

Networked Trauma archives

Roy Rosenzweig: “history embraces not only what historians at universities think and write but also all ways people see, recall, and understand their pasts” (2011)

By Gabriella Ivacs, Open Society Archives, July 10, 2015

Cultural Trauma

- Jeffrey C. Alexander "[C]ultural trauma occurs when members of a collectivity feel they have been subjected to a horrendous event that leaves indelible marks upon their group consciousness, marking their memories forever and changing their future identity in fundamental and irrevocable ways" (2003)
- Traumatic events are rather constructed as such through cultural processes.
- Piotr Sztompka: cultural trauma as the culturally defined and interpreted shock to the cultural tissue of a society, and presents a model of the traumatic sequence, describing typical conditions under which cultural trauma emerges and evolves.(2000)

Sites of Memory

- Gateways through which users get access to historical sources (The information Foraging Theory)
- Better understanding of sources and their context
- Defining space itself as a source of understanding, enticing society to conserve them and users to visit physical locations even in the absence of artefacts

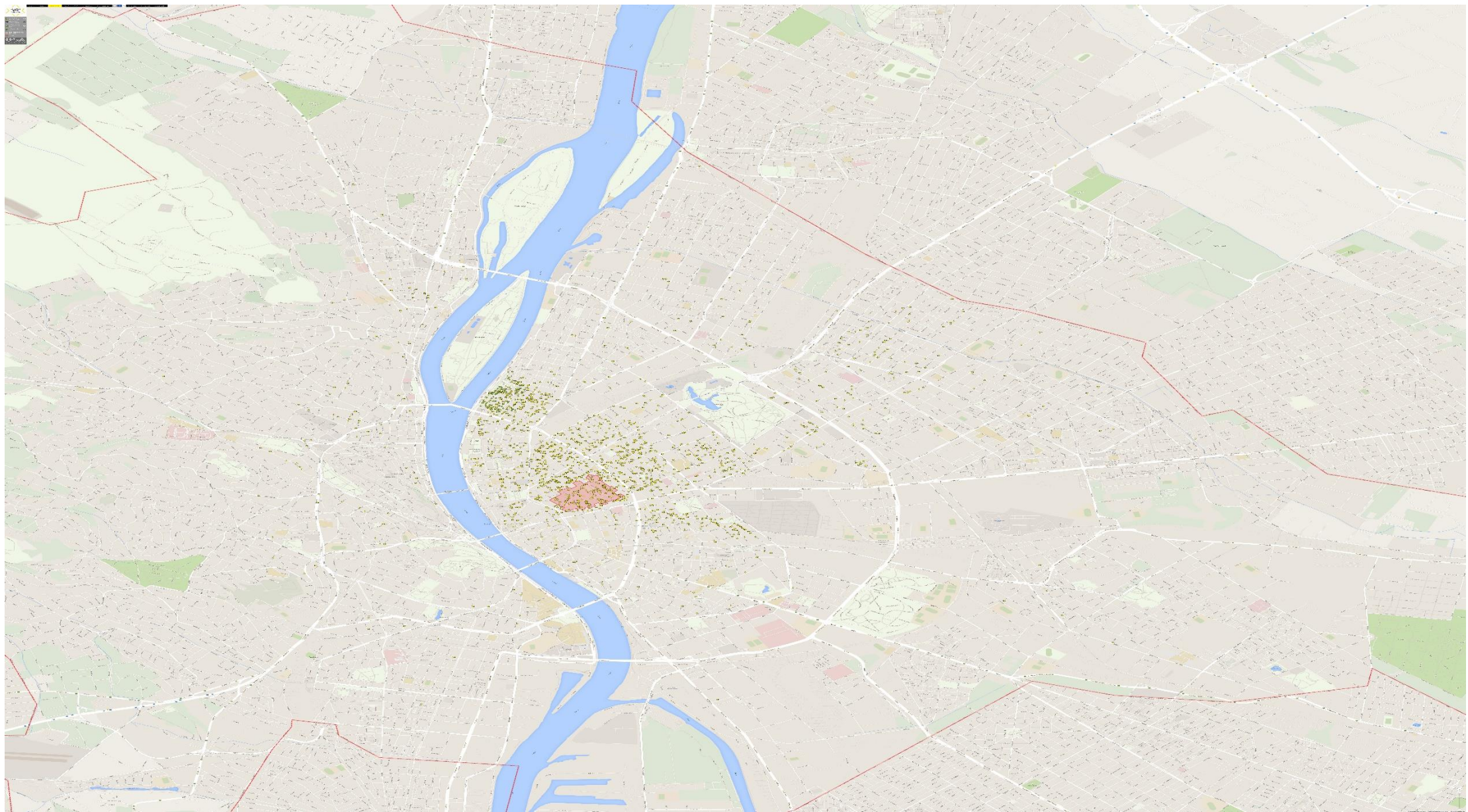
CHESS (Cultural Heritage Experiences through Socio-personal interactions and Storytelling)

- interdisciplinary research in **personalization** and **adaptivity**, **digital storytelling**, interaction methodologies, and narrative-oriented **mobile** and **mixed reality** technologies, with a sound theoretical basis in museological, cognitive, and learning sciences.



Case Studies

- <http://www.yellowstarhouses.org/>
- <http://www.stolpersteine-online.com/>
- <http://www.redjuderias.org/google/map.php?l=en>
- <http://www.revilna.org/map.html>
- <http://sounds.bl.uk/Sound-Maps/Jewish-Holocaust-Survivors>
- <http://oldnewmaps.com/2015/01/26/auschwitz-birkenau-german-death-camp-1944-1945-detailed/>



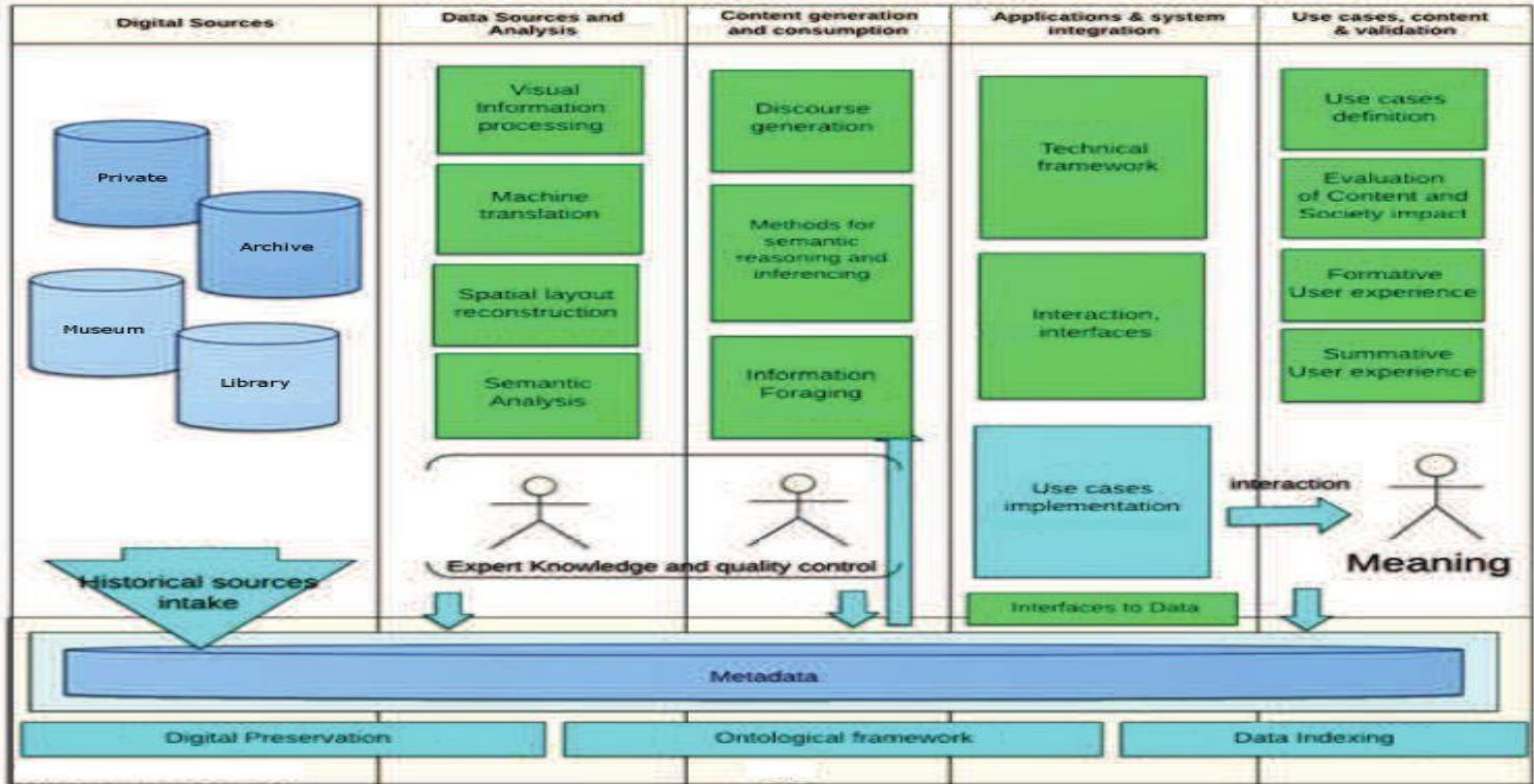
The Role of the Mnemonic Actor: Archive

- 1. How the very condition of remembering is reconstructed on distributed, digital infrastructures?
- 2. How the same process has its extension in real-time, public events?
- 3. How this new, hybrid ecosystem transforms public space?

1. Mixed Reality Systems: Active Learning in Digitally Enhanced Spaces (ALDES)

- A paradigm that seeks to smoothly link the physical and data processing (digital) environments.
- A common denominator: a physical device is interfaced with a virtual environment in which one or more users interact
- Blended Process
- Narrative structure versus non-narrative
- Fixity and ephemeral
- Integrates technologies for accessing digital assets

Transversal validation of Historical sources

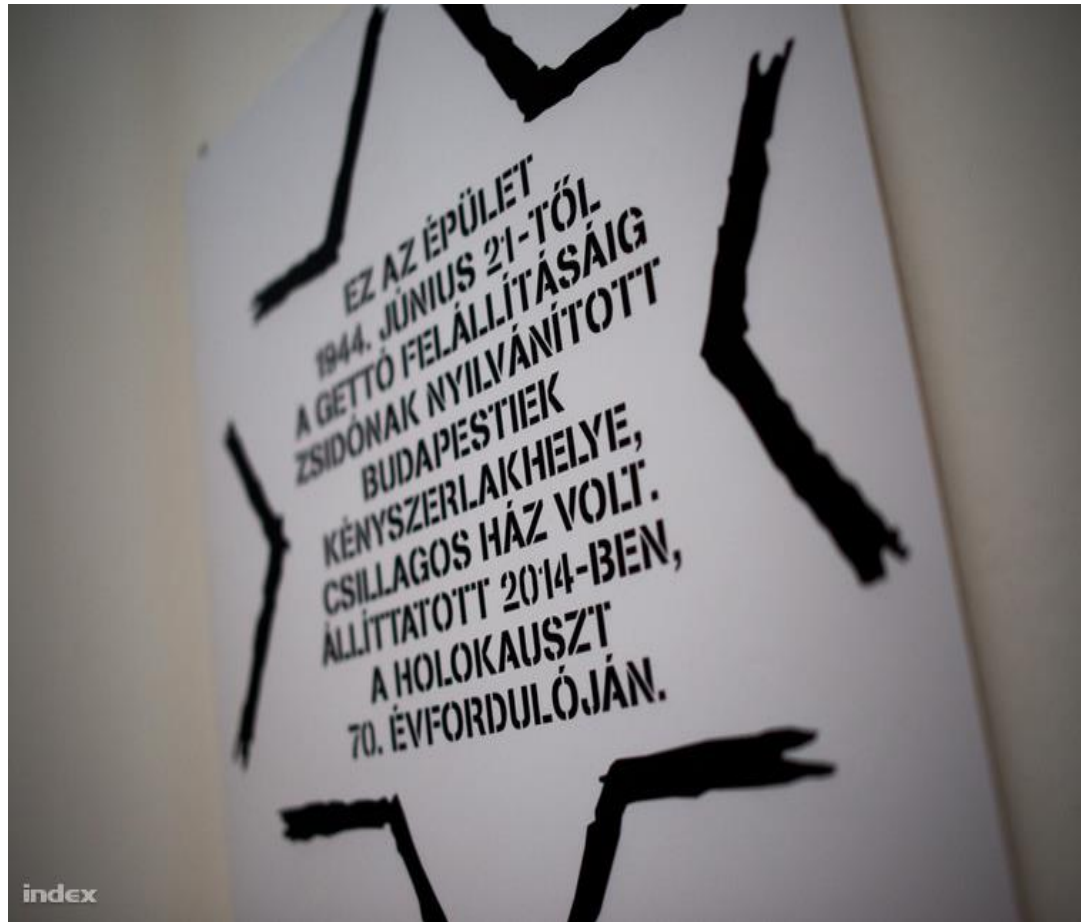


2. Real Time Events

- Community driven approaches: neighborhood, Jewish culture, victims and their families
- Virtual and/or physical connectedness
- Mobilization techniques: sticker campaign, media, meetings, social media
- Performative actions: concerts, commemoration, reconstruction, testimonies



3. Transforming Public Space



Thank you!!!