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Spring newsletter

As the days grow longer, in this newsletter we shine a light on the new digital heritage experiences that our partners have been working on over the Winter.



If you are travelling to Iceland this summer, we can recommend the new virtual reality visitor experience at [Skriðuklaustur](#), created as part of the CINE project. Visitors will be able to immersively experience the monastery in its 15th-century heyday in a specially created virtual reality exhibit within the centre.

The digital model of St Catherine's Church in Killybegs in Ireland has been showcased at several events - watch our social media for further events and activities when the model will be shown.

the medieval fishing port of Vágur, and we look forward to seeing this soon.



As well as visitor experiences, members of the partnership have been working on public events. Our next big event is our May partner meeting in Helmsdale, Scotland. Our hosts at [Timespan](#) have organised a fascinating programme of public events over the 3 and 4 May - look out for more details of [Farah Ahmed](#) on the role of the cultural institution in climate crisis, a field trip to explore Caen in the Strath of Kildonan through the lenses of the necropolitics of peat composition, geology of the archaeology and local mythology, and [Forensic Architecture](#) on the use of technology in the fields of heritage, activism and law on the [Timespan website](#). We hope to see you in Helmsdale.



Some exciting new experiences for school children have been developed by partners in Scotland and Iceland.

tour for school groups. Children will learn about how the people who were removed from inland Sutherland founded Helmsdale, and immersively experience the village at the height of the herring fishing industry.

In Iceland, [Locatify](#) and the Gunnar Gunnarsson Institute have been working on an Augmented Reality treasure hunt game. Imagine exploring the real ruins of Skriðuklaustur today, hunting for virtual medieval artefacts, competing with your friends and other users - we suspect this may be as popular with adults as children.



Partners in Iceland, Ireland, and Scotland have been working with their communities, embedding digital recording and visualisation into encounters with their heritage.

Winter weather in East Iceland didn't deter a hardy group from recording 16th-century fishermen's houses in Suðursveit, East Iceland. In Ireland, people from 13 different heritage groups learnt about photogrammetry, and went away knowing how to digitise 3D objects using just a camera and some clever software. At Timespan in Scotland, research undertaken by local people has been feeding into the development of virtual models of the past.

The experience gained on these field trips and workshops will help us to produce better guides to help other community and interest groups record their heritage in the future.



We were really proud to see the launch of the Sitsim Editor at the ‘Museums and the Web’ conference in Boston at the end of March. The editor has been designed by our partners at the [University of Oslo](#) to allow SMEs such as multimedia companies to work with communities and heritage organisations to create visualisations of past scenes. It is now available as an add on to the popular Unity 3D game development platform. We would love to know what you think of it.

As well as working on creating these new experiences and tools, we have been out presenting our work far and wide. Members of the partnership have presented at: Agenda Nord Norge, Svolvær; Calmecac International Colloquium, Mexico City; Cross Motion conference, Tallinn; Digital Heritage Congress, San Francisco; Interface, Inverness; Kultur over Grenser Conference, Oslo; Magma Geopark; Northern Ireland Science Festival; Northern Periphery and Arctic Conference, Inverness; Open Doors to Digital Heritage, St Andrews; Reiseliv Nordnorge, to name just a few. We have also been influencing policy through contributions to Highland ScARF—the Highland regional archaeological strategy in Scotland—and the Highlands and Islands Enterprise Digital Heritage Strategy.



Congratulations to members of the partnership who have recently won awards. In December, Locatify won the [Galileo Masters 5G IoT challenge](#) for their 'Location-Based AR Platform of the Future', and in April the Sitsim Lab team from Oslo University won a GLAMi award for their [photo positioning puzzle of Old Narva](#) project. Well done!

We are looking forward to launching more experiences and tools in the coming months. You can follow us on Facebook, Twitter and Instagram for the latest news and our take on the world of digital heritage. And please share this newsletter with anyone else passionate about heritage, digital technologies and the possibilities generated when the two collide.

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



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