

# The PALIMPSEST Project Newsletter

**Issue No. 1 - November 2018**



University of Ioannina  
Partner



University of Bari  
Partner



Region of Epirus  
Partner



Province of Lecce  
Partner



Municipality of Ioannina  
Associated Partner

## About PALIMPSEST

Post-Alphabetical Interactive Museum using Participatory, Space-Embedded Storytelling

Our project will develop an interactive, open-air museum experience in urban spaces. PALIMPSEST aims to restore lost layers of the city's past, and thus, revitalize urban spaces and attract high quality tourism.

The project attempts to discuss the urban palimpsest as it is constructed by oral history and revived by art and culture as an open and progressive process, which involves many actors and takes place at the urban public space, configuring a new collective and participatory way to address culture and incite artistic creation.

PALIMPSEST addresses the common challenge of promoting tourism in less-developed areas, by animating the urban public space and recuperating cultural heritage assets through bottom-up, participatory procedures and artistic interventions that as a result create new cultural assets. It does so by developing an in-situ, localized archive of story-telling assets, which leads to an interactive, immaterial, open-air Museum experience in the urban space of the city, with the involvement of artists selected through an art competition.


PALIMPSEST aims to transform the urban public space's experience to a museistic, story-telling, interactive, thematic condition, which will revive the city and attract high quality tourism and at the same time it aspires to test in practice the way digital technologies affect and distort typical dipoles such as the author-audience, but also categories and typologies such as the museum and invite us to rethink their structure and characteristics.

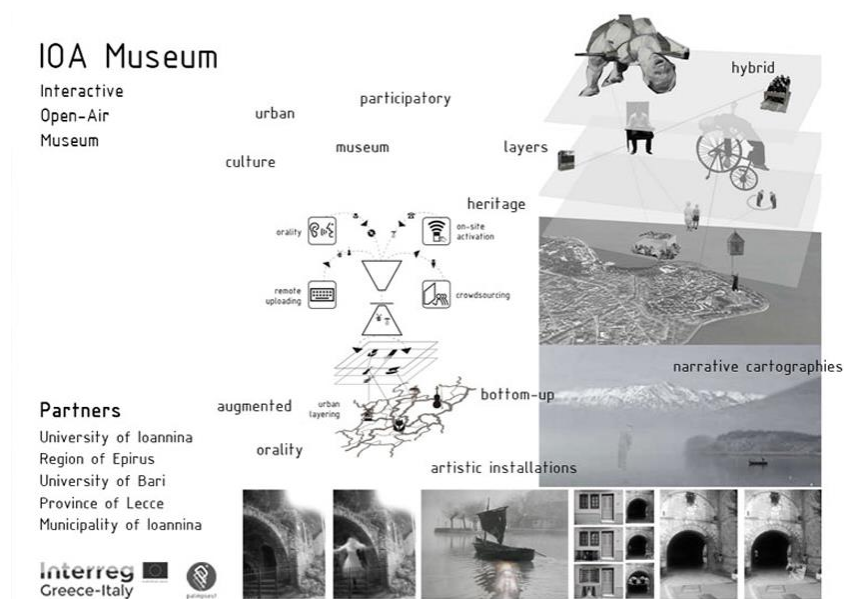
## RECENT NEWS

*Find out more about our latest news and events*

### Research Summit

School of Applied Arts, Hellenic Open University

 Patras, GR  
 9th of November 2018



Our project manager, Xenofon Bitsikas, represented the PALIMPSEST Project at the summit along with Polyxeni Mantzou (Prof. Duth, Adjunct Prof. HOU). The Research Summit was organized by the Hellenic Open University in order to present the teaching staff's research projects.

The presentation introduced the project to the audience and demonstrated its main features: it is a post-alphabetic, interactive, open-air museum that collects urban legends and local lore in a bottom-up, participatory way and then transforms them into art-installations that are embedded in the urban space of Ioannina.

The project focuses on how cultural heritage assets can be reinserted in the city through digital technologies, storytelling and artistic interpretation. PALIMPSEST addresses the common challenge of promoting tourism in less-developed areas by animating the public space in urban areas and recuperating cultural heritage assets through bottom-up, participatory procedures and artistic interventions.

PALIMPSEST will develop an in-situ, localized archive of story-telling assets, which will lead to an interactive and immaterial open-air museum experience in the public space of the city.

The Summit was broadcast live.

## EuroMed 2018 Conference

International Conference on Digital Heritage



Nicosia, CY



29th October - 3rd November 2018



Polyxeni Mantzou (Prof. DUTH) represented the project at EuroMed 2018, the International Conference on Digital Heritage and more specifically, at Workshop 5: Cultural Informatics Research and Applications, State of the Art and Open Challenges.

The presentation focused on the preparation for the implementation of the PALIMPSEST (Post-Alphabetic, Interactive Museum using Participatory, Space-Embedded Story-Telling) project, funded by the GRIT Interreg EU program.

The presentation started with the description of the research group SindeFin, an open-structured research group, interested in how contemporary technologies affect the subject's relation to its surroundings. Its members are primarily academics from different disciplines and countries and also postdoctoral researchers and PhD candidates and it is linked to the Laboratory of Fine Arts, Audiovisual and Electronic Applications at the Democritus University of Thrace.

This introductory note was followed by an overview of PALIMPSEST and the theoretical background on which the project was based, making special reference to the post-alphabetic approach.

The project focuses on how cultural heritage assets can be reinserted in the city through digital technologies, storytelling and artistic interpretation, in Epirus-Greece and Puglia-Italy regions. PALIMPSEST addresses the common challenge of promoting tourism in less-developed areas, by animating the urban public space and recuperating cultural heritage assets through bottom-up, participatory procedures and artistic interventions that as a result create new cultural assets. It does so by developing an in-situ, localized archive of story-telling assets, which leads to an interactive, immaterial, open-air Museum experience in the urban space of the city, with the involvement of artists selected through an art competition.

The partnership involved and the multidisciplinary team were also presented as important assets of the project. Open challenges as well as specific issues and considerations regarding mainly the first phases of the project were also explained.

## Kick-off Meeting

University of Ioannina Campus - Dourouti Monastery



Ioannina, GR



17th of July 2018



The Kick-off Meeting of the PALIMPSEST Project, co-funded by the Interreg V-A Greece-Italy Project 2014-2020, was held on the 17th of July 2018 in the Dourouti

Monastery (University of Ioannina Campus). The kick-off meeting introduced the project to the public and marked its beginning. The rector of the university of Ioannina, Georgios D. Kapsalis, and the Deputy Mayor of Ioannina, Nikos Golas, gave their welcome to the project partners.

In the meeting it was highlighted that PALIMPSEST aims to transform the urban public space's experience to a museistic, story-telling, interactive, thematic condition, which will revive the city and attract high quality tourism and at the same time it aspires to test in practice the way digital technologies affect and distort typical dipoles such as the author-audience, but also categories and typologies such as the museum and invite us to rethink their structure and characteristics.

Finally, the challenges posed are seen by the PALIMPSEST Team as an opportunity to rethink how collectivities, public engagement, crowdsourcing and co-creation can be combined respectfully with artistic creation as a differentiated, exclusive and highly important process for the creation of new cultural assets.

It becomes obvious that the challenge we affront is not only to preserve cultural assets of the past but also stimulate the proper cycle of culture, as new creation is also an important undertaking for our cultural future.

# The PALIMPSEST Project

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