Interactive Visualization and Analysis of the Ancient Greek Myths

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The Scope

• A prototype educational framework for...
  - modeling,
  - analyzing, and
  - visualizing

... the Ancient Greek Mythology

Visualize the Myth events in the geographical space and time
Special Issues...

- The Myths ...
  - involve...
    - many heroes, characters and gods and
  - consist of...
    - numerous parallel events
Special Issues...

• The events...
  - occur in the geographical space and,
  - although the **absolute time is missing**,  
  - they are related to each other ...
    • by **temporal (topological) relations**,  
    • inside a single myth or across myths.
Data/Info Sources...

- Ancient Myths ...
  - as they appear in the official school book (Greek Ministry of Education)
  - follow the same organization/structure
Towards the Geo-Visualization...

• Overall Architecture/Workflow...

- PostgreSQL/PostGIS Database
- School book
- XML Doc
- XSL
- XML Doc
- Web Client Application
- HTML + Javascripts
- Geographic + temporal
- Event description (thematic)
- GoogleMaps API
Towards the Geo-Visualization...

- **XML docs...**
  - Description of events and images
Towards the Geo-Visualization...

- **XML docs**...
  - Placemarks and trip (sequence of events)
Example: The birth of Hercules...
Open Issues...

• **Google Maps API** is relatively **slow**...

• **Optimization** of the javascript code...
  - to minimize the access to the Web Server and the Google Server

• **Alternative** Web Client Application...
  - based on OpenLayers Javascript Library