

Historicity of the Visuality and Image History:

New Forms of Digital
and Visual
History/Humanities

Lviv, 14–15 November 2019
Center for Urban History

Organizers:

- › Center for Urban History (Ukraine)
- › Center for Governance and Culture in Europe at the University of St. Gallen (Switzerland)



Universität St.Gallen



15 November

10.00 – 12.00 **VR, Mixed Reality and Historical Reconstructions**

Producers of visual materials and the distribution channels for images have multiplied in the course of digital era. They create new perspectives for using images and enable new forms of storytelling. This seminar section is dedicated to historic reconstructions, which are made within current digital technologies. How digital applications and online projects change our imagination about the past? What are the benefits and difficulties in this new digital imaginary?

Alexey Furman **Virtual Reality in the Fight Against Propaganda Myths**

New Cave Media,
Ukraine

Jean Botev **Mixed Reality: Potential and Pitfalls for Representing History**

University of Luxembourg,
Luxembourg

Yevhen Hu'evych **Roman Huk** **Re-enacting Artistic Heritage Via Augmented Reality**

writer/media artist,
Ukraine

Disputant **Taras Nazaruk**

12.00 – 12.30 Coffee Break

12.30 – 14.30 **Digital Video and Traumatic Experiences**

A psychiatric definition of trauma is "an event outside normal human experience," an emotional injury, usually resulting from an extremely stressful or life-threatening situation. Trauma generally leaves you feeling powerless, helpless, and paralyzed. Can the notion of trauma help in historic studies? Does digital trauma work the same way as non-digital?

Mykola Makhortykh **Conceptualising Visuality in Digital Trauma Studies: Audio-visual Tributes to the Holocaust on YouTube**

University Bern,
Switzerland

Galina Zvereva

State University for
the Humanities,
Russia

The Historicity of Visuality in Digital Narratives About the Past: Forms and Methods of Producing Multimodal Stories About the Gulag on YouTube

Aleksandra Szczepan

Jagiellonian
University, Poland

Not Quite a Witness? Video Testimonies of Holocaust Bystanders

Disputant

Bogdan Trifunović

14.30 – 15.30 Lunch

15.30 – 17.30 **Home Videos, Computer Games and Historical Imagination**

Computer games and video are not innocent media; they actively construct contexts and even histories and shape specific cultures. Their contextualisation and framing create meanings and require from historians academic reflection. Various approaches within humanities emphasise how games and video generate meanings and reflect or subvert wider social and cultural discourses. How we can turn digital game or digital video into history? Do we need for this special theory?

Lukasz Szalankiewicz

Collegium Da Vinci
in Poznań, Poland

Cracktro: Introduction to the Largest Gamedev Parasite

Krzysztof Świrek

University of Warsaw,
Poland

Researching Defunct Medium: VHS and 'Transitions' in Social History

Bohdan Shumylovych

Center for Urban
History, Ukraine

Why Do We Digitize Private Video Archives?

Disputant

Oleksandr Makhanets

17.30 – 18.00 **Concluding Remarks**

18.00 – 21.00 Dinner

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