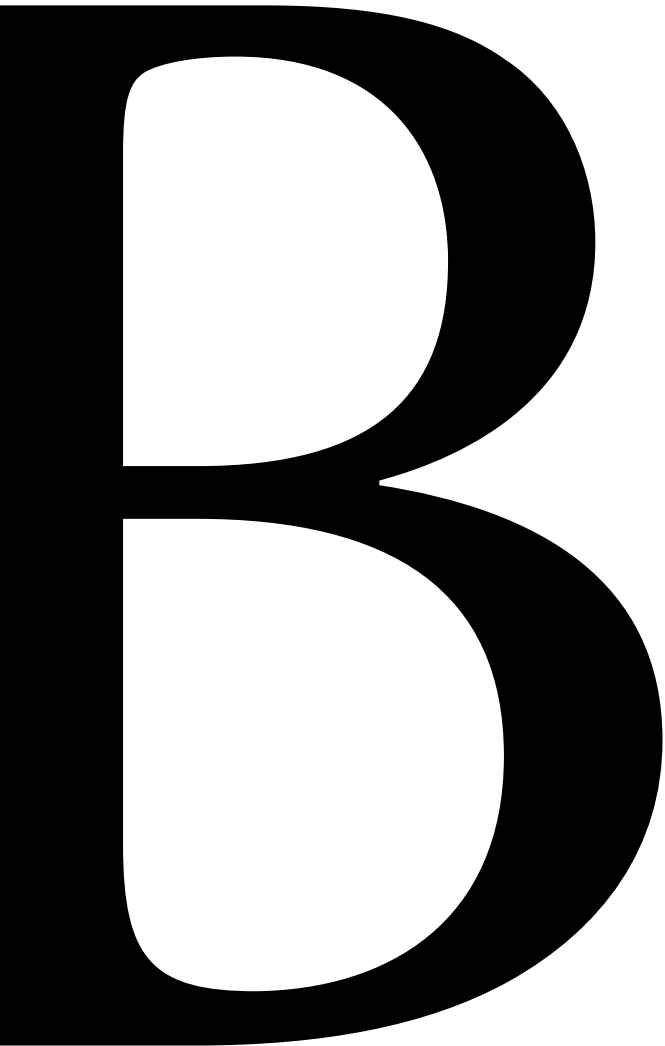




4TH WORLD CONGRESS OF PSYCHOGEOGRAPHY

CONTRIBUTORS



Sebastian HW

'CQFP Alternative Reality Game'

Randonautica uses a high-entropy random number generator to seed a random map location that the user is prompted to walk to. The Carpe Quantum Fatum Project (CQFP) is an online alternate reality game (ARG) and remote psychogeographical workshop using the Randonautica1 app, exploring the psychogeography of quantum mechanics, asking the questions:

- are we living in a simulation?
- is everything just coincidence, or is there higher synchronicity?
- do you believe in fate and destiny, or chaos and free will?

Artist Sebastian H-W will introduce the project. Active Player-participants or 'Randonauts' should download the Telegram messenger app to their smartphone and add the user 'Quantum Fatum', or sign up via email and communicate with game-master Sebastian.

Randonauts are asked to focus on their desired 'Intention'; the app then creates a randomly generated Quantum Point [QP] which is converted into specific coordinates of a GPS location in their local area, to which they are directed to walk, focusing on their desired intention as they do. Once the Randonauts arrive at their QP, they upload their discoveries to a user-generated blog platform, which will populate over the 3-day congress.

Passive viewers can also access the multimedia documentation via a user-generated online map website which will be populated over the Congress weekender: <https://bit.ly/CQF-Map>.

Darren O'Brien

'It's OK They're Friendly: Further Adventures in Deep Canine Topography'

Dispersed, collective, performative, canine-led walk. Participants will be invited to conduct walks in their own time and post on the Facebook group. In addition, during the congress there will be a collective walk, i.e. happening at the same time, followed by a cafe/pub style conversation. So in effect we will all be walking to the same virtual location (The Dog and Compass).

Sonia Overall

'Distance Drift'

Join Sonia Overall for a live synchronised Twitter walk, responding to playful exploratory prompts. Walk wherever you are, indoors or out, and discover how your environment invites - or obliges - you to interrupt the flow of your walk. Follow #DistanceDrift @soniaoverall to join in live, or follow the thread in your own time after the event.

Morag Rose

'Loiterers' Resistance Movement: First Sunday'

Come and be part of (probably) the biggest and longest continually wandering psychogeographical collective in the world: The LRM (Loiterers Resistance Movement). Based in Manchester, UK, the LRM welcome explorers from anywhere and everywhere. Join in live with the LRM's monthly First Sunday walk.

David Upton

'Walking With Data'

Make your mobile phone into a friendly companion and psychogeographic guide as you walk. All you need to do is log on to our web site (www.codedwalls.com/walkingwithdata) and start walking. Your phone will acquire a temporary personality. It will use data from your phone and other sources, and artificial intelligence, to develop its relationship with you as you share a walk. You can walk individually or link to others walking at the same time.

Ewan Davidson

'What's missing from this picture?'

'What's Missing from this Picture? a search for absence in the age of extinctions.' Ewan Davidson invites you to walk noticing the absence of once common local animals by visiting their locale as their avatars searching for food, roosts and mates. Ewan will provide some spotter facts to help guide your walk, seeking beings which were formally ubiquitously suburban and now (largely) missing. The literature of climate grief and solastalgia informed Ewan's psychogeographical project, The Bramble Cay Melomys Remembrance Day, a memorial activity for a recently extinct small animal.

For days, times and links to content, see:

<https://www.4wcop.org>

CQFP and Walking with data

Sebastian HW and David Upton introduce their walks and how to take part. See Bus Station for more details of these walks.

Danny La Rue Diversions: follow-up

Graeme Murrell and Richard Byrne check in with diverting experiences from their Congress walk. See Playground for more details.

Embody the Walk: follow-up

Join a chat with John Hill about experiences with the exercises introduced to participants during the 'Embody The Walk' interactive session, earlier in the Congress. See Playground for more details.

Meet the walking artists

Join some of the artists and film-makers from the Congress for an informal discussion of their work. Featuring Rik Fisher, Helen Garbett & Bill Laybourne, Stephen Walker and Satya G. Hosted by Vicky Minton. See Cinema and Gallery details of the artists' work.

The same place through different eyes

Pete Ashton, Fiona Cullinan and Andy Howlett of Walkspace explore different ways of interacting with the same urban space: in this case, Birmingham. Hosted by Phil Wood. See Cinema for more details of the artists' work.

Walk Don't Walk Plenary

Join some of the walking artists and researchers from the Congress to find out more about their projects and explore this year's theme. Featuring Ewan Davidson, Darren O'Brien, Jody Oberfelder, Elspeth (Billie) Penfold, Morag Rose and Katrina Whitehead. Hosted by Sonia Overall. See Bus Station, Cinema, Gallery and Playground and for more details of these artists' work.

Video Essays and Documentaries

Pete Ashton, Fiona Cullinan & Andy Howlett

'Extreme Noticing Under Lockdown' (15 mins)

Extreme Noticing under Lockdown: how we launched a walking collective in a pandemic. This is the story of a project scotched by a virus, then saved by what that virus wrought. Pete Ashton, Fiona Cullinan and Andy Howlett are co-founders of Walkspace, a collective for walking artists in the West Midlands started in February, and had many public events planned. By March they were all cancelled and perambulations were restricted to the mandated solo daily exercise in the Birmingham suburb of Stirchley. Walking the same routes over and over, they noticed they were noticing things they'd never noticed before. Alongside society's seismic shifts, their attentions were reprogrammed. As the everyday faded away, other stuff took its place, from the mundane to the really odd. They started mapping these things and invited other lockdown walkers to tell them what they'd seen, and accidentally created a social record, a collective practice and a resource for future walk-work.

Armed with this folksonomy of the usually ignored, Walkspace started devising walks that took in these things, weaving stories both tall and true, to help others reprogram their attentions away from the obvious. And with this, Walkspace was saved. Pete, Fiona and Andy call this Extreme Noticing, and it can be taught. Let them show you.

Joshua Berlow

'Psychogeographical Dérive #1: Privately Making Mash' (10 mins)

A Random Number Generator on a cellphone is used to pick a direction to walk in. "Privately Making Mash" is the "what3words" address that defines the starting place of the Dérive. Filmed at Riverside Park, Baltimore, Maryland USA on August 1, 2020.

Rik Fisher

'The Least Dangerous Game' (7 mins)

Considering how a walk can still have radical intent, being more than a spectacle, 'middle class tourism', 'Instagram fodder' etc., this project is an experiment in how a walk may or may not be a potential tool for raising questions and dialogues around potentialities of change. Originally planned as an interactive group project/experiment for 4WCOP participants to join, due to restrictions it has been altered to a solo project. Rik drifted around Berlin wearing a human banner/sandwich board presenting an open question with the intention of stimulating thought around change. This was documented by Insa Langhorst and shows how people did or did not react.

More Video Essays and Documentaries

Andy Howlett

'How Many More Moons?' (10 mins)

Since the social calendar disappeared, Andy became more attuned to the rhythms of the natural world, spending more time among trees than people and measuring time by the cycles of the moon. Shortly before lockdown he co-founded a walking collective and their inaugural event was a bewitching full moon walk around the local waterways attended by 20+ people. The lunar-charged water cast its spell and Walkspace was born. Then, just like that, collective walking was outlawed and Walkspace were forced into retreat. In a way this period has felt like learning how to walk again while Andy waits for the moon to rise on a socially non-distanced world once more. What will he have learnt and how will walking have changed by then? This video essay explores these questions.

Stephen Walker

'Lost Farms' (6 mins)

Stephen Walker's 6-year PhD research project "Landscape/Exhaustion" was meant to be an exploration of the artist in four rural landscapes. It began in February this year and was immediately derailed by the Covid crisis. Months of isolation have made Stephen think differently, more deeply, about what he would do. He abandoned ideas of travelling and, like many who are "locked-down", went out walking every day with a different route and mindset each time he left home.

The 'Lost Farms' project grew from studying 19th century charts, and noticing that twelve locations disappeared from maps and memory when Macclesfield Forest was planted (1928). This 5km² hillside has presented issues that underpin Stephen's research: woodlands for profit and national tree planting targets; corporate land ownership (today and in the 14th century); permissive leisure (rules, paths, boundaries, transition spaces and convergence); land use over 3,000 years; perceptions of beauty, landscape abuse and a questioning of what is natural.

Katrina Whitehead

'A Virtual Walk Through Time' (16 mins)

Experiencing lockdown in these unprecedented times, with only one portion of exercise per day, can give us all a chance to discover alternative ways of walking and travelling to new destinations. Researching her family tree gave artist Katrina Whitehead the perfect opportunity to explore way beyond the close proximity of her home and garden, scrolling through city streets and countryside lanes, going back in time to the beginning of the 1800s, to discover the critical pathways of her ancestors, all through the safety of Google Street View.

Using archival documents, emails, letters, interviews, census entries and a photograph of a mystery lady, she virtually stepped back in time to places in Yorkshire, Wales, Ireland and as far as Australia, uncovering intriguing stories and debunking family myths surrounding birth, marriage and death. From true accounts of female empowerment, sad tales of suicide, stories of love, a famous Battle and the odd pet monkey, Katrina documents her research in a video diary.

Walking Artists' Films

James Frost & Sonia Overall

'Being Horse' (16 mins)

'Being Horse' brings together processional film footage from within a hooden horse, found sound and sensory, ambulatory text. The film explores the transgressive and permissive nature of walking in animal guise, public reactions and the experience of becoming a walking other. When the hooden horse moves, jaw clacking, dogs bark, children cry and bystanders brace themselves. An agent of chaos, a creature of license, the hooden horse comes from an East Kent guising tradition. Filmed on location Whitstable May Day, 2018, with James Edward Frost as the horse, Rowan Frost as the waggoner and Oyster Morris. Camera work by James Edward Frost; text by Sonia Overall.

Helen Garbett & Bill Laybourne

'Albion: Care Don't Care' (15 mins)

After three months of lockdown Helen and Bill returned to Albion Street in Brierley Hill, West Midlands. At first they noticed, with a heightened sensibility a street full of caring organisations such as a local food bank and Samaritans incongruously set within an environment that is utterly uncared for and decaying. Subsequent visits revealed unexpected associations and a melancholic beauty.

Please listen through headphones - it's a much better experience.

Alex Hough

'Walk in Progress' (7 mins)

Alex Hough's film explores walking as an experimental method of research. 'Walk in Progress' documents noticing the everyday whilst disrupting familiar and habitual design studio methods.

Kate Morton

'Dreaming of an Endless Landscape' (4.5 mins)

'Dreaming of an Endless Landscape' is developed from work Kate Morton has been creating over the past few months. Staring at a computer screen, exploring the world through Google Street view and 360° tours of museums, Kate began to speculate on the way that we encounter online space in relation to physical space and how imagination can liberate us from confinement. Using her scenographic sensibilities, she started to create short films to explore this using live action combined with animation and ambient sound. This film blurs the boundaries between reality and fiction, the material and virtual.

Jody Oberfelder

'X and O' (3 mins)

A human tic tac toe game with 26 players, this short film, conceived and directed by Jody Oberfelder, with animation and editing by Eric Siegel, and music by Andy Akiho, seeks connections on and off the grid.

Performers: Kyla Barkin, Cara Brooke, Phillip Brooks, Simon Burrill, Lyla Forest Butler, Nigel Butler, Syd Butler, Amy Carlson, Janessa Clark, Emmarose Cohen, Jane Comfort, Aditi Dhruv, Emily Giovine, Pierre Guilbault, Misuzu Hara, Marie Christine Katz, Malcolm Low, Mary Madsen, Jana Oberfelder-Riehm, Jody Oberfelder, Maya Orchin, Lonnie Poupard, Jule Jo Rameriz, Mark Sanderlin, Amanda Sommers, Hannah Wendel, Mark Willis, Mei Yamanaka.

Made with Support from The Starry Night Foundation + Henry Street Settlement / Abrons Arts Center Artist Community Relief Fund.

'Dance where things grow' (2 mins)

A garden dance, performed by Jody Oberfelder, created during lockdown.

'Back. Float. Drift.' (31 secs)

A kayak journey, performed by Jody Oberfelder. Camera: Jasper Oberfelder-Riehm.

Pink & grAy

'Legs Together' (15 mins)

Pink and grAy are tethered together at the ankle. They wander in an urban landscape restricting each other from walking. They have to cooperate to get anywhere.

G

Satya G

'Splinter in My House Shoe'

'Splinter in My House Shoe' stems from Satya G's pre-existing isolated condition being shown a mirror by the confinement. To see the world contemplating what she has observed and tried to articulate—as she drifts on an island built of memories, flailing about to build virtual community, watching connections evaporate, seeking but seldom finding companions for unproductive rambles—is enlightening. Satya will demonstrate an attempt at walking, not walking but talking about walking, with some who make her feel connected yet distant, hoping to reconnect with them. Here, Satya walks her usual solitary desire paths in Bombay on Google Maps, but with virtual companions.

Mihaela Motaianu

'Towards a poetics of Time'

A virtual exhibition by Michaela Motaianu, featuring a discussion of the work by the artist.

Elsbeth (Billie) Penfold

'A Different Lens'

Elsbeth (Billie) Penfold is the curator of A Different Lens, a collaborative project with a group of artists for the 2020 Margate Bookie and Margate NOW. The project explores the writing of authors who were or became visually impaired or blind during their lifetime, and seeks to make connections with how we overcome challenging events in our lives, such as those experienced through Covid-19. Artists' responses to the texts form a virtual walk around

Margate and the surrounding area, with participation through an interactive map online, and geolocated technology on a web app for physical visitors. A pre-launch version of the project is available for 4WCoP participants to explore, with the live launch taking place at the Margate Bookie on 12th September.

Featuring the work of Lucy Claire, Scott Cheaters, Virginia Fitch, Lucy Holley, Amanda Jones, Diana Lane, William Lewis, Jack Lowe, Phoebe McIndoe, Sonia Overall, Elspeth Penfold, Julia Riddiough and Sara Trillo. CGeomap created by Fred Adam and Geert Vermeire. Supported by Arts Council England, Margate Bookie and Margate NOW.

Stephen Walker

'Lost Farms'

Stephen Walker's research project "Landscape/Exhaustion" was meant to be an exploration of the artist in four rural landscapes. Three months of isolation have made Stephen think differently, more deeply, about what this means. He has abandoned ideas of travelling and like many who are "locked-down", goes out more, walking every day with a different route and approach each week. The fourth project arose from 19th century charts, and noticing that twelve locations disappeared from maps and memory when Macclesfield Forest was planted (1928). This 5km² hillside has presented issues that underpin Stephen's research: woodlands for profit and national tree planting targets; corporate land ownership (today and in the 14th century); permissive leisure (rules, paths, boundaries, transition spaces and convergence); land use over 3,000 years from the Bronze Age; Enclosures and Water Boards to gentrification; perceptions of beauty, landscape abuse and what is natural.

Fiona Weir

'Gateways of Aegina'

A photographic collection of portals to explore at any time.

Sohail Kahn

'The Soft Rains of England'

Through the figure of the Curator, Khan has created a character that represents the cultural heritage of the artist, institutions and establishment; along the way he provides an interpretation of his own work in the context of the journey that Post Colonial British society has undertaken from the second world war to the present day, and projected this towards our fractured nations futurity.

Judith Tucker and Harriet Tarlo

'Outfalls'

A collaboration between two artists, Judith Tucker (visual artist) and Harriet Tarlo (poet), drawing on thirty years of experience of working with landscape in their respective fields.

'Excavations and Estuaries'

A film exploration of landscape by artist Judy Tucker and poet Harriet Tarlo. Filmmaker Annabel McCourt.

'Project Fitties'

An exploration of Humberston Fitties Chalet Park near Cleethorpes.

Various artists

'The Place of the Wound: attending to places wounded by the legacies of historical violence'.

External website with links to video lectures by various artists - see [weblink](#) for further details. Thanks to Karen Till for permission to use.

'The Geographical Turn'

This project asks how geographers and artists might learn from their separate exploration of the common themes of space, place, and environment. External website - - see [weblink](#) for further details. Thanks to Gerry Kearns for permission to use.

John Hill

'Embody The Walk: An Introduction to Psychosomatic Geography'

Drawing from various fields of "bodywork," this session will introduce participants to mind/body connection, the interplay between a person's mood and their posture, and how one affects the other. Participants will A) develop a practical awareness of the effect of Place on the body, which can then be used for reflection and critical reactivity, and B) learn a set of exercises which allow them to maintain a physical and emotional equanimity regardless of the Place they find themselves in. Participants will be encouraged to use these tools to augment exercises/walking prompts throughout the rest of the Congress and beyond.

Graeme Murrell & Richard Byrne

'Danny La Rue Diversions'

We invite you to follow a set of walking instructions, record your experiences with photographs and share them. Begin the walk from home with a photo of your front door, or set off from a starting point of your choice. You will follow a combination of Left, Right, Up, Down and Stillness directions encoded in a common sentence delivered to all participants. Record each new direction with a photograph. Upload all or some of your photos, let's see where we all are and what our diversions look like. Your diversions are complete when the sentence has been walked.

We hope you enjoy this serendipitous exploration of that great psychogeographical tableau Danny The Street.

Jody Oberfelder

'Screen.Dance.Window.'

We walk the world; we walk horizontally across our screens. Join New York City choreographer and walking artist Jody Oberfelder in a playful participatory walk across screens and time zones. How can we presently connect our experiences of putting one foot in front of the other within the

confines of physical separations? What hope have we if we are all separate entities? Can we walk without ambition? Can we relish a simple goal of moving together from point A to point B acknowledging the whole alphabet within it?

Required: internet, screen and ability to move away from it.

Sonia Overall

'Pick a Drift'

Choose a prompt (from Sonia's website link) and take a short walk, wherever you are. Pick a single drift to explore your immediate environment, or take a handful of prompts to mix things up on a longer walk. No rules, no set time, no requirements. Feel free to share your experience via Twitter with @soniaoverall, #4wcoP.

Fiona Weir

'Walking Weirdly' and 'Walking Weirdly Explore Indoors'

Playful prompts for new ways of walking indoors and out. Walk anytime: also for sale in the shop!

Roy Bayfield

'Ejector Seat: Stationary Poetry'

Poetry reading and pamphlet launch with Roy Bayfield. At a ritual around the statue of Harold Wilson during 4WCoP 2019,

Participants were invited to make a promise to the future. The author's was to 'actually write poems'. This is happening, albeit during the lockdown, which means the resulting writing is being made in the context of an indoors-based existence, during which physical walking is restricted to domestic living space + dream, memory, media and imagination.

Frank Molloy

'Soul City Wandering: a London Pilgrimage'

Soul City Wandering uses history, music and poetry to help readers rediscover the capital, its streets, its structures, and its soul. The main 'pilgrimage' is an easily-navigable route across London. It links twelve highly-evocative places and uses lyrical expression to amplify a sensory perception of the city. Available from Amazon.

Antony Morris

'A Very Special Hill'

Antony Morris's film of his poem takes us on a journey to the summit of the marvellous and historical landmark known as Castle Hill, Huddersfield.

Tim Waters

'Psychogeography is Dead'

Radio Show: A musical exploration of Vaporwave, place and psychogeography. The musical genre Vaporwave offers interesting aspects into places and psychogeography. Often described as anti-capitalist, vaporwave can evoke the nostalgia of a past that never existed – sometimes the dead consumerist dream of a shopping paradise. It often uses the situationist techniques of detournement to subvert consumerist messaging. The use of copyrighted music resists the commercial distribution and recoument of the music by capitalism. Places both in space and time are often central, in particular abandoned shopping malls. Field recordings are frequent. Every musical trend seems to be fashionable but "Vaporwave is Dead" pre-emptively stops any such marketable fashion. "Psychogeography is dead" seeks to do the same. Much of psychogeography is about memory and nostalgia, the dead. And the fashion of psychogeography is also over.

Live streamed on the Twitch platform, the show will feature a range of vaporwave music with an occasional spoken commentary and introduction. This will occur over a background of live and recorded video of outdoor locations and walks by Tim or other broadcasters. Relax and chat and listen to the music with other Congressionees.

Phil Wood

'The Psychogeography of the bottle top: Phil proudly presents the bottle tops he's encountered whilst walking'

Discarded bottle tops are often a backdrop to our walks but this session brings them centre stage. Phil Wood shares a few he has collected along the way and peels back the layers of meaning we often overlook. And during lockdown these tops offered a portal for imagined travel and discovery. Participants are invited to bring along and talk about a bottle top that has powerful meaning for them.

q

Arba Bekteshi

‘Maps Against Non-Culture’

This exercise aims to bring together psychogeographers, cartographers, schizocartographers and people of different backgrounds, such as anthropologists, heritage specialists, architects, designers, artists and anyone that would like to draw, sound-register, write, narrate and manipulate different spatio-temporal maps of (im)possible walk itineraries, to reflect on the destruction of (bio)cultural fields and landmarks in favour of non-places.

billy cancel & Genevieve Thursday Fernworthy

‘Liminal Neighborhoods: COVID19 themed expansions and contractions in the liminal neighborhoods of North Brooklyn and Queens’

This project examines some psycho geographical highlights of the recent COVID themed months, primarily within the Brooklyn neighborhood of Greenpoint as well as adjoining Blissville and Williamsburg. Attention is given to adjustments in the use of surrounding public space and its subsequent effects on spatial relationships, as well as subjective art projects, media and cultural consumption. Thursday Fernworthy also demonstrates how she was able to take advantage of conditions to utilize her contingent work office into a liminal cultural venue.

U

Donal Fitzpatrick & Liu Peng

‘The role of illness in the perception of space in architectural precincts’

The now familiar trope of ‘stay in your homes’ becomes a redefinition of interior space: safe inside; unsafe outside. After the lockdown cafés can open in France but only outside: interior dangerous; exterior safe. By considering public spaces such as ‘the forbidden city’ in Beijing, Donal Fitzpatrick and Liu Peng examine the specific role of illness in affecting the perception of such spaces and the public consciousness of the urban city dweller.

Patrick S. Ford & Nina Yiu Lai Lei

‘One Step Forward, Two Steps Back: Hickson Steps, Sydney, Australia’

In this performance, Patrick S. Ford takes on the role of a Sisyphian character attempting to scale a flight of stairs. The performance opens as he is about to take the final step and thereby reach the summit. Unfortunately, as he takes what he expects to be the final step he is compelled to take two further steps back. Ford proceeds to make another attempt to reach the summit only to find himself taking two more steps back. Further attempts follow and this process is repeated until Ford finds himself back at the base of the steps.

Jon Gower & Aled Singleton

‘Writing from walking; walking from writing; how to start’

Jon and Aled ask if we can connect with some qualities and sensations of the walk without physically leaving the room. Side-by-side, Aled and Jon explore folk tales, walking, motor cars and nature. We start as Jon remembers his mother making bird noises when she had dementia. In 2018 Aled’s father died and he faced de-constructing the family home in Caerleon, Wales. Jon helped Aled to follow lines from the family house and prepare a psychogeographic deep-mapping of Caerleon. In a series of walks which lasted through to November 2019 they pursue drifts (or dérives) inspired by a Triumph Vitesse, Arthur Machen, lapwings, shale lorries and more.

Saurabh Nimsarkar

‘Meandering in an algorithmic autonomous vehicular future’

Are we being manipulated and traveling from point A to Point B to the tune of modern-day hidden algorithms? We are living in an age of information civilization of transportation that is oriented towards optimization, efficiency, productivity, human error mitigation, repeatability, and standardization - further tuning, herding, and manipulating our behaviour for profit imperative alienating us from our everyday experiences. This session explores the overlap of psychogeography, surveillance capitalism and speculative design as a medium, firstly, to critique the dominant narrative of data-driven algorithmic transportation and, secondly, highlight future plausible and possible attitudes and discourses.

Simon Woolham

‘The Huddersfield Walks - Memory Guided Virtual Routes’

Online, five selected participants will meet the artist and lecturer Dr Simon Woolham and start a collaborative journey from where they were born or where they spent the majority of their formative years. From this place the participant and Simon will walk towards where memory guides. The process is experienced virtually and recorded using Skype, Google Earth and Debut, a screen capturing programme.

For days, times and links to content, see:

<https://www.4wcop.org>