



## Future Archeology: Experiencing, Discussing, and Testing the Living Archive on the example of Hakka Culture

part of the project “Future Archeology: Boosting Cultural Vibrancy through AI Regenerated Materialities in Co-Designed Virtual Spaces”

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### Project introduction

Shenzhen, a high-density, dynamic city in southern China, showcases the swift transformation and developing character of urban areas. Since its emergence in the 1980s, it has not formed a collective memory but rather reflects individual narratives from people across the country in search of opportunities.

The research project “Future Archaeology,” conducted by the *Materialities Research Group* at SUSTech School of Design, assumes the city is a future archaeological site. This raises questions about the effectiveness of conventional historical reconstruction methods in our rapidly changing, interconnected society. The research encompasses realistic and fictional reconstructions through digital tools and artificial intelligence based on community involvement and co-design.

We suggest a speculative archive, which we call “Living Archive,” to challenge and reimagine the investigation and accessibility of cultural heritage, ultimately contributing to a participatory approach to urban archaeology. We challenge conventional narratives and reject a singular viewpoint by engaging with tangible, authentic materials and digital technologies. We utilize open-source APIs and web technologies to develop a virtual realm that interlinks fragmented, collected materials and stories, encapsulating regenerative data.

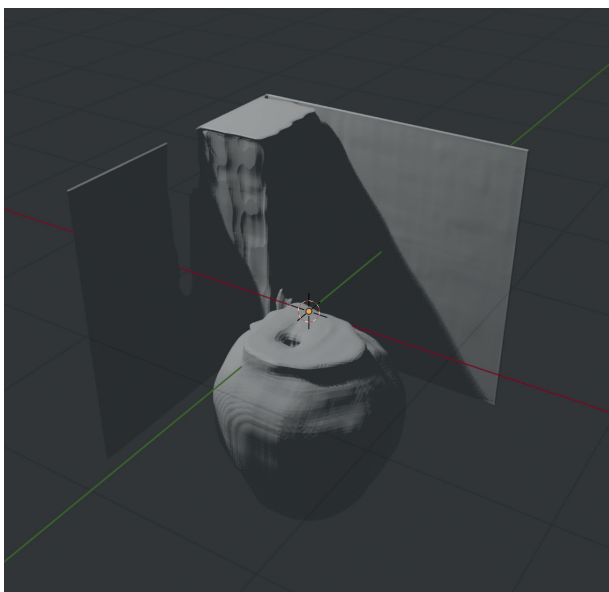
Focusing on the Hakka culture in Shenzhen’s Pingshan community, we aim to uncover hidden narratives and material aspects through technological integration. We aim to offer new insights into interaction design, ethnographic studies, applied computing, and HCI, employing collaborative and speculative strategies to connect history with contemporary and future identities and actions.

## Workshop Description and Objectives

As part of the broad project "Future Archeology," we designed a web platform to become a Living Archive of Hakka culture where the public can explore material through a personal, non-imposed narrative navigating a fictional historic space rebuilt with authentic remains, collected stories, and ideas from the community, and AI tools of text, 2D images, and 3D objects generation. The further implementation of the archive includes integrating comments, feedback, knowledge and stories from the public to become part of the "never fixed", evolving cultural heritage.

We invite the participants to:

- \* navigate and interact with the virtual space;
- \* contribute to the participative archive improvement with ideas and feedback;
- \* experience the feeling of being an active agent of a cultural and material transformation;
- \* engage in a creative conversation about the future of technology, cultural heritage, and materials;
- \* learn about Hakka culture.



**Participants:**

3 to 15 participants

**Equipment needed:**

Participants are encouraged to bring their own pc for a smooth and effective working session; if unavailable, they can work in groups on a few laptops provided by the organizers.

**Equipment provided:**

Projector and big screen for the project introduction, instructions and collective navigation;

2/3 laptops as a backup;

Paper, pens, pencils, and markers for notes, drawings, brainstorming;

Tangible objects from the Future Archeology collection;

Selected Data and Material from the archive for users to explore and experiment;

**Workshop duration:**

9:00 - 12:00 (estimated)

**Workshop location:**

School of Design, Sustech, Nanshan IPark, Building C1

**Target Audience:**

Researchers, practitioners, and students in design, media art, cultural heritage, social computing, AI and technology, and anyone interested in material culture, urban studies, community engagement, and narrative methods and practice.

**Schedule and Activities****9:00 - 9:45**

Project Introduction, hand out questionnaires and prompts

**9:45 - 10:30**

Quick warming-up with data and materials: interacts with tangible objects and selected images, videos, scans, etc., from the Future Archeology collection. While interacting with these tangible materials, participants produce free drawings, writings, notes and brainstorming based on their personal experience and memories.

**coffe break****10:30 - 11:00**

Short instruction on the web-platform, and other user interaction package

**11:00 - 11:30**

Participants interact with the web platform, they can input their comments directly to the prototype (annotations in interactive space). They input their previous notes and writings into the text topology generation.

**11:30 - 12:00**

Collect notes, drawings, answers, etc. from the participants. Free sharing and discussions

**Wrapping up and Concluding**



## 未来考古：通过客家文化的实例体验、讨论和测试活档案

项目选自：“未来考古：通过AI再生材料在共同设计的虚拟空间中提升文化活力”

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### 项目介绍

深圳是中国南方一座高密度、充满活力的城市，展现了城市区域的快速转型和发展特点。自20世纪80年代崛起以来，它并未形成集体记忆，而是反映了来自全国各地寻找机会的个人故事。

南方科技大学设计学院的物质性研究小组开展的研究项目“未来考古”将这座城市视为未来的考古遗址。这引发了对传统历史重建方法在我们快速变化、互联社会中的有效性的质疑。研究通过社区参与和共同设计，结合数字工具和人工智能，进行真实与虚构的重建。

我们提出了一个名为“活档案”的推测性档案，以挑战和重新想象文化遗产的探索和可及性，最终为城市考古提供一种参与式的方法。我们通过接触有形的、真实的材料和数字技术，质疑传统叙事，拒绝单一视角。我们利用开源API和网络技术开发一个虚拟领域，连接分散的收集材料和故事，涵盖再生数据。

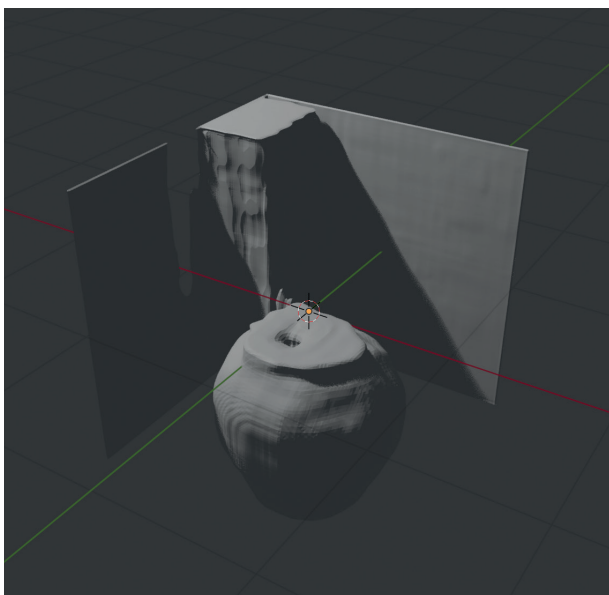
专注于深圳坪山社区的客家文化，我们旨在通过技术整合揭示隐藏的叙事和物质方面。我们希望通过协作和推测策略，将历史与当代及未来的身份和行动相连接，提供关于交互设计、民族志研究、应用计算和人机交互的新见解。

## 工作坊描述与目标

作为“未来考古”这一广泛项目的一部分，我们设计了一个网络平台，旨在成为客家文化的活档案库。通过这个平台，公众可以在一个用真实遗迹、收集来的故事、社区的想法以及文本、二维图像和三维物体生成的AI工具重建的虚构历史空间中，以个人化、非强加的叙事方式探索资料。档案的进一步实施包括整合公众的评论、反馈、知识和故事，成为“永不固定”的不断演变的文化遗产的一部分。

我们邀请参与者：

浏览并与虚拟空间进行互动；  
通过提出想法和反馈，为参与式档案的改进做出贡献；  
体验成为文化和物质转型的积极推动者的感觉；  
就技术、文化遗产和材料的未来进行创造性对话；  
学习客家文化。



**人数：**

3 至 15 位参与者

**所需设备：**

鼓励参与者携带自己的电脑，以确保工作会话顺畅有效；如果无法携带，他们可以使用组织者提供的几台笔记本电脑分组工作。

**提供设备：**

投影仪和大屏幕，用于项目介绍、说明和集体导航；  
2 至 3 台备用笔记本电脑；  
纸张、笔、铅笔和记号笔，用于记录、绘画和头脑风暴；  
来自未来考古收藏的实物；  
档案中精选的数据和材料，供用户探索和实验；

**工作坊时长：**

预计 9:00 - 12:00

**工作坊地点：**

南方科技大学设计学院，南山智园，C1栋

**目标受众：**

设计、媒体艺术、文化遗产、社会计算、人工智能和技术领域的研究人员、从业者和学生，以及对物质文化、城市研究、社区参与和叙事方法与实践感兴趣的任何人。

**日程与活动**

9:00 - 9:45

项目介绍，分发问卷和提示

9:45 - 10:30

利用数据和材料进行快速热身：与来自未来考古收藏的实物、精选图像、视频、扫描等进行互动。在与这些实物材料互动的过程中，参与者基于个人体验和记忆进行自由绘画、写作、记笔记和头脑风暴。

茶歇

10:30 - 11:00

关于网络平台及其他用户互动工具的简短说明

11:00 - 11:30

参与者与网络平台互动，他们可以直接在原型上输入评论（互动空间中的注释）。将之前的笔记和写作内容输入到文本拓扑生成中。

11:30 - 12:00

收集参与者的笔记、绘画、回答等内容。自由分享与讨论

总结与结束