

Landscape Appreciation in Russian Haiku: Plant Names and "Seasonal Words"

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A poetry form called haiku originated in Japan, but gained popularity also in many other countries. Nowadays there are many poets who compose haiku in Russian. It is obvious that Russian haiku differ markedly from the haiku written in Japanese, in particular in terms of the environmental experience they describe. A characteristic feature of Japanese haiku is the usage of kigo, seasonal words, while Russian haiku poets usually don't rely on such words, as Russian tradition hasn't developed set of words which could be compared to kigo. However, Russian haiku, like any other poetry form, often describe the natural environment and can include plant names and words connected to different seasons (such as snow, rain etc.) For this presentation the main Russian haiku journals and collections of haiku (such as 'Haikumena', 'Ulitka' etc.) were examined for such words. Analysis has been provided on what kind of words are used, which of them are more frequent, and what kind of environment they describe.

Keywords: haiku, kigo, natural environment descriptions, plant descriptions, landscape appreciation

Natural scenery and hydro-meteorological phenomena in Russian landscape painting

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Landscape occupies a special place in Russian painting. For the first time, schematically transferred landscape motives appeared in ancient iconography. In the ancient icons, the figures of Christ, the Virgin, the saints and angels were depicted sometimes in the background of very schematic scenery. Sparse trees, which species could not be determined precisely, symbolized the forest; buildings, without any volumes, were temples and chambers. However the landscape painting did not exist actually as a separate genre of easel painting in Russia until the 18th century. In the 18th century landscapes were used as a background in the state and home portraits. Vladimir Borovikovsky, for instance, depicted his images on the background of Russian nature. The first sceneries, which appeared in Russia in the 18th century, were topographical views of imperial palaces and parks by Semen Shchedrin. He can rightly be called the founder of Russian landscape painting, although his works were generally decorative. Working with real nature, the study of Italian nature and the discovery of original Russian national landscape - these are the three directions of developing of the Russian landscape painting in the first half of the 19th century. Sylvester Shchedrin, Mikhail Lebedev, Alexander Ivanov developed a tradition of Romantic painting, which based in the Russian landscape painting, similar to the European landscape painting, on the working with real nature in the open air (plein-air painting). With discovering the sea, the Russian art of the 19th century was developing such popular type of landscape painting as a Marine art. In seascapes, tradition of Romanticism is living, which inspired creativity of the famous Russian Romantic painter Ivan Aivazovsky. He is considered one of the greatest marine artists in history. The artist has developed his own individual painting style, in which there are no strict classic rules of composition. Aivazovsky painted sea as a living matter and was able to convey such effects as of moving water, of reflected sun and moonlight. In the mid-nineteenth century the Russian art was characterized by the distinct transition from Romanticism to Realism. The starting points were works by Alexey Venetsianov, who created a collective image of peasant Russia. Landscape backgrounds of his paintings have introduced into Russian painting the theme of nature as the scope of labor applications of human hands. The leading role in Russian art began to acquire a national landscape (Vasily Perov, Ivan Shishkin, Alexey Savrasov, etc.). In the second half of the 19th century, Fyodor Vasilyev and Arkhip Kuindzhi have introduced the lyrical landscape style in Russian art. Kuindzhi's works are especially remarkable for their light effects by capturing the illuminative aspect of the natural condition.

Keywords: Russian landscape painting, natural scenery , hydro-meteorological phenomena , national landscape

Surveying preferences for an urban park and visualizations of potential scenarios

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Value+ is a European Union funded collaborative project to enhance public participation by using novel techniques during the participatory planning and design processes. Edward Street Park, located in Sheffield, UK city centre, is one of the six real-world project sites besides other five North West European cities. The advent of advances in computer and mobile technologies currently allows users to visualize and experience historical or future landscapes in real-time. According to Ervin (2001), landscape(s) consists of six components: 'landform, vegetation, structure, water, animals and atmosphere'. Research to date has investigated landform, vegetation, structure, and water influencing the user's landscape preferences in a given scene. It has been shown that all these mentioned components and animals and atmosphere affect the perceptions and preferences of the users, both individually and collectively. Structure, manmade or natural (de Vries et al., 2012), landform including topographical features and the presence or absence of water and vegetation, all have significant impact on a user's preferences (Hagerhall et al., 2004). This research investigates user preferences in the urban parks and how these preferences potentially affect the park use and sense of place. Additionally, the way users can contribute to the improvement of the park environments by sharing their opinions and have their say in the decision-making process. Our latest research showed that 3D visualisations have high potential for improving the communication between users and professionals (Bilge et al., 2016). In this research, participants were asked to articulate how they feel about the site after viewing the 3D model of the park by answering questions about their likes and dislikes in the park's layout and functions. Another group of participants were shown the 3D walk-through and were asked to suggest improvements by deciding on one of the six pre-determined viewpoints. These suggestions were sketched on a mobile device application, ZoomNotes, to share improvements they want to be made in the park. After collecting all the sketches from public for the preferred developments under the light of place-making criteria (Project for Public Spaces, 2010), the most frequent options were visualized as an individual scenario for each viewpoint according to user's preferences. Based on the answers from the surveys and sketches made by participants, our study describes how people's preferences on design of the parks influences the park use and sense of place and how mobile devices can contribute to engaging public for improvements of existing landscapes during the decision-making process.

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Keywords: Landscape preferences, landscape appreciation, 3D landscape visualization, public participation



A Study on Look up View' s Evaluation: A Case of Takao Quasi-National Park

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In natural recreational site, visitors experience a variety of landscapes. Visitor' s satisfaction comes from not only a superb landscape but also an accumulation of many landscape experiences. Hence, identifying pattern of landscape experience leads to better planning and management. In this study, focusing on the Look up View (LUV), we aimed to clarify its features through comparison with other landscape types. A survey was conducted with 60 respondents, and the Inariyama trail of Takao Quasi-National Park was selected as a site. The respondents were instructed to take over 15 photographs of landscapes which respondents prefer. They were also instructed that carrying GPS. Immediately after walking the site, respondents selected 15 photographs, and noted down 15 photographs profile (contents of photographs). Each 15 photographs were evaluated into five measures, 1) aesthetic, 2) naturalness, 3) rareness, 4) atmosphere, and 5) total evaluation, on a scale of one to five. 900 photographs were collected and categorized into 12 types. To compare four major landscape types (LUV, Prospect, Surroundings, Spatial trees) MANOVA with Tukey HSD post-hoc test was used. GIS analysis also conducted to examine spatial features of LUV.

The result of GIS analysis, LUV' s distribution was sparse, and spatial features were undetected. In the measure of aesthetic, mean value of LUV was the largest (4.15). It highly scored as well as Prospect (4.11) than Surroundings and Spatial trees (3.64, 3.76) in 99 % confidence. In the naturalness, LUV also scored the largest (4.11) as well as prospect and Spatial trees (4.03, 3.76), was higher than Surroundings (3.64). In the total, LUV scored 3.85 was equal to prospect (4.01) which is the best landscape type on the site. In the rareness, however, LUV was low scored (3.00) than Prospect (3.50). These showed that Look up View was a landscape type that had visitors feel deep impression despite being familiar with it. The findings lead us to conclude that variety of landscape experiences should be taken in account for landscape planning and management.

キーワード : landscape、 photographs、 GIS、 GPS

Keywords: landscape, photographs, GIS, GPS

Landscape Experience, Landscape Appreciation and Landscape Visualisation

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Our environment has a range of sensory qualities. Humans possess a number of sensory systems that allow them to sense and perceive these qualities. These include an auditory system (the sense of hearing), a tactile system (the sense of touch), a kinaesthetic system (the ability to sense and coordinate movement), a vestibular system (the sense of balance), an olfactory system (the sense of smell), a gustatory system (the sense of taste) and a visual system (the visual sense). Of all senses, the visual sense is by far the most dominant component of human sensory perception (Bruce et al. 1996).

The planning and design disciplines, including e.g. Landscape Architecture, Architecture, Planning, etc., deal with the analysis, planning, and design of our physical environment. In terms of addressing the range of senses they tend to focus on the visual landscape. The visual environment with its numerous visual stimuli can be represented via a palette of analogue and digital media. They are essential to communicate proposed changes to experts as well as to the public in the decision-making process.

The level of sophistication of visual representations is constantly improving. However, a landscape when experienced off-site and as represented through a representation medium will always be a rather reductionist experience. Most planning and design experts tend not to be aware of this fact. Neither do our planning and design approaches take this into account. On the other hand, an entire artificial representation of our sensory experiences in a laboratory environment poses rather insurmountable technological hurdles. Only recently, visual and acoustic stimuli are combined in a virtual environment (Lindquist et al. 2016).

Through an on-site experience it is possible to experience the multitude of sensory impressions. However, by visiting a real site one would only be able to perceive the existing situation. On rare occasions 1:1 scale models are erected to indicate proposed changes or display boards on construction sites are used to show new developments. Recent innovations in Augmented Reality permit to overlay digital visualisations on real-world imagery, e.g. showing only the future changes on top of the existing environment (Lange 2011). Increasingly, mobile devices are able to display complex 3D graphics (Haynes & Lange 2016), while at the same time access to high-capacity mobile phone networks is available. Mobile devices such as tablet PCs and smart phones can support augmented reality, thus providing an expansion of the currently available planning and design toolkit allowing to experience an augmented reality view of the real world on-site while also providing the user with a complex sensory experience.

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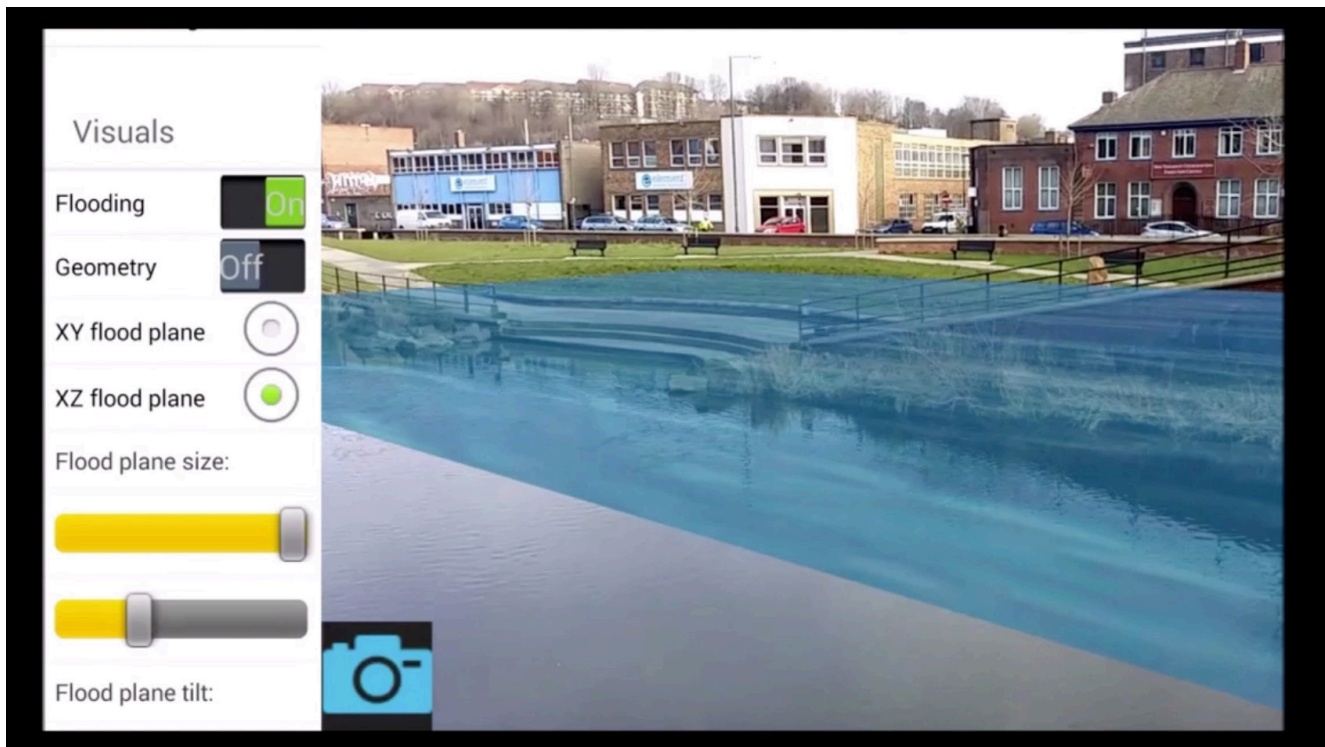
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Keywords: Visual representation, virtual reality, augmented reality, communication, sensory environments, landscape appreciation



Forest Landscape of Wood Burial in Japan and Germany

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This study compared forest landscape of wood burials between Germany and Japan. Japan introduced forest study and forestry technique since 19th century and the forest landscapes in the both countries have a lot of resemblance. Recently, a new type of forest use namely wood burial is spreading similarly, but the forest landscapes of the wood burials differ from each other in appearance. The actual states of wood burials in Germany and Japan were figured out through literature researches, fieldworks and interview researches. German wood burial is placed as a new forest use in addition to the multiple public functions of forest. In contrast, Japanese wood burial is a new form of graveyard. In addition to that, German wood burials are managed by private enterprises which contract with forest owners and controlled by foresters in a sustainable nature based forest management. This is the reason why the wood burials in Germany show similar forest landscape. Japanese wood burials have already diversified and some forest-type wood burials are usually managed by Buddhist monks, which face similar challenges in sustainable forest management.

キーワード：樹木葬墓地、森林景観、ドイツ、日本

Keywords: wood burial, forest landscape, Germany, Japan



Cross-cultural Comparison of Preferences for Birds as Landscape Elements

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1. Introduction

Birds are both a landscape element and common form of wildlife found in parks. However, human preferences for birds as landscape elements need to be understood to know how to create better environments. In this study, we determined people's preferences for birds as landscape elements in parks, comparing Indonesia and Japan.

2. Study Methods

The survey was conducted using a purposive sampling method, with respondent groups consisting of Indonesian and Japanese people. The data were obtained through a questionnaire survey in Japan, while Indonesian respondents were tested using an online questionnaire. In this questionnaire, respondents were asked to evaluate six landscape images (consists of three original and three modified images) on a scale ranging from "strongly like and very high scenic beauty" (10) to "strongly dislike and very low scenic beauty" (1). Besides this, respondents were also queried on their personal information and perceptions towards birds as landscape elements. The data were analyzed using scenic beauty estimation and the Mann-Whitney U Test.

3. Results and Considerations

A total of 252 respondents participated in this study, consisting of 135 Indonesians and 117 Japanese. Among the Indonesian respondents, there were more females (69.63%) than males (30.37%); conversely, there were more males (60.68%) than females (39.32%) among the Japanese respondents. A majority of Indonesian respondents visited a park less than once a month (50.37%) and spent one and a half hours or less there (53.33%). A majority of Japanese respondents visited a park once a month (45.30%) and spent one and a half hours or less there (71.79%). About 6.13% of Indonesian respondents and 3.24% of Japanese respondents visited a park for the purpose of bird watching. A majority of respondents agreed that birds are interesting (94.07% of Indonesian respondents and 65.81% of Japanese respondents) and did not feel disturbed by their presence in parks (97.78% of Indonesian respondents and 92.31% of Japanese respondents).

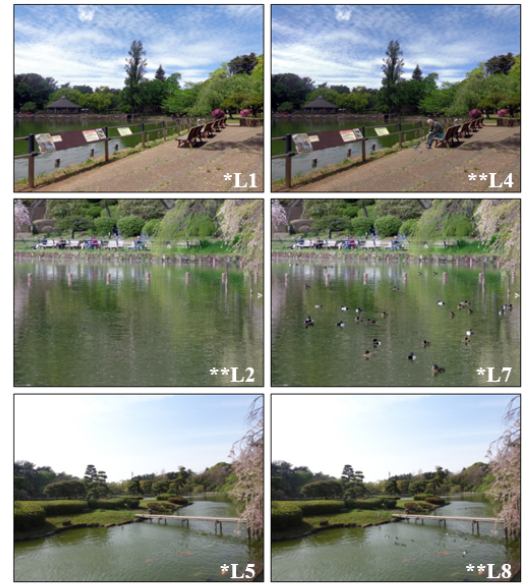
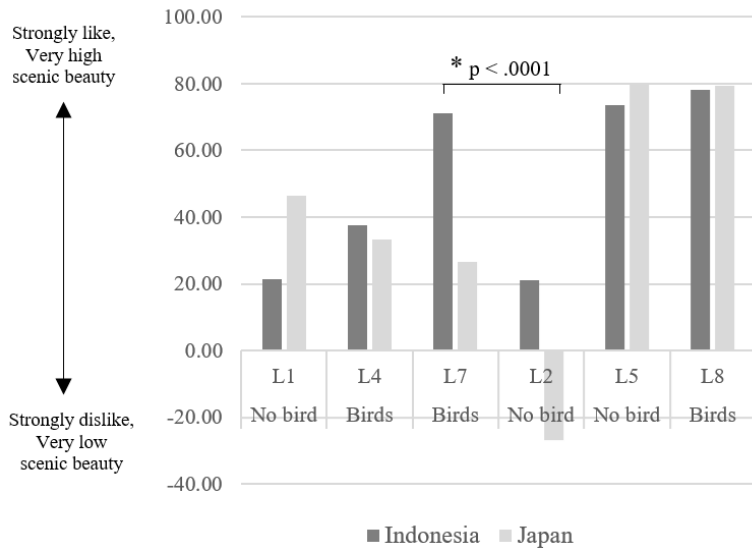
The results revealed that respondents from both countries preferred birds as landscape elements in parks; however, in evaluating scenic beauty (Figure 1), Japanese respondents tended to give lower scenic beauty scores for two landscape images with birds (L4=33.40 and L7=26.69) than Indonesian respondents (L4=37.69 and L7=71.17). Mann-Whitney U Test revealed that there were significant differences in preferences between Indonesian and Japanese respondents for two landscape images (L2 and L7). Landscape image two (L2) was a modified version of landscape image seven (L7) that featured birds.

4. Conclusion

In this study, a majority of respondents agreed that birds are interesting and did not feel disturbed by their presence in parks. It was evident that people from both countries appreciated birds as landscape elements in parks. However, there was a slight difference in how they appreciated birds as landscape

elements.

キーワード : Birds、Landscape Images、Preference、Urban Wildlife
 Keywords: Birds, Landscape Images, Preference, Urban Wildlife



Note:
 * original image
 ** modified image

Comparing people's visiting preferences for Chinese autumn-colored landscapes based on color preference evaluations in China, Japan, and Indonesia

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1. Introduction

Many researchers have reported that people's color preferences differ owing to geography, culture, and traditions, but few have paid attention to climate conditions and color changing processes produced by climate change. In this study, we attempt to uncover people's differing color preferences in different climate zones (temperate and tropic), and compare people's visiting preference based on a color preference evaluation. Autumn-colored landscapes were selected as our research object because they are unique to temperate zones, which witness the shedding of leaves from deciduous trees. The expected results are as follows: 1) viewing experiences influence people's color preferences; 2) and tropical-zone dwellers prefer colored scenery more than temperate-zone dwellers.

2. Study Methods

In this study, we chose five famous Chinese autumn-colored landscapes and developed three photos that showed the color changing process in each spot. Firstly, we asked about respondents' viewing experiences of autumn-colored landscapes, and then respondents were required to choose their preferred photo. Finally, they were asked to add content that described the photo (such as landscape type, attraction point, psychological feelings, etc).

3. Results and Considerations

A total of 105 respondents participated in this study (35 from each country). All respondents were students (from undergrads to doctoral students) to ensure they had a similar background. The results revealed that Indonesian respondents most preferred colored scenery, while respondents from China and Japan almost had the same result—they did not have very strong preferences for colored scenery.

Keywords: color preference, visiting preference, autumn colored landscape, coloring changing process, cross-national study

Spatial typology in informal urban green spaces: The case of Ichikawa city, Japan

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Today, more than half of the world's population lives in urban areas, and there is a large body of research on urban green spaces where one can experience nature directly and indirectly. Studies have found that properly established, designed, and managed urban green spaces such as urban parks, second growth, etc., provide not only social, environmental, and economic benefits for cities, but also mental, physical, and physiological benefits for human beings. These studies, however, focused on formal urban green spaces such as urban parks and second growth, which are managed by governments. In order to improve people's quality of life, governments have tried to make and manage green spaces, but encountered financial and spatial challenges. Even if the volume of green spaces in urban areas is quantitatively met, will it actually be sufficient in terms of availability? Given the current circumstances of urban green spaces, this research responds to the situation by addressing the following questions: (a) What criteria can be categorized between formal urban and informal urban green spaces? (b) How much informal green space (IGS) is distributed in one city? (c) Can IGS be viewed as a new type of green space in urban areas? (d) And how is the spatial distribution of IGS related to population density and land use? Green spaces in urban areas have become more important; however, most studies in this area have focused on public or mass green spaces such as urban parks, second growth, etc. However, in terms of existing park management systems, it costs a lot to maintain these spaces, and they may fail to satisfy residents' varied needs. Comparatively less research has focused on IGS or minor green spaces; actually, little outside of major green spaces has been considered. Some scholars have begun to study urban wild-scapes or ambiguous landscapes to determine their potential in urban areas. Rupprecht and Byrne (2014) argued that IGS such as vacant lots, brownfields, and street or railway verges comprise part of this urban nature. They noted that IGS is an emerging topic in urban greening research; however, IGS can also be vulnerable to being contested politically, legally, and aesthetically. Rupprecht and Byrne identified nine potentially different types of IGS: street verge, lot, gap, railway, brownfield, waterside, structural, microsite, and power line IGS. IGS can also be called ambiguous, in-between, liminal, and ambivalent vegetated spaces.

Ichikawa city is located in northwestern Chiba Prefecture, Japan. The city has an estimated 481,790 people (as of February 2016) and a 5,745ha area. Facility green spaces including urban parks, public facilities, and private facilities in the city make up 382ha. The volume of urban parks per person is 2.70m². This is not sufficient under the Urban Park Act of Japan. The Act states that the standard volume of urban parks per person is 10m². The volume of all of the green spaces in Ichikawa per person, even though these green spaces include public facilities, is just 7.28m². This means that there are not enough actually usable green spaces.

Vacant lots make up much of Ichikawa city's IGS. IGS in Ichikawa city can be classified by accessibility, soil conditions, and vegetation structure. Some IGS are accessible, while others are not. Some IGS may fulfill a role in the urban ecology, in which they can provide habitat for flora and fauna such as biotopes, and other IGS may serve urban society by providing recreational spots for residents. In present Ichikawa city, the volume of parks and green spaces per person is low compared to surrounding cities. The volume of parks per person in Ichikawa is 2.70m², which is lower than the Urban Park Act of Japan stipulates (10m²). Potential green spaces such as IGS can be functional places instead of urban parks, affecting not only residents' health but also providing habitat for flora and fauna. The following research can conduct an

analysis on the land use patterns, population density proportion, and perspectives of residents, because there are diverse types of land use pattern in Ichikawa city and the perceptions or preferences of residents may differ depending on these patterns.

Keywords: Typology green space, Informal urban green space, Urban wildscape, Vegetation

The relationships between alun-alun and urban facilities based on old maps

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1.Introduction

In recent years, due to swift changes in the shift from a local to a globalized environment, cities are facing a crisis of how to standardize identities, which in turn forces them to compete with each other to become attractive tourist destinations. This means that cities develop strategies to support, sell, and advertise within the global market. Recent surveys have revealed that there are mainly three approaches to promoting cities: cultural mega events, restoring and promoting heritage, and constructing iconic buildings.

This study focuses on *alun-alun*, which are iconic open spaces in Java, Indonesia. In Southeast Asia, cities are facing a crisis of change due to rapid expansion and development. To preserve iconic open spaces, this study sheds light on their historical value, especially in terms of urban planning. This research aims to clarify the conditions of *alun-alun* and what kinds of facilities relate to them.

2.Method

This study used maps from the Dutch colonial period (1893 to 1943) and a map from the Japanese colonial period (1943 to 1945), which can be found in Leiden University's online library. Facilities within a 500-meter radius around *alun-alun* were extracted and analyzed.

3.Results

Alun-alun can be found all over Java. According to the survey, 11 cities included the names of *alun-alun* directly in maps: Bandung, Cirebon, Tegal, Banyumas, Megelang, Wonosari, Madiun, Kediri, Malang, Banyuwangi, and Bangkalan. This means that during the era when the maps were created, *alun-alun* were recognized.

Some findings became clear in terms of the relationship between urban facilities and *alun-alun*. The presence of mosques was confirmed in 10 cities. All of them were directly connected to the western side of *alun-alun*. Office of regents were confirmed in all 11 cities, but there was no rule regarding the direction of regents. They were in the north in four cities, in the east in four cities, and in the south in three cities. Other administrative facilities were confirmed as well: post offices (five cities), prisons (five cities), telegram offices (four cities), telephone offices (four cities), city halls (two cities), office of assistant resident (two cities), police departments (one city), water offices (one city), fire stations (one city), cadaster offices (one city), and barisan barracks (one city). In the maps, schools were confirmed in all 11 cities. Several schools were confirmed in each city. Certain types of schools (such as vocational and European ones) were verified as well. Regarding other facilities supporting cities, the following were found: hotels (six cities), banks (six cities), markets (four cities), sociëteit (three cities), hospitals (two cities), parks (two cities), pharmacies (two cities), Chinese captain houses (two cities), kindergartens (one city), restaurants (one city), shops, stations (one city), and theaters (one city).

4.Conclusion

In this research revealed that mosques and regents had a strong relationship with *alun-alun*. In terms of

location, mosques were directly connected to the western side of *alun-alun*, but office of regents were not bound by any specific rules, especially regarding direction. There were many administrative facilities and other facilities supporting cities near *alun-alun*.

キーワード：インドネシア、オープンスペース、都市施設、都市のアイデンティティ、都市計画
Keywords: Indonesia, open space, urban facility, city identity, urban planing

			West	North west	North	North east	East	South east	South	South west
0 m - 2 5 0 m	1	Bandung	• Mosque		• School		• Theater		• Bank	
	2	Cirebon	• Mosque		• Hotel		• Assistant resident • Bank		• Regent	
	3	Tegal	• Mosque						• School	
	4	Banyumas	• Mosque		• Regent • School	• European school	• Hospital • Telephone office • prison • Bank			
	5	Megalang	• Mosque	• Church • Telephone office	• Regent • School • Church • Sociëteit	• School	• Telegram office • Hotel		• Cadastre office • Water office • School	• Fire station • Prison
	6	Wonosari			• The house for Mayor • Hospital • Prison			• School	• Post office	• Assistant resident
	7	Madiun	• Mosque		• School		• School • Bank		• Chinese captain house • shop	
	8	Kediri	• Mosque				• Regent • School		• Market • School	
	9	Malang	• Mosque • School		• Church • Hotel • Bank		• Regent		• Hotel • School • Pawn shop	
	10	Banyuwangi	• Mosque		• Regent • School		• Prison • Christian cemetery	• Market		
	11	Bangkalan	• Mosque				• Regent	• Barisan barracks		

			West	North west	North	North east	East	South east	South	South west
2 5 0 m - 5 0 0 m	1	Bandung	• Pharmacy	• Post office		• School	• Restaurant		• Regent	
	2	Cirebon		• Station			• School			
	3	Tegal			• Market		• Park		• Regent	
	4	Banyumas				• Hotel	• Market	• District chief	• European school • Telegram office • Post office • Sociëteit	
	5	Megalang	• Police	• Hotel • Training college • School	• City Hall • Kindergarten		• Paint factory			
	6	Wonosari					• Regent	• Telephone office • Bank • Hotel		
	7	Madiun			• Regent • School • Prison	• Telephone office • Hotel	• Hotel	• Bank	• Pharmacy • Hotel	
	8	Kediri			• Chinese captain house					
	9	Malang	• Bank	• Telegram office • Post office	• City hall				• School	• School
	10	Banyuwangi					• Sociëteit • School • Teachers house • Telegram office	• Post office • Square		
	11	Bangkalan					• School			

