Initial Brainstorming

- Group interest in time-based space psychogeography
- Spatial narratives or “Remembered Space” ...as it relates to current spatial experiences interested in lived spaces
- Decision that research/ initial gathering would take form of floor plans
- Hope that this would lead to formulation of common language for representation of “Remembered Space”
- Debate over what would be included: everywhere we’ve slept vs. places we called home
- If you take the time to remember the rooms, what else will you remember?
John’s Houses/Apartments 1978-2006
John’s Gathering Process + Observations

- Process of “remembering” spaces works in two ways through procession or through considering experiences in the space.
- Details are sometimes more elusive than is first believed.
- Institutional design of each dwelling did not allow for non-traditional spaces. All spaces are assigned a specific function.
Morgan’s Houses/Apartments 1978-2006
Morgan’s Gathering Process + Observations

• Spatial organization, or way a space flowed as tool for remembering
• Preoccupation with forgotten space and furniture or object placement versus remembered space
• Surprise at unexpected memories as well as unexpected *unmemories*
Charlie’s Apartments 1979-2006
Results of “Gathering” Floor Plans

- Desire to encourage remembering process for others
- How to create actual or potential “time-space” for remembered space to happen
- How abstract do we go/ fear of losing purpose or potency
- Pieces that are instructions
- Idea of a GAME
  Architectural problem:
  what is the system: is it for one or for many, or for both?
  “rounds” with random questions which act as memory prompts for actions to take with pieces on board
- Is it real or virtual game?
<table>
<thead>
<tr>
<th>Where was your refrigerator?</th>
<th>Which of your bedroom walls face south?</th>
<th>If you stretched your arms out in the hallway, could you touch both walls?</th>
<th>Where was your phone?</th>
</tr>
</thead>
<tbody>
<tr>
<td>What places did your pet occupy?</td>
<td>What side of the bed did you sleep on?</td>
<td>Where were you when you fought with your parents?</td>
<td>Where did you hang your coat?</td>
</tr>
<tr>
<td>Where was the hidden key?</td>
<td>What brand was your washing machine?</td>
<td>How many steps are there from the street to the roof?</td>
<td>Where was the light switch for the basement?</td>
</tr>
<tr>
<td>If you fell asleep someplace other than your bed, where would it have been?</td>
<td>What other fixtures could you see while sitting on the toilet?</td>
<td>How many steps were there from the stove to where you sat to eat?</td>
<td>Where did you cry?</td>
</tr>
</tbody>
</table>
Issues that arose:

• Questions must be specific enough to be meaningful but broad enough to relate to a wide audience of potential players (to ask ‘where was the refrigerator?’ is to assume that there was one)

• There will be gaps and missing information; how is this addressed? Should the questions add up to enough of a comprehensive image that the player will be prompted to fill in the gaps?