Encouraging diverse voices as part of cultural heritage data collection

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Outline

Cultural heritage data in library

- Cultural heritage data types
- Stories in GLAMs

Digital storytelling

- background, definition
- How DS is used in cultural heritage institutions?

Wukang Road project at Shanghai Library

- Research subject, research methods
- How DS is applied in the project to preserve diverse voices?
- What we achieved and conclusions

Cultural heritage data in library

"Culture is a set of distinctive spiritual, material, intellectual, and emotional features of a society or a social group" (UNESCO)

- Books and manuscripts
- Photographs
- Audiovisual materials
- Stone scripts & other forms of human knowledge







Stories in GLAMs

GLAM institutions:

- repositories for the human record and creativity
- collections of various forms of human narrative
- need appropriate ways to fully present, reconstruct, and disseminate those 'stories'
- Cultural heritage stories are important elements of cultural heritage¹

Digital Turn

Methodological and epistemological shift in in GLAMs (Barber, 2016; Daković, 2021) 'Storytelling' to 'Digital storytelling'

¹ https://www.ohchr.org/en/special-procedures/sr-cultural-rights/history-and-memorialisation-narratives-about-past-examined-throughlens-cultural-rights

From storytelling to digital storytelling

Storytelling: the interactive art of using words and actions to reveal the elements and images of a story while encouraging the listener's imagination.¹

Digital storytelling: a movement or method for creating, expressing, interpreting, and sharing stories and personal experiences using digital tools, has been viewed as a "democratization of culture." (Clarke & Adam, 2011)

It draws attention from the mainstream to the marginalized, the minority, the overlooked and forgotten.

Single-modal One-way output

Multi-modal Initiative, interactive, democratize

¹ https://storynet.org/what-is-storytelling/

The theory of digital storytelling

Backdrop:

-The "digital turn" (Noiret, 2018)

- -Web 2.0 (UGC)
- -Evolution of media

Representative studied fields:

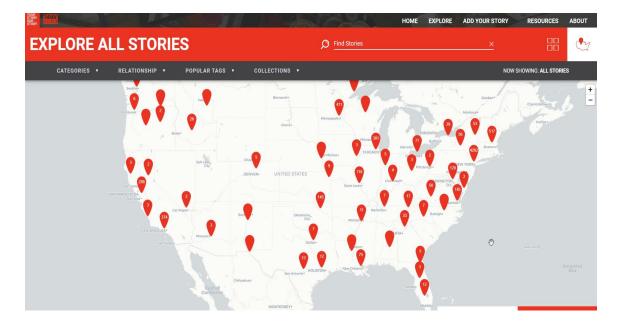
-Media studies: audio-visual story creation using digital media (Lambert, 2018)

-Public history: as a way of collecting historical materials from ordinary people (Burgess & Klaebe, 2009)

-Pedagogy: an effective means of enhancing the interaction between students and teachers, and helping students understand important concepts and knowledge (Robin, 2008)

DS in cultural heritage institutions

Engagement & community-building in cultural heritage sectors



Storytelling with virtual reality (VR), augmented reality (AR), or other interactive media



<u>'our story, our story"</u>



A Journey from Wukang Road

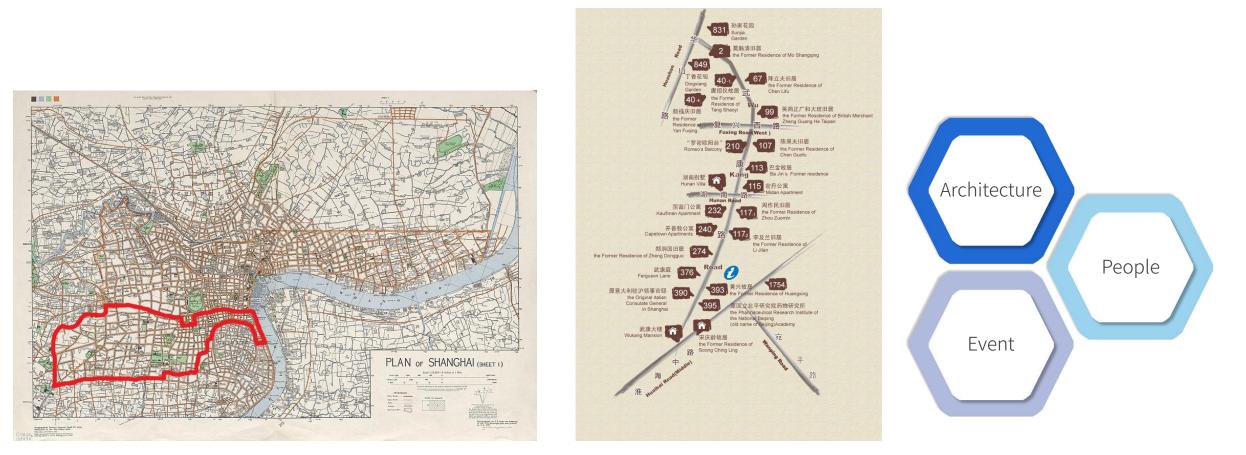


Fig1. A map of Shanghai showing the former French Concession

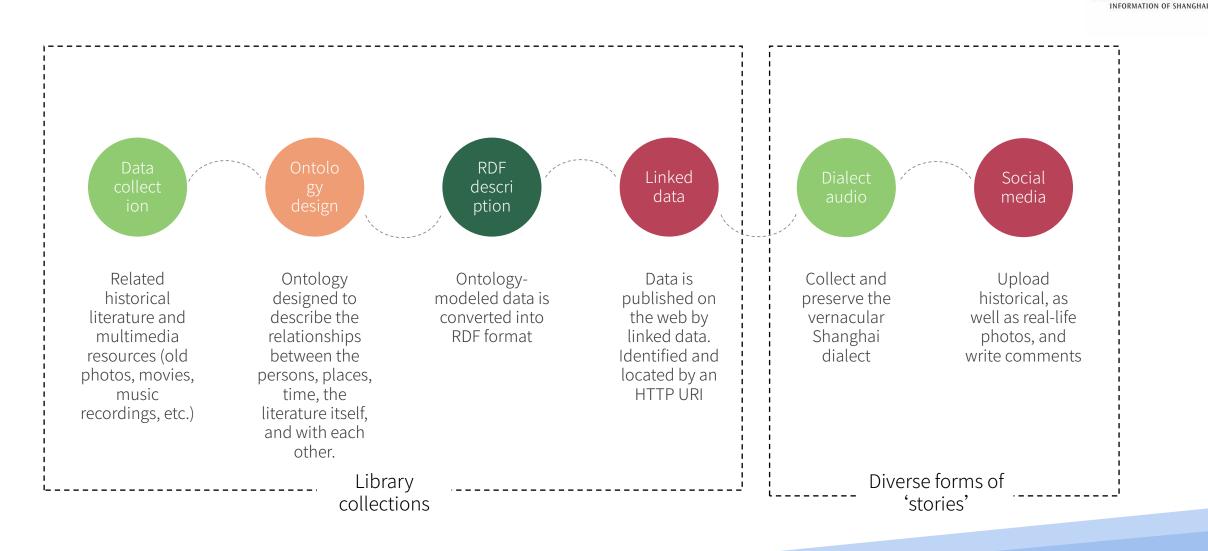
Fig2. Wukang Road

Research process and research methods SHANGHAL LIBRARY 上海朝学技出情报研究所

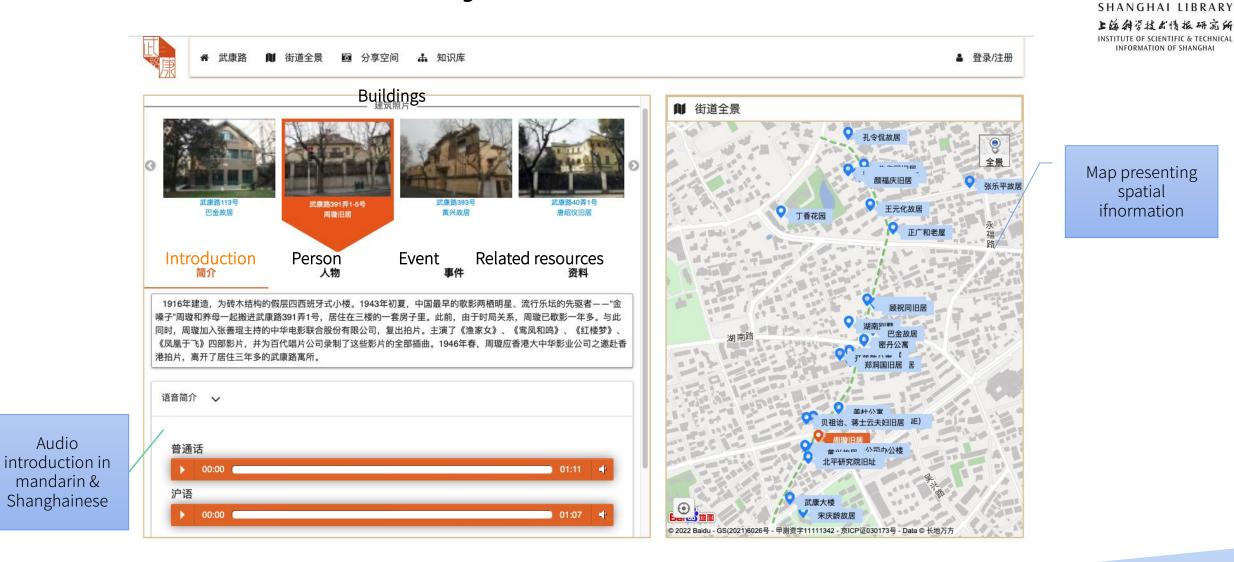
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Project website



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http://wkl.library.sh.cn

To close

What we achieved:

- acknowledge and reflect on the biases within our library records
- Add additional dimensions to rectify cultural heritage data and include diverse voices
- Brings together many aspects of memory construction as part of a comprehensive programme of heritage management
- Helps the reconstruction of the city history
- Public library as an advertisement platform and attract citizens

To conclude:

- DS as an apporach to form 'Counter power' that challenges the established historiography (Castells, 2011)
- DS as a tool to influence the ways in which narratives are crafted

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