Decoding Kashgar: A Digital Design Approach to Steer and Diversify Creative Engagement in Digital Heritage
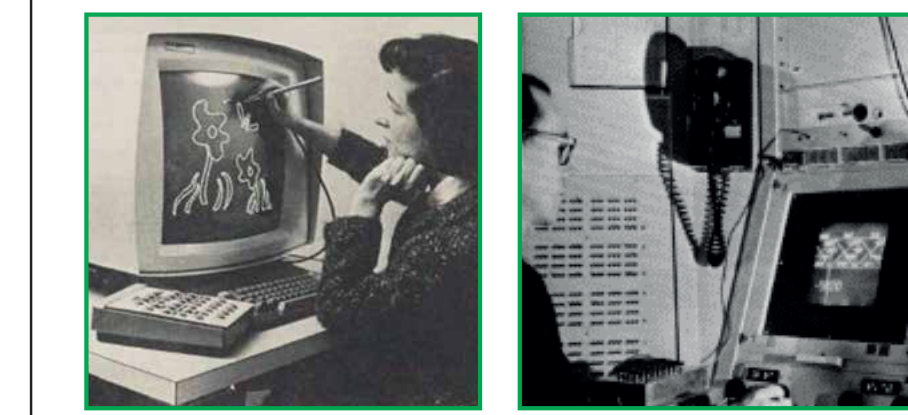
CHAPTER 1
INTRODUCTION

? Research Question:
How does a digital design approach steer and diversify creative engagement in digital heritage?

Serdar Aydin
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CHAPTER 2
OVERVIEW ON DIGITAL HERITAGE

CHAPTER 2.1
Introduction

CHAPTER 2.2
Birth of the Museum
Romanticism's Rescue of Heritage 'Things'
National Display of Heritage 'Objects'
Rise of Information over Knowledge
Automation in Museum Computing
Role of 'Error' in Information Processing

CHAPTER 2.3
Birth of the New Museology — relates to …
In the Beginning was the 'Interaction'
"The Death of The Author"
The New Museology
Authenticity of 'Noise'

CHAPTER 2.4
Birth of the Virtual Museum — relates to …
'The Museum Without Walls'
Being 'Virtual'
CD-ROMs and World Wide Web
Non-Place, Place-Making and 'Suspension of Disbelief'
Rise of Digital Heritage
New Principles, Old Concerns

CHAPTER 2.5
Death of the Virtual Museum — relates to …
Museum as Information Space
Objets Digitalisé of Heritage
Digital 'Crossover'
Alternate Realities
Virtual Communities of Our 'Global Village'
Authenticity of Non-Text-Based Information
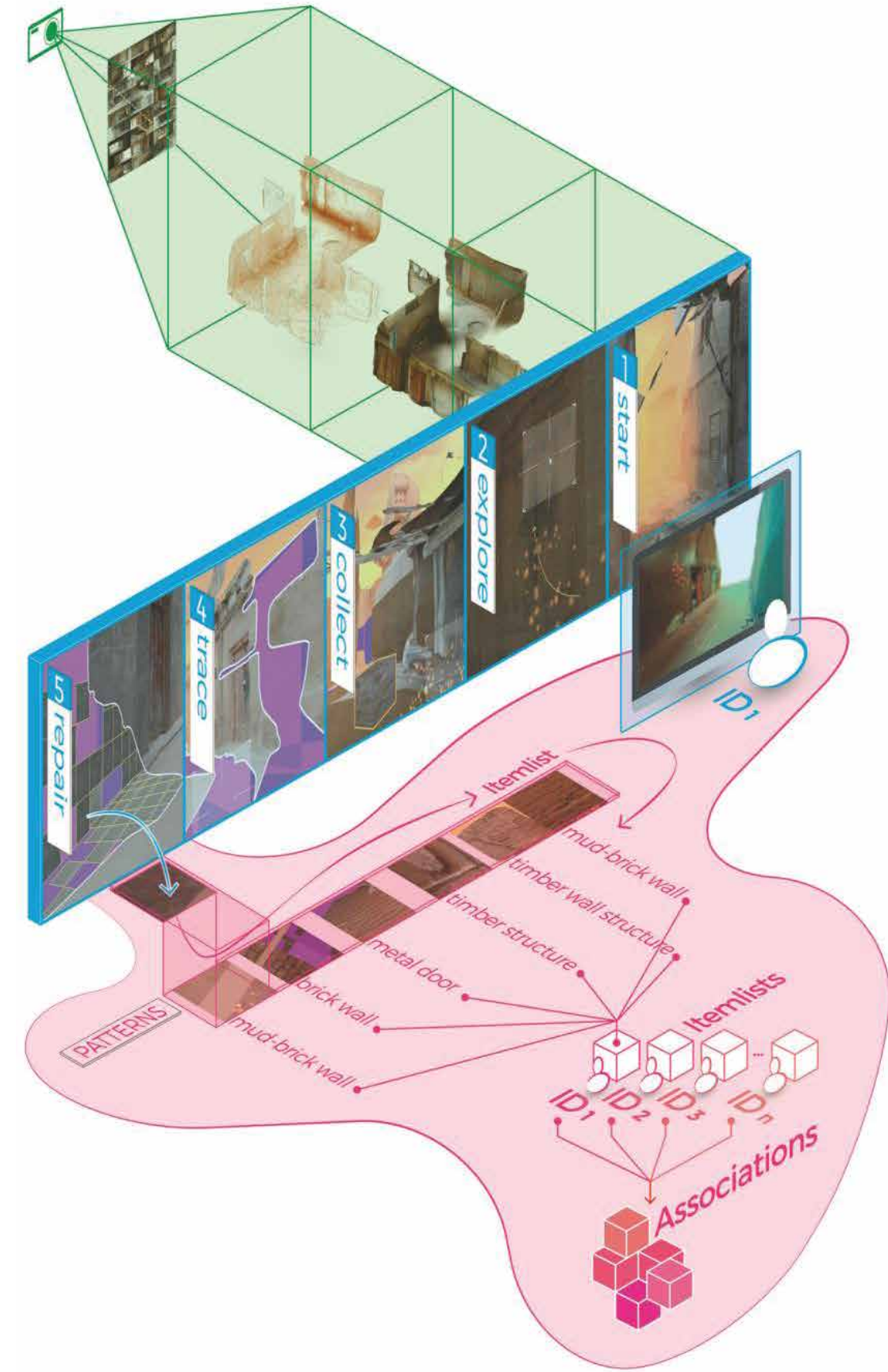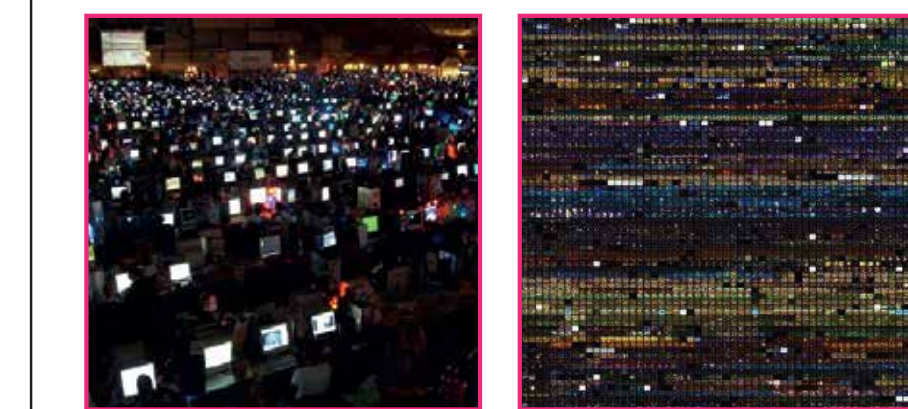
CHAPTER 3
MATTERS OF 'TRANSCODING'

CHAPTER 3.1
Introduction

CHAPTER 3.2
Matters of Context — relates to …

Background	:From a 'Farm-State' to Demolition
Theme	:Narrow Roads as Derivation of 'Virtuality'
Case	:Museums and Heritage in China
Criteria	:Digital Heritage

asking **subQuestion 1**

subQuestion 1 *How can architectural heritage be translated into creative digital forms?*
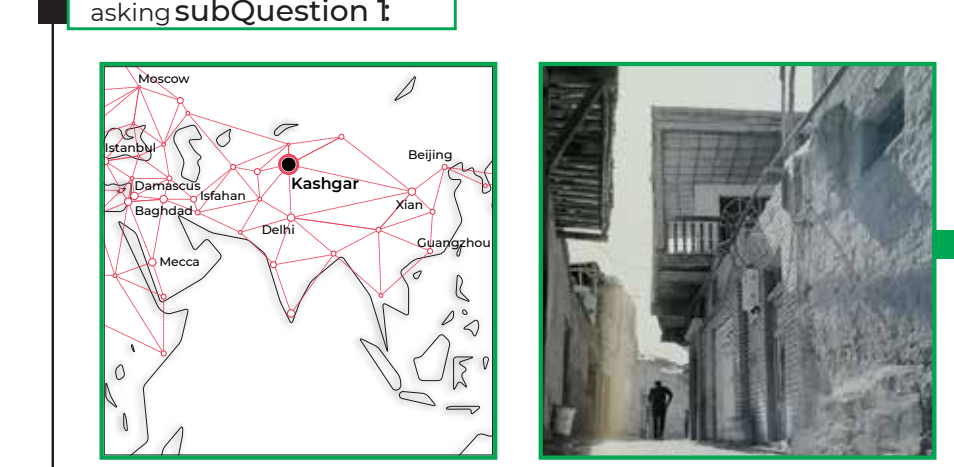
CHAPTER 3.3
Matters of Medium — relates to …

Background	:Unmediated Heritage
Theme	:Envisioning Alternate Realities
Case	:ALiVE Studio by Kenderdine and Shaw
Criteria	:Creative Engagement

asking **subQuestion 2**

subQuestion 2 *How can an immersive digital heritage application convey virtuality to public via creative engagement?*

CHAPTER 3.4
Matters of Audience — relates to …

Background	:Communication with Spectators
Theme	:Glitch Aesthetics and User-Gen. Content
Case	:Works of Lev Manovich
Criteria	:Alternative Knowledge

asking **subQuestion 3**

subQuestion 3 *What alternative knowledge about virtuality lie in participatory content making?*

CHAPTER 3.5
Matter of Research — relates to …

Background	:Accuracy versus Information Overload
Theme	:Mapping a Digital Heritage Research
Case	:Critical Realism (CR)
Criteria	:Error (Ontological)
	Multimethodology (Epistemological)
	Abduction (Axiological)

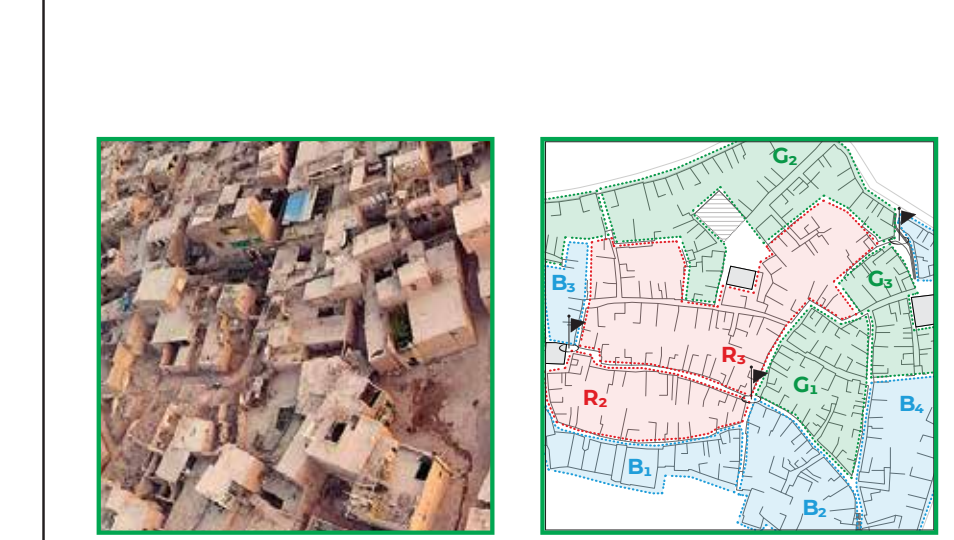*RRREI* Model: An interdisciplinary methodological approach

i	*Resolution*	Chapter 3.2, 3.3, 3.4
ii	*Redescription*	Chapter 3.5
iii	*Retrodiction*	Chapter 4.2, 4.3, 4.4
iv	*Elimination*	Chapter 4.5
v	*Identification*	Chapter 5.2, 5.3, 5.4

CHAPTER 4
DIGITISING KASHGAR

CHAPTER 4.1
Introduction

CHAPTER 4.2
Documentation
Street Sound
Photography
Aerial Imaging

CHAPTER 4.3
Representation — relates to …
Photogrammetry
Polygon Mesh
Digital Geometry Processing
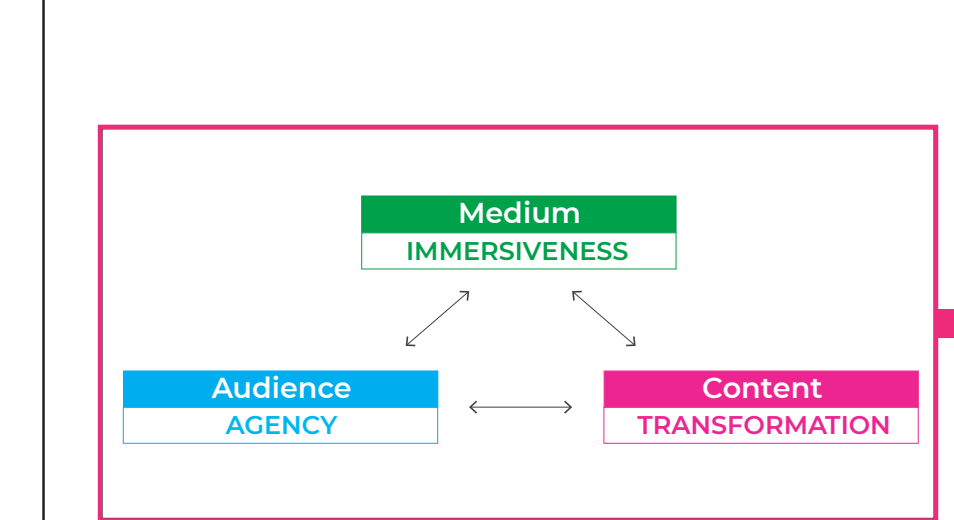
to answer **sQ1** in …

CHAPTER 4.4
Dissemination — relates to …
Hybrid Immersive Environment
Event I: CAADRIA Workshop
Event II: Public Demo at Te Papa Museum
Findings: From 'immersiveness' to 'agency'

to answer **sQ2** in …
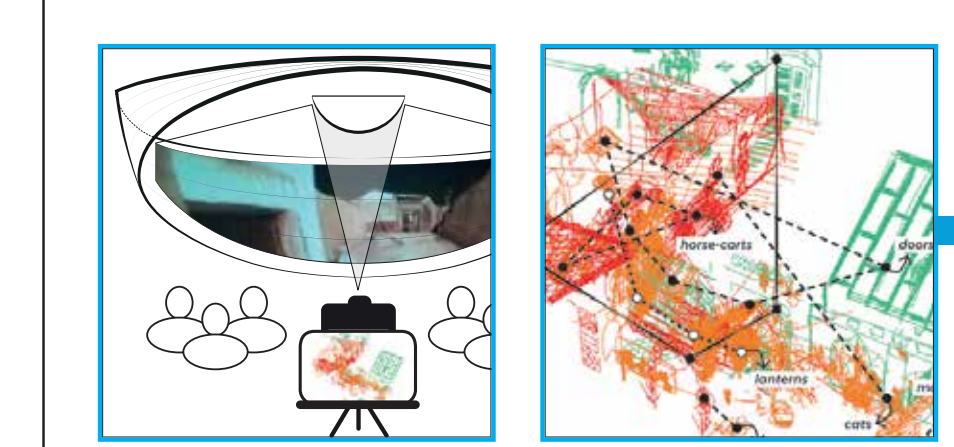
CHAPTER 4.5
Design — relates to …
Immersiveness
Agency
Transformation

to answer **sQ3** in …

Medium — IMMERSIVENESS
Audience — AGENCY
Content — TRANSFORMATION

CHAPTER 5
DECODING KASHGAR

CHAPTER 5.1
Introduction

| 1 start	2 explore	3 collect	4 trace	5 repair
flying FP	identify	discover		select
navigate	interact	create		patch
get styled	store			

CHAPTER 5.2
Experiment Platform
Mechanics & Gameplay
1. Start Navigation
2. Explore the Scale
3. Collect & Create
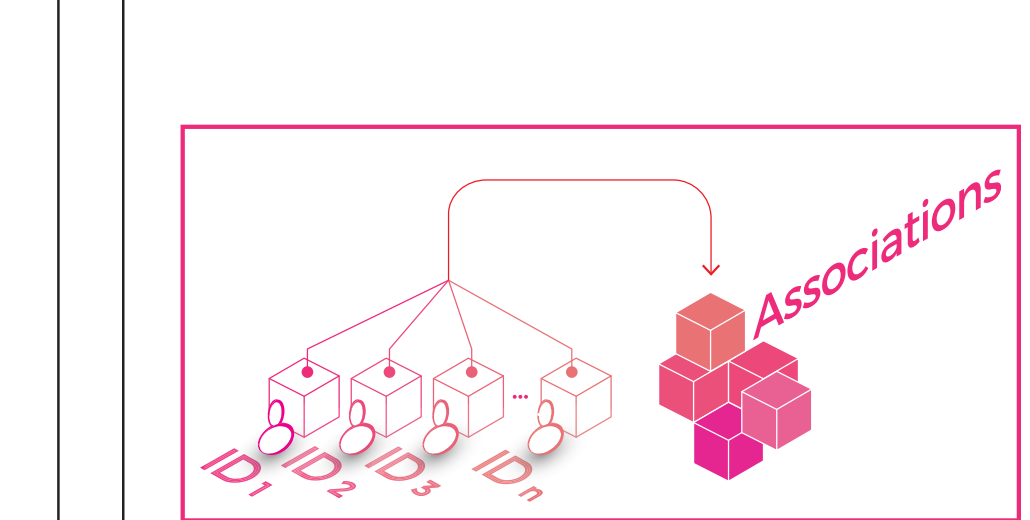4. Trace Glitches
5. Select & Repair

to assess **sQ1** in …

CHAPTER 5.3
Experiment
1 Player from Melbourne Workshop
+
1 M Artificial Players

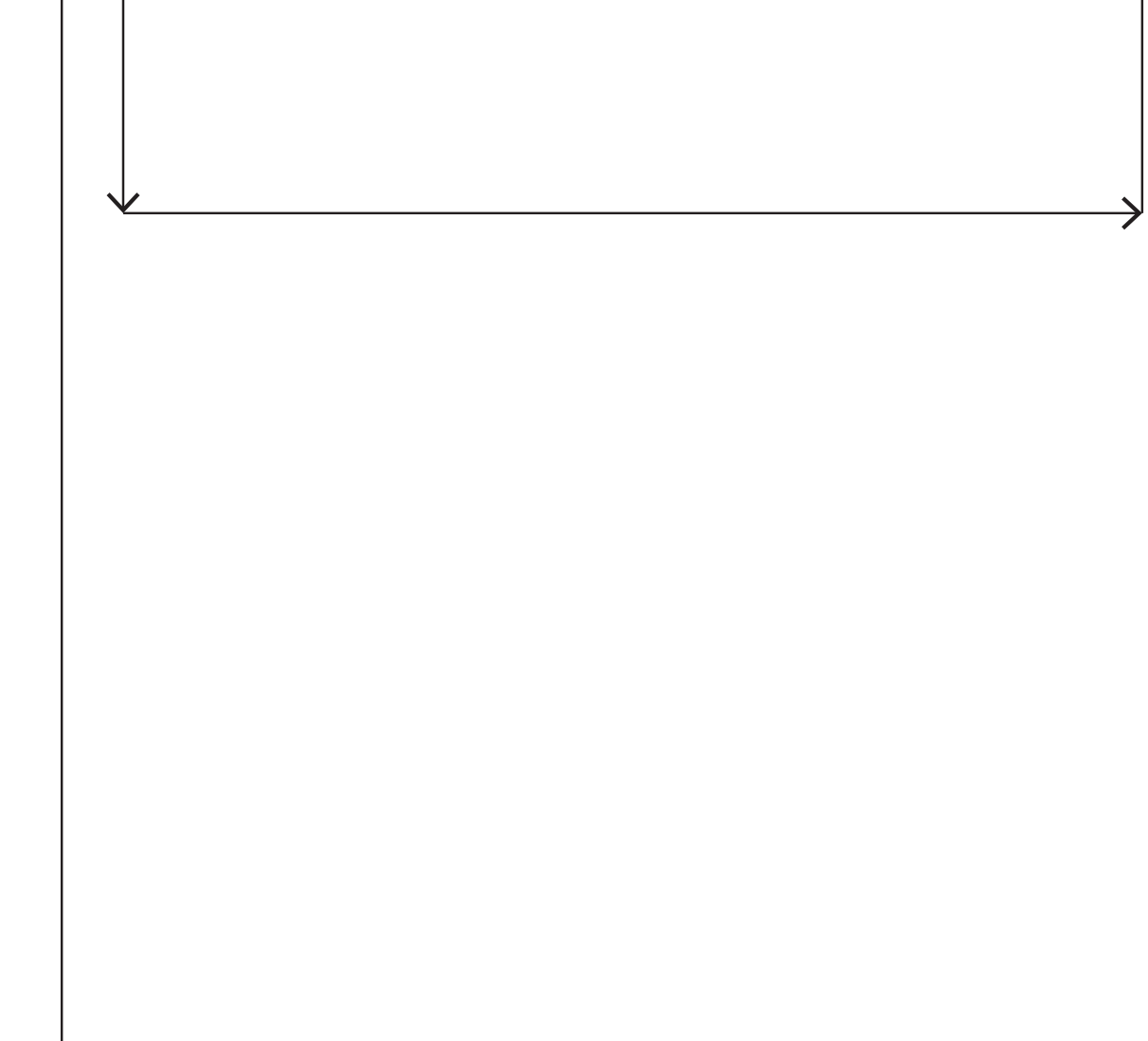*Data: Itemlists of patterns*

#ID1.004
#ID1.003

to assess **sQ2** in …
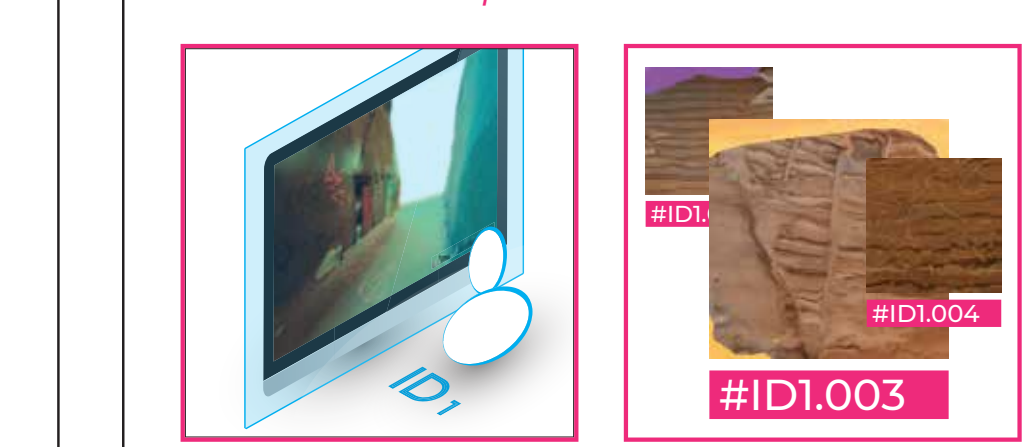
CHAPTER 5.4
Synthesis
User-Generated Content
Association Rule Finding

From 'agency' to 'transformation of content'

Associations

to assess **sQ3** in …

CHAPTER 6
DISCUSSION
Creative Engagement
Design and Virtuality

synthesis with **sQ1**

Medium — IMMERSIVENESS → Audience — AGENCY → Content — TRANSFORMATION
Outer feedback loop · Middle feedback loop · Inner feedback loop

synthesis with **sQ2**

Bloom's Taxonomy & Gameplay
REMEMBERING · UNDERSTANDING · APPLYING · ANALYSING · EVALUATING · CREATING

synthesis with **sQ3**

2-Itemsets
3-Itemset of ID1
Association Rules

CHAPTER 7
CONCLUSIONS
Creative Engagement
Design and Virtuality

Chapter 3.5 connects to Chapter 4.5

Chapter 3.5 connects to Chapter 5.4