

"Digital archives on (mobile) location-based applications"

# The Storytable Culture Map Games Atelier





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Medialab - creative technology for social innovation







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The image shows a wooden octagonal table with a white top, positioned in a room with other tables and chairs. The table is the central focus, and the text is overlaid on a dark, semi-transparent background that covers the top half of the image.

**The Storytable**  
**A social tool to decrease isolation and to  
increase joy of life**













# Personal

*Record your own stories and attach it to existing clips. Add local clips from the town's archive*

# Network

*The Storytable is connected to a server and downloads new content at night*





**Scientific research to confirm effectiveness  
and to develop methodologies**





**Mass production, service & support,  
ongoing development and exploring  
other markets**







# New ways for digital archives to serve the public

Culture Map

A layer of culture hiding under your feet





## A scenario

*At the exhibition you discover that part of the collection is spread throughout the city*

## Prepare

*At the tourist desk you pick up a GPS phone if you do not have one yet*



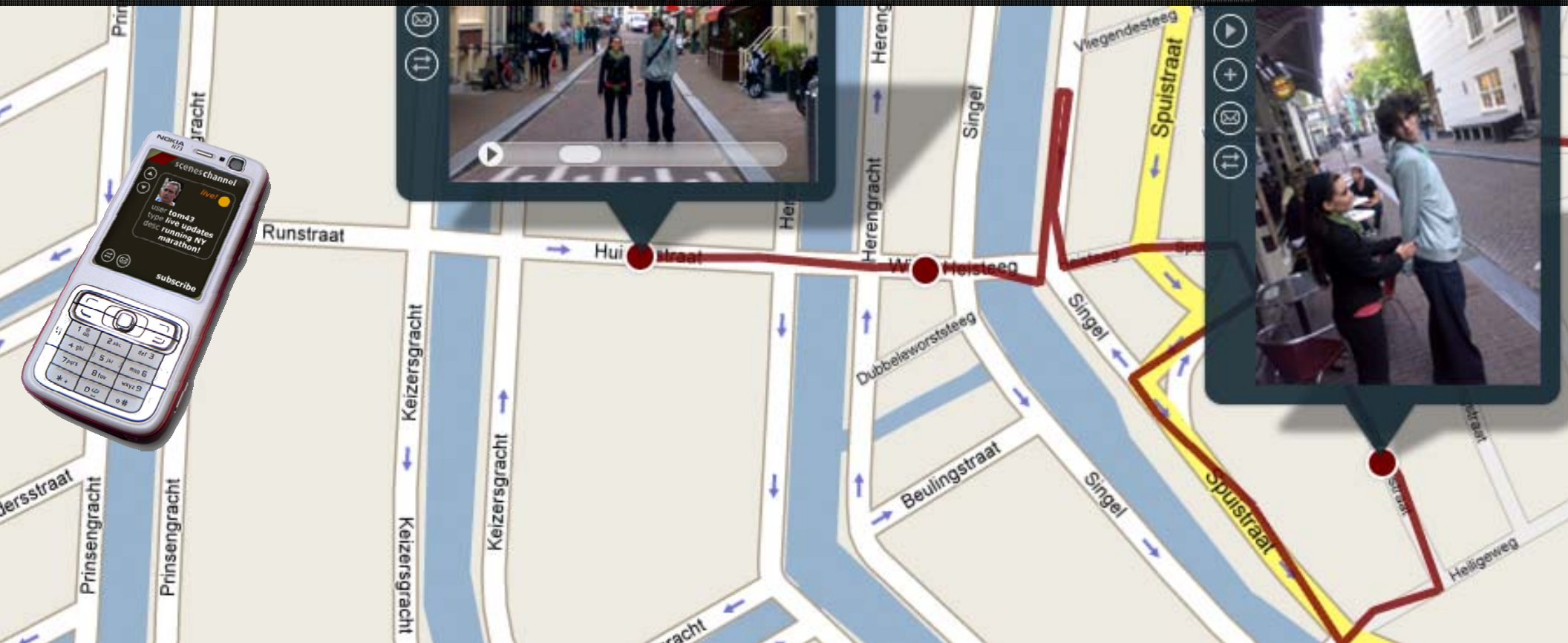


## Choose a track

*Outside on the street you see several cultural trails on your mobile phone. You pick the one you noticed at the exhibition*

## Navigate on the map

*Go to the starting point by navigating on the map*





An aerial photograph of a city street grid with a river and a hand holding a mobile phone. The phone is a silver flip phone with a camera lens and a small screen. The background is a dark, textured overlay with a grid pattern.

## **Interaction on locations**

*At each location of importance you receive information in a storytelling way in the shape of pictures, video and text*

## **Add your opinion**

*At each moment you can add movies, pictures or text to make your trip personal and to share your opinion*

## **Get in touch with others**

*On the map you can see others walk around on the same trail. Send them a message and get in touch with those who share your interest*





## Time slider

*Switch a hundred years or more back and experience what the city looked like, connected to content and stories from that era*



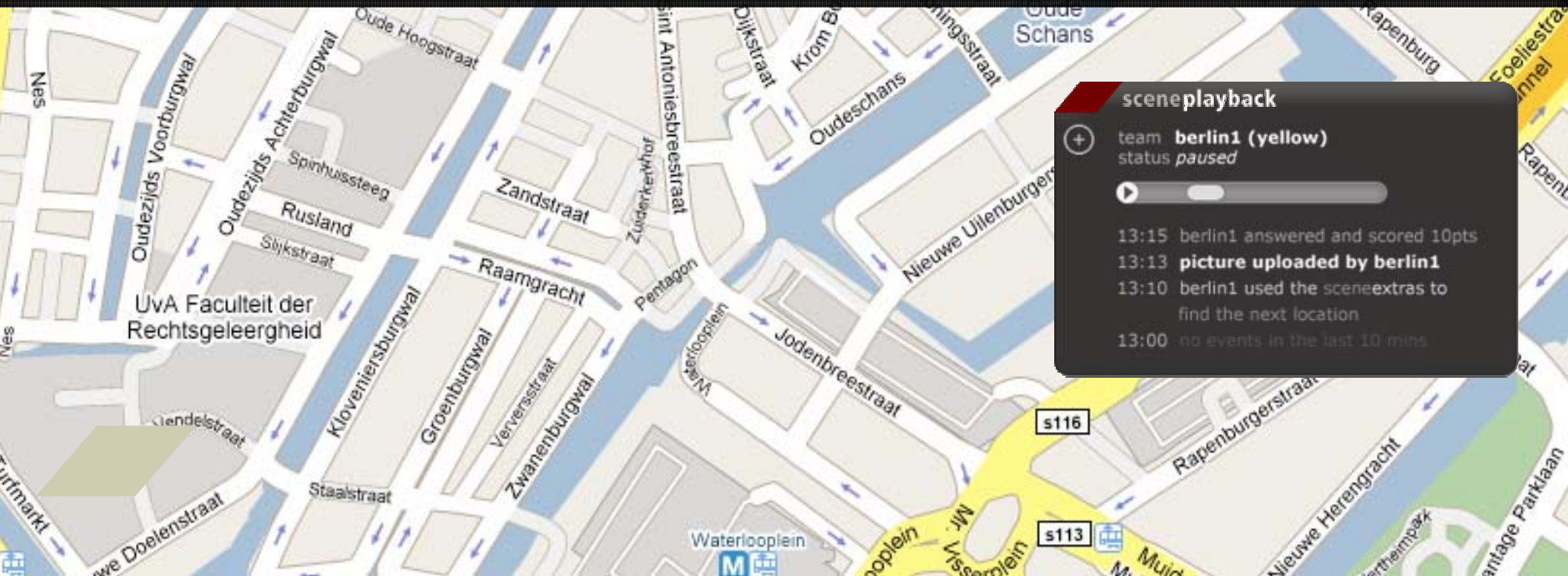


## See your experience

*On a website you can see the result of your experience in a player. You can watch the media from the exhibitor combined with your own recorded media on the exact trail you walked*

## Respond and share

*You can see the trails and responses from others and easily share it with your whole family, social community or email it to friends*



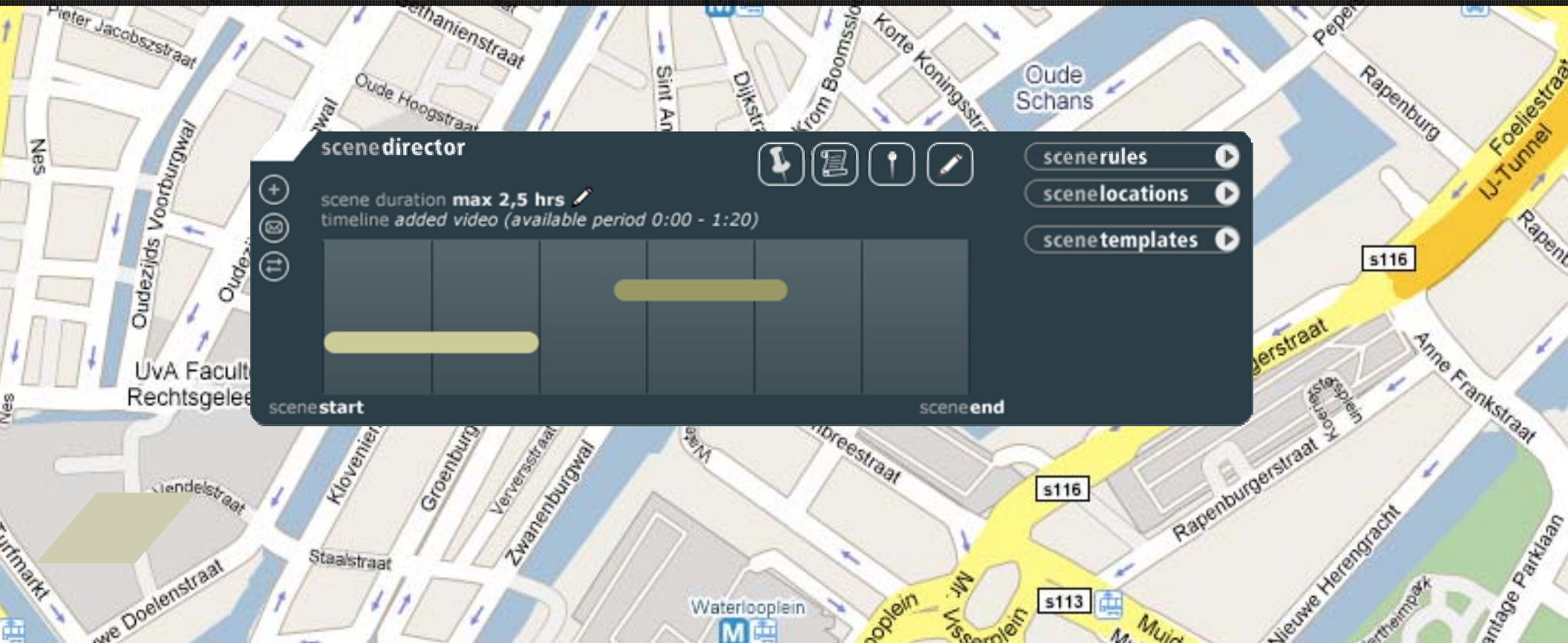


# Digital archive owners

*As owner of a digital archive you control an online environment in which you create these thematic storytelling routes*

## Statistics

*You can watch the live usage of each route but also see statistics*





# An environment for scholars to create and play location based games



Games Atelier

Digital archives and education





# A toolkit connects gameplay to media archives



- ✓ places in sequence
- ✓ can only start at first place

add places

done



task



text



image



audio



video



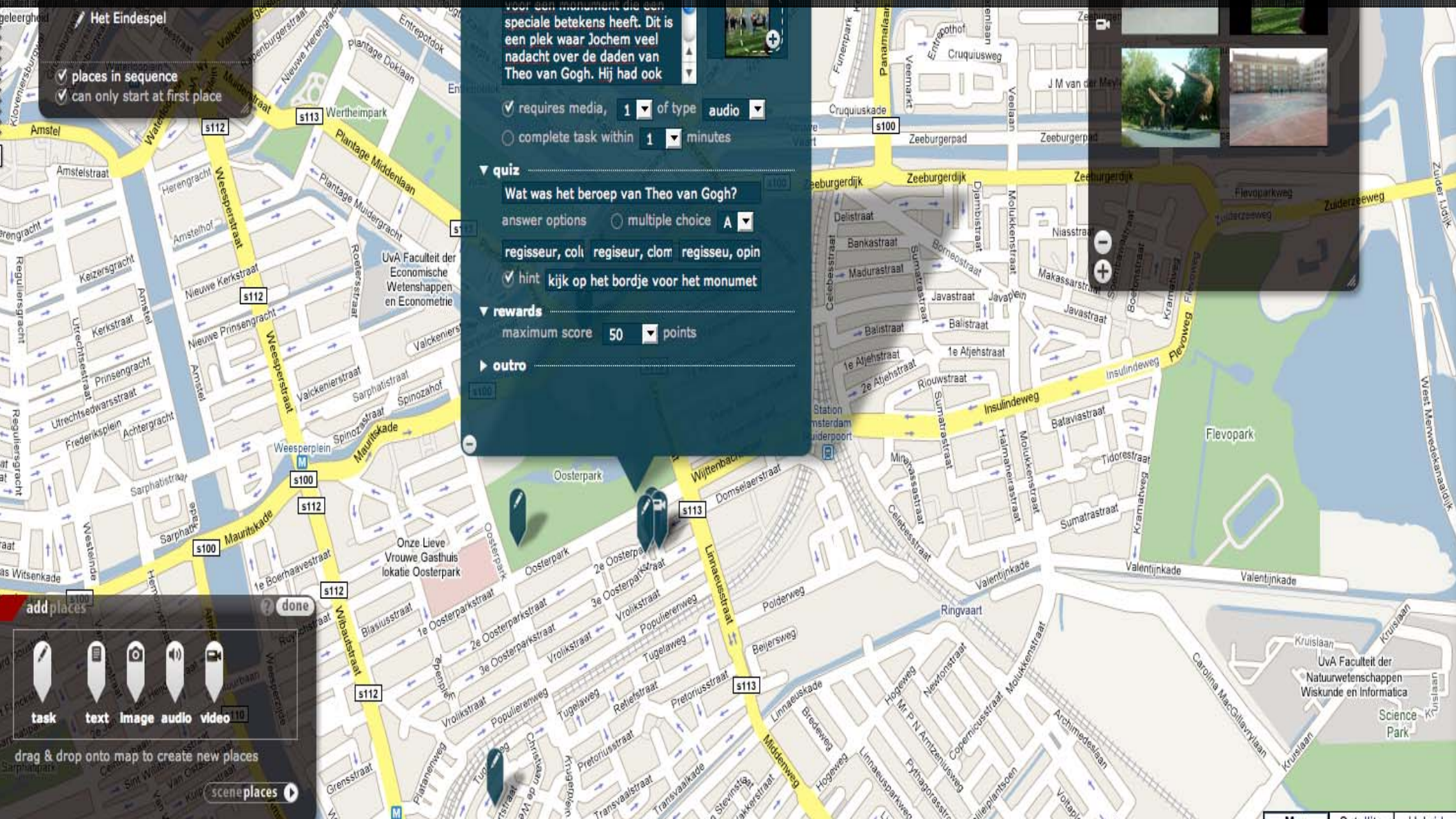
reward

drag & drop onto map to create new places

scene places



# The media can be used for almost all courses and programs





Something to think about...

How can you use digital archives and create a multiplier effect?





Inwoners en bezoekers van de stad hebben toegang tot locatiegebonden content en projecten via de portal van de gemeente.

Inwoners van de stad hebben de mogelijkheid nieuwe stadsbelevingen samen te stellen vanuit het gehele content aanbod.

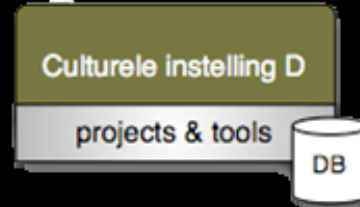
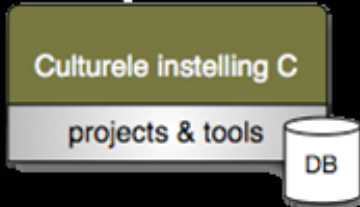
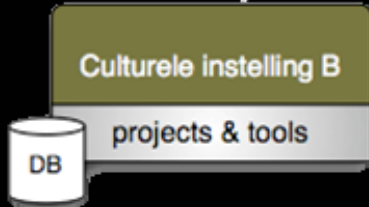
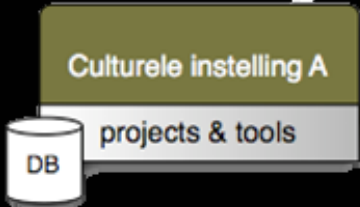
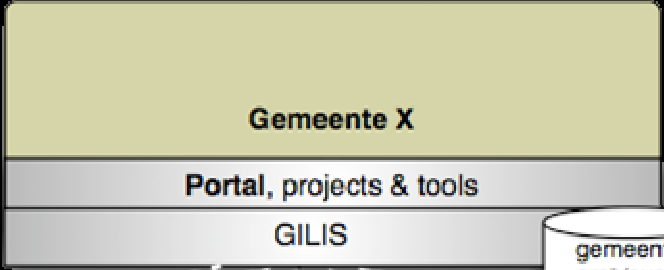
Inwoners van de stad kunnen hun persoonlijke stadverhalen plaatsen en delen.

GILIS staat voor Gemeenschappelijk Interactief Lokale Infra Structuur en onderzocht de relaties tussen culturele content en locaties in de stad.

Jeders instelling beheert eigen culturele content.

Jeders instelling kan eigen projecten met specifieke tools uitvoeren.

Jeders instelling kan - via de gemeente - content wijgeven om te worden gebruikt door anderen instellingen zodat collecties samen kunnen worden ontloten.



De gemeente bouwt aan geografische koppeling van alle culturele content van de stad door ontsluiting van eigen archieven en koppeling naar instellingen

De gemeente biedt de stad toegang tot al deze locatiegebonden content

De gemeente waarborgt als onafhankelijke partij de content van de afzonderlijke instellingen en hiernaes ook de toepassing van de content.

De gemeente kan ook zelf projecten ontwikkelen.

The end

