

Contents to Digital. Digital to Contents.

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The ongoing massive increase of Digital Heritage put more and more in evidence the need for adequate contents to support the communication and learning process coming from the dissemination products. The creation of Virtual Tours, Serious Games, Augmented and in general Extended Reality experiences is pushing the need of rich communication, right moods, pleasant story-telling, creation of empathic conditions, as robust components defining the quality of the final product. Otherwise, people from the occasional visitors/users, to the scholar may pay just a modest or limited attention to the resulting product. In between of the many valuable contents, in example, it is possible to identify any accurate digital survey, historical research, of the subjects at the base of each digital experience, its gathering, influence on the modelling and multimedia development as three steps that may have a large number of variables and put complex challenges in the global Digital Heritage evolution, thus the rules and the procedures to reach efficient and well-working products are in a manual that is yet to be fully written.

This session is then open to digital products where the contents, from digital survey, to accurate historical research, to innovative teaching methods have a central and essential part in the definition of the final result, but most of all allow an efficient exchange between digital creation and specific values of the subject. The interest of the session will be focused on “how the contents push the digital development” and on “how the digital solution promotes the contents in their specific potentialities”. Quality Virtual tours, any kind of extended realities, digital movies, serious games and teaching/learning experiences are all welcome to be presented, keeping a specific attention in describing how the contents were used to develop the digital experience, how the digital experience is using these contents, which strategies were adopted to promote a valuable result in digital multimedia, which results from the presented experience are known.

***#Digital Heritage #Virtual Reality #Extended Realities #Digital transition
#Virtual Environments***