

Collaboratory Methods for Heritage Workshop

Aalto Studios, Otakaari 7, Meeting Room 283

Session chair: **Neha Sayed, Lily Díaz**

VLADIMIR IVANOV:

Using AR technologies in cultural heritage and in medical visualization

Augmented reality enables real-time interaction between the user, real objects and virtual objects. With this possibility we can increase user-experience, performance and raise the quality of services in many areas, such as museum exhibition, architecture and surgery. Proposed solutions help visualize data that don't exist or hidden in easy way. For cultural heritage it's visualization of reconstructed objects in the way where user doctors easily prepare for surgery and see where internal structures are located during procedure, which makes it less invasive and improve rehabilitation time.

Keywords: 3D reconstruction, Cultural Heritage, Augmented Reality, heart 3d model, MRI data processing, Microsoft HoloLens, 3D visualization of anatomical structures, 3D printing

Alma Leora Culén and Katie Coughlin:

Exhibiting Speculative Installations Concerned with Current Social Issues at Events for Children

This paper is concerned with installations as a mode to engage children and youth in discussion of current, serious issues that affect the world we live in. We use critical and speculative approach in design of installations. These installations are made possible through cross-sectional collaboration between a children's museum and academic research and design. The collaboration has been built over a long period, nearing its 12th anniversary. We consider it to be a sustainable cross-sectional practice, delivering fresh content to the city's youngest (4-15 years of age) every fall. Over 30 collaborative projects have been implemented so far, and only a portion of them are interactive installations of the kind we address in this paper. They represent work at the intersection between technology, art, design and, as we try to communicate in this paper, society. This paper describes our theoretical and practical approach, grounded in Research through Design. The installations cater to families as the audience, thus, also include parents as active participants and as helpers to their children to understand and interpret activities and provoke reflections on matters of concern, such as immigration policies, city violence, sustainability and the like. Two installations are chosen to illustrate our approach. The first one uses a dystopian scenario, where the Earth is increasingly polluted and outbreaks of violence and terror are an everyday occurrence. However, it is possible to relocate from Earth to the beautiful planet Axzaylia, but only if a person's DNA is deemed acceptable by a computer system. The second installation focuses on climate changes and how the children can understand them and further work with this understanding. Together, the installations illustrate opportunities for Human-Computer Interaction design to, through speculative and provocative design, engage children in political and civic issues and move from matters of children's needs (neither installation is utilitarian or needs oriented in any way) to matters of concern to their future.

Keywords: Interaction Design for Children, Speculative Design, Social Issues, Sustainability, Emigration, Cultural Participation

Irina Shapiro:

The Art and Science of a Narrative. Narrative as a Ground for Hybrid Practices

This presentation will explore the artistic agency that contributes to the multidisciplinary discourse on the preservation and re-reading of histories—the artistic agency that produces new visual, performative and structural tools, while working with archives as sources of historical narratives. The context of this talk is the research project *Open Set LAB 'Memories of the Future'*, which emerged from a collaboration between the Open Set Foundation and the archive of the Netherlands Institute for Sound and Vision. The LAB brought together a group of designers, filmmakers, archivists and digital humanities scholars to discuss subjects of shared concern: the accessibility and distribution of heritage; alternative historical narratives; and the algorithmic nature of archives. Artistic experiments during the programme focused on the un-categorised, estranged, multiple forms of interpreting the archival narratives. As such, 'foreign' ways of encountering histories means to create new imaginary tools for comprehending our challenging global realities and for envisioning and debating probable futures. The emphasis of the presentation will be on the facilitation of and the process of 'hybrid' research that took place during the project: the importance of shared lexicons; artistic & scientific processes of relating to the material and creating meaning; and the study of narrative as a territory for hybrid practice. The presentation is made possible by the support of Creative Industries Fund NL.

Keywords: Archival Narratives; Hybrid Practice of Memory; Hybrid Narratives; Generated Archival Narratives; Decolonization of Archive

Akira Sano, Tomoyasu Yoshitomi, Kenichi Masaki and Hisanobu Satoh:

How we designed "just right" traveling exhibitions

(poster)

When we create an exhibition for ordinary people, just presenting the correct information maybe is not enough because too much information existed in the internet already. There might be needed other elements of gripping peoples mind. We think "just right" is an important element for visitors and staff who hold exhibitions.

"Japan Water Exhibition Network" is made up with university teachers, government official, designer and display company. We have created a set of traveling exhibitions about Water and River information and lent them for free to many places in Japan. As a result, our exhibitions have been held more than 70 places in Japan for 8 years, and fortunately got many prizes. We think "just right" is very important factor in success . Concretely speaking, we designed our exhibitors just right difficulty of installing by ordinary staff, just right size for limited spaces for exhibition, just right carrying charge and so on.

Keywords: Exhibition, Art, Design, Sustainability, Ordinary people
