The PALIMPSEST Project

Newsletter

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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.
The PALIMPSEST Team presented the project to Primary and Secondary School teachers on Saturday, the 30th of March. The event was organized in order to familiarize the schools with the PALIMPSEST Project and at the same time start a fruitful collaboration. By constructing a strong foundation of cooperation and communication between the project’s team and the teachers, we aim to better understanding of the project and its goals, so that teachers will be able to efficiently help students through the process of story-collecting, as crowdsourcing and oral history is a major part of PALIMPSEST.

The process of collecting the stories is based on crowdsourcing and participation of the local community. For this purpose various workshops in schools are to be organized in order to achieve the collaboration and also the mediation of a younger audience, which will seek stories about the city from the older members of their family. This transgenerational crowdsourcing is vital for the implementanation and dissemination of the project.
Polyxeni Mantzou (Prof. DUTH) and Xenofon Bitsikas (Prof. UoI), our project manager, represented the PALIMPSEST Project in the Biennale of Western Balkans on Wednesday, the 15th of May. In the context of the events of International Museum Day 2019 on "Museums as Culture Nodes: the Future of Tradition" as chosen by the International Council of Museums (ICOM), the Western Balkans Biennale and the “Working Group on Cultural Heritage and Modern Media ” of the Art History Laboratory of the School of Fine Arts of the University of Ioannina, organized a day of talks, workshops and screenings.

The purpose of the action was to discuss issues related to cultural heritage in connection with art and technology. The Palimpsest team presentation was focused on the transformations that are occurring in the Museum as typology.

The post-alphabetic museum is a museum where numerous possible combinations and augmentations are realized and where common classifications and taxonomies become irrelevant. PALiMPSEST proposes an open-air, constantly changing, evanescent and dreamlike, but also personalized, museistic experience that questions and defies traditional organizations of Museums. Content for the PALIMPSEST museum is co-created by the public involved in the collection of narratives from the city’s past and artists responsible for the mise en scène of the narratives in the public urban space. This interrelation of experts and public, of traditional emitters and receivers, of authors and audience for the co-creation and the common authorship of the content is an issue of great significance.
In this circumstance the museum as an authoritative and trustworthy institution for the objective and established representation of the world; a structure that separates authors and public, enters in a crisis. This is the theoretical context upon which PALISMPSEST aims to work. One of its main objectives is to re-engage the habitants of the city, who are asked to collect, organize and associate, and therefore interpret, information and narratives about the city’s past. It is centered in the non-institutional history of the city, which is gathered through individual implication in the form of particular descriptions and subjective storytelling.
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