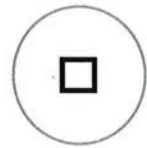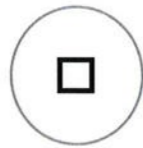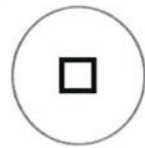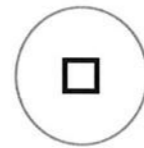## Roles

The Navigator

Determines an area to walk and observe. Attends to the environment and suggests directions for the walk
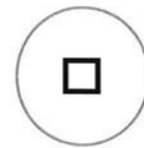
The Photographer

Takes photographs of 'data', data infrastructure or other elements

The Map-Maker

Draws maps of the group's path through the city, noting data and observations

The Note-Taker

Takes notes of observations. Interviews passers-by as appropriate

The Collector

Identifies and collects an object illustrative of the group's process

ABOUT THE PROJECT

This data walking (or 'data walkshop') project grew out of a teaching process that encouraged students to observe data mediations in the space of the city. Inspired by Laura Forlano's 'flashmob ethnography' and Adam Greenfields 'network walkshops' the data walk or 'data walkshop' evolved through collaborations with the Museum of Contemporary Commodities project developed by Paula Crutchlow and Ian Cook of the University of Exeter, and Furtherfield Gallery in London.

Data walking has proven to be a strategy for research creation and public engagement that breaks down hierarchies of knowledge and creates discussions about data based in a shared experience of observing and moving through space.

VRAGEN

Welke datapunten zie je?
Which datapoints to you see?
Wat wordt hier verzameld en door welke partij?
What is collected here and by which party?
Kun je zien waroom dit wordt verzameld; en wat vind je daarvan?
Can you see why this is being collected; and what do you think about that?
In hoeverre heb je hier als burger / beleidsmaker / professional iets over te zeggen?
To what extent do you have something to say as citizen / policy maker / professional?

CREATING

Leiden•Delft•Erasmus
Centre for BOLD Cities

Universiteit Leiden
The Netherlands

TUDelft Delft University of Technology

Erasmus University Rotterdam

DATA WALKING

Data Walkshops – data walking for social research

A research process for producing radical data through collaborative walks. Data walking creates a process for observing, reflecting on and seeking to intervene in how data influences civic space. By playing roles as photographers, note-takers and map-makers, participants develop ways to think about and reflect on what data might be, and what role it plays in key social issues.

Data Walkshop Process

Define Data ☐   (20-30 minutes)

- Together, we ask 'what is data'? The answer depends on who is in the room and what we want to achieve
- We map or note down some of our ideas on a board or sheet of paper

(5-10 minutes)   ☐ **Form groups and assign roles**

- We split into small groups of 4-5 people – self-organized based on interest
- We discuss where we might walk, and what areas around might have different data to observe
- Roles are assigned (http://www.datawalking.org/roles)

Walk! ☐   (45 minutes)

- The groups walk in different directions
- Each group must return with **photo**, **map** and **ONE ILLUSTRATIVE OBJECT**
- Look for: data rich, data calm, data aspects related to your theme: citizenship, commons, ethics, etc.

(30-45 min)   ☐ **Tell Stories**

- Groups report back and narrate their walk and how they defined, observed, or questioned data
- Brainstorm possibilities for creative responses

Create responses ☐   (5 min - several hours)

- Depending on the group's interest and needs, discuss and stage a response (http://www.datawalking.org/responses)
- Responses could be: community action, critical design to address issues identified on walks
- Responses might be addressed in a separate workshop

(5 minutes - several hours)   ☐ **Consider outcomes**

Reflect on the key outcomes (http://www.datawalking.org/testimonials/) of the Data Walk.