



**D.it**

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

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Florence, December 1st 2016***



# A NEW GENERATION OF VIRTUAL MUSEUMS



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

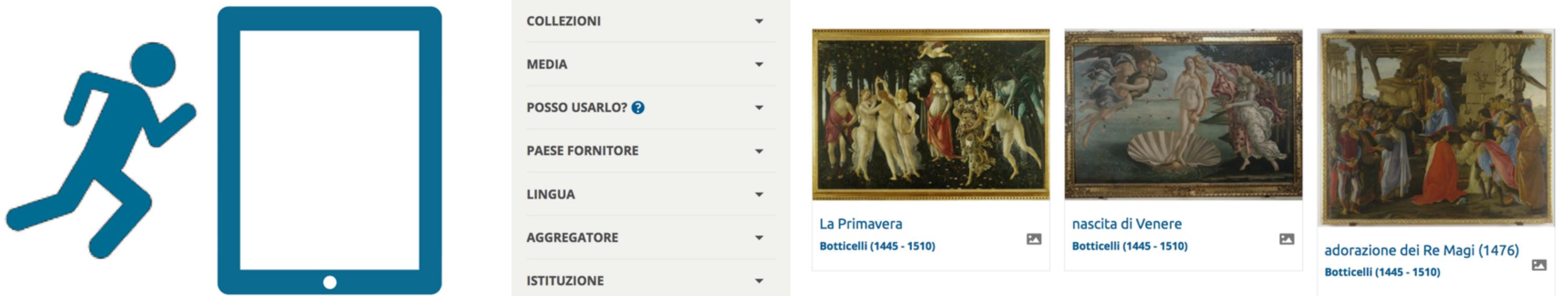
1. **involves communities** in the digital co-creation of cultural content
2. provides an **holistic interpretation of a place** using AR technologies and mobile applications
3. **combines** different kinds of cultural resources, artifacts, and archives



# 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.

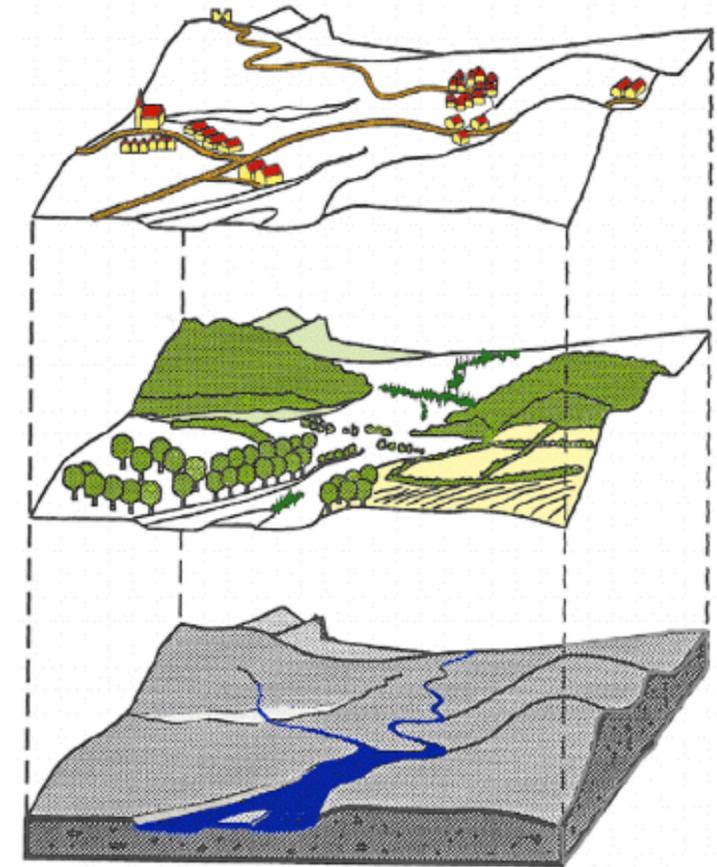
The "**hybrid visit**" has become a new way to explore the collections of museums and cultural heritage sites, by browsing their virtual space both onsite and offsite.



# 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).

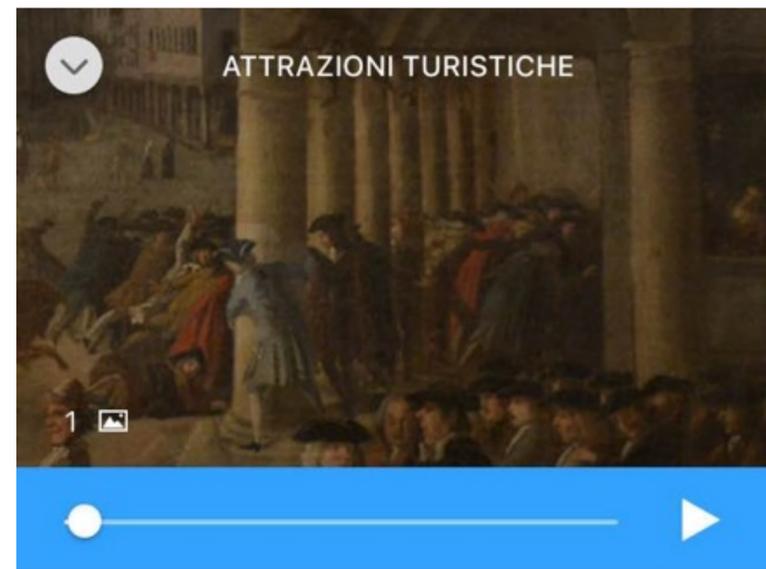


The concept of **cultural landscape** (ICOM 2016) highlights that cultural heritage is strictly connected with an interpretative relationship with landscape and its natural, social and economic dimensions.

# 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.

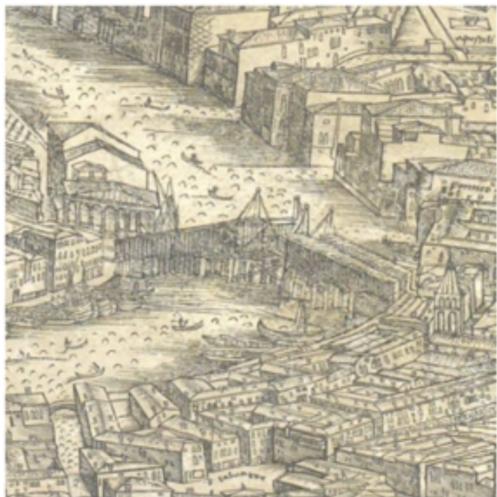
<http://visualizingvenice.org>

# HISTORICAL RESEARCH + DIGITAL TECHNOLOGIES

## 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

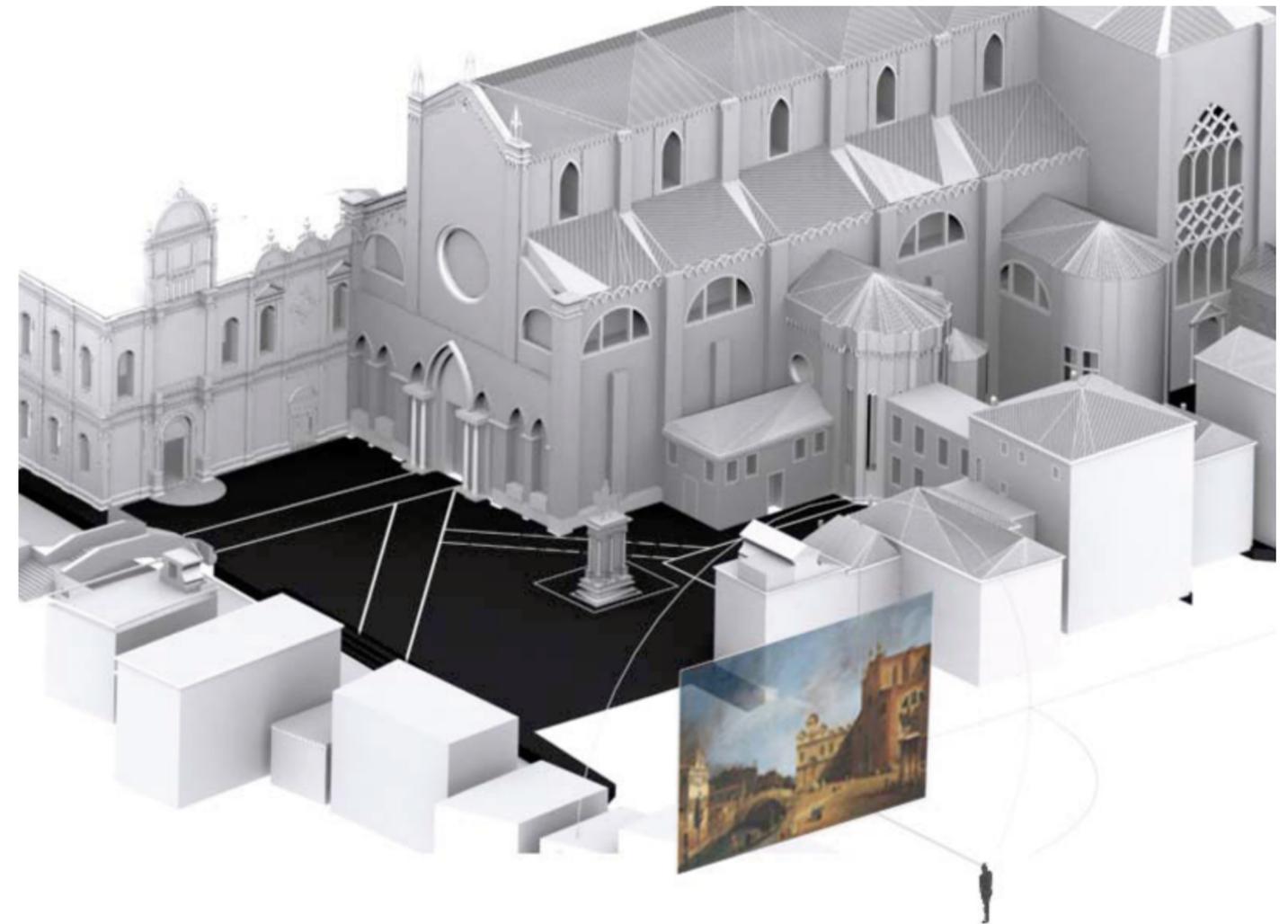
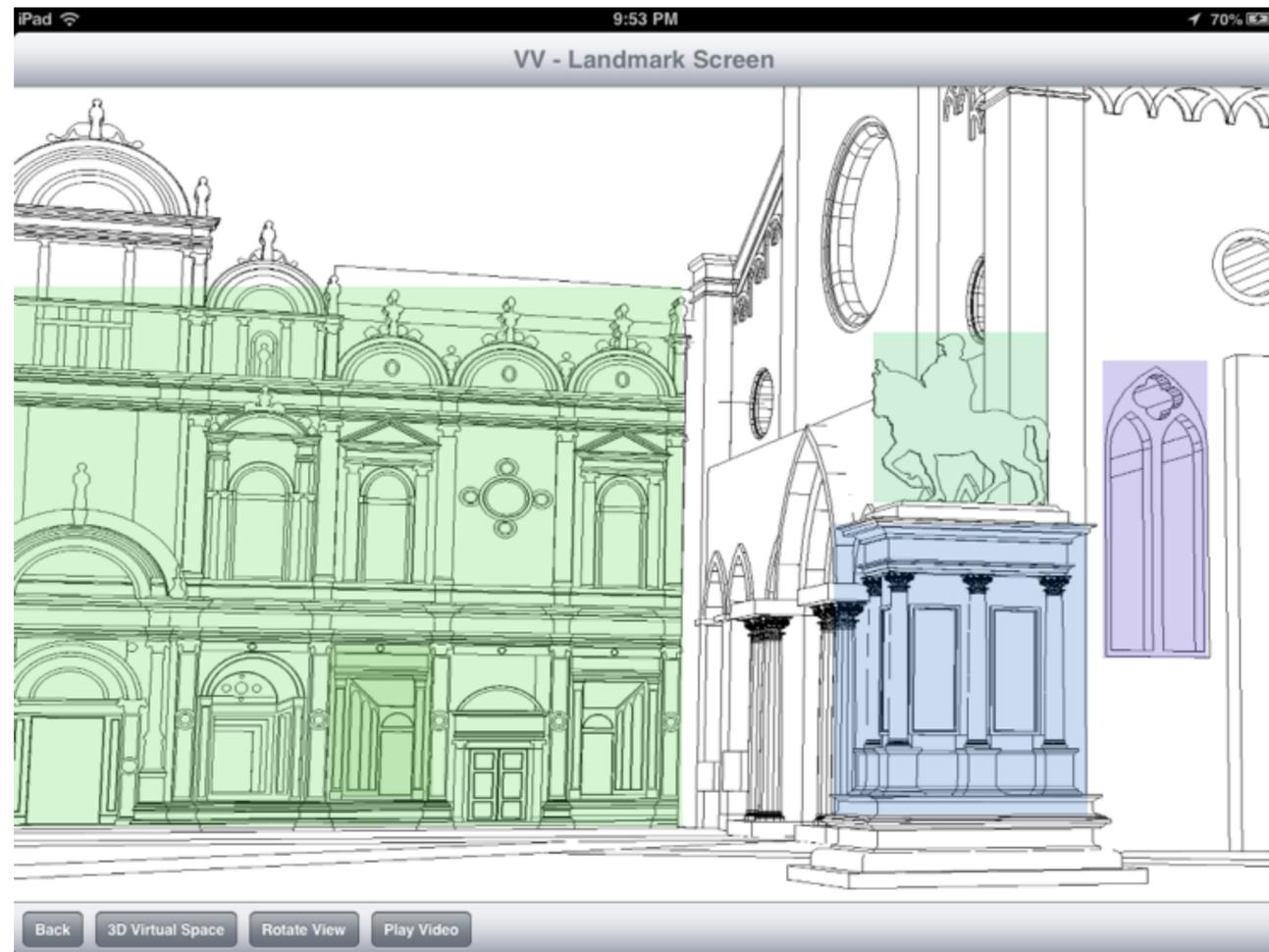


### Arsenale

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

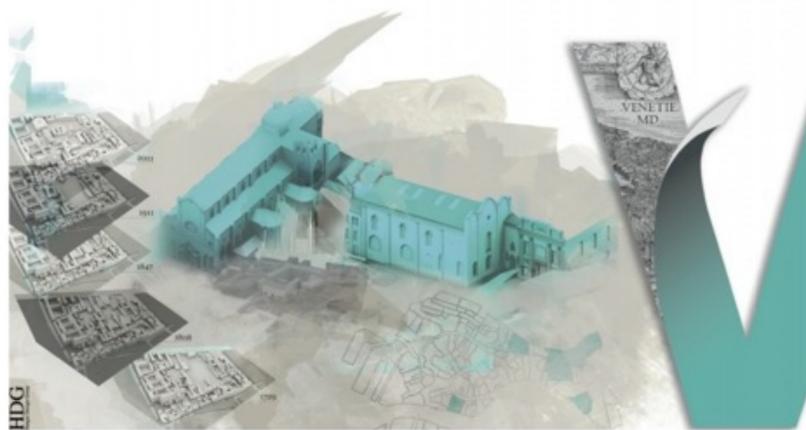
new technologies for urban history

March 25 > April 12, 2013

Wired! Lab  
Upstairs Bay 11  
Smith Warehouse

Opening Reception

March 25, 2013  
5.30 pm



MUVE Fondazione Musei Civici Venezia

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

Home > it > Mostre > Mostre > VENEZIA, GLI EBREI E L'EUROPA 1516-2016 > Mostra

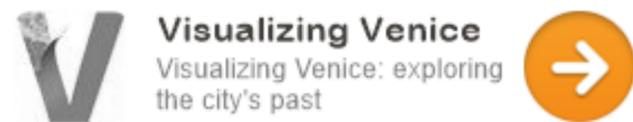
### VENEZIA, GLI EBREI E L'EUROPA 1516-2016



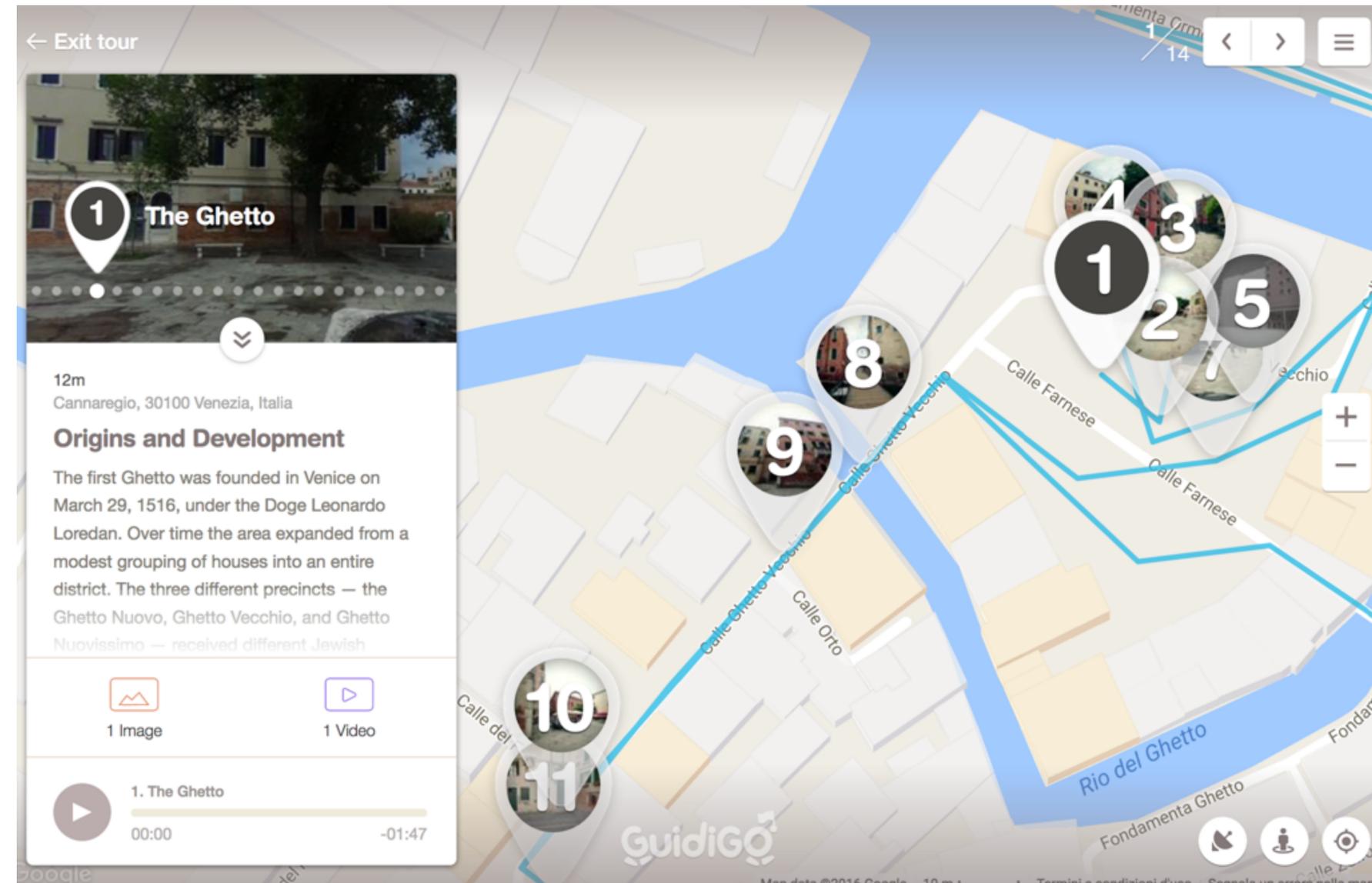
# AUGMENTED REALITY: A HYBRID VISIT TO THE GHETTO



## GHETT/APP (English)



EDUCATIONAL PROJECT



<http://bit.ly/ghettapp>



22:43

← 3 →

### The first synagogue

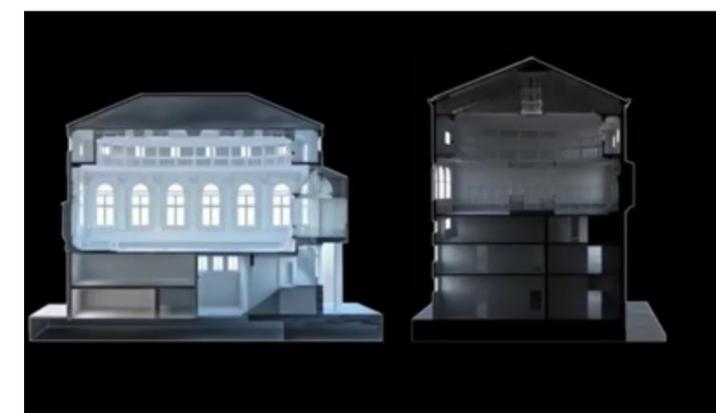
The Scola grande Tedesca

Listen 1:29

+ Bonus 1 video, 1 panorama

#### The Scola grande Tedesca

The first synagogue built in the Ghetto was the so-called "German" synagogue ("Scola grande tedesca"), where the Ashkenazi community prayed, beginning in 1528. The synagogue is a place carved out on the fourth floor of a pre-existing residential building, and its position is discernible from the outside thanks to a few key features. The façade facing the campo includes a series of inscriptions in Hebrew, and five large windows





Listen 1:34 Bonus 1 video, 3 panoramas

### 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

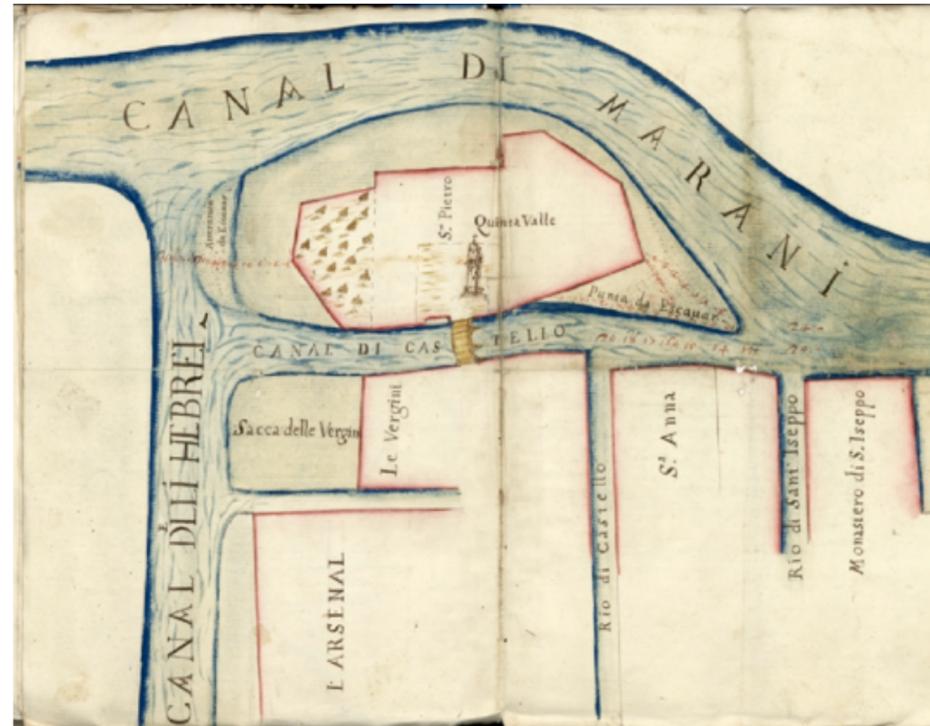
**Visualizing Venice Wired! Workshop**



## WORKSHOPS

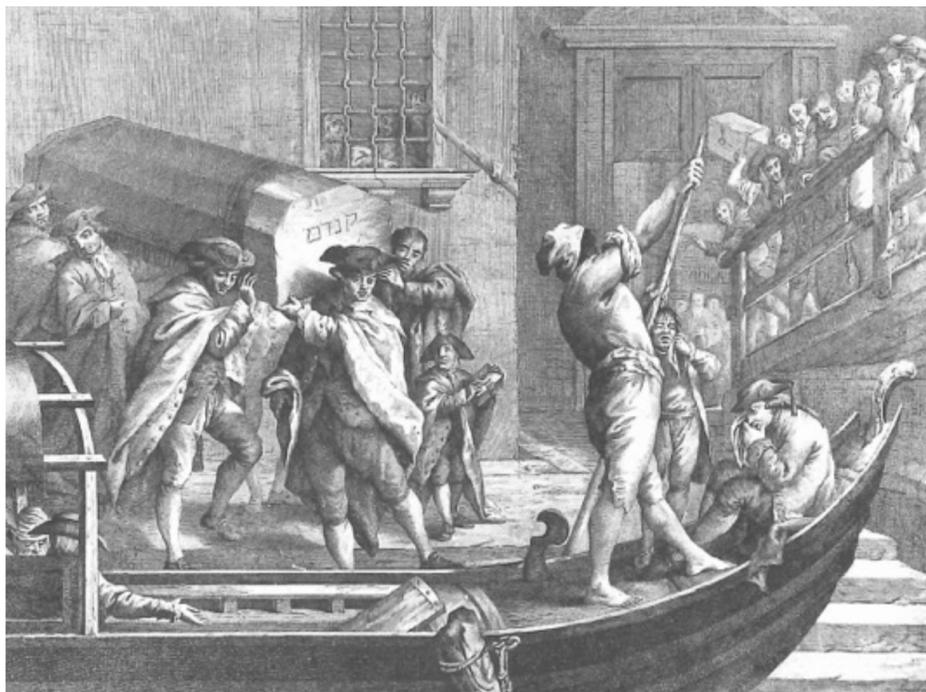
- Digital Humanities theories and methods
- Thematically-focused tech tutorials
- Seed project development for future work

# 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.

**ISOIPSE**  
SINERGIE • STRATEGIE • TERRITORIO

**M** MULTIMEDIA  
HERITAGE



» 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](http://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-



Le uova di Pasqua de

L'AIL NELLE

Tornano  
per con

► BELLUNO

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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

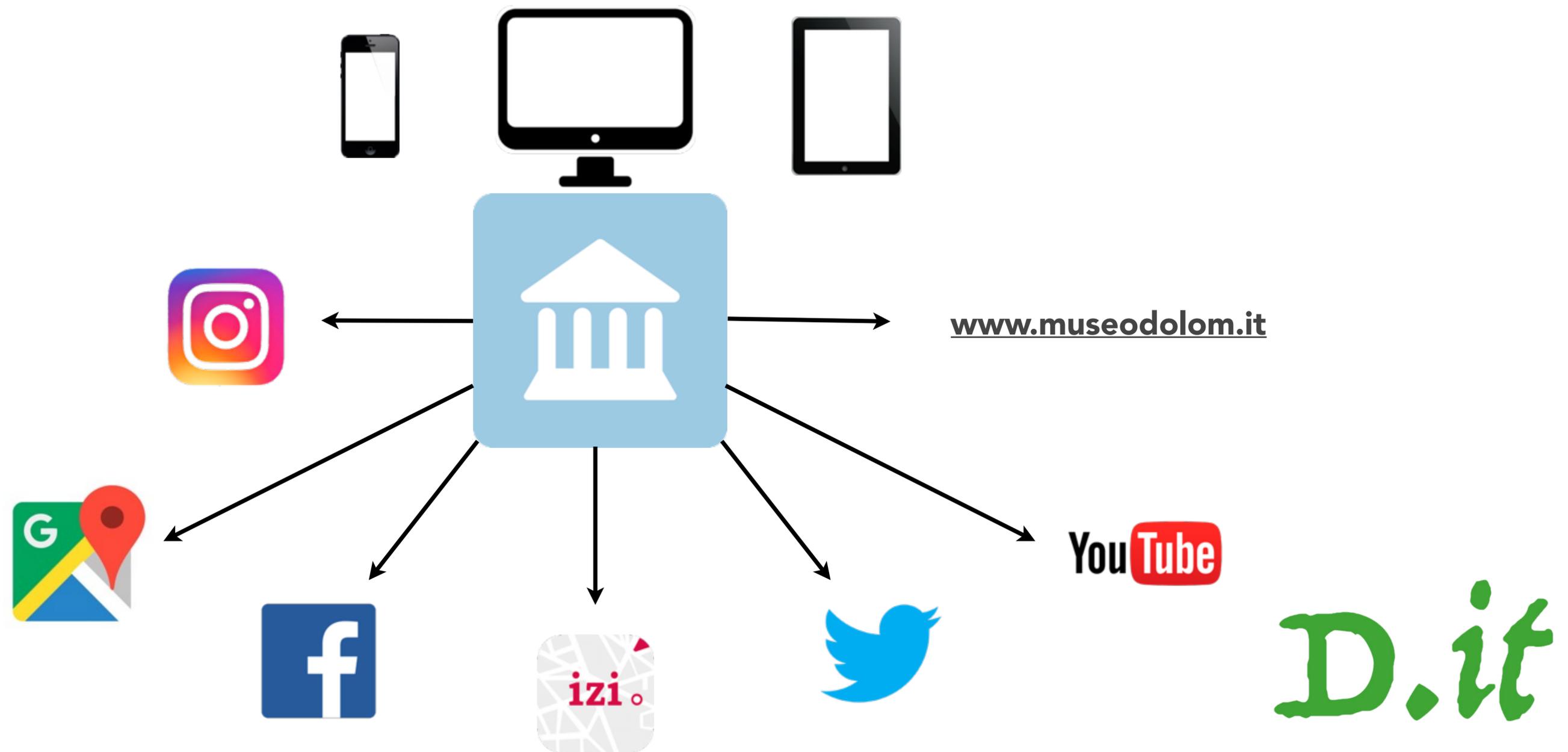
ITIS Segato di Belluno  
Liceo Scientifico Galilei di Belluno  
Liceo Artistico di Cortina  
Istituto Tecnico Economico Calvi di Belluno  
Istituto Follador di Agordo  
Liceo Classico di San Vito di Cadore  
Istituto Tecnico Commerciale di Feltre  
Istituto Ottico Fermi di Pieve di Cadore  
Istituto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



D.it

# A VIRTUAL MULTI-PLATFORM MUSEUM

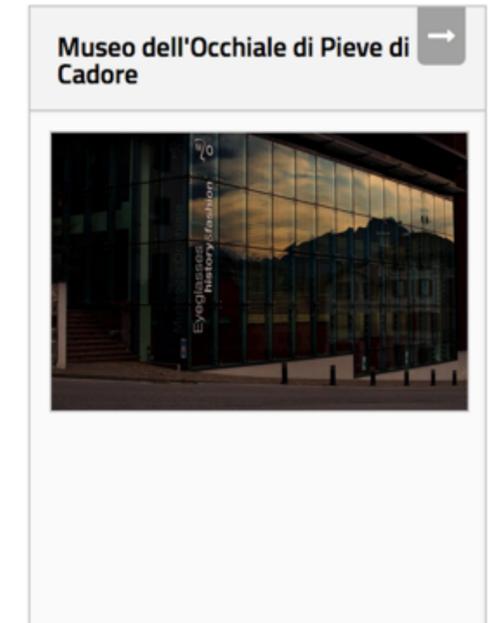
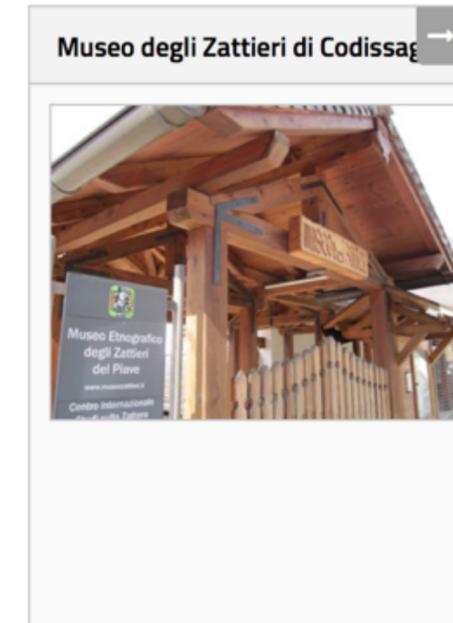
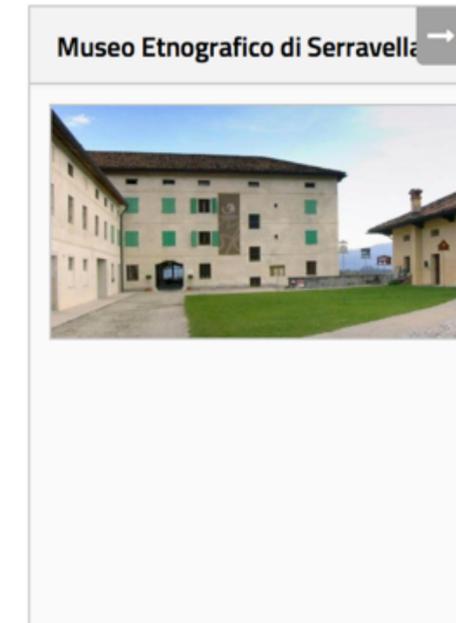
A "born digital" museum, since it was founded directly on the web, in a multi-platform perspective:



# 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*)



D.it

# DIGITAL INTERACTIVE TOOLS



In questo quadro è raffigurato uno stendardo mosso dal forte vento e con questo suono vogliamo far percepire la sua forza.

## 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

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# 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](http://www.visualizingvenice.org)

**D.it**

[www.museodolom.it](http://www.museodolom.it)

*Thank you*

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