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THE GANDHI MULTIMEDIA MUSEUM (MMM)

Ranjit Makkuni

Sacred World Research Laboratory, New Delhi

<http://www.sacredworld.com>

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Abstract (EN)

The Gandhi Multimedia Museum (MMM) is a state of the future multimedia museum, one of the firsts of its kind, being built in New Delhi at the Gandhi Smriti, the site where Mahatma Gandhi was martyred in 1948. Using futuristic interface technology involving physical tactile media as well as digital documents, the exhibit is building 25 installations in a 5000sq. ft museum space in the Gandhi Smriti.

The project aims to transform this historical important landmark from its present state as a deteriorating museum into a national landmark which aims to attract 4000 Indian people daily, including children and members of the under privileged classes of society daily, as well as make the museum into a 'State' landmark where visiting dignitaries will pay homage to Mahatma Gandhi. In this short paper we present our research vectors and a snapshot of the design.

Résumé (FR)

Le musée multimédia Gandhi (MMM) est un futur musée multimédia, un des premiers dans son genre, en cours de construction à New Delhi à Gandhi Smriti, le site où le Mahatma Gandhi a été martyrisé en 1948. Utilisant des technologies futuristes d'interface impliquant aussi bien des médias tactiles physiques que des documents numériques, l'exposition fera appel à 25 installations dans un espace de 5000 m² à Gandhi Smriti.

Le projet consiste à transformer ce lieu d'importance historique, aujourd'hui un musée détérioré, en un site national visant à attirer quotidiennement 4000 personnes, y compris des enfants et des membres des classes sous-privilegiées de la société. Il s'agit d'en faire un lieu du patrimoine national, où les dignitaires en visite pourront rendre hommage au Mahatma Gandhi. Dans cette communication succincte nous présentons nos directions de recherches et un état de la conception.

I. The Creation of a National Landmark

The Gandhi Multimedia Museum (MMM) is a state of the future multimedia museum, one of the firsts of its kind, being built in New Delhi at the Gandhi Smriti, the site where Mahatma Gandhi was martyred in 1948. Using futuristic interface technology involving physical tactile media as well as digital documents, the exhibit is building 25 installations in a 5000sq. ft museum space in the Gandhi Smriti.

The project aims to transform this historical important landmark from its present state as a deteriorating museum into a national landmark which aims to attract 4000 Indian people daily, including children and members of the under privileged classes of society daily, as well as make the museum into a 'State' landmark where visiting dignitaries will pay homage to Mahatma Gandhi. In this short paper we present our research vectors and a snapshot of the design.

II. Innovation in User Interface Technology, Content and Design

In terms of R&D, the MMM project pushes forward on three vectors:

With respect to technology, the project will continue to demonstrate state of the future tangible learning media. Research has shown that building technology that allows people to utilize their innate abilities of physical manipulation and sensing greatly improves the user interface and learning.

With respect to content, it will re-"present" personal Gandhian values of non violence, non possession, fearlessness and commitment to Truth as well as communal values of ecology, non-violent conflict resolution and village development and sustainable indigenous technology. The world's top scholars, artists and designers are contributing to the content. The exhibit also includes a section titled Global Gandhi in which worlds leading technocrats and economists critically examine the role of indigenous technology, sustainability in a globalized world.

With respect to design, the project is uniquely carving out a new space of 'culture conscious product design' and 'culturally rooted computing' bringing in organic natural materials and forms into modern design. In a milieu of lack of Indian Identity the project proposes to inspire Indian

designers into looking 'within' for indigenous forms of expression, and inspire the world designers about eco design as well as the Need for Ornament in a homogenized environment.

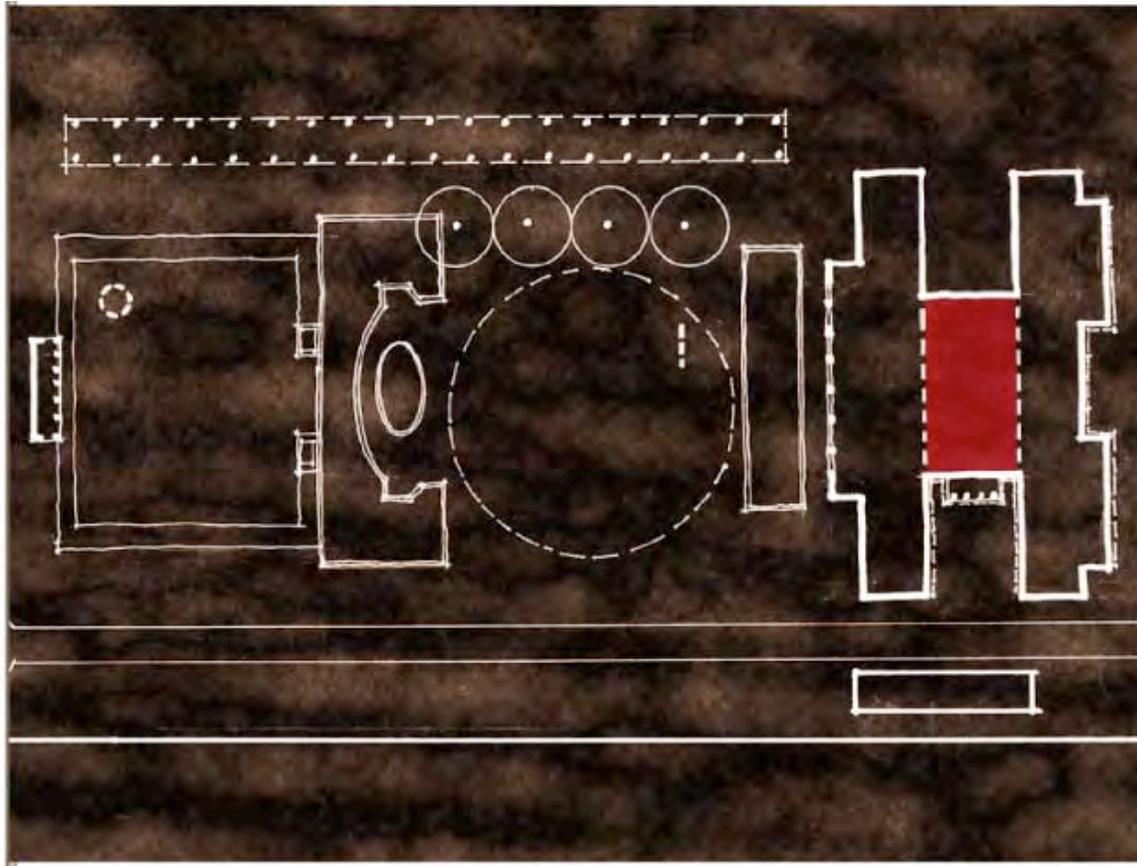


Figure 1 : The campus consists of a large outdoor space as well as a built-up museum. We propose to re-create a new installation in the campus organized into four sections: **A Historical section, “Be the Mahatma” section, The Gandhiji’s Cosmos section, An Outdoor section.**

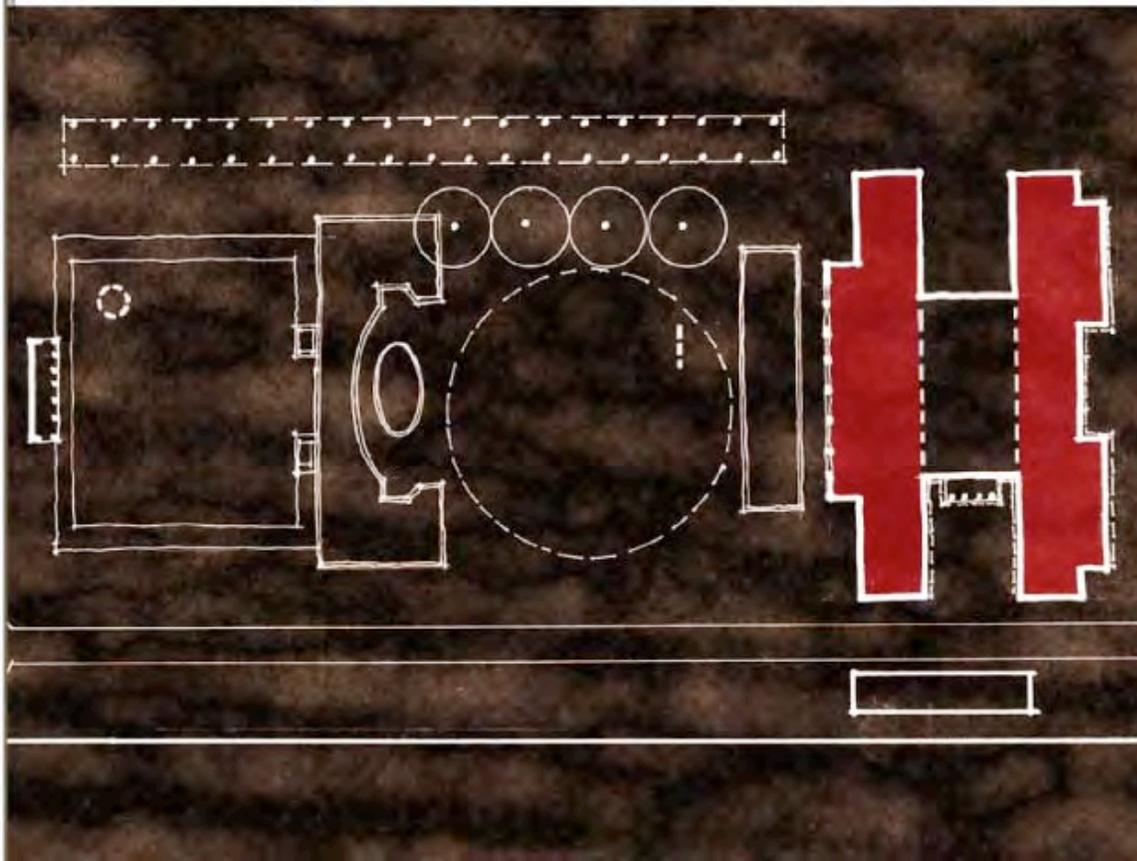


Figure 2 : “Be the Mahatma”, section, a highly interactive technological marvel that allows people to interact with tactile, multimedia installations, and, in doing so, experience the qualities of the Mahatma. This section incorporates “state of the future” technology that allows people to interact with key physical-virtual icons that will unlock Gandhiji’s experience as well as re-enact key events in Indian freedom struggle.

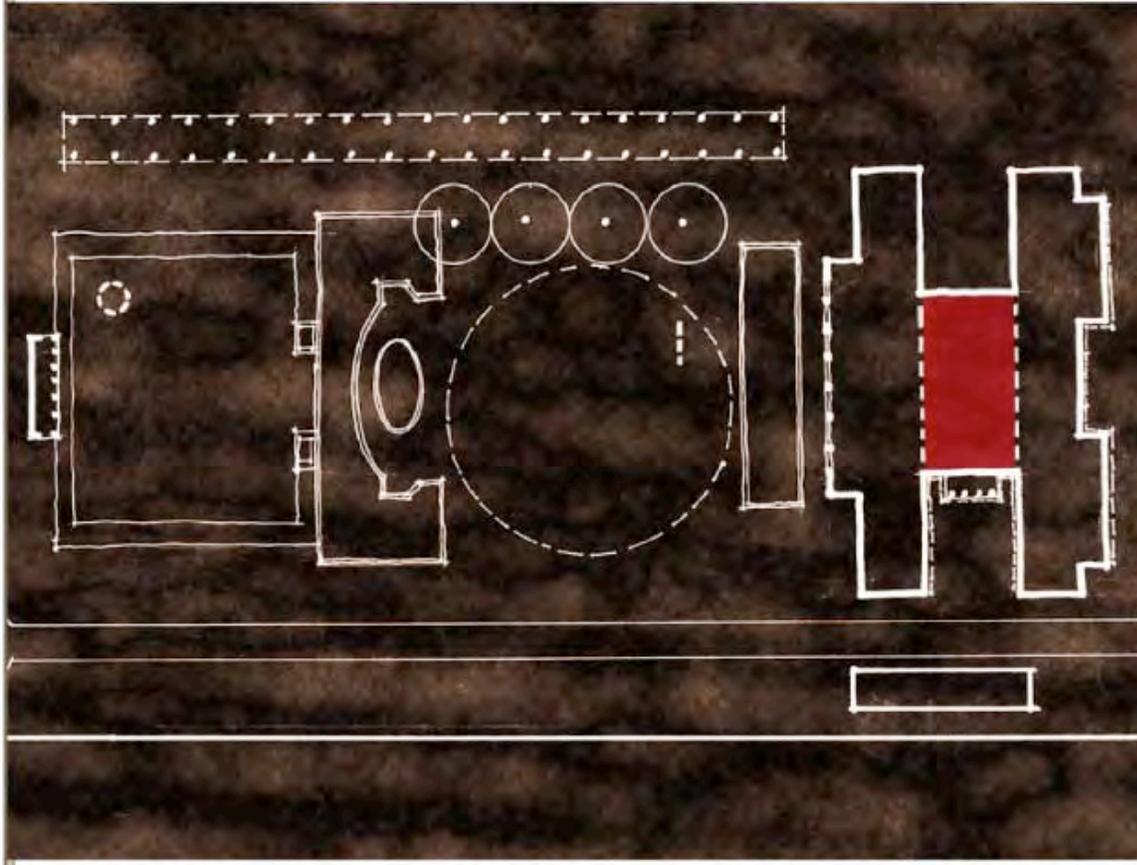


Figure 3 : The Gandhiji's Cosmos section, which is a reflective space that allows people to experience Gandhiji's ideals and contributions to the world.

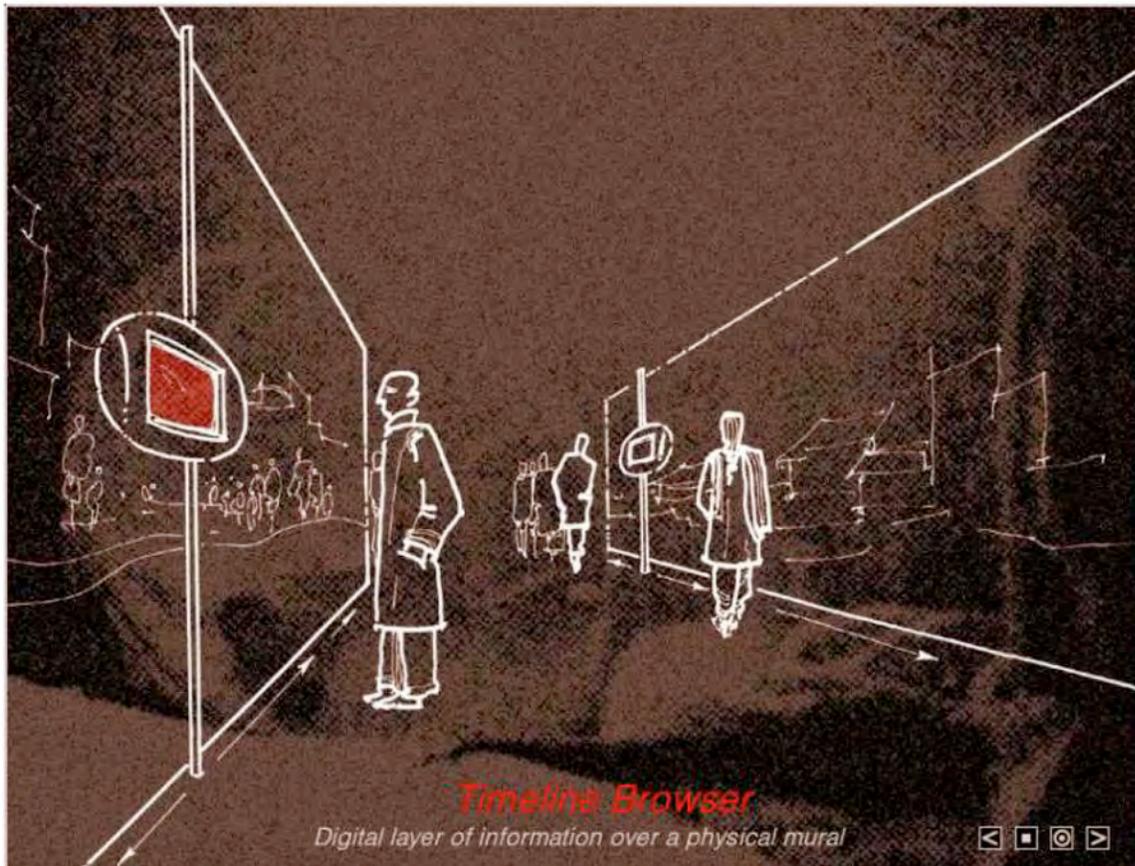


Figure 4 : The History section consists of a gallery, which contains various browsers. Each browser consists of a large mural which displays key dates and images of Gandhiji. A computer shaped on the form of an eye, mounted on a sliding post, allows people, to position the eye at a date of interest on the mural. The eye recognizes the date below and, video images relating to that date are displayed on the display. Such an installation allows people to physically experience the act of browsing, and physically experience journey across time.

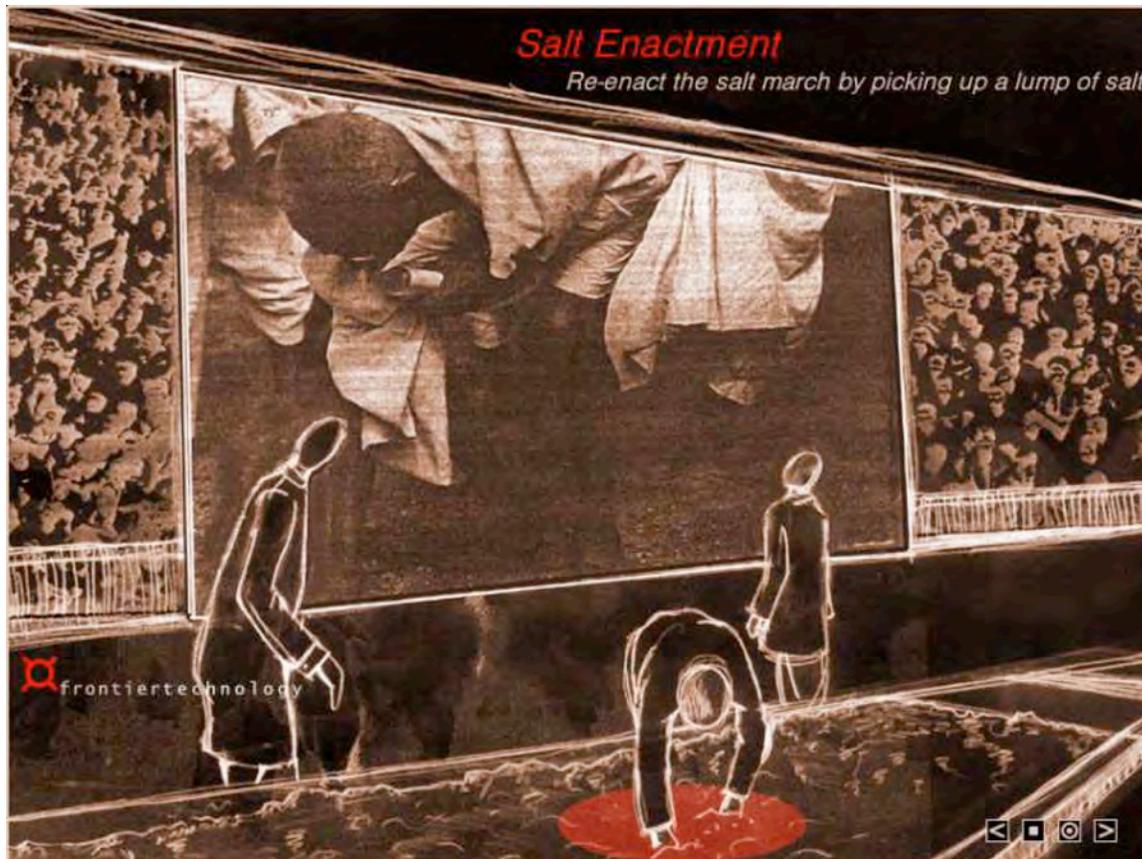


Figure 5 : In the installation, user can actively pick up salt from a pit, and in doing so, trigger the playback of videos of the great Salt March and famous speeches.

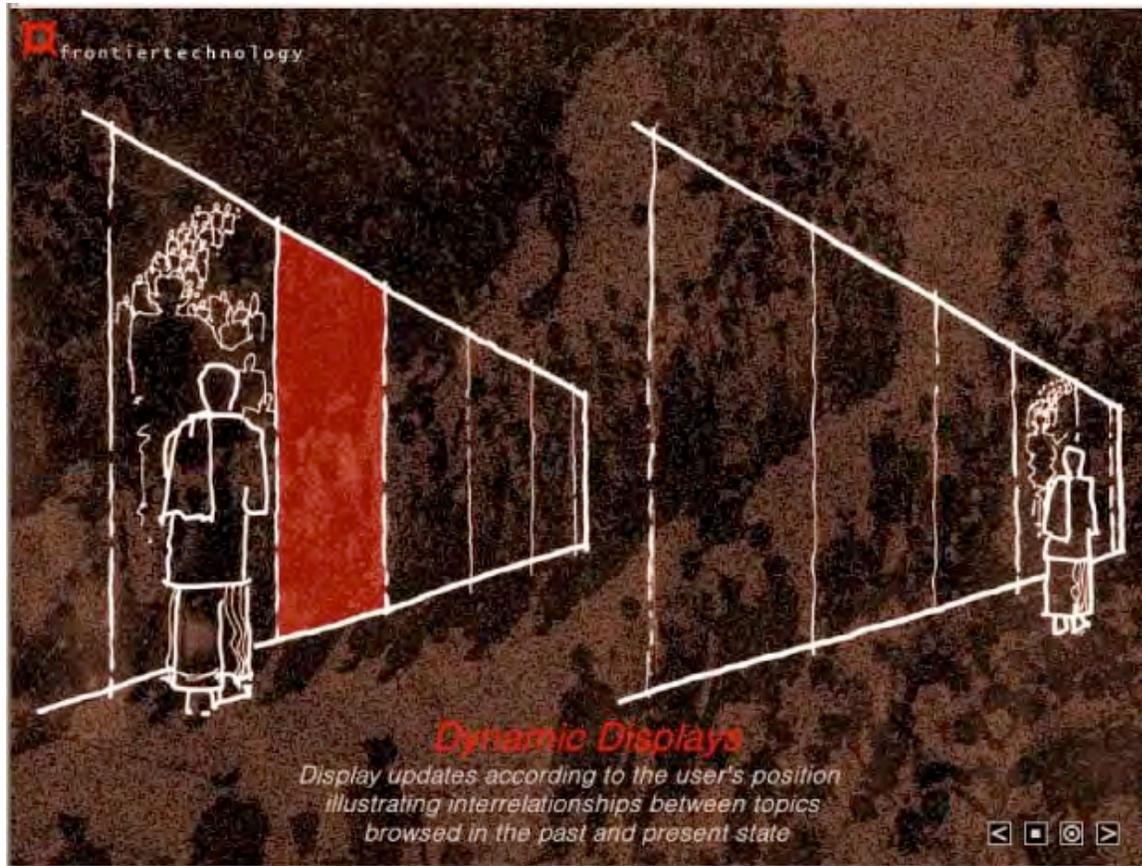


Figure 6 : Processional displays give people an impression that the user is part of a moving procession. Dynamically constructed images follow the user as she moves along a long corridor, and allows the user to experience being part of the processions and marches of Gandhiji



Figure 7 : The user can spin the Interactive Charkha to trigger off a video presentation on the meaning and symbolism of Charka.

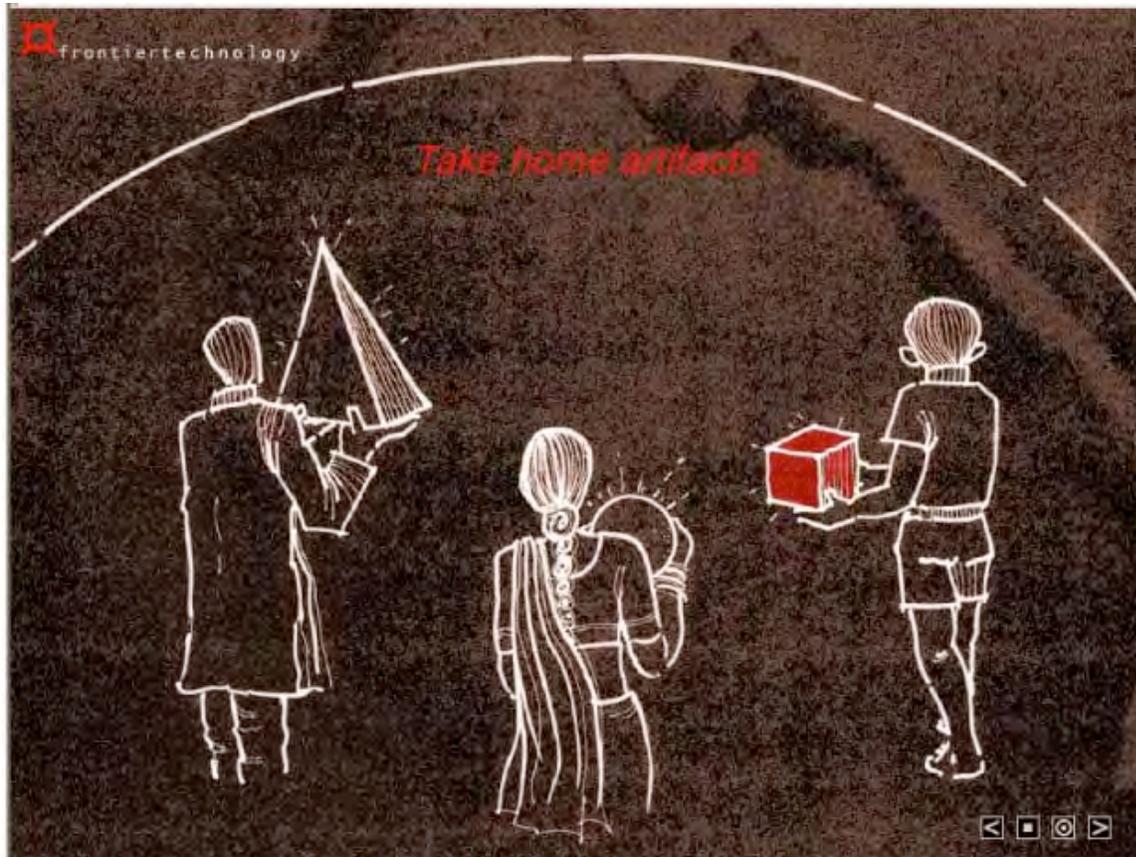


Figure 8 : Take home e-remembrance amulets remind people about Gandhiji's contributions.

III. Conclusion

With the Gandhi MMM project the Gandhi Smriti will be transformed into a permanent national landmark, and millions of Indian people across all strata of society are expected to benefit from the interactive physical computing learning experience; The project present yet another landmark in our quest for better interfaces for cultural learning as well as indigenous technology. In addition, the project offers a beacon of leadership towards sustainable green design, and technology researchers, designers, artists and scholars are expected to feel revived by values of eco design, sustainable and indigenous technology.

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Project Credits

Project Director

Ranjit Makkuni

Project Scholar

Dr. Madhu Khanna

Technology team (Delhi)

Mustafa Aleem Siddiqi, Asif Abrar, Sandeep T. Joseph, Mohd. Asif, Bharat Sethi, Vikrant Singh, IIT, New Delhi.

Technology team (Bangalore)

Prodigy Labs

Technology team (MIT)

Simon Schiessl, Colin Cross, Rich Fletcher, Hiroshi Ishi

Technology (France)

Virginia Cruz

Technology Team (San Francisco)

Dale MacDonald

Content team

Dr. Savita Singh, Dr. Y P Anand, Manoj Sharma

Video team

Sayed Mirza, Kalpana Subramanian, Jessica Gupta, Nirmala Nair, Pallavi Arora

Animation team

Upasana Nattoji, Pooja Pottenkulam, Aparajita Jain, Anita Balachandran

Design team

Designers / Architect (s)

Nitin Soni, Saurav Sharma, Shivani Gour

Design Support

T. Jofree M. Shimrey, Bharat Sethi, Kriti Monga, Rajni Srivastava, Mohor Ray, Bonita Vaz, Lekhoni Gupta, Rajesh Gupta, Nupur Aggarwal, Shivane Dutt, Shivani Gaur, Saad Akhtar

Naznin Rao, Karan Kalha, Rahul Dutta, Dolly Jatav, Shyam Aggarwal, Sachin, Prashant Vazirani, Soumitr Bhat, Tanuj Shah, Chandan, Ratika Jhamb, Madhur Khandelwal, Nitin Pande, Sumit Gupta, Sandhya Kumar, Pallav Chakraborty

Artists

Venugopal, Jayachandran, Sanjay Sharma, Giriraj Prasad, K Narayanan

Music

Ranjit Makkuni, L K Pandit, Ashis Sengupta, Mithilesh Jha

Administration

Suresh Mathew, Sasikumar, Anupriya, Sonia Thapa, Shalvi Rohilla
Yogita Tiwari, Lalit Mamgain, Parual

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