

D.2.4.2 Intermediate public events

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	WP2 - Communication activities
ACTIVITY NUMBER	2.4 - Events
PARTNER IN CHARGE	PP2 - Venetian Cluster
OTHER PARTNERS INVOLVED	
STATUS	Final
DISTRIBUTION	Public
DATE	30 th September 2019

EVENT
Title
<p style="text-align: center;"><i>Launching event</i></p> <p style="text-align: center;"><i>INNOVATIVE SOLUTIONS FOR THE BOTANICAL GARDEN: APP AND SILENT PLAY FOR THE ACCESSIBILITY</i></p>
Date/Place
<p style="text-align: center;">26th March 2019, Orto Botanico (Padua)</p>
Body
<p>The event “Innovative solutions for the Botanical Garden: APP and Silent Play for the accessibility” represents the launching public event foreseen to present to the public the solutions provided for the accessibility.</p> <p>It was organised on 26th March by Venetian Cluster (VHC) with the collaboration of the Botanical Garden of Padua, which is a UNESCO site of Veneto Region and one case study of VHC within the project.</p>

The project USEFALL (UNESCO Site Experience For ALL) aims at the improvement of accessibility of sites of cultural relevance for all the weak groups, such as disabled, children and elderly, and in order to pursue this goal the foreseen actions are placed in some UNESCO sites to propose infrastructural solutions and the application of innovative technologies like APP and multisensorial paths.

The organisation of the public event is planned because the project wants to publicly present the solutions for accessibility and the potential and criticalities of the design for all proposed; moreover, the event has provided information for the management of accessibility in UNESCO sites that can be shared in other European countries to exchange the experiences and good practices collected through the Botanical Garden case study.

The launching event was the third meeting organised inside the Botanical Garden of Padua but had a different objective of the first meetings, which was the involvement of most relevant stakeholders at the local level to identify difficulties and necessities of people with disabilities during their visits to cultural sites. This was the opportunity to invite UNESCO sites workers, Museum of the Veneto Region, institutional representative, Universities, cultural organisations and associations that deal with disability, in order to provide a general overview of the project results and the possibility to test the two solutions developed for the case study.

The speakers invited to the event were:

- Lorella Navazio, Vice Prefect of the Botanical Garden of Padua;
- Dr. Rosa Nardelli of the Office of Public Engagement, Sector of Involvement and sustainability, University of Padua;
- Maurizio Malè and Sergio Calò, project managers of Venetian Cluster;
- Renzo Pretto, AKQA (the enterprise which developed the app) and Lidia D'Angelo, Botanical Garden of Padua
- Carlo Presotto, La Piccionaia Centro di Produzione Teatrale, and Diana De Tomaso, Make it easy.

The workshop has seen the presence of people with different backgrounds and expertise: there were representatives of cooperatives working with disabled people and elderly, disability associations, workers of museums and cultural sites, disables and their families, journalists, some partners of the project USEFALL.

The event started with the institutional greetings of the representative of the Botanical Garden, Dr. Lorella Navazio and the representative of University of Padua, Dr. Nardelli, who welcomed all the participants and then started her speech regarding disabilities and inclusion

and the connected projects of the University of Padua. After her speech, Dr. Navazio continued the discussion explaining the good practices promoted by the Botanical Garden for the accessibility.

The second step were the intervention of Venetian Cluster as organizer of the event and partner of the project USEFALL: Dr. Calò started the speech with a short presentation of Venetian Cluster as promotor of cultural heritage and then showcased the project and the case studies. The results and the different pilot actions for the six UNESCO sites in Italy and Croatia were explained.

Later, the case study of Botanical Garden within the project was detailed by the experts, to present the innovative proposals developed in the USEFALL project to implement the accessibility:

- Development of contents in LIS for the APP
- APP with Talking Landscapes for a multisensorial experience
- Silent Play for a multisensorial experience

The presentation focused on the implementation of the already existing application. Indeed, it was decided to improve the app with contents in LIS and the new proposal of *Talking Landscapes*.

After the formal presentation of the new app, there was the occasion for an interactive moment that was guided by Dr. Presotto. He invited all the participants to have an interactive moment where answering to his questions, which focused on different aspects of the nowadays life, considering also but not only the different kinds of disabilities. The moment offered the possibility to highlight the different approaches and possibilities that each person has and gave the opportunity to understand the “for all” approach.

There was then the explanation of the “for all” experience of the Silent Play, which is the multisensory proposal developed in the Botanical Garden. The speech of Dr. Presotto, La Piccionaia Centro di Produzione Teatrale, and of Diana De Tomaso, Make it easy, stressed the importance of the long-term planning and of the method. Moreover, they proposed a design “for all”, in order to have multidisciplinary solutions and not specific cases and the concept of disability is present only when the planning has not foreseen it. Finally they briefly explained the approach of the Silent Play and they invite the participants to participate at the Silent Play’ first test.

Later, there was a lunch and then the possibility of further deepen the information about accessibility in the Botanical Garden through the experience of the Silent Play in the afternoon. During the afternoon there was the possibility to test the proposal in two groups and later some local disability associations and representatives of cultural sites had the

opportunity to discuss with La Piccionaia about the difficulties they noticed, the positive effects and the possible suggestions to better implement the approach.

Image (if any)





EVENT
Title
<p style="text-align: center;"><i>Launching event</i></p> <p style="text-align: center;"><i>NUOVE TECNOLOGIE ICT PER IL MUSEO D'ARTE ORIENTALE</i></p>
Date/Place
<p style="text-align: center;">21st May 2019, Museum of Oriental Arts (Venice)</p>
Body
<p>The public event was organised on 21st May by Venetian Cluster (VHC) with the collaboration of the Museum of Oriental Arts in Vnice, which is a UNESCO site of Veneto Region and one case study of VHC within the project.</p> <p>The project USEFALL (UNESCO Site Experience For ALL) aims at the improvement of accessibility of sites of cultural relevance for all the weak groups, such as disables, children and elderly, and in order to pursue this goal the foreseen actions are placed in some UNESCO</p>

sites to propose infrastructural solutions and the application of innovative technologies like APP and multisensorial paths.

The organisation of the launching event is planned to provide information for the development of a pilot model of management of accessibility in UNESCO sites and of guidelines that will be spread in all European countries to share the experiences and good practices collected during the project lifetime and to present in detail the opportunities for accessibility in the Museum.

The launching event has two different objectives: the first one is the involvement of most relevant stakeholders at the local level and the second is to present the USEFALL outputs to face difficulties and necessities of people with disabilities during their visits to cultural sites. Starting with a visit at the Museum and the test of the technologies developed, this was the opportunity to invite UNESCO sites workers, Museum of the Veneto Region, institutional representative of municipalities and Region, Universities, cultural organisations and associations that deal with disability, in order to involve stakeholders with experience in different areas connected to the theme.

The event has seen the presence of people with different backgrounds and expertise: there were representatives of cooperatives working with disabled people and elderly, organisations for the social promotion, workers of museums and cultural sites, disables and their families, architects, journalists, the whole partnership of the project USEFALL.

The participation was active from the side of the public and the different speeches are relevant for the future implementation of the outputs of the project, with a main attention to the possible improvements.

At the beginning, during the visit there was the possibility to see and test some instruments, such as the Hololens, the virtual reality and the APP for the musical instruments, developed in order to facilitate the learning and enjoyment to every visitor. The test of technologies was open also to the general public and was guided by the students of the University master.

The presentation then started with the institutional greetings of the representative of the Polo Museale of Veneto, who welcomed all the participants and briefly introduced about disabilities and inclusion and the connected projects of the Museum of Oriental Arts. After his speech, Dr. Calò continued the discussion with a short presentation of Venetian Cluster as promotor of cultural heritage and then showcased the project and the case studies. The main information regarding the project were explained, such as the partnership, the objectives, the foreseen outputs and the different pilot actions for the six UNESCO sites in Italy and Croatia.

Later, the two case studies of Venetian Cluster within the project were detailed, which are the Botanical Garden of Padua and the Oriental Arts Museum of Venice, to discuss about the infrastructures and technologies already present and the innovative proposals to be developed in the USEFALL project to implement the accessibility:

Botanical Garden of Padua

INFRASTRUCTURES AND TECHNOLOGIES

1. Accessible for people with physical difficulties and disabilities through ramps
2. APP available in different languages
3. Audioguides
4. Didactic labs with sensorial and tactile experiences

SOLUTIONS TO BE DEVELOPED DURING THE USEFALL PROJECT

1. Development of contents in LIS for the APP
2. APP with Talking Landscapes for a multisensorial experience
3. Silent Play for a multisensorial experience

Oriental Arts Museum in Venice (Ca' Pesaro)

INFRASTRUCTURES AND TECHNOLOGIES

1. Accessible for people with physical difficulties and disabilities through the elevator
2. APP available in different languages, included LIS

3. Tactile laboratory for blind people

SOLUTIONS TO BE DEVELOPED DURING THE USEFALL PROJECT

1. Development of virtual contents (visit with glasses that allow to visualise content related to the museum objects)
2. Virtual reality (involvement of visitors in a virtual reality through the audio and visuals instruments)
3. Audio contents and virtual reality to facilitate availability and comprehension to blind people, cognitive disabilities, etc.

The following speech was from the Director of the Museum, Dr Boscolo, who welcomed all the participants and then started her speech regarding the Museum as the context where the event is organised. She continued explaining the possibilities already developed in the Museum before and their approach to accessibility

There was then the explanation of the technologies developed: Dr Dalla Venezia as representative of The Edge Company started stressing the importance of the company technologies which are innovative in the Italian Museums and then explained in detailed the work. The three instruments are:

1. the Microsoft *HoloLens* glasses able to make the visitor feel within a story through augmented reality, to be used to bring to life again the exposed armours of ancient Samurais;
2. virtual reality with *Oculus go*, designed and implemented to allow visitors to see the interior decorations of a lady's sedan chair, not accessible inside by visitors,
3. a *neural network* accessed through smartphones that, when headed towards some objects, provide an explanation of what is seen, to be used to make visitors listen to the original sound of exposed Japanese ancient traditional music instruments.

She stressed that these solutions are interesting for the general public but are also inclusive for people with either physical or cognitive disabilities, because the interactive and engaging methods will ensure a better accessibility of the contents and a higher enjoyment.

The event provided then the opportunity to discuss about difficulties and possible improvements to the instruments and to the explanations for the visitors using the technologies and with the collection of feedbacks about them. After the formal presentation of the new app, there was the occasion for an interactive moment that was guided by Dr. Presotto. He invited all the participants to have an interactive moment where answering to his questions, which focused on different aspects of the nowadays life, considering also but not only the different kinds of disabilities. The moment offered the possibility to highlight the

different approaches and possibilities that each person has and gave the opportunity to understand the “for all” approach.

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