Practices and Challenges of Integrating GIS, VR, Metaverse in Digital Humanities Research

Date: 2024.03.25.

10:00-16:50(JST) 9:00-15:50(TST)

Chair: Prof. Travis SEIFMAN

10:00 Opening Remarks (Prof. Chih-Ming CHEN and Prof. Ryo AKAMA)

CCMTW Session

Taiwanese civilians in Hong Kong after World War II - An example of metaverse digital 10:10 - 10:55 curation using Gather Town and Omeka S. (Ms. Wei Yuan FAN)

Preservation of Changhua Roundhouse in Taiwan - An example of metaverse digital curation 10:55 - 11:40 using Curation Cosmos and Omeka S. (Dr. Ming-Chaun LI)

Reapproaching Hong Kong's Experience during WWII from the Spatial History Perspective. 11:40 - 12:25 (Prof. Chi Man KWONG)

12:25 - 14:00 Lunch break

ARC Session

14:00 - 14:30 Virtual Kyoto: from GIS, VR and AR to Metaverse. (Prof. Keiji YANO)

Audience Participation VR, Aesthetic Assessment in Minecraft, and Roblox content for English 14:30 - 15:00 Education. (Prof. Ruck THAWONMAS)

15:00 - 15:10 **Break**

Metaverse as an Archiving Environment for Cultural Resources. 15:10 - 15:40

(Prof. Koichi HOSOI and Mr. Yuzu MINASE)

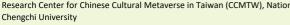
15:40 - 16:10 ARC showcase

- ▶ Three-Dimensional Archiving of Local Historical Embankments Named "Saruo" for Educational Purposes within a Metaverse Platform. (Prof. Hiroyuki YAMAUCHI)
- Construction of an Open WebGIS for Archaeological Sites in Kyoto and Its Potential. (Mr. Mikiharu TAKEUCHI)
- ► Consensus-Building Tool Utilizing Urban Three-Dimensional Models. (Mr. Moeki INOUE)

16:10 - 16:40 <u>Discussion session</u>: Our future collaboration

16:40 - 16:50 Closing Remarks (Prof. Shi-Chi Mike LAN and Prof. Keiji YANO)

Art Research Center (ARC), Ritsumeikan University / International Joint Digital Archiving Center for Japanese Art and Culture (ARC-iJAC), Art Research Center, Ritsumeikan University









Workshop



