



Fighting in the Past – the Case of Tali-Ihantala Battle in the WW2

Jussi Puhakainen, TSE Pasi Malinen, TSE



- Prof. Jussi Puhakainen, Turku School of Economics
- Prof. Pasi Malinen, Turku School of Economics
- Rated for all audiences
 - Occasional strong language, no nudity

"It is a tale.

Told by an idiot, full of sound and fury, Signifying nothing."

from "Macbeth", William Shakespeare

So, still very much research in progress



- We present in this article recent trends in the virtualization of museums and historical locations.
- We illustrate recent research on the subject and what are the key issues in turning history to digital form.
- Especial focus of the paper is on the initiative to create a virtual battlefield and museum for the TIB.
- We will also present similar initiatives from Finland and Europe, and discuss the common mechanisms behind these.



Background

- Virtual museums have been discussed and developed a lot during the past 7-8 years. Cultural heritage is another topic, which has gained more attention in the field of digitalisation of history.
- Most projects are however revolving around digitizing some existing museum, i.e. bringing the exhibits online.
- Or digitizing existing, "official history"
- In this project, the aim is to "digitize a battle"



- The Tali-Ihantala Battle (TIB) was one of the key battles in the World War Two between Finland and Soviet Union. It took place between June 25 to July 9, 1944. The location was a area of around 100 km2 between the Gulf of Viipuri and the Vuoksi river. The end result of the battle was that the Soviet Union changed its tactics to forcefully try to invade Finland breaking through the Finnish army. There were some 50.000 Finnish and 150.000 Russian soldiers participating in the battle. The fighting resulted over 30.000 in casualties.
- http://www.sodatkuvina.cjb.net/
- http://www.youtube.com/watch?v=dj3SOe0tHxw
- And http://www.youtube.com/watch?v=pw3e64sosEg

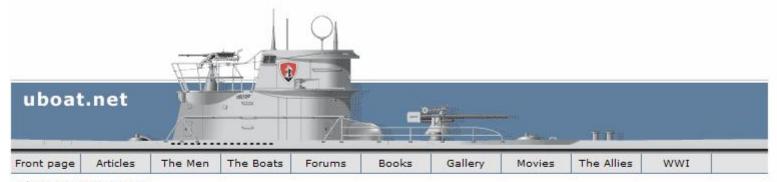


Other relevant projects and what to note

- http://virtualology.com/virtualwarmuseum.com/
 - Revenue logic and design
- http://www.virtualmuseum.ca/Exhibitions/Militaris/
 - Rather nice but technically outdated
- http://www.virtualmemorial.gc.ca/
 - 100k+ graves, veterans remembering videos-, anything, superb site
- http://www.passchendaele.be/ENG/homeEN.html
 - Digitized battle, personal histories, relies upon community of users
- http://www.cwgc.org/
- http://www.nasm.si.edu/exhibitions/webonly.cfm
 - Education, research perspectives, lectures etc.



www.uboat.net - the King



uboat.net - Front page

the boats

Choose section

the men

Choose section

Events on this day

What happened on 7. June?

Personnel file



Fritz rauenheim -21 and U-101

U-boat of the Day

U-138 - 5 patrols 6 ships sunk (48.564 tons)





20 May Site updates

Been working on the site a lot these days. Most of the energy goes into the new "Prior patrols of U-boat commanders" (members area) which is more than halfway done. Also worked on the Events on this day (fixed odd bugs, simplified code) and many similar sections.

6 May

100 year Anniversary of U-boats is at Kiel, Germany this weekend (sorry for the delay in getting this up - was not aware of the event). Would have loved to learn of this sooner and perhaps go (been to Kiel a few times). More information here (in German).

Conning Tower update (info)





So what are good virtual battles made of?

- Official history, combined
- Semi-official history, ala Stephen Ambrose
- Personal material
- Which is digitized
- Discussed
- Used for various needs (currently for example educational, research, gaming, political (right-wing extremists)



MOST OF THIS WOULD NOT HAVE SURVIVED

- Without digitization and access to masses
- And critical mass creates constantly new material, viewpoints and generally demand for more history



Key problems and possibilities in Tali- Ihantala project

- How to create a sustainable ecosystem, which can finance the operations (-)
- Copy- and IP-rights (-)
- On the plus side:
- Possibilities with mobile systems, location and context-based information and services, this is not novel but still new
- GPS and it's usage in combining the actual and virtual battlefields



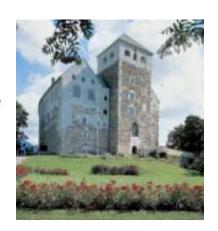
The End – and now a commercial break







Culture as Innovationthe Search for CreativePower in Economiesand Societies



9th International Conference of Finland Futures
Research Centre and Finland Futures Academy
in collaboration with Turku 2011 —Finland's Candidate
for the European Capital of Culture 2011
6-8 June 2007
Turku, Finland

