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Name of the workshop: DO PEOPLE LIKE YOUR FEET?

Angelo Ciccaglione, Diana Ferro, Jack Prendergast * angelo.cicca@gmail.com , diana.ferro@uniroma1.it , jack.prendergast1@gmail.com

Community, Theoretical, Deconstruction, Construction, Fictional, Performance, Narrativen a Design, Edible, Other *

* Arts&crafts - Explorative - Fiction/Truth -Scientific - Spiritual - Research - Procedural -Urbanism - Walking

OBJECT: Establishing the foundations for the verthe urban platform, and the first Institute for Piedilogical Research using ther" -Benjamin Bratton the feet as a tool for praxis. We think of walking ther" -Benjamin Bratton as a radical form of expression geared to reach "Your footsteps follow no peripatetical transcendence. Walk with us. We walk eyes, but what is within you.

ABSTRACT: The first workshop held by the Institute for Piedilogical Research aims to question basic assumptions at the foundations of spatial practice such as how we orient in space, what is the ground we stand on, how we move through space with our feet and so on. As xenofoot research scientists, we propose an intensive training schedule alternating between walking practices in the territory of Calarasi and reflective/ making/transcendental moments on the grounds of EASA

community. As walking is really close to doing (Solnit,2000), nothing it opens up a world of possibilities for the participants that allow encounters with local inhabitants, found material, conversations, observations random and visions of other to affect dimensions what they will make or write or perform or preach throughout the time of the workshop.



fig.1 feet as maps of the entire body



of

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many

"Causing a physical or social disorder, deviation to be concentrated in a sp virtual" Tiqqun – The Cyb "The city layer is perhaps for sorting users in transit

> Calvino Invisible Cities "Rhythm is originally" Every human being w walks on two legs w the ground in turn a moves if he contin whether intention rhythmic sound o Canetti

"when the map territory, some principle of rea Simulacra and "Movement vi of a precisely -B. Tschumi "Architecture about space about event happens in Manhattan "we begin movement mechaniz mechaniz a contrib historv *Whore*



IPR MANIFESTO

"Causing a change in state in a physical or social system requires that disorder, deviations from the norm, to be concentrated in a space, weather real or virtual" Tiqqun — The Cybernetic Hypnotises

1 The Institute for Piedilogical Research (IPR) is a very serious think-tank about spacemaking through walking practices. There is no outside from the workshop, as soon as you join you are partaking in the institute. There is to be no breaks, the process is never ending, people are continuously participating whether they like it or not. Every time you occupy territory and utilise your feet you are partaking in the workshop.

2 The IPR advocates for the collapse in scale of the map unto the hiker/explorer/truth seeker's body within and without the act of walking. Walking across the map is beyond thinking of location, beyond placing a dot on a flat piece of paper and beyond planning a trip. Walking is about embeddedness and responsiveness to the territory, in real time. The walker transforms each spatial signifier encountered in the territory into something else (De Certeau, 1980) that is beyond any rational expectations.

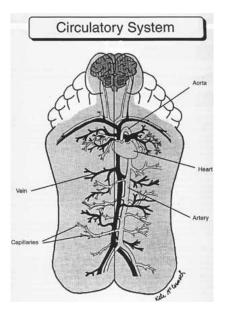


fig.2 how feet do think

3 The IPR does not believe in cartesian, objective, geometric maps. We aim at an altogether obliteration of the current typology of map which is meant for improving the efficiency of the capitalistic system. Each one's feet make a new map. Our feet can think! We want to use the brain in our feet to free ourselves from the disciplinary rule of the map. We want to find our own territory beyond the simplified diagram of the map, in between the pixels of the digital map.

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4 The IPR is looking at the multiple potentialities of utilising walking as a tool for research and escaping from the normative productive cycles of spacemaking. Walking can revolutionise the way we design! Walking is an immersive practice which allows us to get outside from our own brains and take part in the territorial context at ground level, in 1:1 scale. When we get out from our "projecting" mind and we start receiving the 1:1, when the map is the entire territory, the principle of pre constructed reality disappears (Baudrillard, 1981), to reveal a different state of things.

5 The contemporary young designer, architect student, "creative", feels the need to produce. Even in your off time you are pressured to "up skill". Learning new computer programs on your days off or entering unplayed competitions with your friends late at night just to get *one leg up*. THE IPR SAYS NO!!! What if there was a way to escape from all this? What if there was a way to escape for this path that seems to be mapped out before us? Walking is the way to break the patterns of production inscribed in us by the university system! What if we just do nothing? What if we just walk? We just choose to WALK! We let our feet create our sense of autonomy, in fact they might even be free from our own control. We want to regain our creative freedom through one of the most primitive gestural acts of humanity.

The IPR uses the feet in all its beautiful 6 nuances to destroy the presence of the map as a discipline and control tool. Walking while absolutely focusing on the feet triggers an obsession on the foot, on its image, on its own skin map, on its own smelly territory. The foots hijack the researcher's brain and takes over hacking any totalising vision of the territory with images of feet with smiles and toes with noses. All the piedilogical nonsense completely floods in and overwrites any mapped order. It's a total anarchy of the feet.



7 The IPR acknowledges the anarchic rule of the foot and its role to territorial and thus spiritual transcendence. The foot is a map by itself which contains morphological and topographical information, which possesses a system of sign and significants, which contains information and symbols on the whole body. But the foot can't just be read like a standard map, with your eyes, it's not a passive device. The IPR invites the researchers to listen to their own feet but also to other people's feet, as they are our teachers in escaping from the map.

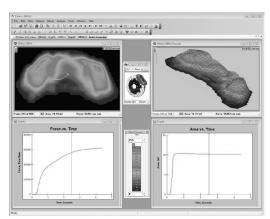
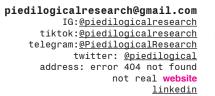
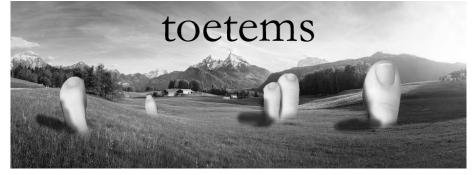


fig.3-4 some of the research methods developed by the IPR







TOETEMS

The TOEtems will firm the foundation points for the continuation of the institute of piedilogical research. The 5 toetems will be defined by the participants throughout the workshop.

They can manifest in **any form deemed appropriate** [physical interaction in space, ephemeral monument, written text, performance, etc] as a result of working through the alternative methodologies and research carried out during the workshop.

The TOEtems will be set as the pillars which the institute will be established upon, much as 5 points of architecture, or the 5 pillars of islam. To be used as a base for the continuing work of the IPR after the 2 weeks of EASA, and form a starting reference point for others who wish to join the research.



If your feet are resting.. Why? Think about why your feet don't want to move? Are they moving by themselves?

Have you seen your foot? When was the last time you saw your foot? Do you know where your foot are at all time Is it good to walk barefoot if your feet get dirty? What are dirty feet? Cover your feet in mud? Let them free Free the feet If your feet are in your shoes are they still your feet? Do your feet belong to you if they are in somebody else's shoes Defeet the feet





	Arch Circumference	
XS	4-6 in/8-16 cm	U5: Y12-M3/Y12-W4
5	5-8 in/13-20 cm	US: M 3-5.5/W 4-6.5 UK: 1-3 EU: 33-36
M	7-10 in/18-25 cm	US: M 6-9/W 7-10.5 UK: 4-8 EU: 37-41
L	9-13 in/23-33 cm	US: M 10-13/W 11-Plus UK: 9-13 EU: 42-46
XL.	11-15 in/28-38 cm	US: M 13.5-15 UK: 14-16 EU: 47-50
XXL	13-18 in/33-46 cm	US: M 15.5-PLUS UK: 17-Plus EU S1-PLUS

fig.5-6 measurements and orientation within the $\ensuremath{\mathsf{IPR}}$





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fig.7-8 samples of possible outcomes of the workshop





ANNEX 0 : PEOPLE - SPACE - AFTERLIFE*

IDEAL NUMBER OF PARTICIPANTS 6-12

1. IPR will provide participants with a personal bible printed with theoretical inputs and hints of exercises see annex 1] to be expanded and explored the during workshop. until transcendence.

PARTICIPANTS' TASKS** They will walk. We will facilitate this by also walking¹.

The workshop can accommodate as many or as few participants as needed.

Our institute is a very flexible family.

COLLABORATION WITH THE LOCALS***

Local collaboration will happen naturally and spontaneously. Engaging with the context of the city we create interactions with the locals. Hopefully we will learn something from each other.

By getting lost walking in the tertiary we might find new friends throughout the treachery. [these friend don't necessarily need to be human... they might also be a nice rock]

LOCATION ****

Location is as wide or as small as the participants decide. Beyond the territory of the city of Calarasi and within the easa location. The city is just a mindset but the city is also a physical place. The workshop intends to explore and investigate all areas on and off the map utilising the foot as the tool for unlocking the city. The city is within the time and can only be accessed by the foot as the key to the city.

Foot by foot. Step by step. Unlocking human existence, enabling us to transcend the earthly realm.*****

A small step for a man, a giant foot for humankind. The site is the foot and it travels within the other sites like a voyageurrr or the sites travel within the fooot...?

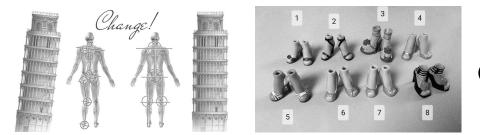


fig.9-10 samples of possible outcomes of the workshop



OUTCOMES

the afterlife of the workshop will be transcendence. The workshop is intended to make limited permanent impact on the site location, since walking is an ephemeral act the traces will be only the footsteps.

The participants will leave with a new form of knowledge, from experimenting spatial practices and integrating alternative methodologies.

After the 2 weeks of easa participants will be encouraged to continue further research as representatives of the Institute for Piedilogical Research.

Maybe the outcome could be edible for participants and community - fft (food for thoughts)

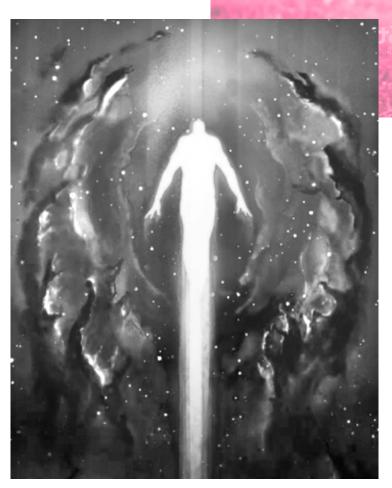


fig.11 expected outcome of the workshop

*Does edible also include drinkable?

** explore,build feet, create footages, think of serious issues, walk, play, react, recover, jump, stop, crash. See if it works, assess

***would love to collaborate with the vulcanizatori

****it would be a bonus if particip[*ants* preferably have feet.

*****[but not if your feet smell] foot hygiene is very important.



* The exercises **should not** be considered as tasks or a fixed program, but simple hints or examples of possible activities of the workshop. ANNEX 1: TEAMBUILDING - SELFBUILDING - WORLDBUILDING EXERCISES*

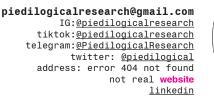
Sample of the activities conducted by the IPR during the workshop, may vary according to the schedule and imagination [see annex 2].

The purpose of the process is to be open to the unexpected and evolve as a collective decision making and learning.

KEYWORDS AND THEMES: presentation [to de-feet any hesitation] post-truth embodiment orientation and perspective invisibility to map urban exploration and engagement process and instructions drift and derive

BEGINNERS

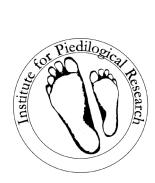
name	what to do	what to	keywords	reference	
ITANC	mat to do	bring	Keywor us	<u>rererence</u>	
assess the city	evaluate the public space by bestowing badges and prizes for things you no- tice,love or hate	labels	urban explora- tion and enga- gement	wicked arts assignments	
fake_news	bring fake news into the world		post-truth	wicked arts <u>assignments</u>	
accidental art	find an object or visual element on the street that can be art but it is not in- tended as art	camera/ phone	urban explora- tion and enga- gement	wicked arts <u>assignments</u>	
long story short	write your life story in twenty three word sentences. translate the story into a set of twenty equally succint drawings to display together	paper and pencils	presentation	wicked arts <u>assignments</u>	
zeno_walk		urban explora- tion and enga- gement			
spirit of the law	break into your neighbor's home and tidy up the place	your nei- ghbor	urban explora- tion and enga- gement	wicked arts <u>assignments</u>	
is it art or is it lunch?	get your food out of your bag and make your greatest work of art	<u>your bag</u>	presentation	wicked arts assignments	
the purpose of tools			embodiment	wicked arts assignments	
where do you orient yourself	choose your direction		presentation	IPR	
Tinder foot	Footmatching by similarities	feet	Presentation	IPR	
The Fractal foot	<u>e Fractal foot</u> Draw a foot on your foot. Expand your drawing on the outer space.		embodiment	IPR	
<u>Get lost</u>	walk around freely for an amount of time, then send your position on the whatsapp group.	phone	orientation and perspecti- <u>ve</u>	IPR	
Cowalking	stop. Have a look around. How are other creatures walking?	eyes	<u>embodiment</u>	IPR	





	ve orientation and perspecti- ve embodiment pace and music invisibility to the map	IPR moving wri- ting moving wri- ting IPR
	and perspecti- ve embodiment pace and music invisibility	moving wri- ting moving wri- ting
	pace and music	ting moving wri- ting
	invisibility	ting
		IPR
1		
page	post truths	IPR
paper and pencil	exploration	IPR
feet	Derive	IPR
feet sketch- book pencil	drift	IPR
		IPR
t t t	feet	feet Derive feet drift drift book





ADVANCED

name	what to do	what to bring	keywords	reference wicked arts assignments	
speed-teaching	teach someone something in 5 minutes		presentation		
talk to a stran- ger	create an intervention in public space that invites strangers to talk to you about a specific topic		urban explora- tion and enga- gement	wicked arts assignments	
Made in X	produce historical artifacts for a society post-truth that has never existed		wicked arts assignments		
After images	es write a story about the untaken photograph post-truth that haunts you			wicked arts assignments	
conspiracy the- ories	create a conspiracy theory about your school. Make a vlog about it		post-truth	wicked arts assignments	
from round to angular Rotate slowly on your axis in the middle of the square. your rotation gradually becomes walking in a spiral. Your walking reaches the boundary of the square, the pattern of your walking changes from round to angular. You run from corner to corner.			body step and scale	moving wri- ting	
data analysis	count the feet in the city		urban explora- tion and enga- gement	IPR	
Going salad make a group salad through chance opera- tions. Eat the salad as in regular life, but also as an artwork		money	process	wicked arts assignments	
The art of everyday			process	wicked arts assignments	
honing forced Document movement from the perspective of a smaller specie		phone/ca- mera	orientation and perspecti- ve	wicked arts assignments	
Let nature talk	et nature talk make an artwork using movements found in nature		urban explora- tion and enga- gement	wicked arts assignments	
Anger control use waste material to make an object that phone/ca represents something that makes you angry. then make a short film that shows its de- struction in a fitting manner		phone/ca- mera	presentation	wicked arts assignments	
anti-self-po- trait			presentation	wicked arts assignments	
noving the city find new ways to move through the city or re-think one that already exists. Try to go from one place to another using different strategies and/or devices.			urban explora- tion and enga- gement	wicked arts assignments	
souvenirs from your neighborho- od	make a souvenir inspired by traveling through the neighborhood		urban explora- tion and enga- gement	wicked arts assignments	
Resistance	Tie a series of long strips of cloth to your body and start walking. Anybody can pick one strip and hold you back. Keep walking until the strips stop you.		embodiment		



PROFESSIONAL

name	what to do	what to bring	keywords	reference	
post-truth lecture	create a post-truth lecture of no less than 10 minutes. Deliver the lecture, trying to persuade your audience of the content's truthiness, and then engage into Q&A ses- sion		truth	wicked arts assignments disseminart collective, Lie To Me performance 2020	
Computational in- visibility	design a way to become invisible to a com- puter vision algorithm		invisibility to map	wicked arts assignments	
timeout	declare a timeout from something you are required to do. Do it and document what happens.		process	wicked arts assignments disseminart collective	
Lose it	Start walking in the morning. Keep walking until you reach an unfamiliar place, far from where you started. Take turns whenever you can and don't keep track of them. Keep going to make sure that you get lost. Con- tinue walking until you get hungry. If you have a snack with you, eat it. Resist the temptation to find your way back until the evening. When it starts getting dark stop and try to understand where you are to get back. If you don't manage, sleep under a tree and get back in the morning.		drift and de- rive	IPR	

not is

line between t INSPITUTE FOR PUTENILOGICAL RESEARCH (IPR) points



intersection the - Deleuze, lines." Pourpalers "Causing a

change in state in a physical social system requires that disorder, deviations from the norm, to be r concentrated in a space, whether real or virtual" Tiqqun – The Cybernetic Hypnotises "The city layer is perhaps foremost a platform for sorting users in transit, who intern reprogram the urban platform, and through it resort one and other" -Benjamin Bratton, the Stack "Your footsteps follow not what is outside the eyes, but what is within, buried, erased." - Italo **Calvino Invisible Cities** "Rhythm is originally the rhythm of feet. Every human being walks, and, since he walks on two legs with which he strikes the ground in turn and since he only moves if he continues to do this, whether intentionally or not, a rhythmic sound ensues" - Elias Canetti "when the map covers the whole like something territory, principle of reality disappears" -Simulacra and Simulation "Movement violates the balance of a precisely ordered geometry" -B. Tschumi "Architecture is not simply about space and form, but also about event, action, and what happens in space." - B. Tschumi, Manhattan Transcripts "we begin with the concept of movement, which underlines all mechanization" - Sigrid Gideon mechanization takes command: a contribution to an anonymous hi-"there has been a shift between storv 'figure' to 'flow' generating new configurations to urban spa-

is

ce born out of the petworks that increasin

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ANNEX 2 : RESEARCH WORKOUT ROUTINE*

	D1	D2	D3	D4	D5	D6	D7	D8	D9	D10
	30/07	31/07	1/08	2/08	3/08	4/08	6/08	7/08	8/08	9/08
ANTE AM		Scale energy bar	massage		Scale energy bar	massage	Tran- scen- dental medi- tation (advan- ced)	Biofe- etback		Toetems testing
АМ		Presen- tation exer- cises (begin- ners)	Legs (begin- ners)	Min- dful- ness (begin- ners)	Legs (advan- ced)	Legs (pro)	Min- dful- ness (advan- ced)	legs (pro)	Min- dful- ness (pro)	Final report
РМ	Presen- tation exer- cises (begin- ners)	Legs (begin- ners)	Legs (begin- ners) + aliens	Legs (advan- ced)	Legs (advan- ced)	Min- dful- ness (advan- ced)	legs (begin- ners)	Min- dful- ness (advan- ced)	Founda- tion of toetems	Tran- scen- dence (pro)
POST PM	Scale energy bar		pedicu- re	Scale energy bar	pedicu- re	pedicu- re	Scale energy bar		Scale energy bar	

The schedule is seen more as gradient. Where the initial structure is provided by the institute/[tutors] and as the process progresses the participants will have more control in forming their own path. Defining their own maps, setting their own personal/ collective objectives.

There are cycles which alternate between individual walking and intuitive feet actions (objectsforwalking,performances,speculative walking novels...) and moments for reflection.

Schedule may adjusts according on the scale energy bar (How far can you walk today?) of the participants [and of the tutors - and of the organizers].

Clare iives" We Lyster are not of this on the part Simply ObserFOR PIEDILOGICAL RESEARCH (IPR) of this spectacle, t on the p a r thic is pants. Mo our perception of the city is selves a part t, piedilogicalresearch@gmail.com ge with the IG: @piedilogicalresearch r tiktok:@piedilogicalresearch pants. Most telegram: @PiedilogicalResearch twitter: <u>@piedilogical</u> address: error 404 not found ned, but rather partial, fragmentary, not real website other concerns. Nearly every sense linkedin on, and the image is the composite of Keven Lynch BIBLIOGRAPHY AND REFERENCES [see this link for further reading] orward but it is understood backward in, Walter (1982), The Arcades Project (2020). Wicked arts assig Bremmer and Heijnen (2020), Microsoft Power Canetti, Elias. (1962), Crowds and Power Dervasive, chronic and pot the interval (2002), Walkscapes Dervasive, chronic and pot the interval (2002), The society of the sp Bremmer and Heijnen (2020), Wicked arts assignments Dervasive, chronic and not obviosited, Guy (1968), The society of the spectacle nd whatever happens one will never ifford Geertz After the fact eality is, besides existence, offervers, Toine (2020), moving - writing Deleuze, Gilles and Strauss, Jonathan(1991), The Fold comes inevitably out of the wayngold and Vergunst (2008), Ethnography and practices It it" Clifford Geertz - After theon foot lways count on something Invisible Committee (2014), fuck off, google Joyce, James (1922) Ulysses ning, another glance expe-McLuhan, Marshall (1960), The Medium is the Massage other half witnessed event. O'Rourke, Karen (2016, Walking and Mapping, Artists as Cartographers can't count o is that we Paim, Nina (2021), Taking a line for a walk: something useful to say assignments in design education hen it does. We are in no Shumon Basar, Douglas Coupland, Hans Ulrich Orbist (2016) The Age of Earthquakes ^{running} out of reality; Smithson, Robert (1967), A Tour of the Monuments of constant danger of run-Passaic, New Jersey Solnit, Rebecca (2000), Wanderlust - A History of f signs, " Clifford Geer-Walking the fact Solnit, Rebecca (2005), A quick guide to getting lost The_AltWoke_Companion_Apr_2017 s experienced by itself" Tiqqun (2020), The Cybernetic Hypothesis nch Twemlow, Alice (2020), Walking - a research Method in the time walking is art and design Virilio, Paul (2002) The Overexposed City ctical, the unconsidered means Can't Get You Out of My Head - Adam Curtis (tv series) between То make walking http://exo-science.com/ vestigation, a ritual, a https://exopolitics.org/ , is a special subset of https://www.artforum.com/video/hito-steyerl-hownot-to-be-seen-a-fucking-didactic-educational-movhysiologically like and file-2013-51651 cally unlike the way the er brings the mail and https://mega.nz/file/PcUGkaDI#exMSe_sW63-Npqpqmz7h8M669ixbay f62hurBDyC s vorker reaches the train. o say that the subject of s, in some sense, about invest universal acts articular meanings. eating or breathing, can be⁶invested DO PEOPLE LIKE YOUR FEET? with



Angelo Ciccaglione (IT): footsologist phd. Eterotopia 2018. BA design in Sapienza + MA spatial research in Piet Zwart Institute. Former tutor at Wdka spatial design, co-founder of peer protocol, community and participation hub in Rotterdam.

Spatial designer keen on experimental spatial practices, embodied research and performativity as he has been initiated to it throughout the masters. Exploring walking and foots in a pedagogical format is something he wishes to do to (hopefully) open up new perspectives on what makes a spatial practice...

Diana Ferro (IT): senior transxenodisciplinar researcher focusing on transplanting feet plantars on clouds, both physically and digitally, through altered-pedagogies [fully funded ongoing research]. Studied in Sapienza University of Rome and ENSAM Montpellier.

Architect, passionate footographer and pain ter.

EASA Lithuania 2016 + EASA Denmark 2017 + eterotopia organiser 2018 + EASA Italia National Gathering 2020 + Easa Serbia 2021. BA+MA Landscape architecture courses tutor in Sapienza, Rome (pretentious).

Jack Prendergast (Ire): specialist within the walk and talk faculty of the IPR (institute for piedilogical research) exp>: tutor EASA serbia 2021, easa switzerland 2019, eterotopia 2018.

co-founder of the West Cork Architecture Network (WeCAN) a research platform with the intention of celebrating and advancing the architecture of rural Ireland, by creating a direct engagement with local communities.

Graduated with a master's Architecture degree in Università IUAV di Venezia.

Jack also really likes walking.



Diana

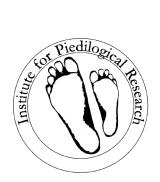
sense, about f INSTITUTE FOR PLEDILOGICAL RESEARCH (IPR) Piedilogica particular piedilogioslresearch@gmail.com how we tor Institute, Research with meanir IG:@piedilogicalresearch acts tiktek:<u>@piedilogicalresearch</u> it telegram:<u>@PiedilogicalResearch</u> eating or breating, culturesearch twitter: @piedilogical twitter: @p meanings, from the erotic to the spiritual, from the revolutionary to the artistic. Here this history begins to become part of the history of k e İ the imagination and the culture, of what kind of b pleasure, freedom, and meaning are pursued at different times by different kinds of walks and walkers." Wanderlust: A History of Walking (2001) "Where does it start? Muscles tense. One leg a pillar, holding the body upright between the earth and sky. The other a pendulum, swinging from behind. Heel touches down. The whole weight of the body rolls forward onto the ball of the foot. The big toe pushes off, and the delicately balanced weight of the body shifts again. The legs reverse position. It starts with a step and then another step and then another that add up like taps on a drum to a rhythm, the rhythm of walking. The most obvious and the most obscure thing in the world, this walking that wanders so readily into religion, philosophy, landscape, urban policy, anatomy, allegory, The rhythm of walking generates and heartbreak." a kind of rhythm of thinking, and the passage through a landscape echoes or stimulates the passage through a series of thoughts. This creates an odd consonance between internal and external passage, one that suggests that the mind is also a landscape of sorts and that walking is one way to traverse it. A new thought often seems like a feature of the landscape that was there all along, as though thinking traveling DO PEOPLE LIKE YOUR FEED making. And **50**

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¹ Don't take anything for granted, neither PhD grants provided by the institute of piedilogical research.