

# Workshop: “Beat a situationist. At his own game.”

In September 2021, [walk · listen · create](#) will host a hybrid workshop, which will both run online and, in multiple concurrent locations, offline. This workshop will be facilitated through the mobile app [Dérive app](#), an open collaborative platform that helps its users to get lost, and will be modelled on the [Dérive app workshops](#) as described on the Dérive app website.

This workshop will be held during [Sound Walk September](#), the yearly celebration of sound walks, as well as **Sound Walk City**, a new initiative from walk · listen · create, in its first year hosted by [Cona](#), in Ljubljana.

This will be a distributed, hybrid, collaborative workshop, with a focus on walking, and the auditive aspects of the urban landscape.

We expect to work with partners in multiple physical locations, hosting both speakers and participants, and have all participants in these locations, as well as additional online participants, collaborate on the creation of a deck of task cards, which will be publicly available to the world, as a tangible outcome of this workshop.

Partners, able to provide physical venues for hosting the offline component, are encouraged to submit their interest, or desire, to participate.

Contact [Babak Fakhmzadeh](#) for more details.

## Themes

This workshop will touch upon a number of topics:

- Walking, as the primary focus of walk · listen · create.
- Situationism, as the basis for the ideas of Dérive app.
- Sound walking, as the primary focus of Sound Walk September.
- Urbanism, as the overarching theme.

For the purpose of this workshop, we set our eyes on **the auditive aspects of the urban landscape**.

## Format

This workshop will run for one Saturday in September. Participants can sign up to participate by paying a nominal fee.

Partnering organizations, hosting the offline components of the workshop, are expected to provide a physical venue where local participants can meet. Local participants, meeting at these venues, are not expected to pay for participation. The venue is expected to provide a supporting contribution, and to enlist a local speaker, who will be financially compensated through part of the financial contribution from the participating venue.

A schedule of speakers, one from each participating venue, will precede all participants using Dérive app to explore their own urban environment, preferably in small groups, of 2 or 3 individuals, for a period of 1.5 to 2 hours.

Dérive app presents participants with small tasks which nudge users to explore their environment, and to look at what's around them from a different perspective.

All participants will be able to communicate with each other through the app.

Afterwards, all participants will collaboratively create a new set of tasks, based on the themes of the workshop, the knowledge provided by the speakers, and their own experience of exploring their city.

This collaboration happens online, through a web-based interface, where participants can suggest new cards, and vote for the cards they like best. If they so choose, they can also submit accompanying artwork, on which participants also can vote.

Finally, the resulting deck of tasks cards is made available as a physically printed deck to those who are interested (and have paid for this), and as a digital deck for all users of Dérive app.

An artist might be commissioned to illustrate submitted tasks.

## Program

This is a tentative and indicative program. The actual program will depend on the participating venues and their time zones.

	New York (UTC-4)	Sao Paulo (UTC-3)	London (UTC+1)	Vienna (UTC+2)	Delhi (UTC+5.5)
Introduction	6:00	7:00	11:00	12:00	15:30
Speaker 1	6:15	7:15	11:15	12:15	15:45
Speaker 2	6:45	7:45	11:45	12:45	16:15
Discussion	7:15	8:15	12:15	13:15	16:45
Speaker 3	7:30	8:30	12:30	13:30	17:00
Speaker 4	8:00	9:00	13:00	14:00	17:30
Discussion	8:30	9:30	13:30	14:30	18:00
Speaker 5	8:45	9:45	13:45	14:45	18:15
Preparation	9:15	10:15	14:15	15:15	18:45
Dérive	9:45	10:45	14:45	15:45	19:15
Discussion	11:45	12:45	16:45	17:45	21:15
Deck creation	12:15	13:15	17:15	18:15	21:45

## Responsibilities and finances

We expect participating organisations to contribute 500 euros, each. The participating organisation will host an in-person event at a physical venue.

The participating venue will be responsible for the logistics at the venue.

The participating venue will provide a way to stream a recording of the speaker to all attendees.

We expect attendees to pay 5 euros to join, except when they join at a participating venue, where we expect attendance to be free of charge.

Attendees, and others, will be able to purchase a physical, printed deck of task cards, the outcome of the workshop, for an estimated 30 euros.

Attendees are expected to consume the live feeds through their own devices, though the participating venue might want to set up a projection screen.

The venues' contribution will be used to cover speaker fees and overhead, which will be managed by walk · listen · create.

Overhead consists of general management, planning and coordination, promotion, marketing, media relations, etc.

walk · listen · create will manage the creation of the resulting physical deck of cards, including the commissioning of any illustrations.

## About the initiators

This workshop is hosted by walk · listen · create, leans on the functionalities offered by Dérive app, and takes place during Sound Walk September and Sound Walk City.

### walk · listen · create

[walk · listen · create](#) (WLC) is the home of walking artists and artist walkers. WLC operates on a plain that is bounded by sound, or audio, place, or location, and technology. Currently, WLC facilitates a network of around 1400 registered users.

WLC organises the yearly Sound Walk September.

### Dérive app

[Dérive app](#) is a mobile app, which borrows heavily from the ideas of the Situationists, is therefore tightly connected to **walking**, and facilitates a kind of exploratory game for discovering an urban environment. Dérive app also is an open platform, where anyone can create their own deck of task cards, and share this with others.

In June 2021, Dérive app will release a significant upgrade to their platform, incorporating a large number of functionality updates. Amongst these is lowering the threshold for remote collaboration on creating content for exploring urban environments, through the app's 'task cards'.

Task cards can focus on a theme, a location, or both. Examples are “Follow someone wearing a hat”, “Look for your reflection”, etc.

The collective exploration of the urban environment will be done through a ‘curated dérive’, where all participants are presented with the same series of task cards, at set start and end times.

Ever since its inception, Dérive app has facilitated [workshops](#) throughout Europe and Africa, in which participants create a series of task cards, a deck, where the tasks are connected to a particular theme, or place, or both.

Some of these workshops happened remotely, some happened in-person. The most recent workshop was organized in [Funchal, in 2019](#).

## Sound Walk September

[Sound Walk September](#) (SWS) is the yearly community-driven festival of sound walks, hosted by WLC. Walking pieces that are created throughout the year are eligible for the Sound Walk September Awards.

In 2020, some 70 works were eligible for the awards, some 50 events were hosted during September, both by the community and WLC.

## Sound Walk City

Sound Walk City (SWC) is a new initiative by WLC. More details will follow.

In its first year, as a kind of ‘prelude’, SWC is hosted by [Cona](#), in Ljubljana. Cona creates and promotes contemporary art works in relation to society, technology, environment, space and sound.

## Local partners

We’re welcoming participation by local institutions and/or venues. Contact us if you’re interested.

We expect the following from partners:

- Provide a physical location for participants/users to come together.
- Promote and manage the event locally.
- Contribute financially.
- Source a speaker.

Participating venues can augment the goals for their participatory events. The objective can be to simply have fun, but can also be centered around themes like local participation, community building, neighbourhood mapping, non-formal learning, socio-spatial research, social inclusion, awareness raising, knowledge sharing, etc.