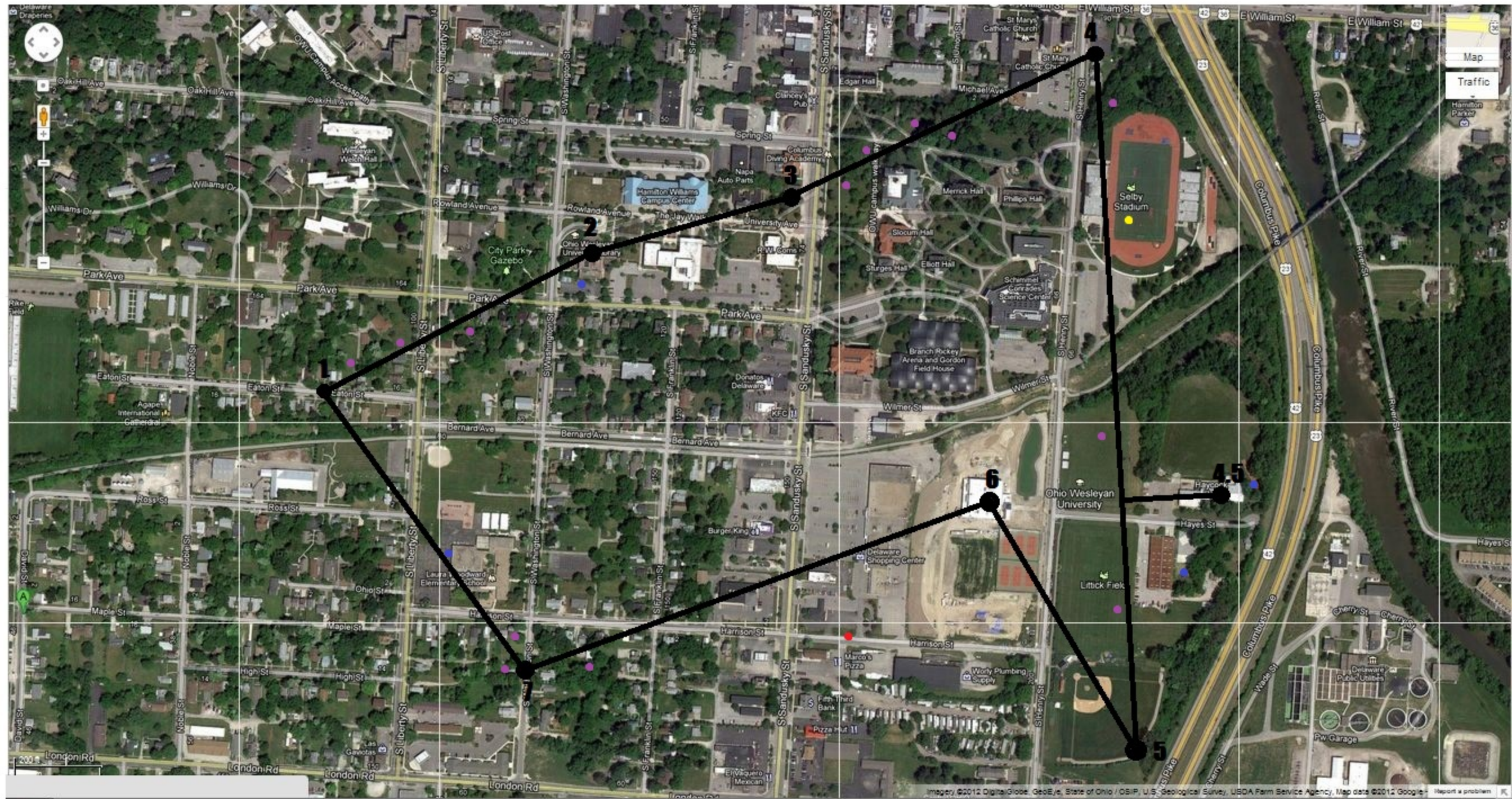
- open
- run down
- familiar
- quiet, serene
- industrial, boring
- uneasy

The Psychoscape



- Legend**
- fresh/nature
 - trash
 - artificial
 - pizza

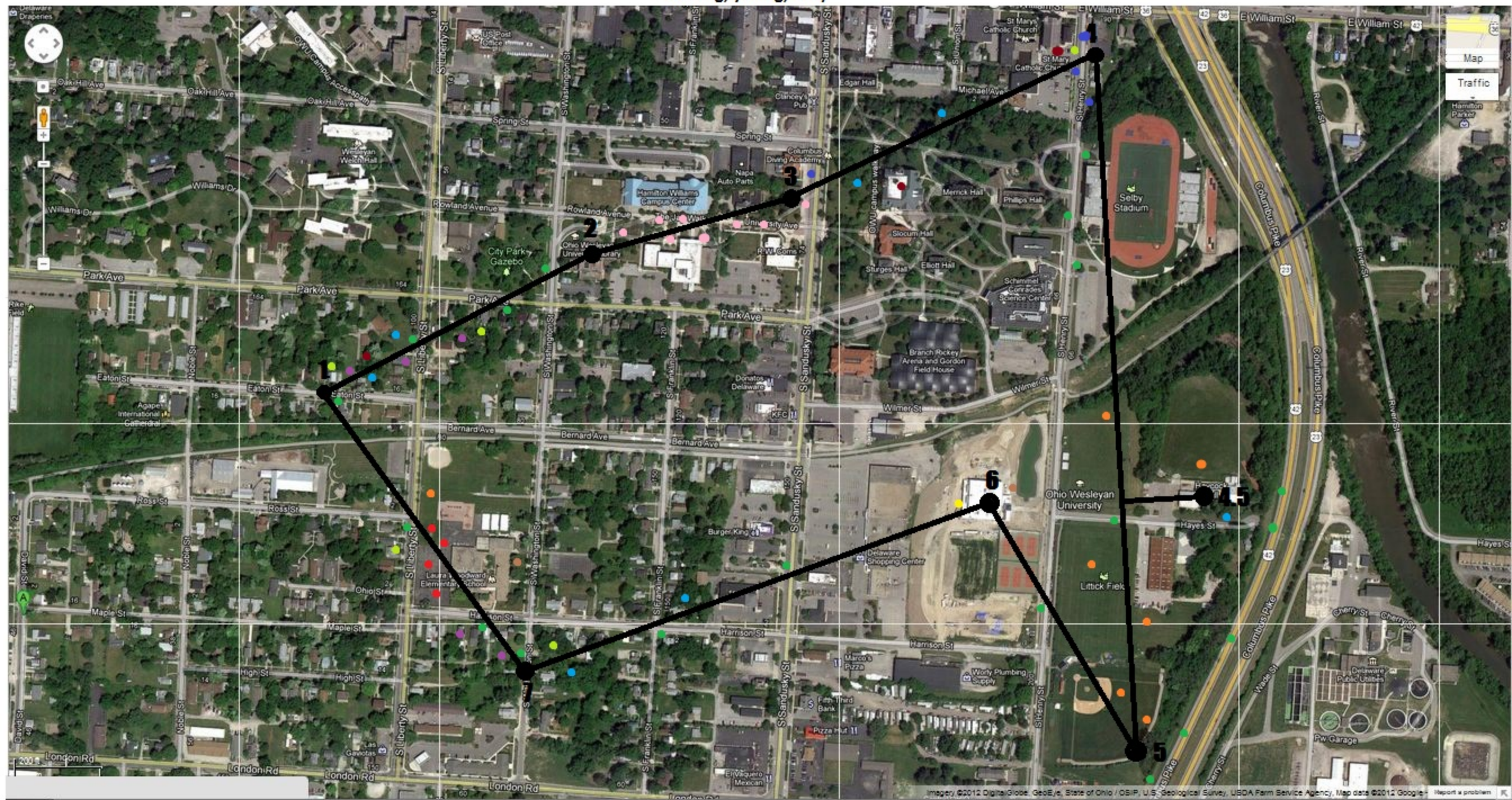
The Smellscape



The Soundscape

Legend

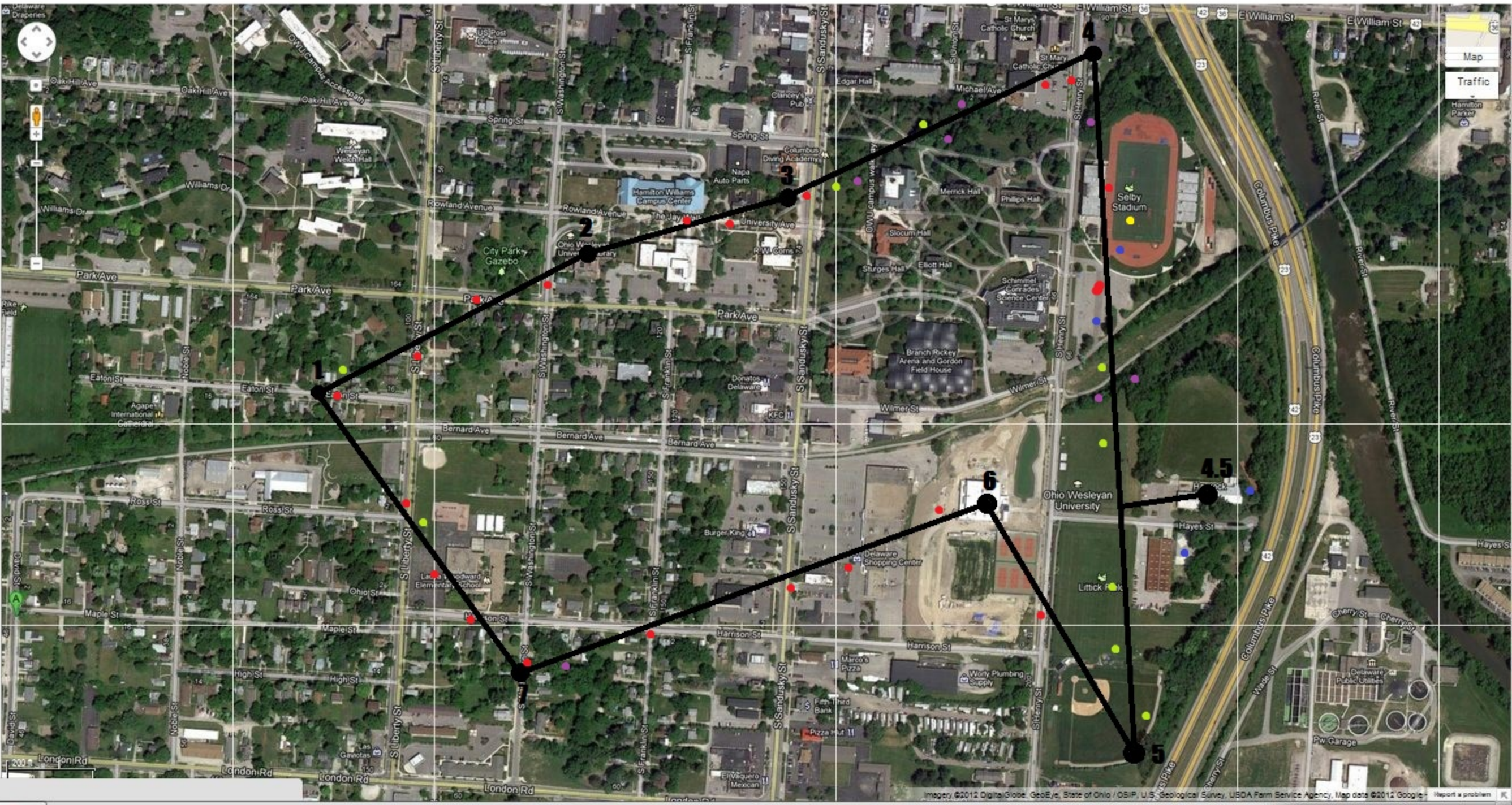
- sirens
- cars passing
- geese
- pump
- flag fluttering
- kids playing
- dog barking
- leaves rustling
- wind chimes/bells
- car alarm
- sounds of life (talking, walking, yelling, etc.)



Legend

- sticks
- soggy grass
- hard, smooth surface
- snow/ice
- rubbery, textured surface

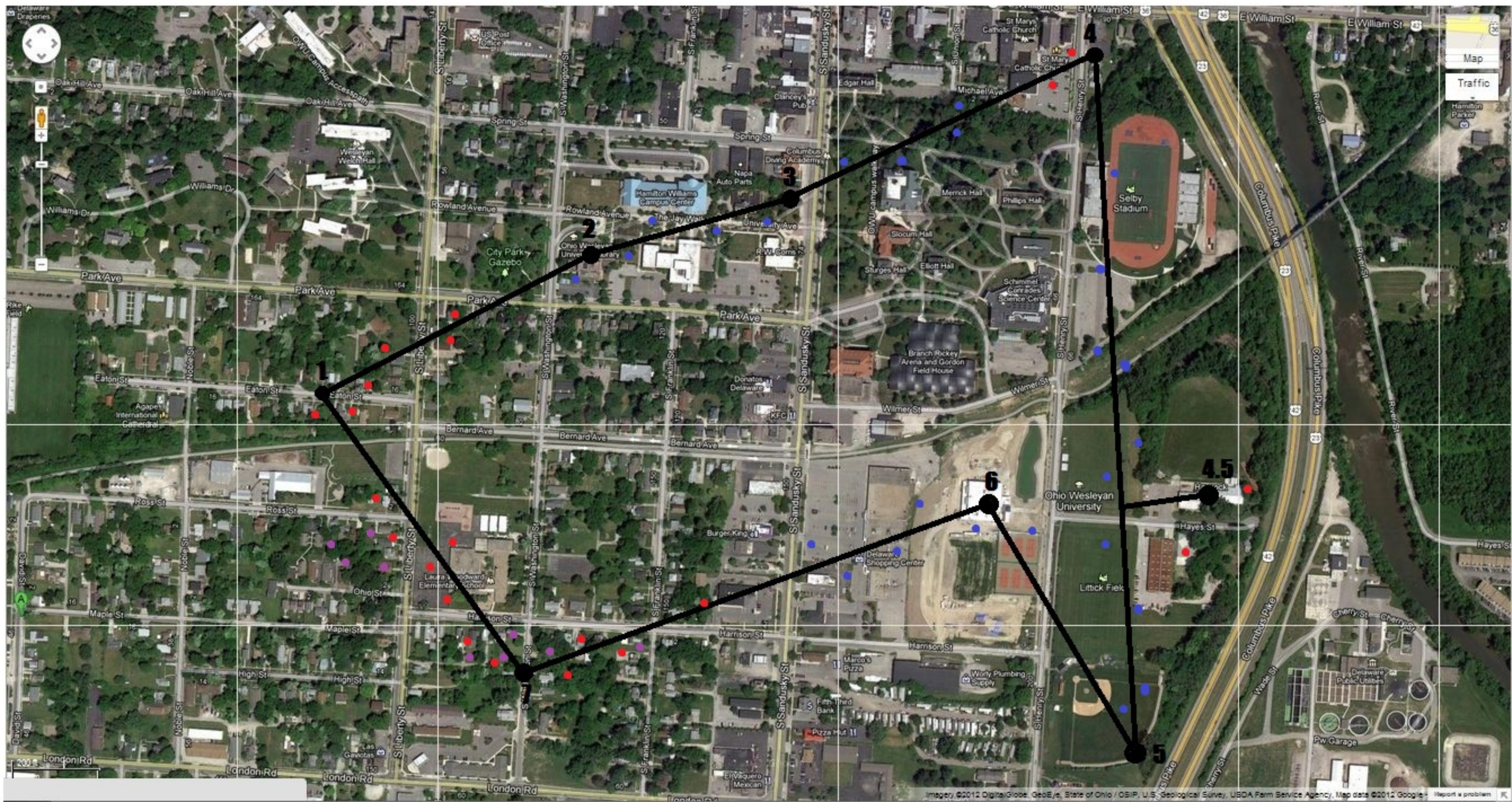
The Touchscape



Legend

- elevated heart rate
- normal heart rate
- abandoned vehicles

Things Generally Not Mapped



**Tucker Fontanella
Trey Harris
Getner Fabe
Vince Marquez]**

First Write-up

Group Responsibilities

Every person in our group contributed evenly. We all decided which of the two options to do. We chose Getner to put the design on the map that we would be walking. He made an oval around the campus and a little bit around downtown Delaware.

As a group we went out and decided that each person would be in charge of one sense. Seeing we only had four people we decided that the other two senses would be done as a group while we walked around. We all helped each other out with ideas and made sure that we could get as much data as possible to put in our report.

While walking around, Tucker was taking photos of the group doing our work. He also would take pictures of the different areas that we got to see and of the Smith East Building and the Record Store. Vince was in charge of putting together the maps online and putting the different markings on each one. Trey was in charge of typing the papers. Getner was also helping out with putting the maps together.

Our group did a great job of working together on this project. We all worked together as a group to try to achieve a good grade on this project and to attempt to put together the best project we could.

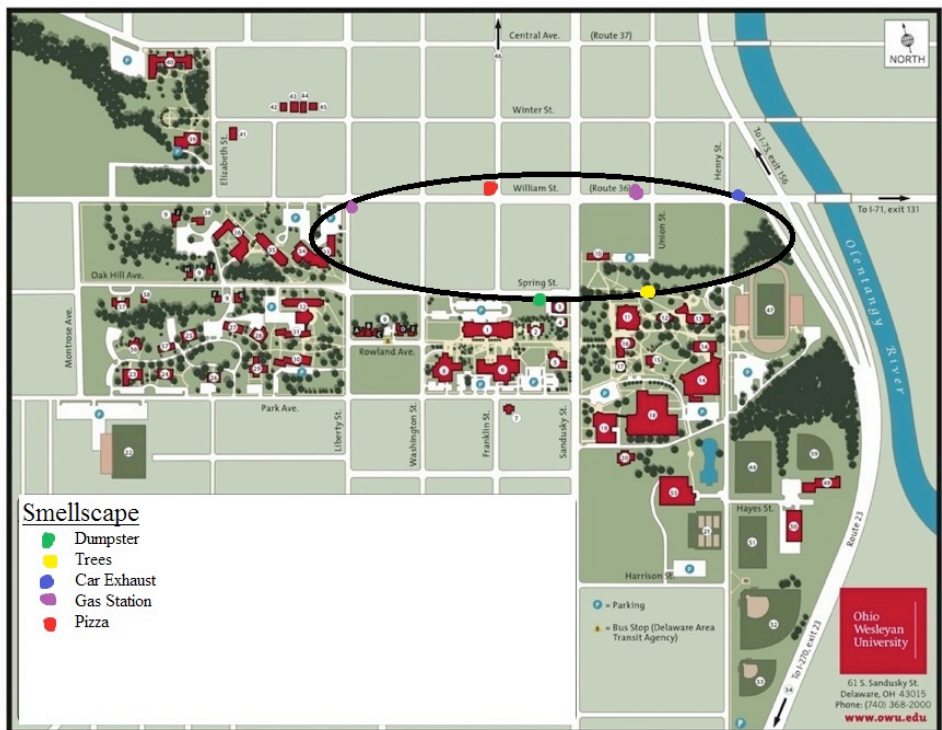
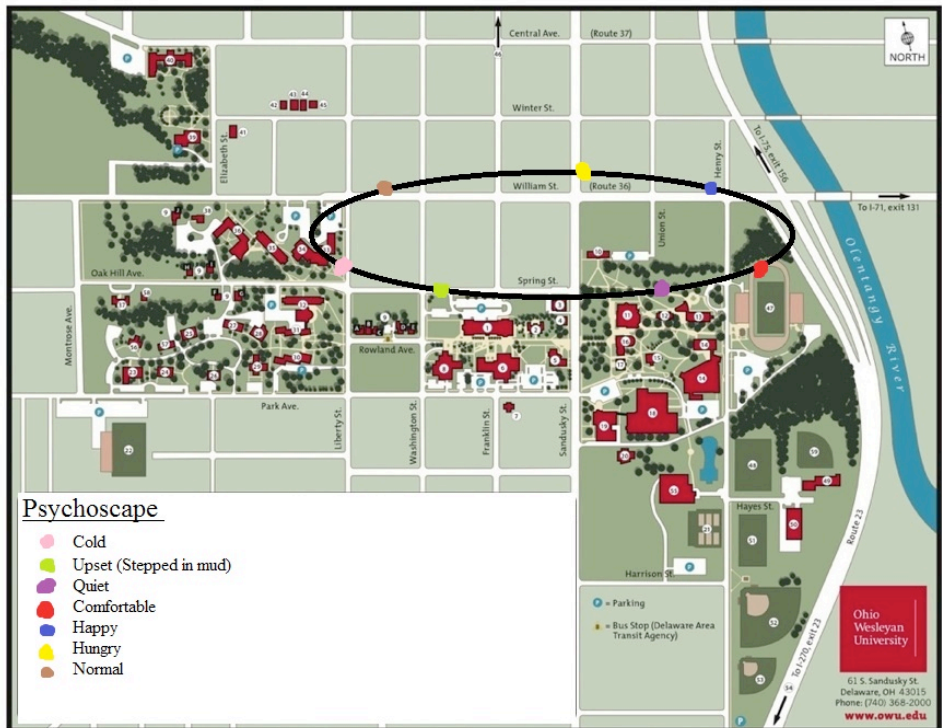
Second Write-up

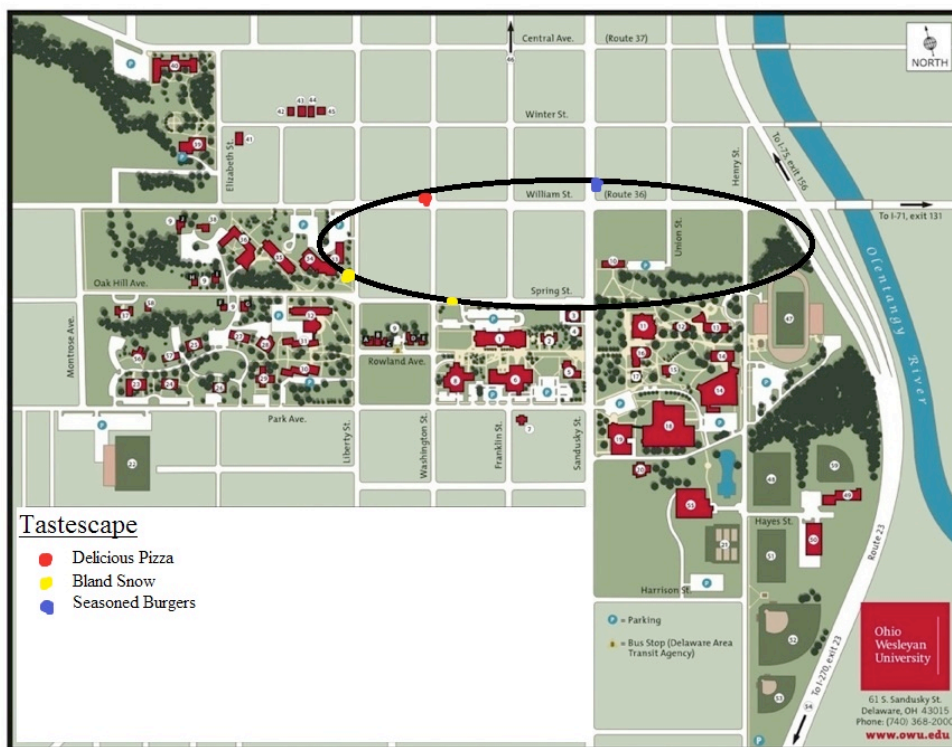
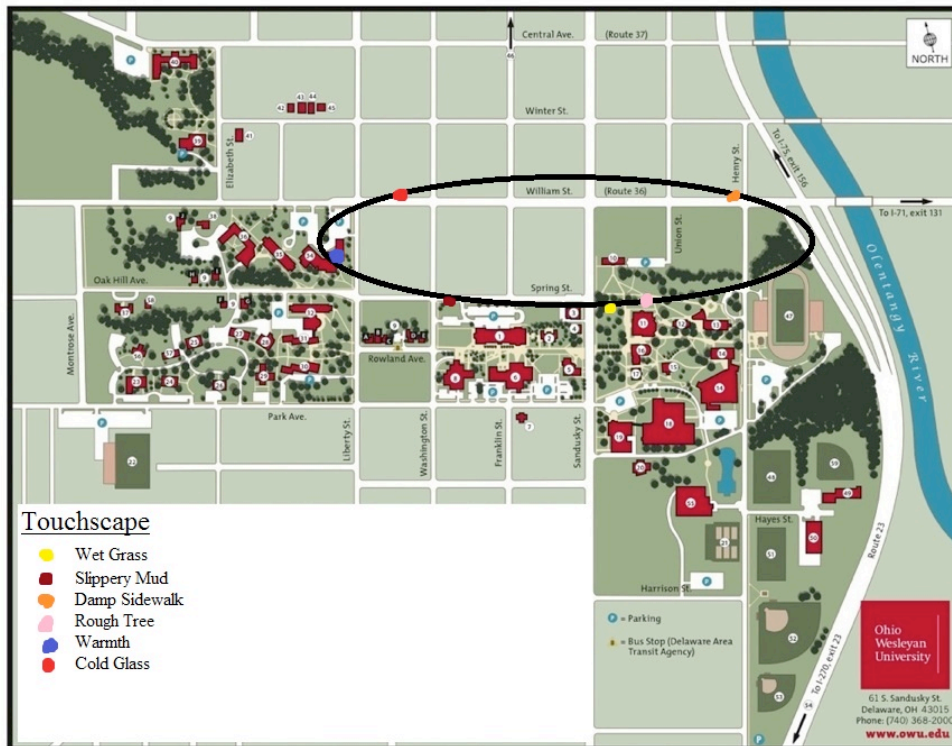
Group Experience

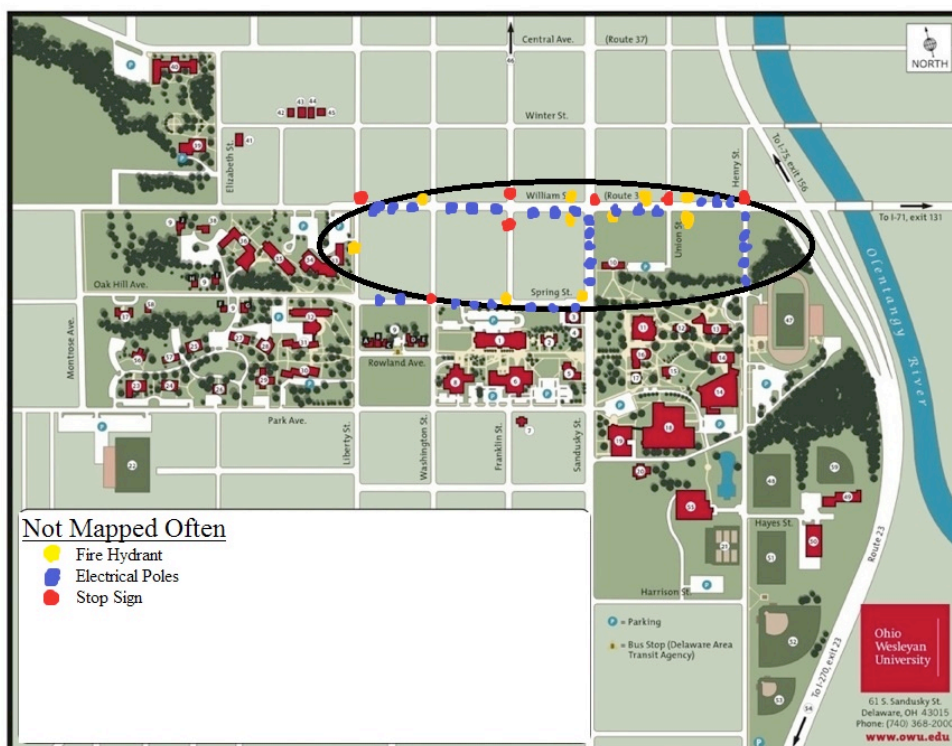
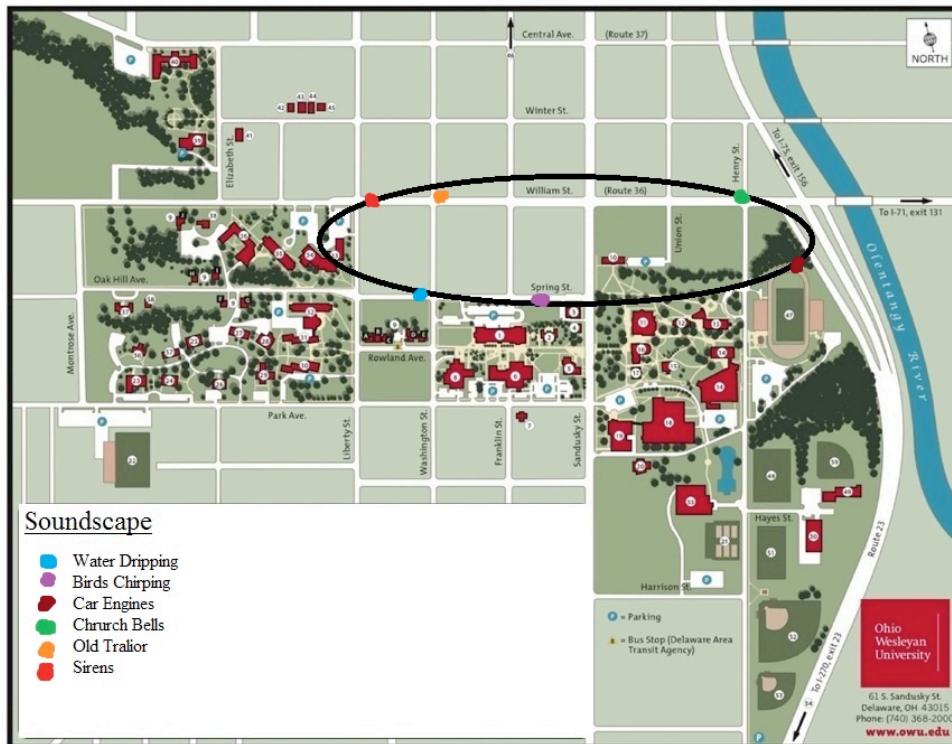
This project was a great opportunity for us to get out and about and use our senses to really understand the environment that we are in now. This project taught us how to use our senses better to enjoy the environment. With this project we had the opportunity to listen to both the nature and how man-made objects have come to control the smell and the sounds of the area.

We got to go to a variety of different places from highways to a building. This was a good opportunity to explore buildings on campus and get ourselves in a little trouble. We explored the record store which was a fun place to be. We also got to explore the Smith East building and get to go to all five floors of the building and to get an understanding how they are all different.

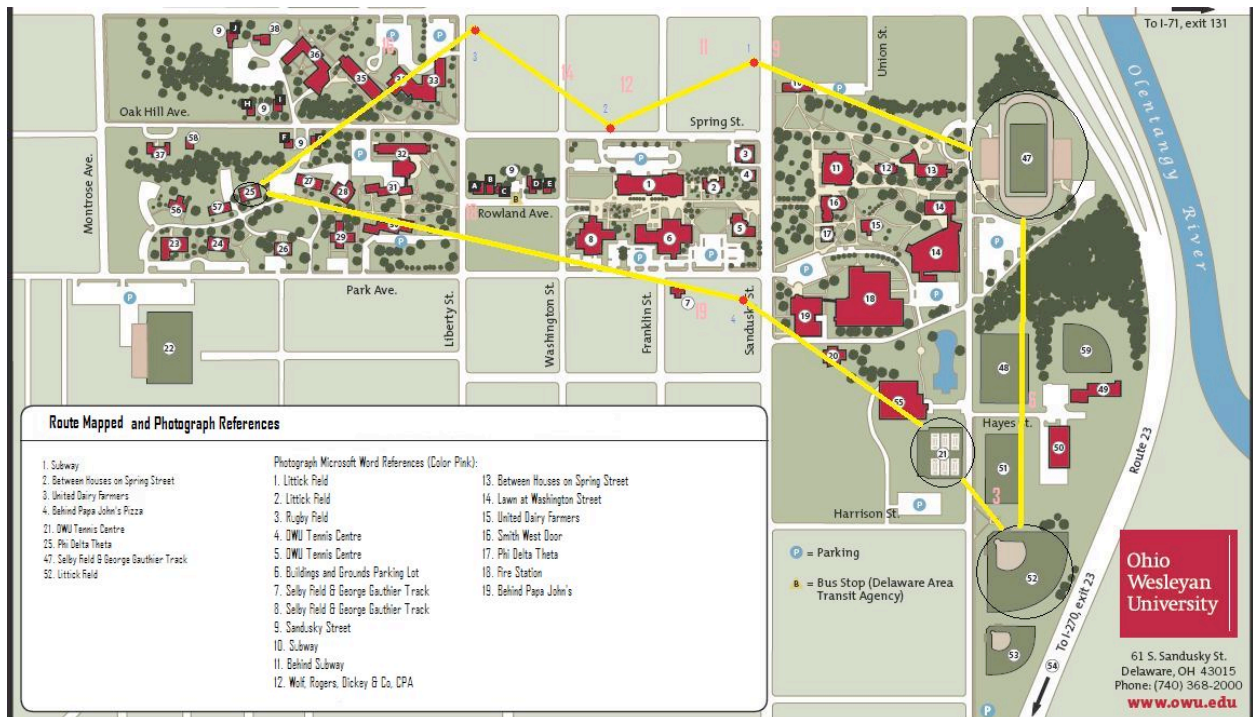
We did enjoy being able to walk outside even though it did get cold when were walking out there. It made it a much faster trip than it would have if it was still sunny out. We all agree that this experience will let us view the campus differently after using all of our senses and actually observing all of the little things that are in and around the campus.











Photograph 1

52: Littick Field

Sightscape- Bright, blinding, reflective

Soundscape- Car noise from highway 23, birds chirping

Smellscape- Strong sewage smell from sewage plant

Touchscape- Grass, soft, rough (dirt)

Psychoscape- Open, empty, playful, don't belong



Photograph 2

Tastescape- Slate, salty, rock



Photograph 3

The rather short yet dangerous walk from Littick Field to the Tennis Centre.



Photograph 4

21: OWU Tennis Centre:

Sightscape- Bright, Red

Soundscape- Car noise, water fountain

Smellscape- plumbing (there was a plumbing store across the street)

Touchscape- Gritty, rough

Psychoscape- open, flat, light



Photograph 5

Tastescape- bland, no taste (according to Max's first hand taste test)



Photograph 6

The wooded yet rather easy walk from the Tennis Centre to Selby.



Photograph 7

Selby Stadium

Sightscape- Artificial green, bright, limited sight, not as open

Soundscape- Faint Highway noise, birds, science building heater

Smellscape- Rubber, faint sewage smell

Touchscape- soft, rubber

Psychoscape- confined with concrete, athletic



Photograph 8

Tastescape- Rubber and Plastic



Photograph 9

The scary walk down dark alleys from Selby to Subway...with a reward of a tasty sub sandwich after.



Photograph 10

Subway..Eat Fresh

Sightscape- Yellow, colorful, saw a dog

Soundscape- People talking, microwave beeper, cashier, music

Smellscape- Subs, toaster, Subway

Touchscape- Cold table, woody

Tastescape- Grainy

Psychoscape- Confined, European



Photograph 11

The back alley of subway which we tried to walk though, however, they wouldn't let us walk out the back of subway...Probably because they watched max lick the table.



Photograph 12



Photograph 13

The Alleyway between the houses across from the back of the Campus Center

Sightscape- Limited, bright, looks old

Soundscape- birds chirping, people walking their dog, quiet

Smellscape- musty furniture, moldy

Touchscape- Rocky, dirty

Tastescape- Dirt

Psychoscape- Awkward, trespassing



Photograph 14

The walk from Subway to UDF, we meandered through the U.S. postal service, got stared at by weird people and made it to UDF alive.



Photograph 15

United Dairy Farmers

Sightscape- Light colors, dim, contrasting

Soundscape- Freezer running, cash register, gas pumps

Smellscape- Dairy, Gasoline

Touchscape- hard, cold

Tastescape- Ice cream, vanilla

Psychoscape- Fat, lethargic



Photograph 16

The walk from UDF to the Phi Delta Theta house, unfortunately this door was locked but we did end up going through Smith hall



Photograph 17

The Phi Delta Theta House

Sightscape- Classical, Messy

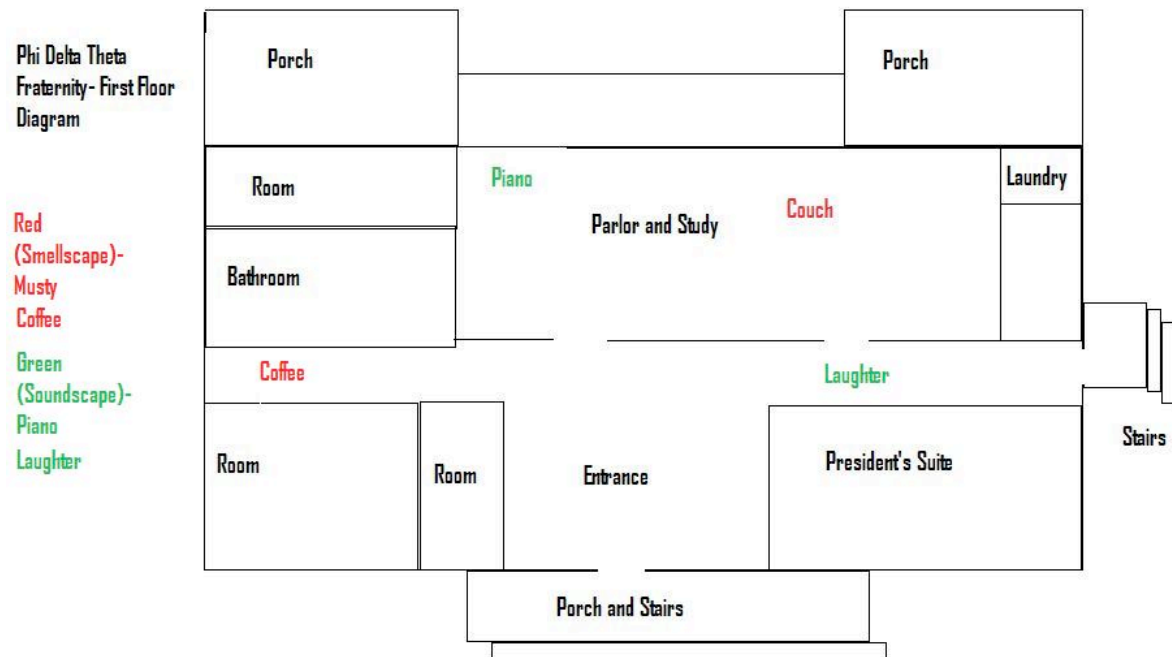
Soundscape- laughter in the distance, movement

Smellscape- musty, coffee

Touchscape- old, brick

Tastescape- Fried, greasy

Psychoscape- At home, comfortable



Photograph 18

On the way from the Phi Delta Theta house to the parking lot behind Papa John's. They wouldn't let us go through the doors and out the back so we had to walk around.



Photograph 19

Sightscape- Open, parking lot, cars, trees (to the right not in picture)

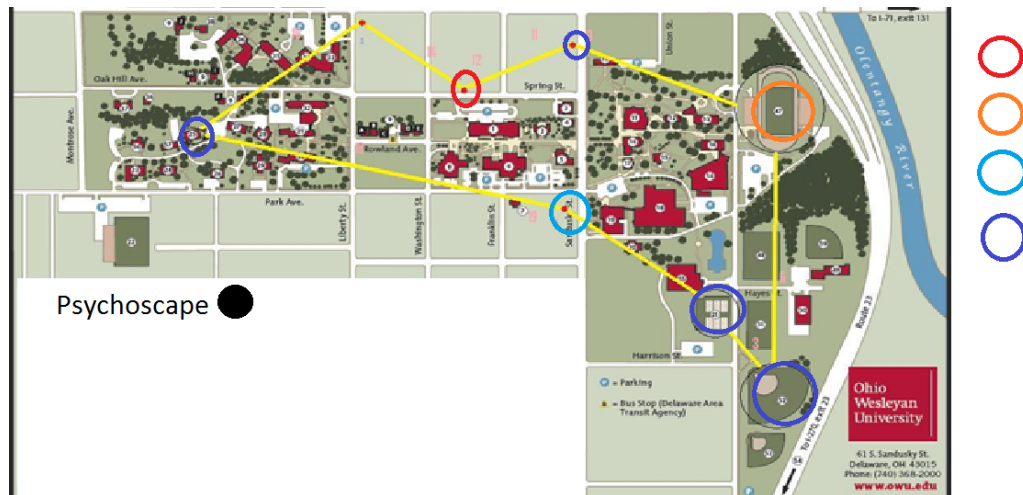
Soundscape- birds chirping, heaters, traffic on Sandusky Street

Smellscape- Pizza Dough, sauce

Touchscape- Concrete

Tastescape- No taste...apparently max didn't want to lick the parking lot

Psychoscape- Hungry



Tyler Allen
Max Ouimet
Jonathan McMahan

Maxwell was the taster of the group; he licked many surfaces and nasty areas in order for us to record the odd sort of mapping for taste. Friday we started at Hamwil to get some food, headed to the library to make some copies of all of the maps, watched Max try to get money off of library copy cards and then he realized we needed five copies, not one. We then headed to the baseball diamond when Jon realized he left the maps in the library. After running back we finally made it to the locked baseball diamond. Jumping the fence was easy for Jon and Tyler, max, however apparently was afraid of heights...a 6 foot fence? We then walked out to the pitcher's mound to collect our information. Climbing back over the fence was much easier. Then the wooded walk to Selby was long and boring. We traveled across the practice field, around the old tennis courts, down the street, and not to mention Tyler parked his car in what he called "presidential parking" right in the open gate to enter the stadium. At the fifty yard line of the field is where we collected our data, and with a few people walking on to the field as well, Max was a little bit skeptical to lick the turf, but he did it anyways. Then a long walk to Subway through dark alleys and a fear of being mugged, and then a dangerous crossing of Sandusky St. we finally

made it to Subway and got some delicious lunch, well more lunch. There was a dog that a man tied up to a tree while we were in Subway so that he could go in and buy his food AND eat it, and then returned to get it. We really wanted to take the dog and run...animal abuse. The day ended at Subway and we parted ways until Sunday. Sunday was a little more exciting starting again at subway, a little energy for the adventures ahead. We then traveled to UDF, through the U.S. Postal service and down the street; a long walk was rewarded with ice cream, and made our way to the Phi Delta Theta house. We tried the back sketchy door of Smith and unfortunately had no luck with it, but rather continued around to another door and walked through Smith and up the street to the Phi Delta Theta house. Tyler, being the warden of the fraternity, showed us around the house while we collected our mapping ideas. Then the long walk to Papa John's back alleyway we went. The longest walk of our exercise all the way down the street to Papa John's where we sat in the back alleyway to collect our data.