The Local Time Machine Project Network
A Practical and Conceptual Overview

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Structure of Lightning Talk

1. Research Questions

2. Survey Questionnaire

3. Planned Outcome

Research Questions

Part I – A practical overview

1. What are the countries, academic fields and types of projects represented in the Local Time Machine (LTM) project network?

2. What are the LTM projects objectives, histories, tools used and planned impacts thus far?

Part II – A conceptual overview

3. What is digital Cultural Heritage? What is digital Cultural Heritage as practiced within the LTM project network?

4. How does digital Cultural Heritage differ from previous media modes of heritage memory construction? What are the implications thereof?

The «Travelling Memories» (Erll 2011) Concept

1. Carriers (the people who tell a memory);

2. Media (the tools who tell a memory, after Siegfried J. Schmidt's);

      - communication instrument (language, pictures, etc.);

      - a technological device;

      - the social dimensions of devices (publishing house, etc.);

      - media offers, the result effect of all the components;

3. Contents (the stories that are told within a memory);

4. Practices (the rituals of how a memory is being told, can be accessed) and

**5.** Forms (condensed symbols, icons or schemata appearing within a memory).

Structure of the survey questionnaire

Section 1 - general LTM project questions are shortly asked.

Section 2 - questions related to the five dimensions of the analogue heritage memory source are asked.

Section 3 - questions related to the five dimensions of the digital LTM project are asked.

Section 4 - lastly, further contact possibilities will be inquired upon.
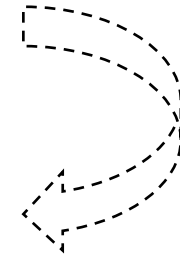
«Travelling Memories»

Planned Outcome

With the overarching aim of contributing to the TMO strategic action Pillar One – critical theory for digital Cultural Heritage – this project will result in:

- **A comprehensive study** on the beginnings of the collaborative digital Cultural Heritage 4D Mirror World endeavour (RQ1 and 2);

- **A working definition** as to what is digital Cultural Heritage within the LTM project network (RQ3);

- **A map** of the move of largely analogue heritage memory sources into digital environments (RQ4);

- **And an analysis** of the implications thereof (RQ4).

Link to the survey : https://www.b-tu.de/umfragen/index.php/952185?lang=en

QR code to the survey:

Thank you immensely!

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