

D.4.2.10 - 2 didactic labs to disadvantaged people about the use of technologies to visit UNESCO sites

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	4.2 - Specific training sessions for operators and educational activities for disabled
PARTNER IN CHARGE	PP2 - Venetian Cluster
OTHER PARTNERS INVOLVED	
STATUS	Final
DISTRIBUTION	Public
DATE	30 th September 2019

DIDACTIVE LABORATORIES FOR THE NEW ICT TECHNOLOGIES FOR THE MUSEUM OF ORIENTAL ARTS (Venice)

Over the past few years, the Museum of Oriental Arts in Venice has designed and created various itineraries aimed at disabled people, with a focus on blind people through the creation of tactile itineraries that have the aim of making the visit accessible and pleasant for everyone through educational workshops suitable for all audiences.

Students had the opportunity to test the technological tools developed within the Museum. Indeed, the students were involved at different levels:

- University students of the Ca' Foscari University of Venice have followed a training focused on the USEFALL project and a detailed explanation regarding the technologies developed. Then they had the opportunity to directly test the technologies and to follow the laboratory that involved two fourth grade classes on 21st May 2019, before the launching event of the pilot activities to the public.
- Students of the Canova high school participated in the didactic laboratory together with the training for the school-work alternation: the Chinese and Japanese works of the collection were explained and later they actively participated in the involvement of the general public by inviting people to test the technological devices providing the needed explanations with the support of teachers and of the Museum staff, on 21st and 22nd September 2019 during the European Heritage Days.

During the didactic workshops, the participants were invited to evaluate the accessibility of the site for those with cognitive disabilities and the results were positive.

The technologies tested by the students during the didactic laboratories were the following:

- 1) The Microsoft's HoloLens glasses, with the aim of making the visitor feel inside a story. In an immersive way, the visitor sees the armors come to life to tell how and why they were built in this way, telling some histories relating to Japanese culture and giving historical information relating to the period in which the exposed armor was conceived. The technology is designed above all to bring young people closer and to be fully available for those with cognitive disabilities.
- 2) The second virtual reality application with Oculus go was conceived and created to allow all visitors to see the internal decorations of a lady sedan that for conservative reasons cannot be open to the public. This application is useful for understanding Japanese culture not only for visitors in general, but also for those with hearing impairments (for the deaf there is indeed a subtitled application in which the interior of the sedan is explained).
- 3) The third application is based on a neural network and is used through smartphones which provide an explanation of what is being seen when pointed at some exposed objects. The objects explained in this technology are some Japanese musical instruments, and the application, in addition to offer an audio explanation of the features of the instrument, also allows you to listen to the sound of the instruments. Therefore, it is interesting for the general public, but also as an aid for the blinds who can listen to the



explanation of the instruments, while for the hearing impaired it has been decided to insert some subtitles able to briefly explain the instrument in front of us.

For privacy reasons, photographic documentation could not be collected.



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