When/Where?
Now, in the digital era, as cultural heritage struggles to stay relevant in online spaces while platforms like Flash have already disappeared.

Why?
Because many aspects of cultural heritage risk being overlooked or simplified, and playful, Flash-inspired design offers a way to make them engaging and relevant

What?
Scholars have explored the role of games and obsolete media in cultural engagement from different perspectives. But these approaches either emphasize media preservation or educational applications, leaving a gap in research on how formats like Flash-inspired design can be reinterpreted as a methodology for making cultural heritage accessible and engaging.

Who?
Younger digital-native audiences, cultural practitioners (such as educators & designers) and heritage organizations such as museums or UNESCO.

Role of Design
Design serves as a bridge, transforming cultural heritage into playful, accessible digital experiences.

Media Archaeology & Obsolete Digital Forms
Examines how obsolete platforms like Flash hold cultural meaning, and how reinterpretation can offer alternatives to preservation.

Interactive Design for Cultural Heritage
Explores how playful, game-inspired interactions can make cultural heritage more engaging and accessible for contemporary audiences.

Using nostalgic game design to make culture engaging for digital audiences.

Practice-Based Design Research (Research through Design)
Uses iterative prototyping and reflection as a method where design outcomes act as research probes that generate insights.

Erik Champion – Critical Gaming: Interactive History and Virtual Heritage
This book examines how game design and play can enrich digital humanities, especially in virtual heritage and interactive history.

Michela Mortara et al. – Learning Cultural Heritage by Serious Games, Journal of Cultural Heritage (2014)
This paper provides an overview of how serious games are used in cultural heritage.

Jussi Parikka – What is Media Archaeology? (2012)
Introduces media archaeology as an approach to studying obsolete, forgotten, or "dead" media.