



**SEE THE PAST
IMAGINE THE FUTURE**

Newsletter 01 | Period 1

March 2018



CINE has come to life

From a 120-page long application with a sound concept and a lot of ideas and aspirations we have created an ambitious project (CINE - pronounced 'see-nee') that spans four different countries in the Northern Periphery. While our languages, our working styles and habits might be different today, the partnership region has been linked historically through its rich fishing trade for centuries. This becomes apparent when we look at the fishing collections of the museums or the stories told in our villages.

While the connection in the past has been the sea, it is now the air above that enables us to travel back and forth: to Lofoten for the project Kick-Off in September 2017, the Community Engagement and Co-operation Seminar in February or the next partner meeting and Think Tank in Iceland in March 2018.

We have a strong partnership with a lot of expertise and knowledge in various fields. Our partners are IT specialists, archaeologists, historians, curators, scientists, business people and consultants. Our project looks at various thematic strands that we are keen to explore together, to bring the expertise of our partnership to life and to create new best practice guidelines and toolkits for others to benefit from. Some of our current research questions are around methods of community co-production, layered mapping - both in the landscape and digitally - and how we can present our content and our project outputs so that they become usable and accessible.

Have a look through our first newsletter, and see where we have got up to during our first project period - from the beginning of September 2017 to the end of February 2018.

A lively start!

An update from each of our project partners

During the first six months of the project the partners in Iceland have defined their CINE work in detail. Partners and associated partners have done research on available material and information concerning the sites and routes of the medieval monastery at **Skriðuklaustur**. The March Gamification Think Tank has been prepared in collaboration with the gaming industry, schools, museums and institutions.

Locatify started work on CINE last year, and got to know the inspirational people in the project at the kick-off meeting in Norway. We are now developing augmented reality games and are researching how we can add them to our platform. We are also preparing the Gamification Think Tank with Gunnarsstofnun, to take place in March 2018.

Ulster University have been working in collaboration with Donegal County Museum to develop a methodology for community co-production. We are performing data collection activities

for visualisation of the Killybegs site while developing tools and mixed reality technology solutions to create interactive experiences.

Donegal County Museum, in association with Ulster University, have begun researching methodologies for community co-production both through existing projects and in consultation with our partners in Scotland. We have also started discussions with Killybegs History and Heritage Group on the heritage sites, routes and themes which will form the basis of the work package.

During the first reporting period our Open Virtual Worlds Group at **St Andrews University** has developed a new platform to collect, store and exhibit CINE project content and outputs. Visit cineg.org to see our first prototype. Discussions with project partners have started to refine and develop the site into an infrastructure with integrated service offer.

Timespan have begun work on a reconstruction of the Iron Age settlement along the Caen Burn, which included a survey of an Iron Age roundhouse on an unexpectedly snowy day in December. We've also been working on installing additional Virtual Curing Yard access points around our building.

This autumn **Aurora Borealis Multimedia** have been working on a demo for the Vágur digital model. We have done drone-scanning over parts of the area to be included in the AR SitSim for Storvågan in Lofoten. In close collaboration with Gunnar at Oslo University a test version was made in Unity. A process meeting was held between Aurora Borealis, UIO and Museum Nord in early December 2017. In addition, Aurora Borealis has created the logo for the CINE project.

I'm excited about the opportunity to learn together with the group in Killybegs, to better understand co-production and make it work for everyone. We've done a lot of engagement in the past, but co-production is new to us. We hope we can share our learning through the CINE project.

Judith McCarthy
Donegal County Museum



Museum Nord is collaborating with University of Oslo, Department of Media & Communication, Aurora Borealis, and Prof. Bertelsen to produce state-of-the-art augmented reality applications. These will visualise aspects of climate change, bring to life the rich and fascinating history and archaeology of Vágur/Vågan, and enable others to create similar augmented reality experiences.

At the **University of Oslo** we have been planning the SitSim Editor with practical sessions engaging Aurora Borealis Multimedia. Development of the first version of the Unity-based editor is progressing well and will be ready for demo in mid March. We have also joined meetings with Museum Nord and Reidar Bertelsen to discuss the modelling of the medieval town of Vágur.

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Through meetings and presentations in Storvågan, I have realised the great potentials of SitSim. I have also learnt about the rich and fascinating history and archaeology of Vágur/Vågan, and hence the many possibilities for presenting this in a way that will be informative, interesting, and exciting.

Birger Helgestad, Museum Nord



In Conversation

Anna Insa Vermehren is the Project Manager of CINE. She is part of the Museum Nord team in Norway, currently based in Forres, Scotland.

David Heaney is the project's External Adviser. David helped to write the application, and is now supporting the project in achieving its objectives.

Anna: Hi David, very nice to talk to you today. You've been very helpful in shaping the project and giving constructive advice and feedback. Today, I've invited you to interview me. I would like to introduce a conversational column in this newsletter, and I hope that we can kick it off. Maybe next time we will invite one of our partners and one of our associated partners, or someone from the public to have a conversation here.

David: Thanks, Anna. Let's get started. Do you think CINE has made a good start, and in what ways?

Anna: Yes, I do. I feel we have delivered what we said we would, and beyond. The Community Engagement Seminar for example was an extra, but very useful for the partnership

and for working together. When I started the project, I thought a large partnership like CINE is quite a big beast to activate and to get going, but I have been surprised how responsive, motivated and active all our partners have been. I'm pleased.

David: In two sentences, what is the essence of CINE (for those who know nothing about it).

Anna: The elevator pitch! For those who have no idea about technology I say: "Imagine you take out your phone when you look at a landscape, and you can see the landscape in the Middle Ages or a scene from the future with a higher sea level and changes in vegetation to give you an indication how climate change will impact our lives. The project offers something for everyone, new experiences, digital tools and guidelines for working with communities."

David: What do you think is exciting and innovative about CINE?

Anna: When recently speaking at the Advanced Limes project seminar at the Engine Shed in Stirling, being surrounded by projects that look at digital heritage, I felt that CINE's uni-

que point is the variety of outcomes we offer. It is not just a new visitor app, or a thing to record data - it is all these things and much more. It has made me realise our extensive ambitions for the project!

David: When should we (i.e. people external to the project) begin to see results?

Anna: You can see them already. CINE GATE is live and will be populated more in the coming months. This is the place where we store our outputs, but it's also a testing ground for our innovations, and a showcase of our case studies. People can sign up to our newsletter to hear what's new every three months.

David: What are your hopes for CINE? What would you like to see emerging from it?

Anna: I would love to see outputs that all fit together nicely, and that they are all of really high quality, beautifully designed and very appealing. I want us to be a little bit cool, so that we speak to a large audience. My hope is that CINE is a starting point to more collaboration and new projects in the coming years.



News & Events

Kick-Off

All partners attended the Kick-Off Meeting on 26-28 September 2017 at Kabelvåg. We had an opportunity to discuss the project, set up the management structure and visit some amazing places: Henningsvær and the Viking Museum at Borg.

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!

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.

Related Projects

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

#Adapt Northern Heritage, a toolkit to preserve heritage sites endangered by climate change.

#Advanced Limes, a new app for the Antonine Wall in Scotland and other parts of the Roman Frontier.

#meSch, a project co-designing novel platforms for the creation of tangible exhibits at heritage sites.

#Virtual Arch, archaeologists from eight countries develop virtual possibilities to visualize and valorize hidden archaeological heritage.

The Environment Matters

One of our main concerns for CINE is the preservation of heritage sites for future generations. We all know that the climate is changing, and that this will have consequences difficult for us to imagine. At Oslo University, Gunnar Liestøl is developing a very smart application that will allow us to look at a coastal landscape with our phones and see what sea level changes and vegetation changes we can anticipate in the future, and what it was like in the past. You can see a preview of this fascinating tool on youtube: Search for ClimSim - Sitsim DEMO III.

Let's Play With Heritage - Think Tank, Reykjavik, 16 March 2018

Interested to learn how new gaming methods can facilitate the interpretation and dissemination of heritage content for a broad public, for young people and for tourists? Come along to a full day of talks, events, demonstrations and workshops with keynote speaker Ed Rodley from Boston. The seminar is organised by Gerduberg Cultural Centre, Gunnar Gunnarsson Institute, University of Iceland, Locatify, National Heritage Agency of Iceland, National Museum of Iceland, Icelandic Game Industry, Technical College of Reykjavik and partners of the CINE project who will be showcasing their work.

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.

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CONTACT US

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