Good morning everyone and thank you for being here today.

I apologize that our head Architecture Librarian Jennifer Parker and my co-director of the Historic Urban Environments Lab at Notre Dame could not be here with us today due to natural disasters taking place in the mid west at the moment.

During this presentation I will cover-

- The formation of our research team, the Historic Urban Environments Lab at Notre Dame
- The Goals of our team
- Our Background and Digital projects
- Our current project, Cities in Text: Rome
- Funding of our work
- Goals & Outcomes
- As well as Future Projects
The FORMATION OF HUE/ND

Our collaboration, the Historic Environments Lab at Notre Dame, was actually formed after we’d already started creating digital projects.

We were looking for a way to organize our work and to focus its future.

Prior to the partnership, we had created two projects - one website and one mobile application - using existing library resources and volunteers from around campus.

While working on these projects librarians and professors in the School of Architecture were discussing new ways to provide access to library resources - especially to our students in Rome.

All of these factors led to the formation of HUE/ND
Goal HUE/ND

To create a platform that would allow almost anyone to utilize library, archival, or textual sources along with geo-location to easily create their own websites and related mobile applications.

Highlights & Features:

- Critical Curation of Digital Data
- Unique Library & Archival Content
- Curated Images
- Multiple Walking Tours
- Interactive Panoramic Experiences
- Geospatial Interface

We set several lofty goals for ourselves.

Most importantly, we are aiming to build a digital platform that would allow anyone with a specialized collection, such as rare publications, artwork, textual sources, and/or archival materials, and a geographic location to easily build their own websites and related mobile applications through a freely available open source tool.
In order to achieve these goals we’ve created an interdisciplinary team primarily comprised of volunteers.

We do have to pay the Center for Research Computing, which is entirely grant funded, to build most of our work but they give us a significant discount due to our relationship.
BACKGROUND WORK -

Most team members have been involved on all of our work.

Our initial digital project is an online repository and archive created to present the New Urban community of Seaside, Florida virtually.

This project, started in 2009, and aims to provide a tool to study Seaside from the Urban scale down to the individual building scale by combining archival resources and geo-location.

For this purpose we created a website and a backend cataloging system that allowed us to arrange the archive according to the only constant in Seaside - Location.

Seaside is not a traditional architectural archive.

It is a living community that is constantly changing.

The archive is comprised of the records of the community, the Seaside Community Development Corporation, the office of the town architect, the papers of the town founders, and documentation from the architects who have built there.

We have combined these resources to create a searchable record of Seaside’s
development.

This is a work in progress - always growing and improving.

Much of the work in Seaside was and is being driven by students.

Student influenced every aspect of the project - most importantly they suggested content types and layouts and have contributed essays and interviews.
Our second project is called SPQR-ND and is a mobile application created to provide access to content from Notre Dame’s rare book collection while standing in the Roman Forum.

This application actually led to the formation of HUE and the partnership between the Library and the School of Architecture’s teaching faculty.

This project was built without any funding by four people after kids went to bed at night.

It is a proof of concept of what the team hopes to achieve - and is freely available in iTunes.
The main lesson we learned from the creation of our first two digital projects was that stand alone websites and mobile applications would not allow us to achieve our goals.

We needed inter-operable multi-platform resources that worked together.

This led to our third project - Building South Bend: Past, Present & Future.

This particular project, a collaboration between HUE/ND and local cultural organizations, includes a website created to be the ‘research’ part of the project, and a mobile application allowing you access to select resources from the website to build walking tours of historic architecture in South Bend, an immersive virtual reality experience created in Oculus Rift, and a 3D printed model.

The immersive experience and 3D model allow you to view South Bend as it looked in the mid-1920’s.

By combining resources we’ve created both research and discovery tools.

This project is heavily guided by students and has been incorporated into several courses at ND.

In addition, it’s used by local government agencies.
Our current project, which is our largest and most detailed, has us closest to our goal.

For this project HUE/ND partnered with the American Academy in Rome.

We selected three travel guides on Rome from the 16th, 17th, and 18th centuries.

Each of these guides has or will be digitized, translated, mapped and further illustrated.

The project includes a website and a related mobile application.

The website includes all of the information and serves as the research tool.

The app contains selected content and is meant to be used on site as the discovery tool.
Three historic guides to Rome were chosen for this project, including Bernardo Gamucci’s text published in 1569

Federico Franzini’s 1643 guide

And one of the most well known and widely published guides to Rome Giuseppe Vasi’s 1777 text that served as the textual companion to his grand opus, a comprehensive set of perspective views or "vedute" of Rome's great monuments and spaces.

These works were chosen due to their importance and usage during the respective centuries in which they were published, as well as the for the quality of images of Rome they provided and last but not least for the day by day itineraries of the city they included.

I am currently working on the English translation of these texts, which will be available alongside Italian transcriptions of the original texts. Each page of the original publication is also scanned and can be viewed online.
This is an example of a highlighted tour following Giuseppe Vasi's guide to Rome, Day 1 of his eight day itinerary.

Each number responds to an individual monument that he describes as well as illustrates in his guide to Rome.
If you click on any of the numbered tabs you will be able to find further information regarding that specific monument.

This is an example of a monument that is discussed in all three texts, I believe it needs no introduction as the Colosseum.

Each monument discussed in the texts such as this has not only been geo-located, but also includes historic images of the monument from the three authors, as well as photographs of the monument as it stands today.

Each monument in addition to being described by the authors of theses texts includes a modern day description, providing up to date information about each structure.
The app that works along side the website, functions as a discovery tool that allows for one to save itineraries and information gleaned on site.

Note taking is also a component that can then be saved and retrieved on the related website.
All work in this project is organized into bundles of content.

These bundles are designed to be easily replicated and can be deployed or redeveloped based on the type of work you are doing,
The bundles of curated data are housed in our main database and pushed to a repository upon completion.

They are then migrated into a continuous integration server which automatically searches for updates and then converts the data into our websites and mobile applications.
Funding HUE/ND

Grants

Seaside
Building South Bend
Cities in Text

Donations

SPQR-ND
In-Kind support

Funding -

All of our work has been funded through grants and donations

Seaside was built by the Hesburgh Libraries in partnership with the School of Architecture and the Seaside Community Development Corporation.

All work is split 3 ways.

Building South Bend was funded by multiple small grants - from $100 to $2500 - and built for under $20,000

Cities in Text: Rome was funded by a large in-house faculty grant that Parker/Anders received

SPQR-ND was built by four people after kids went to bed at night and entirely on a volunteer basis

Grant writing has become a major part of Parker’s work.
Expanding Collaborations

At the root of our work, is the goal to create a tool that can serve needs of both researchers and educators and will eventually be able to be populated by the data of research content from any discipline
Recently we partnered with a professor in American Studies to apply our work to his research on the Latino Murals in the Pilsen neighborhood of Chicago.

Professor Jason Ruiz received the grant to hire our team to document Pilsen, build a comprehensive website/research portal, and create customizable walking tours to study the murals.

For this project we’re working with the artists who live and work in Pilsen, most importantly Hector Duarte who will serve as our test case.
We are building a walking tour that users could customize with any Pilson topic in mind and also virtually recreating Duarte’s home which is covered by murals on all sides.

This latest grant puts us one grant away from our freely available template.

We’re excited about this next step and already grant writing to try to achieve it.
Thank you.

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