Spatial organization modes in multimedia architectures: Case study Herakleion, a city in space and time

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Presentation Method. I would like to:

i. present in person (with/without a written paper)

Abstract (300 words):
Through our personal involvement in the design of cultural multimedia projects we have developed a special interest in multimedia architectures, which are the subject of this text. The term “multimedia architectures” denotes three different axes: spatial architecture of screens and interfaces, architecture of the content organisation and the architecture of programming and navigation design.

The text presents the cultural multimedia title Herakleion, a history of a city, produced by the Multimedia Laboratory of the University of Crete, Greece, financed by the Municipality of Herakleion and the European Union. It is analysed with the aim of highlighting the basic research elements in the design of the graphical and interactive interfaces.

One of the basic principles of the content organization was the creation of interfaces that would be spatial environments with a concentration of information. This information, divided into thematic units, would extend spatially across multiple layers and thematic fragments. Thus, the desired result was the creation of a spatial grid
where the user could navigate around discovering elements of knowledge, in a way that is both educational and entertaining.

In order to highlight the spatial dimension of the past and the lived experience and to focus on the human activity in the city, the six sections of the content correspond to a different use of the visual metaphors of the space, in particular: audiovisual aerial overflight of the city, views from below in the urban fabric, iconographic and textual collage, map of the city, perspective views and immersion in a three-dimensional spatial modeling, layers and superposition of images, virtual museum, and sequence of viewpoints along the paths in the urban fabric.

Key words: multimedia, interface, interactive design, digital space, interactive narration, navigation, architectural conception, program, screen space

• Author(s) Biography (200 words each):


During 1985-9, he created a number of experimental videos on space perception and the specificity of the electronic image. Since 1989, he works as a director of documentary films on art, architecture and the city as well as of cultural interactive multimedia. He has won several awards in architectural competitions as well as in documentary film and multimedia festivals, in Greece and abroad.

Since 1999, he teaches Representation Technologies at the Department of Architecture of the University of Thessaly, Volos, Greece.

His research activities focus on representation technologies, visual communication, interactive multimedia and new space concepts, urban soundscapes. Since 1999, he is a member of the Laboratory of Environmental Communication and Audiovisual Documentation (LECAD-EPEOT) of the Department of Architecture of the University of Thessaly. http://lecad.arch.uth.gr/en/index. He has published over 30 articles in scientific magazines and conference acts.