EVEille Days (Exploration et Valorisation Electroniques des corpus en Sciences Humaines et Sociales)

Numesthesia. The screen to capture the sensible?

Led by Anne Réach-Ngô, Marine Parra and Benoît Roux

with the collaboration of Régine Battiston

January-June 2023

Organized over five days from January to June 2023, the EVEille colloquium organized by the Institute for Research in European Languages and Literature of the University of Haute-Alsace (UR 4363) aims to develop, within the ILLE and in collaboration with other players in the world of HSS and digital humanities, a collective reflection on the uses of digital technology, the advantages and innovations but also the obstacles to its implementation, as well as future developments in research practices. The EVEille project intends to distance itself from the «all-digital» discourse and return to a reflection on a digital humanism based on the pooling of intellectual experiments, computer explorations and their appropriation by users, whether they are researchers, librarians and documentalists or managers of cultural centers.

The objective of this place of reflection is not to defend a necessary shift in the HSS towards the digital humanities, despite the strong encouragement from research funding and evaluation bodies which, through the pressure imposed, distort the methods and the questions. On the other hand, it is a question of giving participants who wonder about the interest of the digital humanities the means to examine whether such an orientation can – or not – be relevant in the context of their research or in the treatment of heritage and cultural assets for which they are responsible. It is also about allowing digital humanities project leaders to present their work and discuss the interactions between these different projects, which are still sometimes poorly integrated into team dynamics or the local cultural environment.

How can certain research projects or heritage and cultural promotion projects benefit from veering towards digital technologies? To what extent are the methodologies used rooted in older practices that have proven their worth? Do all projects lend themselves to such an approach? How to go about initiating, pursuing, relaunching or enriching a research project using the digital humanities?

Contacts

Projet-eveille@uha.fr
Registration on Sciencesconf
Blog EVEille
Video channel on Uha pod

@Eveille HN
@eveille_hn
@Eveille_HN

Robert Fludd, *Tomus secundus de supernaturali, naturali, praeternaturali et contranaturali microcosmi historia…*, 1619

Day 2. Reconstructing Reality
Friday, February 3, 2023 | Rouen

10am | Welcoming of participants

10:15 a.m. | Opening Remarks

Marine PARRA (University of Utrecht), Anne RÉACH-NGÔ (University of Haute-Alsace) and Benoît ROUX (University of Rouen-Normandy), *Introduction*

10:30 a.m. | Session 1 Immersive Excursion

During this session, participants are taken to a space designed and then built with digital technologies. The session is introduced by specialists, both face-to-face and virtually, and it allows you to examine the various valorization endeavors undertaken by heritage and cultural institutions.

Session led by Philippe FLEURY & Sophie MADELEINE, **"Réalité virtuelle et restitution de sites patrimoniaux : comment partager une expérience "sensible" avec des publics pluriels"**

Philippe FLEURY is an emeritus professor of Latin at the University of Caen Normandy.

Sophie MADELEINE is the director of Centre Interdisciplinaire de Réalité virtuelle at the University of Caen Normandy, HDR research engineer.

A research team from the University of Caen Normandy (ERLIS-UR 4254) has been working for more than 25 years on the interactive virtual restitution of ancient Rome with the support of the Centre Interdisciplinaire de Réalité virtuelle (CIREVE). The virtual model is being developed with a twofold aim: research and pedagogy. First of all, it is a question of representing and experimenting with restitution hypotheses on a scale of 1, with all the freedom offered by virtual reality (circulation at real speed, access to primary sources and their interpretation to justify restitution choices, etc.). Once created, the interactive model then becomes a medium of choice for sharing with students, secondary school pupils or even the general public the latest knowledge on the architecture and topography of ancient Rome. The experience shared with the mediator who leads the walk through Rome is all the more immersive because nothing is pre-calculated. The visit adapts in real time to the requests of the audience, to their level of knowledge and offers them a "sensitive" experience, as close as possible to the conditions of a real visit. Virtual reality also makes it possible to change the time of the visit, to see with the public how the atmosphere of a monument can evolve according to the light that penetrates its walls. It is also possible to play with atmospheres such as "Rome by night" or "Rome in the snow" in order to create a scenario for presentations and thus increase the feeling of presence of the audience by making them feel that they are in the right place. of the audience's presence by taking them from one side of the room to the other.

2:00 p.m. | Session 2 Scientific mediation and exploration

Marie-Luce DEMONET & Alain LEGROS, **"La bibliothèque de Montaigne : explorer et ressentir le lieu, ouvrir et comprendre les livre"**

Marie-Luce DEMONET is an emeritus professor of French Renaissance literature at the University of Tours (CESR-UMR 7323).

Alain LEGROS is a research fellow at the Centre d'études supérieures de la Renaissance (CESR-UMR 7323).

The reconstruction of the Montaigne library (the place, the shelves and the books) is already almost ten years old: the different stages and the history of the project will be presented even before it was financed by an ANR programme (Alain Legros), but also the limits of *numesthesia* applicable to this type of project (Marie-Luce Demonet). If immersive extensions were possible, what experiences could we draw on? What benefits could be gained and for which audiences?

Laura BONTEMPS, **"L'usage des archives photographiques en modélisation 3D à Karnak : effleurer le passé"**

Laura BONTEMPS is a PhD student at Héritages (Cergy Paris Université, UMR 9022) and Modélisations pour l'Assistance à l'Activité Cognitive de la Conception (Map-Maacc-UMR 3495).

Touching the past in the temples of Karnak is the experience of every step. But if the stones and the architecture speak to us, the archival photographs also tell a story, that of the modern narrative of the archaeological complex. The reuse of the photographs – with different techniques and media – as the basis for the 3D modelling disrupts and modifies their original nature and purpose, while leading to the search for new facets of the history of conservation at Karnak. We will unravel the sensory thread that connects the ancient photographs, the narrative they deliver to us, to the material reality of the site today, as well as the way we can express the shift from physical to digital space.
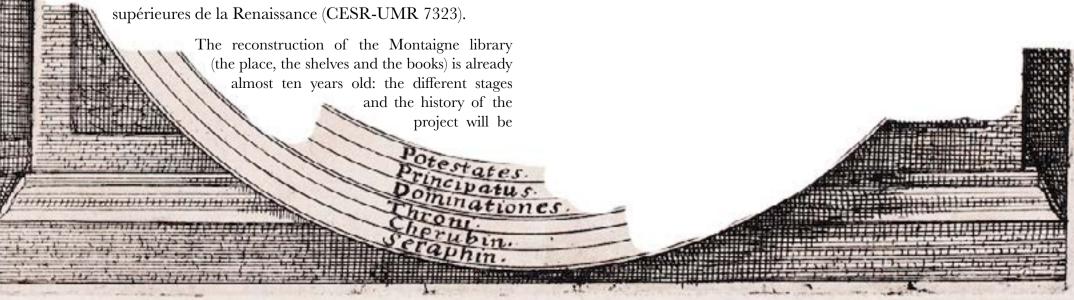
3:45 p.m. | Pause
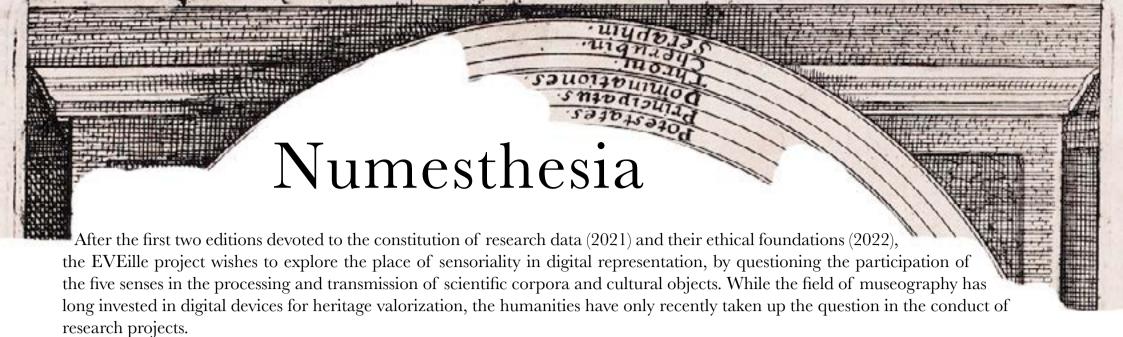
4:00 p.m.-5:30 p.m. | Session 3 In Search of Tools

Tony GHEERAERT, **"'Comment construire un univers qui ne tombe pas en morceaux au bout de deux jours ?' Présentation d'Unreal Engine 5.1"**

Tony GHEERAERT is a professor of seventeenth-century French literature at the University of Rouen Normandy at the University of Rouen Normandy (CÉRÉdI-UR 3229).

"How to Build a Universe That Doesn't Fall Apart Two Days Later" asked Philip K. Dick in 1978, already frightened by the the proliferation of virtual worlds. Without getting into the philosophical or political debate or political debate, it appears that we now have tools that the creation of 3D universes, freely accessible and of professional quality. professional quality. Originally designed to create video games video games, they are now commonly used by filmmakers, architects, or archaeologists. archaeologists. While their advanced use requires extensive training and often large teams, it is and often large teams, it is nevertheless possible for the uninitiated to get to grips with the software and at least become aware of how to use it. how to use them. Among these platforms, Unreal Engine tends today to become the main reference. We will quickly present its main features, and try to main features, and will try to show briefly how to create the bases of a 3D create the foundations of a 3D universe - which is destined to collapse very quickly.

5:30 p.m. | Closing Remarks

Numesthesia

After the first two editions devoted to the constitution of research data (2021) and their ethical foundations (2022), the EVEille project wishes to explore the place of sensoriality in digital representation, by questioning the participation of the five senses in the processing and transmission of scientific corpora and cultural objects. While the field of museography has long invested in digital devices for heritage valorization, the humanities have only recently taken up the question in the conduct of research projects.

By coining the neologism of *numesthesia* - born from the contraction of *numérique* (digital) and the Greek term *esthesia* which designates apprehension through the perception of the intellect *and* the senses – the EVEille project presupposes that in the field of Humanities, sensory apprehension is not only called upon to *restore* to large audiences the phenomenological reality of a scientific object that is offered to the intellect of the expert. The notion also suggests that the epistemological approach *engages sensible* devices of digital mediation to access, *through the senses*, the thickness of the scientific object and this, from the phase of investigation of the data itself.

The five days will follow a progressive path, from the most minimal digitization to the most advanced exploitation, in order to question the regimes of sensoriality that intervene in the digital communication of the scientific, cultural and patrimonial object. It will be a question of examining the way in which the five senses are solicited in a variety of ways, from the initial apprehension of the object of research to the production of a new scientific artifact, henceforth dematerialized, while passing by the various devices of its conversion to the digital format. We will study in particular the sensitive mechanisms implemented by the digital devices examined during the presentation of case studies, which could be from literary, linguistic or historical studies, as well as from the fields of musicology, art history, archaeology and more broadly from cultural studies.

D2. Reconstructing Reality

During the "Reconstructing reality" day, we will envisage more digital procedures that add new artifacts to the reality of objects whose completeness is definitively lost. We are thinking in particular of investigations that aim to find and assemble fragments of the same archaeological piece, to compose, in a single virtual edition, pages of books extracted from different copies, to recolor certain images, to constitute models reproducing on a reduced scale a site or a disappeared construction, etc. However, as a certain amount of information is often no longer directly known and accessible, the reconstruction requires an effort of methodical re-construction based on solid scientific foundations which, notwithstanding, orient and stimulate the imagination.

Practical information

The first day of the colloquium will be held at Rouen. To assist:

In-person | **Salle du conseil (UFR Lettres - Building B - 3rd floor)**

Address: 17 rue Lavoisier, 76130 Mont-Saint-Aignan

Online | the connection link will be sent after signing up

on the Journées EVEille 2023 scienconf website.

Scientific commitee

Régine Battiston (UHA, ILLE), Guido Braun (UHA, CRESAT), Bram J. M. Caers (Leiden University), Pierre Cubaud (CNAM), Marie-Luce Demonet (CESR / Université de Tours), Ambre Philippe (Fondation Catherine Gide), Tony Gheeraert (Université de Rouen), Nicolas Genis (Université de Lille, HALMA), Renske A. Hoff (Utrecht University), Madeleine Hubert (Bnu, Data Lab), Isabelle Lefèvre (UHA, SUAC), Véronique Lochert (UHA, ILLE), Marine Parra (Utrecht University), Anne Réach-Ngô (UHA, ILLE), Martine Robert (Université de Rouen, ERIAC), Benoît Roux (Université de Rouen, ERIAC), Franck Varenne (Université de Rouen, ERIAC).

Organization committee

Yanet Hernandez (SciencesConf website and uhapod chanel), Michela Lagnena (workshops' pedagogic ressources), Romane Marlhoux (participant's presentation video capsules), Marine Parra (scientific direction), Anne Réach-Ngô (scientific direction), Benoît Roux (scientific direction).