

# SENSING JERUSALEM

A series of online, digital artmaking  
and skills building workshops.

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FUNDING APPEAL  
2026

*An initiative by ARCH Jerusalem and  
the Yabous Cultural Centre in Jerusalem.*



## About the Project

*Sensing Jerusalem is a new collaborative digital art-making and skills-building initiative designed to empower young Palestinians through hands-on training in digital heritage technologies.*

Members of our ARCH Jerusalem team will offer a 3-month virtual training program for Palestinian students at the Yabous Cultural Centre in Jerusalem. Selected participants will gain practical experience with accessible digital tools and creative workflows, enabling them to document, interpret, and share cultural heritage of outstanding universal value in new and innovative ways.



### Physical and Online Exhibition

Having acquired these essential digital techniques, the participants will collectively create an interactive digital exhibition. 3D models, field work and multimedia artistic creations will be shown at Yabous Cultural Centre.

The digital exhibition will be widely disseminated.

### Project Outcomes

During the workshops, students will:

- Learn how to use free mobile applications to make 3D models through photogrammetry and lidar mapping.
- Explore the basic steps of traditional studio photogrammetry workflow before making their first models.
- Practice techniques for capturing interior and exterior environments,
- Present 3D artefacts with annotations – contextualizing objects in situ or remotely
- Proceed to upload, configure, and annotate their models using the Virtual Illés Initiative app (on STEAM) to collate and build participant stories.
- Participate in educational experiences – online or on-site learning activities, quizzes, or lessons.
- Engage in collaborative or participatory projects – citizen science, community storytelling, or co-creation of cultural memory.
- Build interactive tours and 4D, map-based explorations of the model via our workshops, which will be developing contemporary storylines that will be mapped to the app version of the software.
- Undertake field work in Jerusalem to implement the training.

### Delivery

Online workshops will be delivered via Zoom. Course resources and activities will be accessed via a collaborative Miro workspace.

# Workshop Overview

The workshops will be held fortnightly on Sundays, from 12 April 2026 to 7 June 2026.

The workshops will start at 10am (IDT) and are expected to run for 90-120 minutes.

## Workshop 1 – 12 April:

### Introduction to cultural heritage story-mapping and mobile 3D capture

**Pre-work:** Download a free Android/iOS photogrammetry app to your smartphone.

**Part 1:** The workshops introduce the *Jerusalem Lives* project, an immersive cultural heritage project that aims to preserve and share Jerusalem's shared cultural and architectural heritage. It outlines the aims of the workshop series and how to engage with course materials.

**Part 2:** Participants will learn and put into practice the mobile photogrammetry workflow using their smartphones and free software.

**Homework:** Follow the workshop guide to make a 3D model of an artefact and one of an architectural feature or urban space. Upload images of your 3D experiments to the design board along with collected location and object metadata and interpretation.

## Workshop 2 – 26 April:

### Story visualisation ideation and 3D annotation

**Pre-work:** Create a free Sketchfab account and prepare your 3D model for upload.

**Part 1:** The workshops introduce artistic and embodied methods for data visualisation and how they can be adapted to use in cultural heritage storytelling.

**Part 2:** Participants will learn how to upload their 3D models to Sketchfab, create interactive annotations, configure environmental settings, and publish their work.

**Homework:** Research and identify compelling examples of data storytelling to add to the design board. Upload one 3D model to Sketchfab and annotate with interactive features in 3D. Link the outcome to the design board.



### Workshop 3 – 10 May:

#### Creating cultural archives and responding to sites

**Pre-work:** Identify a cultural site in Jerusalem that has particular meaning for you or your family. It could be a public space, family home, event, activity or other form of cultural experience.

**Part 1:** This workshop explores ways in which artists and cultural practitioners respond directly to sites and artefacts, creating documentary artefacts or artistic responses to place.



**Part 2:** Participants will learn a range of documentary techniques including using photography to location-match contemporary views with historical photos, making on site sound recordings, taking field notes and sketches and making autobiographical audiovisual diaries.

**Homework:** Plan and make a multi-modal dataset including photographs, sketches and autobiographical reflections that documents your cultural site or experience. Upload your site-story to the design board.

### Workshop 4 – 24 May:

#### Mapping personal stories

**Part 1:** In this session, participants will work from a framework for creating a multi-site cultural story using Jerusalem as a framing text. They will plan out a series of fieldwork and object-documentation exercises to build an evolving story.

**Part 2:** Participants also take part in ideation exercises to consider how these stories might be collated and presented in an interactive map and archive.

**Homework:** Complete the story-mapping worksheet and upload to the design board.

### Workshop 5 – 7 June:

#### Participant presentations

**Part 1:** Interested participants will give a five-minute presentation of their personal story and how it evolves through the city and is told via multiple media modes.

**Part 2:** The group will plan for the creation of a shared interactive outcome using the *Jerusalem Lives* digital tools, as well as other potential future forms of publication or exhibition.

## Our Team

**Maryvelma O'Neil is the Founder and Director of ARCH Jerusalem.** She received her M.A. from Tulane University and her D. Phil from Oxford University in the history of art. She has taught, researched, lectured and published on the intercultural history of art, cultural politics, arts of the Islamic world, and digital tools for cultural heritage preservation. During her research in Jerusalem as a PARC/NEH Fellow (2018-2019), she developed *The Mughrabi Quarter Digital Archive*. *The Virtual Illés Initiative*, which has already produced an interactive website in its first phase, will soon bring Jerusalem to the world via an immersive installation. The project has been presented at conferences in Bethlehem, Geneva, and Jerusalem.

**Andrew Yip** is a researcher, art historian, immersive environment designer, and 3D artist working in experimental new media. He has a first-class honors degree and PhD in Art History from the University of Sydney, and has been a visiting researcher at Bosphorus University, Istanbul. He is a lecturer in Immersive Design at the University of New South Wales. Andrew is engaged in developing applications for immersive visualization and experimental digital technologies to the preservation and interpretation of important cultural heritage sites, collections and museums. He has contributed many creative works, book chapters, as well as conference papers and has developed expertise in historical artefact reconstruction. He is Immersive Director of LIVING JERUSALEM, the culminating phase of *The Virtual Illés Initiative*.

**Nadeem Mazen** is an artist, curator, and project coordinator from Jerusalem, Palestine. As an artist, Nadeem focuses on raising questions and engaging the audience as an active part of the work itself, creating interactive pieces that establish a strong connection with viewers. His work — deeply rooted in his experience as a Palestinian living in Jerusalem and surrounded by art from a young age — explores various societal questions and local issues. He works from the philosophy that art is for the people and the community, emphasizing questions about the presence of artworks in specific times, spaces, and contexts — and their roles within them.

As a curator, Nadeem adopts a similar approach, collaborating with artists to ensure their works resonate with the public. He crafts exhibitions that offer new roles, spaces, and formats for art by reimagining traditional exhibition methods. Beginning his journey as a volunteer in various festivals, Nadeem went on to become a core member of the Jerusalem Festival/Yabous Cultural Centre organizing team — a role he holds to this day. Having contributed to the planning and execution of numerous festivals, exhibitions, and cultural programs across Palestine, Nadeem has over 10 years of hands-on experience in the arts and culture sphere.

**Connie Gagliano** is the design lead for ARCH. She received her master's degree in simulation and Immersive Technologies with Excellence from the University of New South Wales (UNSW) and her bachelor's degree in visual communication from Billy Blue College

of Design. As a graphic and immersive designer, Connie brings a broad range of creative and technical skills to the team. Her work explores how immersive technologies, including augmented, virtual and extended reality can be used to tell and preserve cultural stories. With a strong foundation in user experience and interaction design, she creates engaging digital environments that connect audiences with heritage in new and meaningful ways.

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## Support Our Initiative

**Your sponsorship directly supports the next generation of cultural stewards, equipping young people to document, protect, and creatively reinterpret Jerusalem's heritage in an era where digital access is increasingly vital.**

Contact **Maryvelma** at [archjerusalem@protonmail.com](mailto:archjerusalem@protonmail.com) for more information or to discuss funding opportunities.

Alternatively, you may choose to support the program immediately by making a direct contribution through our official website.

Click [here](#) to donate or visit [www.archjerusalem.org/donate](http://www.archjerusalem.org/donate).



*ARCH – The Alliance to Restore Cultural Heritage in Jerusalem was founded in 2010 in Geneva, Switzerland. We are an international team comprising experts in archaeology, interreligious relations and dialogue, international and human rights law, the histories of Jerusalem, and the digital humanities. Additionally, our team's capabilities include reporting on the illicit trafficking of cultural goods and training on digital tools for cultural heritage documentation and preservation.*

[www.archjerusalem.org](http://www.archjerusalem.org)