

DACCHE

**DACCHE – Digital Action on Climate Change with Heritage Environments
Open Seminar October 5th, 2023**

Digital action and storytelling for climate change: Engaging communities with digital tools, educational tourism, and citizen science

Agenda (Central European Summer Time, GMT +2)

- 12.30-12.40 Olov Amelin, Jamtli Foundation, Sweden: "Opening address and welcome"
Kevin Denham, Jamtli Foundation, Sweden "Presentation DACCHE project."
- 12.40-13.20 Keynote 1: **Agiatis Benardou**, Director of DARIAH-EU: "By you / for you: The Intersection of Community Engagement, Community-Based Research, and Digital Cultural Heritage."
- 13.20-13:25 Short break
- 13.25-14.10 Case studies I
- **Judith McCarthy**, Donegal County Museum, Ireland "Experiences with community engagement and digital tools in Donegal County".
 - **Catherine Anne Cassidy**, University of St Andrews, Scotland: "Digital Heritage Infrastructures for Community Curation and Promotion".
 - **Michael Ahlgren & Desiree Andersson-Kuivala**, Jämtland's Highschool Wargentín, Sweden "Civics in Action".
- 14.10-14.25 Break
- 14.25-15.10 Case studies II
- **Skúli Björn Gunnarsson**, Gunnar Gunnarsson Institute, Iceland: "The hidden heritage in valleys and wilderness – challenges of climate change and green transition for sparsely populated areas."
 - **Anders Hansson**, Jamtli Foundation, Sweden: "Forgotten Saami landscapes. Reviving hidden stories and finding the best way to share them."
- 15.10-15.15 Short break
- 15.15-15.45 Keynote 2: **Luis Cataldi**, Epic Games · Quixel, United States: "Exploring interactive gaming technologies in visualizing past, present, and future heritage environments."
- 15.45-16.00 Discussion

The seminar is hybrid, online and on site. Please register no later than 2 October at:

<https://forms.office.com/e/KHaLTMUW9A>

Link to participate online event will be sent to registered participants before the seminar.

The on-site event will take place at:

Riksarkivet, Sjögrensalen

Arkivvägen 1, 83 1 31 Östersund, Sweden

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Information about presenters

Keynote speakers:



Agiatis Benardou is the Director of DARIAH-EU, a Senior Research Associate at the Digital Curation Unit, Information Management Systems Institute, ATHENA R.C. and Postdoctoral Fellow at the Department of Informatics, Athens University of Economics and Business. Benardou holds a PhD in Ancient History and Classical Archaeology from King's College London, where she also completed her undergraduate and postgraduate studies on Ancient History. Additionally, she holds a master's degree on Cultural Management and Communication from Panteion University in Athens. She has been working in the field of the Digital Humanities for over 15 years, and has been involved in national and international DH initiatives as team member, work package leader and project co-ordinator. Her main areas of interest include history in the digital domain, digital storytelling and user requirements.



Luis Cataldi joined Epic Games in 2014 to help establish the Unreal Engine education group where he served for over 6 years traveling the world seeding many of the current generation of UE developers. In 2021 Luis became a part of the Quixel team to help grow the Quixel/Megascans Ecosystem and to focus on democratizing the amazing skills of photogrammetry. At Quixel, Luis has been able to apply his many years of industry experience as the Lead Evangelist as well as Education Lead.

Prior to coming to Epic Games, Luis served as the Department Chair of Game Development and Interactive Design at the Savannah College of Art and Design as well as having taught animation at NYU's Tisch School of the Arts. Luis' production experience includes working as a character TD, animator, lighting artist, environment artist, effects TD, art director and more. His work has appeared in television shows, music videos, theme parks rides, animated feature films such as "Robots" and "Ice Age II" and AAA video games. Luis was one of the founding members of Kaos Studios as the art director. In the role, Luis assembled an art team to create the games "Frontlines: Fuel of War" and "Homefront" in early versions of Unreal Engine.

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Case presenters:



Judith McCarthy is director of the Donegal County Museum.



Catherine Anne Cassidy Research Fellow with the Open Virtual Worlds research group, School of Computer Science, University of St Andrews.



Michael Ahlgren & Desiree Andersson-Kuivala are highschool teachers in Social Studies and History.



Skúli Björn Gunnarsson is the Director of the Gunnar Gunnarsson Institute in Iceland.



Anders Hansson is an archaeologist and senior curator at Jamtli foundation in Sweden.