



# MEET ME IN THE EXPLORE SALON

TO UNVEIL HIDDEN  
STORIES FROM THE PAST



MAY 22 - 26 2023

# (PRELIMINARY) OUTCOMES OF THE EXPLORESALON PROJECTS

## • FAMILY SUITCASE

This family suitcase is taken as a case study in the general framework of interpersonal communication and memory

## • VIPER

Viennese perspectives and perceptions of far-away places

## • SCHNITZLER-BOT

An AI-chatbot trained on the literary works and personal correspondence and diaries of Arthur Schnitzler plus secondary texts on Schnitzler

## • BIOSHARDS

# PROJECT FAMILY SUITCASE

## TITLE & SHORT ABSTRACT

Family Suitcase - This family suitcase is taken as a case study in the general framework of interpersonal communication and memory.

All over the world there are post-conflict scenarios without coherence between the individual experience of facts and the official storytelling - mainly, built on legacy media.

Civil mechanisms of resilience are being investigated for this purpose.

Any story is susceptible to be reframed by the perspective of the storyteller.

Any story has at least two sides. Silent voices are usually not represented in History, but in the intimate, private circles of life.

Scenario: History of the III Reich.

Object of study: A suitcase full of private history at that time.

## TEAM MEMBERS

Berenice Pahl, Mercedes de Luis, Martin Krickl

## PROJECT DESCRIPTION

When we become storytellers of our own memories and those memories refer to hidden events of the past emerge, they remove emotional processes we go through. Silent voices need to find their space to recover the power of conducting their testimonies. One possibility for doing this is art expressions, because they offer a sort of catharsis.

We tried to create order after the chaos - and found that a beautiful way would be to express through flowers. Emotions need to bloom.

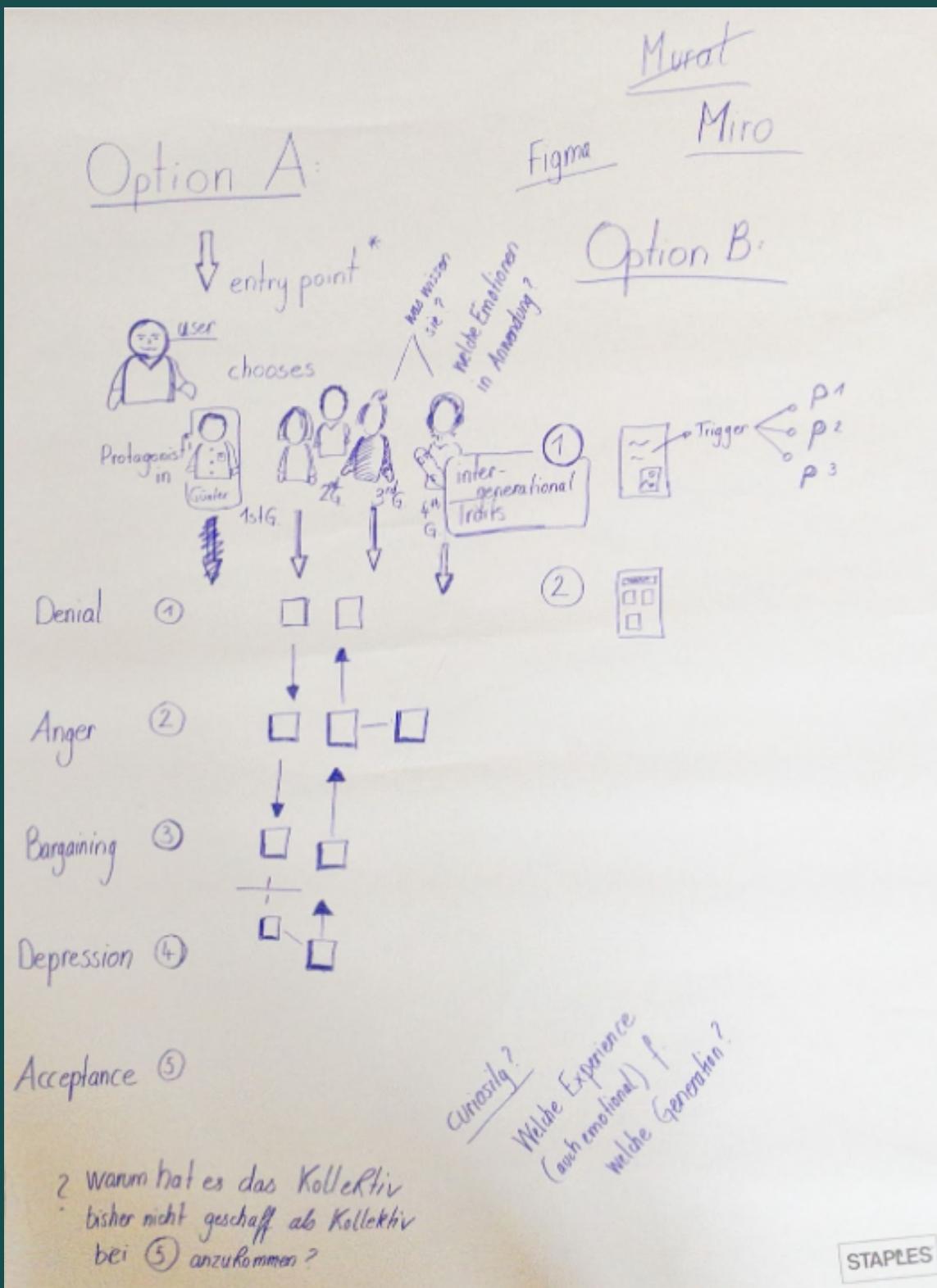
## WHAT DO WE WANT TO ACHIEVE BY FRIDAY?

Goal: we will focus on finding the key lines in our brainstorming, and we will begin to design the visualization according to this logic. Specific: We will define the first steps toward overall the final presentation.

## WHAT ARE THE NEXT ELEGANT AND EASY STEPS FOR THIS PROJECT AFTER THE EXPLORESALON?

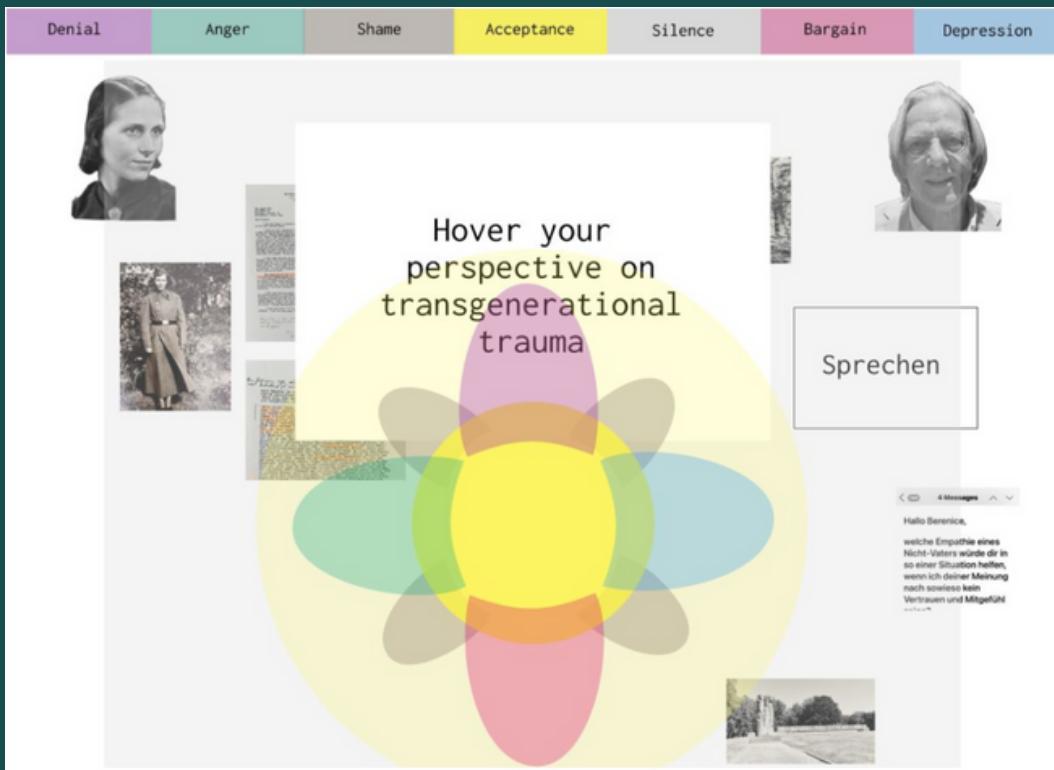
The best is yet to come, that is for sure - but actually doing more research would be good.

# PROJECT FAMILY SUITCASE OUTCOME

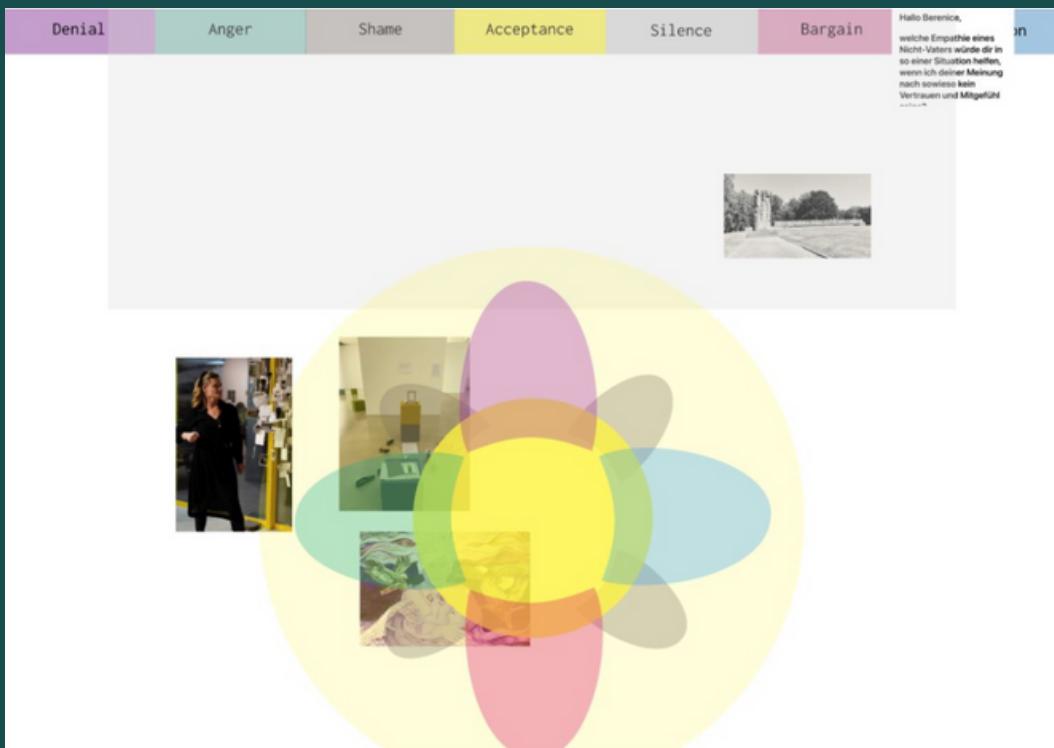


STAPLES

# PROJECT FAMILY SUITCASE OUTCOME

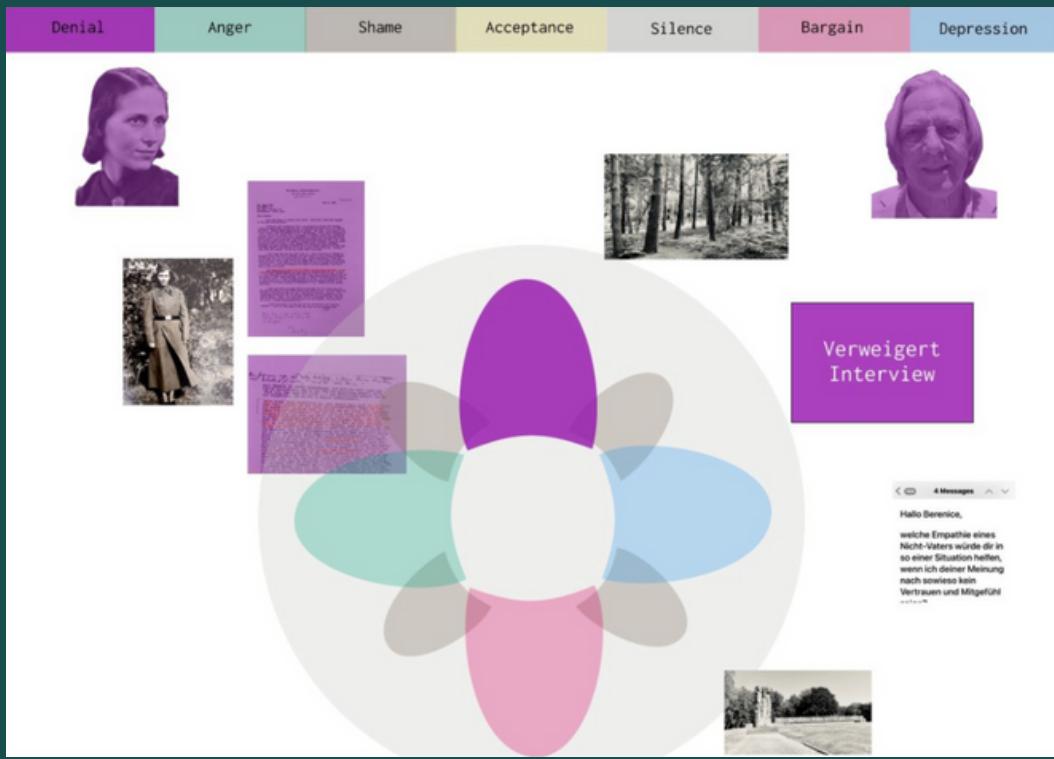


Figma Prototype Screenshot 1

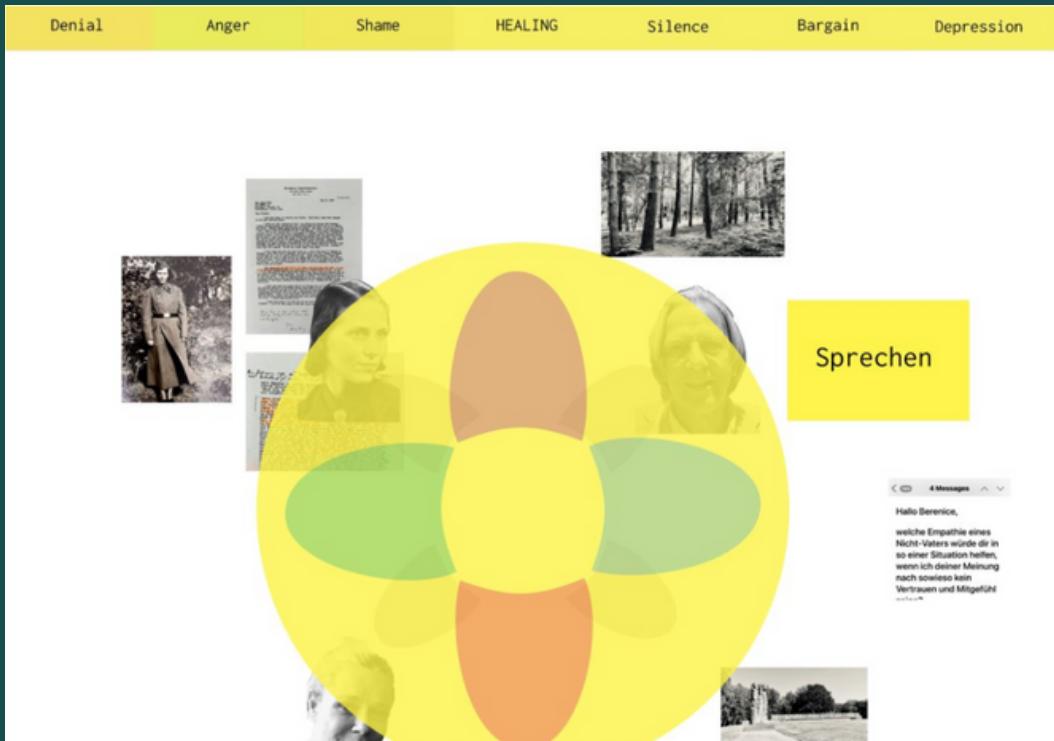


Figma Prototype Screenshot 2

# PROJECT FAMILY SUITCASE OUTCOME



Figma Prototype Screenshot 3



Figma Prototype Screenshot 4

# PROJECT ViPER

## TITLE & SHORT ABSTRACT

ViPer - Viennese perspectives and perceptions of far-away places

## TEAM MEMBERS

Stefan Eichert, Roland Filzwieser, Sarah Indries, Bernhard Koschicek-Krombholz, Nina Rastinger, Nikola Brodtmann, Simon Mayer, Martin Krickl, Christoph Steindl, Matej Durco, Vera Maria Charvat

## PROJECT DESCRIPTION

ViPer is a project to capture and present Vienna's perspective on the world via a web application. Using various digitized source collections, ViPer aims to determine how some selected places around the globe were seen from Vienna and, importantly, when they entered the Viennese horizon. The Novara Expedition of the 1850s with its individual worldwide destinations serves as a synchronous cross-section. These locations are combined with other data in order to obtain a diachronic view of those partly very remote locations from Vienna's point of view. In this regard, the digital editions of the historical newspaper "Wien[n]erisches Diarium" and "AKON - Ansichtskarten Online" could be used to show that, while some of these places were already known to a broad Viennese public very early on and there was also a fairly good image of them, others only entered the Viennese world view through the expedition or were heavily dependent on distorting external perceptions.

## WHAT DO WE WANT TO ACHIEVE BY FRIDAY?

Have a prototype visualization app ready.

## WHAT ARE THE NEXT ELEGANT AND EASY STEPS FOR THIS PROJECT AFTER THE EXPLORESALON?

Develop it further as part of the bITEM project.

# PROJECT VIPER OUTCOME



Screenshot of the starting page of the application



Screenshot of the running application

# PROJECT SCHNITZLER-BOT

## TITLE & SHORT ABSTRACT

schnitzler-bot - an AI-chatbot trained on the literary works and personal correspondence and diaries of Arthur Schnitzler plus secondary texts on Schnitzler

## TEAM MEMBERS

Kristof Anetta, Emily Kate Genatowski, Simon Mayer, Martin Anton Müller, Massimiliano Carloni, Martin Krickl, Laura Untner

## PROJECT DESCRIPTION

In contemplating the remnants of our existence when all that remains is data, we embark on a profound journey through the utilization of our Schnitzler-bot. This extraordinary creation strives to delve into the realm of memory reconstruction, pushing the boundaries of what an AI-bot is capable of achieving. Inspired by the legacy of Arthur Schnitzler, a renowned figure who left behind a captivating diary and an extensive collection of writings, we harness the power of the OpenAI-API to imbue our bot with a comprehensive understanding of Schnitzler's life and artistic contributions. With bated breath, we eagerly anticipate whether this amalgamation of human experiences and machine intelligence can yield profound insights and responses. Thus, we stand on the precipice of discovery, ready to unravel the enigmatic tapestry of the past, as our Schnitzler-bot takes center stage. Will it possess the capacity to engage us in meaningful dialogue and offer profound reflections? The answer lies within the depths of our exploration, waiting to be unearthed and enlighten us all. Prepare yourselves for a captivating quest of discovery, where the boundaries between man and machine blur, and the legacy of a visionary artist is brought back to life through the marvels of technology.

## WHAT DO WE WANT TO ACHIEVE BY FRIDAY?

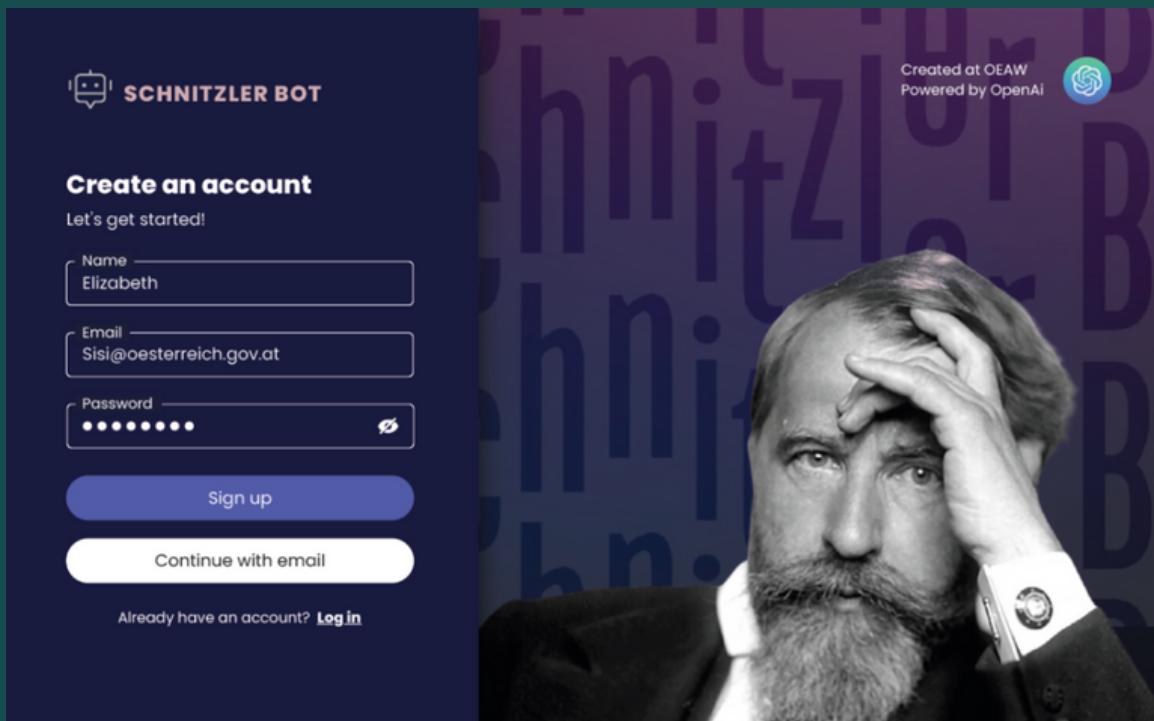
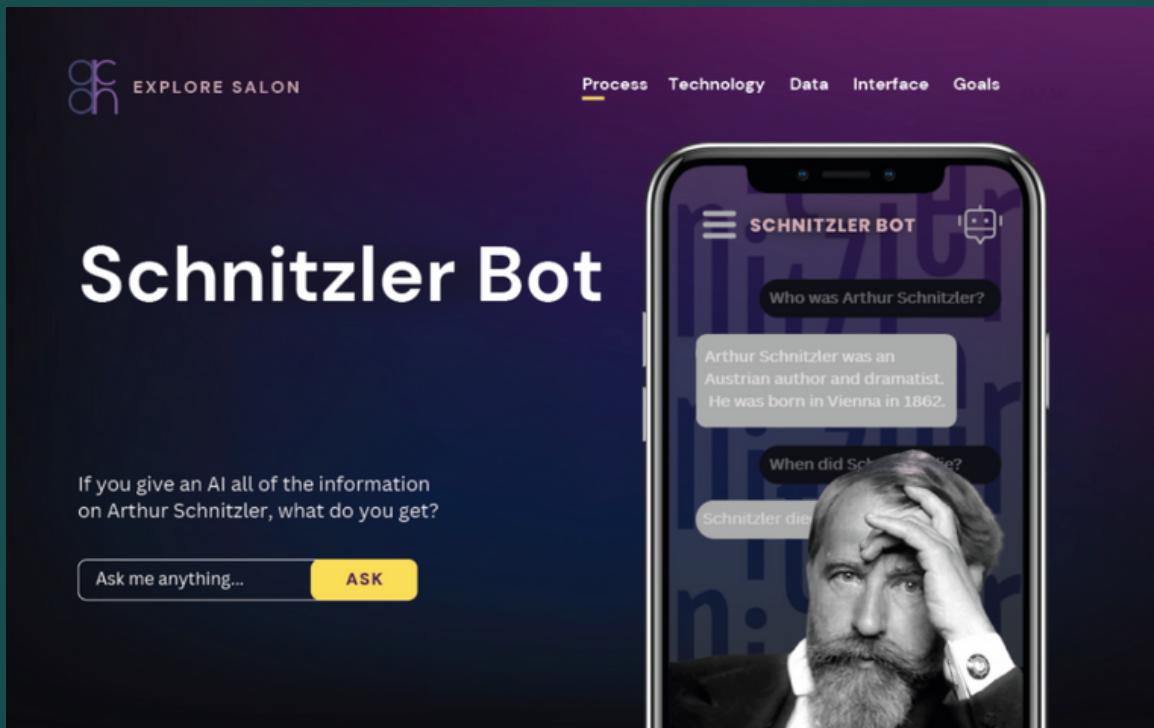
At least a running prototype.

## WHAT ARE THE NEXT ELEGANT AND EASY STEPS FOR THIS PROJECT AFTER THE EXPLORESALON?

Having a dedicated website where the world can access the bot.

# PROJECT SCHNITZLER-BOT OUTCOME

Following are the slides presented at the Showcasing & Networking event on Friday, 26th of May 2023.



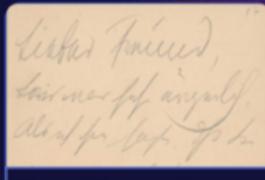
# PROJECT SCHNITZLER-BOT OUTCOME

 EXPLORE SALON

Training Data



Daily Diaries: The daily diary entries of Arthur Schnitzler provide key data on his daily life and activities.



Personal Correspondence: Personal correspondence provides data on his relationships to others.



Literary Works: Arthur Schnitzler's literary works provide robust data on his writing style and thoughts.



Secondary Sources: Secondary sources provide analytical insight into Schnitzler's life and works.

Sources

[SCHNITZLER.ACAD.H](#) [PROJECT GUTENBERG](#) [WIKIPEDIA](#)

TEAM Kristof Anetta Emily Kate Genatowski Simon Mayer Martin Anton Müller Massimiliano Carloni Martin Krickl Laura Untner

 EXPLORE SALON Process ▾ Technology ▾ Main Questions ▾ Goals ▾  SCHNITZLER BOT

Process	Technology	Central Question
<ul style="list-style-type: none"><li>Scraping Data</li><li>Formatting Data</li><li>Indexing</li><li>Testing</li></ul>	<ul style="list-style-type: none"><li>GitHub</li><li>LLaMA Index</li><li>Python and XSLT</li><li>Chat GPT API</li></ul>	 <p>What could AI make of our life through the data we leave behind?</p>
		 <p>We are getting a grasp of what is happening with the rise of AI and our data. We are exploring how it makes the world different.</p>

# PROJECT SCHNITZLER-BOT OUTCOME

The screenshot shows a dark-themed website with a purple header. On the left, there's a portrait of a man with a beard, likely Schnitzler. The main content area has four cards:

- Deployment Considerations**
- Test other AI APIs**

Currently, Google's AI Bard does not have the API for us to complete this same bot with but when it is available, we can try other APIs with the same Data.
- Publish the Index**

We can publish the code for the index as a tutorial in order to encourage others to create similar projects with other figure's lifetime data without needing to pay or generate the code themselves.
- Find a Host Server**

We can host the code on the server of the Austrian National Library or the Austrian Center for Digital Humanities. There will be a small cost involved.

The screenshot shows a dark-themed website with a purple header. The main content area features a large, abstract purple and pink wavy graphic on the right. On the left, there's a section titled "The Data behind the Schnitzler Bot" with a button labeled "Complete Literary Works of Schnitzler". Below this are five circular icons containing data points:

- 16K DIARY ENTRIES
- 3K LETTERS
- 60K DATA POINTS
- DATA 200 MB
- INDEXING 2 GB

# PROJECT SCHNITZLER-BOT OUTCOME

The screenshot shows a dark-themed user interface for the Schnitzler Bot. At the top left is the "EXPLORE SALON" logo with a stylized "gch" monogram. At the top right is the "SCHNITZLER BOT" icon with a small robot head. Below the header, the text "Sample Queries" is centered. A list of ten questions is displayed in white text:

- Was weißt Du über den Hund von Arthur Schnitzler?
- Wie viele Werke von Arthur Schnitzler kennst Du?
- Wo war Arthur Schnitzler am 23. April 1928?
- Wie viele Tage seines Lebens verbrachte Arthur Schnitzler in Berlin?
- Wie viele Kinder hatte Arthur Schnitzler?
- Kennst Du "Frau Bertha Garlan" von Arthur Schnitzler? Mit welchem Verkehrsmittel fährt sie nach Wien?
- Welche Werke von Arthur Schnitzler verwenden den inneren Monolog?
- Was sind die wichtigsten Briefpartnerinnen von Arthur Schnitzler? Welche Schriftstellerinnen korrespondierten mit Arthur Schnitzler?

The screenshot shows a demo page for the Schnitzler Bot. At the top left is the "SCHNITZLER BOT" icon. The main text reads "What would you ask?" followed by a sunburst icon. Below this, a message says "We will now demo the Schnitzler Bot. Please tell us your questions!" A purple button labeled "Ask!" is visible. To the right is a circular portrait of Arthur Schnitzler, a man with a full beard and mustache, wearing a dark suit. At the bottom left, there is a circular arrow icon with three dots next to it.

# PROJECT BIOSHARDS

## TITLE & SHORT ABSTRACT

Bioshards

## TEAM MEMBERS

Christine Nölle-Karimi, Jan Bouska, Magdalena Baramová, Philipp Hofeneder, Gregor Pirgie, Massimiliano Carloni, Vera Maria Charvat

## PROJECT DESCRIPTION

Bioshards started off with an analogy: The reconstruction of objects like vases or ceramics from only shards or fragments is a common practice in the field of archeology. Conceptually, a shard is a piece of something that was, at one time, a whole. When dealing with biographical historical data, we are often confronted with such shards, i.e. only pieces of information about a person's life. For obvious reasons, reconstructing a whole biography from only a couple of pieces is not the same as reconstructing a more or less uniform object from a shard.

Whilst accepting this methodological difference and reasonable constraint, the team nevertheless ventured into the terrain of "but what if" – what if we treat biographies like vases and objects like people. Starting from thinking in this analogy, we opened up a joyful discussion into practices of dealing with missing information. Specifically, we looked into the user interface of the VieCPro project, and into its dataset, which was provided by the ACDH-CH. We took our diverse backgrounds and experiences into the discussion and developed a presentation, using Franz Ulrich Kinsky, a person from the dataset, as a case study. F.U.K helped us to re-draw the journey that our discussions and thought-processes took. In the end, F.U.K served as a vessel for the urgent questions we wanted to raise and showcased suggested improvements to the current state of affairs.

## WHAT DO WE WANT TO ACHIEVE BY FRIDAY?

Follow our thought-process and document where it will lead us to.

# PROJECT BIOSHARDS

WHAT ARE THE NEXT ELEGANT AND EASY STEPS FOR THIS PROJECT AFTER THE EXPLORESALON?

Write a publication on joyful science and the benefits of fishing for solutions in waters that are rightly declared as unreasonable. We would argue for applying the filter of reason when implementing solutions, but not using it as a constraint that hinders exploration in the first place.

## OUTCOME

A presentation.

