Interactive Systems in Cultural Heritage and Creative Industries

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ECSS 2017



Multimodal Systems

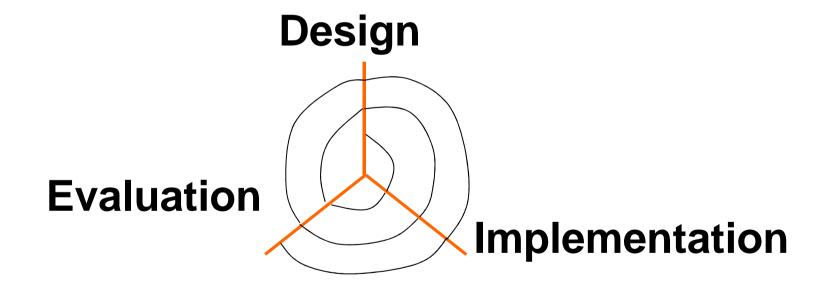
Part of **NOVA-LINCS** (NOVA Laboratory for Computer Science and Informatics) **Hosted by the Computer Science Department, FCT NOVA**

Research in Interactive Multimedia
Research methods and tools to deal with the different aspects of producing, describing, processing and presenting multimedia information

Interactive systems, information processing, games, interactive art



Iterative Design



Stories Everywhere



Narratives/Information Access

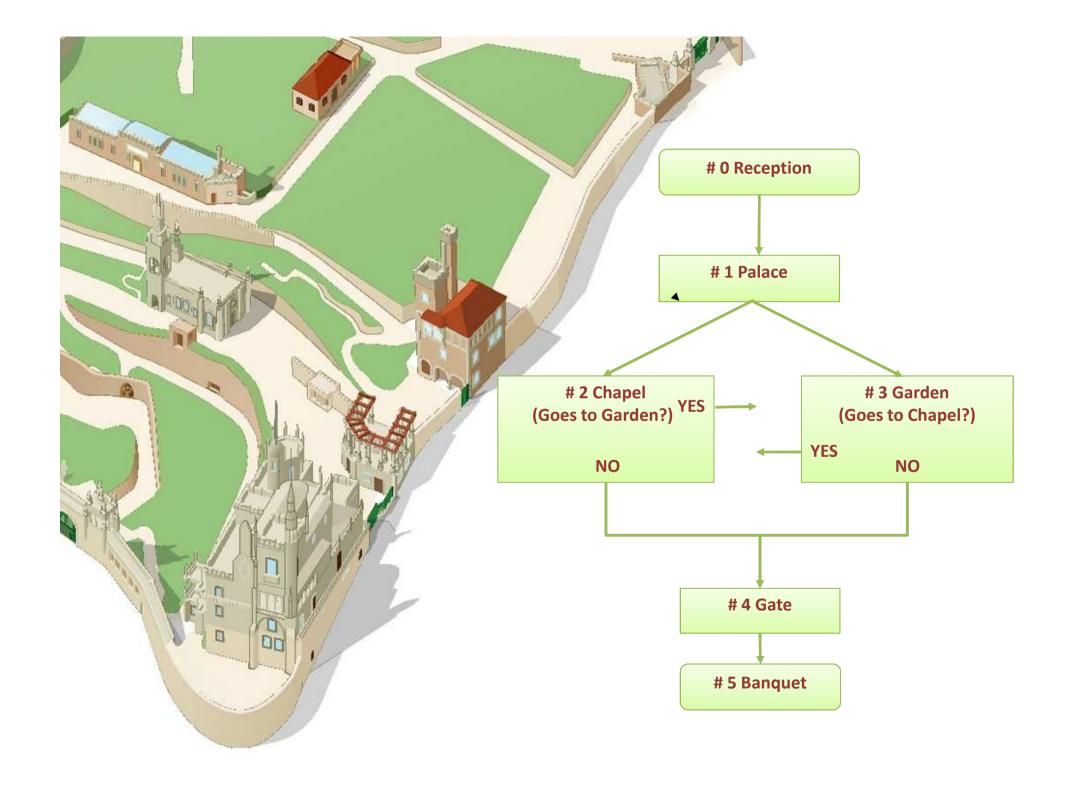
InStory supports a new form of narratives, that are navigable in space Mobile storytelling, information access and gaming activities

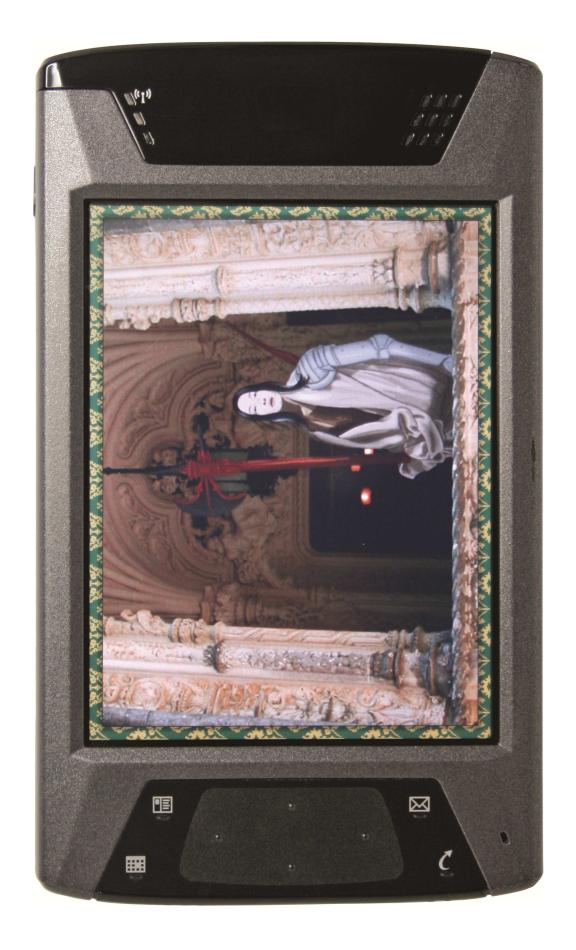
PDA, mobile phone, and Web interfaces
Interaction in the real world

Cultural heritage as an application area









Web

Retrieval, map, authoring, media sharing (community)

PDA

Location based narratives and information, map, media capture, annotation

Mobile Phone

Location based information, map, media capture



Narrativas

Narrativas Interactivas

A caçada ****

2h, por Cultursintra

Os Lusíadas ***

2h, por Cultursintra

Levar comigo

Narrativas simples

Animais ***

Animais ***

Levar comigo





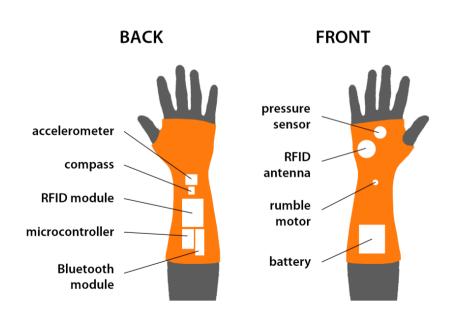
Interaction Devices

Gauntlet, a bracer embedded with sensors and actuators
Object identification by RFID

Gesture recognition using accelerometer and compass

I/O device, Bluetooth serial port connection

Used in Noon, an interactive installation to explore object memories (sponsored by Nokia)





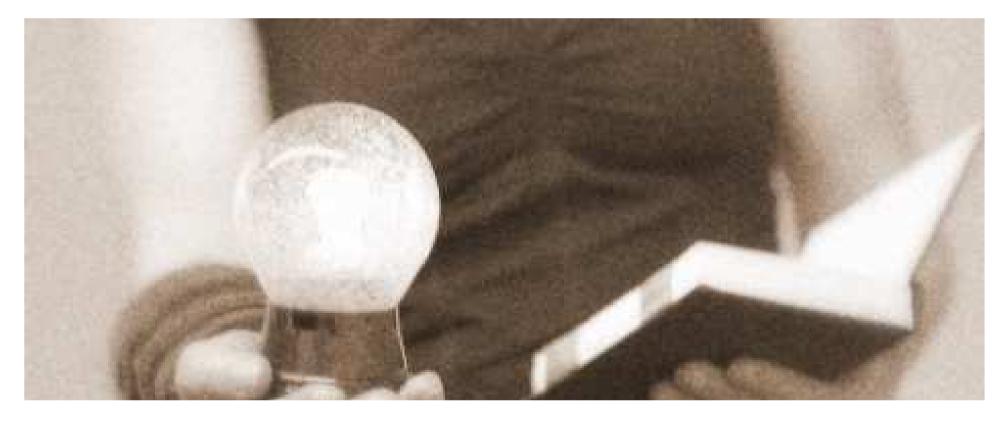
Interaction Devices



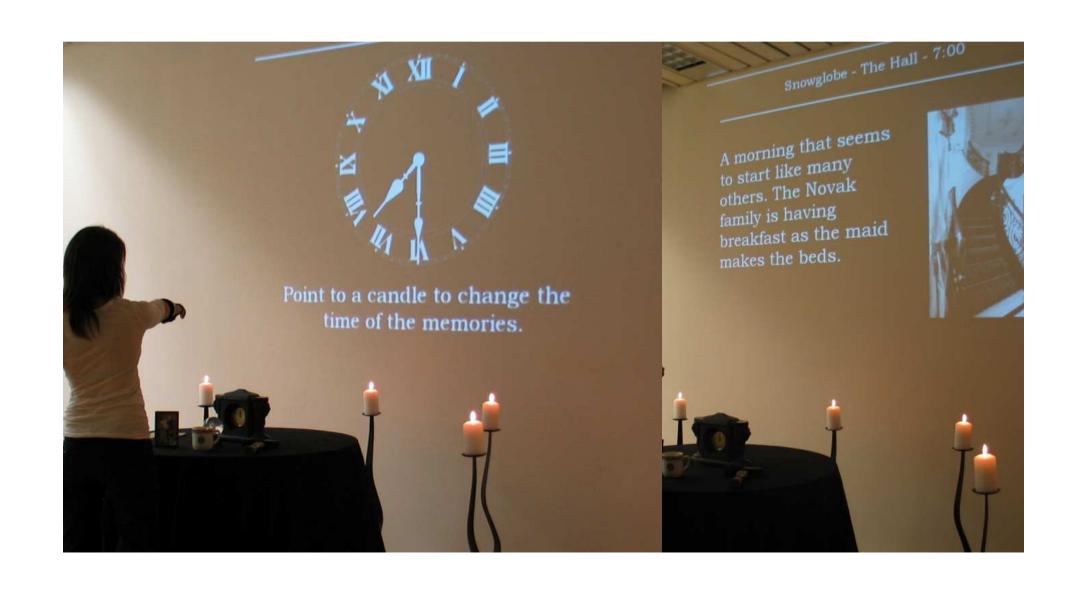


Noon

Noon – A Secret Told by Objects (Tiago Martins et al) An investigation upon memories of old objects to uncover the answer to a mystery Narrative-driven, exploratory, few gaming aspects



Noon



Memories and Recalling





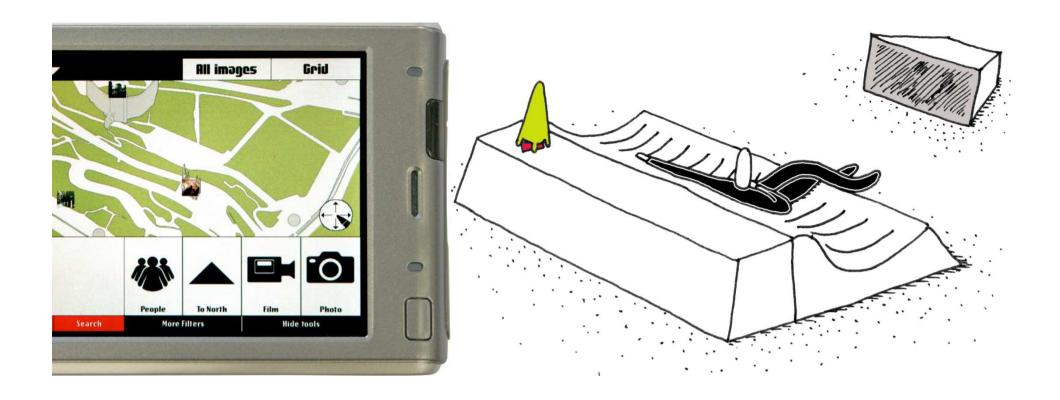
Personal and Shared Memories

Technological support for individual and collective memories Annotation of multimedia information (authoring) Storage, indexing, and classification of multimedia information

Multimedia information retrieval system

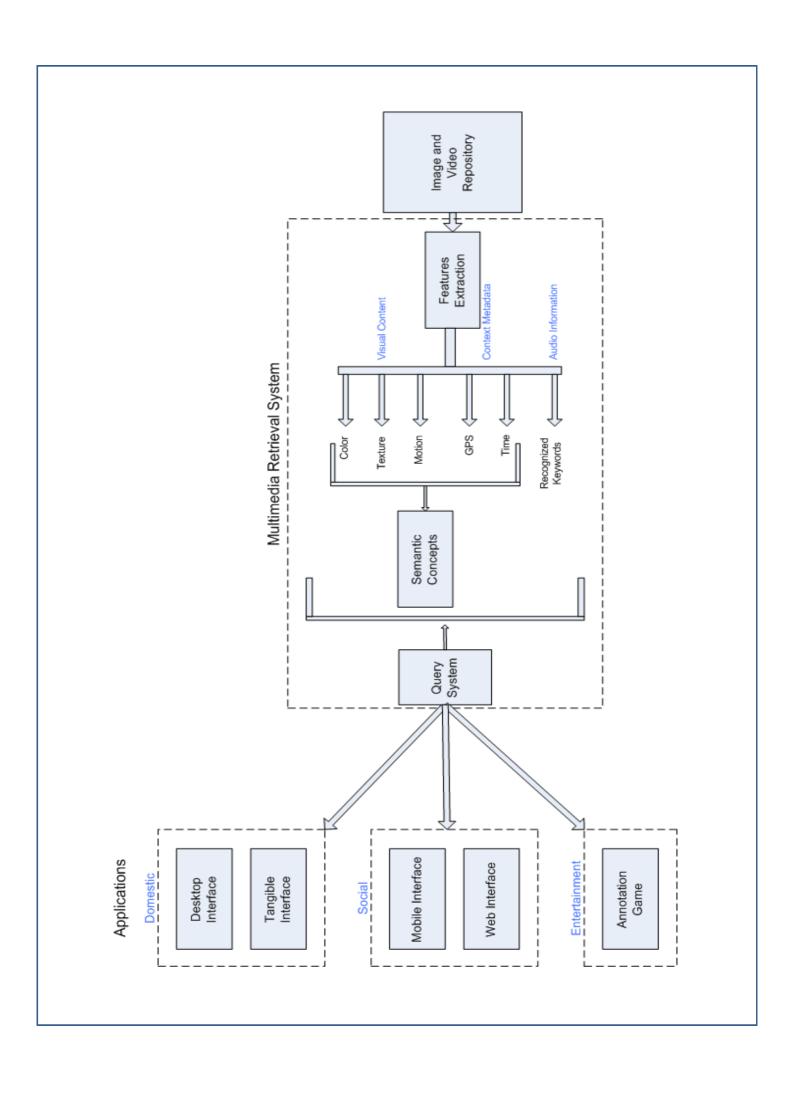
Multiple contexts of use

Multiple access interfaces



Project Memoria

Content based image and video search
Retrieval system using multimedia content and context features
Interfaces for multiple purposes (leisure, learning) and users
Annotation of the multimedia materials



Interface Design

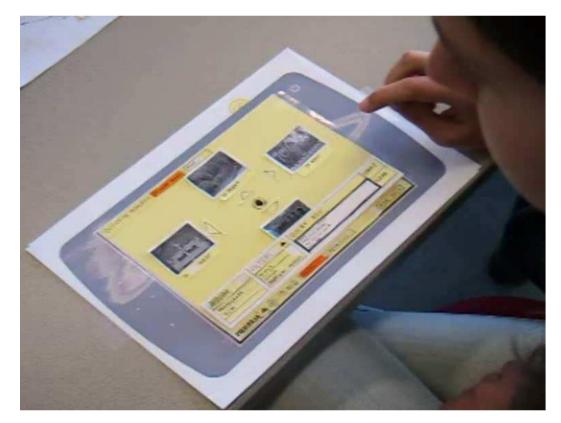
User centered design

Participation of the potential users

Balance between technology and user expectations

Iterative process with multiple refinements

User evaluation



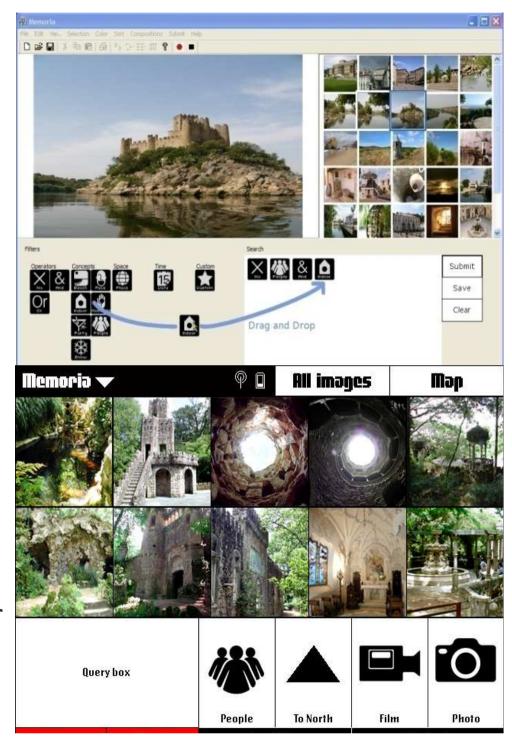
Interfaces

Desktop/PC

Powerful query language Query by image (webcam) and parts of images

Mobile (PDA)

Uses content, location, and user annotations
Cultural heritage sites



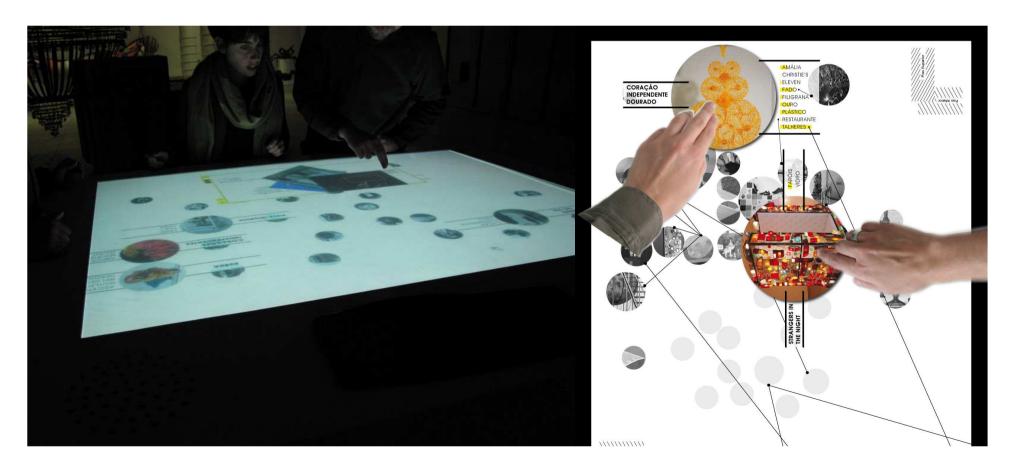
Touching Art



ArtTouch

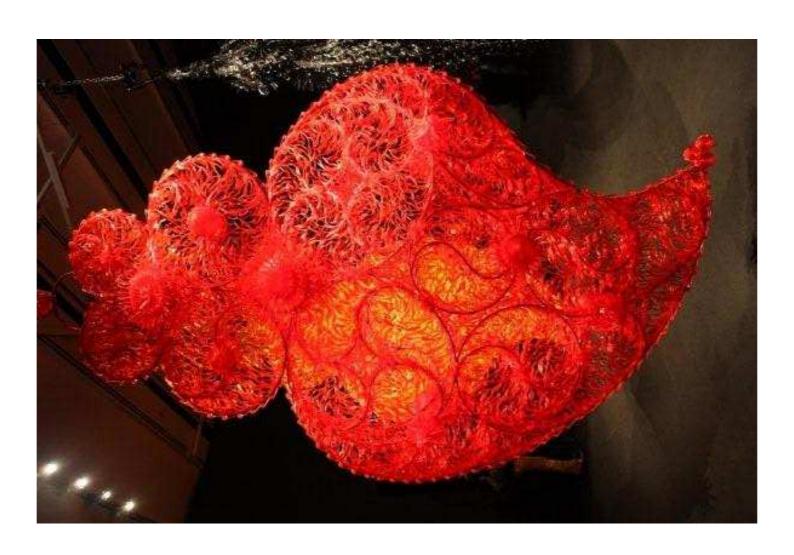
Multitouch interface to explore an art exhibition, collect data and foster public participation

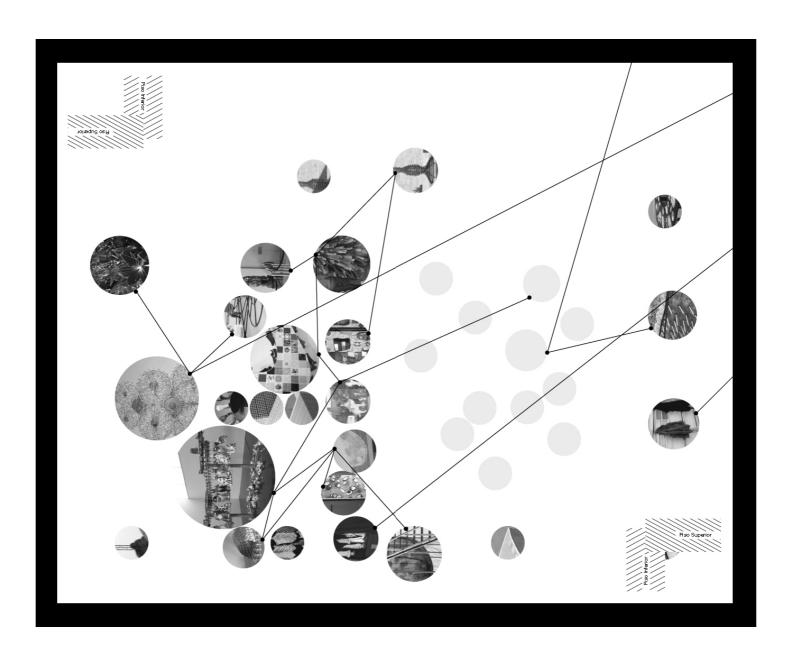
Berardo Museum – Joana Vasconcelos exhibition

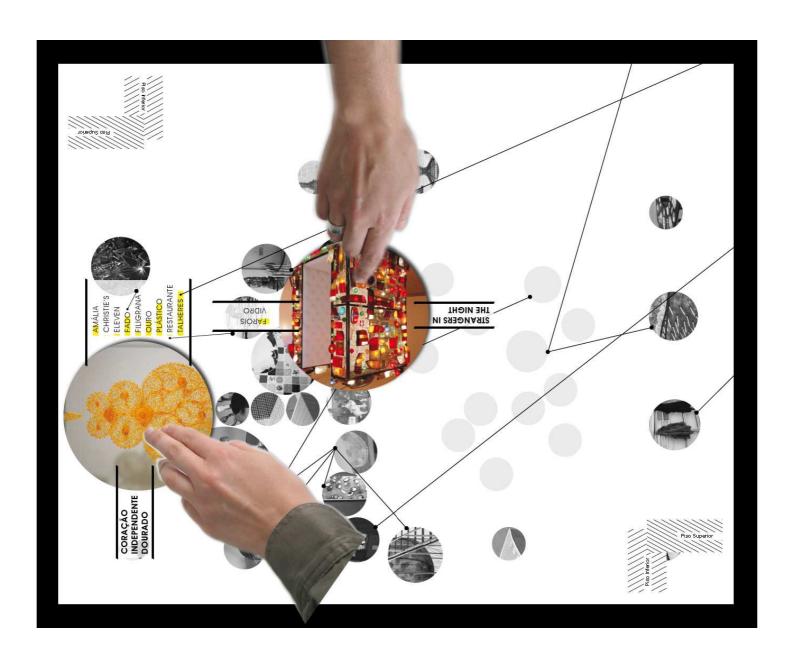


Context

Large scale and high profile art exhibition
(>170000 visitors, about 1/3 used the table)
Artist Joana Vasconcelos (joanavasconcelos.com)
Museums as a natural laboratory
Technology, interaction, social analysis
Technological artifact as a mediator
Explore the collection
Share and discuss
Add meaning through tags







Revisiting the Past



1957 Modern Art Exhibition

Recreate one of the first modern art exhibitions in Portugal Uses the archive photos from Calouste Gulbenkian Foundation

Virtual visit based on photos and video

Space reconstruction through photo-stitching and multi-view stereo

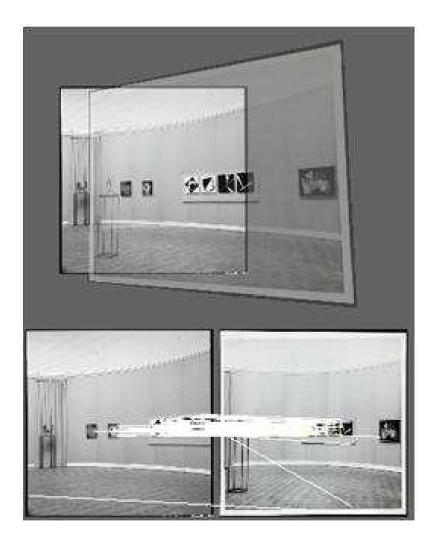
Partnerships:
Art History Institute (FCSH/UNL)
Calouste Gulbenkian Foundation



1957 Modern Art Exhibition



1957 Modern Art Exhibition





LX Conventos



LXConventos

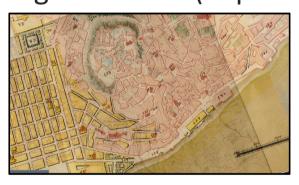
Funded project on urban space With Instituto de História da Arte, FCSH NOVA and CML

Tool for establishing relations among images (Evolapse)



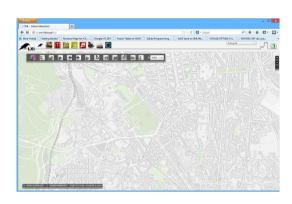
Resources

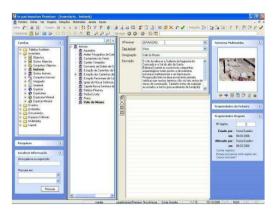
Historical cartography (1650-1950)
Photos (past and current)
Existing databases (In patrimonium and LXi)











Historical Cartography



Images



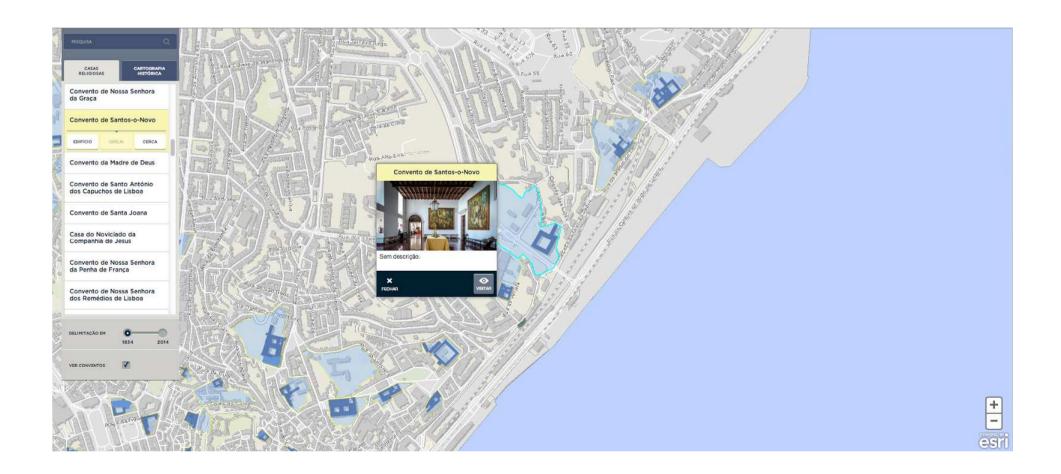
Platform

Cartography from 1650 over current map



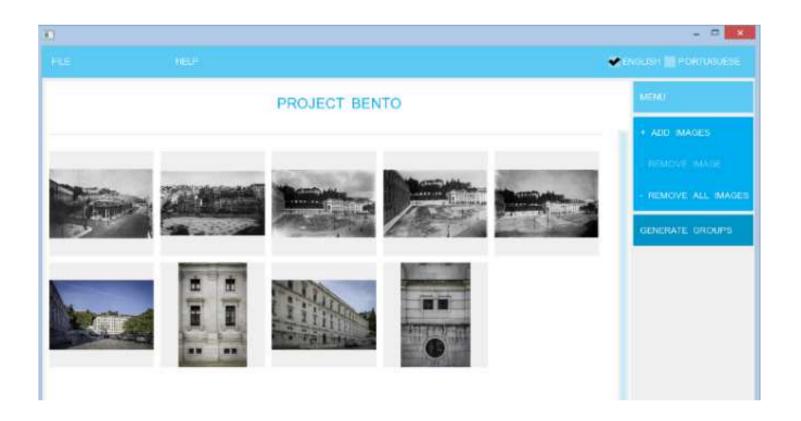
Platform

Religious houses



Evolapse

Establish and edit relations amog images of diferent periods Generate external representations (2D-3D, video) that can be used in other contexts such as websites



Evolapse

Results (1943 + 2013 images)



Contemporary Dance



TKB – Video Annotation

Funded project on video annotation

Contemporary dance

With FCSH NOVA (PI: Carla Fernandes

Contributed to an ERC grant - BlackBox

Several tools:

Motion analysis

Video annotation

Sketching over live video

Web archive

TKB Project

Creation Tool: Video Annotation

Text, Images

Pre-defined marks (e.g, sound, light)

Pen based annotation on video

Motion tracking

Web Archive for Contemporary Dance

Video based

Uses annotations to organize materials

Research Goals

Explore possibilities of live video for **interaction**, learning and content augmentation

Research on **natural pen based interaction** for temporal media

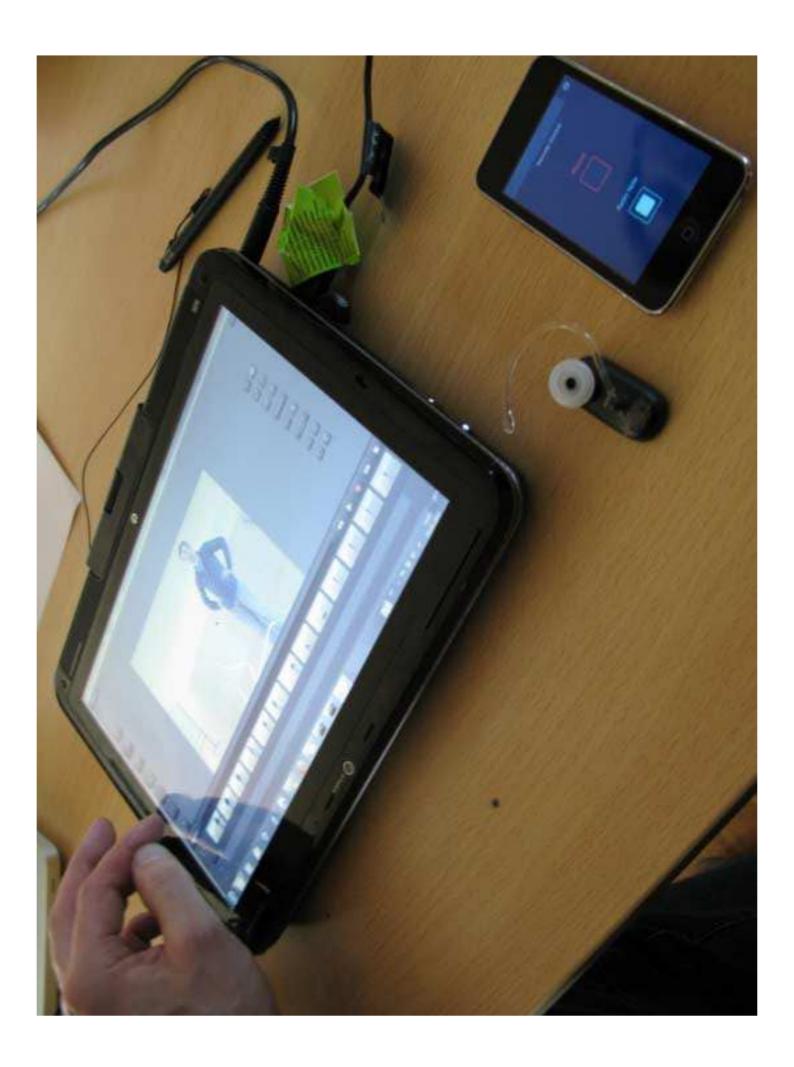
Several techniques developed in the TKB Project:

Video annotation
Sketching over live video
Motion analysis



Web archive





Annotation Modalities

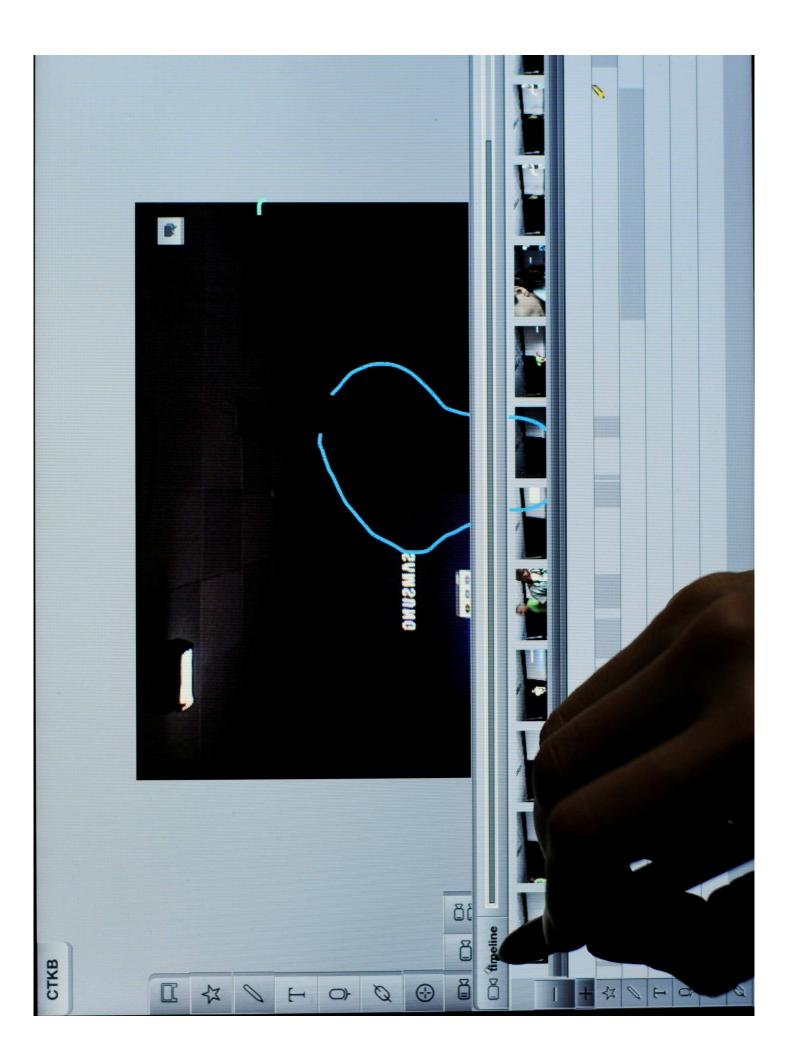
Annotation marks: concepts defined by the user and represented by a keyword and an icon.

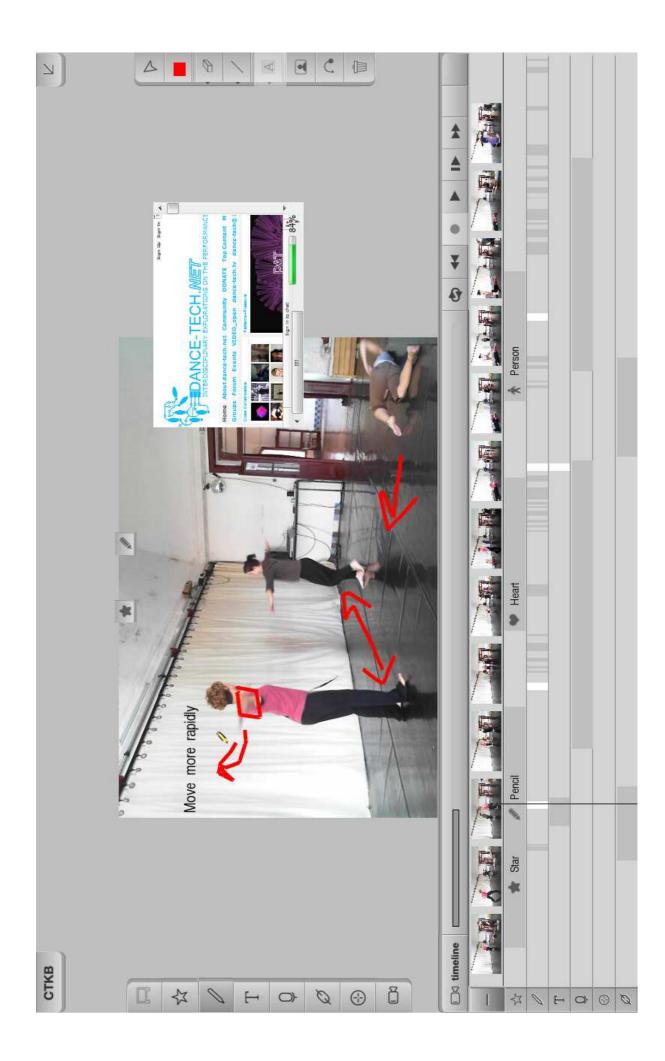
Audio: microphone records voice annotations.

Text: using a physical keyboard or a virtual keyboard.

Ink strokes: sketching over a video stream.

Hyperlinks: local and external. The local links are other documents owned by the user. The external links are Web sites defined by a URL.





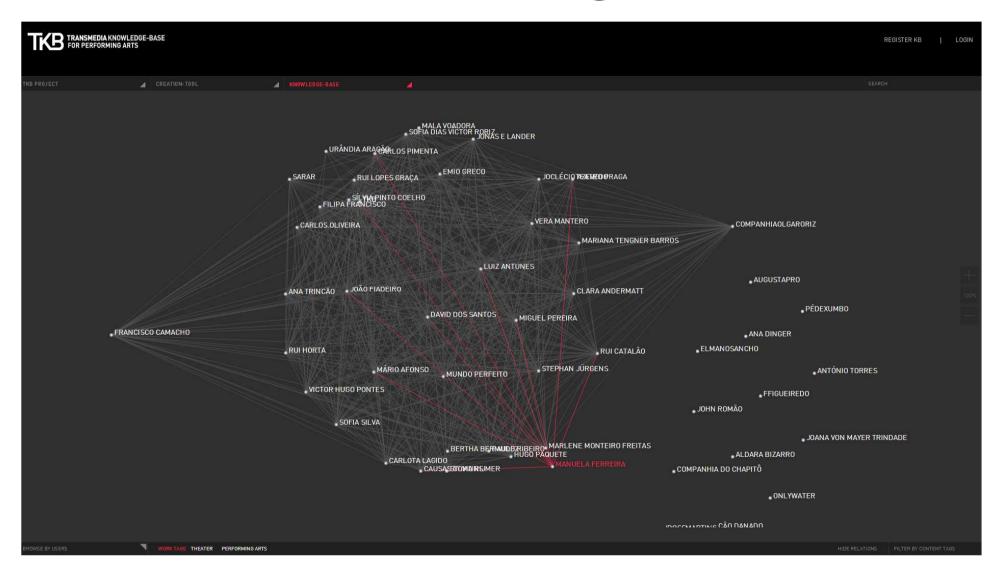
Design Process

An iterative process: two choreographers were involved from the beginning.

Additional input from dancers and dance technology experts: in a one-week residence-lab workshop and during the development process.

Usability, user-friendly design and the ability to categorize the information into a coherent structure were main concerns.

Dance Knowledge Base



Video Quality Assessment



COGNITUS

Converging Broadcast and User Generated Content for Interactive Ultra-High Definition Services





This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No 687605.

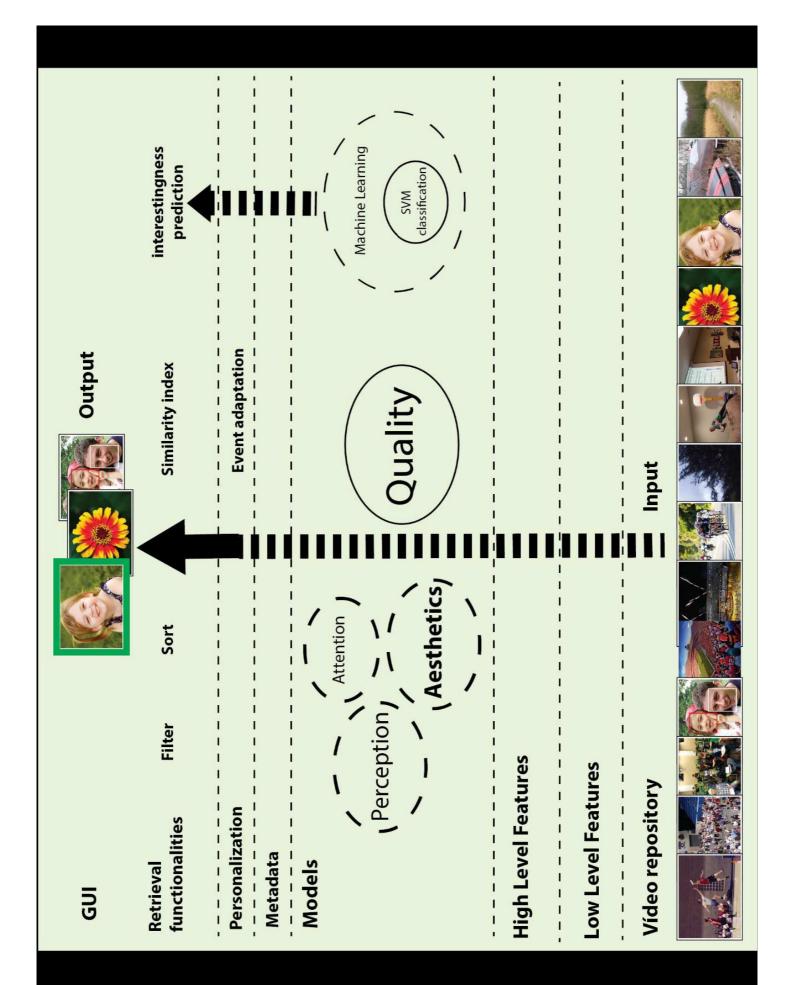


Semi Automatic Video Assessment

User generated content (e.g., music festivals)
Content filtering based on perception and attention
Human in the loop approach







Contributions

André Sabino, Armanda Rodrigues, Diogo Cabral, João Magalhães, Nuno Correia, Ricardo Dias, Ricardo Noguês, Rossana Santos, Rui Jesus, Rui Madeira, Rui Nóbrega, Rute Frias, Sofia Cavaco, Sofia Reis, Tarquínio Mota, Teresa Romão, Tiago Amorim, Tiago Martins, ...

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