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TALKSCAPES

TALKING ABOUT US AND OUR EUROPEAN COMMUNITIES
BY TALKING ABOUT OUR LIFE LANDSCAPES



COLEGIUL NAȚIONAL ECONOMIC
"ANDREI BĂRBĂNTEANU"
BRAȘOV



EYLIL - European Youth Landscape Interpretation Lexicon

The European Youth Landscape Interpretation Lexicon (EYLIL) is a multilingual interpretive glossary of European Youth Landscapes, elaborated within the Erasmus+ TALKSCAPES Project activities and on top of some relevant case studies of daily-life landscapes and sceneries, both urban and rural.

Through the collaborative elaboration of this Lexicon, Students and Teachers enhanced their own ability to describe, analyse, discuss with and narrate their own every-day life landscapes and, thus their own socio-cultural configurations and relevant communities, to peers as well as to adults and elder people. Particularly, through a practical use of different National languages, the TALKSCAPES Community has “labelled” landscapes and identified different socio-cultural and economic components, critical elements and potential in terms of social innovation.

This Lexicon will be constantly implemented and updated by the Educational Communities of the TALKSCAPES partner Schools, representing a common “digital place” allowing European Youth to observe and discuss about the crucial role of European “landscape configurations” as “agents of socio-cultural mediation”, inclusion, identity construction and evolution, safeguard of ethic and aesthetic values, and sustainable development.

The Lexicon is structured on three different theoretical and conceptual areas:

1. basic concepts related to the perception and the understanding of landscapes;
2. basic concepts on landscapes description and digital mapping;
3. macro-categories and types of daily-life landscapes (TALKSCAPES).



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1. BASIC CONCEPTS RELATED TO THE PERCEPTION AND THE UNDERSTANDING OF LANDSCAPES

1.1	Common good	Good shared and recognized as such by all members of a specific community. It undertakes to manage it and take care of it in its own interest, but also in that of future generations.
1.2	Cultural assets	Set of cultural and landscape goods, which constitute the wealth of a place and its population, and which have a particular artistic, historical, or ethno-anthropological interest.
1.3	Cultural basin	Anthropic space and geographical container of cultural relationships, socio-economic actions and identity constructions shared by a community.
1.4	Cultural diversity	Uniqueness and plurality of the identities of the groups and societies that make up humanity.
1.5	Cultural heritage	Set of resources inherited from the past that populations identify, regardless of who owns them, as a reflection and expression of their constantly evolving values, beliefs, knowledge and traditions, according to the definition enshrined by the "Council of Europe Framework Convention on the Value of Cultural Heritage for Society".
1.6	Cultural identity	Set of the peculiarities of a culture or group that allows individuals to identify themselves as members of this group, but also to differentiate themselves from other cultural groups. Cultural identity includes aspects as diverse as language, the system of values and beliefs, traditions, rites, customs or behaviours of a community.
1.7	Ecosystem	Set of living organisms (biotic factors) and non-living matter (abiotic factors) that interact in a given environment forming a self-sufficient system in dynamic equilibrium.
1.8	Environment	Physical space and complex of physical, chemical and biological factors in which an organism (man, animal, plant)



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		lives. Referring to human being, the environment also represents the set of social, moral, cultural, historical and economic conditions in which the individual lives and which contribute to define human societies and communities.
1.9	Environmental unit	Elementary and defined space, suitable to allow the carrying out of activities compatible with each other.
1.10	Heritage community	Community made up of people who attach value to specific aspects of cultural heritage, which they wish, in the context of public action, to maintain and pass on to future generations, as enshrined by the "Council of Europe Framework Convention on the Value of Cultural Heritage for Society" (CETS No. 199).
1.11	Historic centre	Part of an inhabited centre of more ancient formation, usually subjected to a particular protection to ensure the conservation of historical, artistic and environmental testimonies.
1.12	Hydrographic basin	Area delimited by a topographical watershed for the collection of the waters that flow on the surface of the soil and converge towards a specific receiving water body which gives its name to the basin itself.
1.13	Landmark	Point of geo-morphological, geographical, historical, socio-cultural interest within a given landscape.
1.14	Landscape	Part of the territory perceived by human being on the base of specific characteristics derived from the interaction between natural and human factors, and their interrelations.
1.15	Landscape unit	Territorial area that presents specific, distinctive and homogeneous characteristics of formation and evolution, both in an anthropic and natural sense.
1.16	Local Community	Social group that lives in a delimited territory recognized as its own, within which all aspects of associative life are present and active.



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1.17	Morphological order	Morphological conformation of the earth's surface, that is the forms that make up the relief of the territory, in relation to its lithological characteristics and to the agents that have shaped it.
1.18	Natural space	Portion of territory characterized by the presence of significant natural and environmental resources.
1.19	Periurban space	Portion of territory located on the outskirts of a city and which, although not used for urban development, is not even used for rural activities.
1.20	Place of the heart	Place to which an individual or a group of individuals attribute a particular value, linked to the emotions and memories that it recalls and that make it special beyond its objective value.
1.21	Public space	Place characterized by a collective social use where anyone has the right to move, to stay, to meet others and dialogue.
1.22	Rural area	Portion of territory characterized by the presence of settlements and activities related to the agricultural use of the territory.
1.23	Territory	Geographical area or portion of land of a variable extent, which constitutes a jurisdictional, administrative unit.
1.24	Traditions	Aspects of culture understood in an anthropological sense as a set of skills, knowledge, beliefs, behaviours, norms and values that human beings learn as they are part of a certain society.
1.25	Urban space	Portion of territory characterized by the presence of inhabited centres and urbanized areas, connected one another by infrastructures, ecosystem services and ecological networks.



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2. BASIC CONCEPTS ON LANDSCAPES DESCRIPTION AND DIGITAL MAPPING

2.1	Attribute	Descriptive information owned by a geographical object as a typical characteristic.
2.2	Attribute table	It is an integral part of the information layer. Each table relates to a homogeneous group of geographic elements of the map (roads, rivers, contour lines, etc.) and is made up of a variable number of rows and columns. Each row (record) contains the description of a single geographical element and each column (field or attribute) stores a specific type of information.
2.3	Base maps	Set of maps concerning a certain territory, built with topographic and photogrammetric techniques, which represent the plans (waterways, roads, railways, bridges, houses, etc.) and the altimetry made up of elevated points or contour lines.
2.4	Database	Also called archive, it represents a set of information of different types, structured typically in tables of data, and according to precise criteria that allow quick access to information, data protection and durability, consistency, interoperability, etc.
2.5	Feature	Geometric and descriptive entity representing a unique anthropic or natural "object" well distinguished from the others similar entities collected in a thematic map or a cartographic layer.
2.6	Geographic Information System (GIS)	Complex set of hardware, software, human and intellectual components to acquire, process, analyse, store and represent data referring to a territory in graphic and alphanumeric form.
2.7	Georeferencing	Software procedure that consists in positioning, by means of points with known coordinates (control points), vector data or a raster image in the respective area of the real territory, according to a specific spatial reference system.



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2.8	Layer	Information or geographic layer, i.e. basic unit of data management that defines positional and thematic attributes for the map elements of a given area. It represents the set of homogeneous elements that make up a map, such as roads, waterways, forests, etc.
2.9	Map	Visual representation of spatial phenomena through sets of geographic elements both anthropic and natural (lakes, rivers, roads, cities, monuments, landscapes, etc.) that provides two fundamental kinds of information i.e. “where” and “what”, and other optional data, such as chronology (“when”). The position allows us to understand where a particular geographic element is on the surface of the earth and what its relationships are with the other elements. A map could be suitably articulated in many different thematic layers, in order to offer, archive and manage different kinds of data and linked information.
2.10	Map scale	The ratio between a distance on the map and the corresponding distance on the ground. The scale ratio used for a map determines the information content and the size of the area that can reasonably be represented. Usually, maps are distinguished in large-scale (1: 500, 1: 1000, 1: 2000), medium-scale (1: 5000, 1: 10000) and small-scale (1: 25000 onwards).
2.11	Public Participation Geographic Information Systems (PPGIS)	Set of GIS applications developed to facilitate the widest public involvement in planning and decision processes.
2.12	Spatial data	Geometric data characterized by a persistent reference to a geographical coordinate system.
2.13	Symbols	Icons used to represent on paper or video the phenomena that occur in a map. Symbols can be filled, e.g. solid, hatched, dash-dot, etc., or wireframe and they can represent standard



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		shapes (cross, star, triangle, etc.), or be customized by users to indicate the location of geographical, cultural, temporal etc. "object", also by recurring to variety of colours.
2.14	Thematic layer	Representation of a raster or vector cartography in which points, lines or surfaces are associated with symbols, fills or colours that represent the result of a quality analysis (land use, urban planning areas, traffic intensity on a road, etc.). Different layers can be recombined in many different maps in order to obtain various representations of natural and anthropic phenomena, historical processes, etc.
2.15	Topology	Set of rules to explicitly define the spatial relationships between features of a given layer or an entire dataset.
2.16	Vector geometric primitives	Useful elements for modelling the geometry of real-world objects and representing them in cartography, starting from points, lines and areas.



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3. MACRO-CATEGORIES AND TYPES OF DAILY-LIFE LANDSCAPES (TALKSCAPES)

N.	Macro-category		Synthetic description	
3.1	BIODIVERSITYSCAPES		<i>Landscapes in which human beings have not directly and/or heavily manipulated the original environment with constructions, infrastructures, and other works, allowing the conservation of original natural elements and biodiversity.</i>	
	Symbol	TALKSCAPE ID	Synthetic description	Possible items/features to map
3.1.1		BIRDSCAPES	Characteristic ecological niches inhabited by typical bird fauna	Birds
3.1.2		ECOSYSCAPES	Relevant ecosystems	Natural reserves, etc.
3.1.3		GEOSCAPES	Places of geological or geomorphological interest	Geosites, mountains, etc.



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3.1.4		GRASSSCAPES	Characteristic elements of flora	Plants
3.1.5		LAKESCAPES	Lake spaces	Lake spaces
3.1.6		RIVERSCAPES	River spaces	River spaces
3.1.7		SEASCAPES	Sea spaces	Sea spaces
3.1.8		WILDSCAPES	Natural places	Natural reserves, protected areas, natural parks etc.



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N.	Macro-category		Synthetic description	
3.2	CULTURALSCAPES		<i>Landscapes characterized by material and above all immaterial heritage that includes memories, often collective facts, actions and relationships, values and complex facts close to people and their feelings.</i>	
	Symbol	TALKSCAPE ID	Synthetic description	Possible items/features to map
3.2.1		ARTSCAPES	Places of artistic interest	Picture galleries, murals, etc.
3.2.2		CELEBRITYSCAPE	Significant characters for a place	Characters that are significant for a place and / or a community
3.2.3		CLIPSCAPES	Places of cinematographic interest	Places of cinematographic interest



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3.2.4		CRAFTSCAPES	Places linked to artisan traditions	Places linked to artisan traditions
3.2.5		DANCESCAPES	Places of dance interest	Theatres, etc.
3.2.6		DIGITALSCAPES	Places of digital interest	Places of digital interest
3.2.7		EDUSCAPES	Educational places	Schools, universities, libraries, etc.
3.2.8		ERASMUSCAPES	Places linked to Erasmus+ experiences	Places linked to Erasmus+ experiences
3.2.9		FOLKSCAPES	Significant elements of folklore	Traditional festivals, etc.



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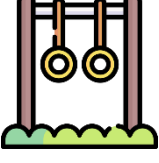


3.2.10		FOODSCAPES	Places of culinary interest	Places of culinary interest
3.2.11		LEGENDSCAPES	Characteristic legends of a culture	Legends
3.2.12		LITERATURESCAPES	Places of literary interest: bookscapes poetryscapes poemescapes	Places of literary interest: bookscapes poetryscapes poemescapes
3.2.13		MARKETSCAPES	Places of commercial interest	Places of commercial interest
3.2.14		MUSICSCAPES	Places of music interest	Theatres, etc.
3.2.15		POSTSCAPES	Postcards of landscapes	Postcards of landscapes



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3.2.16		PROVERBSCAPES	Characteristic proverbs of a culture	Proverbs
3.3.17		RELAXSCAPE	Relax places	Places of reference for relaxation
3.2.18		SOCIALSCAPES	Places of social interest	Places of social interest
3.2.19		SOULSCAPES	Places of religious interest	Churches, etc.
3.2.20		SOUNDSCAPE	Places strictly connected to traditional sounds	Pasture bells, etc.
3.2.21		SPORTSCAPES	Places of sport interest	Stadium, etc.



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3.2.22		VOICESCAPES	Places of storytelling tradition	Oral tradition, storytelling, etc.
3.2.23		WATERSCAPE	Places closely connected to the presence of water	Baths, etc.
3.2.24		WORDSCAPES	Places name	Places name



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N.	Macro-category		Synthetic description	
3.3	HEARTSCAPES		<i>Landscapes to which an individual or a group of individuals attribute a particular personal value, linked to the emotions and memories that it recalls and that make it special beyond its objective value.</i>	
	Symbol	TALKSCAPE ID	Synthetic description	Possible items/features to map
3.3.2		PORTSCAPE	Port landscapes	Port landscapes
3.3.2		STREETSCAPE	Street or roads landscapes	Street or roads landscapes
3.3.3		URBANSCAPES	Urban spaces	Squares, stairways, alleys, courtyards, etc.



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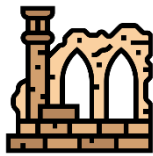




3.3.4		VIEWSCAPES	Panoramic landscapes	Scenic spots
3.3.5		VILLAGESCAPE	Villages	Villages



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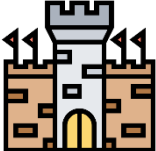



N.	Macro-category		Synthetic description	
3.4	HISTORYSCAPES		<i>Landscapes characterized by the presence of historical traces, telling the local history of sites and places.</i>	
	Symbol	TALKSCAPE ID	Synthetic description	Possible items/features to map
3.4.1		ARCHAEOCAPES	Archaeological sites and remains	Archaeological sites and remains
3.4.2		ARKSCAPES	Places of architectural interest	Palaces, baths, etc.
3.4.3		CASTLESCAPES	Important castles that characterize a territory	Castles



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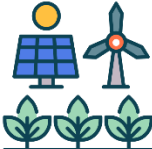



3.4.4		HIDESCAPES	Disappeared or invisible landscapes	Disappeared or invisible landscapes
3.4.5		MEMORYSCAPES	Places that no longer exist physically but remain in the memory of those who live in a definite territory	Ancient palaces, etc.
3.4.6		MILITARYSCAPES	Places strictly connected to the military function	Fortress, gates, fortifications, towers, etc.
3.4.7		TRAILSCAPE	Places connected to ancient railways	Ancient Railway Station, etc.



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N.	Macro-category		Synthetic description	
3.5	WORKSCAPES		<i>Landscapes characterized by production and supply chain sites, hand craft workshop, etc.</i>	
	Symbol	TALKSCAPE ID	Synthetic description	Possible items/features to map
3.5.1		AGRISCAPES	Places linked to agricultural traditions	Places linked to agricultural traditions
3.5.2		POWERSCAPES	Energy places	Wind farms, photovoltaic plants, etc.
3.5.3		RECYCLESAPES	Places of recycle interest	Places of recycle interest



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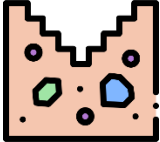
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3.5.4		RURALSCAPE	Places strictly connected to rural traditions	Rural traditions
3.5.5		UNDERSCAPES	Underground places	Caves, quarries, etc.