



Box 1 — the above map features the stations we will visit during the walkabout with the NLN at KHiO, June 20th 09:00-16:00. The concept of this learning theatre: colleagues at the NLN & KHiO both get out of our daily routines/working habits to join for a day of free exchange—an immersive cultural event at KHiO. The map is distributed to all the participants.

Dear colleagues at the National Library of Norway (NLN), welcome to KHiO. As a joint KHiO/NLN initiative you have been invited June 20th by [Marianne Skjulhaug](#), in joint initiative with [Hege Høsgøien](#) to partake of an [immersive cultural event](#). Welcome to a *walkabout* at KHiO. The school will be emptying of students, the employees are starting to leave for vacations. So we can perambulate freely through a village of workshops, teaching spaces, library, stages, molton-curtains and corridors. That is, a walkabout—in the heat of June—with an *artistic take* rather in the Aboriginal [sense](#).

By this we mean you are leaving your work at the NLN for a desertic vagrancy, to the ancestral places of the materials you have in keep at the NLN—the national archive dedicated to cultural history. Much of what is produced at KHiO, once crossed the threshold of publication/public performance, are materials for archival keep: some of it produced on the machines which, in the past, produced the printed matter that the NLN has in boxes and storage, in Oslo and Mo i Rana. What you will see, during the *walkabout*, are spaces, equipment and some people and maybe auditions.

Of course, the walkabout is not without roots on European soil: whether we refer to Dante's *Inferno*, or Joyce's *Ulysses*. Accordingly we have a duo of ritual masters to coach us around the building, according to the map that you have received: (a) Section Manager [Trond Mikkelsen](#) from KHiO [as our Virgil]; (b) Section Manager [Arthur Tennøe](#) from NLN [as our Beatrice]. Unlike Dante, and more like Joyce, we imagine the circles of Hell and the abodes of Heaven [mm-s](#) apart. Like the [Möbius-strip](#) the known spaces of KHiO and the NLN have these *two sides* to them, *alternating*.



Box 2. The above (Seahorse-like) strip counts the same number of pentagons as in the map, but with a different cut. They made of A2 laser-cut drawing paper, folded together as a Leporello note-book, with directional guides to indicate which side/vertice is up.

There are some basic similarities between KHiO and the NLN: we both have *ateliers*, *exhibits* and *seminars*. The gross difference is what while KHiO is dedicated to a variety of *artistic* education, the NLN is pledged to what one perhaps might call *archival* education: both dedicated to complementary aspects of public space (*res publica*). Which means that by coming to us at KHiO, you are in some ways at home: but with a *twist*. What you will see is *at once* known *and* unknown. A different view in the kaleidoscope. In sum, you are invited to be yourselves, but on a journey.

The concept of the walkabout is therefore a *guided* brainstorming-event, during which you are invited to make as many active links

between the two spaces as possible. What comes up in your mind. To this effect you are equipped with a folded [Leporello](#) from the Seahorse-like shape of made up of pentagons, in **Box 2**: this is for *note-taking* during the walkabout. The Leporello note-book is equipped with [guides](#) to indicate what is up (NB! this is important because you are going to *make* something out of the strip at the end).

The number of pentagons in the strip match the number of pentagons in the *map* that you have received: they are simply different cuts of the same shape. On the map, you will notice that we start with gathering at the entrance Fossveien 24, we walk down the stairs—where we are going to have our lunch if the weather is good—we take a left turn down by the Aker River, we pass by the tiny house which was the beginning of [Akers Mek.](#) and enter the school's facilities from a backyard, at which we enter the workshop areas clustered under the roof of the *Art & Craft* department.

Here we start with the ceramics workshop (EARTH), we continue with the metal workshop (FIRE), we make a hop through the CNC mill (WATER) and the plaster workshop (AIR), to the Model and Prototype Workshop (WOOD). This covers the *elementary* level. We then proceed to the print-making workshop (PAPER). This concludes our round in the workshop cluster roofed by the *Art & Craft* dpt. We then make a fundamental shift *from noun to verb*, as we exit unto the backyard and proceed to the *Academy of Fine Arts* (CHANGE) and move unto the *performing arts* dpts.

We move through the *Dance* dpt. (MOVE), the *Theatre* dpt. (ACT), the *Opera* dpt. (SING) with their adjoined BlackBoxes, Studios and Stages, and end up with the *Design* dpt. (DESIGN), with the adjacent workshop areas (Textile and Costume/Fashion). NB! The White Cubes (exhibition facilities for visual arts) are strewn over the entire building. So, with this round—which will busy us during the morning session of the walkabout—we are ready for lunch, and after that for a Sandbox session in a space adapted to the size of your group from KHiO that come to visit us from NLN.

The [Sandbox](#)-concept is to play out the harvest we have made from the walkabout, into ideas for a seminar at NLN based on what we have found: we work in small groups, w/table and paper to map out on. Of course, it is a challenge to connect and hold all the odd ends of a walkabout like this. To support this effort, however, we have gathered the walkabout under a theme: which is *machine learning* (ML). Prompt: *what is machine learning in the expanded field?* What is the meaning we attach to *learning* with the variety of contracts with technical equipment we have at KHiO/NLN?

That is, technical equipment which usually are digital/analog *compounds*. These are questions we assume relevant to the Section for Visual Media and Conservation and their associates at the NLN, as it is for the professional staff at KHiO. It would appear that the walkabout could be a *privileged* method to expand on the question of machine learning. To support this topic the participants are

equipped with the Leporello notebook, from which they will mount a 3D-polyhedron, as an exercise to *regroup their notes* and *gather themselves* at the beginning of the Sand-box session: learning through the intermedium of a *paper prototype*.



Box 3—a “seahorse-strip” mounted into a 12 polyhedron (dodecahedron) on kappa. Prototype: Doina Kvalvik (MA1), featuring the passage from a sequence to a multiple.

In sum, the walkabout is a session of *walking and making* in [Tim Ingold's spirit](#). What is expected from the walkabout is that the visitors from NLN will be prompted by range of different associations between human being and technical equipment at KHiO, and link to associated experiences that they have had *from their own line of work* at the NLN. The KHiO staff that we will walk with the NLN group, we pick up from their work-stations (cf, map) as we pass through the KHiO *production-village*. They will be equal participants in the Sandbox session. What is expected from the sandbox-session, is that we work in groups *categorising* the notes taken during the walkabout, alongside the conversation-pieces contributed by the KHiO staff, on our way, to *chart* the learning outcomes from the walkabout, and *forecast* relevant clusters of topics for a seminar which NLN will organise in their own facilities, hosting a group from KHiO. The overall method of the walkabout-and-sandbox is that of a *learning theatre*.