

Making Sense

Navigating the Unknown

21 instructions for the conscious agent
in unknown spacetimes

Chapter One - Sensing

Instruction One:

Look, Smell, Listen, Touch, Taste.

Instruction Two:

Get close to the ground. Huddle on your knees or curl up on the floor.
Feel the solidity beneath you.
Breathe.

Instruction Three:

Look in different directions.
Look at something far away.
Look at something close up.
Notice differences.
Their size, shape, colour.
Name them.

Instruction Four:

Touch some objects near and far.
Feel the differences.
Their unique bumps and grooves.
Mimic these surfaces in the air with your fingers.

Chapter Two – Mapping

Instruction Five:

Stand in place.

Step forwards, diagonally left from where you stand.

Step forwards, diagonally right.

Step sideways to the right.

Step backwards, diagonally right.

Step backwards, diagonally left.

Step to the left.

Stand in place.

Notice where you have travelled.

Instruction Six:

Take a dice. Stand in place.

Roll the dice 6 times and move according to the number rolled:

If 1 - Step forwards, diagonally left

If 2 - Step forwards, diagonally right

If 3 - Step sideways to the right

If 4 - Step backwards, diagonally right

If 5 - Step backwards, diagonally left

If 6 - Step sideways to the left

Stand in place.

Notice where you have travelled.

Instruction Seven:

In turn, notice features of the landscape, and identify a particular function for each (e.g. hiding, sleeping, playing, meeting people etc.).

Mark or draw these important features down.

Name them.

Instruction Eight:

Imagine this place from an animal's point of view.

What would the landscape look like? How might it be different to how you see it now?

What particular features might they find important?

Describe in words or pictures this animal's experience.

Instruction Nine:

Choose an important feature, and navigate your way towards it.
Mark your path, by dropping items, or unravelling a piece of string as you go.
Once you reach your destination, look back at where you have come.

Chapter Three – Observing

Instruction Ten:

Seek out places or objects that have a convention of use, e.g. paths, benches, toilets, swings, escalators, footballs, pile of leaves.

Consider the place or object in its isolation.

Enact that use.

Instruction Eleven:

Seek out again places or objects that have a convention of use.

Enact an unconventional use for that place/object.

Consider the place or object again.

Instruction Twelve:

Observe the behaviour, gesture or stance of another living thing

Imitate the behaviour, gesture or stance for a chosen amount of time.

How do you feel?

Instruction Thirteen:

Follow another living thing, that is moving through the space, for a chosen amount of time.

Once you have stopped, look back at where you have come.

Instruction Fourteen:

Create a set of instructions or rules based on the behaviour of the living things and the conventions of places or objects you have observed.

If desired, post this list in a visible place in your location.

Chapter Four: Measuring

Instruction Fifteen:

Measure the distance between two objects. Use measuring tape, string or number of steps. Write this down.

Consider the number written, and the physical distance it represents.

Instruction Sixteen:

Count the number of things you can see. Write this down.

Consider the number written, and the things it represents.

Instruction Seventeen:

Create a rating system, such as marks out of 10, based on your own criteria. Mark some of the things you can see by this rating system.

Write it down.

Order them from best to worst.

Instruction Eighteen:

Collect samples from the objects you have rated as records, eg soil or dirt from their surface, or photographic evidence.

Consider whether the samples would be ranked in the same order.

Chapter Five: Reflection

Instruction Nineteen:

Sit in silence and think about what you have experienced in this unknown situation.
Do you feel differently than before?
Does the place look or seem different?
Is it still unknown?

Instruction Twenty:

Draw or write a summary of your experience in this unknown situation.
It cannot be repeated, but can be recalled.

Instruction Twenty One:

Tell the story or history of your time in this unknown situation, or the living things you encountered there, to someone.
You can be as truthful or untruthful as you like.
Is it unknown to them?