

# Del 2.2.2

# Publication in thematic journals and conferences

LP - CENTRAL ADRIATIC PORTS AUTHORITY



| Project number:      | 10042741  |  |
|----------------------|---|--|
| Project acronym      | REMEMBER  |  |
| Project Title        | REstoring the MEmory of Adriatic ports sites.Maritime culture to foster Balanced tERritorial growth |  |
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| Duration             | 42 months   |  |

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|---------------------|--|--|--|
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| Work Package Leader | ADSPMAC – Central Adriatic Ports Authority       |  |  |

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|-------------------------|---------|
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# Publication on thematic magazine -La Gazzetta Marittima

## **LP - ADSPMAC**





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Foglio 1

UNA PROPOSTA DI ECONOMIA, CULTURA, ACCOGLIENZA

## Dal porto di Ancona progetto Buon Vento

Promosso dall'Autorità di Sistema Portuale, è parte dell'iniziativa Remember che valorizza il patrimonio culturale di otto porti italiani e croati



Nella foto (da sx): Il presidente Rodolfo Giampieri e la giornalista Cristiana Colli

ANCONA—E il saluto che passa di bocca in bocca tra gli uomini ci le donne che tentano le imprese in mare. Buno Netto è l'auspicio de lo le correnti sappiano guidare il cambel correnti sappiano guidare il cambel controli suppiano guidare il cambel comparti suppiano guidare il cambel comparti suppiano guidare il cambel controli del none scello per controli salutora ci satoria del porto di Ancona in una visione di futuro. Con immaggin, partete, sucuti il tutturo. Con immaggin, partete sucuti il cambel controli satoria del Marco Adriatico Centrale e presentato in una conferenza stampa, valorizza in un ambiene del guitale le importante realtà produttiva delle Marche, riferimento economico e culturale e uropeo, nazionale e culturale e uropeo, nazionale e culturale curpos, nazionale e culturale europeo, nazionale e culturale europeo, nazionale e culturale europeo, nazionale e

regionale.
L'iniziativa, coordinata da Cristiana Colli, giornalista e curarire di eventie rassegne culturali, è parte divernite rassegne culturali, è parte unarziato dal Programma di cooperazione transfrontaliera Italia-Croazia con l'obiettivo di unire otto porti delle due sponde dell'Adriatico. Ancona, Ravenna, Venezia, Triesta, per riscoprire e transnettere il patrimonio culturale comune costruito attraverso la condivisione dello attraverso la condivisione dello attraverso la condivisione dello

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di Ancona, una preziosa raccoltaci
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con este controlinato in sociato, que
artistiche, architettoniche, nonel le
persone che vivono il por
Buon Vento potrà essere utilizza
anche come strumento didattiou

informativo online per questo periodo "virtuale", in attesa di poter tornare a vivere esperienze dirette di conoscenza, anche per le scuole che negli anni hanno partecipato a "Ti porto in porto", le visite guidate gratuite nello scalo dorico per gli in tito di conoscenza di conosce

scere il porto di Ancona attraverso lo sgaurdo e le provide di hi o viveo ogni giorno - all'erma il presidente lo giamo - all'erma il presidente lo processo di consultata di consultata

"Buon Vento ha un doppio prega - ha detto l'assessore al Porto de Comune di Ancona, Ida Simonella legge il lavoro in un porto in chiav diversa, enfatizzandone l'enorm valore culturale; usa linguag, nuovi, video, web, social, per ra contare e per rendere questa lettu patrimonio di tutti. Arriva nei gior ni cui Ancona si gioca la possibili di diventare la Capitale della cultu 2022. Quella del porto è "cultura"

ner eccellenna di questa cità".

"Il potto è un consistema aperto mondo, è un'infrastruttura utile chi interpreta il suo untol di produzione del valore con contenuti materiali, con azioni di networe del materiali, con azioni di networe immateriali, con azioni di netwo interpreta il suo mondo di mondo nella dimensione macro regionale citadina e territoriale - ha detto Cri stama Colfi, curatrice del progetto-un hui del valore che accompagio un hui del valore che accompetitive del consistente del materiali del sirgiti del territori dentro un nuovo modello di sviluppo. Buo Vetto è il racconto della trasforma con della trasforma con della trasforma che consonie, delle memorie di luogi delle tante e diverse progettuitali che, tutte insieme, costituiscon un capitale coognitivo pregiato un capitale cognitivo pregiato un capitale cognitivo pregiato con proportio pregiato con proportio progratio un capitale cognitivo pregiato con proportio pregiato con proportio pregiato con proportio pregiato con consistente del con

partecipato anche Carlo Birrozz direttore lecol-stituto centrale ca talego e documentazione Milbect, di controle lecol-stituto centrale ca talego e documentazione Milbect, por ormeggiatori porto di Aucous. Buon Vento è la voce dell banchine, con il portellone che apre e la vibrazione dell'attrace è il risuono delle leggenet. I mai e la risuone delle leggenet. I mai controle la parola, il suone, l'immagin con la la risuo di parola, il suone, l'immagin e la lice queste piere. Buon Vento la parola, il suone, l'immagin e la finite a l'one di peraconi la la vita segunta delle grun delle delle peraconi la vita segunta delle grandi peraconi la vita delle dei videt e l'ancie del peraconi del peraconi la vita delle controle delle peraconi per centrole stabilità i le londe. Buon Vento el la sofficia di controle delle properti del



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# Publication on thematic magazine - Exibart

LP - ADSPMAC



Autorita'Portuale del Mare Adriatico Cen.-altre testate







Pagina Foglio

19-01-2021

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## PROGETTI E INIZIATIVE

di redazione

Buon Vento è la nuova piattaforma online dedicata alle storie e alle culture che si incrociano nel porto di Ancona, tra immagini, suoni e parole provenienti dal Mar Adriatico

Non esiste luogo più denso di altri luoghi, di un porto. Spazio di voci ascoltate e riferite, di distanze attraversate e da attraversare, di abitudini e modi di dire sedimentati e riadattati, il porto determina il carattere della sua città, aprendone le strade a

influssi distanti. Ed è al porto di Ancona, antico approdo dei Dori, ai quali nel 387 a.C. si deve la fondazione della città di

Ankon, in greco classico "gomito", che è dedicato Buon Vento, progetto coordinato

da **Cristiana Colli** e promosso da Autorità di sistema portuale del mare Adriatico centrale, inserito nell'ambito di Remember, programma europeo nato con l'obiettivo di unire otto porti delle due sponde dell'Adriatico: Ancona, Ravenna, Venezia, Trieste, Fiume, Zara, Spalato e Dubrovnik.



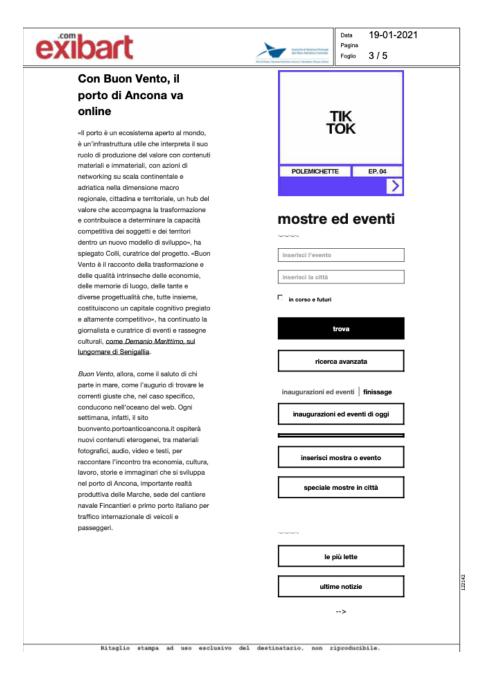




exibart podcast

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Pagina Foglio

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"Con Buon Vento facciamo conoscere il porto di Ancona attraverso lo sguardo e le parole di chi lo vive ogni giomo, un porto in cui tante anime, specializzazioni e professionalità diverse lavorano in sintonia per costruire una prospettiva per il futuro, per il lavoro, per essere protagonisti economici e sociali della città e della regione in un ambito internazionale», ha affermato il presidente dell'Autorità di sistema portuale, Rodolfo Glampieri.

## Buon Vento: le aree del sito

Prima tappa di un museo online che coinvolgerà gli altri porti dell'Adriatico, il sito di Buon Vento è organizzato in diverse sezioni, ognuna dedicata ad altrettanti temi, con documenti, scritture, reportage, video, fotografie, interviste, musiche: storie di persone e luoghi; paesaggi nell'accezione ampia, sonori, marini, dipinti, scolpiti, cittadini; traiettorie, come esperienze che delineano nuove prospettive e trasformazioni; punti di vista di persone invitate; lab, cioè la ricerca e la pratica; paper, con l'ecosistema del porto al centro dell'analisi, della riflessione, della ricerca accademica e non solo.

"Buon Vento ha un doppio pregio – ha detto l'assessore al Porto del Comune di Ancona, Ida Simonella -, legge il lavoro in un porto in chiave diversa, enfatizzandone l'enorme valore culturale; usa linguaggi nuovi, video, web, social, per raccontare e per rendere questa lettura patrimonio di tutti. Arriva nei giorni in cui Ancona si gioca la possibità di diventare la Capitale della cultura 2002

(carica poi vinta da Procida, altra Capitale

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che metterà il rapporto con il mare al centro del suo programma, ndr). Quella del porto è "cultura" per eccellenza di questa città».

Il progetto è realizzato in collaborazione con Capitaneria di porto di Ancona, Regione Marche, Comune di Ancona, Università Politecnica delle Marche, imprese, operatori e addetti del cluster del porto di Ancona. Ideazione, cura e testi sono di Cristiana Colli, le storie di Glanluca Favetto, video, suoni e imagni di Alessio Ballerini. La voce narrante è di Marco Mondaini. Partecipano alla realizzazione di Buon Vento anche locd – Istituto centrale catalogo e documentazione Mibact, Archivio Corsini – Comune di Ancona, Consorzio Aaster Milano.



## ARTICOLI CORRELATI ALTRO DALL'AUTORE

In Puglia, A San Gli chef l'arte Lorenzo interpretan contemporanesce le grandi splende SALAD: opere nei cristalli intervista d'arte e gli ad Uffizi sono Alessandro da Salgemma Calizza e mangiare 19 GENNAIO Tommaso 14 GENNAIO PROGETTI E Zijno INIZIATIVE PROGETTI E 19 GENNAIO INIZIATIVE 2021 PROGETTI E

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# Publication on thematic magazine - Artribune

## **LP- ADSPMAC**



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## Presentation during the 6TH PORT CITIZEN WORKSHOP

PP1: NASPA

Bilbao, 24 and 25 October 2019

The 6<sup>th</sup> Port Citizen Workshop that took place in Bilbao on October 24<sup>th</sup> and 25<sup>th</sup> 2019 was very successful and brought new insights on how to engage with citizens to discuss and communicate the port.

The event was promoted by the International Association of Port Cities-AIVP under the leadership of the Bilbao Port Authority.

AIVP is the only international organisation that, for 30 years, has been bringing together all the public and private development stakeholders in port cities. AIVP has had the privilege of bearing witness to the changes underway in cities and ports the world over; we have accompanied members in the implementation of new strategies that allow them to more effectively face up to the changes that impact economic, social and environmental development in port cities: urban-port integration, global reorganisation of economic routes, the challenge of societal integration, the climate change, the energy transition, the development of the cruise industry, etc.

The event was an opportunity for over 50 people from ten different countries to share experiences and practices.

We assisted to inspirational presentations from local projects that bring the port to the citizen in diverse and innovative ways with new tools used for engaging the port community. A fair part of the present urban appearance of the River of Bilbao is thanks to port development, all the operation of the new Bilbao would not have been possible without the



Port Authority's cooperation. From this relationship, a new modern, integrating, creative and cultural view was born to transmit the cultural heritage of the maritime city.

As the responsible partner for the methodologies and guidelines to be used for the realization of the Virtual Museums on Adriatic ports foreseen by the Project Remember, North Adriatic Sea Port Authority (hereafter PP1-NASPA) find this meeting useful to examine in depth

- how to explain the cultural value, tangible and intangible heritage, of the maritime cities
- how to contact citizens, involve them through virtual experience, sharing and involving the different targets of the territory

The various contributions proposed by AIVP highlighted the **useful tools** that can be developed for the benefit of the city-port-public community:

- **Civic Tech**: using technology to improve citizen participation
- **Living Lab**: innovation and research hub designed to identify business needs and movetowards a Ports 4.0 model.
- **Virtualization of the Port Experience**: an educational website about the port's roles and activities.



## Participation in the meeting allowed PP1-NASPA to:

- give an international visibility to the REMEMBER project as follow:
  - the communication made by Assoporti;
     http://www.assoporti.it/en/associazione/comunicazione/notizie/pcn-di-bilbao-2019/



### Comunicato stampa 27 ottobre 2019

## Porti italiani all'incontro internazionale sui port centre Una delegazione numerosa a Bilbao per il conclave sulle iniziative d'integrazione sociale

Bilbao – Nei giorni scorsi una delegazione dei porti italiani ha partecipato ad una delle più importanti iniziative internazionali in tema di relazione porto-città che si è tenuta nel porto di Bilbao. Si tratta del Port Centre Network, una rete di porti internazionali che, attraverso l'Associazione Internazionale Porti-città (AIVP), si incontra una volta all'anno per discutere di possibili azioni che riguardano la sostenibilità sociale e ambientale. Grazie all'accordo istituzionale tra AIVP e Assoporti, nel corso degli anni sono aumentati i porti che vogliono approfondire, con gli sirczi del proprio personale, tutte le criticità e soluzioni possibili connesse a questo tema.

tutte ie criticia e Sulzioni possioni cominesse a questo trena.

J presenti, tutti tecnici che operano nei porti, nelle città portuali e nelle università delle città portuali, hanno potuto approfondire i contenuti dell'agenda 2030 che la stessa AIVP ha lanciato nel mese di giugno 2018, prendendo spunto da quella adottata dalle Nazioni Unite nel 2015 sugli obiettivi di sviluppo sostenibile. L'agenda delle città portuali è stata scritta in relazione ai 17 obiettivi UN e approfondisce 10 obiettivi che vanno riferiti alle aree portuali e circostanti:

1.Adatamento al cambiamenti climatici; 2. Transizione energetica ed economia circolare; 3. Mobilità sostenibile; 4. Un nuovo modello di governance; 5. Investire nel capitale umano; 6. Cultura e identifà portuale; 7. Un'aliementazione di qualità per tutti; 8. L'interfaccia città-porto; 9. Salute e qualità della vita; 10. Protezione della biodiversità.

Presenti partecipanti dei porti italiani che stanno lavorando molto sul tema dei port centre, provenienti dalla Liguria, Toscana, Campania, oltre a Venezia presente anche in relazione al progetto Interreg "REMEMBER", che coinvolge anche Trieste, Ravenna e Ancona e che si pone l'obiettivo di valorizzare l'eredità culturale di 8 porti marittimi adriatti italiani e croatt.

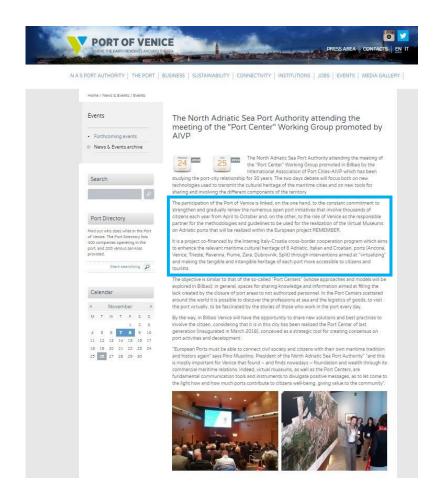
"Assoporti sta lavorando molto su questo tema e ci proponiamo a breve di creare un gruppo di lavoro composto dalle AdSP, per portare un contributo ancora più importante sia sui nostri territori che nel tavoli internazionali. Sono molto soddisfatto del fatto che la delegazione italiana è stata la più numerosa in questo contesto che è tradizionalmente ristretto", ha commentato il Presidente di Assoporti Daniele Rossi, "Le AdSP hanno ben compreso l'importanza dell'integrazione sociale e del rapporto porto-città. I porti hanno specificità e peculiarità differenti e l'Associazione rappresenta il posto migliore per poterle affrontare."

In allegato foto della delegazione italiana e di tutti i presenti all'incontro. Nel sito di Assoporti l'agenda 2030.

Per ulteriori informazioni: ASSOPORTI: Tiziana Murgia, <u>comunicazione@assoporti.it</u>, +39 346 6411288



- the news on port of Venice web site,
   ENG <a href="https://www.port.venice.it/en/the-north-adriatic-sea-port-authority-attending-the-meeting-of-the-port-center-working-group-pr.html">https://www.port.venice.it/en/the-north-adriatic-sea-port-authority-attending-the-meeting-of-the-port-center-working-group-pr.html</a>
  - ITA <a href="https://www.port.venice.it/it/lautorit-di-sistema-portuale-partecipa-al-meeting-del-gruppo-di-lavoro-sui-port-center-promosso.html">https://www.port.venice.it/it/lautorit-di-sistema-portuale-partecipa-al-meeting-del-gruppo-di-lavoro-sui-port-center-promosso.html</a>





- share the remember material – poster and abstract with the participants;



- make a presentation made by Ms Federica Bosello, PP1\_NASPA Responsible for WP3 andWP4 activities.



# North Adriatic Sea Port Authority



Name: Federica Bosello Position: Head of Promotion, Communication and Institutional Relations

Contact: federica.bosello@port.venice.it

We organize Open Port Days, guided tours to the port, initiatives with schools, Universities and families. In cooperation with local Institutions and organizations, we host sport and recreational events.















## Key Data of your citizen initiatives

| Social Initiatives you have<br>recently developed  | Year | № of visitors  | Description  |  |
|--|------|--|--|--|
| Acacdemia delle belle Arti   | 2019 | 200 students<br>100 recipients   | In order to give an artistic interpretation to the mottor "Port of Venice, Bridging the world since (process", the Port Authority decided to Involve the actient Venetatio institution. "Accordance defell Brille Artill and It's young telens. It was created an institutional gift, Thanks to the engagement of over 200 students attending the Paper. Technology Course, through an interne training program focused on past and courrent port facilities, the students have interpreted Venice as a port city, enhancing its immortant role in relating to new markets and cultures. Technically, it is a decomposed image represented through various divisions for the venice of the program of the venice of the program of the venice of venice of the venice of venice of the venice of the venice of the venice of venice of the venice of the venice of the venice of venic |  |
| "Play Day" event   | 2019 | 1.400  | Participants have the opportunity to get in touch with the passenger port and lagoon side of Venice, by practicing sports in very close contact with the lagoon cossystem. Sport was used to raise awareness among folidren about the concept of inclusion, to build a different relationship model.  We organized a real "Plazza Porto di Veneral" (Port of Venics' Square): a space dedicated to children for educational and creative workshops that allow them to "live a port". In particular, laboratories were focused on sea-related themes: the "Bosts"; "The shado of the Sea Nodes"; "Discovering the containers".  |  |
| REstoring the MEmory of Adriatic ports sites. Maritime culture to foster Balanced tErritorial growth ltaly- Croatia REMEMBER | 2020 | REMEMBER is an European project co-funded by the cross-border cooperation <u>Programme</u> Italy-Croatia 2014-2020 with an overall allocation of € 2,8 million.  The project is led by the Central Adriatic Sea Port Authority and <u>involves the Port Authorities of North Adriatic Sea</u> , together with Central North Adriatic Sea, Eastern Adriatic Sea, the Polytechnic University of Marche Region, the Port Authorities of Zara and Dubrownik, the National Museum of Zara and the Regional Development Agency of the Spitt-Daimatia County.  REMEMBER aims to promote the martime cultural heritage of Adriatic Sea, though the creation of a network of 8 virtual museums pread on the coastal REMEMBER aims to promote the martime cultural heritage of Adriatic Sea, though the creation of a network of 8 virtual museums pread on the coastal active of the properties of the County of the Coun |  |  |

# Key Data of your citizen initiatives

Which actors do you usually collaborate with?

 ${\it Schools, Local Institutions, Professional Associations, Non-profit Organizations, Port Actors.}$ 

- Website with information about social activities <a href="https://www.port.venice.it/en/the-open-port.html">https://www.port.venice.it/en/the-open-port.html</a>
- Key Audience for your initiatives: general public, schools, families, professionals.



| Social Initiatives you have<br>recently developed          | Year | Nº of visitors | Budget    | Description   |
|--|------|----------------|-----------|---|
| Guided tours to the Port<br>and "Kids on Board"<br>project | 2019 | 700            | €7,700.00 | The "Open Port" program includes a number of guided tours to visit the port infrastructures, both of the commercial and of the passenger port, led by the Port Authority staff. The tours are organized both by boat and by bus, and allow the participants to see and understand how a port works and which is its role for the territory. The "Kids on board" project is a particular kind of guided tour specially designed for primary school students. The initiative, spread on multiple dates, welcomes the young students and their teachers in the Port Authority premises, where a logistic-themed laboratory takes place in a format suitable for children. The event terminates with an adventurous tour on the technical-nautical boats made available by the Coast Guard and by the Towins and Moorins Societies. |
| "Otello in Porto" project                                  | 2019 | 170            |           | Six High Schools of the venetian territory participated to this cultural project organized in cooperation with the<br>"Featro La Fenice" Foundation. Each school has been hosted at the passenge port premises, both indoor and<br>outdoor, for a video shooting aimed at creating a personalised trailer of the "Crello" Opera, settled in the port<br>area. A technical jury then elected a winner class, whose trailer has been shown at the Otello Première.  |





- meeting with AIVP Director aimed at presenting Remember project's strategy and objectives, outputs and results expected. Heritage natural and cultural, material and immaterial plays a key role towards the development of sustainable cities and communities. The crossovers between the AIVP mission and the Remember project, and the synergy created could be the starting point for the Mid Term Conference that will be held in Venice on May,7 2020.
- recover important information directly from stakeholders (major ports in the world with VMs already in place) in relation to the usability of the overall cultural project.

After an introduction to the Port of Bilbao made by Ms. Amaia Sarasola, Autoridad Portuaria de Bilbao, Mr. Josu Larruskain and Mr. Unai Baeza - both providers- presented the Museographic project and solutions applied in the Bilbao experience. From the beginning, it was thought to be:

- integrated. Conceiving the project, they:
  - o foresaw crossovers with other cultural institutions such as the maritime museums;
  - involved the port community;
  - think about a story which tells us about the past, the present and the future with the Port of Bilbao as a driving force, highlighting the heritage and – at the same time - the economical and social importance of the port;



- o identified 4 elements for the storytelling:
  - 1. professions (Captain, practical work, towing and mooring, inspection agents, health promotion); talk about the present and theprofession of the future increases the age of visits;
  - 2. transit of goods—container, of people;
  - 3. vessels:
  - 4. cultural sustainability;



- adapted to all audiences, it is universal, totally understandable for people of all ages; the scope was disclosing the maritime knowledge to the general public of all ages, but mostly children; emotions are used as language, to communicate through experiences showing heritage elements, Love of traditions). The Project has universal educational resources for all audiences, so no guide is required. It is hoped that visitors will feel identified with the place they visit, recognise themselves in it and promote its conservation.
- easily updatable. Virtual solutions were born flexible because they have to be adapted atleast every 2 years;
- with low maintenance and management costs.

## Technologies used

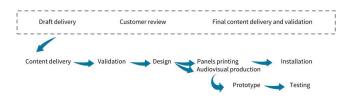
- 3d animation
- videomapping
- videowall
- interactive game
- multitouch game





# WORKING METHOD Coordination between

Coordination between Company and Port Authority. Compliance with the time-schedule.



Delivery of the work before the planned deadline



Later, Ms Itziar Sabas, from the Autoridad Portuaria de Bilbao, introduced the engagement made with the port community, a fundraising operation useful to support the project. The moto was "together we are stronger".

A seminar was organized to present the project to all the members of the port community because everyone knows the port is there, but no one knows its history and how it works.

It is an example of successful stakeholder engagement, since many companies of the port community expressed their support in a multi-annual sponsorship agreement.

The morning continued with the introduction of the **Living lab approach**, made by Jokin Garatea - Vicepresident Ocean Living Lab. A living lab is a research concept, which may be defined as a user-centered, **open-innovation ecosystem**, operating in a territorial context (e.g. city, agglomeration, region), integrating concurrent research and innovation processes within a public-private-people partnership.

The living lab process is based on a spiral concurrently involving a multidisciplinary team in the following four main activities:

- Co-creation: bring together technology push and application pull into a diversity of views, constraints and knowledge sharing that sustains the ideation of new scenarios, concepts and related artefacts.
- Exploration: engage all stakeholders, especially user communities, at the earlier stage
  of theco-creation process for discovering emerging scenarios, usages and behaviours
  through livescenarios in real or virtual environments
- Experimentation: implement the proper level of technological artefacts to experience live scenarios with a large number of users while collecting data which will be analysed in their context during the evaluation activity.
- Evaluation: assess new ideas and innovative concepts as well as related technological
  artefacts in real life situations through various dimensions such as socio-ergonomic,
  socio- cognitive and socio-economic aspects; make observations on the potentiality
  of a viral adoption of new concepts and related technological artefacts through a
  confrontation withusers' value models.



Then Ms. Agathe Bianchin - Chargée de développement - Cap Collectif introduced the benefits of open governance and using collective intelligence in terms of:

- engagement, involved communities & reinforced shared identity(they will talk about theproject and promote it, being its first Ambassadors)
- better performance, smarter decisions, more efficient policies(more people working at theproject can avoid more mistakes)
- support, decisions supported by the community
- trust, renewed & increased trust

It's not all about "participation"... it's more about OPEN GOVERNMENT. To be "open" Everyone musttalk and discuss together.

What could we ask people about ports? First we need to ask general questions to understand what people know about ports. Then we can ask what could we do to improve the activities etc

At the end of the morning, Mr Frank Antich Y Amengual - Directeur d'étude-pôle aménagement économique – Audelor and Ms Anne Mulligan, Responsible Marketing territorial, Lorient Agglomération. They presented an interesting case of virtual network, for share information and work together.

Lorient is a territory – a maritime excellence: - a commercial port; a fishing port; a port of construction and ship repair; marinas; an offshore race pole; a military port. Their aims is to communicate with young people in a fun way but also to connect maritime stakeholders in a user-friendly way.

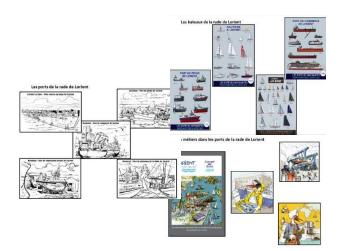
Starting from their cultural heritage, they are trying to create a sense of belonging and pride, enhancing their maritime excellence, and looking to the future, promote maritime trades. **This hubis intangible, it is internet based.** 

The idea is to be a hub for different activities. They use promotional materials (funny and entertaining) such as postcards, to: show the variety of ports (postcards represent different ports), the various professions of a port and of the maritime world.



## They also:

- go to different fairs and local events, with stands and materials and activities to makepeople aware of the port;
- organize interprofessional meetings, in order to make different professionals aware of otherkind of jobs.



In the late morning, we briefly visited the ItsasMuseum a dynamic, friendly place, which offersvisitors a unique experience as they discover the maritime heritage and culture of Bilbao and Bizkaia with simple, interactive explanations in 3 languages (Basque, Spanish and English).

In the first afternoon, we celebrated three workshops discussing core issues such as:

- Engaging local stakeholders / citizen participation
- Human capital development
- New jobs
- New education

During the debate, the participants and the presenters were very active, discussing new strategies, and actions.

On the morning of Friday 25th, the second day, we **visit to the port-city-region of Bilbao by Bus and Boat** discovering all the transformation of Bilbao as a result of a successful cooperation between the port and the city.



## Presentation during the VENICE BOAT SHOW

## **PP1 NASPA**

## Venice, 29 May – 6 June 2021

From 29 May to 6 June 2021 – PP1 NASPA participated at the Venice Boat Show (Salone Nautico Venezia https://www.salonenautico.venezia.it). As the 2021 edition of the show took place at a time when pandemic-related restrictions were still in force, AdSPMAS created an entirely innovative stand that used new communications techniques and technologies to let visitors enjoy the contents without coming into physical contact with materials, thus complying with social distancing rules. Visitors had the opportunity to 'Navigate in the past and present of Veneto's port facilities', in keeping with the event's distinctive claim 'the art of shipbuilding is back home'.



The participation of PP1 NASPA to the Venice Boat Show -held from 29 May to 6 June 2021and the projectin general was promoted by:

## A. **SOCIAL MEDIA:**

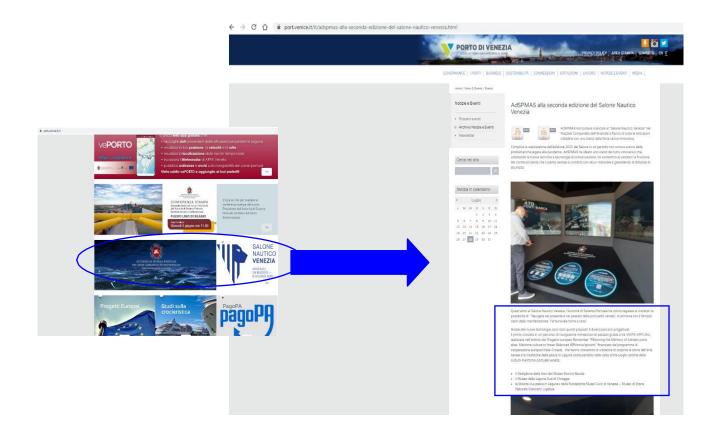




## B. THE NEWS ON PP1 NASPA WEB SITE, https://www.port.venice.it/it

https://www.port.venice.it/it/adspmas-alla-seconda-edizione-del-salone-nautico-venezia.html

https://www.port.venice.it/en/adspmas-at-the-second-edition-of-the-venice-boat-show.html





## Presentation during the Art Exhibition "Un mese di Carta"

PP1: Naspa

Venice, 12 September 2019

# Meeting ART EXHIBITION "UN MESE DI CARTA " (VENICE, 12 SEPTEMBER 2019)

Description: Presentation of Remember project's strategy and objectives, outputs and results expected. Heritage - natural and cultural, material and immaterial - plays a key role towards the development of sustainable cities and communi-

ties.

Number of persons registered: \_50\_

- Number of public authorities representative:
   \_\_4\_(Municipality of Venice, Fondazione
   Musei Civici Ca' Pesaro, Accademia delle
   Belle Arti, North Adriatic Sea Port Authority)
- Number of SMEs and/or economic operator in the field of tourism, culture and creative sector representatives: \_4\_(Municipality of Venice, Fondazione Musei Civici Ca' Pesaro, Accademia delle Belle Arti, North Adriatic Sea Port Authority)
- Number of business associations' members: \_\_
- Number of Research centers and Universities representatives: \_1\_ Accademia delle Belle Arti,



# Presentation during the Vittorio Veneto Municipality event

## PP1: Naspa

## Vittorio Veneto, 20 November 2019

On 20 November 2019, PP1 NASPA's local partner for the project - as is the Representative of the Italian Navy- participated to an event organized by the Vittorio Veneto Municipality and present the work made for the virtualization of the Ships Pavilion of the Naval History Museum.

In the framework of the PP1 project activities, thanks to the "Virtual Tour", everyone can now explore boats and relics from various eras to rediscover the history of the area's relationship with the sea, the lifeblood of both Venice and the Veneto region which drew prosperity, a spirit of adventure and innovation from its port-based activity.

## Comune di Vittorio Veneto Istituto Italiano per la Storia del Risorgimento

Archeologia subacquea e relitti tra Ottocento e Novecento. Dalla ricerca storica alla tutela e alle indagini stratigrafiche. Giornata di Studi Vittorio Veneto, 20 novembre 2021

Un settore di studi che l'archeologia subacquea ha sempre affrontato in maniera limitata è quello



## Programme of the event – Italian version





Powerpoint used by the PP1 NASPA's local partner for the project - the Italian Navy



## Presentation during the Universal Design Week

PP1: Naspa

**Venice, 3 – 11 October 2020** 

- Meeting UNIVERSAL DESIGN WEEK VENICE. CONFERENCE "UNIVERSAL DESIGN X ARCHITETTURA ACCESSIBILE, FUNZIONALE E CONFORTE-VOLE X TUTTI" (VENICE, 3 – 11 OTTOBRE 2020)
- Description: Presentation of Remember project's strategy and objectives, outputs and results expected. Heritage - natural and cultural, material and immaterial - plays a key role towards the development of sustainable cities and communities.



- Number of persons registered: \_80\_
- Number of public authorities representative: \_\_4\_\_(Municipality of Venice,
   Fondazione Musei Civici Ca' Pesaro, IUAV Architecture University of Venice,
   North Adriatic Sea Port Authority),
- Number of SMEs and/or economic operator in the field of tourism, culture and creative sector representatives:
- Number of business associations' members:



- Number of Research centers and Universities representatives: \_1\_ IUAV - Architecture University of Venice
- Number of cultural, touristic, environmental association representatives:20 (Associazione Lo Spirito di Stella, Associazione Amici della Laguna e del porto, Associazione Oltre al Muro, Associazione Onlus Polisportiva Terraglio, influencer Giusy Versace)



# Publication in the thematic magazine - Messaggero Marittimo

## PP2 - Port of Ravenna





# Presentation during the Heritech conference

PP10: UNIVPM

## ICT Driven Platform for High-Quality Virtual Contents Creation and Sharing with e-Tourism Purposes. The Interreg IT-HR REMEMBER Project

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## ABSTRACT

This paper describes REMEMBER, an EU project which aims at establishing a network for joint valorization of 8 ports in Italy and Croatia, trying to shift the paradigm of touristic flows toward a sustainable tourism. The key point is an innovative ICT architecture, modular and scalable, to share information at different system levels of detail and fruition, with an interoperable and multi-channel approach. Given its flexibility, contents can be conveniently displayed in different ways: Web portals, fixed installations, mobile devices etc. This infrastructure enables a great number of Digital Experiences (DEs) that can be exploited at both global and local scale. Since the project is on going, the paper presents a first overview of the instantiate methodology, as well as briefly introduces the DEs that are currently designed and, finnaly, reports a prospective outlook related to the post-pandemic scenario.

## CCS CONCEPTS

 Information and Communication Technologies → Virtual Museums; Tourtsm; • eXtended Reality → Digital Cultural Her-

## KEYWORDS

Virtual Museum, Digital Cultural Heritage, ICT, e-Tourism

ACM Reference Format:

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Creation and Sharing with e-Tourism Purposes. The Interreg IT-HR REMEMBER Project. In Proceedings of AV1<sup>2</sup> CH 2020: Workshop on Advanced
Visual Interfaces and Interactions in Cultural Heritage (AV1<sup>2</sup> CH 2020). ACM, New York, NY, USA, 4 pages

## 1 INTRODUCTION

Digital tools have demonstrated to be an enabling process, not a solution [7]. As several experts in digital humanities, economic operators, private touristic stakeholder testify digital is a stimulus

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> to start a new agenda in sharing responsibilities and opportunities coming from tangible and intangible cultural heritage. According to this idea, the authors of the present paper participate in an Inter-reg project, REMEMBER (REstoring the MEmory of Adriatic ports sites. Maritime culture to foster Balanced tErritorial growth) that aims to develop a joint valorization of a network of 8 ports in Italy and Croatia, trying to shift the paradigm and the touristic flows toward a sustainable tourism 1. A key point is the development



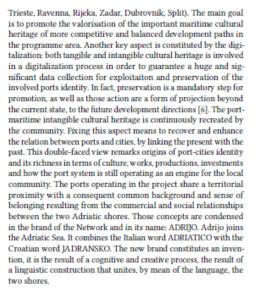
Figure 1: The network of the REMEMBER project. The authority ports, the Adriatic sea as the common identity cul-tures and their digital links with the new Virtual Museums.

and exploitation of a cloud-based platform, allowing the important feature of the cross-border collaboration among partners and fac-ing the challenges that are endangering the integrity and the same existence of the Adriatic maritime cultural heritage. REMEMBER VM is expected to increase the attractiveness of local economies using ICT for the digitalization of cultural contents, growing the touristic offers to reduce tourism seasonality and create new and qualified jobs linking digital and cultural competences. As research unit we serve as domain expert and advisors, thanks to previously carried out experiences [2] [1] for the development of Virtual Museums for 8 Adriatic Italian and Croatian ports sites (Ancona, Venice,



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## 2 METHODOLOGY

The mainstream upon which will be built the exploitation of RE-MEMBER project is an innovative ICT architecture. It is modular and scalable, representing an important communication system that facilitates all the stakeholders involved in the project to exploit many kinds of information at different system levels of detail and fruition. It allows to manage multiple information with an interoperable and multi-channel approach. Given its flexibility, contents can be conveniently displayed in different ways: Web portals, fixed installations (totems, digital signage), mobile devices (smartphones and tablets) etc. The final goal, will be to create a great number of Digital Experiences that can be exploited at both global and local scale. Such Digital Experiences will be built on the backbone of the cloud service, and in particular relying on three main items:

- content, such as texts, images, photos, audio-visual contents,
   3D models, diagnostic data;
- equipment, namely hardware and software components;
- technology development deployment of the experience, considering the adaptation to the different devices, according to the type of desired experience.

The big picture of the developed framework is depicted in Figure 2

## 2.1 Cloud Based platform

The architecture is developed following the cloud-based services paradigm, with the aim of creating a long-term and linked open data platform, designed for CH-related repositories. This approach allows interoperability between different platforms (on site, online, mobile) and between different users (augmented usability of



Figure 2: ADRIJO cloud-based platform. The same digital contents are used for the different digital experiences (DEs). The user of ADRIJO have an active role for the production and fruition of the DEs.

metadata for both experts/non-experts). Moreover, the architecture allows different kind of users to manage and maintain it in a simple, fast and secure way. Particular attention is paid to the integration of the information. In fact, while populating the data base, different stakeholders, as well as heterogeneous data, can be involved. The key value of the whole project is that the ICT system is able to convey information at different scales, providing the users with updated contents; at the same time, administrators can constantly monitor its performances, being able to infer useful information about tourists' needs, habits and preferences [3, 5]. The main features of the system can be summarized as follows:

- creation of the single cloud-based architecture that allows the management of multiple multimedia contents, to be exploited in various platform;
- development of the unique content management system for all stakeholders to share cultural information;
- monitoring user's preferences and needs by collecting users' generated data

## 2.2 Data

The architecture assures efficiency in the management of contextaware services, analysing data arising from different experiences. The cloud platform will be able to offer a great number of IT services, relying on two mutual task: from the one hand, the managing of information about Heritage and, from the other, allows the single instruments to exchange data in an interoperable way. The platform is designed for managing heterogeneous data, with the aim of enabling all the stakeholders to contribute with their own content. As such, the system enables:

- the integrated management of data and resources to ensure the integration and cooperation of the technologies used in the platform;
- the management of levels of interoperability between applications and services present at different levels of the platform:
- the management of rules according to the context of application and user typology.



ICT driven platform for high-quality virtual contents creation and sharing with e-tourism purposes

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## 2.3 Digital Experiences

The use of digital technologies plays an essential role in the creation of highly evocative and engaging products and installations, which allow visitors to learn about cultural heritage and sites through more stimulating, emotional and interactive experiences. However, the design of digital technologies requires a strategic vision that allows to place the technological element in a coherent plan of communication of identities, memories and cultural contents, starting from a clear identification of the objectives and aims of the interventions. These different approaches, which may also intersect or overlap, have to enhance the cultural asset/site in a user-centred perspective. The Digital Experiences allowed by the project are briefly summarised in the Figure 2.

In addition, it should be pointed out that the ADRIJO platform already enables interactive and engaging Digital Experiences. Every innovation and research action is successful and achieve an important impact, if it establishes good connections with interested researcher and user communities. The web platform plays a fundamental role in exchanging information, keeping up to date with the latest developments and disseminating the results. Nowadays, this can be best achieved through digital channels and social media exploiting the advantage of being able to present information to a diverse group of people at the same time and on demand. It can not only provide basic information that is static but also deliver reoccurring and constantly changing pieces of information. The web-platform will enable users to look for specific content on the website and/or on mobile applications. All contents developed by the partners during the project will be made accessible on both the website and the mobile application. A major challenge in the development of the platform, that is currently under design phase and usability validation, is the multi scale approach to the Adrijo Heritage. In fact, the platform will contain contents covering the 8 ports of the Adriatic sea and, if necessary, the hinterland and it can be visited remotely, i.e. in geographical locations far from the POIs. In this case, Adrijo will propose all the contents with a keywordsbased strategy, within the geographical interface. On the other hand, if the platform will be used in one of the ports, the platform will react responsibly to the geographical coordinate of the mobile device, proposing firstly content closer to the user. In this way it will also automatically become the local version of the VM, trying to maximize the usability of the interface and not requiring the user to use too many menus and steps. In addition it is worth to mention that the database manages Virtual Tour (by panoramic images or 360° videos also taken by drones), offering a simple but efficient tool to visit the spaces. It consists in the panoramic photos (scene) linked together, visible at 360° in immersive mode, and enriched by other metadata (popup), e.g. texts, sounds, HD images and videos. A simple graphic interface allows to enjoy the 360 experience for all users, also not experts or not digital-friendly users (e.g. google mans, with few control and global icon). When it is possible, the virtual tour would have a marked map where the 360 view hotspots are shown. This allows to move in the interested panoramic photo, skipping the obligatory path.

For the development of DE in the local level of the VM, in particular in Ancona VM, the UNIVPM unit is analyzing and studying the adaptation of an hybrid form of geo-located contents displacement, merging also AR Vision-based tracking, as summarized in Figure 3. Firstly the user receives an overview of the surrounding area of the POIs, in fact after framing a QR code or the Adrijo logo, an automatic play of the introductory video of POI is foreseen. Then, the device tracks camera pose by detecting and recognising geometric features in the real environment to establish 3D world and 2D image coordinate correspondences. This approach can provide realistic real-time camera pose tracking. However, rendering virtual objects over the real environment could be slow due to the large amount of processing required. Considering this fact, we are planning to use AR only to displace tags that link to videos or VR experiences.



Figure 3: ADRIJO cloud-based platform. The same digital contents are used for the different digital experiences (DEs). The user of ADRIJO have an active role for the production and fruition of the DEs.

## 3 PROSPECTIVE OUTLOOK

The pandemic scenario depicted new challenges for virtual museums curators, in fact the COVID-19 outbreak has underlined the critical importance of digital access to cultural heritage. In this light, because the REMEMBER partnership is currently instantiating its main tool and gate, that is the Adrijo platform, the idea of putting it at disposal to a new plethora of stakeholder seems particularly interesting. Considering the turning point in which all European countries need to democratise access to our heritage in order to support diversity, inclusivity, creativity, and critical engagement in education and knowledge sharing [4], the already outputs foreseen by the project should be very important. The REMEMBER partnership and the new Adrjio network should assess new experimentation in strengthening the capacity for innovation and promoting the use of digital technology and expertise, improving our cultural institutions role in telling our European stories. In particular it is mandatory to constitute permanent networks in which public institutions cooperate and involve the private sector in digitising cultural material, in order to increase online accessibility of European cultural heritage and boost growth in Europe's creative industries [8].

## ACKNOWLEDGMENTS

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# Presentation to the 42th International Conference of Representation Disciplines Teachers - Congress of Unione Italiana per il Disegno

## **PP10 UNIVPM**

## Messina, 16-18 September 2021

## Abstract



## L'Adriatico come accesso alla cultura tangibile e intangibile dei porti: il Virtual Museum di Ancona

Paolo Clini Ramona Quattrini Romina Nespeca Renato Angeloni Mirco D'Alessio

Abstroct

Questo contributo racconta dell'Adriatico come porta di accesso al patrimonio tangibile e intangibile dei porti che vi si affacciano. Il lavoro si inserisce nel progetto Interneg IT-HR REMEMBER, che mira a crearre una rete per la valorizzazione congiunta di otto porti-città in Italia e Croazia (Ancona, Ravenna, Venezia, Trieste, Firume, Zarra, Spalato, Dubrovnik).

L'obiettivo del lavoro è promuovere il patrimonio culturale marittimo come leva per lo sviluppo sostenibile dei territori: Adrijo è il nuovo network che si propone di far riscoprire i valori legati alla relazione col mare, risorsa capace di generare inchezza economica, culturale e artistica.

Per la realizzazione di Adrijo è stata sviluppata una piattaforma ICT modulane e multitutente, con un approccio interoperabile e multicanale. I contenuti possono essere visualizzati in diversi modi, rendendo il sistema flessibile e scalabile, All'interno della rete sono ospitate le esperienze digitali (Virtual Muzeum-VM) personalizzate si orgi realità locale, ma fruibili a livello globale. In particolare, l'articolo riguarda un approfondimento relativo al VM del porto di Ancona, in corso di sviluppo, descrivendone obiettivi, metodologia e stato di realizzazione.

Il connubio fra una scientifica documentazione digitale e un sostenibile sviluppo delle tecnologie di fruzione fa emergere la capacità del disegno di diventare un linguaggio efficace per la promozione dell'immenso patrimonio culturale materiale e immateriale di questi luoghi.

Porole chiove patrimonio culturale tangibile e intangibile, identità culturale, patrimonio culturale digitale, musei virtuali, e-tourism.



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