

# Immersive digital heritage experience with the use of interactive technology

## Introduction

This project explores alternative methodologies on disseminate information from a holistic documentation of a monument with the use of interactive technologies.

A monument includes data from its memory that conduct diverse forms of multimedia such as: 3D model, images, video, audio and text.

Transparent complex data can be filtered and presented, assembled into a visible form to human eye through an installation that can be adapted and function to almost any group of users acting as an educational environment

## Method

The approach I followed to combine interactive technologies, digital heritage and education is being presented in a form of an interactive book.

The interactive book consists multiple interactive pages which host multimedia content. Simultaneously as we refer to a book, it has printed text in the same volume of pages as the interactive ones.

This combination of analog book and new digital technologies is more preferable as it keeps the traditional feeling of the book as a way of communication but also transforms it into a real time digital environment with a massive library of content.

## Main Features

- The book in this case is about Asinou church but it can easily adjust to any other scenario (previous edition was about Alexander the Great)
- Cost efficiency solution for having an interactive exhibit.
- Does not estrange the user by using only digital content on a screen.
- Could host a massive amount of different type of content like: 3D videos, images, audio and text

## Future Work

As this technology is at initial stage in Digital Heritage sector, through Digital Heritage Research Lab of Cyprus the target is to develop it into a working prototype, as also to evaluate it in multiple groups of people and circumstances such as: Schools, Universities, Professionals, Academics etc. In order to have a full compilation of feedback.

On the left side of the book there is written text which represents the traditional feeling of the book within the installation.

The camera tracks the page of the book, searching for a specific mark to understand which page the user is viewing and then is communicating with the software to project the right content.

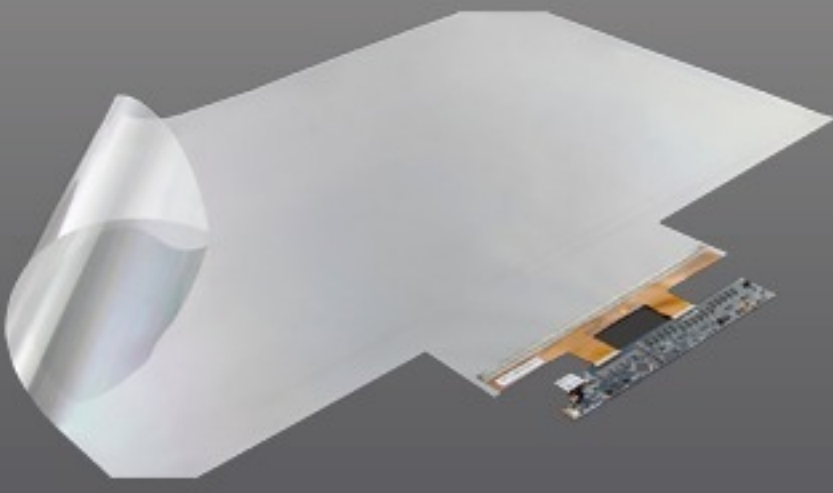


The interactive page hosts multimedia content. The interaction with the content is happening with the use of a touch foil which tracks finger taps on the page.

The content is being projected with the use of a projector which is placed above the book. Due to technical issues, the projector could not be placed downside so we had to use a mirror to direct the light where was needed

The software that has been used for the development of the project is VVVV ( A multipurpose toolkit)

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