

4TH SPATIAL HUMANITIES CONFERENCE

7TH - 9TH SEPTEMBER 2022

PRE-CONFERENCE WORKSHOPS PROPOSAL

TITLE: The book of *-scapes*: An articulated drawing of urban, slightly urban, rural and digital walks

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WORKSHOP ABSTRACT: *The book of -scapes* is a proposal for a collective experiment that involves walking and drawing performances that play with the suffix *-scapes* in a physical and digital geographical context. By wayfinding (Ingold) and mapping space (online and offline) through drawing (O'Rourke), this proposal encourages participants to form articulations between fields, places and technologies. The suffix *-scape*, brought into the English language from the Dutch word *landschap* (Makhzoumi and Pungetti), came into view in the art field and expanded into multiple *-scapes* such as streetscapes, riverscapes, storyscapes, carescapes, soundscapes, skyscapes, dirtscapes and so on (Mattiello). By showcasing the creation of spatial imaginaries and the processes of getting to know and create a sense of place, *The book of -scapes* hopes to create a collaborative storyworld of the city of Ghent and asks how these artistic practices inform the imaginary of different environments by articulating online and offline landscapes and spatial experiences (Bodenhamer).

The book of -scapes is a three-hour outdoor creative walkshop. It will consist of two warm-up exercises, the main activity and a final discussion. It will be outlined as follows:

- Welcome and introduction [20 minutes].

- **W.E.1** [20 minutes]. First, we start by learning how to use the senses, our body movements and drawing to explore socio-cultural practices in space. We walk and move slowly and draw in a continuous line. We will explore how movement is intrinsically connected to human perception and how different degrees of reality and imagination emerge in our expression through drawing.

- **W.E.2** [20 minutes]. Second, we look for urban, slightly rural or digital elements that affect landscape. Use the digital/online tools available to you while walking to find and reflect on spatial experiences. Following the first exercise, we focus on one sense and one aspect of landscape that you would like to explore, for example, streetscapes, riverscapes, storyscapes, carescapes, soundscapes, skyscapes, dirtscapes and so on. We will walk with the added help of digital/online tools to discover and register spatial stories.

- **M.E.1** [105 minutes]. In the main and final exercise, we will reflect on how you can use drawing and digital/online technology to your advantage in terms of storytelling to express ideas, time, places and stories. By using the collected information from the previous exercises you will illustrate through creative techniques the *-scapes* you explored. We will be working with transparent layers (on-site) and line drawing with pens, markers or pencils. The use of these techniques and transparencies is also encouraged online. Reflect on the kind of spatial layers that can be found in your selected *-scape* (practices and activities, physical characteristics, stories and histories, hidden/invisible places, etc); and think about how the online and offline environment are intertwined through the use of these layers.

- Final discussion, gathering results and conclusion [15 minutes].

LEARNING OBJECTIVES: The workshop aims to understand how the entanglements of space can be poetically, speculatively and politically articulated with walking and drawing focusing on concepts such as scale, gaze, non-representability, real and imaginary, memory and (hi)stories, physical and online embodiment. The subsequent learning objectives are: (1) to develop the participants' abilities of slow practices and close observations through walking, drawing and storytelling; (2) to collectively explore the multiple spatial and temporal layers of an area in Ghent through the participants' subjective and poetic perspectives; (3) to engage the participants in a reflection about the immersed experience of place as a simultaneously physical and imaginary practice; (4) to share creative mixed-methodologies and practices with researchers and enthusiasts of different fields and experiences.

DETAILS OF THE AUDIENCE: The workshop is for everyone interested in questions about place and in walking and/or drawing as a research practice. No experience with drawing is required. Up to a maximum of 20 participants.

TECHNICAL REQUIREMENTS: Participants will be asked to collect information through wayfinding (presential and online) and drawing. Participants should dress comfortably and use the materials of their choice for the ground-based practices along with mapping tools (different types of paper, pen, markers and pencils, for example), search engines (such as Ecosia), image data archives (such as Pinterest or Flickr), online maps (like GoogleMaps), GPS tracking (like footpath or just draw it) and digital recording (sound and picture). In case of bad weather, the walkshop will take place on the premises of conference centre *Het Pand* exploring the dynamics between inside/outside, public/private and online/offline.

Experimentation and play are key.

EXPECTED OUTCOMES OF THE WORKSHOP: Through the experiment, I hope to engage with other researchers and enthusiasts of walking and drawing practices and collect a diverse scope of artistic perspectives on the matter. The expected outcome is an interactive hybrid illustration, a digital book, that integrates all workshop results. I encourage participants to explore their surroundings' geographical and urban diversity, *in situ* and/or online, and add their contributions to be shared during the conference.

SHORT BIOGRAPHICAL NOTE: Tânia A. Cardoso is an illustrator, urbanist, and PhD candidate in artistic research at the University of Amsterdam investigating the potential of illustration as a form of urban communication. Her artistic practice as research is based on the ground-based experience of the illustrator and explores the poetics of everyday life connecting urban experience, place and imagination.

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