## **Copyright Information**

All data associated with this project were made by Nicholas Bauch between 2018 and 2020, and all data are covered by the Creative Commons licensing agreement CC BY-NC-ND 4.0. This means: Attribution-NonCommercial-NoDerivatives 4.0 International.

In plain language, this means:

You are free to:

Share — copy and redistribute the material in any medium or format.

The licensor cannot revoke these freedoms as long as you follow the license terms, which are: Attribution — You must give appropriate credit, and provide a link to the license. You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use.

NonCommercial — You may not use the material for commercial purposes.

NoDerivatives — If you remix, transform, or build upon the material, you may not distribute the modified material.

No additional restrictions — You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits.

As of 2021-04-12, the following websites outline in more detail the CC BY-NC-ND 4.0 Creative Commons license:

https://creativecommons.org/licenses/by-nc-nd/4.0/ https://creativecommons.org/licenses/by-nc-nd/4.0/legalcode

### **Data and File Overview**

- Folders 1-31
  - Photographs
    - File name code:
      - 1. First letter (an 'F' or a 'G') = type of camera
        - o F = Fuji X-100F digital handheld camera
        - o G = GoPro Hero 4 camera, either head- or chest-mounted
      - 2. Underscore = no significance; adds visual space to the file name
      - 3. 6-digit number
        - The files are numbered sequentially, continuing through the walk segments. I.e. the numbering does NOT start over for each walk.
        - Each camera starts at '000001' and goes until all the walks are completed.
    - File types
      - 1. F = .RAF (Fuji Raw File) or .ARW (Sony Alpha Raw)
      - 2. G = .JPG (Joint Photographic Experts Group)
        - o NOTE: a small number of the GoPro files are video .MP4
  - o Artist Notes (.TXT file)

- This is creative and descriptive writing by the artist (Nicholas Bauch).
- O Voice memos (.MP3 and .WAV files)
  - These are audio recordings made by the artist (Nicholas Bauch). They are mostly voice memos made while walking, ideas about the project and beyond. There are not audio recordings for every walk/folder. There are also occasionally recordings of ambient noises, and there are often background noises from the landscape in each recording.
  - These are each saved as an archival and lossless .WAV file, and also as a more common .MP3 file.
  - File naming convention:
    - 1. Walk segment unique ID this denotes the walk during which the voice memo was made.
    - 2. underscore no meaning, just for ease of reading.
    - 3. text: "VoiceMemo"
    - 4. underscore
    - 5. letter -- this is used because on many walks there is more than one voice memo. They proceed alphabetically in order.
- o Map of walk segment line (.KML file)
  - The artist used a (non-navigational) GPS to track each of the walk segments as he went along. This file comes directly from the GPS that was on his person during the walks.
  - File naming convention:
    - 1. Walk Segment ID
    - 2. underscore
    - 3. "KML"
- Xtra Voice Memos
  - These are voice memos recorded by the artist pertaining to the project and/or artistic walking in general that were not recorded on any particular walk.
- Walk Log Spreadsheet {.PDF and .XLSX included}
  - This is a spreadsheet with the following attributes:
    - Unique Walk Segment ID (i.e. 1-31)
    - Date
    - Brief Route Name
    - Photos inclusive
    - Start address
    - End address
    - Miles walked
    - Notes
- Maps
  - o (NOTE: Individual .KML files for each walk segment are stored in the walk segment folder.)

 A .KMZ file that is a conglomeration of all the .KML files, plus all the locations (as of 2020) for the twelve headquarters. This file type is most commonly opened with Google Earth.

## **General Information About the Dataset**

1. Title of Dataset:

"Walking Corporate Suburbia: A Photographic and Sonic Record"

2. Author Information / Principal Investigator Contact Information:

Name: Nicholas Bauch

Institution: Experimental Geography Studio

Address: www.geographystudio.org Email: nbbauch@protonmail.ch ORCID: 0000-0001-6486-2134

3. Date of data collection <YYYYMMDD>:

20181101-20200805

4. Geographic location of data collection:

The Minneapolis-St. Paul metropolitan region

5. Information about funding sources that supported the collection of the data: Graduate Research Partnership Program. College of Liberal Arts, University of Minnesota, 2019.

### **Sharing and Access Information**

1. Licenses/restrictions placed on the data:

CC BY-NC-ND 4.0

This means: Attribution-NonCommercial-NoDerivatives 4.0 International https://creativecommons.org/licenses/by-nc-nd/4.0/

2. Links to publications that cite or use the data:

www.geographystudio.org

Recommended citation for the data:

Bauch, Nicholas. 2021. Dataset for the project "Walking Corporate Suburbia: A Photographic and Sonic Record," Digital Repository at the University of Minnesota (DRUM). PURL: <a href="https://doi.org/10.13020/ftrt-3g57">https://doi.org/10.13020/ftrt-3g57</a>.

# **Methodological Information**

1. Description of methods used for collection/generation of data:

The photographs were taken using a GoPro Hero 4 camera, mounted to either the artist's head or chest. A Fuji X-100-F camera was also used to take digital photographs. The audio files were recorded using the Voice Memo application on the artist's Apple iphone 6S-plus smart phone.

- 2. Instrument- or software-specific information needed to interpret the data: The .KMZ and .KML map files are best viewed with Google Earth software or similar.
- 3. People involved with sample collection, processing, analysis and/or submission: Adam Svec joined the artist for walks 17 and 18. Paul Shambroom joined the artist for walk 30. Lisa Johnston, Deborah Ultan, Valerie Collins, and Alexis Logsdon guided the artist through the digital repository submission process.