

## The Time Capsule

*Why is history all metrics and numbers? Jumping back and forth between big time spans and great distances. When we revisit - we often come back to visit these numbers. They're there for us to get a better overview of that have happened. And rightly so, these metrics tells the story of how they planned the battle of Poltava, describes the length of a roman foot soldiers journey and shows the orbit of a russian cosmonaut. But what if we could put these numbers aside for a short while, skipping the logic and see what our senses could tell us about history?*

### **Our idea**

We want the visitor to be able to feel and experience an extended part of the citadel history, beyond the tours, restaurant and café. We will do so by giving them another great memorable experience, that is not made up by numbers and figures. But is instead told by some of our senses.

We will take the visitor back to the time before the citadel was built, then slowly walk them along the process of its construction and the following ages. The journey will continue until our present day, challenging the visitors senses through video, audio and (perhaps in the future) smell. By triggering a deeper and more joyful experience, than just visiting the citadel and participate in the usual activities that they offers today.

### **“The Time capsule”**

Drottningsskärs citadel provides vast amounts of possibilities to create something that would enhance its visitors experience. We came to the conclusion that the area located on the upper floor in the main building, also known as the *Knights hall*, would give us the perfect ambiance and setting for what we want to accomplish. The experience will be for only one person at a time and we choose to name the experience “*The Time capsule*”.

The windows would be blackened to block out all light - giving us a pitch black long corridor with eight niches on both sides, a door or cloth would be put up at the beginning and at the end of the corridor to shut out the lightning and sound. The eight niches would create eight sections. They would be equipped with motion sensors, projectors and sound systems, so that eight different projections and experiences could be created within the corridor.

### **Driven by the movement**

Motion sensors would be mounted at the beginning and the end of all niches activating a projection with sound when the visitor enters the specific section. This projection would go

on for 20 seconds and then end, leaving the section pitch black again, forcing the visitor to move forward.

The visitor also have the option to move out from the section before the projection have ended by stepping past the second motion sensor of the section, which ends the projection. Sections can only be activated once per visitor.

### **Enter the experience**

You step into the pitch black corridor, and all that you see is small light dots on the floor that shows you in what direction the corridor is pointed. You now move forward. After a couple of meters you step into the first section - this triggers the motion sensor and activates the first projection. This projection now shows waves splashing and wind blowing through grass.

This is accompanied with sounds of what is projected. The visuals is all over the walls and roof of the section. You choose to stay for the entire projection waiting until the 20 seconds are over. The video from the projectors and the sound now shuts down. The section and corridor is once again pitch black. All that is visible are the dots on the floor, that leads you forward to enter the next section.

### **The different sections**

By using sections - we show how the citadel and time progresses over the years. The projections and sounds are not set, and would be able to change over time. We have provided a list of examples:

- Before the citadel was built  
An open field, waves hitting the rocks, the baltic sea.
- The construction of the citadel  
Rocks being loaded on charts, the beat of a hammer.
- A day in the life of a soldier  
Chatter in the halls, coughs from sickness, the noise from plates and cutleries.
- The cannons  
Flashes of fire, smoke of gunpowder, fuse being lit
- The discontinued years
- The wind, dust slowly falling, a spider building a net.

**The end**

The last section of the hall will represent the present moment. The two niches on the sides will be covered by mirrors reading "The present". The time capsule is now over. The visitor walks out the corridor entering the stairs that leads down to the bailey, and will now (perhaps) feel thrilled and have a feeling of fellowship with the history.