

PROJECT ZNAMENITI: SPATIAL HUMANITIES AND DEEP MAPPING

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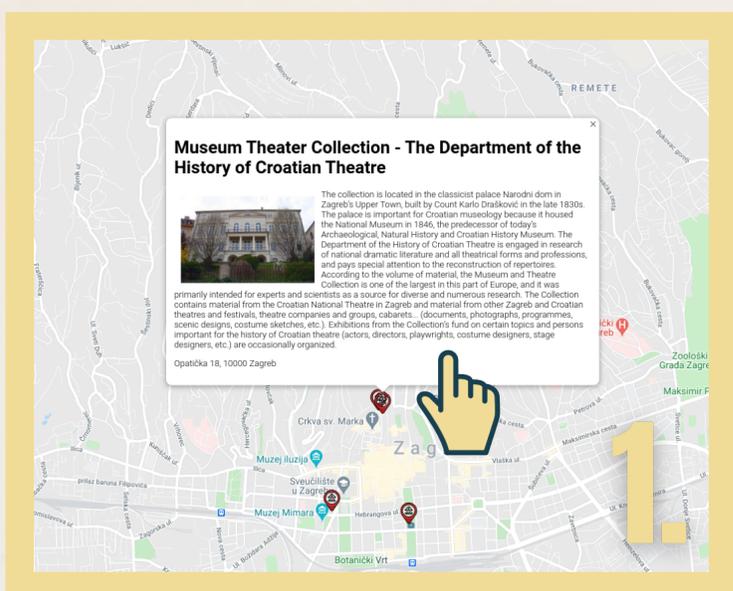
Introduction

The creation of the Znameniti.hr portal began in 2016 with the aim of collecting and easier searching digital material of leading figures of Croatian culture, science, art and public life from various collections/repositories of Croatian cultural, artistic and scientific institutions. The intention of the project was to develop a common platform which will enable greater accessibility and use of non-commercial scientific, cultural and artistic digital content to researchers and the general public. The Znameniti.hr project tries to keep pace with modern trends in new technologies, especially following the trends in digital humanities, and apply the latest technological developments and ideas that would make it more attractive and interesting, both to scientists and the wider research and user population.

Spatial Humanities and Deep Mapping

The increasing application of new technologies in the humanities has opened up various innovative opportunities as well as new research methods for scientists in this field (Burdick et.al., 2012). With the development and application of new technologies, such as the geographic information system (GIS), space has once again become an important concept of the humanities. The application of GIS in this area provides not only the usual spatial mapping of geographical space, but a better understanding of the concept of a place as a space that has its own history and memory (Tabak, 2017). Therefore, the focus of humanistic researchers is not only space, but also place through its relationship with many social and cultural events. In this context, questions such as "How to incorporate narrative into space?" and "What role does time have?" are not surprising. Over time, humanists have shown increasing interest in the integration of maps and the narrative, and new concepts have emerged such as "story maps", "narrative atlases", "geospatial mapping" (Caquard, 2013). "Story maps" as a concept were first introduced by MacFarlane (2007), and the goal was a deeper understanding of a place, so that our personal experiences and experiences of the environment could be spatially expressed as comprehensively as possible.

Such a way of using new technologies within the humanities leads to a new multidimensional and multidisciplinary approach called spatial humanities, whose main research focus in recent years has been deep mapping. Spatial humanities as a field of digital humanities develops the assumption that the development of new technologies will enable multidimensional representation of space, instead of the current two-dimensional map that is static, while developing interactive systems that will allow dynamic observation of space and place. Such processes are called deep mapping precisely because of the possibility of multiple research as well as deep connections within different spatial and temporal scales.

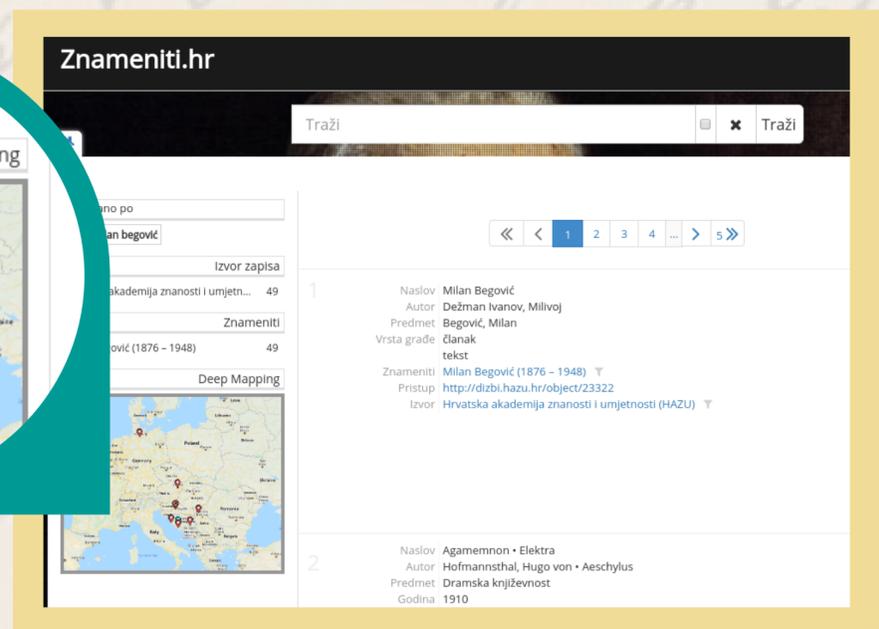


Conclusion

The application of new technologies such as GIS, through the integration of deep mapping with "geospatial stories" in the humanities, has presented great potential for the development of spatial humanities. It opens up the possibility to store everything we know about a particular space and time virtually in order to be able to dynamically explore them. The concept of place in the humanities implies an understanding of the broader social context, so the application of geospatial stories using the deep mapping method offers a broad overview of social processes by integrating a spatial and temporal perspective. Deep mapping and the visualization of spaces and places on the Znameniti.hr portal enables researchers, humanists and the general user population to combine data and to interpret them with several aspects, which was not possible in an analogue environment.

Reference

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Aim, Purpose and Methodology

The aim of this paper is to apply the geographic information system (GIS) on the portal Znameniti.hr, in order to enable multidimensional access to a place as a space that has its own history and memory. The purpose of using GIS is to propose a more detailed visual representation of space and place, which offers better opportunities for research and understanding of place as a multidimensional space. The method of deep mapping using "geospatial stories" with Google Maps was used. Famous writers were selected as the sample on which the method of deep mapping and "geospatial stories" was implemented, and the writer Milan Begović was chosen as the example that will be presented here. Deep mapping was performed on the selected sample in relation to:

1. A place for storing his legacy
2. Important places from his private and professional life

With a more detailed "geospatial story", a place ceases to be just a two-dimensional static map but is viewed dynamically and multidimensionally. In this way, we offer the possibility of multiple research as well as a better understanding of place for storing the legacy and important places from the life of the writer Milan Begović. The application of such methods has opened up many possibilities to meet the needs of scientists in the humanities, where place plays an important role in scientific research and it always encompasses a broader social context.

