JEMINA COLLEY



Iin Wanha Hamina (Ii, Finland)
Jemina Colley, 2025

PLACE

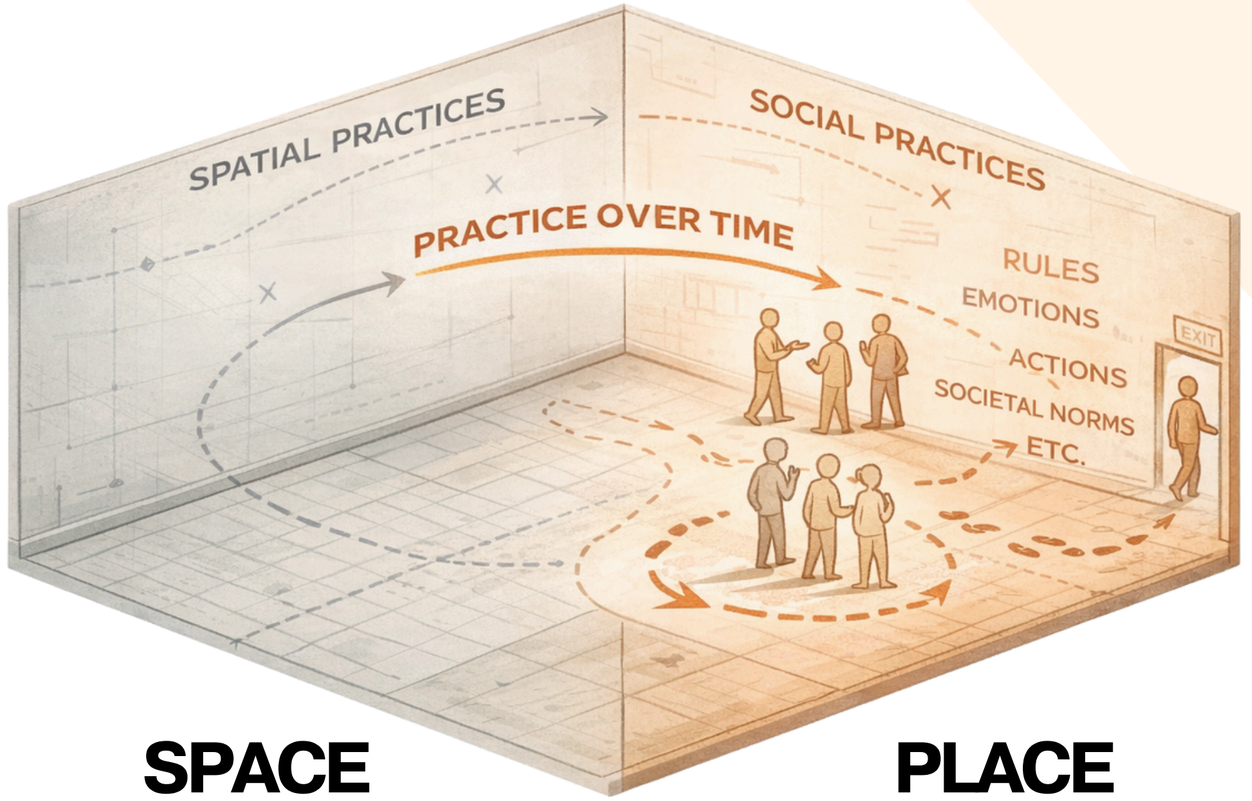
- Space/Place as concepts (Harrison & Dourish, 1996; Dourish, 2006)
- Example of a project examined through space/place

SPACE / PLACE

Based on Harrison & Dourish (1996) and Dourish (2006)

- Space and place are not separate layers: spatial arrangements and social practices mutually shape each other through use over time.

- ***"Space is the opportunity, while place is the understood reality"***



AI-generated illustration based on the author's sketch, created to visualise the co-production of space and place through practice (after Dourish, 2006).

EXAMPLE: MUSEUM EXHIBITION

Museum exhibition with virtual reality content in the Salla's Museum of War and Reconstruction (Salla, Finland), as seen in Häkkilä et al., 2024 & Colley et al., 2025

- Museum exhibition about the WWII graveyard in Old Salla, which is currently inaccessible from Finland due to geopolitical tensions

- The goal was to allow people to feel like they were visiting the graveyard within the museum using virtual reality (VR)
  - process: unstructured interviews with museum staff and locals, archival data (photos, maps), design work and prototyping with developers, and user study



Photo from the graveyard in Old Salla (currently in Finland-Russia border zone)
Vesa Haataja, 2023

EXAMPLE: MUSEUM EXHIBITION

as a space (Harrison & Dourish, 1996; Dourish, 2006)

- Physical and technical setup inside a museum
  - room, table, screen, VR technology
  - largely fixed by the museum context

- Structures movement and access
- Defines who can interact and who observes
- Directs attention within the exhibition

- The space does not dictate meaning, but shapes what practices are possible.



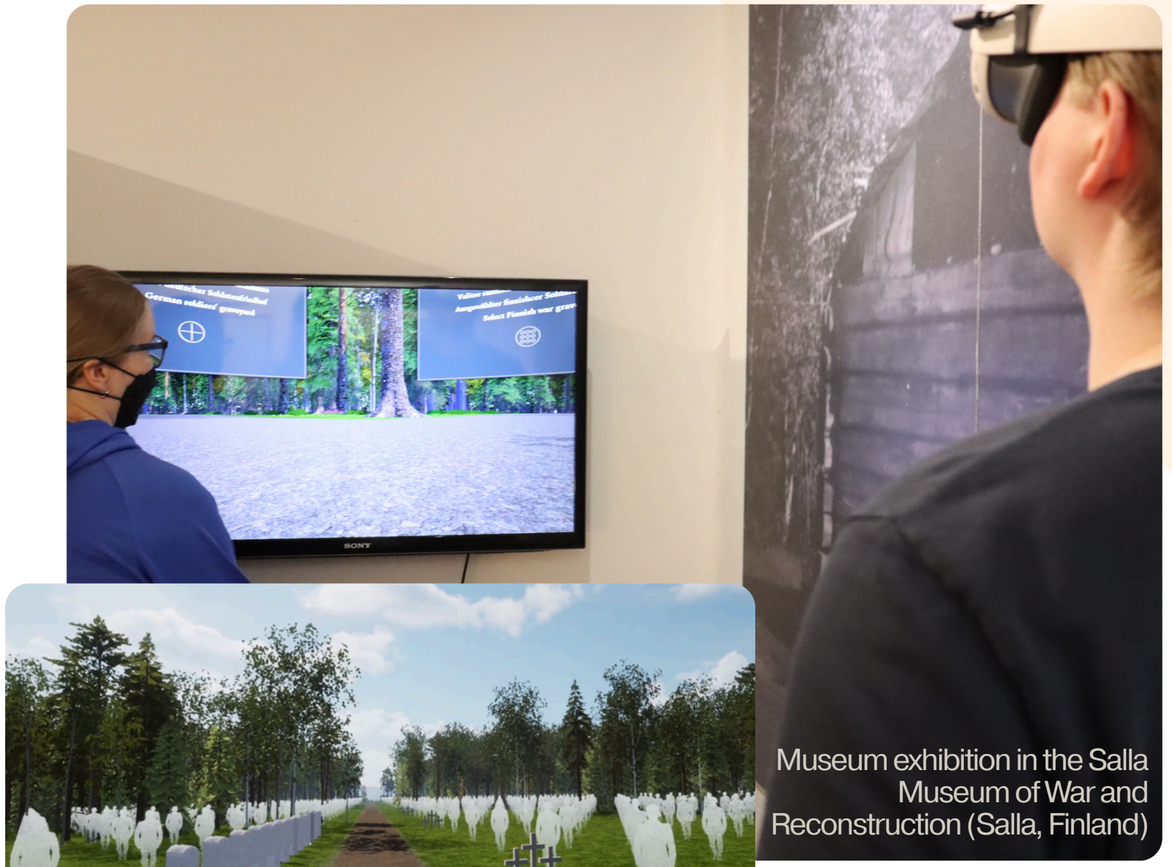
Museum exhibition in the Salla Museum of War and Reconstruction (Salla, Finland)
Jemina Colley, 2025

EXAMPLE: MUSEUM EXHIBITION

as a place (Harrison & Dourish, 1996; Dourish, 2006)

- Experienced as a site of remembrance
- Associated with dignity, quietness, and respect
- Invites slow movement and reflective behavior
- Supports ritual actions (e.g., lighting candles, reading names)
- Socially negotiated through visitor behavior

- Through repeated practice, the exhibition becomes understood as an extension of the graveyard



Museum exhibition in the Salla Museum of War and Reconstruction (Salla, Finland)

Jemina Colley, 2025

VR content

DESIGN + PLACE

1. Designing to create a place (place-making)

- Design aims to produce a particular kind of place
- Focus on shaping meanings, practices, and experiences
    - Example: turning a museum exhibition into a place of remembrance

2. Designing with place in mind

- Design is inserted into an existing place
- Focus on respecting, extending, or adapting existing meaning
    - Example: analysing a place and designing an installation for it

In both cases, place emerges through use — not design alone



Exhibition at the University of Lapland (Rovaniemi, Finland)
Sanni Mustonen, 2025

SOURCES

Space & Place:

Harrison, S., & Dourish, P. (1996, November). Re-Place-ing Space: The Roles of Place and Space in Collaborative Systems. In Proceedings of the 1996 ACM conference on Computer Supported Cooperative Work (pp. 67-76).

Dourish, P. (2006, November). Re-Space-ing Place: "Place" and "Space" Ten Years On. In Proceedings of the 2006 20th anniversary conference on Computer Supported Cooperative Work (pp. 299-308).

More information about the exhibition:

Häkkilä, J., Mustonen, S., Taikina-Aho, J. M., Colley, J., Puljujärvi, M., & Paananen, S. (2024, December). Designing the Experience for Virtual Graveyard Heritage Sites. In Proceedings of the International Conference on Mobile and Ubiquitous Multimedia (pp. 544-548).

Colley, J., Paananen, S., Mustonen, S., & Häkkilä, J. (2025, December). Exploring the Dynamics of HMD and Non-HMD Users in Museum Exhibition with Virtual Reality. In Proceedings of the 24th International Conference on Mobile and Ubiquitous Multimedia (pp. 285-290).

Check out the museum:

Salla's Museum of War and Reconstruction (Salla, Finland)
www.salla.fi/en/services/cultural-services/museum-of-war-and-reconstruction-and-rajakievari-tavern/

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LAPIN YLIOPISTO
UNIVERSITY OF LAPLAND

LAPIN AMK
Lapland University of Applied Sciences

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Iin Wanha Hamina (Ii, Finland)
Jemina Colley, 2025

THANKS!

Contact:
Jemina Colley, jeminac@uio.no