

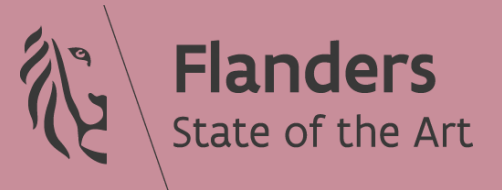
Heritage project: Heritage in the Metaverse

Community of Practice

Meeting 2: Designing the metaverse



spacemakers



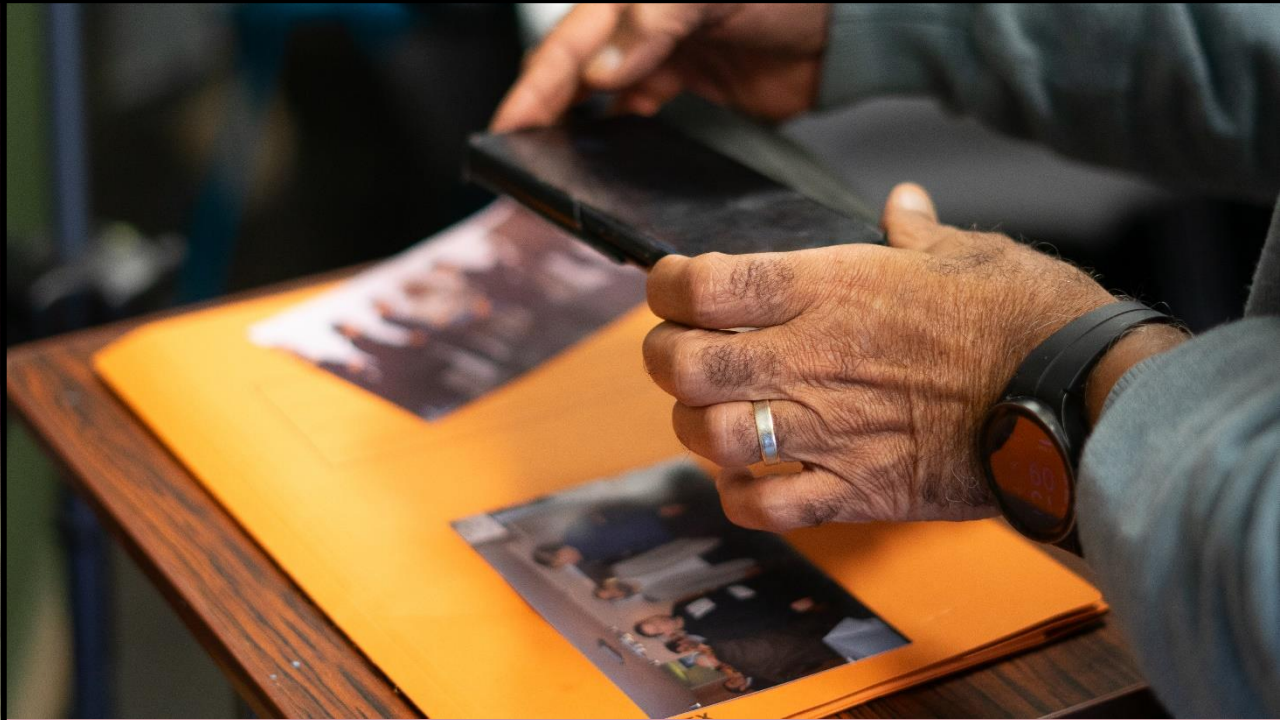
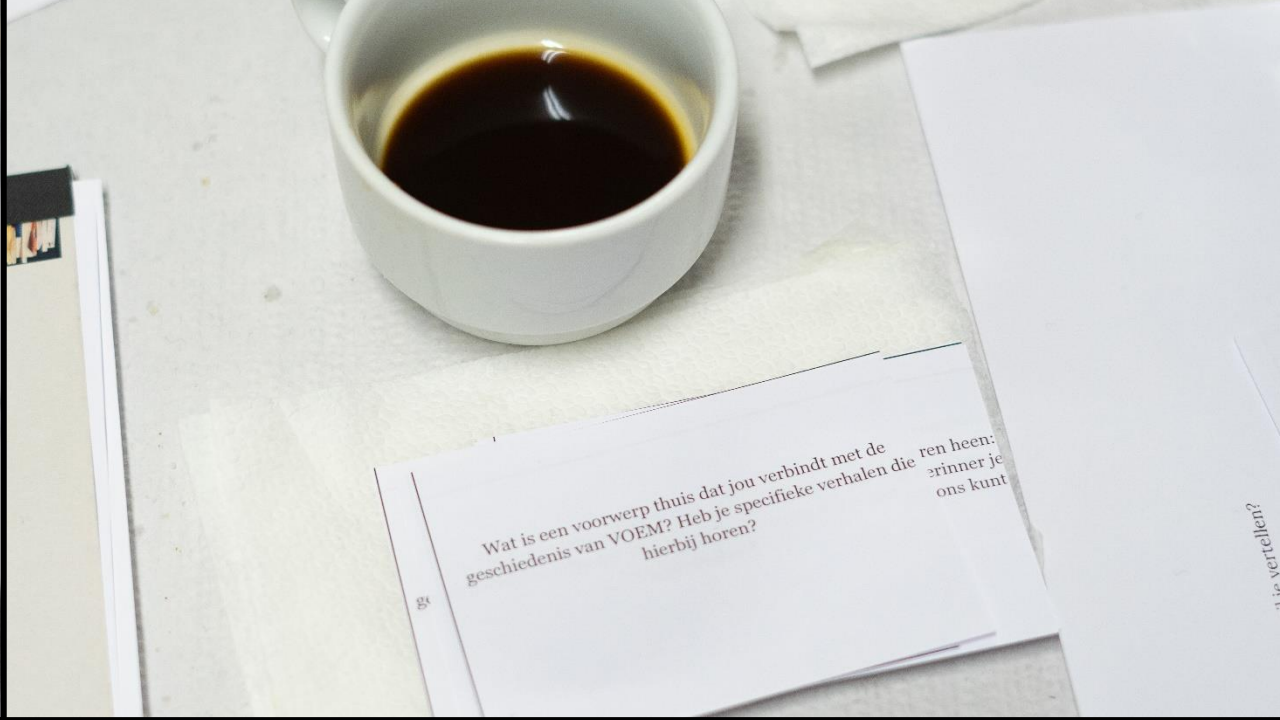
On the schedule for today...

- Designing the metaverse
 - The participative process
 - The design: form and content
 - From community ideas to a fleshed-out virtual environment: Lucie
- A quick look at the future
 - Opening event
- Collective discussion: sustainability
 - Physical, financial and human resources

Kick-off event heritage community
12/10/2024







The participative process

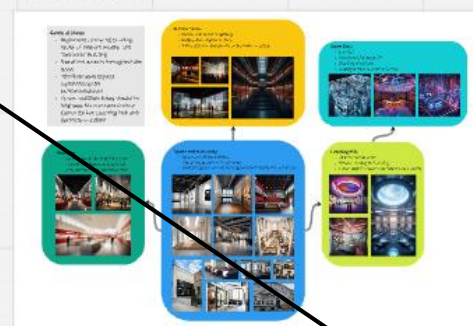
- Goals
 - Input from heritage community on form and content
 - New 'content': interviews, archival pieces...
- Larger events and individual meetings
- Strengths and pitfalls

The design process: form

Mind map



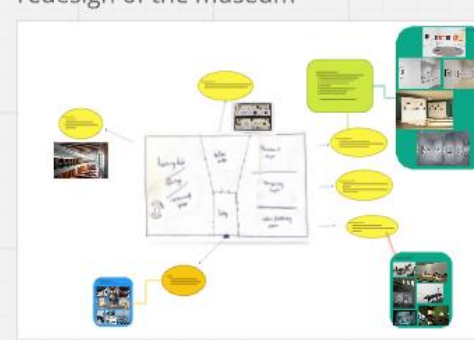
Moodboard



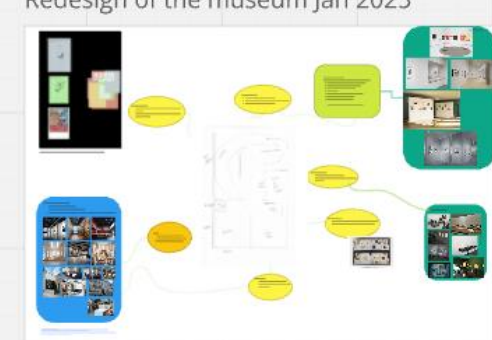
Moodboard update September 2024



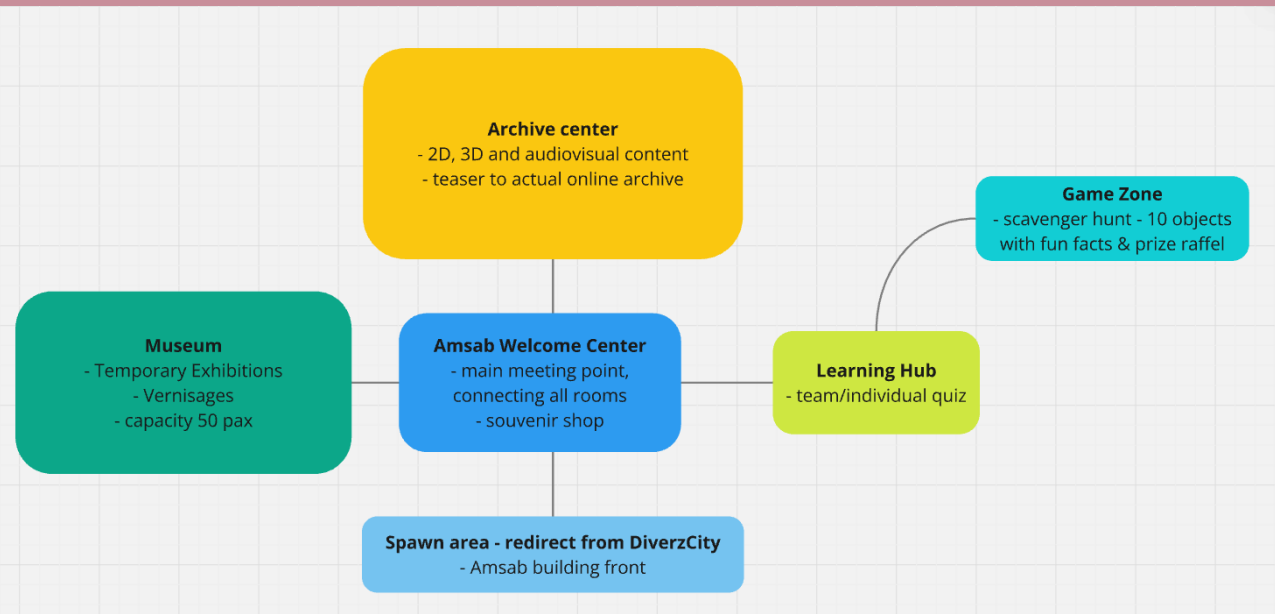
redesign of the museum



Redesign of the museum Jan 2025



First draft - Gather



General ideas

- Implement real world building, fusion of modern interior and "historical" building
- Use of red accents throughout the space
- Add illustrative objects representing the archives/museum
- Spawn and Main lobby should be brightest, Museum and Archive Center darker, Learning Hub and GameZone darkest

Archive Center

- Darker mood, lot of lighting
- Reference to digital archive
- Some digital visualizations and exhibits in space



Game Zone

- Colorful
- Structure of a labyrinth
- Working with lines
- slightly similar to Archive Center



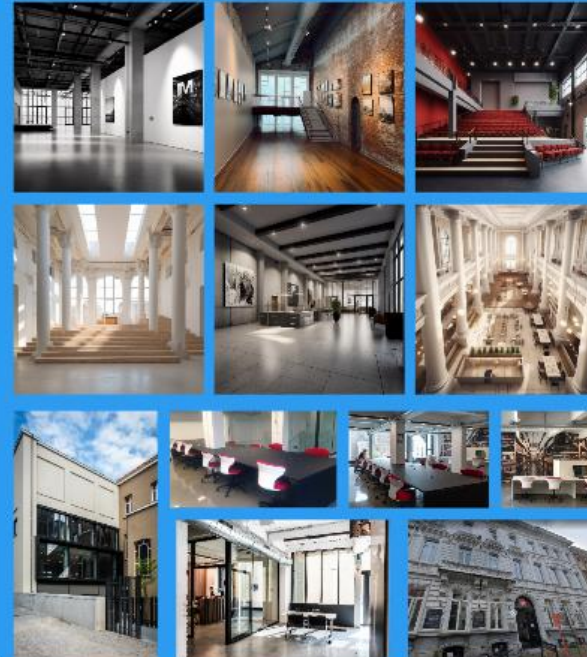
Museum

- Islands with exhibits in the centre
- Use old building as a capsule but only reminiscences (windows etc.)



Spawn and main lobby

- Based on real life building
- Use of red accents in furniture etc.
- Dedicate part of one wall to large windows (similar to real office)



Learning Hub

- Orient around circle
- Special seating for learning
- Lot of digital screens and interactive exhibits



exhibition room



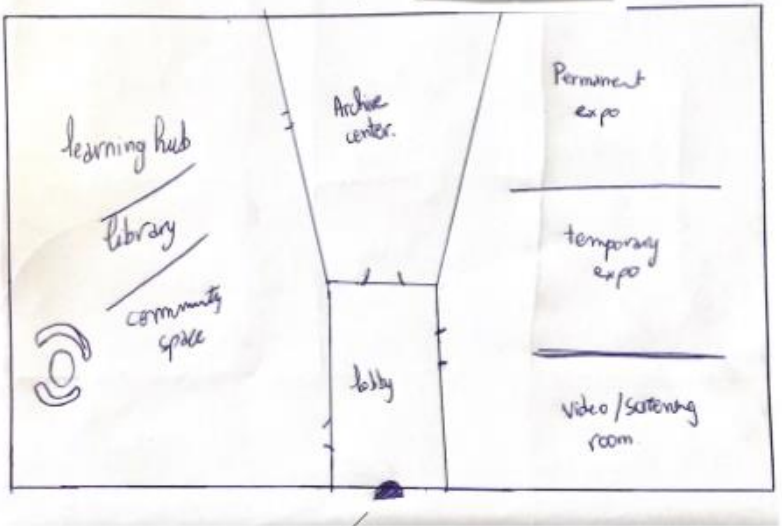
Learning hub

- book shelves
- space for conversational events
- open space for art, in exhibitions, for example



Archive center

- Archive shelves inspired by a multi-archive in ghera
- Access to the archive through ARSAB 2.0 interface



Permanent exhibition

Focus: over the evolution of ideas through the years

1. Introduction Zone (setting the stage)
2. The Invention (dialogue Room) (1840)
3. Transition (1900-1950)
4. Early 20thc
5. Superlativity and Beyond (1914-1925)
6. The Archive and Legacy Room
7. Reflection and future visions

- wall dedicated to posters and photography



Permanent Expo:

- Open all year through the year
- Curated according to the evolution of general art
- Following the timeline of the book

Temporary Expo:

- 1st year: series of photographs and magazines, etc., on screen
- 2nd year: organizing expo's per season with select artists or themes

Screening Room:

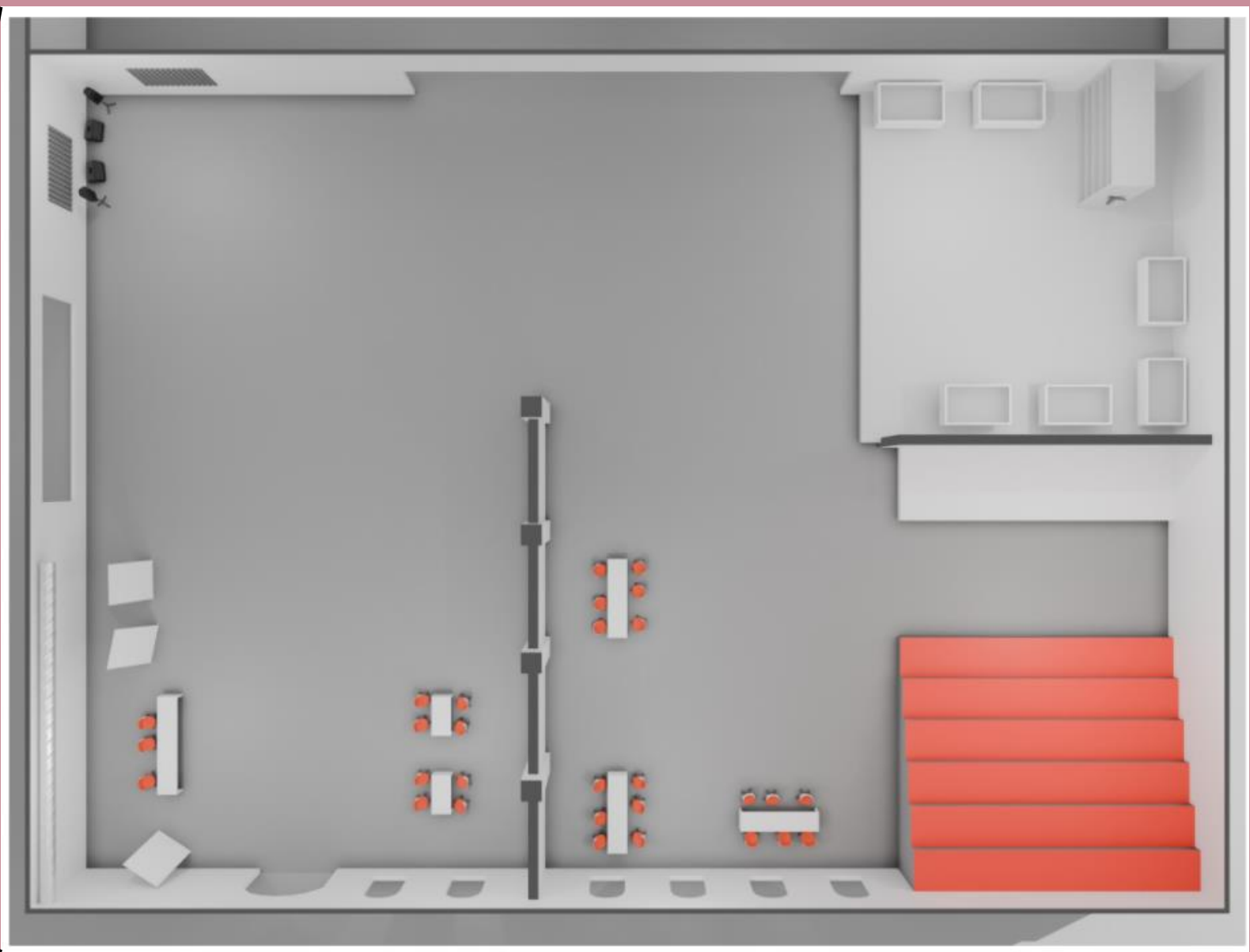
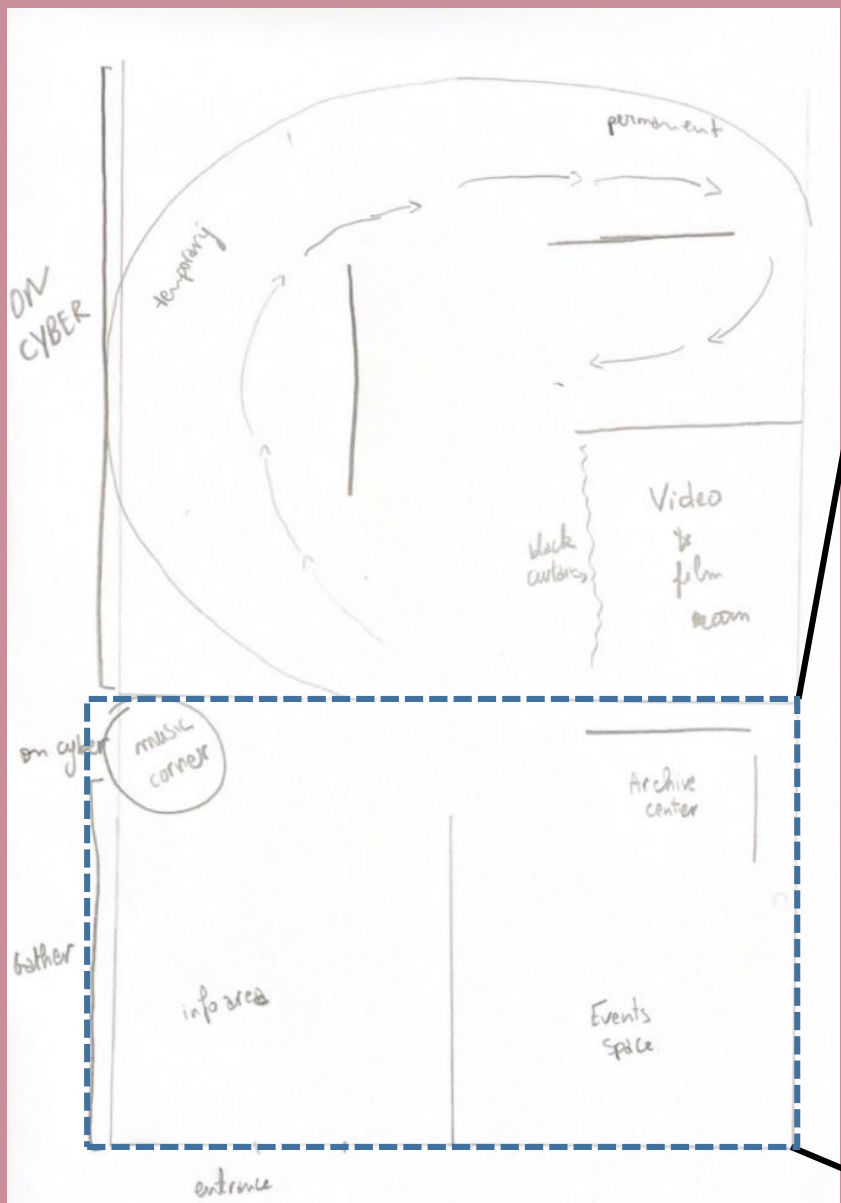
- video center for and critical work
- can't, multiple screens according to the project funded to



Lobby

- First landing separate visitors
- Give direct signs for spaces or area
- make space for small gift shop





The design process: content

- Permanent exhibition
 - Chronological and thematic overview of Voem's history
 - Video testimonials
- Temporary exhibition
 - An aspect of Voem's history, enlarged
- Archive center
 - Accessible structure

A quick look at the future

- 27/04: Opening of DigiDaar
 - Heritage Day in Flanders (theme: 'Game on!')
 - Hybrid event held at Wintercircus



Any questions?



Sustainability

- Goal: sustainability plan by July '26 (end of project)
 - How can non-profits sustainably implement similar projects?

Sustainability: discussion

- What would be the bare-minimum requirements?
 - Pre-requisites?
 - Physical resources? (e.g. hard drives, servers...)
 - Human resources? (e.g. experts vs. volunteers)

Sustainability: discussion

- Short-term vs. long-term
 - Initial investments vs. maintenance costs
 - Implementation vs. archiving of form/content

Sustainability: discussion

- Cooperation with private sector vs. self-sustainability
 - e.g. designing/coding, server maintenance, content creation
 - What would it take to become fully self-sustaining?

Sustainability: discussion

- What points would you like to see included in the final report?
- Any other closing thoughts?

Our next meeting...

- Thu 03/04, 10 AM
- Realising the Metaverse
 - Progress report
 - Future community engagement

One last thing...

- https://www.youtube.com/watch?v=FkVJVzG_kH0