

The PALIMPSEST Project Newsletter

Issue No. 5 - June 2019



University of Ioannina
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University of Bari
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Region of Epirus
Partner



Province of Lecce
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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.

RECENT NEWS

Find out more about our latest news and events

Lund Urban Creativity Conference

Lund University



Lund, SE



18th May 2019



PALIMPSEST team member Maria Nikoli (PhD c. DUTH) represented the project at the Lund Urban Creativity Conference in Sweden. The conference was hosted by the Pufendorf Institute for Advanced Studies (Pufendorfinstitutet, Lunds universitet) in collaboration with the Division of Art History and Visual Studies at Lund University. The conference was an opportunity to initiate an interdisciplinary exchange of ideas between scholars, artists, activists, planners and others who work within the diverse field of urban creativity.

The Palimpsest Team presentation was titled: Embedding Urban Legends: An interactive museum experience in public spaces.

The presentations focused on how PALIMPSEST attempts a hybridization of the public space of the city, using cultural heritage assets; this hybridization weaves together dipoles previously understood as opposite and creates a new condition where past and present coexist, where digital and physical coincide, where scientific truth and fiction intermingle, where spectators and protagonists can constantly interchange roles. It was highlighted that the palimpsest of the city is a metaphor for

the layers of data of the pasts that have been buried and concealed. The people will be able to engage with the museum through participatory practices. All the data collected through these practices will be used in different interpretations of the city. These interpretations will undoubtedly be one-sided and biased, as in the post-alphabetic world no unique historic truth and no objective reality can be possible.

Cultural Informatics Workshop

SMAP 2019 International Conference



Larnaca, CY

10th June 2019



Polyxeni Mantzou (prof. DUTH) represented the project in the Cultural Informatics Workshop held in Larnaca, Cyprus on June 9-10, 2019 as a part of the SMAP 2019 (Semantic and Social Media Adaptation and Personalization) International Conference. The aim of this workshop was to bring together projects, research groups, stakeholders, independent researchers and practitioners who are active in the broader area of cultural informatics in order to present the current state of affairs, discuss common open challenges faced and explore possible collaborations.

The Workshop was centered in aspects that include, but are not limited to, Management, Humanities, Technology and the overall way Cultural Heritage is comprehended in the current condition.

The presentation focused on PALIMPSEST as a thematic approach, that creates a spectacular experience of the city, but at the same time it engages artists who instigate and reinterpret situations, in which the visitor is not a passive recipient but a participant, an agent. Along the same line, PALIMPSEST is a hybrid between spectacle and thematization practices on one hand and on the other, an art-driven, situationists' approach regarding the subject and its relation to the city. PALIMPSEST aims to re-engage the city's habitants by collecting and organizing, or, in other words, interpreting information about the city's past. It is focused on the informal history of the city, a history which is told through personal descriptions and subjective story-telling. The representation of the city in the MAP and APP format recreates the layered representation of the actual palimpsest, which every city has as a base, although it is often ignored and forgotten.

Consequently the presentation concluded that the reactivation of the palimpsest in the MAP and APP changes the habitants' mental representation of the urban public space. The project will offer a possibility to strengthen the connection among past and future generations through sharing common experiences.

The PALIMPSEST Project

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www.palimpsest.eu



palimpsest2018@gmail.com



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