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?
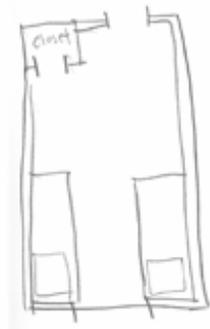
John's Houses/Apartments 1978-2006
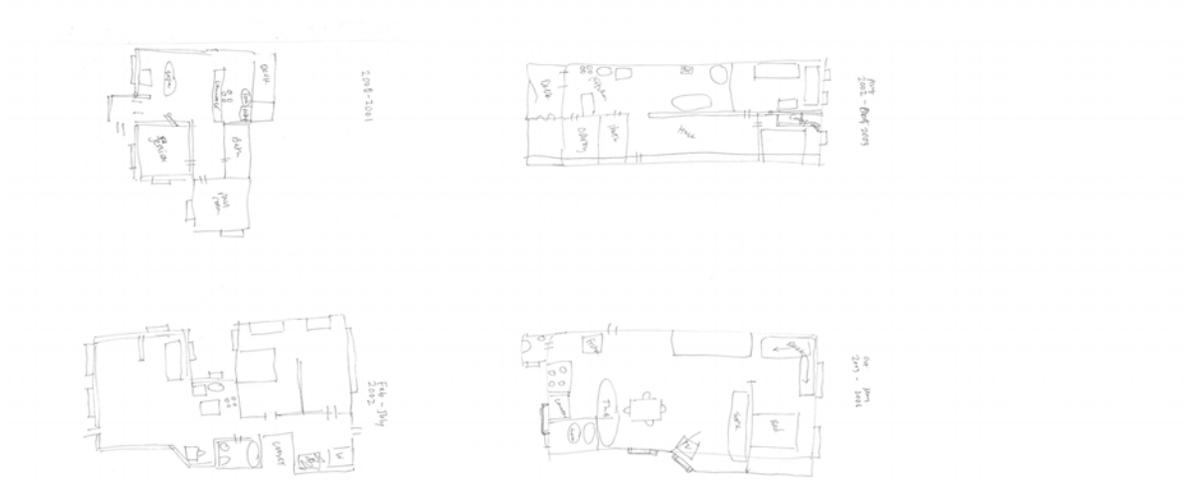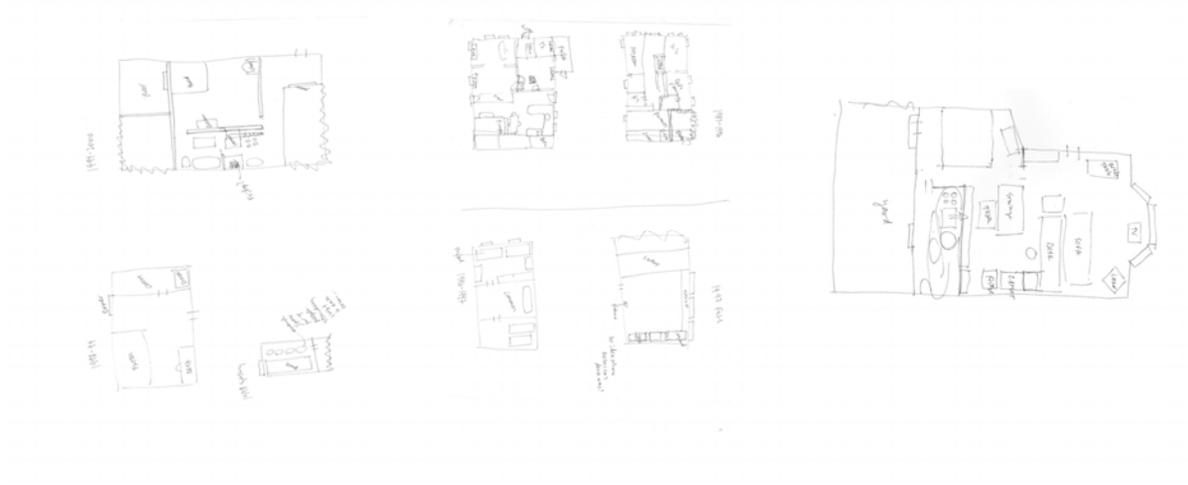
John's Gathering Process + Observations

- 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?

Where was your refrigerator?	Which of your bed-room walls face south?	If you stretched your arms out in the hallway, could you touch both walls?	Where was your phone?
What places did your pet occupy?	What side of the bed did you sleep on?	Where were you when you fought with your parents?	Where did you hang your coat?
Where was the hidden key?	What brand was your washing machine?	How many steps are there from the street to the roof?	Where was the light switch for the basement?
If you fell asleep some-place other than your bed, where would it have been?	What other fixtures could you see while sitting on the toilet?	How many steps were there from the stove to where you sat to eat?	Where did you cry?

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?