

Managing Difficult Heritage through an Augmented Reality Archive

Recent conceptions of "difficult heritage" emphasize the complex ways that people engage sites or events associated with violence, trauma, conflict, or embarrassment. In these contexts, the preservationist drive to curate sites, objects, texts, and memories may become morally and ethically charged, and countered by competing arguments to allow them to be ignored or forgotten. Recent developments in augmented reality, specifically those enabled through smart phone apps, may offer a solution. This talk will explore this potential management strategy in the context of Fascist-period villages built in Sicily in the late 1930s and early 1940s.

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