Megan Kasten

2 days ago, 50 tweets, 16 min read   ✔ Read on Twitter

☐ Subscribe

🐦   f   ✉   </>
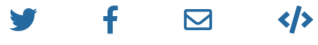
🔖 Bookmark   ⬇ Save as PDF

[#immaterial](#) event is just about to begin in Kelvin Hall Lecture Theatre!

The aim of these #immaterial events is to explore how AR/VR/XR technologies and media intersect with research and practice embedded in material culture - @RachelOpitz

mentions   on what makes a place - we encounter one another in public, shared, social space - social encounters are a performance

mentions the material character of the place conditions the performance of social encounters in it - so what happens when we introduce AR/VR/XR into the dynamic

mentions   on what makes a place - creating 3D world's allows one to recontextualise a place, can overlay reality and take advantage of what we have

mentions   making meaning in VR - don't want it to be instantly gettable - if you view the city from the top of a building, while you feel you 'get' the place, in actuality it distances you from the city

mentions   - making place is not just what happens there, but also what happened there

Next focus - is VR focusing too much on the individual experience rather than shared?

mentions   able to create an immersive experience with a single projector and dome to create a group experience, but the drive for VR is toward a consumer product

mentions   focusing on the visual is exclusionary - create medieval soundscapes for an embodied experience - thinking multisensory, outside of the digital (cathedrals and stained glass an analogue AR), creating an opportunity for the unexpected, way to create an immersive exp

mentions   - shared experiences and performance - part of the experience of travel is graffiti, inserting yourself into previous groups of travelers - digitally - lack of permanence and mark-making

mentions   corporate abandonment plays a big part in the ephemeral nature and impermanence in engaging with the digital - Geocities! Have to be honest about it, it isn't permanent

mentions   like the idea of adding and making your mark in a digital space, allowing users to change the 'place', avoid imposing a master perspective/story

mentions   an app isn't necessary for creating an experience - created a guided walking tour for Dundee with a Gothic

🐦 Tweet   f Share

end, told to make their mark with chalk on a wall

mentions Set enough narrative points, but allow users to fill in with their own story

mentions mixed media installation by GSA where digital features from West Calder traveled to other areas - when it returned to W. Calder, members of community brought in related content from their own personal experience

mentions VR needs to be challenging - there is a problem with ease of the commodification of a place and providing a simple narrative in historical places - AR would suit providing competing narratives

mentions We want to untailor information to challenge current narratives

mentions Should the goal then be co-production in AR?

mentions Agency very important - always concern for data privacy - but it can unlock people's creativity - when we engage with the 'other' we bring ourselves to that, requires users input/feedback from start to the end

mentions agrees strongly with the idea of co-production; not even restricted to AR/VR or digital - community groups can create content - obsession with accuracy by heritage bodies; process of production with community more important

mentions not just a problem in heritage, but also academia - potentially paradigm shift-inducing, community engaged projects give academics license to work more playfully, opens up new spaces to work in - need to be ethical, and be straightforward about how we change things

mentions as a maker - go on collective journey with others, AR/VR allows us to take these risks

mentions Our role as makers/practicioners/academics - what practices can we put into place to make this happen?

mentions you end up in a bubble of people thinking the same way - be aware of that, pull back, engage with different people and practice - self reflection required, but make cool things with cool people in the broadest sense

mentions Need to be open to collaborate in interesting ways - these are happening already - confusing at first, esp with terminology, need to spend time together at different workplaces to understand their different processes

mentions what might work in terms of process - when people engage with place, it's usually through something unpredictable - a found object or encounter - difficulty here is that they need to make choice to engage by downloading...not replicable

mentions often struck by how previous practices are replicated, but using new technology.

mentions Location based soundscape, meant to be an experience, fundamental to project was that they were creating a tool for users to adapt - use your music to associate with certain places. Didn't happen, but what mattered would have been the output, not the tool itself.

mentions Don't want to let tech dictate practice, but need to take opportunity to rethink our practice because we have these new supports.

mentions Don't give people enough credit for what they can process; project in Swansea - pulling out master narrative and giving people credit to be able to handle the messiness of the history behind the place.

Opening out to the broader room for comment - @GCBeale while we don't want to repeat practices from the past, one of the things tech offers is being able to engage with the practices of others

mentions immersive technologies offer opportunity for collaboration, everyone brings their own perspective, like

🐦 Follow Us on Twitter!   🐦 Tweet   f Share

mentions   Not something one person can do on their own, almost had to be collaborative - can ask, can it be done? Don't get the same experience when writing an article

mentions   Immersive experiences inspire interdisciplinary - so does place, things we gather around, so the intersection of the two has potential

mentions   working on York Gaol with game designers asking 'why' helped make the result more potent for people - more emotional response

mentions   photorealism not necessary, simplicity often most effective

mentions   objects are meaningless without the people - making these connections with people in the past; art is a good way of evoking emotion. Grasp the moment with technology and engage with it; don't want to reproduce siloing of domains, not just archaeology or nature

From audience: Things are only meaningful with our own projection on them - can be a million things without excluding one; heritage has to be pragmatic; huge potential. Viewers can choose perspective. Technology allows us to visit places we can't go

mentions   using AR to go into location that is invisible or unable to access; not just literal reinstatement, AR is liminal - can be real or fantastic landscapes

mentions   not able to reproduce experience of going to inaccessible place, need to focus on providing a complementary experience - Staffa a good example

mentions   AR liberates from factual history - leads to questions about ethics, but can create focalised or revisionist perspective

At what point do we make stuff up, and when do we point it out? @maltron3D Make sure there is a diverse range of stories being told so that the audience can make their own choice

#immaterial offers more freedom for reconstructions and visualisations than the material

Final thoughts! @maltron3D there's always a horrible side to VR/AR, so need to be aware and combat it; positive side is the collaboration that it inspires

mentions   all seem to agree on the capabilities that excite us - the absurd, messiness, enable open ended and unpredictability of AR, liminal, serendipity, encourage possible encounters in experiences of place, collaboration and co-production

mentions   collaborations offer opportunity to break down divisions; digital places in of themselves, there is ugliness, so we need to mediate that; interesting adventures for research with a bit of caution

And that's the end of the #immaterial event! The recording will be available through the website shortly. The next event will be in Dundee on 13 May!

mentions

Missing some Tweet in this thread?
You can try to force a refresh.

Tweet   Share   Email   Embed

Like this thread? Get email updates or save it to PDF!

Follow Us on Twitter!

Tweet   Share