People Watching at Winchester Cathedral

3:11 PM - 6:17 PM, October 19

Ge Linling

Overview & Methodology

Objective: To observe users' behavior, activities, and interactions outside Winchester Cathedral.

Methodology: Stationary observation from the cathedral steps over a 3-hour period, focusing on foot traffic, emotional atmosphere, and public activities.

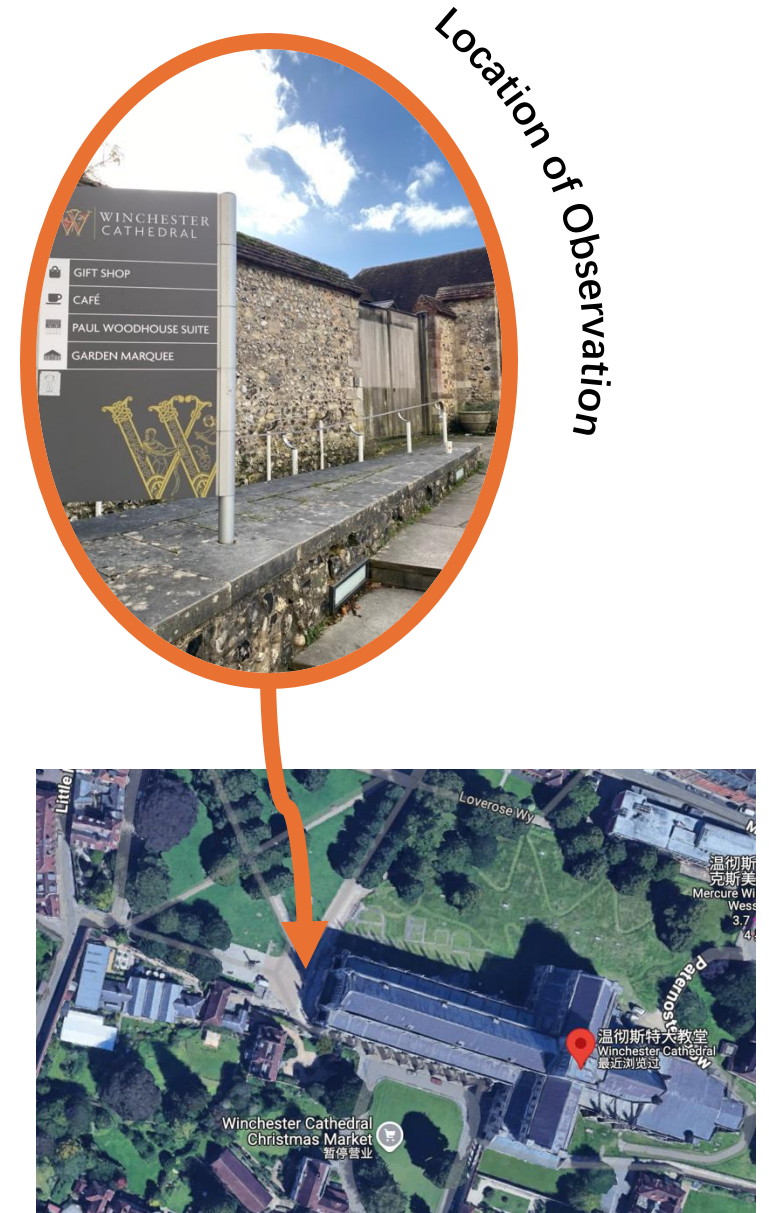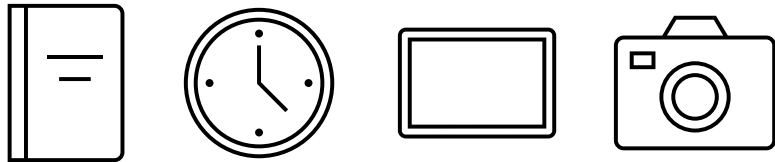**Tools:** notebook, clock, iPad, camera

Location of Observation

Fig 1. Winchester cathedral in Google map

Setting & Environment (Sound Category)

The space was filled with the sound of light chatter, footsteps, and people's laughter, creating a relaxed public atmosphere.

👤 **Chatter and Laughter** 🔊

😢 **Kid's Sounds** 🔊

🌐 **Multilingual Conversations** 🔊

⚽ **Playful Sounds** 🔊

👣 **Footsteps** 🔊

❌ **Mix sound** 🔊

🍔 **Eating Sounds** 🔊
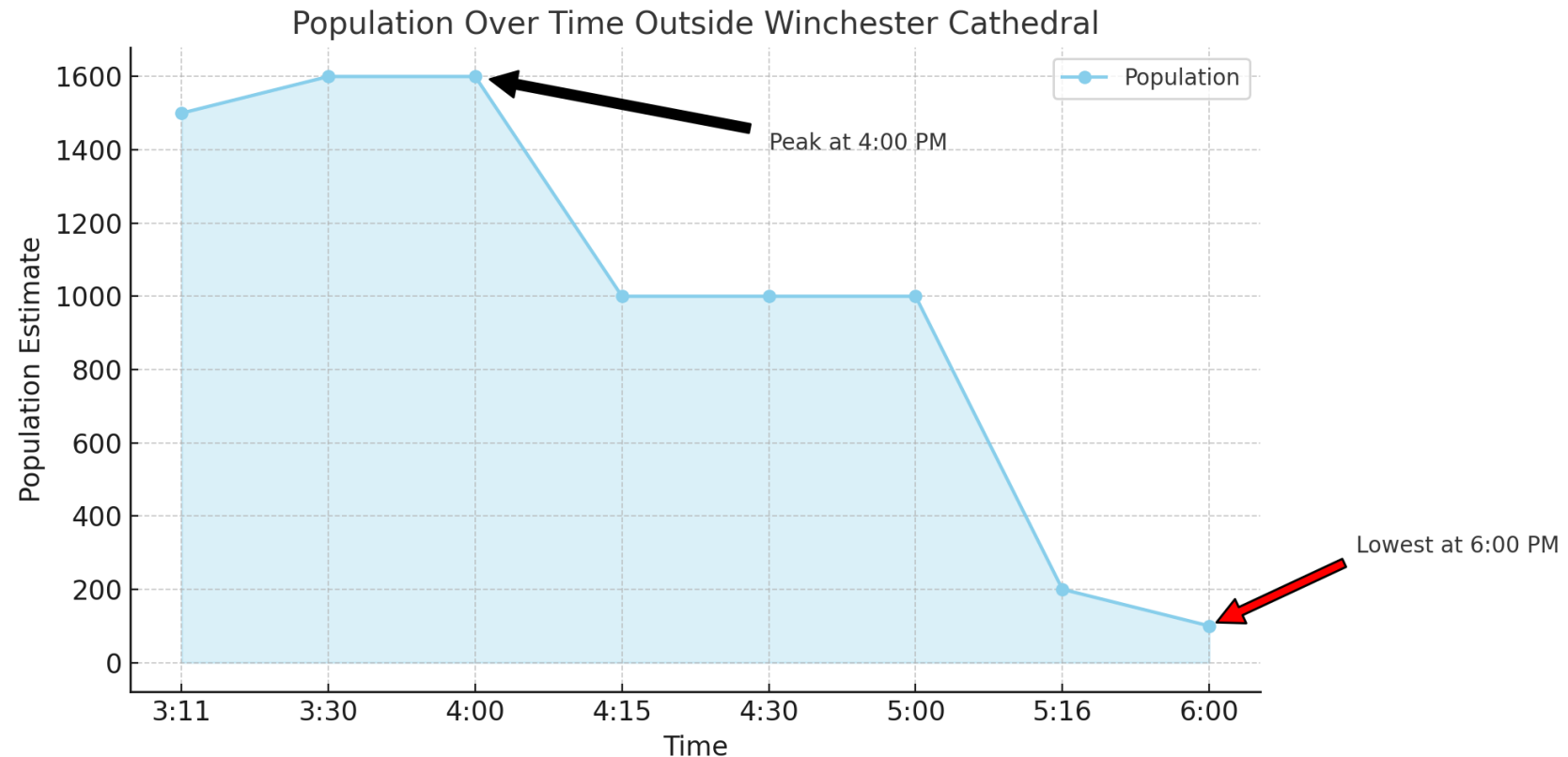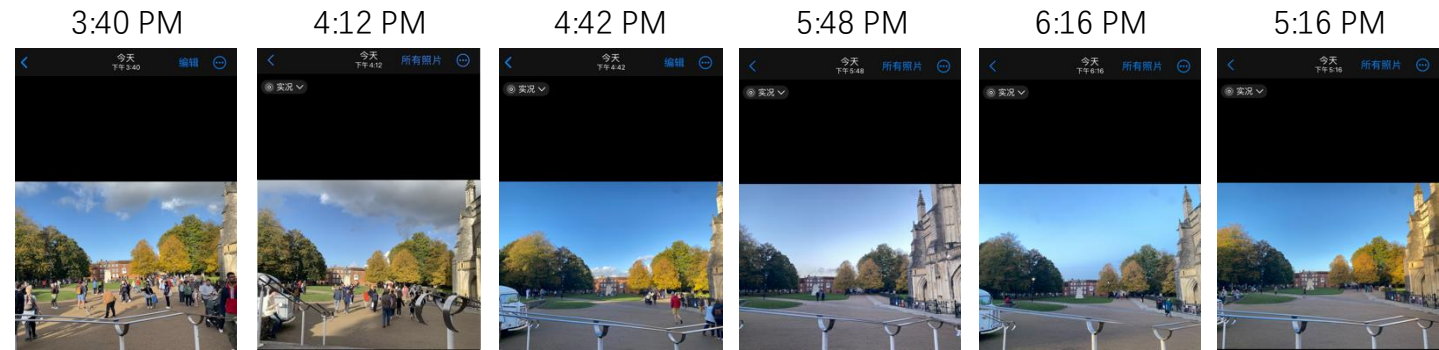
Click here to access the audio link

Population Density Trends

Population density fluctuated over the observation period:

- **3:11 PM:** Approx. 1500 people, predominantly families and tourists.

- **4:00 PM:** Peak crowd levels (~1600 people), with a notable increase in families with children.

- **6:00 PM:** The crowd tapered to fewer than 200 people.

3:40 PM   4:12 PM   4:42 PM   5:48 PM   6:16 PM   5:16 PM

Population Over Time Outside Winchester Cathedral

Peak at 4:00 PM

Lowest at 6:00 PM

Population Estimate

Time

Time-based Observations (Emotion Category)

Emotional and behavioral patterns shifted over time

3:11 PM
Early Afternoon
Energetic, dominated by family play and increased social interaction.

4:00 PM
Late Afternoon
Tranquil and relaxed, with scattered groups enjoying the environment.

6:15 PM
Evening
Quiet and reflective as the crowd diminished.

Activities Breakdown

Activities observed:

- **Sitting and Resting:** People relaxed on the grass or steps.
- **Walking:** Families and tourists wandered around the cathedral.
- **Running:** 3 people were running by the cathedral.
- **Playing:** 112 children were seen playing near the sculptures.
- **Dog Walking:** 85 dog walkers were observed throughout the day.
- **Others:** 30% of people visit the church and take pictures
- **Most common activities:** Sitting and relaxing, followed by family playtime.

Population Density and Activity Types at Winchester Cathedral
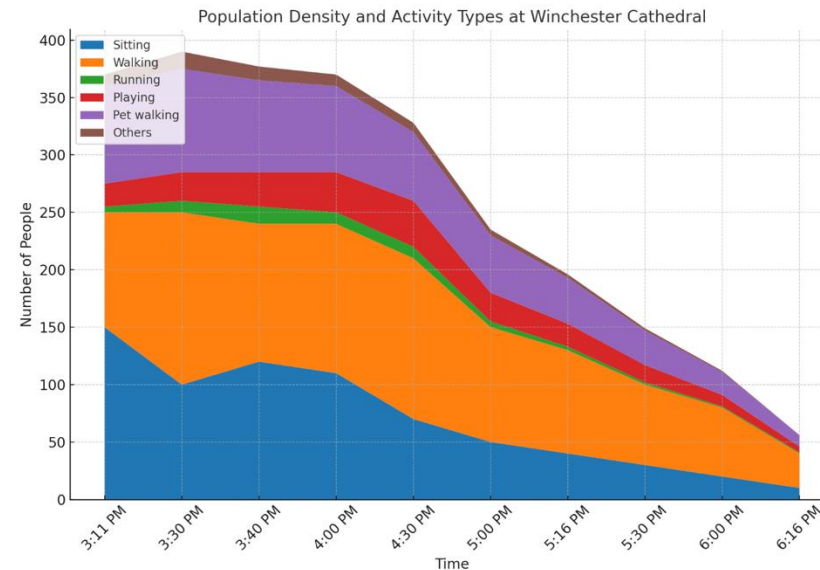
Video 1: Walking

Video 2: Sitting & Resting

Video 3: Multiple activities

Video 4: Dog Walking

Video 5: Playing

Noteworthy Behaviors

Sketch 1. Friendly interaction between humans and dogs

Sketch 2. A hug before the girls say goodbye

Sketch 3. The woman with the flower and her friend

Sketch 4. Couple holding hands

Sketch 5. Two men in rooster costumes

Sketch 6. A mother holding a child down the steps

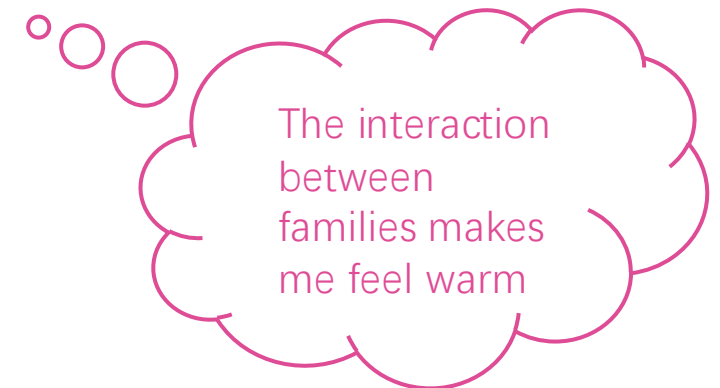Sketch 7. A baby's learning to walk
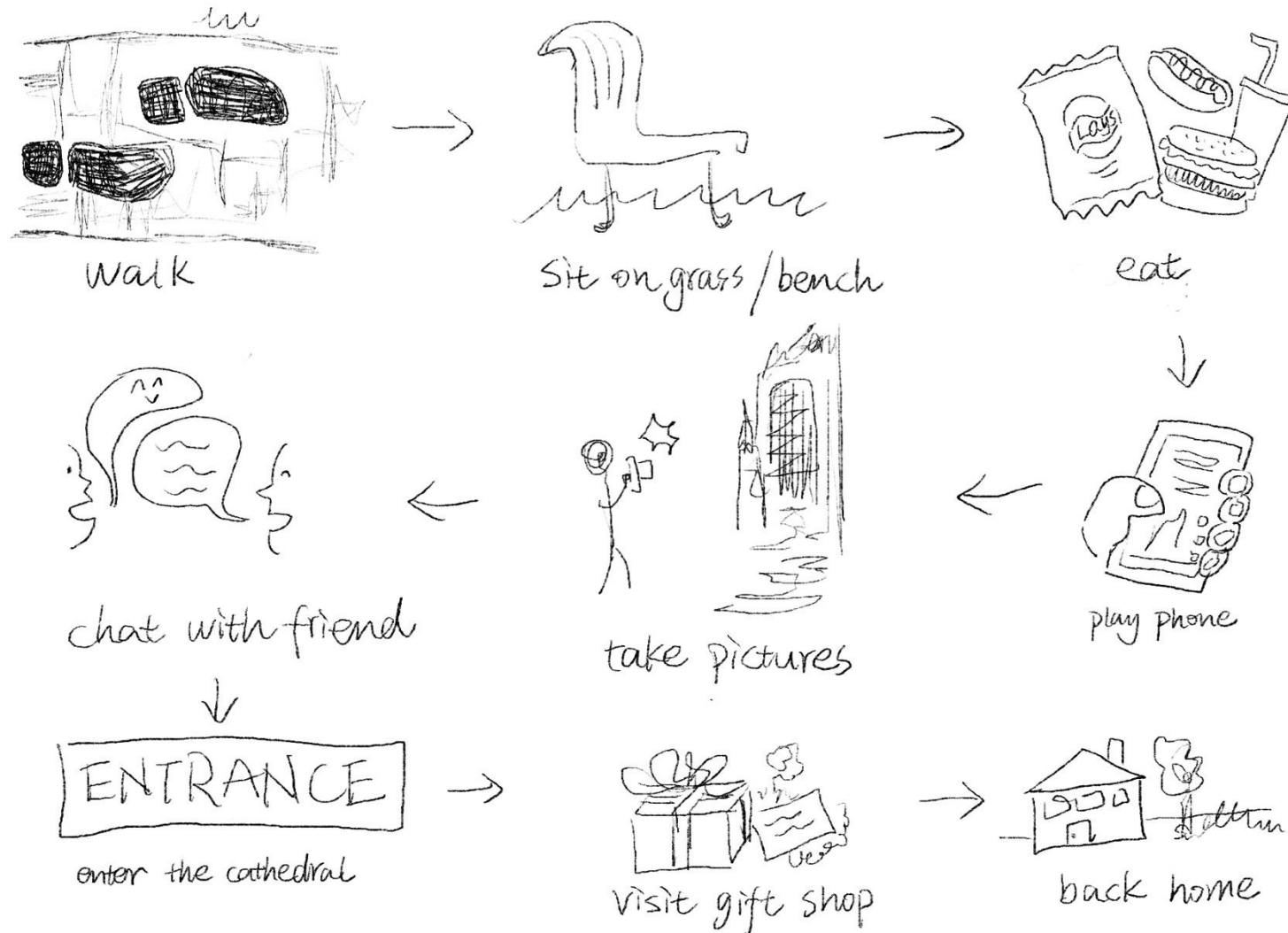
Noteworthy Behaviors

The lady and the puppy have a great rapport, and the interactions she showed reminded me of my puppy

Video clip 1. A lady shows off her puppy's talent

Video clip 2. A Chinese family travelling to Winchester, and everyone looks excited

The interaction between families makes me feel warm

Video clip 3. Parents who clean their baby's feet and comb their hair

Some USERS activity tracks at PLACE

walk

Sit on grass / bench

eat

chat with friend

take pictures

play phone

ENTRANCE

enter the cathedral

visit gift shop

back home

Sketch 8.

Process

Data Collection Process

- 📱 **Quick Notes on Phone**
Used my phone to quickly record observations in real-time.
- 📷 **Photos & Videos for Key Moments**
Took photos and video to capture significant events and interactions.
- 🎨 **Sketches for Context**
Created sketches of people's postures and interactions to provide visual details.

Data Structuring and Organization

- 🕐 **Organized by Time**
Grouped notes and photos by specific time intervals to track changes.
- 👥 **Categorized by Density**
Classified observations based on crowd density at different times.
- 📝 **Activity Types and Emotions**
Labeled each entry with activity type (e.g., walking, playing) and observed emotions.
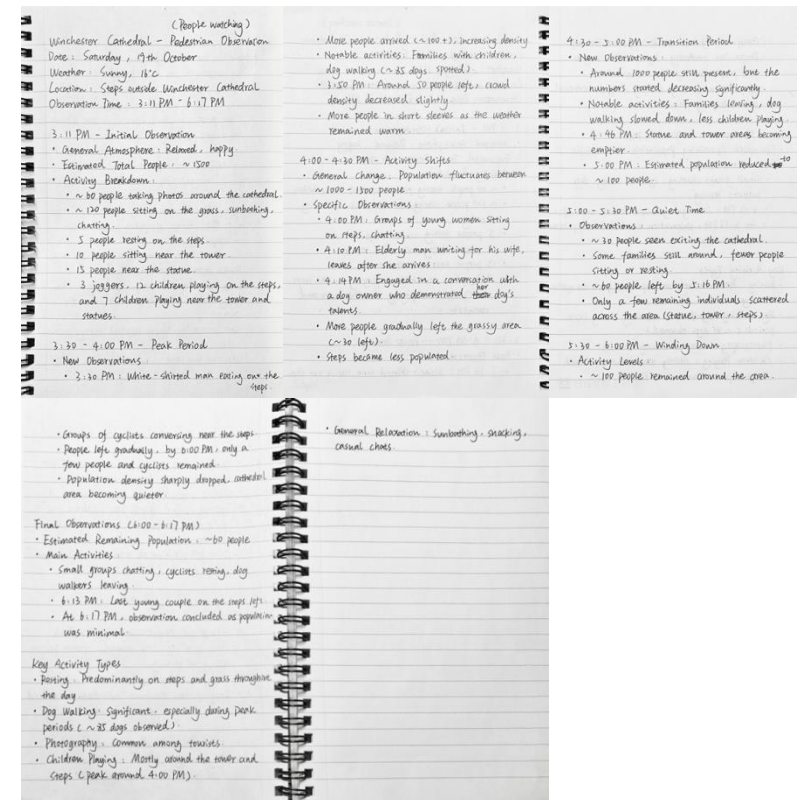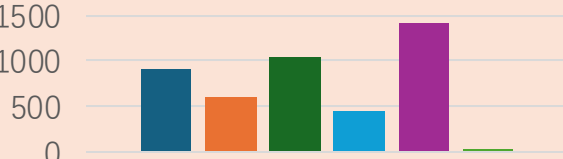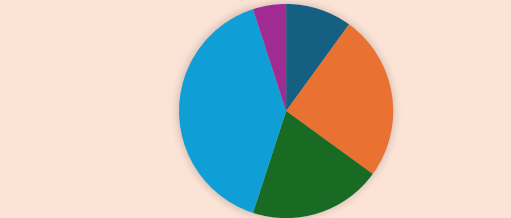
Key Insights & Conclusion

Population Dynamics	Activity Patterns	Emotional Shifts	Multisensory Experience
Around 4:00 PM: families and tourists were most present	Observed activities included relaxing on the steps and grass, dog walking, family play, and photography.	**Around 4:00 PM:** the environment was lively and social, with a bustling energy and sense of community.	Sounds such as footsteps, laughter, and conversation contributed significantly to the experience, creating a dynamic auditory backdrop.
After 6:00 PM: the space transitioned to a quieter atmosphere as the crowd thinned	**Around 4:00 PM:** playing, photography, dog walking, resting, other (running etc.) **After 6:00 PM:** resting, dog walking, other (eating)	**After 6:00 PM:** as the population density declined, the mood transitioned to a calmer, more reflective atmosphere. Activities became quieter, mirroring the reduced crowd.	

List of Image

Fig 1. Access at: https://www.google.com/maps/place/%E6%B8%A9%E5%BD%BB%E6%96%AF%E7%89%B9%E5%A4%A7%E6%95%99%E5%A0%82/@51.0607602,-1.3155641,293m/data=!3m1!1e3!4m6!3m5!1s0x48740d88fd71060d:0x1b980e7e2b0eb7ea!8m2!3d51.0606892!4d-1.3131538!16zL20vMHhtOTM?entry=ttu&g_ep=EgoyMDI0MTAxNi4wLjKXMDSoASAFQAw%3D%3D