

# Tidvis – disseminating history with digital and physical tools

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# Tidvis

- Ideal company started in 2018
- Our aim is to explore and develop new ways of disseminating history and cultural heritage
- We make digital worlds, physical experiences and gateways between these.





# A Piece of History

Viking Age and Middle Ages in Møre and Romsdal







Fortidsminneforeningen

# Website – an entry point

[Opplev](#)

[Klosterets historie](#)

[Tidslinje](#)

[Visualisering](#)

[Konservering](#)

[For barn](#)

[DKS](#)

[Kontakt](#)

[English](#)

## Tautra klosterruiner

Reis tilbake i tid og opplev ruinene  
visualisert som 360°-bilder eller som  
nedlastbart spill.

[360°-tour](#)

[3D-spill](#)



# Digital worlds

**i** Domkirken (NO)  
**i** Domkirken (ENG)

Paléhaven

Strandgata

Fred . Olsens gate



# OSLO 1324





# Time machine

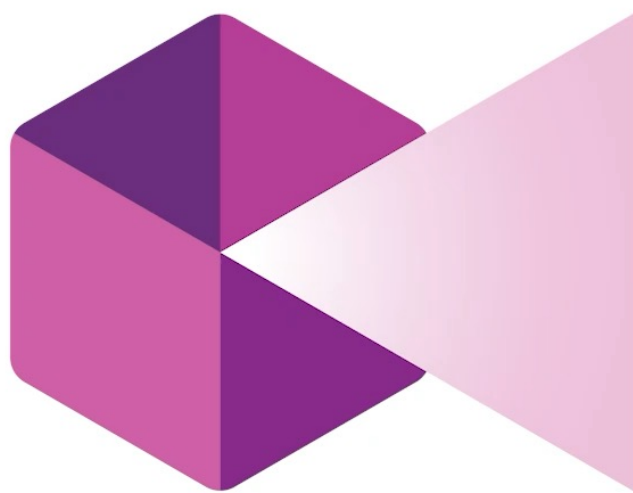




# Games – to play together



Games to play on your own

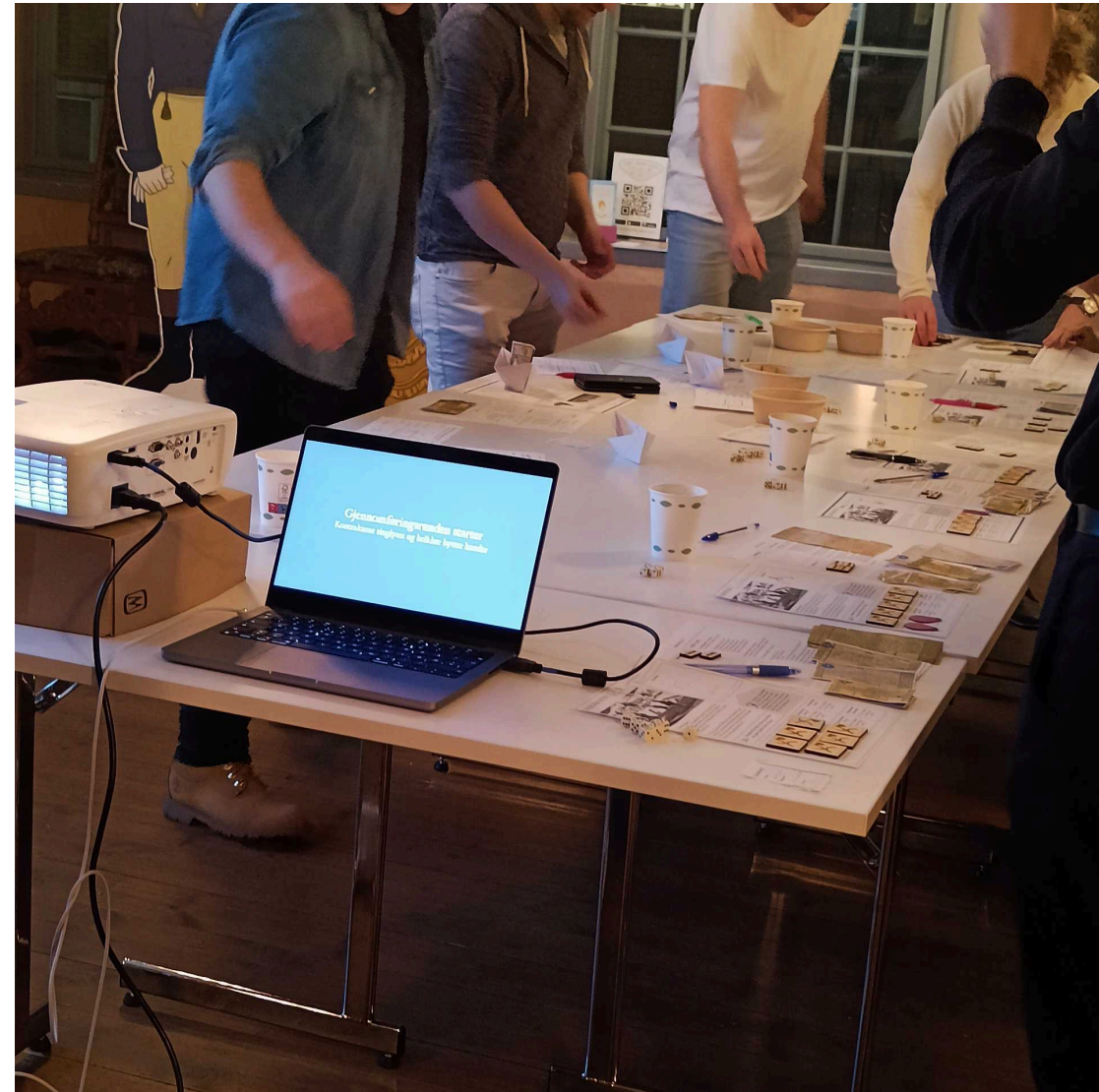


miniutstilling



# Our take aways

- Nothing beats physical! If you have it – flaunt it! Digital is for when you don't have it.
- Knowledge: Know your details + Consider practical aspects of all things technical
- Make a small pre-project!
- Content is king! Content is king! Content is King!



# What do you want to tell?

Find the story

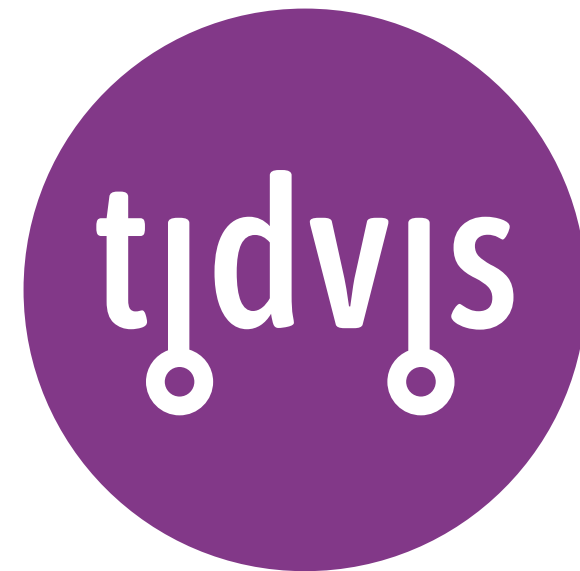
Think about the story for at least two weeks  
(Do you still believe that this is the most important story in the world?)

-Only then-, start thinking about the tools you may use to tell the story.

Make a small prototype - and test it

# Web pages

- Ein bit av historia: <https://tidvis.no/bitavhistoria/>
- Oslo havn 1798: <https://oslohavn1798.no/>
- Time machine: <https://www.tidvis.no/tidsmaskin.html>
- Digitale Tautra: <https://digitaletautra.no/>
- Miniutstilling: <https://www.miniutstilling.no/>
- The Widows Boutique: <https://widowsboutique.com/>
- Tidvis: <https://tidvis.no/>





# From Røros to the world

- how Røros copper helped create the emerging modern market economy

