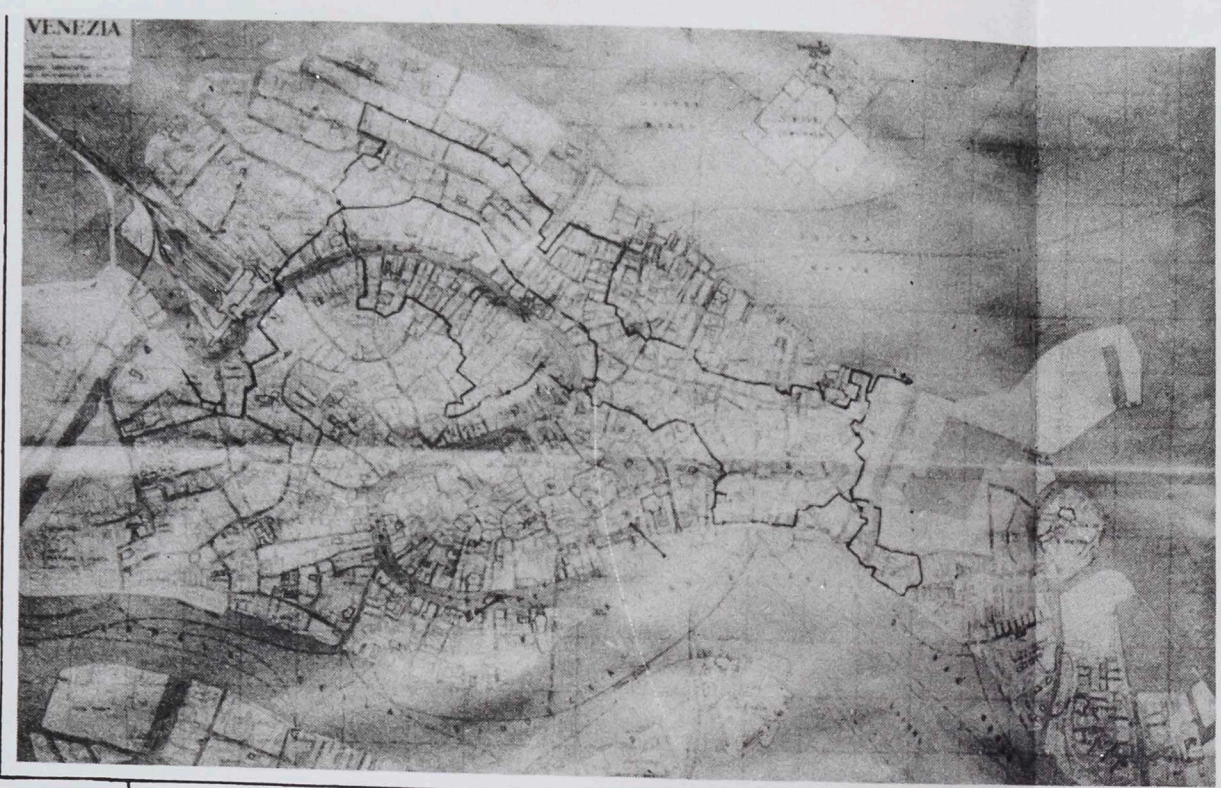


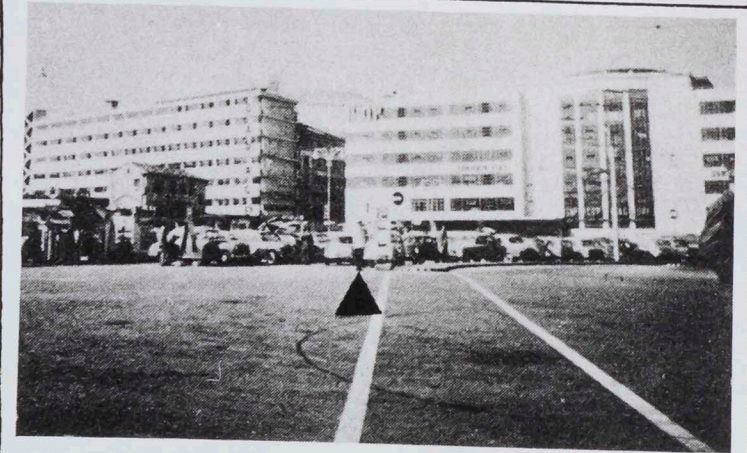
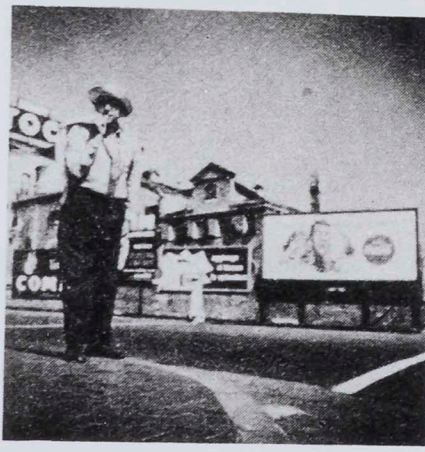
The Leaning Tower of VENICE



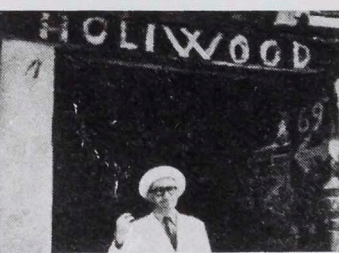
Psychogeography is the study of the exact effects of geographic environment, controlled or otherwise, on the affective behaviour of individuals.....  
G.E. Debord.

The photos in this study were taken at points along the black line on the map, which is an ideal trajectory through the zones of main psychogeographic interest.

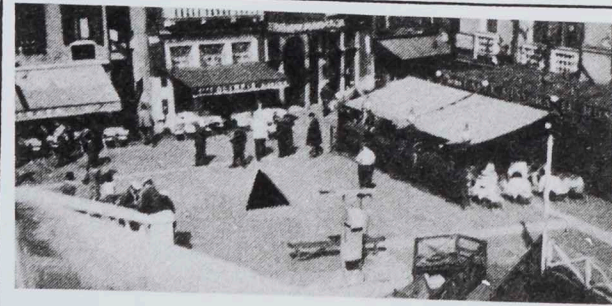
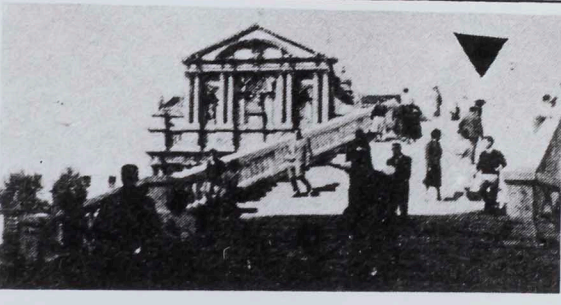
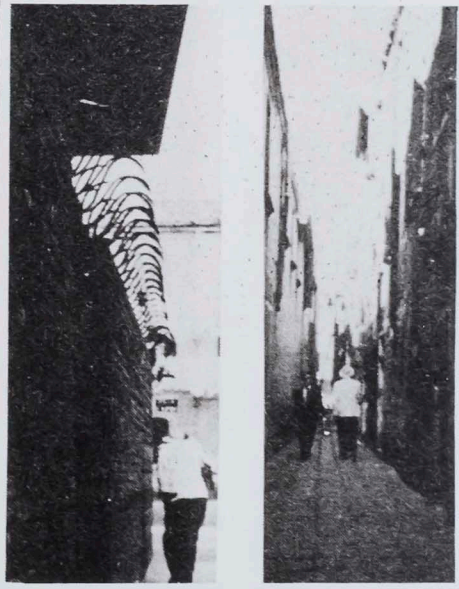
This view of Venice (pop: density 2.1/sq metre) shows road-rail bridge from Italy, rail terminal, cemetery isle (arrow) and distant Lido, playground of the idle rich!



200 lb. 'A' - well known author of 'Heroin-an Ode', orients fastest in N. Adriatic honeymoon town built on 118 islets joined by 364 bridges.



'A' is aware of photographer and is showing off. Nevertheless environment is clearly affecting his play-pattern.



It is our thesis that cities should embody a built-in play factor. We are studying here a play-environment relationship. At this stage environment is of greater interest than the player....But, How would 'A' play in London?



Though Play and Game are not synonymous, photo left shows they are not always contradictory.



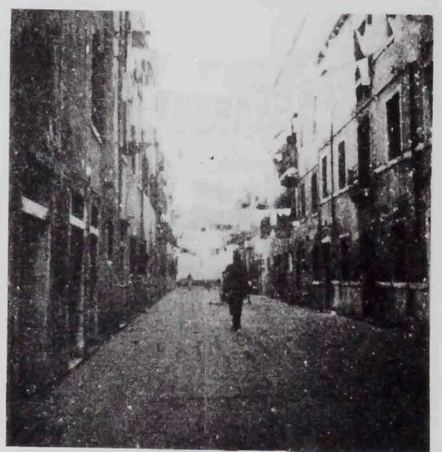




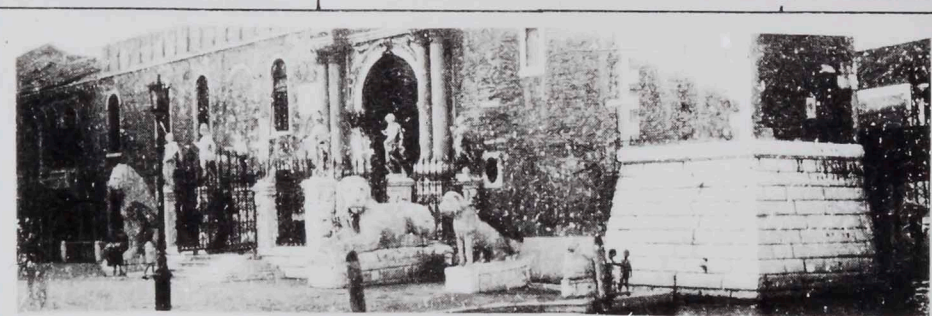
Via Garibaldi



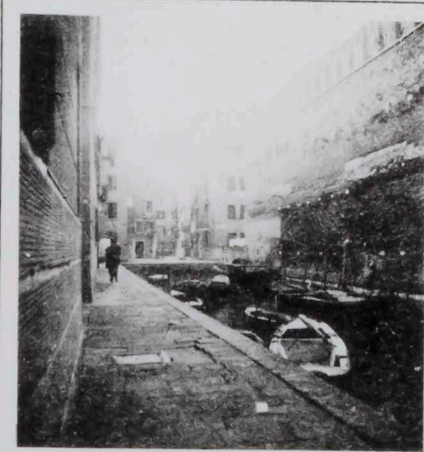
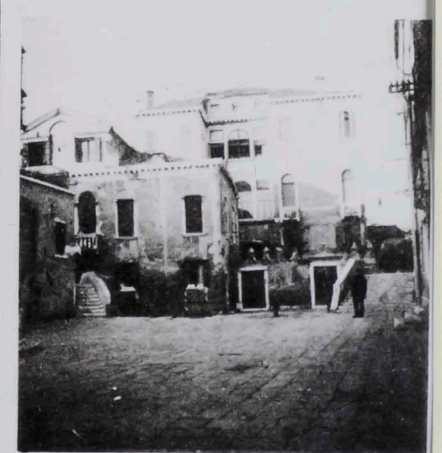
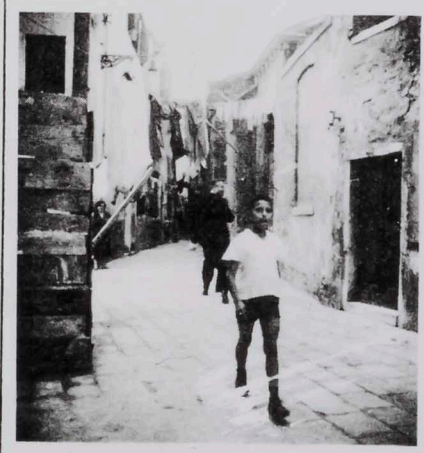
The pause that refreshes! The part of Venice shown in this episode is extremely depressing. We observe that 'A' is running in many photographs.



At this point 'A' is very near the Arsenale, centre of Venetian military power. It is possible that the white blotches on this series of photographs is due to some emanation from that source.



Even at the doors of the Arsenale 'A' cannot resist, in spite of the sinister feeling in this region, the temptation to mount one of the stone lions brought back from the East many years ago by Venetian conquerors. Venice is filled with these symbols of past glory.



'A' is now at the back door of Venice, the 'Fondamente Nuove' from which corpses are carried by gondola to the island cemetery.

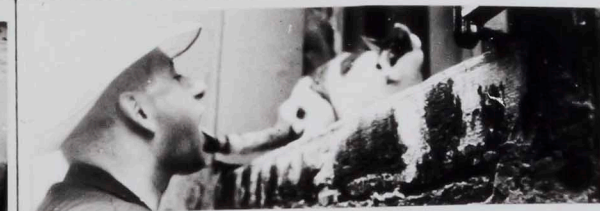






### GHETTO VECHIO

The Ghetto has the most beautiful 'ambiance' in Venice and would reward exhaustive study by one more competent than the author.

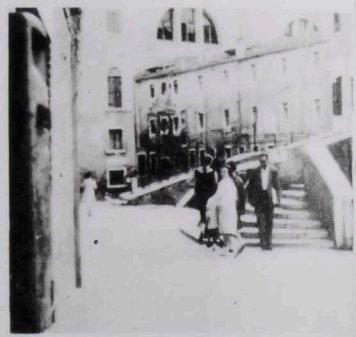


'A' now recrosses the Canal Grande by gondola and enters an extremely sinister zone frequented by cats and men with Tommy guns (see next photo). Even some of the canals in this sector are dry.

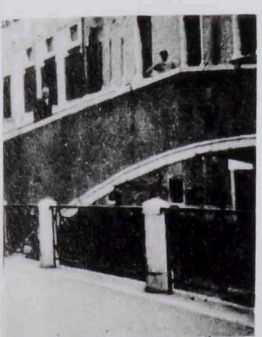




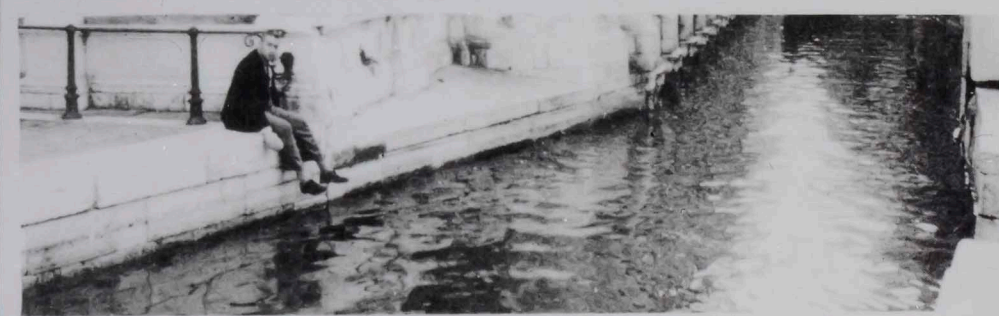
S. Francesco della vigna



A chance meeting with New York dispels the gloom and 'A' is seen indulging in a series of games.



a friend from New York dispels the gloom and 'A' is seen indulging in a series of games.



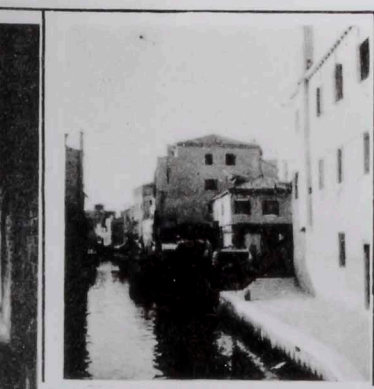
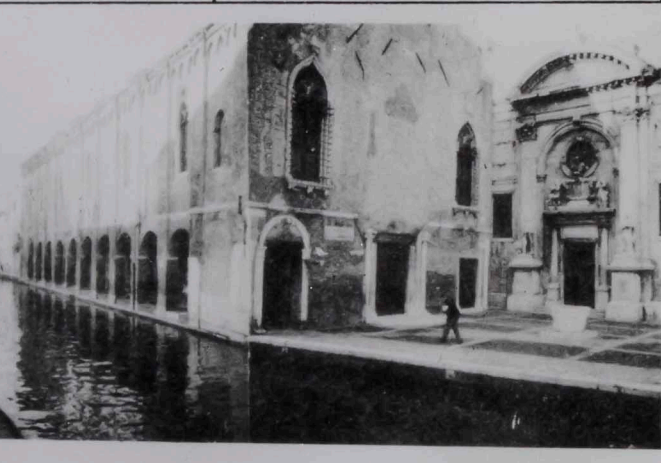
This zone is much frequented by children and a series of happy shots give us glimpses of 'A' playing amongst them with gay abandon or, watched by them, playing at games which the moment inspires.



THE LITTLE KNOWN 'ZEN' MACHINE

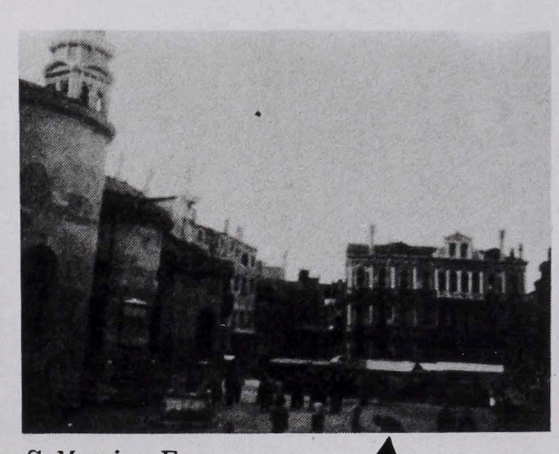
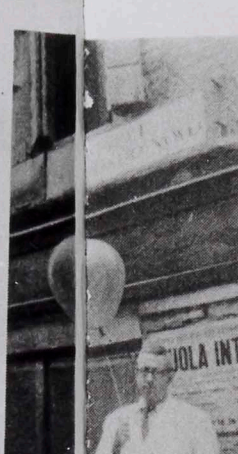
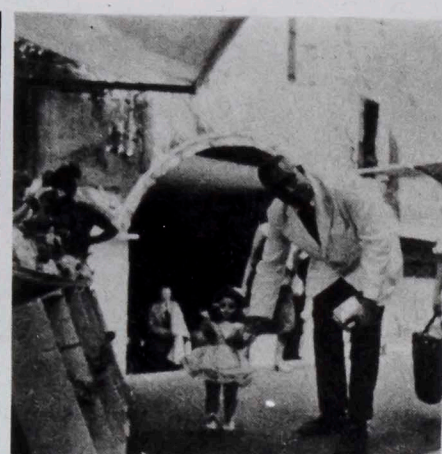
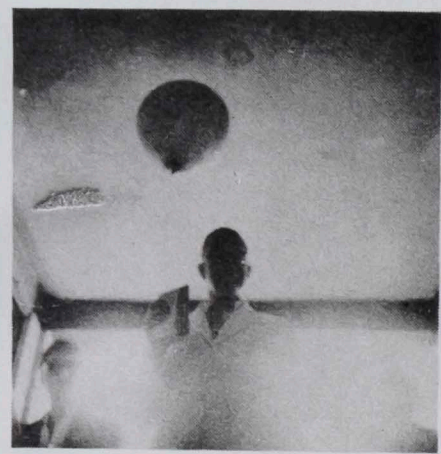


More children.....



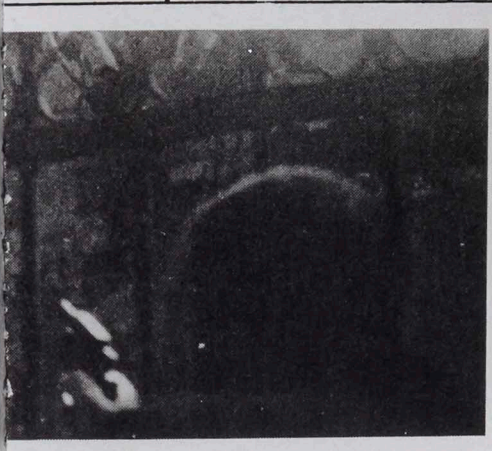
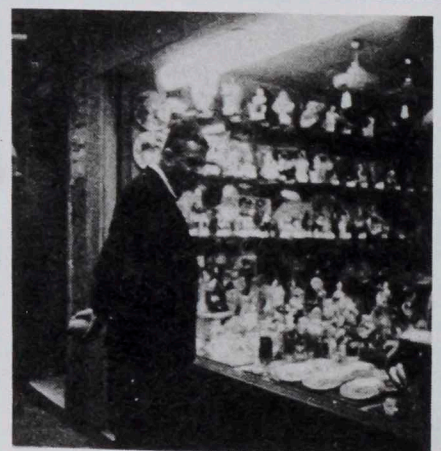
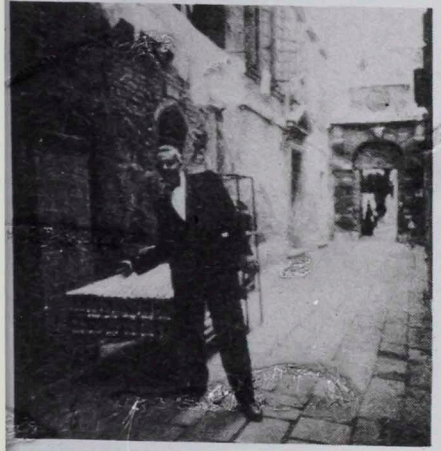
Abruptly there are no more children, but their influence is still present in 'A's play patterns.





When there is sufficient documentation of psg phenomena we shall derive information for the creation of Situationist cities. See maps and plans of Paris published by Situationist International.

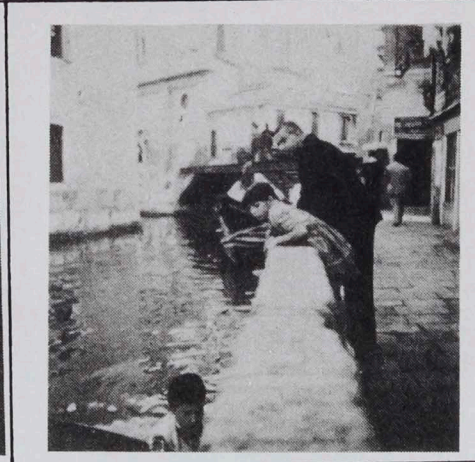
S. Maria Formosa



Venice-type play pattern is crystallizing. Note 'A's' interest and participation in children's games, also his hostility to cats and pigeons.



Photos left show pronounced microclimate of Ruga Giuffa (damp and fog). The exact cause of these phenomena is not yet known



Another fogpatch on a sunny day is noticeable (right) near S. Martino. We suspect that in special cases weather is modified by environment.  $\delta$ MANCHESTER?

