trace

Sophia Emmanouil conducted a series of workshops in collaboration with members of the health and arts organisations HOOT and OOB, as well as with Alex Bridger from the Division of Psychology and Counseling, University of Huddersfield and Dave Jordan, Workshop Assistant at HOOT, during the autumn of 2013.

The workshops were designed in a way to accommodate the group's needs; work was done in a series of creative and fun exercises, exploring a theme and a technique each time.

The workshops were divided in 5 different themes:

1:Spirit of the Place

2:Sculpting Paths

3:Dice Walk

4:Scavenger's Hunt

5: Map Making

After gentle movement and warm up exercises, participants were briefed about the task of the day. A short walk was taking place in order to conduct the tasks given, following a set of playful instructions.

Discussions about consumerism, built environment, politics, emotional well being, art, relationships, urban life and creativity were brought up during the walks and participants engaged in a series of interesting reflections.

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RICHARD TAYLOR

DAVE JORDAN

Special Thanks to:
Alex Bridger
Kostas Bartsokas
Robert Cooper
Dave Jordan
Von Allen
Kim Gregory
Gerry Turvey
Carl Meddings
Friends, family and
fellow explorers















being heard

The workshop participants had the chance to visit or revisit, both physically and metaphorically, familiar places, routes and journeys of their everyday life.

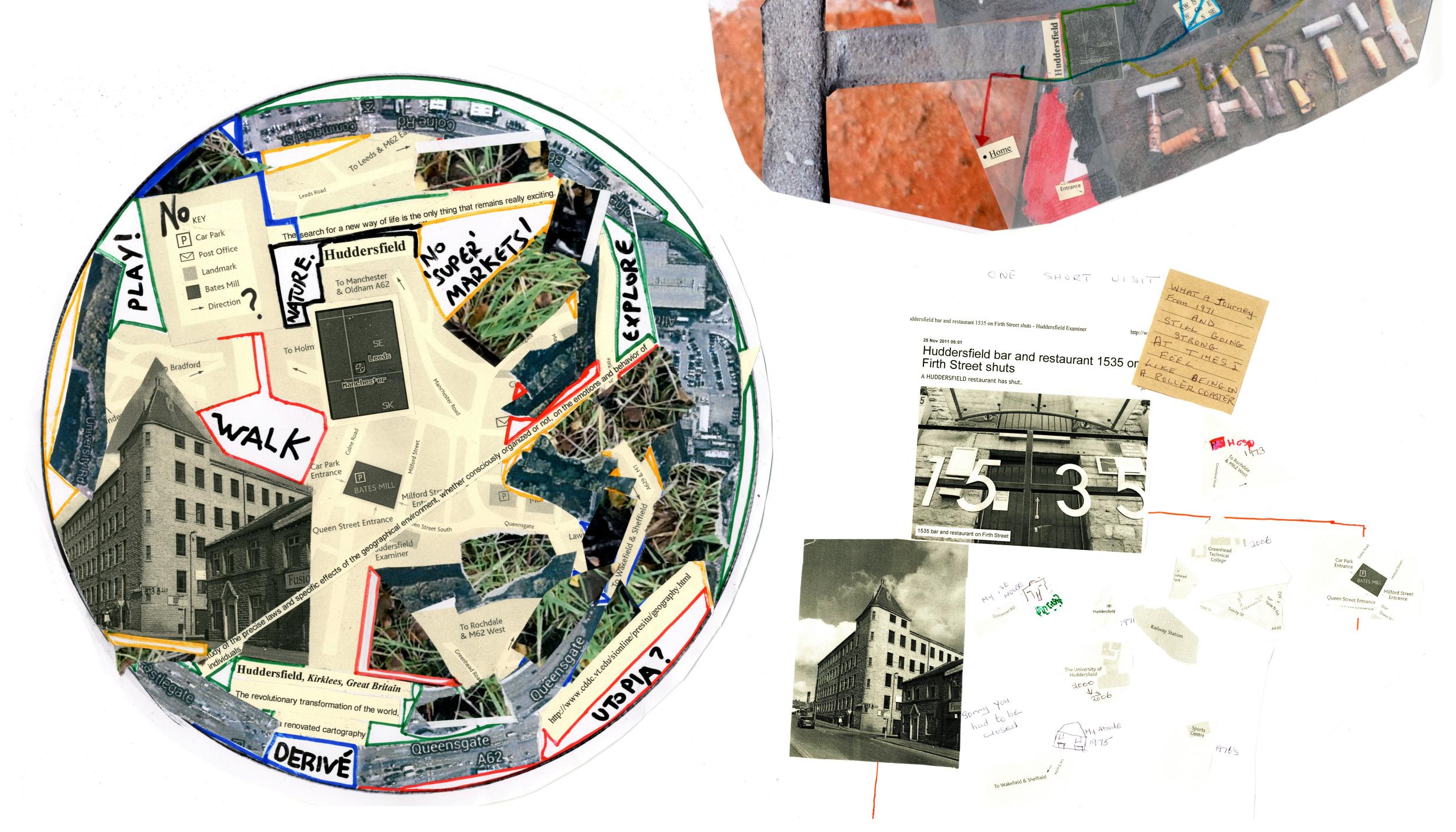
They were then asked to consider their emotional response to each location and document it in various ways, by composing poems, creating collages, building sculptures, making sketches, taking pictures and making maps.

Space affects our behaviour and is the canvas upon which we draw our itineraries and unfold the string of our lives.

By recognising which elements of their surrounding built environment are contributing to their well-being, and by making their voices heard, the participants engaged in a more subjective way of recording information about space and suggested a more participatory way of planning space.







COLD- TOOL- GLOW. WOOL. (LOF) - TOLD - (DOL) GOD- DOG- LOGO- GOLD- CLOG- GOUL - GUT LOW - TOG WOULD COULD - LOUD

Today I decided to come out in the cold To find out what art work we might behold Taking Deep breaths to Shake out the world And ragged like a doll we were ready to go. With instructions to help our minds Cog.

COLD CLOUD would clog my GUT Low God the tool of dog. I told the Doll to clog the dog The glow of the load goal.

Could God glow on a log of gold of the If he were told to sit in the cold.

The log was cold and lonely. Traffic sped part it all day, loudly ignoring the log, shich just the lay there . It log could talk All the log wished for was some company. If it wild walk it would more. If it was could talk the it would short-"I'M WLD". But today it was joined they by a good of people.

and we had a laugh and explored the smoundings award NOT and analysed the geography around

Terry for Ritelei The loud good is desappeared in a push of smake as the cloud of desting inversel it Los all eternites

The dog told God to Allow dress like a deel. God wouldn't... and couldn't and so was more like a log



EXPERIENCE DOCUMENTATION LOG

Date: 2013 Time: NOW Location: EARTH

Subject/Event: ROD'S REVALATION

Visual Description/sketches. colors. textures, smells, shapes, materials:

DOG POO BROKEN GLASS GOFFEE ALCOHOL

RED YELLOW LIQUID DECAY / GROWTH GREEN

Additional Notes:

Fieldworker's Initials:

Rod decides he can't handle the pressure he is having in his life, He packs his little possesions and sets off to find a new way of

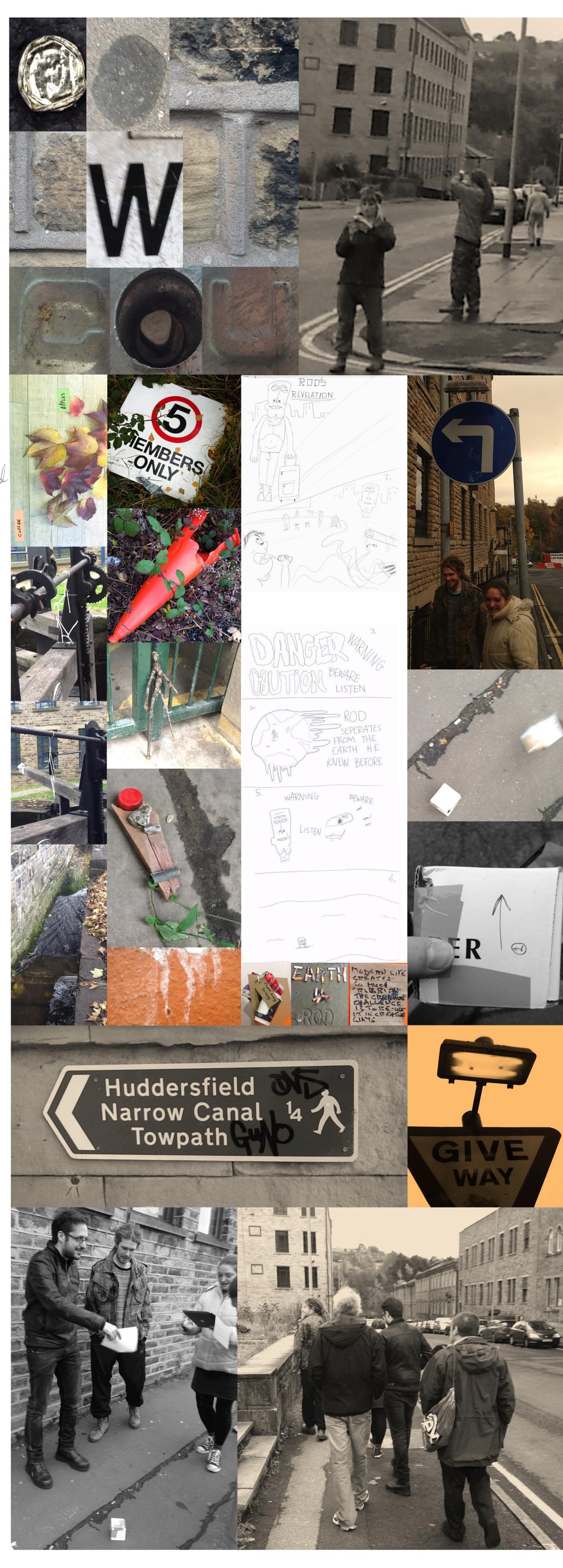
Whilst walking through the city, it confirms his decision. He sees people wasting away, not giving a care about the world, not giving a care about themselves or anyone else.

Rod, with his last bit of energy he has to spare on this way of life, tries to worn the people, but they do not listen.

This is the final straw for Rod, he moves on seperating himself from the world he knew before.

finding the rats have a better way of life, he settles with them. He writes on all the poisonous boxes to warn them. He lets mainstream society float past him and the ratpach.

Creative writing, sketches and photomontages produced during Explorations 2:Sculpting Paths & 3:Dice Walk



instant scavenging instructions

Scavengers go on mini adventures wherever they are. They look for treasures, they see beauty in the simplest items and transform mundane objects to works of art.

You are now going to be asked to search in your pocket, bag, hat, purse for a collection of items. For things to look for, refer to the list on the right. At first glance you might think they look like simple objects without any meaning or value.

Do not be fooled!!!

These are objects of outmost importance and value as they will help you trace your journey, recall the story of your day or just allow your imagination to run wild.

Now use one or more of the empty jars stored in the Instant Museum Cabinet on your right, and store your found objects.

Write on the tags provided what it is or what it could be. Store if you wish a few objects together.

Trace the origins and story of your found object, and write a short score about it.

According to your mood you may use more tags to draw sketches or a quick map to help you tell the story of your object.

Place carefully the jar with your artifacts back in the Instant Museum Cabinet.

Congratulations!!!!

You are an Instant Scavenger Artist!

Now, if you feel adventurous, throw the dice provided in the Instant Museum Cabinet.

Follow the instructions on the dice.

Document your findings using your phone, a camera, or just a notebook.

Things you might find during your instant scavenging:

old paper

coloured plastic bits

tickets

stamps

hair clips

cigarettes

a chewing gum

tea bags

candy wrapper

a penny

leaves

an apple

newspaper cuttings

a pen

something orange

a photo

a coupon,

a love note...