# **Our Digital Technologies**



**Photosphere** 







**Technology** 

Wearable



Augmented Reality





**Oculus** 





Source

# **Obiectives**

Protect, develop and promote the natural and cultural heritage

Improve accessibility of valuable heritage information

Strengthen identities of remote areas by knowledge transfer

CINE will develop content management toolkits — enabling curators, archivists, historians, individuals and communities to make innovative heritage projects to create unique on-site and off-site customer experiences in specific locations.

#### Contact

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#### **Get Involved**

We are glad you have found us!

CINE sets out to explore the social, economic and political role of heritage within our remote communities and develop best practice to shape relevant environmental policies.

Our project has a lot of facets, and we are certain that there is something interesting for everyone. Follow our progress by signing up to our 3-monthly newsletter www.cine-npa.eu or like us on facebook @cine.npa.eu.

You can also explore project resources and contribute at www.cineg.org











timespan







Connected Culture & Natural Heritage in the Northern Environment



www.cine-npa.eu @cine.npa.eu

# **SEE THE PAST IMAGINE THE FUTURE** 2017-2020

**CINE** is a collaborative digital heritage project between 9 partners and 10 associated partners from Norway, Iceland, Ireland, Northern Ireland and Scotland. The project aims to transform people's experiences of outdoor heritage sites through technology, building on the idea of 'museums without walls.'

New digital interfaces such as augmented reality apps, immersive virtual world technology, and easy-to-use guided tours will bring the past alive, will allow us to visualise the effects of the changing environment on heritage sites, and help us to imagine possible futures.







#### **Partners**

## Norway

Museum Nord

Museum Organisation, Lead Partner

Aurora Borealis Multimedia AS

Multimedia Company

Universitetet i Oslo
Department of Media & Communication,
SitSimLab

Tromsø Universitetsmuseum

Museum

Vågan Kommune Municipality

Nordland Fylkeskommune County Council

Riksantikvaren

Directorate for Cultural Heritage

## **Iceland**

Gunnarsstofnun

Gunnar Gunnarsson Institute Centre of Culture & History

Locatify

Multimedia Company

Vatnajökullsþjóðgarður

National Park

Minjastofnun Íslands The Cultural Heritage Agency of Iceland

Óbyggðasetur Íslands

Wilderness Centre

Fljótsdalshreppur Municipality

## Scotland

Timespan

Cultural Development Organisation

University of St Andrews

Open Virtual Worlds Research Group

Highlands Islands Enterprise

Regional Development Agency

Historic Environment Scotland National Public Bodylreland

### Ireland

Donegal County Museum

Museum

Northern Ireland

**Ulster University** 

Faculty of Computing & Engineering