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CINE is now hitting its final stride!

During the last 6 month of project delivery we are planning big things: finalising our case studies and finishing our tools, a conference in Lofoten, Norway, and the publication of our results.

In this newsletter, you can read about where we are right now, plus **SAVE THE DATE** for our conference and how to respond to our **OPEN CALL** for presentations, workshops and market place exhibits.

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

CONFERENCE - save the date and open call for contributions



SEE THE PAST - IMAGINE THE FUTURE

exploring digital possibilities for the heritage sector

Date: 28-29 April 2020

Location: Lofoten, Norway (Svolvær and Kabelvåg)

OPEN CALL for presentations, workshops and marketplace exhibits

Deadline 5 December 2019

How can the museum and heritage sector use digital technology to good effect? Do you want to learn about new practices, take part in future thinking and gain new inspiration from our international speakers? Come to Lofoten in April 2020. **[LET US KNOW IF YOU ARE INTERESTED!](#)**

The international *See the Past - Imagine the Future Conference* builds on the work of the [CINE project](#) to demonstrate how digital possibilities can enhance our museum practices. Key topics are curation, data collection and care, community co-production, how museums can be a catalyst for societal change and how they can better advocate for the mitigation of climate change.

We will discuss what the digital realm offers museums and their visitors - indoors, outdoors and on the web - and what the future of digital technology promises.

Visit our [website for the full call for proposals and application process](#).



Children in East Iceland had a great time using the VR reconstruction of Skriðuklaustur

The last few months have seen partners taking Virtual Reality experiences based on our case studies sites out and about in their communities.

Skriðuklaustur, East Iceland

The virtual reconstruction of the medieval monastery at [Skriðuklaustur](#) has been updated to include [objects found during the excavations](#) of the site. Today the objects are cared for by the National Museum of Iceland in Reykjavík, but visitors to Skriðuklaustur can see how they may have been used in the monastery. The reconstruction certainly captivated young users at this event in East Iceland earlier this year.



where visitors were thrilled to immerse themselves in the past.

"I couldn't believe that I was seeing the house where my mother was born in and I could walk right up to it. Then I walked all along Shore Street... it brought back happy memories. The house is no longer there."

"I really liked seeing the moving people the women gutting the herring and coopers working with barrels, it brings the scene alive. It feels like you're right there."



St Catherine's Killybegs, Ireland

The VR reconstruction of [St Catherine's church, Killybegs](#) proved a big hit in the [Donegal County Museum](#) during National Heritage Week in Ireland. The team also took the reconstruction to an event at [The Loft](#), a youth project in Letterkenny, showing again the power of the reconstructions to get all ages excited about heritage.

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Vággar, Norway

Meanwhile, in Norway partners are working full speed on creating their VR model. The dialogue between archaeologist Prof Reidar Berthelsen ([Tromsø University](#)), CINE Partners [Aurora Borealis](#), [Oslo University](#) and [Museum Nord](#)'s Vággar team has been productive. We can now see the first visuals emerge. The team from Oslo University have successfully tested onsite and offsite possibilities for showing the model as a situated simulation.

SECTOR SHARING



We have been busy sharing our work with the different sectors that we work across too.

models from Timespan and the [University of St. Andrews Open Virtual Worlds](#) team. The team were out presenting at the Highland Archaeology Festival, Highland Archaeology Conference, and gave a talk on *Heritage and Archaeology in the Digital Age: Reconstructing the Past in Kildonan and Helmsdale* in Dingwall, all in the last few months. Comments included, "As an archaeologist myself, I know how difficult it can be to engage wider audiences in the sites we survey and dig up. I think it's great that people can now explore past landscapes and enter Iron Age roundhouses and experience the space inside in this unique way." I think we've got the thumbs up!

Students at the University of Iceland have been studying a special new course in [game play and cultural heritage](#) this autumn. Skúli Björn Gunnarsson, director of our partners Gunnar Gunnarsson Institute at Skriðuklaustur, has been teaching students on the Applied Studies in Culture and Communication programme about how game technology can be used to present cultural heritage and how gamification can drive visitors' interest in heritage. The partnership with the University of Iceland came out of our *Let's Play with Heritage* think tank in Reykjavík in March 2018.

Continuing with the theme of gaming, Niall McShane's *Spirit of St Catherine's* game - based on our Killybegs case study - was shortlisted for the [7th International Educational Games Competition](#) at the [13th European Conference on Games Based Learning](#) at the University of Southern Denmark. While the Ulster University team didn't bring home the top prize this time it was great to share our work with others working in the fields of games-based education.

Our online platform [CINE GATE](#) was presented in not one, but two, papers at the International Council of Museums (ICOM) conference in Kyoto, Japan, in September. Catherine Cassidy presented *Digital Heritage 2.0: An Infrastructure for Immersive and Mobile Virtual Museums* in the International Committee for Audiovisual and New Image and Sound Technologies (AVICOM) stream, while Dr Bess Rhodes presented on *Emergent Technologies and Student Exhibitions* in the University Museums and Collections committee.

Northern Periphery and Arctic Programme annual conference, Tórshavn, Faroe Islands

30 October 2019

We were delighted to present our work at the Northern Periphery and Arctic programme annual conference in Tórshavn, Faroe Islands. The fascinating presentations on the theme of tourism in remote areas can all be found on the [NPA website](#).

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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.

reconstructions, 3D models, videos and toolkits any time, anywhere, using the CINE GATE platform:

<https://www.cineg.org/>

Get involved!

If you are interested in testing our new toolkits or in seeing our work in progress, please get involved. You might have an interesting story to tell around one of the places we develop our main case studies, or you might be a museum professional, who is looking for new digital ways of interpreting content, or collecting digital objects. If you are a researcher you might like to find out more about the concepts and strategies underpinning CINE. Get in touch!

Related Projects

We've been making connections to other heritage and sustainability related projects such as:

#[Emotive](#), a project that aims to use emotional storytelling to dramatically change how we experience heritage sites.

#[Capiten](#), a project that aims to develop sustainable economies around the Atlantic coast of Europe

#[WOAH](#), an Atlantic coast heritage route project

#[TIDE](#), a project to develop new types of historical maritime tourist packages using digital transformation technologies.

If you enjoy our newsletter please share it with others who might like to join in the conversation about our work on heritage, technology and climate change.



Northern Periphery and
Arctic Programme
2014-2020



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