OT 1.4.1.Sitsim Editor

Descriptions and evidence of outputs

"Sitsim" is short for "Situated Simulation" a term that describes an Indirect Augmented Reality experience in which viewers use a smartphone or tablet to see a reconstruction of the past – or a vision of the future – at the precise place in which they stand in the present.

Sitsims allow users to immediately understand and connect the landscape around them with the landscape and activities of the past or future reconstructed in the Sitsim. Historical objects or photographs can be easily taken back to their former locations, or museum objects can be re-inserted into their previous surroundings. Pop-up balloons allow users to find out more information about the scenes.

The Sitsim AR Editor is a proof of concept application used to simplify the process of creating sitsim applications. The editor guides the user through a step-by-step process of configuring a sitsim application and adding content. After creating a basic sitsim application, the user is free to add more content or build the actual application to a device.

The Sitsim AR Editor is based on the Unity editor (https://unity3d.com), it is not an application by itself but is a plugin to Unity the extends its functionality and adds in the Sitsim Application Framework. The editor by itself works with Unity 2017.3, but Unity 2018.2 is required in order to build the final application.

Creating a Sitsim requires 3 things: some historical information about the scene to be reconstructed; ditital 3D information about the terrain and objects to be reconstructed; and the Sitsim AR Editor package for the Unity game engine.

The tool is for SMEs such as multimedia companies and cultural organisations to collaborate in the creation of situated simulations.

The official launch of the Sitsim Editor was as a How-to session during the Museums and the Web 2019 conference in Boston, US in April 2019. This way the launch reached a qualified target group during the session and was also generally exposed at one of the main Cultural Heritage/Museum events in an international context. Together with the Sitsim AR Editor IMK created a Sitsim AR Editor user guide which was peer-reviewed by CINE partners. The package is available at CINE Gate, Sitsim.com, CINE Wayfinder.
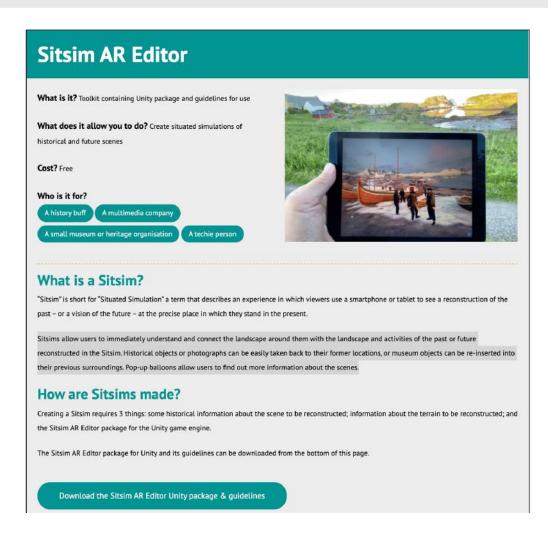
https://www.cinewayfinder.eu/sitsim-ar-editor/

Sitsim Editor as presented in the CINE Wayfinder

Output indicators OT1.4.1

Number of research institutions participating in cross-border, transnational or interregional research projects (CO42).

Several research institutions have helped to develp, test and review this output:

1. University of Tallin: technical peer review
2. Georgia Institute of Technology: technical peer review
3. Ulser University: creating a use-case of the Sitsim editor
4. Glasgow University: Peer review of the toolkit