

Connected Culture and Natural Heritage
in the Northern Environment



Reading List

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This reading list is a collection of research papers and resources that align with CINE's underlying themes. The collection has been brought together by the project partners. The document is being updated periodically.

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COMMUNITY ENGAGEMENT AND CO-PRODUCTION

Zelda Baveystock: [Co-creating Community Projects. An introductory guide](#). SHARE Museums EAST

Bernadette Lynch (2009): [Whose Cake is it Anyway](#). Paul Hamlyn Foundation

Nina Simon (2010). [The Participatory Museum](#). Museum 2.0

→ See specifically chapter 7, 8, 10 and 11

DIGITAL HERITAGE TECHNOLOGY DEVELOPMENT

Callaghan, MJ, Bengloan, Gildas, Ferrer, Julien, Cherel, Léo, El Mostadi, Mohamed Ali, Gómez Eguíluz, Augusto and McShane, Niall (2017). **Voice Driven Virtual Assistant Tutor in Virtual Reality for Electronic and Electrical Engineering Remote Laboratories**. 15th International Conference on Remote Engineering and Virtual Instrumentation (REV), Düsseldorf, Germany. Springer.

Callaghan, MJ, McCusker, Kerri, Lopez, J, Harkin, JG and Wilson, Shane (2009). **Engineering Education Island: Teaching Engineering in Virtual Worlds**. ITALICS, Innovation in Teaching And Learning in Information and Computer Sciences, 8 (3). pp. 2-18.

López-Menchero Bendicho V.M., Flores Gutiérrez M., Vincent M.L., Grande León A. (2017). **Digital Heritage and Virtual Archaeology: An Approach Through the Framework of International Recommendations**. In: Ioannides M., Magnenat-Thalmann N., Papagiannakis G. (eds) Mixed Reality and Gamification for Cultural Heritage. Springer International Publishing AG.

Manjula Patel, Martin White, Krzysztof Walczak, Patrick Sayd (2003). **Digitisation to Presentation – Building Virtual Museum Exhibitions**. In: Vision, Video and Graphics, P. Hall, P. Willis (Editors). 1-8

Nikolaos Partarakis, Dimitris Grammenos, George Margetis, Emmanouil Zidianakis, Giannis Drossis, Asterios Leonidis, George Metaxakis, Margherita Antona, and Constantine Stephanidis (2017). **Digital Cultural Heritage Experience in Ambient Intelligence**. In: Ioannides M., Magnenat-Thalmann N., Papagiannakis G. (eds) Mixed Reality and Gamification for Cultural Heritage. Springer International Publishing AG. 473-50

Rafa Wojciechowski, Krzysztof Walczak, Martin White, Wojciech Cellary (2004). **Building Virtual and Augmented Reality Museum Exhibitions**. In: Proceedings of the ninth international conference on 3D Web technology. 135-144

MAPPING

Brett Bloom, Nuno Sacramento (2017). [Deep Mapping](#). Breakdown Break Down Press

VISUALISATION OF CLIMATE CHANGE

Gunnar Liestøl, Andrew Morrison, Tomas Stenarson (2015). [Visualisation of Climate Change in Situ](#). IEEE.

DIGITAL HERITAGE CURATION AND THEORY

Cameron, F., & Kenderdine, S. (2007). **Theorizing Digital Cultural Heritage: a Critical Discourse**. In: MIT Press.

Watterson, Alice. (2015). **Beyond Digital Dwelling: Re-thinking Interpretive Visualisation in Archaeology**. In: Harding, A. (ed) Open Archaeology.

MUSEUM AS A CATALYST

Sarah Selwood (2010). [Making a difference: the cultural impact of museums](#). SHARE Museums EAST

GAMIFICATION IN HERITAGE

Callaghan, MJ, Savin-Baden, M, McShane, N and Gomez-Equiluz, A (2015). **Mapping Learning and Game Mechanics for Serious Games Analysis in Engineering Education**. IEEE Transactions on Emerging Topics in Computing, 99 (1). pp. 1-7.

Callaghan, MJ, McCusker, Kerri, Losada, J, Harkin, Jim and Wilson, Shane (2013). **Using Game-based Learning in Virtual Worlds to Teach Electronic & Electrical Engineering**. IEEE Transactions on Industrial Informatics, 9 (1). pp. 575-584.

Marinos Ioannides, Nadia Magnenat-Thalmann, George Papagiannakis (Eds.) **Mixed Reality and Gamification for Cultural Heritage**. <https://www.springer.com/gb/book/9783319496061>

G. Kontogianni and A. Georgopoulos, (2015). **A realistic Gamification attempt for the Ancient Agora of Athens**. In: 2015 Digital Heritage. 377-380.

M. Luimula and M. A. N. B. Trygg, (2016). **Cultural heritage in a pocket: Case study “Turku castle in your hand”**. In: 2016 7th IEEE International Conference on Cognitive Infocommunications (CogInfoCom).

Karla Muñoz, Paul McKeivita, Tom Lunneya, Julieta Noguezb, Luis Nerib (2011). [An emotional student model for game-play adaptation](#). In: Entertainment Computing, Volume 2, Issue 2, 2011, Pages 133-141

Kevin Werbach (2014). [\(Re\)Defining Gamification](#). In: Springer Lecture Notes in Computer Science Vol. 8462

GAME DESIGN / PLAY (books & papers)

Ralph Koster (2013). [A Theory of Fun for Game Design](#)

Katie Salen Tekinbaş. [Rules of Play: Game Design Fundamentals](#)

Hunicke, R., LeBlanc, M. and Zubek, R. (2004). [Mechanics, Dynamics, Aesthetics Framework](#). IN: 'MDA: A Formal Approach to Game Design and Game Research', *Workshop on Challenges in Game AI*, pp. 1–4.

GAME DESIGN / PLAY (video series)

Extra Creditz (Bitesize video series covering all aspects of play/game design)

<https://www.youtube.com/user/ExtraCreditz/videos>

Gamification - How the Principles of Play Apply to Real Life - Extra Credits

<https://www.youtube.com/watch?v=1dLK9MW-9sY>

Tangential Learning - How Games Can Teach Us While We Play - Extra Credits

<https://www.youtube.com/watch?v=rlQrTHrwyxQ>

Historical Games - Why Mechanics Must Be Both Good and Accurate - Extra Credits

<https://www.youtube.com/watch?v=l8yl09Gcl48>

Beyond Fun - Why Games Need to Be More than Fun - Extra Credits

<https://www.youtube.com/watch?v=HgzpgOJ2ubl>

Aesthetics of Play - Redefining Genres in Gaming - Extra Credits

<https://www.youtube.com/watch?v=uepAJ-rqJKA>