

A person wearing a VR headset is looking at a 3D printed archaeological model. The model shows a rectangular platform with a central cylindrical structure and a circular object with a cross-like pattern. The person's hand is visible, holding the headset. The background is dark and out of focus.

NON-INVASIVE TECHNOLOGIES: DECISION SUPPORT AND INFORMATION DISSEMINATION

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THE PROJECT

Non-invasive technologies generate challenges when making the wealth of data collected meaningful to the public. This project aimed to develop a deeper understanding between the general public and the archaeological heritage site of Wadi Al Helo in Sharjah, UAE, by exploring the potential of immersive VR technology.

THE PROCESS

The case study selected for this exploration was a virgin archaeological site. Using drone-based photogrammetry and ground-penetrating radar, we then adapted VR as a data-delivery platform. Through collaborative effort, data was reinterpreted via storytelling to make it engaging.

THE OUTCOME

The virtual world created as part of this project serves as a virtual visitor center that provides the general public with a virtual point of entry into the site as well as a rich information resource. A narrative approach opened opportunities for innovative explorations in information dissemination and making heritage and history accessible and immersive for the local community.