Intersections and Cultural Landscape Interpretation, in the Case of Ancient Messene in the Peloponnese

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Abstract : InterArch is an ongoing research project that is running since September 2020 and aims to propose a digital application for the enhancement of the cultural landscape, which emphasizes the contribution of physical space and time in digital data organization. The research case study refers to Ancient Messene in the Peloponnese, one of the most important archaeological sites in Greece. The project integrates an interactive approach to the natural environment, aiming at a manifold sensory experience. It combines the physical space of the archaeological site with the digital space of archaeological and cultural data while, at the same time, it embraces storytelling processes by engaging an interdisciplinary approach that familiarizes the user to multiple semantic interpretations. The research project is co-financed by the European Union and Greek national funds, through the Operational Program Competitiveness, Entrepreneurship, and Innovation, under the call RESEARCH - CREATE – INNOVATE (project code: T2EΔK-01659). It involves mutual collaboration between academic and cultural institutions and the contribution of an IT applications development company. New technologies and the integration of digital data enable the implementation of non-linear narratives related to the representational characteristics of the art of collage. Various images (photographs, drawings, etc.) and sounds (narrations, music, soundscapes, audio signs, etc.) could be presented according to our proposal through new semiotics of augmented and virtual reality technologies applied in touch screens and smartphones. Despite the fragmentation of tangible or intangible references, material landscape formations, including archaeological remains, constitute the common ground that can inspire cultural narratives in a process that unfolds personal perceptions and collective imaginaries. It is in this context that cultural landscape may be considered an indication of space and historical continuity. It is in this context that history could emerge, according to our proposal, not solely as a previous inscription but also as an actual happening. As a rhythm of occurrences suggesting mnemonic references and, moreover, evolving history projected on the contemporary ongoing cultural landscape.

Keywords : cultural heritage, digital data, landscape, archaeological sites, visitors' itineraries