Australian Academy of the Humanities’ 2nd Humanities, Arts and Culture Data Data Summit and 3rd international DARIAH Beyond Europe workshop
WHY ARE WE HERE?

1. What is happening?
2. What could be happening?
3. Where are the potential overlaps?
DATA = DATUM + DATUM + DATUM...

MEANING <> MEASUREMENT
GLAM+COUNCILS INTEREST IN SHARING..

2018 National Digital Forum (19–21 November, Wellington)

• How can we work collaboratively and effectively with people outside the sector?

• How does our sector work with educators and students in the digital realm? How should it?

• How can we share experiences of things not going well and learn from our mistakes?

• How can we embrace new modes of research?

• How can we share the work we’re doing to make a tangible impact in our communities

http://www.ndf.org.nz/call-for-presentations/
CULTURAL HERITAGE CREATIVE TOOLS AND ARCHIVES WORKSHOP
COPENHAGEN 26-27 JUNE 2013
DH INFRASTRUCTURE

- Roads not infrastructure
- Roading is infrastructure
- Roads used by people + modified for people
- Infrastructure is the ecosystem of resources + people + feedback system
<table>
<thead>
<tr>
<th>Tools</th>
<th>Methods</th>
<th>Projects</th>
<th>People</th>
<th>Events</th>
<th>Tool Reviews</th>
<th>Journal Articles</th>
</tr>
</thead>
<tbody>
<tr>
<td>DiRT</td>
<td>tagged repertoire of tools</td>
<td>methods-based tagging system (in revision)</td>
<td>--</td>
<td>--</td>
<td>will include tool reviews; already has comment function</td>
<td>--</td>
</tr>
<tr>
<td>DARIAH</td>
<td>collection of tools (work in progress) – may contribute tools to DiRT; would like to link to tools from taxonomy of methods</td>
<td>taxonomy of methods (with NediMAH); first shot at taxonomy of methods for bibliography; may want to link to DiRT tools</td>
<td>--</td>
<td>is meant to create a community of DHers around methods, tools and infrastructure services</td>
<td>(is thinking about a seal of approval for tools)</td>
<td>may soon have a „working paper series”</td>
</tr>
<tr>
<td>NeDiMAH</td>
<td>may include tools in the taxonomy</td>
<td>taxonomy or ontology of methods (with DARIAH/VCC2)</td>
<td>--</td>
<td>--</td>
<td></td>
<td>--</td>
</tr>
<tr>
<td>DH Commons</td>
<td>--</td>
<td>--</td>
<td>repertoire of projects; reviews of projects</td>
<td>repertoire of people</td>
<td>listing of events</td>
<td>also reviews of tools on DH Commons itself?</td>
</tr>
<tr>
<td>DH Answers</td>
<td>can include Q&amp;A about tools</td>
<td>can include Q&amp;A about methods</td>
<td>--</td>
<td>is building up a community</td>
<td></td>
<td>--</td>
</tr>
<tr>
<td>Open Edition</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>no repertoire, but many many users</td>
<td>listing about DH events and many more - DH events could be pushed to DH Commons</td>
<td>--</td>
</tr>
<tr>
<td>OLH</td>
<td>7/04/2019</td>
<td>--</td>
<td>--</td>
<td></td>
<td></td>
<td>will most likely be big in this area</td>
</tr>
</tbody>
</table>
DH ECOSYSTEM

- projects: DHCommons
- methods: NeDiMAH
- tools: DiRT bamboo
- publication: Open Edition
- hosting + communities: DARIAH
DH IS TEXT-HEAVY VISUALISATION LIGHT .. AND PEOPLE-ADVERSE

• So why Virtual Heritage? Why should we do it?
• How to engage and educate on: cultural significance
• What to preserve: survey data; models; cultural knowledge; remains; paradata; audience understanding feedback?
• When to stop: artistry, findings, audience interaction, experts, technical platforms..
• Where to find .. Run into a good virtual heritage project lately?
1955-6 Sensorama

1960 Cinerama (1939 Vitarama)

1965-8 Sword of Damocles

1992 CAVE

2018 Selfie+HMD+Pano-movie
VR CANNOT MATCH THE REAL THING??

... the emotions you feel when you have a virtual experience are not as valuable. When you actually see Niagara Falls, especially if you get up close, you feel awe and even fear in the face of an overpowering force of nature... Computer simulations, however good, contain only what photography, laser technology and pre-existing expertise put into them... Real experiences connect us to the deeds of past people and place us in contexts where history was made... VR will never be a substitute for encounters with the real thing.

Janna Thompson, Professor of Philosophy, La Trobe University
... the emotions you feel when you have a LITERARY experience are not as valuable. When you actually see Niagara Falls, especially if you get up close, you feel awe and even fear in the face of an overpowering force of nature... LITERARY simulations, however good, contain only what WRITERS AND PUBLISHERS put into them... Real experiences connect us to the deeds of past people and place us in contexts where history was made... BOOKS will never be a substitute for encounters with the real thing.

Devil’s Advocate, Editor, Phenomenology of Real and Virtual Places
Wayang Mitologi
karya Ki "Catur"
Kuncoro.

Example of Popup Quiz

Q1: Where should people pass under the Torii gate?

A) outside of the gate
B) central path way under the gate
C) right or left side under the gate

Quiz
Correct (earn points)
Incorrect (lose points)
VH DEBATES, ISSUES

1. Recreation or “the fallacy of” reconstruction (Jeff Clarke)
2. Completeness or authenticity
3. Levels of realism
4. Presence
5. Ownership and shareholders
6. Cultural appropriation
7. Obsolescence
8. Gamification/playerfication
3D: THE GOOD, THE BAD, THE UNARCHIVED

Remove or add parts of the model.
Change wireframe to textured view.
Take screenshots.
Incorporate annotations.
Pose and change field of view.
Measure parts of the online model.
Handle large file sizes.
Import and export various options.
Timelines: show changes over time.
Zoom in, zoom out, rotate, walk around.
Text can link to camera views.

Frozen products
Lack of situated agency
No dynamic linked resources
Designed mostly by one individual
Sense of scale and proportion
Lacks rich range of interactivity
No measuring or analytical tools
Continual feedback, review missed
How standards proliferate:

(See: A/C chargers, character encodings, instant messaging, etc)

**Situation:**
There are 14 competing standards.

14?! Ridiculous! We need to develop one universal standard that covers everyone's use cases. Yeah!

[Soon:]

**Situation:**
There are 15 competing standards.

https://xkcd.com/927/
Disappearing Virtual Heritage—Becoming Archaeological p33, Ruth Tringham University of California Berkeley, USA, Michael Ashley CODA

“While searching in 2014 in Erik Champion’s Playing with the Past (2011) for web-based virtual cultural environments that could act as models for a game, ... we found that at least half of his examples have disappeared by now, ... according to the Library of Congress, the average lifespan of a webpage is only 100 days. Many of the disappeared, like Okapi Island, can be seen as tempting fragments displayed through video documentation on YouTube or Vimeo (e.g. Leavy n.d.)."
VHEs vs gamification

Don’t seriously entertain or work easily with dynamic, valuable interactive content

Are NOT easily preserved, let alone scholarly accessible

FORBIDDEN CITY: BEYOND SPACE & TIME

Mure Dickie, 10.10. 2008 Financial Times: "A virtual Forbidden City offering the kind of immersive and interactive online experience pioneered by multiplayer role-playing games such as Second Life."

“A VIRTUAL REALITY APP THAT RECONSTRUCTS ANCIENT ROME MAY HAVE EXPLOITED ITS DEVELOPERS”

https://hyperallergic.com/480239/a-virtual-reality-app-that-reconstructs-ancient-rome-may-have-exploited-its-developers/
<table>
<thead>
<tr>
<th>Conference/event name</th>
<th>VSMM</th>
<th>CAA</th>
<th>CIPA</th>
<th>EUROMED</th>
<th>Digital Heritage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Accessible articles &amp; year of publication</td>
<td>Year</td>
<td>No.</td>
<td>Year</td>
<td>No.</td>
<td>Year</td>
</tr>
<tr>
<td>2016</td>
<td>65</td>
<td></td>
<td>2014</td>
<td>73</td>
<td>2015</td>
</tr>
<tr>
<td>2014</td>
<td>53</td>
<td></td>
<td>2013</td>
<td>50</td>
<td>2013</td>
</tr>
<tr>
<td>Total</td>
<td>17</td>
<td>3</td>
<td>240</td>
<td>305</td>
<td>284</td>
</tr>
</tbody>
</table>

**3D MODELS in Journals**

| Articles reference 3D heritage assets   | 31   | 38   | 79   | 61     | 55   |

| References include                     |      |      |      |        |      |
| (a) Accessible 3D contents             | 0    | 1    | 3    | 1      | 4    |
| (b) Accessible Videos                  | 1    | 2    | 1    | 2      | 6    |
| (c) Other accessible visual materials   | 1    | 4    | 6    | 5      | 17   |
| (d) Non-accessible/dead web links      | 3    | 0    | 5    | 3      | 8    |
1. Create a network to use & advise on 3D models of World Heritage Sites & show how 3D models can be employed in teaching & research

2. Build capacity through community workshops, learning materials, distributing the teaching resources digitally at no cost the end user, train research students, postdocs, research fellows.

3. Recommend long-term archive guidelines, linking 3D models to scholarly publications, scholarly resources & infrastructures;

4. Disseminate the results of research activities at conferences & workshops, via online papers, applications & learning materials.

5. Cooperate closely with UNESCO on relevant activities.
3 PROMISING TRENDS

1. VR equipment is moving towards the consumer level, based on the notion of a component based system.

2. Smartphone both stereoscopic viewers & PCs (e.g. Samsung Gear).

3. Consumer technology frameworks will help improve access.
LINKED OPEN DATA IN AUSTRALIA


- If data is described as ‘open’, it means anyone can access, use or share it. All Australian Government agencies are encouraged to make their data available (using an appropriate open license) on the [data.gov.au](http://data.gov.au) website. Also Data Transformation Agency supports LOD. ALSO [http://www.linked.data.gov.au/](http://www.linked.data.gov.au/)


- [http://commons.pelagios.org/](http://commons.pelagios.org/) “..online resources and a community forum for using open data methods to link and explore historical places”

- “Cultural Heritage Markup Language-How to Record and Preserve 3D Assets of Digital Reconstruction” Hauck & Kuroczynsk [https://github.com/chml-3d](https://github.com/chml-3d)
IMAGES STREAMED FROM TROVE INTO UNITY 3D TEXTURES

2016 workshop on taking NLA images from TROVE database dynamically into UNITY as textures-Michael Wiebrands, Curtin
Geosemantic Web

Many 3D visualization APIs and libraries - WebGL, OpenGL,
Threex, Maza3D
GIS in Digital Humanities (When, Where)
Difference between Geosemantic Web and Semantic web
Time usage example: Find all Cultural Heritage events occurred between X and Y
Geolocation usage example: Find all Cultural Heritage sites located within X region
QUESTIONS ON LOD

*Kathryn Greenhill* Librarians Matter, Curtin

- What if a concept is fuzzy, sitting between two concepts with URIs?

*Jane-Heloise Nancarrow, UWA*

- LOD.. uses a human-applied, subjective and imperfect linguistic syntax and classification system...
- How do we create metadata for intangible heritage...
- Clarity in definitions: ..Semantic web, linked data, and linked open data …
- How do we include or enforce LOD considerations for DH projects that generally have other aims … funding for DH projects is already so tight. … a published contacts list of LOD practitioners would be a great start :)
- ..Aboriginal heritage and ownership of indigenous knowledge (and even more pertinent when that data is produced within colonial contexts)...
- How well do 3D data formats fit into any or all of this at present?

*Karen Miller, Curtin:* the data is “squeezed out of publications” [Tim Sherratt]
IMAGINED SPACES IN REAL PLACES
Screen Tourism, VR & Cultural Heritage

Keynote speaker: Ian Brodie (http://www.lanbrodie.net/)
Other presenters include: Dr Christina Lee, Professor Erik Champion,
Mat Lewis (South West Development Commission).

This Symposium brings together scholars and industry presenters to discuss
how screen-based tourism can augment local economies, regional branding
and promote cultural heritage with VR and AR technologies.

lanbrodie.net
PANO-ARCHIVE, BEATA DAWSON
DESIGN ACTIVISM, PALESTINE
RUSAILA BAZLAMİT
Intern project Agathe Limouzy Toulouse (Collaborative Learning)
SUMMARY

1. DATA and EXPERIENCE/INTENTIONS
2. Interaction design and visualization is part of DH
3. Virtual Reality is an ecosystem (ideally)
4. Virtual heritage is your heritage
5. GLAM essential people-centric role in DH
6. Linked Open Data: Interesting Problem Looking to be Appreciated
7. Collaborating with overseas: standards, bootstrap research projects

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