Stepping into the Past Through Visualization: 
Exploring America’s Forgotten War

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Type: Education, Social Sciences, Human Science, Humanities, Performing Arts, History, Mining Engineering

Date: July 2016 - May 2017

This project aims to create a learning environment that is a hands-on, mixed-reality exhibit of the human experience in the contested landscape of World War I. Working in collaboration with French partners, David Hicks and his team plan to create an experience which leverages the ICAT Cube to impact a sense of what life was like for the people who lived and died during that terrible period in world history. The context of the work includes the Butte de Vauquois near Verdun, France which was critical high ground for four years during the war occupied by both the French and Germans until taken over by the Americans during the Meuse-Argonne in 1918. Thus, the intended exhibit within the Cube is an experience that leverages a physical model of the Butte de Vauquois generated from topographical data with projection mapping elements.

Surveying the Meuse-Argonne