

# 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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