MAPPING URBAN HISTORY IN THE DIGITAL AGE

Interdisciplinary Workshop

Tuesday, 26 February 2019
09:00-16:00

MAISON DU SAVOIR
2, Avenue de l'Université
L-4366 Esch-sur-Alzette

room 2.240

uni.lu UNIVERSITÉ DU LUXEMBOURG

C²DH LUXEMBOURG CENTRE FOR CONTEMPORARY AND DIGITAL HISTORY

MAPPING URBAN HISTORY IN THE DIGITAL AGE

Interdisciplinary Workshop

This interdisciplinary workshop will explore the impact of the digital turn on Urban history. A group of local and International researchers, museum professionals and entrepreneurs will present a variety of projects and discuss how digital technologies can be used to display, reconstruct, and explore the city and its layers.
The sessions will investigate the complexities of developing interactive historic maps, reflecting on visualisation and modelling strategies, and on the collection and interpretation of data coming from a variety of sources. Additional emphasis will be given to the use of digital technologies in virtual reconstructions of historical buildings, in the recreation of immersive exploratory experiences and on the use of transmedia storytelling to tell the story of a city.

Programme:

09:15 ***Opening***

SESSION I:
INTERACTIVE DIGITAL MAPS, VISUALISATIONS AND DATA MODELLING

Pt. 1. Session Chair: Andreas Fickers, C²DH, University of Luxembourg

09:30 **Lviv Interactive: the city as a hypertext. Mapping multiple narratives on the city and its history**
Taras Nazaruk
Center for Urban History of East Central Europe

10:00 **Villux 10 - The first digital historical atlas of the city of Luxembourg**
Steve Kass / Sebastian Pauli / Martin Uhrmacher
Institute for History, University of Luxembourg

10:30 ***Coffee break***

Pt.2. Session Chair: Marten Düring, C²DH, University of Luxembourg

10:45 **Linking urban spaces. Enhancing accuracy with toponomastic data**
Sam Mersch
C²DH/ Institut fir lëtzebuergesch Sprooch- a Literaturwëssenschaft, University of Luxembourg

11:15 **Using Agent Based Modelling for describing mobility decisions in pre-urban societies**
Kaarel Sikk
C²DH/ Institute of Geography and Spatial Planning, University of Luxembourg

11:45 *Lunch break*

SESSION II: VIRTUAL RECONSTRUCTIONS, TRANSMEDIA STORYTELLING AND EXPLORATION

Pt. 1. Session Chair: Stefan Krebs, C²DH, University of Luxembourg

13:00 **The GR-Atlas 2.0, an interactive and interdisciplinary thematic atlas of the Greater Region SaarLorLux**
Malte Helfer
Institute of Geography and Spatial Planning, University of Luxembourg

13:30 **Reconstructing the Historic Landscape of Larochette, Luxembourg**
Marleen de Kramer
C²DH/Institute for History, University of Luxembourg

14:00 *Coffee break*

Pt. 2. Session Chair: Jean Botev, CSC VR/AR Lab, University of Luxembourg

14:15 **When technology meets history: transmedia storytelling at the Lëtzebuerg City Museum**
Anne Hoffmann
Les 2 Musées de la Ville de Luxembourg

14:45 **1867: Reconstructing a historic town on a social virtual reality platform**
Pit Vinandy
VRCreative

15:15 ***Plenary discussion and conclusions***

Abstracts and biographies:

Lviv Interactive: the city as a hypertext. Mapping multiple narratives on the city and its history

Taras Nazaruk
Center for Urban History of East Central Europe

The city forms a complex social and cultural landscape with its entanglements to physical space. Mapping the history of a city requires collecting multiple sources of spatiotemporal data and narratives as well as visualizing it in a non-linear way.
The talk will share insights on applying the hypertext and multimedia to build non-linear experience of exploring the history of the city of Lviv in the late 19th and 20th centuries.
As Lviv Interactive (lia.lvivcenter.org) is evolving over the last decade, the presentation will also elaborate on the longevity of experiments and experiences in the project that is constantly under construction.

Taras Nazaruk is head of the Lviv Interactive project at the Center for Urban History of East Central Europe. His main responsibility is building communication between scholars, editors, and technical and visual specialists to develop digital projects about the history of Lviv. His background is in communication design and journalism and his areas of interest focus on digital history, digital storytelling, history of digitisation in Europe. He has worked at the Center for Urban History since 2016.

Villux 10 – The first digital historical atlas of the city of Luxembourg

Steve Kass / Sebastian Pauli / Martin Uhrmacher
Institute for History, University of Luxembourg

The aim of the Villux-project is to analyse the urban development of Luxembourg-City. The appropriate tool to deal with these space-related issues is with the help of a historical atlas. Such a historic town atlas can be defined as a collection of explanatory texts, chronological tables, maps and images, which all trace the history of a city and illustrate its stages of development. The presentation will provide insights into the concept of the project and also present first results.

Steve Kass graduated in 2007 at the Institute for Geography of the Innsbruck University (Austria). He is specialized in EO & GIS operations and gained professional experience through different national and international projects working at DLR (Germany), EURAC (Italy) and GeoVille (Austria). As a passionate data scientist, he joined the Institute of history in 2016 for the Villux 10 research project. His main fields of research are geo-informatics, remote sensing and spatial analyses.

Sebastian Pauli is a freelance software developer specialized in GIS and application development. He graduated in 2016 at the University of Trier (Germany) as Master of Science Applied Geoinformatics. His academic background and hands-on experience makes it possible to develop software tools that appeal to end-users and co-developers alike. As Geoinformatics professional, he has advanced knowledge in geodata processing, web mapping technologies, relational databases and computer graphics.

Martin Uhrmacher studied history, historical regional studies, classical archaeology and ancient history at the University of Trier. His dissertation, supervised by Franz Irsigler, is dedicated to the history of leper houses in the Rhineland from the 12th to the 18th century. He joined the Institute for History since its foundation in 2003 and is currently Assistant Professor. His research areas are the historical geography of Luxembourg, the Greater Region and the Rhineland, as well as urban history, social and economic history, historical cartography and the history of leprosy.

Linking urban spaces. Enhancing accuracy with toponomastic data

Sam Mersch
C²DH/ Institut fir lëtzebuergesch Sprooch- a Literaturwëssenschaft, University of Luxembourg

The talk will demonstrate how linguistic data can be integrated in historical analysis to improve accuracy in tracing the links between historic urban spaces. A case will be made for the possible venues of this added data, while problematic issues of such sources will be discussed by looking at the toponomastic data for the Grand Duchy of Luxembourg.

Sam Mersch studied history, archeology, classics and historical linguistics in Germany and the U.S. He holds a degree in modern history and in Indo-European linguistics from the Friedrich-Schiller-University in Jena/Germany. His research focuses on cultural and social studies.
Currently he is a doctoral researcher at the University of Luxembourg studying the linguistic history of the Luxembourgish language.

Using Agent Based Modelling for describing mobility decisions in pre-urban societies

Kaarel Sikk
C²DH/ Institute of Geography and Spatial Planning, University of Luxembourg

Agent-based Modelling (ABM) is a modelling technique which lets us observe how relatively simple rules of human behaviour lead to the emergence of complex systems. The talk will present a study on mobility decisions of hunter-gatherer populations based on economical reasoning. An overview of the Agent Based Modelling methodology is given with some simulation results of hunter-gatherer mobility which are then contrasted to urban economies. A hypothesis is presented explaining how decisions based on depletion of resources lead to dispersal of population as opposed to agglomeration principles that are used to explain the morphogenesis of urban forms.

Kaarel Sikk holds a Master's degree in archaeology from the University of Tartu, Estonia. Before studying humanities Kaarel was working in the software development industry as a developer and project manager. After shifting his focus towards digital humanities and archaeology, he worked with related databases and web based system such as the archaeological database of the University of Tartu and the project Archaeology Authority and Community.
His PhD project is focusing on how Agent Based Models can be used to bridge knowledge and data sources from different disciplines to study long term changes of settlement systems in prehistory. The main case-study focuses on the mobility and settlement patterns of the Stone Age in Northern Europe. He is also interested in the use of knowledge of long-term processes in history.

The GR-Atlas 2.0, an interactive and interdisciplinary thematic atlas of the Greater Region SaarLorLux

Malte Helfer
Institute of Geography and Spatial Planning, University of Luxembourg

The GR-Atlas is an interactive atlas of the Greater Region SaarLorLux, a Geographical Information System on the Internet, developed at the University of Luxembourg in the frame of two research projects in cooperation with other universities and research institutes in the Greater Region and beyond. The interdisciplinary atlas is bilingual, covers a broad spectrum of topics and includes several time-controlled maps and furthermore the possibility to compare historic with recent maps. The talk gives an overview over the atlas, its content, structure and technological design, and mentions difficulties and experiences encountered.

Malte Helfer holds a PhD in Geography and habilitated in Human Geography at Saarland University, Saarbrücken.
He has worked as a researcher and lecturer at the Institute of Geography, Saarland University, Saarbrücken, at the Institut d'Etudes Politiques de Paris « Sciences Po », Nancy. Currently, he is a Research Scientist at the Institute of Geography and Spatial Planning, University of Luxembourg, where he is the project coordinator of Luxatlas, Webatlas; GR-Atlas (www.gr-atlas.uni.lu).

Reconstructing the Historic Landscape of Larochette, Luxembourg

Marleen de Kramer
C^2DH/Institute for History, University of Luxembourg

This case study was an experiment to see how different disciplines can combine their sources to create a more comprehensive picture of a historic castle, town, and surrounding landscape and validate their results. It provides context for a virtual reconstruction of the castle, and is re-used as the setting for an educational game that highlights the connection between modern landscapes and the intangible traces of their past.

Marleen de Kramer holds a BSc in Architecture from the University of Wuppertal, Germany (2009) and an MSc in Heritage Science (2013) from The Queen's University of Belfast, Northern Ireland. After working in heritage conservation and education for the National Trust and the Northern Ireland Environment Agency, she relocated to Vienna, Austria in 2014 to join the EU's Initial Training Network for Digital Cultural Heritage (ITN-DCH) as a Marie Skłodowska-Curie Research Fellow.
She is currently a doctoral researcher at the University of Luxembourg's Centre for Contemporary and Digital History (C2DH). Her topic is the use of digital technologies to create visualisations of historic buildings and communicate different theories about their past states to the public.

When technology meets history: transmedia storytelling at the Lëtzebuerg City Museum

Anne Hoffmann
Les 2 Musées de la Ville de Luxembourg

As a cornerstone of our society, museums have the duty to continuously strive for inclusion by capturing the attention and imagination of the widest possible audience. Innovations in digital technologies offer an unprecedented opportunity to redefine how museums engage the contemporary visitor by delivering a seamless and personalised experience.
With this in mind, over the past year, the Lëtzebuerg City Museum spearheaded several digital innovation projects in collaboration with leading research institutions and start-ups in Luxembourg and across Europe to put the urban history of Luxembourg on display in a contemporary way.
The talk will illustrate the museum's approach towards new technologies and present one of its latest projects: Mansfeld 2.0, an animated portrait.

Anne Hoffmann is Curator and Responsible for Digital Development and Social Media at the Lëtzebuerg City Museum.
The museum, founded in 1996, illustrates the history of the City of Luxembourg from the 10th century to the present with both permanent and temporary exhibits. The collection consists of categories of objects that stem from the industrial, handicraft and commercial heritage of the capital, models, plans and old engravings attesting to urban development, batches of posters, textiles, ceramics, photographs and postcards and objects used in daily life. The key element of the History Museum's acquisition policy is a link between the collected object and the territory of the City of Luxembourg in a historical national and European context.

1867

Reproducing a historic town on a social virtual reality platform; the technology of the future has recreated lost lives from the past.
Working with several museums and educational institutions, financed by the government and private sponsors, 1867 has turned into a transmedia project.
Its community is made up of schoolchildren, history teachers, scientists, IT specialists and people of diverse trades, all having a common passion.
We are invited to delve into the past in order to discover its tales, to uncover its secretsand solve its riddles, using all the media available: books, photographs, paintings, virtual and augmented reality, social media and smart games.

Pit Vinandy is CEO of Ion Transmedia S.a.r.l., President and founder of 1867 asbl. With his multimedia performance act 'Cyberpiper' he became the pioneer of VR in Luxembourg. He specialises in the creation of high definition content for virtual realities, to be used for education and transmedia productions, Music, theatre and audio-visual productions.