



***From landscape to cities.
The digital co-creation of cultural heritage
in Visualizing Venice and DOLOM.IT***

***V.Szabo, S. Zardini Lacedelli, G.Pompanin
Florence, December 1st 2016***



A NEW GENERATION OF VIRTUAL MUSEUMS



The two case studies presented share three essential traits of a “**virtual museum**”:

1. **involves communities** in the digital co-creation of cultural content
2. provides an **holistic interpretation of a place** using AR technologies and mobile applications
3. **combines** different kinds of cultural resources, artifacts, and archives

DIGITAL CO-CREATION OF CULTURAL HERITAGE

The Web offers **a new model of co-creation**; it transforms the world into a platform for creation rather than consumption.

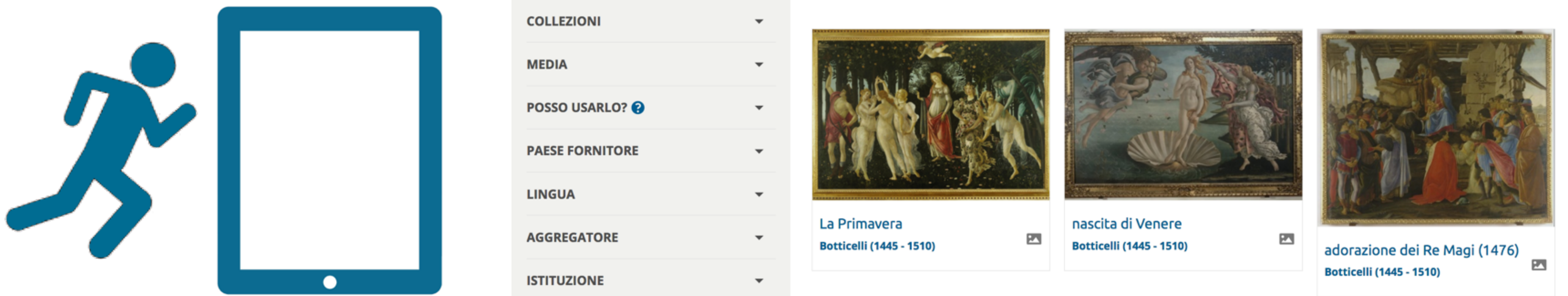
What are the implications for cultural sector?



THE INTANGIBLE: AN HYBRID EXPERIENCE

Nowadays everyone can gain quick access to billions of photographs and images, audios, videos and digitized documents coming from different sources and digital collections.

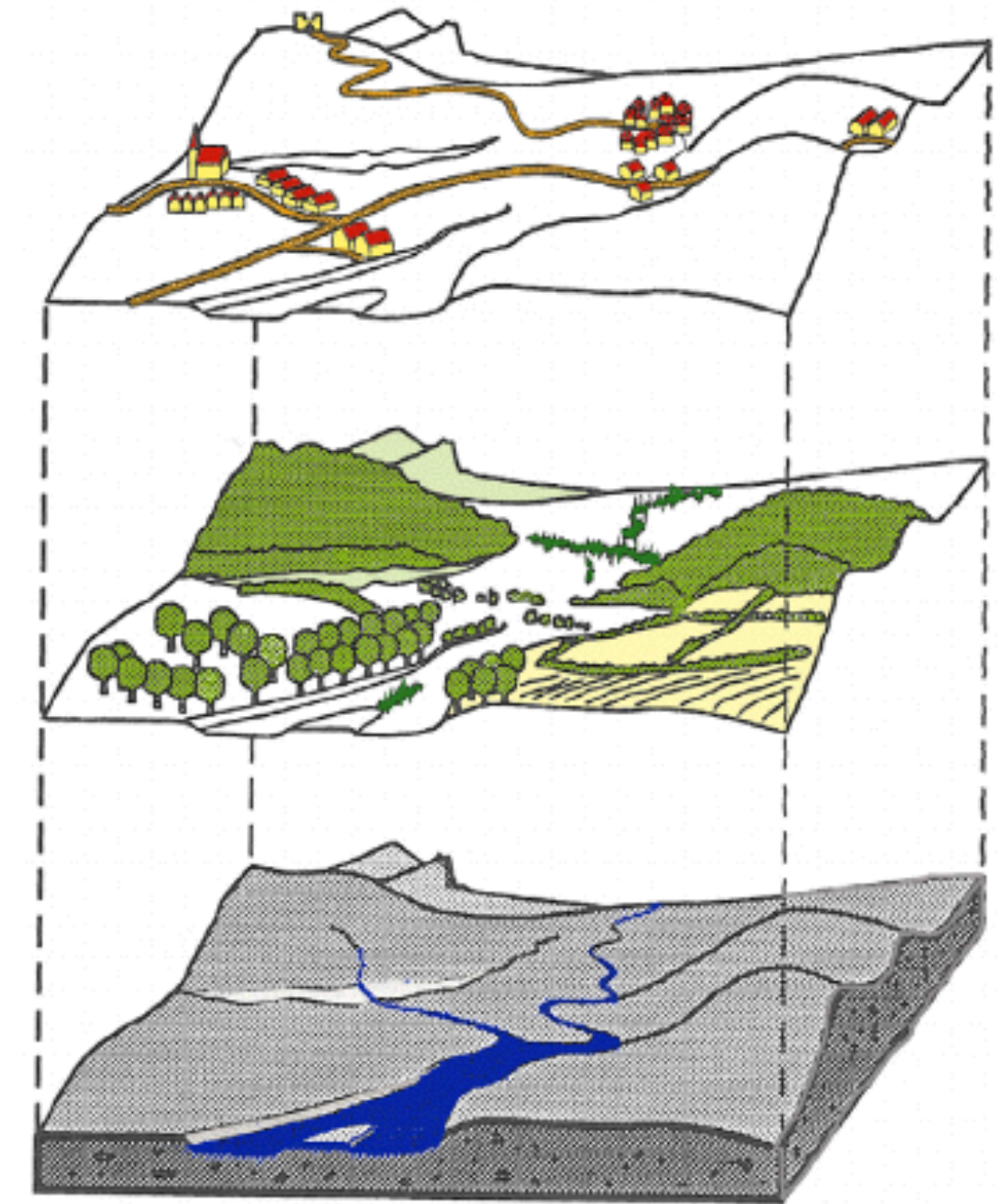
The “**hybrid visit**” has become a new way to explore the collections of museums and cultural heritage sites, by browsing their virtual space both onsite and offsite.



LANDSCAPE AND CITIES: AN HOLISTIC INTERPRETATIVE FRAMEWORK



“Landscape” and “City” remind us of a **more holistic sense of place** that embraces its multilayered dimensions (history, art/architecture, traditions, individual interpretations).

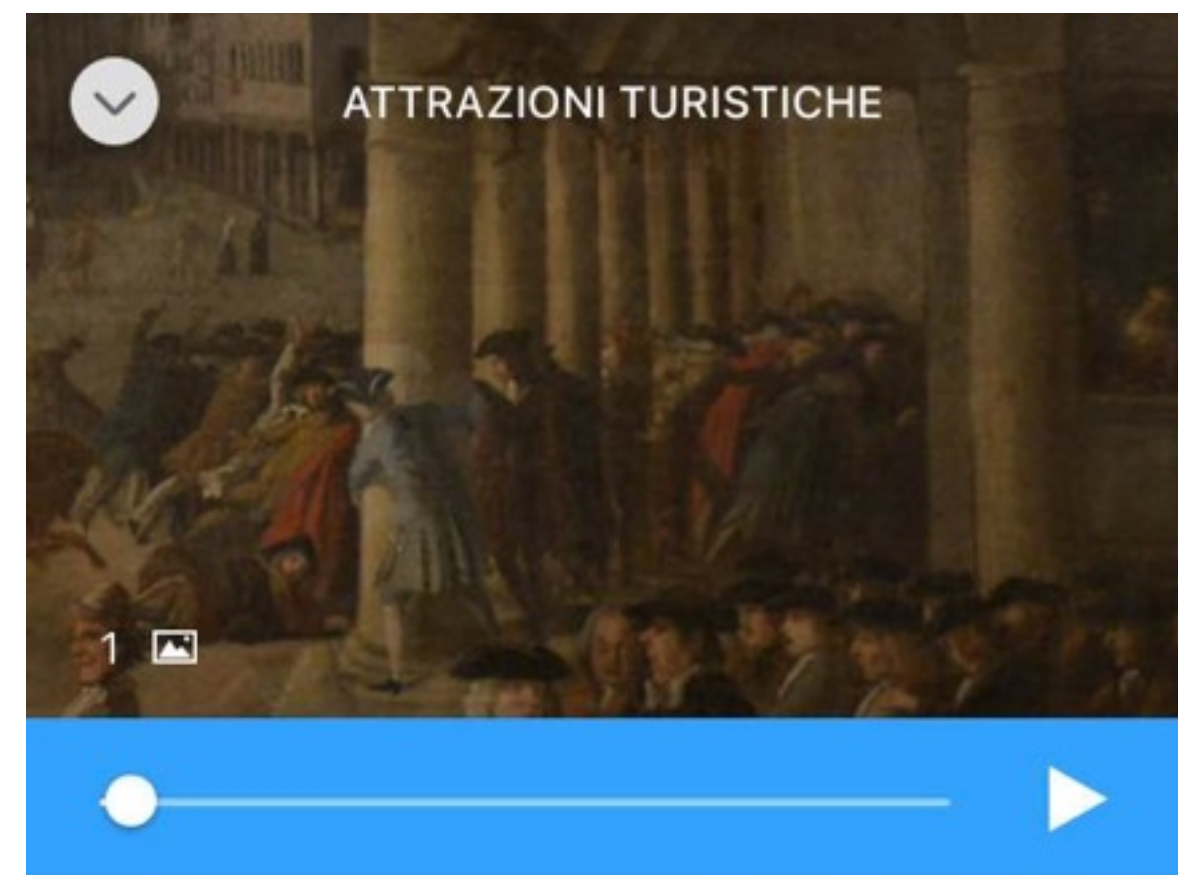


The concept of ***cultural landscape*** (ICOM 2016) highlights that cultural heritage is strictly connected with an interpretative relationship with landscape and its natural, social and economic dimensions.

A MULTILAYERED SENSE OF PLACE: VISUALIZING THE PAST



Thanks to the **augmented reality technology**, our experience of a place has become richer and more comprehensive. Using mobile applications, we can visualize the on-going processes of change and transformation over time.



Piazza Vittorio Emanuele





Visualizing Venice is a Digital Humanities initiative that consists of students, scholars and architects at all levels of their careers who are actively involved in research projects to generate digital models and maps of the city of Venice, its territories, and its lagoon.

<http://visualizingvenice.org>

HISTORICAL RESEARCH + DIGITAL TECHNOLOGIES

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Methodology

Our work begins much like any other research project on buildings and cities: with the collection of data that includes secondary and archival sources, images, and maps. As a research collaborative, we collect and share our data on a database that produces superimposed layers of geographical (GIS) and time-referenced information to model topographical and physical change in selected parts of the city. This information forms the basis of our 3D models and animations that represent change in each zone of the city. Our research projects to date have included different parts of the city (Santi Giovanni e Paolo and the Accademia, for example), and we are developing new initiatives that engage more broadly with the city as a whole and the lagoon.

On Going Projects



VIVA

Venice Interactive Visual Atlas (VIVA) is an emerging website



Water and Food

A history of Venice through the role of its lagoon and its settlements



Ghetto

The 500th Anniversary of the Venice Ghetto

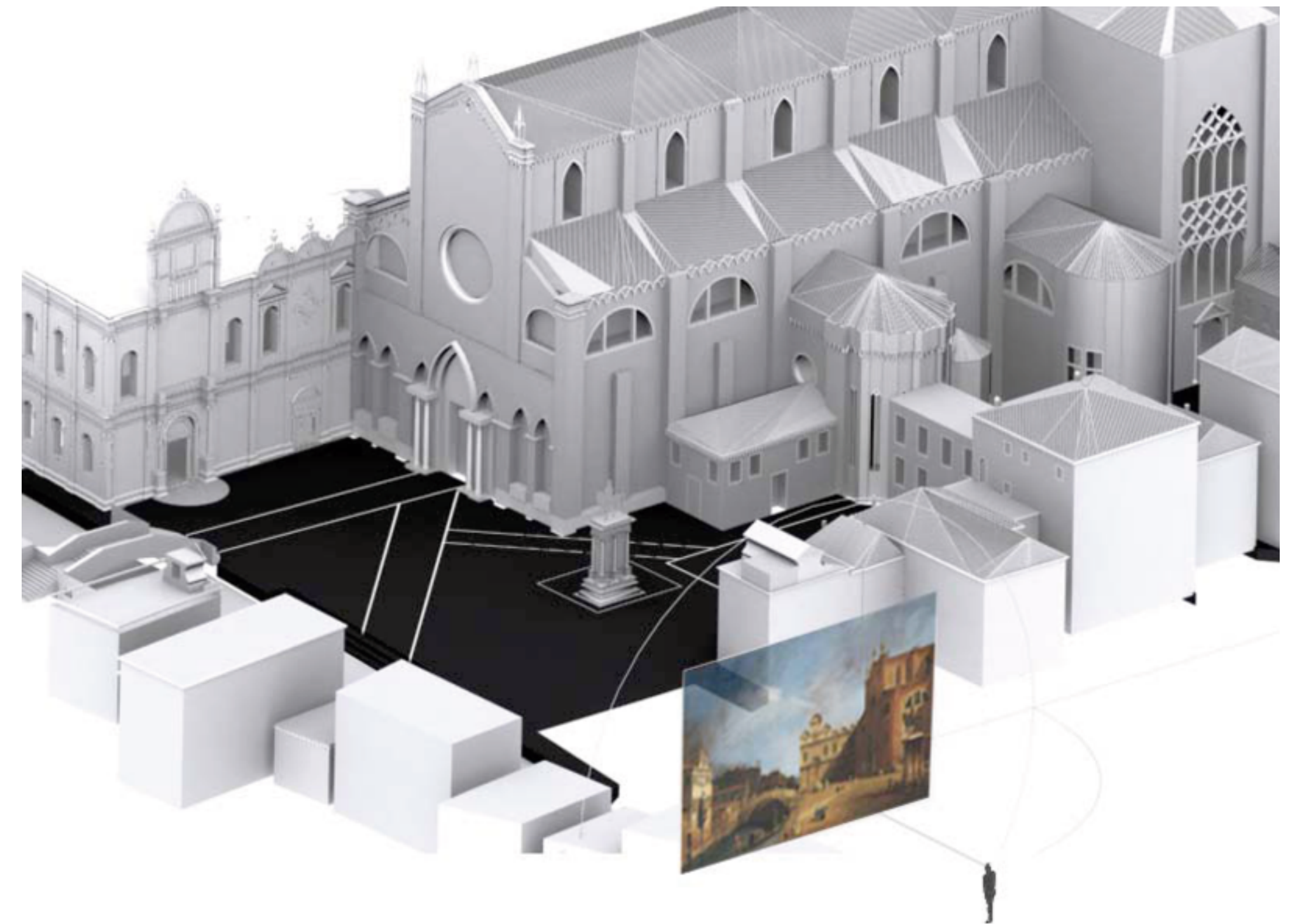
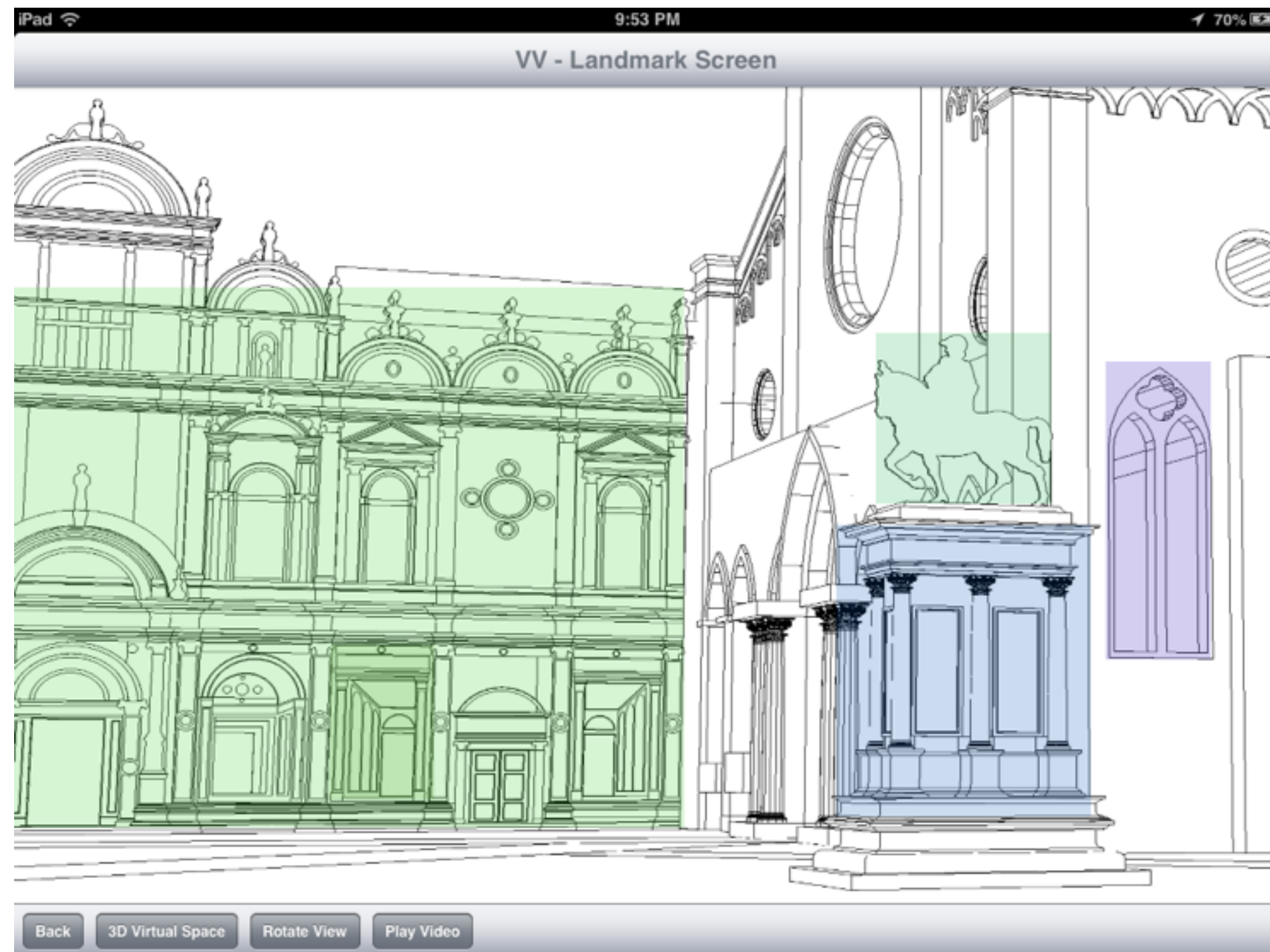


Arsenale

Another story, a new case study



ITERATIVE APPROACHES TO HISTORICAL QUESTIONS



Art History/Media Studies/Computer Science/Engineering

EXHIBITION AS A FORM OF SCHOLARLY PRACTICE

VISUALIZING VENICE

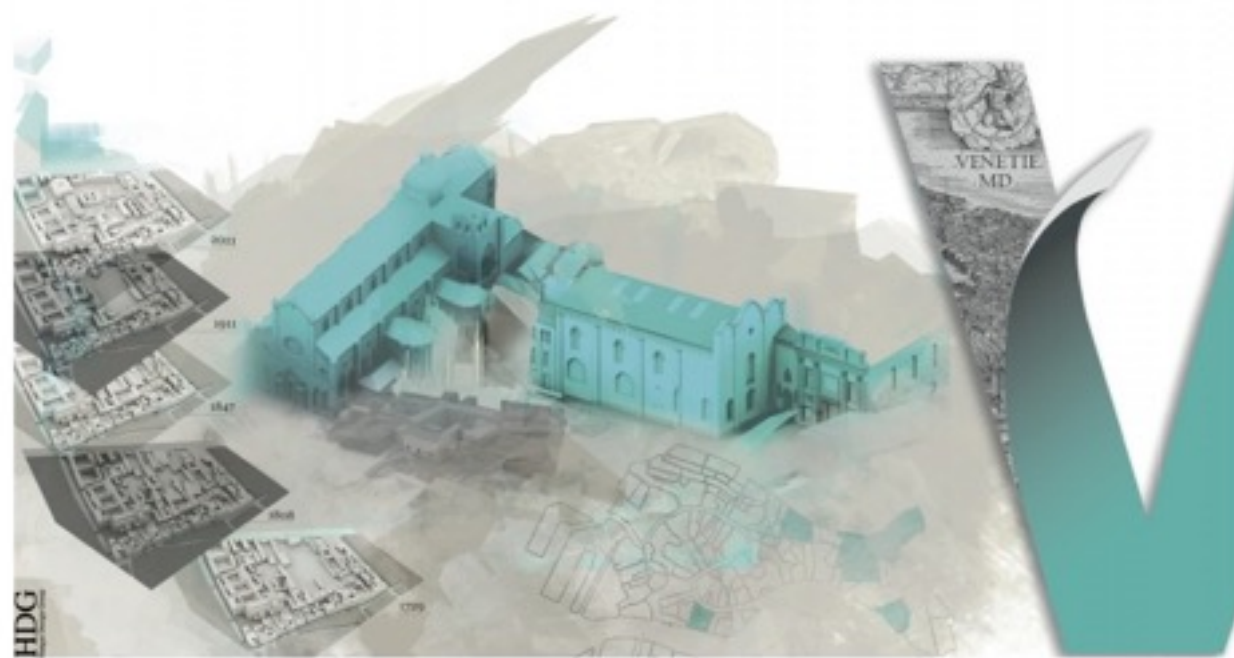
new technologies for
urban history

March 25 > April 12, 2013

Wired! Lab
Upstairs Bay 11
Smith Warehouse

Opening
Reception

March 25, 2013
5.30 pm





Cerca nel sito



GLI ALTRI MUSEI

Il museo Catalogo Mostre / Eventi Servizi Educativi Informazioni per la visita Contattaci



Venezia
gli Ebrei
e l'Europa
1516-2016

Dal 19 giugno al 13 novembre
2016
Palazzo Ducale, Appartamento
del Doge

Palazzo Ducale

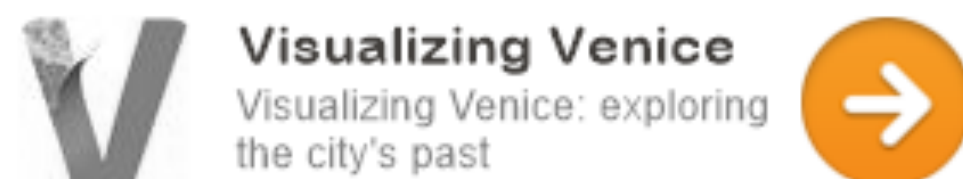
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VENEZIA, GLI EBREI E L'EUROPA 1516-2016

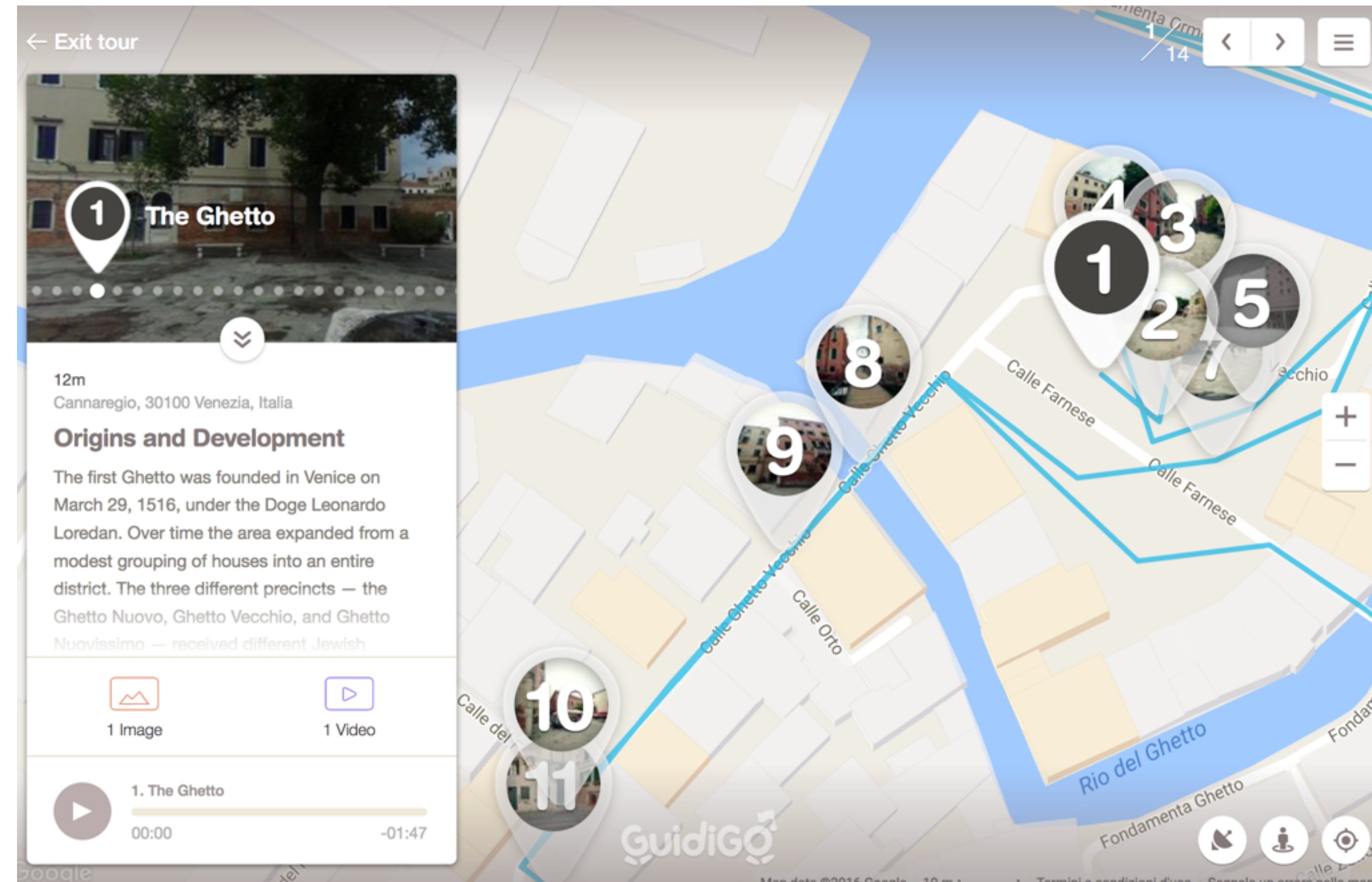
AUGMENTED REALITY: A HYBRID VISIT TO THE GHETTO



GHETT/APP (English)



EDUCATIONAL PROJECT



<http://bit.ly/ghettapp>



WIND 22:43

←

3

The first synagogue

The Scola grande Tedesca

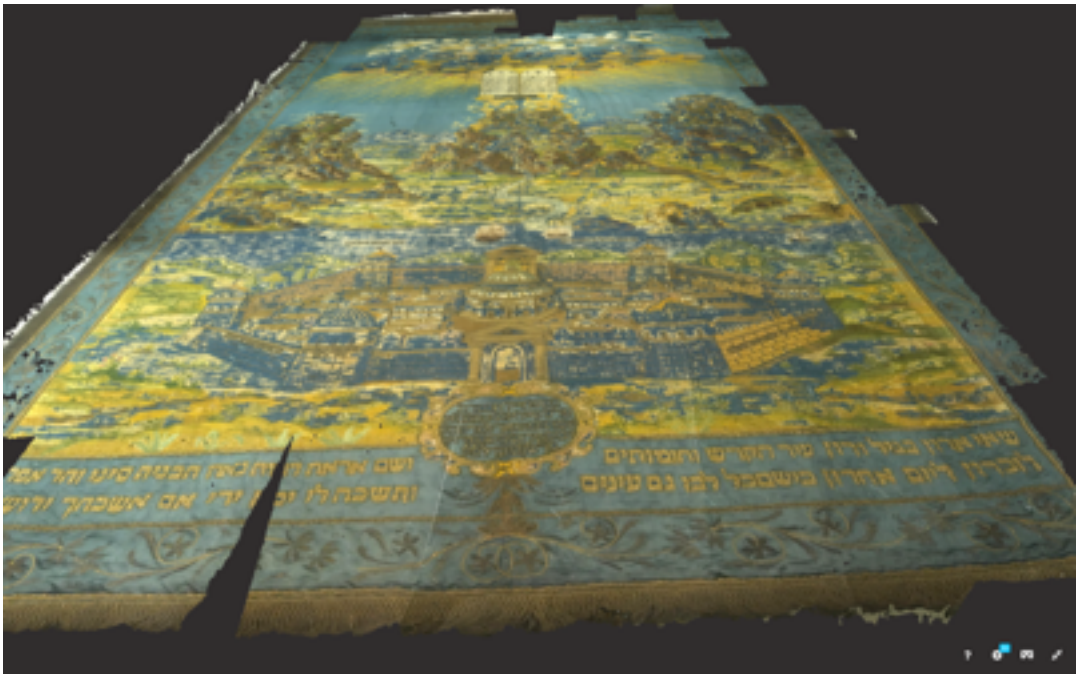
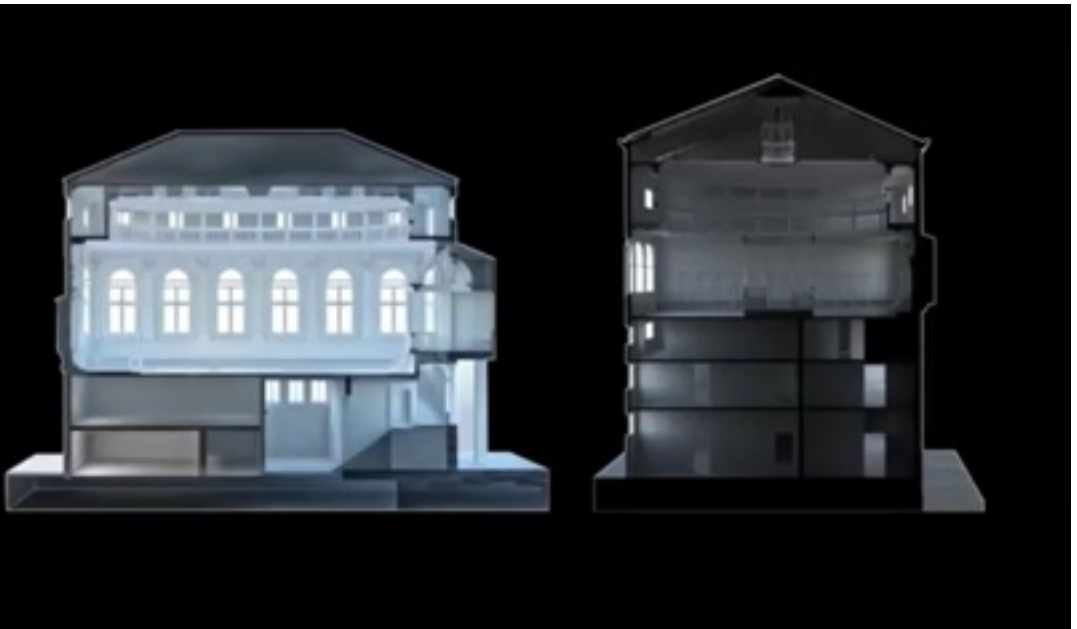
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▶ Listen 1:29

+

Bonus

1 video, 1 panorama





The building next to the bridge from Ghetto Nuovo

Two watercolored vertical section images help us reconstruct one of the buildings that formed the northernmost part of the campo of Ghetto Nuovo, where a rest home is now located. These images are perhaps the most representative iconography of the oldest constructions in Venice's Ghetto, as they manage to encompass not just the history of its fabric, but also its most intimate social and cultural nature, offering a cross-section of a space and a time.



GHETT APP AFFORANDANCES

- Historically-based content descriptions
- 360 imagery overlays of past structures
- Exploring the presence of the past in dialog with each other

EXHIBITION AS A FORM OF SCHOLARLY PRACTICE

Summer International Workshops

JUNE 8, 2016

Visualizing Venice: The Ghetto of Venice

JUNE 1, 2015

Visualizing Venice: The Biennale and the City

MAY 11, 2015

Summer Workshop Series: Introduction to Unity

JUNE 3, 2014

Visualizing Venice: The City and the Lagoon

JUNE 4, 2013

Visualizing Venice: The Ghetto of Venice

JUNE 1, 2012

Visualizing Venice: The Waters of Venice

JUNE 7, 2010

Visualizing Venice Wired! Workshop



WORKSHOPS

- Digital Humanities theories and methods
- Thematically-focused tech tutorials
- Seed project development for future work

EXHIBITION AS A FORM OF SCHOLARLY PRACTICE



CEMETERY PROJECT

- HGIS map with the historic canal
- POI AR highlighting the path w/ audio narration
- Integration of imagery from cemetery headstones plus inscription info on-site



D.it

DOLOM.IT is a **virtual co-created museum of the Dolomites landscape.**

Born as a participatory project promoted by the cultural association ISOIPSE and the ADOMultimedia Heritage lab, DOLOM.IT involves students, teachers, museum educators, inhabitants and stakeholders of the territory in the collaborative creation of content.



» SI COMINCIA CON IL PERCORSO "#ACQUE"

Nasce il museo virtuale del territorio bellunese

Saranno gli studenti i protagonisti del progetto "Dolom.it"

BELLUNO

Sarà il percorso "#Acque" a dare il via a "Dolom.it", il progetto didattico nato da un'idea dell'associazione Isoipse e di AdoMultimedia di Cortina con l'obiettivo di realizzare un museo virtuale del paesaggio costruito interamente dagli studenti della provincia di Belluno.

Un progetto innovativo nel campo dell'educazione al paesaggio dolomitico che, a maggio di quest'anno, confluirà nella creazione di un portale web (www.museodolom.it). Il portale, costituito da contenuti multimediali relativi al paesaggio e agli elementi che lo compongono, sarà il frutto della ricerca e della rielaborazione creativa degli studenti.

Si partirà, appunto, con "#Acque", che ha ricevuto il tributo di Bim Gsp e Bim Infrastrutture e che vedrà la parteci-



L'AIL NELLE

Tornano
per com

BELLUNO

Si rinnova il
puntamento
promosso
Italiana con
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squa Ail
patrona
la Repul

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COLLABORATIVE CONTENT CREATION

200 students
9 high schools
9 cultural institutions
10 museum educators and digital heritage
researchers
25 stakeholders at a local and national level

SCHOOLS INVOLVED

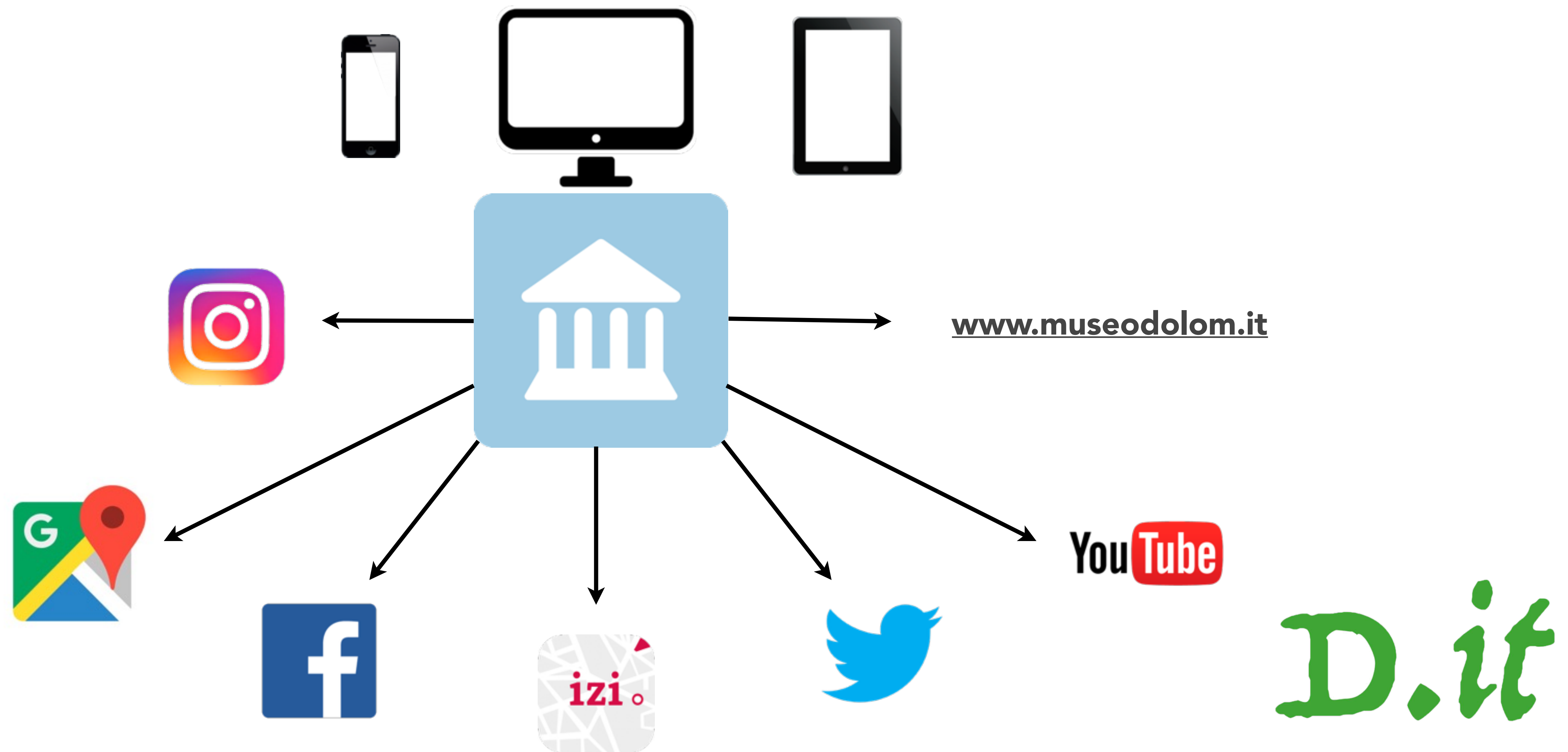
ITIS Segato di Belluno
Liceo Scientifico Galilei di Belluno
Liceo Artistico di Cortina
Istituto Tecnico Economico Calvi di Belluno
Istituto Follador di Agordo
Liceo Classico di San Vito di Cadore
Istituto Tecnico Commerciale di Feltre
Istituto Ottico Fermi di Pieve di Cadore
Istituto Alberghiero di Cortina



D.it

A VIRTUAL MULTI-PLATFORM MUSEUM

A "born digital" museum, since it was founded directly on the web, in a multi-platform perspective:



A "SCATTERED" ARCHIVE

AN INTERDISCIPLINARY APPROACH TO DIGITAL SOURCES

- Digital images of paintings and remains (*Civic Museum in Belluno, Modern Art Museum in Cortina, Archaeological Museum of Pieve*)
- Historical photos (*Belluno Civic Library, Museum of Glasses in Pieve di Cadore, Museum of Rafters in Codissago*)
- Sound records of oral narratives (*Ethnographic Museum in Serravella*)
- Napoleonic maps (*National Archive in Belluno*)

Museo Civico di Belluno



Museo Etnografico di Serravalle



Museo degli Zattieri di Codissago



Museo dell'Occhiale di Pieve di Cadore



Museo Archeologico di Pieve di Cadore



Museo di Arte Moderna Mario Rimoldi



Archivio di Stato di Belluno



Biblioteca civica di Belluno



D.it

DIGITAL INTERACTIVE TOOLS



MULTIMEDIA PROJECTS

- Audio-mapping of paintings
- Interactive timelines about the history of industrial districts
- Geo-referenced maps related to the old watermills along the Ardo rivers

D.it

PRESERVATION AND RECORDING OF THE INTANGIBLE HERITAGE



MULTIMEDIA PROJECTS

- Anthropological interviews with the senior keepers of popular legends
- Video-interviews with former employees of Safilo factory

D.it

INDIVIDUAL RE-INTERPRETATION OF THE PAST



MULTIMEDIA PROJECTS

- Theatrical performance of ancient legends
- a videoreportage about an historical event
- A futurist audio-poem combining different dialects and proverbs

D.it

DEVELOPMENT OF MOBILE APPLICATIONS



MULTIMEDIA PROJECTS

- Two digital treasure hunts in the Belluno centre and its surroundings using the izi.TRAVEL platform



D.it



www.visualizingvenice.org



www.museodolom.it

Thank you

*Dr Victoria Szabo, Duke University
ves4@duke.edu*

*Stefania Zardini Lacedelli, PhD at the University of Leicester
szl1@le.ac.uk*

*Giacomo Pompanin, ADOMultimedia Heritage
giacomo@adomultimedia.com*

