

# Connected Culture and Natural Heritage in the Northern Environment

See the past, imagine the future

Stefnumót NPA verkefna  
Selfossi 30. - 31. okt. 2018



Northern Periphery and  
Arctic Programme  
2014–2020



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# CINE - Priority Axis 4

## A.1 Project identification

Programme priority	Priority Axis 4 - Natural and Cultural Heritage
Specific Objective	4 - Increased capacity of remote and sparsely populated communities for sustainable environmental management
Project acronym	CINE
Project title	Connected Culture and Natural Heritage in the Northern Environment
Project number	87
Name of the lead partner organisation/original language	Museum Nord
Name of the lead partner organisation/English	Museum Nord
Project duration	36 months 0 days
Start date	01.09.2017
End date	31.08.2020

# CINE

See into the past

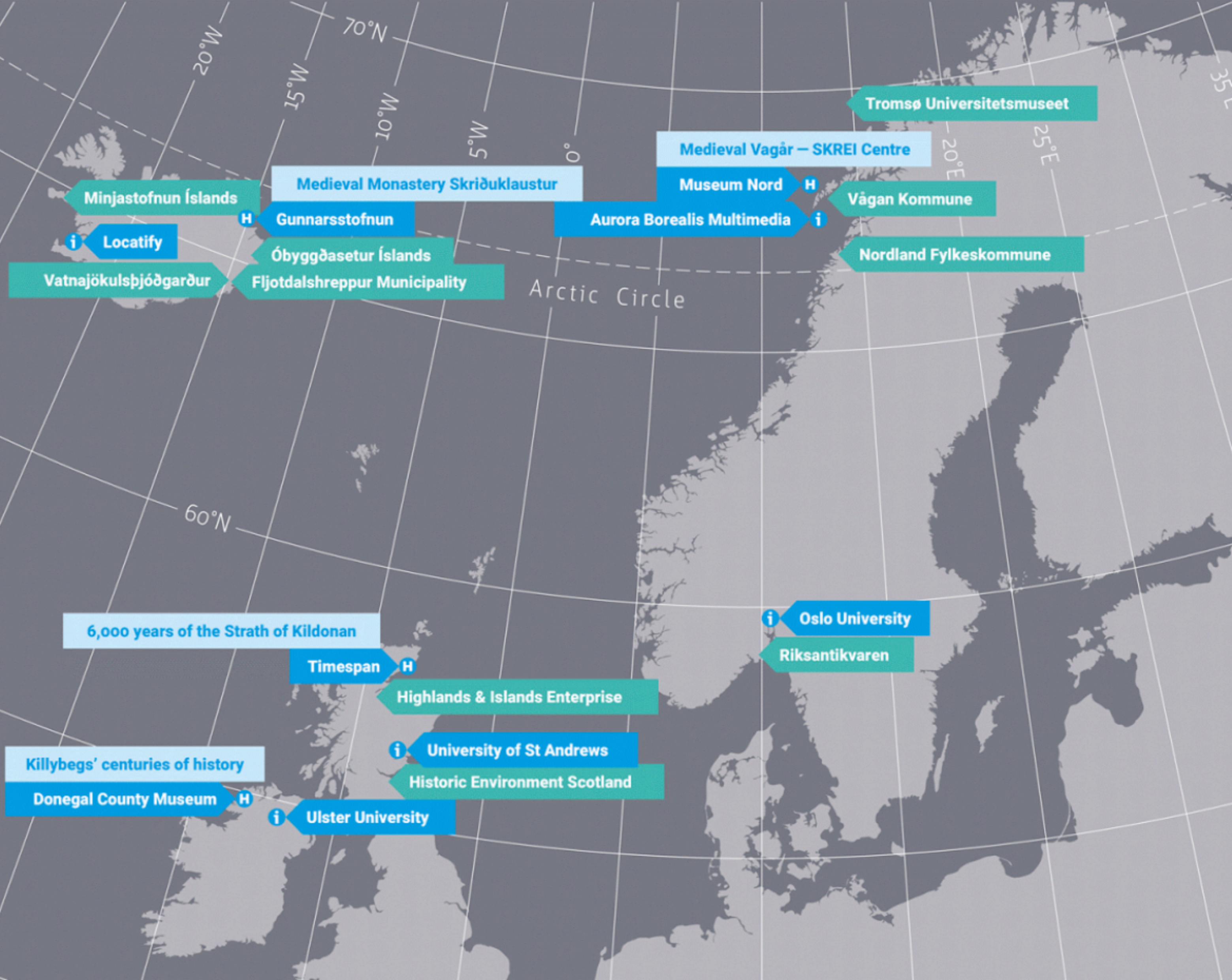
## Project Partners

**H** Heritage

**i** Innovation

## Case Studies

## Associate Partners



# CINE - budget

## Project Co-financing

Funding source	Programme Co-financing		Contribution			Total Eligible
	Amount	Co-Financing	Public Contribution	Private Contribution	Total Contribution	
ERDF	343.712,00	65,00%	185.075,32	0,00	185.075,32	528.787,70
ERDF_NO	495.490,15	50,00%	416.702,40	79.967,75	496.670,15	990.980,30
ERDF20	201.425,04	65,00%	108.459,65	0,00	108.459,65	309.884,69
ERDF_IS	94.785,47	57,00%	43.746,98	29.165,00	72.911,98	167.697,45
<b>Total</b>	<b>1.135.412,66</b>	<b>57,00%</b>	<b>753.984,35</b>	<b>109.132,75</b>	<b>863.117,10</b>	<b>1.997.350,14</b>

# CINE Objectives

## Protect, develop and promote the natural and cultural heritage

- ▶ create new visitor experiences based on CINE case studies
- ▶ work with communities as collaborators

## Improve accessibility to valuable heritage information

- ▶ create a user-friendly service to access information
- ▶ collections management

## Strengthen identities of remote areas by knowledge transfer

- ▶ develop local, regional national and transnational networks
- ▶ offer opportunities for training and education

# Technology



Photosphere



Virtual World



Heritage Data



Wearable Technology



Augmented Reality



Drones



Oculus



Beacon Tech



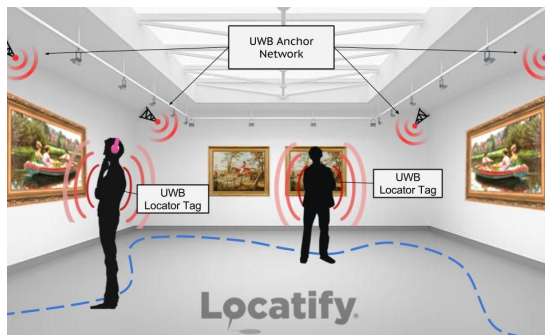
Open Source



Photosphere



Virtual World



iBeacons



Augmented Reality

Objective 3

Explore social, economic and political role of heritage

Receive expert advice, access to tailored heritage data

Develop best practice to shape environmental policies

Objective 1+2+3

Catalyst for change, promoting and protecting heritage

Local, regional, & national authorities

Innovation development, knowledge transfer

Heritage Organisations

Universities

Results

Benefits

Stakeholders

CINE

Local people

SMEs & Museums

Identity & pride of place

Knowledge transfer, best practice discourse

Local people

Visitors & users

Objective 1

Raise awareness, collaborate with communities, offer new visitor experiences

Employment & upskilling

Slow tourism, new experiences

Develop new technologies to gather, manage & disseminate information

Objective 2

# CINE Workpackages

## WP1: Innovative Design and Storytelling in Nature

O.T1.3 Generic situated simulation application for climate change predictions.

O.T1.2 Situated simulation of the Vågar market town from Viking era to the middle ages, The SKREI experience centre

O.T1.4 Sitsim-editor for indirect augmented reality situated simulations.

**Museum Nord**

## WP2: Connecting North

O.T2.2 Virtual Museums Without Walls guidelines for best practice

O.T2.3 Digitourist Toolkit

O.T2.4 Community Heritage Discovery

**Timespan**

## WP3: Community Documentation and Gamification

O.T3.1 Development of a co-production methodology and toolkit for the creation of community focused cultural heritage content and product

O.T3.2 Community testing of toolkit and creation of digital cultural heritage assets

O.T3.2 Gamification in heritage landscape

**Gunnarsstofnun**

## WP4: Virtual Museum Without Walls

O.T4.1 Virtual Museum Infrastructure and Toolkit: this output will create an infrastructure to support the creation of virtual museums, a project virtual museum and a toolkit of project digital outputs.

**St Andrews Uni**



# CINE Case Study - Skriðuklaustur

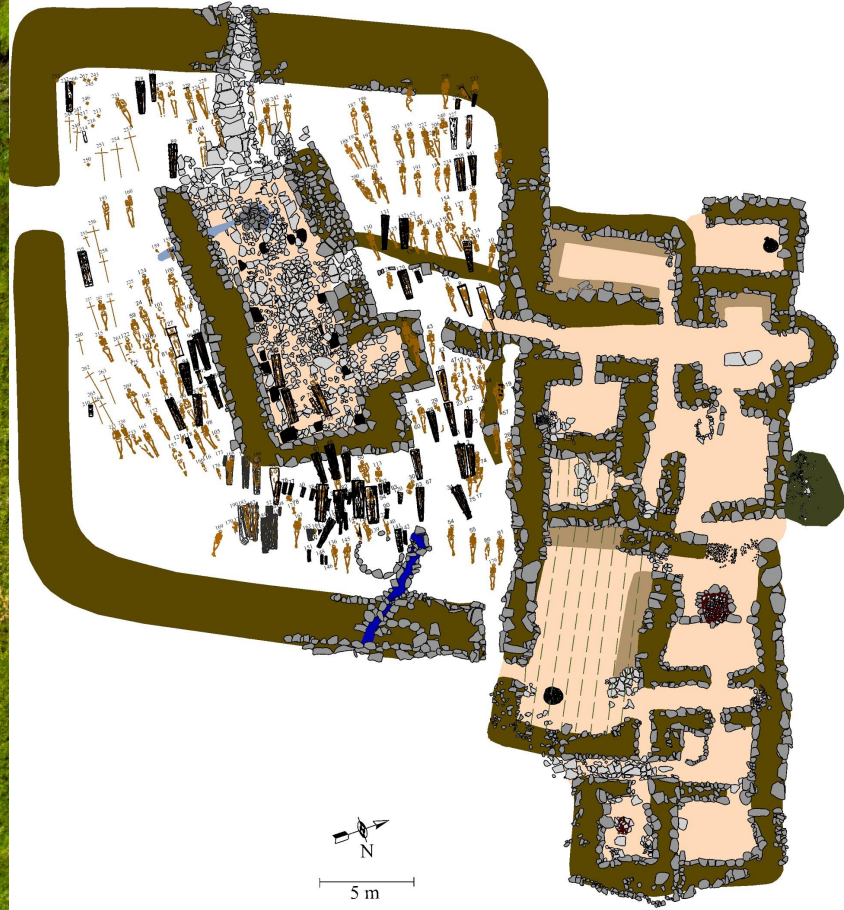


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# LET'S PLAY WITH HERITAGE

 Borgarbókasafn | Menningarhús Gerðubergi

 16 March 2018

 09:30 - 16:00



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Aðalfyrirlesari

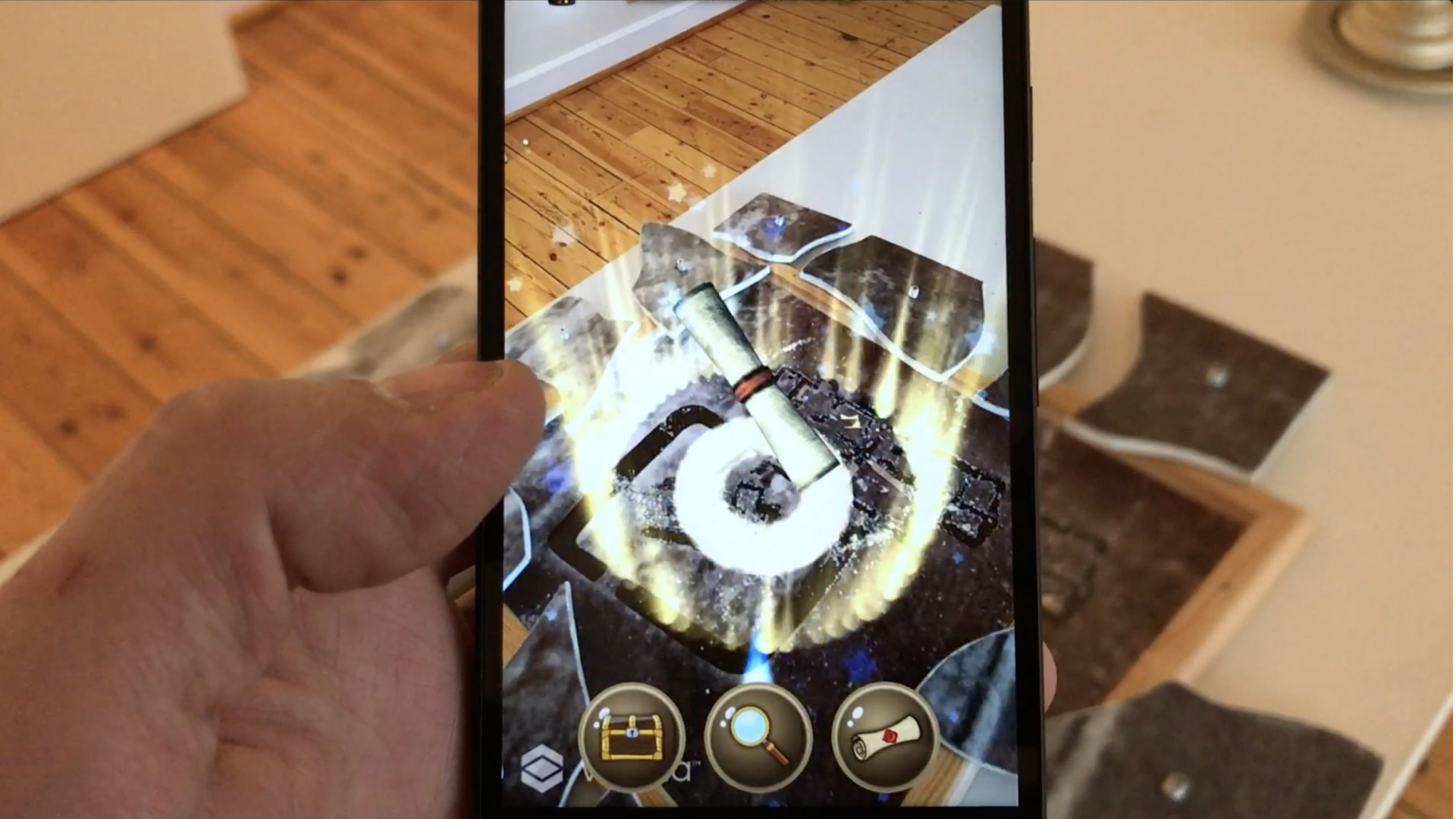
***The Future of Playing with the Past:  
New Opportunities in Interpreting Cultural Heritage***



**Ed Rodley**

Stjórndandi á sviði miðlunar við  
Peabody Essex safnið í BNA

Ed Rodley vann sem sýningar-  
hönnuður og -stjóri á Tæknisafninu  
í Boston í meira tvo áratugi og hefur  
frá 2013 stýrt samþættingu miðlunar  
við Peabody Essex safnið (PEM) í  
Salem sem er elsta starfandi safn í  
Bandaríkjunum.







Vatnajökull  
National Park

Google







An aerial, wide-angle photograph of the Skriðuklaustur Monastery ruins. The ruins are a cluster of low, rectangular stone walls, some of which are partially collapsed, situated on a grassy hillside. The surrounding landscape is a mix of green and brown grass, with a few trees and a small building visible in the distance. The sky is overcast with grey clouds. The text "Skriðuklaustur Monastery" and "360°" is overlaid in white on the image.

# Skriðuklaustur Monastery

## 360°

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www.cine-npa.eu

Social media



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## SEE THE PAST, IMAGINE THE FUTURE

Connected Culture and Natural Heritage in a Northern Environment (CINE) aims to transform people's experiences of outdoor heritage sites through technology, building on the idea of "museums without walls". New digital interfaces such as augmented reality, virtual world

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# LINE

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imagine the future