

Information about LBS6 & LBS7 Poetry Park Apps



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 sites: 'Eggardon Hill' and 'Maiden Castle'. You can visit one or both of these sites, start the appropriate 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.

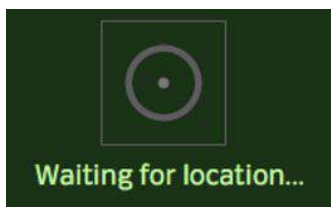
How do I use the apps?

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

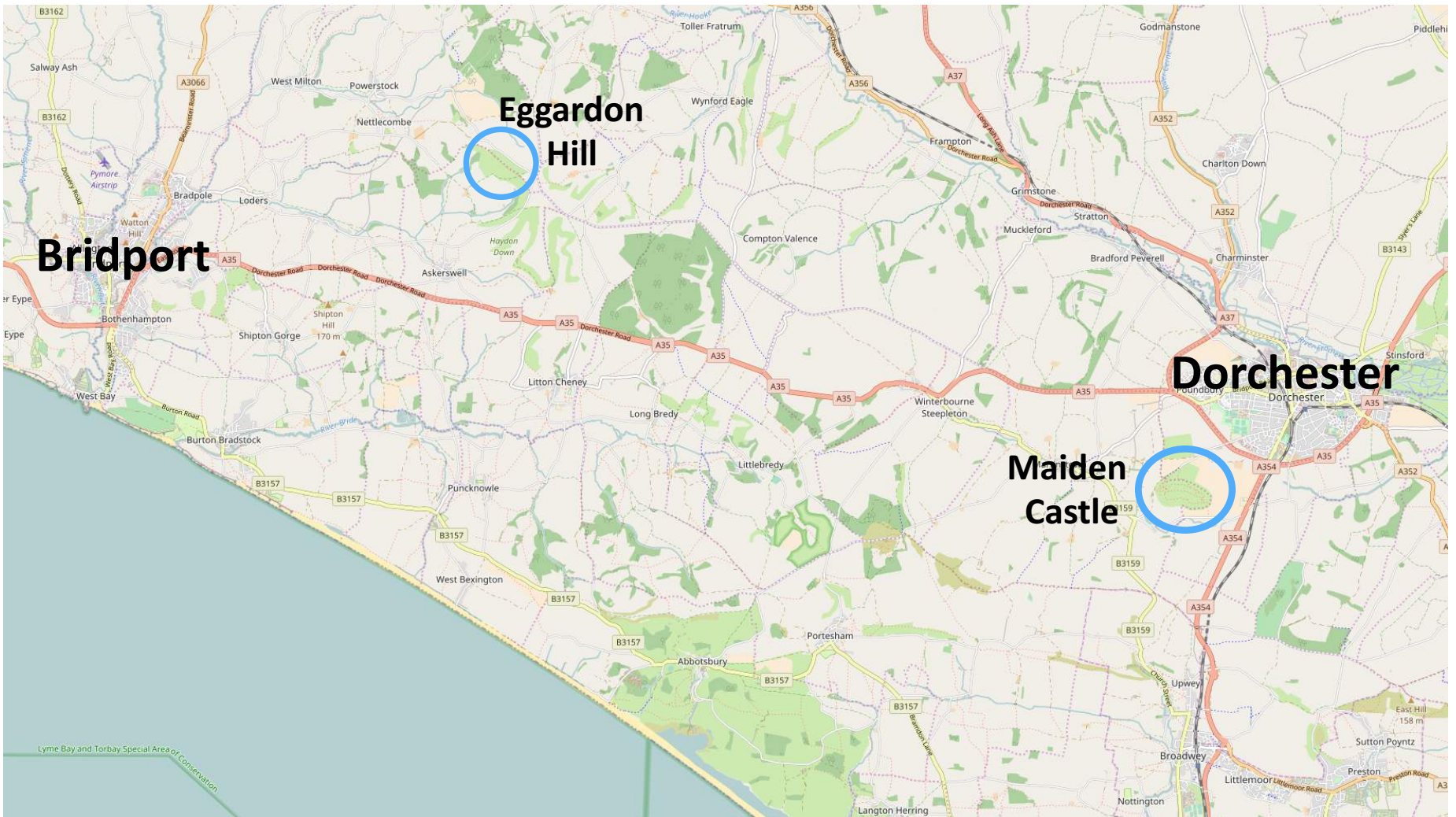


What should I expect on site?

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 Eggardon Hill and, certainly, some at Maiden Castle, 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'!
- PLAY WITH IT, BE EXPERIMENTAL, SEE WHAT YOU CAN FIND!

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.

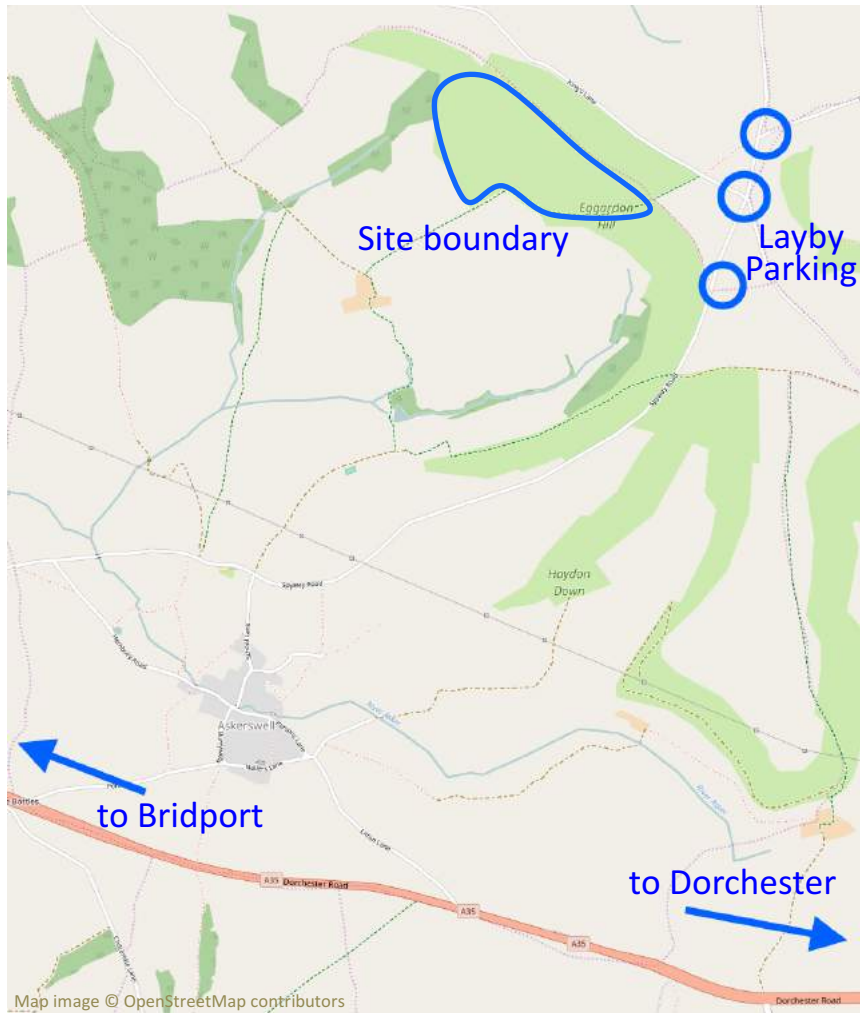


Map image © OpenStreetMap contributors



Eggardon Hill: see p4 for parking
Maiden Castle: see p5 for parking

Eggardon Hill



Above: Location of site and nearby parking

Location: North of Askerswell, northeast of Bridport. The installation occupies the National Trust seaward facing portion of Eggardon Hill.

What to expect? You can start at any point within the site boundary and walk in any direction to experience the poetry park. Please explore the entire site – including banks, ditches, and central area. There are 40 poems hidden here; explore and see how many you can find! Remember that poems will not always be hidden on the obvious pathways.

Exploring the site takes a minimum of 40 mins. Remember, it's rewarding to stop and listen when you find a particularly evocative or longer poem.

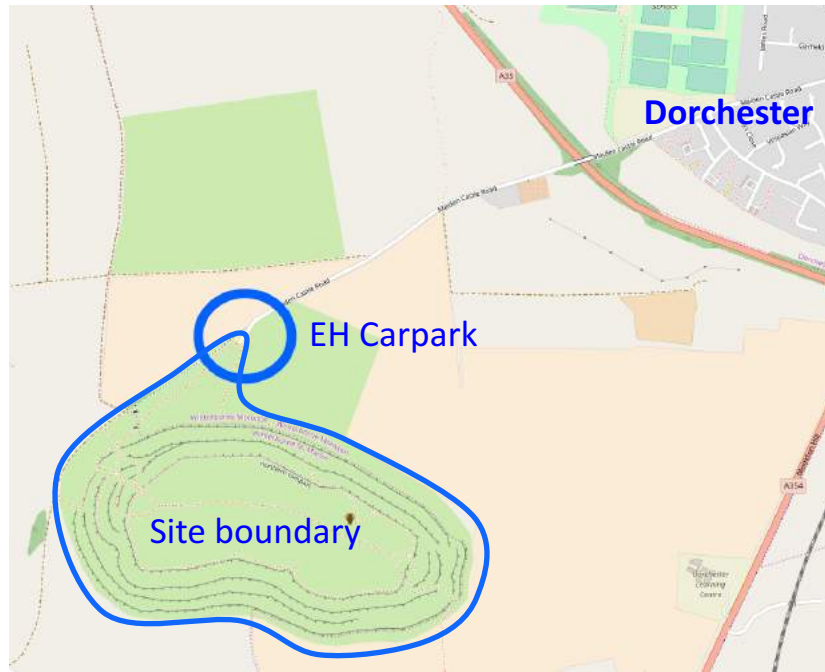
The core themes explored are: Archaeology, Pre-history, Roman occupation, Myths and legends, Smuggling, Flora and Fauna, and poetic responses to the landscape.

The poems installed in these Poetry Parks are the result of creative writing workshops. Ralph Hoyte (Bristol based spatial poet) led adult workshops and Martin Maudsley (storyteller) worked with primary school children. Poetry readings were recorded by David Rogers and Mandy Rathbone. Thanks to Steve Wallis senior archaeologist from Dorset County Council for sharing inspiring stories of the sites during the workshops.

Poems were written and read by the following contributors: Aradia Zamora, Beccy Williamson, Judi Moore, Maria Donovan, Marc Yeats, Rachael Moss, Ralph Hoyte; plus Year 4 Pupils from Piddle Valley Middle School (Alex, Amelia, Ben, Ellie, Gabriel, Imogen, Isabella, James, Johnny, Kieran, Mati, Pearl, Rumeah, Sam, Sophie, Spike, and William).



Maiden Castle



Above: Location of site and nearby parking

Location: South east of Dorchester. The installation occupies the entire site of Maiden Castle, maintained by English Heritage.

What to expect? You can start at any point within the site boundary and walk in any direction to experience the poetry park. Please explore the entire site – including banks, ditches, and central area. There are 39 poems hidden here; explore and see how many you can find! Remember that poems will not always be hidden on the obvious pathways.

Exploring the entire site takes a minimum of 50 mins. Remember, it's rewarding to stop and listen when you find a particularly evocative or longer poem.

The core themes explored are: Archaeology, Pre-history, Roman occupation and Goddesses, Myths and legends, Flora and Fauna, and poetic responses to the landscape.

The poems installed in these Poetry Parks are the result of creative writing workshops. Ralph Hoyte (Bristol based spatial poet) led adult workshops and Martin Maudsley (storyteller) worked with primary school children. Poetry readings were recorded by David Rogers and Mandy Rathbone. Thanks to Steve Wallis senior archaeologist from Dorset County Council for sharing inspiring stories of the sites during the workshops.

Poems were written and read by the following contributors: Aradia Zamora, David Ian Burns, Maria Donovan, Sharon Cowling, Ralph Hoyte; plus Year 4 Pupils from St Nicholas & St Laurence School (Archie, Carla, Chester, Edward, Eloise, Georgia F, Georgia R, Hannah, Isla, Jamie, Jude, Logan, Mollie, Shannon, Tom, and Zac).



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 four projects: Sounds of the Neolithic and Seasonal Sound Walks, A South Winterborne Journey and Winterborn Came, 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 Bone and Stone Apps.

Ralph Hoyte wrote the scripts used by the various groups as base material, and for in-app story-telling. In apps 7 & 8, the Poetry Park apps, creative writing workshops run by Ralph Hoye and Martin Maudsley enabled adults and children to write poems inspired by the archaeology and stories of Eggardon Hill and Maiden Castle. Phill Phelps was responsible for sound design and all the 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.

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