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# Abstracts

**Michael Shanks** [keynote]

*Deep Mapping: Against Place*



**Erin Kavanagh**

*Deep Mapping Praxis - a tentacular mode of thinking*

Deep mapping can be strategized in a variety of ways, but ultimately it always needs to be grounded in what Donna Haraway terms "tentacular thinking" (2016). Whether one is seeking to make a comprehensive map, or an experiential representation, this mode embraces the varied and the variable with equal weight. It is quintessentially relational and consequently messy, surprising, and relentlessly rewarding.

This presentation unpacks the theoretical underpinnings of interpreting deep mapping as such a praxis of intrepid entanglement, along with the practical considerations that this attitude to knowledge inevitably invokes. The primary case study presented will be *Layers in the Landscape* (Kavanagh, 2016), a project that sought to explore the doing of a deep map over the final product whilst embracing the contradiction of showing a short film that was the partial result of the exercise. Based in West Wales, the home of Shanks and Pearson's own deep mapping adventures thirty years ago, *Layers* investigated - and continues to investigate - a submerged forest in Cardigan Bay that is often dubbed 'The Welsh Atlantis'. A place of myth and mystery, geoscience and cultural debate, this short stretch of coastline

refuses to be anything other than an evolving dialogue between land and sea, whatever the century.

### References

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**Christina Williamson and Alexandra Katevaini**

### ***Deep-mapping the sanctuary of Asklepios near Pergamon. A road map through challenges, pitfalls, and solutions***

The project ‘Deep-Mapping the Asklepieion of Pergamon’ seeks to localize the richness and variety of personal and spatial narratives at an ancient Greek sanctuary by modeling these interactions over time. While principally facilitating contact between humans and gods, sanctuaries engage animals, objects, and of course other humans too – together generating a variety of narratives in ritual but also lived space. The sanctuary of the healing god Asklepios at Pergamon is a special case in this regard. Located in a water-rich landscape outside the city, the shrine gained momentum over 600 years from a private to a state cult, to the prime point of contact between Pergamon and Empire. Meanwhile, it remained a center of healing, as we know from the colorful stories of Aelius Aristides but also the many private votives.

This paper charts the path towards the Deep-Map of the Asklepieion, focusing on the challenges faced, such as abstracting subjective stories from quantitative data, but also the widely varying quality of the data and the decisions that were taken, and

retaken, while building the tool. The Deep-Map is based on a GIS environment in which all of the published sources are incorporated, including architecture, epigraphy, material culture, and of course literary references, allowing for a transdisciplinary analysis over time and space. The Geodienst of Groningen carried this over to the public via an online interface (as an ESRI Story Map) – see <http://askperg.org>. Through this users can see the data on the map and run simple queries of their own based on data type, location, or time frame.



**Elton Barker**

***Greece is the time, the place, the motion: Deep mapping Pausanias***

Sometime in the second century CE, Pausanias of Magnesia wrote the *Periegesis Hellados* or *Description of Greece*. Documenting "the sights worth seeing" (Pausanias 1.39.3) on a tour of the Greek mainland, this text offers a uniquely rich first-hand account of ancient Greece's built environment, including a deep dive down to the street level of temples, statues and other objects in space. But spatial description characterises only one aspect of this narrative: Pausanias also relates "accounts" (*logoi*, Pausanias 1.39.3) that provide histories to many of the places or objects he describes. Because of these two aspects — the spatial granularity of his text; his association of objects on the ground to information relating to them — the *Periegesis* poses many challenges to conventional mapping strategies and makes it ripe for deep map investigation.

Following the helpful articulation of a deep map as a platform, a process and a product (Bodenhamer 2015), in this paper we discuss the work of the Digital *Periegesis*. First, we outline the platform: the tools we used to semantically annotate the spatial information in Pausanias's text and create a typology that



attempted to best reflect the text's spatial construction. Second, we explain the process: the ways in which we have explored the multiple space-time unfoldings that draw attention to Pausanias's complex and nuanced entanglement with Greek space in Roman time. Third, we consider the product: the steps that we have taken to make our arguments readily consumable by others, in the form of both visualisations as heuristic devices and the raw data themselves. In this way, we deliver a practical study of how to produce and leverage Linked Open Data (the tools, the methods), as well as, through the example of homing in on Pausanias's spatial assemblages, show how this new technology can support deep mapping initiatives.



**Maria Cristina Manzetti**

***Travels, places, and material heritage: deep mapping  
the Grand Tour***

The Grand Tour was a far-reaching phenomenon occurred between the second half of the 17th century and the end of the 18th century in Europe. Central and northern Europeans undertook educational journeys in the Mediterranean area, in particular in Italy, but also in Greece and further east. The main scope of the travel was discovering different lands and cultures, but a major effect of the journey was the impact the experience had on the personal and cultural identity of the travellers and their motherland. Such experiences were often spread through travelogues that were circulating across Europe, probably influencing the ideas Central and Northern Europeans had about the Mediterranean cultures. Thus, these travel journals are a rich source to comprehend the impressions of the travellers about the visited places. Although the experiential part was relevant during the journey, the subjective aspect present in the travelogues has been scarcely investigated so far. Often, the travellers described

the historical places they visited through the emotions the latter raised illustrating the perception of familiarity or novelty, disappointment or amazement, discomfort or pleasantness.

This paper presents a methodology to create a digital deep map of the places of the Grand Tour to better explore the relationship among places, material heritage, emotions, and identity during this European phenomenon. It consists of a mixed method approach, which combines close reading, codification, quantitative analyses, and visualisation techniques. The results demonstrate the added value of considering subjectivity related to places offering the opportunity to reflect on unexpected outcomes and raising new questions on the Grand Tour phenomenon and the impact of material heritage.



**Jenny Papasotiriou**

***Street philosophy - Peripatoi of transcendence and mapping of power***

We are looking up at the Ihsane Zarfi mural at Rue Saint Christophe 45. His features remind us of Zak Kostopoulos - ZackieOh on another mural at Solomou 11, at another capital city 2500 km away. When interviewed after watching a film on Zak, Ihsane's father comments on how the two boys look alike. And we commence our mapping with his exemplary thread. Other threads pass by the statues of Godefroi de Bouillon and of Leopold II and the anticolonial citations on the ground at Square Lumumba. A longer thread brings us back to the city of Zak to a parliament where sits a former defence lawyer of one of his murderers. A genealogy tree of violence begins. A hole on the ground marked 'ici commence la mer' takes us to the canal, to a wall bearing multiplying graphitied names of victims of police violence and on to the sea routes to the Congo. We look at sites

of buildings where official decisions were and are taken, leading to the murders of thousands. Are these decisions entities in our mapping? How do we map power and how do we choose its entities? How do we monumentalise and how do we silence?

This contribution will bring participants through journeys of philosophy in the streets, combining phenomenological enquiry with philosophy of language to build empowering methodologies that bring to the fore real threads among real people and that set questioning at the heart of deep mapping, with the intention to use it as a de-colonial educational tool and a tool of resistance, empowering its agents to connect with the physical here and now as a way to examine the contemporary, systemic and historical roots under the urban surfaces, but also to shake and transform these roots.



**Claire Boardman**

***Deep Mapping the City: Exploring the Transformative Potential in Digital Heritage Collections***

Devolved local decision-making has been the hallmark of 21st century civic governance in the UK. Under this model, the balance of power between commercial and social interests is maintained not by the State but by an assumed ‘single, strong voice of the community’. A pre-requisite of this being the presence of significant social cohesion. However, contemporary urban planning policies have specifically encouraged and supported a highly mobile workforce; disrupting and largely displacing the long-term, settled inner urban communities and the shared experiences and stories, ‘the connective tissue’, which held them together.

Additionally, in comparison with their historic cores or modern outer suburbs, urban development has acted to conceal the deep histories of inner-urban neighbourhoods. Without being visible,

physically or within local memory, and therefore cognitively and emotionally accessible, the active role heritage can play in daily, place-based sense and meaning making practices, is negated. Though elusive, there remain traces of deeper inner-urban pasts scattered across urban heritage collections; a now digitised but underused resource.

This paper presents applied digital heritage research recently undertaken in two inner urban neighbourhoods of York, UK. Employing a narrative based, bespoke ethnographic intervention, and culminating in the production of a neighbourhood digital deep map; it explores the transformative potential of local heritage data reuse to reinstate lost urban pasts into contemporary neighbourhood consciousness and the impact of this on individual sense of place and communal social cohesion. Leveraging ‘deep mapping’ as both a unifying and democratising concept, bringing together disparate knowledge and voices and, inspired by the film based work of Erin Kavanagh (2015), a creative and affective methodology, it focuses on the ways in which neighbourhood participants made sense of and meaning from often disruptive encounters of a previously hidden past to create new place and people connections.

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**Andrea Bertaiola**

***Deep Mapping Western Sicily: methodological challenges and first results***

Between the 8th and 5th century BCE, Western Sicily was simultaneously inhabited by the local population of the Elymians, as well as by Phoenicians, and Greeks, who developed multiple forms of cross-cultural interaction. Traditional maps often fail to capture the complex spatial and temporal dynamics between these political and social actors, depicting the interior as occupied by



native populations, while Phoenician and Greek coastal settlements are marked by simple dots.

The ongoing AncLa project (Ancient Landscapes: Mapping the Historical Dynamics of Ancient Sicily), based at Ca' Foscari University of Venice, aims to overcome this impasse by adopting the holistic approach of deep mapping. Our aim is to produce dynamic and interoperable digital maps that more accurately reflect the region's layered historical and sociocultural landscape.

This paper discusses the methodological framework of the project, focusing on how archaeological, epigraphical, and historical data are collected, critically evaluated, and incorporated into a digital environment. Particular attention will be given to the challenges of cartographic representation in the ancient world, including the scarcity and uncertainty of sources and the interpretive nature of map-making.



**Valentina Mignosa**

***From fragmentary evidence to digital maps: Integrating diverse sources to reconstruct archaic networks in Eastern Sicily***

Deep mapping offers a framework for setting diverse forms of evidence—texts, inscriptions, material culture, and landscapes—into dialogue within dynamic and layered representations of the past. This perspective is particularly valuable for archaic Eastern Sicily, where the available material is fragmentary and scattered, yet essential for reconstructing patterns of connectivity in the central Mediterranean. Rather than reducing different categories of evidence to a single model, deep mapping allows them to coexist, interact, and enrich one another, while also making visible the uncertainties and gaps that shape our knowledge.

The paper explores how digital infrastructures can sustain this dialogic process. Instead of privileging a single tool or workflow, it argues for flexible environments that enable scholars from different fields to work together while preserving the specificity of their sources. Within this framework, several methodological priorities emerge. Interoperability supports communication across diverse datasets and standards; scalability makes it possible to shift from site-based studies to regional networks; reflexivity ensures that maps function not only as visual products but also as instruments of interpretation; and engagement foregrounds the collaborative dimension of scholarship and its potential to reach wider audiences.

By situating the case of Eastern Sicily within this broader methodological reflection, the paper presents deep mapping as both a practical strategy and an interpretative paradigm for reconstructing ancient networks from fragmentary evidence.



**Andrea Quinn**

***Multilayered and Multifaceted: Eléonore Raoul in Context***

Earley-Spadoni (2017) writes that multilayered deep maps allow map creators to “annotate and illustrate geographical and social space” in different ways, often using layers and multi-media elements to display relevant information, and Ilic, Sawada, and Zarzelli (2019) incorporate tools like Google Street View to trace change occurring in neighborhoods over time. Keeping in mind the broad set of tools and elements that can be used to create a sense of place, I will discuss my historical mapping project, which focuses on Eléonore Raoul. More than a century ago, Ms. Raoul was the first woman to graduate from Emory University’s School of Law in Atlanta, Georgia, in the United States. I plan to use a

layered map to situate her experiences as a suffragist, female law student, and resident of Atlanta within the broader urban and national context of her time. Among the layers that I plan to connect to this map are letters, administrative documents, newspaper articles, and photographs. I also plan to build on the work of other scholars who have recorded Atlanta's history.

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**Mizan Rambhoros**

### ***Deep Mapping: A Psycho-Spatial perspective for Placemaking and Place Experiences***

Like archaeology, mapping is not new to built environment disciplines of architecture and urban planning. Similarly analysing complexities of a site, it is, however, oriented toward practical application in the latter fields—not only conveying the character and sense of place as it exists, but investigating and capturing this with the goal to shape/create/design new and renewed places. Yet despite theoretical foundations and avant-garde attempts and/or representations (e.g. genius loci, phenomenology, psychogeography) that foreground intangible/subjective qualities for this, established conventions comprising tangible/objective

factors prevail for site analyses and urban mapping in 'real-world' practice/industry. But burgeoning interest in affective impacts of built environments (particularly urban health in cities) indicates that we reconsider this, as current trends show going broader by reaching across and collaborating with disciplines and sectors. However, meaningful impact also calls for a 'deeper' approach. This paper shares my attempts at formulating a holistic approach to this over the last decade, by incorporating both spatial and psychological qualities, which alludes to developing a systematic approach to deep mapping. Built upon my psycho-spatial perspective, it converges design thinking/ processes (from architecture and urban planning), creative arts-based methods (from the geohumanities), and ecologically-valid scientific methods (from psychological aesthetics). The resultant interdisciplinary teaching and research work conducted comprises exploratory and/or speculative 'use cases'—including sensory, emotive, and aesthetic maps of cities, such as Cape Town (South Africa), Barcelona (Spain), and Vienna (Austria). These highlighted subjective and experiential aspects of real-life 'peopled places', to inform spatial design in city settings. This suggests the practical application of 'deep mapping' that may supplement 'traditional' methods of architectural and urban site analyses. More so, it indicates the value of blending disciplinary and sector knowledge for impact in 'real world' socio-spatial investigation, development, and (re)construction. Intended as a reflection, this paper hopes to shed light on combining distinct yet complementary methods from the humanities, social sciences, and built environment disciplines to help formulate a systematic approach to deep mapping. Significantly, it aims at sparking thoughts and gathering insights on the utility of deep mapping toward developing a scalable tool for practical application. This is needed to strengthen bonds between theory and practice in the built environment by coalescing academia, industry, and community, in order to better support meaningful placemaking through and for better place experiences.

**Davide Tanasi** [keynote]

***From Digital Twin to Memory Twin: Deep Mapping as Method and Metaphor in Digital Heritage Reconstruction***

In recent years, digital archaeology and digital heritage initiatives have increasingly embraced holistic strategies for reconstructing and narrating the past. Among these, the concept of Deep Mapping has emerged as a provocative framework for integrating spatial, temporal, and cultural dimensions into richly layered representations of place and memory. In this presentation, the epistemological and methodological potential of deep mapping will be assessed through the lens of three recent projects developed at the University of South Florida's Institute for Digital Exploration (IDEx): the virtualization of the WW2 era Japanese-American Amache internment camp in Granada (Colorado), the creation of interactive experiences from Holocaust artifacts from two Florida Holocaust museums and the preservation of over a century of law enforcement history through the digital preservation of the Hillsborough County Sheriff's Office (Tampa, Florida) artifact and archival collection. Each of these case studies engages with the concept of the digital twin as a tool for spatial reconstruction, and in some cases evolves into a memory twin, a digital surrogate that preserves and reactivates individual and collective memory. Although these research projects, while not formally framed as deep maps, nonetheless grapple with its core challenges: the tension between representation and experience, the layering of time within space, and the ethics of curating difficult pasts through immersive digital media. By positioning these efforts

within and against the framework of deep mapping, it becomes possible to open a dialogue about the possibilities and limits of the approach for archaeological and heritage scholarship,



especially in contexts where mapping is not only spatial but profoundly emotional and political.

