### 2020-2-BG01-KA205-079402

### Culture Experiences through Digital environment Using



YOUTH PORTAL FOR EDUCATION









The European Commission support for the production of this video does not constitute an endorsement of the contents that reflect the views only of the authors, and the Commission cannot be held responsible for any use that may be made of the information contained therein.



# What is Culture. EDU

- An emotional experience
- > Cooperation between youth and experience
  - Intersection of ideas and technologies
- Basis for the development of future partnerships for integration of innovations as a tool for heritage presentation and realization of a new type of communication with the public

Association "Piligrimi" Bulgaria





Foundation "Ugo <u>Spirito</u> e Renzo de <u>Felice</u>" Italy Whit kind support of

## Archaeological museum Sandanski



### THE PROJECT: OBJECTIVES, TASKS

### Culture.EDU

The project employs technology-based approaches and methods, information and communication which, in the spirit of achieving Europe's objectives, contribute to raising awareness of the importance of culture, heritage and pan-European values



Creation of a youth portal, a virtual space for collaboration among young people interested in history, art and new technologies. An innovative product for non-formal education with a focus on awareness and knowledge of culture.



### THE PROJECT: SPECIFIC OBJECTIVES

### Culture.EDU

- 1
- the opportunity for collaboration between organizations, exchange of good practices and innovative solutions for working with young people in digital environment
- 2
- Create space and opportunities for young people with different interests and skills to work together
- 3
- Develop young people's digital skills and learning through active involvement in the digital content creation process
- 4
- Increase the level of motivation and interest of young people in pan-European culture, heritage and values
- 5
- Promote the social inclusion of young people in intercultural dialogue
- 6
- Mediate the link between young people and the labor market
- 7
- Create the opportunity for application of the intellectual product in different fields of education, heritage management and presentation, tourism.





# Culture.EDU Activities:

- Training for young people in a virtual and real environment
  - > Intellectual product development
  - Dissemination of project results and integration of products in the activities of cultural organizations

### ACTIVITIES YOUTH ACTIVITIES









7 days in Italy

More than 200 days online

### 16 youth people

- > discovered their own identity in the context of otherness and intercultural dialogue;
  - > improved their skills in interpreting, presenting and promoting heritage;
- > gained experience and ideas for socializing the heritage and its integration as a tourist product;
- > were involved in the creation of digital content for interpretation and promotion of the visited cultural sites

### **ACTIVITIES** YOUTH ACTIVITIES









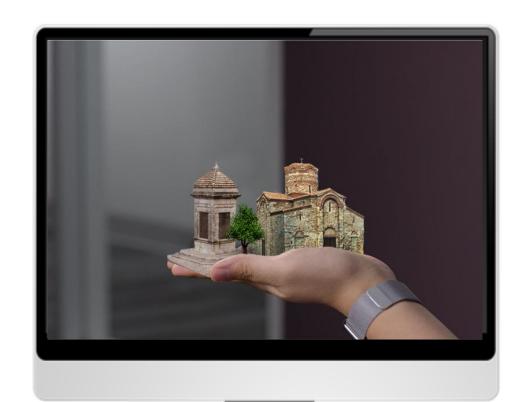


### What did our young people actually create with the support of culture experts?!

- Promotional texts for presentation of the sites on the social networks;
- Information (audio and text) materials for the online platform;
- Photo documentation of the sites;
- 3d models of the visited cultural sites.

### ACTIVITES INTELLECTUAL OUTPUTS





Multifunctional multimedia software platform for the innovative presentation of cultural heritage realized in 3D and linear graphical environments.

The platform provides accessible architecture of an animated map of regions of Bulgaria and regions of Italy. Cultural sites are positioned on the map, represented in 3D (15 from Bulgaria and 15 from Italy).

This platform is a portal for young people. An innovative product for non-formal education with particular attention to raising awareness and knowledge of pan-European culture, heritage and values

### The functions of the interactive platform



**3D** 

Restoration of archaeological sites in 3D and interactive map positioning



Augmented reality

Added virtual reality to several sites;



All together

Adding modules with audio, video and textual information



Multilingual

Possibility of multilingual versions of the platform

part of our INTELLECTUAL OUTPUTS











### ACTIVITES part of our INTELLECTUAL OUTPUTS





and more...

### **ACTIVITIES**

### part of our INTELLECTUAL OUTPUTS





# THANK YOU FOR YOUR ATTENTION!

Culture.EDU team