

VIU summer SCHOOL DIGITAL art HISTORY summer INSTITUTE

**Exhibiting Hidden Histories:
Bringing Art History Projects to Publics
through Digital Exhibitions and XR**

June 5-16, 2023

**Venice International University
Isola di San Servolo, Venice**

Getty
Foundation

Duke  DIGITAL ART HISTORY
& VISUAL CULTURE
RESEARCH LAB

UNIVERSITY OF
EXETER

 UNIVERSITÀ
DEGLI STUDI
DI PADOVA

 Venice
International
University

VIU Summer School

Digital Art History
Summer Institute

**Exhibiting Hidden
Histories: Bringing Art
History Projects to
Publics through Digital
Exhibitions and XR**

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Institute Co-Directors:
Paul Jaskot, Duke
University
Mark Olson, Duke
University
Victoria Szabo, Duke
University

What is it about?

With the generous support of the Getty Foundation, Duke University's Digital Art History & Visual Culture Research Lab (DAHVCR Lab), in partnership with colleagues from the Università degli Studi di Padova, the University of Exeter, and Venice International University, will be offering a two-year Advanced Topics in Digital Art History Summer Institute on the topic "Exhibiting Hidden Histories: Bringing Art History Projects to Publics through Digital Exhibitions and XR." Led by representatives from Duke University and the partner institutions, Interdisciplinary teams consisting of faculty and staff leaders, graduate students, postdocs, and other project collaborators will gather from June 5-16, 2023, in Venice, Italy at Venice International University, with follow-up activities taking place over the course of the 2023-24 academic year, and leading into a follow-on gathering in Summer of 2024.

This Institute draws upon several years of research-institute development collaboration within the Visualizing Cities consortium, most recently with a Summer Institute in Venice June 2018-2019, an international Symposium at Duke University in 2020, followed by a collective gathering at the Università degli Studi di Padova in June 2022.

Course description and focus

Questions of how classed, racialized, and gendered individuals and social groups are erased in standard art histories or dealt with as difficult topics have become all the more urgent and central to our scholarly concerns. By engaging with the topic of Exhibiting Hidden Histories, the Institute will take a critical approach to cultural heritage and memory. The Institute leaders will draw upon examples from prior work in the Visualizing Cities Consortium (the Venetian Ghetto, Nazi-occupied Krakow, Black Charlotte, NC communities under urban renewal). In particular, all participants will begin by collaboratively modeling the issues of difficult art histories through the case study of the island of San Servolo itself, whose history encompasses its transition from a convent in early-modern Venice to a mental asylum through the Fascist period. They will be expected to take these lessons learned into developing their own individual team projects. This theme is central to current concerns in shifting art historical questions to a

broader and more critical range of historical and cultural subjects.

Participant teams will bring their own examples into the conversation, and we will also discuss other examples from Digital Art History. As a group, we will consider how to work with, and convey, difficult and hidden histories, and how we might thoughtfully incorporate experiential, affective, and contradictory evidence into geospatial, immersive, and interactive narrative practices (XR) for analytic and interpretive scholarship (including public humanities). We will also consider questions of scalability, sustainability, and community engagement in relation to our digital practices. In keeping with these commitments, we will consider how to bring Digital Art Historical scholarship to public audiences. Part of our discussions in the workshop will focus on the stakes and consequences of defining and engaging one or more “publics” through work in museums, exhibitions, websites, apps, and other materials that are available to a broader public than the scholarly community.

Participants in the Institute will share and workshop their research projects, explore new technologies, and engage together with an ongoing case study project focused on the history of San Servolo Island, home of Venice International University. The Institute meetings will take place at Venice International University (VIU) from June 5-16, 2023, and for a short week in June 2024, (dates to be determined), with ongoing online contact amongst the research teams in the intervening period between the institute sessions. Groups with difficult historical topics or those that deal with bringing to the fore often overlooked cultural actors and art historical communities are especially encouraged to apply as are those teams interested in extending their work into public digital environments.

Thanks to the support of the Getty Foundation, basic expenses (travel, lodging, per diem, on-site events) will be supported by a recent grant. As partners in the Venice International University Consortium, Duke University, Università degli Studi di Padova, and Exeter University will be supported by VIU on logistics and planning for the on-site event. VIU faculty and staff are also serving as a research partner and collaborator for the Institute activities.

Who is it for?

We are currently accepting applications from collaborative research project teams who are actively working on digital projects that engage with difficult and hidden histories—broadly understood—within historic spaces, places, and built environments. Proposed teams should include senior project team leaders (PI's) as well as other partners. Our goal will be to explore collaboration and public-facing scholarly alternatives together while advancing digital affordances for research teams wishing to extend their digital work into an exhibition or XR virtual environment.

The target audience for the workshop will be **established teams** working in the field of digital art history or cultural heritage. We anticipate approximately **six (6) to seven (7) teams of 2 – 3 person each**, for a total of 16-18 participants (depending on travel costs of participants in relation to the budget). Applicants are expected to be leading a Digital Art History project and to have a key set of research questions identified, as well as to have demonstrated some progress in developing their research program. Alumni of past Visualizing Venice Summer Workshops will be encouraged to apply on behalf of their research teams, but all parties may respond to this open call. Ideal teams will reflect the following expertise, collectively:

1. Art Historical or Cultural Heritage Expertise
2. Demonstrated interest in public-facing scholarship or translating digital scholarship to broader publics
3. Expertise in spatial analysis, 3D modeling and representation, or similar conceptual areas relevant for seminar themes
4. Developer/Programmer Expertise
5. Project Management Expertise

We ask that each team identify, on application, how their team embodies these different key components of a viable DAH collaboration. Multiple configurations, including teams that integrate **graduate students** and **postdoctoral fellows**, will be considered.

Faculty

Institute Co-Directors:

Paul Jaskot, Duke University

Mark Olson, Duke University

Victoria Szabo, Duke University

Additional Faculty:

Andrea Giordano, Università degli Studi di Padova

Hannah Jacobs, Duke University

Cosimo Monteleone, Università degli Studi di Padova

Fabrizio Nevola, University of Exeter

Luca Pes, Venice International University

David Rosenthal, University of Exeter

Ed Triplett, Duke University

Augustus Wendell, Duke University (Year 2 only)

Program Structure and Schedule

(subject to change)

June 5-16, 2023

The course duration is **10 working days**.

Participants should expect to be engaged full time and should plan to arrive June 4 and depart June 18.

Day 1: Introductions and Scoping the Challenge

Day 2: State of the Field and Rubrics

Development

Day 3: Difficult and Hidden Histories: The Case of San Servolo

Day 4: Deeper Dive: XR and Digital Storytelling

Day 5: Hands on Authoring for XR - Case Study: San Servolo

WEEKEND: small group meetings; project work; optional Venice museum visit

Day 6: State of the Art in Padua (at Università degli Studi di Padova)

Day 7: Participant Project Discussions and Reflections

Day 8: Accessibility, Sustainability, Outreach

Day 9: Integrating Insights

Day 10: Final Reflections

June 2023 – June 2024

****QUARTERLY CHECK-INS - 2 teams per session as leads****

June 2024

Day 1: Reconnections and the Road Ahead

Day 2: Digital Storytelling in XR Focus

Day 3: 3DVR and Games Focus

Day 4: Infrastructure, Accessibility, and Sustainability

Day 5: Public Symposium and Wrap-up

Application procedure and cost

No participation fees.

Tuition and Scholarships

Scholarships are available in order to support tuition, travel, board and accommodation.

Application deadline: January 31, 2023, on the [VIU website](#).

Application deadline extended: February 12, 2023, on the [VIU website](#).

Admitted candidates will be notified in February.

Credits

Number of ECTS credits allocated: 5

A certificate of attendance will be issued at the end of the course.

Venice International University is a consortium of 20 universities, representing 14 countries throughout the world.

The mission of VIU is to foster cooperation among VIU member institutions while facilitating the exchange of knowledge and ideas, by developing, promoting and organizing joint academic, research and training/capacity-building program. Students from non-member universities may participate in selected academic programs.

The academic programs at VIU are distinguished by a markedly interdisciplinary approach to the topics, and by the international perspectives that the participants contribute to the discussions. The VIU campus is on the island of San Servolo in Venice, Italy.

Location



Venice International University

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Historical photo from the archives of

