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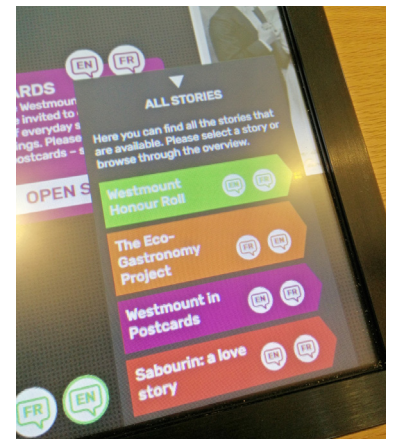
Touching Eco-Gastronomy with Digital Storytelling

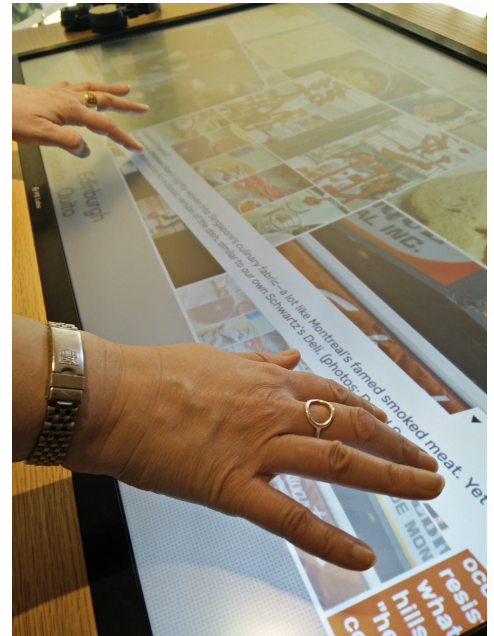
The final event of the Eco-Gastronomy Project was a presentation at the Westmount Public Library in Montreal, Québec. Like the September 2016 talk I gave at Terra Madre in Torino, it took the form of a series of narratives and pictures—stories from the previous 18 months that (to me) embodied the ethos and objectives of the project.

Appropriately, this phase was also characterized by the creation of a parallel report on the project, one that will live beyond the times and spaces of the trajectory that has just concluded. It was produced in collaboration with the [Westmount Library](#), and supported by the Dutch software developer [Doklab](#). This document—if one can call it that—is an interactive, digital version of my real-time presentation at the library, a kind of multimedia, non-linear “story” about the Eco-Gastronomy Project as a whole. It is composed of individual audiovisual elements that can be played with, examined, and expanded on a giant touch screen. The story is now uploaded to the library’s own recently installed touch-table, similar to a giant electronic tablet. Behind the display sits Doklab’s innovative “[Local Stories](#)” software.

For the time being, only visitors to the Westmount Library can interact with and examine the different elements of the presentation, which include videos, photos, text, quizzes, maps, and polls. As part of the Doklab network of libraries and educational institutions, however, the Eco-G story will also be made available on numerous other touch-tables worldwide. Doklab is currently developing a web-based interface for the content as well, which will make the Eco-G presentation (and others) available online. The presentation will remain on the Westmount Library’s table for several months, allowing visitors to continue to experience the Project.

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Jan. 31, 2017
Montreal, QC





Increasingly, "digital humanities" tools and practices are being deployed in many contexts, presenting academic and community research in ways that are interactive, engaging, and accessible. Technologies such as this touch-table, as well as dynamic forms of data and information visualization, help facilitate the process. The outcomes are different from those of conventional academic publications, often producing knowledge that is more interpretive and individualized. Doklab's "Local Stories" software is particularly notable in this regard, allowing story-makers to present their content in a non-linear fashion, while enabling users to rearrange elements themselves.



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