



REgeneration of disused Industrial Sites
through Creativity in Europe
607507-CREA-1-2019-1-IT-CULT-COOP1



Co-funded by the
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ACTIVITY 1- RESEARCH WORKSHOPS IN SECONDARY SCHOOLS

Responsible: Associazione culturale Gli Scarti in collaboration with Comune di Santo Stefano di Magra

FINAL REPORT: KLANGHAUS

PLANNED PERIOD: January 2020- June 2021

SITE: Roman Quarry, Aflenz

PROJECT: 4 workshops for the school students of the local area, exploring different focus of the site, involving local and international artists to develop workshop programmes

Sound & bat workshop children with Roberto Paci Dalò

Light and reflection workshop with Beba Fink

Exploring and creating the sound of the space with Jaka Berger

Interactive spaces with Mia Zabelka and Connie Zenk

original schedule: The workshops were originally scheduled for April-July 2020 and couldn't take place due to Covid 19.

Klanghaus covid solution

site: Roman Quarry, Aflenz

project: to solve the Covid challenge, new hybrid solution was planned; using a 360° film of the site as a stage-screen-backdrop platform within which children, artists and visitors can develop creative interactions and interventions to engage with the cave from a physical distance. The film production has started, working on interactive online tutorial workshops for late Spring 2021

reschedule: late Spring 2021

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PERIOD (START-END OF ACT 1) original planned start was January 2020.

PLACE The disused industrial location Klanghaus (AT) focussed on is the Roman quarry in a cave in Aflenz in south Styria.

The cave came into being when the Pannonian Sea receded 11 to 35 million years ago, and fossils from this prehistoric age can still be found in the stones. During the Roman Empire, the Aflenz Sandstone excavated from the cave was used for the construction of Flavia Solva, a major settlement.

Throughout early-modern and modern history, the stones were used for a range of building purposes including decorative elements on the facades of St. Stefan's Cathedral in Vienna, various buildings around Vienna's monumental Ringstrasse constructed during the late Hapsburg Empire and the Landhaushof building in the centre of Graz.



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During the second world war, the Nazi regime transformed the cave into a work camp where Daimler produced war machinery using prisoners of war who were incarcerated in a concentration camp close to the entrance of the cave. In 1945, the concentration camp was liberated by the allied forces and the cave was re-occupied by three different nations within one year: Tito's partisans, then Russia and ultimately English troops. The Russian army completely destroyed the concentration camp and there is currently no sign that there was anything there - the site is a semi-cultivated field at the edge of a forest. The local council is now planning to commission an artist to create a monument to commemorate the brutal history that has become invisible.

The quarry is a monumental space with an area of 2.5 hectares, approximately the size of 5 football grounds. It is home to various rare breeds of bat.

There is electricity and the quarry is accessible on foot through a well-concealed door built into an almost hidden hillside.

Active engagement with space is a step towards social responsibility and to society. Creative engagement with space fosters awareness of the expressive power of aesthetic processes to transcend individual perception and enable dialogue across boundaries.

PARTICIPANTS

First phase creators

Planning & Organisation Beba Fink, Zahra Mani, Karin Schorm, Joseph Mollich organization and planning

Artists Roberto Paci Dalò, Jaka Berger, Zahra Mani, Beba Fink, Mia Zabelka

Second phase (COVID) Creators & Partners

Retzhof (Verein), Joachim Gruber, Golem Productions, Gemeinde Wagna, GKP Graz, A9 Kulturabteilung Land Steiermark, Sandra Kocuvan, Mario Egger, Zahra Mani, Karin Schorm

ACT 1'S DESCRIPTION

Participants and workshops

Online presentations, particularly June – October 2021 by Mario Egger, Zahra Mani & Karin Schorm for partners including GKP, Kulturabteilung Land Steiermark, Bildungsdirektion Land Steiermark, Sandra Kocuvan, Christoph Loesch, Maria Pichlbauer, Vanessa Lessjak, Anna Swoboda

Live presentation for audience 13.-18.9.2021 Ex-Ceramica Vaccari Santo Stefano di Magra

Online & Live hybrid workshop for schoolchildren 7.10.2021 led by Mia Zabelka & Anna Swoboda for 10 schoolchildren at a Montessori school near Graz, Austria (Anna Swoboda and the participants were in a live space together and explored the 360° RESCUE tour collectively, Mia Zabelka conducted a music workshop based on the previous experiences of the hybrid cave in an online Zoom session). The results are not publishable for copyright & data protection reasons. The children were between 9 and 12 years old and come from South Styria.

Narrative description of the workshops and 360° tour with slides and a description of how it works 18th October 2021 in Graz in the context of the "RESCUE Cultural Heritage Workshop".

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15 participants.

Zahra Mani presented the RESCUE 360° Tour to partners, artists, colleagues and representatives of funding and policy-making bodies in the State of Styria.

ACT 1 OUTCOMES

Learning – the tour offers visitors of all ages insights into the history, physical space, use and future of the cave

Participation – through interactive tools and active exploration of the space (virtually, using a mouse, keyboard, smartphone, microphone etc) users and visitors are directly involved in the cultural process and invited to leave messages and impressions behind, contributing to an ongoing archive of reflections

Sustainability – the RESCUE tour will remain online and create access to the cave even if it is not always (e.g. Covid) physically accessible, contributing to education and cultural interaction. The potential outreach is large and there is growing interest not just in Leibnitz but also in Graz, Villach, Klagenfurt and Vienna as well as partner countries to use the RESCUE 360° on the one hand and to develop new, analogous hybrid spaces for cultural purposes on the other

Innovation – the RESCUE 360° tour is an innovative use of digital tools that deliberately avoids all virtual reality isolation techniques to create an interactive but not overly technical platform that can be used for education, artistic practice and a combination of the two, in workshops, performances, presentations and collaborative works. The focus on not being too technical or utilizing all available contemporary 3D and gaming techniques is a decision in favour of content and cultural practice, using but not submitting to the digital sphere.

CONSIDERATION AND ANALYSIS

Activity 1 was one of the most challenging aspects of RESCUE in the light of COVID-19 and the lockdowns because it made it impossible to interact directly with the participants and even to enter the project space.

We were very satisfied with the group discussions about Covid-conform solutions and feel that each partner's response and solution to realizing RESCUE activities reflects the diversity of the consortium.

We see the RESCUE 360° tour as a solution to inaccessibility on the one hand, and as the beginning of a learning curve on the other. We are curators and artists, and confronted with various questions pertaining to the digital sphere and how best to use it. We are excited to continue to develop creative uses of internet and digital tools taking into account a contemporary and responsible use of the digital sphere for all participants (particularly in the light of data protection).

The time to develop the tour was a challenge, and we identify a small weakness in the late publication of the tour on a public platform (for technical reasons) but also feel this weakness is mitigated by the broad use the tour has had since it was published and by the sustainable future it is guaranteed.

We have always been committed to outreach and communicating participative culture to a broad and growing audience transcending all social boundaries and barriers, and we remain committed to such work with the added tool and potential growth of hybrid materials as a platform that can be accessible to basically anyone with an internet connection, anywhere in the world – positioning European cultural output internationally by increasing its visibility and accessibility.

OUTPUTS

New stand-alone (Windows & MAC versions) and online web application of an innovative use of panorama technology in the form of our RESCUE 360° tour.

Learning, participation, outreach, growth, collaboration beyond the RESCUE network, sustainable futures, prototype (social, cultural, educative, interactive).

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