

REPORT OF JOINT CALL COMPETITION FOR PPs involved

WP 3 . ACT. 3.4 JOINT CALL COMPETITION

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Attached:

- Ideas collected by participants at joint call competition

- Report on best ideas for partner involved - DELTA 2000

1. Table with the sites of intervention - LP Delta 2000

Site 1

Name of the Museum	Museum of forest and Deer of Mesola
Location	Municipality of Mesola , Ferrara Italy
Address	Piazza S. Spirito, 3, 44026 Mesola FE
e-mail	prolocomesola@gmail.com
Website	http://www.prolocomesolaeventi.it/
Contact Person	Stefano Casellato

Site 2

Name of the Museum	MUSA SALT Museum of Cervia
Location	Municipality of Cervia (RA)
Address	Via Nazario Sauro, 24 - Magazzino del sale "Torre" 48015 Cervia (RA)
e-mail	musa@comunecervia.it
Website	https://musa.comunecervia.it
Contact Person	Director Annalisa Canali

Name of the Museum	Visitor Center Cervia Saltpan
Location	Municipality of Cervia (RA)
Address	Via Bova 61, 48015 Cervia (RA)
e-mail	salinadicervia@atlantide.net

Website	http://www.atlantide.net/amaparco/centro-visite-salina-cervia/
Contact Person	Federica Casoni

2. Joint Competition ideas identified in WP3 .4

Link with Joint Competition ideas:

- “Archigiochiamo il museo” of Andrea Micheletti, who proposed the realisation of an App game where the player will start from the age of bronze and will try to evolve going up between the different historical periods.
- Some ideas from “Virtual symbolic revival of Cave Bear “ as show elements of the past displayed in the present
- Proposal of Claudia Pescosolido to use ologram or similar technologies .
With reference to the best practiese very useful the several exemple where the beacons technologies is been applied with success in museums, as in the cases of Casa Natale Verdi, Hidden Museum App, some ideas also from Canova experience.

- Report on best ideas for partner involved - PP1 Molise Region

1. Table with the sites of intervention PP1 MOLISE REGION

Site 1

Name of the Museum	Etno-antropologic Museum
Location	Campolieto
Address	Via Marconi, 86040 Campolieto (CB)
e-mail	comunecampolieto@virgilio.it PEC: comune.campolietocb@legalmail.it lastrina.campolieto@gmail.com
Website	https://lastrinacampolieto.wordpress.com/mostra/
Contact Person	Mr. Luca Mariano (Circolo culturale "La Strina" – Campolieto)

Site 2

Name of the Museum	Di Capua Castle Museum
Location	Gambatesa
Address	Via Eustachio, 7, 86013 Gambatesa (CB)
e-mail	pm-mol@beniculturali.it
Website	http://www.musei.molise.beniculturali.it/musei?mid=870&nome=castello-di-capua
Contact Person	Irene Spada

Site 3

Name of the Museum	MuFeG (Wheat Festival Museum)
Location	Jelsi
Address	C/da Convento snc - 86015, Jelsi (CB)

e-mail	info@mufeg.it
Website	www.mufeg.it
Contact Person	Ines Mignogna

Site 4

Name of the Museum	Museum of the Arts and Popular Traditions
Location	Riccia
Address	Piano della Corte, Viale F. Ciccaglione - 86016 Riccia (CB)
e-mail	PEC: comune.ricciacb@legalmail.it e mail: sindaco@comunediriccia.it
Website	http://www.prolocoriccia.it/it/turismo/museo-delle-arti.html
Contact Person	Antonio Santoriello

2. Link to Joint Competition ideas identified in WP3.4

The interventions to be realized in the 4 Museums are inspired to several ideas submitted in the frame of the WP3 Joint Call Competition Competition:

- “Virtual symbolic revival of the Cave Bear”, as regards the multimedia system to be implemented in order to make it possible digitalization application to museums contents, and so a computer system with a powerful graphics and a number of video outputs, audio system, mobile application with an intervention in which both computer system and mobile devices have to be connected to a Wi-Fi internal network;
- the Proposal of Claudia Pescosolido as regards the 3D viewers for the virtual reality that bring visitors into the world of fireworks to be implemented in Campolieto Museums and the use of Tablets as Audio-Video Guide tools for visits in the museums;
- the proposal made by LORENZO RAMACCIATO, ANTONELLO DORE, ROBERTO ACCIARO – ar3d Società a Responsabilità Limitata Semplificata, as regards the possibility to identify in each museum some Point Of Interests from which start to tell about history of places, available through technological devises and then the idea to build a computer architecture in which there is an "ON SITE" fruition through which the museum makes available, besides the essential information on the museum exhibition, the contents that allow the visitors to have an emotional experience, as regards intervention thought for Gambatesa and Riccia Museums;



- the AQUA srl idea, as regards the suggestion to introduce 3D Projections installations and a Touch screen Information Video to be put at the entrance of the Museum, as regards the intervention thought for MUFEG of Jelsi.

- Report on best ideas for partner involved - PP2 Veneto Region

1. Table with the sites of intervention - PP2 Veneto Region

Site 1

Name of the Museum	Museum of the Southern Lagoon in Chioggia
Location	Chioggia (VE)
Address	Campo Marconi 1
e-mail	sportello.museo@chioggia.org
Website	http://museo.chioggia.org/index.php
Contact Person	Cristina Penzo

Site 2

Name of the Museum	Great Rivers Museum in Rovigo
Location	Rovigo
Address	Piazza San Bartolomeo 18
e-mail	museograndifiumi@comune.rovigo.it
Website	www.museograndifiumi.it
Contact Person	Chiara Vallini

2. Link to the Joint Competition ideas identified in WP3.4

In Veneto, technology applied to the fruition of museum exhibits is still underdeveloped. Anyway, we got an inspiration for our interventions on the selected sites from these two examples:

- the Augmented Reality System used by the Legnago Civic Museum - Archaeological Environmental Center: pointing the target with the tablet, which does not let you imagine beforehand what you are going to visualize, a question appears regarding the exhibited objects; other targets provide the answer or the interpretations, which are choices, discoveries or thoughts
- the app AmuseApp Sensi developed by the Province of Belluno together with the Municipalities of Alano di Piave, Cesiomaggiore, Mel and the Montana Alpago Union: an app which transforms the smartphone of the visitor in a multimedia audio guide that leads the visitor and expands the informations concerning works and antiques exhibited.

As for the inputs from the Joint Call Competition, we took some hints from the first prize winner, "Archigiochiamo il museo" designed by Meeple srl of Rovigo, a project to enhance the Museum of the Great Rivers of Rovigo through an App of game that starts from the Bronze Age and gets to the Renaissance confirming the importance given not only to infos but also to game as an effective tool for conveying museum related contents.

- Report on best ideas for partner involved - PP3 RERA

1. Table with the sites of intervention - PP3 RERA

Site 1

Name of the Museum	Ethno Eco Village of Humac
Location	Humac
Address	Humac

Site 2

Name of the Museum	Ethno Eco Village of Velo Grablje
Location	Velo Grablje, isola Hvar
e-mail	info.pjover@gmail.com
Website	http://www.pjover.com
Contact Person	Ivo Zaninović

Site 3

Name of the Museum	Ethno Eco Village of Malo Grablje
Location	Malo Grablje, isola Hvar

Site 4

Name of the Museum	Ethno Eco Village of Rudine
Location	Male Rudine
Address	Male Rudine, isola Hvar

2. . Link to Joint Competition ideas identified in WP3.4

Our installation is linked with one of the winning proposals (Virtual symbolic revival of the Cave Bear). We use similar technology and our installation and idea are based on common activity plan and Technical innovations used in the project. The installation will be posted in Museum of Stari Grad and that installation will be a model of the dry-stone wall with interactive panels and with installed interactive application in it so that museum visitors can listen and learn about this cultural heritage (the technique of dry stone-wall construction). The virtual walkthrough of all of four Ethno eco-villages will be also implemented in the Model (installation) and the visitors will be able to experience that by VR glasses.

- Report on best ideas for partner involved - PP4 NHMR

1. Table with the sites of intervention - PP4 NHMR

Site 1

Name of the Museum	National History Museum Rijeka
Location	Rijeka
Address	Lorenzov prolaz 1
e-mail	marin@priodoslovni.com
Website	www.priodoslovni.com
Contact Person	Marin Kirincic

Site 2

Name of the Museum	National History Museum Rjeka - Kaštel Zrinskih
Location	Rijeka
Address	Lorenzov prolaz 1
e-mail	marin@priodoslovni.com
Website	www.priodoslovni.com
Contact Person	Marin Kirincic

2. Link to Joint Competition ideas identified in WP3.4

Installation of Hologram of cave bear is closely linked to the third awarded Joint Call idea of Goran Radić, “Virtual Symbolic Revival of the Cave Bear”. Augmented reality is inspired by best practices: Museum MUSE – Science Museum, Fortress of Culture Šibenik and Environmental Archaeological Center of Legnago.