

A Walk in the Park: Perceptions of Place through Mapping

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A Walk in the Park is the initial stage of an exploratory mapping project that investigates the aesthetics of cartography and its capacity to tell stories, communicate ideas, and evoke sensory impression and experience. This year-long exercise explores the Edinburgh Gardens, a 60-acre parkland situated in the heart of North Fitzroy, an inner suburb just north of the city of Melbourne, Australia. The focus of this project is the perception of place, the transitory nature of that perception, and the role maps might play in enhancing that perception. I wanted to draw upon my diverse experiences of the park to visually explore cartography's potential to arouse the senses, evoke emotion, and stimulate the imagination.

The role of time emerged with each park visit and I drew upon Torsten Hägerstrand's concept of a space-time cube as a method for investigation. A space-time cube is a graphic visualization combining time and space within a contained three-dimensional space, a "cube." During each walk, I collected data that informed

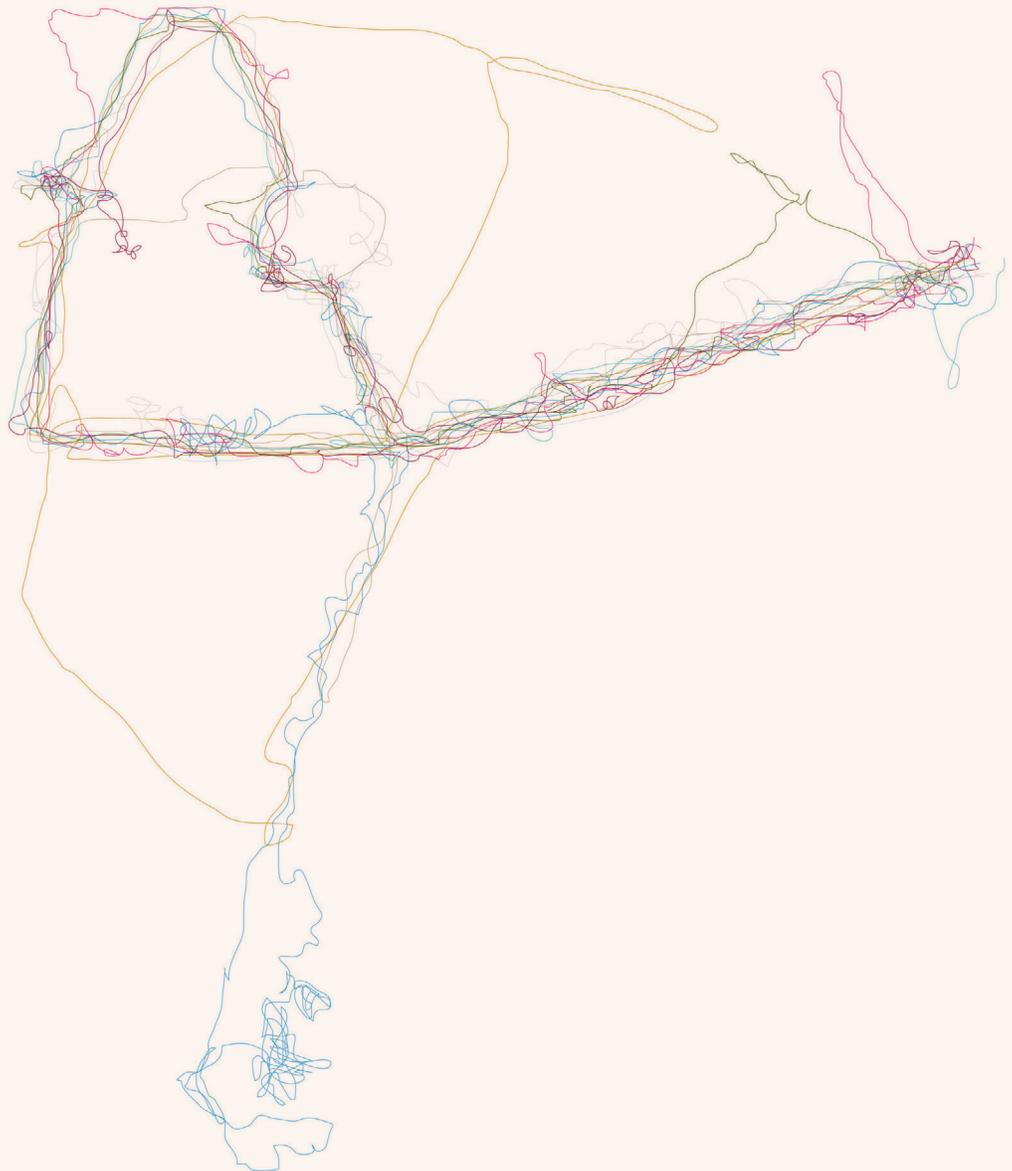


Figure 1. MAPPED ROUTES, 2017. Paths undertaken during walks.

my own interpretation of space-time cubes, each one representing a different walk (Figure 1). I compared the route and duration of the walks with the weather and with