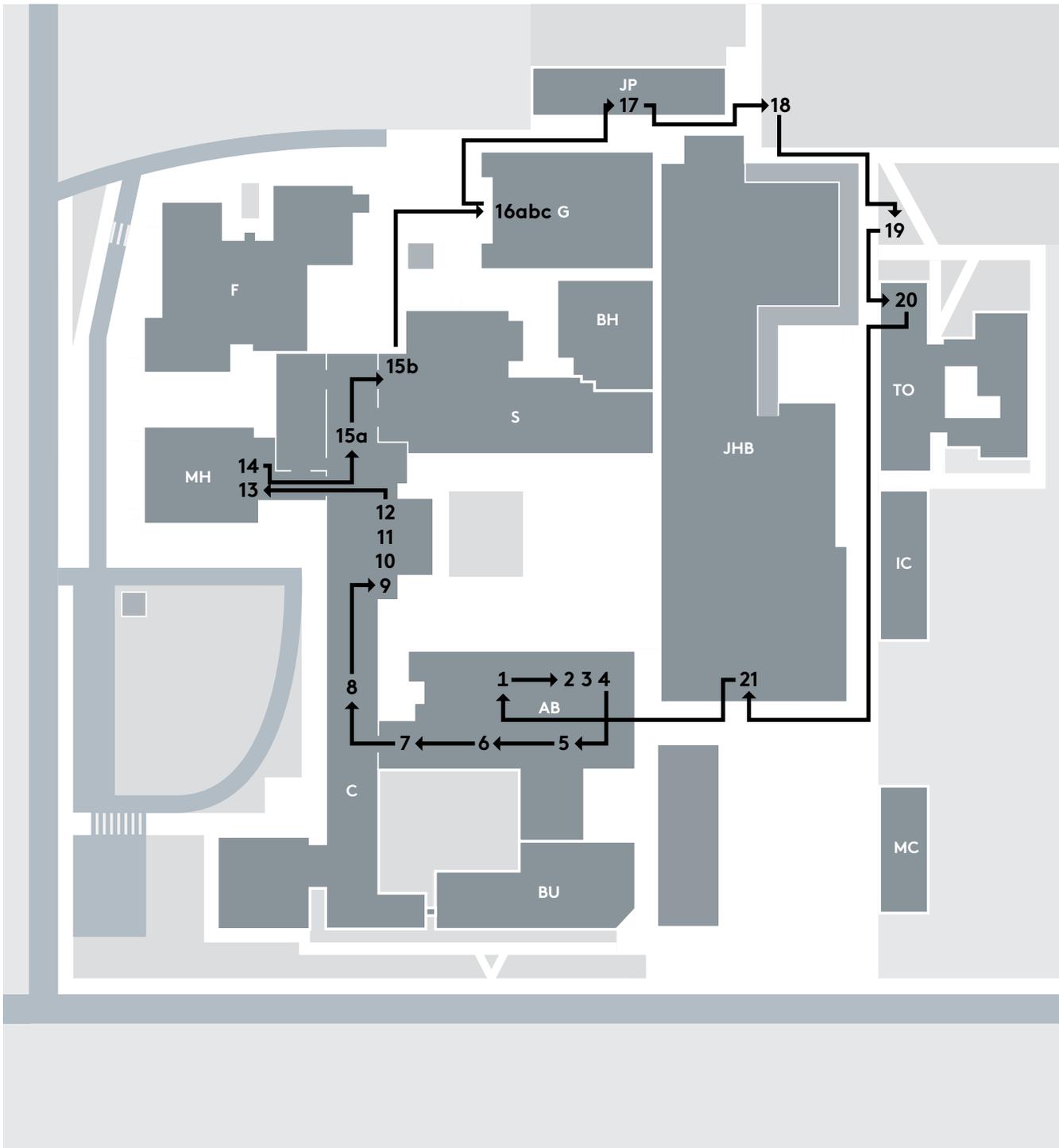


Christina Kubisch Electrical Walk

- 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. 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.