

With the requested funding, we will conduct two workshops for tribal participants and college students focused on the instruction in handheld 3D photogrammetric capture technologies at the Ancestral Pueblo site of Horse Rock Village, and a historic Navajo habitation site. Collaborating with tribal representatives from the Navajo Nation Historic Preservation Department (NNHPD), the Zuni Cultural Resource Advisory Team (ZCRAT), and ethnographers, the workshops will also instruct participants about best practices for conducting ethnographic interviews with project stakeholders. The photogrammetric models and interviews generated during the workshops will be used to develop audiovisual content featuring narratives of descendant community members regarding the ancient and modern significance of these sites and the broader cultural landscapes of BENM. Additionally, by engaging both tribal elders and youth together with objects and places important to their ancestors, the project continues to facilitate the multigenerational reconnection of descendant communities with their traditional homelands. Following the completion of on-site work, the high-fidelity 3D scans captured by project participants will be processed into two main products. The first is a series of digital assets that will serve as a resource for preservation and conservation efforts in BENM. The 3D scans will be given to the USFS for use in their legally mandated resource management and stewardship efforts. Following stakeholder review, the second product will be a 3D and audiovisual immersive virtual reality (VR) experience accessible to tribal historic preservation offices and cultural programs, visitor centers, regional museums, and the public. This VR experience will support the educational needs of a variety of stakeholders, foster public engagement with Indigenous heritage narratives, and advocate for the continued stewardship of vital cultural resources in BENM.