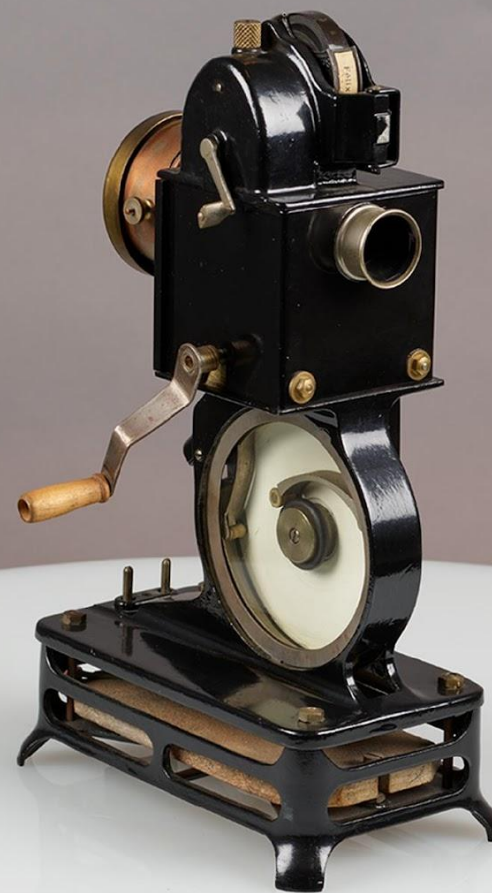


# Towards a *digital* experimental media archaeology?

Tim van der Heijden

Sanna McGregor







# CRAFTED

Enrich and promote traditional and contemporary crafts

 Luxetophone soundbox CZDH, University of Luxembourg	 Stentorphone soundbox CZDH, University of Luxembourg	 Testing of Original and Replica Stentorphone soundboxes Thomas Theisen CZDH, University of Luxembourg	 Cartavox sound postcard recording (re-enactment I) Aleksander Kolkowski CZDH, University of Luxembourg	 Working function of a Stentorphone Soundbox Thomas Theisen CZDH, University of Luxembourg	 Testing of Original and Replica Stentorphone soundboxes Thomas Theisen; Aleksander Kolkowski CZDH, University of Luxembourg	 Cartavox sound postcard recorder CZDH, University of Luxembourg
 HMV 2300H Portable Disc Recorder, assembly CZDH, University of Luxembourg	 Cartavox sound postcard in use CZDH, University of Luxembourg	 Cartavox sound postcard CZDH, University of Luxembourg	 HMV 2300H Portable Disc Recorder, recording apparatus CZDH, University of Luxembourg	 Cartavox sound postcard recording (re-enactment II) Aleksander Kolkowski CZDH, University of Luxembourg	 Cartavox sound postcard recording (re-enactment III) Aleksander Kolkowski CZDH, University of Luxembourg	 Cartavox sound postcard recording (re-enactment) Aleksander Kolkowski CZDH, University of Luxembourg
 HMV sound recording I Aleksander Kolkowski CZDH, University of Luxembourg	 HMV 2300H Portable Disc Recorder, amplifier CZDH, University of Luxembourg	 HMV 2300H Portable Disc Recorder, swarf CZDH, University of Luxembourg	 HMV sound recording Gamelan Orchestra Aleksander Kolkowski CZDH, University of Luxembourg	 HMV 2300H Portable Disc Recorder, loudspeaker CZDH, University of Luxembourg	 HMV 2300H Portable Disc Recorder, microphone CZDH, University of Luxembourg	 HMV Sound Recording Disc (contemporary) CZDH, University of Luxembourg
 HMV Sound Recording Disc (historical) CZDH, University of Luxembourg	 HMV sound recording II Aleksander Kolkowski CZDH, University of Luxembourg	 HMV sound recording Gamelan Orchestra Aleksander Kolkowski CZDH, University of Luxembourg				

202 RESULTS FOR edm\_datasetName:987

 Kinora reel image CZDH, University of Luxembourg	 Kinora camera CZDH, University of Luxembourg	 Kinora viewer and reel sound CZDH, University of Luxembourg	 Kinora viewer and reel sound (M&B) CZDH, University of Luxembourg
 Kinora reel III CZDH, University of Luxembourg	 Kinora reel IV CZDH, University of Luxembourg	 Kinora reel V CZDH, University of Luxembourg	 Kinora reel VI CZDH, University of Luxembourg
 Kinora viewer demonstration Tim van der Heijden CZDH, University of Luxembourg	 Kinora reels (3D model) CZDH, University of Luxembourg	 Kinora viewer (3D model) CZDH, University of Luxembourg	 Kinora viewer (360 degree) CZDH, University of Luxembourg
 Kinora viewer original and replica Tim van der Heijden; Claude Wolf CZDH, University of Luxembourg	 Kinora replica (details) CZDH, University of Luxembourg	 Kinora replica viewer with original reel CZDH, University of Luxembourg	

[https://www.europeana.eu/en/search?query=edm\\_datasetName%3A987\\_%2A](https://www.europeana.eu/en/search?query=edm_datasetName%3A987_%2A)



Pathé-Baby camera  
by timvanderheijden



*“How can historical media technologies and hands-on user practices be simulated in a virtual environment using 3D representations of cultural heritage objects so that the material characteristics of these objects and their (historical) usages become part of the virtual and immersive user experience?”*

Theodoros Georgiakakis & Tim van der Heijden

“Virtual Viewing Experiences (Application)”, *Zenodo*. June 6, 2023.

<https://zenodo.org/records/8011420>




Pathé Baby projector

Kinora viewer

Pathé-Baby

The Kinora

Press  to show / hide controls

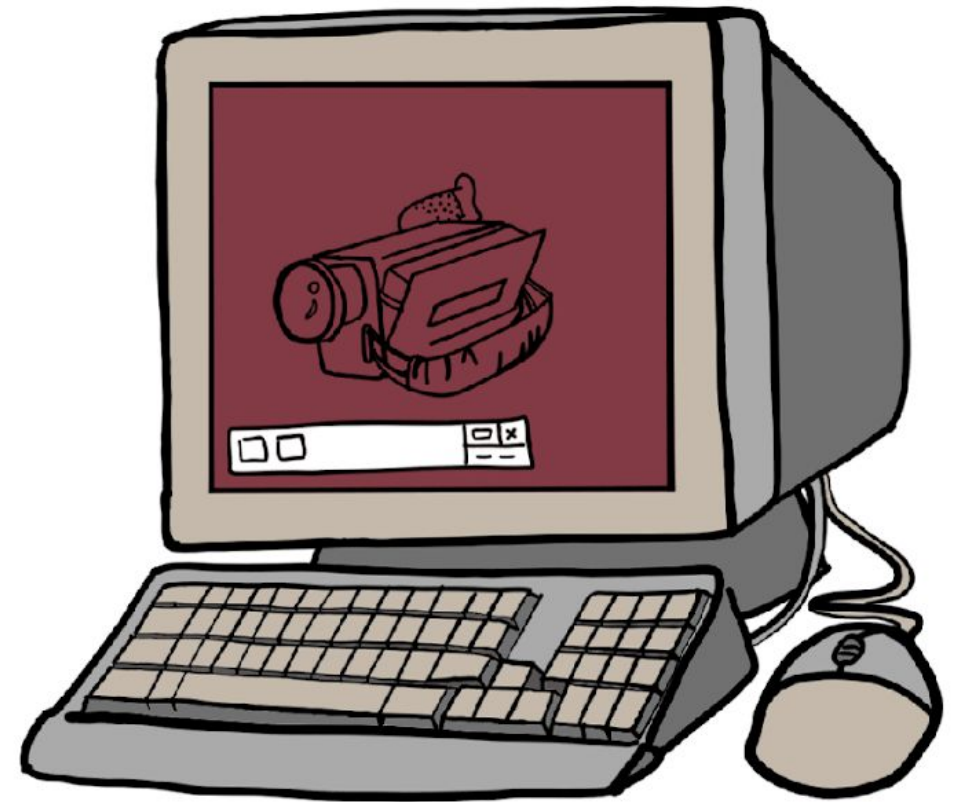
Enable annotations

<https://www.youtube.com/watch?v=8UnoPSDZCiw>

## Digital Approaches to Media Heritage

# Process & Pedagogy in a *Digital* Experimental Media Archaeology

*How can digitisation and 3D visualisations facilitate new, modes of experimental media archaeology as a hands-on, sensorial, and participatory approach to education and engagement with (in)tangible media heritage?*



# Thank you!

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