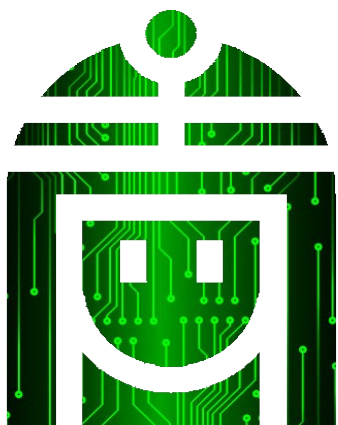# CLEOPATRA

CoLlaborative ExploratiOn of cyber-PhysicAl culTuRal lAndscapes

cleopatra-project.cloud

Cleopatra Project Deliverable: D6.1

Web Site

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Dipartimento di Lettere e Beni Culturali

About CLEOPATRA

The Cleopatra Project aims at increasing the knowledge of the archaeological and historical-artistic sites and to develop new communication techniques for Cultural Heritage. The objective is to promote and rediscover the sense of history and cultural identity by the valorisation of lesser-known areas and sites of the Campania region, but no less interesting.

Two experimental scenarios will be designed proposing "Diffused Museums", through which the territory is known, and developing archeo-trekking or slow-tourism (i.e., cycling tourism), based on the protection and preservation of places requiring responsible, personalized and non-massive use.

The projects aims at achieving the following objectives:

- the creation of user friendly services both in outdoor (archaeological sites, squares, etc.) and indoor spaces (historic buildings, museums that store material documentation), in order to structure thematic itineraries through history, culture and art that involve the territory in its entirety for the construction of an integrated network for tourism promotion which is currently lacking;

- the organization of a system to guide the tourist, combining, from time to time, archaeological and historical-artistic, naturalistic, faunistic and geological elements based on their interests through an informative support; in the case of scenario 2, its peculiarity is emphasized by the naturalistic and geo-environmental background, in which the archaeological sites are located: currently they can be visited only with the aid of expert touristic guides;

- the realization a close interaction between user and avatar; the avatar will guide the tourist to places of difficult access through vocal and visual advices, choosing the most suitable routes based on a series of criteria, such as the available time, the ability of users to move in difficult contexts, clothing and the possibility to take scenic routes; at the same time the user, in his interaction with other users, can recommend new paths and report new elements, thus providing starting points for future research;

- to overcome problems, thanks to the help of the avatar, such as limited interaction with text documents, especially in open spaces, the lack of user, and an insufficient or wrong location of POIs.

For more information

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Executive Summary

This report briefly introduces the structure of the Cleopatra project website that can be visited at http://cleopatra-project.cloud.

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List of Abbreviations

Table 1: List of abbreviations

Abbreviation	Explanation
DING	Dipartimento di Ingegneria
DiLBeC	Dipartimento di Lettere e Beni Culturali
CLEOPATRA	CoLlaborative ExploratiOn of cyber-PhysicAl culTuRal lAndscapes
CMS	Content Management System

1 Cleopatra Web Site

The Cleopatra website can be visited at: https://cleopatra-project.cloud.

Aim of the web site is to collect the works carried out by the Cleopatra project team and to provide information relating to the use of technologies designed and developed in the cultural heritage field.

1.1 General information and technologies

The Cleopatra website is hosted by the Department of Engineering.

The development is based on the CMS Wordpress.

The web site is built over the commercial template Vestige - Museum Responsive WordPress Theme by Envato.

Additional extensions have been installed for additional functionalities.

1.2 Structure and contents

The home page includes from top to the bottom:

- A main menu
- A slider with significant images linked to relevant contents.
- A banner with links to pillars of Cleopatra projects
- A banner with link to case study
- List of related past and upcoming events
- Thanks to the funding program and to the University of Campania "Luigi Vanvitelli"
- Footer with information of partners and coordinators.
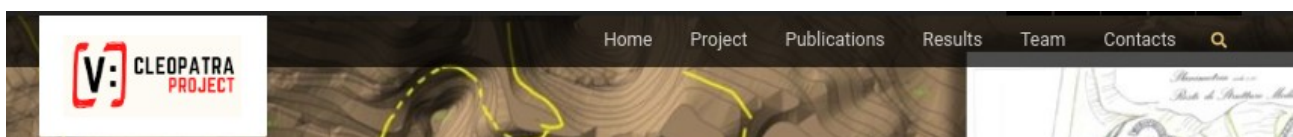
1.3 The main menu

Figure 1: Main menu

- **Home**: the homepage is the main page of the website. Here we have all the sections developed during the project.
- **Project**: this menu item presents the project as a whole, indicating its main objectives, ambitions and human resources to which reference has been made.
- **Publications**: published documents relating to the project.
- **Results:** in this section we have the table of deliverables. That is, a temporal scan of the progress of the work relating to the project.
- **Team:** all the members of the project team.
- **Contacts:** the main contacts of the project members.

1.4 The slider

The slider continuously shows relevant images which are also hyperlinks to relevant contents.

1   In Slide #1 we have the Banner of the Project.
2   In Slide #2 there is a screenshot of the Mirador environment.
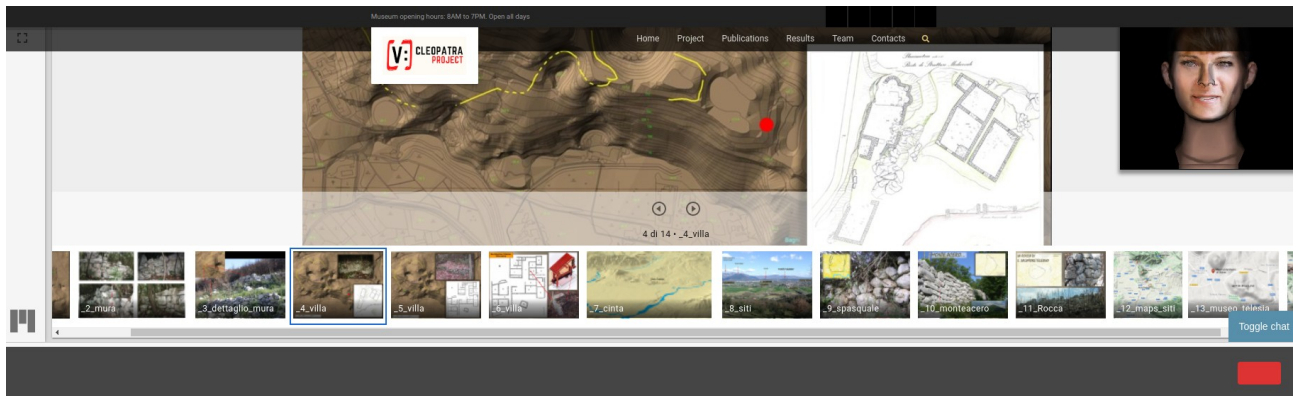3   In Slide #3 we can see an aerial view of Monte Pugliano Doline.

Figure 2: Slider

Its content will be updated during the project using the project results with highest impact. The objective is to engage the user presenting the most attractive contents.
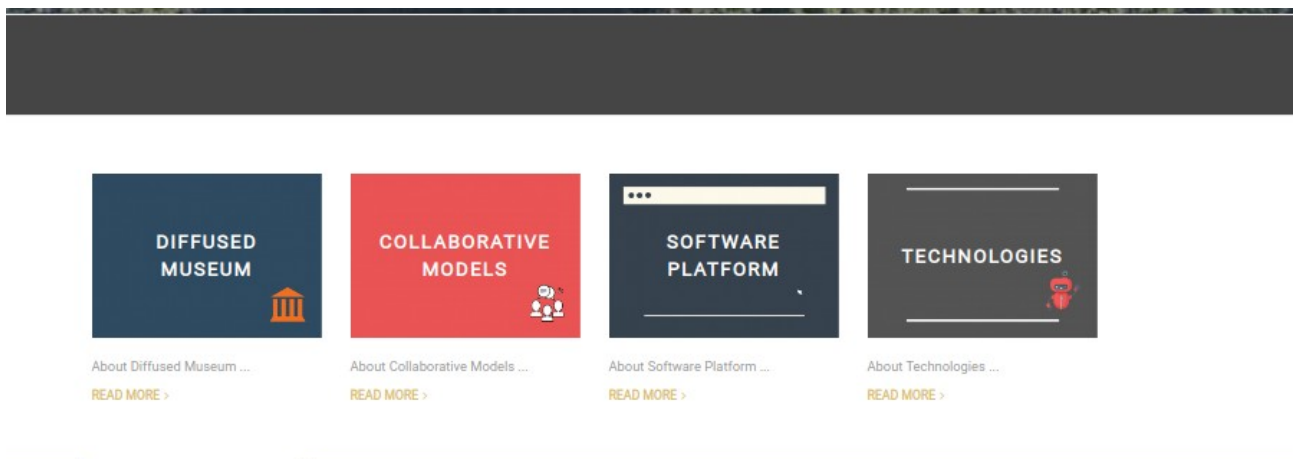
1.5 Featured block

Figure 3: Featured Block

The aim of this section is to provide general information of the main objective of the projects and the most relevant research contribution.

The aim of this section is to provide general information of the main objective of the projects and the most relevant research contribution.

- **Diffused Museum:** creates its tour routes within a geographical area. Places, events, ancient crafts and historical characters are united through thematic itineraries.
- **Collaborative Models**: they are exploited to enhance the cultural experience fostering a social interaction between human users and software agents.
- **Software Platform**: it integrates advanced presentation mechanisms and an P2P communication overlay that enables the interaction between human users and software agents, which exploit two main technologies for the development of conversational agents: RASA and Dialogflow by Google.
- **Technologies**: Python, Javascript, Node.JS, Telegram, Messenger, XMPP, Flask.
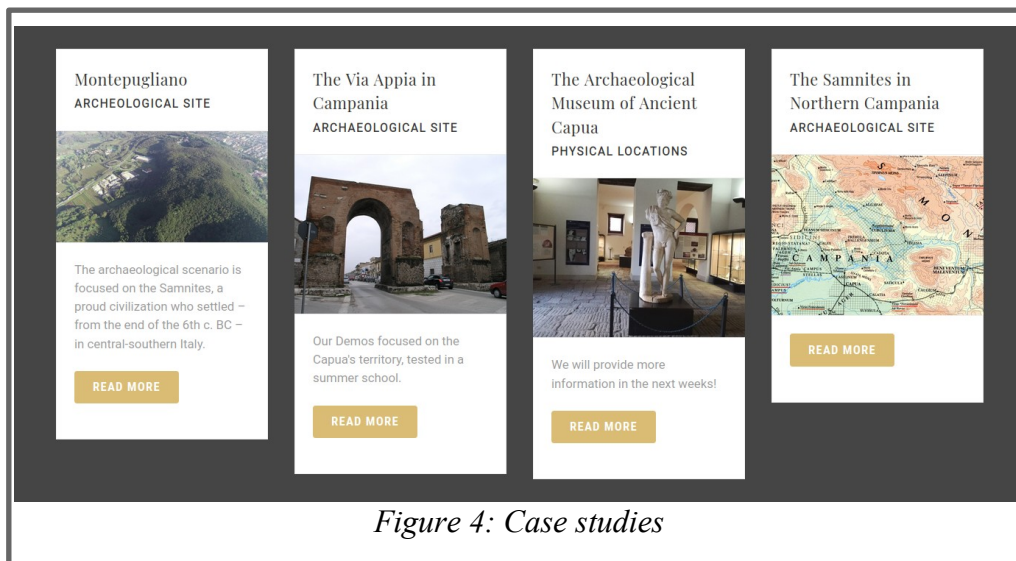
1.6 Case Studies

Figure 4: Case studies

In this section the project   case studies are shown:

- *Monte Pugliano* and *The Samnites in Campania* represent the original case studies selected in the project proposal.

- *The Via Appia in Campania* and *The Archeological Museum* of *Capua* are additional contents which have been gained interest during the project activiteis

Each case studies will contains specific information and will link a project demo.

1.7 Past and upcoming events

Figure 5: Events Section

This section includes past and upcoming events. Some example are exhibitions or dissemination events such as:

- The 19th IEEE International Conference on Pervasive Intelligence and Computing (PICom 2021): a Systematic Review on tasks offloading techniques from the edge based on code mobility
- The 14th International Symposium on Intelligent Distributed Computing (IDC 2021): intelligent agents for diffused cyber-physical museums.

1.8 Footer

The footer contains the main contacts and the main links of the website.

Figure 6: Footer