

MULTIPLE TRAILING

information

Multiple Trailing is a play model that aims to open up senses for unpredictable explorations of a particular site, being public space. The play model exists out of a set of simple instructions and work principles. In contrast to many other models for site exploration, Multiple Trailing expects its players to 'make' traces instead of only finding traces. In addition, this model does not aim to classify the found traces in relation to a set of predefined goals but create a collection of multiple storylines, real and fictive, that open up new perspectives, realistic or utopian.

Curiosity and a soft sense of competition drive the exploration of a particular site in various directions. Mystery arises when one tries to find out if a certain signal should or could be interpreted as a trace left by the other group, a trace left by previous visitors or as a non-trace. Here, mystery acts as play signal for entering imaginary worlds. The ambiguous character of the traces is embraced as it enables multiple interpretations and the representation of a diverse group of participants. The temporary or more fixed traces might also trigger and involve other publics, besides the actual players, for ongoing exploration even after the play has finished for both play groups.

instructions

1. make two groups at a chosen place of departure
2. walk away from each other in opposite directions
3. make a trail by leaving traces
4. return in one hour to the place of departure
5. find the traces and trail of the other group
6. retrace the found trail.
7. share stories and discussion

principles

1. when making traces we advice to work with "lost and found" material and with respect of the environment
2. when exploring use various ways of documenting your exploration, like e.g. notes, sketches, letters, photos, video, maps, ...

share

The model is kept simple to be transferred and adjusted for exploring different types of spaces. Download the instructions and information via www.traderstalk.org. Please leave your comments, experience and adjustments of the model on this platform.

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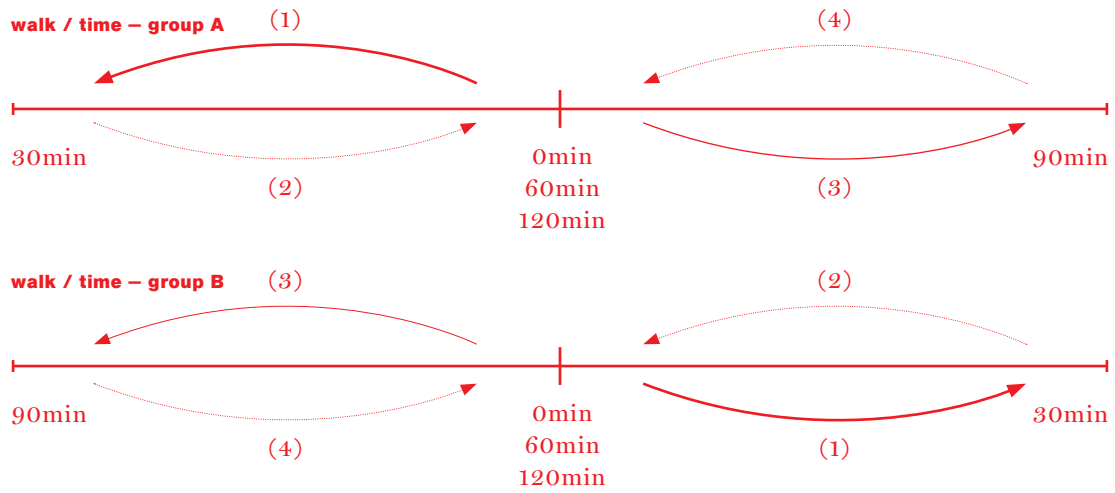


More information about this project via
www.officeforpublicplay.org
www.traders.eu
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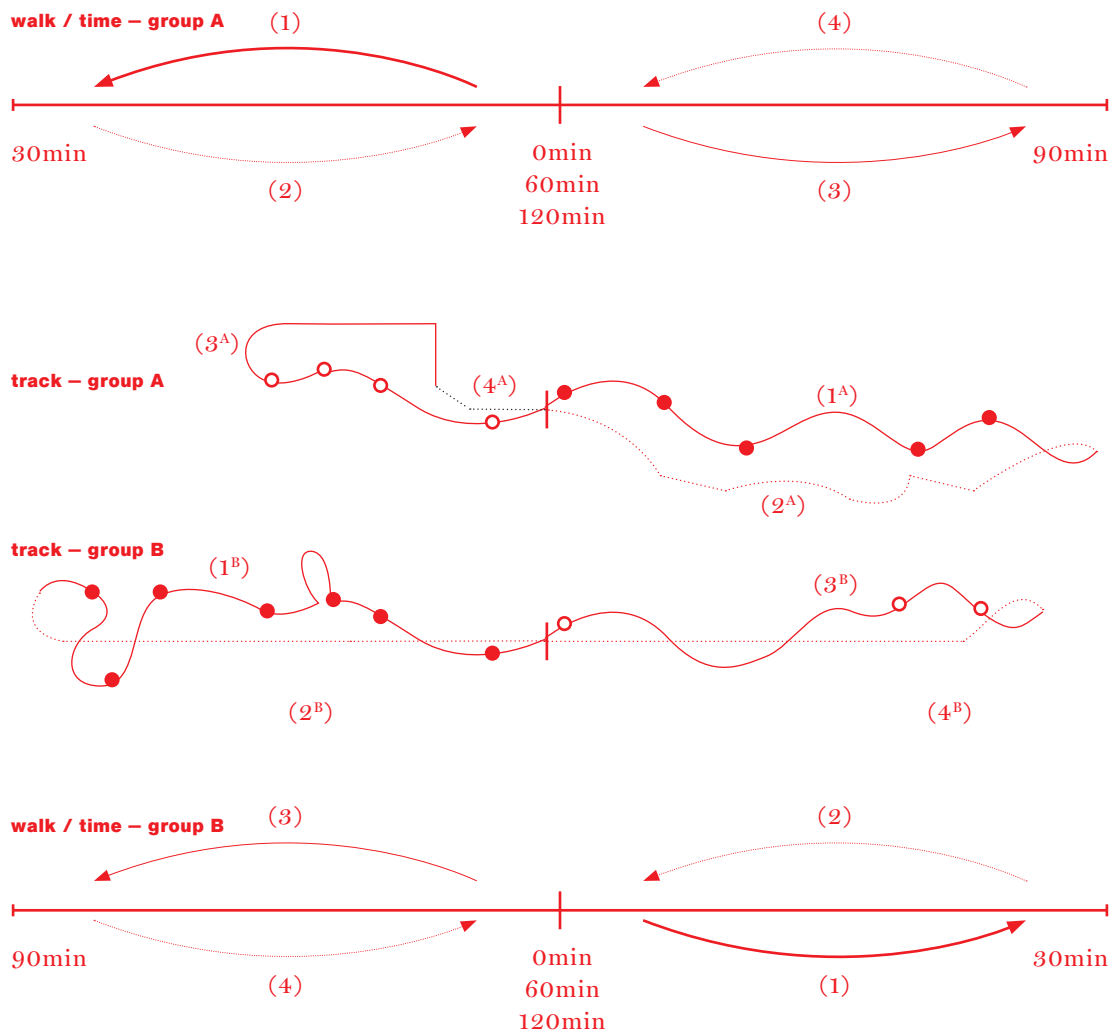
The model was created during the 2015 TRADERS Autumn School in Genk, Belgium by Jannike Absil, Oswald Devisch, Ruth Mathens Berr, Selina Schepers, Maxime Vancollie, Andy Vandevyvere, Winglam Kwok and Annelies Vaneycken.
Office for Public Play, November 2015

colophon

model



example



guidelines:
print recto verso, then fold by using the instructions

- legend**
- (1) walk, talk, make trail, make traces, ...
 - (2) / (4) return to departure point
 - (3) walk, talk, find trail/traces, make traces, ...