

Digital interactive media exploration of Audiovisual archives

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This paper suggests a unique interaction concept for the public access and navigation through digital audiovisual archives. While most virtual cultural heritage applications focus on the reconstruction of objects or places, the state of the art interactive media employ tangible interfaces to make learning experience more collaborative and effective.

Provided with a touch screen for interaction as also with wide-screens display system, visitors can intuitively explore the virtual representation and access supplemental film background material on demand. Technically, the screen applications will work towards the creation of an integrated, light weighted, tangible high definition display, combined with compression/decompression audio/video streaming hardware and a wireless network connection. The software application enlists existing databases and modes, giving information on location, specifications and availability. Thus, a touch-sensitive projection surface on the tabletop makes the exploration direct and playful offering an edutainment aspect in audiovisual heritage. One or two case-studies of this approach shall be thoroughly presented. Such implementations constitute a software tool for storage planning of heterogeneous audiovisual collections and a visualization guide of different film archives as well. Interactive education empowers visitors to explore film heritage at their own preferences and encourages younger audience to get engaged in cultural heritage. The presentation aims to trace new horizons in educative, entertaining and representative qualities of audiovisual archives, as they expanded by digital interactive technology.