



la Biennale di Venezia
di Architettura

SHIFTING HOMES

Creating a virtual village



PACIFICCONNECT
International Centre for Democratic Partnerships



THE HUB



Australian Government

Department of Foreign Affairs and Trade

Creating a virtual village to capture history and culture

Rising sea levels threaten recent discoveries of ancient, complex societies along the shorelines of Samoa. These archaeological sites feature monumental earth platforms, enigmatic star mounds, stone pathways and walls extending many kilometres. Elevating ocean levels are now threatening to destroy these prehistoric sites, dislocating coastal village to life within Virtual Reality, recreating its past and present in an immersive and vivid way, promoting cultural understanding between traditional Polynesia and the world. Through experiencing the impacts of climate change, Shifting Homes emphasises the urgency of this issue to outsiders.

Engagement with Pacific Connect

The project came to life at the *Pacific Connect* Network Dialogue on Creative Industries (Samoa, May 2019), bringing together Australian company, DP Immersive, with a team of Samoan academics, historians and digital media and culture experts involved with the *Pacific Connect* Community network. ICDP assisted with R&D financing of the project during initial scoping assessments, which involved many weeks of research and community collaboration, including the Samoan Arts Centre.

As part of the project, a Pacific-first 'Immersive Remote Learning' program teaches students from Samoa, PNG and Fiji VR, AR, NFT creation, photogrammetry, LiDar scanning and commercialisation for the 'Global Village platform.'

17th Venice Architecture Biennale display

Shifting Homes is one of ten Australian participants to feature in the 2021 Venice Biennale to represent Australia and the Pacific. It was launched simultaneously in New York, Apia and Melbourne on 20 May 2021 with the unveiling of INBETWEEN – Australia's exhibit to the 17th Venice Architecture Biennale.

What's next:

- capacity building in 20 locations (Remote Learning Immersive training)
- increased project team
- global village software (metaverse) - fragrance NFT's / in-game asset NFT's

To find out more, check out the promo video