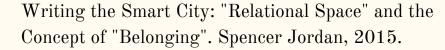# *Hyperlocal* Publishing in the 21c

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Smart learning environments and the city as cultural archive

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*Link to these slides: **https://goo.gl/a4YqSE***

Writing the Smart City: "Relational Space" and the Concept of "Belonging". Spencer Jordan, 2015.

"But a city is more than a place in space, it is a drama in time" (Geddes 1905: 6)

"To ask for a map is to say, 'Tell me a story'" (Turchi 2004: 11).

"New forms of mapping are called to make sense of spatial or geographical place and cultural identity" (Tally 2013: 37)

"A city is a memory machine" (Sheringham 2010: 10)

Catch the textual run-off of the streets; the graffiti, the branded litter, the snatches of conversation. Cut for sign. Log the data-stream. Be alert to happenstance of metaphors, watch for visual rhymes, coincidences, analogies, family resemblances, the changing moods of the street. (MacFarlane 2005: 3).

Twitter stories such as Rick Moody's "Some contemporary characters" (2010) and Jennifer Egan's "Black box" (2012) explore [...] "new ways of understanding craft as a synthesis of readers' affect and participation in an unfolding narrative" (Koehler 2013: 387)

What is smart learning?

What are smart learning environments?

Smart learning and smart learning environments are places and experiences where technology can enhance how citizens engage with their surroundings to support creativity and belonging.

Emphasis is placed on participation, contribution and involvement.

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Smart learning journeys can demonstrate new technological approaches in contexts of information access, creation, sharing and co-creation for urban places.

Accessing content via augmented *hyperlocal triggers*, creating and adding citizen content via social media or to website journal information banks. Creating digital media like pictures, audio or video. Accessing cultural heritage or artistic artefacts.

These AR creative content cultural identities are the *digital archives*, the *'memory machines'* of the city. They are the flyers, pamphlets and booklets of the past, placed in augmented reality contexts of the future-present.

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Hyperlocal *focus* in the <u>Literary London</u> smart learning tour is on authors of the past, and how their writing was intertwined with the locations associated with their work. Reflecting on how we interact with these 'ghosts' using digital technologies while walking in their shoes is what this smart learning journey is all about.

❏ **MAP of Literary London** <u>http://bit.ly/literary-london-map</u>
❏ **Guide to taking part in the journey** <u>http://bit.ly/guide-literary-london</u>

For de Certeau, the city is built on what is no longer there. In this sense, all places are "haunted" by the past; in fact "haunted places are the only ones people can live in" (1984: 108). As de Certeau goes on to state, it is this very haunting of space by stories and legends that allows a place to become "home" (1984: 106) (Jordon, 2015)

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Other examples of location, technology and creativity

+ **The Cartographer's Confession** is tied to specific locations in the capital, using your phone GPS.
  https://www.alphr.com/life-culture/1007447/this-novel-uses-your-phone-s-gps-to-make-you-explore-london
+ **Ambient Literature** - what it is: http://thewritingplatform.com/2017/08/world-ambient-literature/
+ **It Must Have Been Dark By Then** *Ambient Literature* audio walk, 'where you choose the route, creating a map of change'
  https://www.bl.uk/events/it-must-have-been-dark-by-then
+ Bath Spa University Ambient Literature project:
    + **The Writer on the Train** http://old.react-hub.org.uk/books-and-print-sandbox/projects/2013/writer-on-the-train/
    + **Breathe** https://www.alphr.com/art/1008366/breathe-smartphone-ghost-story-ambient-literature

Sources

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