Abstract: 10 minute presentation on 'digital storytelling', as used in Terra Mosana.

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Title:

"Digital storytelling in Euregional 3D-project Terra Mosana"

Introduction:

Project Terra Mosana was executed during 2018-2021 and is geographically limited to the Euregio Meuse Rhine. The goal of the project was to 3D-digitise cultural heritage of the EMR and to combine that with new (digital) storylines. Expected effect of Terra Mosana was to get inhabitants and visitors more involved with and better informed on the common and shared history of the EMR, with a focuss on cross borderness. In that sence Terra Mosana also supported economical and touristic goals of the Euregio. To achieve this the way of looking at history and telling stories had to be 'refreshed'. Because of that, Terra Mosanna used the Historical 3D Matrix Model. The methodology behind this matrix is not to tell as much as possible, but to use as less information as is neccessary and focus on connections and interdependencies. The information must be specific and distinctive (uniqueness is not a quality!). Stories make use of integrality, icons and connections.

Digital storytelling is a way of presenting a combination of written, spoken, visual and audio data to a broad (non specialist) public. That means information must be relevant, limited and visually presented in an attractive way. Digital storytelling is often used by marketing and educational specialists, and by musea and exhibition curators. Using techniques of digital storytelling is new, neccesary, and leads to integral, cocreative, interactive, dynamic and future proof storylines in a digital world.

It is not a technique often used by historians and archaeologists, who are used to explain what they know and to 'send' information. For digital storytelling a new, more empathetical approach is neccessary, because means and time of current heritage 'consumers' are restricted in this technical and dynamic 21st century. That's why Terra Mosana defined a new balance in digital storytelling for historical purposes.

To show the specific historical position of the Euregio, the methodology was combined with digital storytelling and with new 3D-digitizations, 3D-models, audio, video, images and also by making use of old-fashioned written documents. In this way an attractive way of presenting the EMR shared history was achieved. Digital storytelling however also proved to be a real challenge for the EMR historians and archaeologists.

Bio Eric P.G. Wetzels

Eric Wetzels (Maastricht, 23-05-1968) studied classical archaeology in Amsterdam (1987-1993) and worked as an archaeologist in Germany (1994-1999) and the Netherlands (1999-2006). He specialized himself in Euregional archaeology and history (especially on Maastricht), with a focus on landscape archaeology. For nine years he was director of cultural conglomerate "Centre Céramique (library, exhibitions, heritage collections and presentations), Kumulus (centre of cultural education) and the Natural History Museum of Maastricht (geology, paleontolgy, biology)". Since 2016 he is assigned to disclose the archaeological files and reports of Maastricht, as well as do research on the context of its heritage collections.