ABOUT THE TIME MACHINE

What would the world look like if we could access documents from the past as easily as present day’s data? Could we use it to derive better forecasts for the future? Can historical 4D simulations improve our knowledge about European history? Which innovative business models will promote tourism, transport and planning? The Time Machine consortium consists of 400+ research facilities, GLAM institutions and private enterprises. It is currently funded by the EU under Horizon 2020 as FET Flagship Coordination and Support Actions (CSA) project, commissioned to prepare a large-scale research initiative on building a large-scale simulator processing 2,000 years of European history.

Time Machine aims to transform miles of archives and museum collections in the form of an increasingly deeper networked information system integrating space and time in multi-scalar architecture. Researchers from the Time Machine project focus particularly on improving current methods for data collection, data processing and theoretical approaches linked to digital heritage, and explore the cultural, economic and social added value of Big Data of the Past as common resources for the future.

WORKSHOP AGENDA

This workshop invites participants of the CIPA symposium to (1) learn about the Time Machine project as well as the potential of Time Machine for digital heritage scholarship. In (2) hands-on mini hackathons, participants will be able to explore computer vision technologies, user experience design and testing methods as well as augmented reality applications for cultural heritage education.

Finally, (3) participants are invited to learn about and contribute feedback to the draft Time Machine research programme.

9.00   Welcome and Introduction

9.15   Hands-on workshops

Computer Vision for Cultural Heritage — Seyran Khademi and Tino Mager (TU Delft)

Augmented Reality and Citizen Science — Toine Pieters and Daan Claassen (Utrecht University, HKU)

The Iberian Time Machine — Jesús Ángel García Sánchez (INDRA)

User Experience Design and Testing for 4D Interfaces — Cindy Kröber and Jonas Bruschke (TU Dresden, JMU Würzburg)

10.15  Shaping a large-scale research programme for the next decade — The Time Machine Roadmaps

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