



INNOVATIVE LEARNING TOOLKIT

PROJECT TITLE: An Ambient Audio Adventure Through Golden Gate Park

Tags: Audio

Overview:

This is a creative audio tour where people are guided through the park and can listen to its sounds, hear the park's stories, encounter creatures and discover its mysteries.

Described as "A unique way to experience Golden Gate Park, a strange way to spend an afternoon. This [audio tour of Golden Gate Park](#) begins at Fulton and Stanyan, just at the northeast tip of the park, and proceeds to weave its way down into the park's depths. You will be navigated by your guide down hillsides, through fields, into caves and across ravines while you hear the stories, encounter the creatures and discover the mysteries that haunt our fair park. Where is the feral cat colony? What is in those large green boxes? Who stole the stones from the Spanish monastery? Can I eat that? Do people really assemble here at night? Why do I feel so unusual? What is that in the bushes? Are coincidences merely chance events? Or is it somehow all connected? Will I ever make it home? And will my home even be there to return to?"

The tour is free and can be downloaded in MP3 format to play on an ipod or similar. The artist has also hidden a set of three walkmen in the park that you can dig up and use. If you want to know their secret location, follow a link with directions and pictures to guide you to the base of a tree where a box is buried.

Why is it relevant to PTS?

Encourages people to engage in their natural environment using an innovative medium
Could be used to tell stories about the area, relate local knowledge and environmental issues to the community

Ideas and tips for PTS:

A creative audio tour like this, which considers the area's history and creatures in such a creative way, could be applicable to some or all of the PTS streams and catchment area. It would be a fantastic way to relate stories about certain places, legends, suggestions for things people may like to observe, explore and consider, poems, as well as music, ambient sounds, nature sounds etc.

It could be a really interesting way to explore the area and think about the environment in a different way.

It could also incorporate a treasure hunt type game to find the walkmen / mp3 player as Jeremy has done in Golden Gate Park



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Contact:

A creation of artist Jeremy Dalmas - <http://www.theabsurdists.com/chronicle.html>