

### Introduction

Timespan is happy to report all outputs and deliverables have been completed for WP2 on time, in budget and above and beyond the project expectations. We responded quickly and effectively to the restrictive measures brought about by Covid and were able to continue to develop and deliver our digital work online to our target audiences and complete product development. Timespan has also fulfilled its obligations to feed into WP T4 to develop new ways of archiving digital assets.

The outputs of WP2 fits well with the overall CINE project aims and Timespan has worked closely with the University of St. Andrews and it's target audiences to transform people's experiences of outdoor heritage sites through technology and explore the social, economic and political role of heritage within our remote communities and develop best practice to shape relevant environmental policies.

Timespan has demonstrated through CINE that digital immersive technology is an effective and engaging platform for utilising heritage for social change and to critically reflect the historical narratives of our parish, within the intersecting frames of Colonialism and Climate Change. Our Heritage Manifesto and Real Rights interactive digital exhibit demonstrate how the work completed in WP2 has been integrated into our museum plans and has become an invaluable tool to engage with exhibits and digital reconstructions in these challenging Covid times. Timespan's work package was managed by Jacquie Aitken, Digital Heritage Curator.

Timespan and the other CINE partners collaborated on a final project film that portrays the digital work of each of the partners which provides a valuable legacy for the project.

### Description of the output 2.2.1 Virtual Museum Without Walls – Guidelines for Best Practice

The production of best practice documentation is of particular interest and value to museums and curators, educators and community group leaders wishing to become involved in the digitisation of landscape, sites and objects in or associated with their collections. This type of documentation was not available or had not been compiled prior to CINE and it will add to the discussion and debate around best practice standards and referencing digital reconstruction of archaeological landscapes, sites and objects.

The community research legacy has been the continuation of the "Timespan Heritage Research Group" that was initiated in P1 to facilitate co-curation in all parts of the project.

We've continued to programme through Covid-lockdown, in a digital and outreach capacity, to ensure that our community remains connected and we continue to be an important social, educational and cultural hub for our constituents, volunteers and international audience. We've continually evaluated this programme, particularly in view of digital poverty and social exclusion in our region, particularly but not solely, for our elderly constituents.



Additionally, TS's new vision and manifesto provide an innovative case study and inspiration for best practice for sustainable environmental management:

[Timespan Museum Vision](#)  
[Timespan Heritage Manifesto](#)



Excerpts, full documents see LP report period 6, T2.2.1

**TS conducted several workshop activities for community co-production. Workshop activity manuals are available on Timespan's website.**

[Roundhouse Digital Design Dilemmas](#)  
[CAEN Roundhouse RH1/P1](#)

# DIGITAL TRANSFORMATION



We have been working with eight European partners to develop Connected Culture and Natural Heritage in a Northern Environment (CINE) over the last three years which has focused on the impact of digital heritage on engagement, interpretation and curatorial strategies. We have produced three faithful virtual reconstructions, and associated interpretative content, from archaeological and theoretical evidence from three significant points in our parish's development; Iron Age Roundhouse Settlement (500BC-500AD); Highland Clearances Longhouse Settlement 1813 and Helmsdale Fishing Village 1890. As an important part of CINE's legacy, we have planned for the digital reconstructions to be integrated into our new museum display, which uses technology as a participatory and interactive tool. The models will be available as immersive experiences (we will sell individual virtual cardboard headsets and touchscreen pen styluses to visitors to prevent cross contamination and to improve economic resilience through digital product based income streams) and as navigational touchscreen models. The models have been tested and modified in a series of engagement workshops with different user groups and are at the final stage of production and ready to be on display. This proposed project would integrate the models into a redeveloped museum and allow the public to safely access and use them.

We will overhaul the whole museum display, including our recreated croft street, by implementing an open source downloadable digital labelling system to include narrated 3d object scans; installing oral history space-sensitive audio guides from a diverse range of our constituents and archive material.

Without these digital transformations, Timespan will not be fit for purpose as a leader in developing Covid safe digital innovation resilience strategies which will benefit the Highland wide museum sector.

