PALIMPSEST Project

[Newsletter]

Vol.2 [October 2018 – January 2019]

University
of Ioannina

University
of Bari Aldo Moro

Region
of Epirus

Province
of Lecce

Municipality
of Ioannina

About PALIMPSEST

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.

PALIMSPEST 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.

Name   **International Conference on Digital Heritage EuroMed 2018**

Place   Nicosia, Cyprus

Date   29.10 – 03.11.2018

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.

Name **Hellenic Open University Research Summit**
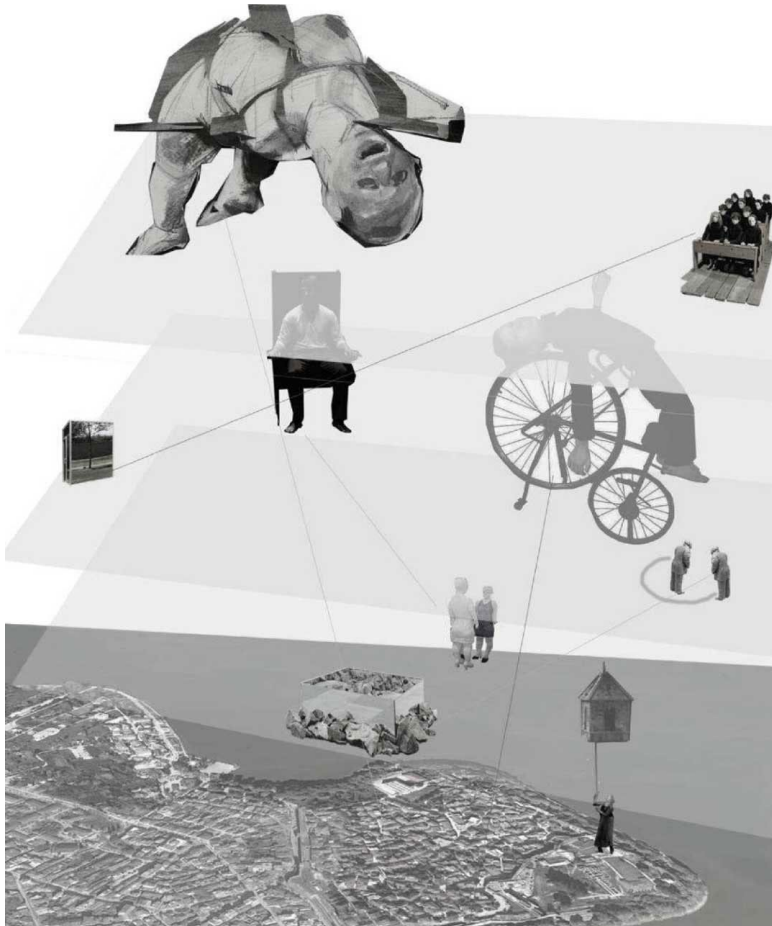
Place Patras, Greece

Date 09.11.2018

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 broadcasted live.

Name	**Newspaper Article "The digital Palimpsest"**
Place	"Proto Thema" Newspaper
Date	25.01.2019
Link	https://www.protothema.gr/city-stories/article/858674/to-psifiako-palimpsisto/

Our project was featured at Proto Thema, a national newspaper, introducing it to a wider audience and demonstrating its main features and goals. The article focused on the nature and theoretical background of Palimpsest as an open-air, post-alphabetic and interactive museum as well as the possibilities it can provide to the preservation of the local cultural heritage and the development of tourism and economy.

The project is set out in separate but interconnected phases. As a starting point, cultural heritage assets regarding the city's stories and legends will be gathered by transgenerational participation, as elementary school pupils will seek information from elder people, whose knowledge of the past is on the verge of becoming extinct. The next phase is about the creation of a MAP in an APP format, which will pinpoint the previously collected data and will support any further collection by online participation. The elaboration of the collected material will then lead to artistic installations that will be implemented in the city and will be activated by visitors creating a dreamlike atmosphere.

The article concludes that through the project the conventional experience of the urban public space is transformed into a narrative, interactive and thematic experience, reviving the urban condition.

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www.palimpsest.eu

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