

Fig. 1 “New Theater of Operations in Culture,” 1958.

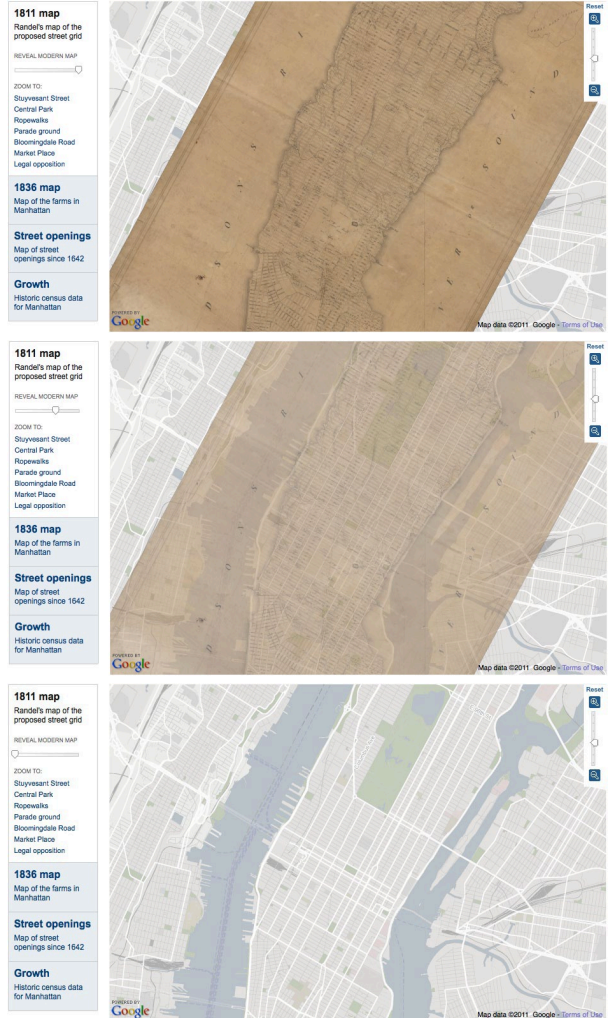


Fig. 2 “How Manhattan’s Grid Grew,” *The New York Times Online* (March 20, 2011).

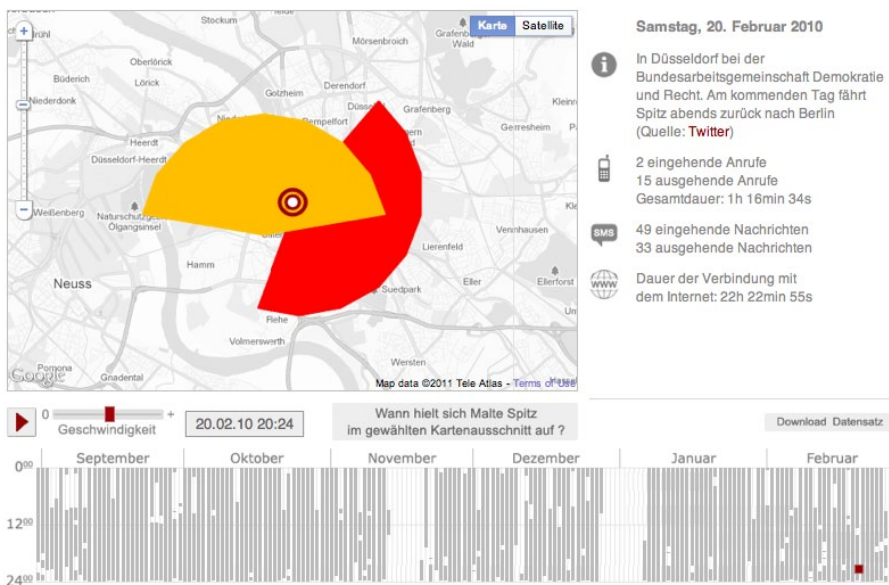
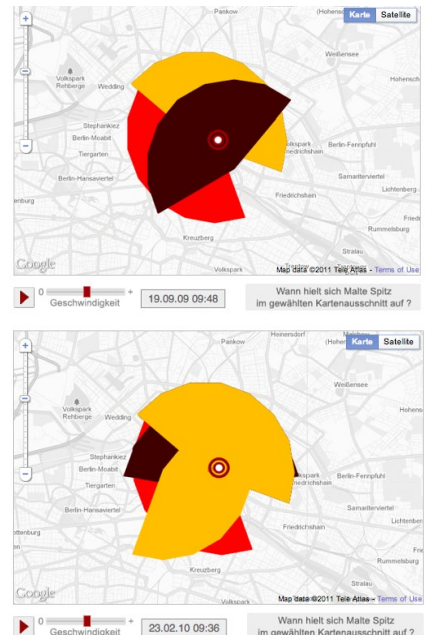


Fig. 3 “Verärrerisches Handy,” *Zeit Online* (2011).



“By pushing the play button, users begin a trip through Malte Spitz’s life. The speed controller allows one to adjust how fast one can travel, and the pause button allows one to stop at interesting points. In addition, a calendar at the bottom shows when Spitz was in a particular location and can be used to jump to a specific time period. Each column corresponds to one day.”

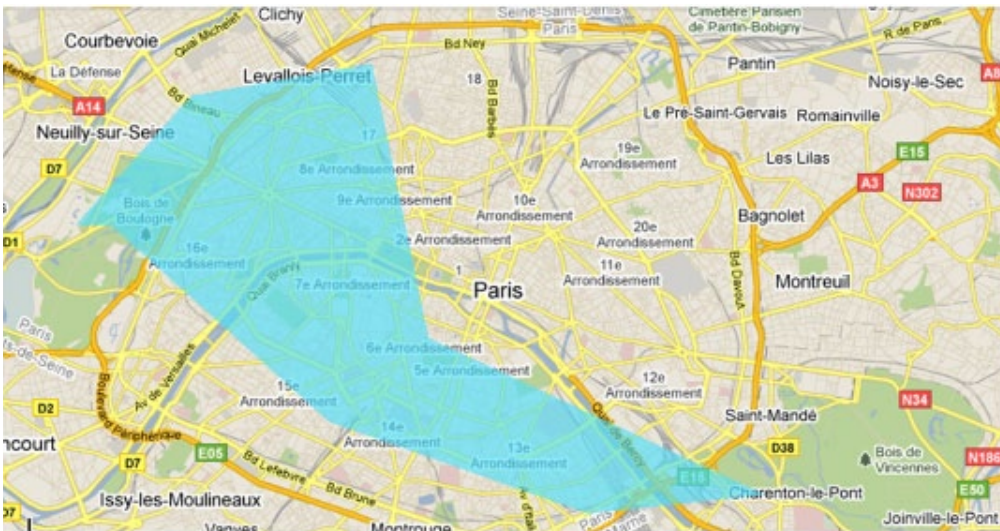


Fig. 4 Hypothetical shapes of my routine in Berlin and incribed upon the example city of Paris.



Fig. 5 A superimposition of the two city maps and the two shapes, simulating what viewers might see while they track my movements during the event. The red line indicates my path as I attempt to replay my routine from memory, and the circle indicates my current position. The pink and blue play buttons indicate the two narratives that viewers can alternate between.

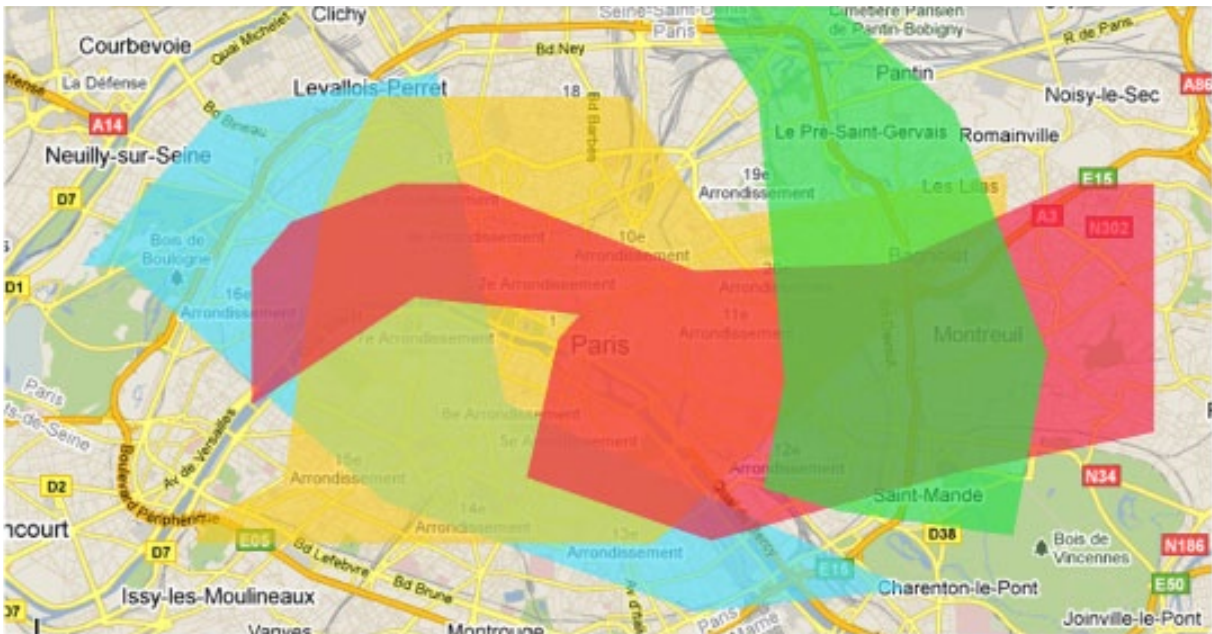
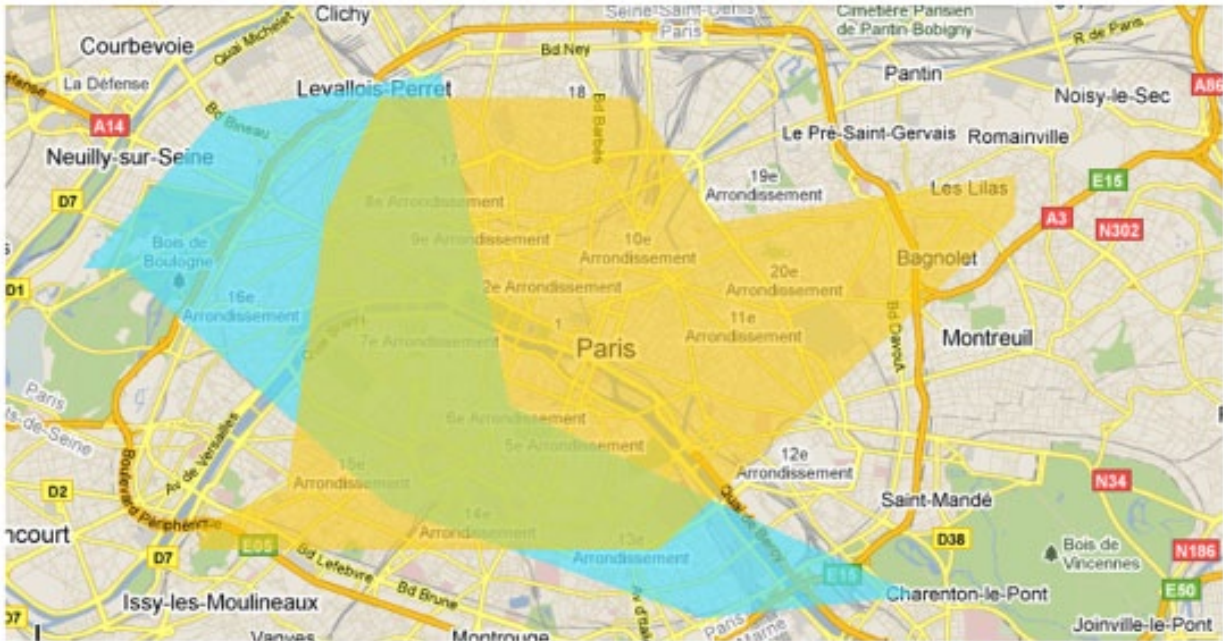


Fig. 6 After the event, the map will become open for users to superimpose their habit-maps and corresponding narratives upon. Users will be able to compare shapes and stories, perhaps even finding someone whose routine corresponds perfectly to their own.