LONG TIME, NO SEE?

THINKING
MAPPING
TALKING
WALKING

A PARTICIPATORY PROJECT FOR YOUR COMMUNITY
Long Time, No See? is an exciting new form of participatory project designed for individuals and groups of all ages and interests.

It combines a smartphone app with individual or group walking—to encourage participants to think in radical new ways about what the future might hold, not only for themselves, but for us all.

As a unique experience, Long Time, No See? offers you, or your community group, powerful opportunities to develop and share your thinking around sustainability—demonstrating how you ‘care’ for the future of your community and beyond. This experience has been developed over the past two years by a team of Australian artists, designers, urban/environmental planners and programmers. Visit long-time-no-see.org (Google Chrome only).

Long Time, No See? is much more than an App or a website. It’s about alternative ways of imagining the world… "a type of hopeful adventure" which endeavours to "make the invisible visible." – Workshop Participant

Just download our digital ‘Field Book’ (an iPhone App called longtimenosee from the App Store) and go out on a local walk, alone or in a group. This app loosely directs your walking route, helps focus your thinking around how best to sustain the future, encouraging you to record your responses in images, text and sound. At the end of the walk your contributions will be uploaded to join those of hundreds of others in a large-scale interactive, global, online and public visualisation, which you can then interact with freely. You can enjoy this inspiring interaction both online (view long-time-no-see.org in Google Chrome), or on the larger than life interactive touch screen space at QUT Gardens Point campus Brisbane—called ‘The Cube’.

We no longer live in a condition where our future as a species can be assumed. Grasping the significance of this knowledge changes everything.

–Tony Fry, Professor of Design Futures
Are you part of a community that is concerned about how the future might unfold, or would you like to create alternatives? Do you want to see a better future for us all? Do you want to contribute to a future in ways that are both caring and fair? Do you feel unsure how to move forward? If so come and be inspired by our new creative process!

Long Time, No See? was made to work through these complex, yet fascinating, questions in ways that would best draw out and contrast the public's ideas and visions—using personal narratives—short, simple personal reactions and reflections captured during the guided walk. In these ways Long Time, No See? is an accessible project about moving us all beyond 'short-sighted' visions.

**HOW DOES THIS WORK FOR YOU?**

Long Time No See will spark your thinking in new ways—ways that you may find unexpected and eye-opening! You will demonstrate and explore how you 'care for the future' and work out who else is prepared to take a journey of change with you, via the process, the artwork and our active social media channels.

**WHAT CAN YOU EXPECT IN RETURN?**

I act with haste and rarely with grace I'm sad to say. Thanks for making me think about that.

–LT, NS? Contribution
To build on this unique digital/walking/thinking process we offer your community group, team or organisation customised workshops, events and forums designed to support, accelerate and enhance your experience of Long Time, No See? We do this either at your venue or, if you prefer, at QUT Gardens Point Campus in Brisbane where you can see your walk displayed over a 20-metre long display at The Cube.

Our experienced team will prepare you fully for the walk, accompany you on it if you wish, and then help you to work through the whole experience afterwards—to really discover what it all means. We can offer you one or more of the following:

**OPTION 1** (½ day)
Introductory workshop to draw your group into a space of learning and thinking around the aims of the project. This includes preparatory dialogues, a walk and reflection time afterwards. This option will enable your team to continue to have fruitful dialogues around community and futures, far into the future. (2-5 hours).

**OPTION 2** (up to 3 hours)
A project introduction and facilitated short walk using our custom app. This involves an artist presentation and practical instruction in how to use the app in DIY mode.

**OPTION 3** (up to 3 hours)
DIY Community Dialogue. Through our learning by doing process, we use the Long Time, No See? process as the basis for developing community based dialogues. The intention is to develop capacity in the community to catalyse Long Time, No See? initiatives autonomously and/or catalyse other community based dialogues or conversation cafes.

Costs for these events are negotiable depending on your organisation’s capacity. As an indication we will bring two experienced facilitators and include local technical support if required. You will provide suitable venue (including meeting room and space to present slides) and required refreshments. Alternatively events can be organised from QUT Gardens Point Campus, Brisbane. The project team can also work with you remotely to provide advice and coaching on a needs basis.

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The process also made me more aware of my surroundings, because I’m inclined to march from place to place as if I were a contestant in a plain-clothes orienteering competition.  
—Workshop Participant
Seeing Long Time, No See? in action proved to be a complex sensory experience—highly sculptural and extremely thought provoking. We found ourselves eagerly discussing how our individual explorations fitted in to the broader picture described on the map and identifying where our thoughts coincided with those of others.

—Workshop Participant

CREATIVE TEAM
Dr Keith Armstrong || Artistic Director
Dr Gavin Sade || Artist, Interaction Designer
Prof. Roger Dean || Sound Artist, Scientist
Linda Carroli || Writer, Urban Practitioner
Robert Henderson || Designer
Johnson Page || Software Developer
Petros Nyfantis || Software Developer
Zac Fitzwalter / Eat More Pixels || App Version 2
Lubi Thomas / QUT Cube Team / Johnson Page || Cubified Version (June 2014)
Eric Lin || Intern, Research Assistant

INFO
The Long Time, No See? project team respectfully acknowledges the past and present traditional owners of this land on which we are working, meeting, talking and walking.

The Work long-time-no-see.org (Google Chrome only)
The App ‘longtimenosee’ on the Apple App store

Email info@long-time-no-see.org
News long-time-no-see.org/community
Facebook facebook.com/groups/longtimenoseepilot

This project has been assisted by the Australian Government through the Australia Council, its arts funding and advisory body and QUT Creative Industries, QUT Interaction and Visual Design, The Cube, UWS and Griffith Design Futures.