



**SEE THE PAST
IMAGINE THE FUTURE**

Newsletter 02 | Period 2

September 2018



CINE's first anniversary

September is an important time in the life of our project – this year we are celebrating our first anniversary. One year of a three year project is over, and it is time to reflect and look forward.

The partnership has met twice during the last year, for the Kick-Off in Northern Norway, hosted by Museum Nord in September 2017, and for a partner meeting in East Iceland in March 2018, hosted by Gunnarsstofnun. Connected to the second partner meeting we held a large public event (which even made it into the Icelandic news!): the Seminar and Think Tank Let's Play With Heritage in Reykjavik. The invited heritage sector and the gaming industry engaged in a productive discussion on how to work together more closely.

The partners have been productive during this first year. They have been setting up their teams, have developed concepts and frameworks to create new digital exhibits and new content and they have recorded sites and objects. The first year was a year to get going with the work, and to explore themes that connect all our threads together. Entering the next year we will focus more on peer-reviewing our products and opening them for testing to a wider audience. We are excited to enter this new phase, and hope that you will join in.

In this newsletter, you will find information about what has been happening in our project. On page three we have printed a conversation from the Heritage Week in Killybegs, Ireland, and on the last page you will find further news and events. We hope you enjoy the update, and please get in touch with ideas or comments.

In our project we have set out to create a number of digital products and guidelines that can be used by the visitors to our museums, by the heritage sector and a broad digital audience. Here is some information on how we have been progressing on the development of our tools, our case studies and our guidelines

Tools

The **CINE Data Management Toolkit** (CINE GATE) provides us with a repository for heritage data. It enables us to store, manage and curate content and to make it accessible to others. St Andrews University are leading on the development of this toolkit. A first version of the platform is available online: www.cineg.org.

A **Sit-sim Editor** has been developed for heritage professionals working with multimedia companies who wish to create easy to use indirect augmented reality (AR) applications by creating 3D-environments, information layering and animations onto outdoor landscapes. Oslo University are leading on the development of this toolkit. This tool is currently under peer-review but will be ready for release soon.

A generic **Climate Change Application** will help people in the NPA region visualise the effects of climate change throughout time - past, present and future. The application will be able to display changes in vegetation and sea levels on location in potentially any landscape in the past and future. Oslo University are working on this in close collaboration with all national partners who will help to gain access to relevant national climate change datasets. A prototype of this tool is available online: search for "Sitsim Demo 3" on youtube.

The **Digitourist** is a tool to create real-time digital tours to provide a virtual travel experience. While a tour guide is situated at a remote site, equipped with 3D video

cameras, a group of people are sitting in a venue. The Digitourist offers a carbon-free solution to global travel without losing the real-time experience of exploring a place far away from home. This tool will be developed in the second year of the project.

Case Studies

Vágar, situated in Nyvågar, Norway, was one of the most important economic centres in Norway in medieval times. The fishing town of Vágar was a buzzing centre of trade and craftsmanship. Nothing of the medieval town is visible today. We want to bring the past back to life with a situated simulation developed by Oslo University in collaboration with Museum Nord, Tromsø University and Aurora Borealis Multimedia. We are currently gathering materials and research to start building the augmented reality application. First visuals will be ready by the end of the year.

Digital representations of the **Strath of Kildonan and Helmsdale in North Scotland** are focused on different research periods from Iron Age brochs and cairns to round houses, long houses and medieval castles. The models will be developed in collaboration with the community. This case study is led by Timespan in collaboration with St Andrews University. Virtual reconstructions of the site are already available to showcase. They will be further developed and integrated into the existing Clearance Trail App.

Another case study explores and makes visible the heritage network of the 16th-century monastery at **Skriðuklaustur in Fjotisdalur Valley, East Iceland**. The monastery ruins were excavated in 2000-2012, revealing the structure and history of an Augustinian hospice. Gunnarsstofnun leads the case study of advance mapping and gamification with help from Locatify and St Andrews University and in collaboration with associated partners, the Wilderness Center, the National Heritage

Agency, Fjotisdalshreppur Municipality and Vatnajökull National Park. Virtual reconstructions of the site and 3D images of the site can be tried with Oculus Rift technology at the cultural center Skriduklaustur. A heritage game has also been created and a demo version can be played on site.

In the town of **Killybegs in Donegal, Ireland** we explore models of community co-production. Donegal County Museum and University of Ulster have been working closely with a new community group to better understand the value that communities place on their heritage and how this can be brought to a wider public through new means of interpreting the past. Many community events and activities have been held and data has been gathered around the church of St Catherine. Ulster University has created a virtual reality experience set in a historical reconstruction of the church. It has been trialled at the recent Heritage Week in Ireland, see next page.

Best Practice Guidelines

In the last year of the CINE project we will produce guidelines for the sector and for anyone interested around the following themes. *All guidelines will be made available through CINE GATE.*

- the social role of the contemporary museum/heritage centre in a world affected by climate change
- community co-production methodologies
- use of digital tools for tourism and education
- environmental policy recommendations for slow and sustainable tourism, and the value of local heritage sites for planning
- data and collection management

See a map of all our partners and case studies at www.cine-npa.eu

In Conversation

The Killybegs History and Heritage Group were set up in 2011 with the aim of safeguarding, preserving and promoting the cultural resource within the community of Killybegs in County Donegal, Ireland. The group has been active in the ongoing preservation and promotion of St Catherine's Church and graveyard in Killybegs. They have successfully obtained funding for conservation works at the site which have helped to preserve the remains of the building.

Niamh Kennedy is a member of the group and has been an independent councillor in Donegal County Council since May 2014.

Niamh was interviewed by Judith McCarthy, Curator of Donegal County Museum who is a partner in the CINE project working with Killybegs History and Heritage Group. The interview took place at a Heritage Week event held in Killybegs International Carpet Making and Fishing Centre in August 2018 to highlight the work of the CINE project. At this event participants were invited to view a demonstration of the on-going virtual reality visualisation of St Catherine's Church, Killybegs developed by the School of Computing at Ulster University who are also a partner in the CINE project.

Judith: What are the challenges facing local history/heritage groups?

Niamh: We are only a small group but the issues and challenges we have faced around preserving the heritage of Killybegs have seemed sometimes insurmountable. We have spent many long hours promoting the importance of our heritage to individuals, groups and organisations. We recently played a not insignificant role in the development of a Local Area Plan for Killybegs in association with Donegal County Council.

Another challenge we face is that a lot of local history and heritage groups are made up of older people. It is very difficult to get young people involved, however this project could change that by making our history more relevant and interactive for them. You can see the number of young people who have come to the event today and how much they are enjoying the VR of St Catherine's Church. They could teach us a thing or two about using the tech!

Judith: How will the project benefit your group and community?

Niamh: The use of the digital technologies will help us get more young people involved in wanting to preserve their history and heritage. History is often seen as a dead subject

particularly for young people. However this project will encourage them to see that history can be brought to life using the new technologies that are so much a part of their everyday lives...

The project will grow our capacity to promote and preserve our history and heritage using the skills we have learned. It is incredible to see all the research that we have carried out over the last number of years used to create this amazing interactive experience.

This project will also help us to overcome the challenge of preserving heritage versus business development – what I mean by that is, that sometimes people think that preserving our heritage gets in the way of economic development... this project helps to show communities that we can use our heritage to boost our economic development particularly through tourism. The growth of the Wild Atlantic Way has encouraged communities to see the value of their heritage and projects such as this which use new technologies to promote heritage preservation will further enhance our tourism offering while at the same time highlighting the role that our heritage can play within communities.

Judith: Have you enjoyed the project so far?

Niamh: Despite our challenges, it is incredible to think that our group is participating in a project which is also made up of partners from Scotland, Norway and Iceland – it encourages us as a small history and heritage group to continue our work and to understand that the work that we are doing in our small corner of Donegal is part of a much larger whole.



- f Killybegs History and Heritage**
- f Donegal County Museum**
- f Ulster University**

News&Events

Partner Meeting Iceland

All partners met in East Iceland from the 17-19 March 2018.

Additional to our meetings we had an opportunity to visit the Wilderness Centre and the Vatnajökull National Park. Thank you Gunnarsstofnun for hosting us.

Get involved!

If you are interested in testing our new toolkits or in seeing our work in progress, please get involved. You might have an interesting story to tell us in one of the places we develop our main case studies, or you might be a museum professional, who is looking for new digital ways of interpreting content, or collecting digital objects. If you are a researcher you might like to find out more about the concepts and strategies underpinning CINE. Get in touch!

Related Projects

We've been making connections to other related digital heritage projects such as

#Engine Shed, a project by Historic Environment Scotland, located in Stirling. They run a public programme, a digital lab, and accredited courses.

#REACH, a new project to improve access to Cultural Heritage. Similar to CINE, they are developing a platform to disseminate their outputs.

#museum 4 punkt 0, Berlin, is developing new digital strategies for the museum of the future. They create digital prototypes to test new forms of communication, participation and dissemination.

#CUPIDO is a brand new interreg project about developing new business opportunities for the cultural sector with an aim to create vibrant, sustainable, communities.

Mapping

Mapping is one of our project themes, and we have started to define our mapping practice. We consider mapping as a method to make data visible on existing geographical maps. We collect and connect geo-located heritage data of different heritage sites, and we make them accessible digitally, on site and off site. Different mapping practices are available that are utilised in CINE, such as Deep Mapping or GIS Mapping.

One of our partners expressed the following vision: "If all information were geo-located and accessible on the spot then all the information that could be found connected to that specific site would appear. Imagine if all heritage data that we have in separated databases was geo-located and accessible via the internet."

Upcoming: Partner Meeting in St Andrews 23-25 October 2018

Our project team will come together again in October 2018 to review the project, work together on themes and toolkits and plan the next six months. We will also invite speakers from other EU projects to showcase their work and to discuss how we can collaborate. We look forward to explore historic St Andrews through the lens of historians and computer scientists. Among our exploration will be a virtual tour of medieval St Andrews Cathedral, a Ceilidh and maybe even a Haggis Hunt.

CINE GATE

We have been developing a new portal to the data and the outputs that the project will gather, produce and disseminate. It will become a platform to host Galleries, Archives, Toolkits and Exhibits.

Have a preview of what this looks like at the moment: www.cineg.org

CINE Presentation required?

If you like us to tell your audience about CINE, get in touch. We can facilitate presentations in all partner countries, and with a bit of extra travel covered also much further afield. We would love to speak to you.

Sign up to our Newsletter

On our new website www.cine-npa.eu you can sign up to our 3-monthly newsletter. Make sure you get an update on our progress and opportunities on how to get involved.

And follow us on Facebook

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