

Good Practices Repository

of responsible ICT Research and Innovation with SSH input



Title of the initiative

Design of new SSH-inclusive ICT prototype tools and applications for heritage

Description of Initiative

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.

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.

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.

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.

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.



Storytelling, Cultural Heritage, digital media, narratives, engine

Type of Output of Initiative

Design of new SSH-inclusive ICTs | Establishment of a Community of interest

Geographic scale of the initiative

Local (Municipality)

Regional

National

Website

<https://emotiveproject.eu/>

Status of the initiative

Running

Users' target group(s)

EC and H2020 programme | ICT developers / researchers | SSH scientists / researchers |
General public level | Industries

RRI dimensions involved

It has been taken into account the ethical impact. (Ethics)

The requests of civil society have been evaluated. (Public Engagement)

The representatives of civil society have been provided with the knowledge and skills to actively participate in the initiative. (Science Education)

SSH disciplines involved

Arts | History

ICT domain involved in the initiative, both for the activities and as for output.

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

Cooperative workshops

Round tables

External revision of SSH experts

Face-to-face meetings

Adaptation of the (digital) content

Participation and engagement of people and organizations in the implementation of the initiative

Voluntary basis

As activity of their work

How it is / has been funded this initiative?

Public funding

Notes

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