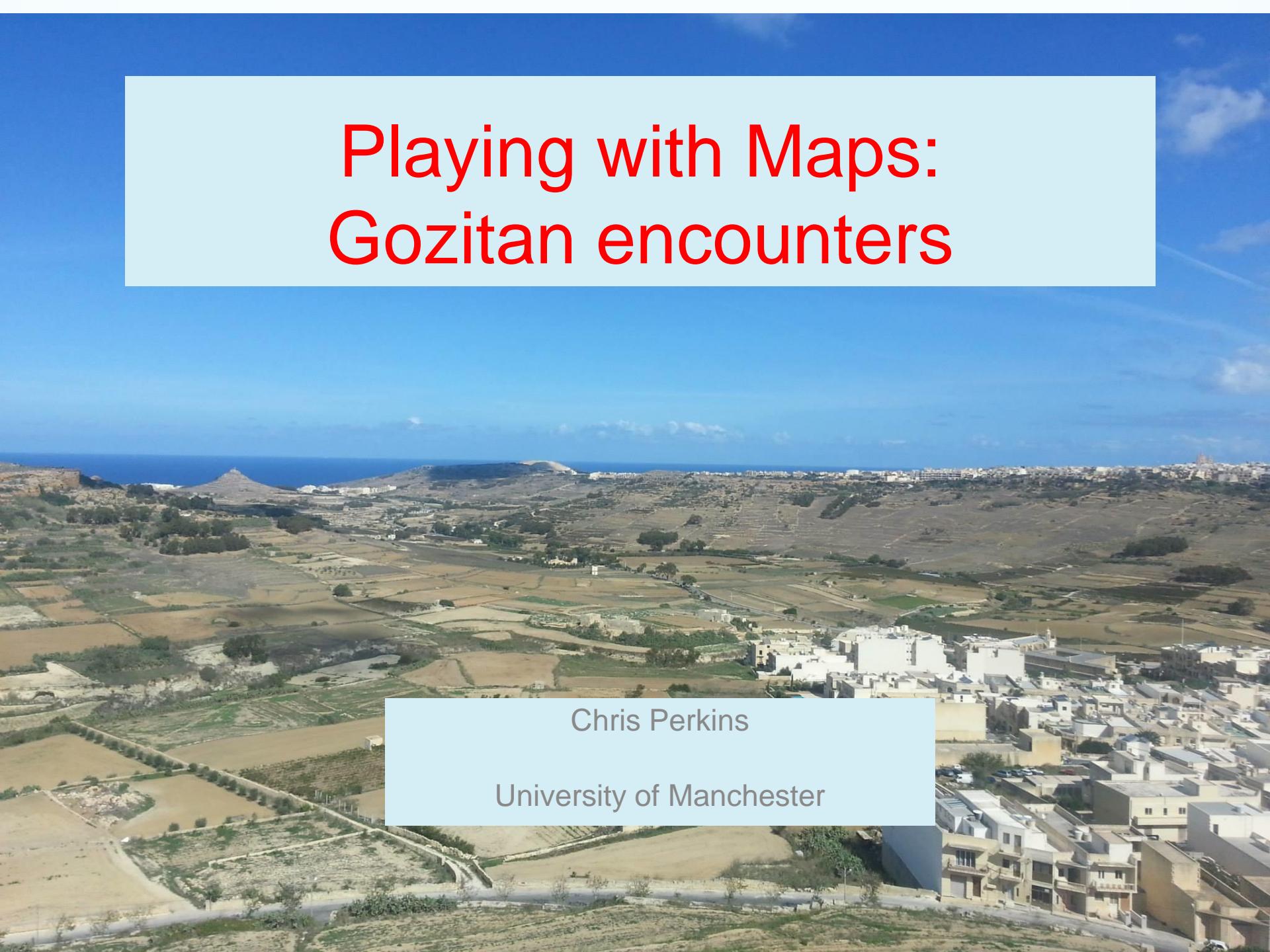


Playing with Maps: Gozitan encounters



Chris Perkins

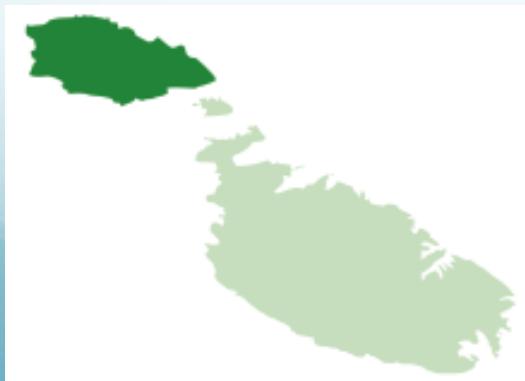
University of Manchester

By end of the session you should.....

- Appreciate the difference mapping might make
- Compare and contrast 2 different configurations of mapping on a field course
- Recognise how making subtle changes to different elements of a mapping assemblage can profoundly alter the kinds of knowledge about a place that emerges

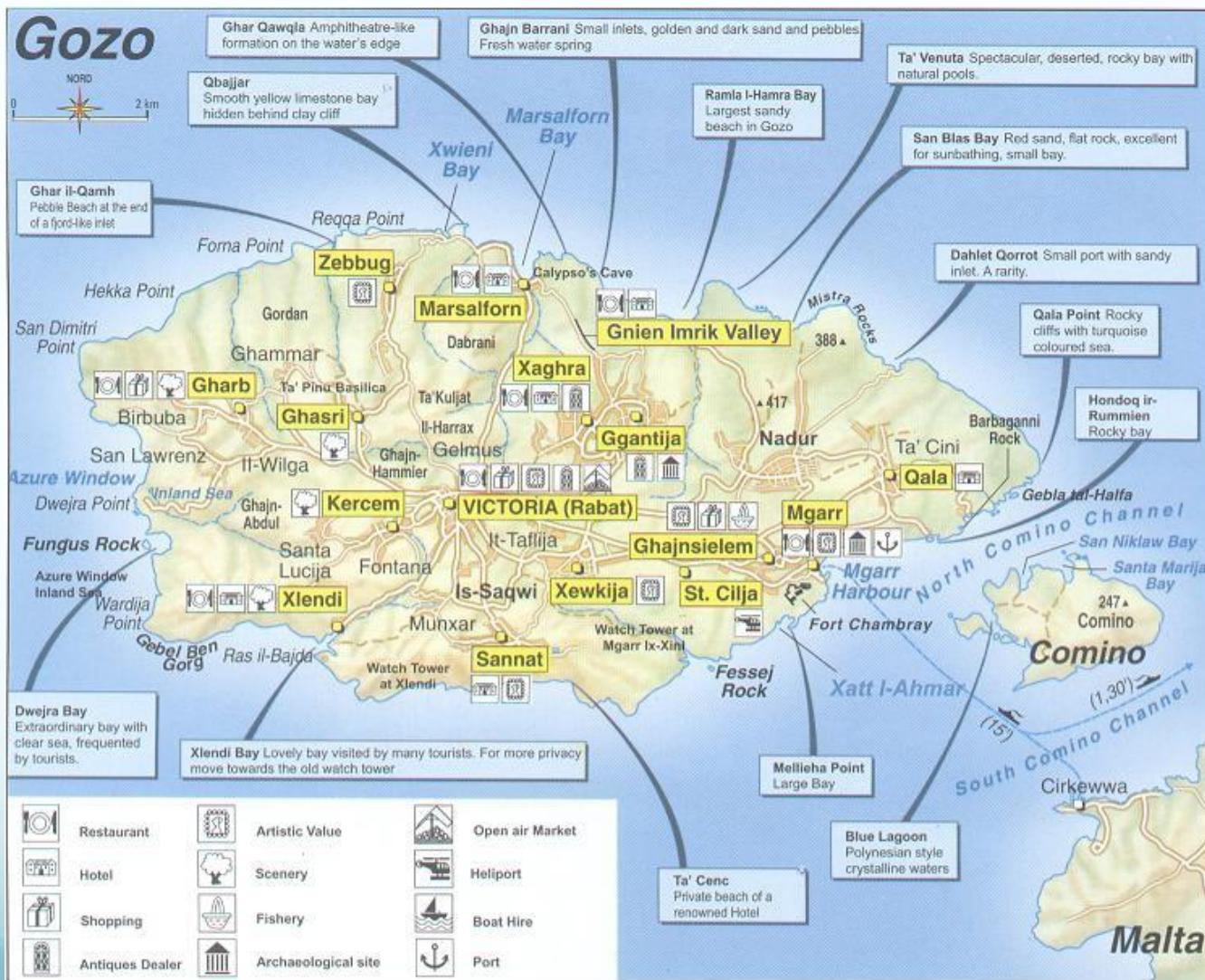


Gozo Field Course



Geography	
Location	south of Sicily, Mediterranean Sea
Coordinates	36°03'N 14°15'E
Archipelago	Maltese islands
Area	67 km ² (25.9 sq mi)
Length	14 km (8.7 mi)
Width	7.25 km (4.505 mi)
Country	
Malta	
Largest city	Victoria (pop. 6,414)
Demographics	
Population	31,053
Density	463.48 /km ² (1,200.41 /sq mi)
Ethnic groups	Maltese people

Gozo Field Course



Multinational and multidisciplinary staffing



Sam Hind



Chris Perkins



Sybille Lammes



Clancy Wilmott



Alex Gecker

Field course aims

Aims

- To practice field techniques and prepare for coursework
- To explore one particular instance of double insularity
- To compare different thematic implications of the island

Learning outcomes

After the field course you will have

- Researched material for coursework
- Shared different insights into particular contexts of insularity
- Reflected critically on Gozo

Delivered through mapping game

- To use a digital mapping game **to explore Island geographies**
- To explore and undertake **creative practice-based research** in the **field**
- To provide **a point of comparison** for Islands fieldwork
- To understand how **different representations** and **research methods frame research outcomes**
- To stimulate and **inform discussion** on aspects of the Islands fieldcourse
- To investigate **the impact** of different creative **approaches on fieldwork**

What do you gain from mapping as against doing something else?

- Space – orientation
- Attribute data themes
- Site
- Distance
- Elevation
- Network
- Relations
- Feelings
- User friendliz info
- Personal outcome
- Tangibilitz
- Currencz

So many maps.....



Map compare

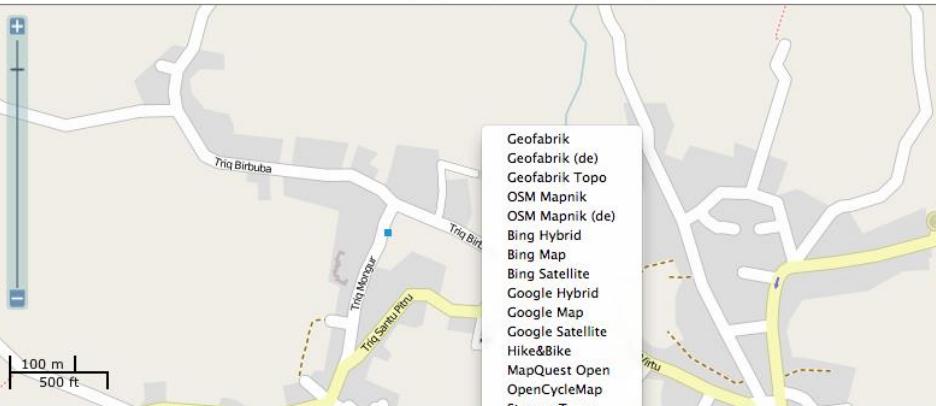
Map Compare

Help

GEOFABRIK tools

Switch tool...

Choose map type: OSM Mapnik



Choose map type: Google Map



Choose map type: ✓ Wandereritkarte
OPNV-Karte



Choose map type: Google Hybrid



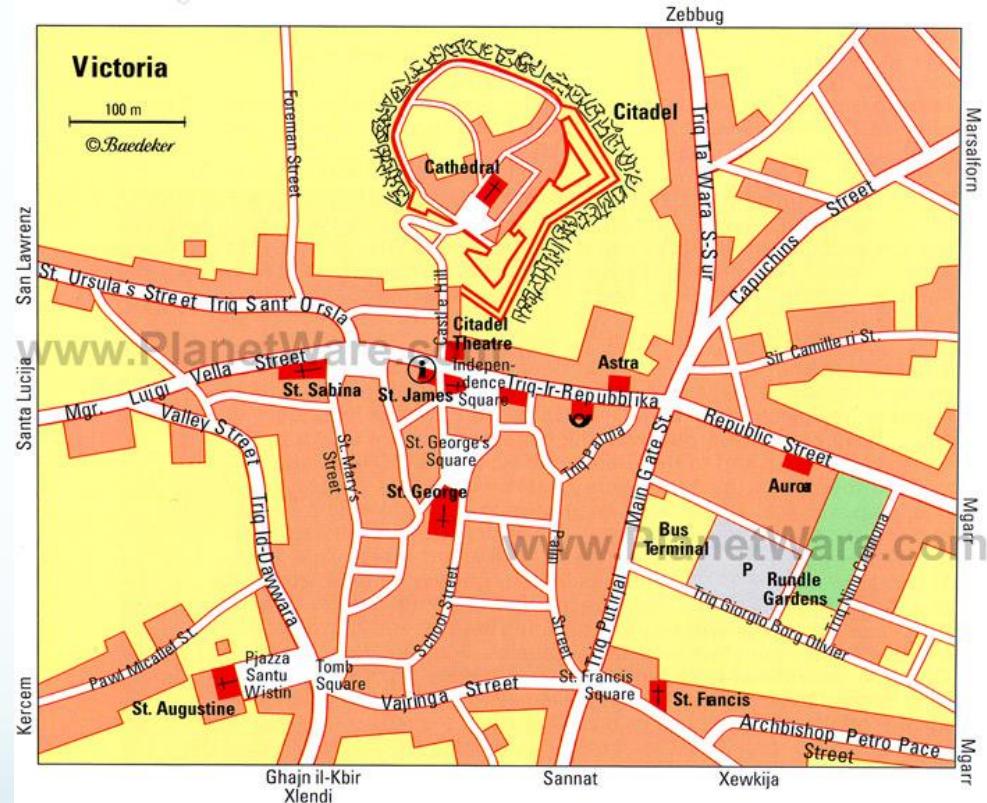
zoom=16 number of maps: 1 2 3 4 6 8 permalink

<https://www.dropbox.com/s/zpdk1eb25mtbtjy/Screenshot%202014-03-07%2013.42.12.png>

Multiple maps in multiple contexts

- On mobile devices
- In situ
- On paper
- On bigger screens
- In adverts
- On postcards

What do they all DO?

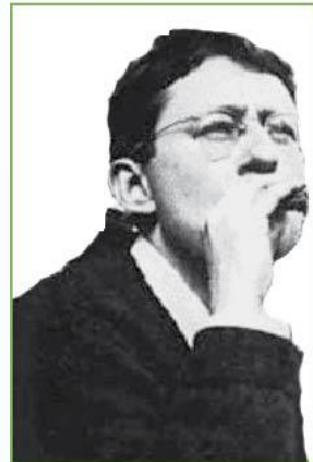


So which maps did we deploy and why?

- Open source
- Digital
- Easy to load on GPS
- Multiple resolutions
- For route finding and topography

How deployed? Two contrasting games: two contrasting mapping applications

- Dérive
 - Open ended
 - Exploratory



"In a dérive one or more persons during a certain period drop their usual motives for movement and action, their relations, their work and leisure activities, and let themselves be drawn by the attractions of the terrain and the encounters they find there."

- Geocache
 - Directed
 - Navigational

an outdoor recreational activity, in which the participants use a GPS receiver or mobile device and other navigational techniques to hide and seek containers, called geocaches



The starting point: Vilagg' ta Sbejha Għarb



Għarb
Il-Kunsill Lokali tal-Għarb

— Local council —

L-Ġħarb



Coat of arms

Motto: *In Extremo Vigilat*
(Sentinel at the Borderline)



Coordinates:  36°3'40"N 14°12'33"E

Game rules

- 3 stage 3 day set up
 - Design derive for another group
 - Enact derive designed for you whilst setting geocaches for others
 - Enact Geocache
- Then report and evaluate
- PhD observer with camera, video, notebook. Following only. No active role in decision making
- Geographical limits: Gozo as gameboard
- Transport use
- Health and Safety
- Level playing field: extra Geocaches set to make it fair for different groups

The mapping assemblage

- The Place



- OpenStreetMap



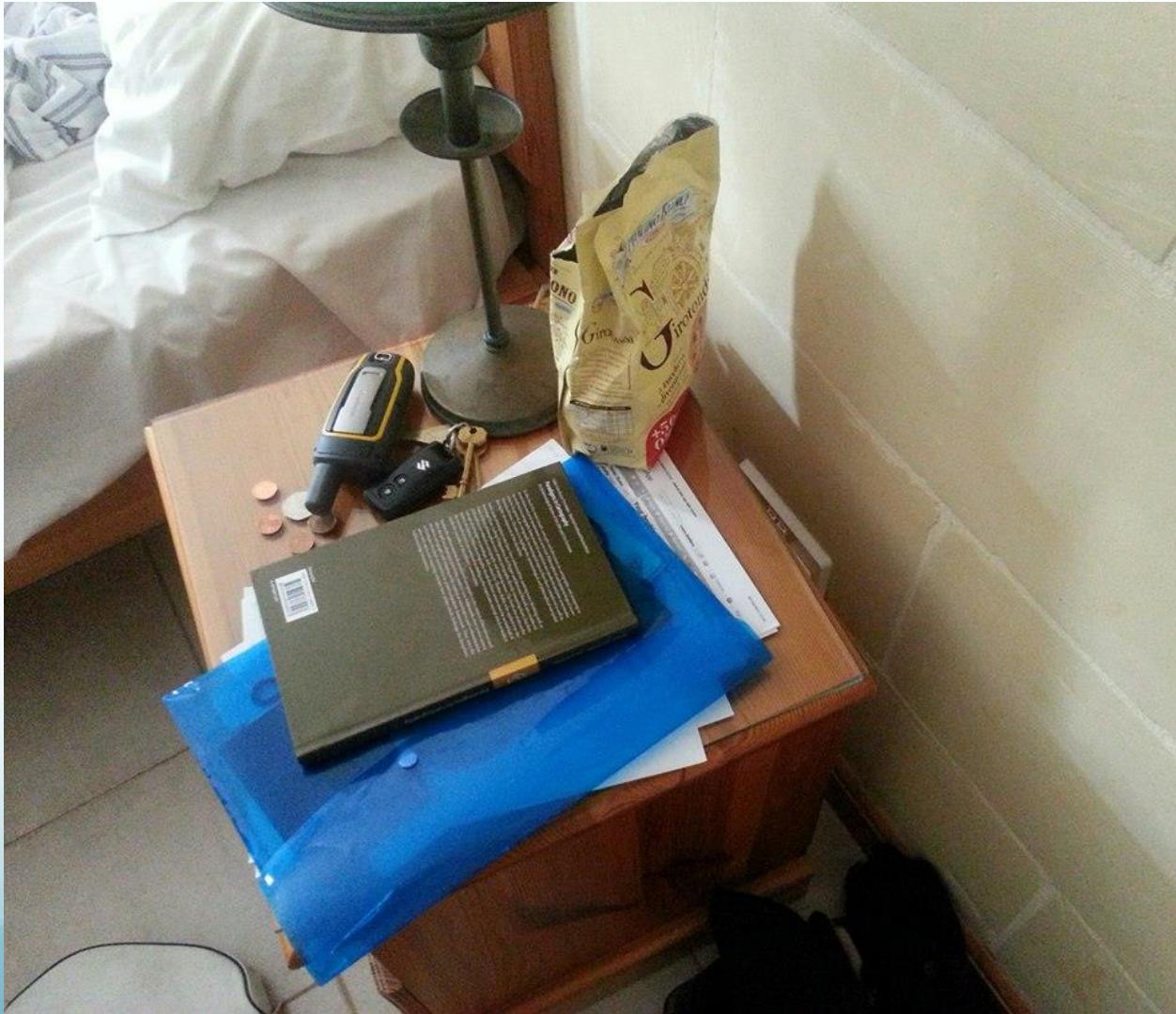
- Loaded onto Garmin GPS62



- Players
 - Teams of 2/3 students



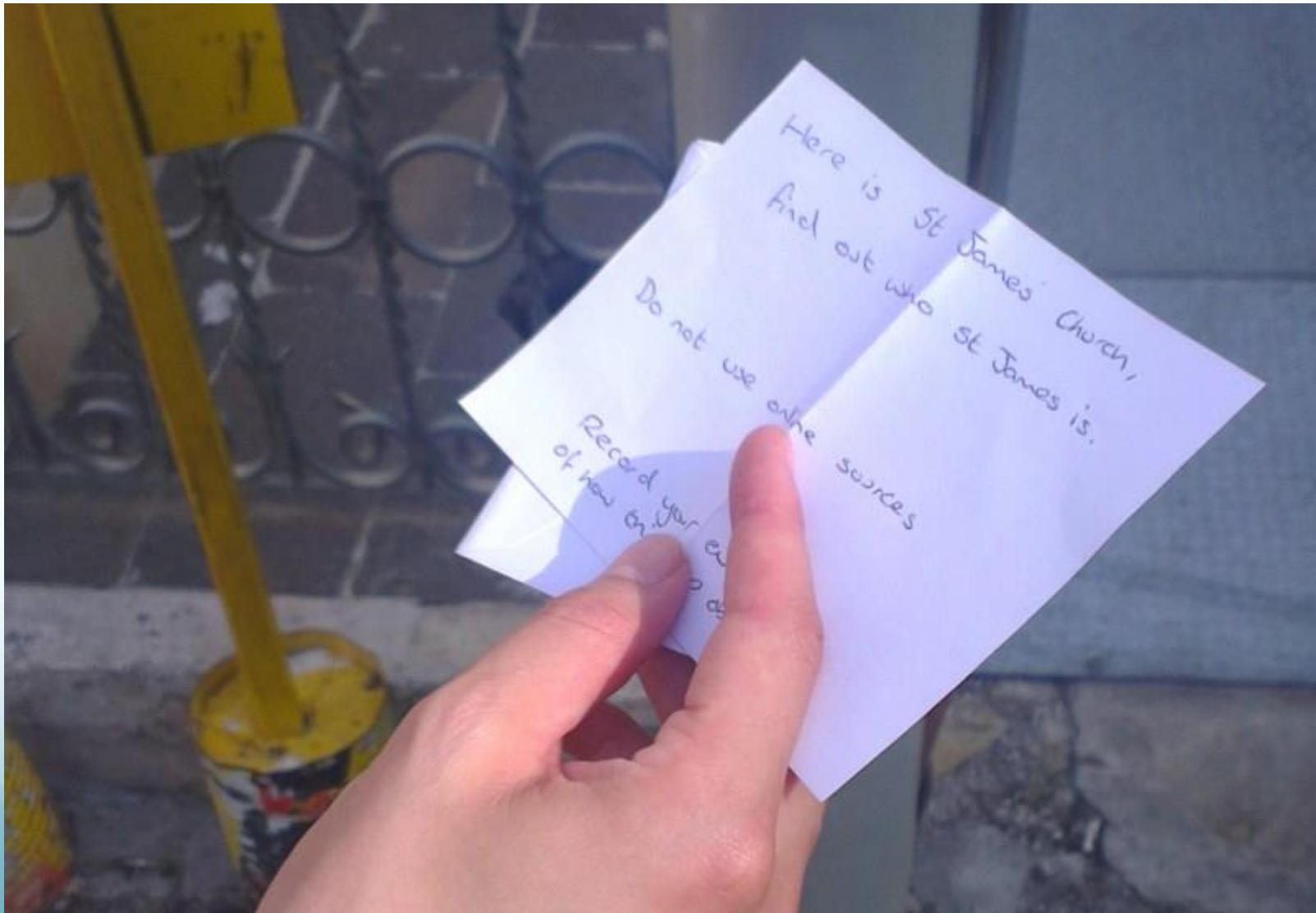
Things matter



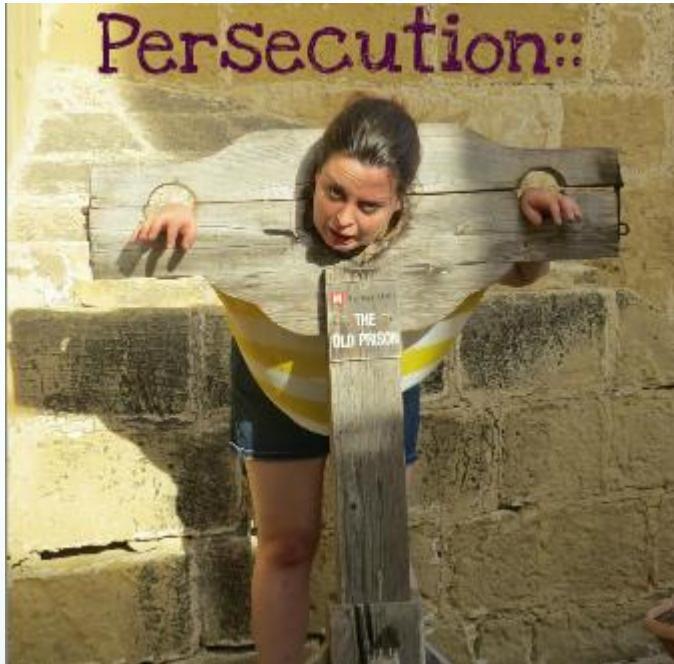
The groups and the themes

Team Topic/ Day	Day 0 Design derive	Day 1 Lay down Geocaches for	Day 2 Follow Geocache by
Gender and masculinities (gender)	Barriers	Barriers	Religion
Catholic Gozo (religions)	Gender	Gender	Barriers
Barriers to tourist inclusion and exclusion (barriers)	Religions	Religions	Gender

Derive deck instruction



Enacting the dérive







KINGDOM HALL
of
JEHOVAH'S WITNESSES

**SALA TAS-SALTNA
TAX-XHIEDA TA` GEHOVA**

Mapping instructions after the dérive

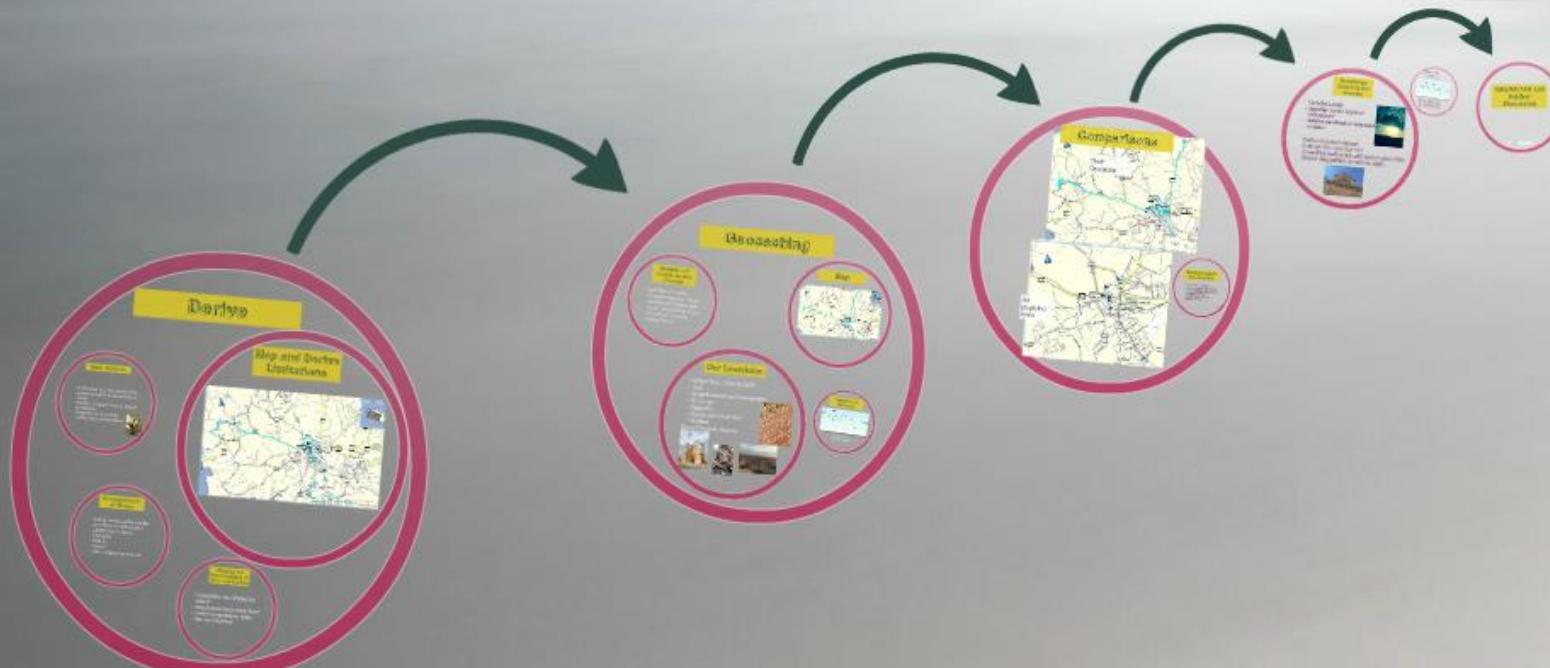
- a) Upload dérive GPS track data onto a map.
- b) Upload geocache GPS waypoints onto a map.
- c) Draw a guess-map of the path they think the other group took while doing the geocache.
- d) Compare this information with the other group's geocache track data.

Multiple outputs

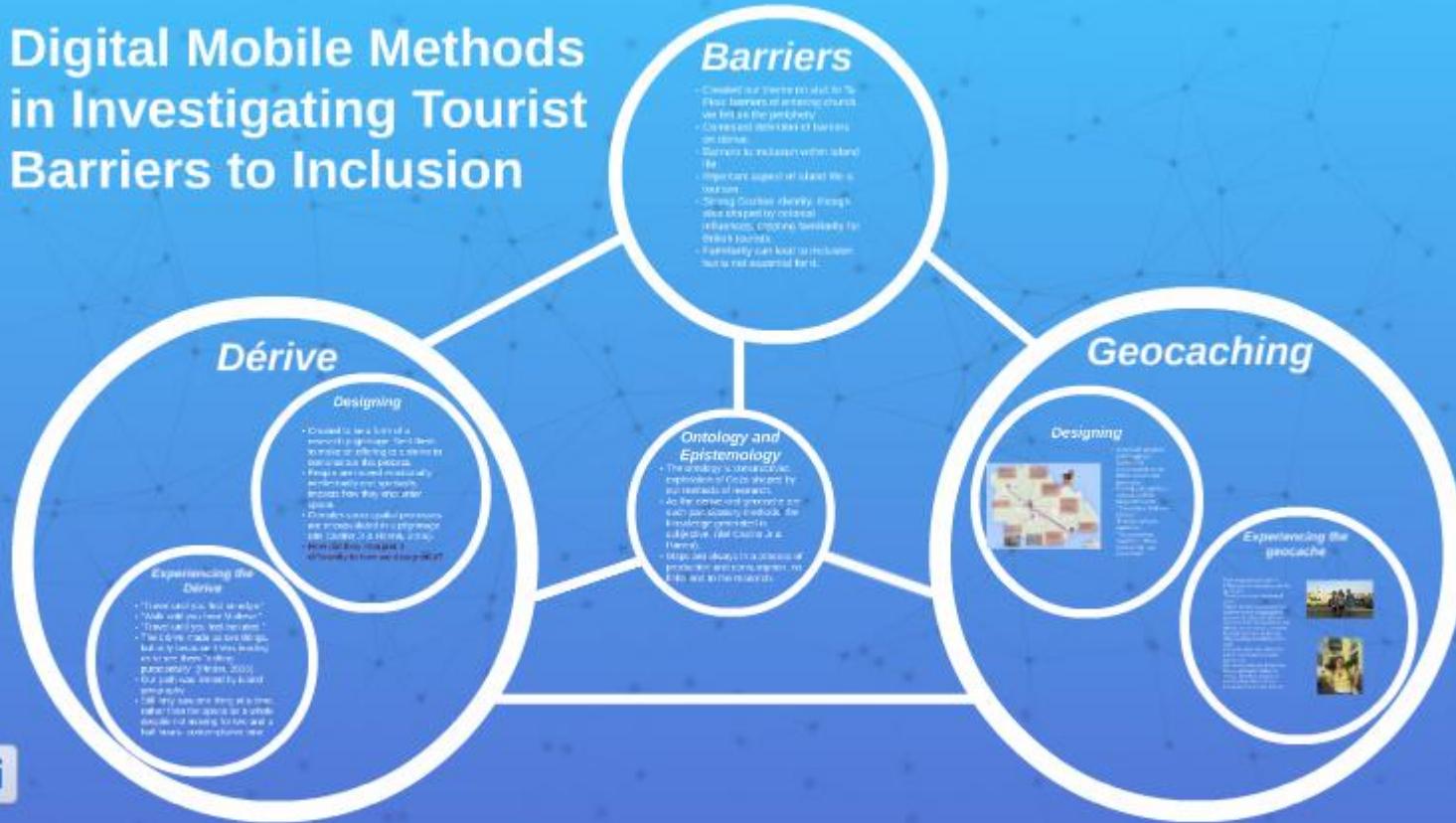
- Prezis
- Maps of derives
- Maps of geocaches
- Maps comparing different aspects
 - Triangulation
- Sections
- Photographs
- Videos
- Diary notebooks
- Discourse

Prezi based reporting

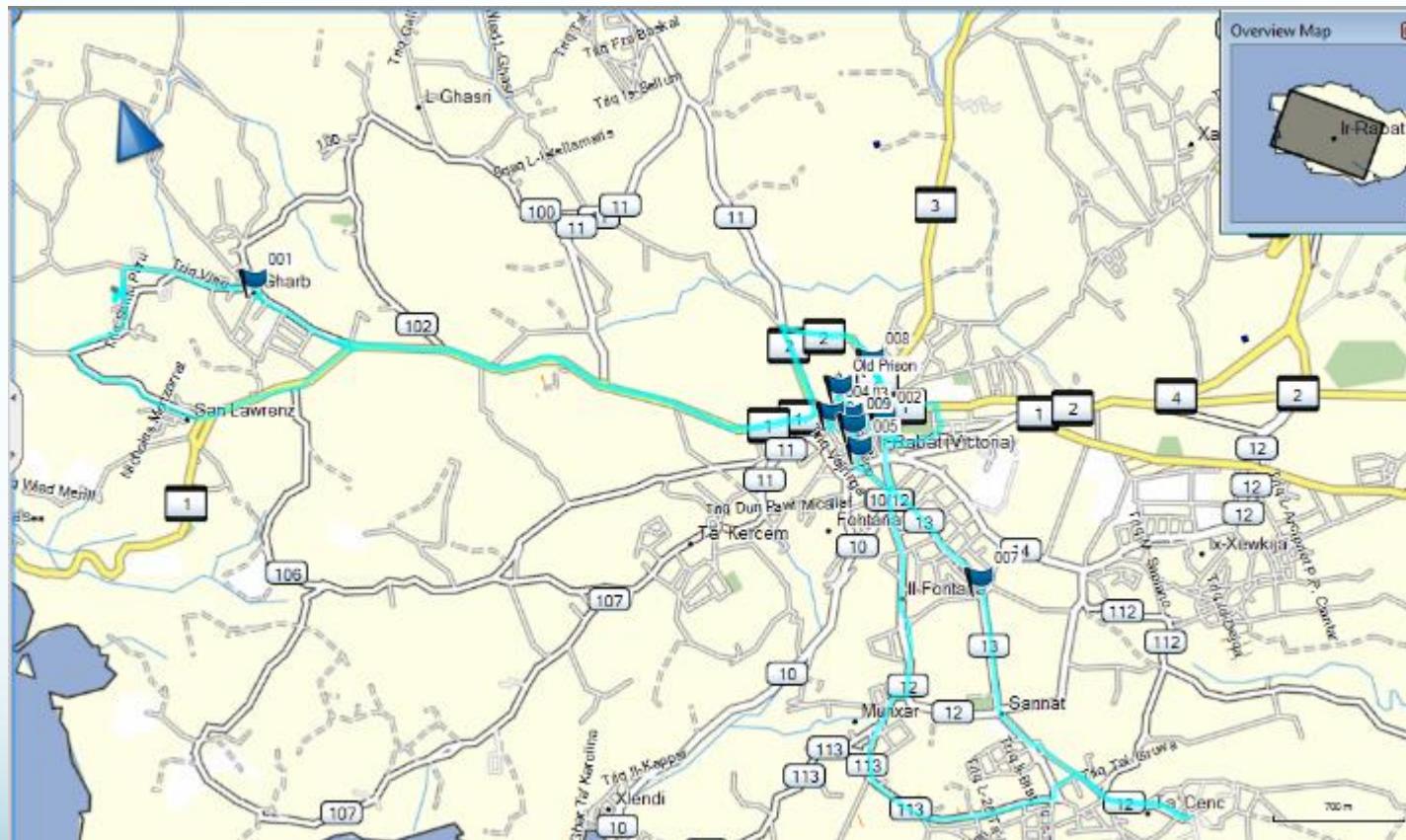
HOW DO WE ENCOUNTER
CATHOLICISM IN GOZO: A DERIVE
AND GEOFACHE METHODOLOGY.



Digital Mobile Methods in Investigating Tourist Barriers to Inclusion



Catholicism group dérive



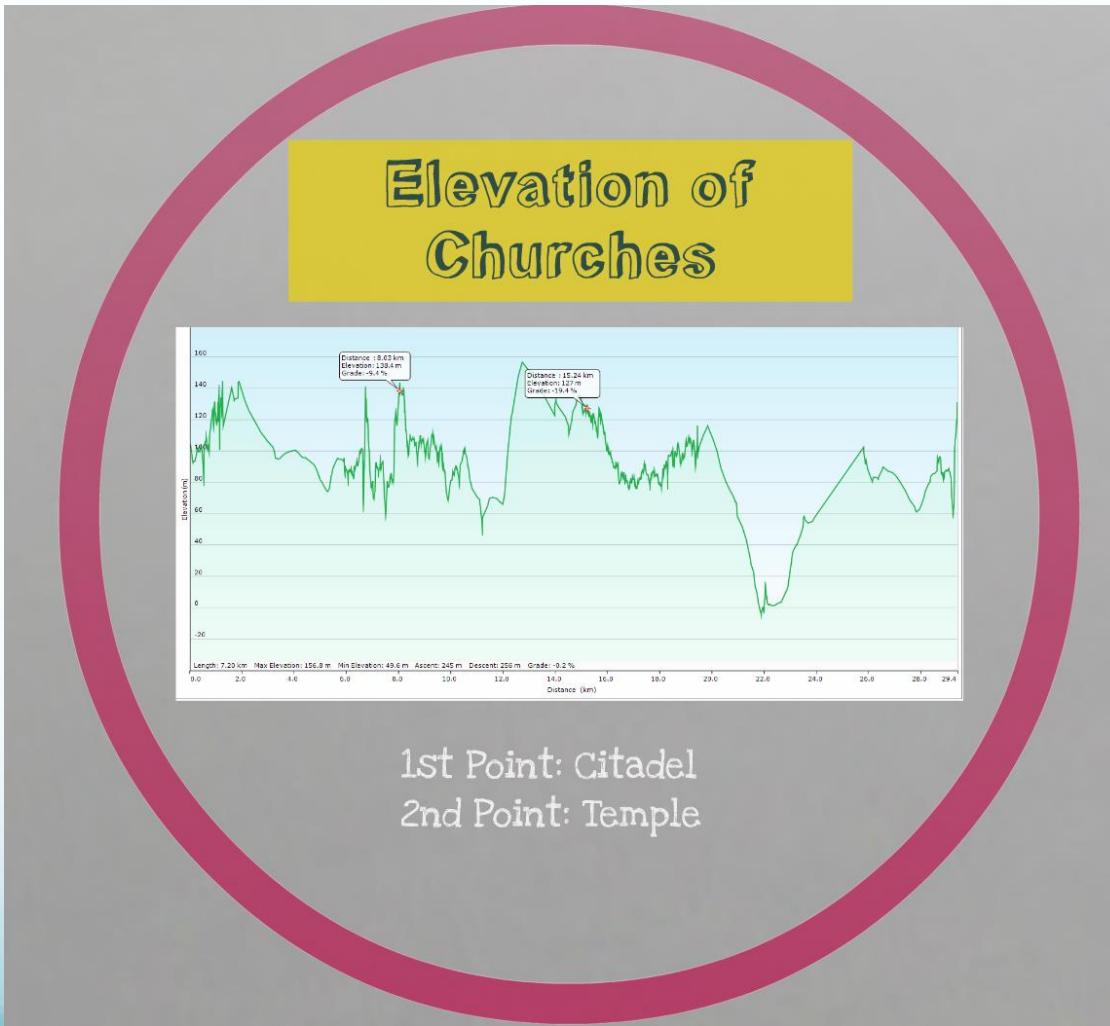
The dominant architectural iconography

Churches on hilltops

- standing out from the landscape
- reaching towards heaven



Tracking elevation



Unpacking one group's presentation: barriers

Barriers

- Created our theme on visit to Ta Pinu: barriers of entering church, we felt on the periphery.
- Contested definition of barriers on dérive.
- Barriers to inclusion within island life.
- Important aspect of island life is tourism.
- Strong Gozitan identity: though also shaped by colonial influences, creating familiarity for British tourists.
- Familiarity can lead to inclusion but is not essential for it.

Their assumptions

Ontology and Epistemology

- The ontology is constructivist: exploration of Gozo shaped by our methods of research.
- As the dérive and geocache are such participatory methods, the knowledge generated is subjective, (del Casino Jr & Hanna).
- Maps are always in a process of production and consumption, no finite end to the research.

Dérive

Designing

- Created to be a form of a research pilgrimage. Sent them to make an offering to a shrine to demonstrate this process.
- People are moved emotionally, intellectually and spiritually, impacts how they encounter space.
- Complex socio-spatial processes are encapsulated in a pilgrimage (del Casino Jr & Hanna, 2006).
- How did they interpret it differently to how we designed it?

Experiencing the Dérive

- "Travel until you find an edge."
- "Walk until you hear Maltese."
- "Travel until you feel included."
- The dérive made us see things, but only because it was leading us to see them "drifting purposefully" (Pinder, 2005).
- Our path was limited by island geography.
- Still only saw one thing at a time, rather than the space as a whole despite not moving for two and a half hours- contemplative time.

Experiencing the geocache

- Their experience on dérive influenced our experience on the geocache.
- "Take a picture of the football pitch."
- Xlendi- we did not perceive the barriers we were supposed to perceive because we did not have the time- we wanted to win.
- We did not see much, we were focused only looking for one thing, looking constantly at the map.
- Trying to move fast within the island, not always possible, island time.
- Our route is already limited by set co-ordinates, unlike the dérive- but other aspects of island geography such as infrequent buses also limit us.



Outputs and practice

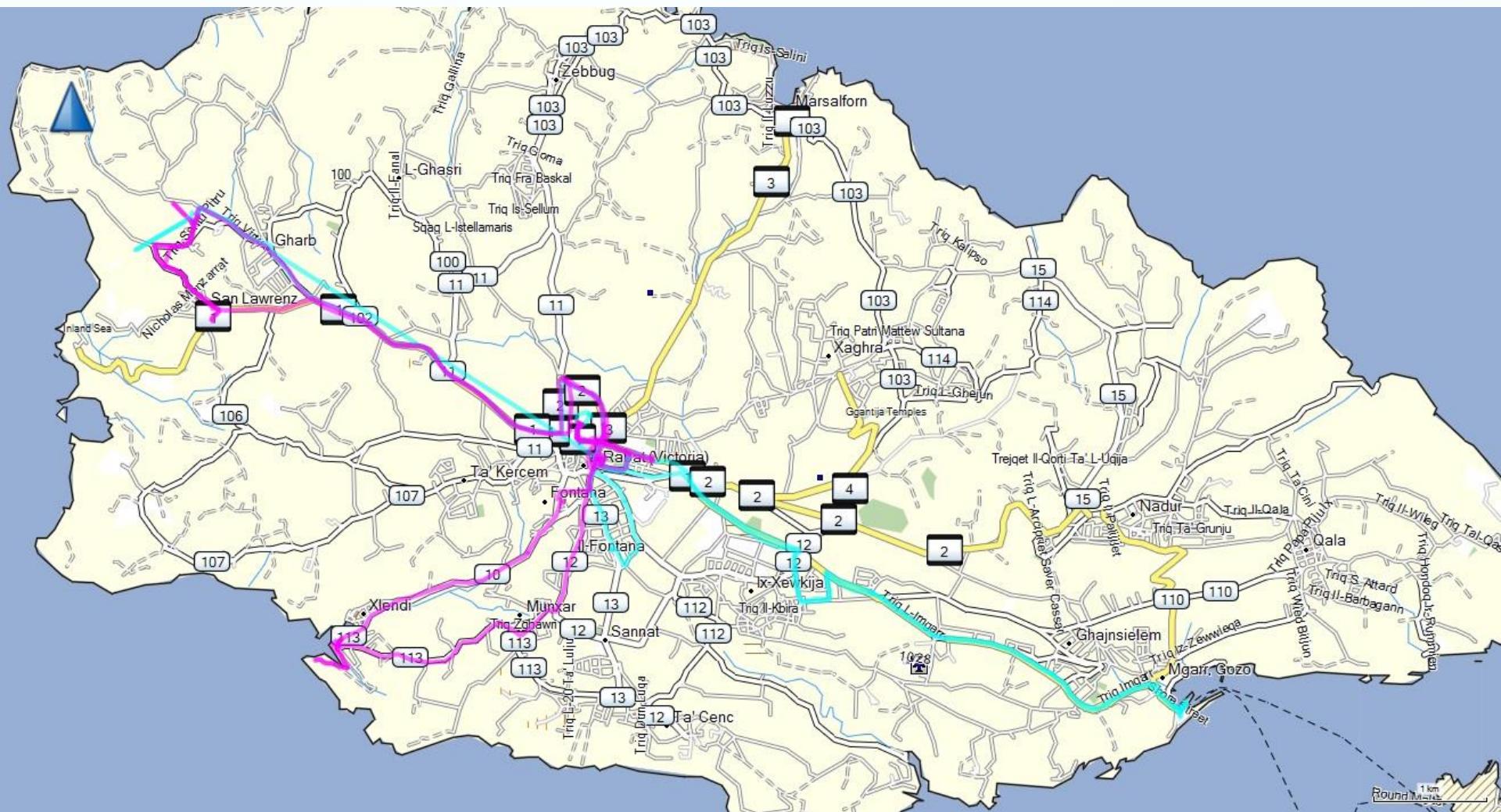


The messiness of social-scientific research









What was learnt about the assemblage

- Critical role of mobilities in these mappings
 - Transport crucial in Geocache success
- The game board impacts on outcomes
- Strategy in deploying the map really mattered
- Interfaces matter, but the taskscape around the interface is more important
- Playful mapping offered a novel way of focusing upon a theme, but also facilitated critical reflection on the process

What was learnt about the assemblage

- Interpreting what went on during the mapping activity is partial knowledge
 - Depends on evidence deployed: video very different results from photos
 - Embodied use varies hugely: GPS receiver often hidden away, but always used during the Geocache
- Presupposition-less *dérive*-based inquiry offered a much richer potential for thinking about themes than more directed map inquiry

Conclusions

Mapping is useful: deployed to do work

It has an agency

Active part of an assemblage

Made and remade

Played or played out?

Think carefully about how you deploy it!