## Module: Immersive Geographies of the Grand Canyon

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Grand Canyon Semester; Prescott College; 2018

Dates: Sun Sept 2 in Flagstaff AND Tues Sept 18 at Toroweap

**Goals**: Students learn about the design challenges of immersive digital landscapes. They learn to think critically about the process of representation and blending media types. They learn about some of the core philosophical problems of embodied experience and its re-mediations.

**Preparation**: During your core class on Sunday, September 2 (during "Grand Canyon Geography" week), students spend one hour perusing, reading, and experimenting with the interactive digital monograph called *Enchanting the Desert* (Stanford University Press, 2016; <a href="https://www.enchantingthedesert.com">www.enchantingthedesert.com</a>). This should be done individually on your own computer if possible. After this hour, each student must write out three short responses to the following prompts—feel free to chat with others as you do this part. The responses should be complete sentences, between 2-4 sentences each. Bullet points are great.

- 1. What is the role of the photographs in this project? Why do you think the author utilizes these particular images from this particular photographer?
- 2. How does the design of the website itself constrain or enable your deeper understanding of the Grand Canyon historical geography? In what ways is the site already outdated?
- 3. There is a lot of information in this project. What type of information was missing?

Write out your responses on Sun Sept 2. We will revisit them on Tues Sept 18 at Toroweap.

**In-Class Activity (Sept 18)**: Draw wireframes for how you would construct an interactive website of the Grand Canyon. These drafts can go in your journal. Key questions:

- What type of information will you include?
- What is the overarching story you want to tell?
- What document or idea will provide a center point for how you organize the information?
- How will your readers know where to click to access the story you want to tell them?
- What visual cues or tropes from the internet will you rely upon to make the digital representation possible?

## **Post-Class Assignment**

Read the following two reviews—interestingly both from art journals, not geography journals—of *Enchanting the Desert*. Jot down two or three thoughts you learned from the reviews. We will discuss these during our core class on **Fri Sept 21** at Toroweap.

- Goodman, Audrey. 2017. "Review of Enchanting the Desert: A Pattern Language for the Production of Space." CAA Reviews Online. <a href="http://www.caareviews.org/reviews/3164#">http://www.caareviews.org/reviews/3164#</a>. W4a tcJOnDe
- Foutch, Ellery E. 2018. "Review of *Enchanting the Desert: A Pattern Language for the Production of Space.*" *The Art Bulletin* 100 (2):153-156. <a href="https://bit.ly/2wx6Pzu">https://bit.ly/2wx6Pzu</a>