

NEWSLETTER

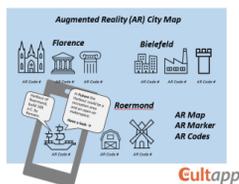


EXPERIENCING AUGMENTED REALITY ON CULTURAL HERITAGE APPLICATIONS IN IVET

Output 3: Augmented Learning Project Work

CultApp team is happy to announce the completion of the Augmented Learning Project Work! This Project was designed and implemented by a transnational team of learners and teachers from Germany, Italy, and the Netherlands. The objective of the AL project was to inspire young learners from vocational colleges for Cultural Heritage assets in their regions through Augmented Reality (AR).

Features of the AL project



First, learners had as much freedom as possible when implementing the project. In doing so, we strived to promote relevant transversal competences of young people, such as creativity, digital skills, virtual collaboration, intercultural competence, communication, English language skills, critical thinking, problem-solving skills.

Second, learners were co-creators of the project: they could modify the initial idea of the project, which was to select cultural assets in their cities and create for them AR scenes.

Mission of the AL project: Evolve your City from History to Future!

The developed AR scenes present not only the past of the cultural sites, but also their historical evolution and the vision of these sites in the context of a modern European city (based on the objectives of Eurocities: <https://eurocities.eu/goals/>).



Thus, in each AR scene, users will find content dealing with the cultural object in terms of:

- architecture and aesthetics;
- urban function and evolution;
- opportunities for future development.

Final output of the AL project work

Greenfalls, Group 1



Tribustown, Group 2



EuRoFloBie, Group 3



The final output of the AL project is the AR map composed of AR scenes for three fictive cities Greenfalls, Tribustown, and EuRoFloBie. These cities are built from the cultural assets in the home cities of learners Florence, Roermond and Bielefeld. Each city team contributed with the content production and building AR scenes through:

- basic information in text form, tables
- photos, graphics, illustrations, diagrams
- image marker and AR code.

Each object of the City Map is recognized with AR tool Blippar.

The learners performed a number of creative and challenging tasks, such as:

- Conducting a desk research about Eurocities goals;
- selecting cultural objects in their home cities;
- creating digital content for these cultural objects that explains their past, evolution and provide a vision of these objects in the context of a modern European city,
- Creating Blippis,
- Transferring the objects to the AR city map.

Links to AL projects:

- [Greenfalls](#)
- [Tribustown](#)
- [EuRoFloBie](#)



How to use the AR scenes



- ✓ Install the **Blippar** app from the App Store (for iOS) or Google Play (for Android) on your mobile device (smartphone/tablet)
- ✓ Start Blippar, go to settings and fill in a test code (e.g. **tribustown** or **trainstation**)
- ✓ Focus your device on the marker image looking through the Blippar app.
- ✓ Wait until the Blipp loads (progress will be indicated).
- ✓ Enjoy the Blipp, click on the buttons in the Blipp to hear or see more.

CultApp Partnership



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