

Ambedo: Immersive Storytelling through Augmented Reality

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Keywords— Immersive storytelling, augmented reality, counter monument, memory, narrative, locative media, Acqui Division, Kefalonia

The territory of locative media, coupled with augmented reality, offers unique opportunities to excavate and unpack rich historic events, in immersive storytelling. In September of 1943, during World War II, approximately 5,200 Italian soldiers were massacred on the Greek island of Kefalonia by German troops. This massacre is credited as one of the largest ever prisoner-of-war massacres, in recent history (Lamb, 1996) and left an indelible mark on the island of Kefalonia. In 2019, *Configuring Kommos: Narrative, Event, Place and Memory*, an interdisciplinary research project, began an investigation into the triangulation of narrative within the complexity of this tragic collection of events. This paper presents the structural formation of the augmented reality app, *Ambedo*, currently under developed as part of the broader project. *Ambedo*, principally reliant on geo-referencing for navigating the nuanced terrain of the island, serves as a counter monument to those martyred while seeking to facilitate access to the ontological formation of the event(s).



Fig. 1. Map of Kefalonia with identified sites
https://drive.google.com/file/d/1eaz2m_jXThCoN4Mt0jixABdj-b-bvFi2/view?usp=sharing

I. OVERVIEW

Through the triangulation of mediated narrative formation, this project seeks to investigate subjectivity vs. objectivity, linearity vs. nonlinearity, and the tangible vs. intangible of an ‘event-oriented ontology’. Initial research includes archival material (artefacts,

photographs and related historical texts), in-person interviews and testimonials, and location (geolocation and visual documentation). The material generated through this research will serve as digital content for an augmented reality app, a site-specific multimedia installation, and a catalogue of artifacts. In particular, the augmented reality app, *Ambedo*, will allow users to participate in a site-specific multi-sensory experience across the island.



Fig. 2. Prokopata – the unmarked well
<https://drive.google.com/file/d/1ergomFZk5JaCO3IEkOb0UXT5NMOpLIIm/view?usp=sharing>

II. CONCLUSION

If memorials are built to monumentalize and commemorate events of our past, their existence roots us in our landscapes. The tragic events of the Acqui Division Massacre have indelibly etched themselves into the landscape of Kefalonia, Greece, but also in the minds of those witness to the events on the island then and their descendants now. Augmented reality affords us the opportunity to excavate memories and link them to our past in new and intriguing ways as we grapple with notions of place, time, and the events that transpire with life. *Ambedo* explores this experience and presents a living museum to their memory.

III. REFERENCES

Lamb, Richard. (1996). *War in Italy, 1943–1945: A Brutal Story*. Da Capo Press.