

# Report on Installations

## WP 4 . IMPROVEMENT OF ACCESSIBILITY TO CULTURAL HERITAGE SITES

State of the document	Project Partner	Date of the document
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## 1. Table with the sites of intervention

### Site 1 - Etno-antropologic Museum of Campolieto (CB)

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

### Site 2 - Di Capua Castle Museum of Gambatesa (CB)

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

### Site 3 - MuFeG (Wheat Festival Museum) of Jelsi (CB)

Name of the Museum	MuFeG (Wheat Festival Museum)
Location	Jelsi
Address	C/da Convento snc - 86015, Jelsi (CB)
e-mail	<a href="mailto:info@mufeg.it">info@mufeg.it</a>

Website	<a href="http://www.mufeg.it">www.mufeg.it</a>
Contact Person	Ines Mignogna

#### Site 4 - Museum of the Arts and Popular Traditions of Riccia (CB)

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: <a href="mailto:comune.ricciacb@legalmail.it">comune.ricciacb@legalmail.it</a> e mail: <a href="mailto:sindaco@comunediriccia.it">sindaco@comunediriccia.it</a>
Website	<a href="http://www.prolocoriccia.it/it/turismo/museo-delle-arti.html">http://www.prolocoriccia.it/it/turismo/museo-delle-arti.html</a>
Contact Person	Antonio Santoriello

## 2. Description of the status “quo ante”

### 2.1 Site 1- *Etno-antropologic Museum of Campolieto (CB)*

#### a. Description of the site *(maximum 2.000 characters)*

The Museum is located in the historical part of the Village, has a main entrance well identified by an informative plate outdoor, it has facilities for the access of disabled people, in particular a lift that serves the two floors of the Museum premises.

The Museum has at each floor toilets according to the current law and so accessible by disabled people, the structure is in a good state of conservation, it has no conditioning systems, each floor is well served by electricity outlets.

The Museum is divided in the following sections:

- A ground floor in which there are two rooms for exhibitions of articles regarding the peasant culture and domestic tradition, inventoried and which would need a larger exhibition area;
- A first floor, in which there is the more structured and well presented section, the so called “Museum of pyrotechnic fires” (three rooms), focused on the history and activity of a local family, the Paradiso Family, and in which there are other two rooms, one focused on electrical material, the second one on tailoring tools belonging to a member of Paradiso family;

#### b. Use of technology before the project’s interventions *(maximum 1.500 characters)*

Before the project’s intervention no technological device or installation was available in the museum. The visits were leaded by a member of the Association managing the Museum, and the unique informative supports were paper publications and leaflets. Each room of the Museum has network outlets, on the ground floor a rack cupboard is placed just after the entrance, but before the INNOCULTOUR intervention the structure was not served by network connections, it has not a wi-fi system.

#### c. The innovative solutions to be adopted joined with Museum’s managers and their link to the best practices identified in the frame of the INNOCULTOUR project’s activities *(maximum 1.500 characters)*

The Organization managing the Museum and the Campolieto Municipality decided to focus INNOCULTOUR interventions on the “Museum of pyrotechnic fires”, considering that is the most attractive for younger generations and during the years there were organized several activities involving group of students. The technological need so was the introduction of innovative and attractive multimedia solutions able to make it possible a better knowledge of articles present in the museum through audio-video technological devices and also a virtual experience about a Pyrotechnic fires, and all that through the use of beacon technology and Virtual 3-D devices.

The innovative solution has been put in place taking also inspiration by two best practices identified in the frame of WP3.2 activities.

Center for Visitors Ivana's House of Fairy Tales. Ivana's House of Fairy Tales (hereafter: IHFT) is a unique multimedia and interactive visitor's centre which celebrates fairy tales and their makers, where is Ivana Brić-Mažuranić the host who welcomes all writers and collectors of fairy tales from Europe and around the world. Based on the principles of knowledge, creativity and the use of new technologies consist of a permanent multimedia exhibition, library, multifunctional space, souvenir shop and activities extended to its website. IHFT is generator and disseminator of knowledge, love for fairy tales, reading and creative expression. It is unique, innovative, yet comprehensible in the ways it brings to life its mission and vision, interacts with its visitors and communicates the "intangibility" of its museological and heritage substance. IHFT is unique platform for exploration, exchange, experiment, interaction and discoveries, both of the magical worlds of fairy tales and of the inner creativity and magic we all possess in ourselves.

As regards the use and implementation of beacon technology, we were inspired by the "Sistema di Supporto Multimediale (SSM) of the Museo Ladino of Fassa". One of the most significant aspects of the set-up is the Sistema di Supporto Multimediale SSM (System of Multimedia Aids), a system with 18 information points, managed by a computer network and equipped with an interactive touch-screen, spread along the entire museum itinerary: from here, visitors can access 74 short single-topic films concerning objects or aspects of the exhibition, with original sound and texts in several languages.

## **2.2 Site 2 - Di Capua Castle Museum of Gambatesa (CB)**

### **a. Description of the site (*maximum 2.000 characters*)**

We deal with the more structured site of the group of four, the more linked to the Museum Network of Molise Region, with a management ensured by a Public Body, and with a good defined promotion and development plans. In 1550 Vincenzo di Capua contracted the painter Donato da Copertino to decorate the rooms of the house with a cycle of celebrating frescoes of the family. The painter had trained at the school of Giorgio Vasari and when he worked in Gambatesa he already knew the great Roman pictorial cycles of the first half of the sixteenth century. He knew the most popular painting techniques at the time. All this is reflected in the quality of the frescoes in this castle. In the Salone delle Virtù, in the Sala delle Maschere, in the Sala del Camino, in the Sala del Pergolato, in the Studiolo, in the Sala del Canneto and in the Fire Room, the spaces are like a museum and an illusory gallery illustrating the different genres and themes of the painting of the sixteenth century

### **b. Use of technology before the project's interventions (*maximum 1.500 characters*)**

Before the interventions there were available only indications of several rooms on physical installations at the ground that were not able to communicate by themselves the explanations of paintings meanings and history. So the will of the Museum managers was the introduction of technologies able to attract young

generations more familiar with the use of multimedia devices making it possible also a better knowledge of the history of the places.

**c. The innovative solutions to be adopted joined with Museum's managers and their link to the best practices identified in the frame of the INNOCULTOUR project's activities (*maximum 1.500 characters*)**

The technological need for such a museum is the introduction of an internal wi-fi network + Audio-Guide Devices using a beacon technology (contents yet available), moving from one room to another one.

The innovative solution has been put in place taking also inspiration by the following best practices identified in the frame of WP3.2 activities:

Center for Visitors Ivana's House of Fairy Tales. Ivana's House of Fairy Tales (hereafter: IHFT) is a unique multimedia and interactive visitor's centre which celebrates fairy tales and their makers, where is Ivana Brlić-Mažuranić the host who welcomes all writers and collectors of fairy tales from Europe and around the world. Based on the principles of knowledge, creativity and the use of new technologies consist of a permanent multimedia exhibition, library, multifunctional space, souvenir shop and activities extended to its website. IHFT is generator and disseminator of knowledge, love for fairy tales, reading and creative expression. It is unique, innovative, yet comprehensible in the ways it brings to life its mission and vision, interacts with its visitors and communicates the "intangibility" of its museological and heritage substance. IHFT is unique platform for exploration, exchange, experiment, interaction and discoveries, both of the magical worlds of fairy tales and of the inner creativity and magic we all possess in ourselves.

## **2.3 Site 3 - MuFeG (Wheat Festival Museum) of Jelsi (CB)**

**a. Description of the site (*maximum 2.000 characters*)**

The "MuFeG" Community Museum of Wheat Festival is located at the "Convent of Santa Maria delle Grazie" and documents the deep bond that the community of Jelsi has with the above mentioned festival, whose celebration is repeated for over 200 years every July 26th, in honor of Saint Anne. The Museum is well structured in a good state of conservation.

The main entrance is easily identified, it has facilities for the access of disabled people, each work as an informative panel, and the Museum has also a space for the Educational Workshops. The Museum has also a Sales Point, managed by the Association.

The works made with grains and ears of wheat are placed along the sides of the covered corridor of the cloister of the former convent and also some large side rooms.

The average duration of each work is linked to the state of conservation of the wheat grains and of the leaking used, however it is estimated in 4-5 years.

The inspiration for the above mentioned works is of different nature: historical, religious, celebrity stars and films (also cartoons), art and music and some works have been also realized in the frame of twinning relationships with public and private institutions (for example some works of the Association are placed in the WWF premises in Guardiaregia, in the Bell's Museum in Agnone, in the Molise University premises).

All the works in exhibition belongs to the Association that takes care for its realization each year for the Wheat Festival.

We deal with works of different size, from the smallest one to the largest one that is the reproduction of Saint Peter Square of Rome, which occupies an entire side room and in which one enters passing through a careful reproduction of the Holy door.

#### **b. Use of technology before the project's interventions (*maximum 1.500 characters*)**

Each work exposed in the Museum has an informative plaque, at the time of the intervention of INNOCULTOUR project there were not available multimedia devices able to accompany the visitors during their tour in the museum giving further details about the works and in particular about their meaning and their the constructions process. At the same time it was not available a multimedia system able to make it possible at the same time the projection of videos, photos, informative contents, a combined system of video and informative multimedia point.

The Museum has a small conference room with about 25 seats, uses n. 2 TVs (one in the conference room, the other in the thematic room dedicated to the Church of St. Peter) that transmit n. 2 videos, the first lasting about 15 minutes, the second one, about 30 seconds, constantly repeated.

#### **c. The innovative solutions to be adopted joined with Museum's managers and their link to the best practices identified in the frame of the INNOCULTOUR project's activities (*maximum 1.500 characters*)**

So the technological need for such a museum was the need to introduce technological devices able to accompany visitors during their tour in the Museum, Virtual 3D Devices able to show the construction process of exposed articles, a Multimedia Access Point at the entrance of the Museum able to inform visitors and promote Museum's activities.

As regards the use and implementation of a system able to inform visitors at Museum entrance and the availability of technological devices able to support visitors in specific points of the Museums (tabled audio-video guides) we were inspired by the "Sistema di Supporto Multimediale (SSM) of the Museo Ladino of Fassa". One of the most significant aspects of the set-up is the Sistema di Supporto Multimediale SSM (System of Multimedia Aids), a system with 18 information points, managed by a computer network and equipped with an interactive touch-screen, spread along the entire museum itinerary: from here,

visitors can access 74 short single-topic films concerning objects or aspects of the exhibition, with original sound and texts in several languages.

## **2.4 Site 4 - Museum of the Arts and Popular Traditions of Riccia (CB)**

### **a. Description of the site (*maximum 2.000 characters*)**

The Museum is located in the historical center of Riccia, the “Piano della Corte”, a Renaissance architectural complex composed of the Torre Di Capua, the Church of Santa Maria delle Grazie, the ancient “Magazzino” and all the dwellings that once constituted the court of the Castle. At the highest point of the square is the “Magazzino”, the grain store of the lords of the village, a historic building on two levels, that hosts the Museum of Popular Arts and Traditions of Riccia, where about 2.600 objects are exhibited. We deal with objects of common use that tell the habits and daily practices that have characterized the last two centuries of Riccia’s inhabitants life. The tools, made with poor materials such as stone, wood, leather, terracotta.

On the ground floor we have two large rooms. In the first one are visible tools concerning the production of wheat, oil and wine and objects used in local craft activities. In particular, the large tank dug into the stone, “u Paleménte” will bring to mind the gestures linked to the pressing of grapes for the production of wine. In the second large room the most part of the space is occupied by some motor machinery belonging to the Palmieri wool mill, donated by the heirs to the Municipal Administration.

An interesting testimony to the uniqueness of the pieces existing in the museum is given by the reconstruction of a workshop of a blacksmith that was used by the famous journalists Piero and Alberto Angela for a TV service of the scientific and cultural transmission “Ulisse”.

On the upper floor are exposed objects of daily life: razors, telephones, newspapers, instruments, music, an old 1914 telegraph, kitchen tools. On the walls, a series of photographs dating back to the last century immortalizes scenes of local life and completes the exhibition.

The reconstruction of a double room of the early twentieth century with furniture, games, frames, fabrics and wedding dresses is very fascinating.

### **b. Use of technology before the project’s interventions (*maximum 1.500 characters*)**

The building has not wi-fi, no ADSL network and its structure is not suitable for wiring interventions. We have also to consider that the visits to the museums are managed by local volunteers and among them there is especially one person that knows everything about the articles of the museum. That is an added value but at the same time a weakness point for the cultural offer of the museum, in case of unavailability of that person to lead visits at the museum.

**c. The innovative solutions to be adopted joined with Museum's managers and their link to the best practices identified in the frame of the INNOCULTOUR project's activities (*maximum 1.500 characters*)**

The technological need for such a Museum is the introduction of a multimedia system able to accompany visitors during their tour in the museum, making it possible the knowledge about the characteristics of the main articles of the museum (not all of them, the number is very high) through beacon solutions linked to audio-video technological devises.

The innovative solution has been put in place taking also inspiration by two best practices identified in the frame of WP3.2 activities.

Center for Visitors Ivana's House of Fairy Tales. Ivana's House of Fairy Tales (hereafter: IHFT) is a unique multimedia and interactive visitor's centre which celebrates fairy tales and their makers, where is Ivana Brlić-Mažuranić the host who welcomes all writers and collectors of fairy tales from Europe and around the world. Based on the principles of knowledge, creativity and the use of new technologies consist of a permanent multimedia exhibition, library, multifunctional space, souvenir shop and activities extended to its website. IHFT is generator and disseminator of knowledge, love for fairy tales, reading and creative expression. It is unique, innovative, yet comprehensible in the ways it brings to life its mission and vision, interacts with its visitors and communicates the "intangibility" of its museological and heritage substance. IHFT is unique platform for exploration, exchange, experiment, interaction and discoveries, both of the magical worlds of fairy tales and of the inner creativity and magic we all possess in ourselves. As regards the use and implementation of beacon technology, we were inspired by the "Sistema di Supporto Multimediale (SSM) of the Museo Ladino of Fassa. One of the most significant aspects of the set-up is the Sistema di Supporto Multimediale SSM (System of Multimedia Aids), a system with 18 information points, managed by a computer network and equipped with an interactive touch-screen, spread along the entire museum itinerary: from here, visitors can access 74 short single-topic films concerning objects or aspects of the exhibition, with original sound and texts in several languages.

### **3. Description of the interventions and Technical Sheets**

#### **3.1 Site 1- *Etno-antropologic Museum of Campolieto (CB)***

##### **a. Description of intervention realized (*maximum 1/2 page*)**

Introduction of innovative and attractive multimedia solutions able to make it possible a better knowledge of articles present in the museum through audio-video technological devices and also a virtual experience about a Pyrotecnic fires, and all that through the use of beacon technology and Virtual 3-D devices.

## b. Audience Targeted *(maximum 1/2 page)*

Target groups to which the interventions are addressed are young people from 25-45 years of age, students of elementary and medium schools and in general people involved in school and training systems as students or teachers, to increase their interest in the culture and in the heritage assets represented by the concerned museums to attract them to visit the museum, Tourist and cultural operators leading visits in the concerned museums in order to facilitate their planning in museums visits and their carrying out. The interventions are also directed to citizens of the four communities in order to allow a better museum experience. Target of intervention are also public authorities of the local communities and regional ones, in order to demonstrate them the positive effects coming from that digitalization initiative and so making it possible its extension to other places in the region having same characteristics.

## c. Technical Sheet describing technology implemented and equipment installed

<b>Used technology</b>	Beacon technology, Wi-Fi networking system, augmented reality and 3D technology
<b>Hardware</b>	<ul style="list-style-type: none"> <li>- n° 2 wi-fi signal amplifiers. TP-Link RE450 Wireless WiFi Repeater, Wifi Extender, Access Point, Dual Band 1750Mbps Speed, Gigabit Port, boosting Wi-Fi coverage, Compatible with all wifi router modems, TP-Link Case</li> <li>- OLOCOREX case</li> </ul>
<b>Software</b>	- game engine software installed in the OLOCOREX system
<b>Devices installed</b>	<ul style="list-style-type: none"> <li>- n° 1 N ° 1 OLOCOREX holographic display - Medium-sized 42THSW model including infrared sensor and multimedia content creation screen (an animation lasting 5 minutes) to be inserted in the holographic display through game engine software;</li> <li>- n° 5 Tablet 4 G Acer one 10 with connection to the mobile and fixed network equipped with a system such as audio guides and simultaneous translators;</li> </ul>

	<ul style="list-style-type: none"> <li>- n° 3 Augmented reality viewers Gear VR with Controller, Black [Italian Version];</li> <li>- n° 3 Samsung Galaxy S7 32 GB smartphones for the use of the 3 augmented reality viewers Gear VR with Controller, Black [Italian Version].</li> <li>- n° 6 Beacon</li> </ul>
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## d. Photo Gallery

*Please, attach under that section at least 3 images showing the intervention realized (it could be the work in progress, the final result, the technological devices adopted, the people who are experiencing the technology implemented).*

*In addition to the images, also attach any intermediate renderings / mock-ups / sketches that the supplier may have produced to present the project.*

**Destination of the pictures:** these images will be used on the Web and on print materials.

**Requirements:** minimum 5,000 pixels wide. They should be taken with a camera or at least with a smartphone with a good camera.

### The beacon



### 3D Visors and augmented reality



### The Audio-Video Guides



## The OLOCOREX SYSTEM



### 3.2 Site 2 - Di Capua Castle Museum of Gambatesa (CB)

#### a. Description of intervention realized *(maximum 1/2 page)*

Introduction of an internal wi-fi network + Audio-Guide Devices using a beacon technology (contents yet available), moving from one room to another one, and introduction of technologies able to attract young generations more familiar with the use of multimedia devices making it possible also a better knowledge of the history of the places.

#### b. Audience Targeted *(maximum 1/2 page)*

Target groups to which the interventions are addressed are young people from 25-45 years of age, students of elementary and medium schools and in general people involved in school and training systems as students or teachers, to increase their interest in the culture and in the heritage assets represented by the concerned museums to attract them to visit the museum, Tourist and cultural operators leading visits in the concerned museums in order to facilitate their planning in museums visits and their carrying out. The interventions are also directed to citizens of the four communities in order to allow a better museum experience. Target of intervention are also public authorities of the local communities and regional ones, in order to demonstrate them the positive effects coming from that digitalization initiative and so making it possible its extension to other places in the region having same characteristics.

### c. Technical Sheet describing technology implemented and equipment installed

Used technology	Wi-Fi networking system
Hardware	<ul style="list-style-type: none"> <li>• N°1 Server HP G500</li> <li>• N° 1 Monitor AOCN19</li> <li>• N° 1 Router Netgear AS500</li> <li>• The hardware system is compatible with all devices equipped with wi-fi like smartphones, tablets and notebooks; - Show all format types: text - images - audio - video; Hardware and software: graphics</li> <li>• personalized up to n. 50 pages Informative - up to 50 multimedia audio and video contents</li> <li>• n° 4 devices using powerline technology NET GEAR PR 1602</li> </ul>
Software	Internal Mobile App for Museum's visitors
Devices installed	N° 4 Access Points TP LINK EAP 1350

### d. Photo Gallery

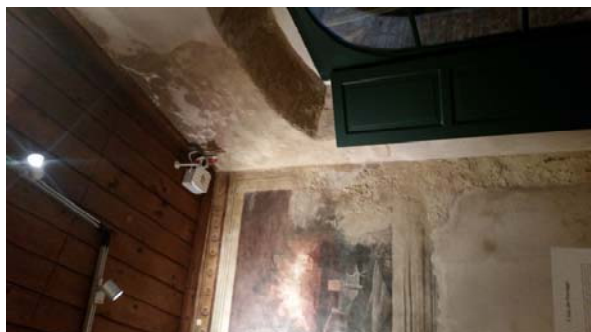
*Please, attach under that section at least 3 images showing the intervention realized (it could be the work in progress, the final result, the technological devices adopted, the people who are experiencing the technology implemented).*

*In addition to the images, also attach any intermediate renderings / mock-ups / sketches that the supplier may have produced to present the project.*

**Destination of the pictures:** these images will be used on the Web and on print materials.

**Requirements:** minimum 5,000 pixels wide. They should be taken with a camera or at least with a smartphone with a good camera.

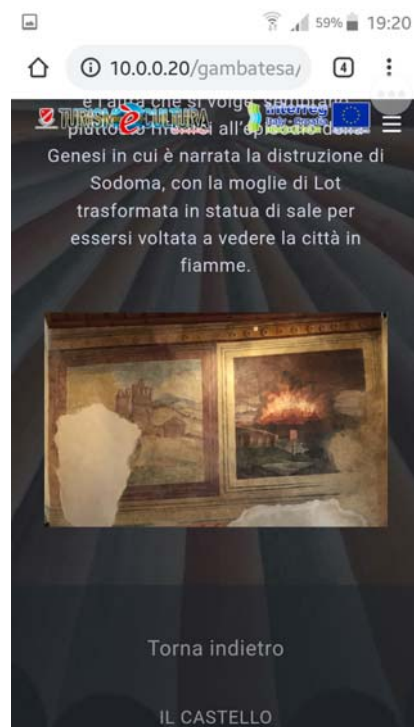
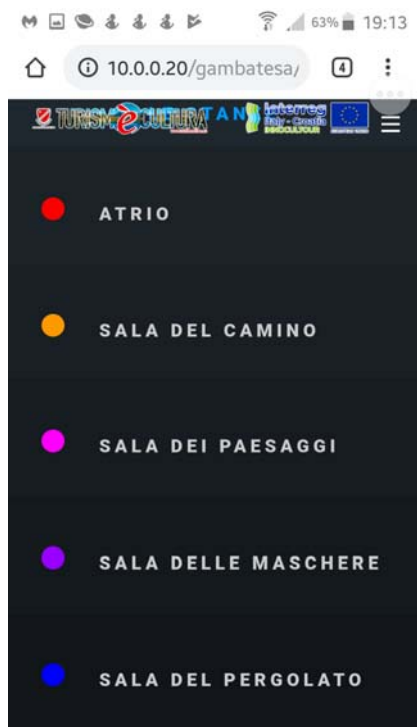
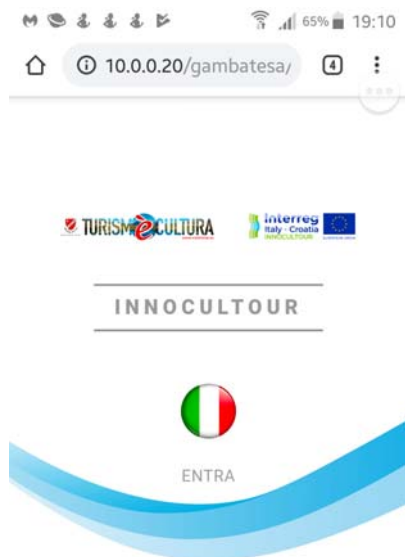
### The Access Points for the Mobile App



### The Mobile App Accessible through internal Wifi Network: the research of the network..



...its use!



### 3.3 Site 3 - MuFeG (Wheat Festival Museum) of Jelsi (CB)

#### a. Description of intervention realized (maximum 1/2 page)

Introduction of technological devices able to accompany visitors during their tour in the Museum, Virtual 3D Devices able to show the construction process of exposed articles, a Multimedia Access Point at the entrance of the Museum able to inform visitors and promote Museum's activities.

#### b. Audience Targeted (maximum 1/2 page)

Target groups to which the interventions are addressed are young people from 25-45 years of age, students of elementary and medium schools and in general people involved in school and training systems as students or teachers, to increase their interest in the culture and in the heritage assets represented by the concerned museums to attract them to visit the museum, Tourist and cultural operators leading visits in the concerned museums in order to facilitate their planning in museums visits and their carrying out. The interventions are also directed to citizens of the four communities in order to allow a better museum experience. Target of intervention are also public authorities of the local communities and regional ones, in order to demonstrate them the positive effects coming from that digitalization initiative and so making it possible its extension to other places in the region having same characteristics.

#### c. Technical Sheet describing technology implemented and equipment installed

<b>Used technology</b>	Accessible Multimedia Info Point and Audio-video multimedia Guides
<b>Hardware</b>	===
<b>Software</b>	Museums contents installed on each devices
<b>Devices installed</b>	<ul style="list-style-type: none"> <li>- No. 14 Tablet 4 G Acer one 10 with connection to the mobile and fixed network equipped with a system such as audio guides and simultaneous translators</li> <li>- n ° 1 touchless entry point 65" EUGENI – DIGIQUADRO V6510 "complete with base and support</li> </ul>

	- n ° 1 3D Wi Fi Hologram Projector-ISENSATION – Model OLOWI
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## d. Photo Gallery

*Please, attach under that section at least 3 images showing the intervention realized (it could be the work in progress, the final result, the technological devices adopted, the people who are experiencing the technology implemented).*

*In addition to the images, also attach any intermediate renderings / mock-ups / sketches that the supplier may have produced to present the project.*

**Destination of the pictures:** these images will be used on the Web and on print materials.

**Requirements:** minimum 5,000 pixels wide. They should be taken with a camera or at least with a smartphone with a good camera.

## The Entry Access Point



..ant its use!



The 3D Wi Fi Hologram Projector



#### Audio-guide accessible with multimedia contents for Visitors



### **3.4 Site 4 - Museum of the Arts and Popular Traditions of Riccia (CB)**

#### **a. Description of intervention realized (maximum 1/2 page)**

Introduction of a multimedia system able to accompany visitors during their tour in the museum, making it possible the knowledge about the characteristics of the main articles of the museum through beacon solutions linked to audio-video technological devises.

#### **b. Audience Targeted (maximum 1/2 page)**

Target groups to which the interventions are addressed are young people from 25-45 years of age, students of elementary and medium schools and in general people involved in school and training systems as students or teachers, to increase their interest in the culture and in the heritage assets represented by the concerned museums to attract them to visit the museum, Tourist and cultural operators leading visits in the concerned museums in order to facilitate their planning in museums visits and their carrying out. The interventions are also directed to citizens of the four communities in order to allow a better museum experience. Target of intervention are also public authorities of the local communities and regional ones, in order to demonstrate them the positive effects coming from that digitalization initiative and so making it possible its extension to other places in the region having same characteristics.

#### **c. Technical Sheet describing technology implemented and equipment installed**

<b>Used technology</b>	Beacon technology and augmented reality
<b>Hardware</b>	OLOCOREX case
<b>Software</b>	Game engine software installed in the Olocorex system
<b>Devices installed</b>	<ul style="list-style-type: none"> <li>- n° 1 N ° 1 OLOCOREX holographic display - Medium-sized 42THSW model including infrared sensor and multimedia content creation screen (an animation lasting 5 minutes) to be inserted in the holographic display through game engine software;</li> <li>- n° 8 Tablet 4 G Acer one 10 with connection to the mobile and fixed network equipped with a system such as audio guides and simultaneous translators;</li> <li>- n° 12 Beacon</li> </ul>

## d. Photo Gallery

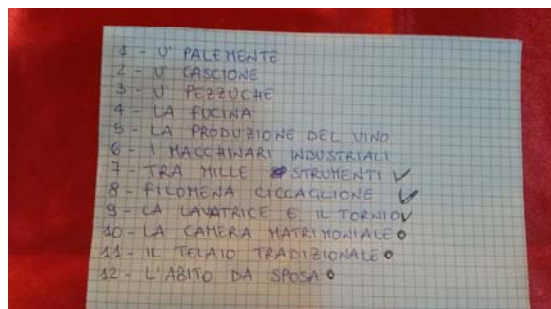
Please, attach under that section at least 3 images showing the intervention realized (it could be the work in progress, the final result, the technological devices adopted, the people who are experiencing the technology implemented).

In addition to the images, also attach any intermediate renderings / mock-ups / sketches that the supplier may have produced to present the project.

**Destination of the pictures:** these images will be used on the Web and on print materials.

**Requirements:** minimum 5,000 pixels wide. They should be taken with a camera or at least with a smartphone with a good camera.

### The beacon and their position..innovation matches tradition



### Audio-guide accessible with multimedia contents for Visitors



### The OLOCOREX SYSTEM



#### **4. Feedback from testing of the innovative solutions** *(maximum 1 page)*

*Please, describe the feedback coming from a test made with users belonging to target group to which the interventions have been addressed*

In order to present the installations made to the target groups and to test their use, the PP1 Molise Region organized days dedicated to this purpose in collaboration with the owners of the museum intervention sites.

The calendar of these “testing days” was the following:

- July 26<sup>th</sup> 2019, MuFeG (Wheat Festival Museum) of Jelsi
- August 9<sup>th</sup> 2019, Di Capua Castle Museum of Gambatesa
- August 13<sup>th</sup>, 2019 Etno-antropologic Museum of Campolieto
- September 6<sup>th</sup>, 2019 Museum Museum of the Arts and Popular Traditions of Riccia

Each of the above mentioned meeting has been characterized by the following scheme:

- ✓ A presentation of project’s activities
- ✓ A presentation of the technology and devices installed
- ✓ A guided tour in the Museums using the technology available and the devises installed

We involved the managers of the Museum as trainers to visitors in order to make them familiar with the use of the new technological devices available.

In all those meetings the Project Staff had the opportunity of a direct knowledge about the use of the devices and we registered a general appreciation about them also about the contents accessible through their use.

The technological devices have been tested by youngers and older, and the “easy to understand” menu and navigation tools of the contents have been appreciated.

The holographic showcases have been much appreciated, in particular for their multiplicity of uses for uploading videos capable of telling the history of places and their historical and cultural heritage