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CINE TALKS

Dear friends,

Over the last 5 weeks we have been organising a series of online events and digital content launches exploring how digital technologies have been used in museums and heritage projects across Europe.

This Thursday is the last live-streaming of CINE TALKS, and we would like to invite you to join us.

Thursday 12 November

15.00 CET

Nye løsninger for digital formidling av Storvågans historie (Norwegian)

17.00 CET

CINE TALKS: Future Digital Possibilities for Museums & Heritage (English)



Situated simulation of Vågar/Storvågan through time

Nye løsninger for digital formidling av Storvågans historie

Torsdag 12. november, kl 15.00

CINE-prosjektet inviterer deg til et online-seminar om vår nye indirekte augmented reality-app med professor Reidar Berthelsen (UiT) og prof. Gunnar Liestøl (UiO), moderert av Anne Lise Fløttum, Museum Nord.

Du vil få høre om bakgrunnen for applikasjonen, både fra et arkeologisk og et medieteknologisk perspektiv. Vi vil presentere våre erfaring så langt med å skape en ny type formidling av Vågars/Storvågans historie, fra siste istid og til i dag, samt noen kvalifiserte spekulasjoner om hvordan stedet kan forandre seg i framtida gitt ulike prognoser for klimaendringer. Vi vil også ta for oss hvordan ulike teknologier (AR/VR) kan kombineres for å møte noen av de utfordringene vi nå opplever med reiserestriksjoner og fysiske museumsbesøk på grunn av pandemien.

Bli med oss hvis du er interessert i historie og digitale løsninger og se hvordan digital teknologi kan gjøre historien levende.



Click on the picture to join the life-streaming of our talk

CINE TALK #5 - Future Digital Possibilities

Thursday 12 November 17.00 - 18.30 CET

We believe that museums and heritage organisations can, and should, play a powerful role in imagining different futures for our communities and societies. Digital technologies have the potential to be an important tool in this process. This session draws on the experience of the CINE project partners and others to explore the questions: how can we utilise technological possibilities to be both a preserver of the past and an instigator of new ideas for the future? What digital tools exist to help us? How can we develop new digital tools that meet our particular needs, align with our values, and help us to address the challenging topics of our time in meaningful ways?

Speakers include:

CINE partners

Reflections & Experiences

On community co-production, serious gaming in heritage, managing data, curating digital content, climate change.

Katrin Glinka

Imagining the Future: one Project at a time

Using technology and museums to instigate the future.

Anjanesh Babu

Machine Learning in the Heritage Sector

A practical example of collaboration to introduce new technology into the museum sector.

Marinos Ioannides

Reflections on Digital Cultural Heritage

The director of the Digital Heritage lab of the Cyprus University of Technology and UNESCO Chair on Digital Cultural Heritage reflects on our programme and the future.

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CINE is a collaborative digital heritage project between 9 partners and 10 associated partners from Norway, Iceland, Ireland and Scotland.



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