

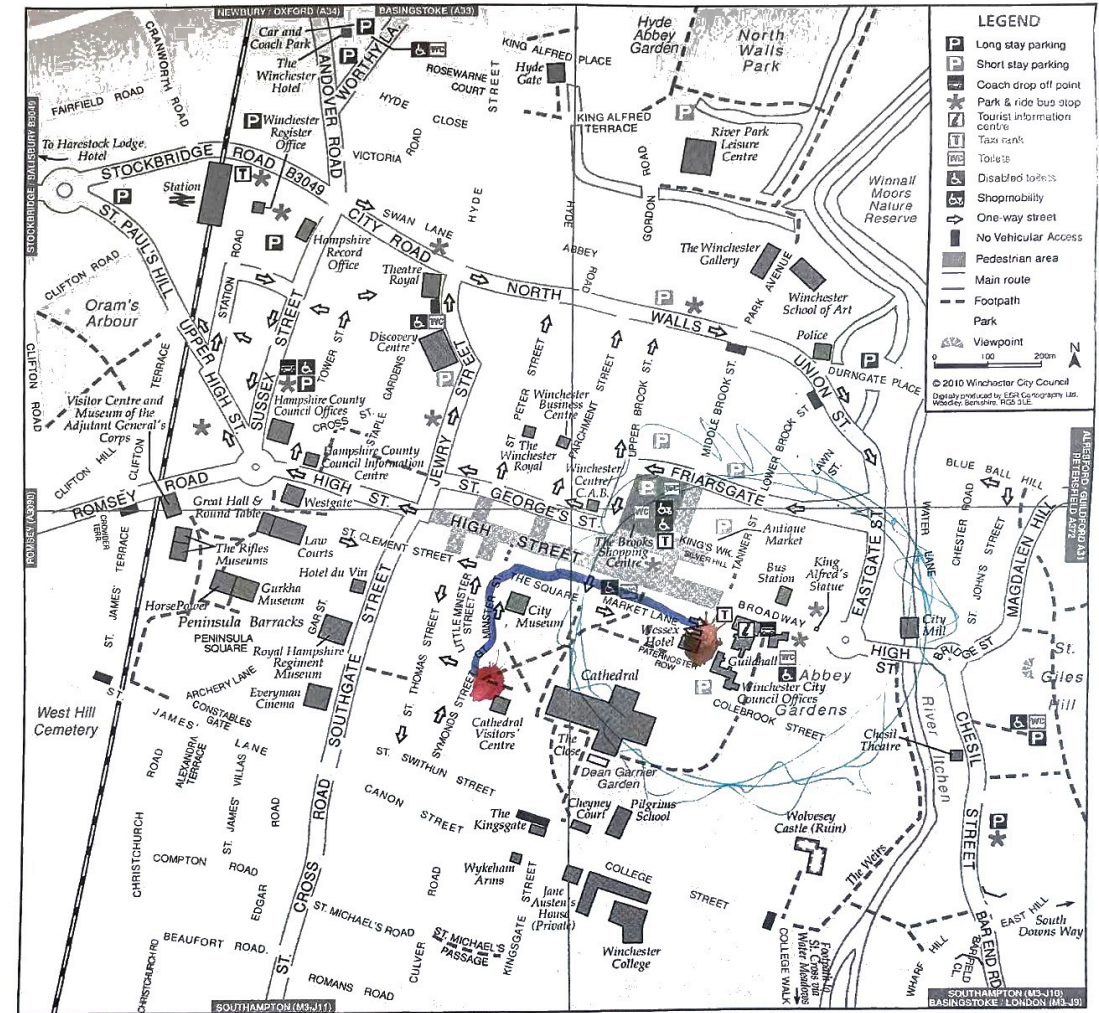
An aerial photograph of Winchester Cathedral, a large Gothic-style stone building with a prominent central tower and multiple spires. The cathedral is surrounded by lush green trees and residential buildings. The text 'Winchester Historical Map' is overlaid in large white letters on the right side of the image.

Winchester Historical Map

Lei Li

Why this topic?

- From the very first lesson, randomly pointing locations on a map with a marker pen, I drew the landmark of Winchester Cathedral.
- From personal experience, I like the historical landmarks, and like to take photo of them, because I can feel the history from the building material, colour, painting as well as shape.
- From the historical reason, Winchester as an old capital city of England, it has a lot of great heritages. I want to show it to other people who like history and buildings.
- From psychological perception, these Winchester locations I have chosen are not random, but are important nodes in the path of my daily life, and they carry my unique understanding and feelings about the city.



Map and time

- Since my topic already picked, the next mission is chosen a proper map.
- The map I select was “UK Great Britain, Ordnance Survey six-inch to the mile (1:10,560), 1888-1913”
- I used the 1888-1913 map of Winchester because that years are old time and the style of it is old fashion which indicate the historical elements. You can also find several black blocks, it mean historical landmarks, although it not all.
- The another reason is that the famous author Jane Austin lived in near that time and she passed at Winchester and she was a great source of inspiration for my project.



You can find the raw map at this website :
<https://maps.nls.uk/projects/api/>

Psycho-geographic response

- **Psychogeography** is the exploration of urban environments that emphasizes interpersonal connections to places and arbitrary routes.
- In 1955, Guy Debord defined psychogeography as "the study of the precise laws and specific effects of the geographical environment, consciously organized or not, on the emotions and behavior of individuals."
- As for my practice way, mainly focus on .Historical **Narrative + Everyday Paths(Especially High street) + Interactive Map Representation.**
 - **Historical storytelling:** Giving maps more 'emotional layers' by uncovering the historical events behind the locations.
 - **Personal movement:** Part of the locations are spaces that I would pass through in my daily life; they are intersections of memory and perception.
 - **Interactive mapping:** Reconstruction of urban space using digital mapping technologies (**Leaflet + GeoJSON**), allowing users to 'activate' emotional or historical information.

Location selection logic

- **Criteria for the selection of locations**

- I have chosen a number of historical landmarks and cultural venues in Winchester, not all of which are part of my daily path, but all of which have an important place in the cultural make-up of the city.

- **The significance of the non-everyday**

- Certain locations, such as **Jane Austen's House** and **Winchester College or The Hospital of St Cross**, are not part of my daily commute, but they are rich in history and city memories.
- These sites prompted me to engage in a kind of 'psychological travelling', to empathically revisit the historical origins of the site.

- **Interweaving Space and Memory**

- In the map, these spaces are more than just "geographical position", they are emotional touchpoints that are re-marked as key nodes in the perception and imagination of the city.

- **Why those locations?**

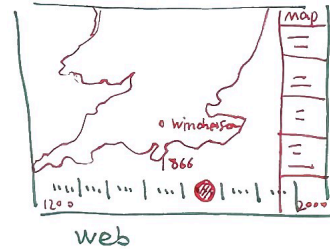
- Creates a '**temporal and spatial juxtaposition**' map experience that allows the user to cross the line between **reality and history**;
- Stimulate the viewer's re-conceptualisation of the city, emphasising that historical landmarks can trigger a strong psychological response.

Sketchbook & Development

1. Concept Sketching Hand-drawn drafts exploring routes, emotions, and significant landmarks.
2. Framework Setup Built on Leaflet.js with layered GeoJSON data for locations, routes, and timelines.
3. Data Structuring Integrated historical metadata (year, story, image, source) into each feature.
4. Interaction Design Popups for narrative info, toggleable routes via dropdown menu, timeline experiments.
5. Visual Iteration Custom iconography, revised colour palette.
6. Finalization Code optimization, responsive layout, and emotional storytelling through interactive layers.

Design plan. — The winchester historical landmarks map.

Source 1: old maps online. → ① Timeline ② sidebar.



style: Retro → interactive.

MAPBASE: UK, Ordnance Survey.

key positions: Famous historical landmarks.
include church, school, political places.

In this phase. Mainly focus on location select, story digout, basic information, and coding.

For coding, → HTML + CSS, rely on GeoJSON, mark route.

GeoJSON → ① places

② route

③ data → control visibility

④ text

Leaflet → interactive framework.

↳ Marker.

Leaflet Tutorials

Every tutorial here comes with step-by-step code explanation and is easy enough even for beginner JavaScript developers.



[Leaflet Quick Start Guide](#)

A simple step-by-step guide that will quickly get you started with Leaflet basics, including setting up a Leaflet map (with OpenStreetMap tiles) on your page, working with markers, polylines and popups, and dealing with events.



[Leaflet on Mobile](#)

In this tutorial, you'll learn how to create a fullscreen map tuned for mobile devices like iPhone, iPad or Android phones, and how to easily detect and use the current user location.



[Markers with Custom Icons](#)

In this pretty tutorial, you'll learn how to easily define your own icons for use by the markers you put on the map.

→ Click → popup

 route select



Time line.

```
{  
  "type": "Feature",  
  "geometry": {  
    "type": "Point",  
    "coordinates": [-1.3090477588954816, 51.061308472324875]  
  },  
  "id": "c7ca5bdf-32f5-4476-848e-26fe20f1082c",  
  "properties": {  
    "name": "King Alfred the Great Statue",  
    "description": "One of the most easily recognisable landmarks in Win",  
    "image": "https://preview.redd.it/visited-the-famous-statue-of-alfred",  
    "year": "1901"  
  }  
},
```


Sketchbook & Development

Project 2
 space is a physical term? → can be "place"
 place is with human emotions. →

The map is not the real thing:


Plutchick's Wheel of Emotions (2000)

Tulip 郁金香



Emotion Map → sound maps → small map.



→  map. fear → map → visual
 dark space

→ sound.
 ↳ video
 ↳ 3D model.

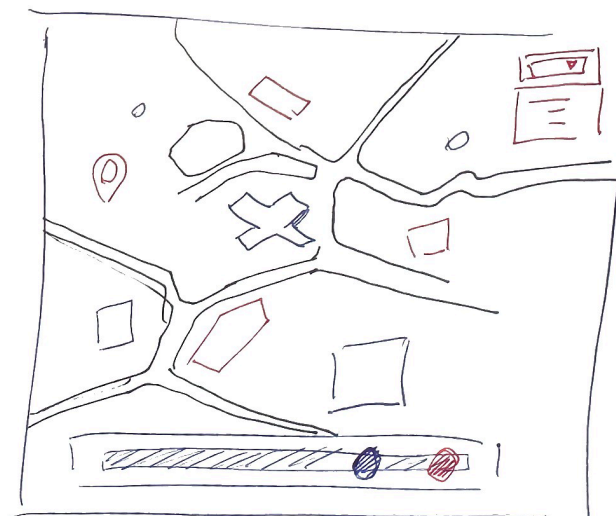
WW II → time distance ⇒ TIME LINE

experience in this place.

upload to your website

Function achieve

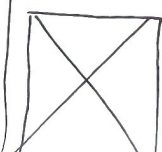
- ① Interactive map. ✓
- ② Information collect ✓
- ③ home select ✓
- ④ proper map (time) ✓
- ⑤ videos play ✓
- ⑥ Time Line. ✓
- ⑦ basic Animation ✓



AFTER CLICK.

Right part info.

CHURCH



Use of AI tools

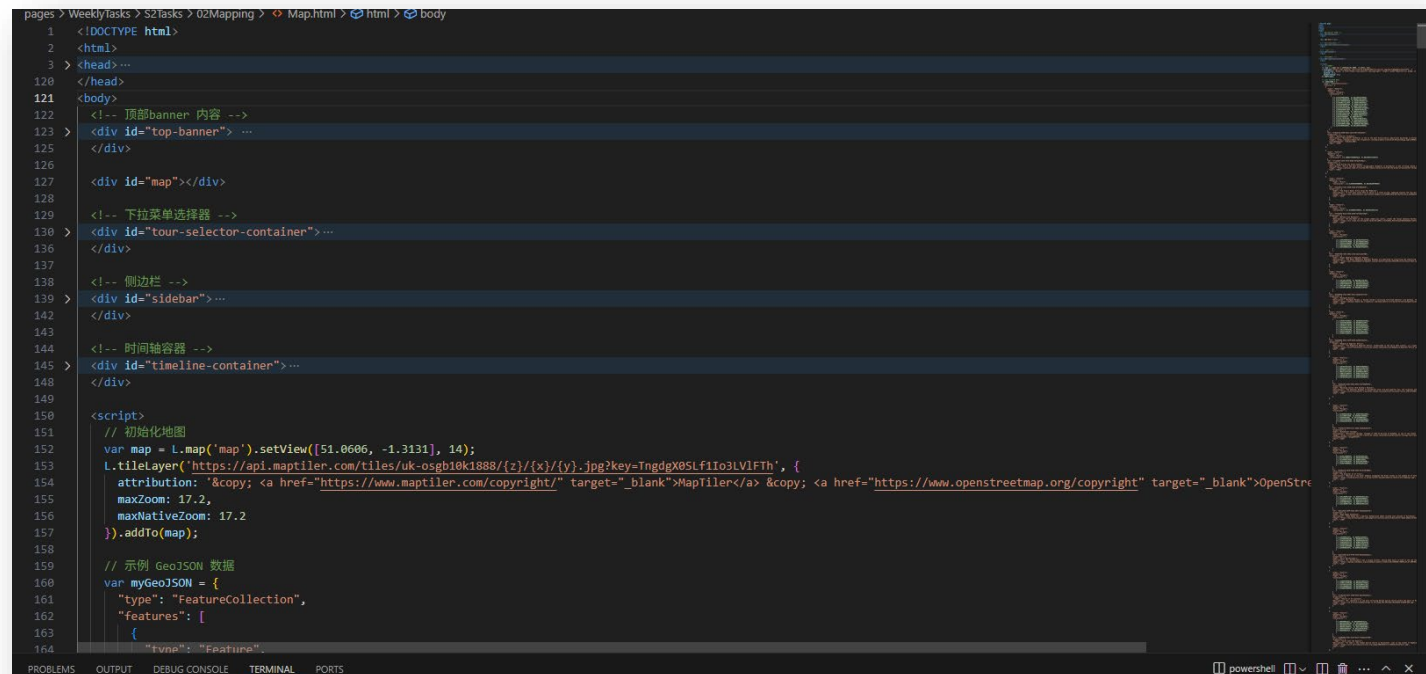
- The aim of use: Auxiliary rather than creative subject
- In this project, **ChatGPT** was not the lead in creation, but was used as an aid to assist me:
 - Debugging technical issues (HTML+CSS)
 - Assisted in transforming events (like Jane Austen's stories) into narrative form. All content reviewed and revised by me.
 - By doing so, I was able to focus more effectively on creative ideation and content architecture, rather than getting bogged down in instrumental obstacles.

While building maps using **Leaflet.js** and **GeoJSON**, **ChatGPT** assisted me in problem solving logic errors such as:

- Layer show/hide functionality not working
- Problems setting up the dynamic route plotting functionality

It provided suggestions and optimisations to make my front-end interactions more efficient.

Reflection: While ChatGPT streamlined technical processes, **all site selection, storytelling, emotional interpretation, and project structure** remain my original contribution.



The screenshot shows a code editor with a dark theme. The file explorer on the left shows a project structure with folders like 'pages' and 'WeeklyTasks'. The main editor area displays a file named 'Map.html'. The code is a mix of HTML and JavaScript. The HTML part includes a head section with a title and a body section with several divs for a banner, map, tour selector, sidebar, and timeline. The JavaScript part uses Leaflet.js to initialize a map and add a GeoJSON layer. The code is well-commented in Chinese.

```
1 <!DOCTYPE html>
2 <html>
3 <head> ...
120 </head>
121 <body>
122 <!-- 顶部banner 内容 -->
123 <div id="top-banner"> ...
125 </div>
126
127 <div id="map"></div>
128
129 <!-- 下拉菜单选择器 -->
130 <div id="tour-selector-container"> ...
136 </div>
137
138 <!-- 侧边栏 -->
139 <div id="sidebar"> ...
142 </div>
143
144 <!-- 时间轴容器 -->
145 <div id="timeline-container"> ...
148 </div>
149
150 <script>
151 // 初始化地图
152 var map = L.map('map').setView([51.0666, -1.3131], 14);
153 L.tileLayer('https://api.maptiler.com/tiles/uk-osgb18k1888/{z}/{x}/{y}.jpg?key=TngdgX0SLf1Io3LV1FTh', {
154   attribution: '&copy; <a href="https://www.maptiler.com/copyright/" target="_blank">Maptiler</a> &copy; <a href="https://www.openstreetmap.org/copyright" target="_blank">OpenStreetMap</a> &copy;';
155   maxZoom: 17.2,
156   maxNativeZoom: 17.2
157 }).addTo(map);
158
159 // 示例 GeoJSON 数据
160 var myGeoJSON = {
161   "type": "FeatureCollection",
162   "features": [
163     {
164       "type": "Feature"
```


Storytelling & Emotion

The Bookseller's Window

"In the spring of 1817, Jane Austen often stopped here to gaze at the latest novels published in the window. The shopkeeper recalled that she had purchased a copy of Cecilia and quoted themes from it in Pride and Prejudice."

Image source: [flickr](#)



Echoes of the Silk Mill

"Six days before Jane's death, Hodgson, the silk merchant, records that 'a frail lady inquired for violet Indian cotton', which is a temporal corroboration of the description in his last unsent epistle that he 'wanted to make a new dress for Cassandra'."

Image source: [flickr](#)



Winchester High Street Time-Slice: 1817 City Concerto

"There was once a 1756 lemon yellow wood window in this location that witnessed the moment the Austen family procured a funeral black veil. In July 1817, Henry Austen ordered 12 yards of Kashmir tweed here, which eventually became the shroud for his sister Jane. It has now become a Starbucks Coffee"

Image source: [Facebook](#)

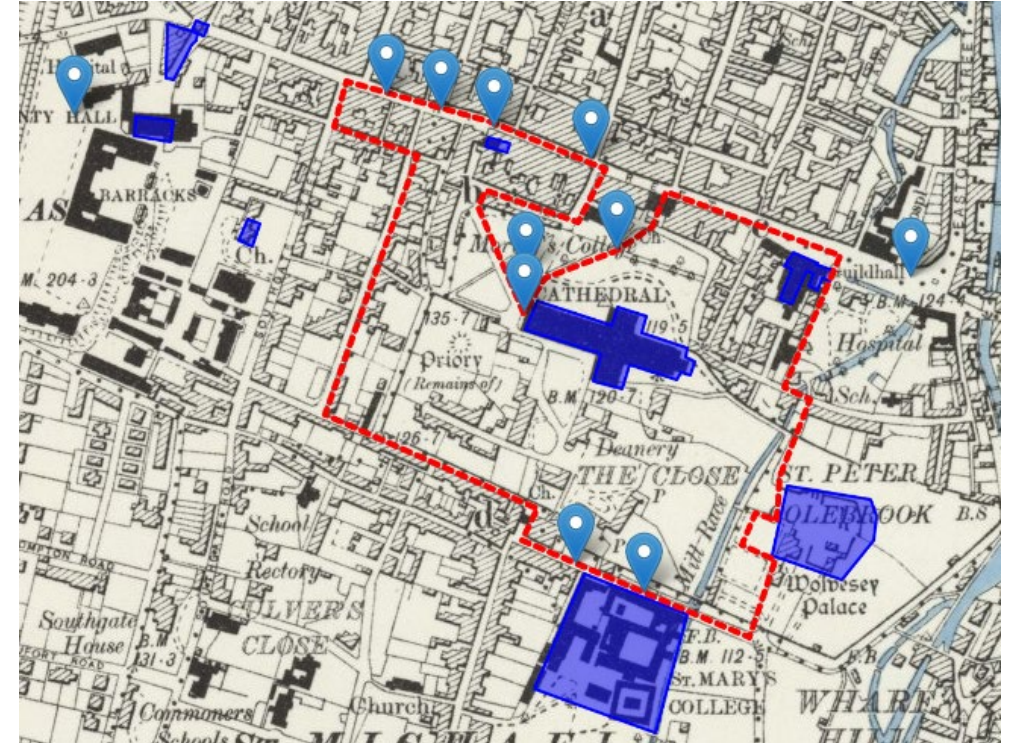


- Through these stories, enhance user's empathy and emotion, allow Jane Austen become more real person not a person on book or history.
- These stories are not only statements of the potential possibilities, but also "memory reconstruction".
- When users click on the map, it evokes not only information, but also "empathy" and "contemplation".
- This is a re-emotionalization of urban space.

Reflection

- **What I Learned Through Mapping Emotion**

- Content structure:
 - How to translate abstract emotions into visual map elements.
 - How to enrich the 'psychological thickness' of maps with history, stories and layers.
 - Learning to use maps as a medium to tell spatial stories.
- Possibilities:
 - Visualise the spatial overlap between past and present.
 - Encourage users to actively explore and click to stimulate self-interpretation.
 - Realise the intertwined expression of space, time and emotion.
- Limitations:
 - Emotions cannot be "standardised" and narrative expression is subjective.
 - Viewers may not click on all locations, missing coherence.
 - Coding and design have a technical barrier for beginners.
- Next steps for improvement
 - Add timeline/sliding filter function to simulate chronological changes.
 - Add multimedia content (e.g. audio, video, hand-drawn image segments).
 - Enhance the 'user path' to make the browsing process more immersive and emotionally evocative.
 - More interactive elements (e.g. automated content display, rather than requiring manual clicks)



References & Acknowledgements

- References

1. Leaflet.js An open source JavaScript map framework for loading map basemaps with overlay layers.

- I use Leaflet to build interactive maps that enable clicking on markers, switching routes, adding popups, etc. I use Leaflet to build interactive maps that enable clicking on markers, switching routes, and adding popups.

2. ChatGPT was used to generate the first draft of the location history story, optimise the reflection text, and assist with Html, Css, JavaScript code debugging.

- All content is personally screened and modified to ensure originality and personalised expression.

- Acknowledgements:

- All historical databases and image copyright holders
- Through this project, I have come to understand that a map is not merely a representation of space, but a reflection of psychological experience. It holds not just locations, but layers of memory, emotion, and narrative. When I embed stories into places, the map transforms – from coordinates to connections, from topography to emotional landscape. It becomes a medium through which I – and perhaps the viewer – can explore not only where things happened, but how we feel about them. In this way, the city is not just physical, but also deeply mental and emotional. That is the essence of psycho-geography: mapping the unseen layers of how we live in space.