

## **Appendix 4:**

### **RHYTHMANALYSIS: a distillation of Lefebvre's approach**

⇒An analysis of repetition/patterns of sounds in the soundscape.

⇒Technique for understanding flows, gestures and sound patterns of people in space.

⇒Developing a tool for soundscape design – inducing positive affects in human behaviour.

#### **Defining rhythmanalysis:**

1. Identifying the convolution of cyclical (natural) and linear (mechanical) time.
2. Rhythmanalysis is an understanding of the everyday, the quotidian, and the relationship of the everyday with social space.
3. A rhythmanalyst is all ears; hear the soundscape the city plays and understand its composition.
4. Searching for diversity, as 'diversity always retaliates' against homogeneity.
5. Rhythms occur in all things from particles to galaxies.

#### **Preparatory Exercise: (becoming a metronome for sound entrainment)**

1. Close your eyes; listen to the rhythm of your heart beat; listen to the motion of your breath;
2. Conceptualise the organs of the body working, multiple rhythms in unison (eurythmia);
3. Sense the body as a kind of metronome that measures the rhythms of the city;
4. Listen to the city; let the rhythms reveal themselves.

#### **Perception of Cyclical & Linear Rhythms (draw basic symbol for each sound source)**

Sound Source (Rhythm)	S	Cyclical (Natural)	Linear (Mechanical)

**Using symbols place each sound source in the dialectical table below:**

PROPERTIES	difference-----	-----repetition
	organic-----	-----mechanical
	discontinuous-----	-----continuous
	ubiquity-----	-----localisation
	wall-----	-----immersion
AFFECT	anamnesis (evocative)-----	-----anticipation (expectation)
	submissive -----	-----revitalising
	niche (communication)-----	-----masking
SOCIAL	entrainment (synchronised)-----	-----entrained (domination)
	carnival-----	-----isolation
SOUND	low (pitch) -----	-----high (pitch)
	fast-----	-----slow
	vertical movement-----	-----horizontal movement

**Identifying anomalous sounds in the soundscape (challenging homogeneity)**

[What sounds emerge from the homogenised soundscape; are they rhythmic?]

Anomalous	Rhythmic Character

**Vectorial Flows of Human Movement in Space**

1. Draw features of physical space. Trace lines of human movement. Track random individuals and/or follow crowds. Mark any 'stop' points.
2. Mark sound sources and their propagation; consider relationships between human movement and sound sources.

