



THE BEST IN HERITAGE

Projects of Influence

28-30 September 2017

Dubrovnik, Croatia

IMAGINES

NEW TECHNOLOGIES AND MULTIMEDIA

Multimedia Hall VISIA, 28 September

Heritage in Motion / Apps for mobile devices

Virtual Architecture Museum: Russia by Vizerra

To see the stunning works of architecture that no longer exist or remained unimplemented ideas of the artists, not on a piece of paper, but in the way you would look at any other ordinary building. To travel in time, recreate the ruined monuments, fly over the city... To do this, you don't have to possess super powers that are often attributed to fictional characters. The Virtual Museum of Architecture application for smart phones and tablets is all you need. And the impossible becomes possible: the beauty of architectural concepts reveals itself, real and visible.

CEO, Vizerra

Alexander Lavrov

Alexander has almost 20 years experience in computer graphics related areas. During these years he has managed to work in a popular science film studio, worked as a motion designer on television, as a CTO, a strict lecturer at a university, kindly instructor at a CG school, CG supervisor in a feature film studio, whilst also being CEO at Vizerra. He is the co-founder of the all-Russia AR&VR association and a member of ACM, IEEE and a member of the Academy of interactive arts and sciences.





2016 MUSE Awards / Games and Augmented Reality Gold

Sydvestjyske Museer: Augmenting the Historic City: Trade and Merchants' Life in Ribe

Based on an iBeacon location-based mobile application providing Augmented Reality, texts, images, links, audio, video and animations, the exhibition rooms of merchant's house from 1583 merge with the old town's cultural heritage. Users explore and experience many facets of merchant life in the old town from the late 1500s onwards. The once so important harbour comes back to life via Augmented Reality, the town's role as an ox trade assembly point and its vibrant markets are experienced through immersive video, and interactive 3D models and video communicate building structures and room functions.



Curator, Sydvestjyske Museer

Mikkel Kirkedahl Nielsen

Mikkel is a Danish museum professional who obtained an MA in History and Film and TV at Aarhus University in 2007. Since then, he has worked at Danish museums, often producing and implementing film and other media in history exhibits, and publishing articles about history or uses of various media in museums. Since 2010 he has been curator at Sydvestjyske Museer, and is currently finalizing his PhD project entitled "Towards an Authentic Experience: Integrating historical environments and exhibitions using audio-visual and digital media" at Aalborg University.



AVICOM 2016 F@IMP Awards / Video Art Prize

Mosman Art Gallery: "SYRIA"

SYRIA, by Khaled Sabsabi, explores the kaleidoscope of life in Damascus before the current war, portraying the complexities and beauty of the city, in contrast to the images of destruction that we now see on the daily news. Incorporating moving images from the artist's large archive of recordings of Damascus since 2004, SYRIA has the beautiful complexity of fractal geometry, with which it shares a self-sustaining system of self-similar patterns that span different points in time.



Director, Mosman Art Gallery

John Cheeseman

Besides being the Director of Mosman Art Gallery John is also the President of Regional and Public Galleries New South Wales (RPGNSW) and Board Member of AVICOM (the International Council of Museums' International Committee for Image, Sound and New Technologies). He was formerly the Director of Blacktown Arts Centre (Sydney, Australia) and in previous positions was a cultural planner, curator and practicing artist. John maintains a strong interest in supporting interpretive projects, cross-artform practices, social engagement and site-specific works and is currently pursuing a range of projects focussed on international exchange.

European Union Prize for Cultural Heritage / Europa Nostra Award 2016

Granaries of Memory



Granaries of Memory draws on the oral history of local communities, especially related to the intangible heritage of food culture in Italy. Researchers from the University of Gastronomic Sciences in Northern Italy conducted over 1000 interviews within various communities to capture people's memories of food and regional cuisine. These interviews were recorded and are available to the public online in video format in a web archive. The archive has been online since 2012. In 2016 it was remodelled and relaunched.



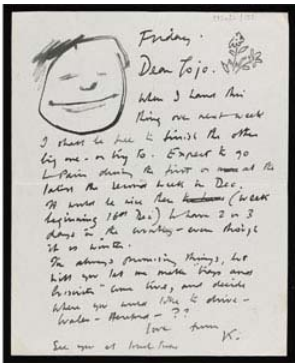
Research Fellow, University of Gastronomic Scienze, Pollenzo

Michele F. Fontefrancesco

Michele is a social anthropologist specialising in Economic Anthropology and Folklore studies. He is a research fellow, Italy. Since 2010 he has been a member of the research team developing the Granaries of Memory at University of Gastronomic Scienze, Pollenzo, Italy. His works have been published internationally and they have investigated themes of political and economic development, in particular the use of intangible heritage as a resource for local change.

Museums and the Web GLAMi Awards 2016 / Platinum

AnnoTate



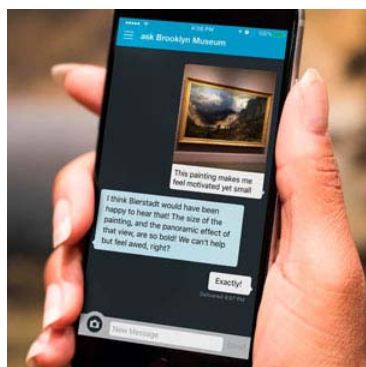
AnnoTate is Tate and Zooniverse's online crowdsourced transcription tool. Since 2015, the public have been using it to help decipher the writing found in over 17,000 items from artists' archives. In exploring these letters, diaries and sketchbooks through transcription, participants gain rich insights into the personal lives of artists, discover untold stories, explore social histories, and encounter artwork situated in practice. In turn, AnnoTate users help to produce full transcripts that will appear on the Tate website. Other organisations can get involved too: the code for AnnoTate is produced with an Apache software license, and freely available on github.

Tate

Jane Bramwell & Hannah Barton



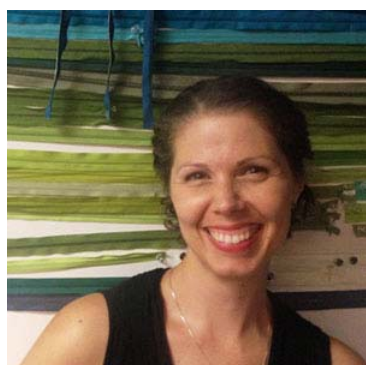
Following a career in Further Education libraries, **Jane Bramwell** has been Head of Tate Library and Archive since 2009 and Project Lead on the Archives & Access project between 2012-2017, from which AnnoTate was developed. She is passionate about access and increasing audiences to museum library and archive collections. **Hannah Barton** has been Project Coordinator of Tate's Archives & Access project since 2015, during which time AnnoTate was launched. She is highly interested in digital communications, and is currently working towards a PhD in digital cultures at Birkbeck, University of London.



2016 MUSE Awards / Mobile Applications Gold
Brooklyn Museum: ASK Brooklyn Museum

ASK Brooklyn Museum was developed over the course of a year, through an iterative process of testing pilot ideas directly with visitors. The museum learned that the visitors want to talk about art with real people in a dynamic, personalized way. To provide this, it developed a chat app that connects visitors to a team of experts who answer their questions in real time. The team has developed a unique engagement model through texting, using visitors' questions as springboards for longer conversations. Chats are deep, averaging 14 messages across multiple galleries.

Director, Digital Engagement, Brooklyn Museum
Sara Devine



Sara leads the Brooklyn Museum's ASK app program, a Bloomberg Connects digital engagement initiative. A vocal visitor advocate, her expertise lies in crafting accessible and engaging visitor experiences and reaching audiences across platforms. She collaborates across departments on all aspects of digital engagement. Sara is also a visiting professor and curriculum coordinator at Pratt Institute's School of Information for their new graduate program in Museums and Digital Culture. She enjoys sharing ideas and learnings at professional conferences and via the Museum's blog, BKM Tech.



Heritage in Motion / Best Achievement Award 2016
Province Limburg: Limburg 1914-1918, Small stories from a Great War

WWI was not only a trench war, but also a war of occupation! The German occupation had an impact on the province of Limburg and its daily life. Many interesting "small stories" have been preserved. "Limburg 1914-1918: Small stories from a Great War" is a multi-layered project that combines many different communication tools to engage a large audience in the personal memories of the Great War. The province of Limburg initiated several innovative public projects: a unique launch, social media activities, a short movie, a video exhibition and a huge participative project by all communities with 44 huge concrete 'stahl'helmets'.

Province of Limburg
Sandro Claes & Dirk Bouve



Sandro Claes, Head of the Services for Cultural Heritage (PCCE and Monument Watch Limburg), and **Dirk Bouve**, Coordinator of Projects, have been employed at the Province of Limburg since mid-2011. Currently their main tasks include: daily content and business management, fostering collaboration within project teams, responsibility for awarding grants to cultural heritage projects, coordination of the Limburg 1914-1918 project, day-to-day management support for Erfgoedplus.be, and the re-destination of the coalmine site in Beringen. Under their guidance, the PCCE took a new direction with innovative projects that have already received considerable international recognition.



AVICOM / FIAMP 2016 Website and Webart Gold

"The voyage on board the cruiser Dmitrii Donskoi" by Rosphoto

The voyage on board the cruiser Dmitrii Donskoi is an album of photographs dated from the late 19th century which provide a unique opportunity to see the life of the first Russian armoured cruiser through the eyes of the ship's contemporaries. Thanks to multimedia technologies, the photo album — an item which is originally meant to be held in the hands — has been turned into an interactive object, thus allowing the visitors to examine all facets of the matter, including the historical context



Head, Phototechnology department, Rosphoto

Alexey Tikhonov

Having a background in philosophy and engineering, Alexey has more than 15 years of experience in UI/UX/web development and photography. After joining ROSPHOTO he became gradually involved in developing digital preservation strategies for the Russian museum community as well as digital presentations of museum content.



Heritage in Motion / Websites and Online Content Award 2016

ArchivPortal – D – Building a German Archives Portal by Landesarchiv Baden-Württemberg

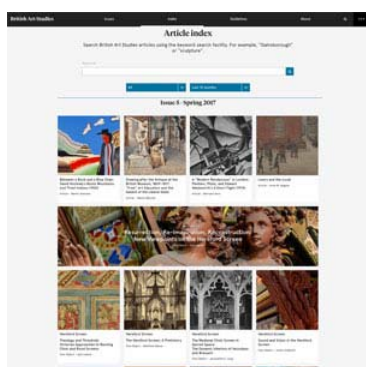
For the first time, the German Archives Portal “Archivportal-D”, financed by the German Research Foundation (DFG), offers centralized and comprehensive access to the records of various kinds of German archives. The portal is a national aggregator for the European Archives Portal and contributes to the process of making European archival records accessible for everybody at any time and from anywhere.



Project and PR Manager, German Archives Portal

Nadine Seidu

Nadine Seidu is the project and PR manager of the “German Archives Portal” at the State Archives of Baden-Wuerttemberg, Germany. She studied cultural and communication science and specialized in the research of cultural identities. After graduating, Nadine worked with the “Historical Museum of the Palatinate” and “Atelier Brückner”, an international office for exhibition design. She is enthusiastic about the presentation of cultural heritage in the digital world and takes a stand for open access to all kind of cultural data.



Museums and the Web GLAMi 2016 People's Choice Award British Art Studies Online Journal

Founded in 2016, the journal British Art Studies is an innovative space for new research and scholarship of the highest quality on all aspects of British art, architecture, and visual culture. British Art Studies is digital-only and one of the few completely open access journals in the field of art history, providing a forum for the growing debate about digital scholarship, publication, and copyright. Its editors, based at the Paul Mellon Centre and the Yale Center for British Art, work collaboratively with authors to develop innovative ways to present new research digitally.

Editor, Paul Mellon Centre
Baillie Card



Baillie manages the Centre's online research journal British Art Studies and is responsible for shaping the Centre's broader digital and print publications strategy. Prior to joining the Centre, she was a Commissioning Editor at I.B.Tauris & Co. and organised auctions of contemporary art at Sotheby's London. Baillie has an MA in History of Art from the University of Edinburgh and an MSt in History of Art and Visual Culture from the University of Oxford.



Museums + Heritage Awards 2016 / Educational Initiative Historic Royal Palaces: Movie Maker Mission

Movie Maker Mission 500th anniversary project brought together Aardman and thousands of children to co-create an animated yarn, telling 500 years of Hampton Court's history in just over five minutes. It enabled 11,000 children and young people to visit the palace and contribute their ideas to this unique retelling of the palace's history. Working with professional presenters and animators, participants learned animation and drawing techniques, met characters from the palace's past and explored the historic stories, spaces and artefacts before creating pictures, sounds, voice-overs and music for the film.



Hampton Court Palace
Alison Lightbown & Fennella Goodhart

Alison Lightbown worked in the learning departments at the V&A and Barbican Arts Centre before moving to the Geffrye Museum where she was Head of Learning. She is now Head of Explorer Programmes at Historic Royal Palaces, where she is responsible for programmes for schools, families and young people at each of the six palaces. **Fennella Goodhart** began her career in heritage at the Group for Education in Museums and moved to the National Trust as Learning & Interpretation Officer for Osterley Park House and then to Historic Royal Palaces, where she is now Explorer Manager for 0 - 11 programmes across HRP sites.



MUSE 2016 Awards / Video, Film, and Computer Animation Gold
Field Museum: The Switch: A Bill Stanley Story

Created to honor the work of the gregarious and beloved Director of Collections at The Field Museum, Bill Stanley, who died unexpectedly while conducting fieldwork in Ethiopia. Bill inspired countless young scientists. This animated short film puts the work of natural history museums in a larger context — as told by Bill himself — as places where artifacts can be seen and studied, but also as places where one museum professional or scientist can make an enormous difference in the life of a young person.



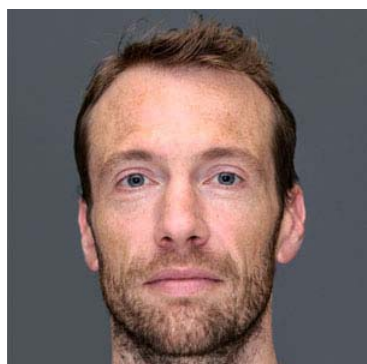
Web and Digital Content Director, Field Museum
Brad Dunn

Brad is the Web and Digital Content Director for The Field Museum where he oversees online digital strategy, website experience, social media, and digital content creation. His work blends his experience in interactive, theater, and experiential game design. He has crafted user- and story-driven multichannel engagements across digital devices and real world spaces for exuberant live audiences, smartphone wielding consumers, smiling children, intoxicated cruise ship passengers, and upper eastside arts funders.



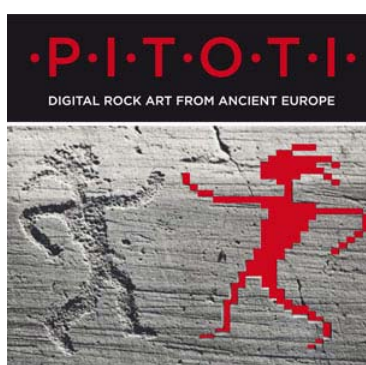
MAPDA 2016 / Institution Website Level B Best in Show - Multimedia
Christchurch Art Gallery Te Puna o Waiwhetu Website

Art gallery websites are primarily marketing tools – shop windows for programmes and activities — and research tools that provide access to collections. But increasingly they are expected to also act as incubators for thoughts. Digital editors are commissioning and publishing exciting new writing, audio and video, as well as bringing legacy content to new audiences. Together these very different strands of content can be used to tell stories. With the 2016 website redesign Christchurch Art Gallery made a significant shift, from a traditional art gallery website to a more magazine-like approach that put its writing, and thinking, at the forefront of the visitor experience.



Web / Publications Coordinator, Christchurch Art Gallery
David Simpson

David Simpson is a publisher and editor specializing in the fine arts. He began his career making books and magazines for the National Galleries of Scotland, before relocating to New Zealand in 2008 to work as Web / Publications Coordinator at Christchurch Art Gallery Te Puna o Waiwhetu. He is responsible for the continued development of the Gallery's multi-award-winning website and magazine.



European Union Prize for Cultural Heritage / Europa Nostra Award 2016
Prehistoric Picture Project. Pitoti: Digital Rock-Art in Cambridge

This research project asked what difference could digital techniques make to the research, recovery and public display of prehistoric rock-art from the UNESCO world heritage site of Valcamonica (BS) in the southern Alps? The Cambridge led team from the Centro Camuno di Studi Preistorici, St Pölten University of Applied Sciences and the Bauhaus University Weimar, showed that the preparation of art historical / archaeological data for public display can produce academic research insights that shed light on the nature of the art itself.



Research Affiliate, McDonald Institute for Archaeological Research
Frederick Baker

Frederick Baker is an Austrian British cultural heritage scholar, visual archaeologist and film director. Affiliate Research Scholar at the McDonald Institute for Archaeological Research and and College Research Associate at Wolfson College, Cambridge. His current Digital Humanities research concerns the proto-cinema of prehistoric rock-art and its digital presentation through interactive 3D film in both cinema and exhibitions. He recently directed "Pitoti Prometheus" an award winning film for Virtual Reality mixing live action and rock-art. His feature and documentary films for the BBC and Arte have won awards worldwide and have also been shown at Cannes.