

Workshop Abstract **Improving P@trimonia participatory experience**, a *research with* workshop

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1 Context

This workshop is going to be part of the doctoral research of the first author focused on participation via information and communication technologies (ICT) for heritage awareness (we define heritage awareness as the first step of the heritagization process (becoming a heritage)).

The doctoral research itself is part of a research project named P@trimonia reuniting four partners (1) BATir is a multidisciplinary engineering department in Belgium attached to the Ecole Polytechnique de Bruxelles, Université libre de Bruxelles, Belgium (2) PAE3C is a research unit attached to the University of Carthage, Tunisia. (3) Edifices & Mémoires is a registered nongovernmental organization aiming to value and appropriate built heritage, in Tunisia (4) LUCID is a research laboratory attached to the Faculty of Applied Sciences, University of Liege, Belgium and funded by Wallonie-Bruxelles International. P@trimonia aims to foster cooperation between Belgian and Tunisian institutions. Its objective is to establish an active collaboration using technology for the collection and dissemination of information regarding various aspects of architectural and urban heritage. To achieve this, the four partners propose the creation of a platform for the participatory management of spatial-semantic information related to architectural and urban heritage.

The first phase of the project (P@1) which took place between 2016 and 2018, was focused on the interface design process. It contributed to the field by exploring how historic sites can be visited using mobile digital tools, personalizing the visit experience, and offering an intellectually and aesthetically rich experience. The first version of the platform focused on an immersive exploration of Points of Interest (POI) rather than a linear narrative, allowing the visitor to build their own version of the site discovery. The POI are generated dynamically based on the user's location, time of day, events, and prior visit history, providing a new experience each time. The weakly oriented experience involves the visitor in the design of their visit scenario and retains the natural aspect of navigation in the site, providing the opportunity to interact with the physical environment and discover new and little-visited heritage elements.

The P@trimonia project's second phase (P@2) which runs from 2019 to 2024 focuses on the implementation of a pilot operation to access data collected from mobile devices such as smartphones or tablets during site visits. The participatory aspect of this phase allows for anyone, regardless of expertise, to collect and share data related to points of interest (POI) via the platform.

Within the second phase of the project, two workshops have been organized:

The first workshop was organized in July 2019: with a group of 15 participants (mainly researchers and civil servants) who said they use mobile technologies frequently in their daily lives. This workshop made it possible to conduct a test of the first (non-participatory) version of the platform. The data collected at the end of this workshop allowed us to obtain feedback on the usefulness and usability of the platform and to define the modalities and motivations of the visit of each of the testers.

A second workshop was organized remotely in November 2020 allowed to have feedback from a focus group of various experts who shared their opinions on different actors' participation and the use of ICT platforms for heritage promotion. It has been confirmed that participatory approaches and ICT play a significant role in promoting architectural and urban heritage. The reliability of information from different actors was also analyzed, and the level of interest in information from other actors was evaluated.

After these two workshops, mockups of the participatory version of P@trimonia have been developed and results have been published in blind peer-reviewed scientific publication.

The opportunity that the Digital Humanities Benelux conference is offering will allow us to carry out the organization of the next workshop of research.

2 The Workshop

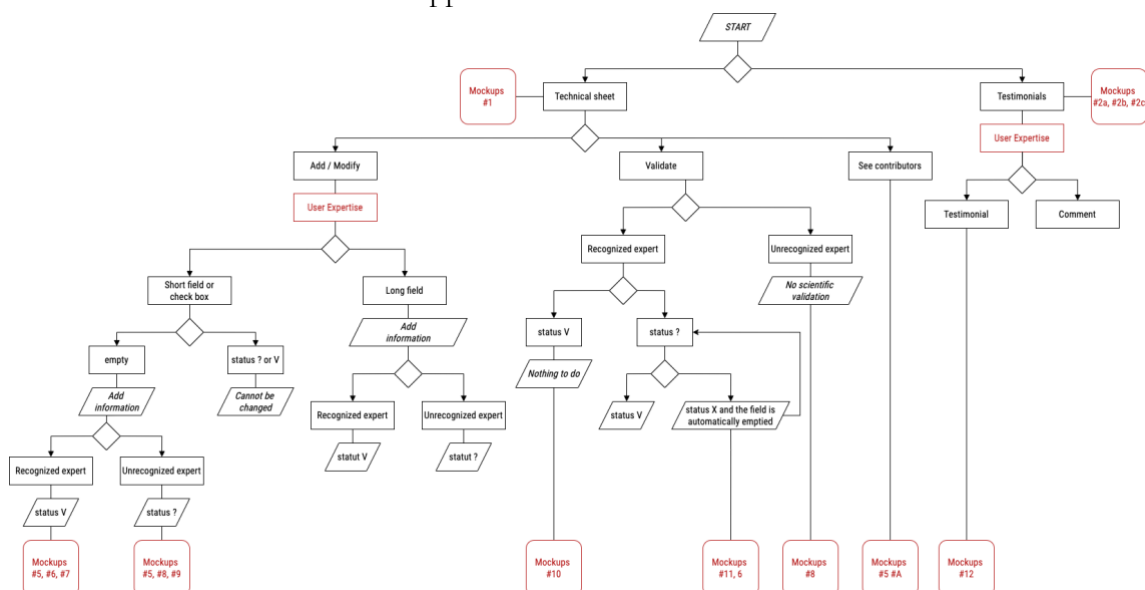
The workshop aims to 1) bring together people who are active in the topic of the workshop to create a community and 2) to get feedback about the logic of software architecture and the user interface of the actual version of P@trimonia. 3) Assessing the user experience of P@trimonia is a secondary goal of the workshop since we can't confirm yet if there is a possibility of experimenting since all the Points of Interest (POI) are located in Liège or in Tunis. We are considering the possibility of creating temporary testing POI around the KBR for the workshop.

The half-day workshop will have a creative, generative character. It will consist of four parts described below. During the workshop, participants will be part of

Session 1: Introduction A presentation will be given by the first author, who will provide a theoretical framework on participation, participatory mobile systems, and historical urban landscapes as well as a presentation of the research project P@trimonia.

Session 2: Introduction to creative session & plenary brainstorm

After the presentation, the organizers of the workshop will give an overview of the work support: the mockups of the actual version of P@trimonia: <https://drive.google.com/file/d/14B97Re-UP17n-iHCHrbg-PsHTQI0n1yn/view> as well as the software architecture of the mobile application.



The current version of the software architecture of the participatory version of P@trimonia

With the mockups, challenges and questions of interest will be identified in a plenary **brainstorm**. This will be the starting point for a generative group discussion. The main goal of this discussion will be to identify some limits of the actual version as well as to set up functionalities and assets needed while improving the user interface.

Session 3: Creative session (in groups)

Participants will be divided into groups. Each group will develop a mockup prototype based on the limits and possibility of improvements to the existing mockups. The workshop organizers will provide materials to create such prototypes. Each group will make a visual representation of their prototype.

Session 4: Creation of poster (plenary session)

Each group presents the prototype that was developed. Next, the participants will collaborate to create a poster summarizing the main results of the workshop. The poster will include different mockups developed during the creative session. On the poster, the prototypes and each participant will be linked to relevant #hashtags to create a visual map of their contributions.

Notes: (1) We are still working on the development of the detailed methodology of the workshop. Currently, we are analyzing data collected via 150 interviews with participants who are not in research fields related to ICT. We believe that the interviews data results will contribute to shaping with more detail the activities and the goals expected in this workshop.

(2) We would like to test P@trimonia in the KBR environment (goal 3) but we will be able to confirm this possibility later.

3 References

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