

## D.4.1.6. ICT installations to make easier visit by disadvantaged people

### Project details

PROJECT ACRONYM	USEFALL
PROJECT FULL TITLE	Unesco Site Experience For All
AXIS	ENVIRONMENTAL AND CULTURAL HERITAGE
OBJECTIVE	3.1- Make natural and cultural heritage a leverage for sustainable and more balanced territorial development
START DATE	01.01.2018
END DATE	30.09.2019

### Deliverable details

WORK PACKAGE	WP4 - Touristic Promotion of Unesco sites accessible for all
ACTIVITY NUMBER	4.1 - Multimedial promotional activities for a better usability of Italian Croatian cultural heritage
PARTNER IN CHARGE	PP2 - Venetian Cluster
OTHER PARTNERS INVOLVED	
STATUS	Final
DISTRIBUTION	Public
DATE	31 <sup>st</sup> August 2019

## Silent Play at the Botanical Garden (Padua)

For the Botanical Garden, it was chosen to realise a Silent Play as a multisensory and interactive method which allow a complete experience for all those involved.

The Silent Play project is an innovative proposal of La Piccionaia, a theatre company of Vicenza which works with different groups and has an expertise in the innovative and inclusive approach.

The project is built following the inclusive principles of the design for all: not a dedicated design, which isolates disabled people from the rest of the group, but a design that since the beginning takes into account the different skills and is able to make the experience accessible to everyone. Silent Play is therefore an experience accessible to people with motor and sensory disabilities and with learning disabilities. Considering the needs of these types of users, the project automatically becomes inclusive even for all those variations that differentiate one user from the other: starting from the different ages (children, adults, elderly) with the relative differences in cognitive abilities, visually impaired people e those who also have only slight reductions in motor capacity. This is because the experience of Silent Play is an emotional, multisensory and multimodal experience, thanks to a series of especially designed theatre methods. For example, different languages (sensorial, emotional, cognitive, music, sounds, Italian and English language, LIS – Italian Sign Language, etc.) will be used at the same time as part of the game, involving different languages and abilities.

The Silent Play thought for the Botanical Garden is called "The magic ring of Solomon", which is an interactive fairy tale designed specifically for the UNESCO site, to enhance its tangible and intangible heritage through an innovative and inclusive method for all. The story develops a sort of search of the lost ring that entails to talk with plants and animals, passing through the senses

and the natural elements: fire (sun, warmth), earth (touch), water (sound) and air (perfume). The ring is finally the ancient shape of the inner and oldest part of the Botanical Garden and metaphorically the secret is the mystery of delicacy and respect, finally the secret is inside each single participant.

The project uses the Silent Play mode, which is an immersive and interactive narrative method designed by La Piccionaia based on the use of wireless radio guides for the creation of a temporary community of participants, accompanied by an actor or a facilitator. The experience is thought for groups of 20 participants and the duration of the theatre experience is about 35 minutes.





