

NEWSLETTER

Issue nº2, July 2020 - October 2020

THE PROJECT

The MONA project, which started in 2019, intends to bring a young audience closer to culture. Using modern technology with emphasis on augmented and mixed reality, an integrated educational program will be developed in four museums in Europe for the target audience school communities.

The use of new technologies enables new ways for school groups to approach a museum and creates an extraordinary, charming and enjoyable learning process through experimental practice and play.

THE PARTNERS

4 museums

2 universities

2 schools

2 technical organizations

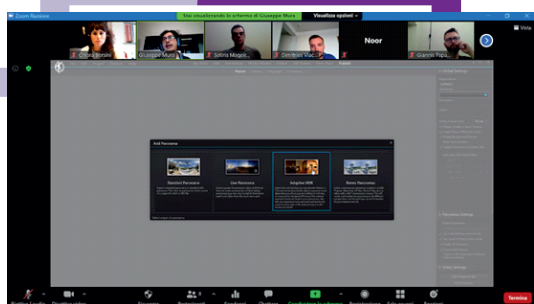
THE OUTCOMES

GUIDE to museum education with the use of modern technology

VIRTUAL GUIDED TOUR platform

INTERACTIVE GAME with AR / MR

SMART DEVICE APP for combining the above

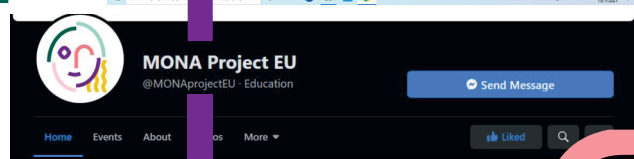
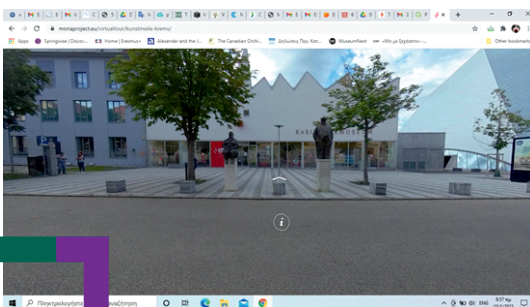


First LTTA activity

Virtual Tour

The first Learning, Teaching and Training activity was implemented online in September 2020, due to restrictions from Covid-19. The Italian partner provided the rest of the consortium with a great insight on how to use 360 cameras to shoot spherical pictures and video, how to edit this material and, finally, how to use 3D Vista to build our Virtual Tours.

Great news! Now in our project website you can enter the Virtual Tour of each of our museums, explore their collections and wander around the inside and outside space. Choose the museum that you want to visit and learn the story of it as well as other information displayed.



Interactive Game with AR/ MR

As we have already reached the first half of the project's duration, we have finished the first steps for the completion of the Game with AR/ MR. Recently we received valuable feedback from both the schools of the consortium, regarding the educational objectives and the museums, regarding the exhibits that the Game could engage.

