Connected Culture & Natural Heritage in the Northern Environment

CINE 2017 - 2020

see the past – imagine the future

CINE News & Happy Easter

Six month into our project, we have prepared our first partner reports for the NPA. Time to reflect and to look back at what has happened so far, and where the project is going next. In this newsletter, we want to tell you more about what each partner has been up, how our last partner meeting went, and let you have look behind the scenes of the project.

Enjoy the read and have a lovely Easter with hopefully good weather!

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

LET'S PLAY WITH HERITAGE and PARTNER MEETING

A week ago all partners met in Reykjavik for the Seminar and Think Tank Let's Play With Heritage, followed by a Partner Meeting hosted by Gunnarsstofnun in East Iceland.

Let's Play with Heritage was a great success with interesting speeches, workshops and exhibitions taking place. It brought the gaming sector and the heritage close together, discussing the potential for collaboration and cross-inspiration. Check out our Facebook page for live updates during the event, or see a broadcast of the event on the Icelandic news.

A LIVELY START - An update from each of our project partners

New promo ready for the coming visitor season.

ICELAND

During the first six months of the project the all partners in Iceland discussed and defined their CINE work package. Partners and Associated Partners conducted research on available material and information concerning the sites and routes of the medieval monastery **Skriðuklaustur**. The Seminar and Think Tank Lets Play With Heritage was prepared in collaboration with the gaming industry, schools, museums and heritage institutions.

Locatify have been developing augmented reality games, and are now researching how these can be used more widely. Locatify was involved in the organisation of the Think Tank.

NORTHERN IRELAND & IRELAND

Ulster University have been working in collaboration with **Donegal County Museum** to develop a methodology for community co-production. They have been performing data collection activities for visualisation of the Killybegs site while also developing tools and mixed reality technology solutions to create interactive experiences.

Both partners have begun researching methodologies for community co-production through existing projects and in consultation with partners in Scotland. These were brought to the table at the partner seminar Community Engagement and Co-production in Scotland in February 2018.

SCOTLAND

During the first reporting period our Open Virtual Worlds Group at **St Andrews University** have developed a new platform to collect, store and exhibit CINE project content and outputs, [CINE GATE](). Discussions 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. They have also been working on installing additional Virtual Curing Yard access points around their building.

NORWAY

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

In autumn 2017 **Aurora Borealis Multimedia** have been working on a demo for the Vágar digital model. They 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.

Aurora Borealis Multimedia have also created our new CINE logo.

Our partners at **University of Oslo** have been planning the SitSim Editor. Development of the first version of this Unity–based editor is progressing well, and a demo has been shown at the Partner Meeting in Iceland in mid March. Meetings have been held with Museum Nord and Reidar Bertelsen to

discuss the modelling of the medieval town of Vágar.

Community Engagement and Co-production Seminar in Scotland

In February 2018 we have held a project-internal seminar to manifest our practices of working with communities. Two of our workpackages contain a number of community engagement and co-production events and activities. Those partners, who will deliver these met and set out what we want to achieve. We started by talking about each partners experiences working with communities, we defined terms like *engagement* and *co-production* and discussed the strength and challenges of co-production methods.

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, much further afield. We would love to speak to you.

[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. Try it out!

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: [ClimSim - Sitsim DEMO III](#).

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 visualise and valorise hidden archaeological heritage.

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 unique 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.