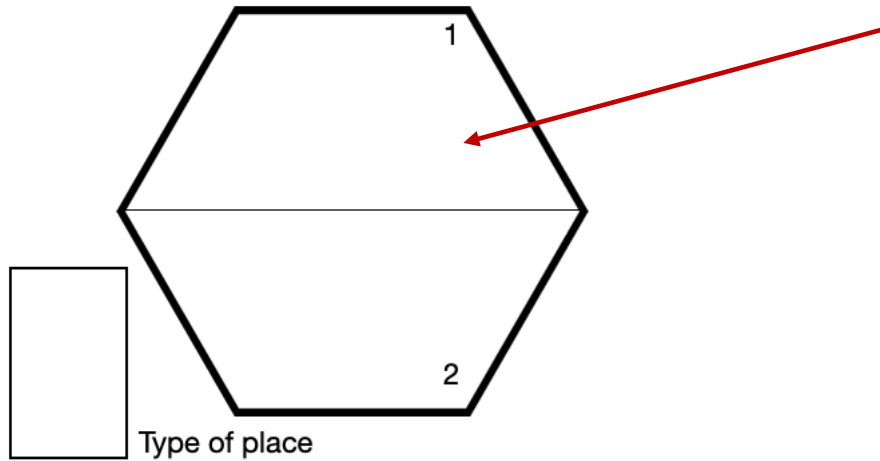


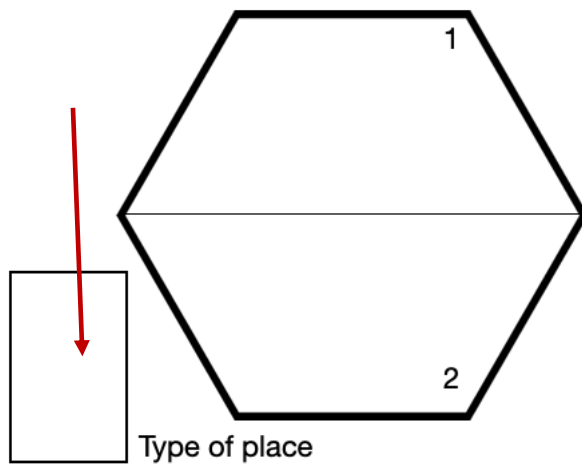
Attentional Analysis



In the hexgaone diagram, write keywords according to the indicated category.

- 1. Spatial Planes:** describe the main element observed in the foreground, in the middle ground, and in the background.
- 2. Details:** note 2–3 details that catch your attention.
- 3. Common Denominator:** note the main function of the place that connects its different parts.
- 4. Biota:** identify interesting living elements in the place.
- 5. Temporalities:** identify a timeline of development within the place. Note the different temporal layers.
- 6. Links:** identify pairs of elements that are connected to each other.

Grammar of Places



Characterize the place by one of its main functions:

Intensive:

The place is saturated with different interdependent functions.

Evident:

The place has only one function and is entirely structured for that function.

False Appearances:

The place was originally intended for another use and has been transformed.

Ordinary:

The place seems, at first glance, to have no particular characteristics.

Naturalised:

The place stages nature through landscaping work.

Heritage:

The place is structured around historical buildings or memorial installations.

Border:

The place is located at the frontier between very different / opposite spaces.

Protection:

The place is welcoming, restorative, and offers protection.

Meeting:

The place is dedicated to encounters and exchanges.

Transit:

The place is a marked point of transit for many means of transport or energy transport structures.

Brownfield:

The place is abandoned.

Aesthetic:

The place strikes by its beauty.

Diagram of the Studied Area

Intermediate sketches of the places

Traces

Complete the quadrants with the given indications to fix the observations of the place.

1 **Materials**
rubbing of a texture/
materials

2 **Colors**
Select the 5 dominant colors and fill in the bars from the most to the least present.

3 **Sounds**
N
W
E
S
Locate the sounds: the louder the sound, the bigger it is written.

4 **Bridges**
O1
O2
O3
O4
time
Go through 4 obstacles without touching the ground. As fast as possible.

5 **Ecosystems**
diagram of the ecological relationships between two elements of the site.

6 **Flows**
Flows according to their speed / number / density

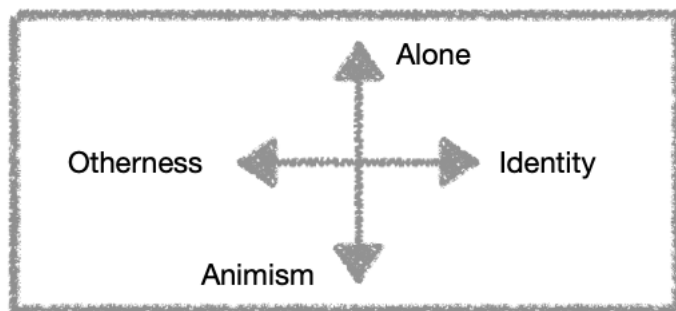
7 **Passer-by**
Identify two passers-by who are clearly different. Ask them what they are doing here, their name and where they are going.

8 **memories**
Four memories that this place evokes, from the oldest to the most recent.

1. Make a rubbing with elements from the place to preserve their pigments. Write the name of the object that was rubbed. Alternatively, place the card on a raised element and rub the element to highlight its contour or texture.
2. Select the dominant colors in the place, color the bars with these colors. Write on the bar the name of an observed element that corresponds to the color of the bar.
3. Stay silent for 2 minutes. Write down the name of what produces the sounds depending on their location. Your position is the central point. The louder the sound, the larger the name should be written.
4. Find 4 elements in the place on which you can jump from one to another without touching the ground. Draw these elements and mark the passage from one to another with a light line. Complete the course and time it.

5. Create a diagram linking natural elements of the place by their ecosystemic relationships. Draw or write the name of the elements that are related and characterize the relationship by noting its function on the arrow.
6. Identify the main flows in the place (public transport, private transport, pedestrians walking, birds flying, electricity flowing through power lines, etc.). Classify them by order of impact on the place or according to their speed of movement.
7. Go meet two people from the place and ask them about the purpose of their presence in the location and their use of the place. Complete the faces with the physical characteristics of the people you meet.
8. Find elements in the place that remind you of lived experiences and lead you to personal memories. Write a few keywords from these memories starting from the oldest (on the longest line).

Narrative Strategy



For writing the story:

1. Choose a narrative strategy.

Alone:

You are alone in the world, everything around you has stopped.

Animism:

All the elements, whether natural or not, around you are living beings with whom you can communicate.

Otherness:

You come from another world and adopt the posture of an anthropologist who neither knows nor understands the world he has arrived in. You seek to understand the meaning of this place.

Identity:

You are an element of the place and you live and observe it from its point of view.

2. Write a text by following a simplified version of the narrative structure.

For the first step of the story, describe the context of the place using the observations from the first column of quadrants. (Exposition)

Stage 1 : Exposition
Stage 2: Rising Action & climax



Choose a sound. Roll the dice.
The sound:
1-> disappears completely
2-> never stops
3-> roll again
4-> changes frequency
5-> increases sharply
6-> becomes deafening

Stage 3: Falling Action
Stage 4: Denouement

In the second step of the story, an unexpected event occurs. The sound environment changes. This modification triggers a reaction from the character or an actor in the place who quickly flees by jumping from one obstacle to another. Use the observations from the second column for this step. (Rising Action & Climax)

In the third step of the story, provide an explanation for the auditory phenomenon that occurred in part two, using the elements observed in the third column. (Falling Action)

In the final step, describe the place transformed by the story by integrating a character and one of your memories. (Denouement)