

You can see you have a big piece of paper in front of you, facing down. First, I am going to explain the instructions of the experiment; and second, I will introduce you to the story that we need to complete as part of the task. After I explain the instructions, before we begin, I will clap, and I will clap again when we finish the story, in order to synchronize my recording devices. We may now turn your paper up.

Task Instructions

What you have in front of you is a printed 2D map. It is a representation of an imaginary land, in which different fields and landmarks are deployed. On this side of the screen, I have a map of the same land, but there is a difference between our maps that will prove key for the task.

You should be able to see different coloured dotted lines connecting some landmarks. These indicate possible pathways that we could take between different points. Certain helpful symbols, described in the legend, indicate terrain crossing conditions. For example, whether we are able to cross a loch (rowing a canoe) or a mountain range (using an ice axe). Most importantly, they indicate the whereabouts of the lochs or the mountain range where we could find a crossable route. It is important to note that there is no right or wrong way to reach the landmarks, for this will instead depend upon our shared travelling preferences. Besides, pathways do not indicate the direction of travel.

My map, on the contrary, deploys all landmarks and fields, but neither pathways nor indications for traversing off-path terrains. However, it will be me who narrates our journey through this land, I will be the one knowing where to go, and in which order landmarks need to be visited. Hence, for our venture to succeed, we will need to work together, helped by the scale and the wind rose, if needed.

Throughout this joint endeavour, I will be sharing with you the details of a creative enterprise, emerged from naïve imagination. This will take us from one landmark to another, completing trades and labours in an epic journey. Then, your role is to offer guidance through the land, taking advantage of the utmost completion of your map. I kindly ask you to provide as much information as possible, for us to be able to choose cooperatively our direction of travel at any given point. There is always more than one way to reach the landmarks, as well as optional detours to discover hidden nooks. You, too, are most welcome to use your imagination to disclose the mysteries of this land and enrich our travels.

Prompts:

- Are you superstitious?
- I see that XXX is just by XXX, could we go from there?
- Should we stop at the Selkie Inn for drinks and provisions?
- Does the route you propose seem dangerous?
- What would you do? Why?
- I'm confused now, could you repeat where I have to go from XXX? Was it East or West?
- I cannot see any XXX like the one you described.
- Uh huh + *repeat what participant said with a question mark?*
- Oh! now I can see what you described. It's _____, right? (*introduce a difference in the description here, so the participant needs to correct the interviewer*)
- What do you think about setting camp while we're in the forest? Some could do a wood chopping mission while others prepare everything for the night.
- Shall we inform the inhabitants of Brodgar about our intentions? Since we're crossing their town, we might as well let them know that we plan to come back with metals to trade with them.
- Would you think the Castle's inhabitants will be keen to host us? We have covered a fair distance...
- Is there an alternative to this route?
- Okay + *repeat what participant said as a statement.*

List of Missing Landmarks

1. The Mighty Eagle's Ye
2. Fhinn's Shrine
3. Chuain Villave
4. Auld Cairn
5. Ring of Soor
6. Selkie Inn
7. Boobrie's Light
8. Dunnattor Castle
9. Brodgar Town
10. Aonaran Hollow
11. Trow Bridge
12. The Dhu Torrs
13. Loch Brae
14. Loch Ronnach
15. Loch Klave