



# MOVING THROUGH TIME: TECHNOLOGY AND PUBLIC ENGAGEMENT

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# PROJECT GENESIS

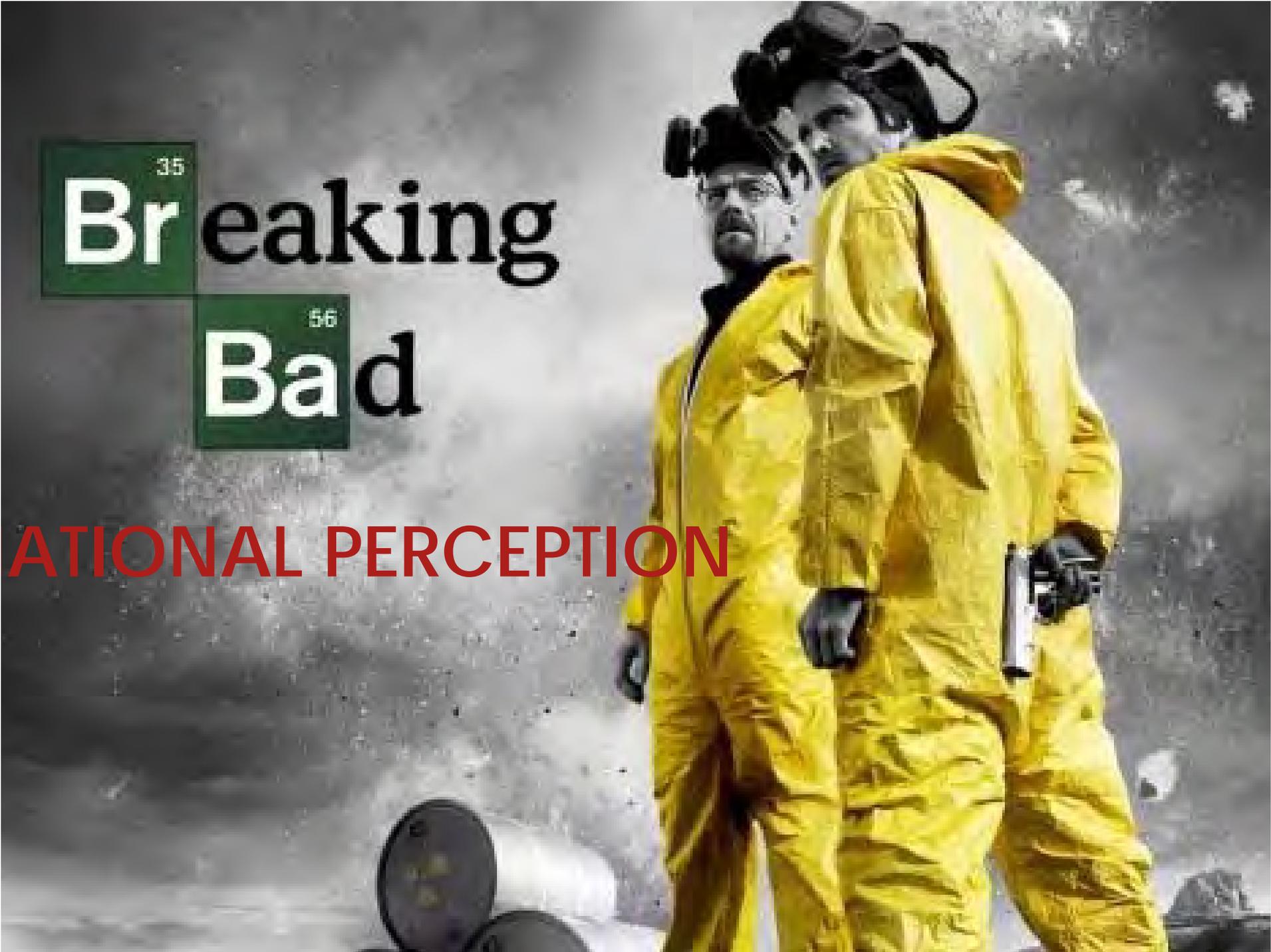


# OUR CITY

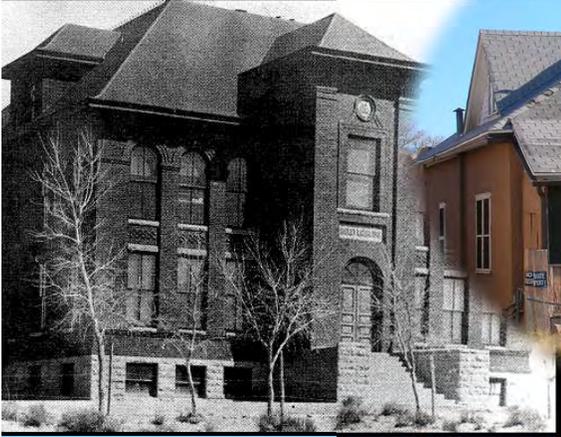


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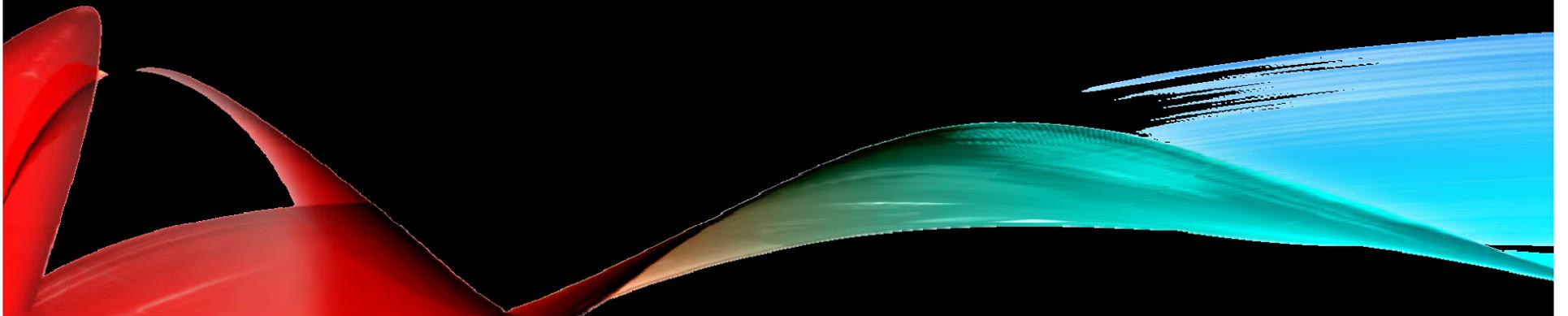


# RICH HISTORY



# PROJECT PURPOSE

Goals and objectives





# PROJECT GOAL

The project was designed to interpret Albuquerque's historic communities and cultural landscapes through the lens of the community by engaging local scholars, businesses, neighborhood associations, the city, schools, research and professional organizations, community organizations, and the public.

# OBJECTIVES

- Foster public investment in Albuquerque communities and cultural resources through creating a dialog between scholars and citizens so that they can:
  - Learn about the history of Albuquerque
  - Participate in writing the history of their own communities
  - Initiate conversation about historic and contemporary notions of the relationships between culture and nature

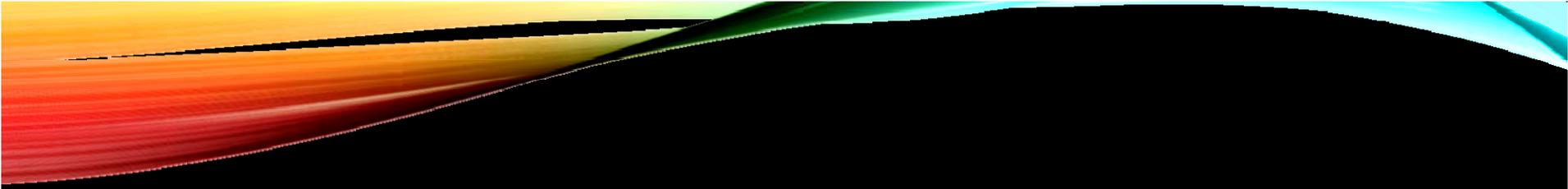




# PUBLIC PARTICIPATION

- Beyond interpreting the past *FOR* the public...  
The project was designed to gather histories of place *FROM* the public through a variety of methods across technologies. The project was intended for the broadest slice of the public. The final project would share newly gathered histories through a variety of formats.



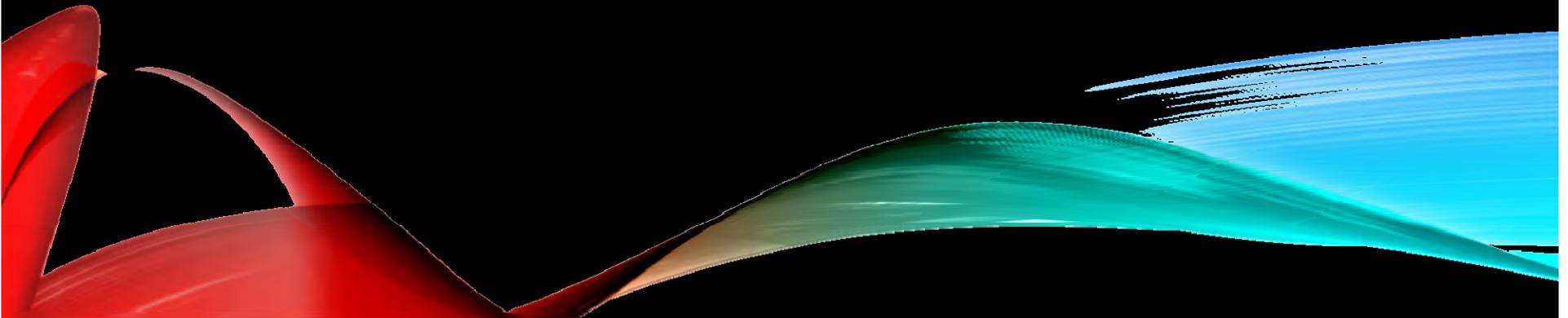


## MORE OBJECTIVES...

- Investigate the reciprocal relationships between community, the built environment, and the natural environment
- Create broader and richer histories of place
- Build/strengthen community through shared knowledge of and participation in the history of our communities and city
- Promote connection with place

# PROJECT COMPONENTS

Exchanging information  
Teaching local history  
Learning from communities  
Sharing project research





# EXCHANGING INFORMATION

The public is not always aware of the rich history of this place, and local histories are too frequently missing the voices and stories of people – often these are the most compelling parts of history.

Benefits of this project include:

- Exchange of knowledge between scholars and the public serves to create richer histories, deeper understanding of place, and investment in community and cultural resources.
- When communities are invested in their history and resources, opportunities for heritage tourism and economic development are expanded.
- The discipline of history is enriched through the augmentation of the historical record with new oral histories/stories, privately owned photographs, etc.

# TEACHING

- On-site interpretation through innovative multi-media formats
- Exchange between scholarly community and the public at interpretation sites, lectures and discussion events, radio program, special events, etc.



# LEARNING

- Gather personal histories, stories of communities, and information about Albuquerque residents' sense of place interpretation sites, lectures and discussion events, special events, etc.

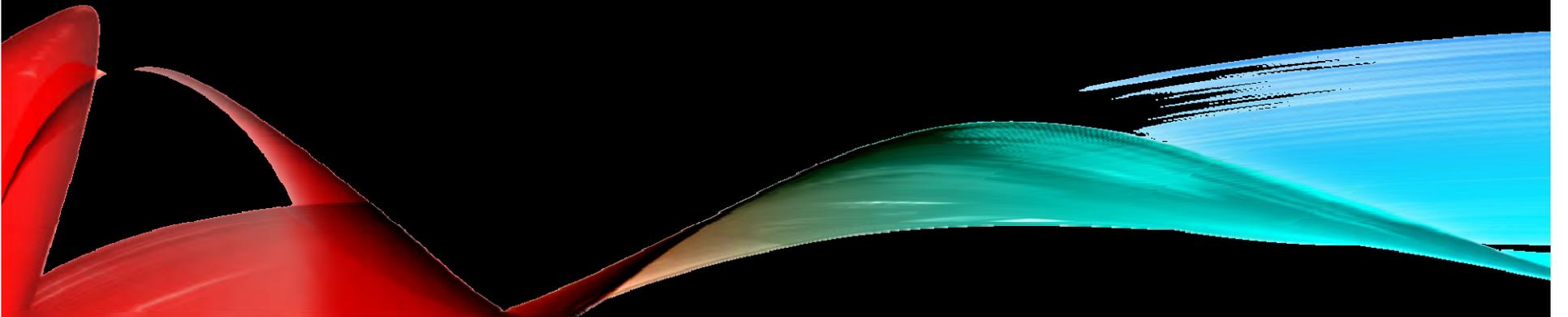


# SHARING

Share the information gathered from the public with the public through for example, permanent interpretation sites, publications, short documentary films for television broadcast, podcast, webcast, use in classroom, etc.



# PROJECT IMPLEMENTATION





# HOW TO IMPLEMENT

We planned to design, develop, apply for funding, and implement some or all of the following components of the project:

- Public Transportation – “Time Travel”
- Mobile App. For walking tours of neighborhoods, cultural landscapes, or TCPs
- Multi-media Kiosks
- Cognitive Mapping
- Online Presence: Website/Facebook for collecting stories
- Lecture/Discussion: Series culminating in publication
- Education Curriculum Package
- Short Videos: productions for use in other projects listed here

# TIME TRAVEL

Would provide city bus riders with histories and interpretation of Albuquerque's historic neighborhoods as they actually pass through these neighborhoods.

- Project would tap into existing television monitors and GPS tracking systems.
- A transmitter system would trigger short videos on the history of an area just before the bus passes through the area.
- Riders typically take the same route every day, so we envisioned having multiple video productions to limit repetition.



# BENEFITS

## TIME TRAVEL

- Make using bus system more attractive and enjoyable
- Reach a different audience than traditional historic interpretive methods
- Provide immediate and multi-sensory connections to place



# MOBILE APP

An app that people can download for free from the project or city website that will act as a real-time, in place historic marker.

- Using smart-phone GPS, and existing open-source augmented reality software, the user could point the phone at a historic resource to see the history and images of that place. The application might contain fields of interest the user could choose, such as people, environment, or a specific time period.
- The app would also link to the online project where users could enter stories of their own about the site/tweet/etc.



# BENEFITS

## MOBILE APP

- Reach a youthful and tech-savvy audience, a different audience than traditional historic interpretive methods.
- Provide immediate and multi-sensory connections to place.



# MARKERS & KIOSKS

This component of interactive, multi-media marker/kiosks was the primary method we intended to use to collect citizen histories.

Kiosks were planned for historic communities to provide the history of that place using photographs, text, and layered maps.

Kiosks included a component to allow people to deposit their own story.

They were to be located in:

- Historic neighborhoods

- Businesses

- Near important natural features



# BENEFITS

## MARKERS & KIOSKS

- Reach unusual and varied audiences.
- Collect people's histories, develop new twists on traditional marker concept (possibly providing a model for state/region markers).



# COGNITIVE MAPPING

This component was intended to gather citizen impressions of place and to help identify what elements of the built environment different people found important.

Maps would augment the information gathered through multi-media marker/kiosks.







# ONLINE PRESENCE

Permanent website that would act as a hub for the information collection portion of project

- All other components of the project direct people to the website where content is repeated, so people can look up things they missed on-site at kiosks, in buses, or with mobile app.
- Teacher resources available for download
- Most importantly visitors can submit their stories.

Social media pages would link to neighborhood associations and city websites.

Visualizations presented on website and social media

# BENEFITS

## ONLINE PRESENCE

- Serve as a central hub to which all other components link.
- Provide additional content and support for other components.





# OTHER COMPONENTS

- Lecture Series and Publication
- Education Curriculum Package



# PROJECT STATUS

- Awaiting funding and staff resources
- Possible collaborators:
  - ABQ Ride
  - City of ABQ
  - UNM
  - Neighborhood Associations
  - New Mexico Department of Historic Preservation
  - ABQ Public Schools