

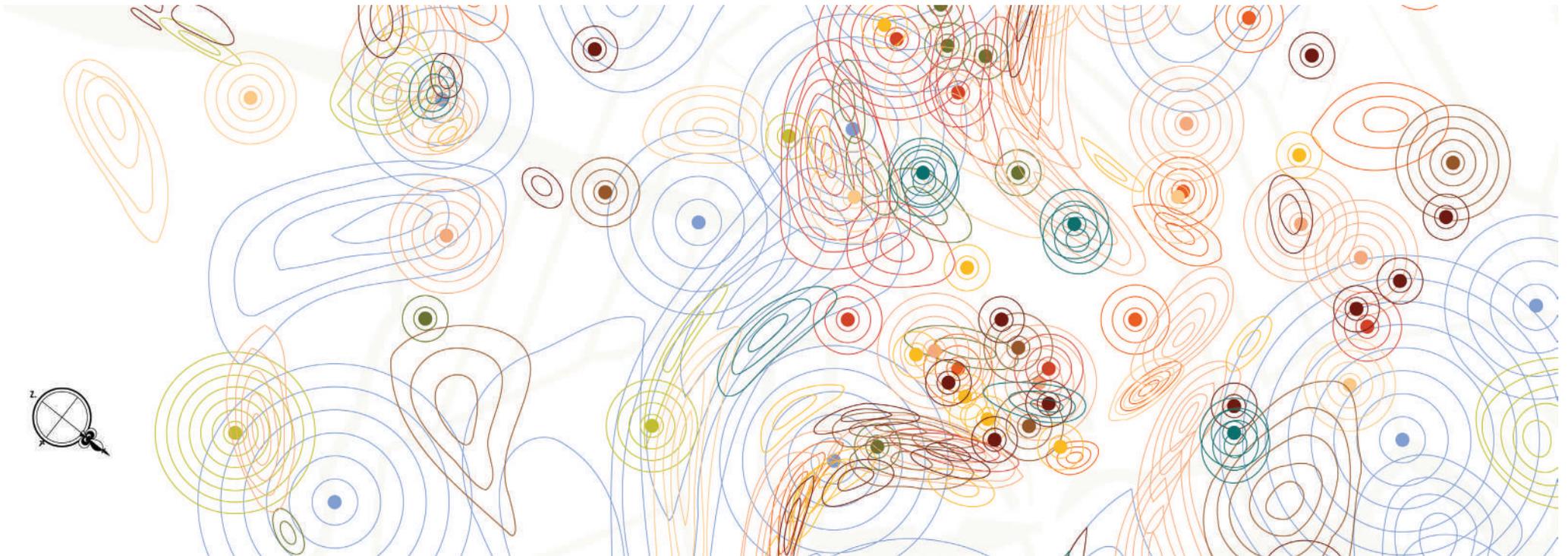
/smellfie kit



: a smellwalking guide

/welcome to the smellscape

: the smellscape is the smell equivalent
of a visual landscape



/urban smellscape* pyramid

: there are 3 categories of smell

1. **curious / unexpected smells** are the short-lived, individually noted smells of the city e.g. books/paper, perfume on a passer-by, metal, paint, marshmallow, old books
2. **episodic smells** reveal specific areas of town, these are localised smells e.g. wet fish, flowers, fried food, medicine
3. **background smells** form a context, these are seen as a constant e.g. canal dampness, humidity and spicy cooking aromas against which all other smells reside

*(Porteous 1985, Henshaw 2013, Quercia et al 2015)

/urban smellscape* pyramid

: there are 3 categories of smell

1. curious / unexpected smells

- are volatile and disappear quickly;
e.g. old books, chocolate powder



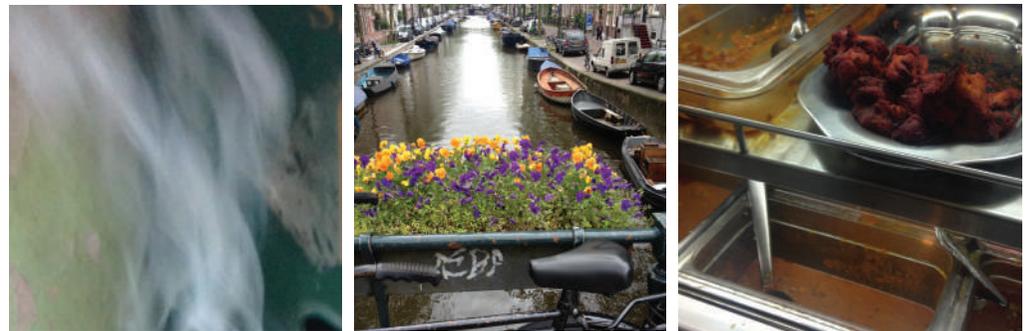
2. episodic smells

- hang around for a while in a place;
e.g. fish, flowers, fast food, metal



3. background smells

- linger pervasively in space;
e.g. humidity, canal, spicy food



/smellwalk stage 1

: smell 'catching' / passive smelling



- Re-focus yourself to receive smell information as your primary source; your nose replaces your eyes
- Breathe deeply and note all scents that fly through your nose
- Walk slowly and record 4 smells as individual **Smellnotes** using the sheet on p.11 (green)

/smellwalk stage 2

: smell 'hunting' / active smelling



- Use your other senses to seek out smell sources. Crush leaves, sniff textured walls...
- Seek out hidden corners, the more settings you sniff, the greater the opportunities
- Record a second set of 4 further **Smellnotes** on the sheet on p. 11 (yellow)

/smellwalk stage 3

: 'free' smelling



- Choose how you prefer to explore, either **Smell Catching** or **Smell Hunting**, or a combination of both
- Complete a further 4 **Smellnotes** embarrassed by strange looks (orange)
- Share interesting smells with your co-smellwalkers, compare notes

/smellwalk stage 4

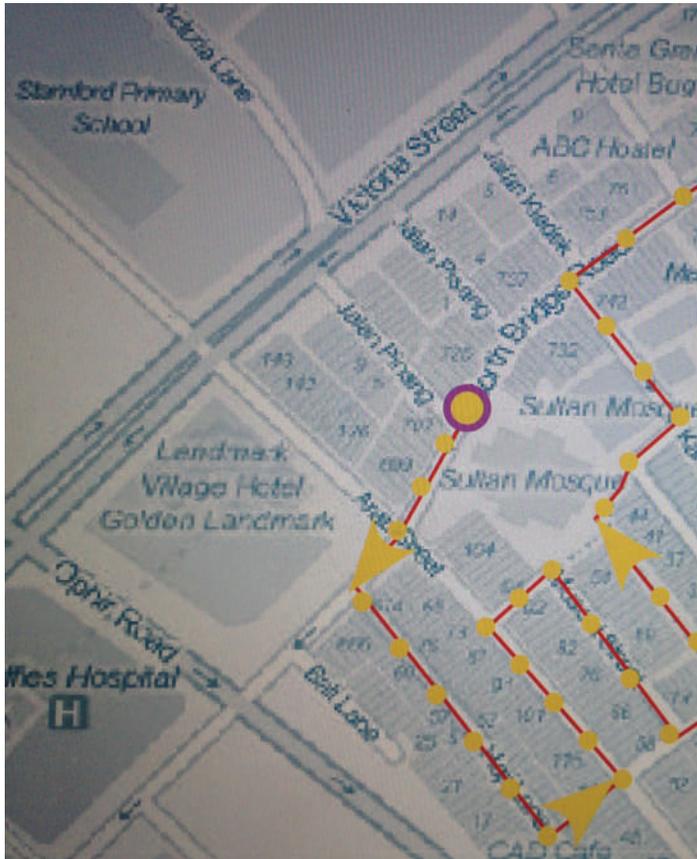
: decide on a 'summary' smell



- Look through all your recorded **Smellnotes**
- Select a smell that summarises the area you have just walked through and record it (red)
- If this smell was a colour, what colour would it be? Note down a colour for your smell

/smellwalk route planning

: length of walk



- You can smellwalk anywhere, start from where you are now
- Urban spaces contain a wide variety of synthetic and natural odours
- Limit your walk to 45 minutes. Sniffing and foregrounding your sense of smell is tiring
- Drink water as you go, smell needs moisture
- Sniff your own skin for relief if your nose tires

/on the smellwalk, what to record

: print the next page to record smells



- Record your location, either on a map or GPS
- Without thinking too much, name the smell
- Record perceived smell intensity, duration and like/dislike on a scale of 1–7 using the dots
- Note if the smell is expected or not, and your own associations and thoughts about it

SMELLNOTES City:

Smell # (locate this smell on a map)	Name of smell	Smell intensity (weak strong)	Smell duration (short long)	Smell like/dislike (dislike like)	Expected smell? (yes no)	Your associations. Your thoughts. Based on this particular smell...
1.	Smell Catching / Passive smelling				<input type="checkbox"/> <input type="checkbox"/>	
2.					<input type="checkbox"/> <input type="checkbox"/>	
3.					<input type="checkbox"/> <input type="checkbox"/>	
4.					<input type="checkbox"/> <input type="checkbox"/>	
5.	Smell Hunting / Active smelling				<input type="checkbox"/> <input type="checkbox"/>	
6.					<input type="checkbox"/> <input type="checkbox"/>	
7.					<input type="checkbox"/> <input type="checkbox"/>	
8.					<input type="checkbox"/> <input type="checkbox"/>	
9.	Free smelling (your choice of smell catching and / or smell hunting)				<input type="checkbox"/> <input type="checkbox"/>	
10.					<input type="checkbox"/> <input type="checkbox"/>	
11.					<input type="checkbox"/> <input type="checkbox"/>	
12.					<input type="checkbox"/> <input type="checkbox"/>	
13.	Summary smell (indicative scent of this walk)				<input type="checkbox"/> <input type="checkbox"/>	Smell colour:

/but why?

Ⓚ so what?

“ Smell remains an under-valued and under-researched sense which possesses the capacity to induce **time-travel** and **momentary location-displacement**, translating anonymous space into personalised place.”

McLean, K (2013) *PhD Abstract Version 3*

/please share your findings...

: happy sniffing!

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