

Presenting the Past

Developing Living History programming

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Design It!

Don't Stumble Into It...



Considerations

- Define your Objectives
- Establish your Format
- Determine your Interpretive Stance
- Select your Team
- Gather your Equipment
- Handle the Logistic Elements



Objectives : WHY are you doing this?

Function may dictate Form



A Consideration of the Past

- Recruiting
- Re-Creation
- Re-Enactment
- Combat
- Crafts Skills
- Presenting Research
- *(any others?)*



Objectives : WHO are you working for?

Sponsor may determine specifics



Just WHO is benefiting?

- School (Public or Private?)
- Museum (Public or Private?)
- 'Not for Profit' (but how much?)
- Commercial (!!)



Objectives : WHERE are you doing this?

Situation may shape possibilities



“The Art of the Possible”

- Indoor / Outdoor
- Physical Space
- Real World Restrictions
- Logistics
- *(other?)*



Objectives : WHAT is the audience?

Reaching your target group



- Location
- Age
- Sex
- Cultural Set
- Language
- Special Needs
- *(other?)*



Presentation Types

Format

Each has its limitations

- Static
- Commentary
- Demonstration
- Set Piece
- Interpretive



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Presentation Types

How Interactive?



Simple may be better!



Presentation Types

Interpretive Stance



Each has its limitations

- 3rd Person (commentary)
- 2nd Person (general)
- 1st Person (specific)
- Role Playing (individual)
- Floating Viewpoint

Its best to be consistent!



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Designing your Presentation

What STAFF are available?

Avoid the 'cattle call' !

RECRUIT for :

- Communications ability
- Presentation experience
- Physical Skills
- Historical knowledge
- Team Integration



Designing your Presentation

What EQUIPMENT is available?



Objects :

- Create the historic environment
- Enrich characterizations

Remember:

- Every object can tell a story
- Need not be complex - but should be GOOD
- Avoid Anachronisms!



Designing your Presentation

What SKILLS are available?



- Be the Thing you ARE!
- 'History stops when safety starts'



Designing your Presentation

Physical Layout



- Interpretive stations
- Visitor flow
- Fire safety
- Security

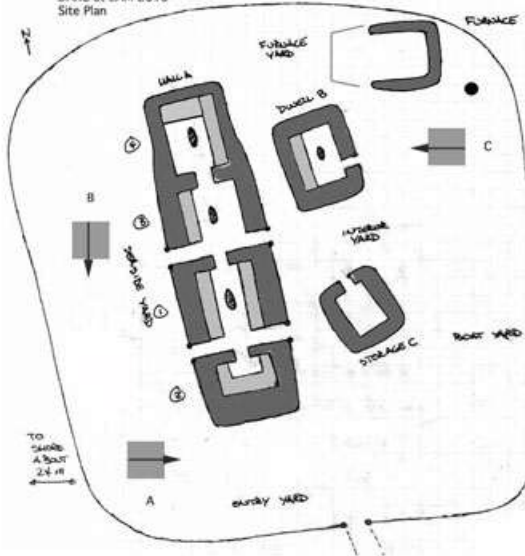


Designing your Presentation

Supporting Materials?

ACTIVITIES IN CAITIP

DARC at LAM 2010
Site Plan



Planned Daily Activities:

Tent A - Introduction, Trade, Gaming
- Ragnar Thorbergsson / Neil Peterson

Tent B - Spring Pole Lathe, Green Woodworking, Music
- Rig Erlisson / Richard Schweitzer
- Grimbold Thorbjornson / David Cox

Main Hall 3 (Men's Workroom) - Wood carving, Leatherworking, Antler & Bone Carving, Music
- Thorgeirr Mikjállson / Marcus Burnahm
- Thorgrimir Gunnarsson / Steve Strang

Main Hall 4 (Women's Workroom) - Weaving, Spinning, Naelbinding, Tablet Weaving
- Kaðlín Jónsdóttir / Karen Davidson
- Jorunn Roidatter / Josephine Duke
- Audr Grimsdóttir / Diane Harper
- Hrobjartir Skegglaus / Robert Schweitzer

Dwelling House - Food Preparation
- Bera Surtisdóttir / Vandy Simpson

Interior Yard - Domestic Work, Dyeing
- Kadja / Kary Bates

Bondi Tent - Basketry, Net work
- Aesa Skrogisdóttir / Sarah Scroggie

Furnace Hut - Iron Smelting
- Ketil Einarsson / Darrell Markewitz
- Grettir Blackhands / Ken Cook

Experimental Archaeology Demonstrations (Special Afternoon Schedule)

Glass Bead Making
Metal Casting
Coin Minting
Bog Iron Ore
Iron Smelt Evaluation

- Signs
- Graphics
- Video
- Handouts
- Cards
- Web sites
- Specialized Research
- Training Manuals



Some Nuts and Bolts...

COSTING

Something Free is often Deemed of Little Value

Recovery of Out of Pocket Expenses

- Transport costs
- Meals
- Lodgings

Performance Honourarium

- Background research
- Specialized Equipment
- Unique skills



Some Nuts and Bolts...

Welcome to the Real World...

Aspects to Consider & Remember

- Determine presentation period
- Establishing communications
- Raw materials in a museum environment
- Unloading / Loading - & Parking!
- Insurance
- Payment methods / invoicing
- Taxes!
- Copyright & Publication



Remember the Goal

To Bring History to Life



www.warehamforge.ca / www.darkcompany.ca

