

CINE objectives & results

CINE explored the social, economic and political role of heritage within remote and sparsely populated areas.

We have raised awareness for local landscapes by mapping and visualising natural and cultural heritage.

Protect, develop and promote natural and cultural heritage

Improve accessibility of valuable heritage information

Strengthen identities of remote areas by knowledge transfer

Understanding and valuing an environment means that people look after it better, it means in turn that they protect and enable sustainable environmental management. CINE has provided guidance and leadership to others on how to do this well, for example through climate change scenarios and co-production practices.

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).

CINE brought together existing technologies and produced new technologies to gather and disseminate information accessible to a wider public and share their knowledge with other SMEs within the creative and tourism industries. We created teaching materials to improve the sector's ICT competencies in all areas: digitisation of objects and landscapes, maintenance of digital materials, innovative dissemination methods including the concept of virtual travel.

The CINE partners say that "the cooperation expanded our horizon." "This is the first heritage innovation project for the centre and has led to further partnerships in digital heritage projects," CINE "has helped our institution to step into a new era of cultural heritage dissemination." It has "transformed our museum vision and redevelopment plans and we have included a digital transformation strategy in our forward plan."

Develop new technologies to help gather, manage and disseminate information

Raise awareness, collaborate with communities, offer new visitor experiences

Develop best practice to shape environmental policies

Explore the social, economic and political role of heritage

Visit our website to find out everything about the CINE project and watch our final project video — a summary of all that has happened in CINE:

cine.interreg-npa.eu

Get in touch with us for further info or future partnership ideas:

cine.interreg-npa.eu/contact/



Connected Culture & Natural Heritage in the Northern Environment



SEE THE PAST IMAGINE THE FUTURE

Newsletter 04 / Summary report / May 2021



CINE complete: a successful project with many lessons learned

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 locations, especially during the pandemic. It was as if the partnership had prepared. Our models and tools were ready. We hosted many digital events which gained much attention and connected the closed museums to existing and new audiences.

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.

Making the past and the future visible has a big impact on people as it provides an immediate understanding of a place and of the consequences of natural changes and human behaviour.

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 three 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, to our funders, our partners and all those who have shown an interest in our work.



What we have created

6 Virtual models

- Skriðuklaustur** 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

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

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

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

7 Apps & games

- Timespan Landscape Explorer**, a trail app
- Skriðuklaustur 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

1 Digital exhibition

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

5 CINETALKS

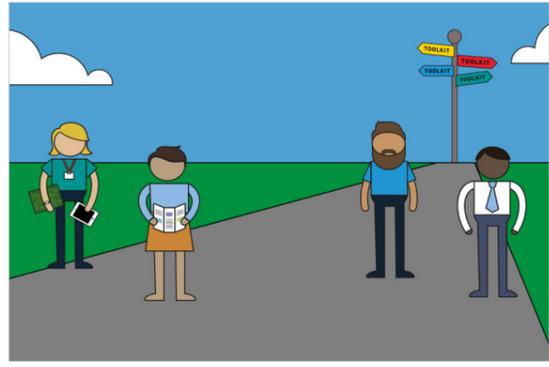
- 5 recorded events with speakers from 14 countries, watched by 25,000 people
- Storytelling & gamification**
- Digital possibilities for data collection & presentation**
- What is successful co-production?**
- Reviewing curatorial practice**
- Future digital possibilities**

1 Virtual museum

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

Where to find it

twitter.com/CINEprojectEU
facebook.com/cine.npa.eu



cinewayfinder.eu

All our project resources can be found on CINE'S web platforms:

Official website: cine.interreg-npa.eu

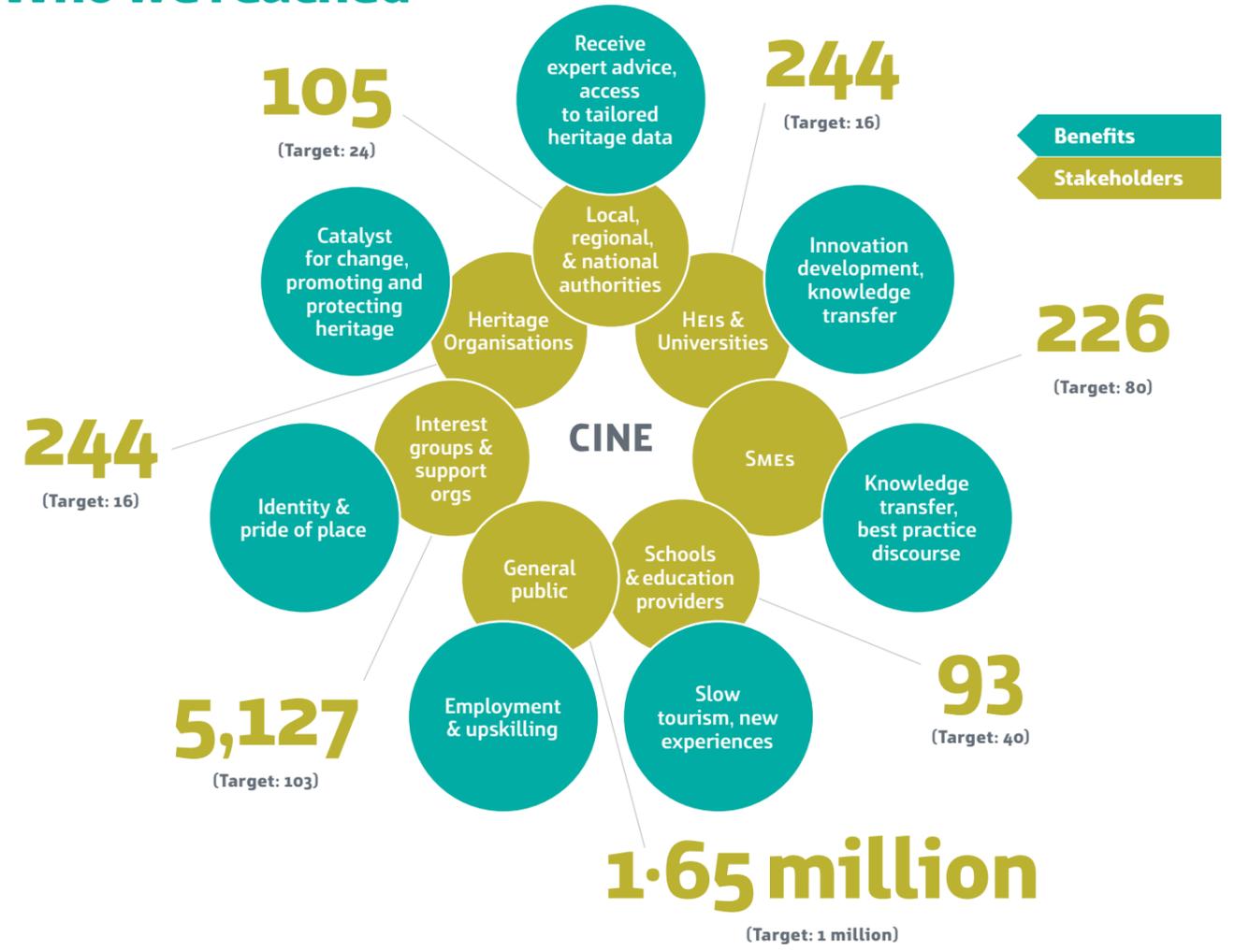
CINE GATE heritage management tool and virtual museum: cineg.org

CINE COMMUNITIES Co-production, gamification, technology toolkits, teaching resources: cinecommunities.org

Inch Heritage co-production case study, Ireland: inchheritage.org

Virtual St Catherines co-production case study and virtual model, Ireland: virtualstcatherines.net

Who we reached



Our activities

- Over **90 presentations** and talks at conferences and events
- Over **30 workshops & field trips**,
- Worked with **79 schools**
- Hosted **25 exhibitions & demos**
- Two seminars** and a conference in Scotland, a **think tank in Iceland**, a **kick-off event** in Norway, **5 virtual Heritage at Home events** and **5 digital CINETALKS**
- 10 steering group meetings** & **7 partner meetings**
- 4 NPA partner seminars**
- Produced **14 e-newsletters** & **4 printed newsletters**
- Printed **2 brochures** (2,000 copies), a **poster** (20 copies) and a **banner** (5 copies in circulation)

"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