

## SESSION 6: VIRTUAL REALITY

**Chair:** Johann Habakuk Israel, HTW Berlin

**13:30** **The Jackal and the Wolf: Adapting a Namibian Cautionary Tale into a Virtual Reality Game**

*Denisa Formáčková, Emilie Ørtoft Høllede Pedersen, Niels Anders Beckmann Stok, Peter Kejser Jensen & Kasper Rodil, Aalborg University, Denmark*

**14:00** **A Formal Visual Model to Capture Stories Told from Multiple Perspectives**

*Kai Groetenhardt, Ulrike Spierling & Kathrin Neurohr, RheinMain University of Applied Sciences, Germany*

**14:30** **Volumetric Video for "The Master's Vision"**

*Ralf Schäfer, Fraunhofer Heinrich-Hertz-Institut (HHI), Germany  
Georg Tschurtschenthaler, gebueder beetz filmproduktion, Germany*

**15:00** **Coffee break (30')**

*Schloss Köpenick, Patio*

## SESSION 7: COLLABORATION

**Chair:** Erich Zielinski, IKT Beratung

**15:30** **The Interrelationship among Components of Crowdsourcing**

*Pakhee Kumar, IMT School for Advanced Studies Lucca, Italy*

**16:00** **Ionic and AngularJS: Frameworks for Developing Interactive & Location-based Museum Hybrid Systems**

*Herman Kandjimi & Hippolyte Muyingi, NUST Namibia*

**16:30** **Towards Collaborative Sketching in Distributed Virtual Environments**

*Patrick Fehling, Florian Hermuth, Johann Habakuk Israel & Thomas Jung, HTW Berlin*

**17:00** **Conclusion**

*Jürgen Sieck, HTW Berlin & NUST Namibia*

**17:10** **End of Conference**

## About the Conference

The 16th edition of the "Culture and Computer Science" conference series brings into focus best practice examples, challenges and future trends in the fields of hybrid systems, augmented, mixed and virtual reality, 3D technology, data collection and management, media integration, modelling, visualisation and interaction. The conference targets cultural policy makers, employees of cultural and creative industries, communication scientists, cultural and artistic actors as well as computer scientists and engineers, who conduct research and development on cultural topics.

The presentations will discuss the following key topics:

- Hybrid systems
- Augmented, Mixed and Virtual Reality
- Best practice Augmented, Mixed or Virtual Reality applications
- Analogue and digital exhibition design
- Collections – Exploitation, design, exhibition and conveyance
- Crowd Sourcing technology and applications
- Influence of art and culture on future developments
- Intuitive usage of media systems
- Interdependence between culture and computer science
- Ethics in culture and computer science

## Conference Venue

Schloss Köpenick (Aurora Hall)  
Schlossinsel 1  
12557 Berlin

## Lunch Venue

Restaurant Luise  
Alt-Köpenick 20  
12555 Berlin



# XVI. Culture and Computer Science HYBRID SYSTEMS May 24<sup>th</sup> – 25<sup>th</sup>, 2018



# Programme

## DAY 1 – MAY 24<sup>TH</sup> 2018

09:00 Registration and Coffee

Schloss Köpenick, Foyer & Patio

10:00 Opening

Carsten Busch, HTW Berlin

Christian Kassung, Humboldt-Universität zu Berlin

Jürgen Sieck, HTW Berlin & NUST Namibia

### SESSION 1: HYBRID MEDIA IN DAILY LIFE

Chair: Carsten Busch, HTW Berlin

10:15 KEYNOTE

Hybrid Media Practices in Everyday Life

Christoph Bareither, Humboldt-Universität zu Berlin

10:55 How Can Hybrid Environments Increase Access to Unseen Content and Create Memorable Visitor Destinations?

Lucie Branczik & Paulo Pimentel, Event Communications, UK

11:25 Look Again: Augmented Reality as a Time Travel Tool

Giovanna Casimiro, University of São Paulo, Brasil

12:00 Lunch break (90')

Restaurant Luise, Köpenick

### SESSION 2: AUDIO

Chair: Christian Kassung, Humboldt-Universität zu Berlin

13:30 Classical Concerts in Virtual Reality with Multiple Views and Ambisonic Audio

Michael Thiele-Maas & Julien Letellier, HTW Berlin,

Jürgen Sieck, HTW Berlin & NUST Namibia

Annette Thoma, Konzerthaus Berlin

14:00 Diving into Immersive Audio: The Power of Dynamic 3D Audio for Storytelling in the Cultural Space

Eva Wesemann, Antenna International, Germany

Lars Mylius, Voodooop Studios, Germany

14:30 Mixed Reality Voice Training for Lecturers of Large Classes

Kathrin Hohlbaum, Valerie Stehling, Max Haberstroh &

Ingrid Isenhardt, IMA/ZLW – RWTH Aachen University, Germany

15:00 Coffee break (30')

Schloss Köpenick, Foyer & Patio

### SESSION 3: ARCHAEOLOGY

Chair: Hippolyte Muyingi, NUST Namibia

15:30 Research in Motion: VR as an Archaeological Tool

Erika Holter & Una U. Schäfer, Humboldt-Universität zu Berlin

16:00 Beethoven's Original Concert Halls. From Digital Reconstructions to Virtual Re-Enactments

Omid Kokabi & Stefan Weinzierl, Technische Universität Berlin

### SESSION 4: HANDS ON AND DRINKS

Chairs: Julien Letellier & Michael Thiele-Maas, HTW Berlin

16:30 Use of Data Analytics for Enriching Public Spaces with Unique Experiences of Localised Cultural Heritage Content

Carlos Smaniotto Costa, Universidade Lusófona, Portugal

Georgios Artopoulos, The Cyprus Institute, Cyprus

Kåre Synnes, Luleå University of Technology, Sweden

Alfonso Bahillo & Nataša Rebernik, University of DEUSTO, Spain

Marbles of Remembrance: Conceptualising and Implementing a Chatbot for the Hackathon "Coding da Vinci"

Leonardo de Araújo, University of Bremen, Germany

Nina Hentschel, Germany

Adrienn Kovács, Zalando, Germany

Memories – A Concept for an Interactive Projection Mapping Installation

Hagar Elazari & Angela Brennecke, Filmuniversität Babelsberg

Konrad Wolf

Becoming a Member of a Virtual Orchestra with Motion Recognition

Svitlana Antoshchuk, Odessa National Polytechnic University, Ukraine

Mykyta Kovalenko & Vladimir Brovko, ONPU & HTW Berlin

Using Cuboid Markers for an Interactive Augmented Reality Exhibition

Elisabeth Thielen, Peter Scholl & Stefan Schöbinger, HTW Berlin,

Jürgen Sieck, HTW Berlin & NUST Namibia

Albrecht Sensch, Konzerthaus Berlin

Research in Motion: VR as an Archaeological Tool

Erika Holter & Una U. Schäfer, Humboldt-Universität zu Berlin

The Jackal and the Wolf: Adapting a Namibian Cautionary Tale into a Virtual Reality Game

Denisa Formáčková, Emilie Ørtoft Høllede Pedersen &

Niels Anders Beckmann Stok, Aalborg University, Denmark

Diving into Immersive Audio

Eva Wesemann, Antenna International, Germany

Lars Mylius, Voodooop Studios, Germany

18:00 End of Programme Day 1

18:30 Evening Reception

Schlosscafé Köpenick

## DAY 2 – MAY 25<sup>TH</sup> 2018

09:30 Registration and Coffee

Schloss Köpenick, Foyer & Patio

10:00 Opening

Jürgen Sieck, HTW Berlin & NUST Namibia

### SESSION 5: HYBRID

Chair: Jürgen Sieck, HTW Berlin & NUST Namibia

10:15 KEYNOTE

What's the CLOU? – Prototypes for a New Journal Format by the Interdisciplinary Laboratory "Image Knowledge Gestaltung"

Kerstin Germer, Maja Stark & Tiago da Costa e Silva, Humboldt-Universität zu Berlin

Kerstin Remes, HTW Berlin

10:55 Using Cuboid Markers for an Interactive Augmented Reality Exhibition

Elisabeth Thielen, Peter Scholl & Stefan Schöbinger, HTW Berlin,

Jürgen Sieck, HTW Berlin & NUST Namibia

Albrecht Sensch, Konzerthaus Berlin

11:25 Being here|Being there – Being in|Between: Experientiality, Bodily Presence and Empathy in Karim Ben Khelifa's VR Documentary "The Enemy"

Anna Wiehl, University of Bayreuth, Germany

Franziska Weidle, University of Göttingen, Germany

12:00 Lunch break (90')

Restaurant Luise, Köpenick