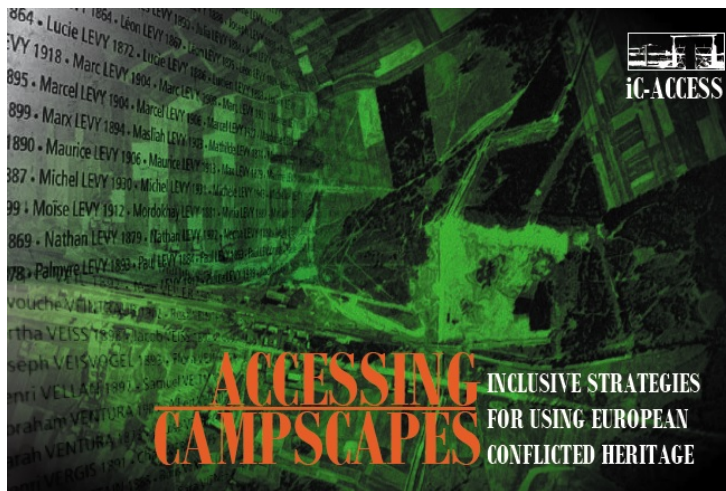


iC-ACCESS



STORYTELLING: CAMPSCAPES AS NARRATIVES

IC-ATCESS assesses the dynamics of competing postwar memories of Nazism, Communist and fascist terror at work in the European space and aims to offer tools which can potentially offer a coherent way of their *storytelling* that integrates different histories and divergent memories. 'Heritage as narrative' is articulated through national experiences and tropes of resistance, collaboration, occupation, and victimhood and perpetration and we consider how these affect and undermine the manner in which heritage is perceived and used in former conflict areas. We do so through transnational analyses of existing narratives relating to campsites (represented in testimonies, literature, public media, museums, memorials and education), the processes of signification and appropriation and mainstream historical discoveries and how they might overshadow complementary, or conflicted perspectives.



MATERIALITY: CAMPSCAPES AS TRACES

de la Cruz explores the role that material culture plays in enhancing, limiting or suppressing knowledge concerning human Nazi and Soviet camps. We adopt a broad definition of material evidence objects (e.g. personal belongings, weapons, tools, domestic items, clothing), structural remains (e.g. buildings, barracks, fences and guard towers, etc.) and landscape (e.g. the landscape of the camps) to include the range (80% of victims in mass graves) to understand their role in the development of camp memories and heritage sites. We are equally concerned with material remains in archives and memorial museums. We also consider the role of material culture in the development and the extension of the ways in which material traces and forensic evidence have been used by revisionist groups, educators, the media and the public (in particular online) to engineer alternative interpretations of Nazi and Soviet atrocities. Working closely with the associated partners and other stakeholders, we will explore the role of material culture in the presence/absence of material cultures within key sites, observational experiments of visitor interactions and "public archaeology" activities. As such, *de la Cruz* demonstrates the role that materiality (which also rescales transition in archives and in the landscape) can play in the percep-

TESTIMONIES: CAMPSCAPES AS MEMORY

The project considers *testimonies* as integral of visitor experiences and a sedimenting research material on campsites in the digital era. It thus aims to collect, analyze and rethink interview collections so that they open up *polyvalent* understandings of historical or supplement sparse written sources relating to these sites. We use the (past, present and future) role of audio and video testimonies in historical understanding and valuing campsites. Whether these individual stories can account for a previously understood micro-history, or become an additional source regarding representations of 'victimhood', of agency or responsibility, they provide a new reason for reflection and experimentation. These types of sources often support a differentiated understanding of painful narratives of conflicts of the 20th century and are presumably more flexible in conveying the mutually shared effects of these parts. By counteracting archival collections of personal testimonies to historical simplifications of conflicted parts, *ix-ATTEST* aims to convey the multiple perspectives on individual experiences circumscribed to campsites.

MAPPING: CAMPSCAPES AS SPACES

iG-AD2ESS explores *new ways* in how new technologies and methods can help identify, and provide access to buried physical traces and forensic evidence of and within campsites. The methodology will draw upon state-of-the-art techniques derived from archaeology, forensic investigation, geography and digital humanities in order to locate, record and digitally preserve landscapes of mass violence. Recent advances in remote sensing, aerial, satellite and archaeological methods, when coupled with surveying techniques from other disciplines, offer the potential to access for sensitivities surrounding conflict sites; they also facilitate a much more detailed analysis of both the areas within the boundaries of camps and surrounding landscape. We use aerial applications of the remote sensing, airborne and terrestrial laser scanning (LiDAR), drones (UAV), terrestrial topographic and geophysical survey, and macro- and micro-methods of archaeological excavation. iG-AD2ESS provides highly detailed, three dimensional landscape models that also incorporate aerial imagery, photographs and maps, as state-of-the-art educational tools.

RE-VISUALISATION: CAMPSCAPES AS EXPERIENCE

IC-ACCESS uses and examines the potential of digital tools to offer new possibilities to connect local, national and global audiences to virtual conflict heritage, without factual, time or location constraints. Access and augmented reality can be particularly useful at sites where no (or little) remains survive above the ground, as it can simulate traditional landscapes and provide an understanding of the landscape as a palimpsest. The project team will create a digital palimpsest of 40 reconstructed sites through the animation of the 3D visualisations and the subsequent layering of documentary evidence (e.g. material traces, oral testimonies, photographs, media, narratives and memories) connected to landscapes, monuments, memorials and museums. Through Virtual, Augmented and Mixed Reality (VAMR) and other forms of digital media we provide interactive, spatial tools that can be used online, within museums, campuses and in classrooms. The potential of digital tools to re-vitalisation of conflict has arguably not yet been fully realised and we aim to provide new forms of representation and raising awareness

ASSOCIATED PARTNERS



PROJECT NUMBER 03

