

Who are we ?

Where to find us

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Fachhochschule des Mittelstands, Bielefeld, Germany:
<http://www.fh-mittelstand.de>

Effebi Association, Rome, Italy:
<http://www.asseffebi.eu/en/>

Vocational college for tourism Marco Polo, Florence, Italy:
<http://www.ittmarcopolo.gov.it>

National Association of resource teachers, Sofia, Bulgaria:
<http://www.narubg.org>

Agora Niekée school, Roermond, the Netherlands:
<http://www.niekee.nl>

CrystalClearSoft, Athen, Greece:
<http://www.ccseducation.com>

PAIZ Konsulting, Lublin, Poland:
<https://www.paiz.com.pl>

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Cultapp



Staatlich anerkannte, private
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Experiencing Augmented Reality on Cultural Heritage Applications in iVET

Program: Erasmus+ KA2 Strategic Partnerships (Vocational education and training VET)
Project lifetime: November 1, 2018 – April 30, 2021
Project coordinator: Fachhochschule des Mittelstands, Germany
Project reference number: 2018-1-DE02-KA202-005088

Why CultApp ?

Square of Miracles in Pisa, Acropolis of Athens, Peace Palace in The Hague, Boyana Church in Sofia, Cologne Cathedral in Germany, Kraków Old Town – all famous and beautiful places where you can enjoy culture.

Do you want to learn more about cultural heritage in an entertaining and intuitive way?

We help you to discover the Europe's cultural heritage diversity by using augmented reality applications, in particular, the one we will create through the CultApp project!

CultApp objective

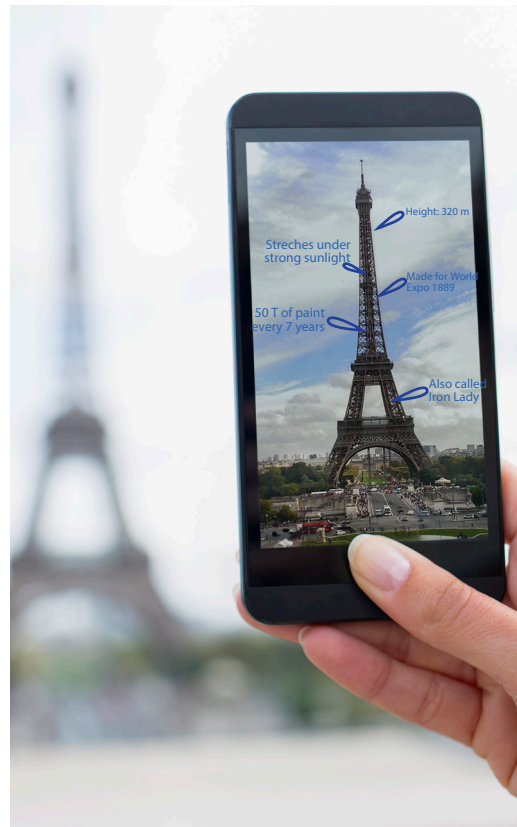
CultApp project seeks to raise awareness and promote Europe's cultural heritage in the vocational education and training sector by means of Augmented Reality (AR)!



Concept

- Enabling teachers from vocational colleges to use AR tools for teaching art and cultural heritage
- Empowering VET learners coming from media and art specialties to create simple AR projects on cultural heritage
- Testing AR app on cultural heritage
- Integrating AR projects on art and cultural heritage into the VET curricula

CultApp: Bringing culture in the 21st century and in all our pockets !



Benefits

CultApp outputs

- Compendium for AR applications on cultural heritage
- Online training program for AR teachers
- Augmented learning project work (AR app)

Target groups

- Young VET learners all across Europe
- Arts / Graphic design / Digital media teachers
- Regional and national culture and tourism promoters
- Everybody interested in cultural heritage

What are the benefits ?

- Boosting cultural and digital competence
- Increasing teaching skills
- Enhancing attractiveness of Europe's and local destinations

