

# Utrecht Time Machine

Creating an educational Artificial Intelligence testing ground for time machines: combining education, research and impact

*Simon Dirks & Toine Pieters*



# Today

*5 minutes!*

- ~~What is the Utrecht Time Machine?~~
- What is the “Living Pasts” course?
  - How does it relate to the Utrecht Time Machine?
- Lessons learned

# The Living Pasts course

Combining education, research and impact

Descartes  
Centre



Utrecht  
University



City of Utrecht

(a small selection of)  
**UTM Partners**



MUSEUM VAN ZUILEN



Utrechts  
Monumenten  
Fonds

**DOM** EEN ONDERGRONDSE  
UNDER ONTDEKKING



OudUtrecht



# What is Living Pasts?

*Utrecht Time Machine's playground!*

- Goal: design and develop an innovative historical storytelling application for the city of Utrecht
- Hands-on and transdisciplinary Bachelor's course



TECHNOLOGY

COMMUNITY



EDUCATION



HISTORY / DATA

# How does it work in practice?

A real-world (and recent!) example

# Student goal: “Escaping Zuilen”



- Educational escape room
- Tell the story of Zuilen
- Academically/historically grounded





**Wim van Scharenburg**  
*(Director of Museum van Zuilen)*



**Utrecht Time  
Machine**

*“What types of stories are  
we dealing with?”*



**Interdisciplinary team of  
Living Pasts students**  
*(Utrecht University)*



Alice Veldkamp

*(Educational escape room expert)*



Wim van Scharenburg

*(Director of Museum van Zuilen)*



Utrecht Time  
Machine

*“How to design an  
educational escape room?”*



Interdisciplinary team of  
Living Pasts students

*(Utrecht University)*



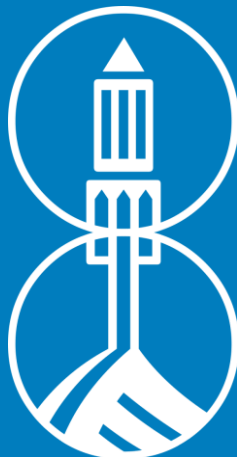
Rick Companje  
*(The Utrecht Archives)*



Alice Veldkamp  
*(Educational escape room expert)*



Wim van Scharenburg  
*(Director of Museum van Zuilen)*



Utrecht Time  
Machine

“Where can we find historical sources to academically ground our experience?”



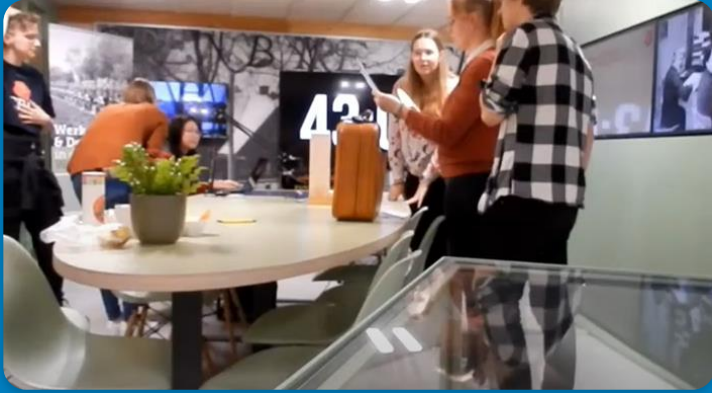
Interdisciplinary team of  
Living Pasts students

*(Utrecht University)*



*(10 weeks later...)*

# The Final Livestream



W. van Scharenburg I think that this project IS absolute useable for the museum!



W. van Scharenburg THANKS EVERYBODDY! It was great to see how your steps made a perfect product. Good listing to the stories and a beautiful game t play. (AND: to learn about Werkspoor!)



Liamor Aw, thanks Wim! And thank you for all your help 💜



TECHNOLOGY

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# Other examples

Student output of the Living Past's course

# Living Pasts: Output

## Taste of Time (2020-I)



### Recipe Video: Olipodrigo

A fascinating bite of history!

[Continue reading...](#)

#### History

### The History of Dutch Cuisine

Apr 7

The history of food is a delicious story of production, connection, influence, adaptation and culture.

[Continue reading](#)



#### Art

### Food in Art: Groentevrouw

April 9

Food is a source of life. It is no surprise that throughout time, ...

[Continue reading](#)



### Tales from the Kitchen ...

## Welcome to The Taste of Time!

April 2020 by [Team Taste of Time](#)

We are team *Taste of Time*, bringing you historical recipes from Utrecht straight to your modern kitchen!

As a project for the Living Pasts course at the Utrecht University, we from the *Taste of Time* team decided that it is time to delve into the dusty, old cookbooks to discover forgotten traditional Dutch recipes. Our goal is to show how these recipes are still as delicious today as they were back in the day and show YOU how to make them! On our website you will find articles on the ancient Dutch cuisine, recipes from the olden days, and videos on how to recreate those recipes yourself. Thank you for visiting our website and enjoy our delicious recipes!

#### About

The Taste of Time channel + blog is formed through the course Living Pasts, provided by the University of Utrecht. Its goal is to maintain cultural heritage. This channel will broadcast old recipes in a new form. If you're interested in history and food, this is the channel for you! : [Check out the living pasts website.](#)

#### Follow us:

[GitHub](#)  
[Twitter](#)  
[Facebook](#)



# Living Pasts: Output

## Past Reality (2020-I)



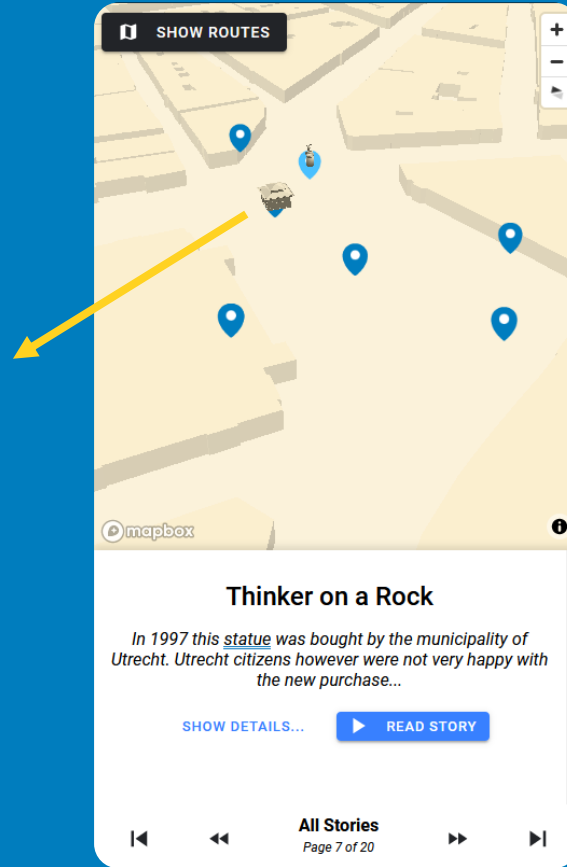
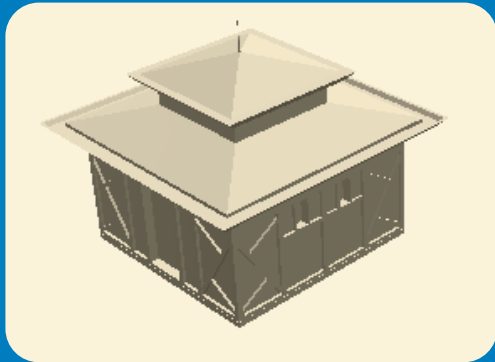
# Living Pasts: Output

## Under the Lime Trees (2020-I)



# Living Pasts: Output

UTM 1.0 (2019-II, focus on Neude)



# Living Pasts as a testing ground

- Great way for rapid prototyping
- Effective community outreach
- Practical and real-world learning experiences
- **Cherry-pick** the best ideas for the time machine

# Question

How do *you* go from prototype to production?

**We'd love to hear from you! (Seriously!)**

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