

Research Area: ENABLE: Design and Art Competences, Material Culture and Human Development | Project Timespan: 2021-ongoing

ALICE

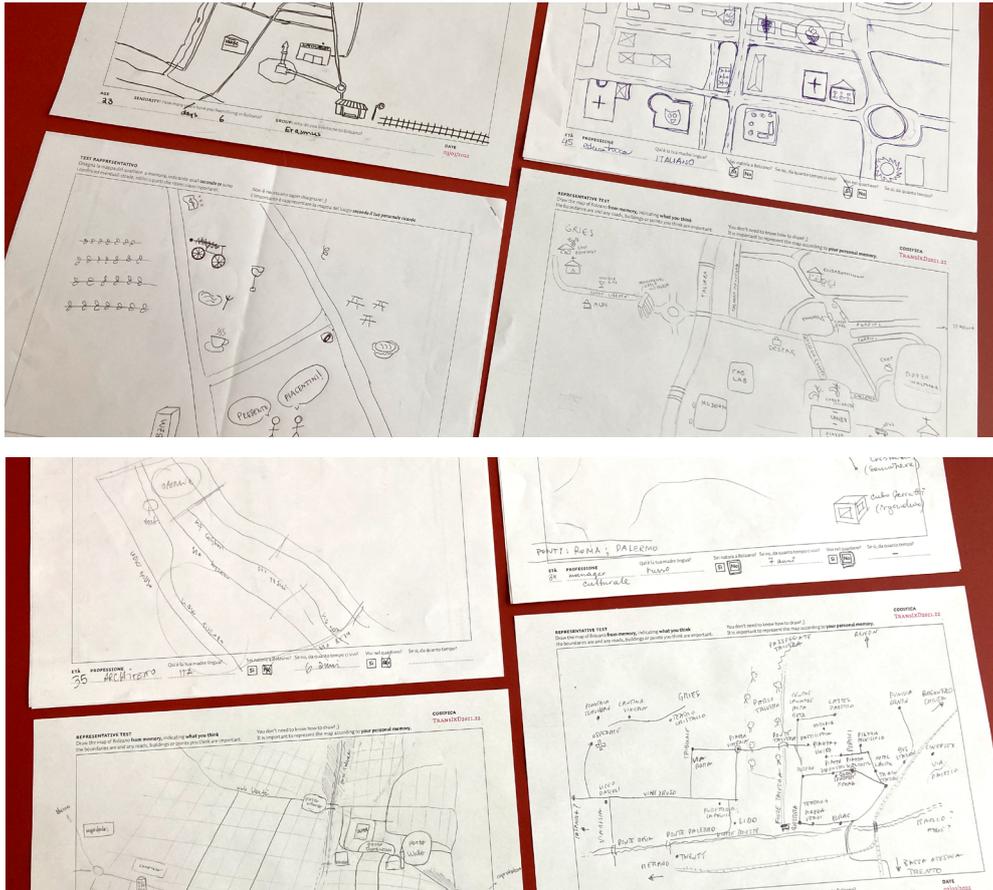
A-maz(e)-ing: phygitaL storytelling in design for Cultural landscapes & hEritage

Team:

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Just as ALICE (A-maz(e)-ing: phygitaL storytelling in design for Cultural landscapes & hEritage) falling in the rabbit hole discovers an unknown universe – a timeless wonderland – to be experienced by following traces and connections, so does phygital storytelling design in the field of Cultural and Landscape Heritage. The research explores the evolution of interaction design and digital communication, with a focus on the multimodal narratives, the perception of phygital space, the people and social experience, both from the theoretical as well as a methodological point of view. In its initial phase, the study explores how to apply the concept of generous interfaces – proposed by Whitelaw – in space-based and multimodal interactions in the blended/phygital scenarios. The research also investigates the shifting of the historical idea of cultural heritage (GLAMS, monuments, collections and so on) to more grassroots phenomena of the intangible heritage including the immaterial social expressions and traditions aimed to preserve cultural and knowledge diversity.



Recent publications related to the project:

- Bollini, L. (2022). The interactive space of storytelling. Phygital narratives in the field of Cultural Heritage. In Design!Open (accepted)
- Bollini, L. (2021). Designing performative interactions: blended space as interface. Imago. Studi di cinema e media 23
- Barricelli, BR.; Varesano, A.; Carbi, G.; Clemmensen, T.; Foresti, GL.; Nocera, JS.; Ciric, M.; Van der Veer, G.; Pittarello, F.; Nunes, NJ.; Bollini, L. and Verdeil, A. (2021). Experiencing Contemporary Art at a Distance, pp. 344–347. In C. Ardito et al. (Eds.): INTERACT 2021, LNCS 12936. IFIP International Federation for Information Processing 2021. Published by Springer Nature Switzerland AG. ISBN: 978-3-030-85606-9
- Bollini, L. (2021). Playful education in the field of art, history and Cultural Heritage. A critical review of emerging technologies and interactions patterns, pp. 5148–5152. In Proceedings INTED 2021. IATED: Valencia. ISBN: 78-84-09-27666-0
- Bollini L., Fazia I.D. (2020). Situated Emotions. The Role of the Soundscape in a Geo-Based Multimodal Application in the Field of Cultural Heritage, pp. 805–819. In: Gervasi O. et al. (eds) Computational Science and Its Applications – ICCSA 2020. Lecture Notes in Computer Science, vol 12251. Springer, Cham. ISBN: 978-3-030-58807-6