



# NEWSLETTER

## EXPERIENCING AUGMENTED REALITY ON CULTURAL HERITAGE APPLICATIONS IN iVET

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### Why CultApp project?

The European Union declared 2018 the European year of Cultural Heritage. Various actions were put in place across Europe aiming to promote Europe's cultural assets.

Also, we asked ourselves whether we can contribute to raising awareness with respect to Europe's Cultural Heritage, particularly, of young people? The answer is: CultApp!

### CultApp objective

CultApp is the short name of the Erasmus+ project **Experiencing Augmented Reality on Cultural Heritage applications in iVET**. CultApp seeks to inspire young people from vocational schools about Europe's cultural heritage. This should happen through implementing Augmented Reality (AR) technologies into iVET (initial vocational education and training) curricula for a more engaging in-classroom experience!

**CultApp promotes culture heritage in a joyful and entertaining way and brings it in all our pockets!**

### CultApp beneficiaries

- Young iVET learners from Art, Media, or Design specialties
- Arts, Graphic design or Digital Media teachers
- Regional and national culture and tourism promoters

and anyone interested in learning more about Europe's cultural heritage!

# INTELLECTUAL OUTPUTS



## IO1: Augmented Reality meets Cultural Heritage: Compendium of practices and applications

The first output we are proud of is the AR4CH Compendium!

It showcases the applications of Augmented Reality on art and cultural heritage assets in different European countries, such as Germany, Italy, the Netherlands, Poland, Bulgaria, and Greece. 12 attractive and hands-on AR-based cases were identified by CultApp team and presented in the Compendium. Within this output, you will find the descriptions of the AR practices that 'livened' the cities of Karlsruhe, Verona, Lublin, Odessos, Plovdiv, Chania, province Limburg, and much more!

These AR cases are highlighted to inspire teachers and learners from vocational schools towards experimenting with AR when teaching and learning about the Europe's Cultural Heritage. Of course, everybody is invited to immerse into the augmented culture with this book!

You can download the AR4CH Compendium for free by clicking here:

<http://cultapp.eu/compendium-of-augmented-reality-technologies/>

The entire Compendium is designed in English. In addition, executive summaries of the Compendium along with short descriptions of 12 AR cases are available in German, Polish, Bulgarian, Italian, Dutch and Greek. Just visit our website and download the preferred version.

## IO2: Augmented Reality for Cultural Heritage Education (AR4CHE) course

AR4CHE training course is the next output developed by CultApp team. This online course is tailored to Art, History or Media Design teachers who want to try and include innovative AR tools and technologies to their practices in order to inspire their learners for cultural heritage. AR4CHE course helps teachers understand the pedagogical value of AR technologies, use AR for teaching Art, Culture, or Media Design, and empower them to design and implement simple AR-based projects.

### Features of the AR4CHE course:

- Interactive online content embedded into Moodle
- Flexibility: you learn anytime
- Modular structure (5 modules dedicated to the understanding of CH, technological and pedagogical aspects of AR and its integration into teaching and learning)
- No fees
- Certification

The AR4CHE course was successfully tested and completed by 34 pilot teachers from partner countries from February 3 to May 31, 2020. They all obtained Certificates of Attendance and earned 3 ECVET points!

Interested in getting a talented teacher for Cultural Heritage education using AR? Then enroll in the AR4CHE course that will be available for free starting from October 2020 here:

[www.ar-cultapp.eu](http://www.ar-cultapp.eu)

# PROJECT HIGHLIGHTS



## Kick-off meeting

The project kick-off meeting was held in the Netherlands, Roermond, in November 2018. It was staged at the innovative school Agora Niekée where pupils and educators rely on curiosity rather than prefixed curricula!



## Completing the AR4CH Compendium

We contacted local and national practitioners in the field of AR and CH to learn about their experience. This resulted in the creation of the AR4CH Compendium. To celebrate this, the 2nd transnational meeting was organized in Florence, Italy, hosted by ITT Marco Polo. After the successful completion of the meeting, the Compendium was distributed in each country.

## Assessing the needs of teachers and learners in AR-based classes

Focus groups were organised with both teachers and learners in partners' countries. The focus of these meetings was to gain a more understanding of any previous AR experiences of the participants and to what extent the educational potential of AR technology was appreciated.



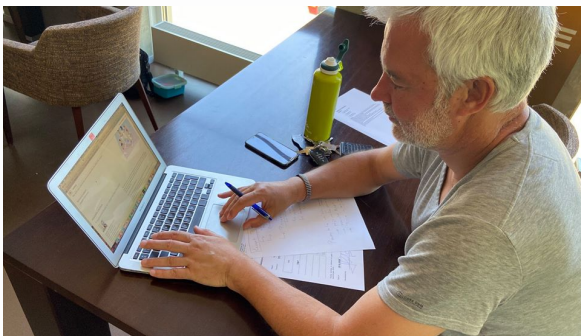
The project team also took the opportunity to demonstrate and experiment with several AR apps.

# PROJECT HIGHLIGHTS



## AR4CHE course development and piloting

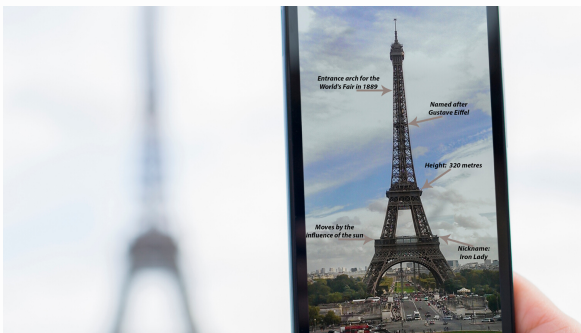
Achieved a new milestone: partners met during the 3rd transnational meeting in Athens in November 2019 to discuss the development and validation of the AR4CHE course. Each partner co-produced a specific module of the course. Once the course was finalized and uploaded to the Moodle platform, the project team finally began the pilot phase! Look at happy faces of pilot teachers after receiving their certificates and are able now to integrate AR practices in their day-to-day curricula!



## What is coming next?

We just started working on the 3rd output: **Augmented Learning Project Work.**

This is truly the “heart” of the CultApp project! The partners foresee to invite a team of ‘digital early-adopter learners’ to experience and ‘liven’ selected cultural heritage topics through AR. The learners, under the supervision of their teachers (who have completed the AR4CHE course and got inspirations from the AR4CH Compendium), will be encouraged to design their own scenarios and handpick media of their choice to design and present their own CH projects! To facilitate this, a special Augmented Learning Environment (ALE) is being currently designed. Upon the completion of the idea development, the learners will be able to share their CH project through selected AR applications. The good news is: after the piloting of ALE, it will be offered to wider audience for free! Follow our developments via Twitter and Facebook!



## CultApp Partnership



Learn more about CultApp and benefit from its outputs and outcomes by visiting our website [www.cultapp.eu](http://www.cultapp.eu)

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