

**Progetto di innovazione
“dell’architettura dei contenuti”
della pagina del Pillar Cultural Heritage**

a cura delle dott.sse Francesca Sunseri e Giusi Meli



Mission

The SAMOTRACE ecosystem has identified Cultural Heritage as one of its pillars with the mission to “create a diffuse system that could give rise to an innovative design, manufacturing, tuning and validation center for breakthrough materials and devices dedicated to Cultural Heritage applications”. The aim of the pillar is to develop procedures, through measurement methodologies and analysis, that could guarantee high-level precision and eventually be at the base of authenticity certificates and intervention and investigation protocols.

With regard to the Pillar Cultural Heritage, a communication strategy based on test-sites was chosen to highlight the research activities that the different groups are carrying out within the Sicilian territory.

Cultural heritage lends itself very well to storytelling through short descriptions of places, images, videos and interactive games to immerse the viewer in the immense and extraordinary possibilities opened up by the products conceived and implemented by the researchers of the Samothrace project.

The communication strategy, therefore, will specifically target the general public and, in particular, the citizens of the Region of Sicily. The objective is to use innovative communication strategies to bring the average citizen closer to the innovative technologies proposed by the Samothrace research team to rediscover the areas of tourist interest in Sicily.

Test-Sites

**Aci Castello (CT)****Palermo****Catania****Catania**

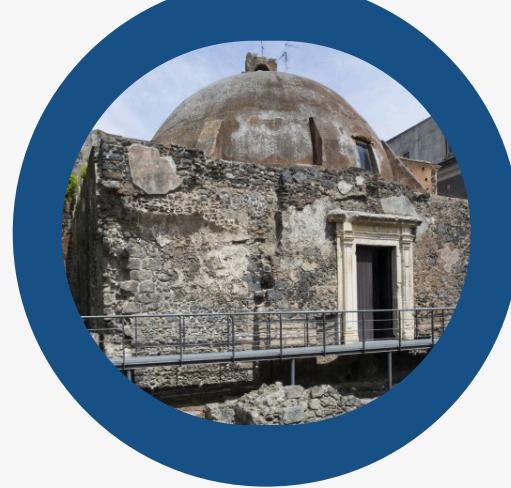
Castello Normanno



Archivio DARCH



Castello Ursino

Terme della
Rotonda**Novara di Sicilia (ME)****Agrigento****Lorem Ipsum**

Rocca di Novara

Area pubblica centrale
Parco archeologicoEs. Nome contesto
di riferimento



Castello Normanno (Aci Castello, Catania)



History

The Norman Castle of Aci Castello was the fulcrum of the development of the Aci territory in the medieval period. The oldest part probably dates before the Arab rule, built on a pre-existing Roman fortification, but the first historical evidence dates to the 11th century AD. Historical vicissitudes have also influenced the architectural ones of the monument, which is configured as a rich palimpsest of chronological stratifications.

After a slow decline in military, administrative and economic functions, in the 16th century AD the fortress was adapted first to barracks and then to a prison. The Castle currently houses a Civic Museum, consisting of three sections: mineralogy, paleontology and archaeology.

Goals

The main goal is to define new strategies for the transmission of archaeological and cultural knowledge, promoting interactive and engaging experiences for users. In this sense, the project aims to develop an interactive virtual tour, enriched with informational points that utilize diverse media—such as 2D images, 3D models, descriptions of elements and places, and digital reconstructions—to provide a deeper understanding of the site. Another objective is the analysis of using augmented reality headsets to experience the virtual tour immersively.

The project also includes the creation of a serious game, which integrates historical and scientific content to bring the public closer to academic research. Finally, the plan involves creating 3D models using advanced techniques such as photogrammetry and laser scanning. All these activities are supported by the study and analysis of the archaeological and historical potential of the monument to create a solid and engaging storytelling.

Deliverables

Virtual Tour

(cliccabile)

Leveraging a sequence of spherical images, the Virtual Tour will offer visitors an immersive and realistic experience, enabling dynamic exploration of a space both locally and remotely. This technology will ensure a captivating virtual visit, providing the public with a simple yet highly effective tool for cultural communication. Additionally, the tour will enable interactive learning by allowing users to explore embedded informational elements within the virtual space.

Serious Game

(cliccabile)

Serious games are not primarily designed for entertainment but are created mainly for educational purposes. In these training tools, the serious and playful aspects are ideally balanced, thus adding a fun and engaging dimension to the well-known concept of "learning by doing." This element is central to making learning truly effective.

Historical research

(cliccabile)

The study and analysis of the archaeological and historical potential of the Norman Castle, in order to highlight the peculiar aspects that characterize it, are at the heart of the fruition actions to be undertaken. Knowledge of the context leads to an in-depth understanding of the historical and cultural significance of the monument and allows us to reveal meanings and stories that make each asset unique. The effective communication of these aspects is not simply conveying specific notions, but must create storytelling, providing the public with an authentic and informed experience of discovery.

2D/3D Models

(cliccabile)

Through advanced digital restitution techniques applied to data acquired during survey activities, a rich variety of digital objects, both 2D and 3D, can be produced. These models will faithfully replicate individual artifacts, structures, architectural elements, or entire building complexes within the urban space, accurately reproducing dimensions, volumes, and colors to provide an immersive and detailed exploration experience.



Serious Game

#flagship1digitaltechnologies #wp6 #task3

PURPOSE

The proposal includes a serious game in video game format set in the Norman Castle of Aci Castello (CT), offering visitors an interactive experience blending exploration with historical learning. Through immersive missions and storytelling, players will discover the history, architecture, and key figures linked to the castle, engaging with integrated digital elements. This video game approach innovatively enhances cultural heritage, making it both engaging and educational.

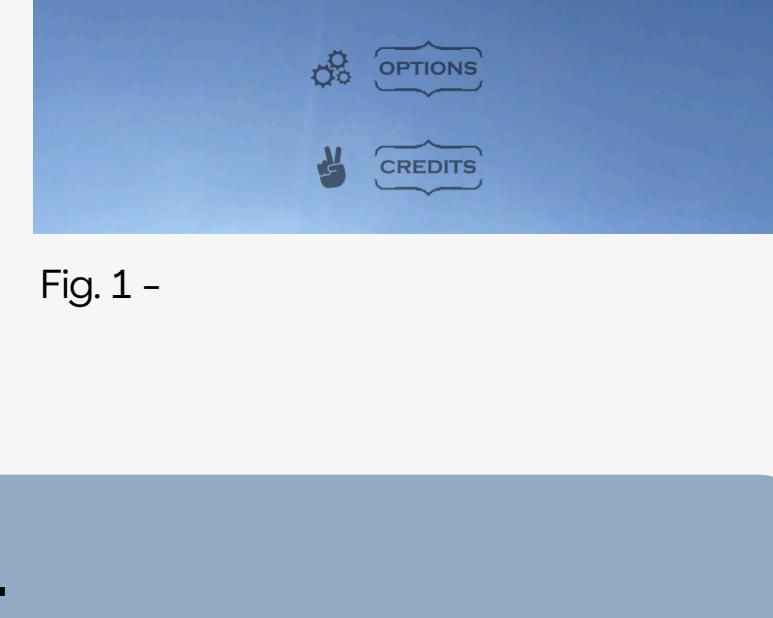


Fig. 1 -



Fig. 2 -

DEVELOPMENT | STEP 1

A first version of the serious game has been created using a "point-and-click game architecture", combining photographic images of the real context with two-dimensional integrations and interactive mini-games. This approach allows users to virtually explore the spaces of the Norman Castle, interacting with informative elements and challenges that enrich the learning experience in an engaging and accessible way.



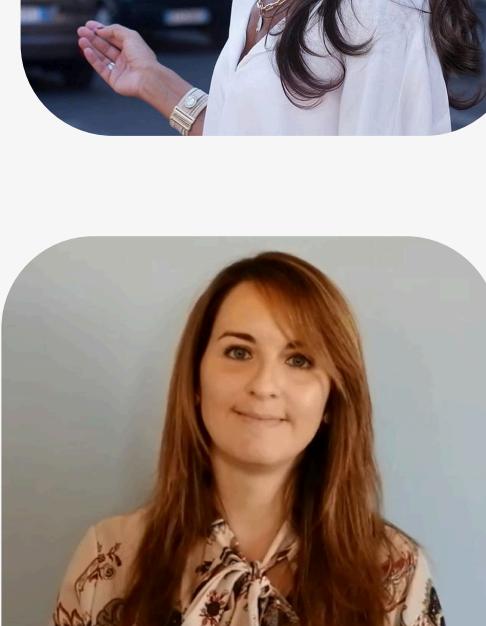
Fig. 3 -

Link Serious Game cliccabile

(inserire in alternativa lo stato di avanzamento, demo o la dicitura “work in Progress...”)

Team

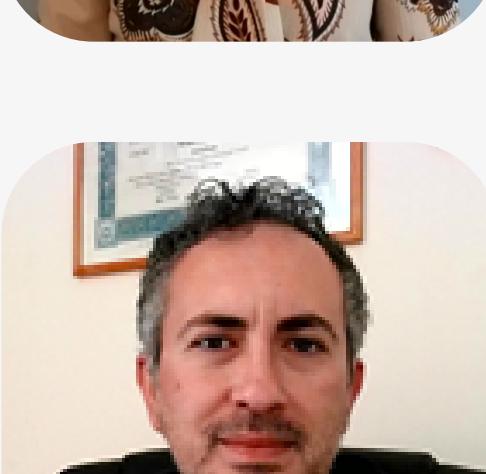
Contenuti di esempio:



FILIPPO STANCO

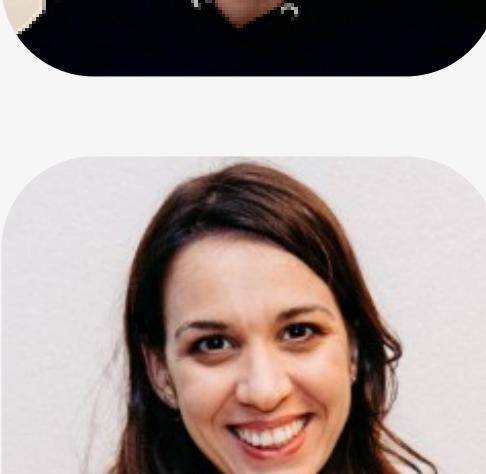
Full Professor of Informatics
DMI UNICT

LEADER TASK 3 – WP 6 (Spoke 1)



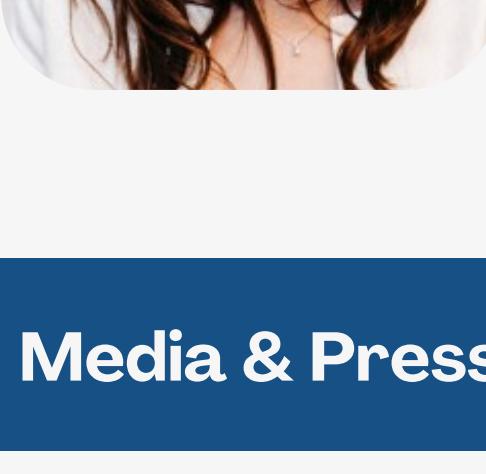
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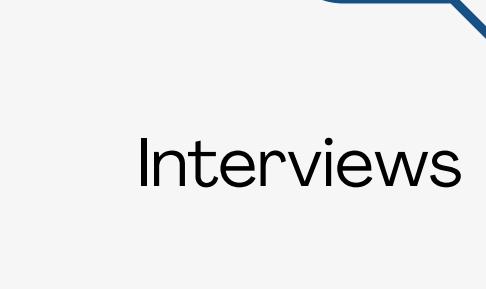
Research Fellow | DMI UNICT



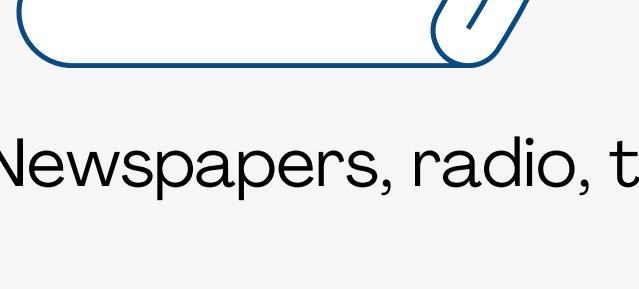
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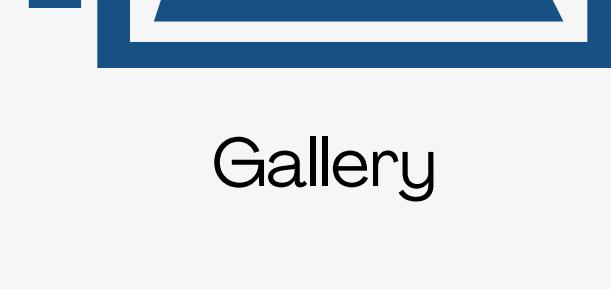
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Page Interviews

Interviews

Il Castello Normanno di Aci diventa virtuale

Interview with Professor Eleonora Pappalardo



Immagine di riferimento cliccabile per accedere all'intervista

Come navigare dentro il virtual tour di Aci Castello

Interview with Dott. Paolo Trapani



Immagine di riferimento cliccabile per accedere all'intervista



Il Castello Normanno di Aci diventa virtuale

Interview with Professor Eleonora Pappalardo

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