



## 7. Digital cultural heritage: mediating modern migratory memories of space and time

Digital technologies can augment histories with crowdsourced data, enrich archives with sensory experiences, enhance interpretation with interactive media, and improve heritage management with condition capture and maintenance systems. This session presents three diverse cases where digital technologies have been deployed to expand research and interpretive capacity and enable the creation of richer histories.

Session Convenors: Chris Landorf and Kelly Greenop

### 1. SYDStories: Using digital media to tell the story of Sydney Airport

*Indigo Hanlee- Lightwell*

Over the last two years, Lightwell has worked with Sydney Airport to create a storytelling website that highlights the history of Mascot and Botany Bay. Featuring interactive maps, videos, sliders, high-resolution galleries, animations and timelines, the SYDStories website reveals some of the key moments in the history of aviation and the people who made them happen.

SYDStories was officially launched in line with Sydney Airport's Centenary in June 2019, and was created with the help of over 50 contributors. This paper describes our collaborative process, and discusses some of the opportunities and challenges for digital media in aviation heritage and history.

## **2. How the aeroplane shrank the world: visualising travel times with Trove Newspapers**

*Tim Sherratt and Brett Holman- University of Canberra*

We demonstrate here a new method for extracting quantitative data from Trove Newspapers. We automatically parse article headlines for periods of time associated with London and Sydney which, from about 1920 onwards, overwhelmingly refer to actual or proposed flights between Britain and Australia. They therefore track the impact the coming of flight had on the imaginative distance between the two nations, helping to overcome the 'tyranny of distance', as Geoffrey Blainey termed the Antipodean sense of isolation. These travel times fell from around 20 days at the start of the 1920s, when steam ships were still the fastest method of intercontinental travel, to 7 days or less by the mid-1930s when international airline services to Australia began. We use Tim Sherratt's Trove Harvester, which is based on Jupyter Notebooks, making this method easily extendable to other cases where interesting numbers are embedded in Trove Newspaper articles.

## **3. In the air, on the land, in the sea: using digital methods to interpret difficult heritage**

*Alison Starr- Doctoral Candidate, University of Queensland*

Digital methods can bring the past, and its connection to the built world, to a wider greater audience. This is a key factor in war memory, with World War One and now World War Two now passing into the post memory period (Hirsch, 2008) where there will soon be no living survivors to engage with on first hand survivor testimony, of not only significant war events but the extraordinary experience of living through these wars.

While advances in computer generated imagery (CGI) has resulted in realistic depiction of air combat from the aircrew perspective, digital methods offer rich opportunities to connect the tangible and intangible aspects of wartime service. By building a picture of sites where air crew trained and embarked on missions, and frequently did not return to; the breadth, conditions, and inaccessibility beyond a map, of the routes taken; the land-based, water-based, and often remote nature of wreck sites and accompanying war graves; and pilgrimages that the aircrew survivors take to remember service and sacrifice, this war history and heritage can be more comprehensively understood. Wartime aviation activities are much more challenging to interpret in the modern landscape, and accordingly, the impact of these war memories risks being lost in the post-memory period.

A digital picture has the potential to be far richer by being inclusive of the social aspects of war history and looking at the outcomes of these missions from the enemy.