Translating guided tours into mobile technologies

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Introduction

The aim of this paper is to interrogate mobile technologies that carry guided tours applications in comparison with a live guided tour, in order to learn what different experiences they produce. Guided tours are important tools in the tourism and hospitality industry, in the same sense that geographical fieldwork has their excursions.1 We know from geographical fieldwork that guided tours are appreciated by visitors and students. By applying the empirical and theoretical knowledge from a live guided tour in this work and compare them with technological applications, we might understand at least three things. Firstly, it may be possible to understand why presentations and learning in a situated guided tour and learning in field seem to be effective and therefore valuable. Instead of just seeing guiding as a way of producing information, informing a crowd, live guiding can be viewed as a situated performance of playful, but yet serious animations of known and unknown elements from now and then, here and there, inside and outside, and as creative compositions of time-spaces, that is different from the ones produced in mobile technologies. Secondly, it may be possible to see how the dialectical production and organization of the spatial and the social, economical, aesthetical, existential, and material, work as it is produced in guided tours, and how this production is produced within mobile platforms. This chapter thus investigates guided tours as a mobile production and a performance of places in two different realities through co-optive making in moments of shared group experience in the making. Thirdly, live guided tours and mobile guided tours can be seen as a situated practice of representing places for visiting tourists, and as such we might better understand its role in branding a place. As part of the tourism research, it may better consider aspects of sustainable spatial planning, place marketing and tourism that: “... informs, develops and manages knowledge on companies, rural- and city planning and the managing of cultural heritage. Guiding is thus part of the large attention given to factors driving tourism and development in cities”. iiSo, with understanding of some of the elements embedded into the practice of guiding, it may for instance be easier to develop further interactive and context aware electronic tools for guiding.

This is not a critique of technologies that is aimed at ideological positioning in an ongoing debate, but an attempt to see what elements are missing and what role they may fill for anyone interested in developing mobile technologies. It is about finding the vocabulary for the language of guiding, which should be an important part of that development.

Finding the vocabulary for the practice of live guiding is either very simple or very difficult. Either, guiding is a simple practice of pointing to representations through the following of a rout in a city or rural landscape. Or, we may engage in the particular elements of guiding producing the experiences of landscapes from an enacting and performative angle. This study
does not, however, focus on the discovery of silences of different representations that could be interpreted or interrogated from the view of carriers of political or cultural meaning. Instead, this is an attempt to understand what is going on around and in-between the practice of live guiding.

Taking the difficult path with guided tours I learnt that they do, whether we like or not, involve more than just presentations of settings and pointing to interesting spots in a landscape. They also involve acoustic, semantic, group dynamic, aesthetic, political, emotional, verbal and gesture aspects in the performances of time-space connections.

Live guided tours are not even confined in the making of these mobile performances. Guides have the same importance as guide books or mobile applications as they: “...exert a strong influence on the traveler, both in terms of their construction of place, such as a city, and which cities and regions are chosen as destinations”iii. Guiding and tourism can thus be seen as a performative practice that can examine tourist experience as a form of productive consumption, in which holidays are shaped by interactions with both those working in tourism and other tourists.iv The common feature with books, mobile applications and personal guided tours is the use of language, spoken or written, which has a crucial role in all guiding: “The archetypical guide situation is the guided tour, which usually is led by a professional person that communicates in spoken language with a group or with an individual.v Sjöholm has studied murder walks in Ystad, after the books of Henning Mankell and refers to: “The performative dimension of, and the importance of the senses in, the making of experiences is an important part of the tourist industry”vi. Finally, knowledge of the less explored elements in guided tours and tourism is related to all types of mobile technologies that can manage locations, representations, context-aware speech interfaces, navigation systems, pedestrian map systems, artificial intelligence and so on.

The chapter does not make any clear distinction between the guide, the guided group or the individual member of a guided group. Learning, experiencing and the performance of guided tours are all juxtaposed into the practice and performance of guided tours, and therefore inseparable from its context.

The disposition of the chapter begins with the assembling of theoretical tools for understanding the vocabulary of guided tours, mainly thoughts that are directed towards an understanding of the non-cognitive geographies. After that, the chapter continues with thicker descriptions from guided tours in Göteborg, Budapest and in Köpenhamn. These thicker descriptions are then used as means for illustrating and analyzing further the vocabulary of guided tours. For the comparison the examples from the Internet have been used. The study is also informed by a tool made in a Swedish context is perhaps “The Nordic Handscape” Nordic
Handscape Sverige (NH), which was part of the Nordic co-production of guided tours in mobile phones 2004-2005. The aim of NH was to develop, test, and to verify how cultural heritage could be transferred to and from mobile context sensitive terminals. Their goal was to understand necessary demands on technique for producing a good experience.

A theory of the imaginary non-cognitive geographies of live guided tours and mobile applications

All types of guided tours involves the relation between man, nature, and society in a dialectic way. Guided tours thus produce different relations between mobile humans and their environment that are being narrated for the purpose of learning and entertainment. In this study, the dialectical processes of guided tour involve concepts like making of the new and the old, the visible and the invisible; the political, representations and non-representations; emotions, mobile body and formations/rhythm in landscapes.

The focus on guided tours in this paper is to open up for perspectives on space and place that are not traditionally considered. While technological innovations and applications are driving towards issues of user friendliness, story-telling techniques albeit dramaturgical ones, role-plays theatrical techniques and multi-task performances, as if they could be reduced, packed and de-packed in the right environment, live guided tours make use of embodied intensities, affections, invisible features, improvisations and the combination of narrative distance and physical proximity. For instance by capturing human activities with: “...affective significance” and to focus on what is normally thought of as excluded in guided tours, and that is for instance understanding the world by divide what has been united, and unite what has been divided, and although geography is a visible enterprise, the mapping of social relations is made through the cartography of the invisible.

Mobile applications also work at the affective, but with other means and not in the same way as the live guided tour. In order to understand different types of invisible and non-cognitive geographies at play in both mobile applications and live guided tours, it is necessary to look into the affective. Affective significance relates to the mapping of social relations in Deleuze’s interest in the consequences, and the particular human causal powers of: “…dynamic intensities which produce different spatial and temporal intelligibilities – territories of becoming that produce new potentials”. What is guided tours if not the presentation of a vivid interpretation of the world? The relevance of the affective or intensities thus have relevance as causal powers in the imaginations and becoming of the worlds: “…in which the world shows up as series of overlapping umwelts in which behavior and environments cannot be separated”.

1 http://www.nordichandscape.net/reports/nordic_handscape_sverige.pdf
Intensities are related to in the literature of emotional geographies, which is: “...a common concern with the spatiality and temporality of emotions; an understanding of the way that emotions -experientially and conceptually – are being socio-spatially mediated and articulated”. The role of non-representations and of emotional geographies are perhaps not quite obvious in the understanding of guided tours, but what is important is that is can be used in order for: “... investigating what remains unrepresented in the experiences, dynamics and very liveliness of everyday geographies”, and can thus be used for understanding guided tours.

Guided tours does not simply mean a disengaged visual contact, it can be related to an earlier debate on a particular western culture way of gazing. Adler has shown the development of this specialized way of seeing from the beginning of the 16th Century and onwards, based on technologies as the camera obscura, the Claude glass, guide books, the spread of knowledges of routes, the art of sketching, photography and so on. Places could thus be visited and consumed by looking at a distance in what Urry calls: “...visual consumption”. As such, any guide’s attempt to support such a visual consumption is aimed at an augmentation of the experience of consuming the visual, be it a voice in a mobile application or a live guided tour.

An enacting oriented way of viewing guided tours can thus be used as a way of understanding the relation between representations and reality, it usually does not include the elements of the world as part of thinking, but as representations separated from us who listen and imagining. A enacted theory of guided tours enables us to think about representations and thinking in terms of diversified what previously was regarded as anomalous; connected when it was regarded as separated; enabling when it was regarded as dividing. An enactment oriented and more complex theory on guided tours can perhaps accept a world view in terms of the production of different time-spaces where the geographies of the sensible towards sensations that resist enclosure in representation because they cannot be codified.

A complex theory of guided tours must be able to handle different visible and invisible, past and present humans and objects, and: “....the manipulation of time and space”. While guided tours sometimes involve the structuring of times-spaces as durable, their reach is able to be extended by intermediaries, metrics and associated knowledges so that they ultimate in stable fashion, and are able to be constantly re-presented. Other space-times flicker into and out of existence.

In guided tours, the production of then and now, here and there, is going on in a continuous line of processes. That means that when a crowd is guided through a city it may be difficult to say that the guided is representing history or places, when the guide refers to objects that are left for the crowd to interrogate and interpret. Instead, the enactment of guiding penetrates
different layers of existence, and therefore we do need to view the objects we are guided to more as mediators and tools that make it possible to understand what is human.

Perhaps the legitimacy for developing the sensitivity towards these existential dimensions can be pushed forward by the help of new technologies that are able to translate non-representational aspects of guiding. Audio guides have been used for a long time in museums and we know that they work for the purpose of guiding people in museums. Neither is the problem technique related in the sense that they may be able to carry digital video and web services or just being convincing by dramaturgical methods as ways of augmenting the guided tour. Rather, the argument here is that these new technologies also must be able to project a *topos* that allows the rejection and limitations of dualisms like soul/body, nature/culture and so on.\textsuperscript{xix} In order to mimic the live guided tour they must also be able to consider the importance of place and the interaction between *bodies* and place as means for producing guided tours.

**Representing silences – the visible and the invisible**

Since guided tours involves an imagining and narrating of events in the past, present and future time-spaces, bits and pieces of visual representations in the performance of that guiding will obviously be missing. A live guides’ way of handling missing pieces, or representational silences, is to gesture towards the past, over the hill, or just imagining the future. Mobile platforms have the benefits of being able to handle these silences by and making them come to life by changing context, for instance by producing a specific digital platform for dealing with these representations. While the guided crowd with a live guide have to close their eyes and listen in a guided landscape, or by being convinced by the story with the help of theoretical tools, for instance such as those in this text, the mobile platform have no limitations of that kind of representations.

While a live guide must be able to relate to different representational silences by being creative in the moment of producing the guide, by timing a process of manipulating and producing imaginative and new time-spaces, the mobile platform must be able to pre-recognize those creative elements and can thus not improvise in the specific time-space context. However, most important of all, it may not be any significant differences between the mobile platform and the live guided tour when it comes to the capacity to creatively produce of the future, the present and the past at the same time in this game of producing time-spaces through guided tours.

Elements of emotions are also silent and located in the bodies of the guided tourists and maybe these dimensions are overlooked because we tend to look in a different direction than
emotions? Since we seldom see emotions with our eyes, it is difficult to map or observe them. The result is that the effects of emotions tend to be denied, avoided or played out because of our obsession with visual and cognitive aspects of the world.\textsuperscript{xx} Latour has earlier given attention to the inattentiveness to other senses than the cognitive by saying: “So let me say it clearly: only the smallest part of thinking is explicitly cognitive. Where, then, does all the other thinking lie? It lies in body, understood not as a fixed residence for ‘mind’ but as ‘a dynamic trajectory by which we learn to register and become sensitive to what the world is made of’”.\textsuperscript{xxi} Thus, “bodily” thinking inhabits the full range of micro-kinetic nerve languages that call us into being, not just vision but all the senses (including senses of bodily movement like proprioception). It lies in the specific circumstances of spaces and times which are able to be sensed and worked with but are often only partially articulated, in what Ingold calls the ‘resonance to environment’ – the somewheres words can’t take you.\textsuperscript{xxii} This, somewhat complex view of guided tours, is opposed to a systematic focus on the apparently obvious and seen and thus not easily captured with traditional scientific sight tools as driving thinking, theorizing and empirical research in the social sciences.\textsuperscript{xxiii}

Bodily thinking is somehow included in the live guided tour, while substituted in the mobile platform. There is a difference between imagining an audience and a listener. The audience requires a particular presentational presence from the guide, while the listener requires a good transmission of a specific set of information. The live guide is able to keep the audience for a longer duration of time, while the audio- or video guide must learn about the economy of words, download speed and sound quality (Summanen, 2005).\textsuperscript{2} An audio guided tour may use citational techniques by interviewing people in written scripts as a way of interrupting a very formally read story.\textsuperscript{3} Also music and sounds accompanying the read material may be used to enhance the intensity in the guided tour. However, the lack of non-cognitive dimensions in technologies generally, may be one important issue to develop further in order to achieving the capacity of producing augmented realities.

\textbf{Understanding of the affective}

“...a body affects other bodies, or is affected by other bodies; it is this capacity of affecting and being affected that also defines a body in its individuality”.\textsuperscript{xxiv}

Not only is this a useful way of understanding individuality, it is also a way of understanding bodies with capacities to interact in subtle ways than just with talk, as well as understanding

\textsuperscript{2} Half of the listeners to an audio guide in Skåne Sweden interrupted the guide after the two minutes introduction, and only 25% listened to the complete 9 minute long presentation in the Handscape project.

\textsuperscript{3} Listen for instance to \url{http://www.antennaudio.com/millenniumpark.shtml} or the Da Vinci Tour \url{http://www.tourcaster.com/TourDetails.aspx?TourID=340}
the causal powers of proximity in space, without discriminating non-humans of course. The challenge lies in the understanding and representations of these emotional experiences that produces effects that are spatial and emotional as well as cosmological.

Conducting traditional studies of emotions would probably involve a characterization like Rowles:\textsuperscript{xxv}

- immediate – highly situation and specific and relevant for only a short duration;
- temporary – of rather longer duration and often repetitive in character; or
- permanent – where there is stability in a deeply ingrained emotional identification attached to place.

Moreover, relations to places would be classified as personal (from individual and unique experiences) or shared by involving other humans in order to create an intersubjective sense of a place.\textsuperscript{xxvi}

As shown below, a live guided tour is saturated with all types of aspects of everyday experiences that does not necessarily depends on internal processes of representations ”out there”. \textsuperscript{xxvii}

\textit{The group move as a closely clustered unit along a street in Göteborg and halt in front of two buildings that represent two different architectural styles. Significance lays in the small details like the shape of the windows. One of the buildings is imitating the other, only one is a true marker of origin. I learn how to appreciate the original compared to the imitation and bring with me the tools to distinguish between the good and the bad. The original is also separated from the copy by time – the original was obviously first and the copy came after. We can now see the result and analyze it in qualitative terms. Time is passing as we invest emotions in the knowledge of true and false, and finally we start moving again down the street towards the next distraction.}

At a quick glance, the focus of the guided tour above revolves around representations; interrogating monuments, narrating roads, names, buildings and famous peoples’ homes. At a closer look, guiding also involves the transformation of what is seen, to something that was there before, by narrating and interpreting. It involves the emotional investment in values, evoked by an argument of what is valued and what is not. The live guide produce a vivid and imaginative situated interpretation by finding suitable analytical frameworks, grouping and categorizing, and organizing similar or different objects. The guide manages to \textit{intensify} the understanding of an event and a place, by indexing (pointing), narrating, valuing, walking, timing, placing bodies in relation to objects – activities that can be categorized as non-
representational activities, or embodied and situated performative activities aiming at producing time-spaces.

So, a mobile platform or any other type of technology must be able to view guiding, not just an unproblematic way of transforming information, but to recognize that it involves the creation of new time-spaces, which in turn means new forms of socialities which involves emotional, narrative, sensorus, gestures, vocal and rhythmical movements, that cannot be reduced to the objects we meet during a guided tour or the manuscript written in an audio guide.\textsuperscript{xxviii} There should not be too many obstacles in achieving this since the affective goes beyond the: “...attentional filter of representation that seeks to capture experience as something inner, personal, subjective”.\textsuperscript{xxix} And, since affect and intensities are not dependent on physical or mental proximity, nor do we depend on evidence of actual events in time and space in order to play the game of time-space production, but a good guide knows how to convince with the help of these intensities.

With the help of a complex theory of guiding we can understand the role of intensities and the possibilities to transfer them over to technological applications by looking into the difference between emotion and affect, so that while: “...emotions is the personal capture of feelings of intensity, then affect is unqualified intensity, an intensity that is actualised in the sensible materiality of the body, but which opens up this actualised intensity into something mutual between bodies, or between bodies and things, a passage between intra- and inter-corporeal intensities”.\textsuperscript{xxx}

Below is an excerpt from a live guided tour where intensities are produced by bodies forming a crowd and sharing an experience, but where the guide is disturbed by a woman and a dog.

\textit{It is midday, just after lunch. The guided group is slowly gathered in front of an old building in Göteborg. We all look at the building and at our guide, trying to get ready for the guided tour to start. The guide is preparing. The group members try to find a spot from where we can see properly what we expect to come. An old lady is passing by on the pavement with her white poodle. The dog is familiar to strangers and do not bother to stop and investigate us closer. The lady is somewhat bothered by the fact that we take up all the space on the pavement, so she has to focus on her feet and make her way through the crowd. I become aware of our formation and I understand that the woman see us from outside of the group, not from within.}

The production of intensities is produced in relation to other bodies, and the energies between these bodies is at focus as part of the experience of being guided. It is not that the state of experience produced by guided tours is a perfect ground for studying excitement. Nor does it necessarily present a visually evident change in the landscape being penetrated, though these experiences may occur. Intensities, in the process of guided tours, rather
produces a state that permits a subtle but yet profound change in participant’s micro-political geographies with help of the emotional.

When turning to mobile applications, many intensities are produced by means of competition (treasure hunting), vivid illustrations (reinforcing a story), or theatrical/dramatic audio performance, often read from a manuscript lacking the presence of now. What is missing, and for good reasons left out, are the everyday, taken-for-granted, but yet profound experiences that produce emotional elements to our experiences and allowing us to change views and perspectives for the moment or forever. There are some interesting examples that try to be personal and perform at being local using dialect and reference to family and home framed by a professional use of intense voices and sounds.4

The live guided tour is often persuasive and is allowed to be so, but the mobile application can also be made such. Often without intention, guiding can be insidious from an influential perspective. The live guided tour produces an intensive momentary engagement on a level with an individual’s view of a building or a painting, underpinned by commentaries and associative interpretations from both a group and guide. Individual and collective emotions and values are embedded in the walking and talking, where politics becomes emotions of identity and belonging, disguised as rational explanations, economic necessities and the momentary focus on the visual representation.

![Photo 1. A guided tour in Budapest](image)

The mobile applications do achieve a manipulation of our views of landscapes, and they are produced co-optively through visual and vocational means. But, they do not take into consideration the rhythmical and mobile group effects in the path of guided tours.xxxi And, perhaps it may be more difficult to defend any materialization of persuasive and almost-true stories for the purpose of just producing a more intense experience?

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4 Listen to "Big Lou" DeMarco on Boston’s North End., or Michael Patrick MacDonald on Paul Revere, both by Audissey Guides: [http://www.csmonitor.com/2006/0412/csmimg/north_end.mp3](http://www.csmonitor.com/2006/0412/csmimg/north_end.mp3)
Localizing emotions in the guided tourists geographies

The production of augmented experiences through guided tours is: "... the intertwining of subjects and objects through times and spaces." Production of augmented experiences in guided tours is made through the intensifying of the on-going-ness, by weaving together the past and the present, the visible and the invisible, the new and the old, and subjects and objects through time and spaces. It involves the shift from interrogating, deciphering or decoding places, to the understanding of how time-places become meaningful for temporary visitors. The move is quite radical, towards what, Ingold calls a constructivist view on how spaces are represented, and to an ethological view of how spaces are populated when people are guided through them, and the role it plays as umwelt, or function as life-world of humans and non-humans, where the most fundamental in life does not begin here and end there.

A live guided tour or a mobile application carries more stuff than the deciphering of visual representations, it is a modulating practice, of the kind that call: "co-optive making". Most mobile applications are constructive in their making, which means that most physically objects are remodeled or animated to conform more closely to a pre-existing image, or to just reinforce the aimed description of that physical image. In the idea of co-optive making, things can be made without undergoing any physical alteration, so things are made to fit a conceptual image. That means that the live guided tour allows for humans to make their space while walking and listening and continuously producing conceptual images with the help of physical features.

Live guided tours are thus aimed at involving participants in a process of agency-in-and-environment, or what the phenomenologists call: “...being in the world”, instead of just being self-contained individual confronting a world from ‘out there’. Taking part in the game of Second Life is more of a co-optive experience, than taking part in a guided tour with the help of a mobile platform. The reason for these differences is that urban landscapes and Second Life places are not built before we guide people in them, they are never ready and they are built again and again for every time we pass through them.

The creative process involved in the production of time-spaces is, on the one hand a: "..disembodied seeing", and on the other hand, the walking itself and the tearing of shoes produce states of creativity that enables the opening up for new spatialities and temporalities. The material products of these time-space-landscapes can be seen in the form of images, which are communicated to others. But it is also possible to trace added energies on a place, achieved by collective muscular efforts.

We climb up a hill, in order to get a view of the city and the harbor of Göteborg.

It takes a while before we are ready to assemble and listen. Individual routes are necessary because we are all in different phases of decay and fitness. The guide
points to different sites in the city and refers to different historical times, when the canal systems allowed for transportation closer to the city core. He talks about the different locations of the harbor at different times. We all try to imagine how the tall ships entered the river with white sails. The guide talks about the plans for residential areas close to the waterfront and the displacement of the harbor activities in the future. He points, by curving his hand, to a place beyond the hills, unable to be seen because of the topography, and tells us that Volvo has its industries over there and how important it is for the city’s economy.

Taking part in a guided tour let’s one invest in an engaged ontological and physical movement that is rewarded by affordances of new experiences and new landscapes. Listening and walking coordinates the communication through a collective act in-between the symbolical, the visual, and the material: “...a socialized movement”.

It is within cities like Göteborg that these new spatialities and temporalities can be opened up and where guided groups produce their particular guided time-spaces through converting, displacement and interfoliation of other time-spaces. Materialities are being indexed and unpacked, references, or pieces thereof, are being intensified and made lifelike. Through the indexation and referring procedures, new narrative links and assemblages of materialities are being made through the dialectic process of pointing to materialities and referring to the social/cultural/economic.

A skilled guide will look after us. He or she will see to that we are being mythologized through the walk and participate in histories about the city in this process. When we are at the same place as the king was, we are part of the myth and the tale of those who were there before us, or as.

The guide produces, in his or her tour, connections between different places, joints and intersections of places, juxtaposing of elements and complete time-spaces. He or she can change scales, convert materialities to symbols, and interfoliate the past to present time-spaces. A guide is permitted to speed up or slow down temporalities and spatialities – and to displace them from their trajectories, and shuffle them around in creative and multiple contexts in order to produce new ways of being in the world.

By using translocalised and transtemporalised experiences, the guide can make it possible to reconnect and reunite past and distant time-paces, and to create cosmo-topological hybrids. As such, guiding is the embodied affordance of new ways of being in the world (identity) – it is a way of cleaving spaces to shapeable elements as here, there, behind, close, beyond, foreground, background. It is also a legitimate way of producing reconfigurations of significance by the temporary disciplining of bodies through the act of walking.
Show me the way to walking and listening

Photo 1. Statue “Do you remember” (Kommer du ihåg), Göteborg.

The group follows the guide, stop and listen to the guide when he starts talking about the working class that used to live in this place, in the past and at the present. We stop in front of a statue portraying the workers who built the houses. The statue includes a map of the area as it looked before the gentrification. At the same time as the guide starts talking, we can see that he is engaged in the city, because his feet and arms are moving rhythmically to accompany his story about the people who lived at the place in history. He is concerned by the fact that the city is changing and gentrified, and we can all feel that concern of his. His concern is now ours to keep and remember.

The guide leads the group on a trail, stopping at certain places, performing a mix of a rehearsed and improvised ritual, showing the way and pointing out, and tells everyone what to look at and where to position in order to see the statue. But, as said before, being part of a guided tour enables a situated mobile ontological and emotional engagement that creates affordances, which in turn, makes it possible to see and discover new things. In contrast to look where ever things are moving or happening. One important component in guided tours
is thus that everyone involved is willing to be put into a state where they are led in order to produce an experience beyond the ordinary. This state is achieved in mobile applications by giving vocal instructions on where to look on the map and by referring to significant features in the surroundings.

Leading and following are parts of the process of learning, perhaps these are important conditions for achieving displacement of limits between what is, and what we want reality to be, and for creating associative connections and emotional intensities when producing augmented experiences. Emotions and affects intensify learning and the production these experiences and, in turn, they are aiding the performance of narrations about the-world-and-its-content.

Listening and walking in guided tours is thus also a geographical activity filled with meaning and power, articulated through the bodily movements expressing for instance masculinity and femininity. It produces implications for what Merleau-Ponty describes as the relation between subjects in relation to their world, especially the differential embodiments of mobility, or, more known through the figures flâneuse, the imperial traveler, and flâneur, the masculine literary figure associated with the poet Charles Baudalaire. Other types of important differential embodiments of mobile subjects are the ones that produce emotions by attaching to key places as “home” and “away”.

Some members of the group stays put at a residential area in the middle of the city, a place that is well hidden and confined from the busy streets outside. Suddenly we can hear sounds from birds and wooden structures are dressed in cultivated green leaves. The group is fascinated by the abrupt change of scenery where the noise of cars, buses and trams suddenly stops. The contrast is stunning, it is impossible not to like this place. The guide looks at us; he seems pleased with the effect that the route made on his audience. Reluctantly and far behind the guide, we reenter the busy street outside the residential area where he awaits to take us to the next stop.

The guide carefully and temporarily disciplines our bodies through the use of movement and non-movement. The guide coordinates bodies as well as narratives by means of a trust an active and creative ontology that allows participants to engage in the imaginative game of time-space production. In mobile applications this is made by giving individuals instructions on when to stop and when to start walking again.

The guide does not simply communicate information, he or she produce a listening and walking performance of the negotiation between the past and the present, the visible in the landscape, and what is not there anymore, or what has become visible, between sounds and silences, between the active and the passive participation, sympathy and empathy to the told,
the here and there and nowhere, the emotional and the affective, the personal and the collective, the social and the material. The difference between the mobile application and the live guide is that the latter’s corporeal mobility itself produce a physical, situated and intense "co-presence" through the active engagement of guiding or being guided. Being guided thus adds all these bodily experience to the experiences of emotional, cultural, political, and social places. These bodily dimensions are difficult to produce in mobile applications, but it is an area for further development.

**Rhythms and movements of guiding**

Rhythm is both mobility and rest linked together at the same time by the production of slow arrivals as well as abrupt stops. The live guide manipulates temporalities through the expanding of steps, in pauses, and in accelerations of time. The live guide leads us in, what is produced in the tour, a: “rhythmic landscape” that presupposes participation and sympathy. Rhythms do not only arrange the guided movements in the landscape, we are also drawn in to an event in order to experience its rhythms of movements and stops, walk and talk. Its inclusions and exclusions produce a desire to take part and be included in a context of being gazed: “…desire concerns speeds and slownesses between particles (longitude), affects intensities and heccecities in degrees of power (latitude)”.

Except from the corporeal bodily rhythmicual practices, more abstract rhythms may be created by the live guide as well as the mobile platform, where participants are allowed to connect the personal with the political, the aesthetical with the material, and the individual body with the mobile collective project of being guided. Guiding thus allows for an alternative engagement between the ”self” and a landscape through the distance towards the everyday routines and experiences of other forms of ecologies and life rhythms.

Ideally, guiding is a smooth form of movement aiming at vitalization and the affordances of new configurations, that distract emotional resistance through its smooth movements, rather than wearing participants out. These smooth collective movements facilitate and allow the necessary ontological transition to states of embodied affordances, of new experiences, and new ways of conceiving the world.

In live guiding these movements can be controlled by the live guide, but this is an important area to develop for mobile platforms. Because rhythms are important elements of altered states of being, which in turn are elements of engaging and learning.

Other crucial elements involved in the rhythms of guided movements are the weaving together of starts and stops in relation to the capacity of the group. Guiding is thus on the one hand, a complex matter of rhythmic recasting, timing, pitching, matching of time-and-space
and event-spaces, and on the other hand a rhythmical dismantling of them and a flow through time-spaces, which is yet another challenge for mobile guide platforms.

**Back to base**

We do know that many people enjoy guided tours, and that geography students like to go on excursions and they feel that they have achieved effective knowledge while being in field. This study shows that there are aspects of live guided tours that may be important when developing mobile technologies supporting guided tours. The argument made here is that maybe we have been barking up the wrong tree when developing mobile technologies for guided tours. Instead of viewing the standard of the technology as a necessary component, I might be regarded as minimal requirements. And perhaps, as the empirical study shows, the more philosophical and geographical aspects might just be the necessary requirements in the development of mobile technologies supporting guided tours.

By investigating the content in live guided tours, they may be shown as practices of representing, making and co-making, which allows for displacements, connections, intersections and hybrids of different time-spaces as an element in guided tours. Live guided tours are filled with processes working beside the information produced by a guide and the context of being guided. I have also tried to show how this, seemingly uninteresting stuff, often are excluded for the benefit of making a short and read manuscript in mobile platforms. The question is for developers of technologies supporting guided tours, how can these elements be integrated in order to produce an augmented experience like the one that is produced in the live guided tour?

The live guided tour helps us to understand what is going on in between and around the guide and his or her crowd, on their way from one place to another. The guided tour makes it possible to grasp the dialectical process of bodily and rhythmical movements in space, and the social, political and emotional. All these processes seem to be activated in co-optive knowledge production.

The knowledge of the enactment of guiding also helps us to understand the qualities needed from technologies that are presumed to imitate or complement human live guided tours. Although, this is not developed further in this chapter, enactments in applications that can be downloaded in mobile phones or PSP´s are different in many ways, but maybe some of the features may be translated and made convincing in order to produce more lifelike context aware technological tools for guided tours.

One important thing not to forget is that the live guide is generous in sharing with us the creative and fascinating game of producing augmented realities that may never be able to
reproduce, but the attempt to do so may reward us with other ways of producing these experiences.
Literature


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Audio guided tours

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See Kent et al, 1997; Boyle et al, 2007; Fuller et al, 2006; Scott et al, 2006; Brown, 1999; Smith, 2001; Basset, 2004; Morris, 2001; Thrift, 2007; Clark, 1997; Savin-Baden, 2007; Marvel, 2008; Livingstone, 1999

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Bondi, Liz, Davidson & Smith, 2005:3

Bondi, Liz, Davidson & Smith, 2005:11
One example of this is Paul Rodaway book "Sensuous Geographies" where internal bodily processes are linked to the environment through concepts like "smellscapes", which define an emotion as an analytical category within an existing system of representational perspectivism: "Smell does not offer scenes or views. Instead smell is present in varying degree of intensity and subject to the invisible and sometimes tangible speeds and slowness of air (Rodaway, 1994 in MacCormack, 2004, p. 11).