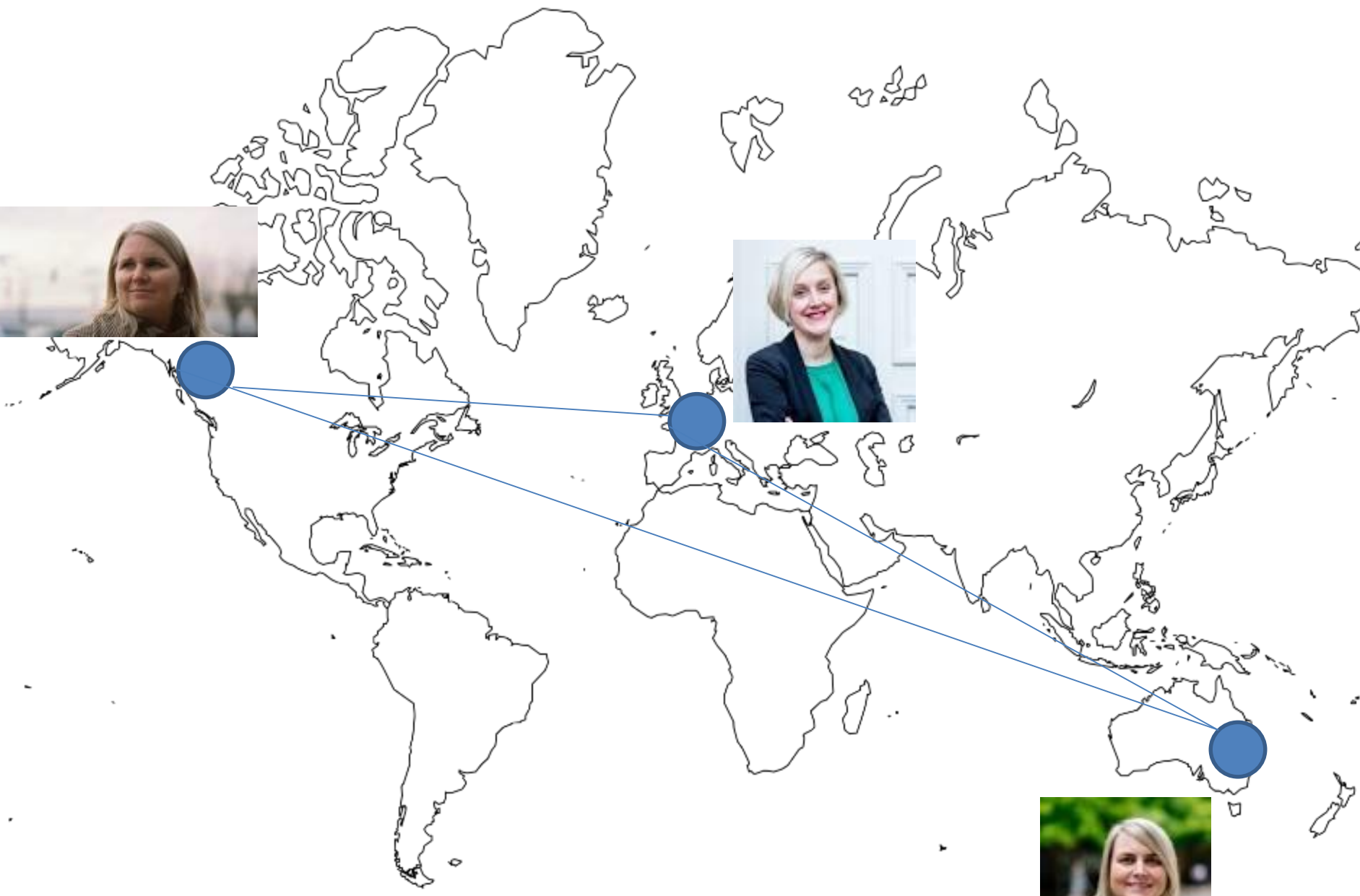


Drawing Out Alternative Methods for Understanding the Material Culture of Disability

Dr. Arch. Jasmien Herssens Hasselt University
Dr. Janice Rieger, QUT Australia,
Dr. Megan Strickfaden (Ualberta)

06.07.2018
Alter Conference, Lille, France

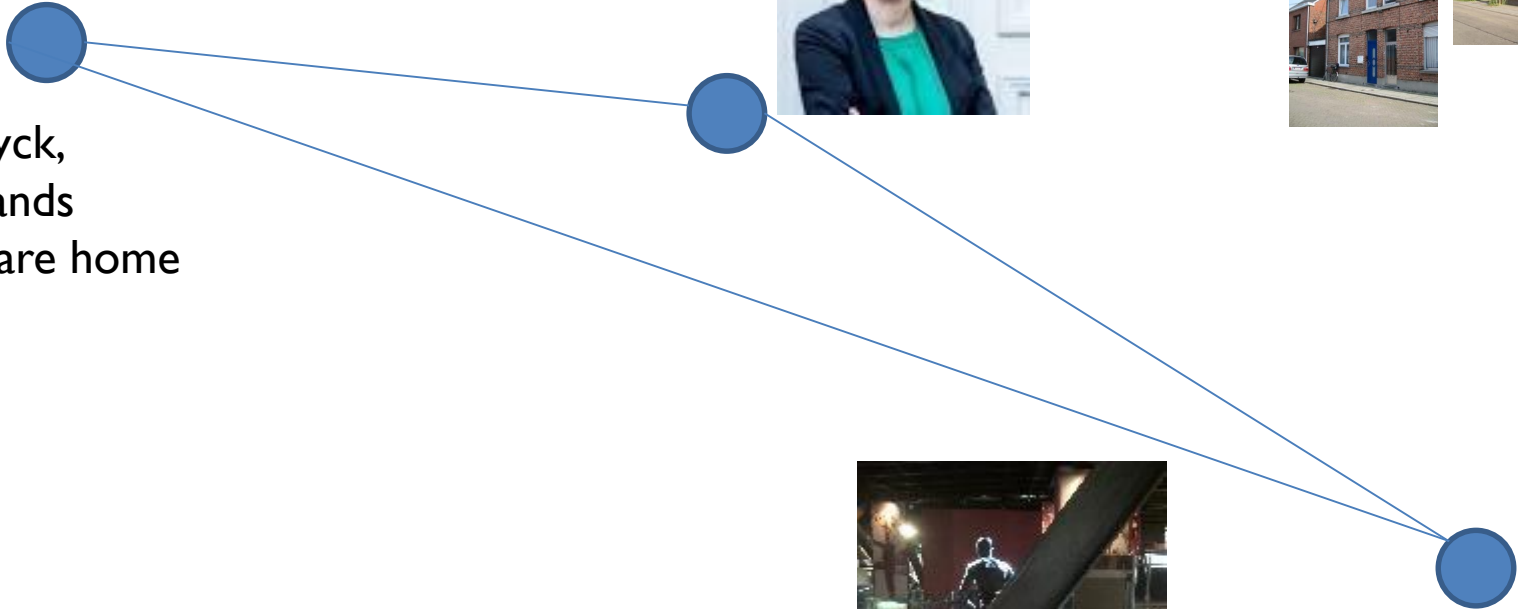




Housing blind adults,
Belgium



De Hogeweyck,
the Netherlands
Dementia Care home



Canadian Sports Hall, Canada





Housing blind adults,
Belgium



De Hogeweyck,
the Netherlands
Dementia Care home

DRAWINGS AS METHODS
during DATA COLLECTION and
DATA ANALYSIS
creating (RE)PRESENTATIONS



Canadian Sports Hall, Canada



*What do walking, observing, storytelling, singing, drawing
and writing have in common?*

The answer is that they all proceed along lines of one kind of another.

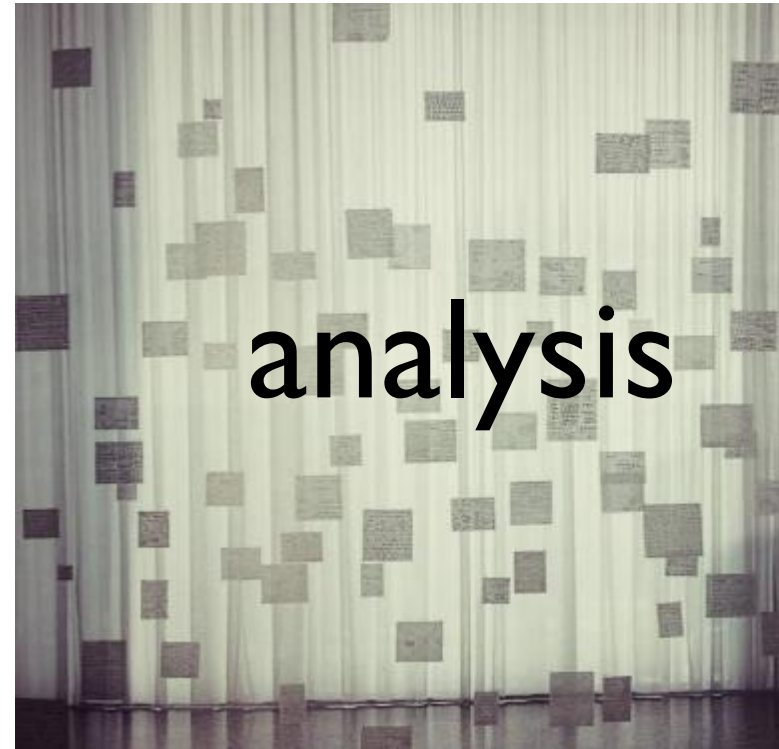
Tim Ingold, "Lines", 2006



Fallingwater, Frank Lloyd Wright



+





collection

Mira Schendel



Canada's Sports Hall of Fame

④

⑤ locker room

tiled rubber floor (red) - awesome!
glassed cabinets
small inside pot lights - recessed into display area

⑥ olympic & Paralympic

glass wall (years

| | | |
|---|---|---|
| 0 | 0 | 0 |
| 0 | 0 | 0 |

)
circles on ceiling like in "splash" but lighting better
(moving light) really awesome detail.

A huge
no photos
of anything
from
official
gallery

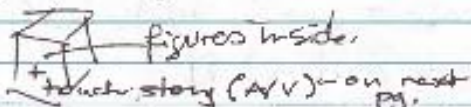
stairs -> tiles + steps
stair 1 (R) no landing
stair 2 (L) landing in tile

⑦ media room

rubber floor
track lighting - some track lights had flaps (older) others plain with coloured film
glass "stations" with computer ex 4
master station - like a "cashier"

⑧ hockey

glazed floor (+ looney) -> do look like ice
brighter lighting - tracks + drop light + one
8 freestanding cases with halogen pot lights
- consistency of lighting can be improved



curved room with drop ceiling 8-9' (black fabric lights show thru.)
14' diameter
this is a tiny space!!
inside cabinets lit top + bottom with artifacts in
+ tv. screen



⑤

⑨ Contact

Same
red wall on inside (facing centre)
curving floor
2 chairs + table - coffee table type chairs with backs
track lights
beamy floor (foam) + leather (?)
Shadow boxing
natural light (all windows are noted in soundscape notes to follow)

what is this? this is a floor made

⑩ glide

Same
glass inside w. railing
carpet with whoops
5 displays in floor (LED lighting) ?? I think this.

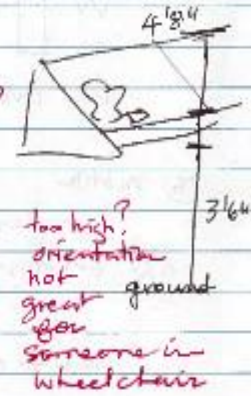
small tracks, big tracks
Whoo! A lot of different lights.



⑪ blade

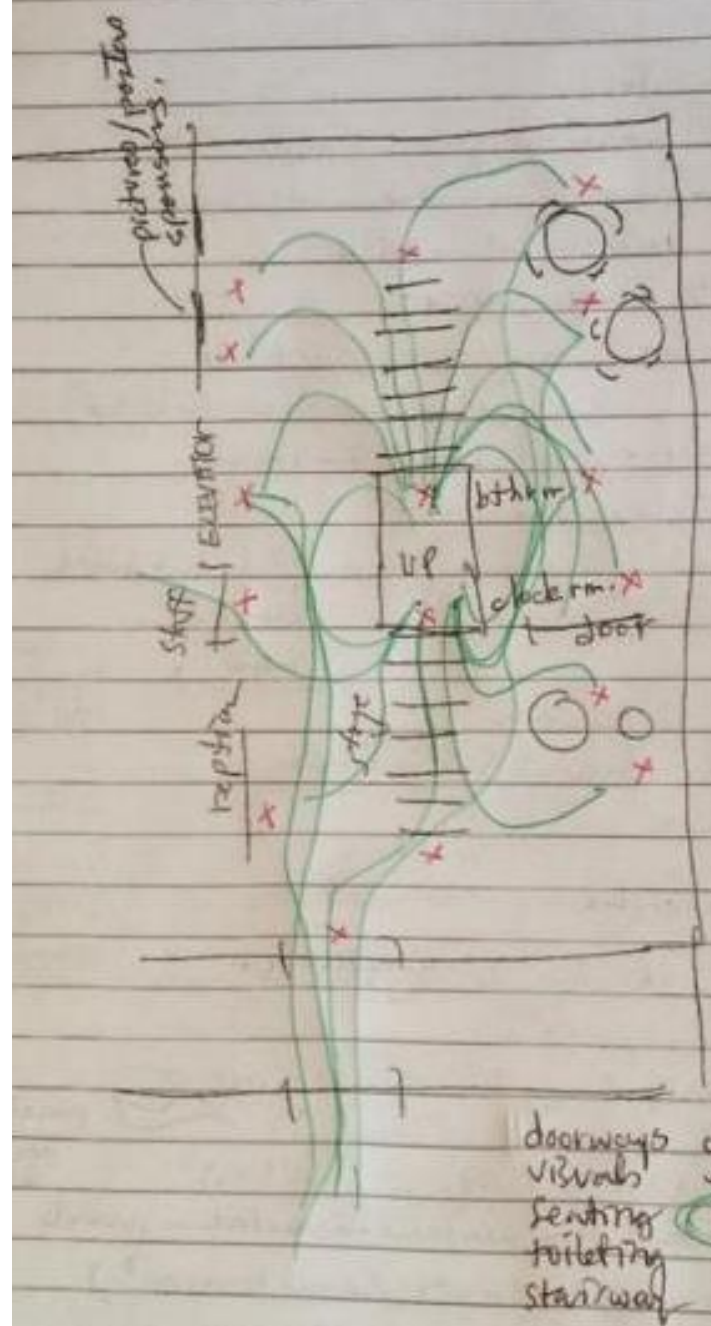
Same
coloured films on tracks
painting on wall where is this coming from?
natural light
same.

what colours are these?



too high? orientation not great for someone in wheel chair

4



10 options (routes)
 3 real destinations
 2 actual paths
 3 ways to get there

bthrm
 exhibit

elevator
 2 stairs

4 ways to the exhibit

PUBLIC
 PRIVATE

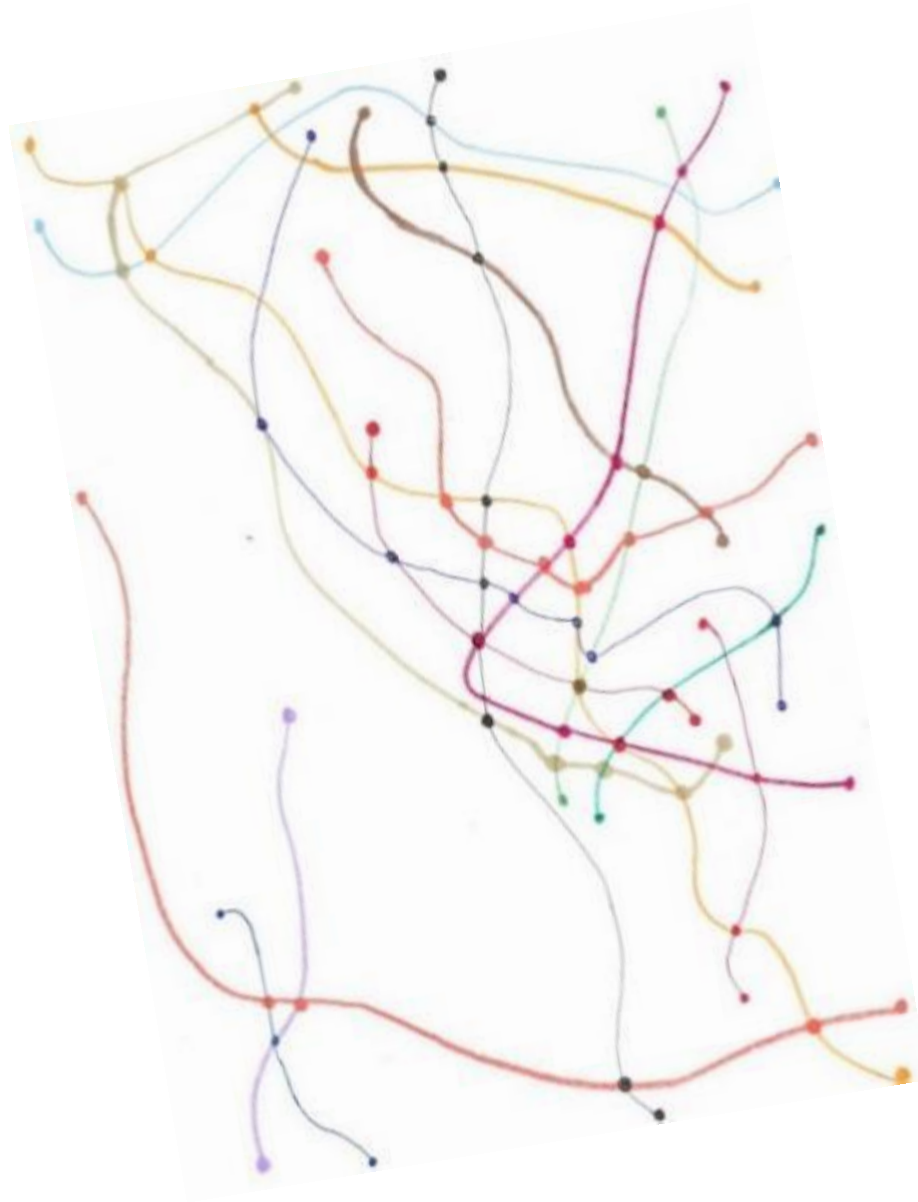
very labyrinth-like

not always clear where to go & where allowed to go.

a very over-designed lower level.

what is it for?

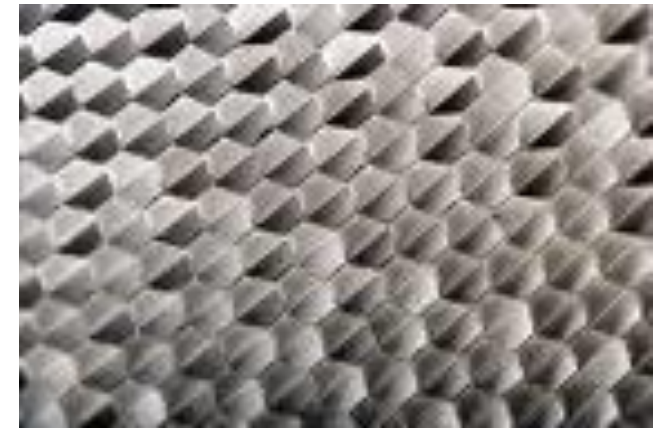
- doorways
- visuals
- seating
- toileting
- stairway
- clock
- entrances
- options
- elevator



UHASSELT

KNOWLEDGE IN ACTION





“we need to create a sensorial gymnasium”

David Howes, 2009

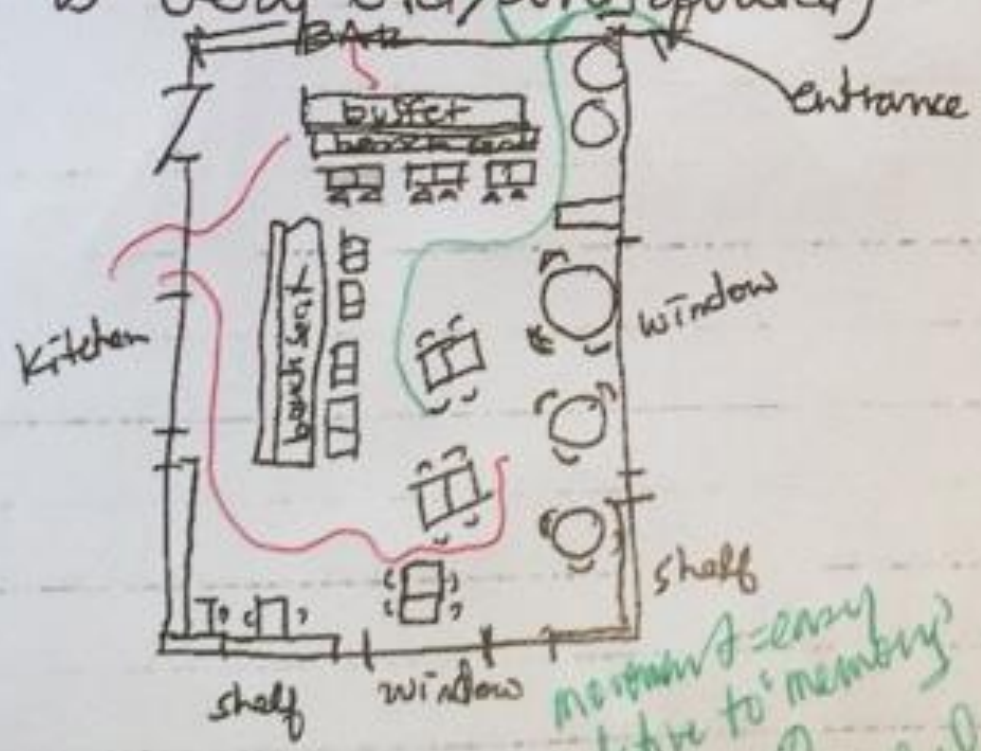


De Hogeweyk Village, Weesp the Netherlands



wheelchairs
often used to
"transport people"

2 residents to bar
pushing themselves
(even though wheelchairs ^(being pushed))
b very old/antiquated)



- it seems like some residents
walk well at home but
need a walker outdoors
- these ones really move
quickly in their walkers
with people "chasing"
behind (volunteers)

was there mud rooms in
each house?

one resident → came into
restaurant + they told
him could go to
the cafe if he wanted
something b/c
they were closed



Zero @

memory = easy
relative to 'memory'
→ meaningful

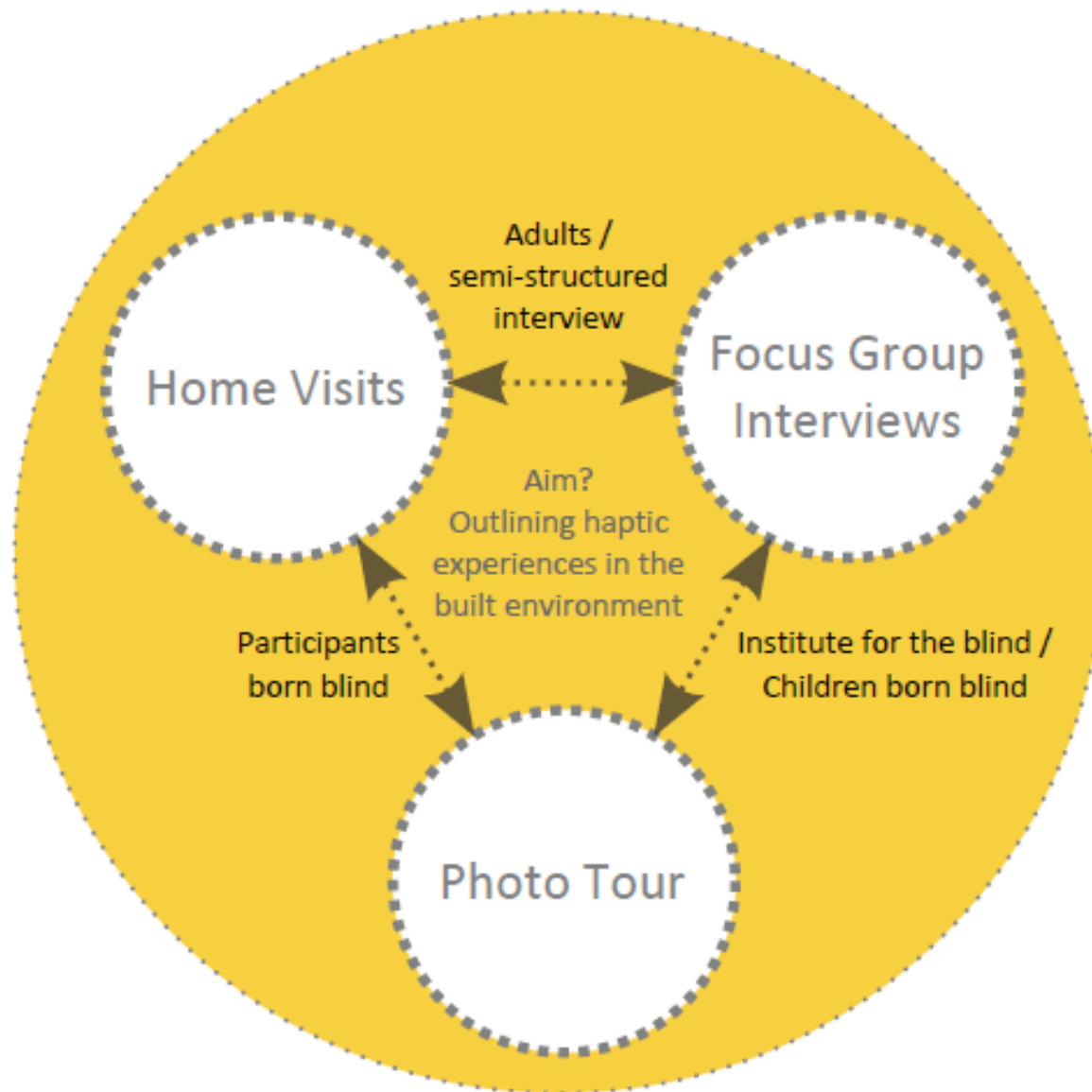
instead.

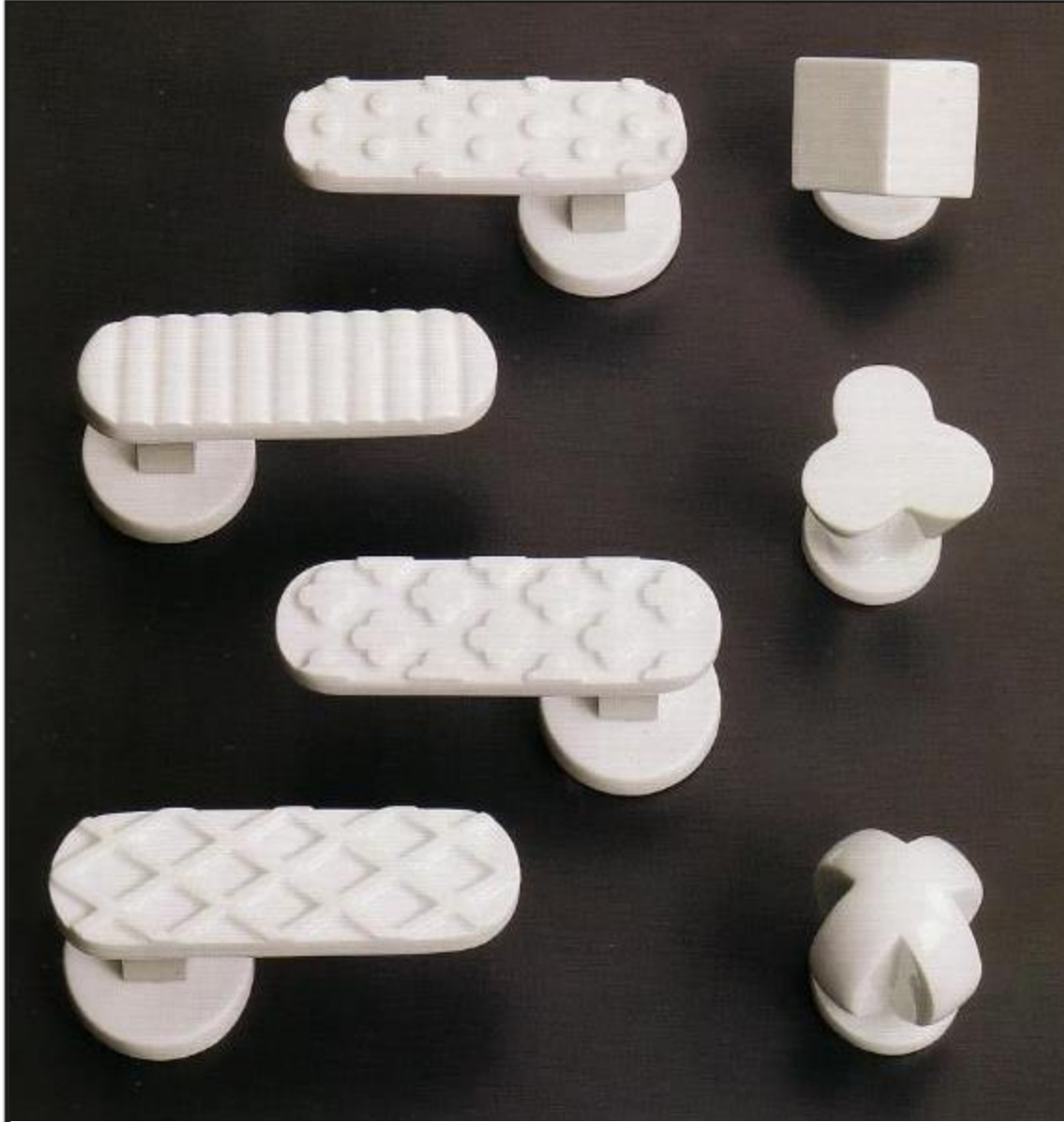


analysis

Houses of people born blind, Belgium







“movement
and
engagement
are encoded
memory that
enable
performance”

David Turnbull, 2002

“Eternally yours”, Brian Eno























































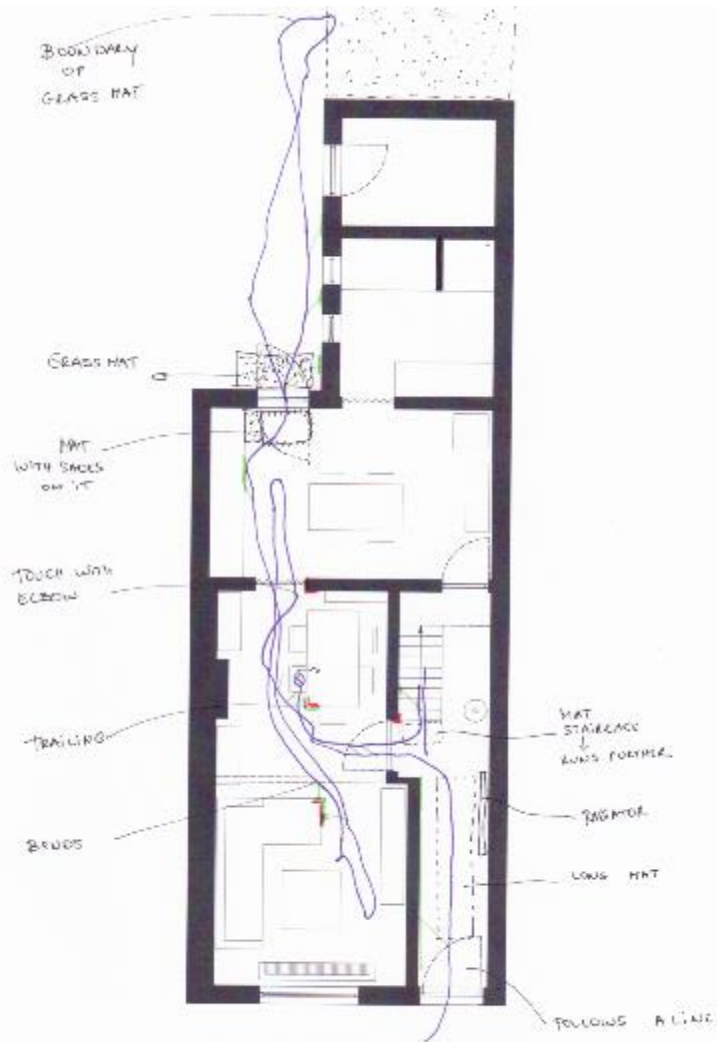
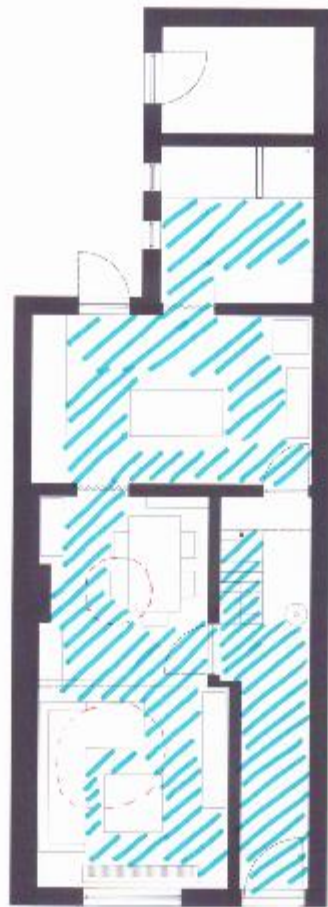






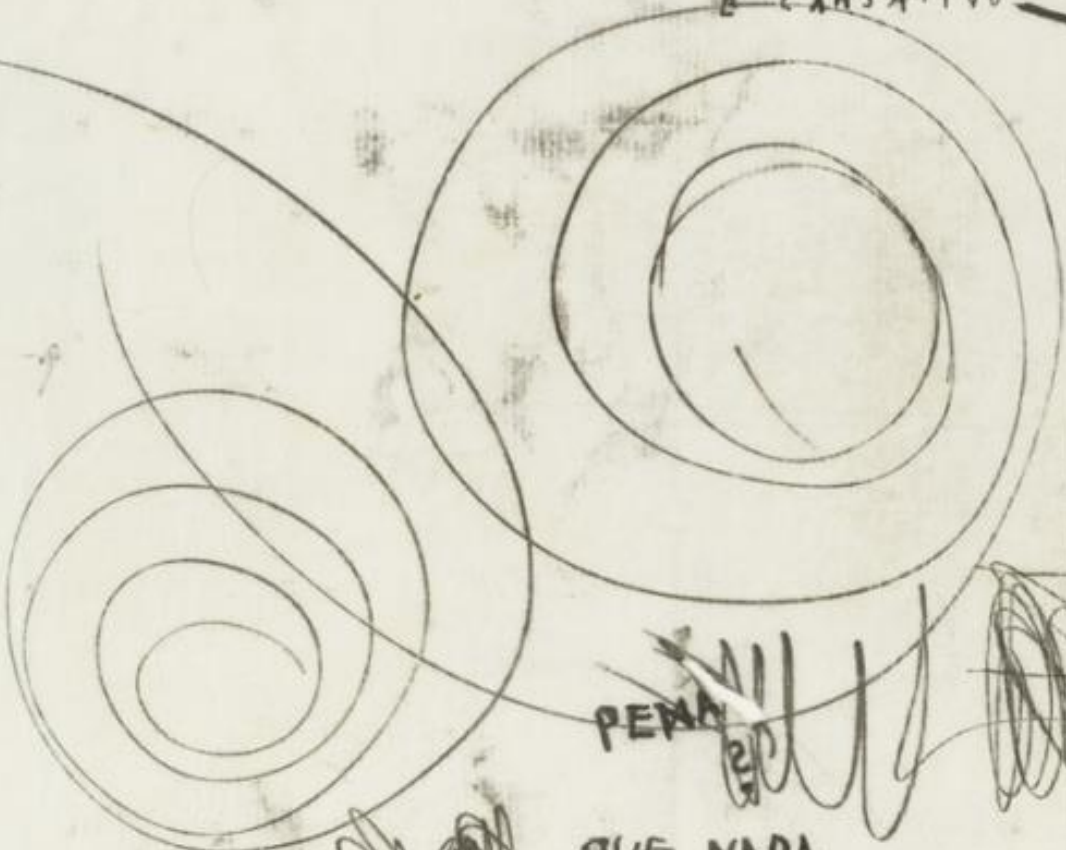
“Photography,
phonography,
the cinema,
radio, television,
video and the
Internet have
together created
a new collective
memory.”

Paul Connerton, 2006



[Handwritten scribbles]

É CANSATIVO



PEVA

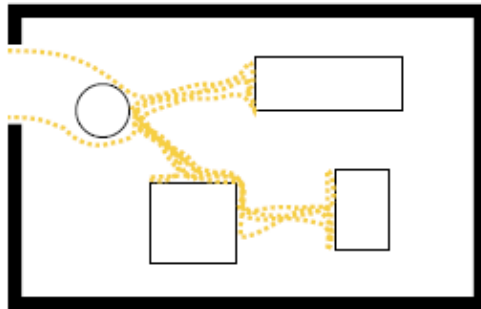
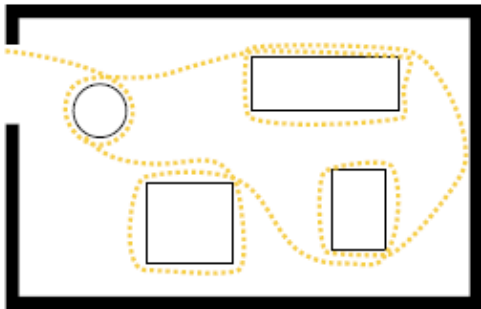
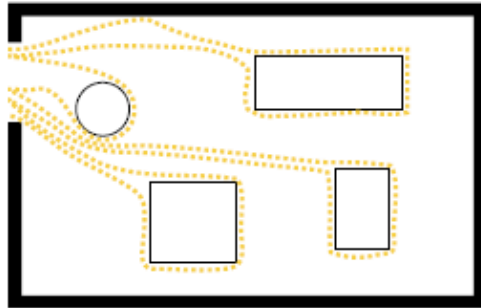
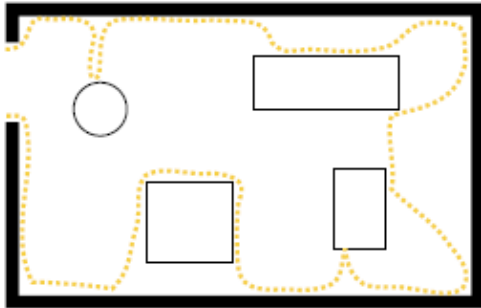
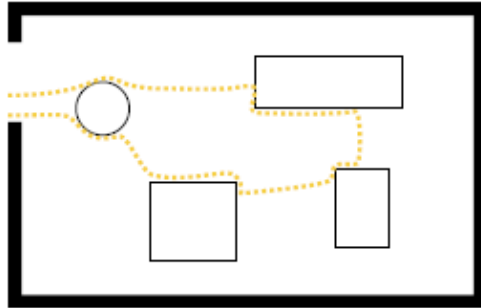
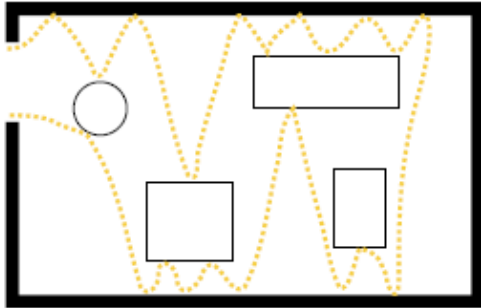
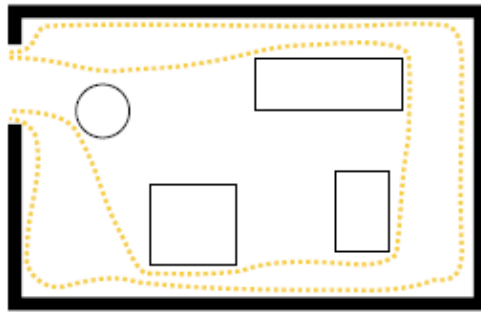
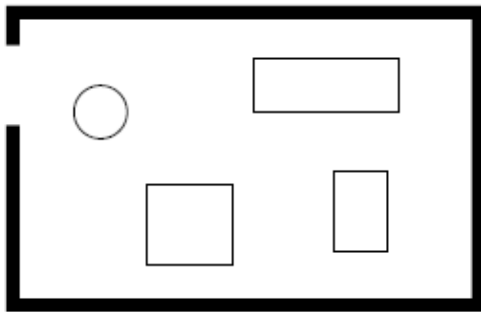
QUE NADA

RASBOU OUTRA VEZ

A TRAMA



Herssens, Jasmien (2011), "Designing Architecture for More: a framework of haptic design parameters"



1. Perimeter
2. Grid
3. Object-to-object
4. Perimeter to object
5. Home base to object
6. Cyclic
7. Back and forth

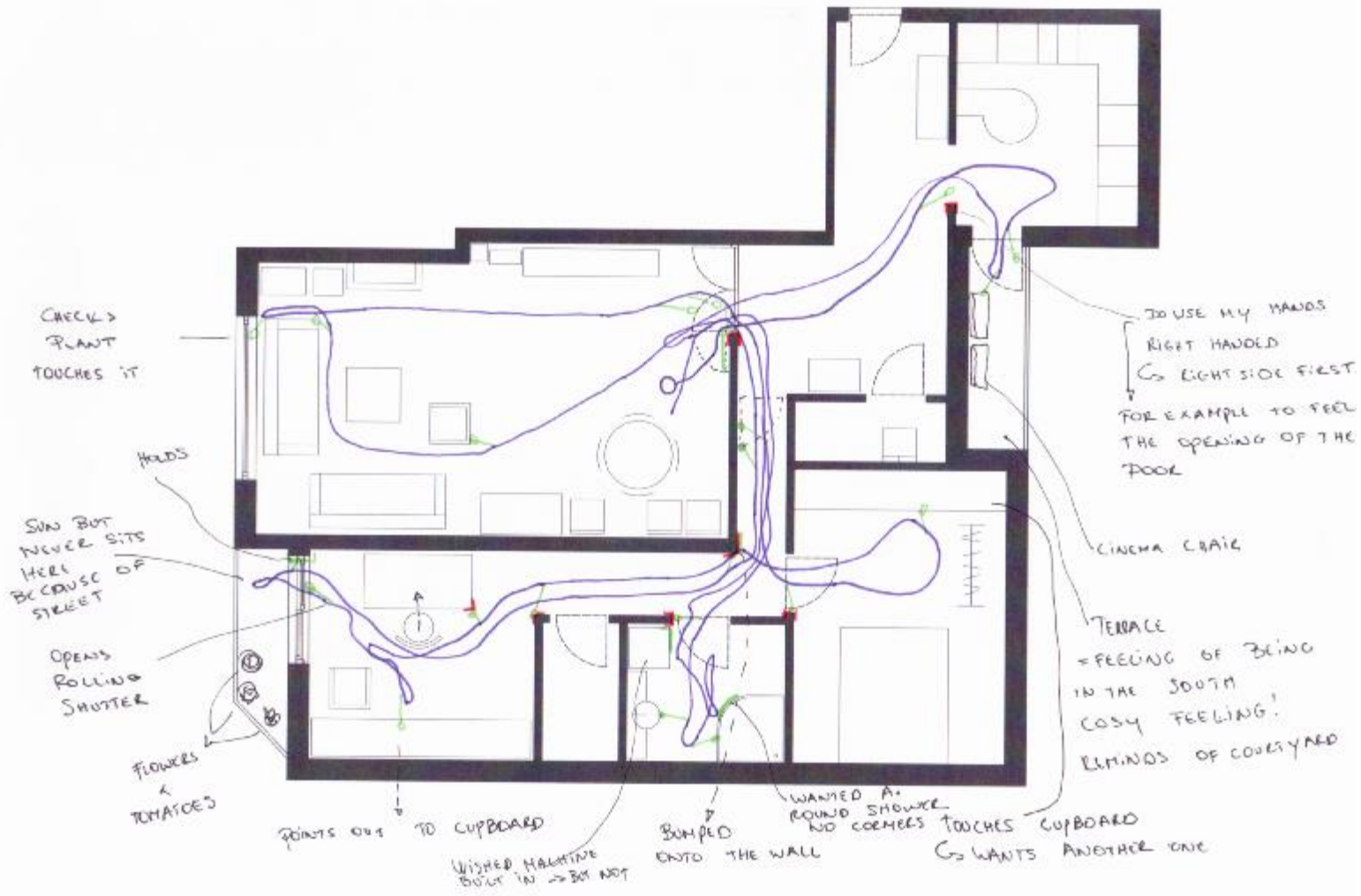
Herssens, Jasmien (2011),
“Designing Architecture for More:
a framework of haptic design parameters”

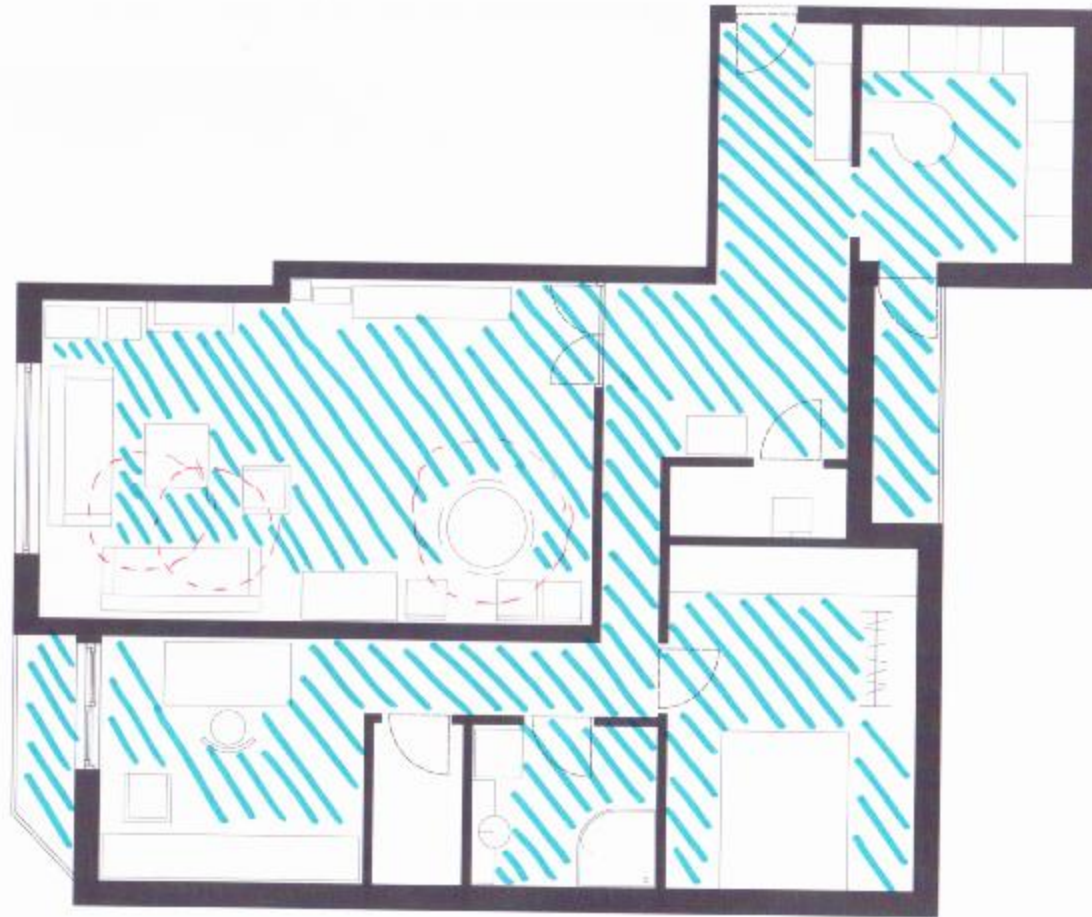


House Grembergen, Belgium, family with father born blind



Apartment Brussels, Belgium woman born blind







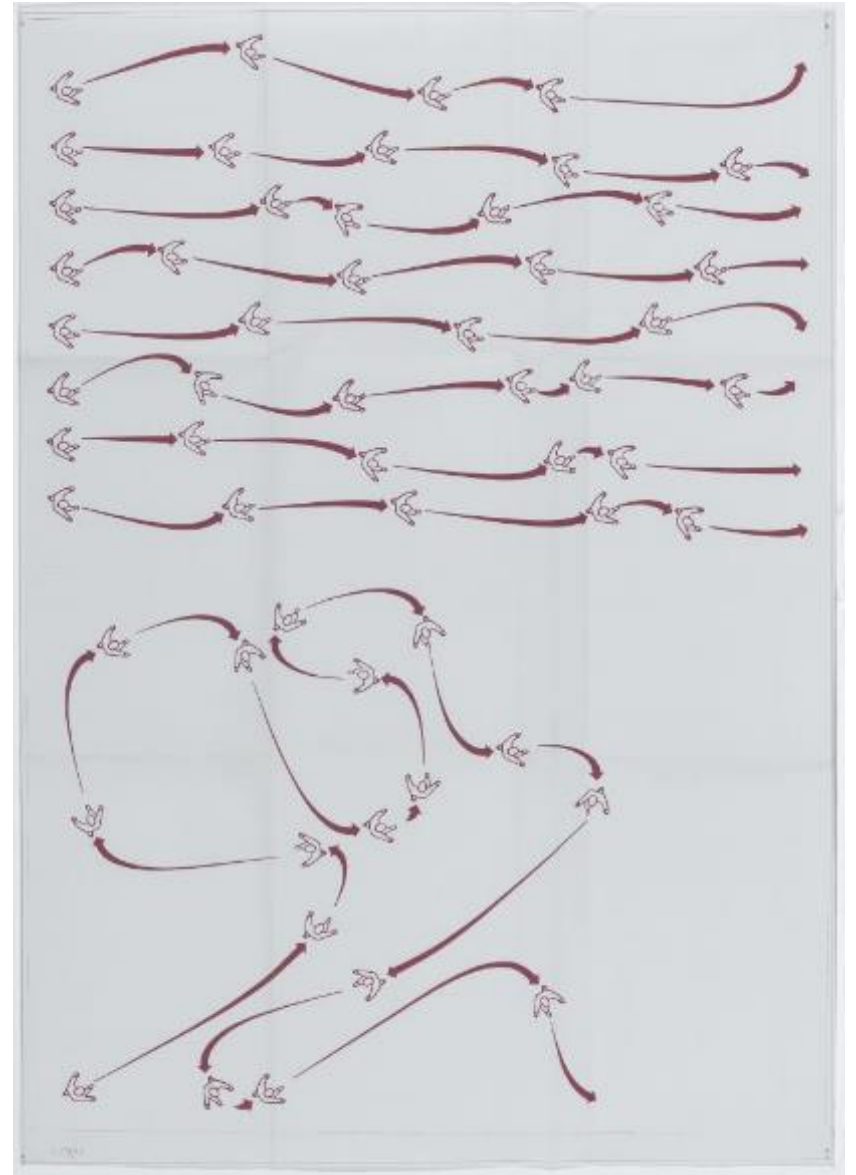








“Cidade”, Leon Ferrari



“Caminos”, Leon Ferrari

Conclusions



"Cidade", Leon Ferrari

movement and memory are connected

visualising movement does give insights into representations and intangible experiences

drawings are re-articulations and re-presentations of experiences and knowing

lines are imaging the experiences (Heliographies)

embodiment: reflective and reflexive, dynamic, experiential, involves time, contextualisation

Thank you!



Megan.Strickfaden@ualberta.ca



Jasmien.Herssens@uhasselt.be



j.rieger@qut.edu.au