



European Union European Regional Development Fund

# IC Technology for Cultural Heritage

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## Museums, Cultural Heritage sites.....



Museums, Cultural Heritage sites exist to expand our knowledge, stimulate our senses, expose us to new experiences and engage our participation, as we explore our shared history and the natural world

IC technology has expanded the dimensions of Museums and Cultural Heritage sites. Turning visitors from passive observers to actively engaged participants Inspiring stakeholders to supplement static display techniques with dynamic, responsive, participatory environments

From *object-centric* to *human-centric* IC technology Delivering a user-centered personalized dialog between the site and its visitors

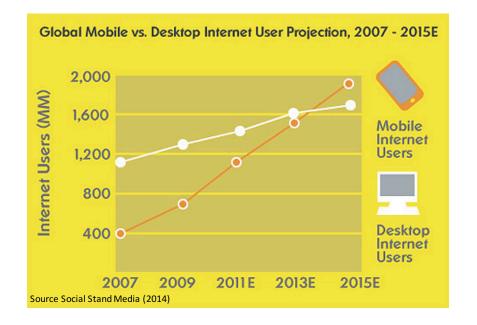
Cultural heritage sites as *intelligent information spaces* that engage visitors while being aware of their age, genre, behavior and personal interests...

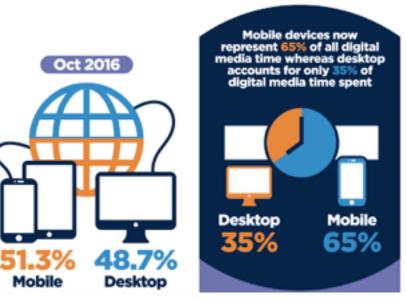
Consider technological trends Mobile technology



### Going mobile

Mobile is the principal media of access to the internet





We are social 2016

## Consider technological trends Social data analysis



### Cloud Computing and Big Data Analytics

Increasing convergence of innovative technologies Mobile, Social, Cloud, Big Data, Internet of Things..... into applications and services centered on the user experience

The analysis from social data typically discovers macrointerests that represent habits of people









Consider technological trends Seamlessly flowing experience

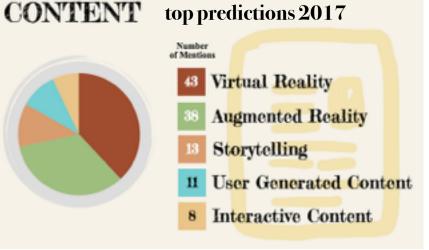


### **Continuous and Ambient User Experience**

Mobile apps will remain important but there will be a shift on providing an experience that exploits different devices, including IoT sensors, common objects...

The experience will seamlessly flow across a shifting set of devices and interaction channels blending physical and virtual environments.

Look for augmented reality to thrive in unexpected places....



M. Mansfield Dec. 2016

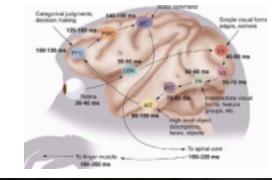


eBeacon technology

Oculus Rift technology

## Consider technological trends "Intelligence" in machines

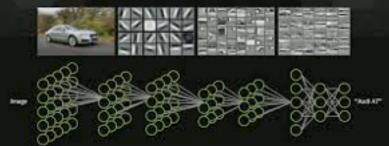


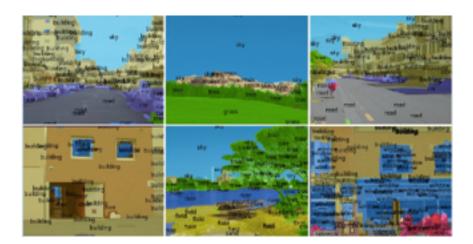


### Machine Learning, Deep Neural Networks

Move beyond classic computing to create biologically inspired systems that can autonomously learn to perceive the world on their own

They ground on the availability of large masses of data to address key challenges in *automatic visual understanding, automatic speech and audio recognition, natural language processing,.....* 

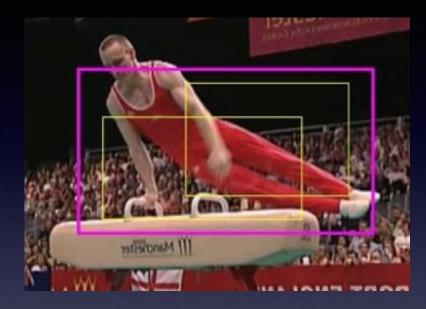






- irrespective of difference in appearance,
- answering visual questions...
- understanding behaviors and situational conditions of people....

Either from fixed or mobile cameras





Answers (1) brown white (2) brown white (3) brown white (4) brown white (5) brown white (6) brown white (7) brown white (8) brown white (9) brown white What color is this dress? (10) brown white



Answers (1) arabic (2) unanswerable (3) unanswerable (4) unanswerable (5) unanswerable (6) german (7) unanswerable (8) unanswerable (9) unanswerable

Which currency is this? (10) euro



Answers (1) 22



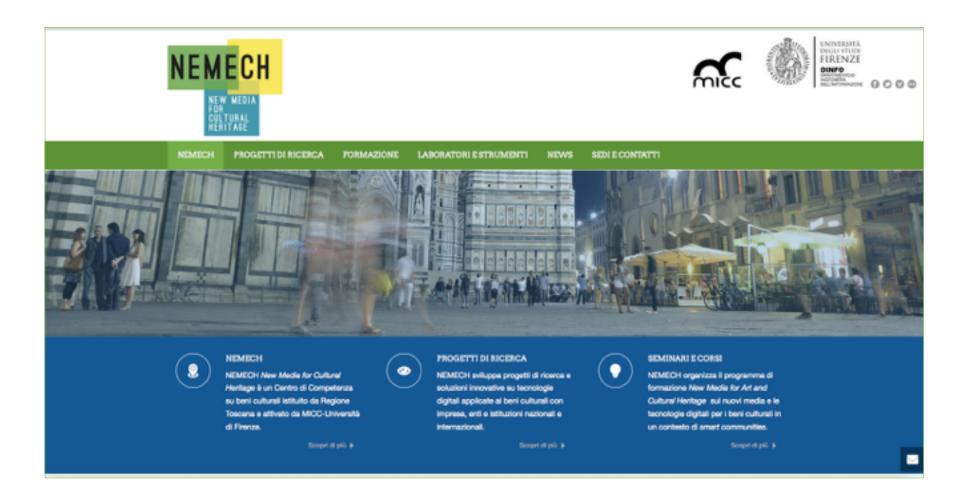
How many donuts are there?

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NEMECH@unifi.it

Established on 30/06/2011 Approval 2779 Tuscany Regional Government



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### Educational activity





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WORKSHOP

EUROPEANA E I

MUSEI ITALIANI -



8 OCTOBER 2015, INTERNATIONAL "THE CREATIVE MUSEUM\*





25-27 SETTEMBRE 2015 FORUM ARTE CONTEMPORANEA ITALIANA

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Research and research transfer activity

**The Hero project** Academia Museum, Florence, 2015





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The Bahnlandschaften projectFortedi Fortezza, Bolzano, 2015-2016Forte



MSKinect depth sensor





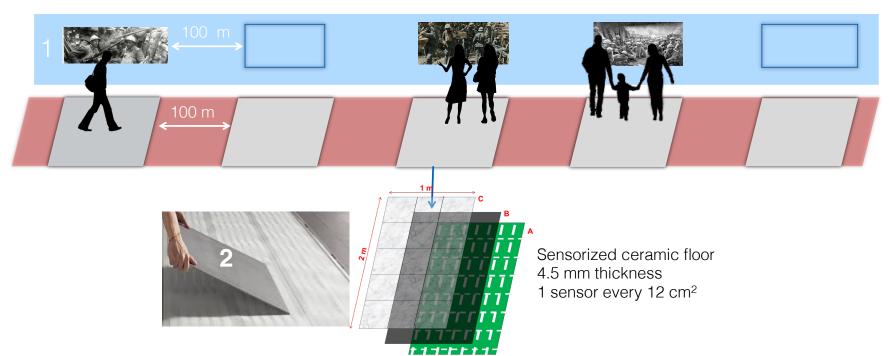


NEMECH New Media for Cultural Heritage Competence Center Univ Firenze - Tuscany Regional Gov





**The Galleria Vittorio Emanuele project** Military monument Cima del Grappa, Udine, 2016 (not realized)



Expanded reality



**Italian Architecture Society meeting** Leopolda Station, Florence, 2016





Heliodisplay holographic technology

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The MNEMOSYNE project Museum, Florence, 2013 - 2016 Bargello





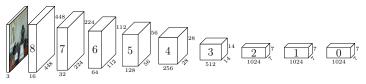




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## The "intelligent audio guide" project

Wearable Computer Vision technology, 2016-2017





Deep Network-based computer vision on NVIDIA Jetson Tegra K1 system-on-chip wearable processing board

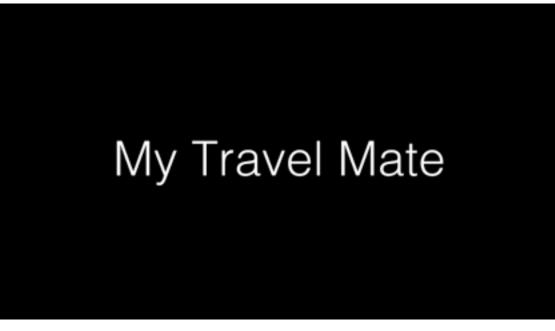




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## The "intelligent audio guide" project

Wearable Computer Vision technology, 2016-2017



SIFT-based computer vision on NVIDIA Jetson Tegra K1 system-on-chip wearable processing board

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L. Seidenari, C. Baecchi, T. Uricchio, A. Ferracani, M. Bertini, A. Del Bimbo *EVA International Conference*, 2017









Ansa Barocca - Rome

Project partners UNIVERSITA' di FIRENZE, UNIVERSITA di ROMA LA SAPIENZA, IUAV ENGINEERING SpA, VITROCISET SpA, RAI SpA, SMI CONSORTIUM



## People at MICC UNIFI

