

Digital Time-Travels: Communicating Historical GIS and TGIS Information in Museum Environments

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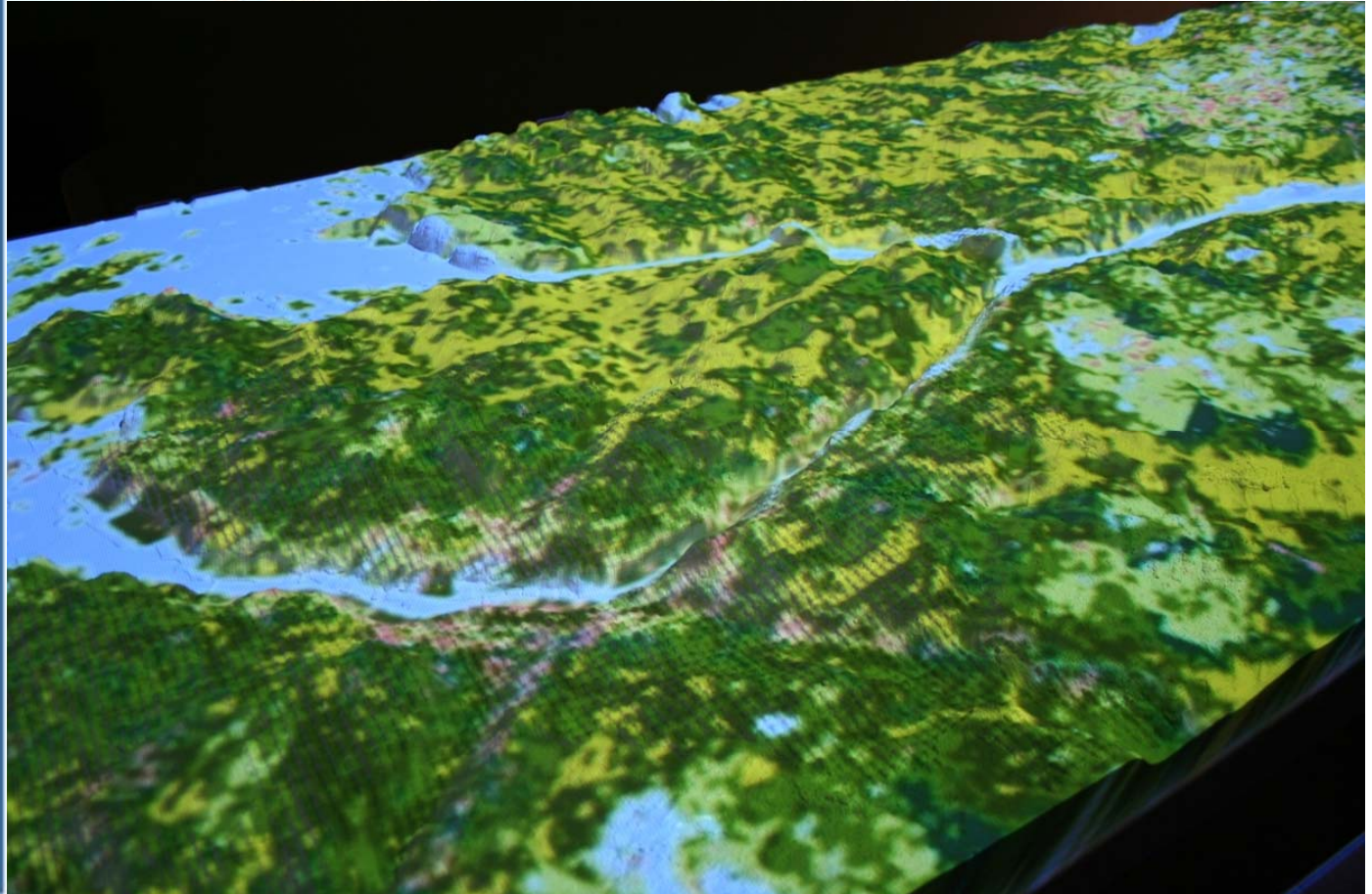
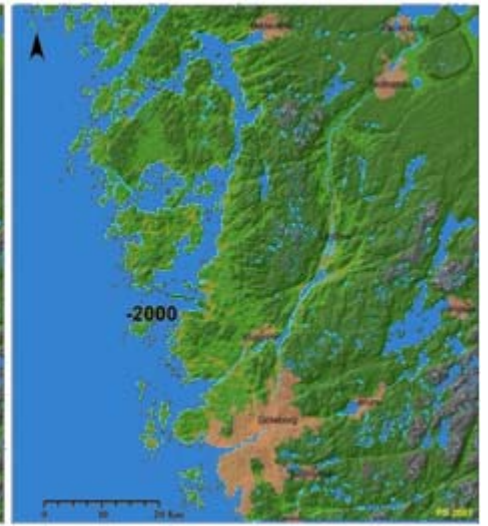
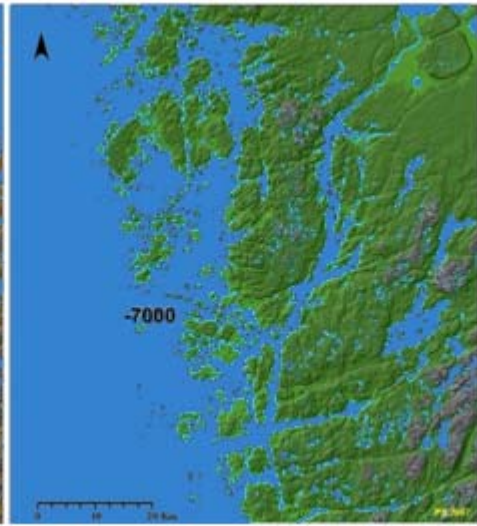
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Department of Historical Studies, University of
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Department of Architecture, Chalmers University
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The Swedish University of Agricultural Science

Financing: The Swedish National Heritage Board





Digital Time-Travels: Communicating Historical GIS and TGIS Information in Museum Environments

Our work with the development of forms for mediation and communication of Cultural Heritage Information has focused on three areas:

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1. A. On a general scale: To develop a model visualizing the development of the natural and cultural landscape after the last ice age.

To develop and try out ways of making the information accessible for visually impaired persons (the Lödöse Museum has an established collaboration with "The Swedish Association of the Visually Impaired").

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Audio: Manuscript for recording of speaker text

Digital model: Choice of contrasts & colors

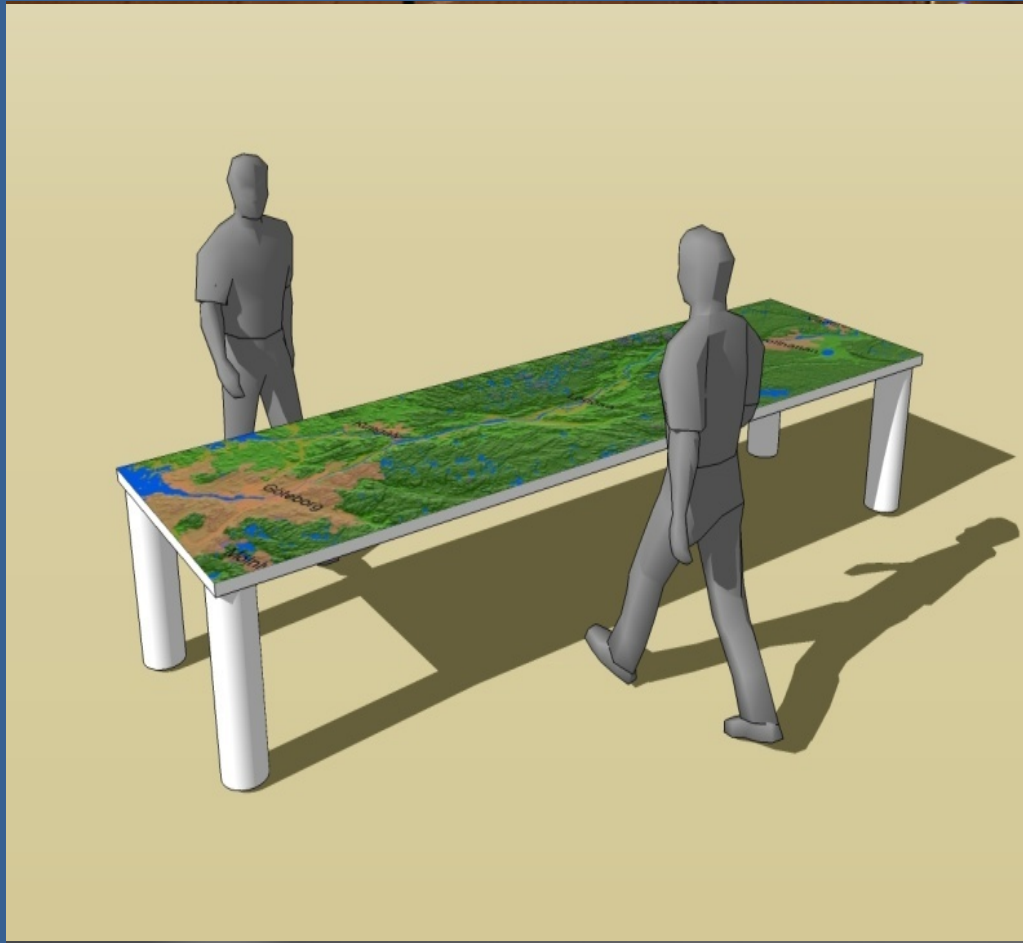


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Tactile information content:

•Today's topography

•Tactile information-structures:

- 1) glossy: water surface
- 2) "sandpaper": land surface at 12500 B
- 3) convex raster: 12500 - 7000 BP
- 4) rugged: 7000BP until present
- 5) square-raster and angular knobs: Area today's cities
- 6) Rounded knobs: archaeological sites
- 7) braille (names of cities and sites)
- 8) Scale bar and compass card



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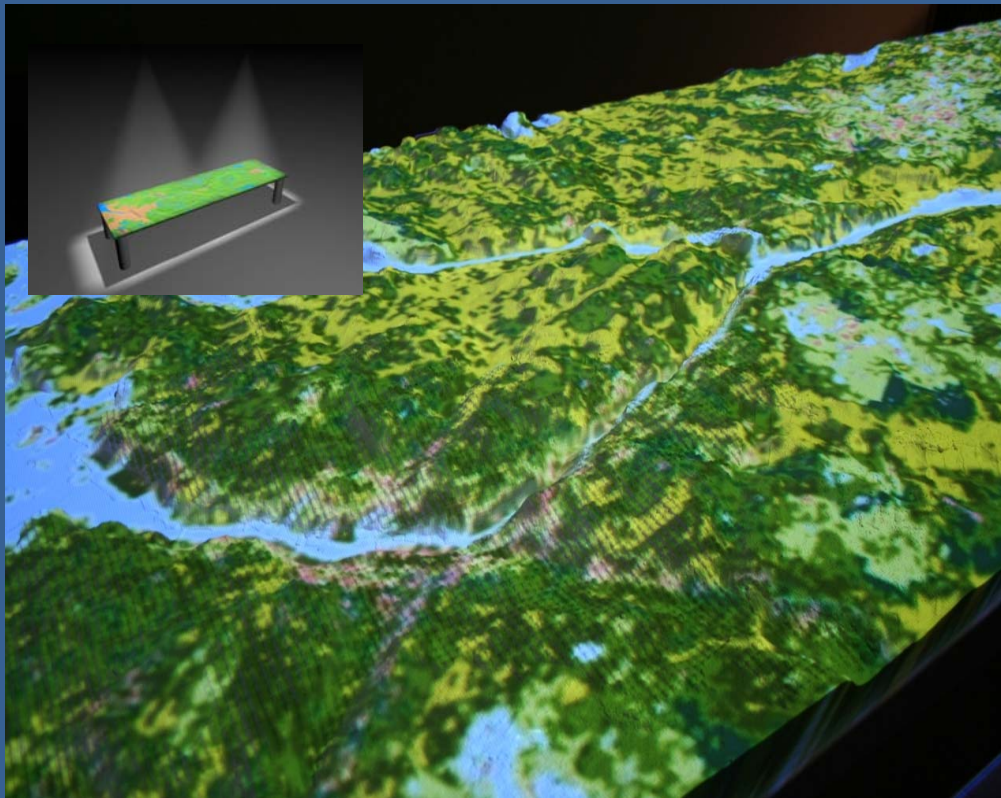


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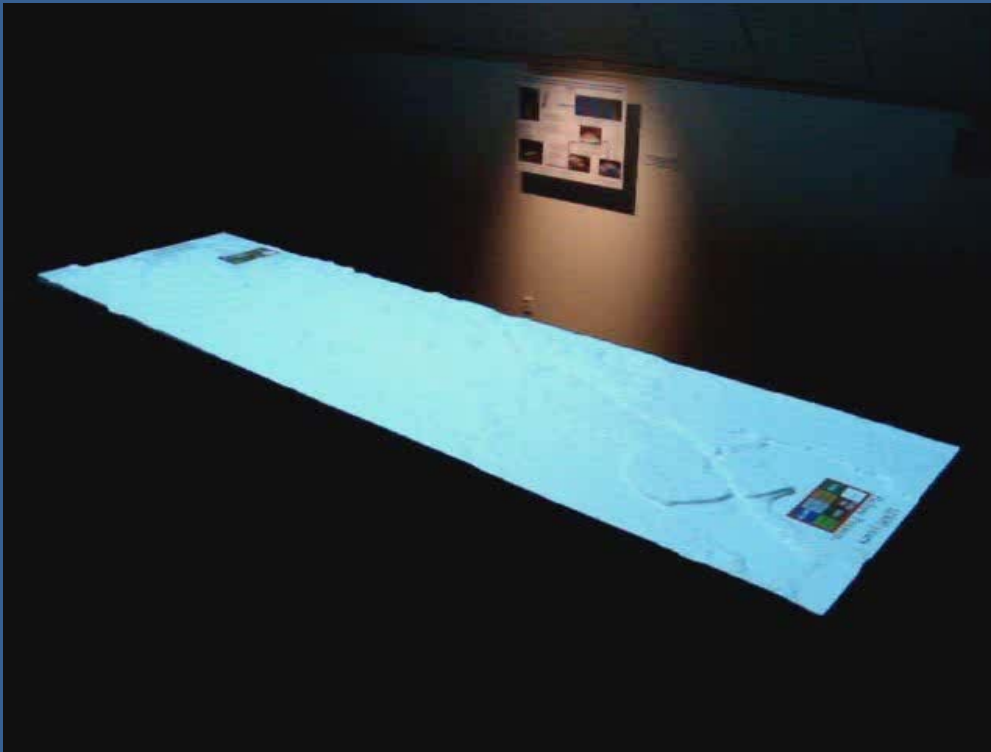
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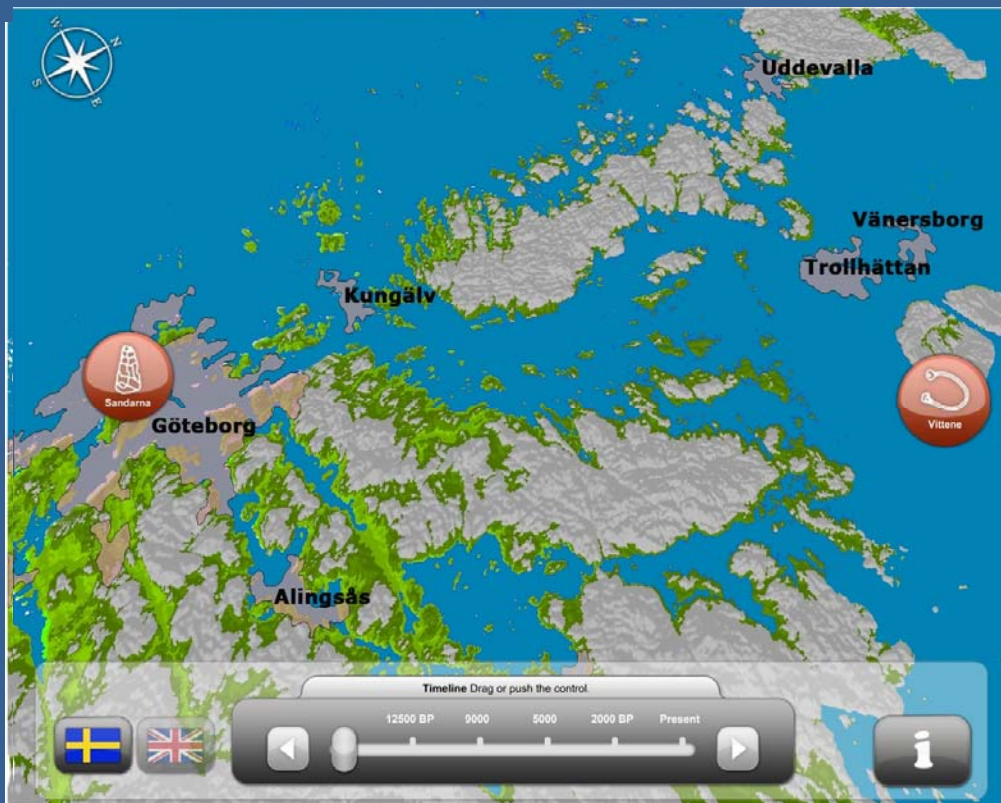
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2. On a more detailed scale: To develop an interactive interface for presenting specific sites that are dealt with in the museums exhibition. Two sites have been selected for this.



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3. Digital and physical reproduction of archaeological artifacts

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For more information, please visit us at:

www.time-travels.org