Chapter 9 of the Lived Experience in the Later Middle Ages discusses the results of Catriona Cooper’s thesis ‘The exploration of lived experience in medieval buildings through the use of digital technologies’. The thesis suggests using digital techniques in archaeological computing that can offer new routes to approaching human experience in the medieval past. The work is broadly split into two approaches; visualisation, at Bodiam Castle and Auralization, at Ightham Mote, these demonstrate alternative and complementary techniques to explore the notion and implementation of a digital “lived experience” of late medieval buildings.

The work at Bodiam used the visualisation techniques to explore the lived experience of the private apartments. It proposes a mixed media approach for the presentation of visualisations generated from a three dimensional model alongside their source material.

The second case study moves away from visual experience of medieval sites and instead considers the auditory experience. It presents a series of auralizations of the Great Hall at Ightham Mote allowing the comparison of the hall as it stands today compared to how it could have sounded in the past.

The conclusions demonstrate that digital techniques that work across senses can provide a robust mechanism for exploring the concept of lived experience, and for exploring the lived experience of specific medieval buildings.
Some of Catriona’s visualizations of the spaces at Bodiam: