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Find out more at: <https://museotaranto.beniculturali.it/en/>

"Dialog Through Touch" Project; Zagreb: The project "Dialogue Through Touch" has been actively involved in efforts to adapt museums for the blind, visually impaired, and the deaf-blind (a guide in Braille, audio guide, translation into sign language).

Find out more at: <http://www.mgz.hr/hr/edukacija/dijalog-kroz-dodir,3270.html>

4.1.2.4 Accessibility through Digital Innovations: Palermo; Porto; Seville; Zagreb

Augmented and Virtual Reality, to enhance accessibility to the historical and cultural highlights; Palermo: Part of the Smart Panormus project, Palermo wants to develop the use of augmented and virtual reality for the enhancement and improvement of accessibility to the historical and cultural highlights, in particular to the monuments of the Arab-Norman route. These technologies make it possible not only to virtually navigate along cultural route, or within a cultural asset such as museums, historic buildings, or archaeological sites, but also to add three-dimensional visualisation of cultural contexts or assets, elements or parts that are no longer present in their original location. The City of Palermo wants therefore to implement four virtual or augmented reality applications, especially on the following areas: Hidden Palermo, for elements that are invisible to the eyes of the visitors, Ponte dell'Ammiraglio, to recreate the bridge and its area, and Genius of Palermo, with the personification of the city.

Find out more at:

<https://www.comune.palermo.it/js/server/uploads/15052020140904.pdf>

"Sevilla Smart Accessibility Tourist and Events" project and Seville Accessible App; Seville: The "Seville Smart Accessibility Tourist & Events" is an innovative project supported by the Spanish government and the European Union to improve accessibility, and urban space management through the use of ICT-based actions. This project uses GIS technology and AI