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CINE complete - a successful project with many lessons learned

Today, we want to send you a final greeting from the CINE project and hope that you have a little time to read, watch and see what we have made. Our tools and guidelines are for people working in the cultural sector, for IT specialists, and for those who want to learn or try something new.

First things first, let's launch our project video! Visit all our case study sites in Ireland, Scotland, Iceland and Norway and learn about the technologies we have been using. The video gives you a good overview of what our project has achieved.



The CINE project video

What we have created

After three and a half years [our CINE project is complete](#). We are proud that we have achieved much more than planned — despite covid-19. In fact, CINE made [a real difference to audiences in remote](#)

museums to existing and new audiences over this last year.

CINE enabled the partnership to explore the concept of [Museums Without Walls](#). The project took us outside into the landscape where we developed heritage [mapping techniques](#), [apps](#) and [games](#) for the public and created [future climate change scenarios](#) to visualise the effects of the climate crisis. We interpreted and disseminated what we found in the landscape in [innovative virtual models](#).

You can find all our resources in the [CINE Wayfinder](#). Here is an overview of what we have made, and what you can find there:

What we have created

6 Virtual models

Skrīðuklaustur medieval monastery, Iceland

St Catherine's Church, Ireland

Helmsdale herring fishing village, Scotland

Strath of Kildonan in the iron age, Scotland

Kildonan longhouse settlement 1813, Scotland

Vágar through different ages, Norway

3 Toolboxes with lots of guidance

CINE Wayfinder with everything we made — 40 resources

CINE GATE toolbox, tools for digitising, mapping, archiving, metadata, spherical media

CINE COMMUNITIES, community co-production, gamification, technology & platforms

5 CINETALKS

5 recorded events with speakers from 14 countries, watched by 25,000 people

Storytelling & gamification

Digital possibilities for data collection & presentation

What is successful co-production?

Reviewing curatorial practice

Future digital possibilities

7 Digital heritage tools

SitSim AR editor, an application used to simplify the process of creating geolocated 3D historical reconstructions

Turf Hunt development tool to create location based heritage treasure hunt games

VR exhibit creator, to create virtual exhibits with Unreal 4

Digitourist toolkit, engaging digital heritage experiences outdoors and in peoples' homes

Turf Hunt content management tool for heritage games

Virtual Museum toolkit to create a virtual museum modelled on CINE GATE

360 Tour app creator for spherical media production

7 Apps & games

Timespan Landscape Explorer, a trail app

Skrīðuklaustur game, a treasure hunt game

Locatify's Hurf Hunt, an app creator

Vágar app, visitor attraction app

Vágar Photo Positioning, on-site game

Letterkenny Heritage, treasure hunt game

Muninn app for crowdsourcing landscape heritage remains

8 Guidelines & teaching resources

Best practice manual for cultural heritage **co-production**

Practical handbook **gamification**

Guidelines for **advanced mapping** of landscapes

Guidelines for **spherical media**

Guidelines for **digitising heritage**

Guidelines for **multi-disciplinary archaeology**

Guidelines for using **metadata**

Meitheal, a practical guide to participatory engagement, collaborative creation, and community co-production in heritage and culture, case study Inch Island

Heritage at Home, sequence of live-streamed videos exploring virtual reconstructions

1 Digital exhibition

Timespan's **Real Rights** online exhibition with virtual models

1 Virtual museum

CINE GATE (cineg.org) contains over 100 digitised 3D objects, media, archives and a wiki from the CINE project

We can already see that the project is living on in new projects and configurations of our partnership. Also, digital technology is moving on rapidly. When CINE started, 'digital' and 'heritage' were two separate fields. Now, after nearly four years, digital has become an integral part of the work in the cultural field.

We might look back at CINE in some years and will probably laugh at the small steps we made. Our work will have become part of the professional mainstream. How nice that we were able to contribute to this development.

Thank you for following us. Thank you to our funders, our partners and all those who have shown an interest in our work.

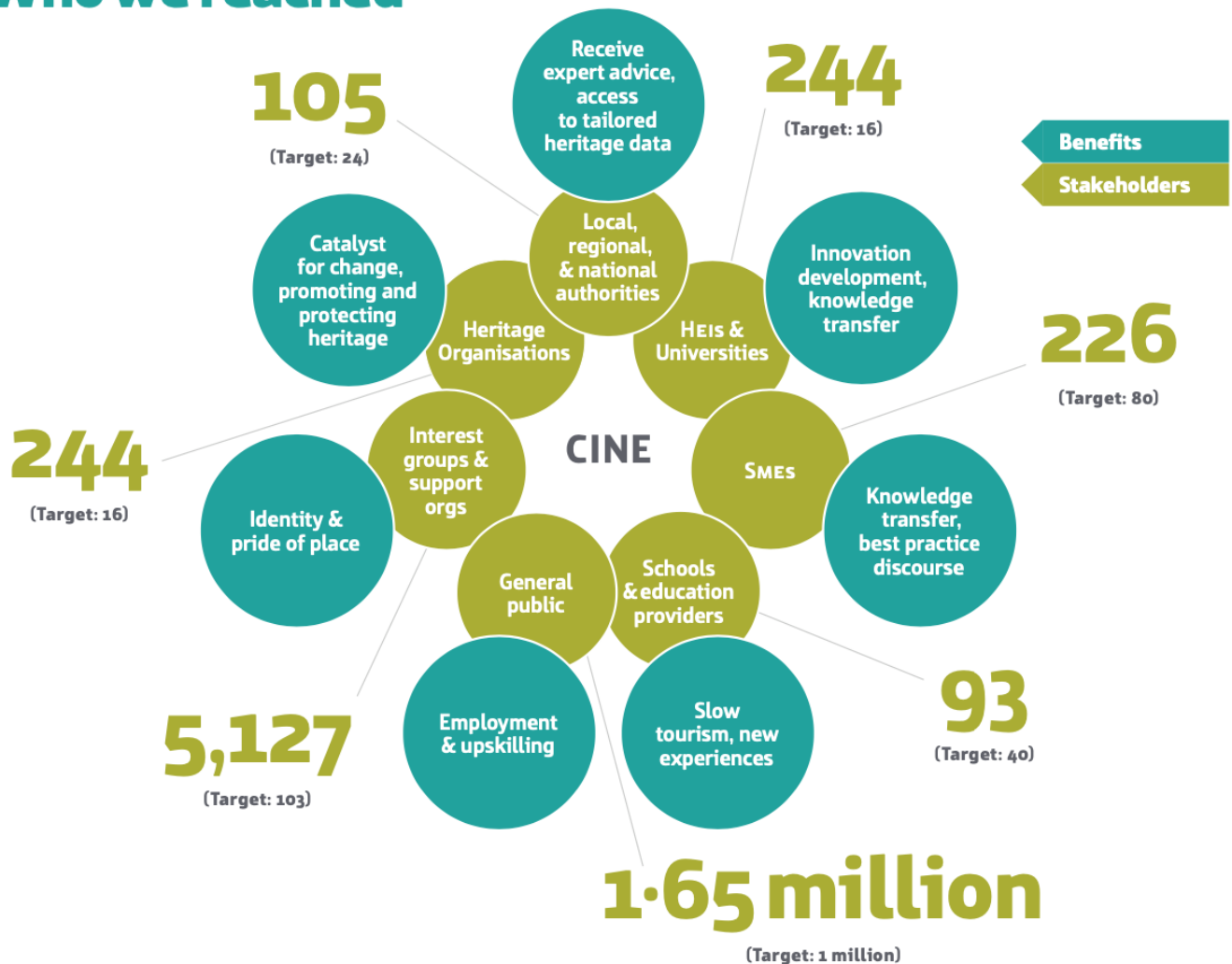
Fun Fact

Our partner Skúli Björn Gunnarsson who is the director of the cultural center [Gunnarsstofnun](#) in East Iceland where people can visit the monastic heritage site [Skriðuklaustur](#), has developed a Master degree course *Gamification and Cultural Heritage* which he is now teaching at the University of Iceland - thanks to CINE. The [Thinktank Let's Play with Heritage](#) inspired the collaboration between the University of Iceland and established this mutual opportunity.

Who we reached

CINE reached out and built partnerships with local, regional and national authorities and policymakers, to steer the protection of natural and cultural heritage. We have done so through an extensive engagement programme for all our target groups. The impressive result is that the partnership engaged over 6,448 organisations / agencies / bodies (target 459) and reached over 1.5 million individuals (target 1 m).

Who we reached



Our activities

The partnership gave over 90 presentations and talks at conferences and events, organised over 30 workshops and field trips, worked with 79 schools and hosted 25 exhibitions and demos.

We organised a think tank in Iceland, two seminars and a conference in Scotland, a kick-off event in Norway, 5 virtual 'Heritage at Home' events and 5 digital global talks, the CINE TALKS.

In CINE we held 10 Steering group meetings and 7 partner meetings, and the Lead Partner attended 4 NPA partner seminars.

We produced 14 e-newsletters and 4 printed newsletters, we printed 2 brochures (2000 copies), a poster (20 copies) and a banner (5 copies in circulation).

Fun Fact

In May 2021 the CINE partners had a convivial, digital get-together to celebrate our work and the completion of our final report. On this occasion we played a CINE quiz. Here are a selected few questions - and their answers.

- What did we play at St Andrews? Six Thinking Hats while discussing toolkit development at 9am im in the morning.
- Why did one of us go missing? Because he couldn't find his way to the hot spring in the East-Icelandic darkness, in snow and ice while all the others were enjoying a bath under the Northern Lights.



We had a good time in CINE, and we all hope that we can get together as a partnership again.

Our resources

CINE produced a number of valuable online resources for the sector and those who are interested:

- [Official Website](#) - a place to find our outputs, results, reports and resources
- [CINE GATE](#) - a repository, virtual museum and toolkit
- [CINE COMMUNITES](#) - handbooks, tools and guidelines on gamification, co-production and digital tools
- [CINE WAYFINDER](#) - a tool to find all of what we created in
- [CINE INCH HERITAGE](#) - a community co-production case study at Inch Island, Ireland
- [VIRTUAL ST CATHERINES](#) - a co-production case study and virtual model in Killibegs, Ireland
- [REAL RIGHTS](#) - an online exhibition with virtual models and best practice guidelines

What others thought

"Timespan's digital work is progressive in learning about and understanding Highland regional archaeology and how digital technology can be used to explore and promote local heritage. It is accessible to all ages with an interest in archaeology, and those who have little or no digital experience." Susan Kruse, ARCH and Highland SCARF, Scotland

"I found the co-production guide to be a fascinating and engaging tool in what must be a difficult though rewarding field. The research techniques were extremely useful in deciphering reliable and unreliable sources. I was also impressed with the methodology used in the preparation process. It's a very effective tool in the area of coproduction or other community projects." David Magee, Fort Dunree Military Museum, Ireland

"I experienced that my students were very pleased with the way this form of teaching was organized (testing the Vágar App). They were allowed to explore and expand their experience, and I observed that this contributed to engagement, excitement and improved learning. To visually be able to witness people in the past, in context, is closer to the real than reading about history in a book in the classroom. This could be the way of future learning." Ingrid Dahl Mathisen, Kabelvåg Junior High School, Norway

"For some time we've wanted to build an app which could help the agency with monitoring of cultural heritage sites and building a stronger relationship with the public. Muninn does exactly this. With Muninn we can exploit current technology to help us with our role in protecting the heritage." Asta Hermannsdottir, The Cultural Heritage Agency of Iceland

It has been fantastic asking people we worked with what they thought of the project. We received so many positive responses and a clear sense that CINE has made a difference.

A big thank you from all of us!

Thank you also to our main contacts at the Northern Periphery and Arctic Programme, Rachel Burn, Christopher Parker and Kirsti Mijnhijmer for their continuous support. We really appreciated your advice and guidance on all our questions. It's been a pleasure working with you.

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Northern Periphery and
Arctic Programme
2014-2020



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