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)
6 – The Psychoscape
  6A: Nice colors
  6B: Oppressive
  6C: Lonely
  6D: Awkward
  6E: Welcoming
Women's Lacrosse Field
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
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
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

Diagram of a floor plan with labels for different areas like 1B, 2D, 3F, etc.
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

Diagram of Goodwill store layout with sections labeled A1, A2, B1, B2, C1, C2, C3, C4, C5, D1, D2, E1, E2, E3, E4, F, and FE.
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 ding
   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
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

__Map:__

- Liberty Street
- William Street
- Washington Street
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 Hortons and I couldn’t smell anything outside because I was so cold and my nose was running, so we went inside Tim Hortons. 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

2/3/10
Sightscape
Soundscape

- Passing Locomotive
- Dog Barking
- Emergency Medical Helicopter
- Trickling Meadow
- Automobile Roadways
- Children playing on playground
Tastescape
Tree Line
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  

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 legend of Delaware. It is called ‘Old Trolley Tunnel’. Some say it is the site of some sort of interesting event.
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 were 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 Embleton.

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 gorup. 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.
This is the entry level of the Beeghly Library.
This is the basement level of the Drama center.
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.

Tastescap[e: 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.
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.
Key:
- Starting Point
- Ending Point
- Building Mapped
- Route Taken
- Trash Can
- Ash Tray
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 keeps
5. Mythicures manicure
6. Nasty toilet smell
7. Beer & Doritos
8. Loud rap
9. Girl making evil cackles
10. Floor feels dirty
11. Anxious - Stop Snacking
12. Creepy dog - 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. Smoke machine
22. Warm temperature
1. Noisy students leaving class
2. Soup smell
3. Creaking wooden floors
4. Cleaning supplies
5. Waxing 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:
\( \text{sound} \)
\( \text{emotion} \)
\( \text{smell} \)
\( \text{touch} \)
\( \text{taste} \)
Floor Key:
- Green = 1st floor
- Blue = 2nd floor
- Red = 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. Rebellions
14. Soft carpet
15. Anxious, waiting feeling
16. Doctor's office smell
17. Typing
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
tastescapes, 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

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
Our Destinations

- Roy Rike Field
- R.W. Corns Building
- Hayes Dormitory
- Hamilton-Williams student center
- Old Bag of Nails Pub
- The Backstretch Pub
Touchscape: The mud underneath our feet was squishy and wet. The metal on the chain-linked fence was cold to the touch.

Soundscape: We heard birds singing, it sounded like it was coming from the south west.
Smellscape: There was a strong odor coming from the trash cans in the middle of the first floor. It smelled like old Chinese food thrown away.
Smellscape: There was a smelly trash can that was quickly not iced in the corner of the building. There was also a strong smell of cleaning product most likely from freshly mopped floors.
Near the food court there was the obvious smell of fried chicken and french fries being cooked. We also split an order of fries, and a tastescape was done.

Psychoscape in Benes room – Eerie and Quiet
Old Bag of Nails Pub

Smellscape: A strong scent of stale beer

Psychoscape: This bar was busy and
THE BACKSTRETCH

These men claimed to be members of the witness protection agency. The cigarette machine near the center of the bar...
BACKSTRECH BAR

Exit

Bar

Bathroom

Seating

Jukebox

Seating

Videogames

Exit
For exercise one our group decided to choose option one because of the recent drop in temperature.

Robbie was elected to drop a pin on two random off campus locations.

After a couple tries he landed on Old bag of Nails, which is a restaurant located at 66 North Sandusky Street.

The second off campus location chosen was the Backstretch Bar located at 14 South Sandusky Street.

Once we established our two off campus locations, each of us choose a random number ranging from 1-54.

Our group than printed out a map of Ohio Wesleyan University that included a key that had every on campus location.

There was 54 locations on the map each corresponding to a number.

Andrew selected number one (Hamilton-Williams Student Center.) Pat selected number 5 (R.W. Corns Building.) Sam selected number 22 (Roy Rike Field.) Lastly, Robbie selected number 35 (Hayes Hall.)
After everyone was assigned an on campus location, we met as a group to configure the logistics of our route. We decided to start off at Roy Rike Field because we figured it would be the most efficient place to begin. Everyone in the group selected a different type of scape to pay particular attention to while mapping the route. Robbie selected soundscape, Pat choose smell scape, Sam picked touch scape, and Andrew did taste.
As a group we had an interesting time with this whole process. None of us had ever made a map before, so with that came a lot of trial and error. Walking the route and recording all of the different types of senses along the way was the most interesting because no one ever takes the time to actually utilize all of their senses. Because of our hectic schedules, it was a relief to reflect on all the sounds and smells that surrounded us on our journey. Another high point in our adventure was our new false sense of authority, due to being awarded our Official PsychoGeography Investigator cards. With this newfound courage we jumped the fence at Roy Rike Field so we could take a closer look at our location. We ended our geographic mission at the Backstretch Bar, where we reflected on the project over some of Kentucky's finest bourbon.
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
Soundscape

1. Whirring of fan
2. Metallic zing of aluminum bleachers
3. Highway traffic
4. Clank of flag on flagpole
5. Tree full of sparrows singing
6. Cold, grumpy kids complaining loudly
7. Bell sound of a sign hit with a stick
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
2. Thorns
3. Papery, hairy bark strips
4. Engraved sign- smooth, rough, cold
5. Rough tree bark through numb fingers
6. Splintery split-rail fence
7. Velvety moss
8. Slippery, bumpy ice
9. Extremely sharp Yucca leaves
10. Rough, flaky, rusted iron
11. Hairy insulation, next to smooth glass pane

All Maps:

*Delaware, OH [Map]. 2010. Scale undetermined; generated by Tim Prindle; using “Google.com, Inc”.*

Sty. Hall

Smell of microwaved food

Smell of a mix of dirty and clean clothes

Sound of washer and dryer machine