

# Information about Land Bone & Stone Apps 4 & 5



## What are these apps?

The landscape is a tapestry of stories and sounds. Experience them with these apps!

You can walk a route on the South Dorset Ridgeway and the apps will respond by producing sound. They are soundscapes you control by walking. This is not your usual 'tour guide' – this is an immersive sound tapestry woven out of spoken and musical elements. It integrates old and new stories and sounds into the Ridgeway landscape with its deep history, myths and legends.

This pdf is for TWO of the apps: 'Martinstown' and 'Winterborne Came'. You can visit one or both of these sites, start the app, and walk around to explore the sounds. Enjoy!

## How do I get the apps?

Make sure you are connected to a fast wifi service at home or elsewhere (to conserve your mobile data allowance!)

If you have a QR-code reader, scan the code below. If you don't, just visit <http://satsymph.co.uk/?p=1001>

Both of these methods takes you to a page where you can download all of our apps and find out more information.



## What does this PDF contain?

This PDF contains:

- General information about what the apps do
- Download instructions to help you get the apps
- Information about what to expect on site when using the apps to listen to the soundscapes
- Helpful advice and solutions for simple problems (e.g. GPS settings on your device)
- Specific information about the sites and the soundscapes, travel and parking information, maps, etc.

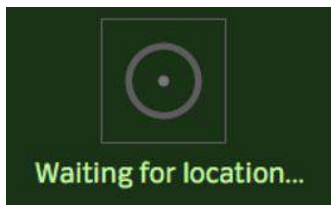
## How do I use the apps?

These are audio-apps. They are not wayguides or visual apps. We recommend printing out a copy of the pdf maps (you can't run the pdf and app simultaneously on your phone!), park up, switch on the app, put your earbuds in or headphones on, then stick your phone in your pocket – and just walk, lingering where you find something interesting going on (especially in the churchyard). It's about DISCOVERY: find the 'soundpools', listen to what's in them. Some of the soundpools are 'linear' – they follow a linear feature such as a footpath. Others are 'diffuse' – they are scattered around, and you have to 'go find them'. Enjoy the landscape, have fun exploring, looking for soundpools, and listening to what they have to say!

The apps contain all the content and everything else required for your experience. They do not need a network data signal on site, nor do they stream live content. Your phone uses your location to trigger the content. Simply download and print off this pdf and take it with you!

### NOTES & TROUBLE-SHOOTING:

- Make sure your phone's 'location services' is ON
- The first thing you should hear is 'welcome music'; this means the app is working
- This message may appear from time to time, but if you continue moving your phone will pick up the signal again



## What should I expect on site?

Some notes on the experience:

- you can walk slowly through a 'soundpool', or stop and listen till the audio finishes, then move on. Experience them the way you want – but with some (for example some of the soundpools in Martinstown and, certainly, some at Winterborne Came, it's rewarding to take your time!)
- The audio is triggered once you step over the 'virtual edge' of a soundpool. It fades out when you step over its other edge. If it hasn't finished, why, just turn around and walk back into it – it will start from the beginning again. If you're still 'in the zone' and the audio's finished, just walk on and the next will soon start up.
- The soundpools play 'walking forwards' as well as 'walking back'.
- Each soundscape differs in character according to site and who was involved in their creation. They are 'site-specific'!
- The size of a soundpool on the map is no indication of how long the sound lasts – it's the edges which matter! Mind the edges!
- PLAY WITH IT, BE EXPERIMENTAL, SEE WHAT IT DOES!
- **PLEASE BE AWARE OF TRAFFIC WHILST USING THESE APPS, ESPECIALLY ALONG ROADS!**

**NOTE:** Many smartphones will interrupt the soundscape when you receive a call or text message. To resume – simply switch back to the app when you are ready.



**Martinstown:** see p4 for parking  
**Winterborne Came:** see p5 for parking

# Martinstown



Above: Location of site and walking route.

Location: Martinstown. On-street parking is available in the village. The soundpools are located along the pavements and footpaths as indicated opposite.

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You can start at any point and walk in any direction to experience these sounds and stories. Soundpools are located from the fields near Rue, to the west of the village, down to the washpool and along the street as far as Cowleaze.

Exploring the soundscape takes a minimum of 30 min. Remember it's rewarding to stop and listen when you find a particularly evocative soundpool (perhaps particularly in the churchyard and on the village green in front of it).

## The South Winterborne Journey

These apps are the result of a year-long project by DIVAcontemporary in which they familiarised themselves with the Winterborne valley as it passes from Winterborne Abbas through Winterborne Steepleton, Martinstown (Winterborne St Martin), Winterborne Monkton, Winterborne Herrington, Winterborne Farringdon and Winterborne Came. Interviews and field recordings were combined to create this work. DIVAcontemporary is also creating themed radio broadcasts portraying the many different aspects of life along the Winterborne. See [ridgewaysounds.wordpress.com](http://ridgewaysounds.wordpress.com) for more information

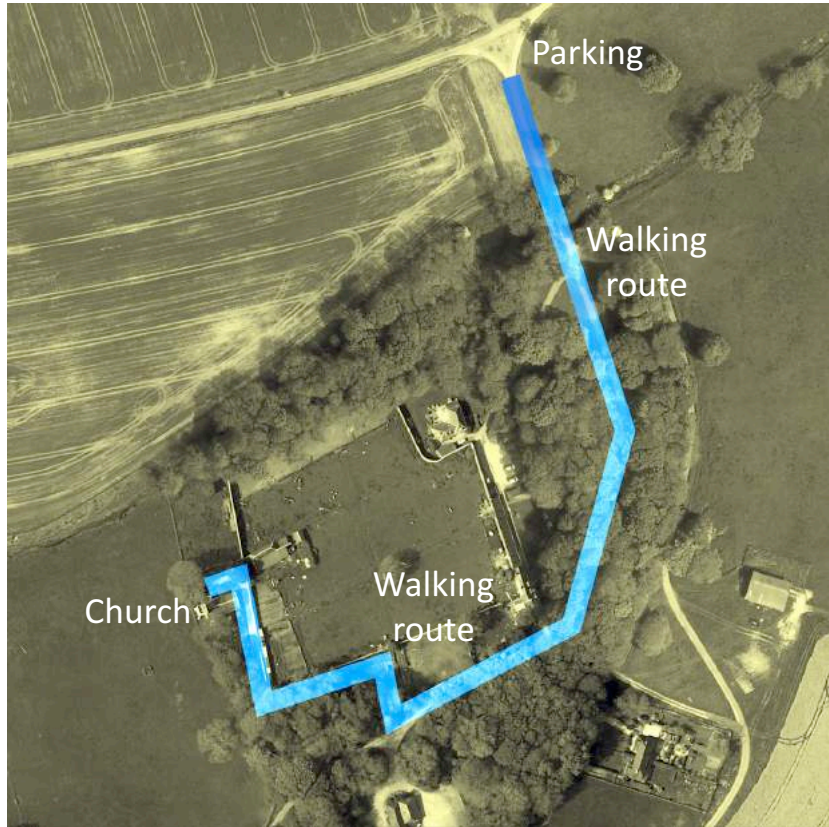
The core stories explored are:

- Why is the Winterborne here?
- How have the communities along the river used the Winterborne in the past and today?
- How does the Winterborne affect peoples' lives and how do we care for it?

The contributors to the Martinstown app are: the Reverend Jean Saddington, vicar of Martinstown, Winterborne Steepleton, Winterborne Abbas and Compton Valence; Margaret and Terry Hearing (both are historians who have lived in the village for 50 years. Margaret has also written *The Book of Martinstown*, covering all aspects of life in the village going back many years; Jake Dew, Conservation Officer for Dorset Wildlife Trust; Howard Bowering, Captain of the Bellringers of Martinstown; the St. Martin's Church Bells – Remembrance Sunday 2016; Ron Mathews, whose recollections of WWI and II are read by John Story and John Story Jr.



# Winterborne Came



Above: Location of site, suggested parking area and walking route  
Aerial Photography © GetMapping 2014

Location: South of Dorchester. Take the 'Winterborne Herringston' turn off from the A354 or the A352, south of Dorchester.

Exploring the soundscape takes 30 min. minimum – or a peaceful hour or two!

Park at the entrance to the Winterborne Came estate (at the gravel triangle on the single-track road). The trail leads over the stream (which may or may not have water in it, depending on the time of year), then up the driveway towards the Great House. Just before you get to the House, turn off to the right at the 'To the Church' sign for St Peters' church. William Barnes, the great Dorset dialect poet, is buried in this quintessentially English churchyard. Visit his grave, then walk around, savouring the peace and tranquillity. You will hear original poetry and content inspired by the nearby abandoned village of Winterborne Farringdon (composed in this very churchyard!), literary expert Dr Alan Chedzoy talking about the life and times of William Barnes, and historical context. All that remains of the abandoned village are grassy bumps and a corner of the old church in the field about ½ mile away along the single-track road towards the A354, on the far side of the stream.

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The app content derives from a DIVAcontemporary project called 'A South Winterborne Journey' ([ridgewaysounds.wordpress.com](http://ridgewaysounds.wordpress.com)). The poetry had its inspiration in a two-day workshop on the theme of the nearby abandoned village of Winterborne Farringdon and the writings of William Barnes run by DIVAcontemporary in collaboration with SATSYMPH. The workshop leader was the poet Ralph Hoyte (of SATSYMPH). Participants in the workshop (from among whom work was chosen for the app) were Angela Goodman, Chris Slade, Jackie Burgoyne, Becky Williamson, Geraldine Farrow, Judi Moore, David Burns, and Philip Gamble. DIVAcontemporary have also produced a poignant film, 'South Winterborne Journey' [www.youtube.com/watch?v=htPVWG7ujMU](http://www.youtube.com/watch?v=htPVWG7ujMU)



# Who made these apps and further acknowledgements



Satsymph is contemporary composer, Marc Yeats, poet and writer Ralph Hoyte, coder and audio-engineer Phill Phelps. We create GPS-triggered artistic, literary and cultural-historical apps for the smartphone.

Satsymph have curated, designed, laid out, directed and produced this series of ground-breaking apps on the South Dorset Ridgeway. To achieve this we have partnered with DIVAcontemporary [Bridport] on two projects: Sounds of the Neolithic and Seasonal Sound walks where DIVAcontemporary have taken members of local communities, colleges and schools on sound walks to listen, collect, create and record intervention and ambient /environmental sounds as well as 'perform' Ralph's scripts on site and in the studio.

We have also worked with InsideOut Festival commissioned artists Frances Aitken and Art Music. Once our partners work was complete, SATSYMPH ran App-Build workshops with their participants [local schools and colleges and individual artists] where their sound content and creative involvement was an integral part of the App Build process and finished product.

Marc Yeats, Artistic Lead of the project undertook the initial site-visits and preliminary scape design as well as editing and mixing participants' recorded sounds. He also composed the welcome and background music that links all sites in the Land of Bone and Stone Apps.

Ralph Hoyte wrote the scripts used by the various groups as base material, and for in-app story-telling. Phill Phelps designed all the technical and coding necessary to make the apps work. Where required we acted as facilitators to realise artist and participant's ambition within our installation design, creating new region behaviours to enable this.

Special thanks to DIVAcontemporary's Victoria Pirie for providing background archaeological research and input.

## Further acknowledgements

These apps are set in the stunning South Dorset Ridgeway area or Land of Bone and Stone, cited as one of Europe's finest ancient ceremonial landscapes with its thousands of prehistoric monuments. These are one aspect of a landscape that reveals the marks of 8,000 years of continual human occupation and farming. It is a land of chalk, gravel and limestone; of ancient monuments, hill forts, burial mounds and traditional villages. It is rich in wildlife, history and stunning views, and is part of the nationally-important protected landscape of the Dorset Area of Outstanding Natural Beauty (AONB).

The apps have been created as part of the wide-ranging South Dorset Ridgeway Landscape Partnership Programme. The programme was developed by the Dorset AONB Partnership and is majority-funded by the Heritage Lottery Fund with a remit to conserve the area's amazing natural and built heritage, promote community participation in that heritage, improve access and learning about the heritage and to train people in heritage management.

Through the Landscape Partnership there are many other opportunities for you to learn about and explore this area. For more details see [www.dorsetaonb.org.uk](http://www.dorsetaonb.org.uk)