

Being Human Festival

How to make your own smell walk

This information and the smell walk recorder are adapted from Kate McLean's Smellfie Kit and reproduced with Kate's kind permission. You can read more about Kate's work on: sensorymaps.com.

First, plan your route: try a circular walk, and limit yourself to a time of 45 minutes or a distance of about 2 km.

Remember to take a bottle of water with you and drink regularly.

You should aim to record about 12 smells. You can use the enclosed smell recorder chart to note down your location, the name of the smell (literal or not!), how intense the smell is, if you like it or not, if you'd expect to find it

there, and any memories or associations it brings up for you.

We'd love to hear about your smell walks! You can share an image of your completed form with us via Twitter ([@efbond](https://twitter.com/efbond) / [@MonaBozdog](https://twitter.com/MonaBozdog)) or email (efb@st-andrews.ac.uk / m.bozdog@abertay.ac.uk)

This event is part of the Being Human Festival of the Humanities, 12–22 November 2020. For more information about the festival, visit: beinghumanfestival.org

Greenock

Sites of interest

- 1 Site of the former Walker's Refinery
- 2 Site of the former Westburn Refinery
- 3 Site of the former Glebe Refinery
- 4 Site of the former Scott's Shipyard — Carlsburn Dockyard
- 5 Poynter's Factory (British Charcoal Macdonalds)
- 6 Sugar Sheds — James Watt Dock
- 7 Custom House
- 8 Site of the former Sugar Exchange
- 9 Watt Institution
- 10 Tobacco Warehouse

Some locations are approximate



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Sensing Sugaropolis

'Sensing Sugaropolis' is part of an interdisciplinary research project that started in 2015. The researchers on the project are Dr Emma Bond (transnational cultural studies), Dr Mona Bozdog (immersive experience design), Dr Robin Sloan (game design) and Dr Marisa Wilson (food anthropology and cultural geography).

We're interested in how new immersive and participatory methods can help us recover and re-evolve lost experiences and memories of place. This project focuses on the port town of Greenock, on the west coast of Scotland. Greenock stands at the mouth of the Clyde river, and was once a global hub for sugar refining. Much of the built environment that links back to this industrial history has been lost, so we have been working with local residents to see if using local memories of taste and smell can help bring Greenock's sugar history back to life.

So far we've created two prototype computer games for use in museum settings and schools, together with the Abertay Game Lab. We've also designed an online sensory map of Greenock, and we're working on a new smell game prototype.

Please share your experiences of making your own sugary water and smell walks with us, as well as any childhood sugar memories you may have! You can do so via Twitter: Emma (@efbond), Mona (@MonaBozdog), and using the hashtag #mysugarstory. The sensory map will be available via the Watt Institution website from December 2020: [inverclyde.gov.uk/community-life-and-leisure/heritage-services](https://www.inverclyde.gov.uk/community-life-and-leisure/heritage-services)

Recipe for sugarally water

Sugarally water was a popular sweet drink on the west coast of Scotland between the end of the 19th and first half of the 20th century.

1.

Take an empty glass lemonade bottle and put 3 or 4 sticks of liquorice inside.

2.

Fill the bottle with tap water, put the lid on and put in a dark place for about a week — a cupboard underneath the sink is ideal.

*“Sugarally
water*

Black as lum!

...

...

*Gather up your
pennies*

*You can all
have some!”*

3.

Turn the bottle upside down at least once a day.

4.

Once the liquid is dark, it is ready to drink. You can add sugar to taste.