

Sense Pleasures of a Super City

Artistic Research and Dealing with Digital - A Project in Weird Education

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A Set of Possible Starting Points

ALWAYS IN PROGRESS

Think of this like you would a dusty box of records picked up from your grandma's basement.... Cut them up and collage them like a cache of eclectic trash magazines sprinkled through with hidden dirty magz that you bought in a bundle from a yard sale.... Sample them like you would low-end keyboards, peculiar instruments and hissing tape recordings of antique xylophones...

Sense Pleasures

Post-Futurist Manifesto *Bifo 'Franco' Berardi*

http://www.generation-online.org/p/fp_bifo5.htm

"We want to exalt tenderness, sleep and ecstasy, the frugality of needs and the pleasure of the senses....The poet must expend herself with warmth and prodigality to increase the power of collective intelligence and reduce the time of wage labour."

Distracted Reader #1: Mixtures *Xin Cheng and Allan Smith*

http://distracted-workshop.org/distracted_reader/distracted_reader_1_single.pdf

Undressing the researcher: feminism, embodiment and sexuality at a queer bathhouse event *Alison L Bain and Catherine J Nash*

<http://onlinelibrary.wiley.com/doi/10.1111/j.1475-4762.2006.00663.x/abstract>

"In this paper we examine how the researcher's body can be used as a tool for data collection in the process of ethnographic fieldwork" "fieldwork is 'an activity saturated with sensory, corporeal experiences' and as such a 'researcher's body, particularly the naked or semi-clothed body, is an under-utilized and under-theorized data collection tool'"

Methods and Methodologies: Intersecting Queer Theories and Social Science Research *Kath Browne and Catherine J. Nash*

<http://books.google.co.nz/books?id=gzthvBodZaUC&printsec=frontcover#v=onepage&q&f=false>

Being Alive: Essays on Movement, Knowledge and Description *Tim Ingold*

<http://www.amazon.com/Being-Alive-Movement-Knowledge-Description/dp/0415576849>
<http://libgen.org/book/index.php?md5=B7210695B0C174411C9DF0C29F3322EF>

Precarious Rhapsody: Semiocapitalism and the pathologies of post-alpha generation

Franco 'Bifo' Berardi

<http://www.minorcompositions.info/wp-content/uploads/2009/06/PrecariousRhapsodyWeb.pdf>

"Conjunction is the encounter and fusion of rounded irregular forms that infiltrate in an imprecise, unrepeatable, imperfect, continuous way. Connection is the punctual and repeatable interaction of algorithmic functions, of straight lines and points that can be perfectly superimposed onto each other, inserting and detaching themselves according to discrete modalities of interaction. Modalities that establish a compatibility between diverse parts according to predetermined standards. The digitalization of communicative processes produces a sort of desensitization to the curve, to continuous processes of slow becoming, and a corresponding sensitization to code, sudden changes of state and the succession of discrete signs.

The first video-electronic generation is experiencing a mutation..."

Deconstructing the Experience of the Local: Toward a Radical Pedagogy of Place

Claudia Ruitenberg

<http://ojs.ed.uiuc.edu/index.php/pes/article/view/1623/357>

Outside Lies Magic: Regaining History and Awareness in Everyday Places *John R. Stilgoe*

Stilgoe

http://www.goodreads.com/book/show/388804.Outside_Lies_Magic

Space and Place: The Perspective of Experience *Yi-Fu Tuan*

Artistic Research ~ Design

Artistic Research Methodology. Narrative, Power, and the Public *Mika Hannula, Juha Suoranta, Tere Vadén*

Suoranta, Tere Vadén

https://www.academia.edu/7097065/Artistic_Research_Methodology_Narrative_Power_and_the_Public

SHARE Handbook for Artistic Research Education

<http://www.elia-artschools.org/images/products/120/share-handbook-for-artistic-research-education-high-definition.pdf>

Writing Live Fieldnotes: Towards a More Open Ethnography *Tricia Wang*

<http://ethnographymatters.net/blog/2012/08/02/writing-live-fieldnotes-towards-a-more-open-ethnography/>

Design Anthropology: Theory and Practice

<http://www.bloomsbury.com/uk/design-anthropology-9780857853691/>

Imperfect In-formation: The Prospect of Material Thinking *Nancy de Freitas*

<http://www.materialthinking.org/papers/33>

Engineering Opportunities for Originality and Invention: The importance of playful making as developmental method in practice-led design research *Rachel Philpott*

<http://www.materialthinking.org/papers/127>

The Minstrel's Lab: Taking Steps to Experiment Upon Ourselves *Lucía Jalón Oyarzun & Mateo Fernández-Muro*

<http://arpajournal.gsapp.org/the-minstrels-lab/>

Designing Environmental Relations: From Opacity to Textility *Mike Anusas and Tim Ingold*

http://www.mitpressjournals.org/doi/abs/10.1162/DESI_a_00230#.U8ueAeN_vE0

Resources on Schools, Project Based Learning, Design Research and Interdisciplinary Innovation *Thomas Steele-Maley*

<http://designtoresearch.steelemaley.net/resources/>

Ethnography Matters

<http://ethnographymatters.net/>

Outside In: Breaking some anthropology rules for design *Jared Braiterman*

<http://ethnographymatters.net/blog/2012/07/03/outside-in-breaking-some-anthropology-rules-for-design-guest-contributor-jared-braiterman/>

Design Anthropology Talk: *Jared Braiterman*

<http://www.social-models.com/about/>

Actor-Network Theory: Sensitive Terms and Enduring Tensions *Annemarie Mol*

<http://dare.uva.nl/document/213722>

"For if ANT is a theory, then a "theory" is something that helps scholars to attune to the world, to see and hear and feel and taste it. Indeed, to appreciate it...

The strength of ANT is not in its coherence and predictability, but in what at first sight, or in the eyes of those who like their theories to be firm, might seem to be its weakness: its adaptability and sensitivity. If ANT is a theory, then a theory helps to tell cases, draw contrasts, articulate silent layers, turn questions upside down, focus on the unexpected, add to one's sensitivities, propose new terms, and shift stories from one context to another. If ANT is a theory, then being an amateur of reality is not merely being an amateur. Instead, and in contrast, it is a great good."

Examples that might clarify the 'brief'

"the designer as a facilitator of change" (EN) (SUPER SHORT!) *Anab Jain, Superflux*

<http://vimeo.com/13203411>

"design as a toolbox of different methods to get people inspired" sounds pretty good!

"Learning to play with Tomorrow" *Anab Jain*

<http://vimeo.com/5536048>

Inside the Prosthetic Imaginary: An Interview with Sara Hendren *Ana Alvarez*

<http://rhizome.org/editorial/2012/oct/4/inside-prosthetic-imaginary-interview-sara-hendren/>

"You also look into the notion of the role of an artist in society in a broader sense, that instead of just conjecturing and aiming critique at things, artists can have a real, generative, and purpose driven change in people's lives. I was wondering where you place yourself in that spectrum?"

Valley Of The Meatpuppets *Anab Jain*

<http://www.superflux.in/blog/valley-of-the-meatpuppets>

"I would like to use this word to think about ways in which we are all being co-opted to becoming meatpuppets in our everyday life, as we farm data like livestock on facebook or walk around wearing awkward gadgets. We sit alongside thingbots, actors, agents and advertising zombies, helping create and propagate memes, spreading and reinforcing the reality bubble."

Design Noir: The Secret Life of Electronic Objects *Dunne and Raby*

<http://libgen.org/book/index.php?md5=2B20CC282C7BFC3A159E9C1AD964C0C0>

"The New Frontiers of Design" - Solid 2014 Keynote *Paola Antonelli*

<https://www.youtube.com/watch?v=u6mDAEOfGWQ>

(Weird) Education

VIDEO: Man: A Course of Study

https://www.nfb.ca/film/through_these_eyes

An American elementary school program from the 1970s, Man: A Course of Study (MACOS), looked to the Inuit of the Canadian Arctic to help students see their own society in a new way. At its core was The Netsilik Film Series, an acclaimed benchmark of visual anthropology from the National Film Board that captured a year in the life of an Inuit family, reconstructing an ancient culture on the cusp of contact with the outside world. But the graphic images of the Netsilik people created a clash of values that tore rifts in communities across the U.S. and revealed a fragile relationship between politics and education. A fiery national debate ensued between academic and conservative forces.

Through These Eyes looks back at the high stakes of this controversial curriculum.

Documentation: Transforming Our Perspective

<http://vimeo.com/36323323>

About the practice of documentation and its role in teaching and learning.

Real Education: Varieties of Freedom *David Gribble*

<http://www.arvindguptatoys.com/arvindgupta/real-education-dg.pdf>

Deschooling Society *Ivan Illich*

<http://www.arvindguptatoys.com/arvindgupta/DESCHOOLING.pdf>

Tools for Conviviality *Ivan Illich*

http://monoskop.org/images/7/71/Illich_Ivan_Tools_for_Conviviality.pdf

The Child in the City *Colin Ward*

Streetwork: The Exploding School *Colin Ward with Anthony Fyson*

Loving Children: A Design Problem *David Orr*

http://www.designshare.com/research/orr/loving_children.htm

The Theory of Loose Parts, An important principle for design methodology. *Simon Nicholson*

<https://ojs.lboro.ac.uk/ojs/index.php/SDEC/article/view/1204>

Examples:

<http://www.letthechildrenplay.net/2010/01/how-children-use-outdoor-play-spaces.html>

<http://www.freeplaynetwork.org.uk/playlink/exhibition/school/berlin1.htm>

<http://a-small-lab.com/hand-made-play/>

The Inadequacy of Mass Education & the Case for Autodidacticism *Jordan Bates*

http://www.creativitypost.com/education/the_inadequacy_of_mass_education_the_case_for_autodidacticism#sthash.MVIVH6Y0.dpuf

Places and Groups

Museum of Reclaimed Urban Space

<http://www.morusnyc.org/>

MoRUS is a volunteer-run small history museum of grassroots activism. We tell the story of efforts to create community spaces on the Lower East Side, especially efforts that “reclaim” space that has been taken over by city bureaucracies or corporations. We highlight the political implications of how social structures shape and control our space and take a long-term historical perspective on how the urban landscape evolves through cycles.

University Without Conditions (New Zealand)

<http://universitywithoutconditions.ac.nz/>

The University Without Conditions is a free university.

By free, we mean free of conditions. We recognise that education at other institutions is only open to those who are willing to live with debt, and our aim is to not be a burden on those studying with us.

We are a self-organising collective, without ties to Government or corporations. We exist not to produce 'degrees for jobs', but to enable a human being to improve themselves and the society in which they exist.

Courses are open to all, and anyone can run a course.

Conditional Design Workbook

<http://workbook.conditionaldesign.org/>

Conditional Design is a design method formulated by the graphic designers Luna Maurer, Jonathan Puckey, Roel Wouters and the artist Edo Paulus which foregrounds process over finished products. As a design strategy, it is defined by playfully designed sets of rules and conditions that stimulate collaboration between participants and lead to unpredictable outcomes.

Conditional Design Manifesto

<http://conditionaldesign.org/manifesto/>

We want to embrace the complexity of this landscape, deliver insight into it and show both its beauty and its shortcomings.

Our work focuses on processes rather than products: things that adapt to their environment, emphasize change and show difference.

Instead of operating under the terms of Graphic Design, Interaction Design, Media Art or Sound Design, we want to introduce Conditional Design as a term that refers to our approach rather than our chosen media. We conduct our activities using the methods of philosophers, engineers, inventors and mystics.

School for Poetic Computation

<http://sfpc.io/>

<http://blog.sfpc.io/>

School for Poetic Computation is an artist run school in New York that was founded in 2013. A small group of students and faculty work closely to explore the intersections of code, design, hardware and theory — focusing especially on artistic intervention. It's a hybrid of a school, residency and research group.

Our motto is: more poetry, less demo

In this short, experimental narrative, researcher Jen Lowe considers what it takes to create an intellectually and artistically diverse environment from scratch.

<http://stet.editorially.com/articles/clearing-space/>

Making Lab (Seoul)

<http://www.apap.or.kr/en/makinglab>

Making Lab intends to become an alternative public space for independent and self-reliant production of cultures. Thus, it supports the development of kits and study materials for workshops, while making efforts to plan individual workshops and performances, and foster international exchanges with other organizations. Making Lab is interested in the artistic and social potential of educational activities, in the context of the intersection between open

source technology and public art. Making Lab represents a form of public art that is sustained and justified through delivering autonomous making out of the citizens grounded on experience and participation. Concurrently, it envisions a community-based research lab that can be formed in a whole new way, even under different geographical contexts.

Trade School

<http://tradeschool.coop/about/>

Trade School is an alternative, self-organized school that runs on barter.

Trade School is for people who value hands-on knowledge, mutual respect, and the social nature of exchange.

We believe that everyone has something to offer.

Radical Exploring

<http://radical-exploring.net/>

In this workshop we will explore diverse approaches to the discourse of autonomy and the commons, and engage with activities within the urban environment, such as gardening, solar cooking and foraging. Field-trips, bike tours, walks and excursions will be fundamental part of the workshop as the spaces, zones and ecologies of Berlin become the classroom. Part of the seminar will be to design and produce together a publication containing the experiences and knowledge gathered at the workshop. By allowing practice to inform theory, we will be learning by doing.

Studio in the Woods

<http://studiointhewoods.org.uk/>

Studio in the Woods is a five-day outdoor summer workshop led by a group of award-winning architects and engineers aimed at architectural students, practicing architects and a wider audience with an interest in sculpture, landscape and the direct experience of making and building with materials to hand.

The Public School

<http://thepublicschool.org/>

A school with no curriculum. It is not accredited, it does not give out degrees, and it has no affiliation with the public school system. It is a framework that supports autodidactic activities, operating under the assumption that everything is in everything.

Aaaaarg.org

<http://aaaaarg.org/>

Aaaaarg.org is a discussion platform, and human-generated index of pirated academic works.

<http://www.spc.org/fuller/interviews/in-the-paradise-of-too-many-books/>

Strelka

<http://www.strelka.com/en/idea>

Institute for a Social City.

Strelka was founded in 2009 to change the cultural and physical landscapes of Russian cities. The Institute promotes positive changes and creates new ideas and values through its

educational activities. Strelka provides brand new learning opportunities, while the City remains at the centre of the Institute's research programme.

Homemade/Invented Games

<http://www.arvindguptatoys.com/> (see also extensive books archive!)

<http://www.arvindguptatoys.com/toys.html>

Newly Invented Card Games

<http://www.pagat.com/invented/>

An Experiential Typology of Games

<http://www.thomasppa.net/wp-content/uploads/2011/10/An-Experiential-Typology-Of-Games-Thomas-J-Papa-et-al.pdf>

(Emotions experienced by players in games)

Graphic Inquiry

<http://eduscapes.com/sessions/science/index.htm>

School for poetic computation *Make a binary number game*

<http://vimeo.com/86799888>

“Lo-Fi No-Fi” Teaching Kit v1 Published!

<https://blog.webmaker.org/lofinofi>

Old Inspiration Scraps

<https://dl.dropboxusercontent.com/u/2342693/inspiration.pdf>

Fictional Materials *Clemens Winkler*

<http://clemenswinkler.com/projects/Fictional-Materials/>

<http://vimeo.com/68452368>

<http://www.rca.ac.uk/showcase/show-rca/clemens-winkler/>

<https://www.flickr.com/photos/clemenswinkler/sets/72157633148592969/>

“The experiments in this project are designed to suggest new experiences and social interactions that make new material values accessible. Ordinary materials are used to open up questions about possible futures where unusual needs, risks, fears and benefits can appear – magical radiating sugar-crystals question our hunger for increasing energy and power consumption, uncanny mutating medicals based on glycerin spread vaccines in an invasive way over the body for health and safety, super-absorbent surfaces out of carbon alter the way we deal with upcoming cognitive challenges in new media objects and invisible gelatine mixtures question the way we will forecast situations in front of our eyes.

The investigated material-based experiments can be seen to build up a periodic system of materials as a platform for more developments, dialogues and collaborations in the field of forces, matter and design.”

Imaginary Fabrication *Clemens Winkler*

<http://clemenswinkler.com/teaching/Imaginary-Fabrication/>

“Questioning the way we individually perceive and expect materials to be synthesized and used through ‘suitable’ tools and environments, this project proposes alternative ways to force unfolding new and unpredictable material properties and qualities through plausible fabrication techniques...”

It is about using materials phenomenologically, looking on every day and trustworthy though looking closely rich potential in different areas, like dust, wax, bone, water, wood, concrete, plastics, electricity, light, silk, foam or smoke. The experiments should be presented in mini scenarios and in finding adequate representations, film, photo, drawings, objects, tools hold. Those experiments shall be presented as mini-scenarios, imaginary-environments and should force the in-house fablab alter ways to develop strategies to prototype ideas.

Creative approach: Embedding artefacts and letting ‘mistakes’ happen, like an inhomogeneous printed surface can be on the second look be a new filter for catalysis. So constructing foreign territories doesn’t mean thinking about fictions in a narrowed way, rather allowing them to happen in reality.”

Vagina artist wins release, urges public to challenge taboos

<http://www.japantimes.co.jp/news/2014/07/19/national/crime-legal/vagina-artist-arrested-obscenity-charges-released-police-lawyer/>

An artist arrested for distributing 3-D data of her vagina online urged the public to outgrow the perception that female genitalia are taboo or shameful, after being released from police custody on Friday.

Dealing with Digital

The archivist manifesto *Yuk Hui*

<http://www.metamute.org/editorial/lab/archivist-manifesto>

Beware, your imagination leaves digital traces *Bruno Latour*

<http://www.bruno-latour.fr/sites/default/files/P-129-THES-GB.pdf>

“The digital world is another version of the material which has the strange effect of rendering the connections more easily traceable than in the earlier predigital world.”

What is a Digital Object? *Yuk Hui*

http://www.digitalmilieu.net/documents/HUI_what%20is%20a%20digital%20object%20Metaphilosophy.pdf

“We find ourselves in a media-intensive milieu comprising networks, images, sounds, and text, which we generalize as data and metadata. How can we understand this digital milieu

and make sense of these data, not only focusing on their functionalities but also reflecting on our everyday life and existence?”

Against the Frictionless Interface! An Interview with Lori Emerson

<http://furtherfield.org/features/against-frictionless-interface-interview-lori-emerson> (see also Galloway on Seams and Scars)

Captives of the Cloud: Part I *Daniel van der Velden and Vinca Kruk*

<http://www.e-flux.com/journal/captives-of-the-cloud-part-i/>

Digital Dualism versus Augmented Reality *Nathan Jurgenson*

<http://thesocietypages.org/cyborgology/2011/02/24/digital-dualism-versus-augmented-reality/>

"Vision Driven Beyond Tangible Bits..." - Solid 2014 Keynote *Hiroshi Ishii*

<https://www.youtube.com/watch?v=wm5WCScGKxs>

New Sensual Interfaces *Chris Woebken*

http://www.woebken.net/nano_project.html

“Can organic electronics with biosensors open up new possibilities for sensual and poetic designs? Using seeds as a simulation for smart dust, this video visualises new interactions such as breaking, sharing, throwing away and mining data. These new interactions not only generate new behaviours but will also redefine our relationship with products.”

Animal Superpowers *Chris Woebken and Kenichi Okada*

<http://chriswoebken.com/animalsuperpowers.html>

“Through looking at natural systems and biomimetics, design can crystalize and help us understand how we perhaps need to change to be more in tune with our technology and the environment in which we now inhabit.”

Research Notes *Jürg Lehni & Alex Rich*

<http://juerglehni.com/publishing>

“... hopefully provide references to things old, new and maybe forgotten which together can offer an alternative understanding of our habit to document thoughts and ideas. Upending assumptions that any one kind of communication is more authentic, more direct or more valid than any other...”

Scribal Drift *Meg Rahaim*

<http://www.rca.ac.uk/showcase/rcanow/scrabal-drift/>

“Scribal Drift is part of my practice-led PhD, “Material-Digital Resistance: Toward a Tactics of Visibility.” In this larger project, I look for ways in which the digital image reveals something of its own structure and substance. I am interested in the materiality of digital objects, and search for ways in practice to blend digital and manual techniques for making.”

<http://www.rca.ac.uk/schools/school-of-fine-art/printmaking/student-stories-printmaking/meg-rahaim/>

“Digital is sold to us as something immaterial and ephemeral, but it's every bit as material as objects. Every digital interaction records behaviours and actions, turning them into objects.”

<http://www.rca.ac.uk/research-innovation/research/current-research/material-digital-resistance-toward-a-tactics-of-vi/>

"My source material is born of our digital everyday, pixilated phenomena screenshot and manipulated to evoke both the banality and the watchfulness of networked image technologies."

Digital Dirt *Hans-Jörg Pochmann*

<http://www.rca.ac.uk/research-innovation/research/current-research/digital-dirt/>

"...the broken screen of an ebook reader, a smartphone without reception, or a faulty projector, causing hectic embarrassment by delaying a beginning of a presentation can all serve as exemplary reminders of the high expectation we implicitly attribute to these fragile digital tools, how distanced digital information actually is and how dependent we therefore are on the machines that handle it."

Think about Facebook: An angry reverie on software *Charlie Lloyd*

<http://basecase.org/env/Facebook>

Forgetting the Internet *Nicholas O'Brien*

<http://rhizome.org/editorial/2014/jul/8/forgetting/>

"San Francisco (AFP), June 26 - Google on Thursday said that it is "forgetting" things in Europe to comply with a legal ruling granting people the power to have certain information about them removed from searches."

Seams and Scars, Or How to Locate Accountability in Collaborative Work *Anne Galloway*

http://www.purselipsquarejaw.org/papers/galloway_uncommonground_preprint.pdf

It's Not Plagiarism. In the Digital Age, It's 'Repurposing.' *Kenneth Goldsmith*

<http://chronicle.com/article/Uncreative-Writing/128908>

Materiality of Deletion *Christo de Klerk*

<http://www.mascontext.com/issues/22-surveillance-summer-14/materiality-of-deletion/>

Compost Your Orgasm Trash *Shu Lea Cheang interviewed by Matthew Fuller*

<http://www.metamute.org/editorial/articles/compost-your-orgasm-trash>

Google Is About To Take Over Your Whole Life, And You Won't Even Notice

<http://www.fastcodesign.com/3032463/what-is-google>

Lockdown: The coming war on general-purpose computing *Cory Doctorow*

<http://boingboing.net/2012/01/10/lockdown.html>

Digital Handwork *Kerry Doran and Lizzie Homersham*

<http://rhizome.org/editorial/2014/jul/1/digital-handwork/>

Critical Engineering Manifesto *Julian Oliver, Gordan Savičić, Danja Vasiliev*

<http://criticalengineering.org/>

“The Critical Engineer considers any technology depended upon to be both a challenge and a threat. The greater the dependence on a technology the greater the need to study and expose its inner workings”

Texts by *Matthew Fuller*

<http://www.spc.org/fuller/category/texts/>

Dumpster diving for small dataspace of anarchy *Chris Berthelsen*

<http://a-small-lab.com/write/Dumpster-Diving> and attendant texts

Issue 2 of Limn: Crowds and Clouds

<http://limn.it/issue/02/>

Facebook stores up to 800 pages of personal data per user account *Matthew Humphries*

<http://www.geek.com/news/facebook-stores-up-to-800-pages-of-personal-data-per-user-account-1424807/>

Colonising the Clouds: Infrastructure Territory and The Geopolitics of The Stacks *Jay Springett*

<https://medium.com/@thejaymo/4405d2d590b5>

Larry Page on Google's Many Arms *Farhad Manjoo*

http://mobile.nytimes.com/2014/06/26/technology/personaltech/a-reach-too-far-by-google.html?_r=3

“Mr. Page described Android and Chrome, the company's mobile operating system and web browser, as a kind of glue that will connect all of the devices we will use in the future”

The Promise of a New Internet: It's not too late to rebuild this thing for the people.

Adrienne LaFrance

<http://www.theatlantic.com/technology/archive/2014/06/the-promise-of-an-alternative-internet/372501/>

Lenses for Archives

Cooking/Food

The Practice of Everyday Life, Vol. 2: Living and Cooking *de Certeau et al.*

<http://monoskop.org/log/?p=462>

Distracted Reader #1: Mixtures *Xin Cheng and Allan Smith*

http://distracted-workshop.org/distracted_reader/distracted_reader_1_single.pdf

Houses/Cities

Form, the tangible expression of a reality Ricci - in *The Man-Made Object*, ed. Gyorgy Kepes. New York, George Braziller, Inc, p108-119.
<http://monoskop.org/log/?p=11090>

Family Portrait with House. A Dwelling as Agent in Its Inhabitants' Biographies Robert Gassner <http://www.candidejournal.net/article/family-portrait-with-house/>

Amateurism and anarchism in the creation of autonomous queer spaces Brown, In Jamie Heckert and Richard Cleminson eds., *Anarchism & Sexuality: Ethics, Relationships and Power*, New York: Routledge, p143-157.

The Image of the City Kevin Lynch

See <https://twitter.com/lukeneff/status/364471529959993344>

and

https://www.google.co.nz/search?q=Kevin+Lynch%27s+The+Image+of+the+City&es_sm=93&tbm=isch&tbo=u&source=univ&sa=X&ei=havLU6-WE8_98QXar4KQBw&ved=0CBwQsAQ&biw=1309&bih=671

<http://libgen.org/book/index.php?md5=9E3222618741E5533655FAE3A29CB7FF> ,

The individual in a social world: Essays and experiments Stanley Milgram

http://books.google.co.nz/books/about/The_individual_in_a_social_world.html?id=4V7mAAAIAAAJ&redir_esc=y (especially psychological maps)

Tokyo, A spatial anthropology Jinnai

http://books.google.co.nz/books/about/Tokyo_a_Spatial_Anthropology.html?id=LT3C3PQGt-I&redir_esc=y (walking modern Tokyo according to ancient maps)