

What happens when you combine digital storytelling and cultural mapping in a social setting? A case study of *Jefke Tuf* - a transmedial project in Limburg.

Paper proposal (abstract)

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This paper provides the main findings of a *digital storytelling and cultural mapping* - project that took place in the second half of 2014 within Winterslag (a former coalmining village in Limburg, Belgium). *Jefke Tuf* ended up being a transmedia project. It is an interactive app that leads you through the village, a non-linear documentary, a radio broadcast and an exhibition, but it is above all a project that gained the trust and the support of the community that took part in it.

Why Winterslag? Because of its history and its inhabitants. The village consists of 3 boroughs that are still relatively intact. The boroughs were developed parallel to the recruitment of the mining company. The different house styles of the boroughs show the different recruitment phases of the mining company. Thus the first borough was build for the first generation of miners basically of Slovenian origin and so on. In the end Italian, Polish, Turkish and Moroccan immigrant workers settled at Winterslag. Up until today you can still see that these cultures live in their boroughs. In the early days the mine was the bounding factor between these nationalities, but what binds the residents now? What stories are hidden behind those doors? Intrigued by these questions a young photographer (who lives and was raised in the 3th borough) and a digital media creative joined force to get to those stories and thus an alternative mapping of the life in the boroughs of Winterslag.

The challenges met within this project concentrated on gaining the trust of the community, getting the members of the community involved, bringing a mix of participants together marking the story of the boroughs, finding a way to not intimidate the participants whilst capturing their story, looking for the most convenient inquiry technique, choosing a digital storytelling tool that was most appropriate to map the gathered stories bringing them together in an interactive app and searching for an image that threaded through the stories collected and the cultural history of the boroughs.

Jefke Tuf, a nurse taking care of the miners and driving through Winterslag on her Solex to visit families at the time the mine was still up and running became the bounding metaphor. This created another layer to the project. A social one, the one of taking care for one another in today's complex world. Thus through mapping stories opening up some cultural heritage, the multi medial project also gave something back to the participants.

Keywords: cultural heritage, mapping, digital storytelling, community involvement, social bonding, Klynt, cultural identity.