

Descriptions and evidence of outputs

The project main output in work package T3 has the title "**Best practice for cultural heritage co-production projects**". It includes: best practice manuals/guidelines, on-line resources and training for cultural heritage co-production projects. These resources will enable organizations and agencies to build successful community-based and sustainable projects. It empowers local communities to record, research, preserve and present their heritage for a range of activities including digital documentation (3D data capture, 360 video, metadata) and narrative creation (story-telling). The project has also enabled access to additional available data sources and open source tools or interfaces that can be used by communities to valorise their cultural heritage to a wide audience and stakeholders. Training events and workshop were delivered (with COVID-19 limitations) to test and promote the tools in local communities. The resources are delivered across a range of channels including: on-line teaching resources, digital publications, tutorial videos.

Description of the final state of the output

The CINE partners from Iceland and Ireland were responsible for WP T3. The main output can be described as five resources that are all available on-line:

1. Content management system (CMS) for heritage games.
2. Best practice manual for cultural heritage co-production.
3. Practical handbook on gamification and games-based approach to cultural heritage.
4. Guidelines for mapping and digital documentation.
5. App for crowdsourcing registration of heritage remains.

All the resources developed by the partners in this work package are accessible via www.cinecommunitites.org.

These solutions are further described in the uploaded evidence of T.3.2.1

Output indicators OT3.1.1

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

1. University of Iceland: master course delivery GST
2. University of Glasgow: peer review
3. Icelandic Geological Institute: climate change research
4. University of Ulster: creation of a toolkit

1. University of Iceland: master course delivery GST

Enabled through the Thinktank organisation and collaboration Skuli Björn Gunnarson from GST created a master course module for the University of Iceland which has now been taught in its second year.

TUTORIAL 2019-2020 HMM110M Playground and cultural heritage

HMM110M Game play and cultural heritage

labeling: The course is taught in Icelandic	Course Number: HMM110M	Long course number: 3034HMM110M20196	Course type: Course
Credits: 10 units	Passing grade: 5.0	Educational sector: Undergraduate and graduate studies	Semester: autumn
Teaching: 2019-2020	Maximum number of students: 0	assessment:	Final exam: No final exam
Field: Humanities	department: Department of History and Philosophy	Course information last updated: Apr 5 2019	

Course Title:
Game play and cultural heritage

Course:
Gamification is a term that has come to the fore in recent years, including the presentation and dissemination of information and educational material. Schools, museums and businesses are increasingly utilizing game play to approach their challenges and utilize computer game methodology and technology. In this course we will look at how new methods, new technologies and smart devices can be useful to those working on practical cultural communication. Projects will be presented in this field, go on field trips and work on simple tasks. The course will be partially taught in batches. The course is conducted in collaboration with the Gunnar Institute in Skriðukiaustur.

Learning outcomes:
KNOWLEDGE The student - able to explain what the concept of game rationalization - is capable of applying the main aspects of methodology in this field; - can use the basics of technology in this context. **PLAYING Student** - able to make use of game play with cultural media; - able to present information in the form of games; - be able to use simple technological solutions in this field to solve a problem. **SKILLS** - Can organize their work well and meet schedules; - be able to successfully solve projects in collaboration with others; - be able to explain the results of the project orally and in writing; - be able to describe / enumerate / explain the main opportunities for dissemination of cultural material through gaming.

Supervisor: teacher Skúli Björn Gunnarsson sbg49@hi.is Lecturer more	Prerequisites / Prerequisites: 90 ECTS in undergraduate studies.	Books: No textbooks have been recorded	Other reading material:
Guardian Summer team R Ísleifsson sumarldi@hi.is Assistant Professor more	Academics: Practical Cultural Communication, MA (90 credits) (Independent Year of Study, Autumn) Practical Cultural Communication, Additional Diploma (30 credits) (Independent Year of Study, Autumn) Ethics, MA (120 credits) (Independent Year of Study, Autumn, Practical Ethics)		
guest speaker Áskell Heiðar Ásgeirsson askellha@hi.is			
guest speaker Jóhannes Sigurðsson			
guest speaker Leifur Björn Björnsson			
guest speaker Lemke Annechien Meijer			
guest speaker Steinunn Anna Gunnlaugsdóttir			