

HAROLD THWAITES

Consultant Professor & Director of the Centre for Creative Content and Digital Innovation (3CDI) at the University Malaya, Kuala Lumpur, Malaysia



Originally from Canada, Harold Thwaites was a tenured Associate Professor in the Communication Studies Department at Concordia University in Montreal for 31 years and Dean of the Faculty of Creative Multimedia at Multimedia University, Malaysia from 2006 to 2012. Prof Thwaites' research and teaching comprise media production, information design, digital heritage, biocybernetic research, and 3-D spatial media. He was the first overseas researcher at NHK Science and Technical Research Labs in Tokyo specializing in 3D HDTV, and the recipient of a Fellowship from the Telecommunications Advancement Organization of Japan. While in Montreal he was a founding member of the Hexagram Institute.

Thwaites served as President of the International Society on Virtual systems and Multimedia (VSMM) 2003-2010. He now sits on the editorial boards of the International Journal of Virtual Reality and the Open Journal of Virtual Reality, programme committees of local and international conferences and other professional consultative bodies. He continues to share his experience and passion to innovate new projects and fields of research, with staff and students at University of Malaya.

Theory & Praxis of Heritage Science: What Do We Learn When We Can Digitize EVERYTHING?

It is now very clear that society is moving into an era of the “post digital”. Digital Heritage praxis, generally applied, refers to the use and application of computational tools and methods to heritage fields of study. Digital media have revolutionized the practice of scholarship from archives to the creation/preservation of tangible and intangible heritage content. 21st Century scholars and researchers now require formal competence with digital media and tools to have a competitive edge, both in academia and their workplaces. Expanding into the next decades, computation will become integral across all heritage research-creation preservation projects, thereby facilitating experimental and multidisciplinary practice, transcultural collaboration, metadesign and education change. Enhanced by these approaches the traditional physical structures of a gallery or museum can be expanded and thought of as a matrix of diverse, yet still inter-related physical and virtual spaces. This presentation presents an overview and insight into an applied theory/praxis exemplar project that illustrates the potential impact that Heritage Science is having on digital cultural heritage. It poses and grapples with the question: “What do we learn when we can digitize everything?” At the Centre for Creative Content & Digital Innovation (CCCDI), University of Malaya, we are interested in fostering transdisciplinary connections to inspire new research questions and approaches leveraging on emerging technologies for content creation and dissemination via public interactives.

