



Digital Storytelling

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Problems at hand

- ❖ Too wide a definition of Digital Humanities (on the other hand an including approach)
- ❖ The campus divide Kalmar–Växjö makes collaboration difficult on a daily basis, but in the form of a project it is possible to overcome

Addressing the problems

- ❖ In the project application the definition of three core areas makes it possible to handle the problems of both too wide a definition and the campus divide, since close collaboration between partners that have a common interest is possible to develop.

Visions

- ❖ Vision from our part is digital humanities as mirrored in the need for developing certain aspects of digital heritage. We are primarily interested in the visualisation and communication aspects of the digital, but also an interest in questions of data storage and access / open data discussion (but this is not inscribed in the initial project outline and can be developed later on)
- ❖ Interest in collaboration with the technical departments at LNU if they show to have have an interest in digital storytelling and heritage storage/access issues.
- ❖ The development of a masters education at LNU with aspects of digital heritage among other digital humanities perspectives in it would be a good result of this collaboration

Our contribution 2016

- ❖ Digital storytelling: the case of Sandby borg. On-going development of a web application that tells the story of Sandby borg to visitors. Soon to be launched by KLM.
- ❖ Perform a study of its reception among visitors to the site.
- ❖ This study can be done during the weeks when the excavation is taking place, from end of May through June. Effort depends on available resources (praktikant-resurs at the museum for example)