

*Exhibiting*  
**WAR CRIMES**

a proposal and its problems



# TABLE OF CONTENTS

01

## **THE MESSAGE**

What is the main message we are trying to convey?

02

## **SKETCH PROPOSAL**

The spatial outline of a possible exhibit

03

## **THE ELEMENTS**

Expansion on what the modules should contain

04

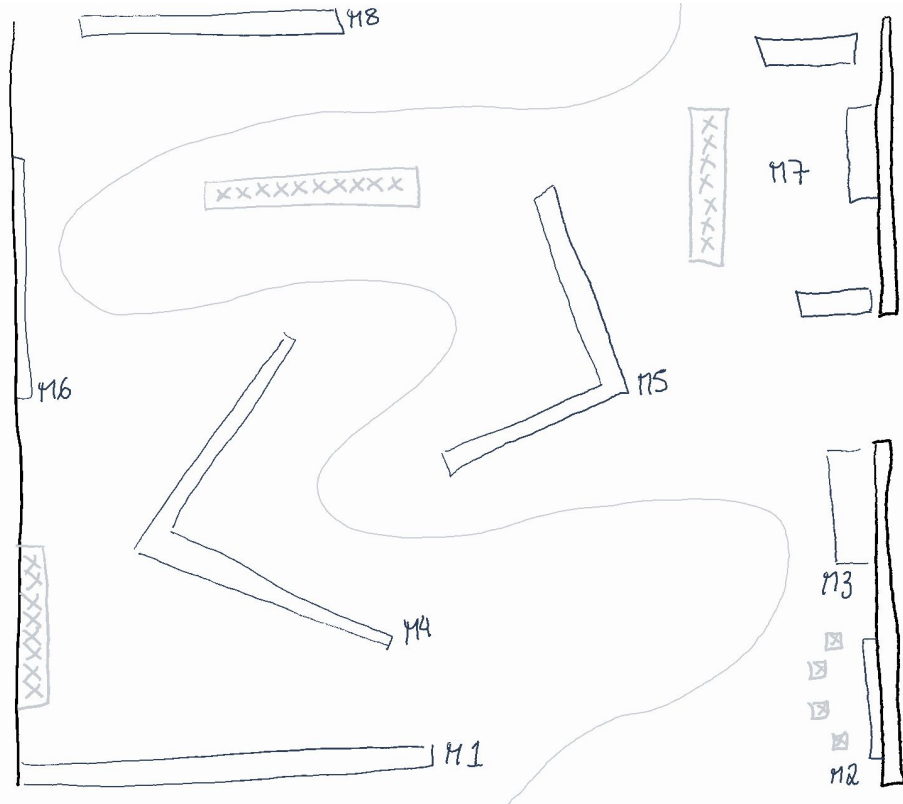
## **PROBLEMS**

Visualisation and conceptual difficulties we encountered

What each visitor should ideally know after visiting the exhibit

# THE MESSAGE

1. Definition of war crimes as a legal category and as a moral question
2. War crimes as a moral and legal concept born in Europe
3. Even with a definition it is hard to answer: War crime or war action?
4. Who are the victims, who are the perpetrators?
5. Countries (war parties) as agents
6. “There is no blame-free hero” → “there are only losers at war”



## SKETCH CONCEPT

The room is based on the layout of the Museum of the Second World War in Gdansk. The concept could theoretically fit any open room and due to its flexible elements, which can be rotated and rearranged rooms, it can fit small to medium sized exhibition spaces.

It is also possible to apply the concept in a “Wanderausstellung”-setting.

## Module 1

Introduction and history of the Geneva convention.

**Aim** for this module: give visitors a definition of war crimes.

## Module 2

Video installation, which should be an LED-screen nailed onto the wall. Therein a carefully selected sequence of pictures depicting world war two crimes is shown.

**Aim:** first impulses

## Module 3

Photograph-interpreting station modelled after “Haus der Wannsee Konferenz”. Interactive touchscreen with 3 carefully selected pictures.

**Aim:** image reading literacy

## Modules 4+5

L-shaped modules at a 45° ang. War crimes committed by Germany (M4) and Japan (M5) depicted here. Text- and picture-based.

**Aim:** examples of war crimes by the fascist powers

## Module 6

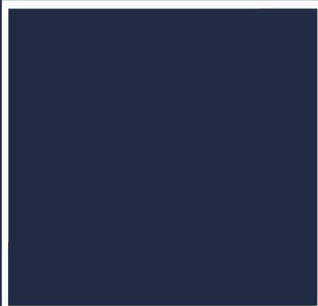
On the wall, war crimes by the allied forces (incl. Italy) to be depicted. Each should have a column for themselves.

**Aim:** examples of war crimes by the “morally right” party

## Modules 7+8

The participation module comprised of an input station (M7) and an output screen (M8).

**Aim:** visitors play an active role into the discussion



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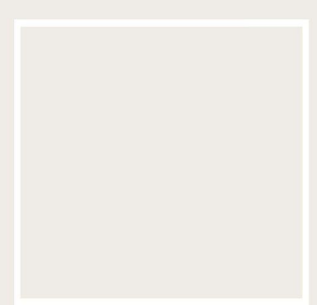
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## Possible colour palette - with variations

Important to note is that the **general mood** will be dictated by **darkness and light** → we aim to have a **darker exhibit** with **light hotspots**

# Participation Module

Some of the points already mentioned in “**The Message**” can be posed to visitors as questions. This should allow for **discussion**. The module can look like this:





# Accompanying Website

1. More **information**
2. **Online-exhibit** as chapters
3. **Accessibility**
4. **Transparency**
5. **Overarching platform**



## The difficulties of visualisation:

- A concept without defined space (which room and where?)
- Picture selection (see point below)
- What mood? How can visualisation play a role in conveying the message?
- Accessibility
- Flow

## The difficulties of teaching about war crimes:

- Overwhelming the visitor (Beutelsbacher Konsens)
- How narrow is our message? Should there be room for discussion? If yes, how does on incorporate it without asking for trouble
- Parallels to modern day wars
- War crimes is also a legal issue; how to teach without causing legal trouble
- Comparison and equation of war crimes