

Turn sharp right and listen to the advertising screen mounted on the wall.

B. On your way out of Clerici, pause to listen to the vending machines on your right. The LED letters on the machine in the middle say: "enjoy a refreshing drink now" and you can hear that rhythm.

- 16 Gibbs Building Foyer
A. Walk outside and turn right to enter the Gibbs Building. Listen to the crackles in the entrance porch.
B. Cautiously investigate the (loud) photobooth at the back of the foyer.
C. Compare the sound of the Barclay's ATM with the Santander cashpoint.

- 17 Technology Workshop
Exit Gibbs, and turn right to take the path right beside the Technology Workshop. If the workshop is running classes, you can hear the machines and their electrical fluctuations.

- 18 Old Oak Tree
Walk towards the fields at the back of Brookes. Pause to stand under the big oak tree at the top of the stairs/ramp and listen to the almost electrical silence.

- 19 Rusty Art Wall
Approach the path beside the big rusty art slowly and experiment with where to walk on the path for different intensities.

- 20 Wooden Porch
Enter the small wooden porch left from the sign: "Tonge building". Listen closely to the red double cable beside the fire exit coming directly out of the bricks.

- 21 Library
Return to the main path, and turn right up towards the John Henry Building and the New Library. Take the main entrance and go near to the lighted big desk. You may hear conversations. If you want, explore the library. Please return the headphones to the Glass Tank.

ELECTRICAL WALKS 2004 Electromagnetic Investigations in the City

Since the 70s Christina Kubisch has worked with electromagnetic induction, developing it from a basic technique into an individual artistic tool. In 2003 she started a new series of works in public space, which trace the electromagnetic fields of urban environments in the form of city walks. The first Electrical Walk took place in Cologne in 2004 and the second in Oxford.

Electrical Walks is a work in progress. It is a public walk with special, sensitive wireless headphones by which the acoustic qualities of aboveground and underground electromagnetic fields become audible.

The transmission of sound is made by built-in coils which respond to the electromagnetic waves in our environment. The palette of these noises, their timbre and volume vary from site to site and from country to country. They have one thing in common: they are ubiquitous, even where one would not expect them. Light systems, wireless communication systems, radar systems, anti-theft security devices, surveillance cameras, cell phones, computers, streetcar cables, antennae, navigation systems, cash machines, wireless internet, neon advertising, public transportation networks all create electrical fields that are as if hidden under cloaks of invisibility, but of incredible presence.

The sounds are much more musical than one could expect. There are complex layers of high and low frequencies, loops of rhythmic sequences, groups of tiny signals, long drones and many things which change constantly and are hard to describe. Some sounds are sound much alike all over the world. Others are specific for a city or country and cannot be found anywhere else.

The first Electrical Walk took place in Cologne in 2004 and the second one in Oxford city. Since then the Walks have been realized in Europe, North- and South America and in Asia. Now, ten years later, walk NR.48 will take place again in Oxford. This time around the new building ofat Brookes University, where an enormous variety of hidden electromagnetic messages can be received.

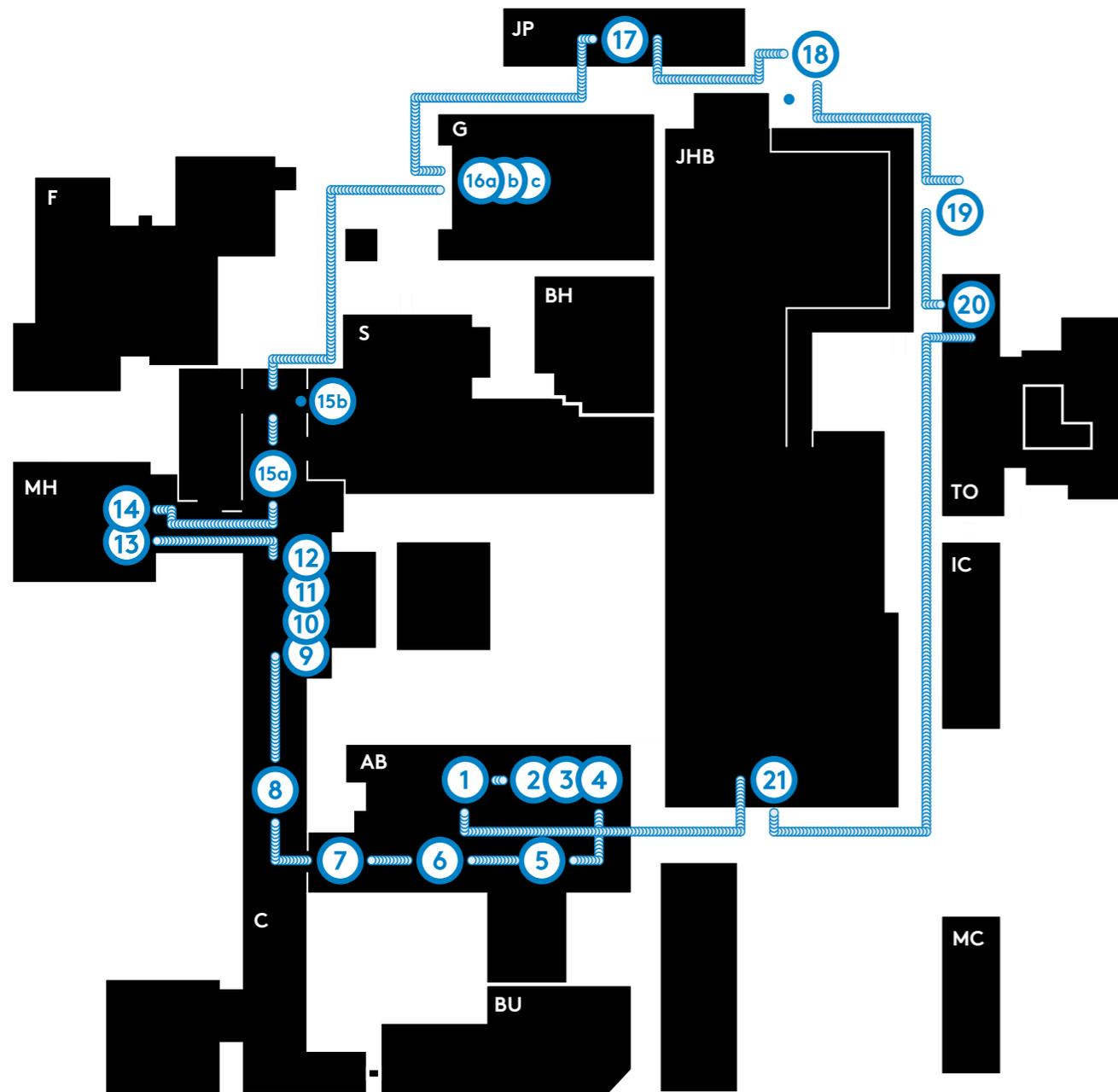
The public is invited to a special kind of sonic investigations. With the magnetic headphone and a map of the environs, upon which the possible routes and especially interesting electrical fields are marked, the visitor can set off on his own or in a group. The perception of everyday reality changes when one listens to the electromagnetic fields; what is accustomed appears in a different context. Nothing looks the way it sounds. And nothing sounds the way it looks.

The Electrical Walks Brookes has been realized with the sustain of Sonic Arts department... participation of students names etc.

The itinerary was devised with students and members of the Sonic Arts Research Unit: Matthew Beattie, Carolina Cobo, Julia Ehmann. Felicity Ford, Rob Macdonald and Shirley Pegna. Special thanks to Felicity Ford for her description of the walk

ELECTRICAL WALKS BROOKES

Christina Kubisch



1 Glass Tank
Collect your headphones and map. The walk is free, but you will be asked to leave some ID.

2 Laptop Lockers
Walk to the space under the prominent staircase in the atrium. Listen close to the laptop lockers and move your head around slowly to hear different frequencies at different positions.

3 Coffee machine
Continue moving away from the Glass Tank, turning into the brightly-coloured corner-room to your left. Slowly approach the screen of the coffee machine.

4 Solar Energy Sign
Stand on tip-toes to get your head near to the LED display board that is left of the coffee machine and listen to the red numbers. If you are too short, let someone lift you up.

5 Elevator
Turn back and cross the atrium, entering the stairwell. Approach the elevator. Listen to the tones in the electronic bar mounted to the left of the doors. Press the buttons. Go to the 4th floor and walk down the staircase. You might hear radio.

6 White Corridor
A. Back on the ground floor, go through grey doors to left of lift, into the white corridor. Keep your head very close to the right hand wall and move slowly to discover Theremin tones!
B. With caution, approach the PLANT sign on the left hand wall for a different intensity and pitch.

7 Fluorescent Lights
Continue along corridor towards CLERICI. Approach the two fluorescent light tubes beneath stairs and beside fire alarm point.

8 Blue Door
Turn right, down yellow CLERICI corridor. Around a slight corner, you will see a sign "DANGER 415 VOLTS". Explore the sounds of the danger.

9 Plant in window/corner
Go to the window in the back right hand corner of the main reception area near the inscription "I AM STILL LEARNING". Stand beside the plant and listen to the fire alarm mounted on the wall.

10 Main Lecture Theatre
Look at the lecture timetable on the door. If there is a lecture going on or other activities, you can hear without entering through the walls. Find the best listening position.

11 Cleaner's corridor
Continue on from the Main Lecture Theatre past the wall of old payphones towards an open door with a "KEEP CLEAR" sign, and enter. Listen to the different signals and eventually voices.

12 Santander Cashpoint
On exiting the corridor, if you have a chance, take time to listen to the screen of the ATM here.

13 Main Hall
Walking past main reception, turn left, following signs for Main Hall and enter the hall. If no lectures are happening, listen to the atmospheres, the old plugs, the projector and the induction loop (if it's been left on).

14 Computer Workstation
Outside the Main Hall, take the opportunity to play with a computer mouse beside your headphones, or even two for a stereo effect!

15 Advertising Screen
A. Continue on from the workstation, taking the door on the right and crossing the food hall. Once through it, turn left into a green corridor.