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Animating Historical Objects and remediating them into an entity

INTRODUCTION:

Nowadays, museums are facing two main problems which if they don't act upon as soon as possible, there is a very high possibility that they will lose their place in the society.

Their audience is drastically decreasing and remain is mostly elders. Either has a warning sign for the people in charge of the museums announcing an upcoming crisis in the present and more seriously in the future scope for museums.

As the new generation has lost interest in visiting museums, how they would manage to survive in near future. Visitors and museum are both strictly bonded to each other. Losing the audience is equal to reaching the final end.

People, especially younger generation prefer to get historical information through the media such as movie or online museum websites and are already getting the historical information in a much more attractive way. For that they don't feel the need of visiting museums to get that kind

of knowledge. This trend is keeping its pace which will end up in the erosion of museums, if people in charge don't take it as a serious issue. Basically Media is taking over the museums, if no immediate action is taken with its rapid growth.

Because historical objects are not tangible and entertaining, it brings boredom to the audience. If you want to get to know a historical event you have to go through lots of segmented objects such as texts, portraits or the remained objects. Then processing them in mind to come into a conclusion is the second mind consuming task. Moreover when historical object as a gun, stands alone with no story and being only supported with concrete solid data, the expectation from a non-specialist audience to be attracted is unwise.

Here is a report from "The Participatory museum" a book by Nina Simon :

"At the end of 2009, the National Endowment for the Arts released a sobering report on the state of arts attendance in the United States. The authors didn't mince words; in the preface, they wrote, "The 2008 survey results are, at a glance, disappointing."^[1] Over the last twenty years, audiences for museums, galleries, and performing arts institutions have decreased, and the audiences that remain are older and whiter than the overall population."

For more information please check the website:

<http://www.participatorymuseum.org/preface/>

The basic solution:

I have the best solution for the mentioned problem by animating historical objects and reviving their identity and aura. Museums have the most effective objects, real ones with their

old aura, though desperately need an innovation to reform them in an appropriate way and I have the answer.

The purpose of this project is to reconnect the segmented passive historical elements such as objects and texts and revive them as an expressive entity through digital media a united body with story and meaning.

What is the specification of media?

The major signification is its linking potential. It is charming and capable of making the audience being immersed in what it is representing. It shifts the passive into animated .Moreover adds participatory and helps with the communication, even in its most abstract aspect.

I confidently guarantee that my solution help the museum, to become a much stronger audience attraction center than any other media. An attractive approach toward historical events by immersing the visitors in historical era and letting them a free self experience of the existing events as they partially participate in its story.

These segmented real objects, can become as an entity through media and establish a mixed virtual reality of historical events. Media is charming and has the potential of creating a world that doesn't exist and immersing the viewer into it, with an unclear involvement .By mixing this virtual reality with the real tangible historical objects, and remediate them through the media and using narration, visual aspects of the event and such, the whole combination becomes a body, an independent entity which helps with a more coherent understanding of the events and objects. As all of them are combined and connected ,they gain meaning .The reformation is complete now.

The project covers all range of audience and here is our sample which could be extended to other sections of the museum as well.

MY INNOVATION, THE SOLUTION TO YOUR PROBLEM:

I applied my project to one of the Naval museum rooms which I found a portrait of a king namely as, Carl Gustav XI and a pair of his shoe. I used Hologram technology to remediate the king to make it more impressive and eye catching, an impressive visualization for the visitors.

What is holography?

Holography is a technique that allows the [light](#) scattered from an object to be recorded and later reconstructed so that it appears as if the object is in the same position relative to the recording medium as it was when recorded. The image changes as the position and orientation of the viewing system changes in exactly the same way as if the object were still present, thus making the recorded image (**hologram**) appear [three dimensional](#).(From Wikipedia, the free encyclopedia)

Since using a moving hologram is too costly I preferred to use a fixed hologram. The other facilities has been used are a sound system with a recorded voice for the king's speech. A 47" wide screen TV with a joystick for interactive video game and a sensor at the doorstep to start king to function.

What is interactive video game?

Interactive video game is a conceptual oriented game-like first person player, categorized in digital literature which has game elements with a conceptual purpose but without reward. It has subjective perception. It is an inter-actor game-like play.

The way it works:

The name of the room is “Travelling back trough time” to add more excitement.

As soon as a visitor steps in the sensor makes the holographic king start greeting. I have designed a sympathizing speech for him to add engagement and help the visitor to personalize the event, thus more participation and immersion is expected.

The king will start talking while pointing at his shoe, the tangible proof of his real existence, as:”I was wearing those shoes in my time, but I am a part of a history now as you will be one day. As I never thought I would fade away by the passage of time.” Then invites the people to start the interactive video game to experience 4 short historical events, each taking 5 minutes long while the king will be the narrator of the history. We chose these 4 events:

1-Scanian war in 1676

2-Absolute monarchy in 1693

3-Financial restoration in 1680

4-Military restructure in 1682

How does the game work?

The name of the game is “A day with the king”.

It is a one-player interactive video game, every event is designed as it was in its time and the player starts to immerse as people greet and pass by and you see yourself in that era’s costume. The participation is partial, just to help the player personalize it. The player as a present traveler is able to experience the journey only, and walk through the event as a present witness while the king is briefly telling the story of that event. At the end of the first 5 minute, the next event will start automatically with the same function and process.

The visitor will understand a part of the history as being immersed and deeply affected by multi- media facilities while his/her participation is unclear.

The signification of this design with a wide screen and an interactive video game and the story telling is that it covers a wide range of audience, either the player or the viewer. For someone who is only viewing it is like a kind of movie and both will benefit.

In this way the media is helping not only linking the segmented passive objects and animate them but also linking the visitor to past historical era with its unique entertaining specification

Now is the time to act for this effective innovation, don’t delay!

You wouldn’t miss such an opportunity to add to your museum and being astonished by its result.

With an attractive participation combined with mixed virtual reality, who would wish to watch a movie as an alternative or go to a website to learn about a museum?

For further information you are welcome to visit our website, which you can explore online as well how we have applied our innovation:

<http://www.wix.com/imranhasan/sirat>

Value added:

It is absolutely increasing a great amount of visitors just to experience this exciting room. The museum can also sell ticket to visit this amazing room and will have financial benefits as well.

An easy way to learn history and being saved in long term memory because of its effectiveness and being motivated by the charm of the innovation to come back and learn more ,recommending others to experience this amazing world.

It can be an inspiration to even add more aspects and help the audience with a more extended experience.

Cost Complexity analysis

We have calculated the cost according to the current market price of each element. Here is the breakdown of the cost.

Item	Quantity	Cost (SEK)	Remarks
Hologram Room	1		
Static Hologram King	1		
Lights			
Speakers			
Wide Screen TV LCD HD 1080	1	7000	LCD, HD, Crystal Clear, Wall Mounting Possible

Pixels (47")			
X-Box 360 250GB Kinect	1	3200	X-Box 360 250GB, Kinect sensor, Bundle
A Day with the King Interactive video	1	100000	Cost of interactive video development, installation, Updates etc.
Other		20000	History, Script, Voice etc.
Total			

The costs varies as it is based on different issues such as,

Development costs:

This cost consists of developer salaries, different voices and music in the interactive video.

NB, because of the complicated problems managing a suitable place and fixing the interfering factors, we used a simple on-player joystick instead.

You can also visit our website for more information:

<http://www.wix.com/imranhasan/sirat>

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