

civic Walking Papers studio

Inquisitive Walks Inspired by the Creston Neighborhood

Walking Papers is produced by civic studio (<http://civicsstudio.org>) as part of the Rock Shop project (Jan-April 2005).



from Jules Schmucker's Book

An Unexpected Dérive

This accompanies a map that is on display in the Rock Shop.

- By attempting to follow the path on the map one will encounter blocks and distractions which invoke feelings of confusion, curiosity, and awareness.

- The path begins down Plainfield in a predictable way but quickly asks the walker to confront the impossibility of the path by including such instructions as flying over buildings and walking across water.

- The point at which the walker discovers that the path is impossible to follow is a turning point, forcing him or her to seek solutions to the inherent problem and make the connections/distinctions between his or her imagination of the walk and the reality of the space.

- The intention of the walk is to bring the walker within sight of interesting areas, then leave him or her just out of reach of it. The walker then must decide to go out of the preplanned route and look into something interesting or continue on their way.

-Emily Egan



Untitled Walk

This walk is a self contained porcelain devise. Small and delicate porcelain boxes are given to the walker. The piece of paper inside designates a time frame for the walk to take place and the other direction is to collect. The walker goes out in their own path and is guided to discover small objects to collect and place inside their box.

-Becky Siegwart

Walk for one Person

AIM: To explore our relationship to the building and its surroundings through introspective experience. To examine the difference between visual and audio experiences and the way in which they change when translated into verbal/written language.

- Begin in the central hallway of the top apartment floor (above The Rock Shop). Spend one minute looking around you at everything in your field of vision. you should pay attention to anything that interests you visually. Without changing position, close your eyes for a further minute and listen to everything that you can hear around you. listen and imagine the space through everything that you hear. Immediately upon opening your eyes you should write down the first word that comes to mind. this should be spontaneous and without logical thought.

- Walk downstairs to the next apartment floor and repeat the exercise. Do so again on the ground floor of the shop and then again in the basement. You should have a list of four words relating to your experience.

- Now walk outside and stand on the sidewalk opposite the shop. look around you for a minute, listen for a minute and then write down the first 4 words that come to mind.

- You should now have 4 words relating to inside the building and 4 relating to the immediate area outside. these can be compared to examine the differences and similarities between our experience of interior vs. exterior.

-Kate Aughey

designed for cars

How does your city pay for public parking? Where do residents park?

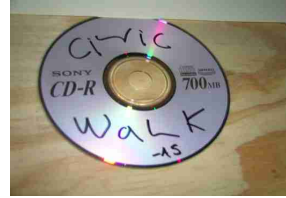
Free often elicits connotations of shared or public space, while paying for parking elicits temporary ownership. See accompanying visual at the rock shop.

- Define the difference between public and private parking.

- Utilizing a four block area of the business district, walk along the grid like pattern so as to fully traverse the business district.

Map or document parking systems: public lots, parking meters, private business lots, residential parking patterns.

-Jenn Schaub



Walking In Rhythm

This walk is an audio based experiment in perception of space. Several audio clips have been combined into an approximately 15 minute audio file that will serve as a guide for the walk.

The walk can take place most anywhere. However, it is ideal for neighborhoods. The walker is to listen to file on headphones and wait for the first clip to begin.

The walker will then begin to walk away from the shop, actively seeking sites or happenings in the area that fit the mood that the song/audio clip has inspired within them.

If the walker has a camera, each image/occurrence that they find to match the mood of the song can be documented.

The purpose of this exercise is to highlight the multi-faceted nature of a given area. It is very easy to form a single identity for a neighborhood/area/space and this walk encourages the walker to look for characteristics of the space that match the shifting and diverse moods of the audio. Download the audio at: <http://www2.gvsu.edu/~steptera/civicwalk.html>

-Anthony Stepter

Rhythm and Riddles of Rubbish

A Walk for the Brave and the Slightly Mad
Necessities for Walk:

- Writing Utensil
- Writing Surface
- Plastic Bag AKA Plastic Satchel

(1) Choose point of departure, armed with the three necessities. (2) Begin walking to a known or created beat in your mind. The beat may (if you wish) be influenced by sensory perceived rhythms, as if a movie montage stroll/canter/saunter, etc. with your beat as your guide. (3) As you spot litter, rubbish for our purposes, being to feel your rhythm as you incorporate

the mechanical rhythms of bending down, lifting rubbish, standing upright, and placing the rubbish in your plastic satchel. (4) Upon return, reflect upon what you collected and your rhythm and their possible connections/meaning. Written reflection is optional.

-Anne Hale

walk.google.com

This walk will be designed by Google and Google Maps and your ability to come up with words



spontaneously. In order to create this walk, you will need access to the internet.

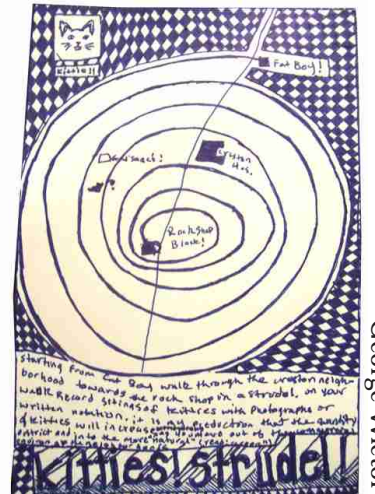
- Go to <http://www.google.com>. Google will be your access to the WORLD wide web, to help you better understand your LOCAL neighborhood. The instructions for this walk.google.com will be specific to the Creston Neighborhood.

After accessing <http://www.google.com>, enter "49505" + "Grand Rapids" in the search box. 49505 is the area code that covers the Creston Neighborhood and Grand Rapids is the city in which Creston Heights exists.

In the search box, you will have entered "49505" + "grand rapids", now enter a third word. Here is an example "49505" + "Grand Rapids" + "balloon". After you have entered this third word into the equation, hit Google Search. The search will result in a page of internet sites that reference the equation you have searched. For each equation find a location within your search results that is located in the neighborhood you are concentrating on, based on the locations zip code. Record the address.

Do this ten times, each time changing the third word in the search equation. After recording ten different addresses use the internet to access <http://maps.google.com>. Upon accessing this maps.google.com, click on the directions tab. The site will ask for starting point address [i.e. Starting Point: 1515 Plainfield Grand Rapids, MI 49505. Ending point: 3000 N. Monore Grand Rapids, MI]. This process will give you direction from the first address on your list to the second address. Right down the direction and then repeat the same process for the second and third addresses on your list and so on and so forth. After this process, you will have a wonderful walk through your neighborhood

-Ben Schaafsma



George Victor

The following are written instructions for the map on view at the Civic Studio Rock Shop

- Walk alone or with a group of people during this experience. First you must walk out of the civic studio front door and go left to the next block to the bus stop. Wait until the first bus stops #11 and get on ride this bus through the city until the stop for Monroe Center is called on the speaker system of the bus. Then get off the bus, Cross the road going East with the ice skating rink on your right and the new construction. Follow sidewalk until Ottawa Street go South One Block, then go East on Louis which eventually turn in to Fulton, continue East. When you arrive at Sheldon Street Go North. On West side of the stree up two blocks you will find The UICA go inside there is good art there.

-Zona



Rail Bridge Walk

The walk starts at the studio, and heads toward the railroad. Walk west from the studio on side streets and when you come to the railroad, follow it north. You then cross the railbridge over the Grand River, after seeing the water filtration plant from behind. You then approach the studio from the rear, hop the garage wall from the street behind Plainfield, and enter the studio through the back door.

-Neil Hubert

Introduction

The walks collected and presented here in Walking Papers are the result of the Civic Studio participants' ongoing discussion on the meaning and created definitions of "space." The projects are bound by a shared knowledge gained through study of both public art and theories of public space. Each walk is, however, informed by the individual participant's own questions about public space.

Some of the walks are focused on a particular goal and present very specific instructions for utilizing the act of walking as a tool for understanding spatial issues. Some of the walks use fantasy and impossibilities to contextualize "space" in new and interesting ways.

As you walk we hope that you consider how our common spaces form and allow public imagination.

-Anthony D. Stepter, project curator

everyday dérive overlay

- Think of a walk that you take every day, or frequently. Consider the direction(s) you move in, and the distance that you go in those directions. Starting at the rock shop with that normal walk in mind (as in muscle memory), take the same walk in this new place.

- Where do you end up? Are there barriers that prevent you from doing the walk? If there are barriers, how did you/could you overcome them?

-Rachael Jacques

A Walk to Induce Empathy and Make Noise

Purposes: Induce empathy from strangers. Make a recordable unique noise of ice falling to ground. Make walker realize that cold weather is much worse when covered in frozen water.

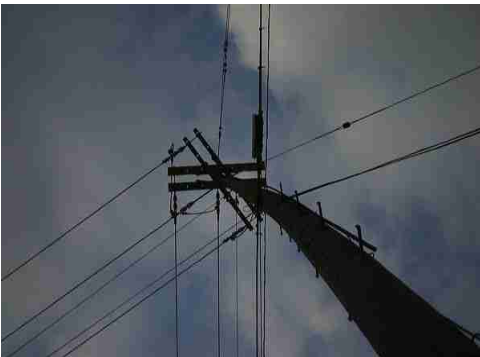
- Walk to the river wearing a wetsuit. (Be sure it is chilly, below 32°F outside)

- Jump in.

- Duck below the water's surface. Stay in the water until your body is covered in a thin layer of ice.

- Let it flake off the frozen suit as you walk. A soft tinging noise will be made.

-Jenny Pope



Looking up

Simply pick a start location, lay down flat on the ground and look up. Take in a perspective that you typically don't see. Every 5-10 steps repeat. You will be amazed at all the things you don't typically see even in an area that you are very familiar with. Stop or start wherever you like. I suggest taking a camera or a sketch book and documenting and framing up the interesting things you will find.

-Annamarie Buller