Multimedia Database as Narrative Mechanism
Intensive Five-day Workshop

13 – 17 April 2013, Volos, Greece

http://databasenarrative2013.blogspot.gr/

organised and hosted by the

Lab of Environmental Communication and Audiovisual Documentation

Department of Architecture, University of Thessaly

http://lecad.arch.uth.gr/en/

in conjunction with The I-Node of the Planetary Collegium

Part A: Practical Information

A. Volos, Magnesia, Greece

Municipality of Volos was established by Royal Decree on 31/03/1883. Until 1954 it was called Municipality of Pagases. The first elected municipal authorities came into office on 06/1883. In 1954, the Municipality of Pagases is renamed Municipality of Volos. (Source: http://www.volos-city.gr/Default.aspx?id=505&nt=18&lang=2) The first settlement was situated inside the walled city called 'palea'. As the port grew and people from Pelion emigrated near the sea, a new settlement started to form on the east. After 1922, many refugees arrived in Volos contributing greatly to the city's expansion that included new regions such as Nea Ionia. Volos' industry grew as the population increased. Very interesting industrial buildings were built with a variety of architectural styles and characteristics. Due to this development, noteworthy public and private buildings such as the city hall, the theatre, banks, hotels and private housing began to emerge. Nowadays Volos is considered more of a student city than an industrial one. Many industrial buildings have turned into cultural places (universities, theatres, museums, archives). Volos still is an important port and a gateway to Pelion.

For an interactive map of Volos, please follow the link:

https://maps.google.gr/maps/ms?msid=202520474246155739581.0004d9b12aead0b462477&msa=0&ll=39.360416,22.94353&spn=0.019709,0.052314

B. Department of Architecture, School of Engineering, University of Thessaly

The Inter-city Coaches Terminal in Volos is located next to the University of Thessaly, School of Engineering Campus. They are separated by Krafsidonas river. The main building g of the Department of Architecture is situated on the opposite side of the campus (http://www.arch.uth.gr/en/contact).

Road to Larissa/ 2nd entrance to the city of Volos (coming from Athens)


Road to Athens/ Old national road/ 1st entrance to Volos (coming from Athens)
University Campus
Department of Architecture
City Bus Terminal
Inter-city Coach Terminal
Chontro Mpizeli restaurant

Bus line no 2: Ampelokhpoi For additional information on the itinerary of bus line no.2 please visit the following link:http://astikovolou.gr/index.php?option=com_content&view=article&id=9&Itemid=124

Walking distance between the nearest bus stop and the guesthouses: 1km or 15 minutes approximately.
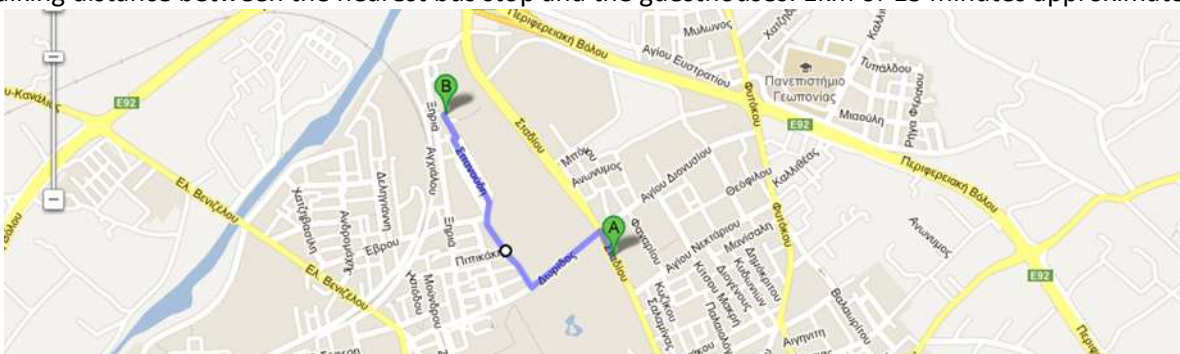
C. Lab of Environmental Communication and Audiovisual Documentation (LECAD)

The Lab of Environmental Communication and Audiovisual Documentation (LECAD) was founded in 1999 at the Department of Planning and Regional Development (DPRD), University of Thessaly by Pantelis Lazaridis with the contribution of V. Bourdakis and G. Voyatzis. In 2004 it was transferred at the Department of Architecture.

The aim of LECAD is the utilization of traditional as well as hi-tech and digital multimodal means of representation and communication in research, teaching and media production ranging from artefacts up to the urban scale. The Lab is part of an expanding network together with research units as well as NGO both in Greece and abroad.

Objectives
- Design and structure of multimodal databases on architecture, city and the environment.
- Educational teaching material utilizing the full range of representational methods and techniques (Audio-visual, interactive multimedia, HCI, virtual and augmented reality, smart systems).
- Audio recordings and production (CD Audio, DAT, SACD, etc.).

Research Activity

The main research focus for the first decade of the lab's operation was the establishment of an elaborate archive of audio-visual urban life documentaries as communicated through satellite news channels and the press. This collection was the basis for two art installations/exhibitions by P. Lazaridis as well as the production of two edited volumes.

The lab has also completed in co-operation with various institutions and consortia a series of research projects. During 2008, LECAD established a very important collaboration with the Municipal Centre for Historical Research and Documentation of Volos (DIKI) aiming at developing material related to Volos city history as well as multimodal immersive and interactive applications for the Museum of the city of Volos.

The audio studio has completed a series of recordings as standalone productions and contract based work in recording and/or sound editing. Since 2009, LECAD expanded into buildings' sound design and city soundscapes with the co-operation of Dr Nicola Remy, teaching staff at the Department of Architecture and member of CRESSON, France.

The vision studio of LECAD is also involved in a multipurpose 3D digital city model of the historic city centre of Volos as a backbone for the development of various augmented reality and ubiquitous computing applications.

Structure and Equipment

LECAD is organized in two distinct sections physically positioned in adjacent buildings within the Engineering School Campus. The video section is hosted in the first floor of the Dept of Architecture building occupying approx. 50sqm in a series of well-defined and organized rooms. The audio section occupies a dedicated, custom made space of 200sqm at the basement of the DPRD.

The **Video Section** offers:
1. High end PC workstations, various format printers (up to 60" wide), professional (broadcast quality, DVCPro, Beta) and semi-professional (DVCam) equipment both for studio and outdoors field work.
2. Virtual Reality equipment for full immersion with Head Mounted Displays, 3DOF trackers, 6DOF space mice, DataGlove (DT12) and the matching software for interactive productions.

The **Audio Section** features a professional recording studio of 120msq and a secondary studio. The setup includes:

1. Recording (45sqm) mainly for live recording of small number bands. Includes an A-size Steinway studio piano, ddrums, series of microphones (Neumann, Schoeps, AKG), MIDI system (Kurtzweil Roland), lamp and transistor amplifiers, hardware filters, etc.
2. Main control room, a 32 channel digital Pro Tools consolev5.0 on Macintosh featuring Pro Control AD controls and supporting production of both stereo and 5.1 surround

For further information please visit our webpage: lecad.arch.uth.gr.

L.E.C.A.D.
Department of Architecture
School of Engineering
University of Thessaly
Pedion Areos, 38334, Volos
Greece

e-mail: lecad@arch.uth.gr
contact phone: 24210 74261

Part B: Workshop Programme

D. Workshop Instructors:

Sotiria Alexiadou was born in Thessaloniki, Greece. She holds a Diploma as an Architect-Engineer from University of Thessaly (2007), and a MSc, in Urban Strategies from Universität für Angewandte Kunst Wien (2010). In 2011 she worked as a teaching assistant at the Department of Architecture of the University of Cyprus in Nicosia, and since 2012 in the Department of Architecture of the University of Thessaly in Volos in the elective courses 'Conservation and upgrading issues in modern Greek Architecture' and 'Museology and Architecture, from Theory to Practice'. Currently she is researching on the upgrading issues in currently available architecture in an urban context, on responsive sensing systems and on digital mechanisms of organizing research data regarding architecture. You can contact Sotiria at 6945439770.

Stavros Alifragkis is a graduate of the Department of Architecture, Aristotle University of Thessaloniki (2002). He attended MPhil courses on architecture and the moving image at the Digital Studio of the University of Cambridge (2003) and on theory of architecture at the School of Architecture, National Technical University of Athens (2004). He holds a PhD from the University of Cambridge. Stavros has taught courses on the filmic representation of architecture and the urban landscape at the Department of Architecture, University of Patras (2009-11) and technical drawing at the Hellenic Military Academy (2012-3). Stavros has contributed to conferences with papers on architecture and the moving image and festivals with multi-media, moving image works. He has published extensively on the representation of architecture and the city in cinema. You can contact Stavros at 6978045244.

George Kalaouzis was born in Thessaloniki in 1976 and studied Electrical and Computer Engineering at the Aristotle University of Thessaloniki (1998). He also holds the MSc in "State-of-the-Art Design and Analysis Methods in Industry" from the Department of Mechanical Engineering, University of Thessaly (2003). Since 2000 is working as Computer Engineer in Laboratory of Environmental Communication and Audiovisual Documentation, Department of Architecture, University of Thessaly and since 2004 as laboratory teaching staff in the same Department. He specializes in development of dynamic websites, programming in PHP with focus on Databases and development of interactive multimedia content. You can contact George at: 2421074203.

Chrissa Papasarantou, was born in 1983. She graduated (2008) and now is a PhD candidate at the Department school of Architecture Engineering in Volos. She is also a holder of a master's degree in MSc Advanced architectural Studies at the department of Bartlett School of Graduate Studies at UCL (2009). Her research interests focus on spatial approach, study and analysis through bodily parameters. She has participated at several architectural competitions, whereas part of her work has been presented on exhibitions of artistic and architectural content as well as on video art festivals. You can contact Chrissa at 6938618439.

Andrea Traldi is a Ph.D. Candidate with the Planetary Collegium, University of Plymouth. Andrea holds a degree from the University of Rome 'La Sapienza' with a specialty in Clinic Psychology. Since 1999, he works and experiments with Contemporary Art projects in connection with Cognitive Science, with a preference for collaborative projects. In the last 10 years, he's also been studying and practising Alternative Medicine and holds Diplomas in Kinesiology, Magnet Therapy, Hands-On Healing, Flower Therapy and Massage. Currently he's training within the Anatomy For Movement® investigating framework, where he is a Teacher and holds regular Classes and Workshops. In the last few years, Andrea focuses his work on the Temporal Dimension of the body at the crossroads of Cognitive Science, Art and Technology.

E. Workshop Participants

Name	Education	Year of Study	email
Boumpari Eleni	Museum Studies/ University of Leicester(UK)	Post Graduate	Lne.boubari@gmail.com
Christou Maria	Architecture/ UTH	Graduate/ 5th	marochristou@yahoo.com
Daflouka Chrysa	Architecture/ UTH	Graduate/ 5th	chrysadaflouka@gmail.com
Damvopoulou Areti	Architecture/ UTH	Graduate/ 6th	d-areti@hotmail.com
Danesi Eleni	Architecture/ UTH	Post Graduate	danesi.eleni@gmail.com
Dimitriadis Konstantinos	Architecture/ UTH	Graduate/ 2nd	kostakis_rcs@hotmail.com
Kyriazi Aphrodite	Architecture/ UTH	Graduate	afkiriaz24@gmail.com
Goutsioukosta Zisoula	Primary Education/ AUTH	Post Graduate	zisoulag@eled.auth.gr
Ioannou Archonti	Architecture/ UTH	Graduate	archonti.ioannou@gmail.com
Karamanou Maria	Architecture/ UTH	Graduate/ 6th	ma.karamanou@gmail.com
Koutsogianni Asimina	Architecture/ UTH	Graduate/ 5th	asikoutsogianni@gmail.com
Kyroudi Archodia	Architecture/ UTH	Graduate/ 6th	arxontaky@gmail.com
Lemoni Margarita	Architecture/ UTH	Graduate/ 5th	margaritalemoni@gmail.com
Michali Ioanna	Design Product and Systems Designing Engineer/ UAEG	Graduate/ 5th	ioa.michali@gmail.com
Pantazopoulos Stylianos	Facolta Di Architectura, Universita Mediterranea di Reggio Calabria	Graduate/5th	steliospantazopoulos@yahoo.com
Papadas Stefanos	Department of Audio & Visual Arts, Ionian University	Graduate/ 6th	stefanos.papadas@gmail.com

Spanou Kelly	Architecture/ NTUA	Graduate	kl.spa-@hotmail.com
Stamatiou Dimitra	Architecture/ UTH	PhD	dimitra.stam@gmail.com
Stylianou Giorgos	Department of Audio & Visual Arts, Ionian University	Graduate/6th	stylianou.george@gmail.com
Valtsani Seraina	History, Archaeology and Social Anthropology/ UTH - Media Art Histories/ Uni. Krems	Graduate/ Post Graduate	seraina202@gmail.com
Xenaki Anna	Architecture/ UTH	Graduate/5th	anna3en@hotmail.com
Zouglos Vagelis	Architecture/ NTUA	Post Graduate	vagelis.z@gmail.com

F. Workshop Program (day-by-day outline)

Day 01: Saturday 13 April 2013

13:15-14:00   Welcome and introduction to the workshop by Associate Professor Giorgos Papakonstantinou and Dr Stavros Alifragkis.

Aim	General introduction to the workshop's aims and scope.
Digital Tools	None
Results	The lecture discusses the process of annotating database assets with metadata that foreground aspects of space.

15:00-17:00   Professor Roy Ascott. **Groundcourse**:
"The Groundcourse reconsiders the idea of art process. When art is a form of behavior, software predominates over hardware in the creative sphere. Process replaces product in importance just as system supersedes structure. The Groundcourse production involves the creation of five-person groups, mind-maps, calibrators and ordered entities. Its outcome augments cultural awareness, innovative thought, adaptive skills and social connectivity."

Aim	Wide-ranging discussion of the procedures involved in the creative process.
Digital Tools	None
Results	The presentation invites us to experiment with novel ways of working in teams.

17:30-18:15   Professor François Penz. Lecture: **Understanding the City Made of Film**

Aim	Familiarise the audience with the different, complementary or contradictory cinematic representations of the city and its architecture on the canvas of the screen.
Digital Tools	None
Results	Raise the awareness about the various representational techniques involved in filming the city.

18:15-19:00   Group discusses the introductory presentations.
19:00-20:00   Group splits into working teams of four or five (4-5).

Day 02: Sunday 14 April 2013

10:00-12:00   Teams develop their ideas along the theoretical axes presented by the two keynote speakers.

Aim	Based on the presentations by Roy Ascott and François Penz, teams develop their shooting strategies.
Digital Tools	PowerPoint
Results	**Create a brief PowerPoint presentation.** This will function as a shooting script and a shot list.

12:00-19:00   Teams shoot aspects of daily life in the city of Volos. Each team concentrates on a different district of the city. The aim is to capture a sense of the place via still and moving images and sound. Filming a single location/theme at different times of the day will afford interesting observations on the transformation of a place over time.

Aim	Accumulate footage in order to populate the multimedia database with database assets.
Digital Tools	Digital Camera, Camcorder, Sound Recording Device
Results	**Workshop participants shoot aspects of urban life in Volos in teams.** Video Specifications Resolution: **720x576px progressive scan** Format: **4x3** Frame rate: **25fps** Still Image Specifications Resolution: **720x576** Compression: **JPEG** Scanned Images Image Size: **720x576px** Compression: **JPEG**

19:00-20:00   Teams return to their workstations and back-up their material.

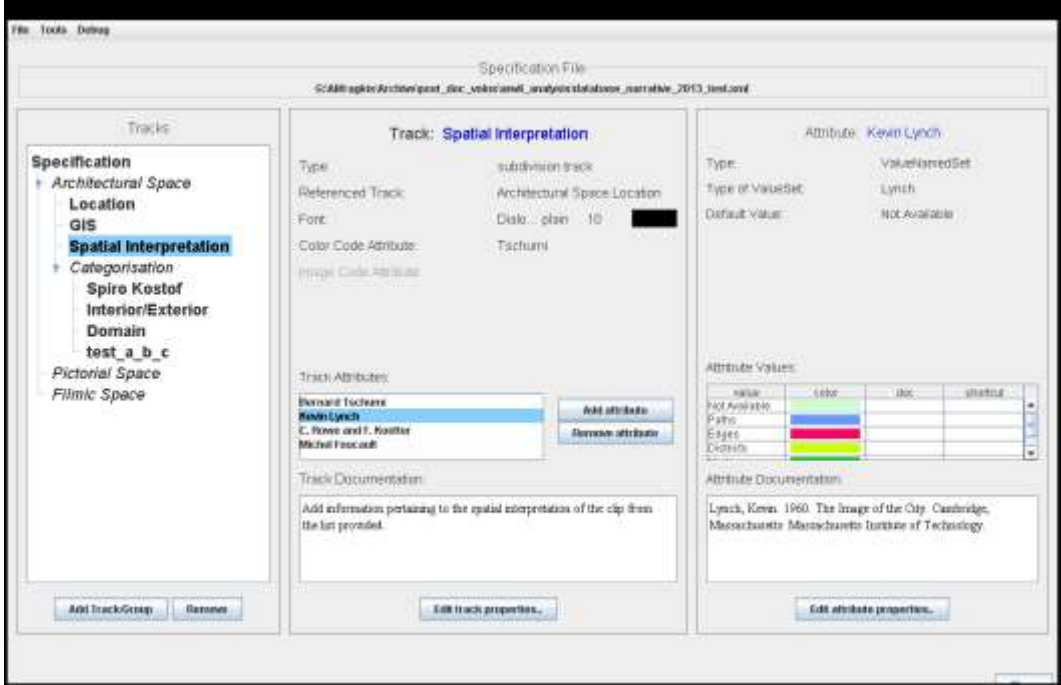| Aim	Back-up accumulated footage. Prepare for sound and video editing.
Digital Tools	Laptop, Portable Data Storage Device
Results	**Back-up footage.** Footage is readily available for Monday's editing sessions.

Day 03: Monday 15 April 2013

10:00-12:00   Previewing Session A: Teams preview their footage individually and decide what will constitute their final contribution to the multimedia database, shared in common by the group as a whole. This will involve performing basic editing with a video editing software of their choice and exporting the final edit as a single moving image file (see specifications below). Approximately twenty (20) minutes of footage per team should be adequate for the purposes of our experiment with the city and the moving image.

Aim	Each team performs a rough edit of the accumulated footage.
Digital Tools	Any video editing software.
Results	**Create a single AVI file with your contribution to the database.** Approximately twenty (20) minutes of footage per team in a single AVI file. Video Specifications Resolution: **720x576px progressive scan** Format: **4x3** Frame rate: **25fps** File: **AVI** Codec: **Cinepak or Indeo** You can download your codecs here: http://www.free-codecs.com/indeo_codec_download.htm You can convert your AVI files using VirtualDub: http://www.virtualdub.org/

12:00-14:00   Previewing Session B: Teams present their material to the group with a brief exposition of the way they approached the city of Volos via the moving image.

Aim	Familiarise workshop participants with the contents of the multimedia database.
Digital Tools	VLC Media Player
Results	**Create a single AVI file containing all the assets of the multimedia database, based on the video specifications described above.** You can download VLC Media Player here: http://www.videolan.org/vlc

15:00-17:00   Teams discuss individually with workshop instructors how they plan to annotate the assets of the multimedia database with descriptive metadata. Teams will be using 'Anvil: The Video Annotation Research Tool' (http://www.anvil-software.org/) in order to annotate the assets of the multimedia database with descriptive metadata about space, architecture and the city. Teams will experiment with the functionalities of Anvil's 'Specifications Editor'. Teams will use pre-set vocabularies for the description of information pertaining to the spatial characteristics of the database assets. Teams are encouraged to modify existing vocabularies (add extra layers of information) and introduce new vocabularies.

Aim	Brief demonstration of 'Anvil: The Video Annotation Research Tool'.
Digital Tools	Anvil
Results	**Familiarise teams with Anvil's 'Specifications Editor'.** You can download Anvil here: http://www.anvil-software.org/

17:00-19:00   Teams import media to 'Anvil: The Video Annotation Research Tool' and prepare for the logging of descriptive metadata. Three sessions in total are dedicated to the annotation of the assets of the multimedia database with descriptive metadata that foreground aspects of space, architecture and the city.

Aim	Annotate database assets with descriptive metadata that foreground aspects of space. Metadata provide the narrative mechanism for the automated generation of storylines across our database.
Digital Tools	Anvil
Results	**Log metadata. Teams export their 'Specifications' (XML format).**

19:00-20:00 Day 3 Review of preliminary results: Group discusses the results of the third day of the workshop. Workshop instructors address potential deficiencies, point to possible solutions and present a brief outline of the fourth day of the workshop.

Day 04: Tuesday 16 April 2013

10:00-12:00 Group visits the exhibition 'European Acoustic Heritage' at the Municipal Center for Historical Research and Documentation of Volos at Mikrasiaton 81, Spirer Building, 38333 (tel: 24210 39644, 24210 21664 fax: 24210 22927). We will meet on site. After the visit, teams return to their workstations to continue with their projects.

12:00-14:00
&
15:00-17:00 Teams log descriptive metadata that foreground aspects of space.

Aim	Annotate database assets with descriptive metadata that foreground aspects of space. Metadata provide a narrative mechanism for the automated generation of storylines across our database.
Digital Tools	Anvil
Results	**Log Metadata.**

17:00-18:00 Teams export their final 'Specification' (XML format) and project (ANVIL format) files.

Aim	Finalise projects before the final review.
Digital Tools	Anvil
Results	**Export final 'Specifications' (XML format), project (ANVIL format) and annotation (TXT format) files.**

18:00-19:00 Day 4 Review of intermediate results: Group discusses the results of the fourth day of the workshop. Workshop instructors present a brief outline of the fifth and final day of the workshop.

19:00-20:00 **Professor Roy Ascott, Lecture**.

Day 05: Wednesday 17 April 2013

10:00-12:00 Teams and workshop instructors establish the framework for the previewing mechanism.

Aim	Discuss whether and to what extent the automated generation of storylines based on Anvil's 'Specifications' can produce meaningful stories about the city and its architecture.
Digital Tools	Database
Results	**Preview and comment results.**

12:00-14:00 Teams present their final projects to the group along with a brief outline of their original intentions and strategy. Teams, workshop instructors, contributors and guests discuss the results of the workshop.

End of workshop.

G. Works Cited

- Ascott, R.: *Telematic Embrace: Visionary Theories of Art, Technology, and Consciousness*. Shanken E.A. (ed). University of California Press: Berkeley (2003)
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- Heath, S.: *Questions of Cinema*. Indiana University Press: Bloomington (1981)
- Manovich, L.: *The Language of New Media*. Massachusetts Institute of Technology, Cambridge, Massachusetts (2001)
- Penz, F. & Lu, A. (eds): *Urban Cinematics*. Intellect: Bristol (2011)
- Vertov, D.: *The Man with the Movie Camera* (1929, USSR, 68')
- Vertov, D.: *Kino-Eye: The Writings of Dziga Vertov*. University of California Press, Berkeley & Los Angeles (1984)
- Virilio, P.: *The Vision Machine*. Indiana University Press, London; British Film Institute, Bloomington (1994)
- Virilio, P.: *War and Cinema: The Logistics of Perception*. Verso, London (2000)

Additional, relevant literature can be found at:
https://www.dropbox.com/sh/a5qks9fgiky1nu9/mf2aYkvWVX

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