

# TIME TRAVELERS: TEMPORALITY AND DIGITAL MAPPING

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## Call for Chapters

Digital mapping, though generally conceived as a spatial activity, is as strongly grounded in time. With the digital era disintegrating representational fixity, scholars, adept at grappling with the spatial implications of digitality, continue to struggle to conceptualize and communicate the temporal consequences of maps that shift with each moment.

In this peer-reviewed collection we seek to take up Doreen Massey's (2005: 107) still critical concern: how do we cope with the 'ongoing stories' in the world. Mapping has long wrestled with the difficulty of enrolling time into such narratives. This collection aims to examine how this is impacted by the presence of digital mapping technologies that, arguably, have disrupted our understanding of time as much as they have provided coherence.

We are looking for contributions that move beyond the descriptive to pay particular attention to what might be called the 'critical dynamics' of time. Examples of such approaches may include drawing on phenomenology and the body (Massumi, Merleau-Ponty, Husserl), theorizing play and ludic devices (Huizinga, Caillois), employing network/assemblage thinking (Latour, De Landa), reading such concerns through philosophers of technology (Stiegler, Simondon etc.). In each case contributions should focus on, or cross-cut between, digital maps, digital mapping or digital locative-media.

We encourage contributions on a range of themes:

- Rhythm (mapping and/or analysis of rhythm(s))
- Inscription, folding or layering of temporality
- 'Real-time' data visualization
- Playing with mapping time
- Urban 'ghostings' or hauntings
- Surveillant temporalities
- The temporality of designing maps.
- Present absences / absent presences
- Methodologies of temporal recovery / analysis
- Changing everyday digital mapping cultures
- Political valence of temporal dynamics
- 'Capturing' and the flows of everyday life
- Affective technologies and the half-second delay
- (Digital) mapping moments or events

- Fast/slow cartographies
- Temporal dashboards
- Play time
- Attention, interest and changing modes of temporal production
- Temporality at the interface: haptic and participatory presence
- Interfaces and digital 'feeds' / content immediacy
- The blackboxing of temporality
- Futures and/or loss of futurity
- Spatial stories and narrative cartographies
- Embodied mapping practice
- Temporality of creative processes
- Designing time
- Temporal complexities

We invite contributions from range of methodological, theoretical and practical vantage points, and are particularly interested in bringing together a variety of approaches, from junior and senior researchers, and from diverse disciplinary backgrounds.

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Please send a full chapter of between 4000 and 8000 words (Chicago manual of style), with a short biography of 100 words by **18 December 2014** to: [chartingthedigital@gmail.com](mailto:chartingthedigital@gmail.com). We use Easychair as our submission system:

<https://easychair.org/conferences/?conf=chatemp2014>

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