**Bennachie App planning meeting**

18 March 2017

Garioch Community Centre, Inverurie

**1. Overall design theme for the app:**

Croft houses, doors opening, being invited in, hospitality.

The app will work as if users are guests in the crofters’ houses, treating the houses as if they are still dwellings. This will contain a message of looking after the croft houses both immediately, e.g. using doorways and not climbing on the walls, and generally by promoting awareness and helping protect them.

App users would not have to stop off at every single house, but they could choose where to pay a visit to, and in which order.

Users could either have a look in through the door and get some information or content, or could go fully inside and get the full content. This is the idea of layers in the app.

**2. Spatial plan of the app:**



Note – we could still include Hillside in order to tell stories and show the archaeology associated with that. But we are not expecting people to actually go up there.

We could also include a 360 photosphere at Mither Tap perhaps in assocation with the Thieves Mark boundary marker.

**3. Artefacts that we have through BLP excavations that could be digitised:**

Ceramics:

Soup bowls

Brose bowls

Beer mug

Plates

Cups and saucers

Dairy vessels

Tea pot

Clay pipes

Clay bottle stoppers / marbles

Lamb

Glass:

Bottles / apothecaries bottles / ink / perfume bottles

Window glass

Metals:

Spade

Nails

Nails from steamer trunk

We could include photos of our BLP finds and digitisations of complete examples of these various items. We might include around 25-30 digitisations in total for the website, some of which will be on the app.

**4. Community drama**

The Community drama people are intending to work at Cairn Couttie, A Frame (ceilidh), Shepherd’s Lodge (eviction), Quarry (wedding). We will film the dramas so we could use some parts in the app.

**5. Gaming element**

Could be treasure trail, multiple choice quizzes (can this be expanded?)

**6. Summary of app content locations**

1. Esson’s: Overall history of the colony – founding, growth, end.

2. Cairn Couttie: Our research process – archaeology, archives, the BLP.

3. A-Frame: Anatomy of a croft.

4. Shepherd’s Lodge: Digital house reconstruction.

5. Quarry: Working lives including quarrying / granite

6. West End: Daily lives, stories of the crofters, Littlejohn family history.

7. Burnside: Food, resources, fields, landscape reconstruction.

8. Gowk Stane: Stories / legends, poems.

9. Boundary marker: Division of the Commonty.

**7. Plans for each app content location**

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| **App Content Number** | **Location** | **Working title** | **Interface / content** | **Action points** |
| 1. | Esson’s | Overall history of colony | Photosphere from viewpoint on Colony Trail up to Esson’s Croft (perhaps 180 rather than 360?).  Content linked from the photosphere should indicate how the Colony formed, why, who the Colonists were and what happened to them.  It might be largely textual but could include photos (e.g. photo Esson’s Croft c.1900.  Also poetry about the Colony, example from book Bennachie Again. | 1.1 New photosphere  1.2 Text on overall history  1.3 Locate / scan photos  1.4 Locate / transcribe poetry |
| 2. | Cairn Couttie | Our research process | Photosphere in Cairn Couttie with a posed shot of us all pretending to carry out various research activities, with props, e.g. archaeological tools, bookcase / books for archival research, digitalisation equipment Clicking on each brings up information about the activity.  We should also describe the aims of the Bennachie Landscapes Project.  The purpose of this part of the app is to show people how we have done the research and invite them to get involved.  e.g. We learned that Lindsay the fish seller lived at Cairn Couttie.  See also Bogdan et al. archaeological report of the Cairn Couttie dig (2000) to see what objects were found here. | 2.1 New photosphere  2.2 Text / photos on our research process  2.3 Text on Cairn Couttie examples.  2.4 Possible photogrammetry of artefacts found at Cairn Couttie (or similar ones)? |
| 3. | A-Frame (we probably need a different name) | Anatomy of a croft | Drone shot zooming out above settlement to show organisation of structures.  Within the drone shot, click to access plans of kailyard, house, outbuildings (use Jeff’s plane table drawings)  Audio to explain structures and what the features were.  Text explaining site – including note to be careful when visiting. | 3.1 Drone shot (need FCS permission)  3.2 Locate / digitise plans  3.3 Script and record audio explanations  3.4 Text explanations. |
| 4. | Shepherd’s Lodge | Digital house reconstruction | Complete virtual reconstruction, moving from outside to inside. 360 points inside. There could be a choice of designs – make up yourself (poll choice?).  Show tools outside house against wall.  Inside house – set up as it would have been, with family, table, china, cruisie lamp etc. V-shaped fireplace.  Jigsaw game of teapot sherds? | 4.1 Digital reconstructions.  4.2 Decide which artifacts, tools, etc to use and make photos / photograms.  4.3 Consider any text needed here. |
| 5. | Quarry | Working lives / geology / granite | Photosphere of the quarry near Shepherd’s Lodge.  Story of granite and the hill – geological history and history of colony use. Although houses were probably built from stone cleared from fields this could be part of the story here. Quarries were probably used for exports and specific pieces like lintels.  Quarrying techniques – splitting stone i.e. plug and feather, photos of tools for splitting. Sound track of stone splitting.  Transport? Oxen / horses / cart / sleds.  Game plaque  A loose (not in situ) worked stone with chip marks would work well for photogrammetry. | 5.1 Photosphere  5.2 Text of granite geology and colony history.  5.3 Text of quarrying techniques  5.4 Text of transporting  5.5. Photos from archives / photograms of tools etc  5.6 Audio of stone splitting. |
| 6. | West End | Daily lives, Littlejohn family story | Story of building West End, and laird’s men knocking it down (start and finish with eviction)  Littlejohns’ story and connections with other croft families. This could include the planned wedding video from the community drama.  Could have an interface of clickable people from the community drama.  Emphasis on children’s lives and comparison to modern childhood: clay marbles and artifacts, candle holding for grandfather reading newspaper, helping with work (boys) and house (girls), schooling (harvest time, long walk), church (social), clothes (best / and sacking used for pinefores).  Gaming element – multiple choice quiz. | 6.1 Decide interface  6.2 Text for story of West End and Littlejohns.  6.3 Photos / photograms of artefacts.  6.4 Liaise with community drama people for wedding video.  6.5 Gaming elements. |
| 7. | Burnside | Food, resources, fields, landscape reconstruction | Interface could be a clickable landscape reconstruction, merging from what it would have been to what it is now.  Food – oats, wild berries, chickens, kale, gooseberries, blackcurrants, sheep, cows, turnips, honey, rabbit, venison. Include recipes from 19th century.  Resources – peat, acreage / land. Include table showing sizes of colony crofts compared to other crofts / farms on surrounding estates (e.g. Ken’s Balquhain information).  Fields – drainage, stone clearance and use for building, top soil. Use Karen Milek’s top soil comparison photos.  Overall – challenging preconceptions on how they farmed and that they were not just ‘clinging on’. | 7.1 Digital landscape reconstruction  7.2 Text for food, resources, fields, landscape  7.3 Photos  7.4 Recipes  7.5 Acreage table |
| 8. | Gowk Stane | Stories, legends, poems | Chris’s story  Land clearance account, clearing stones.  Gowk Stane story  Key of Bennachie / Jock the Giant.  Use story-tellers in costume from the Community Drama for audio / video  Include Doric here (and elsewhere in app), some parts in Doric, some in English.  Still need to think about the interface element and how this will be presented in the app. Photosphere of Gowk Stane? | 8.1 Text for stories  8.2 Liaise with community drama people for storytelling video  8.3 Include Doric (possibly with help of Elphinstone Institute) |
| 9. | Boundary Marker | Division of the Commonty | Maps with boundaries and stones marked on  Photos of marker stones  Photo of Thieves’ Mark – 360 on Mither Tap  Details of the division  Press coverage  1880s rights of way demonstration. | 9.1 Locate / digitise maps  9.2 Photos / photograms of marker stones and Thieves’ Mark  9.3 Text including press coverage and demonstration. |