

# FOLD IT *gift it* GO FOR A WALK



off site specific training developed by  
The Institute for Piedilological Research  
for EASA Romania I:1 2022  
@piedilologicalresearch

The Institute for Piedilological 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 use your feet

**you are partaking  
in the workshop.**

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 that is beyond any rational expectations.

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.

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 significant, 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.

The IPR uses the feet in all its beautiful 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 piedilological nonsense completely floods in and overwrites any mapped order. It's a total anarchy of the feet.

The contemporary young designer, 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?**

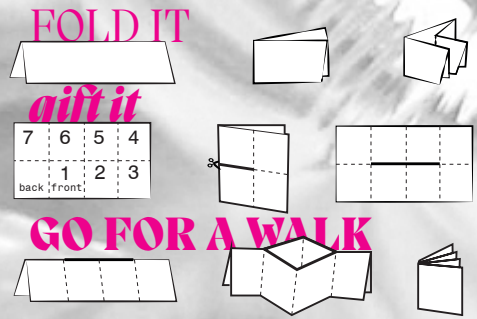
We just choose to WALK! We let our feet create our sense of autonomy, in fact they might even be free from our own control. We want to regain our creative freedom through one of the most primitive gestural acts of humanity.

The IPR 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.**

Benjamin, Walter (1982), The Arcades Project  
 Bremmer and Heijnen (2020), Wicked arts assignments  
 Canetti, Elias. (1962), Crowds and Power  
 Careri, Francesco (2002), Walkscapes  
 Debord, Guy (1968), The society of the spectacle  
 De Certeau, Michel (1980), The practice of everyday life  
 Deleuze, Gilles and Strauss, Jonathan(1991), The Fold  
 Horvers, Toine (2020), moving - writing  
 Ingold, Tim (2007), Lines  
 Ingold and Vergunst (2008), Ethnography and practices on foot  
 Invisible Committee (2014), fuck off, google  
 McLuhan, Marshall (1960), The Medium is the Massage  
 O'Rourke, K. (2016), Walking and Mapping, Artists as Cartographers  
 Basar S.,Coupland D.,Orbist H.U.(2016) The Age of Earthquakes  
 Smithson, Robert (1967), A Tour of the Monuments of Passaic  
 Solnit, Rebecca (2000), Wanderlust - A History of Walking  
 Solnit, Rebecca (2005), A quick guide to getting lost

Bibliography  
 [more @pedagogicalresearch]



One aspect of the history of walking is the history of thinking made concrete — for the motions of the mind cannot be traced, but those of the feet can.

Solnit - Wanderlust: A History of Walking

## exercise

professional

**Time out:**

declare a timeout  
 from something you  
 are required to do.  
 Do it and document  
 what happens.

Causing a change in state in a physical or social system requires that disorder, deviations from the norm, to be concentrated in a space, whether real or virtual

Tiqqun – The Cybernetic Hypothesis

## exercise

**Barefoot:**

while barefoot, dip your feet in paint and start walking. Walk until your footprints disappear. Dip your feet in paint again and continue.

## exercise

**Data analysis:**

count the feet  
 in the city