

The Case Collection

Date : June 29, 2007

Always on the look out for interesting digital manifestations of museums and collections. This project was created by one of my NYU colleagues, Tal Halpern, who is a writer, artist, and IT specialist:

[Digital Nature: the Case Collection version 2.0](#) is a net-based story-space that transforms an on-line library catalogue into an experimental narrative environment. The project consists of a database of digital objects(narrative objects) from a fictional 1910 natural history expedition and software package that allows users to search, sequence, view, comment, and make connections between objects according to a set of rules in real-time. In short, this project can be thought of as a real-time anthropological artifact generator and narrative engine, which exploits the popular forms of information culture—the on-line library interface and non-hierarchical database- for their context generating potential.

You can find an Interview about the project here:

- <http://www.uiowa.edu/~iareview/tirweb/feature/halpern/>

Other projects are:

- [Le Nouveau Western : An Interactive Fiction](#)
- [Archiving Nature:Preservation Practices for a Digital Age](#)