

Ohio Wesleyan University Campus Facilities (By Number)

- | | | |
|--|---|---|
| 1. Hamilton-Williams Campus Center | 21. OWU Tennis Centre | 40. Austin Manor |
| 2. Mowry Alumni Center | 22. Roy Rike Field | 41. Kappa Alpha Theta |
| 3. Richard M. Ross Art Museum | 23. Sigma Chi | 42. Delta Gamma |
| 4. Stewart Annex | 24. Delta Tau Delta | 43. Delta Zeta |
| 5. R.W. Kerns Building | 25. Phi Delta Theta | 44. Kappa Kappa Gamma |
| 6. Beegly Library | 26. Sigma Phi Epsilon | 45. Delta Delta Delta |
| 7. Early Childhood Center | 27. Phi Kappa Psi | 46. Chi Phi |
| 8. Chappelar Drama Center | 28. Alpha Sigma Phi | 47. Selby Field & George Gauthier Track |
| 9. Small Living Units (SLUs) | 29. 4 Williams Dr. | 48. Practice Field |
| 10. Edgar Hall | 30. Bashford Hall | 49. Haycock Hall |
| 11. University Hall & Gray Chapel | 31. Thomson Hall | 50. Maintenance & Service Building |
| 12. Merrick Hall | 32. Welch Hall | 51. Practice Field |
| 13. Phillips Hall | 33. Smith Hall East | 52. Ustick Field |
| 14. Schimmel/Contiades Science Center | 34. Smith Hall West | 53. Margaret Sagan Field |
| 15. Elliott Hall | 35. Hayes Hall | 54. Perkins Observatory |
| 16. Slocum Hall | 36. Stayvesant Hall & Wellness Center | 55. Meek Aquatics and Recreation Center |
| 17. Stanges Hall | 37. Pittsford House | 56. 35 Williams Dr. |
| 18. Branch Rickey Arena & Gordon Field House | 38. Student Observatory | 57. 23 Williams Dr. |
| 19. Edwards Gymnasium & Pfeiffer Natatorium | 39. Sanborn Hall, Preisser Hall, Jemison Auditorium | 58. Honors House |
| 20. Power Plant/Motor Pool | | 59. Hammer and Javelin Area |

● = Parking

▲ = Bus Stop (Delaware Area Transit Agency)

Sensory Scope

Number	Name	Sight	
Hearing	Smell	Taste	% of Ice
1	Delta Tau Delta		
2		roads, houses, residential	cars, people
3		parking lot, cars	fans, cars,
4		cars, dorms	people
5		dorms	people, cars
6		rodes, stop light,	cars
7		creek	cars, people
8		roads, residential	cars
9	Delta Delta Delta	residential DDD	plows and cars
10		in a driveway	silence
11		parking lot	cars
12		school,	cars
13		school, intersection	cars
14		basket ball court	cars,
15		intersection	very busy and loud
16		next to the skate store	silent
17	Edgar Hall	creek, ice	running water
18		trees, road	cars
19		squirrel	people cars
20		people, building	cars
21		parking lot	wind tunnel
22	Early Childhood Center	residential	cars
23		ice, residential	silent
24		ice, jay walk	car
25		intersection	people
26		trees, peacefull	sirens, people
27		residential	people

2.



3.



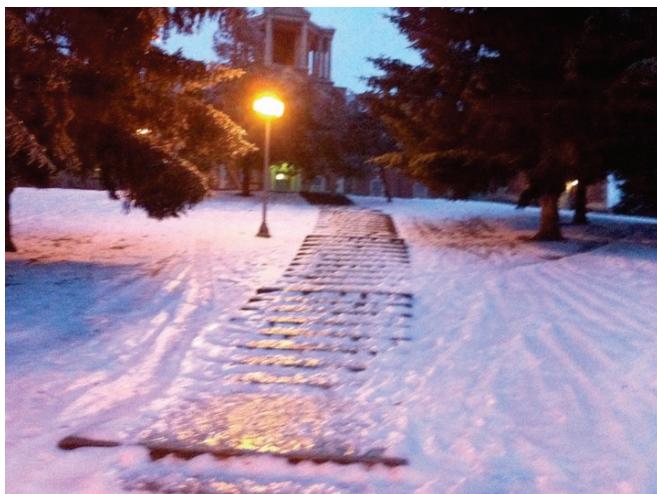
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5.



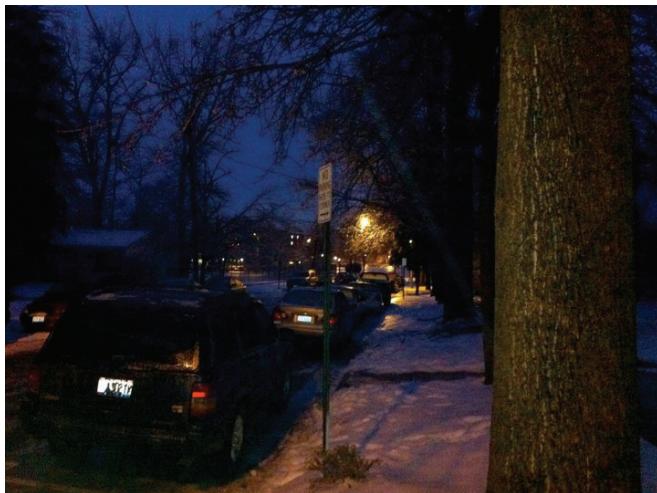
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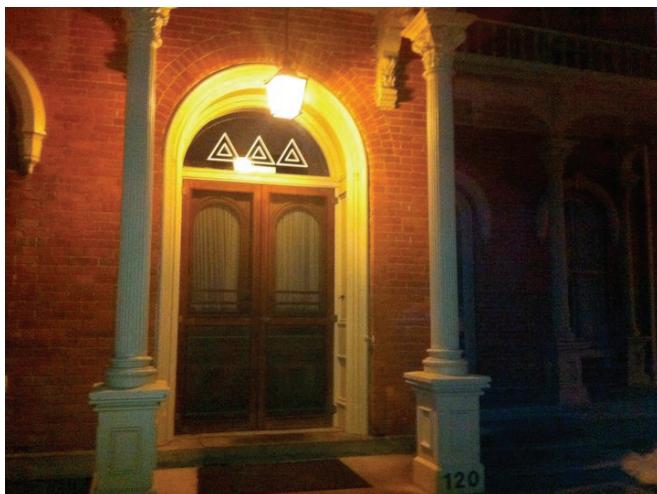
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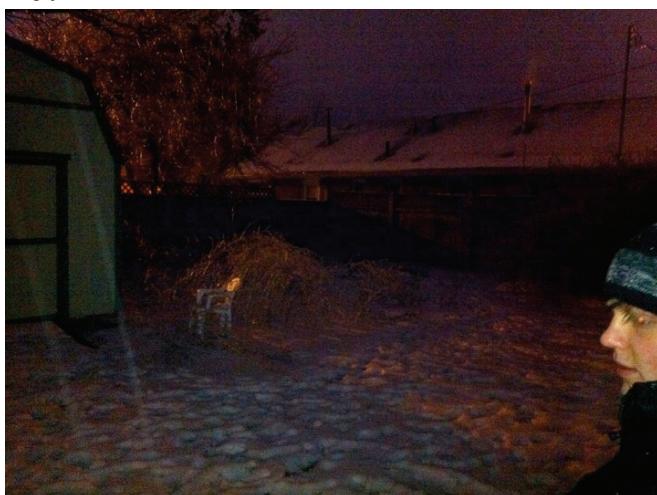
8.



9.



10.



11.



12.



13.



14.



15.



16.

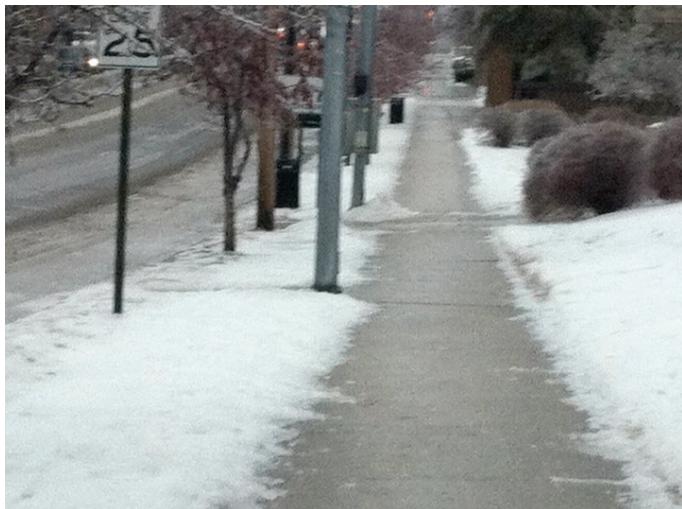
17.



18.



19.



20.



21.



22.



23.



24.

25.



26.



27.



Description of Roles in the Group

We began with dividing the sensory roles between the two members of our group. Alex was sick during the information gathering so he was assigned the hearing and tasting portion of the sensory scope, while Anton was assigned the smelling and seeing part of the sensory scope. We both looked out for the amount of ice there was on the roads. Alex was also in charge of taking the pictures of each of the places we visited and presenting the PSYCHOGEOGRAPHY card to any passer by who asked us what we were doing. Anton created the map and wrote down the information we gathered on our explorations. We both recorded information on our computers and later compiled them together to get the final.

We took our photos during the ice storm on Tuesday, and the end result was that we spent time exploring the storm and how it impacted the community. We saw cars completely iced in, and trees that were glazed entirely. Our jackets ended up getting coated in ice, and we were free to explore our surroundings because people were busy brushing off their cars. The ice storm allowed us to explore our regular environment in a totally new way, and watch as roads were closed, power lines dropped, snow plows sparked the cement trying to scrape up the ice.

Team Estudiante

Greg Phillip

Azfar Wattoo

Brad Miller



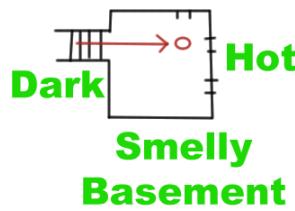
The map shows the Ohio Wesleyan University campus layout with buildings numbered 1 through 59. Key locations include the Hamilton-Williams Campus Center (1), Mowry Alumni Center (2), Richard M. Ross Art Museum (3), Stewart Annex (4), R.W. Corns Building (5), Beegly Library (6), Early Childhood Center (7), Chappelar Drama Center (8), Small Living Units (SLUs) (9), Edgar Hall (10), University Hall & Gray Chapel (11), Merrick Hall (12), Phillips Hall (13), Schimmel/Conrades Science Center (14), Slocum Hall (15), Elliott Hall (16), Sturges Hall (17), Branch Rickey Arena & Gordon Field House (18), Edwards Gymnasium & Pfeiffer Natatorium (19), Power Plant/Motor Pool (20), Roy Rike Field (22), Sigma Chi (23), Delta Tau Delta (24), Phi Delta Theta (25), Sigma Phi Epsilon (26), Phi Kappa Psi (27), Alpha Sigma Phi (28), Williams Dr. (29), Bashford Hall (30), Thomson Hall (31), Welch Hall (32), Smith Hall East (33), Smith Hall West (34), Hayes Hall (35), Stuyvesant Hall & Wellness Center (36), Pritchard House (37), Student Observatory (38), Sanborn Hall, Presser Hall, Jemison Auditorium (39), Austin Manor (40), Kappa Alpha Theta (41), Delta Gamma (42), Delta Zeta (43), Kappa Kappa Gamma (44), Delta Delta Gamma (45), Practice Field (46), Chi Phi (47), Selby Field & George Gauthier Track (48), Practice Field (49), Haycock Hall (50), Maintenance & Service Building (51), Practice Field (52), Littick Field (53), Margaret Sagan Field (54), Perkins Observatory (55), Meek Aquatics and Recreation Center (56), Williams Dr. (57), Williams Dr. (58), Honors House (59), Hammer and Javelin Area (59). The map also shows roads like Central Ave., Winter St., William St., Henry St., Union St., Hayes St., Franklin St., Washington St., Sandusky St., Harrison St., and Montrose Ave. Major routes include Route 37, Route 36, and Route 23. A river labeled "Delaware River" runs along the eastern side. A legend indicates "P" for parking and "B" for bus stops. A red box in the bottom right corner contains the university's name and contact information.

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61 S. Sandusky St.
Delaware, OH 43015
Phone: (740) 368-2000
www.owu.edu

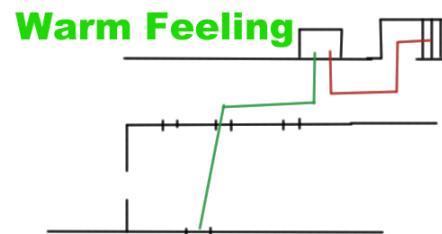
Willis School



High Point
3rd Floor

Low Point
Basement

Loud Outside
Car Exhaust
Bus Noises



Edwards Gym

High Point
3rd Floor

Low Point
Basement
Under Stairs
Crawlspace

Had to climb over
a chain to get to
high point

Basement was very
wet/broken
pipes

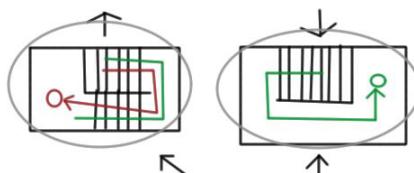
Creepy

Smells like
decay

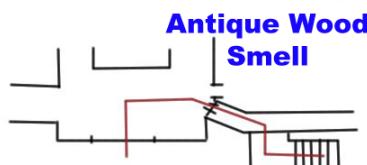
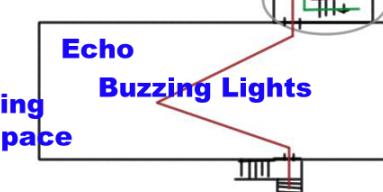
Smooth
Floors

High Ceiling
Big Open Space

Water Fountain in
Gym



Broken
Window



Echo
Buzzing Lights

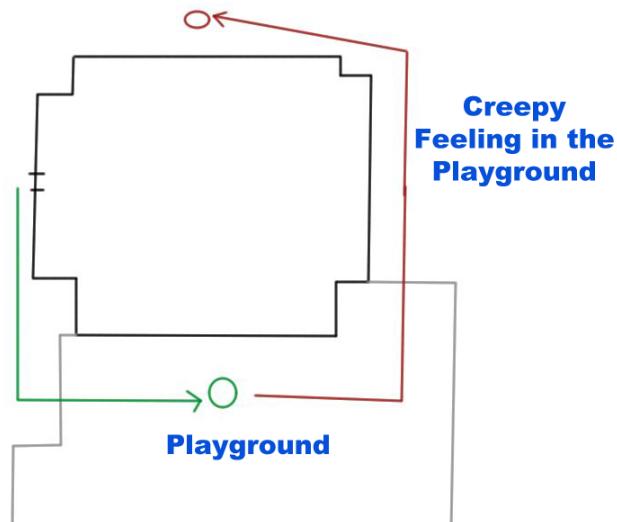
Antique Wood
Smell

Early Childhood Center

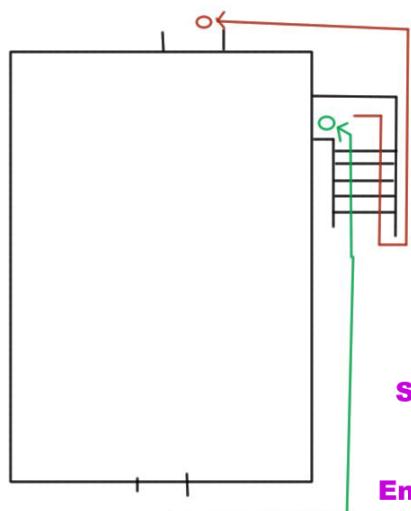
High Point Building

Low Point Playground

Childrens toys in the building/Art Supplies



Creepy Feeling in the Playground



Zion Methodist Church

High Point Attic

Low Point Basement

Smooth Windows

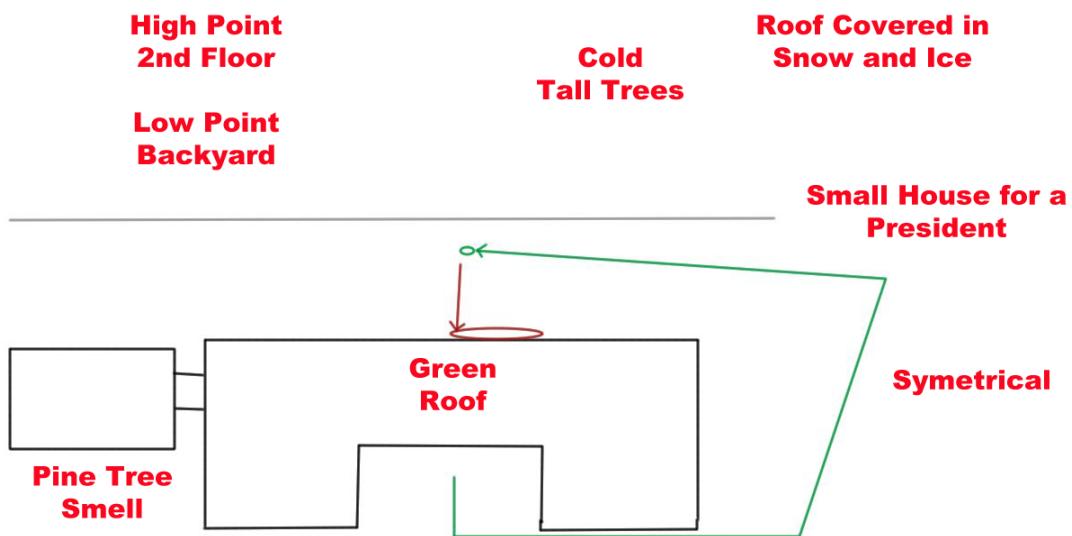
Empty Feeling

Rusted old Stairwell

Very Large

Very Cold

Pritchard House

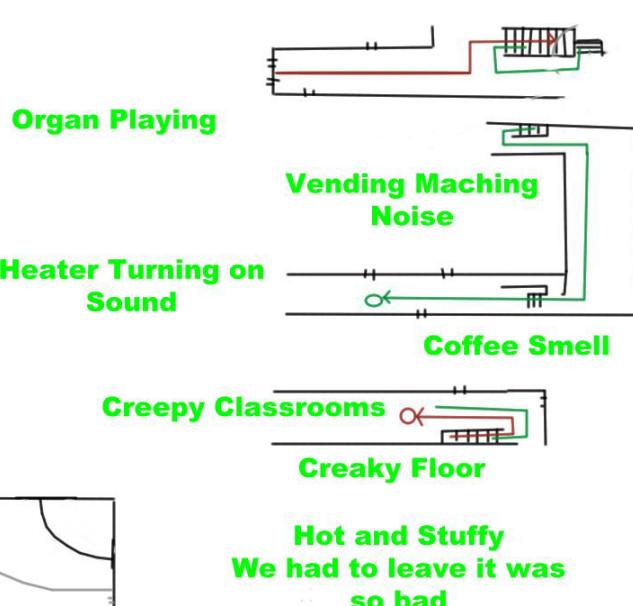


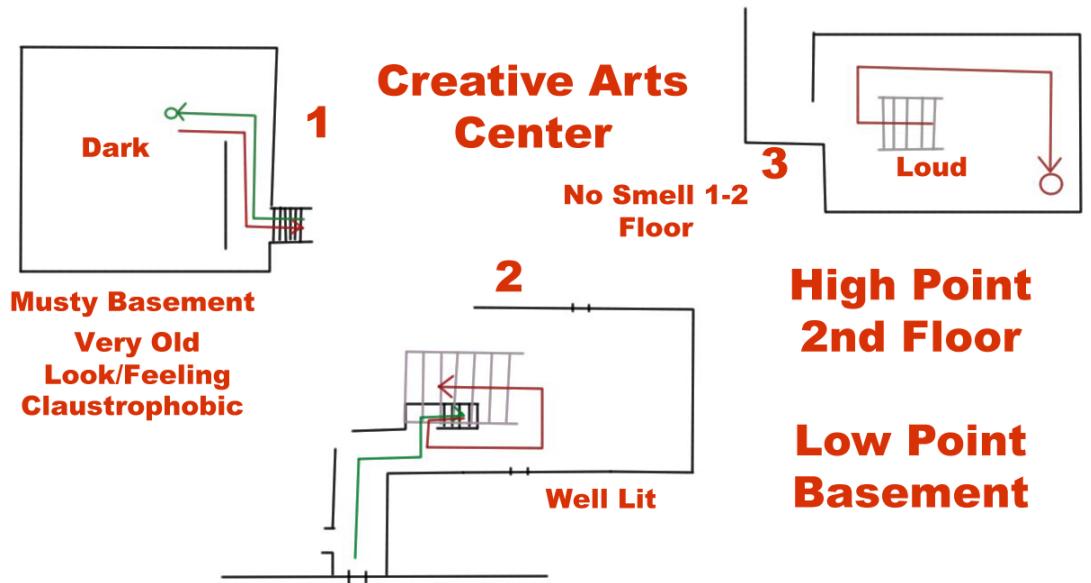
University Hall

High Point
3rd Floor

Low Point
Basement
Old PS Office

Gray Chapel
Old Smell
Very Warm
Echo
Very open





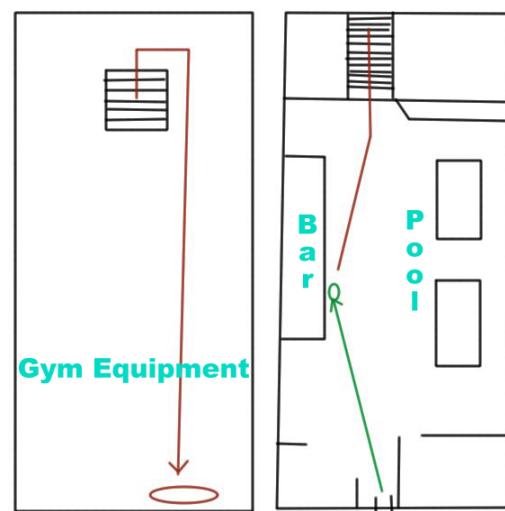
Clancy's Bar

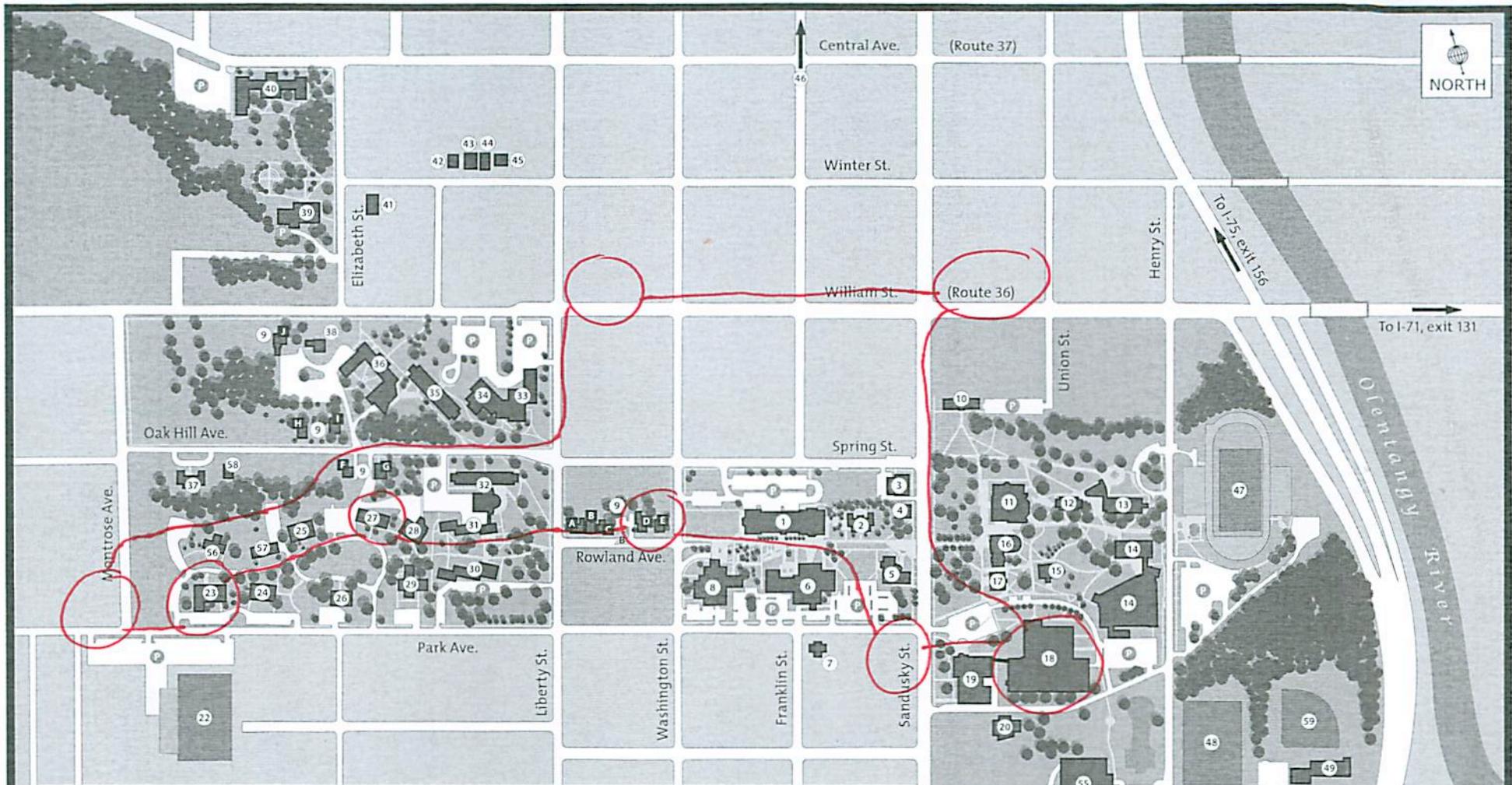
High Point
2nd Floor

Low Point
First Floor

Second Floor
Very Dark
Empty
Good View
Neutral Smell

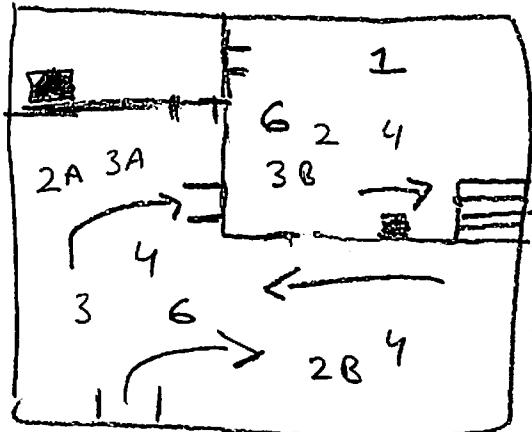
First Floor
Dimly Lit
Alcohol Smell
Pepsi Taste
Open Space/Big
Smoke Smell





#1 Montrose

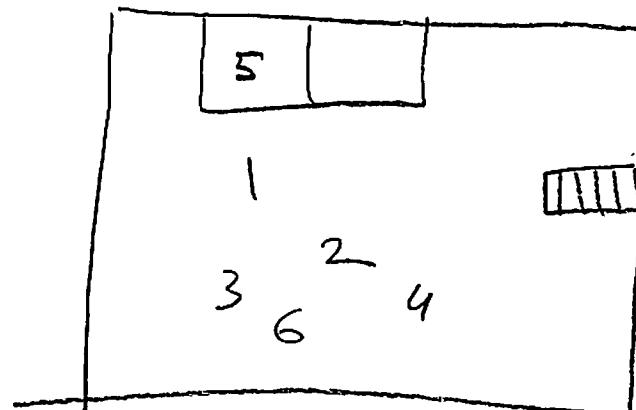
GROUND FLOOR



KEY	
1	SOUND
2	SMELL
3	TOUCH
4	TASTE
5	UNCOMMON
6	PSYCHO

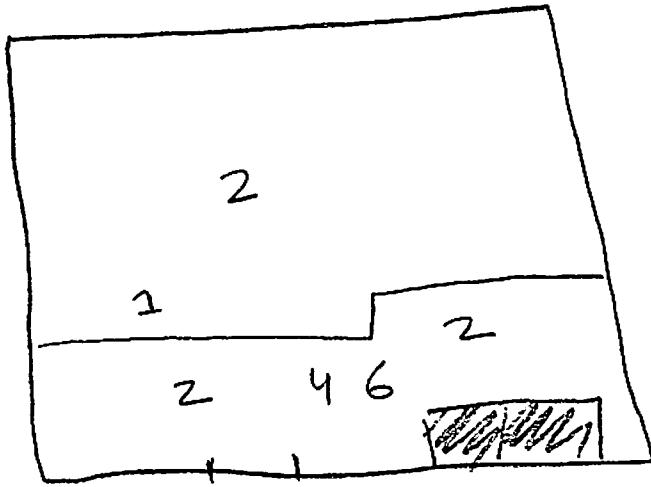
- 1 = MAN playing video games
 2 = Pizza smell
 2A = Beer
 2B = TOBACCO
 3 = cold
 3A = sticky
 3B = Dirty/Dusty.
 4 = stale
 5 = ~~trashcan~~ Trashcan.
 6 = welcoming
 comfortable

Basement



- 1 = washing machine
 2 = detergent
 3 = damp
 4 = NO taste
 5 = ~~washing~~ washing Machine
 6 = empty
 6 = cold
 6 = ~~not seen~~ confined.

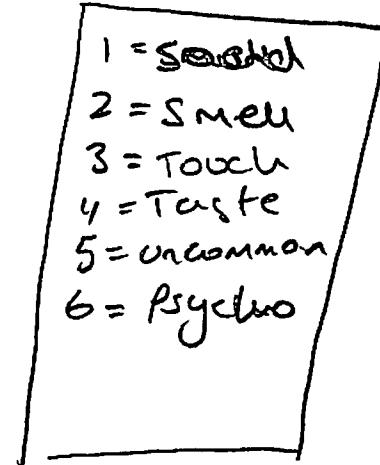
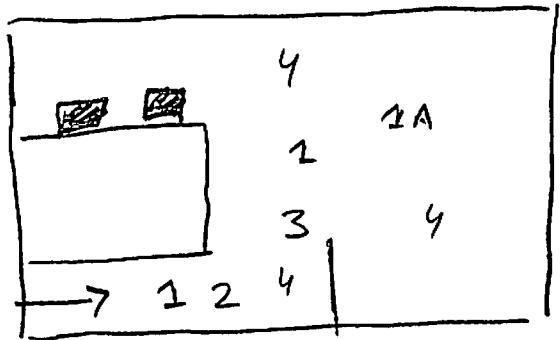
Paper Johns



1 = Sound
2 = Smell
3 = Touch
4 = Taste
5 = Uncommon
6 = Psycho

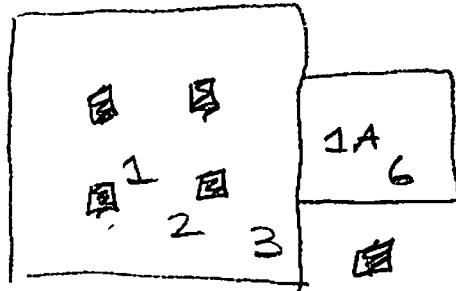
1 = man talking on phone
2 = Dough
3 = Dusty, smooth
4 = Delicious
5 = ~~Refrigerator~~ Refrigerator
6 = Busy, hungry.

F R A N C O ' S B A R B E R S A L O N



- 1 = music
1A = scissors
2 = coffee
3 = warm, soft
4 = sweet, sugary, flavoured
5 = ~~sink~~ sink
6 = open, warm, social, comfortable

BP Gas Station

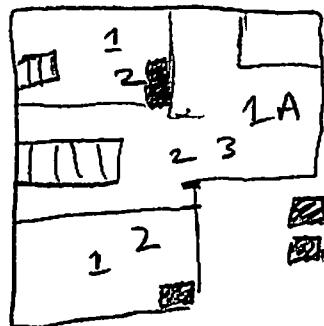


1 = sound
2 = Smell
3 = Touch
4 = Taste
5 = Uncommon
6 = Psycho

- 1 = sound of car engine
- 1A = woman talking
- 2 = smell of GAS
- 3 = slimy, slippery, damp
- 4 = nauseating
- 5 = GAS PIPES
- 6 = stuffed, old

MODERN FOREIGN LANGUAGES HOUSE

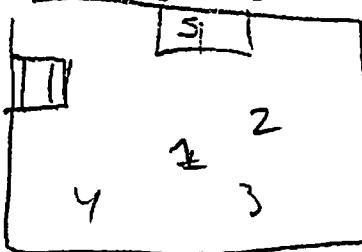
Ground floor



- 1 = Girls talking
- 1A = MUSIC
- 2 = COFFEE
- 3 = WARM
- 4 = flavourful
- 5 = ~~TI~~ Toshucon
- 6 = cosy, comfortable.

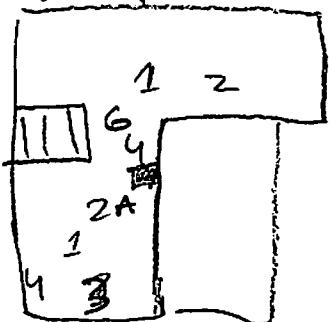
Key	
1	SOUND
2	SMELL
3	TOUCH
4	TASTE
5	UNCOMMON
6	PSYCHO

Basement



- 1 = Quiet
- 2 = oldfood.
- 3 = cold, rough, rusty
- 4 = bland, damp
- 5 = ~~TI~~ washing machine
- 6 = cold, empty, uncomfortable

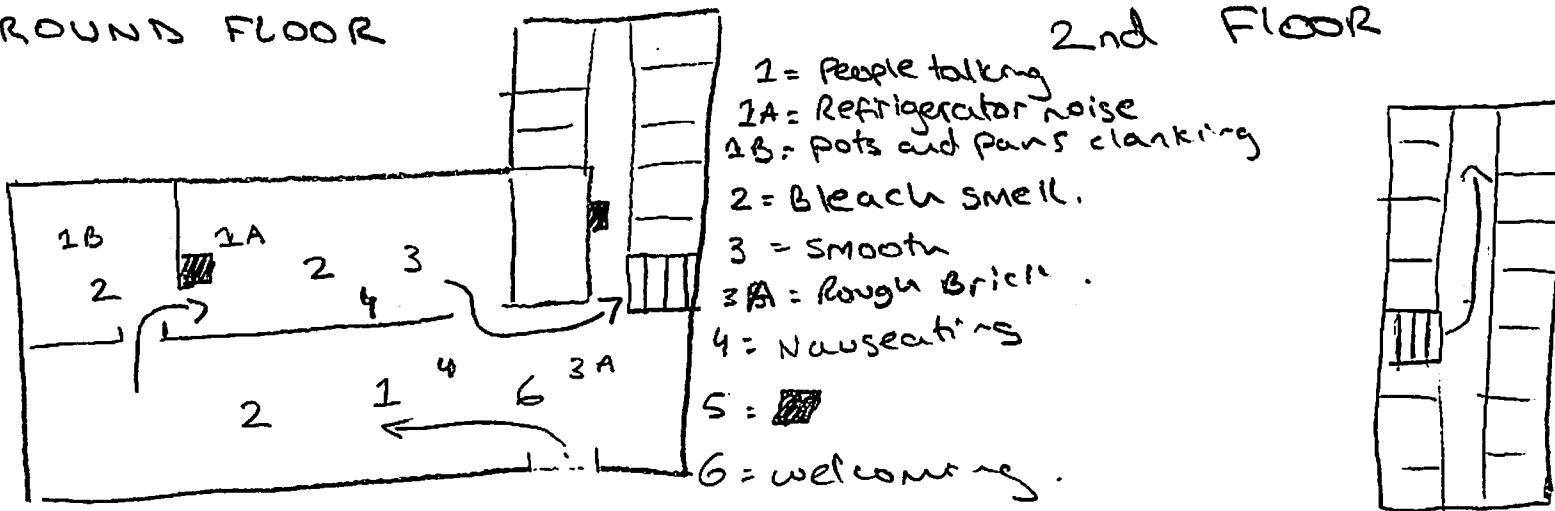
2nd floor



- 1 = Quiet
- 2 = pizza
- 3 = warm
- 4 = nauseating
- 5 = ~~TI~~ Toshucons
- 6 = stuffy
- 2A = something burning

SIGMA CHI FRATERNITY

GROUND FLOOR

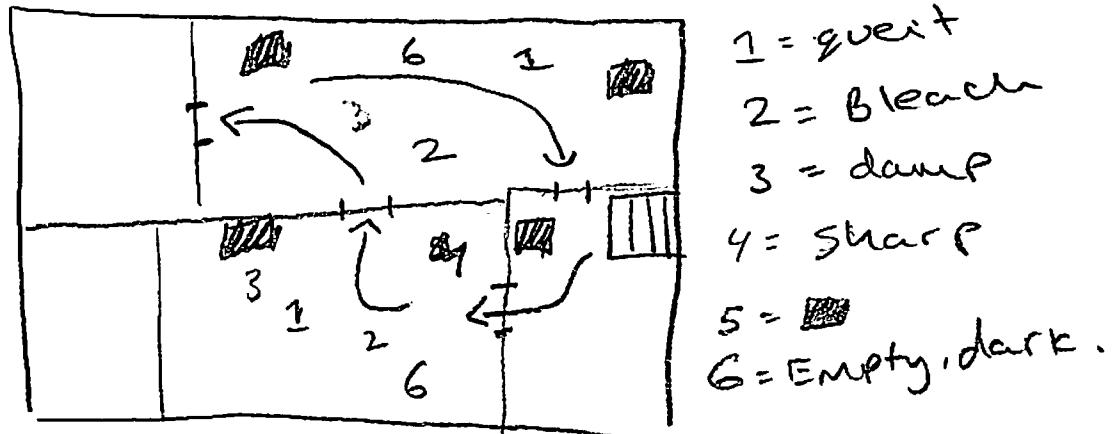


1 = soundscape
2 = smell
2 = touch
4 = taste
5 = Not often mapped
6 = Psycho
[Redacted] = Trashcans

2nd FLOOR



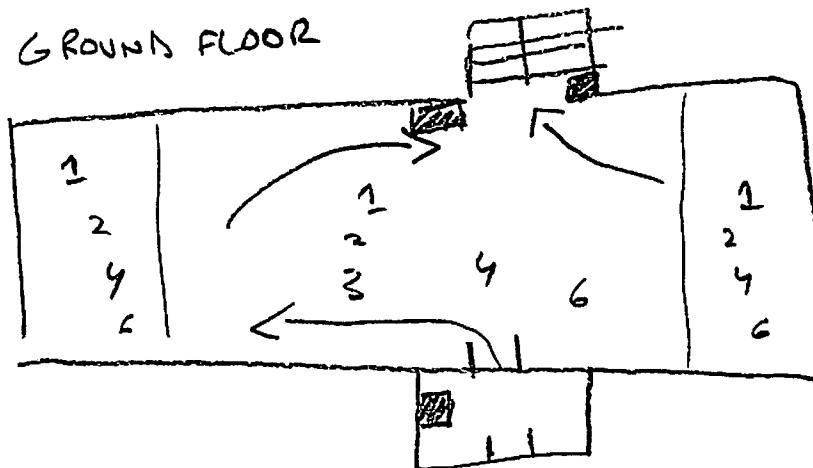
Basement



1 = quiet
2 = bleach
3 = damp
4 = sharp
5 = [Redacted]
6 = empty, dark.

PHI KAPPA PC'

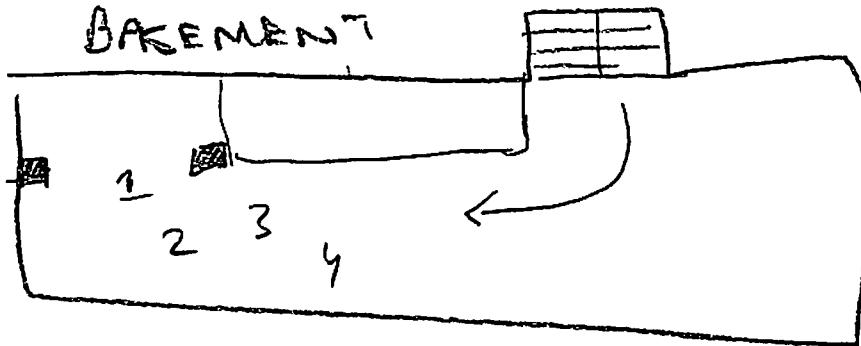
GROUND FLOOR



- 1 = Quiet
- 2 = No smell
- 3 = Cold
- 4 = Bland
- 5 = ~~trashcans~~ trashcans
- 6 = empty, dark, boring

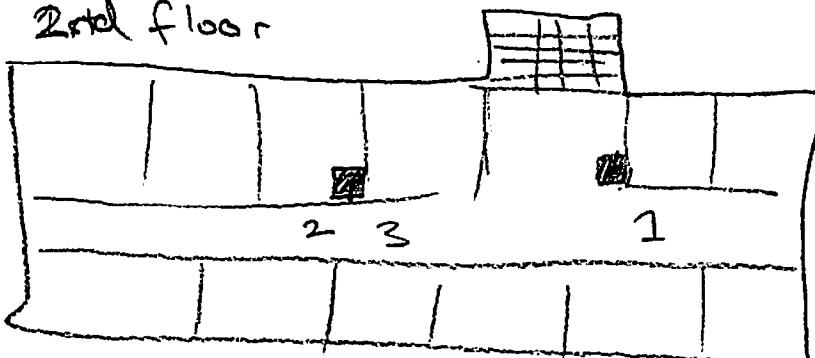
Key	
1	Sound
2	smell
3	touch
4	taste
5	uncommon
6	psycho

BASEMENT



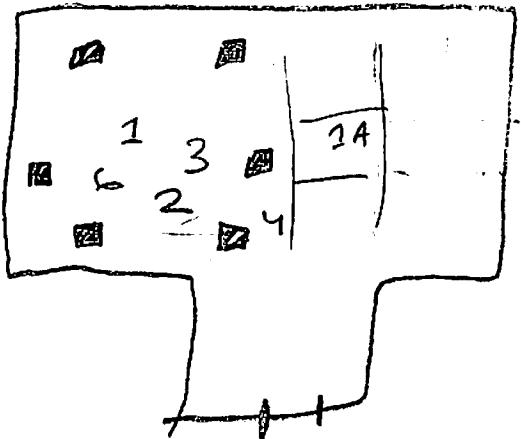
- 1 = Boys eating and talking
- 2 = Microwave going off
- 3 = chicken, baked coolies
- 4 = smooth.
- 5 = ~~trashcans~~ trashcans
- 6 = social, playful, cheery.

2nd floor



- 1 = MUSIC
- 2 = Shampoo
- 3 = rough,
- 4 = sour
- 5 = ~~trashcans~~ trashcans
- 6 = welcoming, happy.

BRANCH RICKETY ARENA



1 = Sound
2 = smell
3 = touch
4 = taste
5 = uncommon
6 = Psycho

- 1 = Boys playing Basketball
1A = Racquetball
2 = sweat, wood
3 = polished
4 = sweat, moisture
5 = Basketball hoops
6 = spacious, energetic

GEOG222

Exercise 1

Mars-Lumograph

Hussain Khan, Mohammad Usman Saad, Shahryar Khan

We started our project at 1 Montrose road and instead of assigning specific tasks to each person we decided to take each step forward as a team. Luckily the owner of the house was a student at OWU and welcomed us into his home and allowed us to fully explore it. We 'psycho-scaped' the ground floor within no time and then made our way into the cramped basement, soon to find the dog of the house following us around.

We then made our way to Sigma Chi fraternity and Phi Kappa Psi fraternity and found that the brothers were very welcoming and that they allowed us to do our project very freely. Similarly, we faced no problems in accessing the other buildings in our project as we made sure to investigate them during working hours. However, we had an interesting experience at our last off-campus location (Franco's) where Usman actually got a haircut after we had finished our investigation of the location.

We all contributed equally in our investigation of the eight locations. Hussain volunteered to document all the information and did most of the map work and drawing. We then sat together and compiled all our information together to produce our final project and talked about the presentation.

The project as a whole was a great experience as it made us look at each of these eight locations in a completely new light. Few of the locations, we coincidentally very frequently visited, and it was very interesting to pay attention to details which we normally never even thought about. Also, as a result of conducting this investigation, we ended up visiting places that we would have most probably never made our way to during our time at Ohio Wesleyan.

Alex Maserk, Tom Newman, Newt Kimberly, Hudson Miller

Dr. Krygier

Psycho geology

2/1/11

The team starts collecting data on fraternity row at the Phi Kappa Psi fraternity house. The bold traditional façade boasts six grand columns and greet passersby with a dignified stature. The porches peculiar composition is quickly noticed as a combination of small pebbles and adhesive resulting in texture that is bumpy yet smooth. Once inside the house the group is bombarded by a dust of Lemon Pledge which a brother has mistaken for air freshener. Through a small hallway the scent of chicken is detected long before the kitchen is reached. Up the stairs Alex feels the chipping paint covering the baluster. Mario party and loud rap music is rampant as the group wonders through the narrow hallway. The heavy odor of sweaty jock and cigarette smoke seeps through each room. Yet, occasionally the smell varies from sweaty to more of a dirty clothes stench. The people inside of Phi Kappa Psi convey a social environment when they offer Tom a Grape Tootsie Pop and a place to watch the football game.

Next, the group makes their way, a mere 45 yards, down to Bashford Hall. The smooth metal door handle is the first thing that becomes apparent. Once inside the team finds the building to be rather unwelcoming. Individuals seated at awkwardly arranged tables, as they scratch their pencils on lined paper. The squeaking the front door makes every time it is opened creates an annoyance in the atmosphere. Throughout the hallways the smell remains that of a relative mixture containing both cologne and perfume. When they touch the wall the group learns that there is a textured paper covering the wall. Each individual of the group coughs while in the building for no apparently related reason. And as they are departing Nute hears a girl pop the gum in her mouth.

South of Park Ave. on Washington Street is the most mysterious Episcopalian church. The windows were all covered with a blue plastic vinyl that was supposed to resemble marble. The wide open field next door created a large side yard which is used as parking. Yet with no tracks in the snow it suggests that the church receives few visitors. Checking for a way inside, the team searches the perimeter for a door. Each door is locked. Unable to get into the building the team climbs the fire escape to check for an open window but they have no such luck was. The flimsy metal fire escape seems to jiggle as Hudson steps down. Though unable to explore the interior of the church, the team concludes the dominating smell around the structure is that of a ginger spice whose origin is unknown.

Catty corner of the church lays the plot in which Chappelear Drama Center sits. Collectively the group determines that the building is somewhat unattractive and unwelcoming. The plain redbrick is offset with an odd brown roof. Three exterior columns are found and no sconces present. Inside, a bowl filled with butterscotch dictates the smell and taste of the building. Blue carpeting relates to the outdated and unwelcoming atmosphere that is seen outside. Once inside the theatre, though, the group finds that the actors raised voice is calming to the ears. Though the room is filthy with dust the team

Alex Maserk, Tom Newman, Newt Kimberly, Hudson Miller

Dr. Krygier

Psycho geology

2/1/11

decides to relax for a bit. Listening to the soft voice confined to the room by the walls creates great sound effects. All doors not leading to the theatre or a bathroom are locked. And the doors that do open let out a loud screeching sound when used.

Edwards gym is a building in which old architecture is coupled with new expansion. Pristine columns outline the entryway stoop. The front alludes to vastness throughout, yet, once behind those heavy doors, narrow corridors with soaring ceiling heights create an awkward feel. Not to mention the sensation brought to each group member as the intoxicatingly musty smell reaches the nostrils of every team member. The stairs lead to the second and third floors. The second floor is the gym, and it is utilized by students constantly. The echo from the bouncing ball is heard as well as squeaky sneakers quickly recover from another possession turnover. The third floor was nothing but a landing. Yet Tom and Hudson believe that a window used to overlook the gym below, and commentators would watch the basketball games there years ago. The evidence of this window is the cracking ancient patchwork in what seems to be the size and shape of a window. On the opposite side of the landing high windows look out to the Sandusky Street, where parts of both old and new campus can be seen. As the teams makes their way down the stairs they note that each step makes a different noise than the last. And that the old wooden railing is lower than ordinary railings. Once in the basement it is almost as if they have left the same building all together. The concrete floors coupled with cinder blocked walls make for a smooth surface. A cold weight room is located in the basement level of Edwards; and with the handle being as smooth and warm as it is leads Alex to believe that many sweaty hands had touched it recently.

At the intersection of Henry St and Winter St there is a very unusual bridge which the group finds to be their next point of interest. Highway 23 goes directly over Winter St, thanks to this overpass. Sporting four elegantly crafted sconces on either side of the entrance, the bridge gives off a feeling of class. Four columns align each side of the street. Steeply inclined sides make it tough for the group to maneuver up to the bridge itself. Once squeezed into the crevasse of under Hwy 23 and the cement ground, the group feels secure. Yet many cars are rushing by right above their heads, it seems as though there is nothing to worry about. Besides the obvious car noise and loud thud tires make as they pass onto the bridge, the team can hear droplets of water falling from an icicle. Textures under the bridge are rough and dusty. And the smells seem to hover between that of exhaust and dirt. All in all the bridge was very interesting. No one in the group had ever taken the time to scale the inclined sides of an underpass so it was a new experience.

On the north east corner of the intersection of Winter St and Franklin St lays The Court of Appeals building. Outside the building conveys a very serious nature. Along the perimeter it is noticed that the basement level windows are covered with spiked bars. This

Alex Maserk, Tom Newman, Newt Kimberly, Hudson Miller

Dr. Krygier

Psycho geology

2/1/11

fact sends shivers to the group and makes this property very unique. The surface of the front porch was covered in kitty litter--most likely to keep visitors from slipping on ice—either way, the smell from the litter dominated the area. Walking inside, the screen slamming shut behind them; it becomes apparent to the group that the employees are not going to allow them to go much farther than the front lobby. A lobby which is no larger than 10'x10' confines the group's observations. Personnel make for an unwelcoming, antisocial environment. While a woman's meowing clock adds an interesting flair to the space and connects oddly to the litter on the porch.

As the group puts an end to their observation quest the last building on their map happens to be the largest, not to mention the most secured building of all. Delaware Elementary school is a gorgeous old school, standing three stories tall and over one hundred yards across, this massive educational mecca holds a bundle of information to be mapped out. Inside the foyer the group waits for a secretary to question their presence. Yet, eager to explore, Alex leaves the group thinking he would be less conspicuous if he went alone. The first floor was filled with children. It seemed almost as though there was no order in the school at all. As a whistle is blown he is reminded of the superiors employed. Boot stomps were the most apparent sound throughout the stairwell, as well as objects being slammed against the metal handrail. The atmosphere was extremely social and welcoming too. Every teacher that passed by Alex smiled and nodded as if he were supposed to be there. Around the corner, the lunchroom was filled with the smell of chicken patty on a bun. Kids screamed and shouted as they ate. Some would slurp their snot up into their nose so as to avoid blowing a passage for air to get through. As Alex comes to the far end of the school he notices that the third floor is all administration, and so as to avoid any misunderstandings with them he decides he had better make his way back down to the first floor. Interestingly enough the scent of laundry detergent lingered in the hallway which was pleasing yet odd. Alex rounds the corner back into the foyer as he hears a woman in high heeled shoes informing his group members that none of them are to step past the foyer doors. Just then she makes sight of Alex coming back into the foyer, the team makes a run for the car parked out front. The school search was a success, Alex was able to compile quite a bit of detailed observations.

This project was one of the most unregulated endeavors we have ever had to complete for a class. We allowed our senses, other than just our sight, to pick up observations. Every group member took part in the exploration and collection of data, while Alex designed and constructed the project itself. The only difficulty that was presented, was figuring out how to electronically place all the observations. Alex spent a lot of time playing around with Word document, placing pictures in columns, and moving pages from one place to another. In dealing with Word document, Alex had to place his map at the end of the observations due to the fact that all other attempts to put

Alex Maserk, Tom Newman, Newt Kimberly, Hudson Miller

Dr. Krygier

Psycho geology

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the image on the front page failed him. This exercise was fun and informational and knowledge acquired from this project will stay with us for many years to come.

Phi Kappa Psi

Smell:

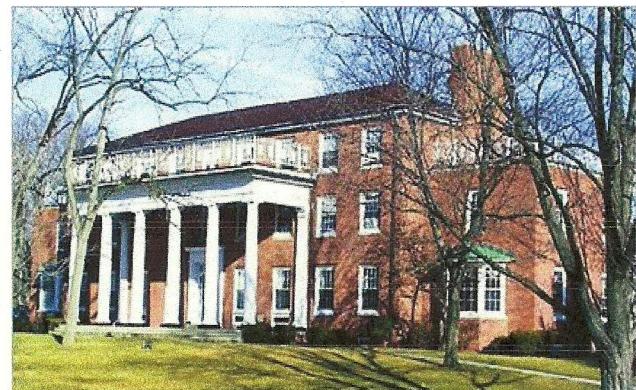
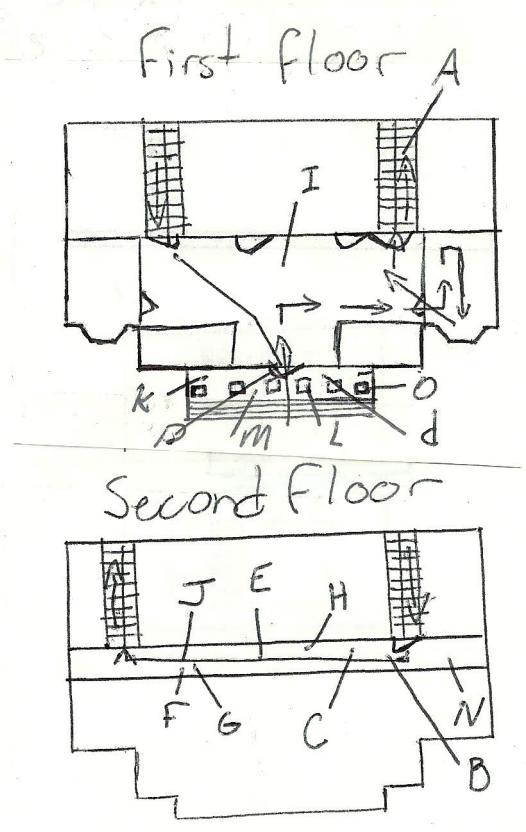
- Fried Chicken(a)
- Dirty Socks (b)
- Sweaty Body Oder(c)
- Cigarette Smoke(d)

Sound:

- Football Announcer(e)
- Mario Party(f)
- Loud Voices (g)
- Slamming Doors(h)

Taste:

- Lemmon Pledge(i)
- Grape Tootsie Pop(j)



Touch:

- Pebble Walkway/Front Porch (k)
- Chipping Paint (l)
- Splintery Baluster(m)
- Warm Plates(n)

Not Mapped Often:

- Six Exterior Columns (o)
- Two Exterior Sconces(p)

Psychoscape:

- Plain/ordinary(q)
- Social(r)
- Inviting(s)
- Tight Spaces Throughout

Bashford Hall

Smell:

- Mixture of Perfume and Axe Cologne (a)



Sound:

- Fan Motor (b)
- Popping Gum (c)
- Scratching Pencils to Paper (d)
- Sick Coughing Individuals (e)
- Squeaky Swinging Entry Doors (f)

Taste:

- Stale (g)

Touch:

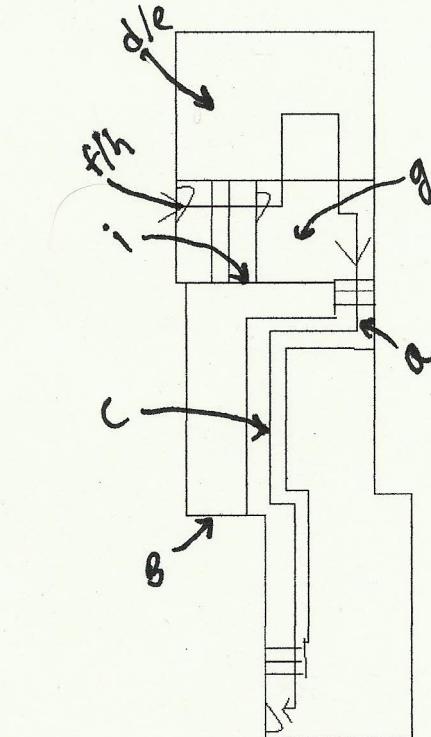
- Smooth Steele Door Handles (h)
- Textured Woven Wall Paper (i)

Not Mapped Often:

- No Exterior Pillars (j)
- Two Exterior Sconces (k)

Psychoscape:

- Strange Yet Welcoming (l)
- Empty (m)
- Antisocial (n)
- Open Spaces (o)



Episcopalian Church



Smell:

- Spicy Ginger (a)

Sound:

- Generator Buzz (b)
- Cawing Crows (c)
- Flapping Bird Feather (d)

Taste:

- N/A

Touch:

- Rusty Door Handles (e)
- Slick Plastic Windows (f)
- Rough Brick Structure (g)
- Cold Flimsy Fire Escape (h)

Not Mapped Often:

- Zero Exterior Columns
- Two Exterior Sconces (light Bulbs)

Psychoscape:

- Unusual
- Mysterious
- Open Surrounding
- Secured
- Unwelcoming
- Strong Sense of Abandonment

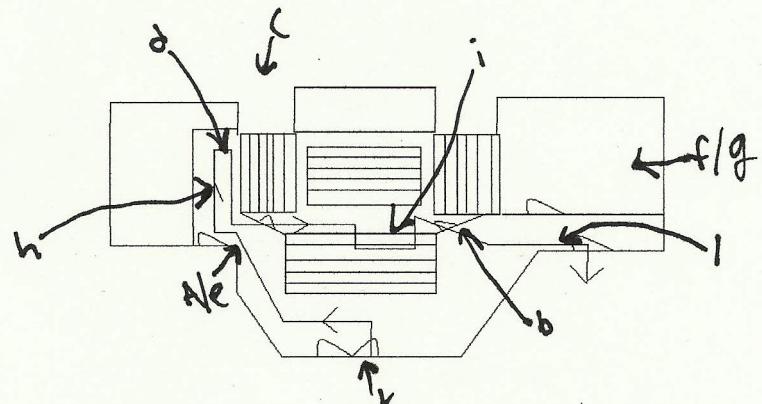
Chappelear Drama Center

Smell:

- Butterscotch (a)
- Dusty (b)
- Trash (c)

Sound:

- Buzzing From Fluorescent Lighting (d)
- Cracking When Doors are Opened and/or Shut (e)
- Echoing Voices Of Emotion (f)
- Ranting Actors (g)



Taste:

- Chalky Butterscotch Candies (h)

Touch:

- Dust (i)
- Rough Painted Walls (j)
- Cold Metal Railings (k)
- Drafty Air Circulation (l)

Not Mapped:

- Four Exterior Columns
- Six Exterior Sconces



Psychoscape:

- Old/Outdated
- Empty
- Repelling/ Not Welcoming

Edwards Gymnasium

Smell:

- Musty (a)

Sound:

- Creaking Wooden Floors (b)
- Echoing Basketball Bounces (c)
- Backboard Bashing (d)
- Rim Ringing (e)
- Sneaker Squeaks (f)
- Individual Arguments Between Voices (g)

Taste:

- Salty Sweat (h)

Touch:

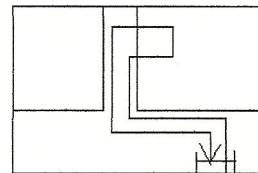
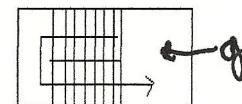
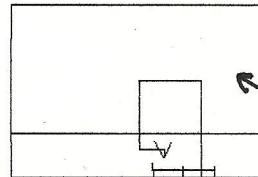
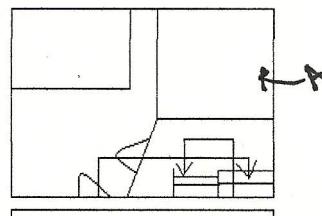
- Waxy Wooden Floors (i)
- Heavy Pressurized Doors (j)
- Thick Handrails (k)

Not Mapped:

- Two Exterior Sconces
- Four Exterior Columns

Psycoscape:

- Awkward Layout
- Varying Spaces from tight to wide open
- Old
- Antisocial





(Winter St and Henry St Intersection)

Winter Street Bridge

Smell:

- Car Exhaust (a)
- Grimy Dust (b)



Sound:

- Car Engines (c)
- Tire Bump Over the Cracks (d)
- Muffled (e)
- Dips of Water Falling From Icicles (f)

Touch:

- Slick Ice (g)
- Mucky Concrete (h)
- Rough Cracked edges of Concrete (i)
- Sharp Shavings of Concrete (j)

Taste:

- Dirt(We did not put the effort in to taste the bridge) (k)

Not Mapped Often:

- Four Exterior Sconces
- Eight Exterior Columns

Psychoscape:

- Strange
- Slanted Angled Surface
- Comfortable and Secure
- Unwelcoming

➤ Uniquely Interesting



- Eire
- Uncomfortable
- Cramped Spaces
- Awkward
- Old/Extremely Outdated
- Antisocial

County Court of Appeals

Smell:

- Kitty Litter (a)
- Peppermint (b)

Sound:

- Meowing Cats (c)
- Slamming Screen Door (d)

Taste:

- N/A

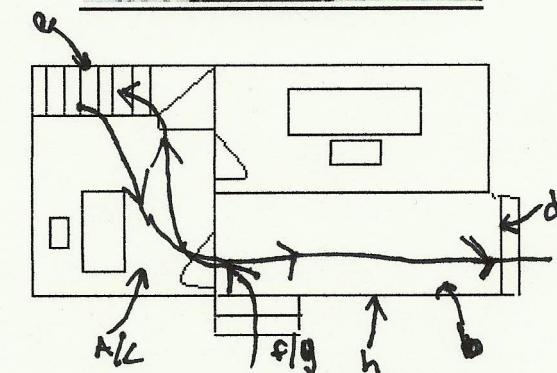
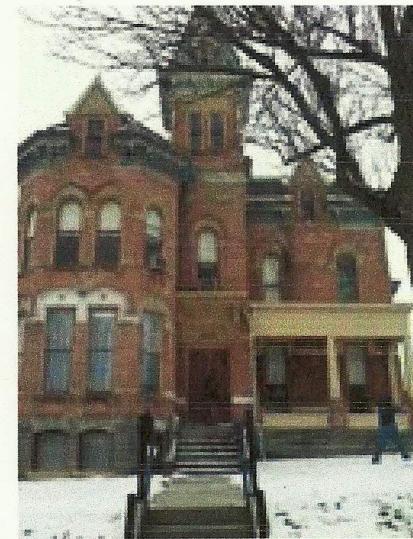
Touch:

- Dusty (e)
- Sticky Door Knob (f)
- Wiggling Handrail (g)
- Spiked Barred Windows (h)

Not Mapped Often:

- Three Exterior Columns
- One Exterior Sconce (Light Bulb)

Psychoscope:





- Smooth Marble
- Iron Door Knob
- Hot Handrail

Not Mapped Often:

- Two Exterior Columns
- Eight Exterior Lights

Psychoscape:

- Welcoming
- Fun
- Very Social
- Wide Open Spaces

Delaware City School

Smell:

- Laundry Detergent (a)
- Chicken Pattie on a Bun (b)
- Stinky Feet (c)
- Onion Breath (d)
- Musty (e)

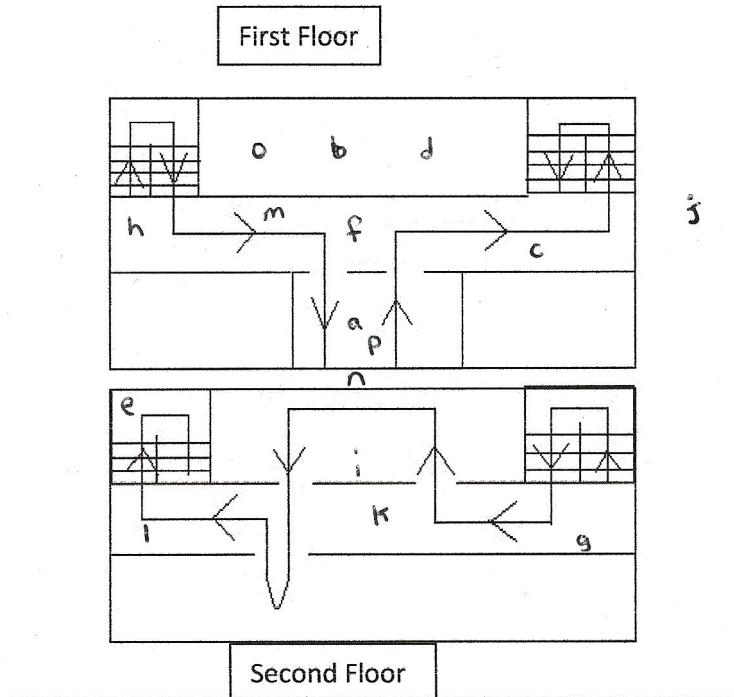
Sound:

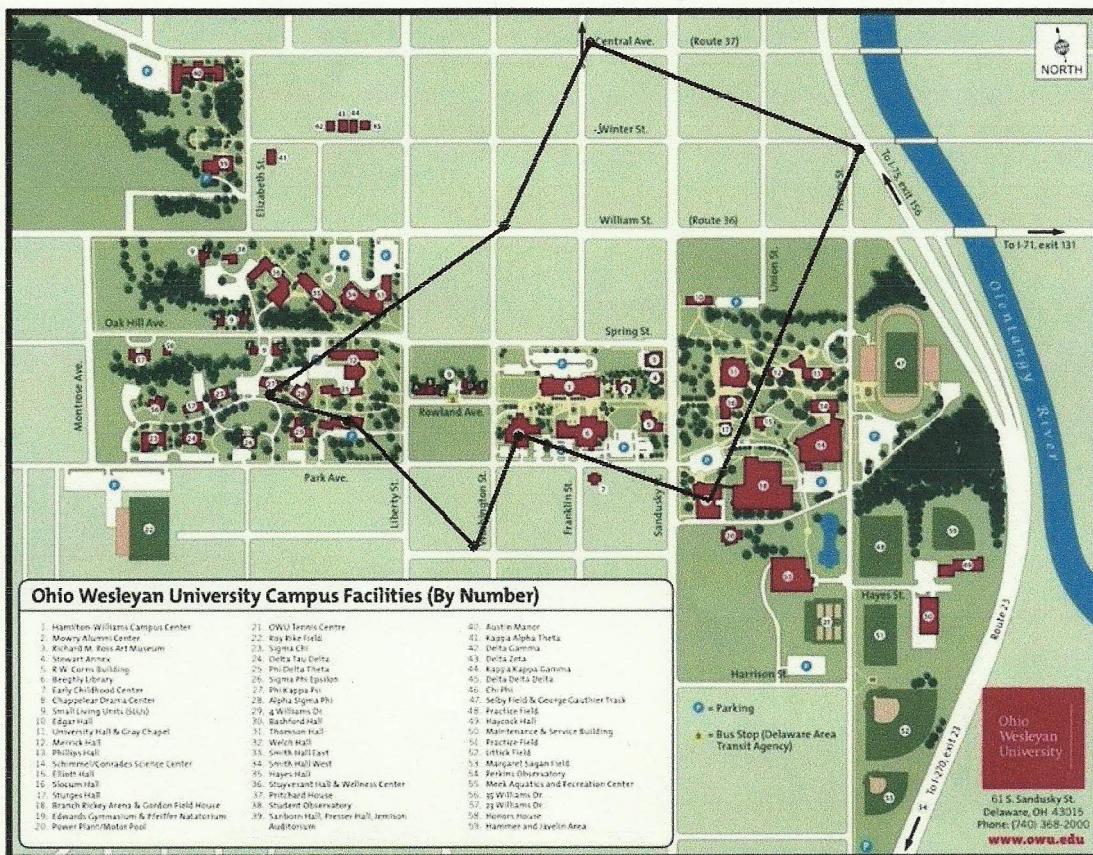
- Stomping Boots (f)
- Clanking Objects Against Metal Handrail (g)
- Shouting, Laughing Voices (h)
- Calm Voices From Teachers (i)
- Blown Whistle (j)
- Clicking Keyboard Keys (k)
- Tapping High Heels on Vinyl Floor (l)
- Slurping Snot (m)
- Shushes (n)

Taste:

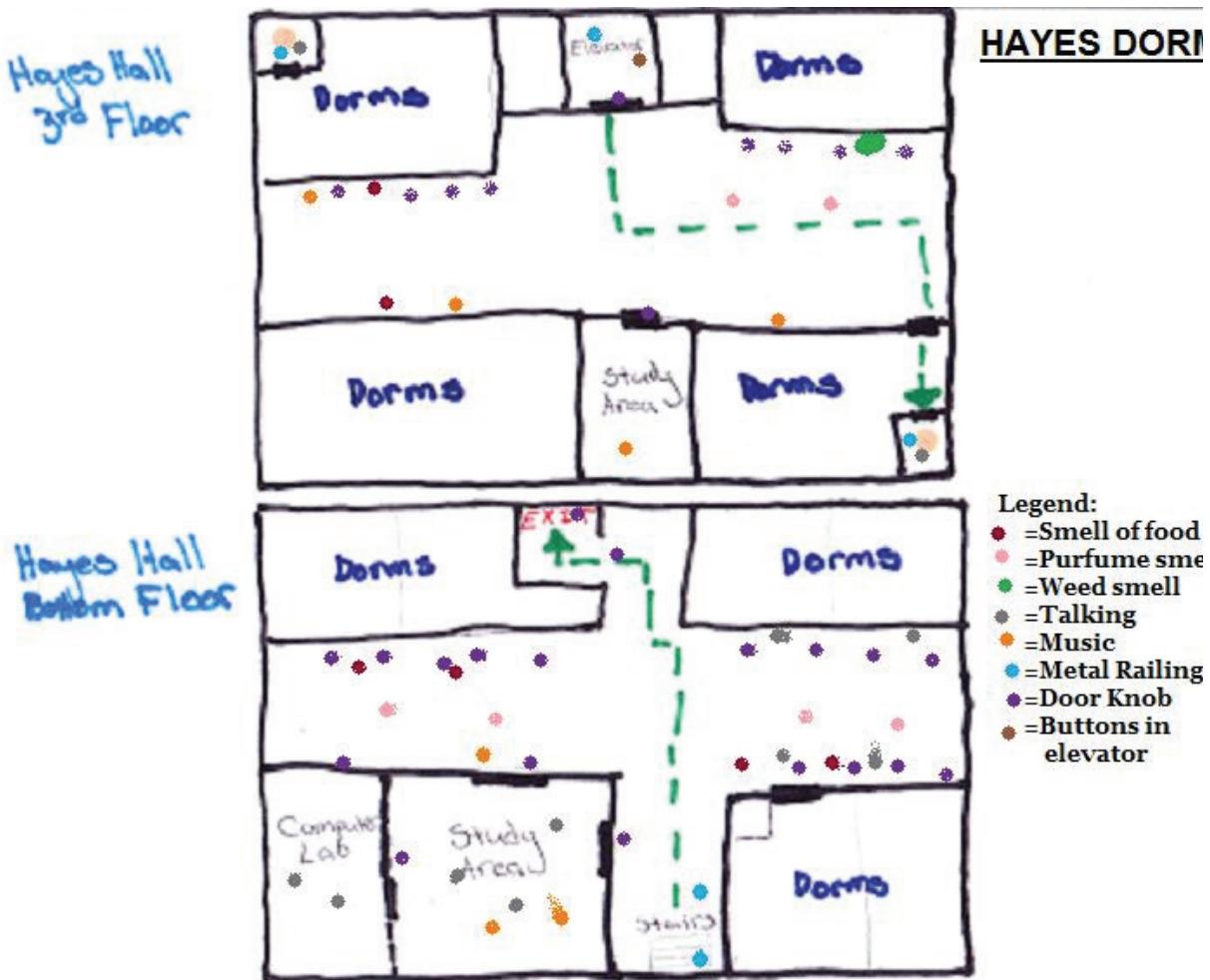
- Lunchables (o)

Touch: Warm (p)





Four On Campus Buildings



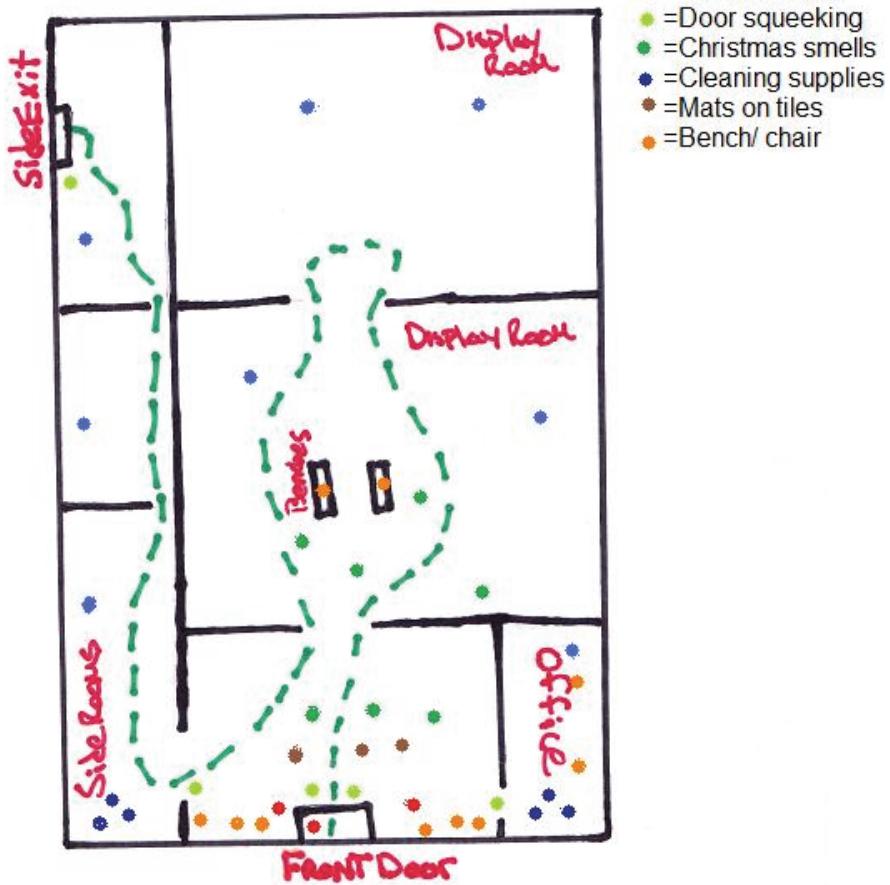


Drama Center

Front Entrance

Legend:
● = Awful smell
● = Table
● = Piano
● = Cold air
● = Talking
● = Chairs
● = Radio

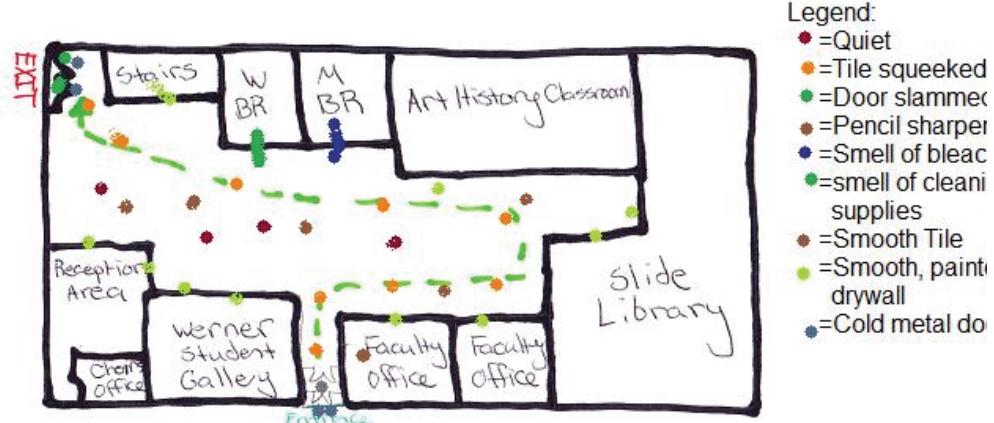
Ross Art Museum



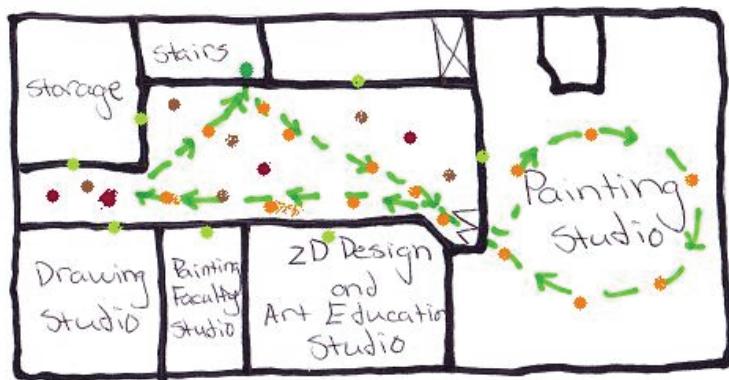
LEGEND:

- = Quiet
- = Traffic sounds
- = Door squeaking
- = Christmas smells
- = Cleaning supplies
- = Mats on tiles
- = Bench/ chair

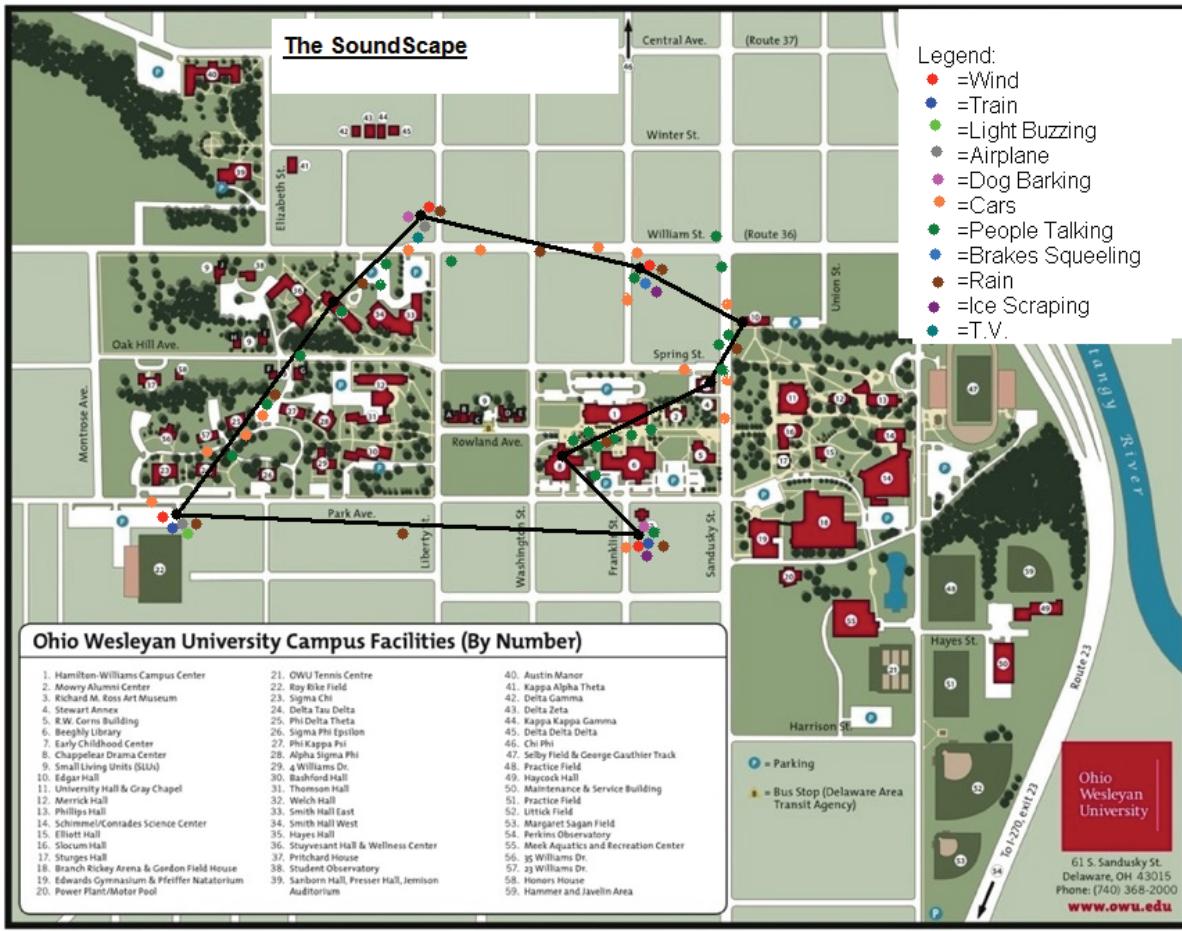
Edgar Hall 1st Floor

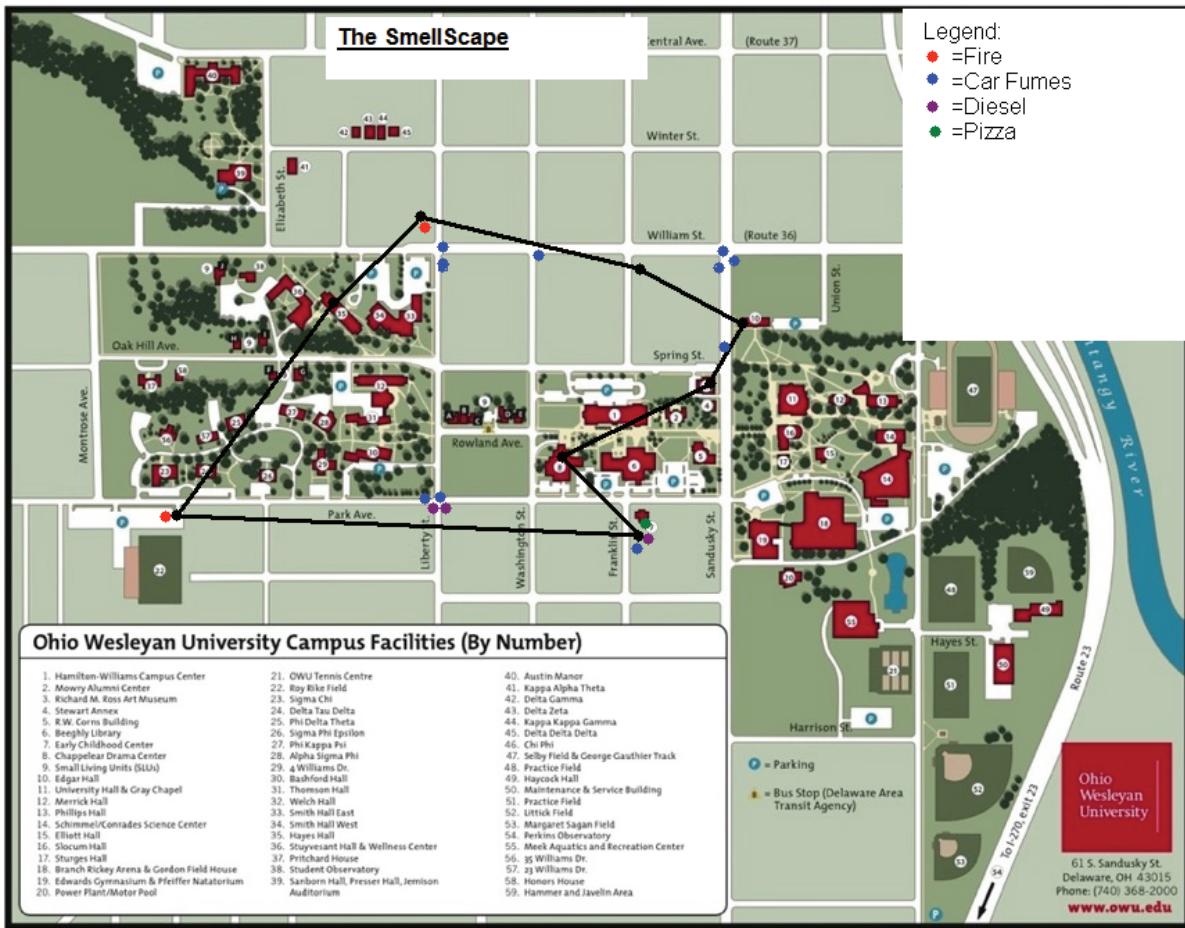


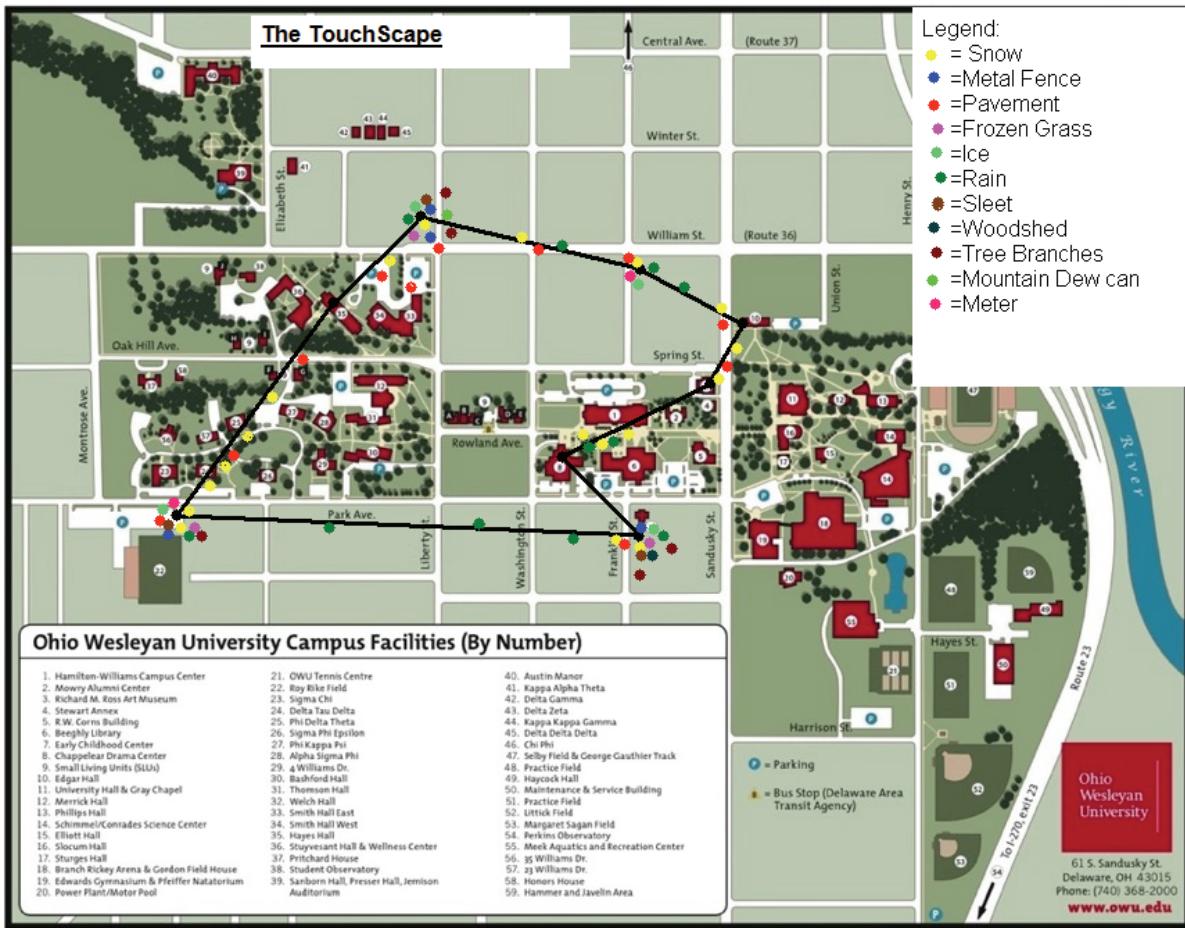
Edgar Hall 4th Floor

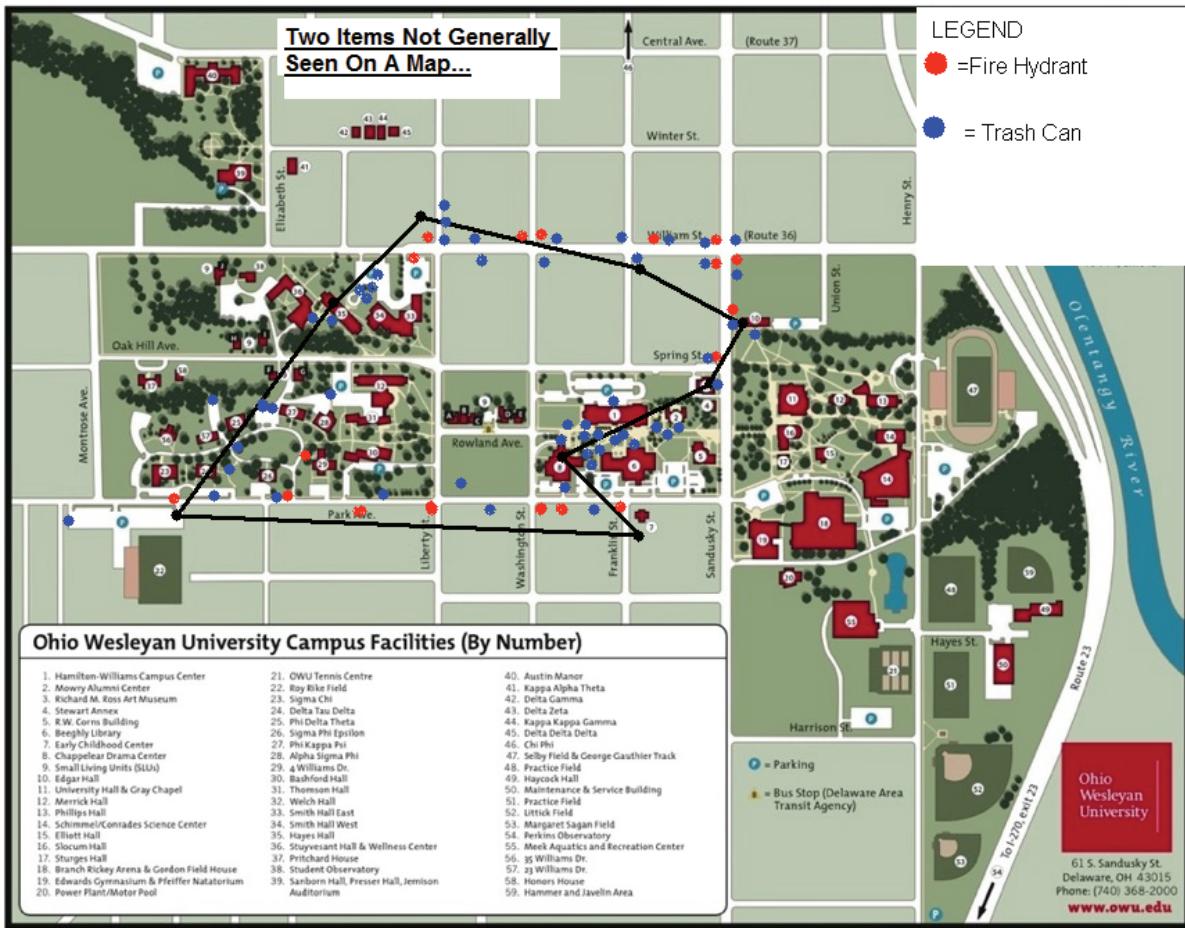


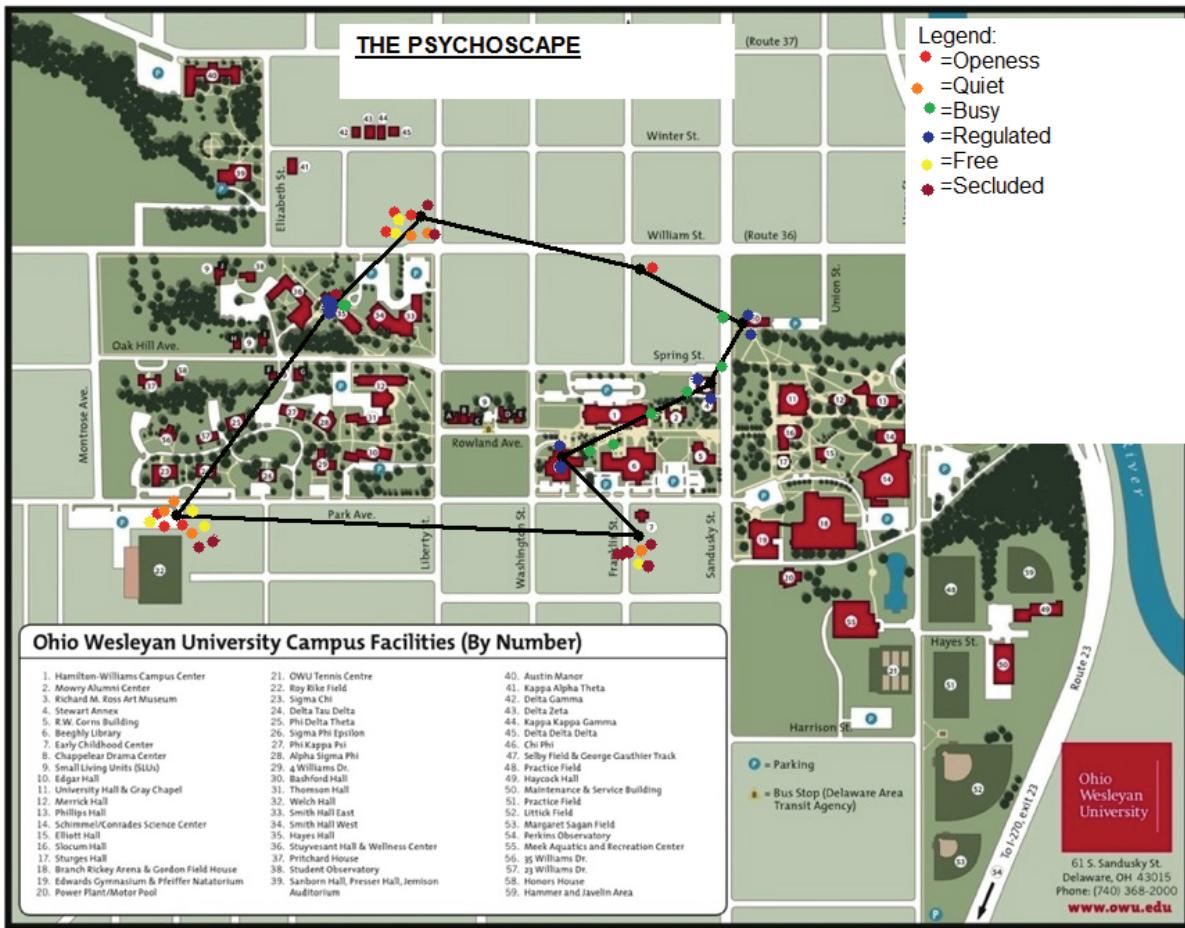
The Six Maps











The Write Ups

Group Responsibilities

Each member of the group participated equally throughout the course of completing this assignment. We began by finding the locations on the university map that we would be visiting and mapped a clear route between the points. In groups of two or three we then went out and walked the line from the map, exploring each of the buildings along the way. From these trips we produced a series of maps and illustrations according to the Mapping PsychoGeographies guidelines, paying attention to the various sound, smell, touch and tastescapes we observed along the way. After completing all of our fieldwork we met as a group in the library to organize all of the information and piece together the final project. Each member of the group took part in both walking the route on the map, completing illustrations, and compiling all of the data. One technique that worked very well for our group was dividing the project up into sections and delegating different tasks to different members. By doing this we were able to work very efficiently, while maintaining communication with the rest of the group. We worked successfully as a team and were able to complete the assignment without any major problems. We look forward to working together again on future assignments.

Second page writeup:

Group Experience

Working on this project was a very interesting experience for our group. After randomly picking numbers to correspond with buildings located on campus we set out to explore each of the buildings, some more familiar than others, to see what we might find. Walking the route between the points on the map was not always fun due to the cold weather and ice, but we tried to make it more enjoyable by breaking into smaller groups and seeing what kind of trouble we could get into with our Geographer Passes. In Hayes Hall, a building all of us know well, we started in the basement and found a lot of girls either studying or doing laundry. They didn't seem to mind us looking around. The more interesting experiences occurred outside though. With the sleet coming down and streets starting to ice, we had to skate along more than walk. Hearing the wind coming through the trees was very interesting as we could really hear the storm getting more intense. Hearing dogs bark while blindfolded was interesting as well. We tried guessing the breed of dog to see if we could match the barks with the type of dog. Overall, we all felt like we agreed that we look at campus a little differently after really walking around just to walk and listen to our senses.

Sean Hagen

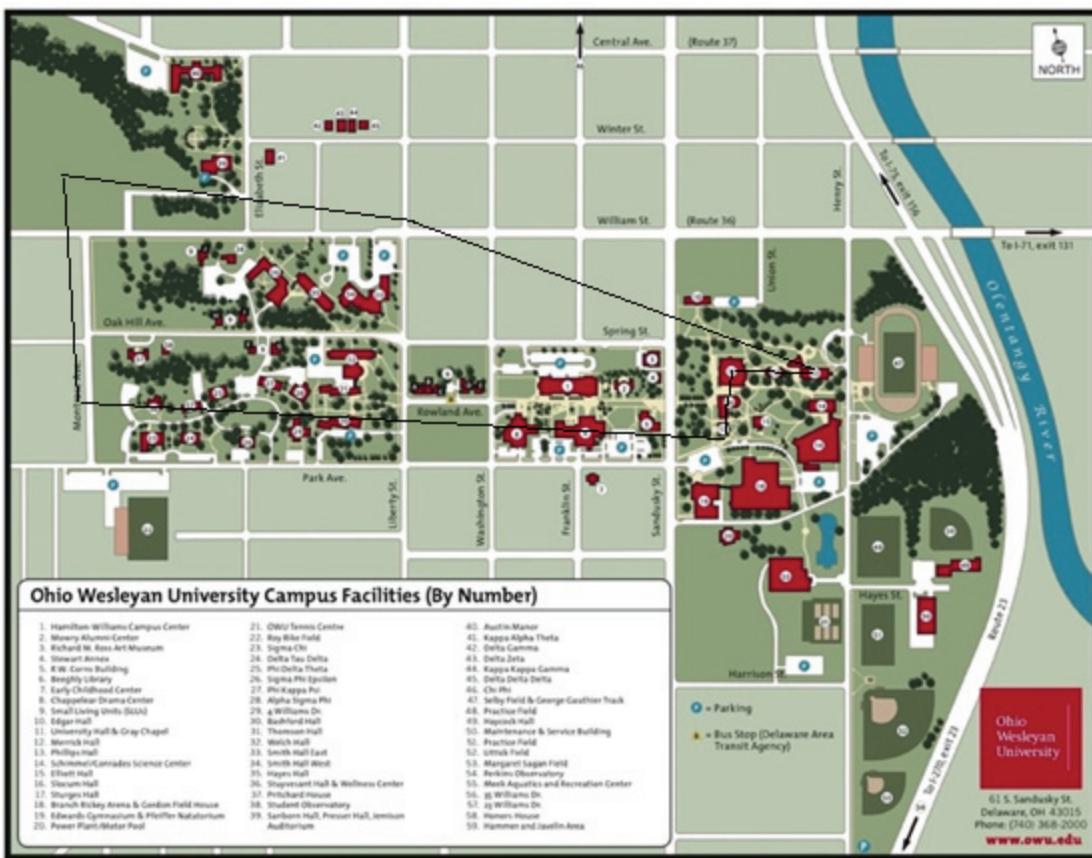
Brandt McDonough

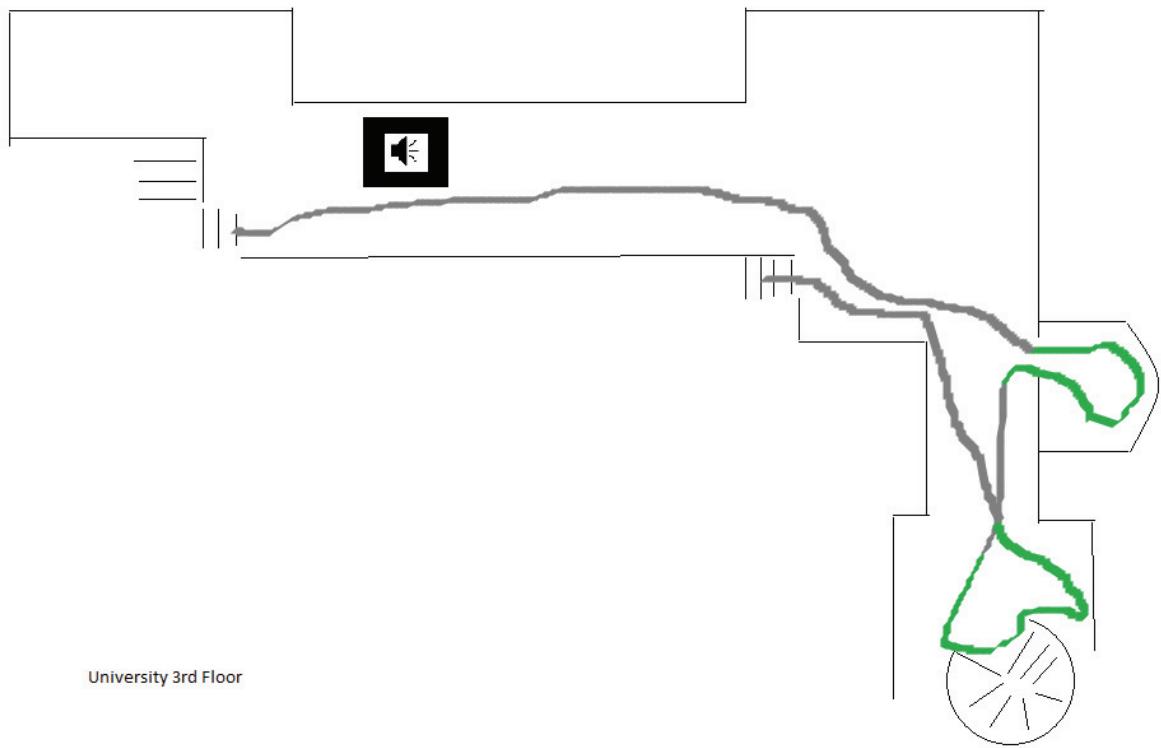
Sean and I explored all the buildings and off campus locations together. Sean covered more of the physical mapping of the buildings we wandered through, while I covered more of the description of sensory experiences I had. There was some overlap between these two aspects of the project, in terms of who performed what. Sometimes I did the physical mapping and Sean recorded the experience. After we explored our randomly selected path, we transferred our long hand maps of the floors we explored in the buildings and our path through them into Microsoft paint. In order to portray our psychological experiences into a visual form, we used color coding to indicate our impressions along our path. We mapped moods ranging from comfortable to uncomfortable and aesthetically pleasing to aesthetically revolting. Color changes along the path through the building indicate a mood change in response to some outside stimuli. In mapping unusual objects, senses and experiences we used pictures from the internet to portray what we were observing. For example, when walking up the marble staircase in Sturges Hall we inserted a picture of marble texture to indicate what we saw and felt. It may have been granite, but we perceived it as marble at the time. Outside of mood, all senses were represented via visuals closely resembling what we experienced.

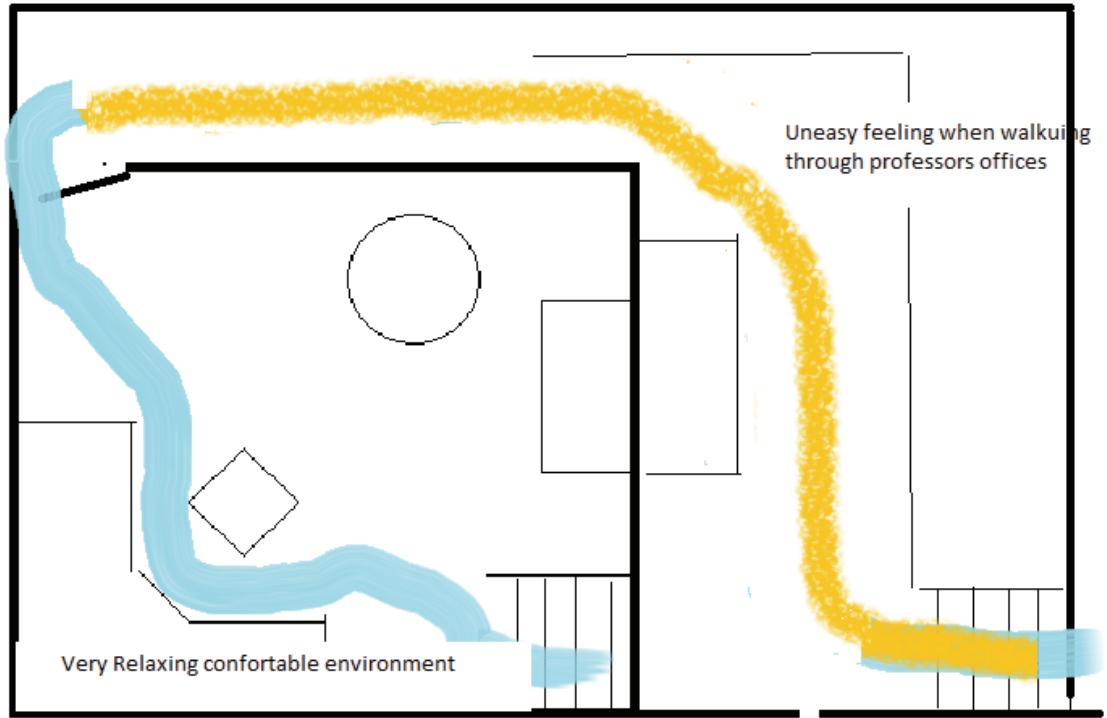
In our explorations we were able to visit buildings and areas I had never been. It was interesting to explore these areas, as there were many nooks and crannies in some of the buildings we wandered through neither of us had found before, especially in University Hall. On the thirds floor of Phillips Hall I ran into someone walking out of the departments of education's office with a dog on a leash. I had never seen anything like that before in a building on campus

and it was very pleasant to see and experience. Another cool experience was venturing into the boiler room in Slocum Hall. The door is usually locked but on this particular occasion we noticed it was open a crack. Peaking in, we realized no one was there and decided to take a look around. It was very loud and relatively small compared to other boiler rooms I have seen. I felt a little uneasy because we were fairly certain students are not allowed in there. One thing I noticed was the biggest compact fluorescent bulb I had ever seen. It lit up the whole room and was right down at eye level. There were what appeared to be two offices or closets within the room, but they were locked. Another thing we noticed was that there was a door that opened up to the outdoors that was not locked. I found this strange that two doors were unlocked to a room normally in accessible. We then walked out the door we came in.

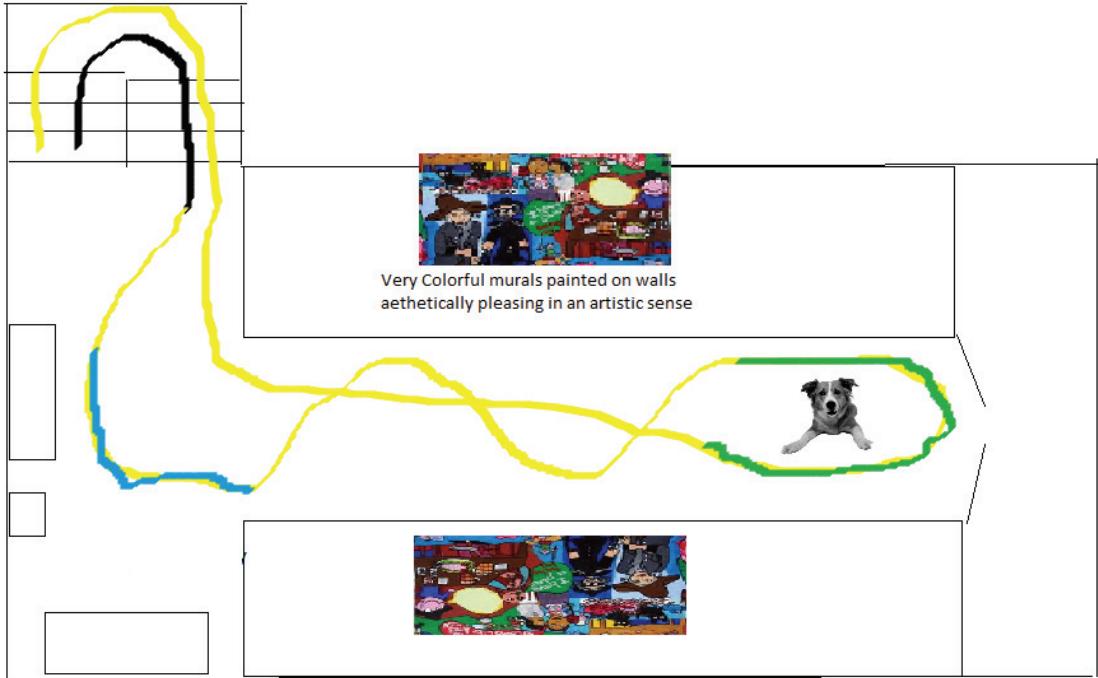
I found it very interesting how after spending almost four years at such a small school that there were still areas I had never explored. It really does make one question how entrenched an individual is in daily routine and how little we care to venture outside of it. It was particularly enjoyable appreciating the different aesthetic aspects of the buildings we explored. For example, stumbling upon rooms that had excellent views of the outdoors was very pleasing. Overall I found the experience eye opening and enjoyable.

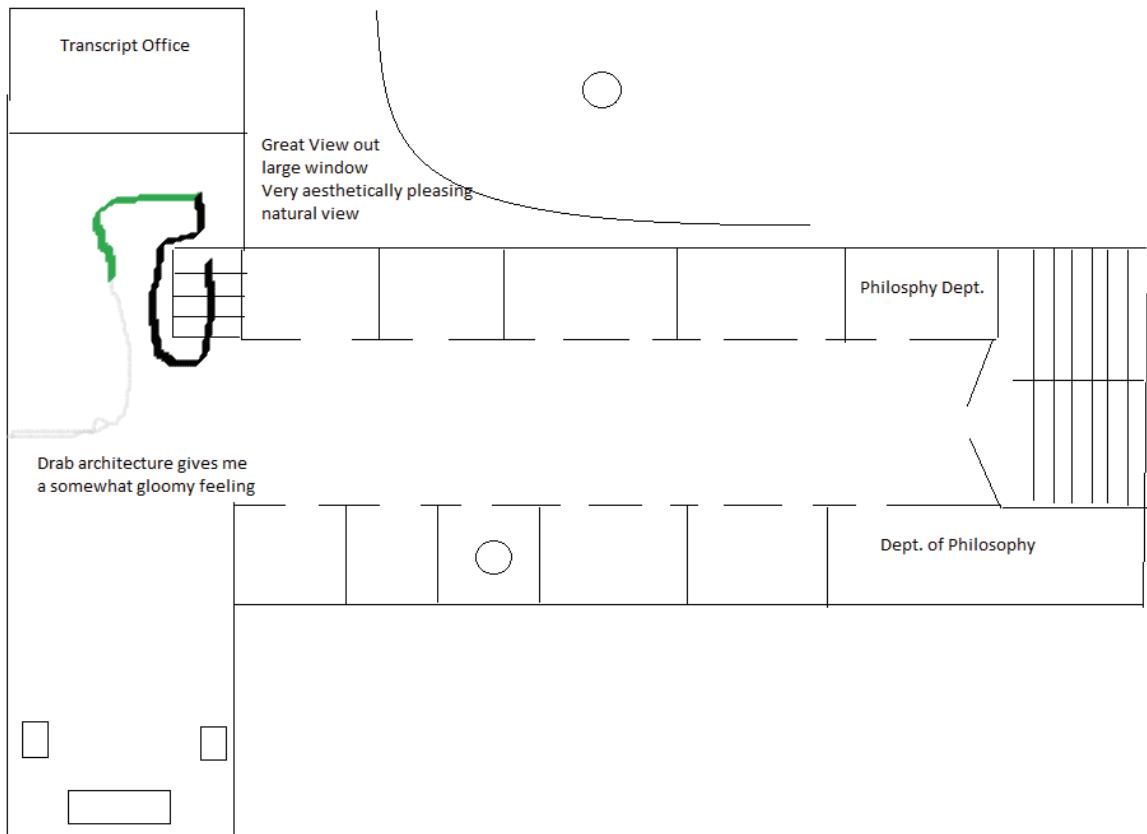




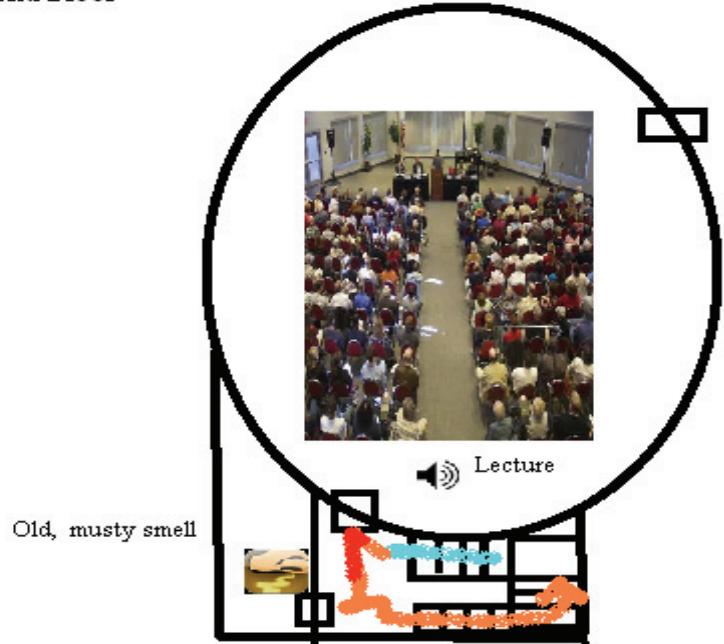


3 rd Floor Sturges

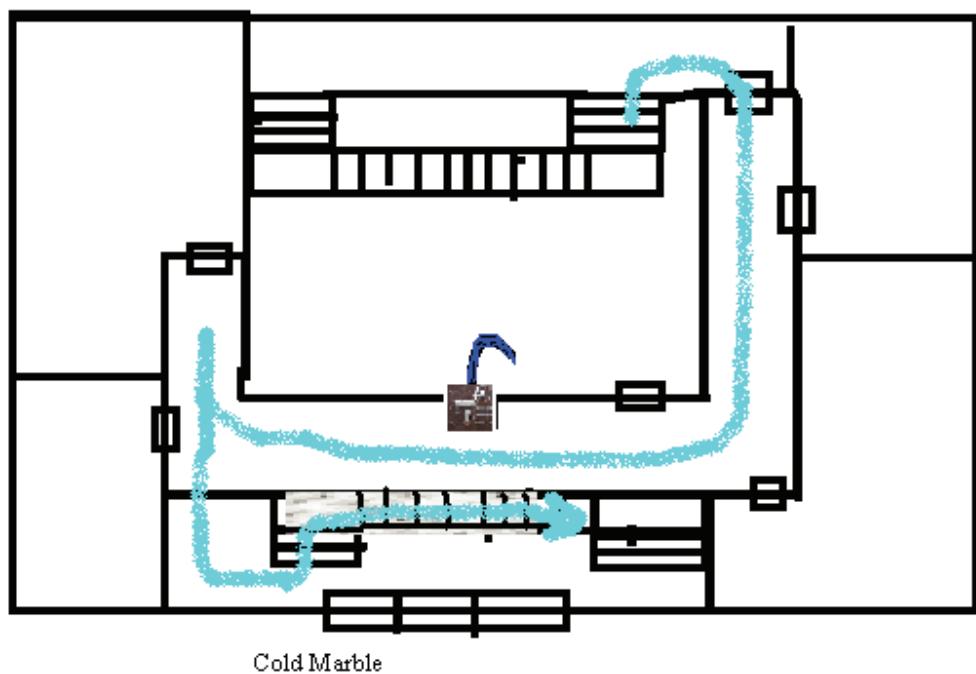




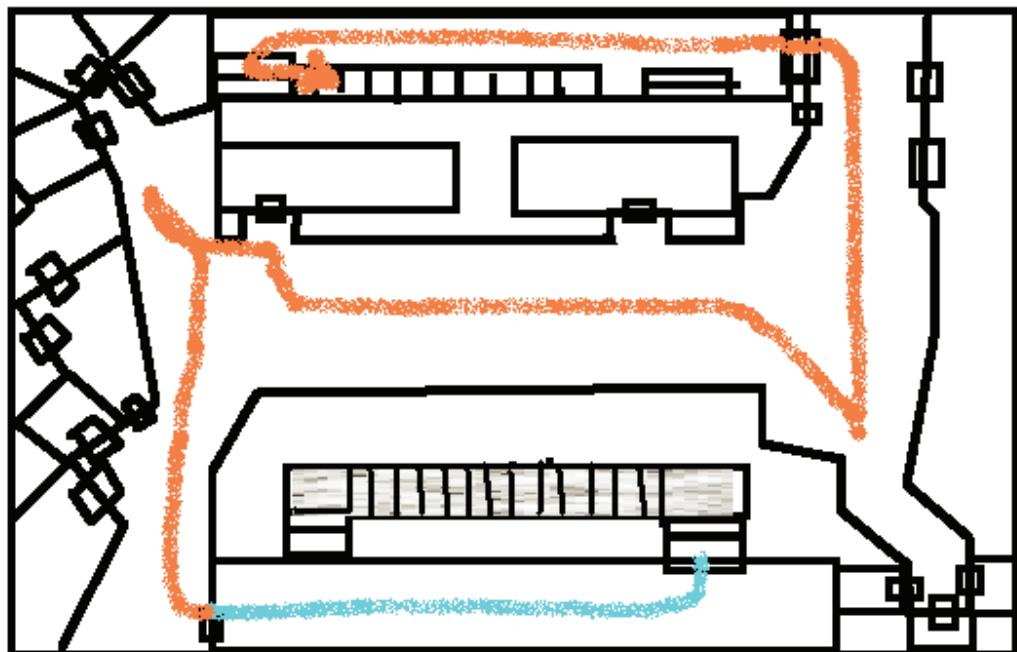
Slocum 2nd Floor



Sturges 1st Floor

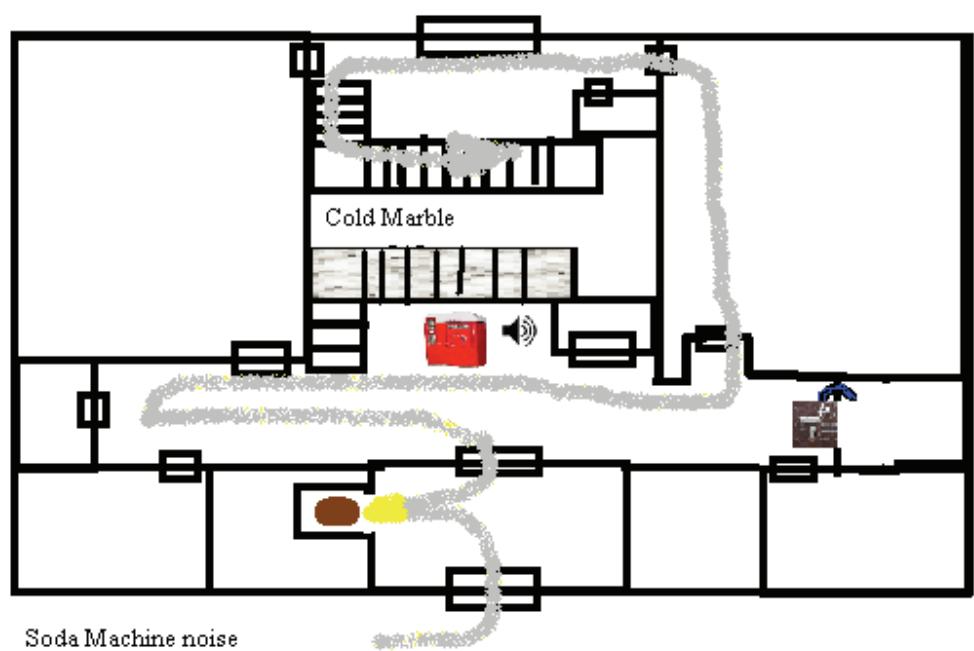


Sturges 2nd Floor



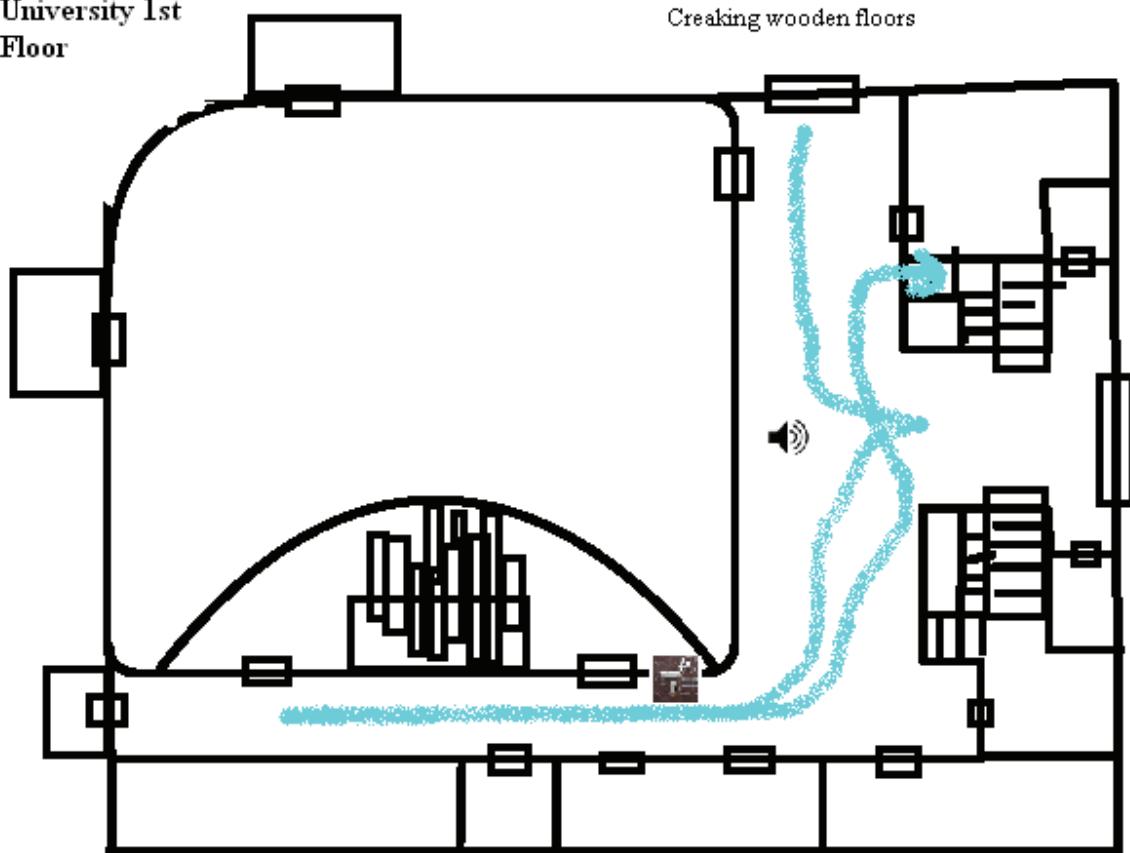
Cold Marble

Sturges Basement

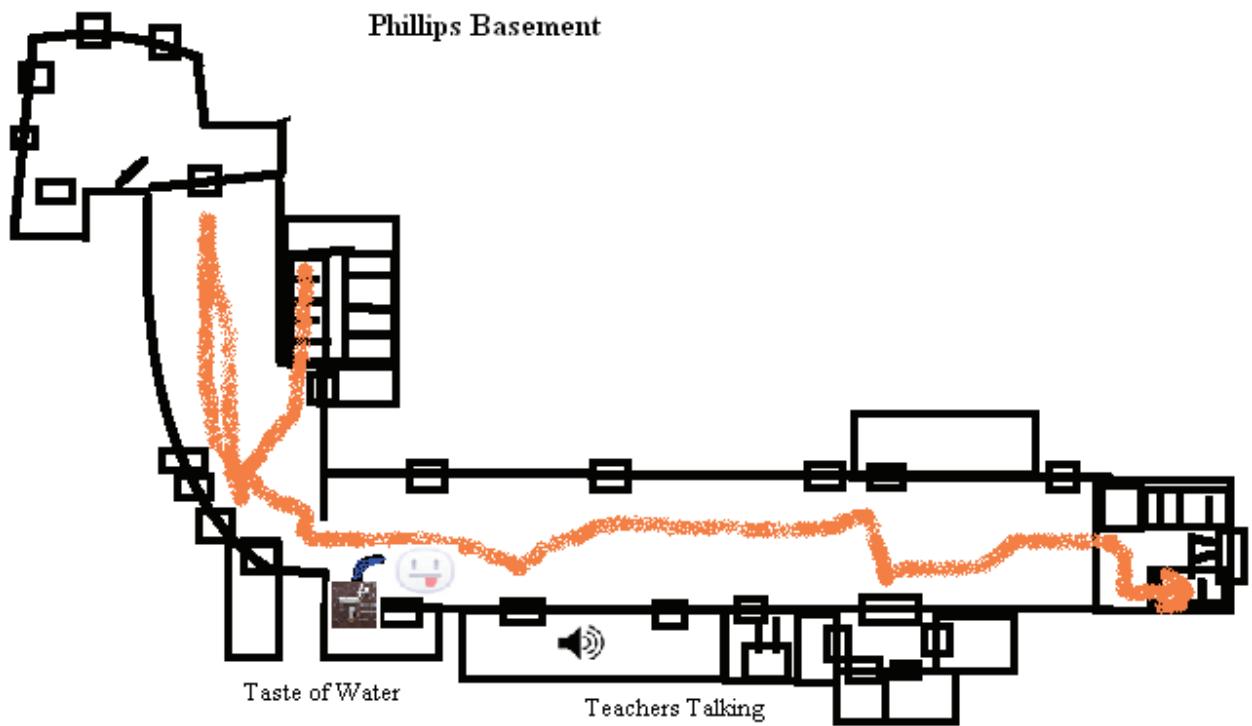


University 1st
Floor

Creaking wooden floors

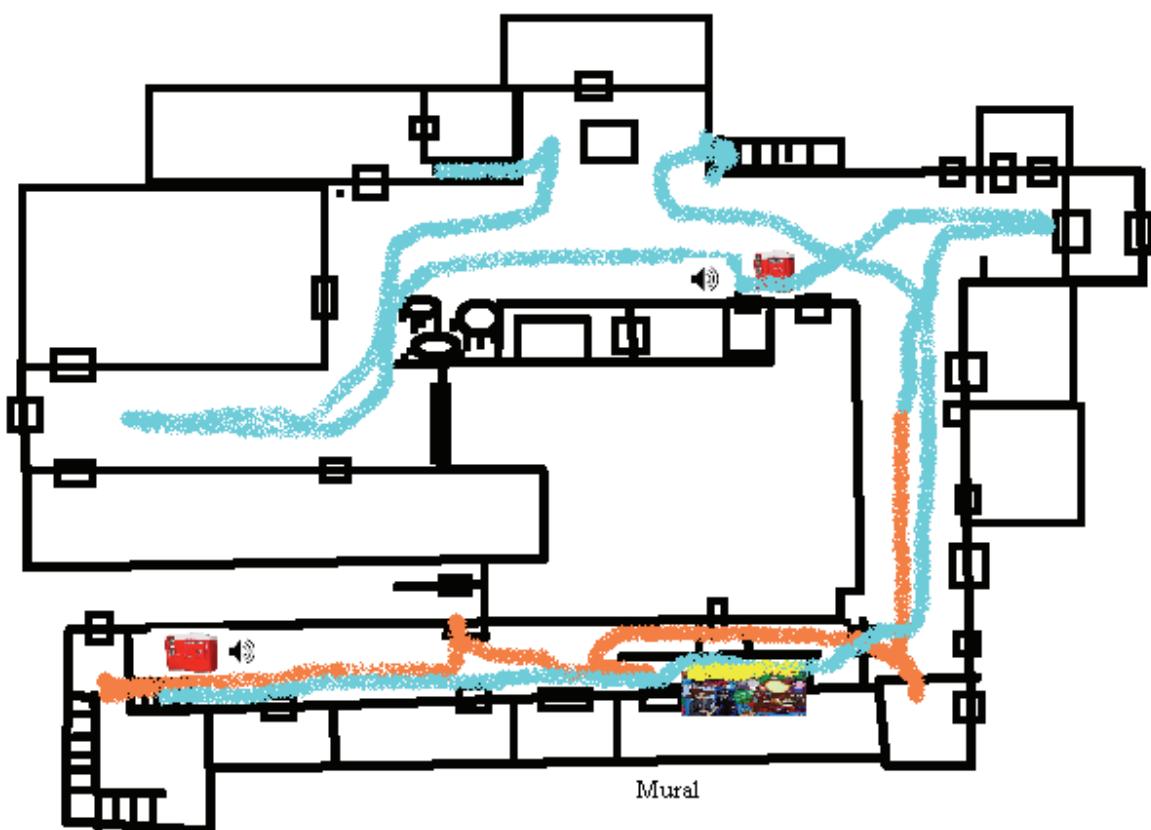


Phillips Basement

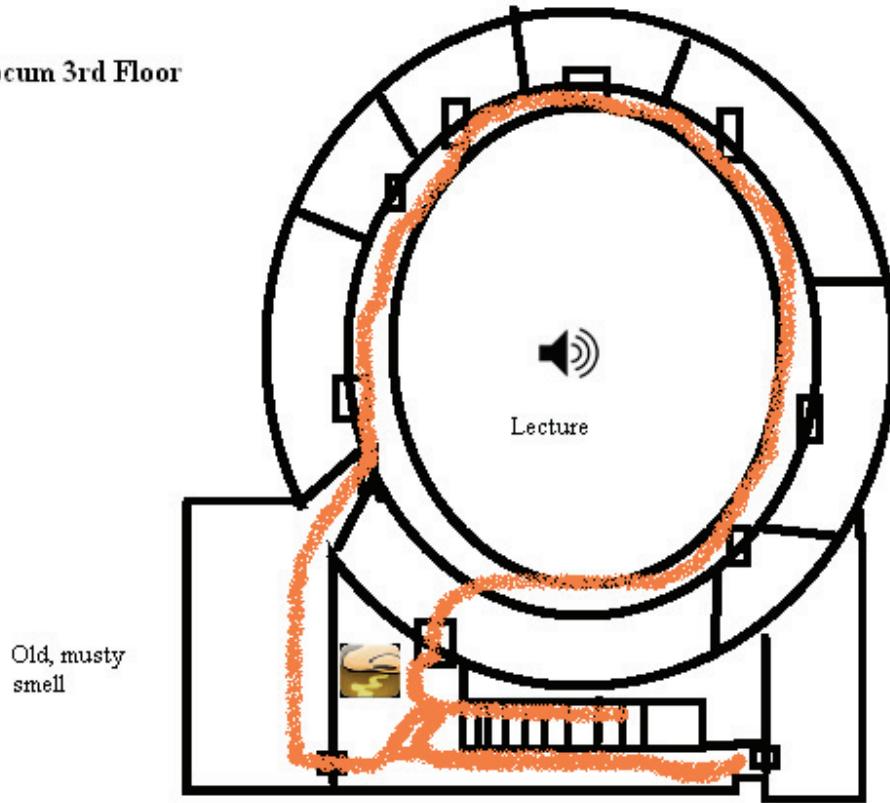


University Basement

Soda Machine noises

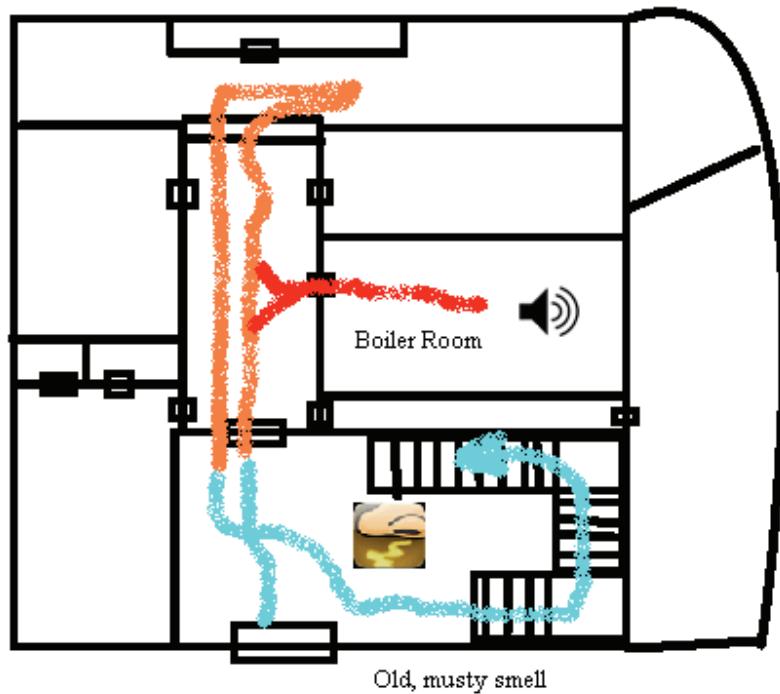


Slocum 3rd Floor



Old, musty
smell

Slocum 1st Floor



Map Legend

		Psychoscape Trail Colors
	Smellscape Icon	 Interesting
	Water Fountain Icon	 Comfortable
	Soundscape Icon	 Uncomfortable
	Tastescape Icon	 Very Uncomfortable
	Soda Machine Icon	 Nature Aesthetic
	Marble Stairs	 Aesthetically Unappealing
	Dog Icon	
	Mural Icon	

Chris Badenhop & Korey Ayers

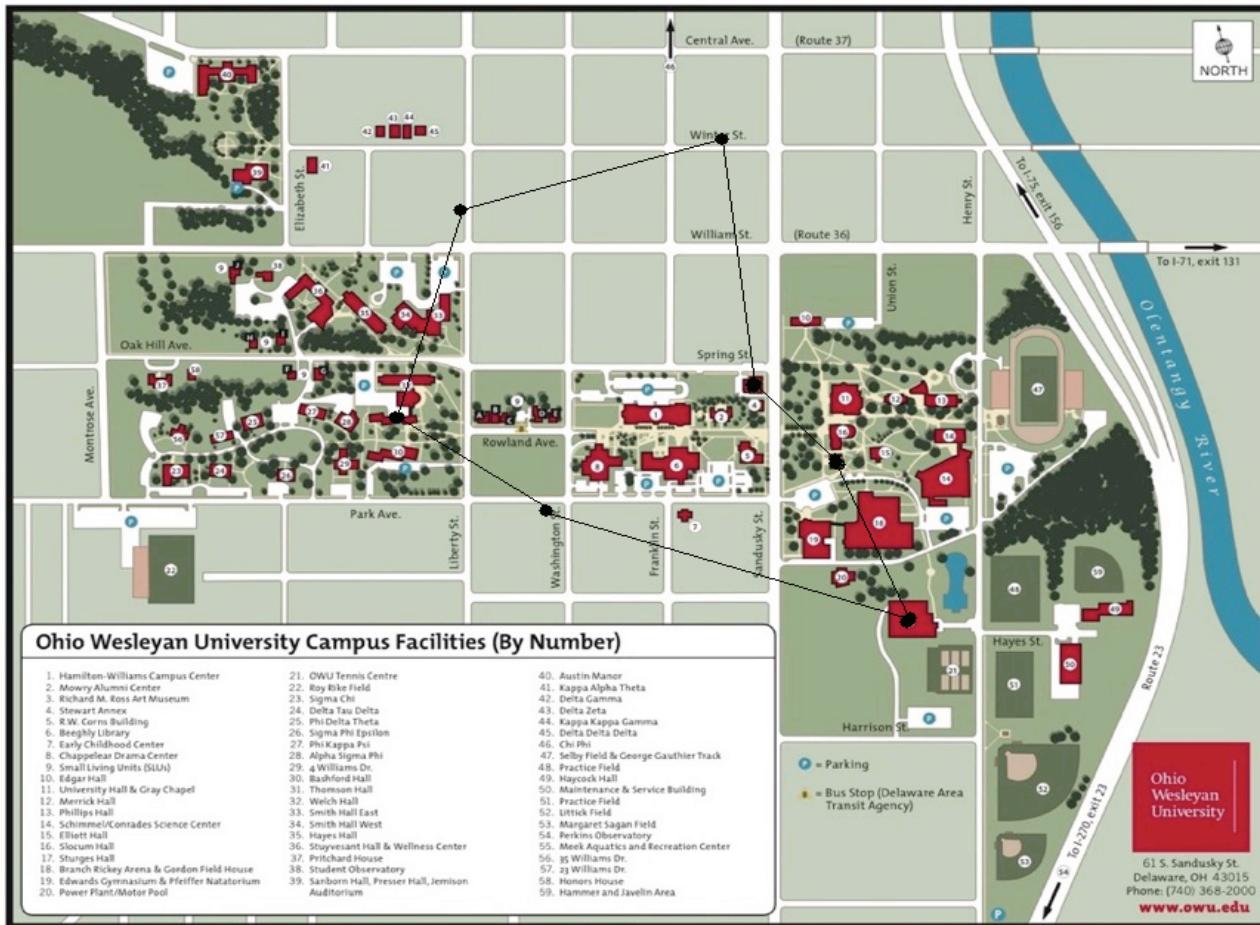
Mapping PsychoGeographies

Chris Badenhop & Korey Ayers

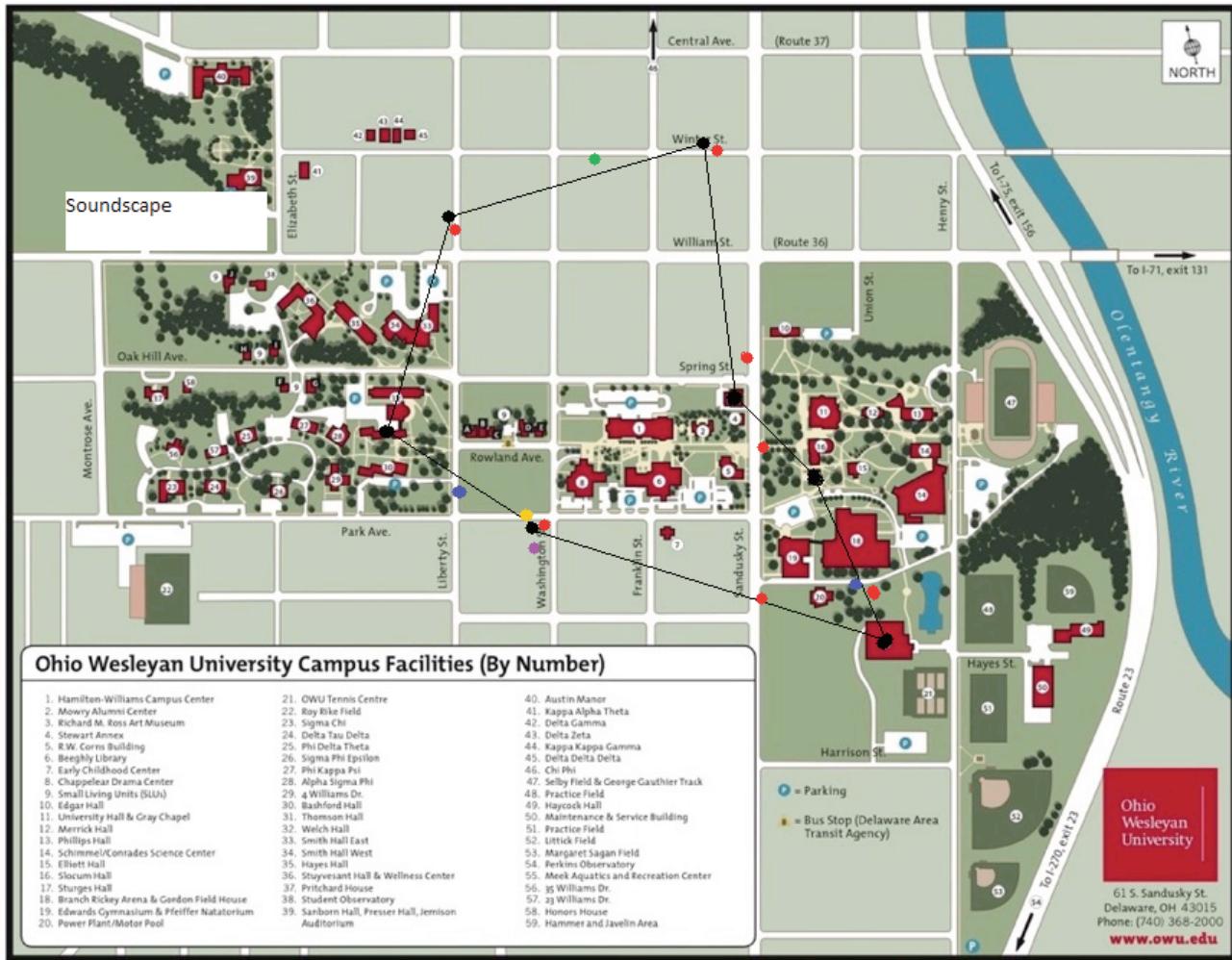
Geography 222 The Power of Maps and GIS

February 2, 2010

Our Course



Soundscape



Red=Cars

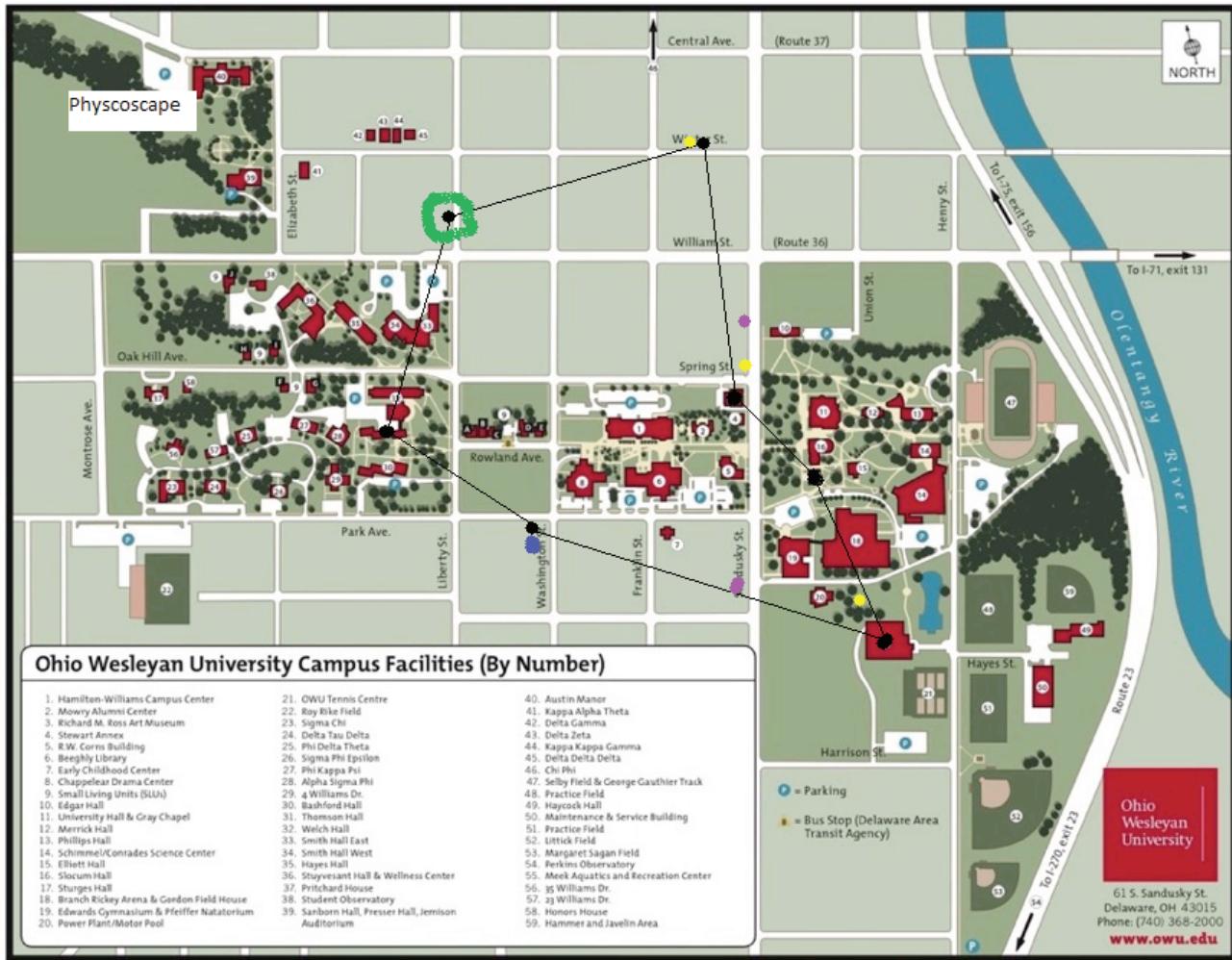
Blue=Sirens

Green=Truck Beeper

Purple=Birds Chirping

Yellow=Car Stereo

Phycoscape



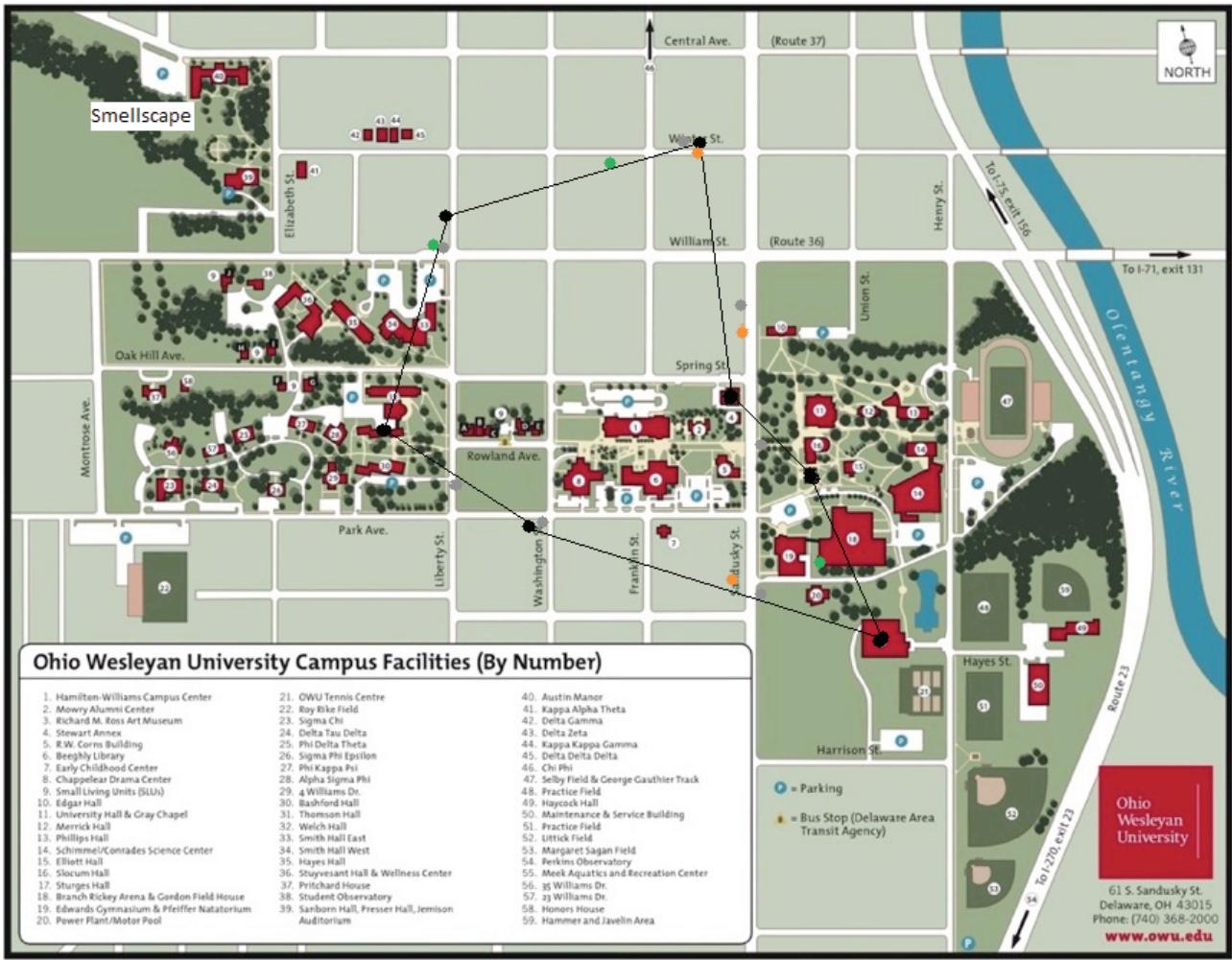
Yellow= Odd, Weird, Awkward

Green=Reminded of Home

Blue=Ready of Go Inside

Purple=Hungry

Smellscape

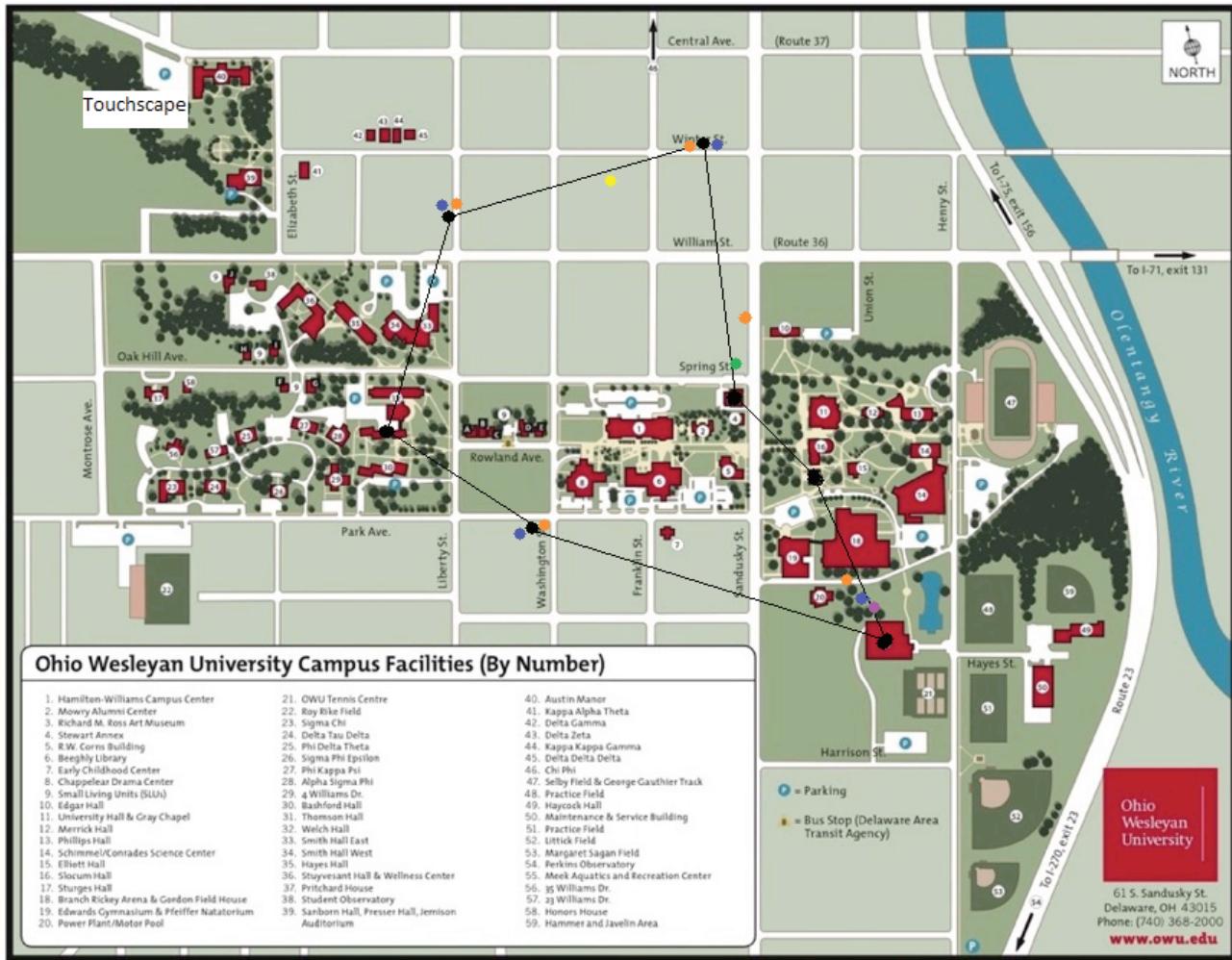


Orange=Food

Grey=Car Exhaust

Green=Garbage

Touchscape



Blue=Snow/Slush

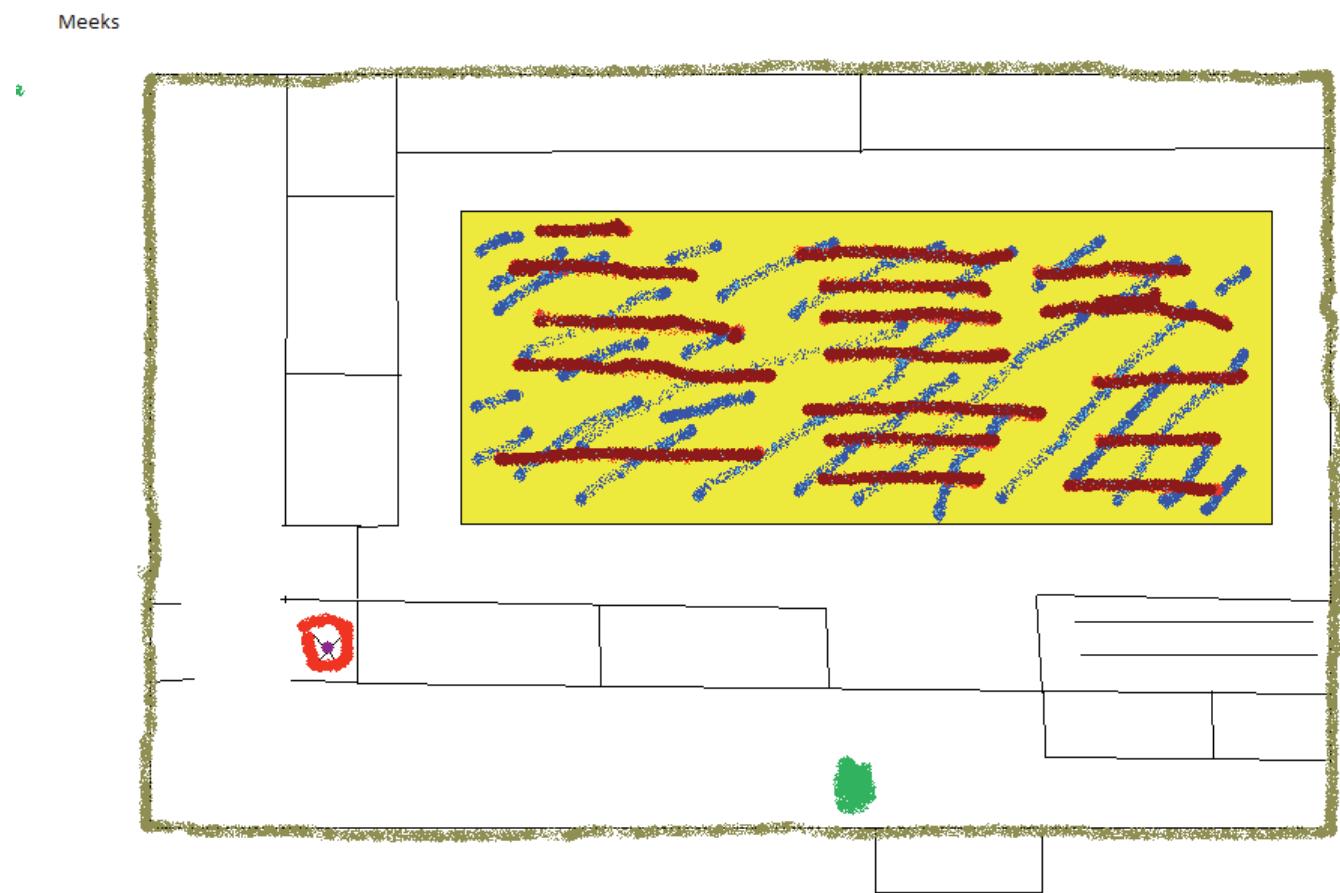
Orange=Cold Metal

Green=Rough, Grainy Brick

Purple=Rough Tree Bark

Yellow=Fuzzy Dog

Meeks Aquatic Center



X=Coke Machine

Sound-Red=Coke Machine Racket, Blue=Water Splashing

Taste-Red=Coke

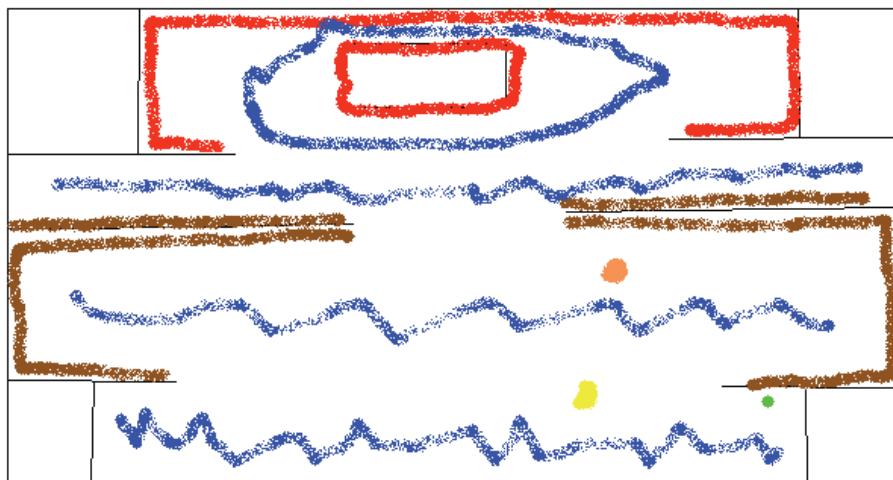
Smell-Yellow=Chlorine

Touch-Gold=Grainy/Rough, Dark Red=Wet

Physco-Green=Awkward

Ross Art Museum Floor 1

Ross Art
Museum Floor 1



Smell-Green=paint

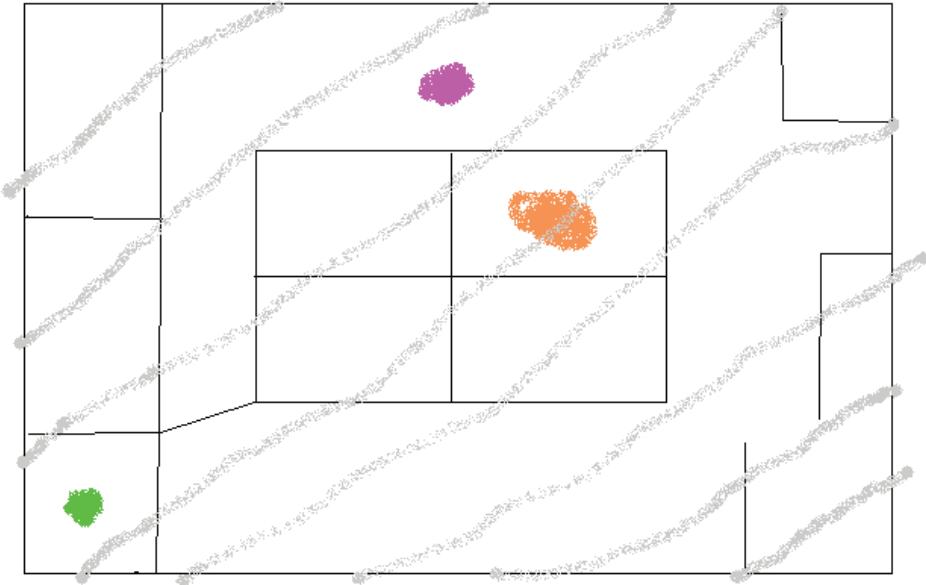
Physco-Brown=Interested, Red=Cultured, Yellow=Welcome

Sound-Orange=Air Vent, Blue-Shoes on Wooden Floor

Touch=Nothing (It's a museum)

Ross Art Museum Basement

Ross Museum
Basement

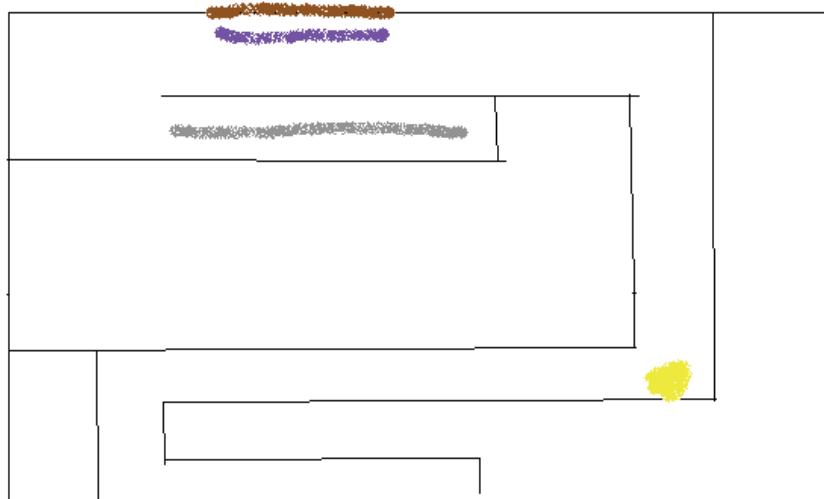


Smell-Silver=Musty, Green=Paint, Orange=Machinery

Physco-Pink=Overwhelmed

Sturges Floor 1

Sturges Floor 1



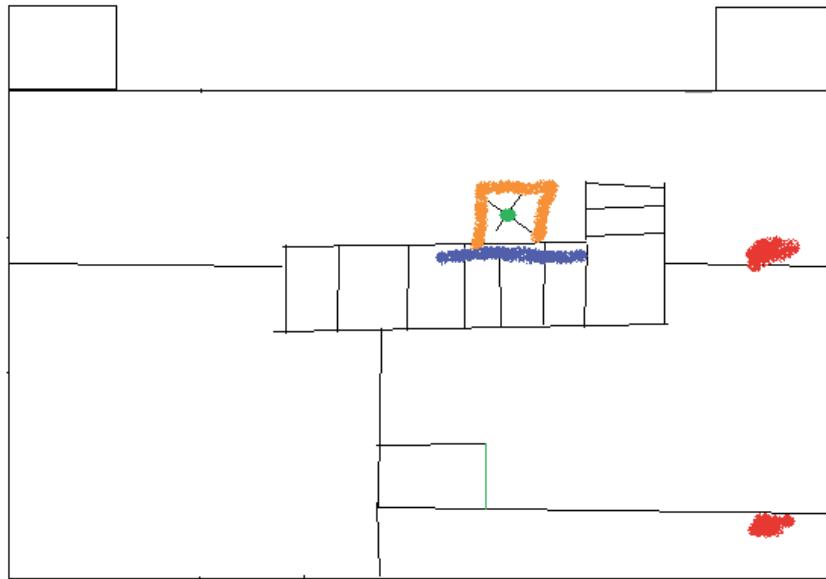
Smell-Brown=Old Wood

Physco-Purple=Studio, Yellow=Awkward

Touch-Grey=Slick

Sturges Basement

Sturges Basement



X=Coke Machine

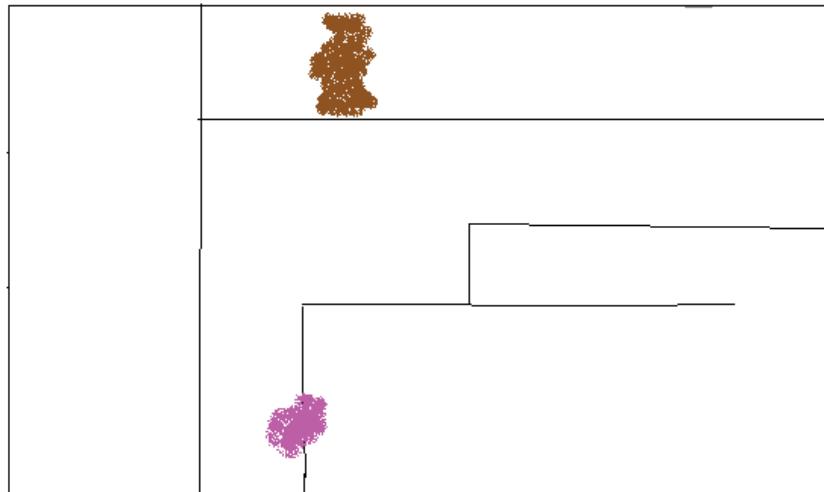
Taste-Green=Coke

Sound-Red=Professor Talking, Blue= Vent, Orange=Coke Machine

Chris Badenhop & Korey Ayers

Sturges Floor 2

Sturges Floor 2



Physco-Pink=Welcome

Sound-Brown=Secretaries Talking

Chris Badenhop & Korey Ayers

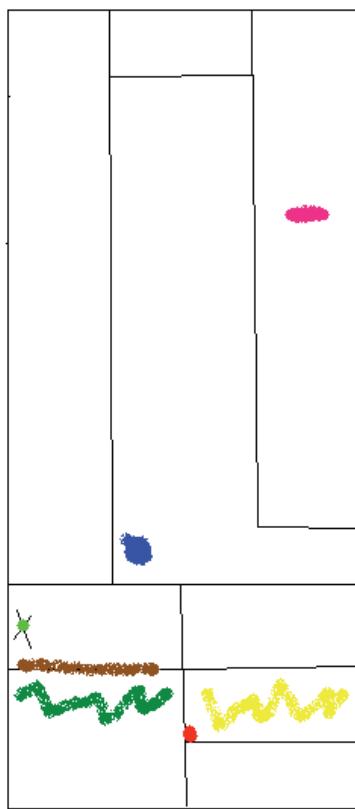
Sturges Floor 3

Sturges Floor 3



Physco-Blue=Awkward/Stared Down

Thompson Floor 1



Thompson Ground Floor

X=Coke Machine

Sound-Red=TV, Brown=Cleaning Ladies Talking, Pink=Washing Machine

Physco-Dark Green=Hungry

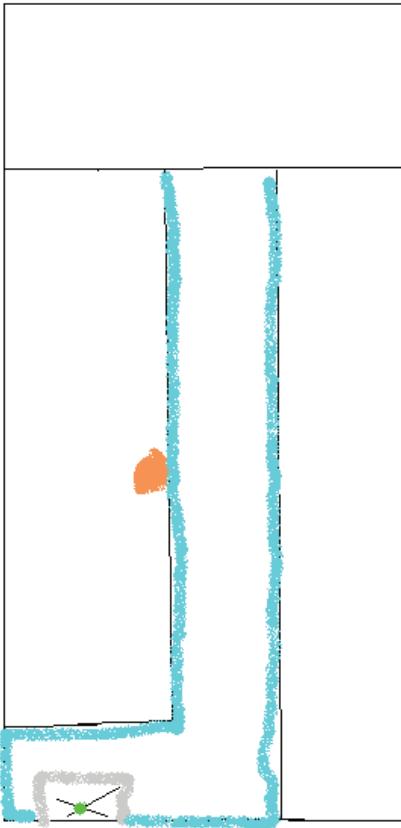
Taste=Light Green=Coke

Smell-Blue=Cleaning Products

Touch-Yellow-Fuzzy

Thompson Floor 2

Thompson Floor 2



X=Coke Machine

Smell-Orange=Trash

Sound-Grey=Coke Machine

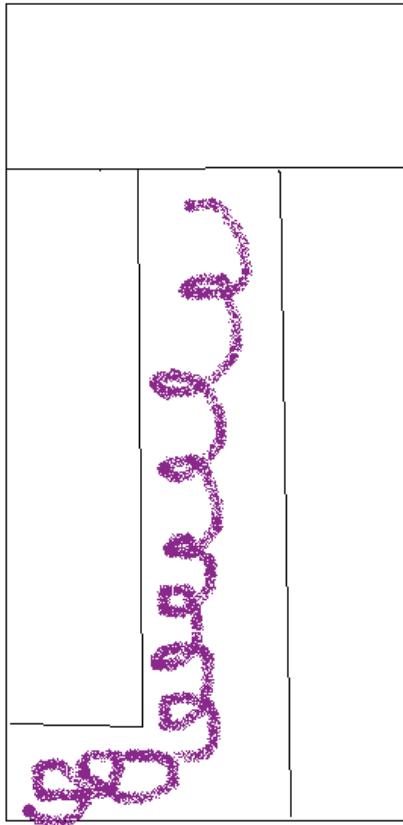
Taste-Green=Coke

Touch-Blue=Rough/Grainy

Chris Badenhop & Korey Ayers

Thompson Floor 3

Thompson Floor 3

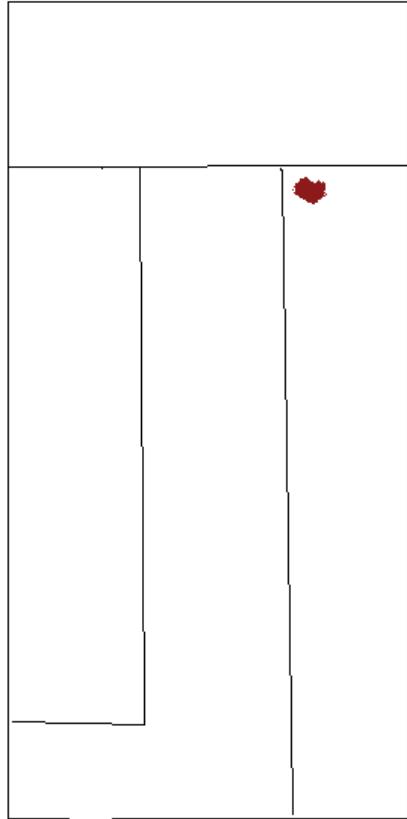


Smell-Purple=Women's Beauty Products

Chris Badenhop & Korey Ayers

Thompson Floor 4

Thompson Floor 4

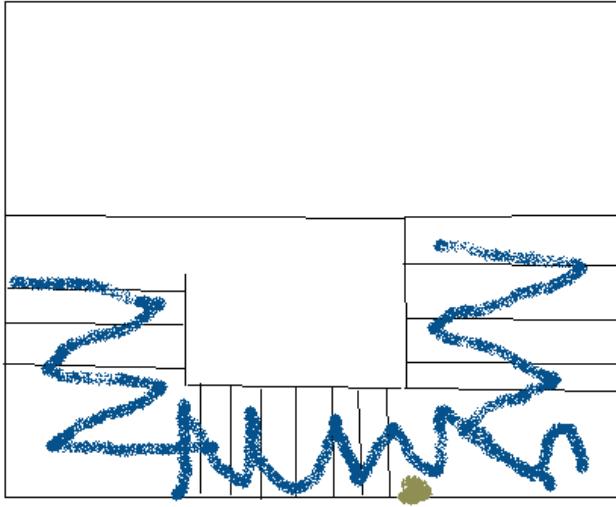


Sound-Dark Red=Cell Phone

Chris Badenhop & Korey Ayers

Thompson Elevator Room

Thompson Elevator Room



Physco-Blue=Cold

Sound-Gold=Garbage Truck

Chris Badenhop & Korey Ayers

Korey Ayers

Chris Badenhop

What each person did in the project

We both went out at the same time and observed the six things that we were supposed to map. We took the time we had and walked our path together that we made. While we were walking our path we both made the observations of smell, taste, touch, sound, things usually not on a map, and psycho geography. We both had different things that we came up with at each place we observed. Our ideas were different but when we told each other what our observations were the other one of us quickly noticed what the other had said. While we were out, Korey took the notes of the different observations both of us had come up with. When we went inside the four buildings on campus, Chris drew all the maps of those buildings and where we went while we were inside them. After our observations were done we split up the work that needed to be put on paper. We both had ideas on how we should go about putting together our final work. Chris put the maps that he drew on the computer and made a guide of the observations that we made while we were out observing the different things. Chris also transferred the map of where we walked and our observations we made onto the computer. Korey wrote the two page report that is required for the final project.

Interesting Experiences

Nothing too crazy happened to us while we were going around. We did go to Meeks Aquatic Center and the lady who was working at the desk there seemed really confused about why we were just walking in there observing things. She seemed like she thought it was really strange. Also we went to the art museum and had to show the guy working there, our official psychogeography investigator card. We asked if we could go to the basement to observe things down there and he said that he had to be with us while we went down there. So we agreed and he took us to the basement. We told him several times that our project was for geography and not for art, but I don't think he understood that we didn't really need to see every little thing that they did there. He literally showed us every single room and closet and what they did in each room. It took us like ten minutes for him to show us everything but it didn't need to be that long. Oh well, I guess we got what we needed while we were there. Other than those two experiences, we didn't encounter too many people.

Nick Ziegenbusch

Sayan Ghosal

William Saunders

Patrick Bassett

Power of Maps-Professor Krieger

2/1/11

Semi-Hex Psychography

Our approach for our psychography was decided to be more outside than in, with random points on a large scale map of the campus decided by the ever-able William Saunders. The members of the group were each assigned various senses to record along the path. Sayan Ghosal was asked to record the smells of the trip, and also to draw maps of the Delta Tau Delta, and Corns Buildings. Patrick Bassett was assigned the senses of touch and taste as well as providing a map of Stuyvescant Hall. William was assigned the Sound and Psychoscapes. I was simply charged with finding a few items that are worth distinguishing that often slip through the fingers of most mapmakers.

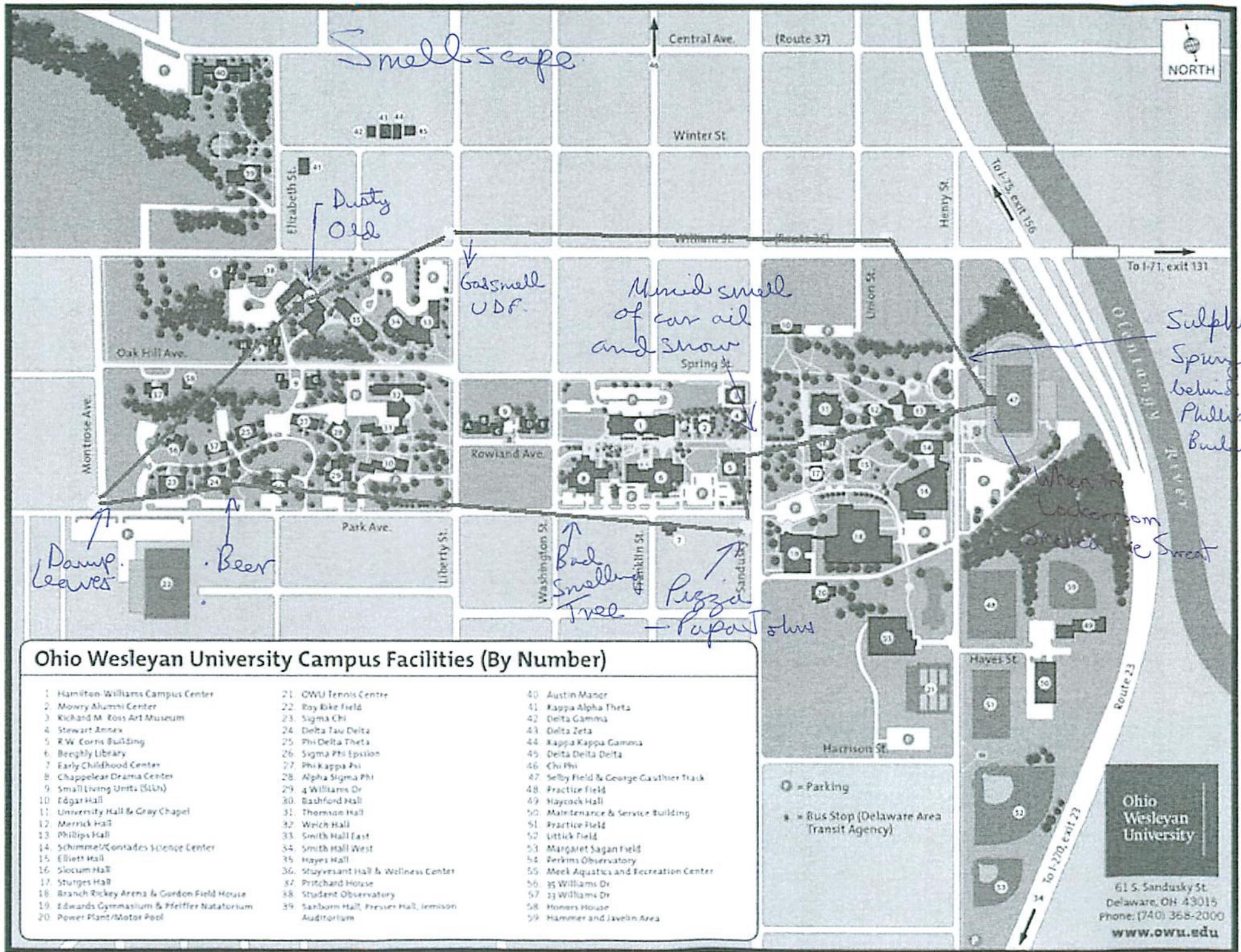
The path led us in a large path around the outskirts of campus. The first point chosen was across from Roy Rike Soccer Field on Montrose Ave. on the outskirts of the campus, where the line separating campus from Delaware is thinnest. Music can be heard emanating from the fraternities while a school bus collects children for the local school district. Next was a trip to Moser Laundry across from Smith Hall and prestigious Franco Alexander Hair Salon. Along the walk I noticed a golden statue of a lion in the yard of the now empty SAE house, no doubt distressed at the status of the once thriving building in a beautiful part of campus.

Stuyvesant Hall seemed a somewhat run-down with its courtyard empty and in it's warn state, however the inside of the building appeared more social than most other residence halls, chattering students could be heard in the hall. When we arrive at Moser Laundry, the area is a

busy intersection where the whipping sounds and the rush of cars is constant flowing to and from the United Dairy Farmers.

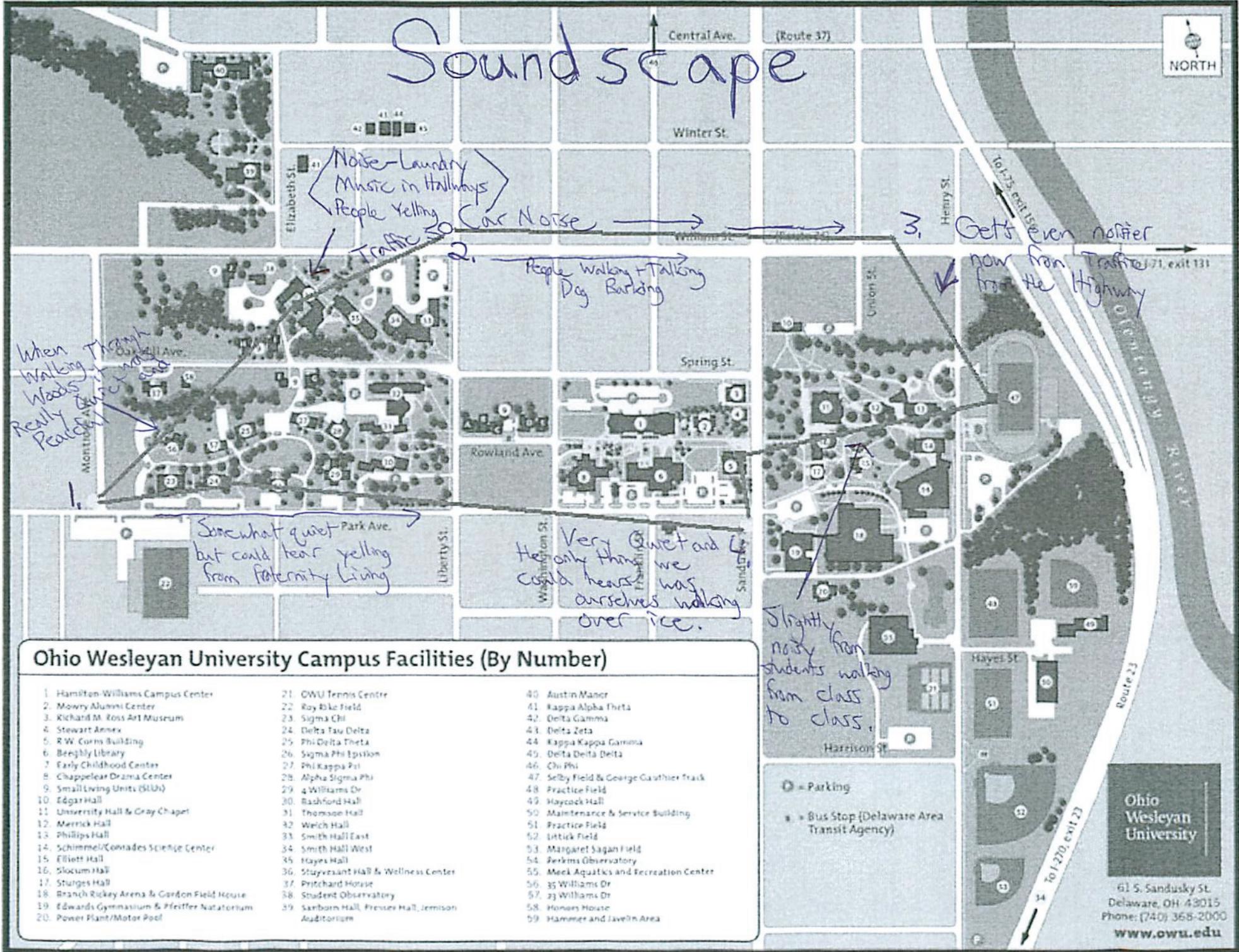
The third point was a hike to a BP gas station on Williams St., a crowded trip through downtown Delaware where a cluster of businesses provide the markets for thousands of people bustling about. From there, we took a short walk to Selby Stadium, where William drew a detailed map of its inner workings as only a witty football player could. The Stadium seemed to give an impression of majesty amidst the crushing snow, a sleeping giant. The academic side of campus looked barren among the cold and ice, a testament of organized scenery and planned beauty. The smell of the Sulfur Springs could almost be distinguished beside the field.

The fourth point ended up being the Papa Jons across from Edwards Gym, where the scent of pizza was too much to keep Patrick from entering brandishing his Official Psychogeography Investigator card in an effort for a free slice. The final leg of the path consisted of a trip to Delt to collect a map of the building. Laughter from the children of the university Early Childhood Center can be enjoyed behind the library, which looms over the off-campus houses lining the other side of the street. There I noticed a small ring of around a dozen trees surrounding a small mound of grass beside the drama center. I had never noticed this little sanctuary tucked away next to the Jaywalk before. The underside of Delaware can be noticed across from Bashford Hall and behind the south end of The Hill, with the scent of garbage and public housing could be noticed as well. The trip ended at Delt, with their high class building and walkway ringing like cobblestones under our feet.



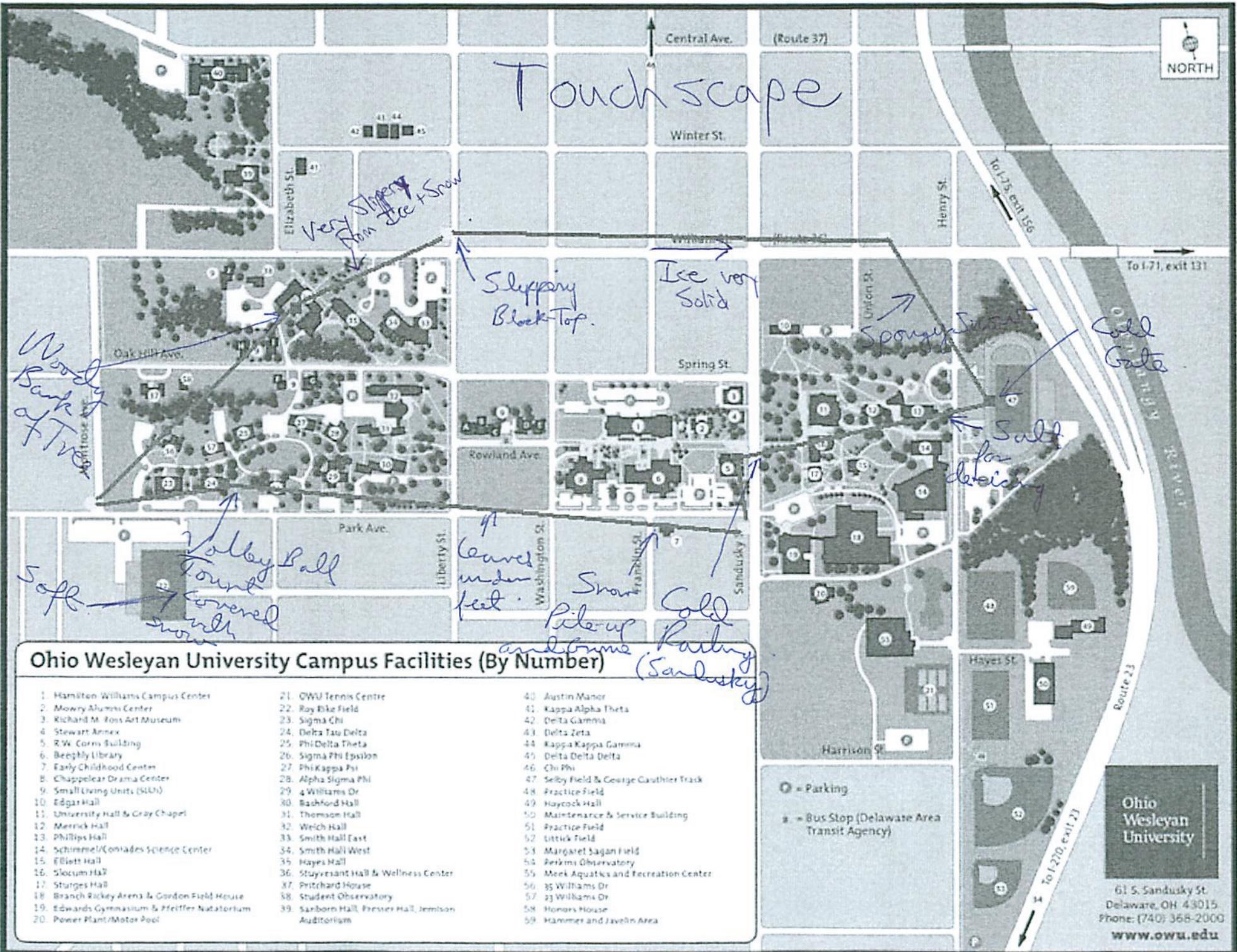


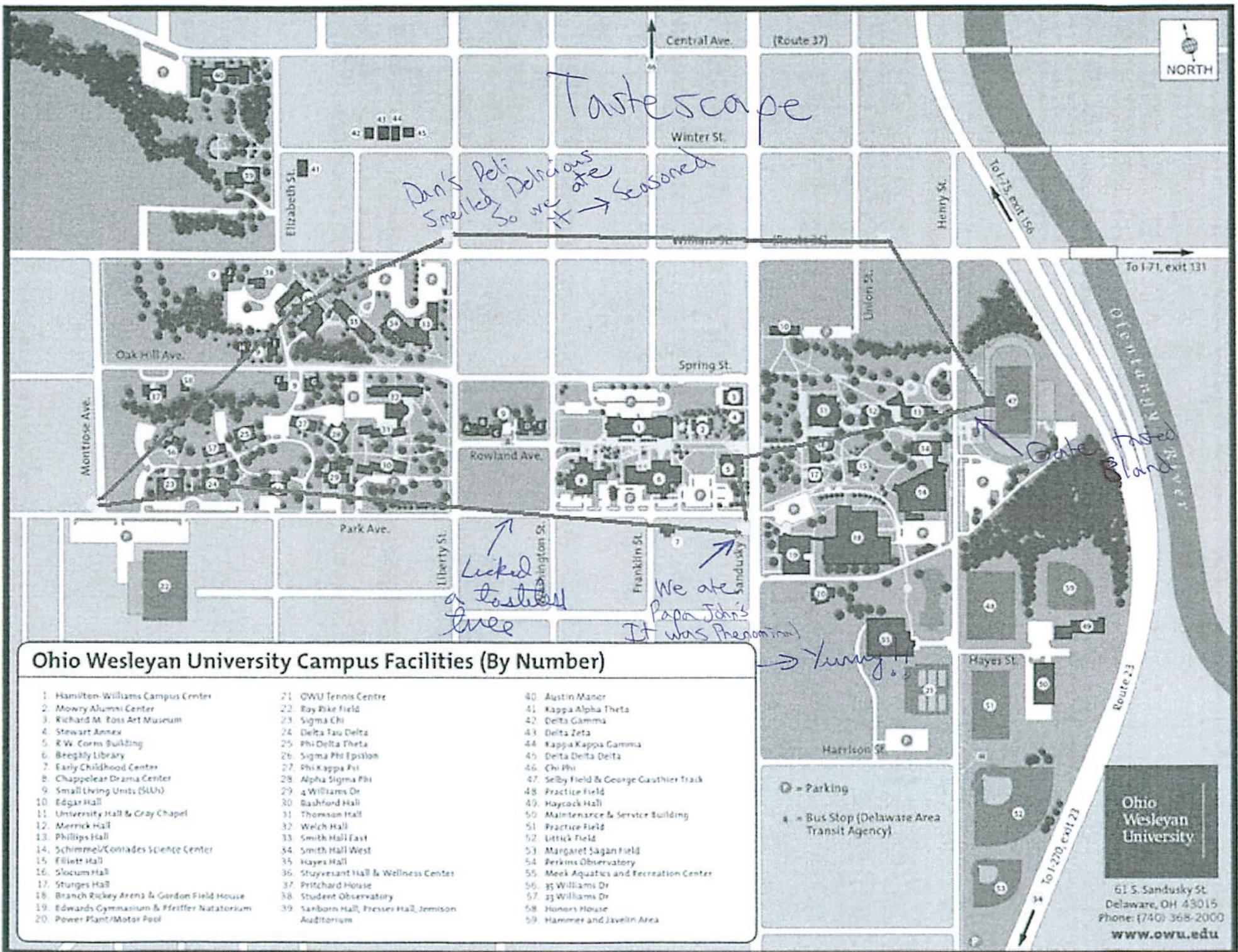
Soundscape



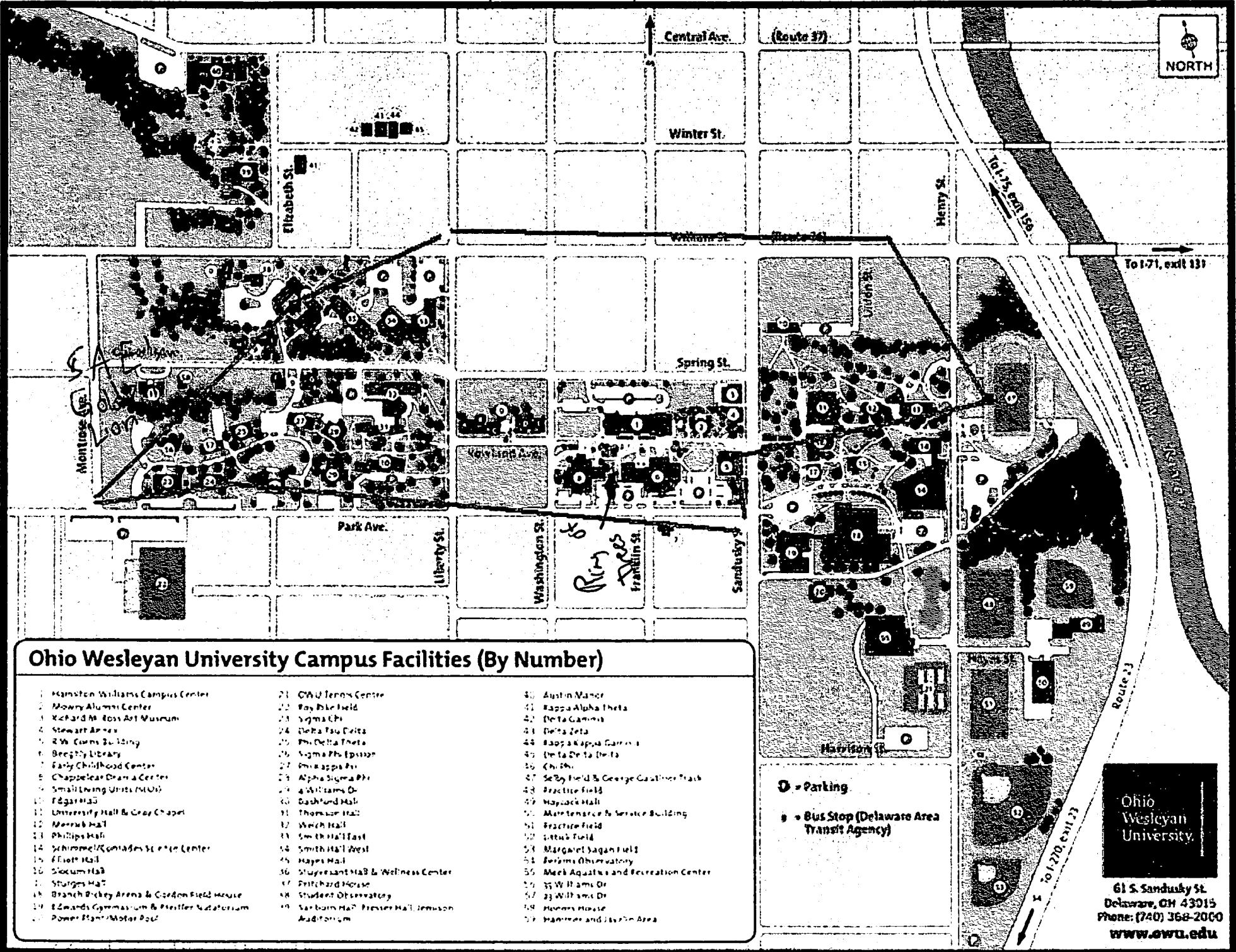


Touchscape





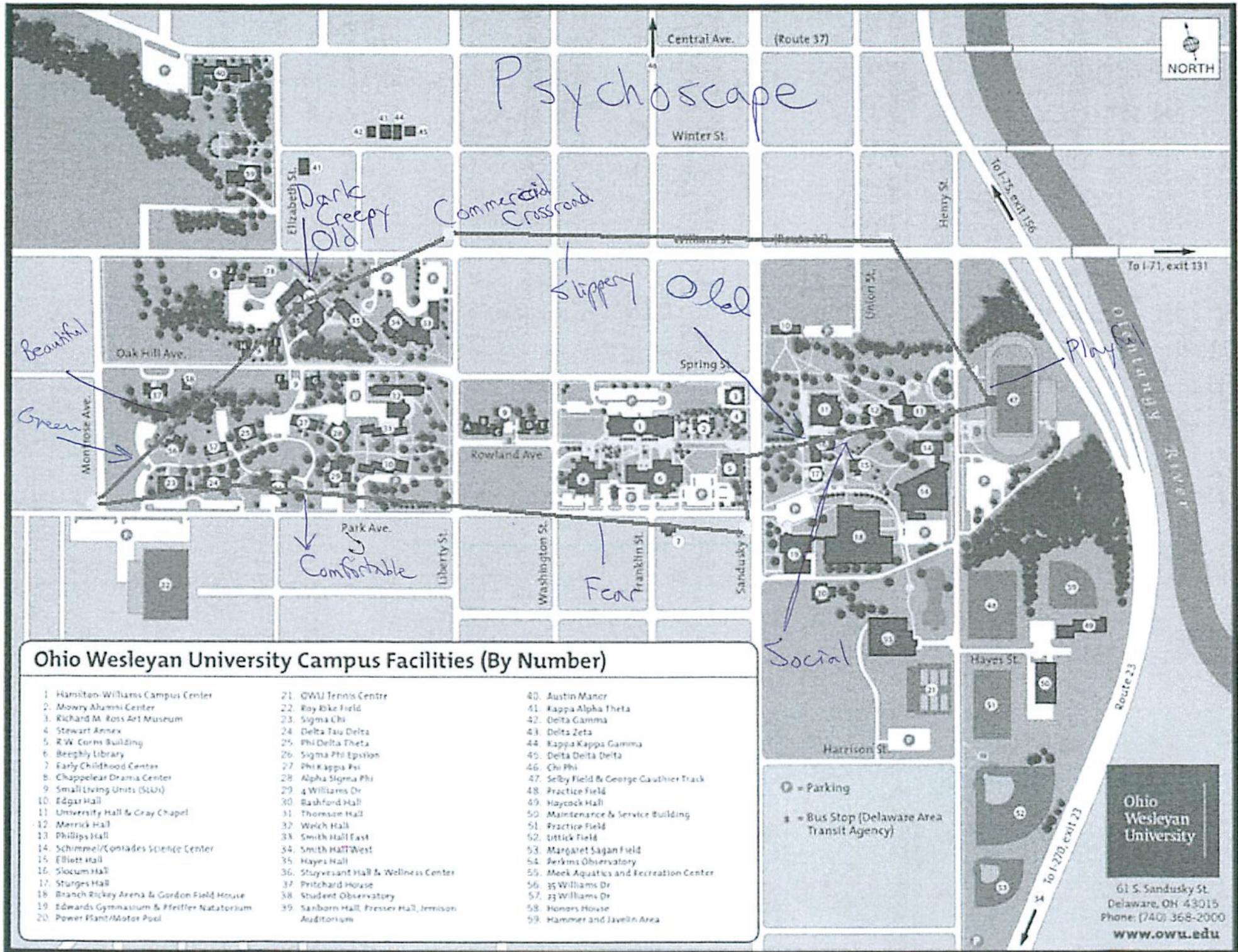
Sadly Not Very often Mapped



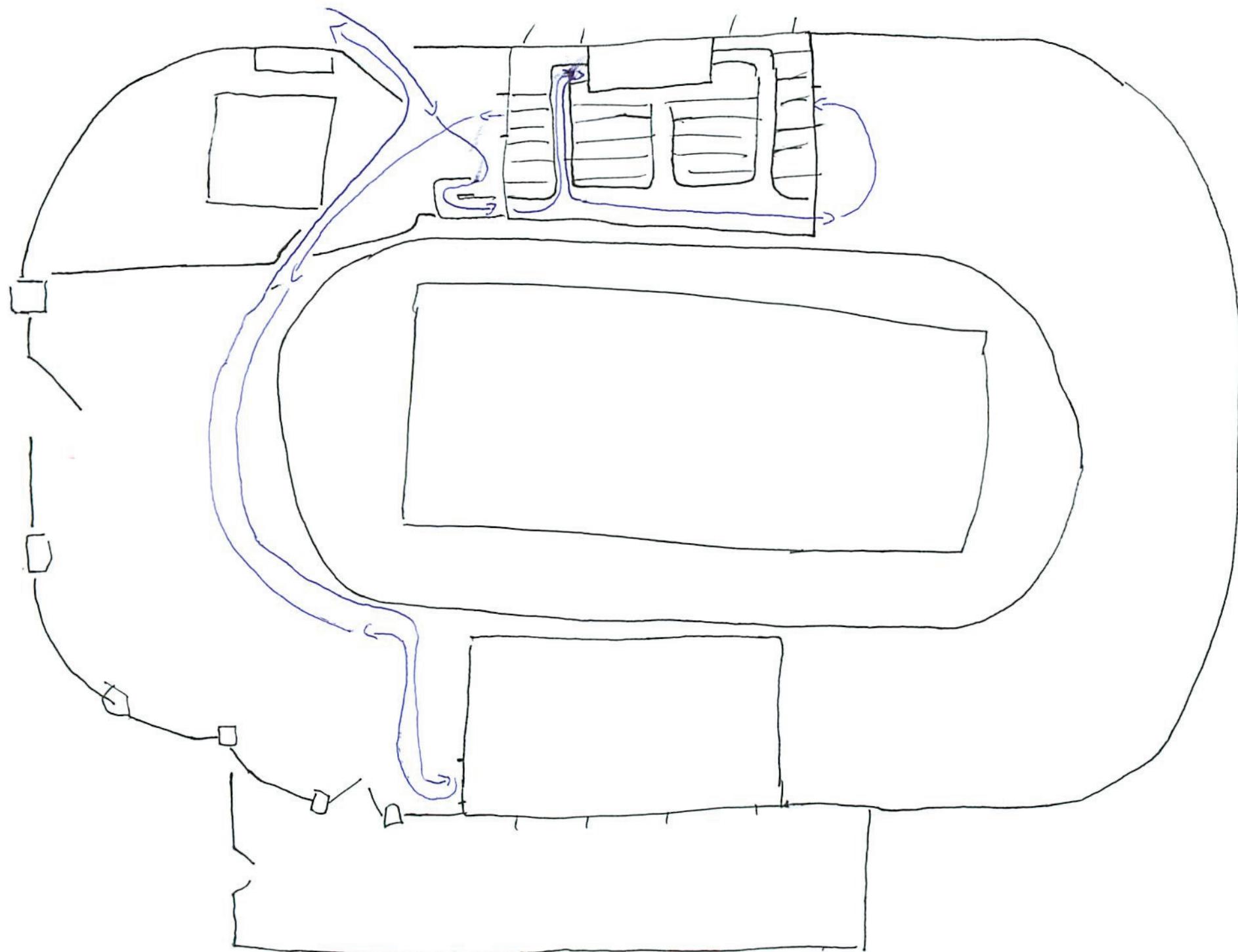
Ohio Wesleyan University Campus Facilities (By Number)

- | | | |
|---|--|--|
| 1. Hammon Williams Campus Center | 21. OHIO Tennis Center | 39. Austin Manor |
| 2. Mowry Alumni Center | 22. Ray Pike Field | 40. Kappa Alpha Theta |
| 3. Richard M. Ross Art Museum | 23. Sigma Chi | 41. Delta Gamma |
| 4. Stewart Annex | 24. Delta Tau Delta | 42. Delta Zeta |
| 5. R.W. Coates Building | 25. Phi Delta Theta | 43. Kappa Kappa Gamma |
| 6. Beeghly Library | 26. Sigma Phi Epsilon | 44. Delta Delta Delta |
| 7. Early Childhood Center | 27. Omicron Psi Psi | 45. Chi Phi |
| 8. Chappelbear Drama Center | 28. Alpha Sigma Phi | 46. Seely Field & George Cauldwell Track |
| 9. Small Swings Union (MSU) | 29. 4 Williams Dr. | 47. Practice Field |
| 10. Regalia | 30. Dashford Hall | 48. Maycock Hall |
| 11. University Hall & Grey Chapel | 31. Thomas Hall | 49. Maintenance & Service Building |
| 12. Merrick Hall | 32. Wren Hall | 50. Fratzke Field |
| 13. Phillips Hall | 33. Smith Hall East | 51. Slaton Field |
| 14. Schimmel/Colladore Science Center | 34. Smith Hall West | 52. Margaret Bagan Hall |
| 15. Elliott Hall | 35. Hayes Hall | 53. Aurora Observatory |
| 16. Stuckert Hall | 36. Mayes Hall B & Wellness Center | 54. Meek Aquatics and Recreation Center |
| 17. Sturges Hall | 37. Fritchard House | 55. 35 W. Main Dr. |
| 18. Branch Bickey Arena & Carlson Field House | 38. Student Observatory | 56. 23 Williams Dr. |
| 19. Edwards Gymnasium & Prentiss Auditorium | 39. Barnum Hall/Prestler Hall/Jenison Auditorium | 57. Hedges House |
| 20. Power Plant/Motor Pool | | 58. Hammerer and Lavinia Area |

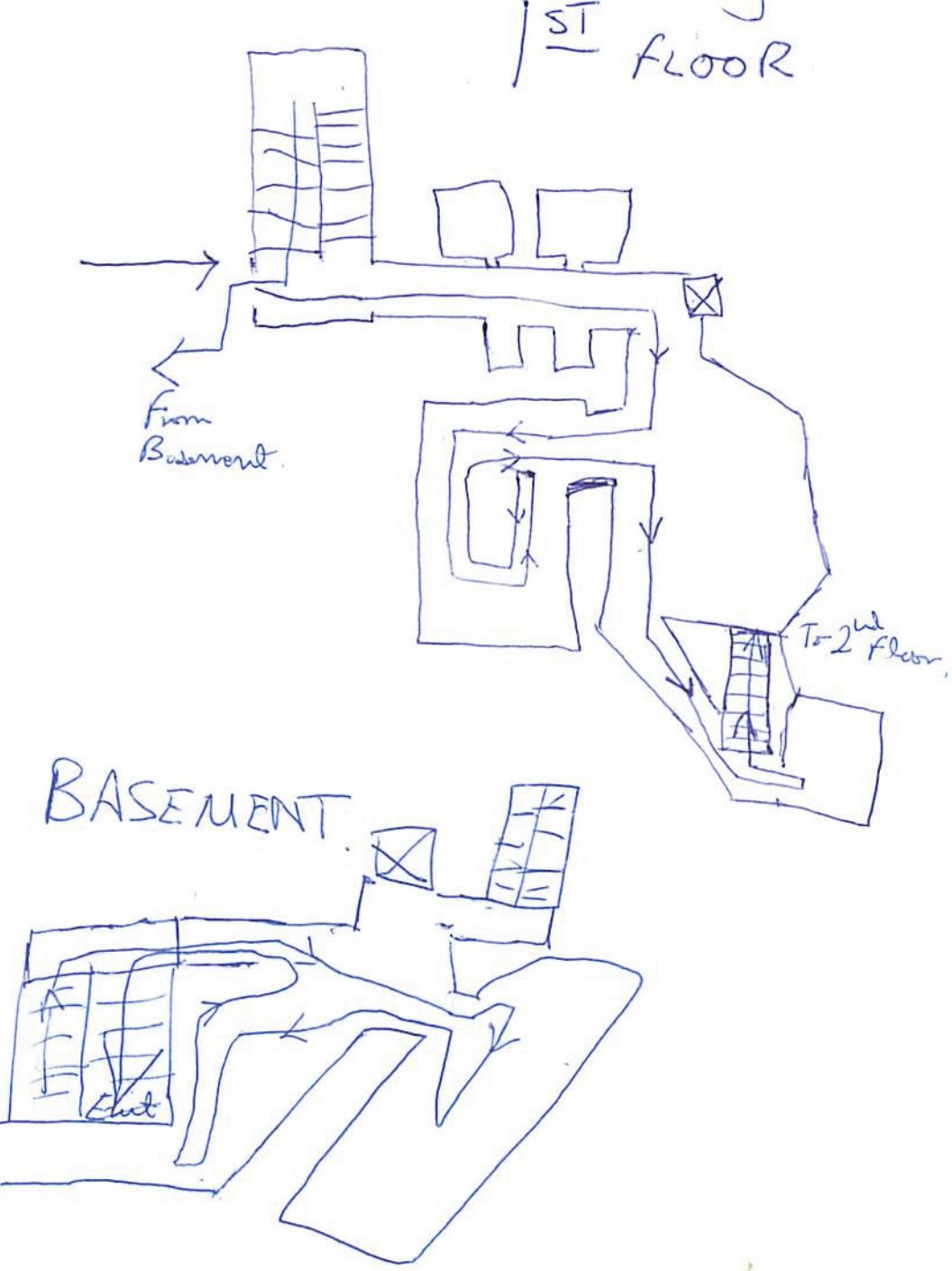
61 S. Sandusky St.
Delaware, OH 43015
Phone: (740) 368-2000
www.owu.edu



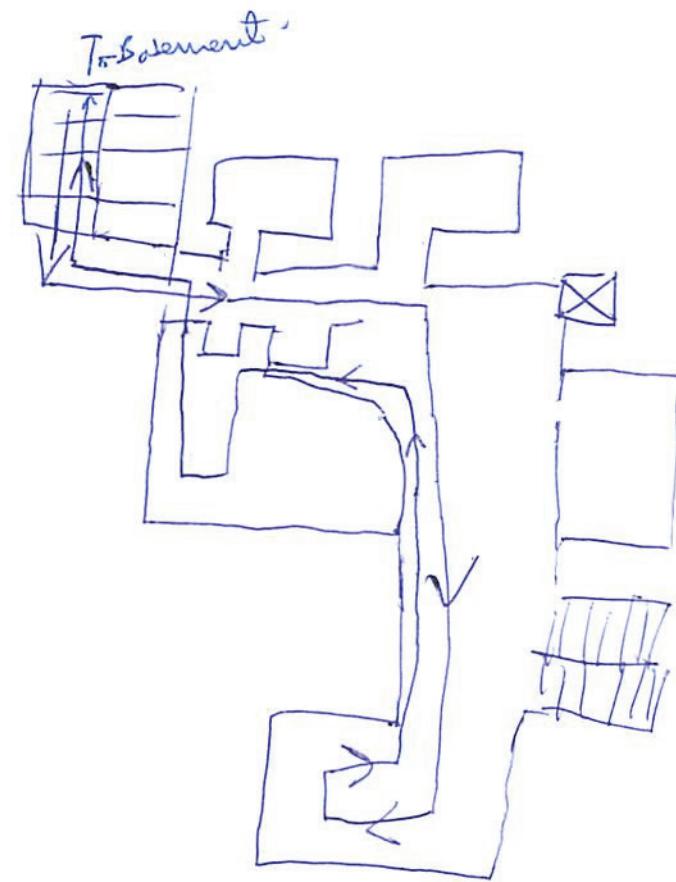
47 Selby



5. R.W. Corns Building



2ND FLOOR



1st Floor

3rd Floor

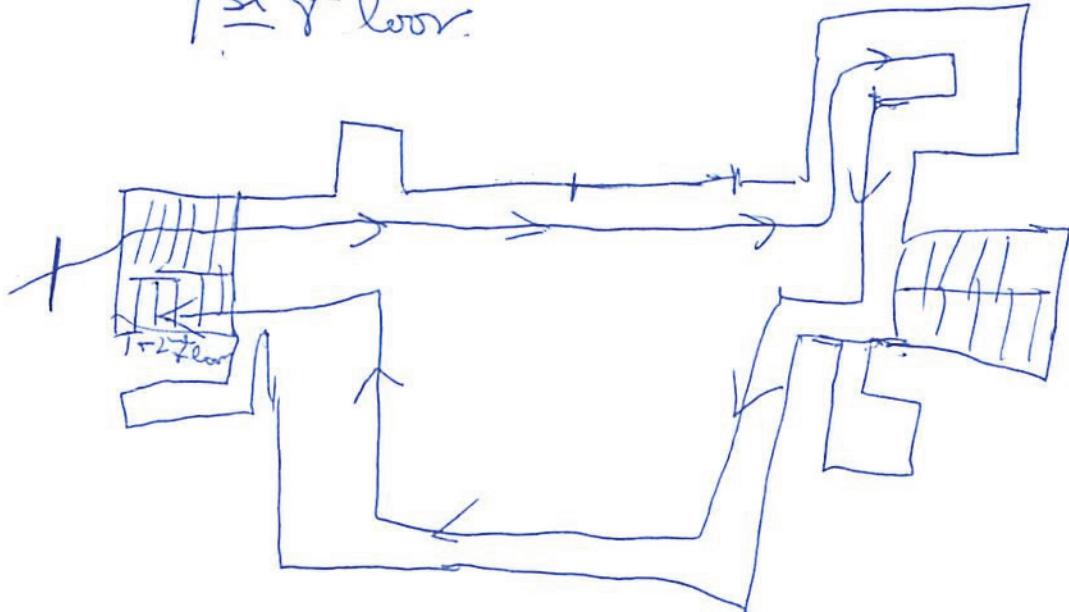
Basement

36.

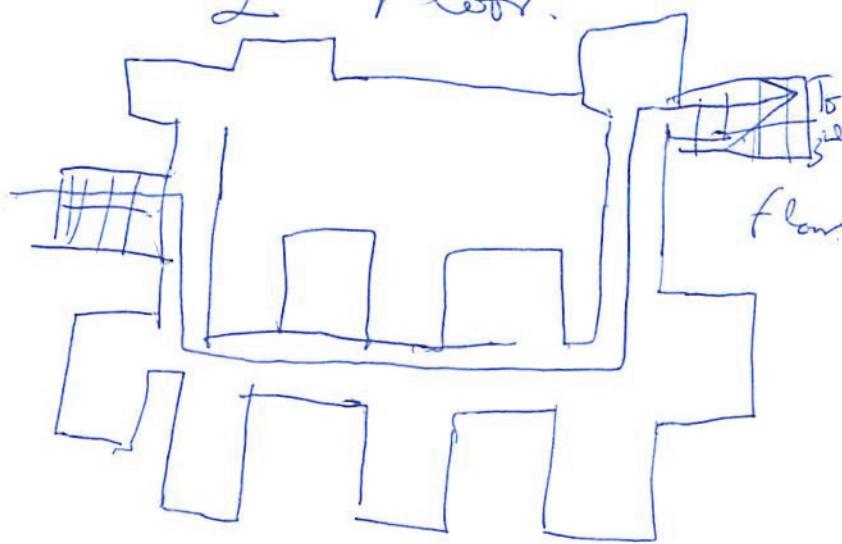
Stuyvesant Hall

24. Kelte I au Delta.

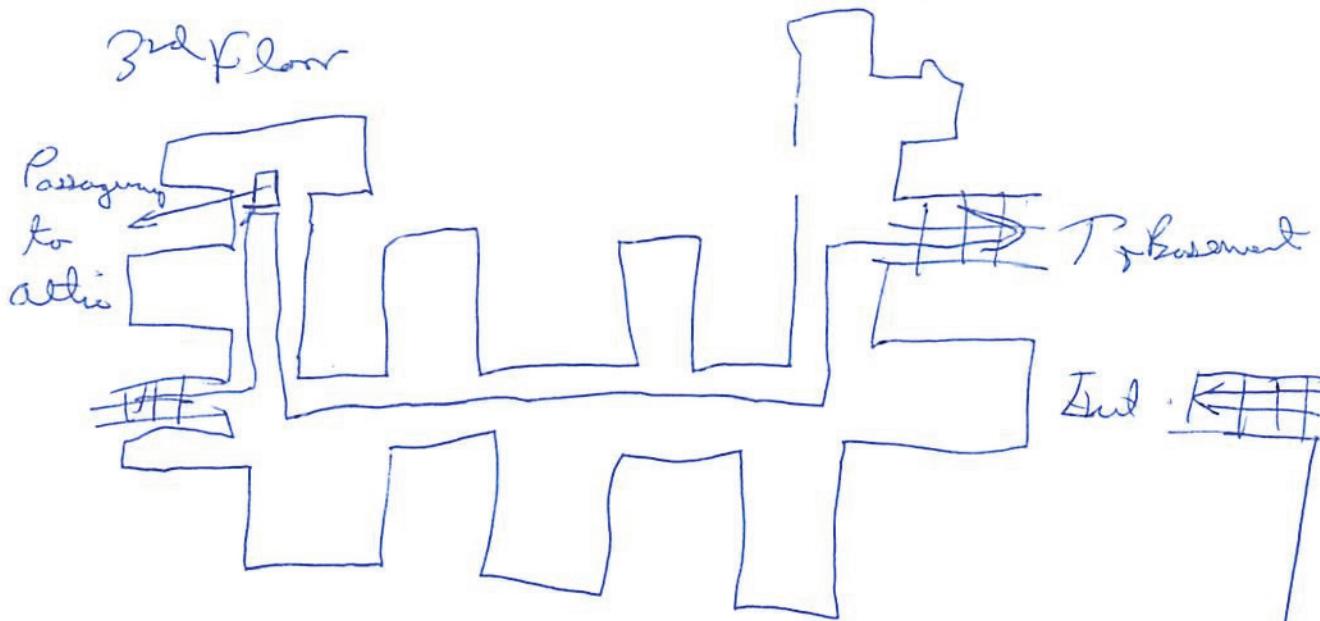
1st floor.



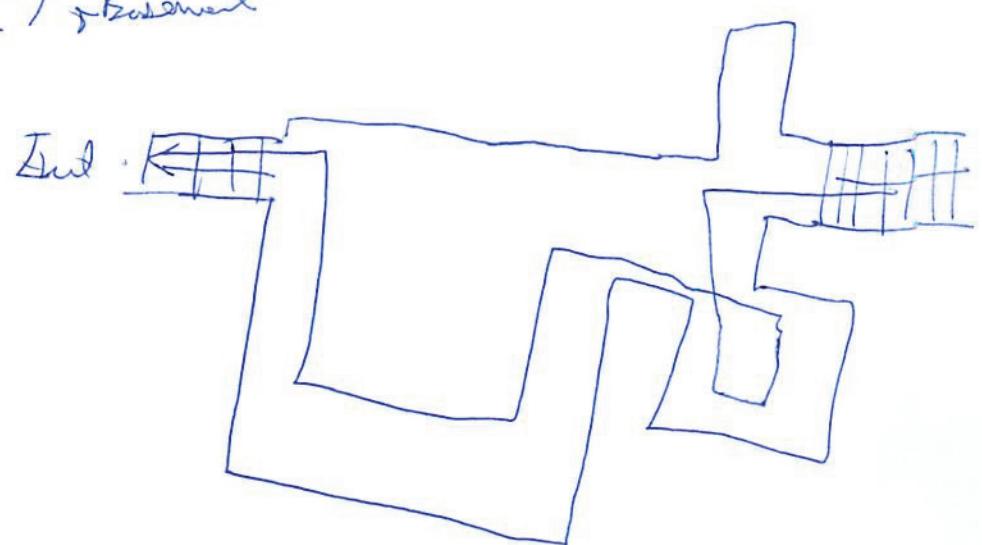
2nd floor.



3rd floor



Basement.



For this project, we wanted our choices to be as random as possible, so with the help of the random function in a calculator, our on-campus locations came out to be 8 (Chappelear Drama Center), 17 (Sturges Hall), 33 (Smith Hall), and 56 (35 Williams Drive). For our off-campus locations we let Tanvi use her pointing skills, while blind folded, to choose the locations. Interestingly, two of our locations were on Park Avenue, but within 10 minutes walking distance from each other. For our convenience, and to implement the motive of the project, we chose our friends' house so that we can spend enough time to get a detailed sensory analysis of the locations. Our other two off-campus locations turned out to be a hair salon (Franco Alexander's), and a building close to William St. and Sandusky Street. We had a hard time deciding between Subway, the Backstretch bar, and Amato's Pizza. And to both of our surprise (not) we agreed on the bar.

Since there are only two of us in the group, we decided to walk the route together. Our experience was very exciting, but long. We met at the library, and started off from our friend's house, but unfortunately we ended spending a lot more time there than at other locations. This is because we were two novel, but confused, psycho-geographers not sure how to initiate the project. After using our exceptional organization skills we were efficient in everything that followed.

To our friends' dismay, we were fortunate to be at the house when delicious cheesy scrambled eggs were being made. After a free-delicious protein snack, we wandered around the house to fulfill our psycho-geographic curiosity. After spotting an attractive fireplace we decided to make the different/ not so often mapped object to be the fireplace. We had heard of the basement in the house, but none of us, including our tenant friends, had been there. The basement was dark, gloomy, cold, and to some extent scary. We tried doing something different. There was a door that led to the ground floor neighbor's house, and we tried our luck at opening the door, without knocking, but it was locked from the other side.

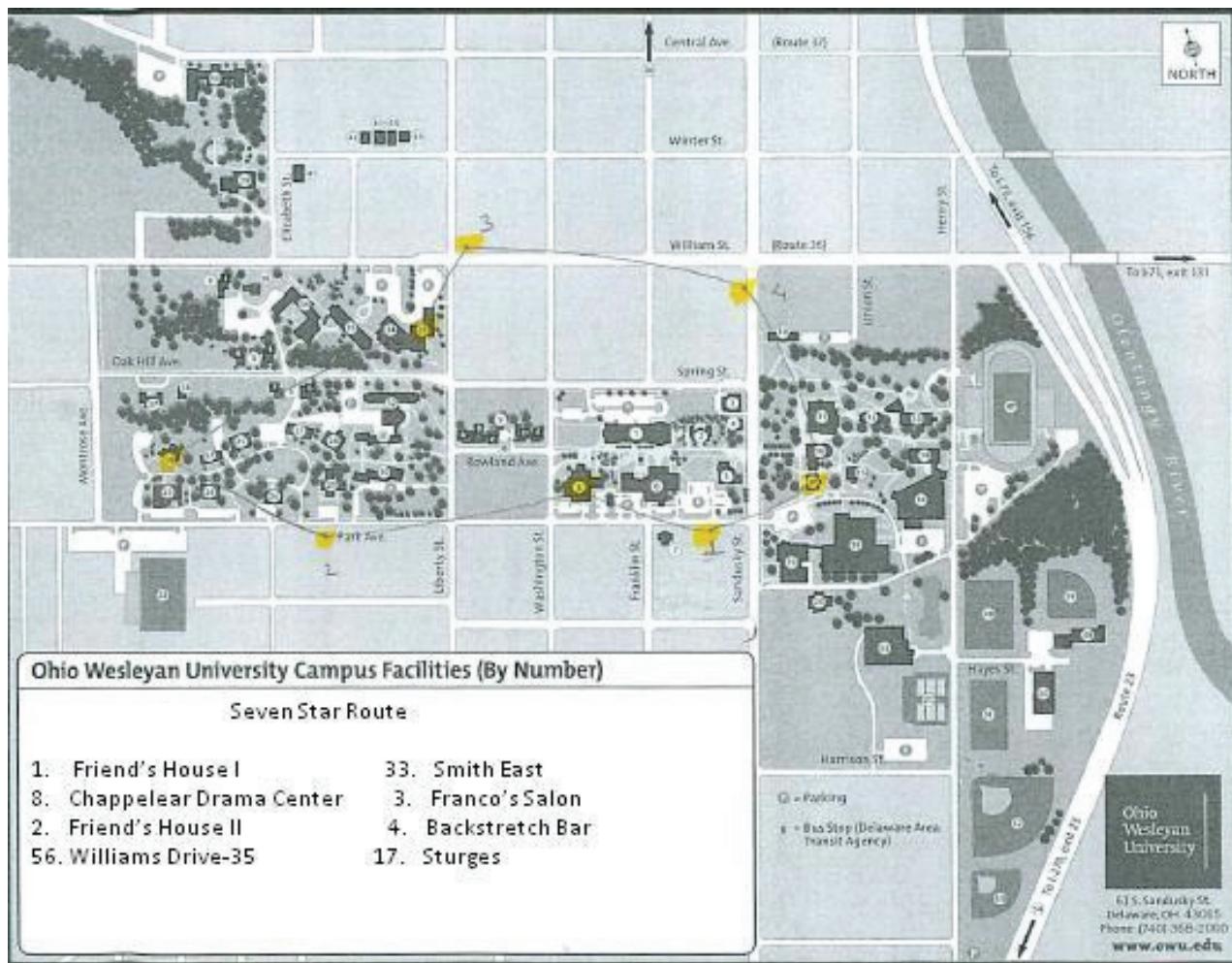
Next, we went to Chappelear Drama center, and there were lots of students having lunch in the lobby. There was a distinct smell the moment we entered the drama center,

and we had a hard time trying to come up with the right vocabulary to describe the smell. It was tarty! There were some familiar faces, and exchange of greetings. After that we went to another friend's house. We felt a little awkward since we had not been there in a while, and the place was not taken care of. It smelled musky because the walls were wet, and we decided to leave as soon as we were done. Our next destination was 35 Williams Drive, or former Fiji House. On our way, we met a senior student who wanted us to sign his petition to run for the Senior Class Trustee, but unfortunately for him we had already signed for another senior student. The house looked very new and clean, but lonely. There were many couches, a big flat screen TV, and an old fireplace. Another fireplace! We took the elevator to go to the basement, and to our surprise, the elevator was nicely carpeted with shining lights. There were not many interesting encounters except for the fact that everything looked new and we discovered where the old kitchen for the fraternity house was, so we headed to our next destination, Smith hall.

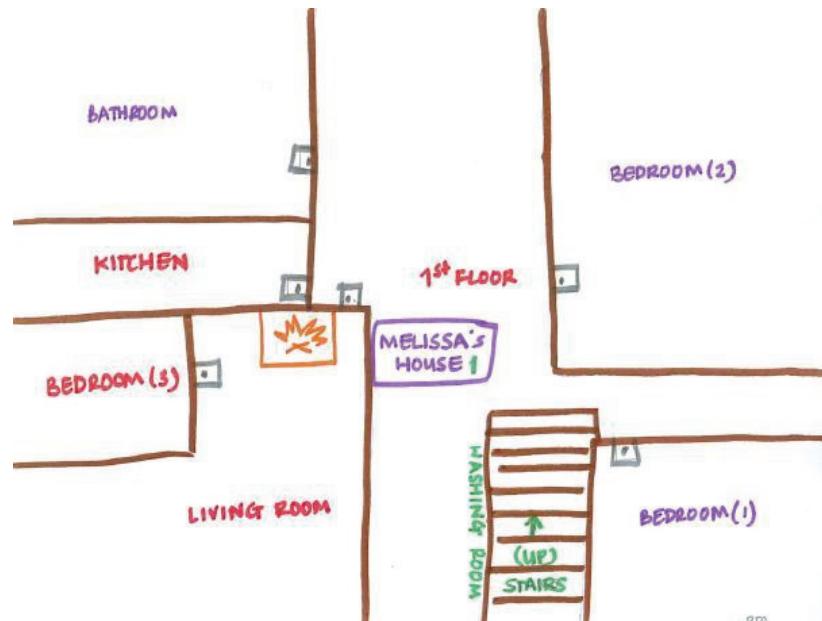
We entered Smith through the main entrance and were greeted by smiling Public Safety officers. Since both of us had lived in Smith we were efficient in using our sensory skills and moved on to our next destination-Franco's Hair Salon. It was very interesting to know that some other group in the past had done the same project with them, and we were not the first one. That made our work even easier, and we started exploring the salon. To our delight, they had a fireplace, an electric one this time!

It was a short stop at the Backstretch bar as we still had one more place to go and had class to attend as well. It was a different experience going there during the day with fewer people. It was not completely empty however which was somewhat surprising.

The moment we were near Sturges Hall, we were hit by a draft of cold air mixed with cigarette smoke from students smoking by the door. The stairs seemed different as it was made out of stones and the building inside was hot. There was some kind of noise, and we assumed it was from the boiler or the heater. It was during lunch hour so there was not much student traffic going on. We went to the top of the hall to only find English professors in their offices. After that we returned to library to make our project more presentable.



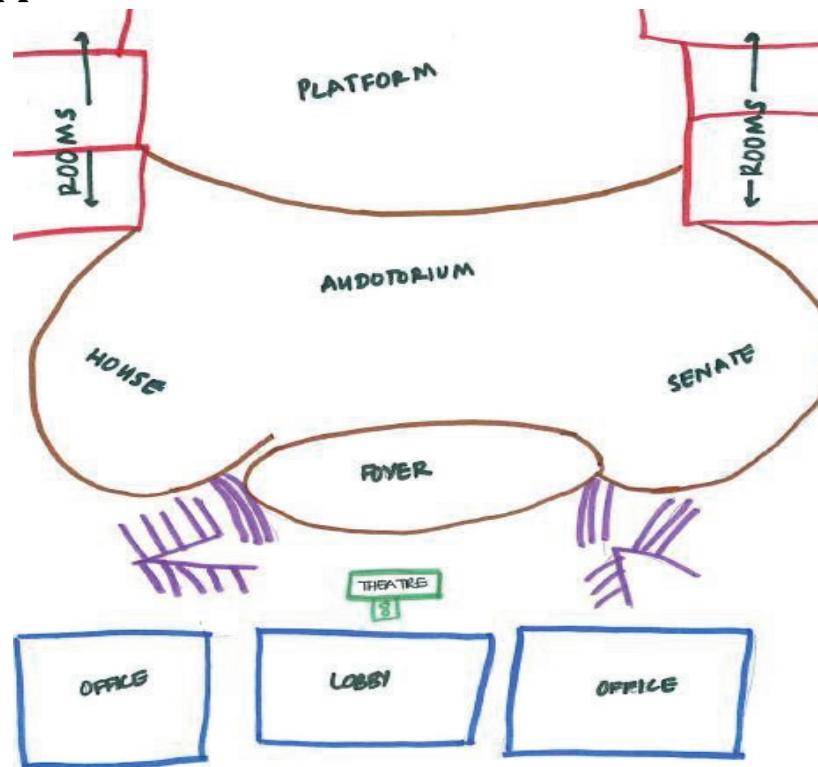
I. Friend's House (Behind Library)



- a) **Touch:** Soft carpet, dusty table, sticky kitchen floor, slippery bathroom.
- b) **Smell:** eggs, freshly cut onions, shampoo.
- c) **Sound:** Water dripping, vessels clattering, friends chatting, wood creaking
- d) **Feeling:** welcoming, comfort, happiness.
- e) **Taste:** cheesy eggs, cold water, ginger tea
- f) **Something different:** Fireplace, Christmas decorations



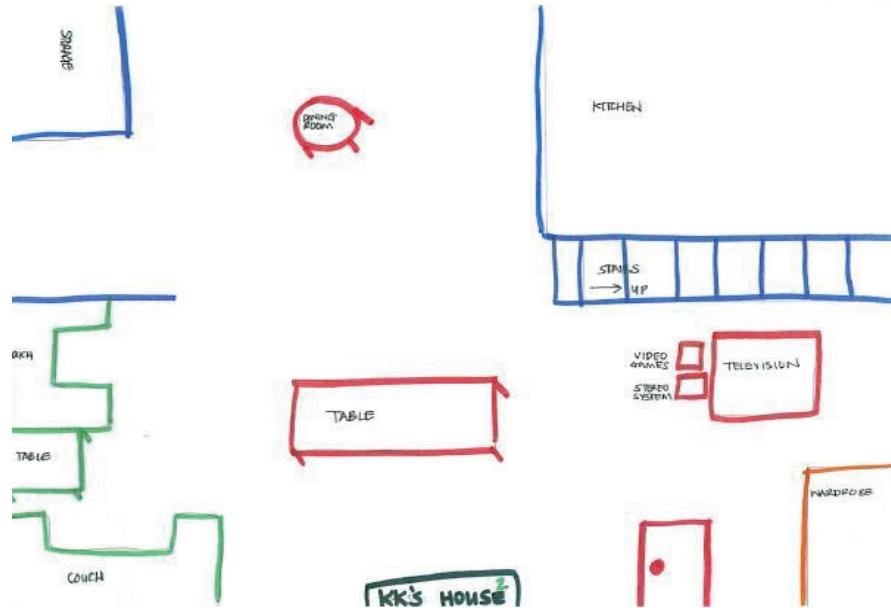
II. Chappelar Drama Center



- a) **Touch:** Smooth Carpet, cold railings, bumpy walls
- b) **Smell:** Peppery, Fresh (Lysol)
- c) **Sound:** People chatting, girls screaming in the lobby, tearing of plastic package
- d) **Feeling:** Discomfort, Lost, Dark
- e) **Taste:** tart, unappetizing
- f) **Something different:** No fireplace and Christmas decorations



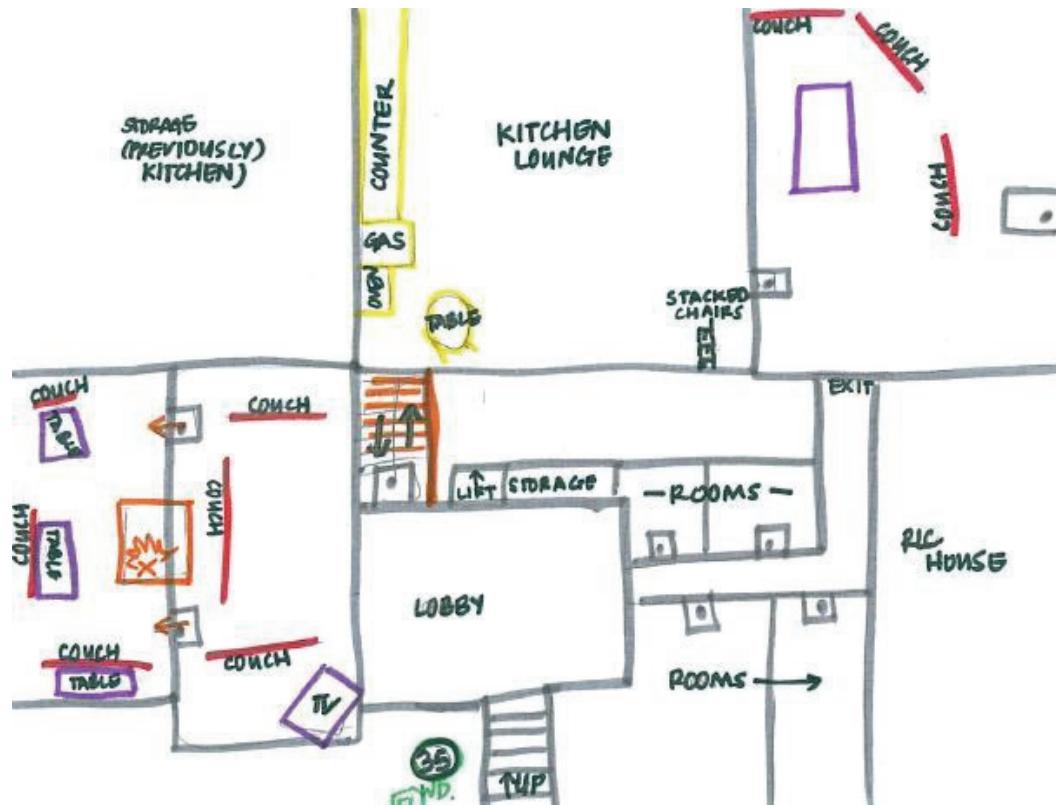
III. Friend's House (Behind Bashford)



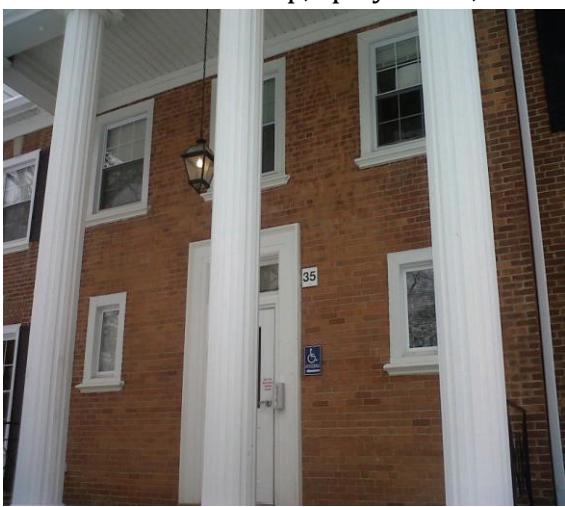
- a) **Touch:** dirty sticky floor, damp walls
- b) **Smell:** musky, stale food
- c) **Sound:** loud music, people talking loud, video games commentary,
- d) **Feeling:** bored, uncomfortable, tired
- e) **Something different:** no fireplace
- f) **Taste:** Did not taste anything



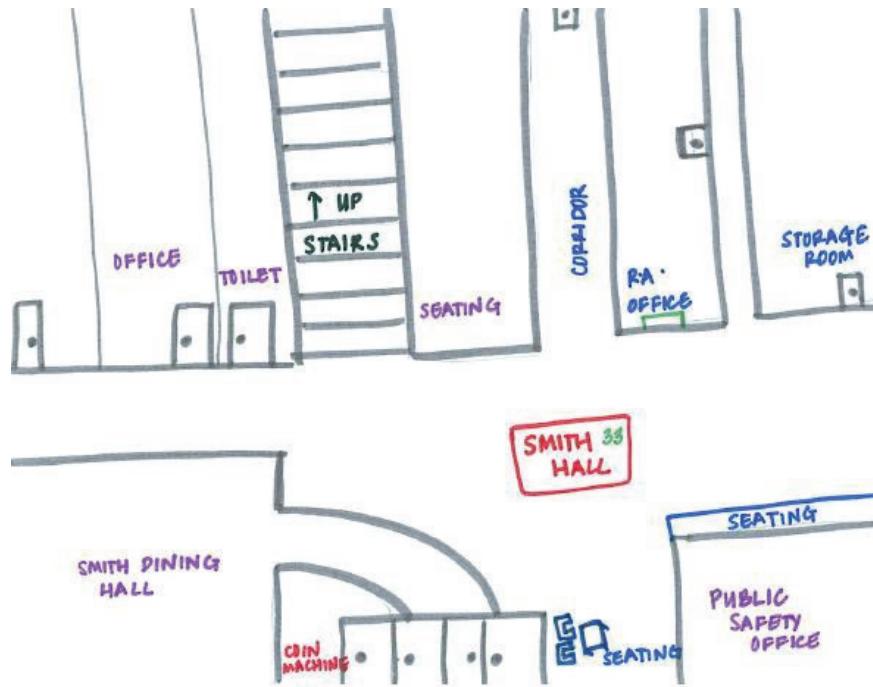
IV. 35 Williams Drive



- a) **Touch:** brick walls, cement, carpeted elevator, smooth walls
- b) **Smell:** detergent, stale bread (fridge)
- c) **Sound:** very silent, heater, door closing,
- d) **Feeling:** mysterious, excited
- e) **Something different:** two fireplaces,
- f) **Taste:** real cheese dip, spicy sauce, stale bread



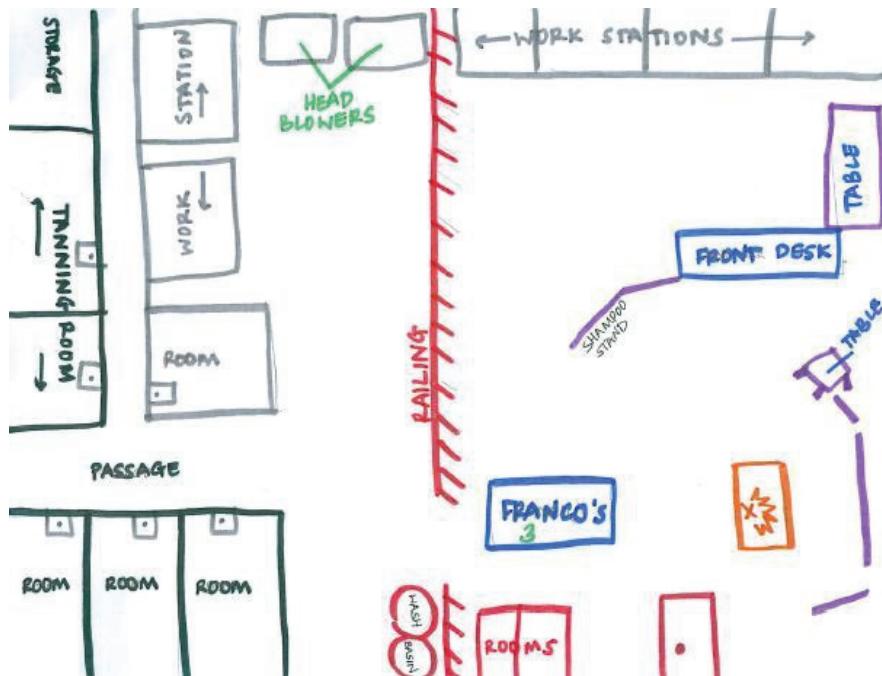
V. Smith East Hall



- a) **Touch:** slippery floors, cold handles on doors,
- b) **Smell:** pizza, alcohol, detergent, musky elevator
- c) **Sound:** dryers/washing machine, people chatting, P.S. radio, stomping of feet
- d) **Feeling:** comfort, hunger
- e) **Something different:** no fireplace
- f) **Taste:** pizza, coke, salad



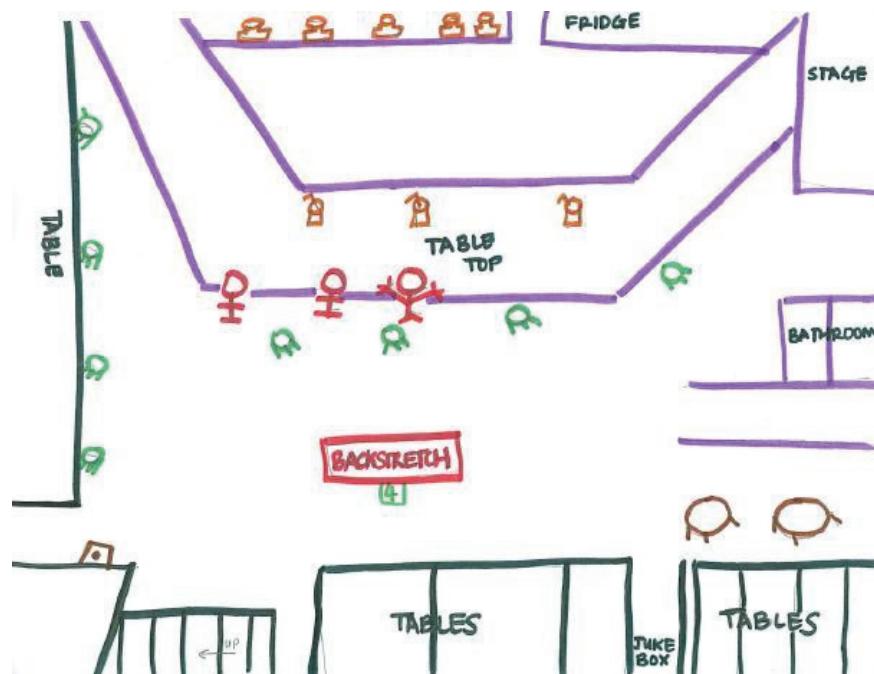
VI. Franco-Alexander Hair Salon



- a) **Touch:** damp hair, smooth bed, water, glass, smooth sculpture
- b) **Smell:** shampoo, chemical from hair color, wet paint
- c) **Sound:** people chatting, blow dryer, drilling (construction), printer
- d) **Feeling:** welcoming, comfort, happy, friendly
- e) **Something different:** electric fireplace
- f) **Taste:** hair, cold water



VII. Backstretch Bar

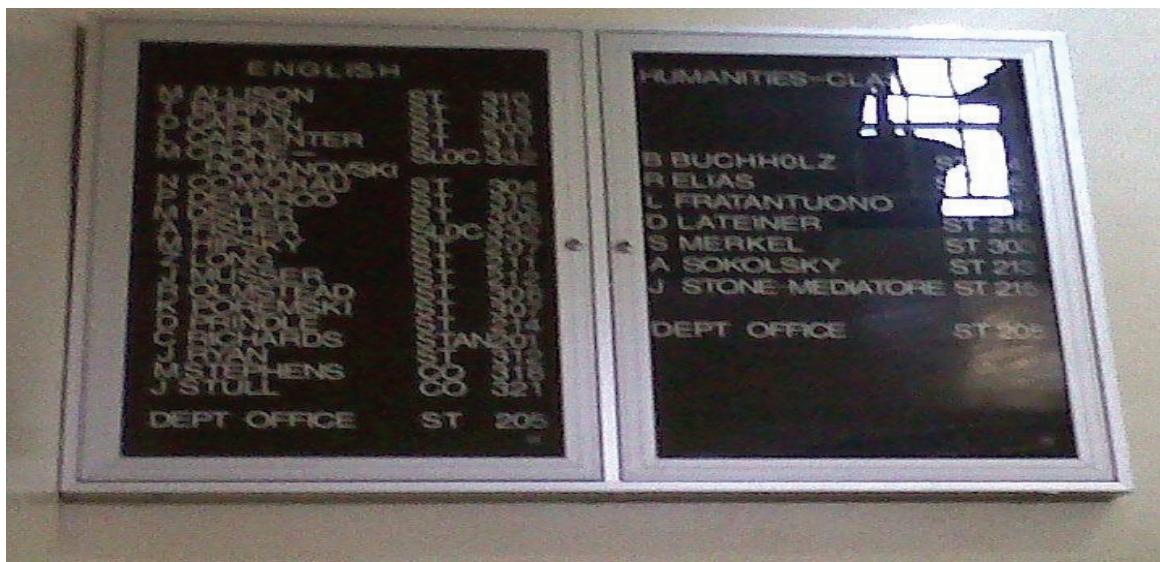


- a) **Touch:** wet sticky floor and bar top, chilly wind, uneven chairs,
- b) **Smell:** fruity, smell of malt,
- c) **Sound:** loud music, popping of cans, clinking of glasses,
- d) **Feeling:** alive, jumping, vibrating, dark, flashing lights,
- e) **Something different:** no fireplace
- f) **Taste:** delicious drink

VIII. Sturges Hall



- a) **Touch:** hot heater, smooth cold railing,
- b) **Smell:** burning, cigarette smoke
- c) **Sound:** heater buzzing, students chatting, phones vibrating, chairs moving, desks dragging
- d) **Feeling:** hurried, exhausted, sleepy, social
- e) **Something different:** no fireplace
- f) **Taste:** grainy water



Map Description and Story Time

David Reitan, Olivia Gillison, Lizzie Rubenstein

February 1, 2011

Description of Duties

When tramping about Delaware, the group members divided the tasks evenly. Since Olivia printed the map, she was given the title of navigator. Wherever we were headed, Olivia was the person who made sure we were going the correct route. Lizzie had the best camera on her phone so she was tasked with photographing our experiences. In the meantime, David was the scribe of the group and recorded the events as they happened. We included the notes which were taken as we made our way from point to point as well as what occurred when we got there. David would like to add that his notes should be taken in a literal sense. It all really happened as he describes it.

As the project was put together, each member compiled a drawing or two of the campus buildings we visited. Olivia drew a beautiful Thomson Hall and Smith East, Lizzie was the cartographer behind Elliot Hall and David represented, as best he could, his personal experiences at Sanborn when he was the only member able to venture there. Each person gave 110%. Olivia had to miss a few things due to illness, but helped as best she could. The other members were grateful for it. Lizzie is a computer genius in her own right and compiled much of the finished project. David added his two cents of cunning wit into this description and various other jobs. Everyone did their fair share.

Story Time: A Review of Notable Occurrences

The first day was marked by many-a-discovery. Finding out what the Historian is like during the day was fun. At night, it appears to be a foreboding place or night club due to the blue glow coming from the neon sign inside the room which shines through the windows after dark. We all had a laugh afterwards about how grumpy those people were to see us. The ducks in the stream were a treat; a nice touch of nature. The cutest encounter was at Kieko's Bead Box. The dog named Poppy was very friendly and helped warm our spirits as we trudged through a wintery downtown.

The only thing that needs mentioning on the second day is that David reported feeling like he did as a kid in church. Exploring large, quiet spaces was a favorite pastime back in the day.

Day number three had the most memorable of all happenings. Who would have thought we would get stopped by PS, and on their turf! The rookie rent-a-cop was particularly intrigued as to what the heck we were doing back in his offices, while the seasoned veteran paid us no attention. The latter had obviously seen worse before and was not inclined to waste his energy on something so innocent as three students barging through closed doors, notepads, cameras and official passes at the ready.

On the last day, Lizzie and David both enjoyed the bright sunshine of the evening. They found a bird coop, which did not seem to have any business being where it was. On the way to Elliot, there was a particularly odd increase in older citizens who had no regard for their younger neighbors. The two geographers nearly lost their marbles when an old man refused to slow at a crosswalk and another laughed from the comfort of his sedan when Lizzie and David struggled to maintain balance on a slippery sidewalk.

All in all, this was a very fun and interesting project. We all gained a lot from exploring places we thought we knew well and turned out to still discover things worth knowing.

Captain's Log for Psycho-Geography Project
David Reitan, Olivia Gillison, Lizzie Rubenstein

Day 1: Welcome to Delaware

On the Way to Elliot...

- Smells like cold air
- Ground is “slippy” (Pittsburg speak) from snow
- Olivia got a snowflake in her eye

Elliot

- Smells musty, and of tea and coffee
- Room 1 feels academic, intellectual
- Silence is broken by Olivia’s slurping on her Chi Tea
- Dr. Howard’s office has a hammock!
- Take winding stair case up to the very top and find...

The Historian (inside Elliot)

- Stopped by historians and have to show our official card
- Strange buzzing noise in background and acoustic music is softly playing
- Smells of old book
- There’s blow-up palm trees
- We take the winding stair case back down to the...

Office of Communications (inside Elliot)

- Feels a bit nervous. It’s a strange office area.
- Tastes like water, thank to the bubbler

On the way to Point 1 on the Map...

- Still snowy (squishy to the step)
- Pass by Merrick. Smell of rotting wood and sulfur.
- “So creepy!” – Lizzie
- Found a bumpy rock sculpture
- Tried to go through Creek...BAD IDEA!!!!
- So we used the bridge instead. It was, “Rickety as hell!” –David
- Found Mallards in the stream. Tried to communicate with them. Lost in translation.
- There was a fence in our way so Olivia and Lizzie tried to climb over. Ended up walking around.
- We cut through Edgar which had lots of paintings on the wall. Didn’t stay for longer than 2 minutes.
- Finally reached Union St. (Point 1)

On the way to Point 2...

- Gasoline is in the air.
- We cut through parking lots.
- There are chirps from birds who forgot about their winter vacation.
- David and Olivia have a dispute about the temperature. Olivia claims that, "It's COLD!" While David does not think it's too bad.
- A shovel is scraped against the icy blacktop as a man clears a doorway.
- We are surrounded by lots of deserted looking buildings.
- Reached Winter St. (Point 2)

On the way to Point 3...

- Tis but an easy stroll down Sandusky street back towards campus
- Ragtime music is heard outside of the record store.
- An old, junky van stops at a light. HOLY COW!
- We reach Kieko's Bead Box (Point 3)

Inside Kieko's...

- Adorable dog named Poppy greets us at the door.
- Smells of incense
- Olivia lets us know that her legs are defrosting
- Lots and lots of beads and soft fabrics
- Poppy makes rounds with meeting the members of our group. "Oh my god, I want that dog!" - Lizzie
- Nice music is playing inside

Day 2: The Lone Wolf

The other two members of the group are unable to meet and explore Sanborn. So, David, the lone wolf, heads out on his own. This is his personal account.

On the way to Sanborn...

- My fingers were freezing! Should have brought gloves.
- A passerby agrees that it's very cold, "It's @#%*ing cold, man."
- I took the sidewalk on Williams St. because I cannot cut through people's yards. Plus, my sense of adventure was lower as I was all by myself.
- I take less crowded streets as I near Sanborn. Winter St. is a nice residential area.
- Finally see what the sorority houses look like.
- Reached Sanborn. Fingers are now almost falling off.

Inside Sanborn...

- Smells like my old church.
- It's very warm and quiet. Makes for a cozy atmosphere.
- Someone practices piano in an undisclosed room.
- I'm able to get into the main auditorium, but there are no lights. Spooky.
- The staircases creak under my feet.
- I was stopped by a locked door leading to the third floor. It is at this point that my appendages start to resume circulation.
- As I was stopped by the third floor I reverse back down to the basement.
- Found my classroom where I had my very first class during freshman year, music appreciation. There's a touch of nostalgia to this room.
- I hear the clink-clanking of pipes behind the wall.
- As I explore the bottom floor I come across the music library. Alas, the door is locked. So I make my escape through back door.

End Transmission.

Day 3: Quite the Reunion

From Sanborn to Smith East...

- The stairs behind Stuy suck! There's so many and they're very steep!
- At least the weather is nicer than it has been.
- Reached Smith East

Inside Smith East...

- Found some hidden offices on the first floor. They are part of the Public Safety HQ.
- Poke around the break rooms.
- We're stopped by a PS officer! Use the card!! He makes a call to Dr. Krygier's office and announces via walkie-talkie that we are doing "some sort of investigation."
- After that, we head into the rest of the first floor of Smith East.
- Found a mysterious (blood) stain in the washroom.
- I smell laundry
- There's a cramped storage space filled with cleaners and such.
- A box of toilet paper stands taller than Lizzie.
- We try to go up a stairwell, but it reeks of a combination of stale beer, vomit, and smoke. SICK!
- Found the boiler room! But were stopped by yet another locked door. Lizzie claims it was a dungeon.
- On the fifth floor, someone's room was open and the lights were off. So, we ventured inside, cards at the ready. The place was a little messy.
- All the halls of Smith look alike.
- There were students playing pool on the second floor which connects Smith East to Smith West. There's a large TV and a strange painting of...some...people....or....huh?
- Onto Thomson...

The Way to Thomson...

- A nice truck driver lets us cross the road.
- Parking lot is icy.
- Sunlight pokes through the barren trees. Poetic, eh?

Thomson...

- Got in trouble by a guy we let in. He gave us a little lecture about letting an unidentified man into to the building.
- Ventured into the basement. Found storage room and the spaces used to quarantine kids last winter during the swine flu epidemic.
- On the first floor, David takes a short cut through a bathroom which had two exits. “Ha! Look, you guys can’t follow me!” –David to Olivia and Lizzie.
- The girls agree that the first floor is definitely a guy’s floor.
- Once on the second floor, Lizzie is the one to take the shortcut through the bathroom. Well played.
- This floor smells a lot like perfume and all things pungent. There is a lot of color too.
- The third floor has lots of posters put up for new members of sororities.
- We leave through the echoing stairwell

Day 4: Just the Two of Us

Unfortunately, Olivia was too sick to join Lizzie and David for the last day of mapping. But, two is better than one.

From Thomson to the Soccer Field...

- Smells “Fratty” while passing through the group of fraternity houses.
- It’s a warmer day, so David did not bring his jacket. This would later prove to be a poor choice.
- Walked through a residential area
- “Slushy, that’s how I feel. Like I’m going to fall,” –Lizzie. The road was difficult to walk on, especially when you were writing at the same time.
- Area behind the soccer field seems forgotten about.
- Ice + driveway = ice rink. Almost fell.
- Found deer tracks and a bird coop.
- Back to start...

Going back to Elliot...

- Saw a kid playing in a bucket. That’s Delaware for you.
- Ornery man does not stop when we tried to cross a road.
- Another one chuckles at us as we slip on the sidewalk. The grown-ups are not in too nice of a mood today.
- David regrets his decision to only wear a sweater.

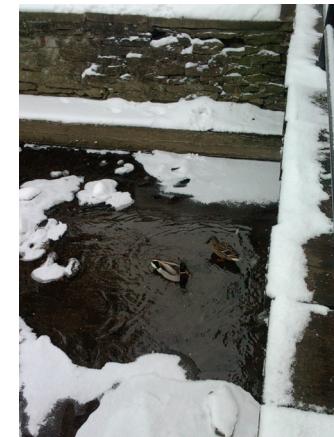
- We reach Elliot feeling relieved. VICTORY POSE!!!
- Here end the lesson.



Emotion→Creepy

Smell→SULFUR (YUCKA)

SIGHT



SIGHT



(We had to climb)

SMELL-GASOLINE FROM BP

Noise→cars

Our route took us right in front of Keiko's Beads. Inside we smelled strong incense, which breathing in the air you could practically taste it. We also saw an adorable puppy.

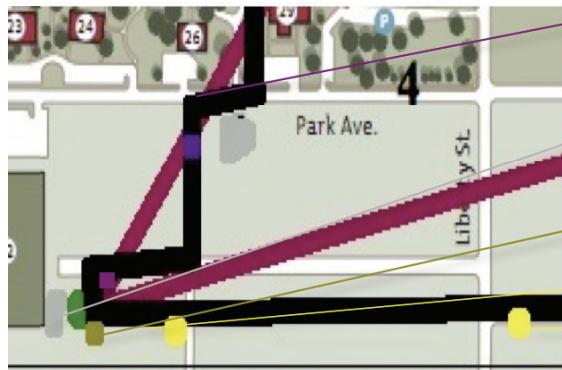


Your Text Here



→ **Sight--> Sorority Row**

Emotion/Touch/Feeling-->FREEZING



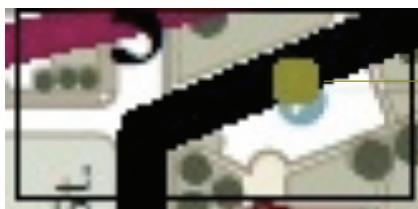
→ **Sight-->empty**

Touch-->SLIPPY

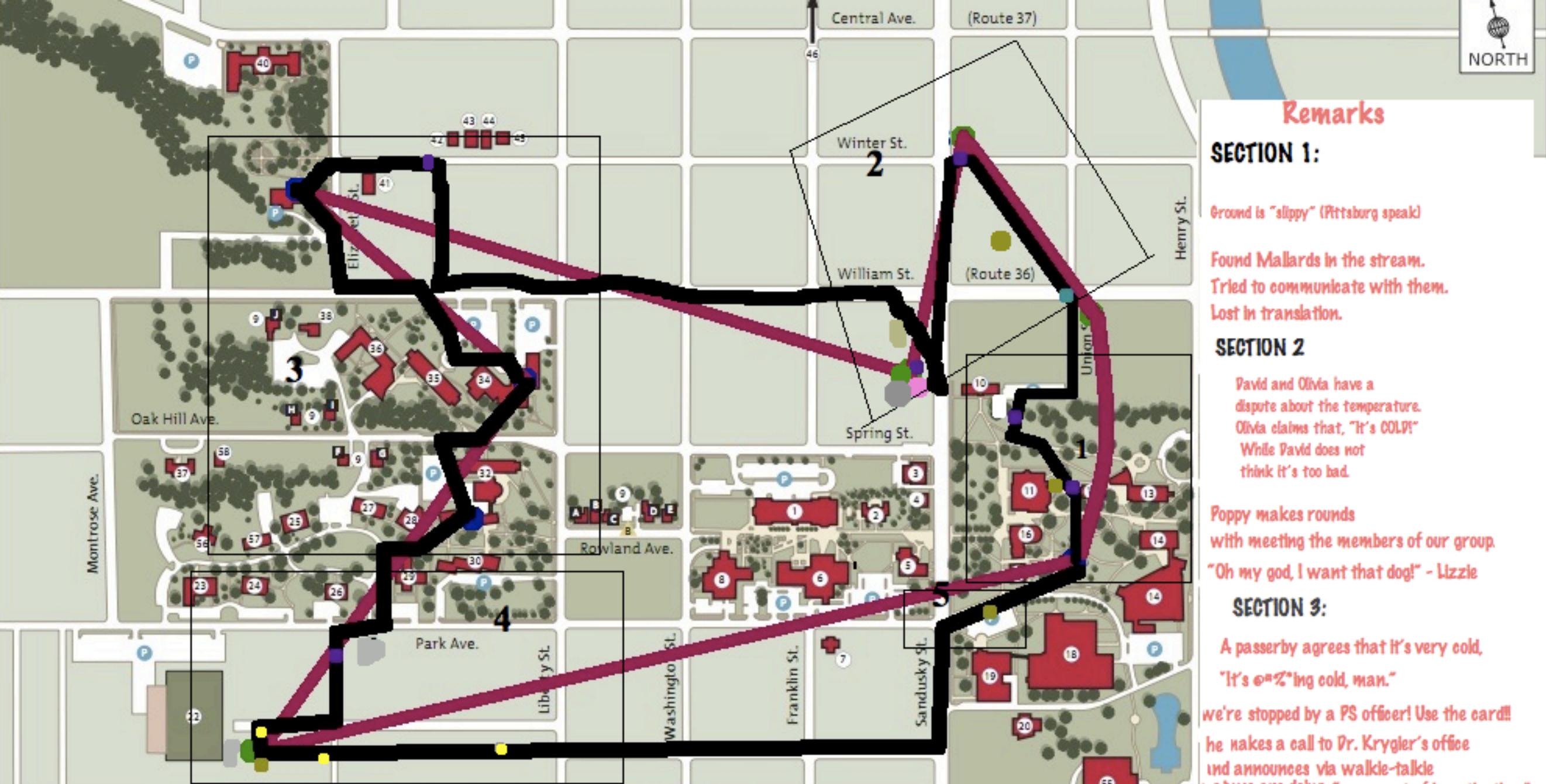
→ **Smell-->Dumpster(YUCKA)**
Emotion-->Unwanted

A car did not stop for us

A driver laughed at us when
we slipped on the ice ☺



→ **Smell--> Cars, rubber tires, gasoline, etc**



Psychogeography Map of Ohio Wesleyan University

- Buildings
- Random Plots
- Drawn Path
- Actual Path

- | | | | |
|---------------------------------------|-------|---|--------------------------------|
| ● | Noise | ● | Emotion |
| ● | Sight | ● | Touch |
| ● | Smell | | |
| ● | Taste | | |
| | | | Divided Sections
of the Map |

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

Remarks

SECTION 1:

Ground is "slippy" (Pittsburg speak)

Found Mallards in the stream.
Tried to communicate with them.
Lost in translation.

SECTION 2

David and Olivia have a dispute about the temperature.
Olivia claims that, "It's COLD!"
While David does not think it's too bad.

Poppy makes rounds with meeting the members of our group.
"Oh my god, I want that dog!" - Lizzie

SECTION 3:

A passerby agrees that it's very cold.
"It's @#%*ing cold, man."

we're stopped by a PS officer! Use the card!
he makes a call to Dr. Krygler's office
and announces via walkie-talkie
that we are doing "some sort of investigation."

Found storage room
and the spaces used to
quarantine kids last winter
during the swine flu epidemic.

SECTION 4

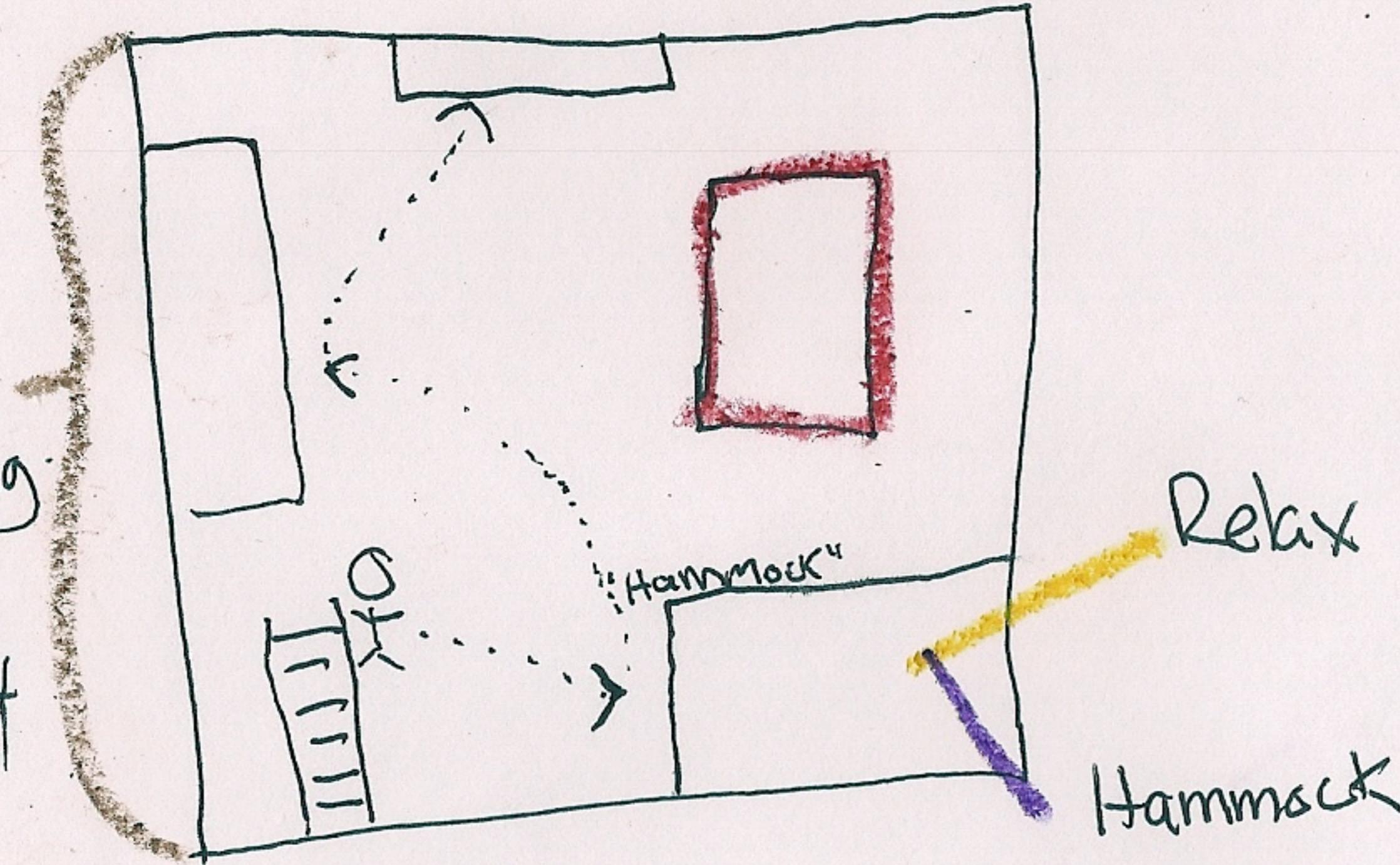
Found deer tracks and a bird coop.
Saw a kid playing in a bucket.
That's Delaware for you

SECTION 5

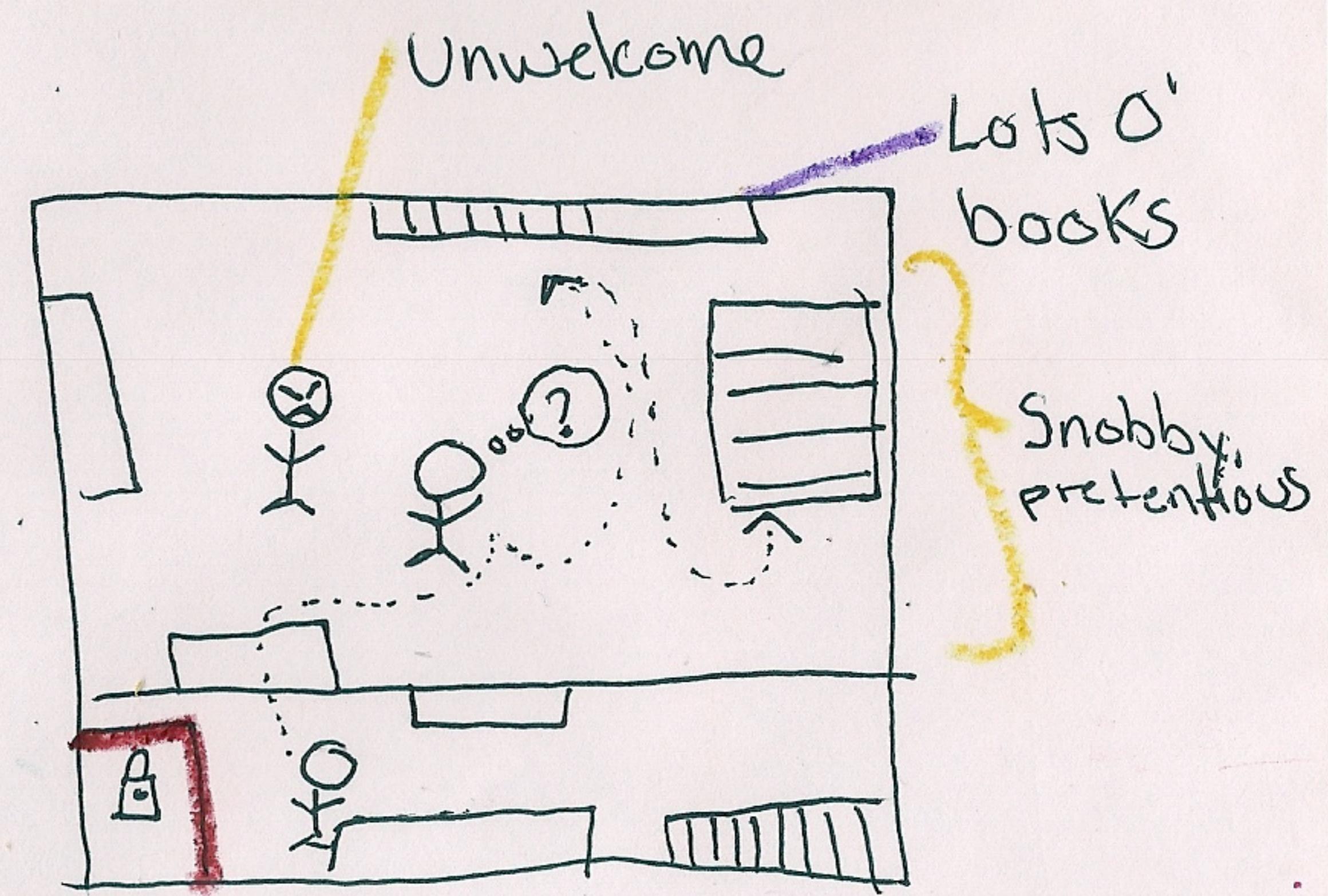
We reach Elliot feeling relieved. VICTORY POSE!!!

3 ↗

Old
building
smell,
musty



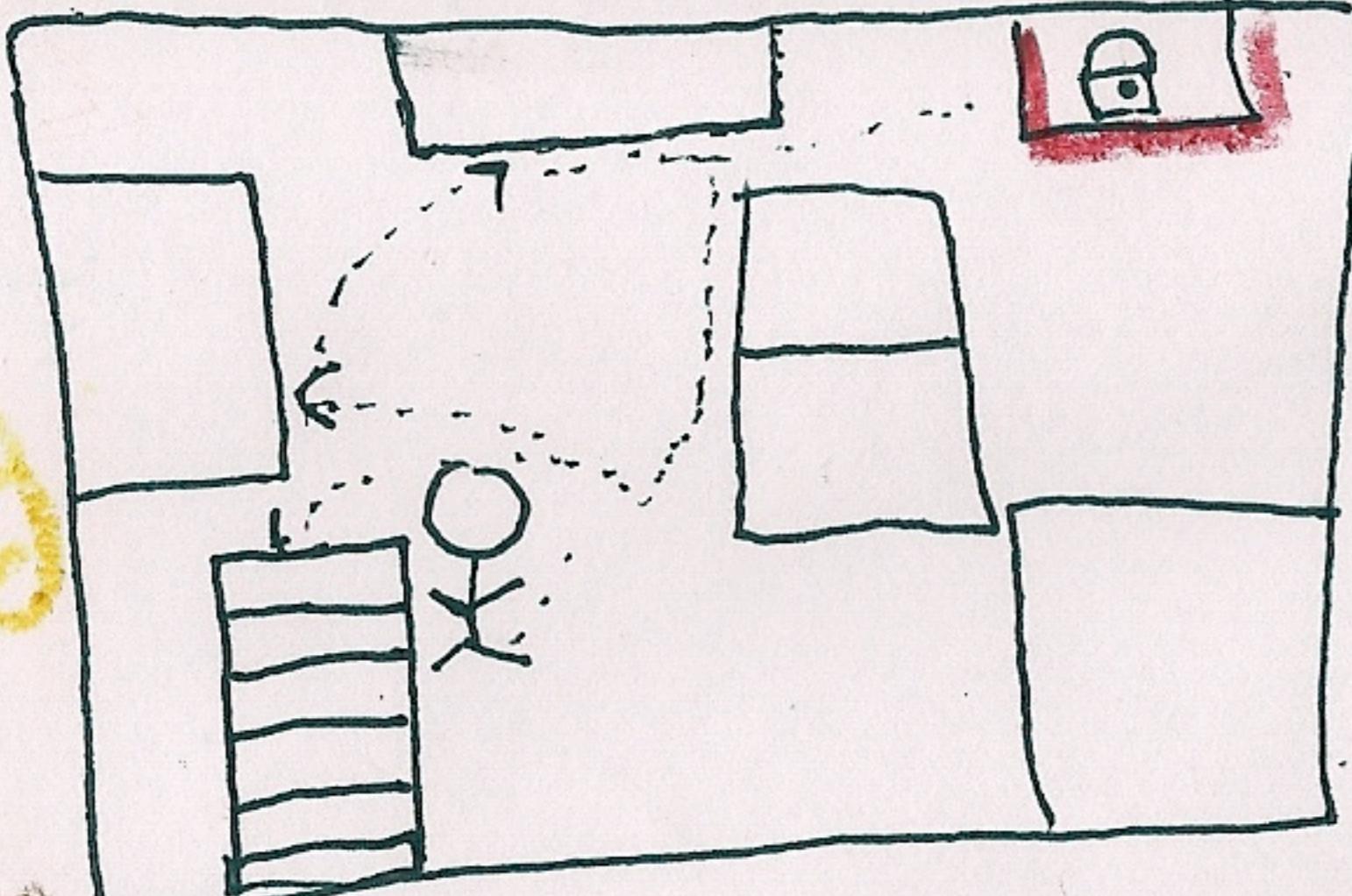
- Smell
- Noise
- Sight
- Emotion
- touch
- taste
- Locked doors/closets



Silent

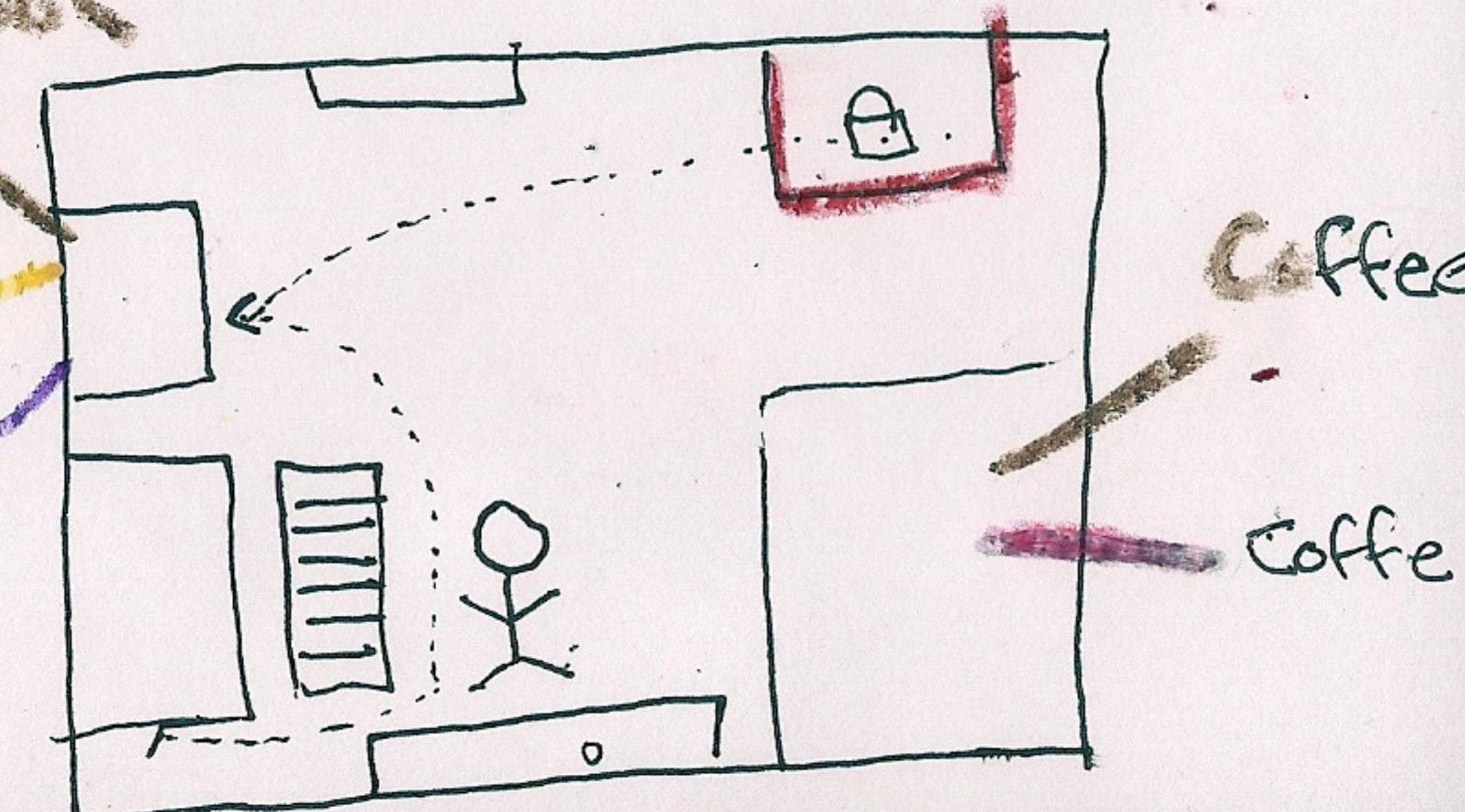
intruding

old book



Intellectual

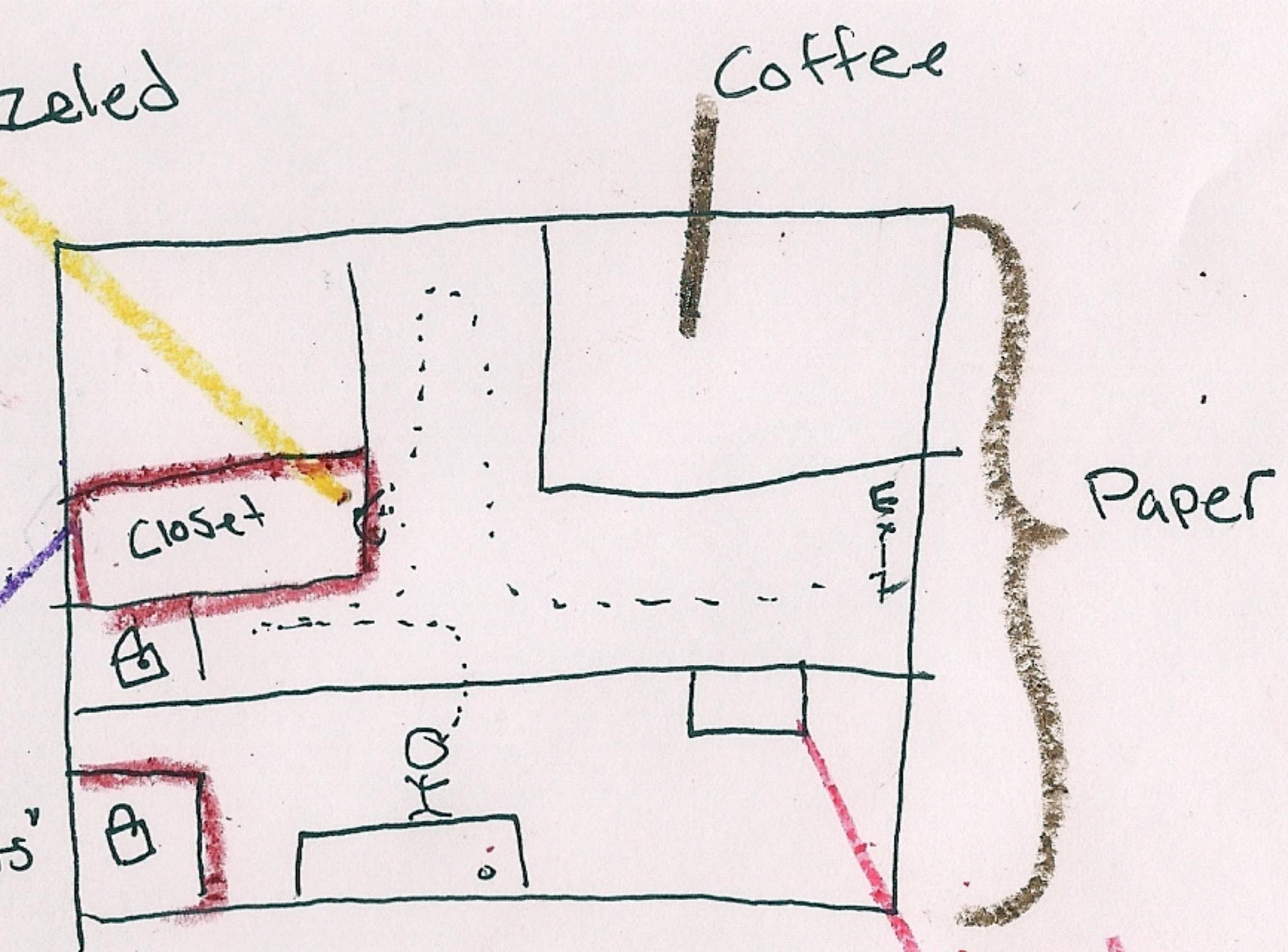
Books



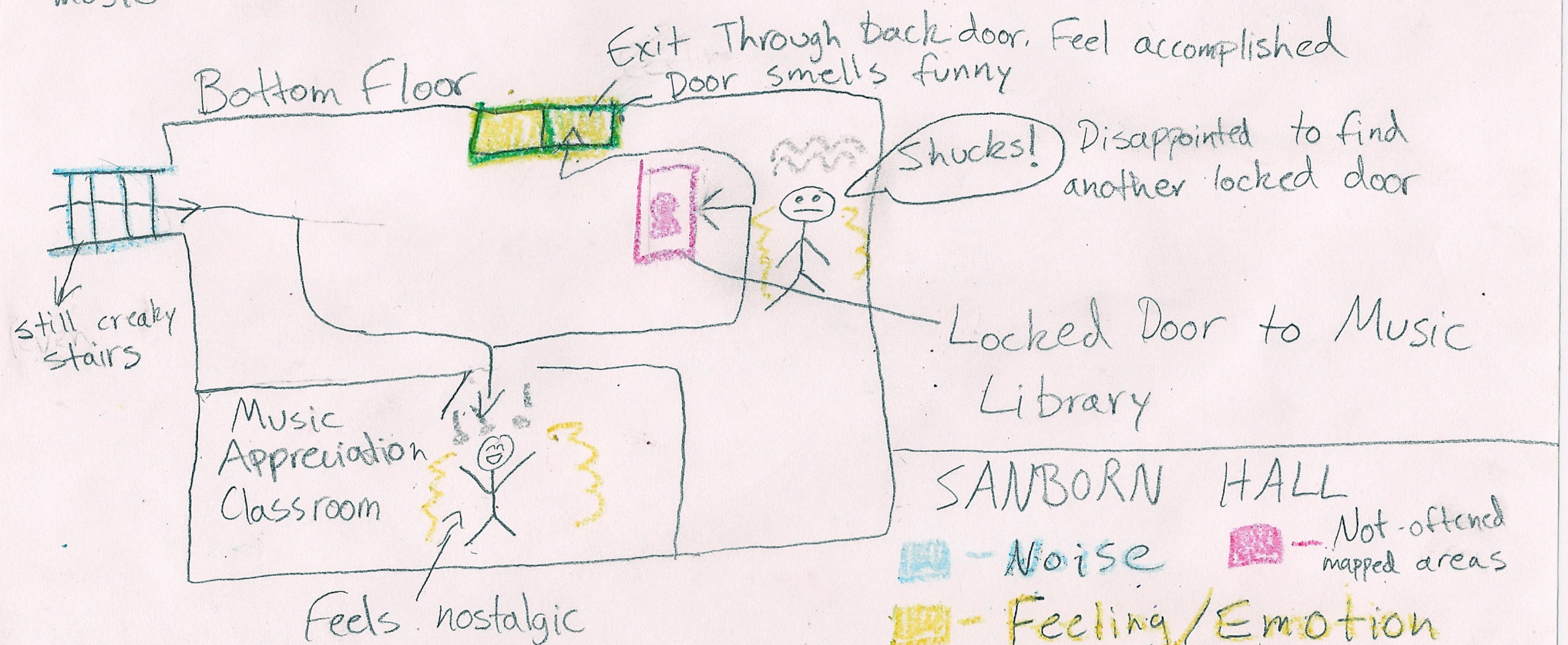
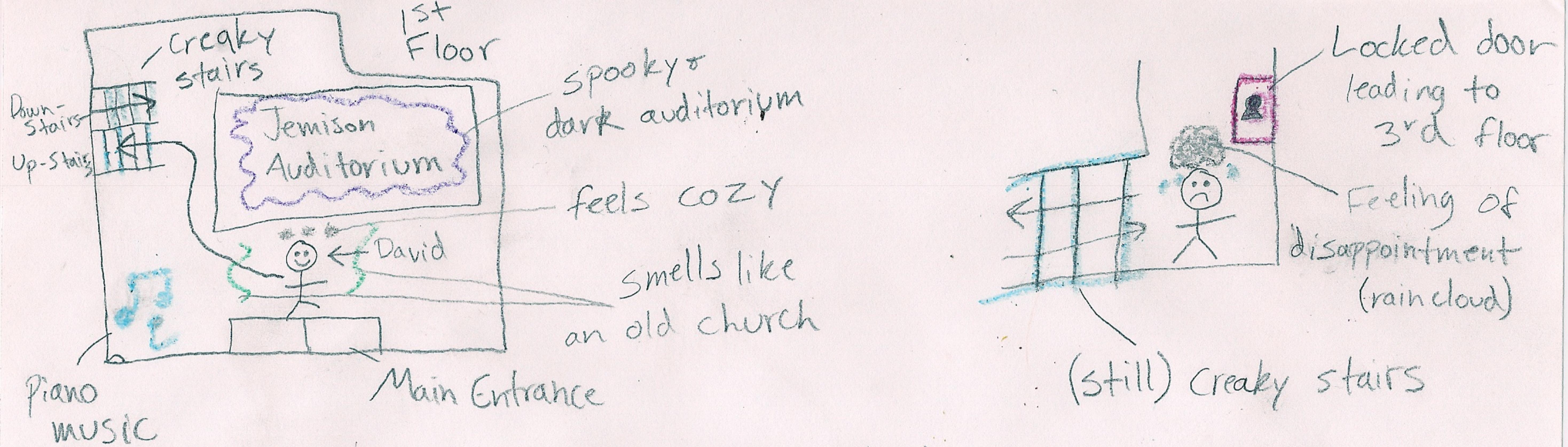
Frazzled

Coffee

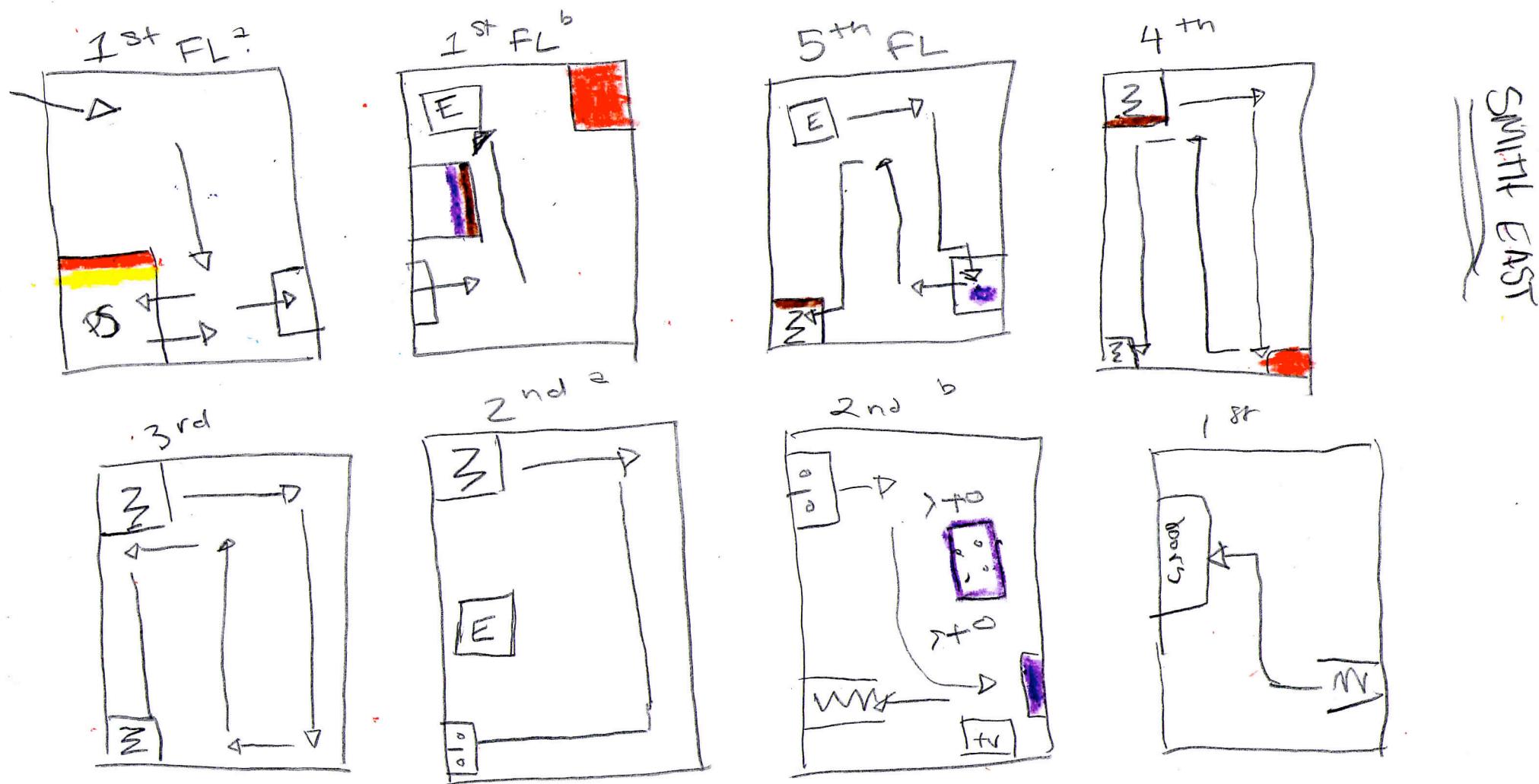
Old
Transcripts'



Water
"mumble"



- SANBORN HALL
- - Noise
 - - Not-oftened mapped areas
 - - Feeling/Emotion
 - - Thoughts
 - - Sight
 - - Smells

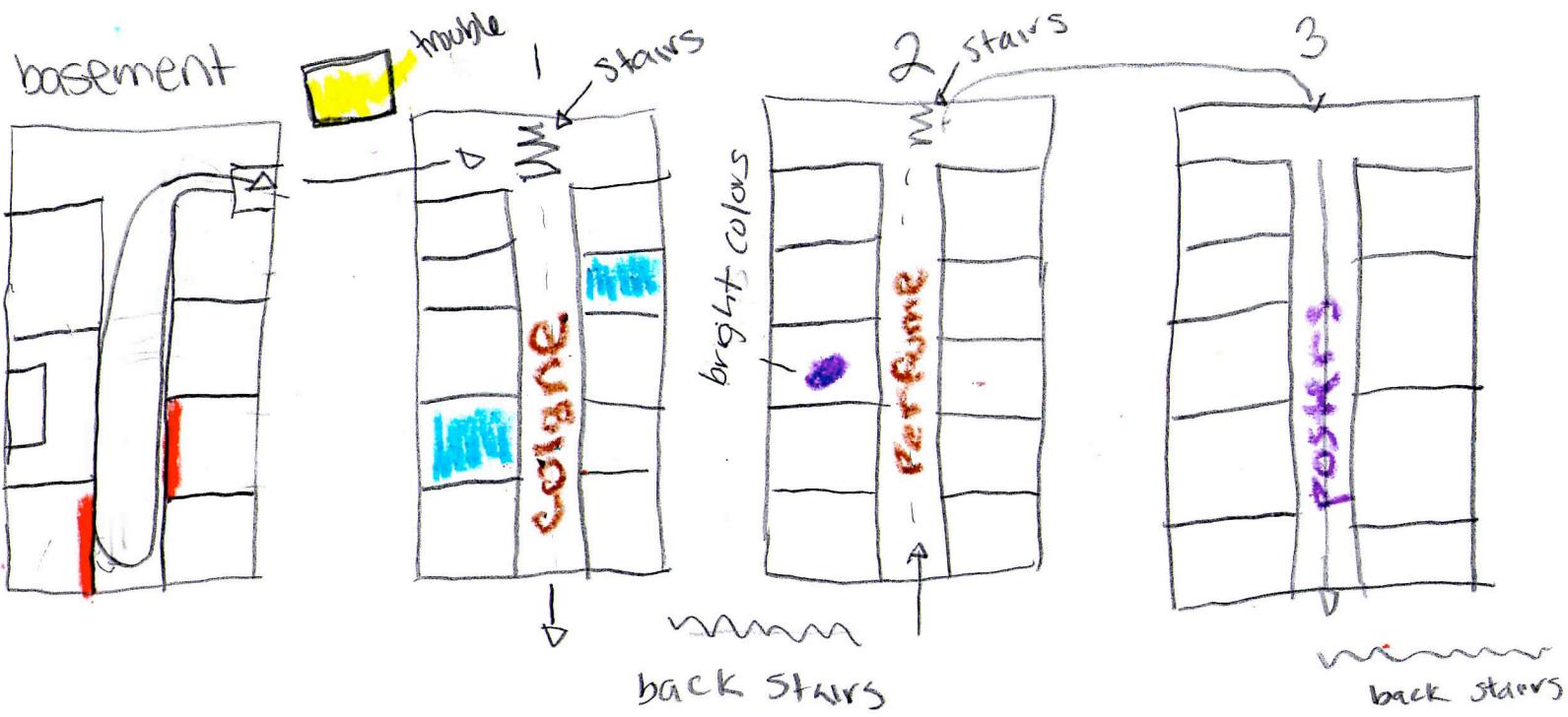


- - smell
- - noise
- - sight
- - emotion
- - taste
- - locked doors/ closets

Note:

- Inside PS office some high emotions were had causing us to be walkie-talkied over the radio
- some of the doors were locked
- 1st FL^b we found mysterious blood stains & terrible smells as well as some locked doors to boiler room

THOMSON

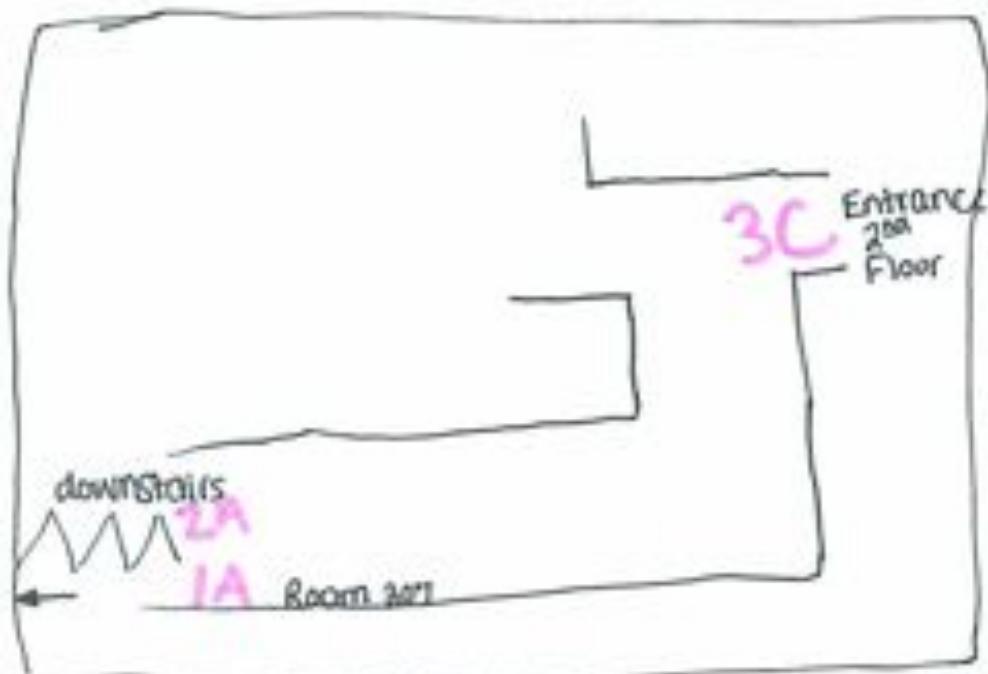


- smell
 - noise
 - sight
 - emotion
 - taste
 - locked doors
- Closets

Note:

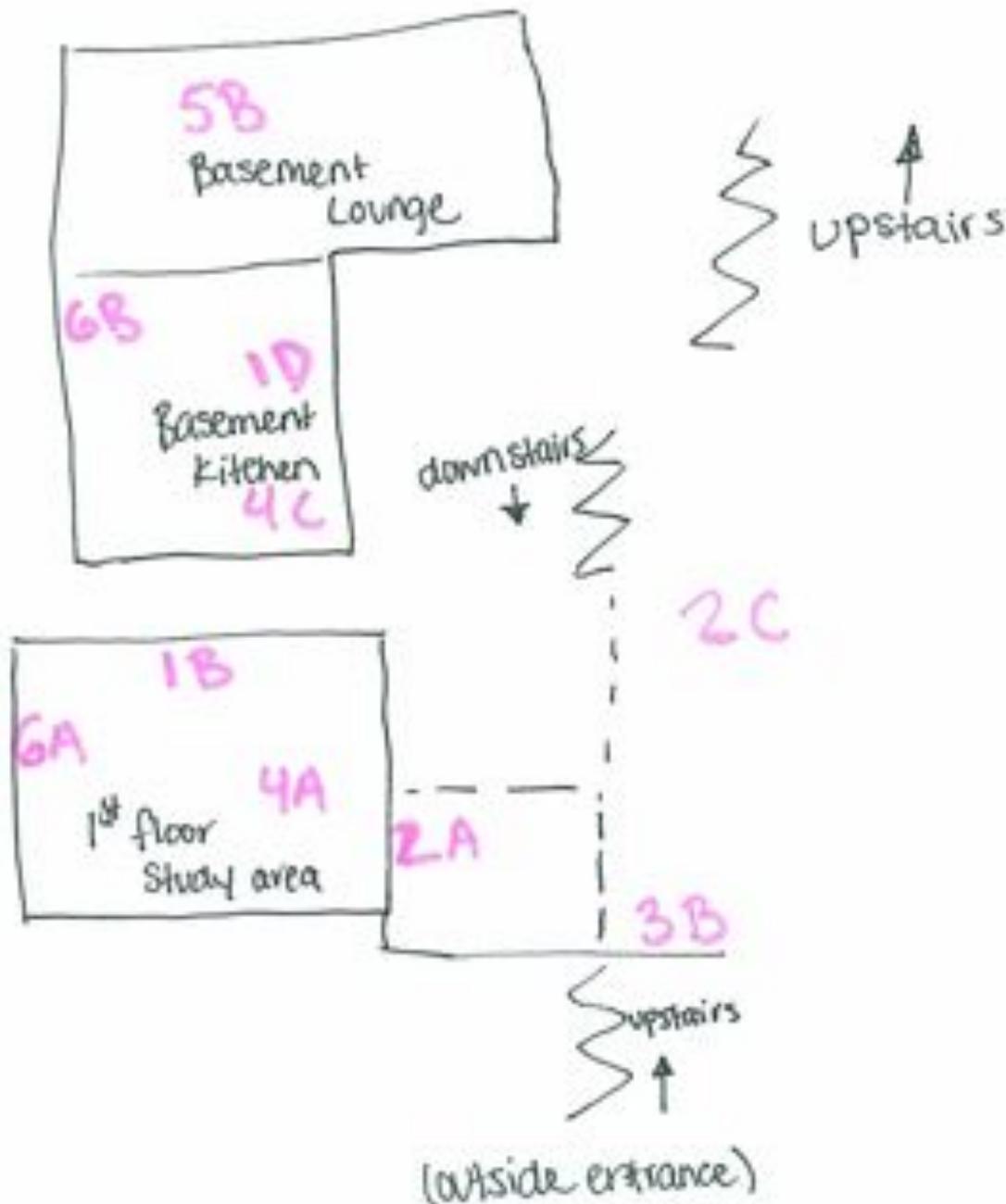
- the trouble box is where strange men taught us a lesson.
- Most of the doors were closed b/c they were people's rooms.

SCSC



KEY:

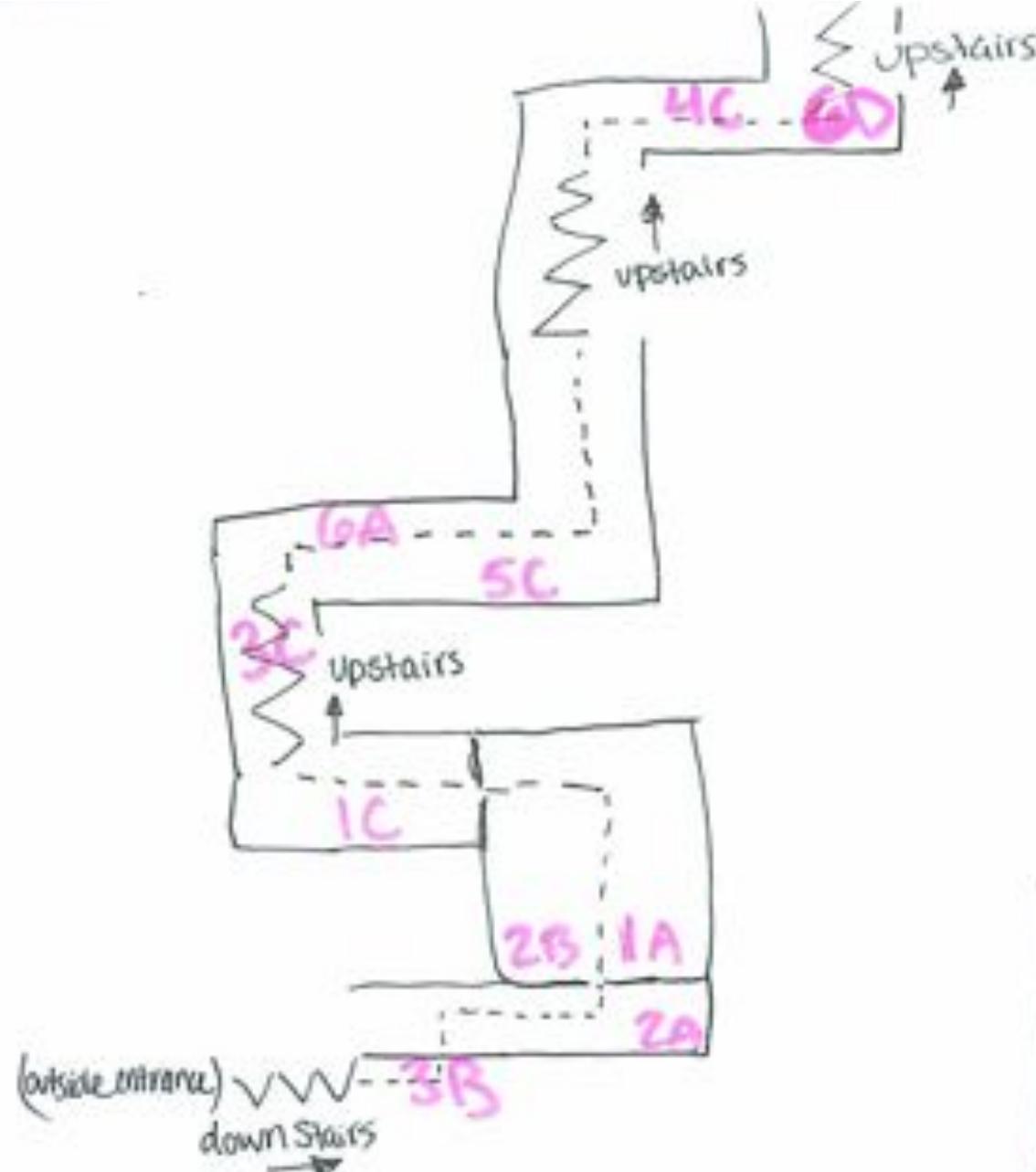
- 1A SOUNDSCAPE: Buzzing from room 205
- 1C SOUNDSCAPE: Human talking at food court
- 1D SOUNDSCAPE: Breaking doors
- 2A SMELLSCAPE: Rubber from staircase
- 2C SMELLSCAPE: Chemical Spill from storage
- 3A TOUCHSCAPE: Bucky cold walls
- 3C TOUCHSCAPE: Slippery floors
- 4B TOUCHSCAPE: Dusty air
- 5A NOISESCAPE: Large fossil print
- 6B PSYCHOSCAPE: Unknown
- 6C TOUCHSCAPE: Catastrophic



KEY:

- 1B SOUNDSCAPE: crackling heater
- 1D SOUNDSCAPE: dripping water in kitchen
- 2A SMELLSCAPE: Washing/cleaning chemicals
- 2C SMELLSCAPE: Unwashed clothes and BO
- 3B TOUCHSCAPE: Wet floors
- 4A TASTESCAPE: caramel macchiato
- 4C TASTESCAPE: pink lady apple
- 5B INTERIEN MÄRTE: Pool table
- 6A PSYCHOSCAPE: Happy and bright from sun rays
- 6B PSYCHOSCAPE: Nostalgia

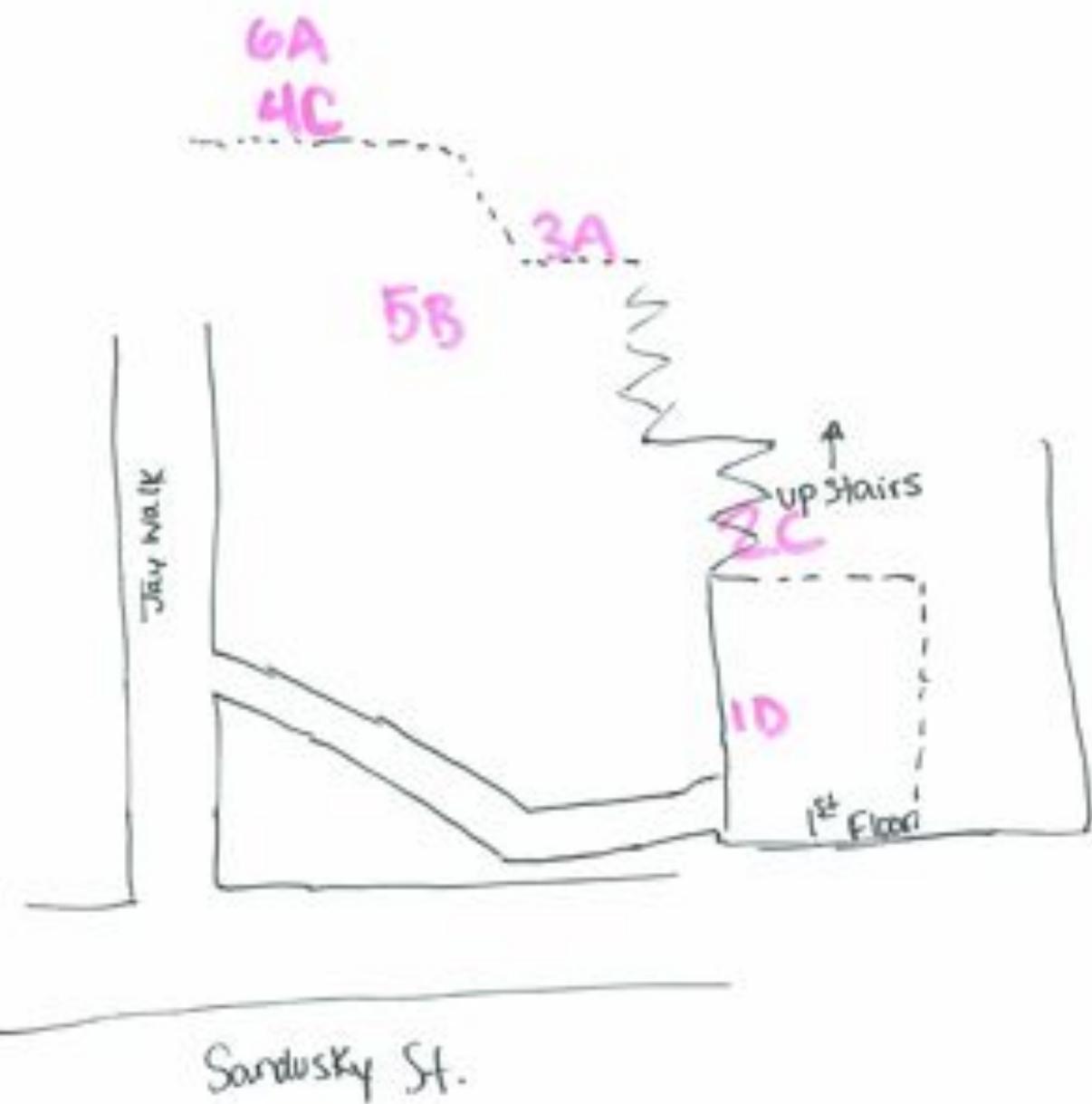
Sturges



KEY:

- 1A Soundscape: Heater in basement classroom
- 1C Soundscape: Professor teaching in room 106
- 2A Smellscape: Berry air freshener in girls bathroom
- 2B Smellscape: Chalk in basement classroom
- 3B Tactilescape: NFT rubbers
- 3C Tactilescape: Smooth fake marble rails
- 4C Tastescape: Blackcurrant soothers
- 5C Not Often Mapped: Ceiling fans
- 6D Pleasurescape: Comfort and happiness

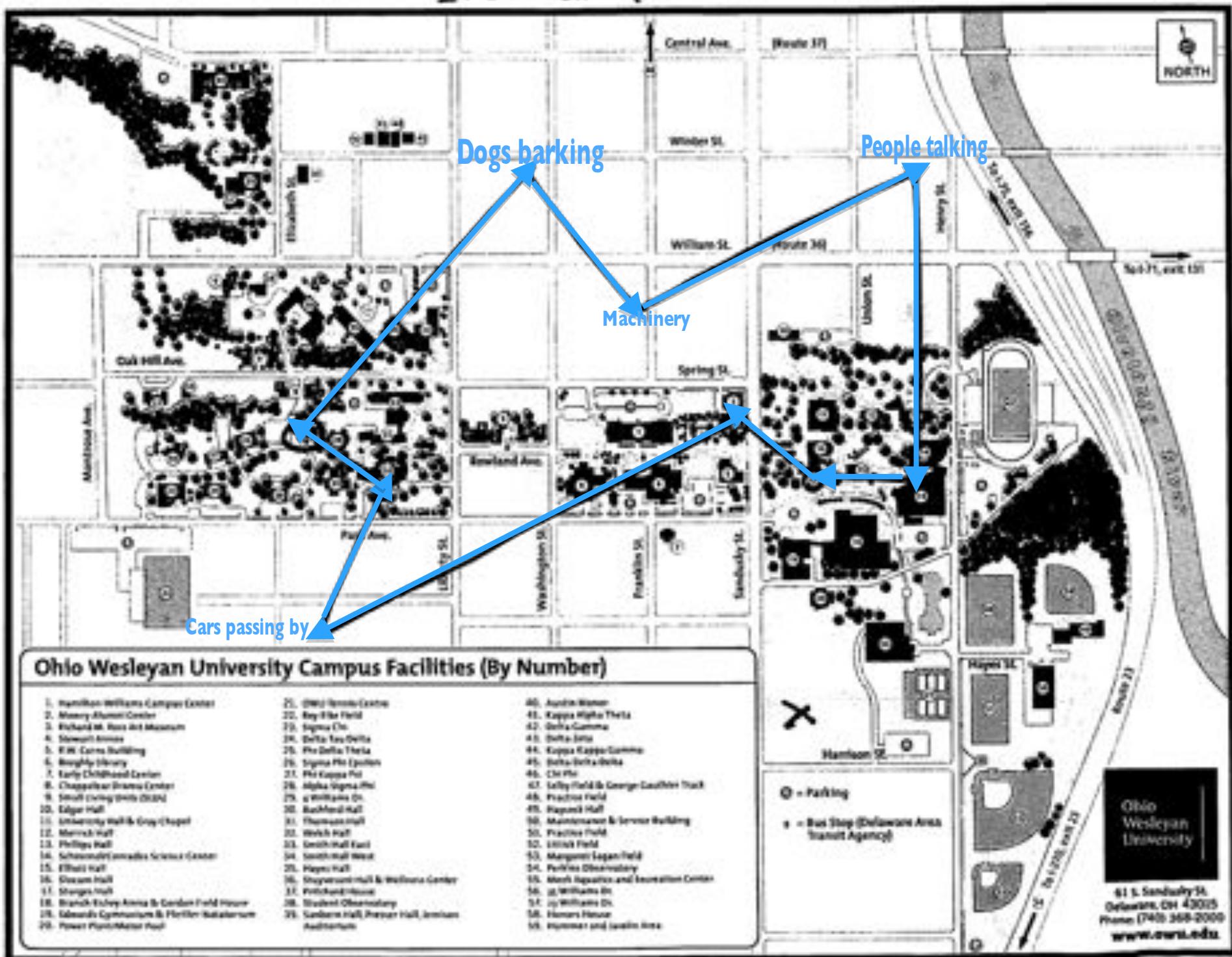
Annex



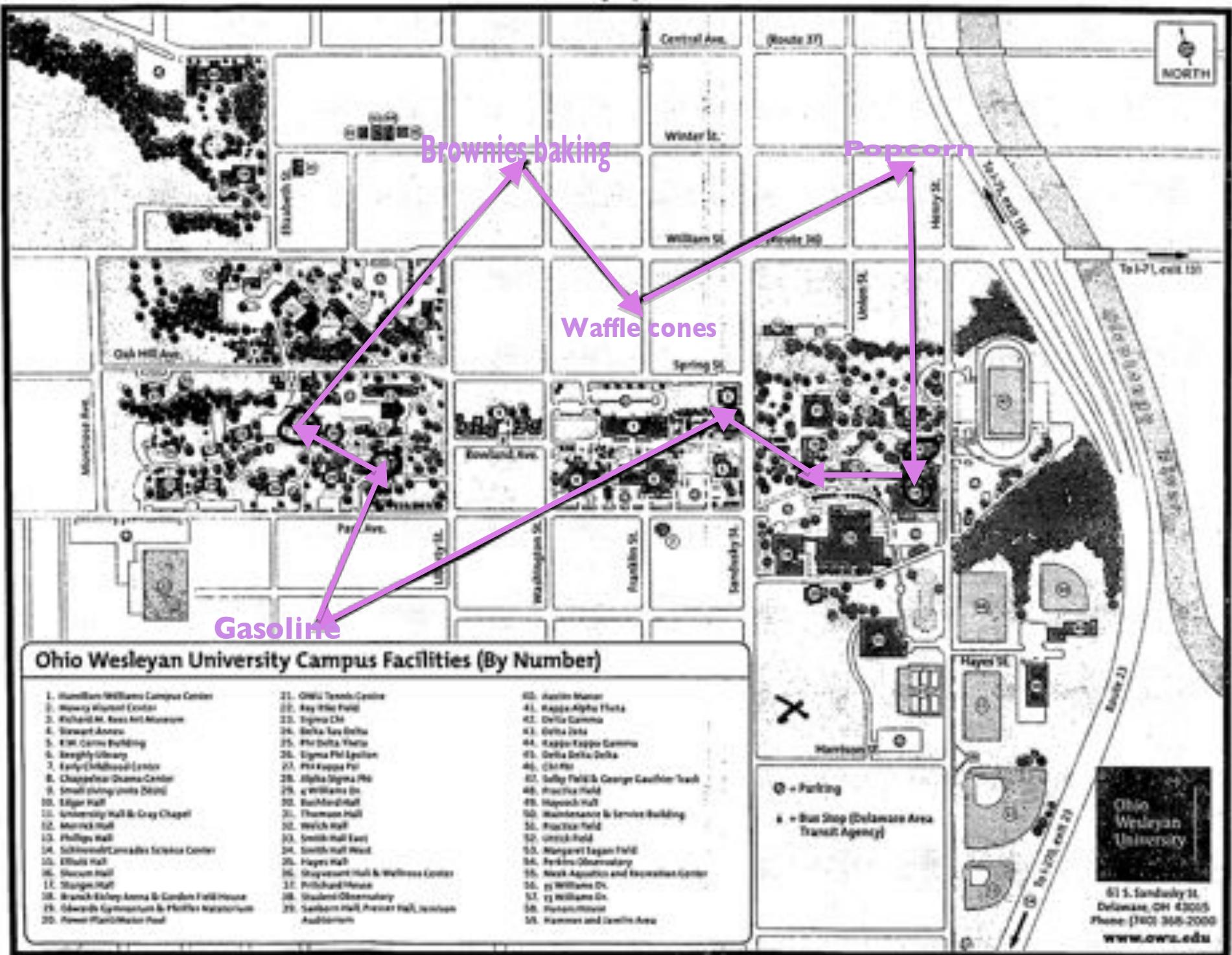
KEY:

- 1D SOUNDSCAPE: Sound of a toilet flushing from the girls bathroom
- 2C SMELLSCAPE: Musty
- 3A TEXTURESCAPE: Hard fabric of cheap couches
- 4C TASTESCAPE: Sophie chewing Winterfresh gum
- 5B HOT SPOTS/MOTIFS: Coffee maker
- 6A BUDDIESCAPE: Depressing

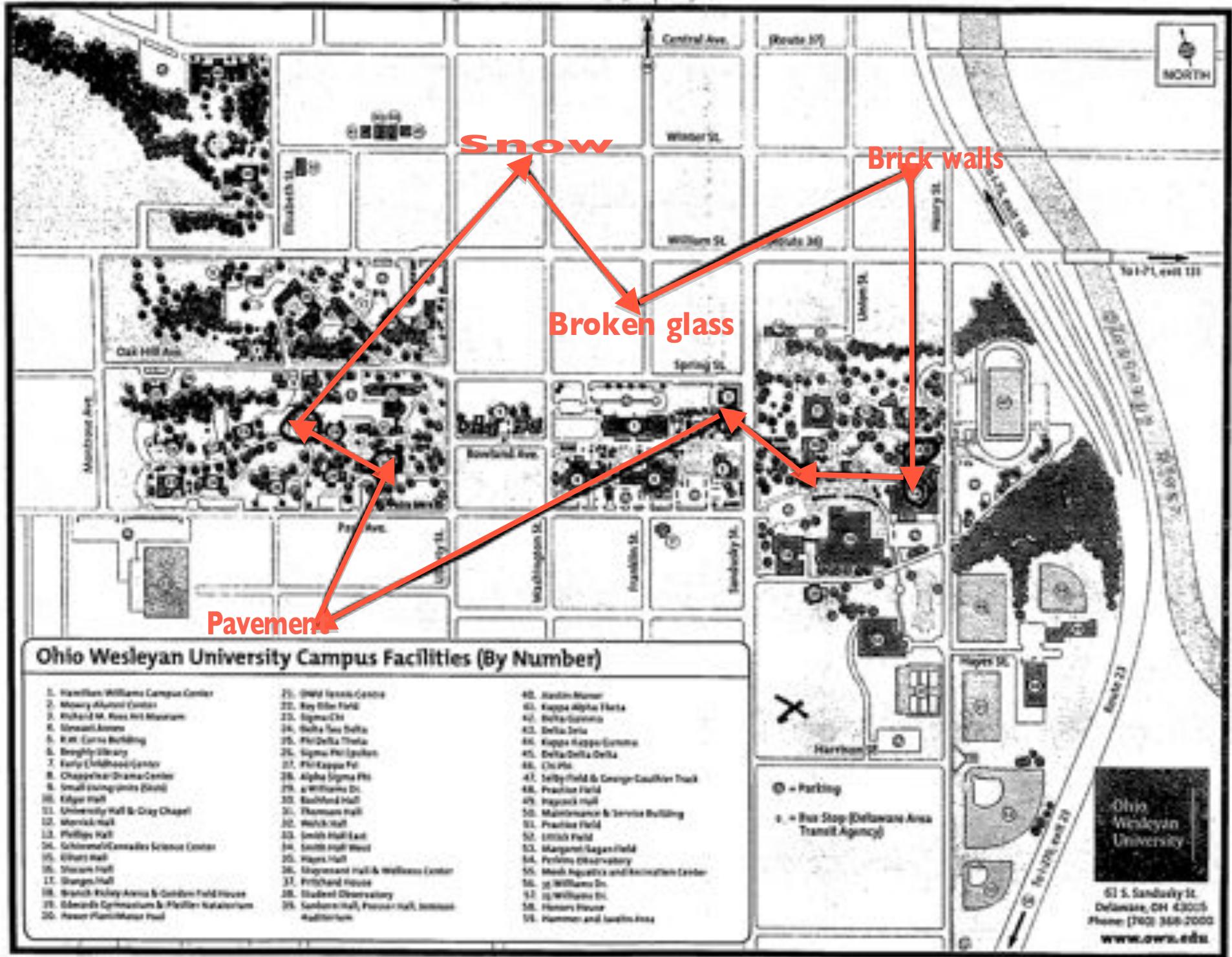
1: SoundScapes



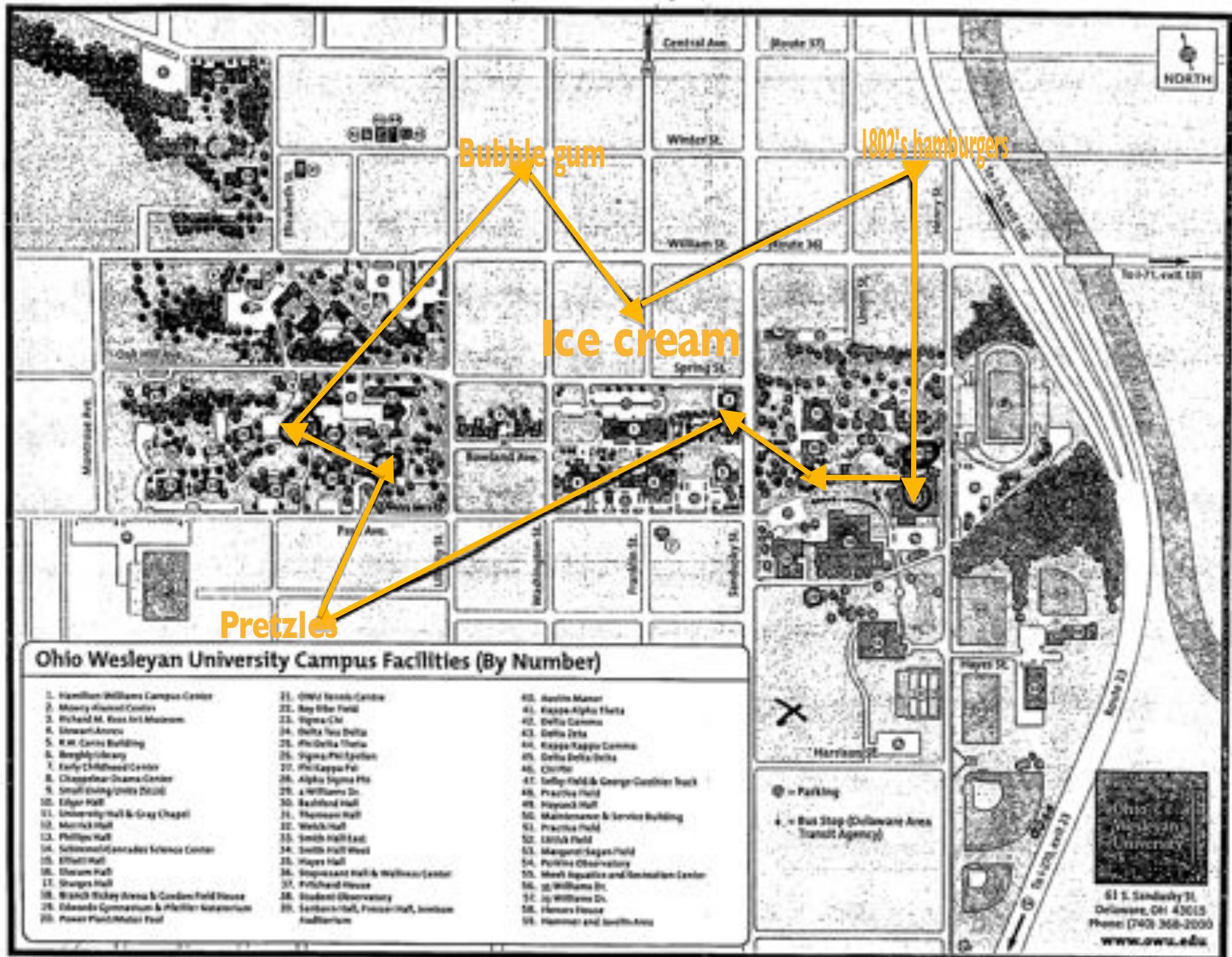
2: Smellscape



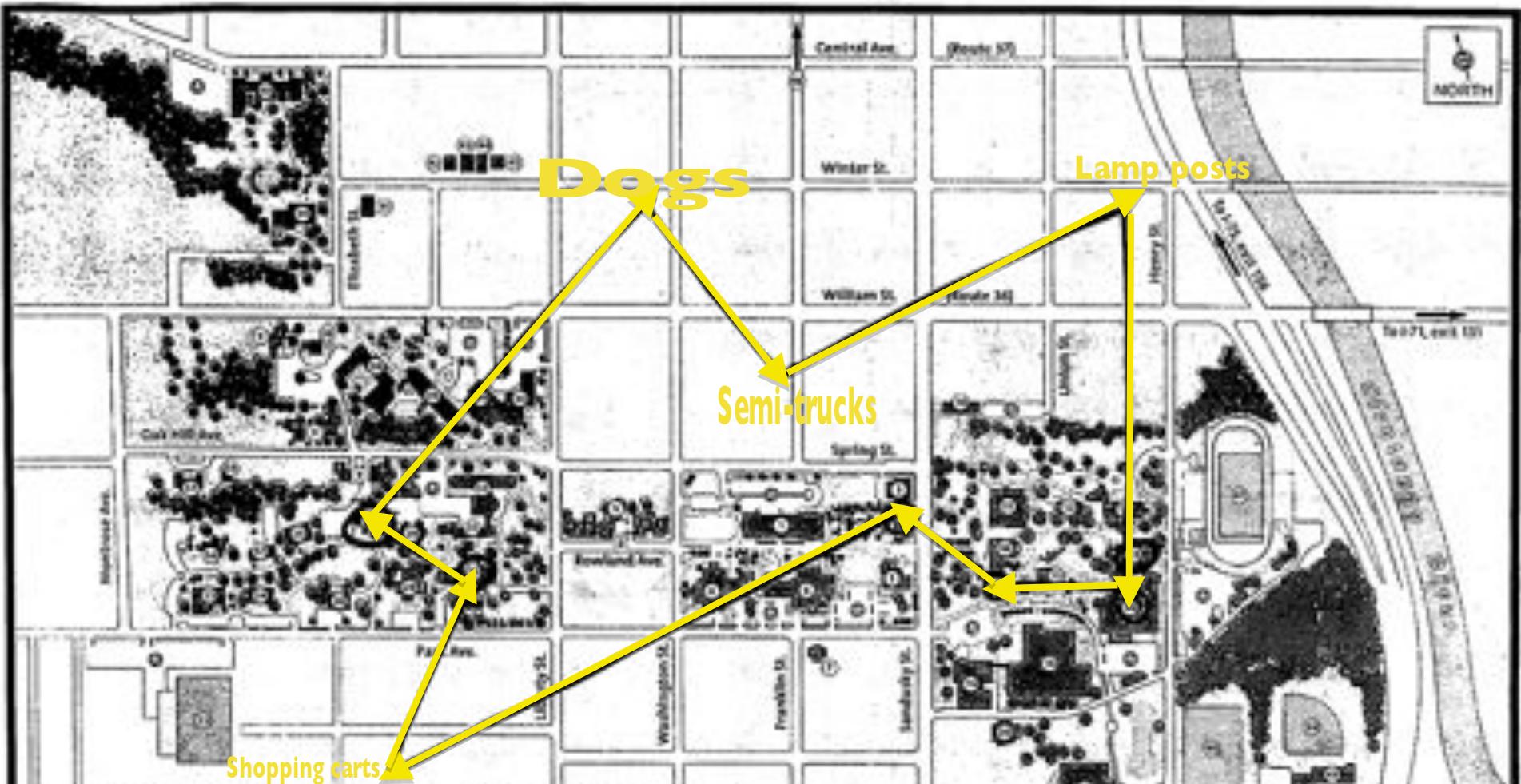
3: Touchscapes



4: Tastescapes



5: Not often mapped



Ohio Wesleyan University Campus Facilities (By Number)

- | | | |
|---|--|--|
| 1. Hathaway-Williams Commerce Center | 21. OHNU Tennis Courts | 40. Justinian Baner |
| 2. Moxley-Burnett Center | 22. Key Kicker Field | 41. Kappa Alpha Theta |
| 3. Richard M. Ross Art Museum | 23. Vegas! Bar | 42. Delta Gamma |
| 4. Stewart Arctic | 24. Delta Tau Delta | 43. Beta Sigma |
| 5. Kish Cancer Building | 25. Omicron Theta | 44. Kappa Kappa Gamma |
| 6. Beeghly Library | 26. Alpha Phi System | 45. Delta Delta Delta |
| 7. Early Childhood Center | 27. Kappa Kappa Psi | 46. Chi Alpha |
| 8. Chappell Drama Center | 28. Alpha Sigma Phi | 47. Derby Field & George Caulfield Track |
| 9. Small Dining Units (SDU) | 29. a Williams Dr. | 48. Practice Field |
| 10. Elgin Hall | 30. Auditorium Hall | 49. Hoycock Hall |
| 11. University Hall & Grey Chapel | 31. Thompson Hall | 50. Maintenance & Service Building |
| 12. Merck Hall | 32. Wicks Hall | 51. Practice Field |
| 13. Phillips Hall | 33. Smith Hall East | 52. Ulrich Field |
| 14. Subbanen/Centrales Science Center | 34. Smith Hall West | 53. Marquardt-Kagan Field |
| 15. Elliott Hall | 35. Hayes Hall | 54. Perkins Observatory |
| 16. Weston Hall | 36. Maystrand Hall & Wellness Center | 55. West Aquatics and Recreation Center |
| 17. George Hall | 37. Prickett House | 56. a Williams Dr. |
| 18. Brack-Wiley-Armstrong-Cordley Field House | 38. Student Observatory | 57. b Williams Dr. |
| 19. Edwards Gymnasium & Fleifler Natatorium | 39. Lankham Hall; Prentiss Hall; Weston Auditorium | 58. Hayes House |
| 20. Pesser Flammkeller Pool | | 59. Hammont and Jewell Area |

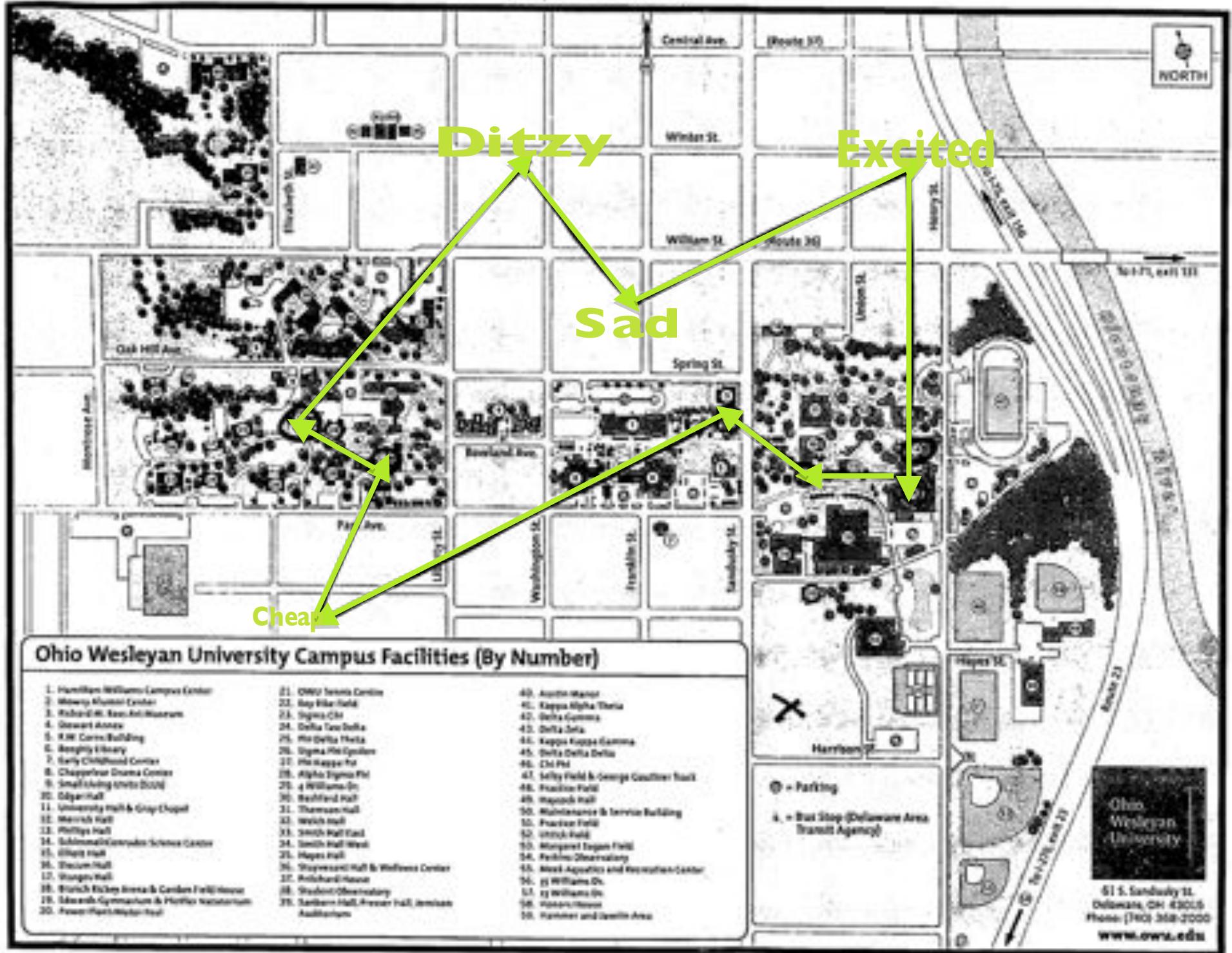
● = Parking

a. = Bus Stop (Delaware Area Transit Agency)

Ohio Wesleyan University

61 S. Sandusky St.
Delaware, OH 43015
Phone: (740) 368-2000
www.owu.edu

G: Psycho Scape





Katherine in the
Sub-Basement



Sub-Basement



Williams and Sandusky
intersection
(Walking along mapped route)



Ollie's Ice Cream Shop
(Walking along mapped route)



Phi Kappa Psi
(Walking along mapped route)

Sophie Kiendl
Katherine Stone
Julia Alkon

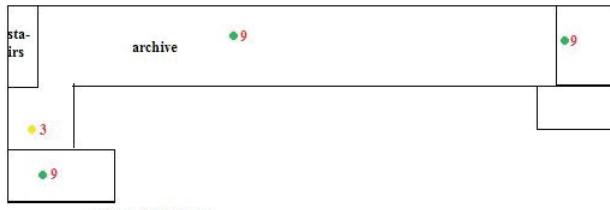
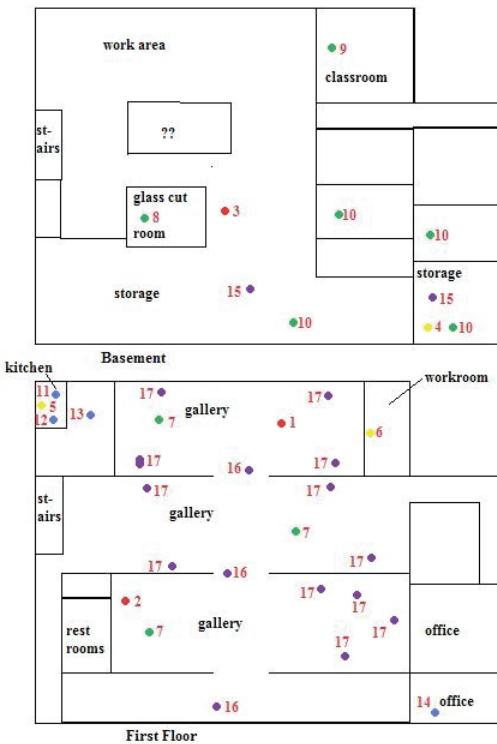
Our group traveled around Ohio Wesleyan University and Delaware County as official PsychoGeography Investigators. Our group chose option one due to the harsh winter weather. We decided from the start that we would do all mapping as a group instead of splitting up the tasks, seeing that three people using all their senses is better than one. The four campus points we randomly chose were, Bashford Hall, Schimmel/Conrades Science Center, Sturges Hall and The Annex. Additionally we had four randomly chosen points which stretched roughly from Henry Street to Elizabeth Street giving us a wide area of investigation. As we walked around I, Sophie recorded the data we collected, Katherine mapped out our routes within the chosen locations and Julia photographed our journey. We all used our senses for the six categories; soundscapes, smellscapes, touchscapes, tastescapes, not often mapped and psychoscapes. Some places obviously were more appealing to our senses than others for example the smell of freshly baked waffles cones wafting from Ollie's versus the smell of body odor and dirty laundry in Bashford Hall. We started off in the Science center and then made our way down into downtown Delaware then trekked down Williams street and up into the start of a residential neighborhood. Then we crossed through Smith and Hayes Hall to Phi Psi and then onto Bashford Hall. We then went further into another area of Delaware homes and crossed back to The Annex. We then made our final descent to Sturges and the science center, where we ended our journey.

For the most part, we didn't encounter anything too extraordinary during our explorations. In fear of getting frostbite, we conquered the buildings first so we could stay indoors. Our only semi-weird experience was in the science building where we stumbled upon the sub-basement. There was a big sign on the entrance reading "KEEP OUT," so naturally we opened the door and

traveled onward. Inside was musty and creepy, which was amplified by the fact that we knew we weren't allowed to be there. All of the lights were off so we flipped the switch just outside the door, praying that it was actually the light switch and not some type of alarm. Our "Official PsychoGeography Investigator" cards were in hand in case of any run-ins with authority figures. We found a stuffed peacock and other science related things being stored behind caged walls and doors. The broom we were using to prop the door open fell over with an abruptly loud noise and caught us off guard so we got out of there pretty quickly.

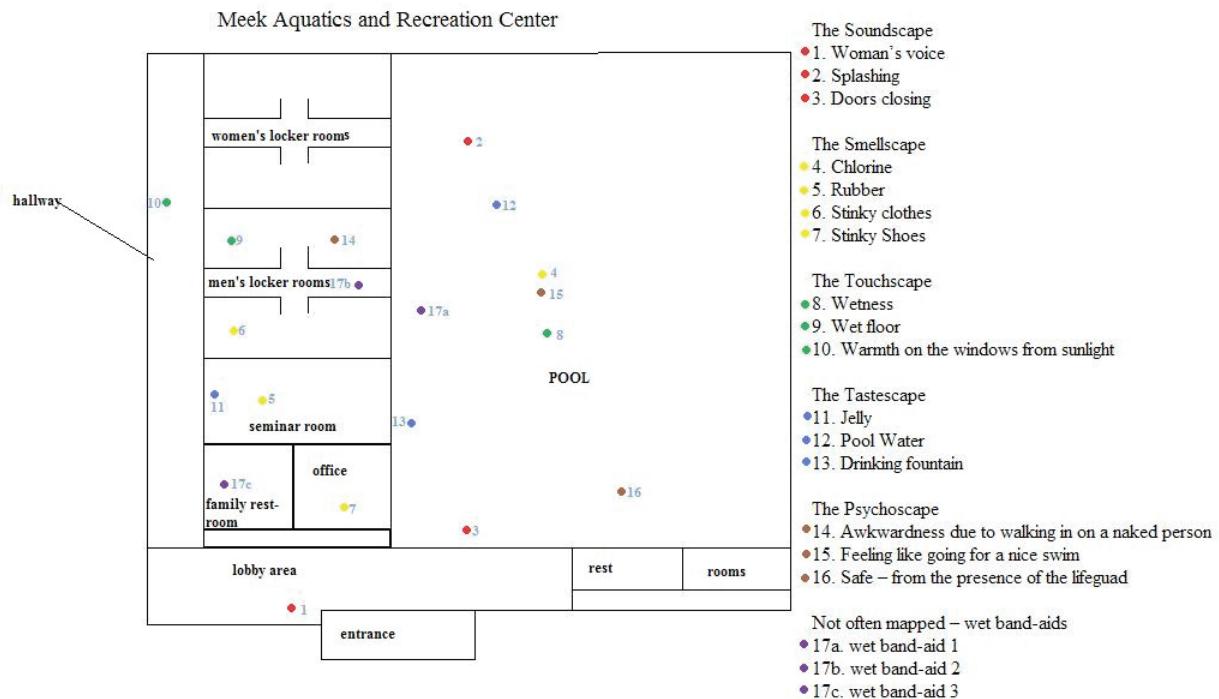
Everything aside from the sub-basement experience was status-quo. We felt and tasted and smelled and heard and not often mapped various things in all of the different buildings and we did the same on our leisurely walks to our off-campus points. Our favorite part of the journey was when we could smell the ice cream and waffle cones being made at Ollie's in between William Street and Spring Street.

It was both interesting and irritating to walk all the way from The Strand Theater to the Dollar Store passed Liberty Street. The points were extremely far away from each other, but it was an opportunity to walk on streets and pass places that we wouldn't normally have been on our own.



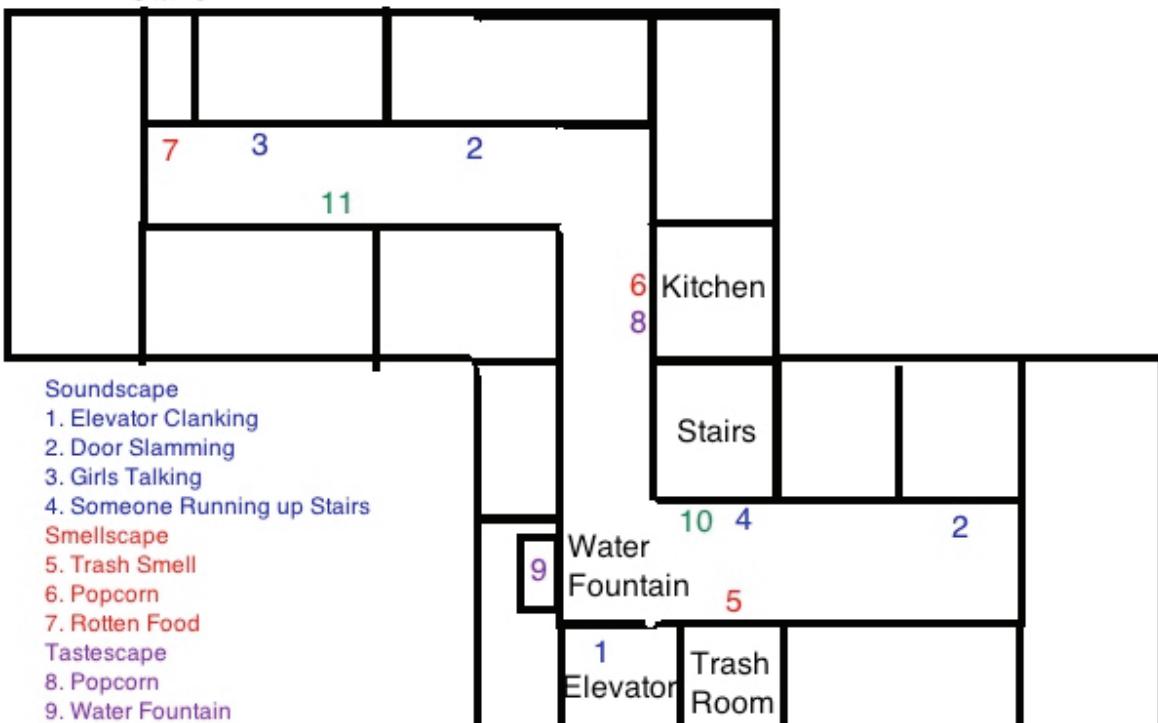
Richard M. Ross Art Museum

- | | |
|---------------------|----------------|
| The Soundscape | The Tastescape |
| • 1. Silence | • 11. Cake |
| • 2. Quiet talking | • 12. Wine |
| • 3. Creepy Humming | • 13. Coffee |
| • 4. Dust | • 14. Candy |
-
- | | |
|--------------------|--------------------------|
| The Smellscape | The Psychoscape |
| • 5. Coffee | • 15. Creepy basement |
| • 6. Paint Thinner | • 16. Welcoming entrance |
| • 7. No touching | • 17. Feeling inspired |
-
- | | |
|-----------------------|--|
| The Touchscape | |
| • 8. Sharp glass | |
| • 9. Delicate artwork | |
| • 10. Dusty surfaces | |



Smith East

Stairs



Soundscapes

- 1. Elevator Clanking
 - 2. Door Slamming
 - 3. Girls Talking
 - 4. Someone Running up Stairs

Smellscape

- 5. Trash Smell
 - 6. Popcorn
 - 7. Rotten Food

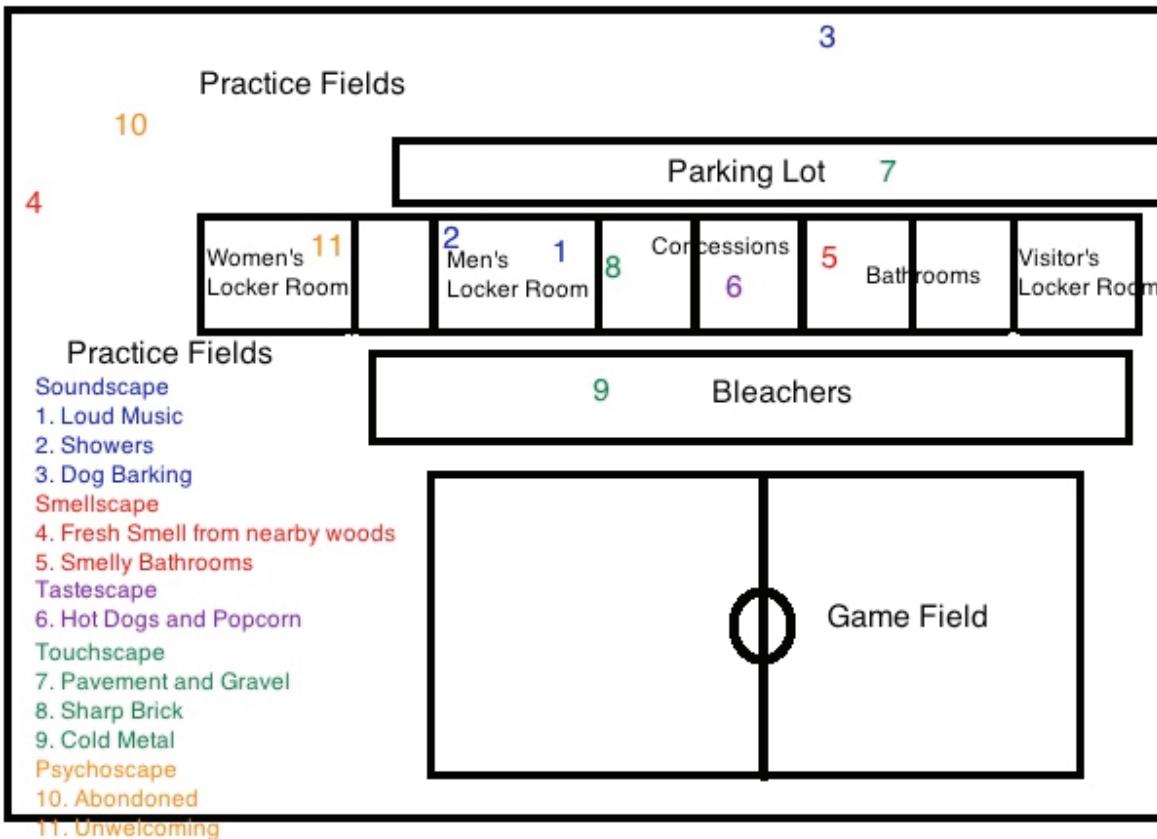
Tastescape

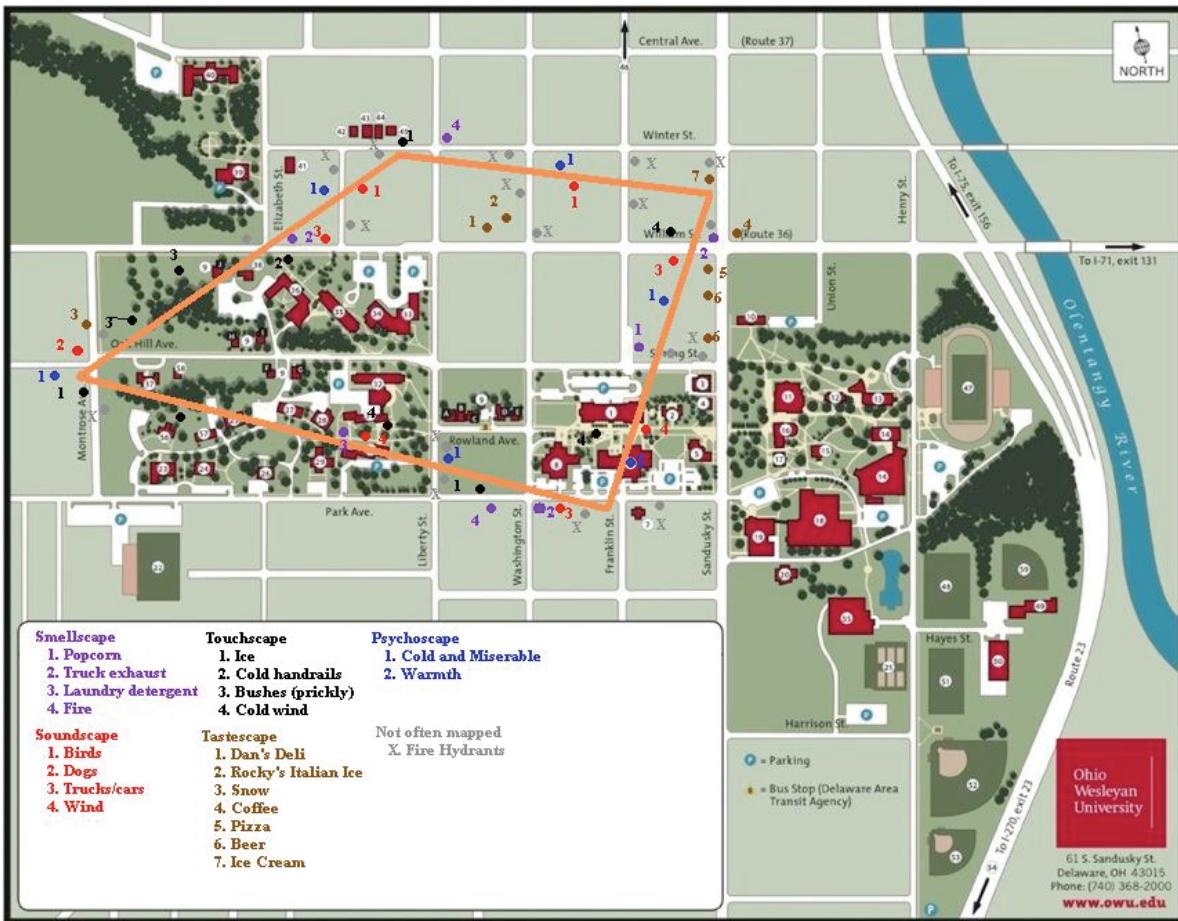
- 8. Popcorn
 - 9. Water Fountain

Touchscape

- 10. Rusted Metal on Handle
 - 11. Spilt Water

Roy Rike Soccer Stadium





Jon Stegner
Matt Turner
2/2/11
Professor Krygier
Exercise 1

Exercise 1 Write-up

For our project we opted to complete option two of the project. This allowed us to map some of the buildings around campus while still getting to experience the walk around campus. The four buildings we mapped were the Meeks Aquatic Center, The Ross Art Museum, Roy Rike Soccer Stadium, and Smith East. We picked the locations one the map by choosing random numbers and mapping the buildings that corresponded with the numbers. We picked the outdoor points on our map by putting our finger down on four random places off campus then connected the points.

After we had chosen our locations on the map, we started by walking the path that the four off campus locations created. As we walked the path we wrote down things we noticed about the path, including the six categories in which we were to map for our project. After we completed this path, we went into the buildings and observed these as well. We wrote down things we noticed in these buildings so we could map them later.

Once we had done all the necessary research on we needed to do the project, we could begin mapping. Using maps we sketched while observing our buildings, we created more detailed and organized maps using the computer. This made the maps much easier to understand and made them much neater. We split up the work for these four buildings by having Matt map the Meeks Aquatic Center and the Ross Art Museum and having Jon map the Roy Rike Soccer Stadium and Smith East. We worked together to map the outside route between the off campus locations. Once we had completed all of our maps, we worked together to complete this project write up so that the work load would be even and it would include both of our experiences.

We did have some interesting, exciting experiences while completing our project. Our first experience came while we were walking the path between our off campus locations. The route happened to go across the Delaware River, and because it was very cold we did not want to get wet. We had to go slightly off our trail to find a spot on the river where the water level was low enough and the rocks were close enough together that we were able to jump over the river without getting wet.

When we did our research at the Roy Rike Soccer Stadium, there were some unusual occurrences as well. Jon is on the soccer team at Ohio Wesleyan so he was able to obtain the keys to get into the complex. These keys gave us access to all the rooms in the building as well as the stadium. This included to women's locker room, which although it is empty and there were no girls in it at this time of year, it had an unwelcoming, awkward vibe for guys to be in it so we did not stay long. Also when at Roy Rike, outside of the fence where the practice fields are, there are dogs that ran up to the fence barking at us. This scared us a little bit as it was so unexpected.

While we were at the Meek Aquatics Center doing the necessary research in order to map out the building we had one very awkward experience. We entered the men's locker rooms thinking the entire building was empty except for us and the woman up front at the desk only to walk in on a fully nude elderly man, getting ready for an afternoon swim. After some hesitation we left, only to map the area later when there was no chance for an awkward encounter.

Before doing this exercise neither of use realized how much sensory information your brain encounters on a simple walk outside. It helped us discover that we use our senses all the time, whether we like it or not.

Geog 222

Professor Krygier

Exercise 1: Mapping Psychogeographies

War Drawing group

Group Members: John Reierson & Christian Guan-Wei Ng

For the project, our group explored the CVS off Sandusky Street, the Meek Aquatics and Recreation Center, Slocum Hall, Phillips Hall, the Subway, the medical practitioner on William Street, the living unit known as 4 Williams Drive, and finally a lot with a storage container just south of the fire station, done in a counter-clockwise manner around campus.

We went into the buildings exploring them, as well as the landscape around the route. John was responsible for taking pictures, as well as doing an initial run of the first few buildings. He also took down the various notes on the buildings and landscapes, and compiled them with the images and the maps that we had (with all the annotations with regard to the various psychogeographies of the area). I jotted down the interesting notes along the path, in addition to writing the project description.

EXPERIENCES:

While we were on the academic side, we happened upon an oddly bent tree, somewhat out of line with the rest of the flora. It was a little depressing-looking, but come spring it might perk up. Who can say? Why it was this way, we couldn't figure out. It appeared as though too much weight was placed on it for a certain period, but we couldn't figure out what, why, or how. Snow? Something someone on campus did?

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There were lots of footprints in the snow around places too, where people were crossing fairly deep drifts for some reason. People who came before us. Not very effective a shortcut, I thought: maybe they were the other Psychogeographers.

Let's see, what else? There were a few interesting shrubs when we went past the United Dairy Farmers across from Smith. They appeared like ordinary bushes covered in snow, except there were several branches sticking out the snow on top that looked like the coniferous pines of a Christmas tree. They were sticking exactly straight up. An interesting find, although we weren't sure what to make of it.

Fun fact: (most of) the rooms in 4 Williams Drive use automatic lighting technology: when you step inside, the lights (if the switch is set to on) turn on automatically. An example of this can be found in the basement men's room of the Corns building.

For the building itself, our cards actually didn't grant us access: a cleaner let us in, which was nice.

There were several other interesting events and notables: the Old City Hall turned out to also be an Opera House, there was a truck finished unloading at Hoggy's, we heard a person watching a guitar tutorial video while in 4 Williams drive, the basement of 4 Williams smelled like "someone farted down here," etc. There was also the time when we were done, and a couple other students walked by us asking "You guys got a smoke?" before swearing when we didn't (amusedly, of course). All in all, an eventful few hours, and a great opportunity to go exploring, especially places we couldn't without justification. Sadly, there were several areas we couldn't

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get too, including the roofs of buildings, and most boiler rooms/creepy basements. At any rate, it was an intriguing project.

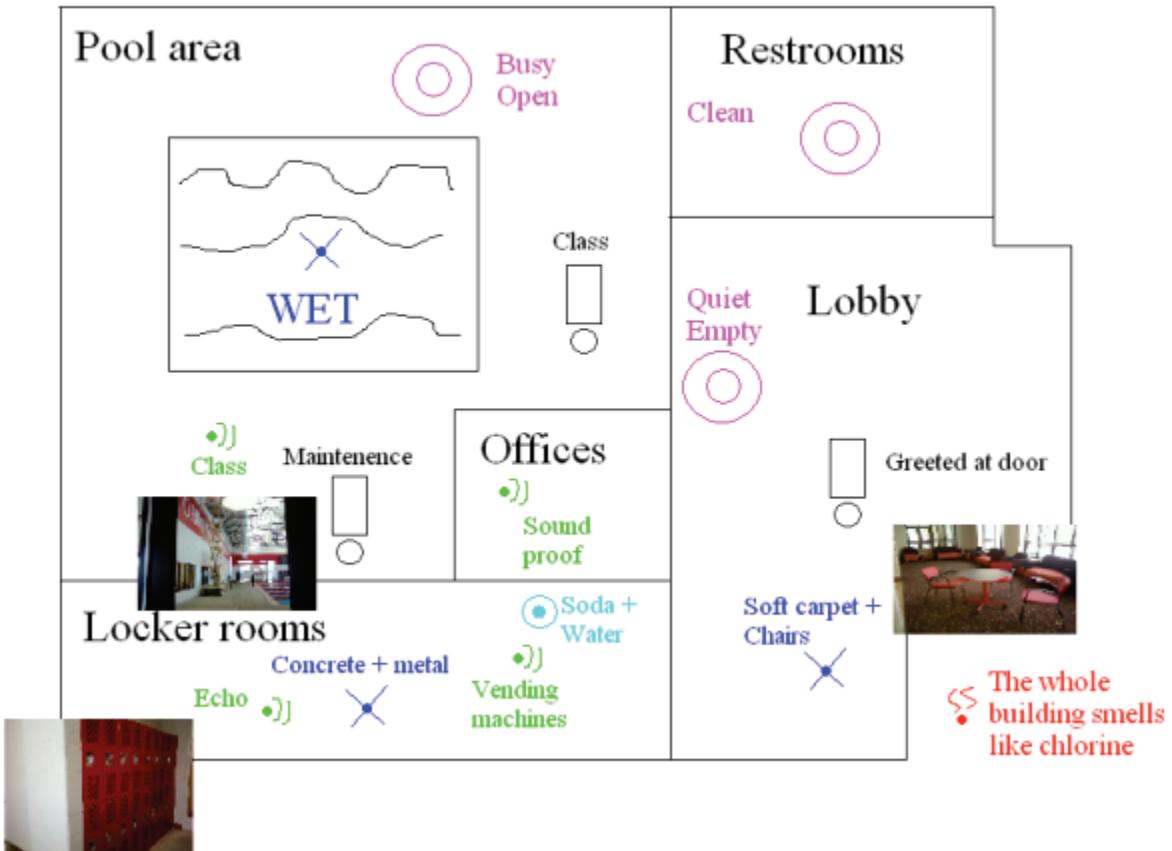
• Sound ✕ Touch ❁ Smell ❁ Taste ❁ Psych ❁ Event / encounter ■ Fire hydrant ↔ Drive through area



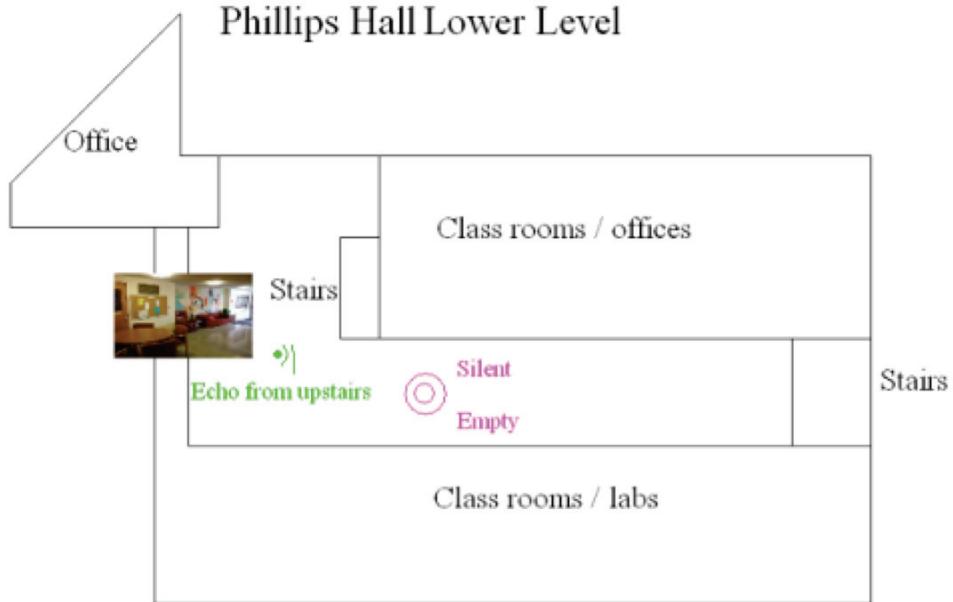
“Wardrawing”

John Reierson and Chirstian Ng

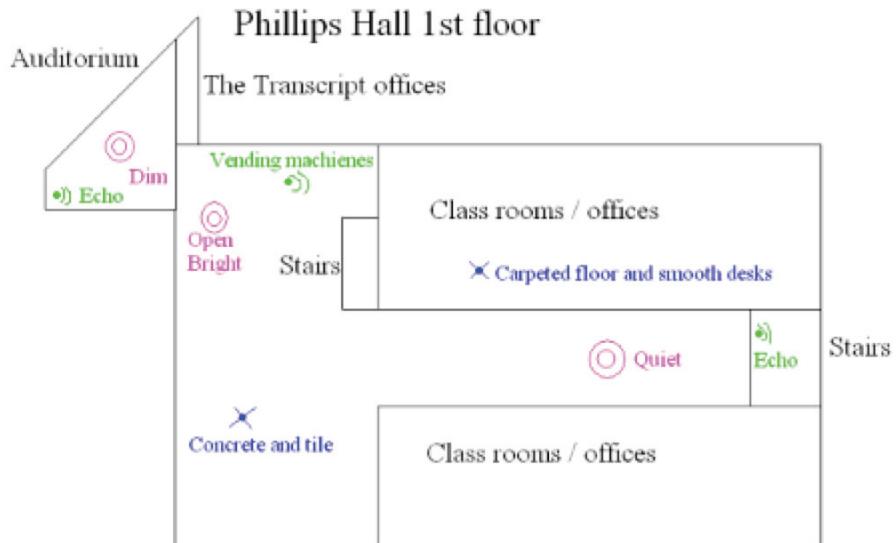
Meek Aquatic Center



Phillips Hall Lower Level



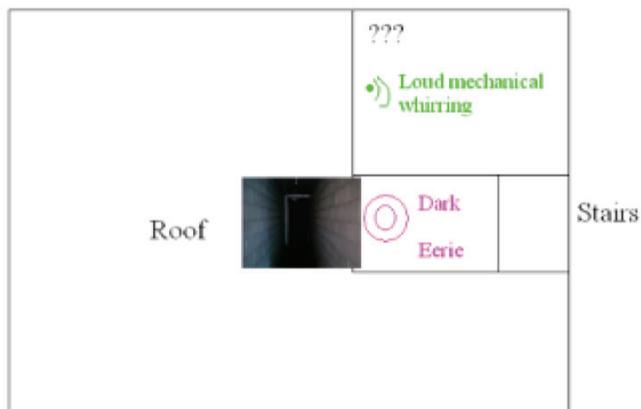
Phillips Hall 1st floor



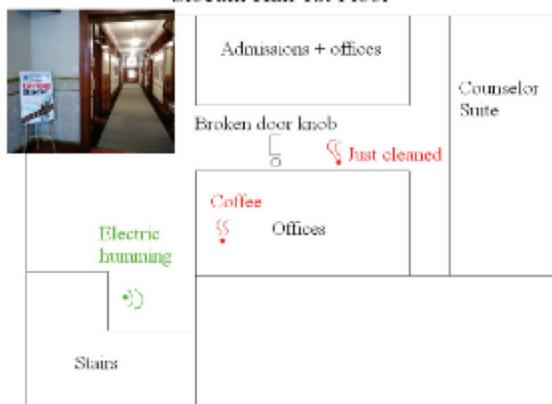
Phillips Hall 2nd floor



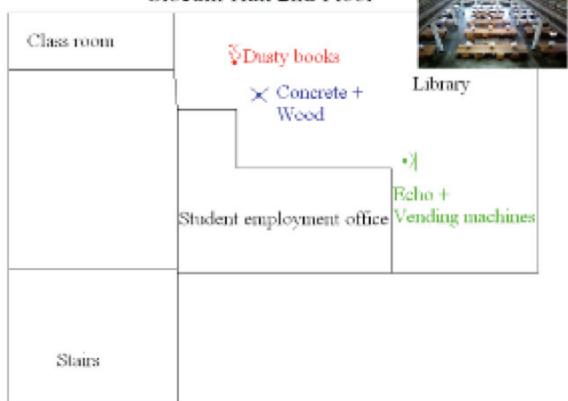
Phillips Hall 3rd floor



Slocum Hall 1st Floor



Slocum Hall 2nd Floor



Slocum Hall 3rd Floor



