

Title of the initiative	Design of new SSH-inclusive ICT prototype tools and applications for heritage
Description of the Initiative	<p>Using emotional storytelling to dramatically change how we experience heritage sites including creation of detailed characters and narratives featuring archaeological sites or collections of artefacts.</p> <p>In heritage locations, narrative tends to be used narrowly, as a method to communicate the findings and research conducted by the domain experts of a cultural site or collection. It is typically a single-user experience and can often lack emotional resonance or impact. Emotive seeks to change that.</p> <p>For heritage professionals, the Emotive application will provide a powerful storytelling engine and a set of rich digital media assets that can be used to create detailed characters and narratives featuring archaeological sites or collections of artefacts.</p> <p>For visitors, Emotive will offer dramatic, emotionally engaging stories that can be experienced while at a cultural site or remotely. Wherever visitors are, they can follow characters, look for clues and explore environments alone or with family and friends.</p> <p>The output of this process will be a number of prototype tools and applications for heritage professionals and visitors that produce interactive, personalized, emotionally resonant digital stories for museums and cultural sites.</p>
Keywords of the Initiative	Storytelling, Cultural Heritage, digital media, narratives, engine
Type of Output of Initiative	<input type="checkbox"/> Design of new SSH-inclusive ICTs <input type="checkbox"/> Establishment of a Community of interest
Geographic scale of the initiative	<input type="checkbox"/> Local (Municipality) <input type="checkbox"/> Regional <input type="checkbox"/> National
Website	https://emotiveproject.eu
Name of the contact person	Exus Software Ltd
Status of the initiative	<input type="checkbox"/> Running
Users' target group(s)	<input type="checkbox"/> EC and H2020 programme <input type="checkbox"/> ICT developers / researchers <input type="checkbox"/> SSH scientists / researchers <input type="checkbox"/> General public level <input type="checkbox"/> Industries
RRI dimensions involved	<input type="checkbox"/> It has been taken into account the ethical impact. (Ethics) <input type="checkbox"/> The requests of civil society have been evaluated. (Public Engagement)

	<input type="checkbox"/> The representatives of civil society have been provided with the knowledge and skills to actively participate in the initiative. (Science Education)
SSH disciplines involved	<input type="checkbox"/> Arts <input type="checkbox"/> History
ICT domain involved in the initiative, both for the activities and as for output.	<input type="checkbox"/> Content technologies and information management, big data, open data, languages learning and teaching technologies, creative technologies, gaming and new interactions technologies
Method used to exchange information and knowledge to include the RRI principles into the ICT research and innovation processes	<input type="checkbox"/> Cooperative workshops <input type="checkbox"/> Round tables <input type="checkbox"/> External revision of SSH experts <input type="checkbox"/> Face-to-face meetings <input type="checkbox"/> Adaption of the (digital) content
Participation and engagement of people and organizations in the implementation of the initiative	<input type="checkbox"/> Voluntary basis <input type="checkbox"/> As activity of their work
How it is / has been funded this initiative?	<input type="checkbox"/> Public funding
Notes	Free text