Revolv
Augmented Reality

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Herbard VIII von Auersperg 1528-1575
Part of an exhibit for the Ljubljana city museum

At revolv-ar we believe it is now possible to revolutionize the museum and heritage site experience. Through the implementation of seamless object and location based augmented reality, these institutions can reclaim their leading role not only in the field of educational experience but in the field of entertainment as a whole. This will manifest both in terms of shear visitor numbers as well as a leading presence in public discourse for years to come.

Looking at the user experience as the heart of the matter, it is time to start offering a level of engagement that can equal and surpass high budget blockbusters and games. Mobile and wearable technologies offer truly amazing opportunities, and we are rapidly approaching the point where the only limits are our imagination, creative vision, and the ability to tell a moving story.

Our approach is to create truly immersive interactive experiences, seamlessly woven into and around real places and objects, bringing them to life, and allowing the visitor to partake in key historical events, on site, from a personal point of view. The visitor is then able to share these experiences across various social networks etc.

Accessibility and a correct grasp of future developments are also key factors. These are inherent in our creation of interactive object and location based content which is dynamic, both in its ability to scale in complexity between different devices as well as being economically adaptable to any platform or engine, while retaining all valuable user data. The result is a powerful solution ensuring maximum accessibility now with a level of content and user experience that will be maintainable as groundbreaking and influential for many years.

Mapping of Community Gardens in Israel

Zvi Halbrecht, Hadera Democratic School, Community Gardens in Israel

Shalom Kweller, Department of Architecture Bezalel

Kobi Palombo, Community Gardens in Israel

Jonathan Heyman, Urban and Regional Planner, Community Gardens in Israel

Urban agriculture, and community gardening in particular, is a global trend that combines the cultivation of food and social community.

Neighborhood community gardens lead the process of urban agriculture: young parents with infants and children, adults and the elderly, disabled and others take part in the trend, right in their own neighborhoods, at a walking distance.

Israel's Ministry of Agriculture has declared of 332 community gardens currently operating and continuing demand, based on a community based mapping project by 'Community Gardens in Israel'.

'Community Gardens in Israel' is a community organization, which promotes community gardening nationwide. The organization has it roots in 2008 and promotes networking of those engaged in community gardening and related activities.

Mapping is one of the major tools used by 'Community Gardens in Israel':
http://israel-gardens.blogspot.co.il/2009/06/blog-post.html

CREATE Lab team and the Democratic School of Hadera contributed the system GigaPan Community Gardens Israel members for a EPIC robotic camera.   www.cmucreatelab.org

At the *4th Community Gardens Annual Conference,* this was held in Haifa on
October 2013.
We presented GigaPan's robotic camera at Sha'ar HaAliya's Neighborhood, community garden: http://gigapan.com/gigapans/141978 .
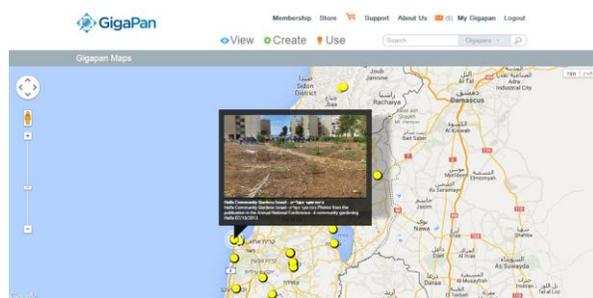
The goal of community gardens that other members will use a robotic camera EPIC.

DEMAND FOR DIGITAL PUBLICATIONS AND BIG DATA IN THE HUMANITIES RESEARCH AT SIBERIAN FEDERAL UNIVERSITY

Department of IT in Creative and Cultural Industries, Department of the Russian Language and Linguistic Communication

Siberian Federal University

Inna Kizhner and Igor Kim

One of the challenges for digital heritage professionals is collaborating with the researchers working in the humanities on digital data analysis and processing.

The study considers the social and economic incentives used to employ digital humanities (DH) methods in Siberian humanities research. It is based on a series of semi-structured interviews with the researchers from several institutes of Siberian Federal University in selected academic fields: linguistics, art history and social sciences.

The questions we asked can be broadly divided into six categories: 1) scholars' values and social/economic incentives to publish and do (digital) research; 2) availability of and demand for technical expertise/personal technical knowledge to carry out digital heritage projects; 3) potential of non-linear digital publications; 4) collaboration with other researchers and distance work; 5) quality and quantity of data; 6) standards of data description.

Our preliminary findings are that, contrary to popular belief, career advancement does not seem to be correlated with a successful researcher's image which tends to be a qualitative characteristic, and career advancement seldom involves publishing research papers. This might mean that digital methods of disseminating one's research are far from the interests of Siberian scholars who tend to prefer conference presentations as a way of making themselves known to a wider public. Siberian scholars tend to think that the role of university DH centres might be (at this stage) mainly of information provider rather than of an equal partner in the humanities research. Scholars unanimously agree that non-linear digital publications can contribute to building new research questions. They are quite enthusiastic about their potential but they tend to be unaware of particular research questions and problems that digital humanities inspire. Siberian researchers rarely say they

need big arrays of data and scholars are seldom aware of the existence of digital tools for data analysis. We conclude that random DH initiatives do not guarantee either demand for DH studies or knowledge and understanding of the new research questions inspired by digital humanities. Some Siberian scholars acknowledge the enlarged scale of studies and the ability to access big data which are possible with the help of DH methods. These methods, however, are not linked to new research problems and perspectives, 'a new way of conceptualising the world' that, as one may think, might have emerged in recent years.

Whatever might be the reasons: lack of lobbying, promotion, dissemination and training language barrier, social and economic incentives stimulating a different type of research behaviour, or working practices in the humanities, further studies are needed to understand if we need lobbying for digital humanities and their collaboration with digital heritage initiatives and, if so, what kind of promotion, dissemination and training are needed or would be most effective.

JerusalemExperience.com

Eran Frankel

JerusalemExperience.com is where you can feast your eyes on and take video tour of Jerusalem's holy sites as well as Christian events taking place here in the Holy City.

The purpose of JerusalemExperience.com is to convey the excitement of touring Old Jerusalem and its holy sites to people all over the world who cannot afford the time or the cost of flying all the way to Jerusalem.

Jerusalem is considered to be the holiest city in Christianity. According to the New Testament, Jerusalem was the city to which Jesus was brought as a child, to be presented at the Temple (Luke 2:22) and to attend festivals (Luke 2:41). According to the Canonical gospels, Jesus preached and healed in Jerusalem and the surrounding area. And above all, here in Jerusalem, Jesus was crucified, resurrected and ascended to heaven.

> *JerusalemExperience.com features variable content suited to various denominations – e.g. Catholic, Protestant, Evangelist, Orthodox, and more; in other words different denominations can find here content matching their taste.*

Here at JerusalemExperience.com you can watch videos of the most sacred Christian sites, such as the Church of the Holy Sepulchre at the end of the Via Dolorosa, where many Christians believe Jesus was crucified, buried and resurrected and the Garden Tomb where others believe that this is where Jesus was buried and resurrected. You will also have the opportunity to behold the room of the Last Supper and Pentecost on Mount Zion, the Temple Mount, the Chapel of the Ascension of Jesus to Heaven at the top of the Mount of Olives, the City of David and much more.

DB Digital, Archiving Concepts

Gil Toren, Joav shdema

http://www.dbdigital.co.il