

## DÉRIVE:

A *dérive* is a strategy for moving through a city or a space, wandering aimlessly without direction or a destination in mind. In French, *dérive* literally means drifting. Developed in the 1950s in Paris by The Situationist International group, a *dérive* aims to break down and renew your everyday relations with the spaces around you.

To do a *dérive*, walk without a destination, following instead what catches your interest. Meanwhile, take in the 'psychogeography' – the way different spaces or environments make you feel and behave – as well as the people, buildings and changes in atmospheres. You'll find yourself interacting with space differently, and if you're with a friend your conversations might temporarily change too.

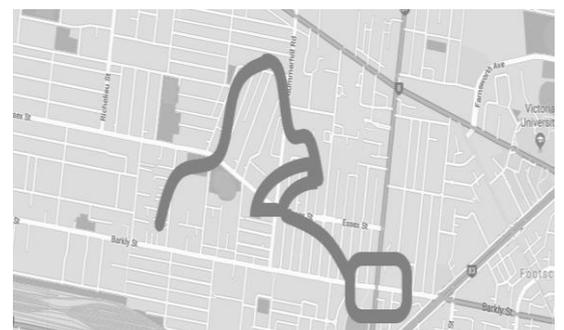
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## A GUIDE TO GETTING LOST: DÉRIVE PROMPTS

Sometimes getting lost can be tricky, especially if you're familiar with your city. Here are ideas to help you get lost. These are simply suggestions, however. Adjust these ideas, make your own, or ditch the rules altogether! *Dérive* for the whole day, for an hour over your lunch break, or even just on your walk home from work by taking a slightly different route. Some of these are the original experiments set out by the Situationists, and others have been made-up, but make of them what you will.

- Walk until you get to an intersection. Press the pedestrian crossing buttons going in both directions. Cross the street based on the light which turns green first. Continue this for all intersections you encounter.
- Draw on a map, either lines or shapes. Aim to walk that physical line or shape in reality, sticking to it as closely as possible (including going through buildings where appropriate).
- For ten minutes, walk without a destination. Wherever you end up, stop and find somewhere to sit. Spend another ten minutes sitting, taking in the space. Try paying attention to things you might otherwise neglect, like architectural contrasts, gutters or rooves, whether you feel comfortable or safe in the space, how much wild life can you see or hear etc.
- Guide yourself through a city by using another city's map.
- Go to a station on the city loop. Get on whichever train is leaving next. Get off the train when you reach the first station to have double letters in the name
- Go for a walk. Pick a starting point and begin by walking only in a straight line. Turn left on streets that begin with a vowel.
- Only ever take two turns left and the two turns right when you encounter any kind of intersection
- Follow the noisiest direction
- Use an urban exploration [app](#)

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{ fig 2. An example of a 'map scribble' derive }