Sea VR Hack

Wifi University of Washington
Net ID event0218
Password fQAu:fWAe:pTEa

Trello KanBan board
https://trello.com/b/tPcCVG2C

Us! Aileen McGraw, Jami Schwarzwalder, Russell Alleen-Willems, Blair Lyons, Jeanpierre/JP Chery, Mader Bradley, Paul Schwarzwalder, Tania Pav

Potential Project Names

The Dig
VRchaeology << this is my fav (Aileen)
DiscoVR - lol just realized how much this looks like Disco VR instead of "discover"...in which case...new project? ;)
Unearth
Excavate
Living History
Archaeo
Exhume
Can You Dig It? (jk...unless we want a mysterious abbreviation CYDI, which sounds like "city," which is kinda cool)

Data Import

Features
-Location (x, y) from site origin (Assume grid is square)
-time period
-size (use default)

Feature types: (primitive geometry)
- Pottery
- Object
- Animal bone

Terrain

Unit boxes for each unit in grid, when boxes are destroyed a feature hidden inside is visible

Sound
Audiomicro
Digging Dirt [Audio](#)
Wind [Audio](#)

GDC Pack
Menu Music
    Whirlwind.wav DigitalRainLab/Dreamscape_vol2
    Angels behind the wall.wav DigitalRainLab/Dreamscape_vol2

Ambient
    China, Exterior, Atmosphere, Birds, Trees, No Traffic   ShutterSound-World Ambience
    MAFX001 soft wind chaffinch wren bees   Mindful Audio - Woodland Atmosphere
    MAFX001 wind robin blackbird 01   Mindful Audio - Woodland Atmosphere
    SFXW001_outdoor_city park at night with distan traffic Giorgio Riolo - Silentscapes
    Wind_Heavy_Fienup_001   Soundopolis -Natures
    Yvaine,bodytones,electric,Pentatonic,amped,overdriven,murmuring,oceanic
        Eiravaein Sount - Yvaine
    Yvaine,misc,Standard,DI,bodytones,moderate
        Eiravaein Sount - Yvaine

Actions
    Apparel,bracelet,silver,ceramic,glass,leather,adjusting,clamorous,alternate.M
        Eiravaein Sount - VaeyanII
    Apparel,bracelet,silver,ceramic,glass,leather,shake,single,bright,alternate.M
        Eiravaein Sount - VaeyanII
    Grit,course,hardsurface,dropping,scatter,alt1   Eiravaein Sount - Grit
    Grit,ultrafine,hardsurface,palms,smearing,spilling,moderate Eiravaein Sount - Grit
    SciFi_Transition_57   DigitalRainLab/SciFi_Transition
    SciFi_Transition_158 DigitalRainLab/SciFi_Transition
    VaeyanIII,tea,leaves,loose,bag,plastic,foil,rollup,seal,rustle,crinkle Eiravaein Sount - VaeyanIII

Interaction / UX/ UI
- Locomotion
- Object investigation interactions
- "Menus"

Tools
- Shovel: Dig with controllers to destroy dirt box
- Gps device with map: Teleport between boxes
- Tablet that displays image and other info about a feature

Narrative UX

Entry to game: How will you know why you're here, and why interacting matters?
Small story behind every object found
End with action - what should this experience inspire irl?
Build a story with found objects

Reasons to believe/inspire:
Explore history on your own time
Truly local, and now, never insular -- excavate everywhere
Living history
Creation from destruction (this connects to the history of Poggio Civitate, "Hill of the Civilization" in Italian)
The nucleus of a broader community
Connect the world and uncover heritage

Our promise embodies that of the Poggio Civitate Archaeological Project Field School: "follow artifacts from discovery through conservation and into cataloging"
We take this promise farther in VR: find, follow, and share the objects, data, and stories that make history.

USER FLOW
FIND
Object slightly unearthed, tool (trowel, etc.) glowing and subtly moving up and down (animated loop)
"Perform this action" trigger - animation loop and/or text attached to controller
Approach slightly unearthed object
UNEARTH
Unearth object
Start digging
Excavate object
Pick up
Unearth info
Activate object data dashboard: location data, photos, videos (when applicable), short story
SAVE
Drag tool into backpack

After saving, you can return to analyze mode and find, unearth, and save more objects
You can also review and combine to **create your own stories as you're making these discoveries**

Stretch goal to mock up: combine Open Context and geo data with machine learning, AI, and natural language to scrub internet for sociocultural and historical moments (aka stories!) that map to date, location, and keywords associated with your found objects. Save this "living history" on a VR dashboard, and export to interactive web platform (something like a Tumblr where video, text,

and other mediums can exist side-by-side). Share unique url to your living history on social with our hashtag (TBD #).

Questions: can we scrub JSTOR, ResearchGate, and the like?

Story

Hyperlocal has been going on for a while. It's what built the momentous, mysterious Poggio Civitate

What is the problem we are solving in one sentence? #sorrynotsorryits3
Say goodbye to static research. We bring immediacy to archaeology.
For students and archaeology enthusiasts, VRchaeology unlocks rich history through interactive data visualization that, unlike field studies and traditional excavation, empowers anyone to unearth and understand amazing artifacts and the stories behind them. #CanYouDigIt?

Pitch
Here's the incredible thing we achieved at the hackathon
Here's our bigger vision

Random notes and quotes on Poggio Civitate
- received a well deserved position in Etruscan studies for its architectural plan and its spectacular terracotta decoration
- It must be stressed that great care was taken over the construction of this building
- Aesthetic motifs from Murlo are "are unique in their detail"
- "I believe that they were deliberately chosen to reflect a specific ideology. I have argued that we must act as the 'decoding receiver' when looking at these images, and have pleaded for a view that unites the different scenes in a way that sees them as a narrative"
- "It is significant how women are prominent in these images: they are major characters...These women must be seen as more than just mothers, wives, daughters and sisters to the ruling men"
- banquets are intrinsically linked to cultural identity
- "Power has many aspects and may be divided into control over economic resources, decision-making in the public sphere, ideology and social relationship. This diversity should be sought in the images of power, too. The power expressed on the Murlo friezes embraces religious, political, judicial and military power ultimately derived from the protection of the ancestors"
- it is the people of Murlo who have chosen to represent themselves as god-like women and men
- They were very selective in what they chose for aesthetic influence
- Source: http://scholarworks.umass.edu/cgi/viewcontent.cgi?article=1138&context=etruscan_studies

- "At the center of the center" - this is a Slumdog Millionaire quote, but I think it applies here! Murlo and the larger Poggio Civitate ("hill of the civilization") was "the nucleus of a broader community," and residents both created and consumed their world - buildings, social structure, art, everything. It was insular, which is what makes VRchaeology so powerful. Now, this hyperlocal community is by no means insular. It's open. It's ready for you.
- Source: http://www.poggiocivitate.com/
- Who wrecked Poggio Civitate and why is a mystery
- People: the Etruscans, who left no written record of their history. This is what makes VRchaeology so powerful -- you build new knowledge from tactile artifacts and can experience the sole remnants of a society no matter where you are (so long as you've got a Vive!)
- "The Etruscans are among ancient Europe's most enigmatic peoples"
- Murlo and Poggio Civitate has endured cycles of creation and destruction - it was first destroyed by fire at the turn of the 6th and 7th centuries BCE - footprints were found in terracotta roof tiles as artisans fled, and fingerprints were found on balls of clay in use as the fire razed the area
- VRchaeology value prop: share vast knowledge of archaeology (that's currently just *sitting* on the internet) with anyone curious - students and international scholars alike
- VRchaeology redefines lifelong learning - through narrative, interactive data visualization, anyone can pour into history that reaches across lifespans, generations, and epochs, no matter their age/location/education
- Poggio Civitate captures the goal of this investigation of archaeological enigmas: dig for answers.
- Source: https://issuu.com/uofmassachusettsamherst/docs/umass_amherst_magazine__spring_2016/c/smq6k3a
- "A lot of what the Romans did, a lot of their beliefs, came from the Etruscans," says Gorbachov. "So they are the teachers of our teachers."
- "If you take these pieces of evidence — the textual, the linguistic, the genetic, the archeological and cultural-material — in isolation, then some of the pieces look inconclusive, some of them look iffy," Gorbachov says. "But if you take them all together, and they all seem to point east."
- Source: http://www.pri.org/stories/2016-04-15/where-did-etruscan-people-come-we-still-dont-know-linguistic-and-genetic-clues

Lil object blurbs

Frieze of woman: This frieze reveals something unique to the Etruscan people, who left no written record of their civilization: Women are major characters in art *and* in life. They own power and prestige, and must be seen as more than just mothers, wives, daughters and sisters to the ruling men.

Face: The Etruscans are among ancient Europe's most enigmatic peoples, and their monsters are no exception. This Medusa-like creature is linked to areas of ritual and occupied a mysterious edifice. We still don't know the exact purpose of this monumental 600 BCE building, one of the largest in the Mediterranean at the time. Was it a political meeting hall, a religious sanctuary or a palazzo? Fierce debate endures.

Banquet Frieze: The people of Murlo have chosen to represent themselves as god-like women and men, and the frieze of their banquets captures this opulence. Banquets are intrinsically linked to cultural identity, and the central hall and festive characters convey their unmistakable flavor of grandeur.

Table frieze: Murlo and the larger Poggio Civitate - "hill of the civilization" in Italian - were at the center of the center. From markets to banquets like the one pictured in this frieze, from social status to spirituality, this civilization was insular. Murlo was the nucleus of a broader community, and residents both created and consumed their world - food, architecture, art, everything - at its tables, within its walls.

Terra cotta: *Terracotta* is clay-baked ceramic earthenware, where the fired body is porous. Shards of this material in Murlo reveal the earliest presence of such roofing in Italy. When first exhumed on a dig, the architecture-obsessed Tuscan press went crazy. "The Italian newspapers went overboard," says Anthony Tuck, director of the Poggio Civitate Archaeology Project. "The headlines were 'Italians Invented Tile Roofs!'"

VRchaeology in one sentence
Anyone, anywhere! Unearth real ancient artifacts and the amazing stories behind them in virtual reality.

We provide students and archaeology enthusiasts an explorable world. Unearth Etruscan artificats in VR Italy to learn about the teachers of our teachers.

Scale + spatial orientation

"new stories, designed for the twenty-first century's unique conflicts, imagined from scratch by creators working with people who trust the power of imagination."

Source: https://vrtodaymagazine.com/hollywood-will-succeed-fail-vr-content/

"Parcak believes that archaeology is the key to understanding not just our past, but our future. Studying ancient cultures is about more than uncovering objects—it's about gaining a clearer picture of the way humans have lived, and learning lessons from our past so we don't repeat them in the future."

VRchaeology builds off of Parcak's belief. Archaeology is key to understanding our past *and* our future. It's so much more than gathering objects; it's about gathering stories to better understand the way humans have lived; it's about learning lessons from our past so we can avoid, emulate, and innovate them in the future.

Source: https://www.wired.com/2016/02/sarah-parcak/#slide-4

Third party resources: VRTK, Open Context data assets, soundtrack made by Steven Silvers, Journal of the Etruscan Foundation research, University of Massachusetts Amherst Magazine (Spring 2016)

Are we doing something crazy awesome? We are utilizing a real data source in real time! We build living history in VR with archaeology, and in archaeology with VR. Reciprocity! #CanYouDigIt?