

Contents

List of Figures and Tables	vii
Acknowledgements	ix
Introduction	I
Jürg Wassmann and Verena Keck	
Part I Local Actors	
1 The Methodological Interface of Psychology and Anthropology	21
Ramesh C. Mishra and Pierre R. Dasen	
2 Rethinking Tradition: Invention, Cultural Continuity and Agency	36
Ton Otto	
3 Intentionality of Action in Cultural Context	58
Gisela Trommsdorff	
4 Positioned Meaning in Personal Narrative	78
Stephen C. Leavitt	
5 Actors and Actions in 'Exotic' Places	95
Andrew Strathern and Pamela J. Stewart	
Part II Emplacement and Landscape	
6 Power, Knowledge and the Organization of Space	111
Peter Meusburger	
7 On the Constitution of Space and the Construction of Places: Java's Magic Axis	125
Werner Hennings	
8 Elementary Methodological Tools for a Recursive Approach to Human-Environmental Relations	146
Katja Neves-Graça	
9 Tempestuous Landscapes: Persons, Places and Memory in Two Vanuatu Hurricanes	165
Margaret C. Rodman	
10 The 'Anthropology of Landscape' as a Research Method	176
Susanne Kuehling	

Part III Memory

11 Smell, Person, Space and Memory Bettina Beer	187
12 Memory Measurement Edgar Erdfelder and Martin Brandt	201
13 The Nijmegen Space Games: Studying the Interrelationship between Language, Culture and Cognition Gunter Senft	224
14 The Perception of Space from a Psychological Perspective Joachim Funke	245
15 Conducting Cognitive Tasks and Interpreting the Results: The Case of Spatial Inference Tasks Thomas Widlok	258
Notes on the Contributors	281
References	287
Index	331

Figures

6.1	Coalition between knowledge and space.	114
6.2	Architecture of organizations, degree of uncertainty, face-to-face contacts.	120
7.1	Total view of the magic axis with its five so-called 'cardinal points'.	132
7.2	Town section of the magic axis with original magic points (Tugu, Kraton, both squares north and south of the Kraton with the holy Banyans) and the attempts at continuation of the following rulers (Dutch colonialists, Islam, infrastructure of modernity, institutions of the market).	134
7.3	Javanese harmony in the neighbourhood of the Queen of the South.	137
7.4	Labuhan ceremony at the holy stones.	138
7.5	Scene of the night market.	139
11.1	Map of the Philippines and the Visaya region.	193
11.2	An informant doing a pile sort task.	194
11.3	Incense and herbal medicine burned in a half coconut shell.	194
11.4	Fragrant flowers are prepared for the decoration of saints during Easter Week.	195
11.5	Saint Veronica with a perfumed robe and decorated with fragrant flowers for a procession.	196
11.6	An informant sniffs at a smell sample.	200
12.1	Assumptions underlying the standard version of Signal Detection Theory (SDT) applied to recognition judgements.	206
13.1	Diagram showing set-up of game.	225
13.2	Photo-object game.	226
13.3	Wooden-man game.	227
13.4	Tinkertoy games.	228
13.5	'Man and tree' photographs.	229
13.6	Drawings of 'man and tree' photographs.	230

13.7	Path 1 (set-up for director).	231
13.8	Path 2 (set-up for director).	231
13.9	Path 3 (set-up for director).	232
13.10	Path 4 (set-up for director).	232
13.11	Absolute and relative frames of reference.	237
13.12	'Animals in a row' game.	238
13.13	'Red and blue mazes' games.	238
13.14	'Eric's maze' task.	239
13.15	The 'scout' game.	239
14.1	Convergence of the eyes.	246
14.2	Accommodation of the eye.	246
14.3	A focus point, a near and a far point and their respective placement on the retina.	247
14.4	A 'Visual Cliff' showing a baby attracted by its mother.	248
14.5	Director and matcher working with photographs on both sides of a screen.	252
15.1	Setup of a task distinguishing strategies for solving spatial inference problems.	265
15.2	Spatial axes in the two runs of the transitive inference task.	267

Tables

11.1	Noncomparative, specific smell terms in German, Visaya and Wampar.	198
15.1	Results of inference task, first run (tables on north/south axis).	266
15.2	Basic matrix for explaining results in transitive inference tasks.	268
15.3	Results of the inference task, second run (tables on east/west axis).	269