

Chloe Green

Why Wytham?

Into the Woods in Oxford

Wytham Woods, owned and maintained by Oxford University, is well-known for being one of the world's most heavily researched woodlands. This Site of Special Scientific Interest now boasts a new title, as the first forest to be fully uploaded into augmented and virtual reality.

Families, students, and researchers from across the globe can now visit Wytham Woods on the "WWW" (the World Wytham Web) from the comfort of their own homes, classrooms, and institutions. While travelling through the woods, guests in-person and online are alerted to the research that has taken place in any particular area, and linked automatically to relevant publications.

Excitingly, the WWW also encourages participation in digital citizen science initiatives organised by Oxford researchers. Lepidopterist Dr Jack Stapelton says, 'The WWW has been a game-changer. Crowd-sourcing data collection has accelerated and improved my research on rare butterflies, and it's wonderful to involve the public in this important work.'

If you're lost for something to do this weekend, why not lose yourself instead in the WWW, and contribute to scientific progress along the way?



Fig. 1 View of a Wytham field.



Fig. 2 Travel into the past of one of Oxford's finest libraries, via technologies of the future.

Time Travel Through Oxford's Bodleian Library

Check it Out!

Bibliophiles, rejoice! Enter the Bodleian Library as it appeared over four centuries ago, through a fascinating new project from The Oxford Research Centre in the Humanities.

This interdisciplinary work unites members of Oxford's Department of Computer Science, its History and Music Faculties, and the Ruskin School of Art to bring to life the stories, sounds, and sights of the seventeenth-century Bodleian Library using digital technologies.

Oxford computer scientists have designed a video-game-like platform, through which participants adopt real historical scholars as avatars. As these scholars, they venture through the library, completing quests—such as consulting librarians and resources—to

an evocative soundscape of creaking shelves and turning pages. Rich graphics illustrate the library as it would have appeared at its initial opening.

After taking the traditional reader's oath, enthusiastic players can follow a variety of trajectories through the library, amassing knowledge—and having fun—along the way.

A work of art in its own right, this project also has the potential to inform the field of library science, and engage a new generation of scholars.

Daily Scoop

Reporting Live from G&D's

Michael Mass

Ice cream shops across Oxfordshire are now accepting payments in cryptocurrency. Will you "byte"?

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Agony Aunt

AI Love You

Hila Rhee

Should OX-FOR-DIGITAL reader Margaret Hall let AI decide her next date? And more of your most pressing questions, answered.

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Voice of a Generation

Vocaloid or Vocal Void?

Trina Ti

Chapel choirs across Oxford University debate whether to incorporate vocaloid technologies into evensong.

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