

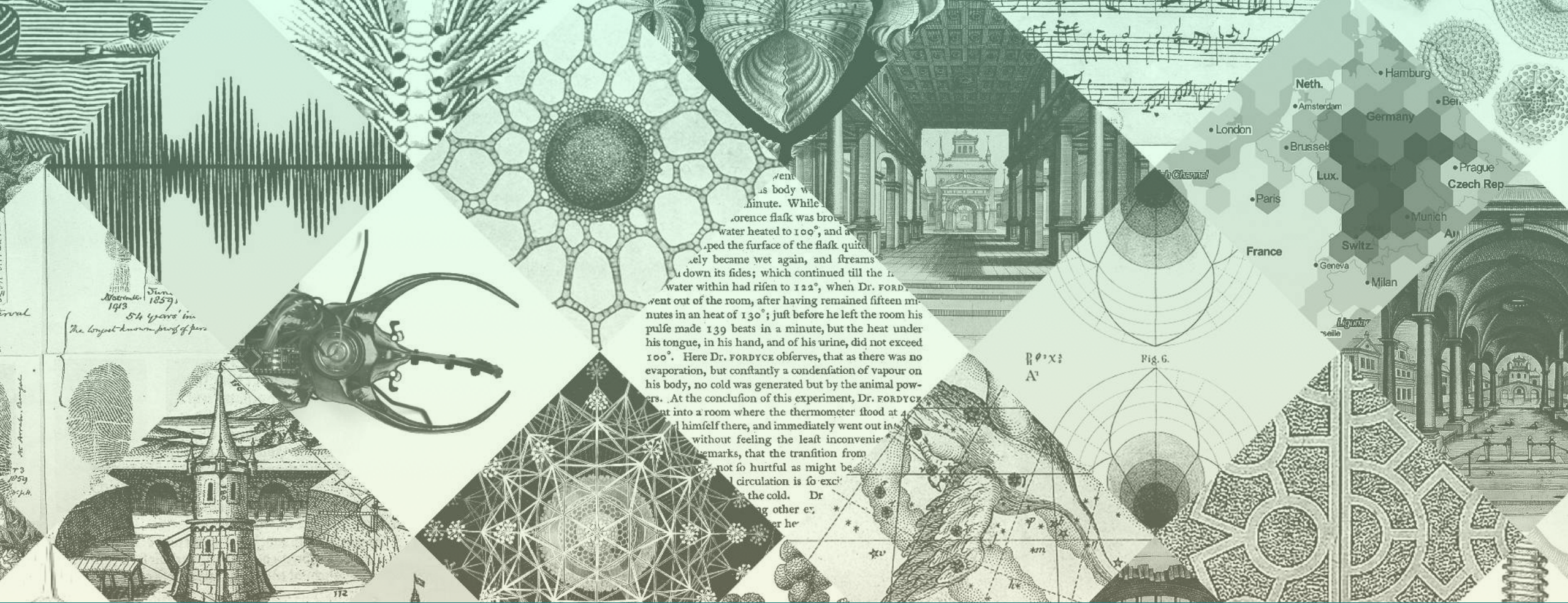


{ CODING DA VINCI }

DER KULTUR-HACKATHON

Audiovisual data in the cultural hackathon Coding da Vinci

Ilias Kyriazis
I\V/A\V, 15. September 2020



01 | Coding da Vinci

The concept



Kick-Off:

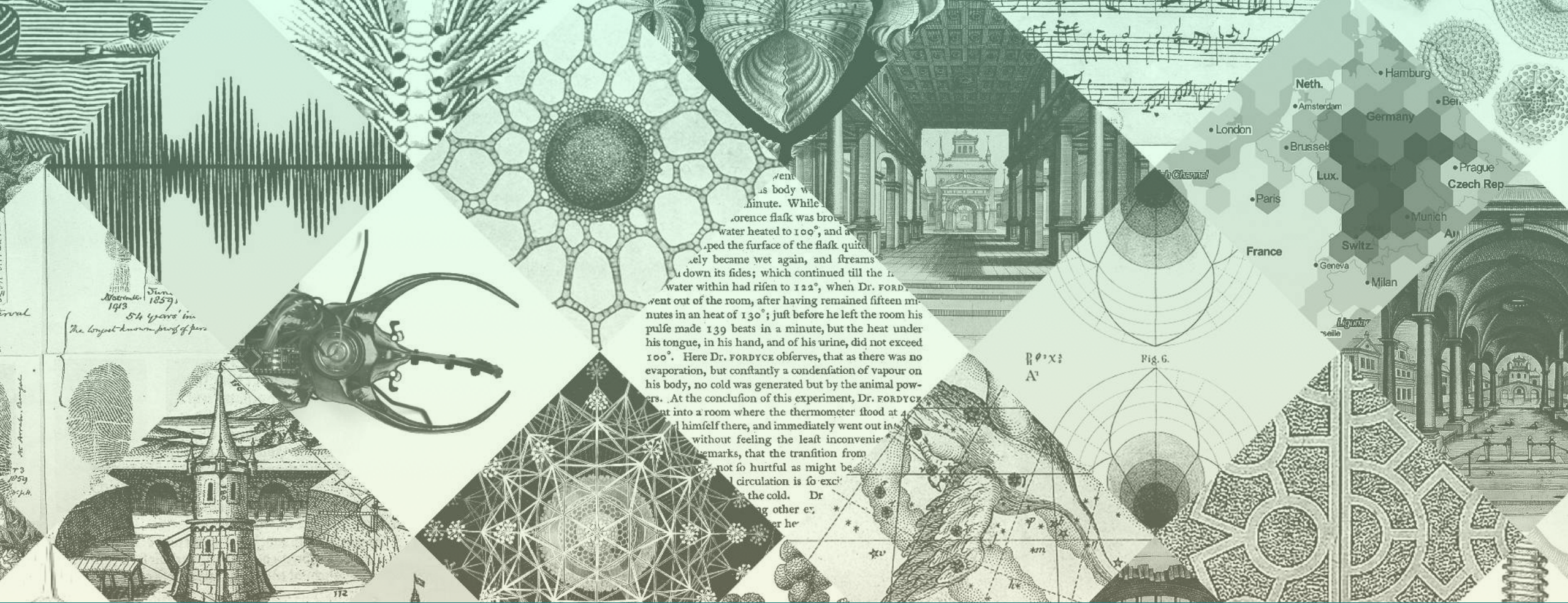
Presentation of GLAMs and their datasets. Participants shape teams.

Sprint:

Teams work on their projects for about 6-10 weeks.

Award Ceremony:

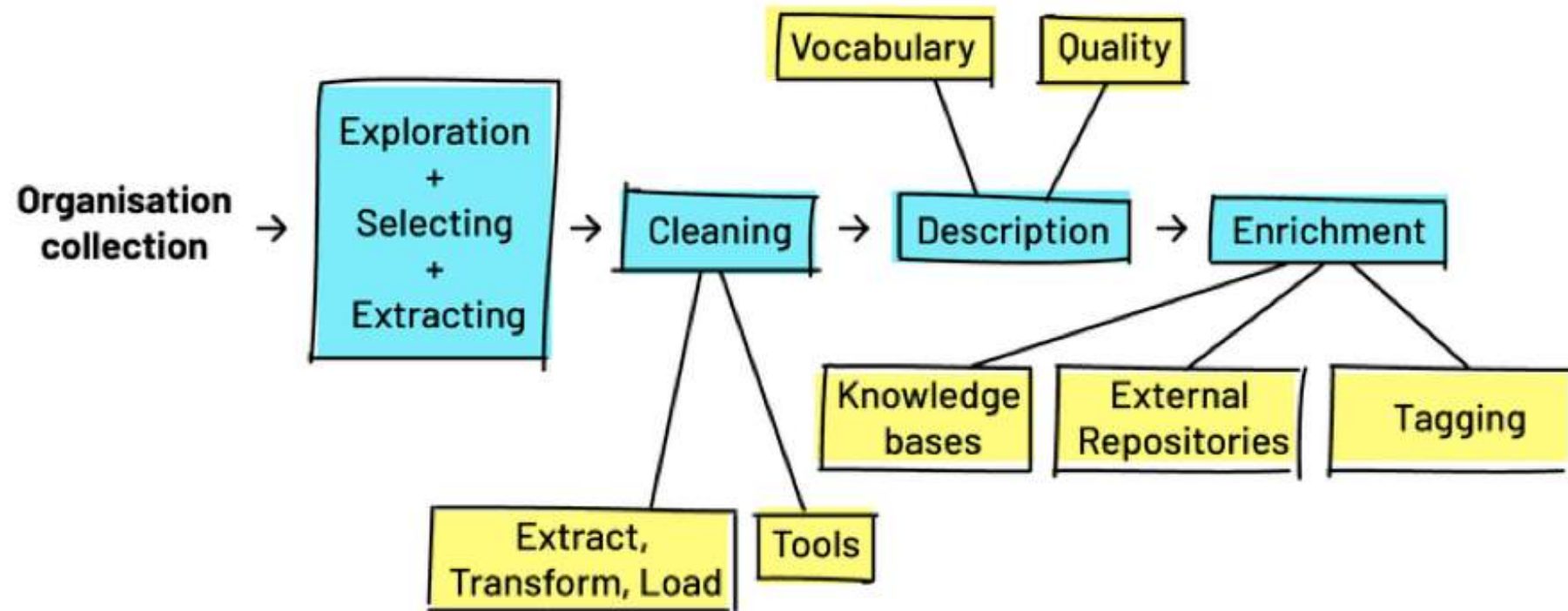
Projects are presented in public. A jury selects the best ones and awards them.



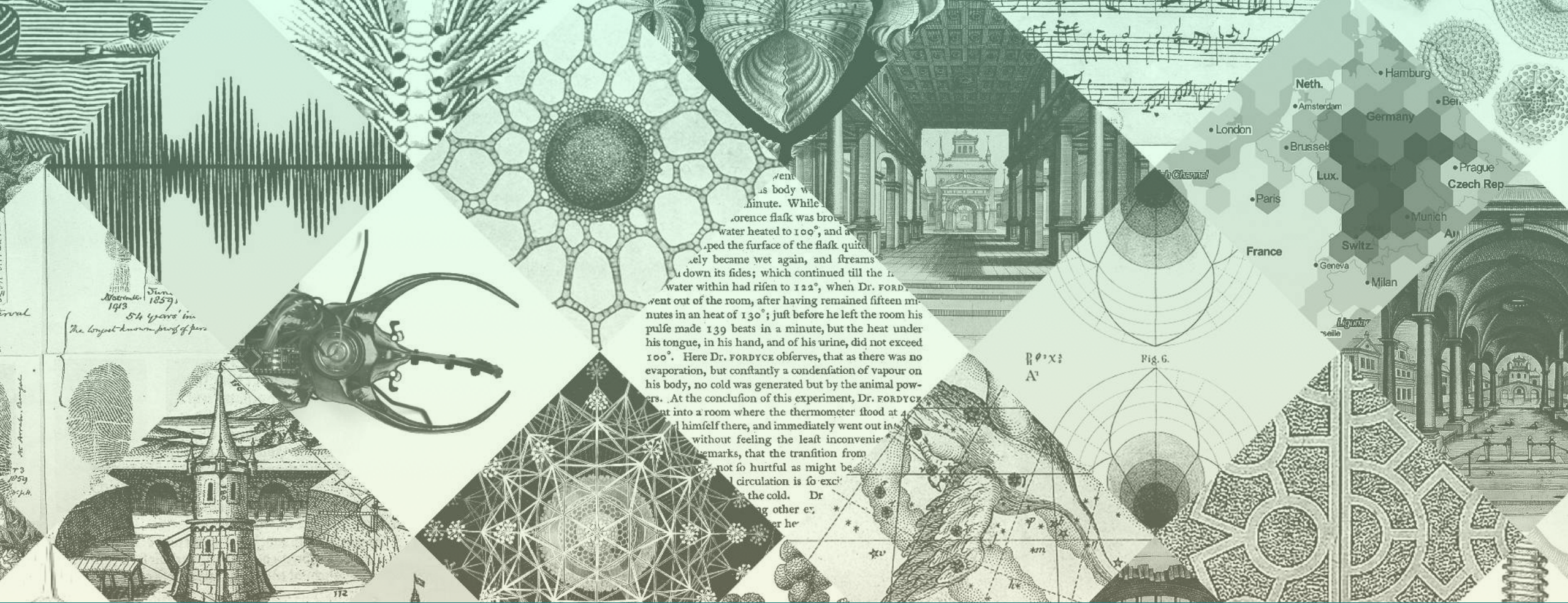
02

Data Curation

Data curation



Source: Open a GLAM Lab – <https://glamlabs.io/books/open-a-glam-lab/>



03

Projects

zzZwitscherwecker

Sound in apps

The alarm clock that only goes off when you guess the right bird sound.

- ❑ Source: [Animal sounds archive](#) (Natural History Museum, Berlin)
- ❑ Team: Anne Weißschädel, Simon Könneke, Christoph Hornig, Anne Stephanie Weber, David Gomez
- ❑ Demo: <https://vimeo.com/132405423>
- ❑ Berlin 2014

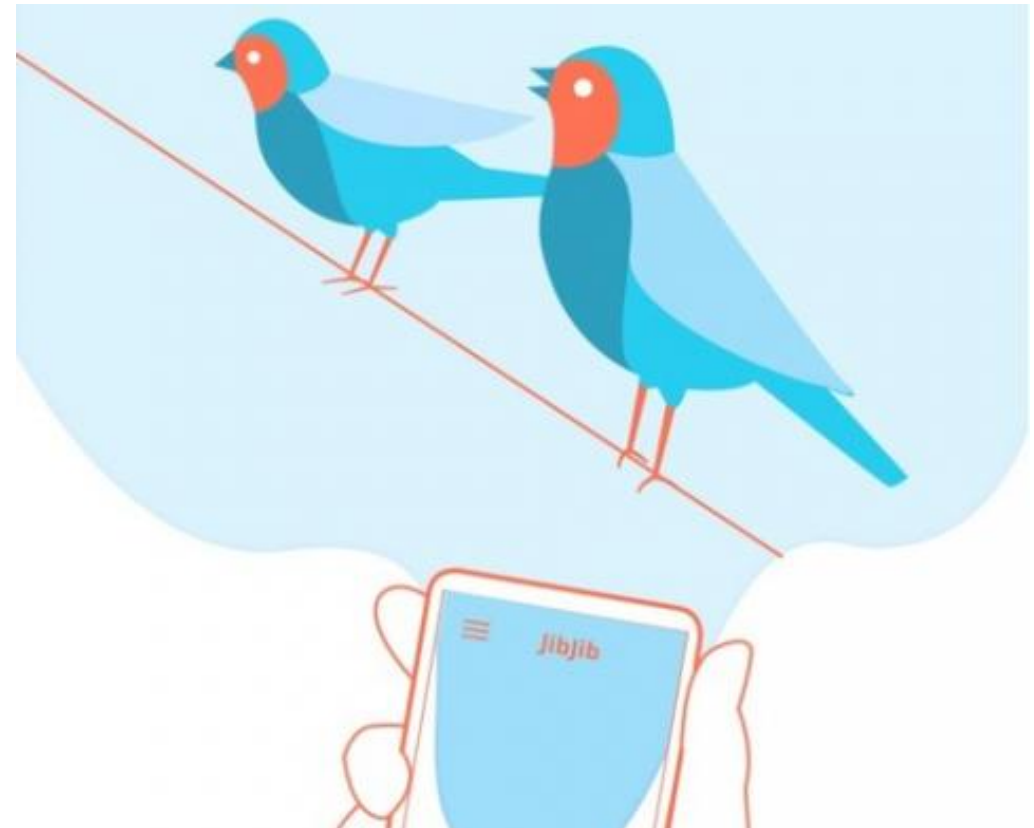


JibJib

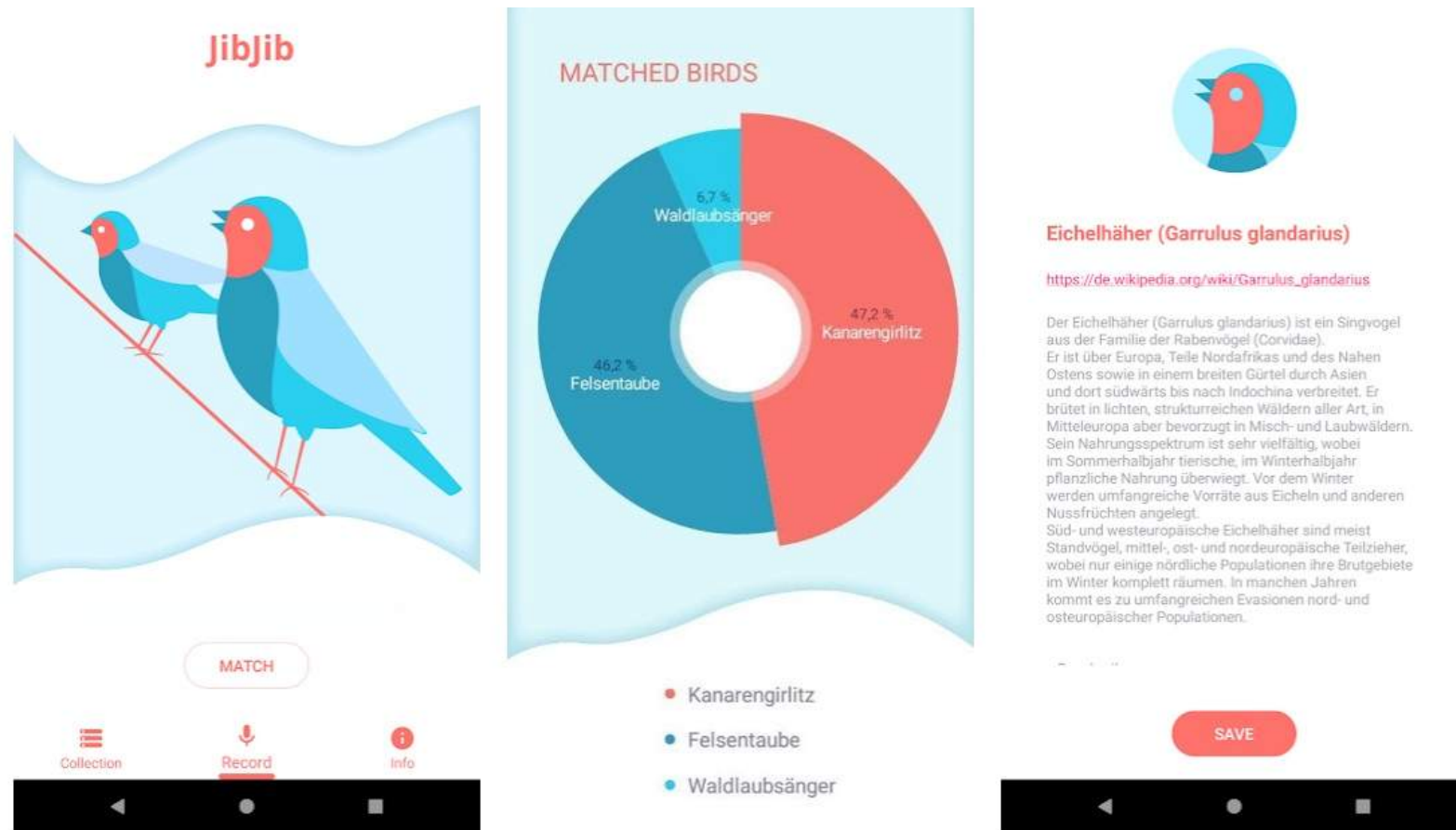
Sound in apps

JibJib uses machine learning to detect birds by their calls, after being recorded. The recorded audio data is sent to a REST API, where it is processed. Matching accuracies are then returned.

- ❑ Source: [Animal sounds archive](#) (Natural History Museum, Berlin)
- ❑ Team: Alexander Knipping, Patrick Plitzner, Anne Münzner, Sebastian Biermann
- ❑ Ost 2018



JibJib



RingRing

Sound in games



Experience historical telephones in a playful, audiovisual way. Remember the sequence of sounds being played and repeat.

- ❑ Source: Ringtones dataset (Post and Telecommunications Foundation)
- ❑ Team: Daniel-Amadeus Johannes Glöckner, Fabian Moritz Schneider, Lukas Wagner, Lisa Ihde, Jonas Bounama, Joana Bergsiek
- ❑ Demo: <https://youtu.be/F8PTuquevtI>
- ❑ Rhein-Main 2018

RingRing



AnimalBeatbox

Sound in games



Create your own beatbox with samples of animal sounds.

- ❑ Source: [Animal sounds archive](#) (Natural History Museum, Berlin)
- ❑ Team: Jasper Pöhls
- ❑ Website: <http://animalbeatbox.denkeninechtzeit.net/>
- ❑ Ost 2018

The Comedy of HTTP 404

Videos as game props

A point-and-click adventure, in which you slip into the role of an intern at the State Theater of Saarland, who tries to drive theater ghosts away. The game has been developed in Unity.

- ❑ Source: Current filmings of the interior of the theater (State Theater of Saarland)
- ❑ Team: Laura Lücke, Waqas Ahmad, Jasper Pöhls, Simone Kranz
- ❑ Website: <https://comedyof404.wordpress.com/>
- ❑ Saar-Lor-Lux 2020



past forward

Videos for storytelling



Experience with film clips a journey in the time between the turn of the 20th century and the Weimar Republic.

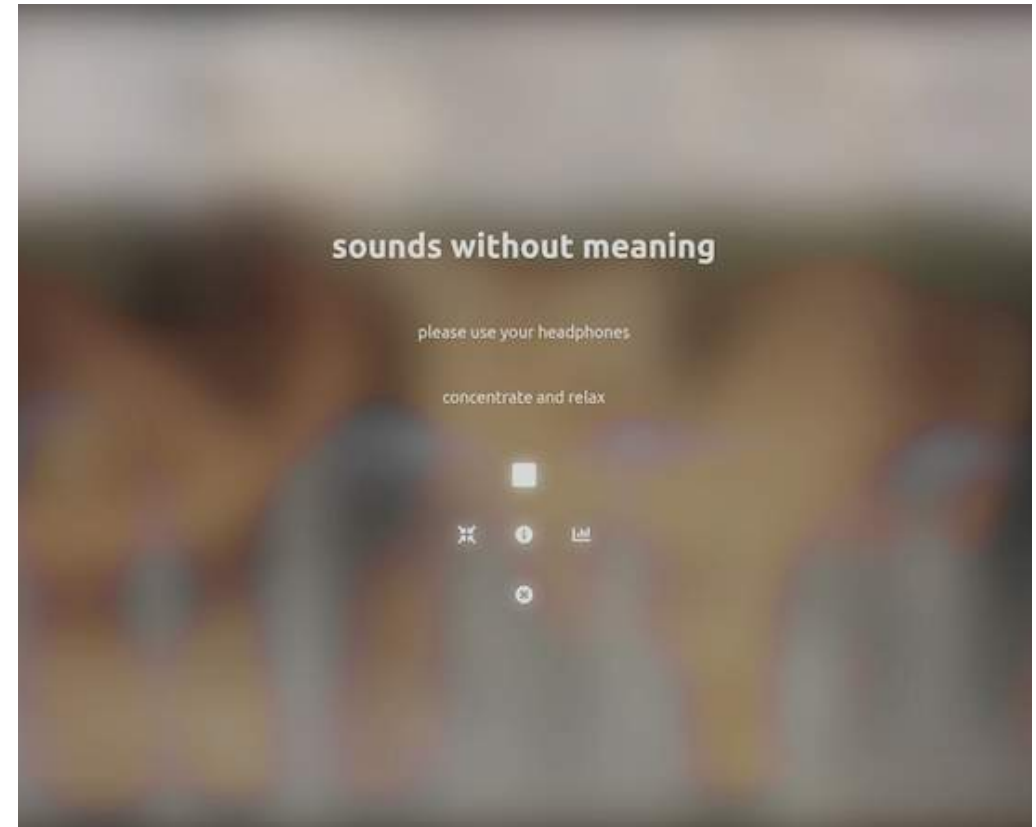
- ❑ Source: War and everyday life, 100 years ago (Deutsches Filminstitut - DIF)
- ❑ Team: Gerd Müller, Anne Mühlich, Nadine Raddatz, Jana Hentschke
- ❑ Website: <https://gerdesque.github.io/pastforward/>
- ❑ Rhein-Main 2018

Sounds without meaning

Indulging in the audiovisual world

The application uses simple algorithms to compose an infinite stream of acoustic and visual impressions from fused industrial sounds and images - for distraction and relaxation...

- ❑ Source: Printing machine sounds (Museum of Printing Art, Leipzig); Sound archive (LWL-Industrial Museum)
- ❑ Team: Leander Seige
- ❑ Website: <https://swom.app/>
- ❑ Westfalen-Ruhrgebiet 2019



Kurbelkamera

Indulging in the audiovisual world

Projection of old films on a canvas and interaction with the moving images, so that a new film is created. The playback speed of the film and the recording speed of the newly produced film are influenced by a crank.

- ❑ Source: War and everyday life, 100 years ago (Deutsches Filminstitut - DIF)
- ❑ Team: Lukas Benedix, Alexa Schlegel, Fanny Steingraber, Katjuscha-Kaja Tömmeler
- ❑ Demo: <https://youtu.be/60lfz6pr3Js>
- ❑ Berlin 2015



Thank You

Ilias Kyriazis
Data Curation

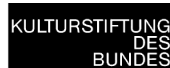
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