Memorise

Towards Building an Infrastructure to Keeping Alive and Conveying the Memories of Victims of Nazi Persecution

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GOALS & METHODOLOGY

Designing an infrastructure to help process 80,000+ holocaust related items to make them persistently accessible to the general public.

Composing a suite of digital tools for presenting, narrating and engaging with Heritage of Nazi Persecution (HNP) in new ways.

Developing semi-automated, AI-based services in the form of (1) a data processing pipeline to process materials in different languages, and (2) an AI engine to recommend individualised content for each user.

Creating a toolkit of best-practices (data processing, curation, knowledge graph creation, narration & interactive visual exploration, & 3D modelling) to accelerate digital tool usage in cultural heritage & adjacent industries.
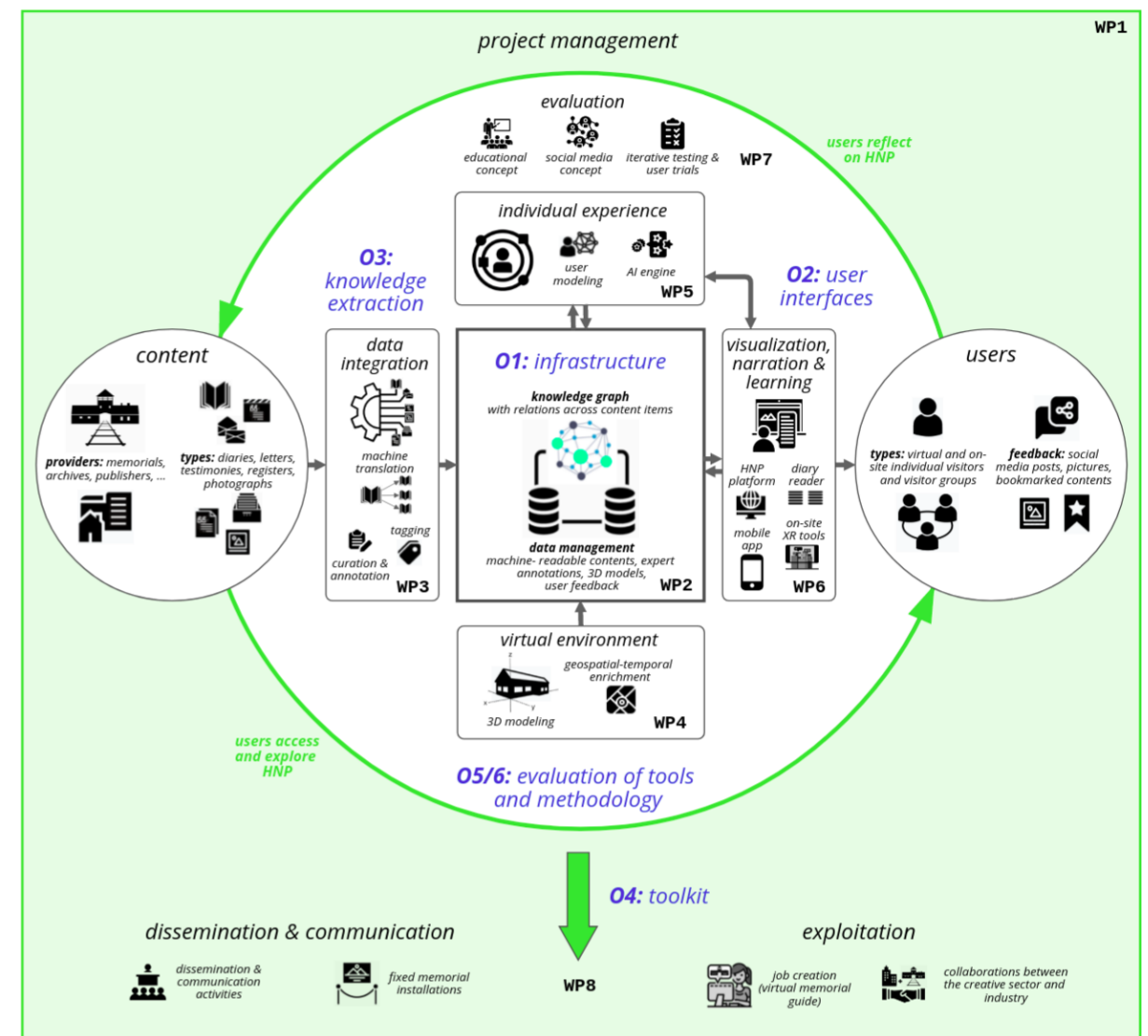
FIRST RESULTS

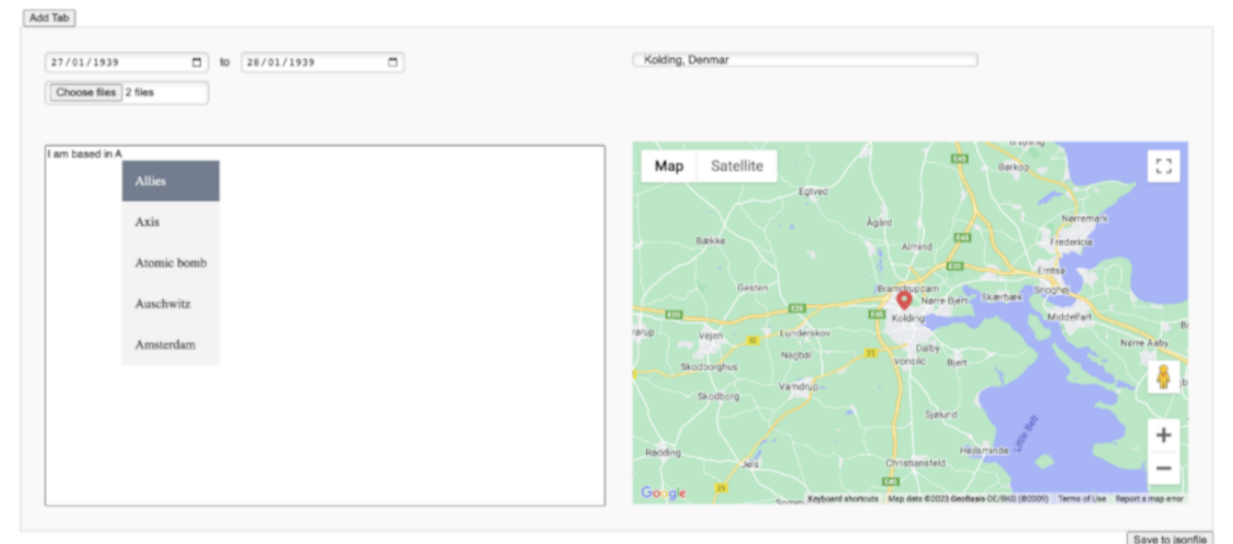### 3D Virtual Visit of the Bernburg Euthanasia Center

Story Recording Prototype

Exploring 3D Paintings of Imprisoned Artists

Ervin Abadi's View of a Barrack.　Ervin Abadi's View of Bergen-Belsen.　Leo Kok's view of a work barrack.

Parallel Diary Reader Prototype

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KONINKLIJKE NEDERLANDSE AKADEMIE VAN WETENSCHAPPEN