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Culture Experiences through Digital environment Using



CULTURE.EDU

YOUTH PORTAL FOR EDUCATION



Fondazione
Ugo Spirito
e Renzo De Felice

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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 Spirito e Renzo
de Felice“
Italy

Whit kind support of

**Archaeological museum
Sandanski**



THE PROJECT: OBJECTIVES, TASKS

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



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The general objective:

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**

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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.





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Aactivities:

- 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



10 days in Bulgaria



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



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.

ACTIVITIES

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

ACTIVITIES

part of our INTELLECTUAL OUTPUTS



„Свети Никола“
Мелник



Fondazione
Ugo Spirito
e Renzo De Felice

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ACTIVITIES

part of our INTELLECTUAL OUTPUTS



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**THANK YOU
FOR YOUR
ATTENTION!**

Culture.EDU team