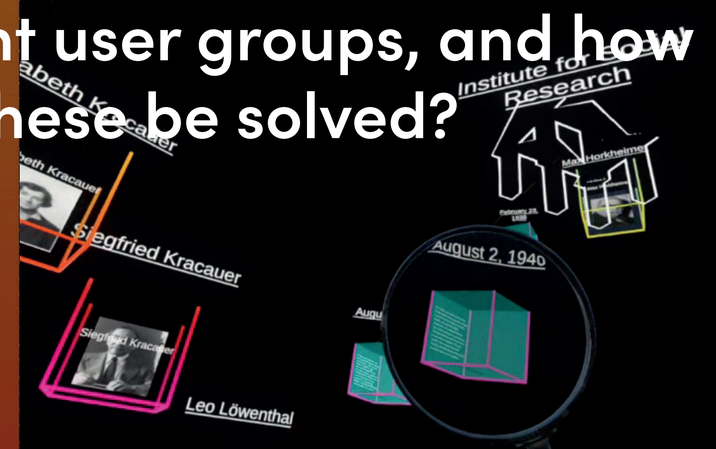
RE/COLLECT

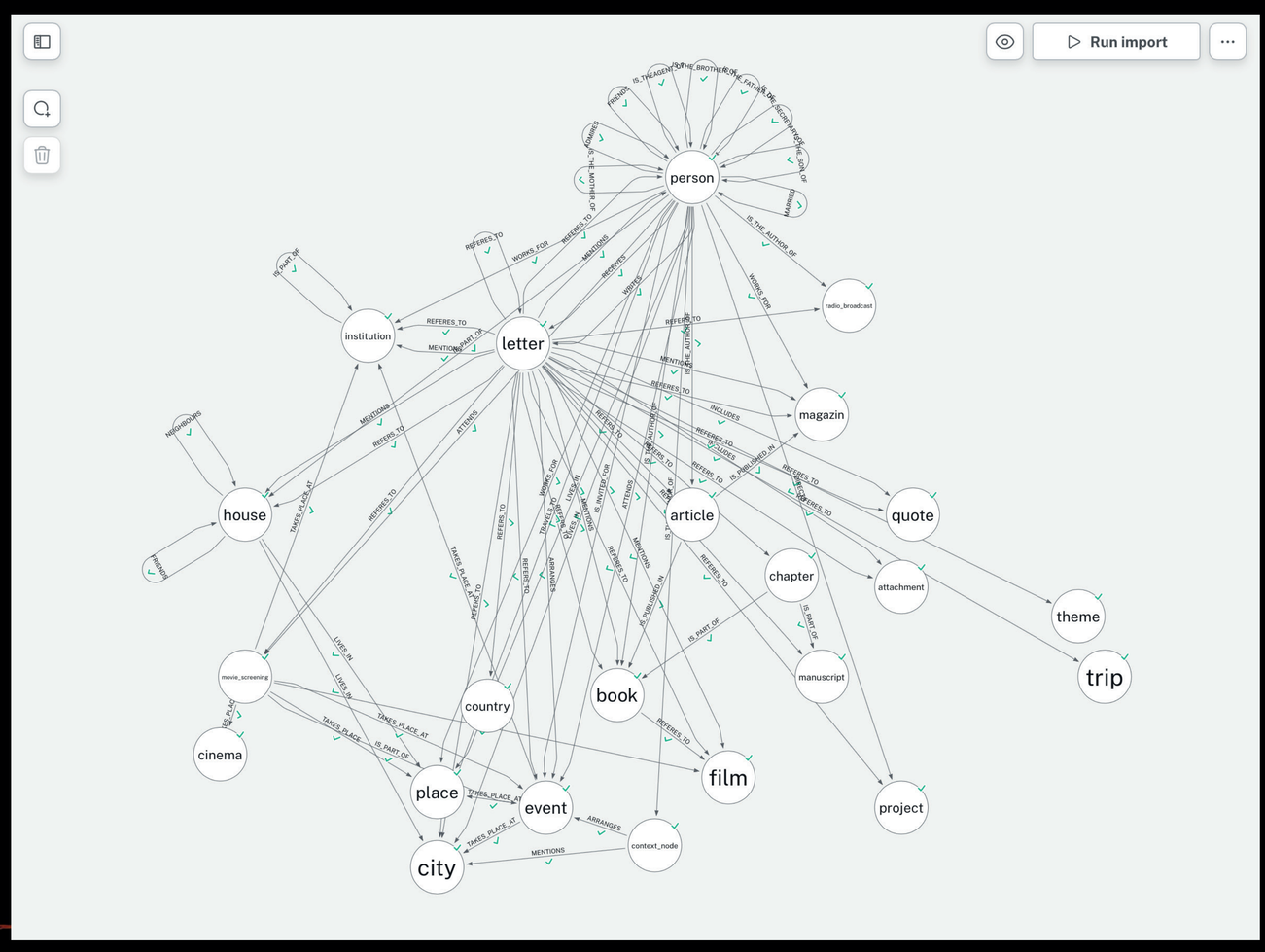
Collective bio-graphics in VR

Christina Zimmermann, Silvan Monteiro, Michael Kaufmann

HSLU Lucerne University of Applied Sciences and Arts
swissuniversities

How does co-creative archival research in a virtual data space (VR/AR) influence knowledge work and academic discourse in the humanities? What ethical, aesthetic, epistemological and technical issues arise for different user groups, and how might these be solved?





www.nettedletters.org

Data model Netted.Ink

Our data model is based on CIDOC CRM and includes machine-readable mappings to commonly used archival vocabularies.

Data entry / online collaboration

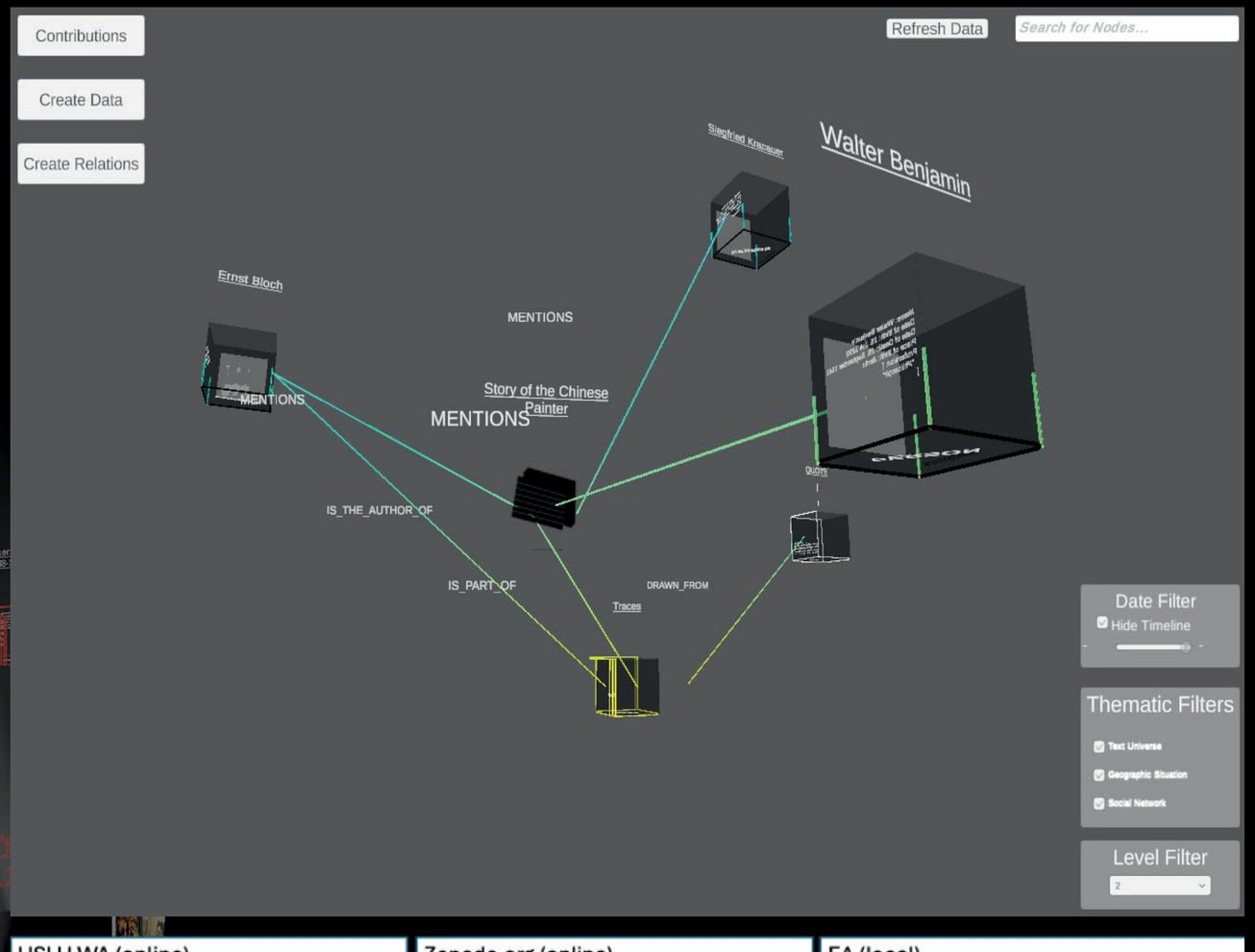
Data can be entered and integrated into the graph by multiple users simultanously.
(workshop setup)

Data entry / personal work

Data can be entered to a local editor in order to prepare a subsequent contribution to the graph.

Network viewer in VR

A local Viewer-App can visualize the graph in 3D (desktop) or in VR (individual setup).

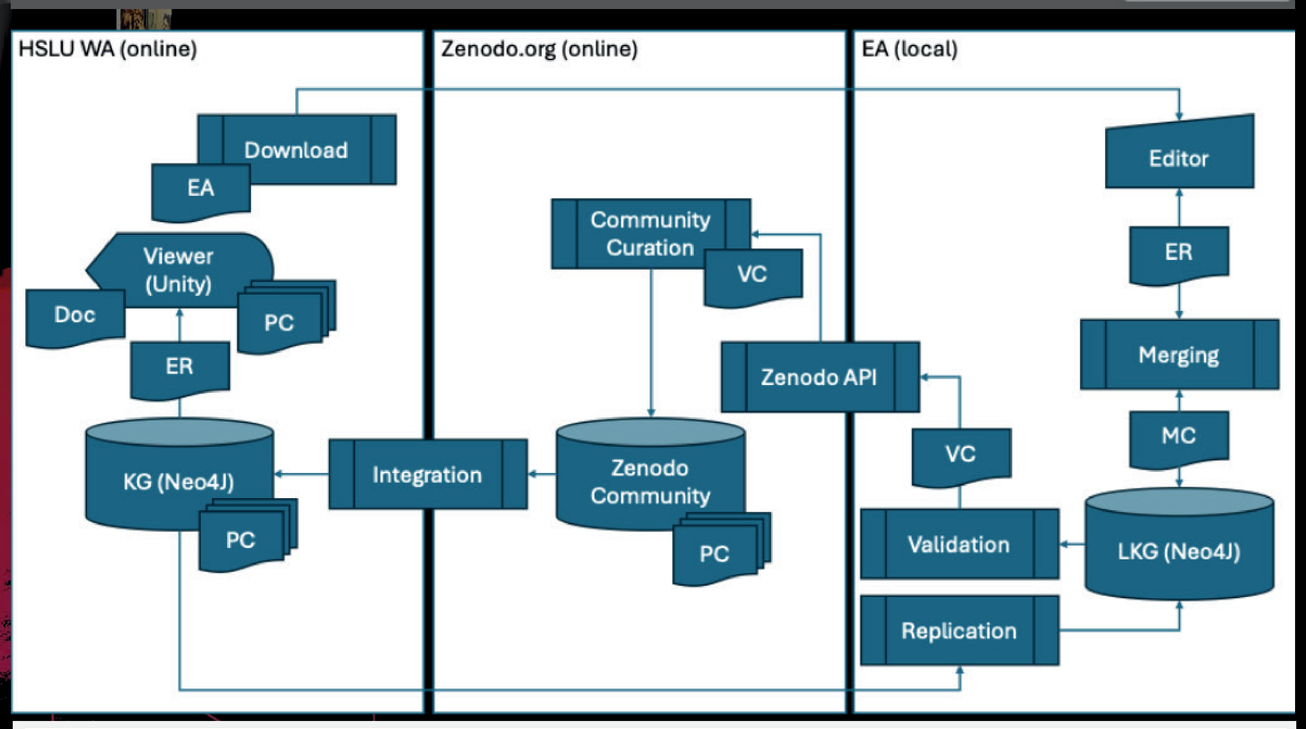


Data verification

New data is verified in two ways before it enters into the common database (automatic check of data conformity and double peer-review confirmation).

Publication to Zenodo community

Contributions (text with refences to the Netted Letters Graph) will be published in the Kracauer community on Zenodo and on www.nettedletters.org.



WA: web application EA: editor application ER: entities and relationships MC: merged contribution LKG: local knowledge graph VC: validated contribution KG: knowledge graph Doc: documentation

christina.zimmermann@hslu.ch silvan.monteiro@hslu.ch michael.kaufmann@hslu.ch