

FLANEUR
SOCIETY

Guide to Getting Lost





FLANEUR
SOCIETY



How do you get from point A to point B?



A

**WHAT IF
THERE
WAS NO
POINT B?**

THE CITY IS YOUR FOREST.

**THE FLANEUR SOCIETY WAS
CREATED TO ENCOURAGE AND
SPREAD THE CONCEPT OF THE
FLANEUR, THE URBAN EXPLORER.**

Through the concept of the Urban Safari, the Flaneur Society seeks out people who naturally like to explore the hidden crevices of a city and/or those who have a curiosity to do so.

We argue that what makes cities interesting places to be is the unexpected. By intentionally creating a space for idle wandering without destination, the chance of discovery is heightened. The Flaneur society is not about commerce. Its about discovering what is right under your feet, in front of you, above you and around you.

Go get lost and embrace the unexpected.

**“Not
to find
one's
way in
a city
means
little...”**

**...But to
lose one-
self in a
city as
one loses
oneself in
a forest
requires
practice...**

...Then the street names must call out to the lost wanderer like the snapping of dry twigs, and the small streets of the city-centre must reflect the time of day as clearly as the mountain hollow.”

—WALTER BENJAMIN



**GO ON AN
URBAN
SAFARI**

Option 1

Random*

- 1 Head to the bus stop nearest your house.
- 2 Get on the next bus that heads towards downtown.
- 3 Get off after 12 stops.
- 4 Take a left when you step off of the bus.
- 5 When you pass a man wearing glasses turn immediately around and take your next left.
- 6 Look for a guardian newspaper rack. Stop and observe your surroundings.
- 7 Choose your own street. Look for a direction that looks interesting and head that way.
- 8 Turn down the next alley that you come across and make a right when you come out of it.

- 9 Re-orientate yourself and look for the nearest hill. head towards it.
- 10 Look for a place to take a seat (bench, park, grass) and take a load off. Sit here for at least 10 minutes and see what unfolds.

***tip** If at any point in your journey these guidelines are not fruitful, skip a step or head in the direction of something that interests you.

Option 2

The Way You Know (Sort of)*

- 1 Go to an area of the city you are familiar with, but would like to explore.
- 2 Head in the general direction of a park in your nearest vicinity.
- 3 En route, take a street you don't usually take (or better yet have never taken before).
- 4 Take another street that you don't normally take.
- 5 And another.
- 6 And another.
- 7 And another.
- 8 Etcetera.
- 9 Voila! New discoveries abound.

***tip** In an pinch, take an alleyway.

Option 3

Market Street

- 1 Get on BART or MUNI.
- 2 Get off at or near Powell Street.
- 3 Walk down Market Street towards the Ferry Building.
- 4 Keep walking straight until you hit a red light. Change directions based on where the green light is.
- 5 Walk three blocks, turn down the next alley you come to.
- 6 Take a right, and head towards the next intersection.
- 7 Choose your own direction. Take a street that looks interesting to you.
- 8 Walk for 3 blocks. After three blocks stop at the corner.
- 9 Look for a cyclist. Next one you see, follow in the direction that they are going. Walk three blocks. Return to step 4.
- 10 Follow these steps until you've seen enough of downtown. Head back towards Market Street.
- 11 En route, get on a bus that you've never ridden on before. Go for a ride.
- 12 Congratulations! You are now a Flaneur. And you didn't even need a map.

***tip** Lose track of time. Leave your watch at home and/or turn off your phone.

A topographic map showing contour lines and a grid pattern, serving as a background for the header.

Notes/Observations

A topographic map showing contour lines and a grid pattern, serving as a background for the header.

Notes/Observations

A topographic map background with contour lines and a grid pattern, showing terrain elevation and geographical features.

Notes/Observations

**“WE DIVE
AND
REAPPEAR
IN NEW
PLACES.”**

**—RALPH WALDO
EMERSON**



**GO
GET
LOST**