Una Europa CH Transnational Research Team
Heritage and Digitization of Society

1st Get together webinar
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Hendrik Hameeuw, Bruno Vandermeulen, Ward De Pril and Lieve Watteeuw (KULeuven), *An integrated workflow and platform for producing and disseminating complex visual and analytic data of heritage artefacts*

At VIEW KU Leuven heritage artefacts are imaged and analysed with a varying number of techniques, depending on needs and research questions. Aligning this multi-layered (meta-)data creation in a standardized manner and presenting it to end-users in a simple, orderly, and comprehensible platform, is challenging. To assure these digitization results have their impact for the broad society, it is in our digital age vital to find sustainable solutions. With an appropriate acquisition strategy based on a set of narrowband multispectral images this exercise is being made and incorporated (work in progress) into an interactive, intuitive Mirador 3 application.

Tomasz Z. Majkowski (Jagiellonian University in Kraków), *By Svarog! Digital games and Slavic heritage*

With the success of Central and Eastern European digital games inspired by local folklore, following the surprising prominence by *The Witcher 3*, the concept of "Slavic mythology" was established in English-speaking gamer community. In Poland, the appetite for "Slavicness", considered exotic, mysterious, and fashionable in international circulation, revived the ethno-nationalistic discourse: the larger Polono-Slavic myth originating from the early 19th century and tying Polish identity to pagan "Slavdom," violently destroyed by Germanic Catholicism and Russian Orthodoxy. In the talk I will analyze the way nationalistic sensibilities and fabrications penetrate the game culture, contributing to the normalization of the nationalistic mythology based on invented traditions and fabricated heritage.

Vincenzo Capozzoli & Alain Duplouy (Paris 1), *The digitization of Paris 1 cultural heritage: Tools, opportunities, objectives*

While the University of Paris 1 Panthéon-Sorbonne has engaged in the study of its century-old cultural heritage, digital tools are part of the heritagization process. Laser scanning, photogrammetry, RTI, 3D modelling, etc. are used as research tools to study the pieces, but also to train students. By producing a digital copy of the objects, the aim is also to make them more widely available to the university community and to the general public, especially through digital portals.

François Giligny (Paris 1), *Valorisation and digitization of the pottery reference collection of Paris Institut d'art et d'archéologie*

A pottery reference collection once gathered during the late 1960's and 1970's by university professors is under new scrutiny. Nearly 2,400 sherds were collected during surveys or through excavations on archaeological sites over an area extending from south-eastern Europe to the Indus, with most pieces coming from the Mesopotamian area. These artefacts have long been used as a teaching collection for lectures on near-eastern archaeology and ceramic studies. Recently, the collection has been sampled for petrographic analysis and used for training students in photogrammetry, lasergrammetry and pulsed light scanner. Eventually, the collection will be turned into a reference atlas of technological analysis.

Dimitra Mazaraki (Paris 1), *Digitization and participatory approaches to archaeological heritage: Local communities in perspective*

The European Union policy agenda has been promoting the digitalization of cultural heritage for a long time, pointing out its importance in protection, accessibility, sustainability, and participation of the public and local communities. Even though digital technology is embedded in people's everyday life, digital access and participation in heritage remain unequal. At many national and regional levels across EU member states, wide disparities of digital skills are observed, imposing barriers to the digital participation of the public in cultural heritage. I will explore current practices and challenges of digital engagement in archaeological heritage by examining diverse projects focusing on non-urban local communities. Particular attention will be placed on how cultural institutions are addressing the sustainability and accessibility of digital participation to maximize the benefits of cultural heritage for society.

James Cook (University of Edinburgh), *Space, Place, Sound, and Memory: Immersive Experiences of the Past*

The AHRC-funded 'Space, Place, Sound, and Memory: Immersive Experiences of the Past', project set out to provide a Virtual Reality reconstruction of the Chapel Royal at Linlithgow Palace, consisting of visual, acoustic, and musical aspects. In this talk I will give a short overview of the historical, musicological, and scientific processes and two of the major outcomes of the project. I also seek to contextualise our work within the broader academic and performance landscape, discussing questions relating to historically informed performance practice, immersion and flow, and the place of new technologies in historical research, education, and the cultural and heritage industries.

Massimo Garai (Alma mater studiorum. Università di Bologna), *The intangible heritage of sounds*

Europe's digital library "Europeana" conserves over 53 million digitized objects, but only 3% of them concern sound, audio-visual or 3D elements. Virtual acoustics can fulfil the impellent urgency to fill the lack of such underrepresented categories. Experiencing the sounds of historical and artistic sites, even no longer existing or accessible, may improve their analysis and interpretation through creative and accessible content. Songs, prayers, and music excerpts sang or played in specific venues can become an important piece of our shared cultural memory. An overview of the possibilities offered by virtual acoustics will be presented.

Elena Maria Formia, Valentina Gianfrate, Elena Vai, Laura Succini, Lorela Mehmeti (Alma mater studiorum. Università di Bologna), *Designing new digital platforms of publication: The digitization of scientific publishing*

In view of the main digitization priorities recommended by the European Union, the Advanced Design Unit of the University of Bologna is focusing on the digital accessibility of magazines and scientific journals dealing with design cultures. Scientific journals as well as mainstream magazines, preserve and bear witness of the research process and results through words and images. Thus, it is utterly essential to preserve the cultural content of publication archives through a digital open-access distribution, especially related to young disciplines such as design. The presentation will also take into consideration new digital platforms of publication, as new meta-venues of scientific debate.