

*"Walking, even not being the physical creation of a space, implies a transformation of the place and of its meanings. Walking means transforming the landscape, the creation of places."*

*"The action of going through; a line that crosses the space and the stories of the crossed space; a walk as a cognitive instrument for future planning. From the rediscovery of the primordial condition to a redefinition of the modern human condition."*

*"Walking as independent communication media, anti-art or other-art, primary action in the symbolic transformation of the territory, aesthetic tool for knowledge and physical transformation of the crossed space, that becomes a "non-place" a hyper-space for participation, creation and networking."*

Francesco Careri, Walkscapes.

Donkijote.org is an endeavour which connects one of the oldest ways of transportation with new technologies in order to re-create and re-think the interrelationship between time and space with the purpose of producing different multimedia content and to create a low impact, high-tech sustainable social media experience.

This project aims to be a cocktail of ethical, tactical, educational and psychogeographical meaning.

Until the last century, donkeys were one of the most common modes of transportation. Walking with a donkey is a very old way of walking to a destination and reaching into the heart of one's emotions, walking with the slowness of movement in body and mind. To walk in order to move, not to arrive, but to pass through and discover in every moment the beauty around.

Animal and human speed are the only natural one. Walking with a donkey is a feeling that takes you back in time, to a slow era in which the traveller signed each day with his steps. Today, as in those days, the donkey, our fellow traveller, will relieve the heavy burden of work for the man. Walking with a donkey is recorded in the history of the human race since the beginning of travel, the first steps of humanity into this world, since people from the south began migrating and left their own land to find a new one. Humble and faithful, the donkey patiently awaits the beginning of travel.

The donkey, a real social network, will become a mobile collective device using solar cell panels to power a notebook, video camera, photo camera, GPS, and mobile modem to simultaneously produce media content to upload on the net and develop a digital geomapped-storytelling.

It will surf the net as a walking browser that anyone can ride.

The complete road will be mapped in real time on the net by GPS, and users can access the current position.

This enables:

- a real time experience by following the donkey's everyday life and encounters along the way;
- new tools to learn about history, geography, cultural traditions, flora and fauna, environment, by geotagging the knowledge;
- asking questions and collecting answers, feelings and hopes, habits and dreams from users; in this way gathering a collective memory;
- an interaction with the traveller and between each other by sending greetings, impressions, ideas or suggestions...

In this spirit of collaborative interaction, it will be possible to produce an online experience that will broadcast reality and real people through an open and interactive story that will be told by means of a free, constantly updated and universally accessible device, where users and visitors can become co-protagonists by editing their own contributions and where virtual becomes real in a melting pot of travel, adventure, daily life and culture.

The relationship between time and space changed a lot in the twentieth century, and now humanity lives in a limbo of perception, thinking everything is "right here" and "right now". This journey wants to recreate a tactile approach to the world with the purpose of producing media content while keeping contact with what is real. Such an approach could make it possible to build a natural relationship between old and new, preserving them both.

We are living in a world in which our connections grow every moment but in which everyone is more individual. We have to shake ourselves loose from the old places where it was possible to share, (we gain new ones and have begun to use them), to communicate. We feel as though we are everywhere and nowhere. We need for our narration to be connected with time and space in order to be real again.

Travelling is like tracing a line in a drawing. It is just connecting one place with another.

On this main line many other connections grow -- to people, places, stories.

In travelling the goal is not the destination but the journey.

Step by step, slowly we can balance time and space.

A step as first nexus will let us link the stories of different people and places.

The analogue step will be in symbiosis with the digital transmission of data, to connect virtual with reality in an indivisible way for a multi-dimensional structure, starting from ancient history and moving into the present.

Technology does not have to work against nature but can provide access to it. Now it is possible for all of us to broadcast ourselves and influence the general interpretation of the world. My intent is to consciously utilize this era of technological revolution, using technology in order to allow a clear understanding of our world, of our lives.

"Situationism" has already explained the power of a psychogeographic *detournement* but, with the addition of global networks, the stage is no longer the city.

In such a dimension the results could be unpredictable.

Our light passage leaves nothing, not even an ephemeral trace, on the land but everything will be committed to digital evidence, a contemporary mapping.

Marcello Faletra writes in *Cyberzone*, "The true great philosopher of the practical ratio is not Kant, but Cervantes' hero Don Quixote, who fought with the nothingness of windmills". For a long time I have been on a quest to find and create an action and expression of experience full of purity of ethics and aesthetics, without compromise. The mode of movement and resulting action I want to propose with this project are clean from an ethical point of view, and sustainable for the environment: this good practice is a necessary condition allowing for the freedom to criticize or to show other possibilities, to provide educational tools or just show a point of view on social and cultural subjects. A script does not exist. "Questa sera si recita a soggetto" (Tonight we improvise), as Pirandello suggested, to offer a living platform, a free journey, that let us imagine and deliver a useful tool for research and investigation, both digital and physical.